

Shape Dominoes

An activity to develop shape, colour and numeral recognition, and matching and sorting skills.

Equipment
Needed
Scissors

★ INSTRUCTIONS

- 1 Cut out the dominoes, keeping the shapes attached to their numerals.
- 2 Talk to your child about each shape:
 - name the shape (square, triangle, circle or star);
 - finger trace around each shape;
 - count the number of sides of each shape;
 - compare shapes, eg: circles with circles, circles with other shapes;
 - think of objects which are made of these shapes.
- 3 Colour in the shapes on each domino, according to the colour scheme: colour dominoes with 1 shape in yellow; 2 shapes = orange; 3 = blue; 4 = green; 5 = red; leave the 6 shapes dominoes white or encourage your child to choose a sixth colour. *
- 4 Cut six 90cm lengths of wool, ideally matching the colour scheme above. Tie the ends of each piece of wool together to form six loops. *

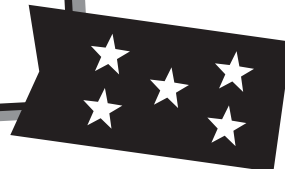
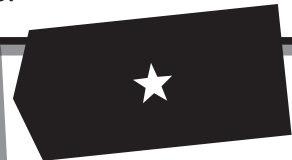
1 SORTING GAME

1. Sort the dominoes into sets, using these criteria. Put each set inside a loop.

- a) Shape
- b) Colour
- c) Number

Remember to discuss with your child the sorting criteria of each set. Note that the Colour and Number sets consist of the same dominoes.

2. Ask your child to sort the dominoes and explain their own sorting criteria.



* Your child's Ready Set Go Box includes the materials for each activity, eg: shape stickers and coloured wool.

Shape Dominoes (continued)

PROGRESSION

- Sort the dominoes by a fourth criteria: Numeral. Reinforce each numeral by finger tracing around it and counting its shapes. Note that the Colour, Number and Numeral sets consist of the same dominoes.
- Look again at one of the shape sets, eg: squares. Discuss how the set consists of dominoes with the numerals 1–6. Lay out the dominoes in numerical order and practise counting.

Matching Game

1. Cut each domino along its dotted line to make separate numeral and shape cards.
2. Mix up the cards and lay them out face upwards. Take turns to choose a numeral and a shape card of the same number to make complete dominoes.

Dominoes

Unlike conventional dominoes, the players create six rows of matching numerals and shapes, rather than one continuous row.

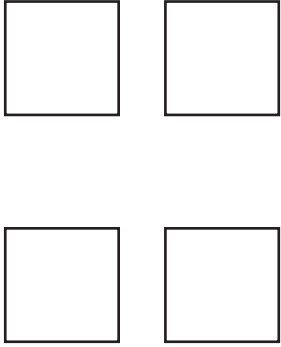
1. Lay out one set of numeral cards 1–6, one below another: the base cards.
2. Share out the remaining numeral and shape cards amongst the players so that each player holds an equal number of cards. The unallocated cards should not be included in the game.
3. If Player 1 can match a shape card to one of the base cards, they lay it down, completing the domino. If Player 2 holds a shape card to match one of the other base cards or holds a numeral card to match Player 1's shape card, they lay it down. The players take turns to lay down numeral or shape cards. If a player does not have a card to play, they miss a go.



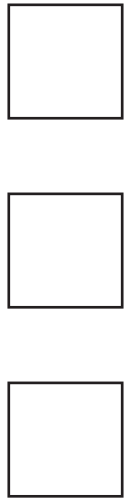
Extension

- Make other shape dominoes, eg: oblong, oval, crescent, diamond. Use different colours and introduce numbers 7–10.
- Lay out the shape cards in patterns, eg: 1 circle, 2 stars, 3 circles, 4 stars ...
- Lay out the numeral cards in order and reverse order.
- Learn to play conventional dominoes.

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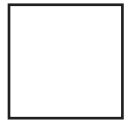
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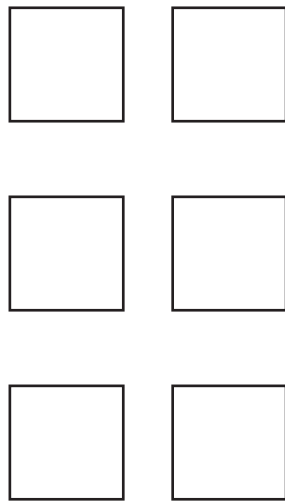
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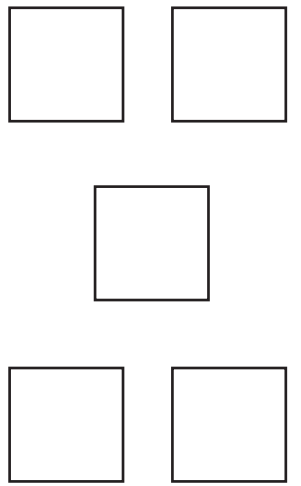
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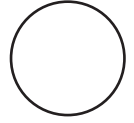
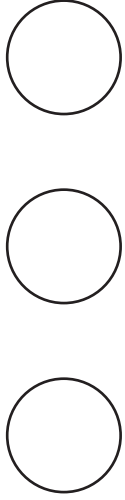
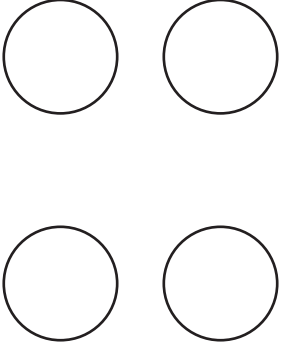
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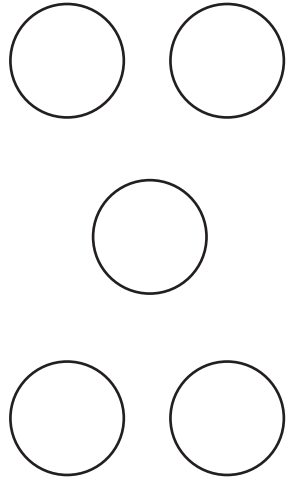
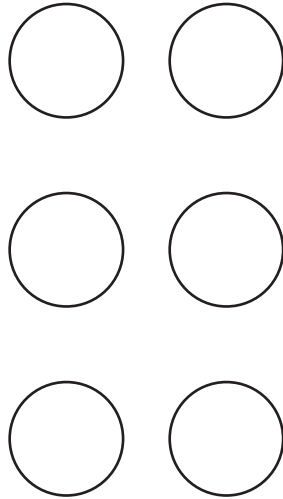
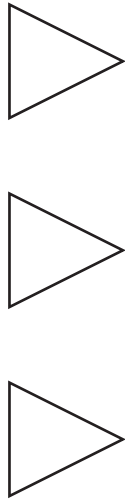
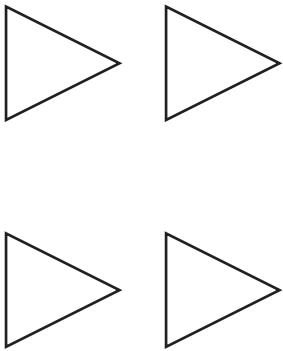


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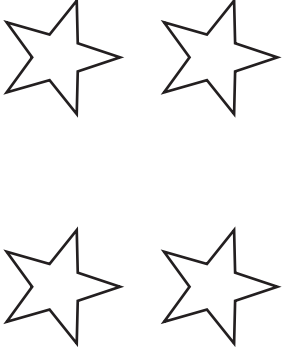


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