Domino Multiple Game

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Domino Multiple Game

 One type of domino game uses multiples of five in order to score points. For each multiple of five, the player would receive one tally mark. The first player to reach the designated number of tally marks would win the game. For instructions on playing this particular type of dominoes, please go to the following website: <http://www.domino-games.com/domino-rules/allfives-rules.html>. This particular domino game, sometimes called the *All Fives Domino* game, can be the basis for a number of games designed to develop conceptual understanding of multiples of numbers through twelve and provide opportunities to reinforce learning objectives in a fun and competitive manner. The following manipulatives will be needed for the *Domino Multiple Game*: a set of double six, double nine or double twelve dominoes and a pair of dice for each group of players.

 To begin the learning activity game, all dominoes will be turned face down and shuffled. Students are to divide all the dominoes equally among all players and discard any remaining dominoes. If playing with a double six set of dominoes, one student will roll a die to determine what number will be the multiple for the game in order to score points. The player with the double of the rolled number will begin the game and score two tally marks. For example, if a player rolls a four, the player with the double four will begin each round and will score two marks. If the double four is one of the discarded dominoes, the player with the largest double will begin play by either playing the double or selecting a domino that would score tally mark(s). The following first played dominoes would result in one, two or three tally marks if you are playing base four with a double six set of dominoes since they all add up to a multiple of four.

|  |  |  |
| --- | --- | --- |
| Domino | Sum  | Number of Tally Marks |
| 6/6  | 12  | 3 |
| 6/2 | 8 | 2 |
| 5/3 | 8 | 2 |
| 4/4 | 8 | 2 |
| 4/0 | 4 | 1 |
| 3/1 | 4 | 1 |
| 2/2 | 4 | 1 |

 The only double that can be used to play off all four sides (which is typically called the “spinner”) will be the first played double of each round as with the *All Fives Domino* game. In order to score points, the ends must add up to be a multiple of the initially rolled number. For instance, in the multiple four example mentioned above, students would only score points if the sum adds up to be four, eight,… or twenty-four when using a double six set of dominoes. In order to play a domino, a player must be able to match one of their dominoes to one of the ends on the board. If the player does not have a domino that matches one of the ends, the player passes and play continues.

If no player has the double four or another domino that would result in tally marks, the double six may be selected to begin the game with which means it is the only double that can be played off of all four ends. If playing *Multiple Four*, Figure 1 would result in three tally marks since the sum of the ends (2 + 10) equals twelve. In Figure 2, the player would receive 4 tally marks since the sum of the ends (2 + 4 + 10) equals 16.

 

Figure 1. Figure 2.

Note however, that a double does not have to be the first played domino but once the first double has been played, that domino becomes the spinner and can be played off of all four sides. As seen above, dominoes must be played off of the two sides of the spinner before a player can place a domino on each end of the spinner.

 To simply the rules, once a player plays their last domino, the round is over unlike the standard rules for the *All Fives Domino game*. The dominoes are then turned face down, reshuffled and redistributed for the next round. Each round will repeat the initial rules. The winner will be the first player who reaches the designated number of tally marks.

 If the *Domino Multiple Game* will be played using either double nine or double twelve domino sets, a pair of dice will be rolled to determine the multiple used to score points. If you are using double nine dominoes, players should only consider rolls that equal nine or below. Otherwise, the rules will be the same as with a double six set of dominoes.