

Year 2: Multiplication: Know 2 times table to 2x10 and see all values are even.

2 times table: Dominoes

Aim of the Game

Make and solve 2 times tables number sentences using dominoes and playing cards.

You will need



Introduce and explore dominoes

It is important to invest time exploring a set of dominoes so children understand how they work.

Have a look at [Introducing Dominoes](#) for guidance on how to do this effectively.

It's good practice to always check you have a full set (28) before you start!

Set up and Play

Explain you are going to play a game to help learn and get quicker at recalling 2 times table.

See if the child can remove any dominoes that have a total of 11 or 12 and also take out the double blank dominoes – we don't need these for the game. This is a good way to assess their subitising skills. *If they struggle with this then they might not be ready for this game.*

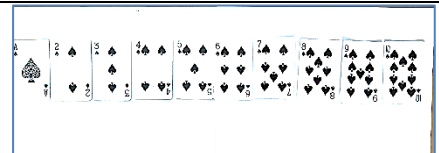


The remaining dominoes are turned face down in a pool to draw from.



Lay the Ace through to 10 cards of the same suit (spades, heart, diamonds or clubs) in numerical order. Ace is 1. *Can the child do this?*

Play as a team with just one row to begin with.



Draw a domino from the pool, say the total number of dots and places it on top of the card of the same value.

In this example you now have two 6s – one domino and one playing card. Remember multiplication is repeated addition. Say the multiplication created: **"6 multiplied by 2."**



Reinforce the concept: <i>“This is the same as [repeated addition] 6 plus 6 or 2 groups of 6.”</i>	
<p>If the product (answer of a multiplication) is not known they can use the spades and the dots or any other resource to help them find the product.</p> <p>“6 multiplied by 2equals 12.” Place the domino on the card to show it’s been solved. You or the child could jot down the calculation on the whiteboard.</p>	
<p>Continue to take turns to draw dominoes to create multiplications, solve them then lay the domino on the card until all the cards are covered.</p> <p>If a domino is picked that has already been multiplied by 2, it goes to a discard pile. Think outloud – “We need to pick a 4, 7 or 8 next....oh no it’s a 6 – We’ve already got that!”</p> <p>The game ends when all the cards have been multiplied by 2.</p>	

Reflect

Which 2 times tables are recalling quickest? Which are taking longer?

Do they notice if they’ve solved a multiplication already?

Can they tell you which numbers they need to pick next?

Adapt

Once they understand how to play, and if they like competition, make 2 rows so you can play ‘against’ each other. In this version, as there is only 1 domino that shows 1 dot, whoever picks it shares it with the other player. The first to cover all their cards wins.

If they are struggling with subitising then they are not ready for this game so you can turn it into a matching game! Work out the total number of dots and match it to the card number.

Maths Talk

This game aims to reinforce the links between multiplying by 2, doubling and adding a number to itself.

Language

<i>multiply</i>	<i>2 times table</i>	<i>equals</i>	<i>double</i>
<i>total</i>	<i>product</i>	<i>add</i>	<i>two groups of</i>