Material: A dominoes game

Players: Three or four

Rules: The object of a game of dominoes is to form a chain by matching the dots on the dominoes. The winner is the first player to place all of his or her dominoes in the chain.

Put all the dominoes face down on the playing surface. Each player picks 6 dominoes making sure that the other players cannot see the faces of the dominoes. The remaining dominoes will be used as a bank. The player who has chosen the largest double places the first domino face up on the table. The second player places a domino with the same number of dots on one end of the chain. The chain can be made in a straight line or it may zigzag.

Play continues this way in a clockwise direction. If a player cannot place any of his dominoes then he takes one from the bank until he finds one that can be added to the chain. Dominoes removed from the bank belong to the player who takes them even if they cannot be placed in the chain. If there are no dominoes left in the bank, the player skips a turn until it is possible for him to add a domino to the chain. Double dominoes must always be placed across to form of a T. Here is an example of a domino chain:
Note to parents:

Domino and dice games are excellent ways to develop your child’s subitizing skills. Subitizing is the “instant recognition of how many dots there are...”.

For example, a child could subitize how many dots are in each of the circles below without counting the individual dots:

Subitizing helps the child to form mental images, to realize that a number can be represented in different ways, and to see the number as being composed of two smaller numbers:

In the last example, a child may say that there are six dots because she sees “a five and a one”. This view of numbers as being made up of two smaller numbers is the beginning of the concept of addition.