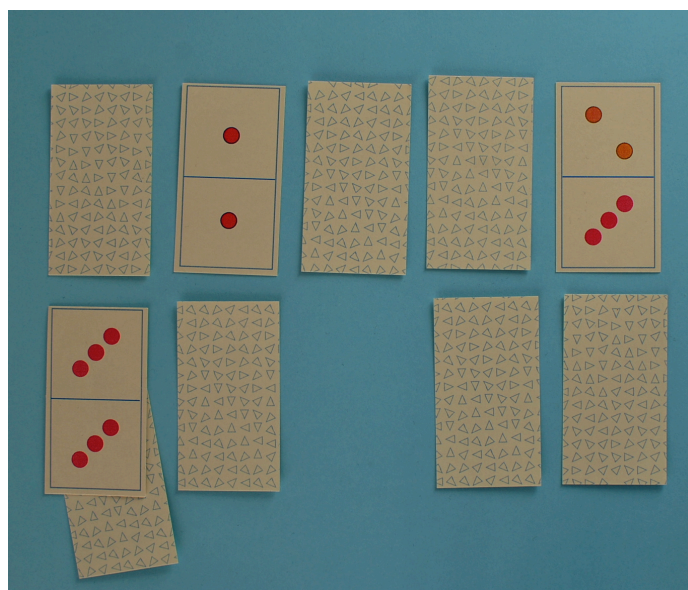


What is the game about?

This game for 1 player provides practice in recognising dot patterns for the numbers up to 10 at a glance. The focus is on the **key components facts**: the doubles and near-doubles facts.

A focus on key facts allows children with weak memories to feel really secure about a very small repertoire of known facts, so that they can derive other facts by reasoning.

For a 2-player game that provides practice in these same key component facts, see my *Key Components Dice Game* (on this website).



In this game, the 6 has just been placed and the card underneath is brought into play. If that card is the 8, the game would end with a score of 2. If not, the game can continue.

Watch me play a video of this game on YouTube

<https://www.youtube.com/channel/UCohFUlmEat0UxOnNmRh92P> Q

Equipment needed

10 domino cards (or actual domino tiles) that show the key component facts of the numbers 1 to 10. At first, you can use cards on which different components are depicted in different colours; later use cards with spots all of one colour.

(You can print off domino cards from the Resources area of this website.)

Rules

Shuffle the 10 cards and set them out face down in two rows, calling out the numbers 1 to 10 as you do so. Or, you can set out the cards in a single row, leaving a slightly larger gap after the 5th card to minimise counting during play.

Pick up any card at random. Read it as a number – without counting the spots! – and put it in its correct position: number 1 belongs in the first position at the left and number 10 in the last position at the right.

Slide out the card from underneath each card you place, and repeat the process of reading this new card before placing it in its correct position. Continue until you are forced to place a card in an empty space, with no new card to bring into play.

Your score is the number of face-up cards showing consecutive numbers. Try to beat your score next time you play.