Math Standards Addressed: Perimeter Dominoes

- Geometric measurement: Recognize perimeter as an attribute of plane figures and distinguish between linear and area measures.

- Solve real-world mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, and exhibiting rectangles with the same perimeter and different areas or with the same area and different perimeters.

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Angle Measurement Dominoes: Complementary Angles and Supplementary Angles,
Grades 4–5 **Item # 211243**

Algebraic Expressions & Equations Dominoes
Grades 5–6 **Item # 211241**

Volume Measurement Dominoes
Grades 5–6 **Item # 211244**

Area and Perimeter Dominoes

Area Dominoes

This product include two sets of dominoes, color coded by set. The aqua-colored set most closely matches math standards for Grade 3; the purple-colored set most closely matches Grade 4. You may choose to let students work out answers in writing or encourage mental math and math discourse during use. There are many ways to use the dominoes, including the following simple games:

Standard Dominoes

Players: 2–4: If 4 are playing the game, it may be played as teams of two.

Drawing: Shuffle the dominoes and place them facedown. Divide the dominoes equally between the players. Any left-over dominoes are put aside.

Object of the game: Be the first player or team to correctly lay down all dominoes. Dominoes are laid end to end or side by side (the touching ends or sides must match: i.e., an answer matches an area or perimeter illustration). Play begins with the first player laying down any domino. Play progresses clockwise with each player laying down a correct match on their turn, or passing if this is not possible.

Draw Dominoes

Players: 2–4: If 4 are playing the game, it may be played as teams of two.

Set up: Shuffle the dominoes and then place half of them facedown and the other half face up. Make as many matches as possible.

Object of the game: Be the first player or team to correctly lay down the last of the facedown dominoes. Dominoes are laid end to end or side by side (the touching ends or sides must match: i.e., an answer matches an equation or expression). Play begins with the first player drawing a domino. If the player can make a match, he or she does so and draws another. Players continue to draw and play until no match can be made. The domino is then returned to the board facedown, and all dominoes are shuffled.

Play progresses clockwise in the same manner, until all the dominoes are played.

Math Standards Addressed: Area Dominoes

- Geometric measurement: Understand concepts of area and relate area to multiplication and to addition.
- Recognize area as an attribute of plane figures and understand concepts of area measurement.
- Measure area by counting unit squares
- Relate area to the operations of multiplication and addition.