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## Twenties [Grades 2-3]

Regents' Center for Early Developmental Education

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# Notes for Twenties

**Level:** 2-3

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

**Materials:** 45 chips, 54 *Twenties* dominoes

**Math Skills:** Addition of several one-digit numbers; missing addends (subtracting a number from 20)

## **Mathematical Benefits:**

*Twenties* is a great game for children who are developing fluency adding small numbers (1-10). Players must also subtract numbers from 20 in order to find the best placement for their domino. Before they can decide to place their domino, children must conduct calculations on several rows and compare the answers to the dominoes that they have.

Players may either keep their dominoes face-down or allow others to see them. This should be discussed by the children prior to playing the game. The teacher may want children to play with their dominoes face-up.

Children can use this information to help each other decide where to place their dominoes. For example, this may prevent another player from making a line of 20. By doing this, children will actually be required to do *more* mental calculations and are more mentally engaged throughout the game.

# Twenties

**Recommended Number of Players:** 2 to 4 players

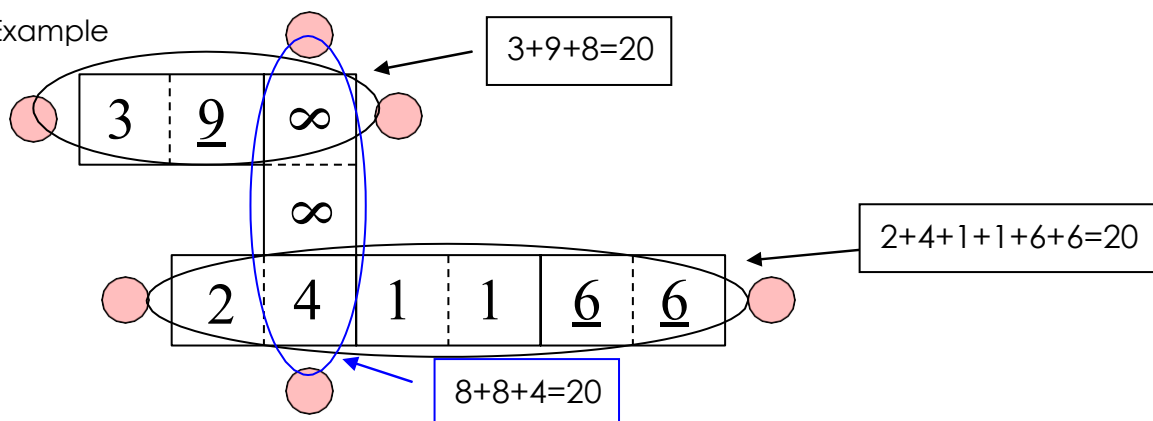
**Materials:** 45 chips, 54 *Twenties* dominoes

**Objective:** To get rid of as many chips as possible by making rows that add up to 20.

**To play:**

1. Players spread out all of the dominoes on the table, face down. Each player draws 5 dominoes.
2. Players decide who will be the dealer and who will go first.
3. The dealer divides the 45 chips evenly among all players. If there are any extra chips, they are set aside and are not used.
4. The first player turns up one domino in the center of the table and then draws one domino to replace it.
5. Players take turns placing one of their dominoes next to one of the dominoes already placed so that each domino touches another at only one number vertically or horizontally (see diagram below).
6. Players try to create a line of numbers that adds up to 20. When the player succeeds, he or she puts a chip on each side of the line, closing it off (see diagram below). If 20 is made with a line that already has a chip on one end, the player who made the line can place only one chip at the end of the line.
7. If a line adds up to more than 20, it cannot be closed off.
8. Players always draw a domino at the end of their turn to replace the one played.
9. The game ends when one of the following happens: either (a) one player runs out of chips; or (b) no more places are available to place dominoes; or (c) all players run out of dominoes.
10. The player with the fewest chips is the winner.

Example





0	1	0	2	0	3
0	4	0	5	0	<u>6</u>
0	7	0	8	0	<u>9</u>
1	1	1	2	1	3
1	4	1	5	1	<u>6</u>
1	7	1	8	1	<u>9</u>
2	2	2	3	2	4
2	5	2	<u>6</u>	2	7
2	8	2	<u>9</u>	3	3

Cut along solid lines

3	4	3	5	3	<u>6</u>
3	7	3	8	3	<u>9</u>
4	4	4	5	4	<u>6</u>
4	7	4	8	4	<u>9</u>
5	5	5	<u>6</u>	5	7
5	8	5	<u>9</u>	<u>6</u>	<u>6</u>
<u>6</u>	7	<u>6</u>	8	<u>6</u>	<u>9</u>
7	7	7	8	7	<u>9</u>
8	8	8	<u>9</u>	<u>9</u>	<u>9</u>

Cut along solid lines