Domino Number Builder – Make a Match 1 – 4

**Grade K
NOVEMBER
or Month 3**

To play Make a Match someone needs to choose two cards to turn over. If they match you get to take them off the mat. If they don't, we'll turn them back over. Would someone be willing to choose two cards?

You have chosen the _____card in the _____row and the _____card in the _____row. What numbers do you see? Are they a match? If no, why not?

Let's put them back facedown. Who would like to choose next? (Or use sticks in the can or some other fair way to decide on taking turns.)

You have chosen the _____card in the _____row and the _____ card in the _____row. Smart choice. What numbers do you see?

Do we have a match? How can we be sure?

What other numbers do you think we may have hiding? Tomorrow we'll learn more and try again to see if we can make another match.

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