

Dominoes

Skills & Standards Alignment Guide

SKILLS DEVELOPED THROUGH DOMINOES

Grades K–2

- Counting dots (pips)
- Number recognition
- Matching patterns
- Turn-taking and rule-following

Grades 3–5

- Addition using pip values
- Pattern recognition
- Strategic placement
- Probability intuition

Grades 6–8

- Strategic blocking
- Planning multiple moves ahead
- Combinatorial thinking
- Resource management

Grades 9–12

- Probability estimation
- Strategic decision-making
- Game state analysis
- Logical reasoning

DOMINOES STANDARDS ALIGNMENT

Dominoes reinforces number sense, pattern recognition, arithmetic reasoning, and strategic thinking across grade levels.

INDIANA ACADEMIC STANDARDS (2020) – Mathematics

- **Grade 1 – 1.NS.1:** Count, read, and write numbers.
- **Grade 3 – 3.NS.3:** Fluently add and subtract within 1,000.
- **Grade 5 – 5.NS.3:** Use mental math and estimation.
- **Grade 7 – 7.DSP.4:** Develop probability models.

COMMON CORE STATE STANDARDS (CCSS) – Mathematics

- **Kindergarten – CCSS.MATH.CONTENT.K.CC.A.4:** Understand the relationship between numbers and quantities; connect counting to cardinality.
- **Grade 2 – CCSS.MATH.CONTENT.2.OA.B.2:** Fluently add and subtract within 20 using mental strategies.
- **Grade 3 – CCSS.MATH.CONTENT.3.OA.D.8:** Solve two-step word problems using the four operations.
- **Grade 5 – CCSS.MATH.CONTENT.5.NBT.B.5:** Fluently multiply multi-digit numbers using the standard algorithm.
- **Grade 7 – CCSS.MATH.CONTENT.7.SP.C.7:** Develop probability models and use them to find probabilities of events.
- **All Grades – CCSS.MATH.PRACTICE.MP1:** Make sense of problems and persevere in solving them.