Race to 100 Dominoes

The aim of the game is to make a 100 before your partner.

Each pair will need a set of dominoes, whiteboards and markers.

Place the dominoes face down. Player one chooses a domino for example . They decide whether the value of their domino is 62 or 26. They record the value on their whiteboard. Player two then chooses a domino and decides on the value. Players keep choosing dominoes and adding the values to their tally until someone reaches a 100.

Race from a 100: You could also start at 100 and subtract your scores to see who can reach 0 first.

Domino Multiplication: The numbers represented by the dots could be multiplied and the values added or subtracted to get to 100 or 0.

Strand: Number

Strand unit: Place Value; Operations

Skill: Implementing, Understand and Recall, Applying and problem solving, Reasoning