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## Dominique [Grades 2-3]

Regents' Center for Early Developmental Education

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# Notes for *Dominique*

**Level:** Grades 2-4

**Recommended # of Players:** 2-4

**Materials:** *Dominique* cards (44); paper and pencils for scorekeeping

**Math Skills:** Addition, multiple 1- and 2-digit numbers; spatial reasoning; logic

## **Mathematical benefits**

**Spatial Reasoning and Logic:** *Dominique* gives children the opportunity to use their spatial reasoning and strategy. The players must evaluate the arrangement of colored dots on their cards and decide which card to place and where to place it to maximize the amount of points they will receive. They must consider every possible row of dots (horizontal, vertical, and diagonal) that connects to the cards they place.

**Addition:** There is a substantial amount of addition in this game. Children must add up the points from each turn as well as the points from each turn to the end of the game. To keep score, players can either keep a running total by recording earned points at the end of each turn and adding it to the previous score with paper and pencil. Or, they can add the total at the end of the game by only writing down the number of points scored in each round.

# DOMINIQUE

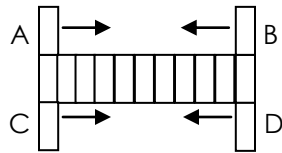
**Players:** 2-4

**Materials:** 44 *Dominique* cards; pencil and paper for keeping score

**Objective:** To earn the most points by making horizontal, vertical, or diagonal lines of 3 or more circles of the same color.

**To play:**

1. Players turn all of the cards face down and mix them. Players each take 3 cards. One card from the face down group is turned over and placed in the middle to start.
2. Players decide who will go first.
3. Players take turns placing a card next to the other cards (to the left or right; see diagram below). Players cannot skip a turn. After playing a card, players draw a card from the face down pile to replace it. Players then record the number of points they obtained on that turn (see **Points**, below).
4. Players continue to play one card after another, next to one that has been played, until a row of 11 cards is made. When one row is completed, another row is started from position A, B, C or D (see diagram below). Once a row is started by one player, it must be finished before another row can be started. The next player must play a card either next to the card just played, or at the end of the row just begun. For example, if a player placed a card at position A (below), the next player must place a card either next to A, or at position B. After this, players can only place cards beside another card in the direction of the arrows, until the row is completed. This is then repeated. The game ends when 4 rows of 11 cards each have been completed.



**Points:**

1. A player wins points by putting a card down so that it makes a line of three or more circles of the same color, vertically, horizontally, or diagonally. If the circles make a horizontal or vertical line, each circle of the same color is worth 1 point. If the line is diagonal, each circle of the same color is worth 2 points.
2. After each turn, the player must record and announce the number of points earned on that turn. If a player does not notice some points, those points are lost. See examples of points below.

