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**Math dominoes**



Dominoes are very old and well known in the world of board games. We created a math dominoes game on the background of the old game. The game contains 28 cards at the end of which it is written a mathematical phenomenon. Answers of the phenomenon are equal to numbers 0, 1, 2, 3, 4, 5, and 6. The goal of the game is mindful counting applying the properties of degrees. The number of players varies from 2 to 6.

The game is for 8th or 9th grade students.

**Rules of the game**

***1st version.***

All cards are overturned and shuffled on the surface of the board. Each player takes 7 cards. The remaining cards will be unnecessary. The first player puts the one open card on the board. Then the second player connects his card to the first. The answers of the mathematical phenomenon’s form first and second cards must be equal. If the player hasn’t any right card, he must pass? The game ends when a player runes out of his cards or no one can connect cards. The winner is the one puts the last card.

***2nd version***

The rules of the game are the same as in the first version except that players take 5 cards each. If they finished the cards or do not have a right one they can pick up all remaining spare cards. When a player does not have a suitable card, he draws one of the spare cards. If you need to draw spare cards and you still can’t go you have t keep drawing a spare cards until allows playing. The game is over when a player has finished his cards or no one can connect.

***3td version.***

**Block**. All cards are overturned, placed on the table and shuffled. Then each player picks up a card and counts the total of the answers. Who received the highest amount starts the game. Then all players take 4 cards each. The player who starts the game can use any one of his cards. Others must connect cards by matching equal answers. The game is over when any player runes out cards or no one can’t connect any cards. The winner is the player who has no card or who’s sum of the answers on the cards is the smallest. The winner receives all points from losing players. Mostly it is played up to 50 or 100 points.