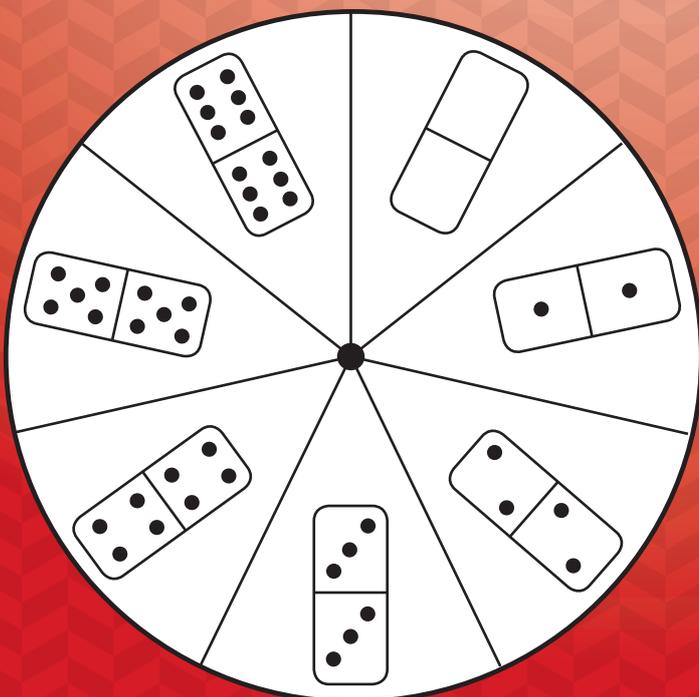


# Double Dominoes (6)

12	0	2	4	6	8
10	12	0	2	4	10
8	10		2	6	12
6	8	6	4	8	0
4	2	0	12	10	2
0	12	10	8	6	4

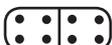


## Double Dominoes (6)

A game for two players.

**Aim:** To be the first player to place three counters, next to each other, in a row, column or diagonal.

**Materials Required:** 36 transparent counters, 18 of one colour and 18 of another colour.

- Players take turns to flick the spinner and place a counter on a spot on the board that matches. For example, if the spinner shows , the player would place a counter on 8.
- Play continues until one player has placed three counters, next to each other, in a row, column or diagonal.

## Double Dominoes (6 and 9)

Prior to playing this game, students should have used dominoes and separated all the doubles dominoes that are in a double six set, 6-6, 5-5, 4-4, 3-3, 2-2, 1-1, and 0-0. These dominoes are represented on the spinner. Likewise the double 9 game features all the double nine dominoes. Children may be challenged to find specific 'doubles dominoes' from the physical set. Individual dot counting should be discouraged.

### Australian Curriculum Links

Yr 1 (ACMNA015): Solve simple addition and subtraction problems using a range of strategies

Yr 2: ACMNA030 Solve simple addition ... problems using a range of efficient mental ... strategies

#### *Elaborations*

Becoming fluent with a range of mental strategies for addition ..., such as ..., *doubles*.

Yr 3: (ACMNA055): Recall addition facts for single-digit numbers ... to develop increasingly efficient mental strategies for computation.

#### *Variations*

Play four in a row, column or diagonal.

Allow a bump off rule where a player may remove their opponent's counter if their double is the same as the cell that is occupied by their opponent.

