

Dominoes: fractions and decimals

Strand

Counting and understanding number

Learning objective

Relate fractions to their decimal representations

Type of starter

Refresh

Whiteboard tools

- Press 'new' to start a new game.
- Press the 'miss a go' button to take another domino from the pot.
- Domino:
 - Drag and drop into the game.
 - Press to rotate 90°.
- Press 'winner' if Player 1 or Player 2 has placed all of the dominoes.

What to do

The aim of this activity is to match domino fractions with the equivalent domino decimals. The game is played in the same way as regular dominoes with two groups playing against each other. Each group or 'player' (maximum of two) is dealt five dominoes. A starter domino is selected by the computer to begin the game and the players then take turns to play. If a player is unable to place a domino they must take one from the central pot. Play continues until a player places all of their dominoes, and is declared the winner, or there are no dominoes left in the pot. If a stalemate situation is created, in which neither player can play a domino and the pot is empty, the player with fewest remaining dominoes is the winner.

Differentiation

Less confident: use 'talk partners' to discuss moves, which will help to support a child's confidence and affirm their decisions.

More confident: play 'beat the teacher', in which children attempt to pit themselves against an adult in the classroom.

Key questions

- *What methods did you use to identify which dominoes to select?*
- *What strategies would you use in order to block your opponent?*

domino

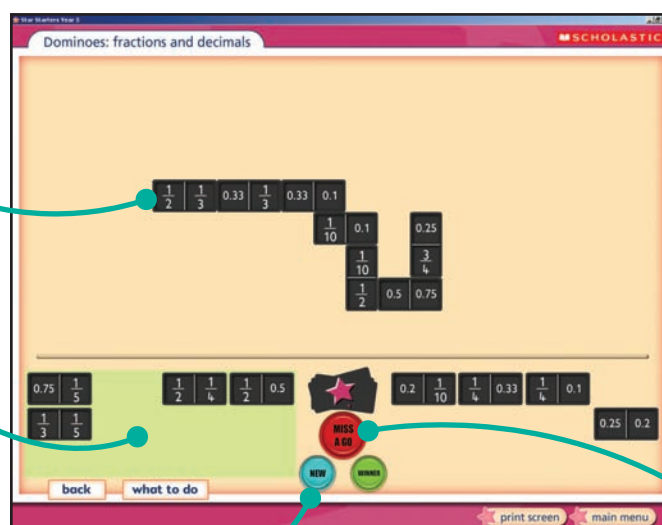
- Drag domino to playing space
- Rotate by pressing top right-hand corner

players 1 and 2

Panel turns green to indicate whose turn it is

'new'

Press to start new game



'miss a go'

Press to take another domino from pot