

Notes for *Triangle Dominoes*

Level: 1-3

Recommended # of Players: 2-4

Materials: *Triangle Dominoes* cards, paper and pencils for scorekeeping

Math Skills: Addition of 3 numbers (0-5); addition of several numbers (0-15); spatial reasoning

Mathematical benefits:

Triangle Dominoes give its players the chance to add 3 numbers together, as well as to add several 1- and 2-digit numbers together when calculating their final scores. This game may also give teachers the opportunity to introduce calculators to the children, if appropriate. Players must coordinate spatial reasoning and math as they evaluate the best possible position to place their card to maximize their scores.

Players must decent to look at all the possible places to play a card on the board to find the highest score possible. For example, a player may play a card that matches a 5 and only gets 6 points (a card with 5, 1, and 0), when they could have played a card that matches 2 and 2 but results in 8 points (a card with 2, 2, and 4). The teacher will be responsible for observing whether children are considering their placements based on maximizing the number of points they obtain (by adding all 3 numbers on their card), or if they just try to create a match with a higher number.

For an extra challenge, players can flip their cards face up so the other players can see their cards. This allows players to consider places they can block their opponents.

Triangle Dominoes

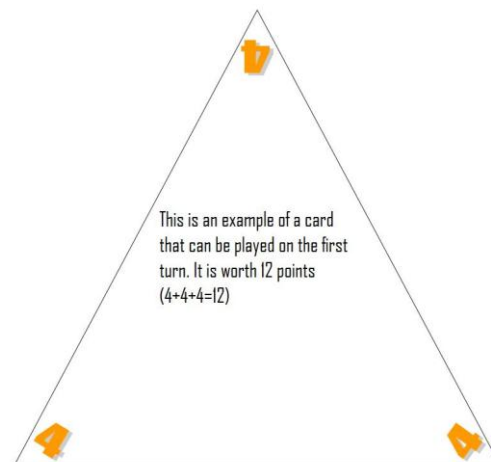
Materials: 56 Triangle Dominoes cards; paper and pencils to keep score

Objective: To be the player with the highest score at the end of the game.

To play:

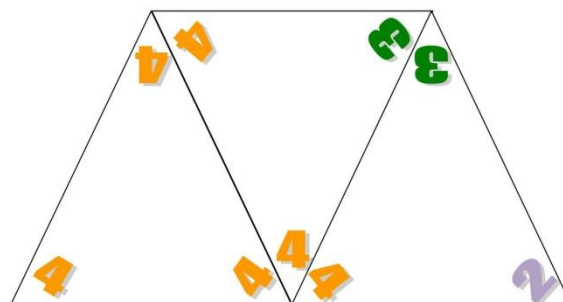
1. Players turn all Triangle Dominoes cards face down, mix them up, and take 6 cards each.

2. The player who has a card with three matching numbers takes the first turn by placing that card in the center, face up. If more than one player has three matching numbers, the player with the highest number plays first. The player adds the three numbers on the card to get a score for that round. If no player has a card with 3 matching numbers, the player with the 2 highest matching numbers on a card plays that card first.



3. Players take turns placing one of their cards next to another card so that two numbers on the card being played line up with and match two numbers on the card that has already been played.

4. If players cannot play a matching card, they draw a card from the pile. If that card cannot be played, their turn is over.



5. Players keep score by adding the 3 numbers on the card that they played and recording that score on paper.

6. The game ends when none of the players can play any more of their cards, or when one player runs out of cards. Players add up their scores, and the player with the most number of points is the winner.

