Organic Dominoes

This game is designed to practice structure/function relationships by matching a structure to a function. Groups will be given:

-A box of 50 domino tiles and a list of all dominoes.

-An answer key (for disputes only).

Each domino tile has a drawn structure (S#) on the left side and a function (F#) on the right side.

S1

F8

Students will draw tiles from a pile and any leftover tiles will be leftover as a “pool”. The pool can be used to draw or exchange leftover tiles.

Games w/o spectroscopy tiles have 39 tiles: Games w/ spectroscopy tiles have all 50 tiles:

Groups of 3-4 draw 8 tiles each. Groups of 3-4 draw 10 tiles each.

Groups of 6-8 draw 3 tiles each. Groups of 6-8 draw 5 tiles each.

The oldest person goes first. Only 1 domino may be played per turn. A tile that is placed on the table is replenished using the leftover tiles from the pool. A student may use a turn to exchange tiles from the pool. If you are unable to play, you will have to “pass” and it is the next student’s turn.

The game ends when someone:

-Reaches 10 points.

-Has the most points after a set time.

-Has the most points after all tiles can be played.

Scoring:

-Each tile placed correctly receives 1 point.

-Spectra function tiles are worth 2 points.

Several tiles can branch from a single tile as long as the structure/function is correct for example:

S2

F1

S1

F8

S8

F3

S3

F6

S6

F7

S4

F5

S7

F8

S6

F3

S8

F2

S4

F2

S5

F4

S9

F1

S8

F9

S4

F6

S6

F8

S8

F2

S2

F9

S9

F5

S5

F4

S9

F9