

Gone Dotty Dominoes

Traditional dominoes help support perceptual subitising. Gone Dotty dominoes are designed to support the development of conceptual subitising.



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What you'll need:

- Print pages 4-7 on to white card. There is the option to print the 'Gone Dotty' backing page on page 8. If you choose to do this you'll need to double-side on the short edge when you print
- Laminate for durability.

How to Play:

- Flip over all the dominoes so that the blank/printed side is up. If two players are participating, each player selects seven dominoes. With more than two players, each player chooses five dominoes. The remaining dominoes are used as a draw pile.
- Hide your hand from the other players by laying them face down on the table.
- Decide whether your game will consist of one round or the winner will be determined by points accumulated over several rounds. Point totals include all the dots on all the dominoes remaining in the other players' hands. You could also choose a low target number like 50 or 60.

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- Determine who goes first by having each player select a random domino from the draw pile. Whoever has the domino with the highest number of dots goes first, and play continues around the table in a clockwise motion. Return the dominoes used to determine the player order to the draw pile, face down.
- Place the top domino from the draw pile on the centre of the table.
- Continue to play around the circle. During each turn, the player selects a domino from their pile that matches at least one side of one of the dominoes in the centre. Dominoes can be laid end to end or at right angles, as long as the joined ends match.
- Pick a domino from the draw pile if none of your dominoes can be played. When the draw pile has been depleted, pass without making a move.
- Continue playing rounds until one player acquires the number of points needed to win the game or until all dominoes have been used.









