

- Solve real-world and mathematical problems involving area, surface area, and volume.
- Apply the formulas $V = lwh$ and $V = bh$ to find volumes of right rectangular prisms with fractional edge lengths in the context of solving real-world and mathematical problems.

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Area and Perimeter Dominoes

Grade 3

Item # 211242

Angle Measurement Dominoes: Complementary Angles and Supplementary Angles,
Grades 4–5

Item # 211243

Algebraic Expressions & Equations Dominoes

Grades 5–6

Item # 211241



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Volume Measurement Dominoes

This product includes two sets of dominoes, color coded by set. The green-colored set most closely matches math standards for Grade 5; the magenta-colored set most closely matches Grade 6. You may choose to let students work out answers in writing or encourage mental math and math discourse during use. There are many ways to use the dominoes, including the following simple games:

Standard Dominoes

Players: 2–4: If 4 are playing the game, it may be played as teams of two.

Drawing: Shuffle the dominoes and place them facedown. Divide the dominoes equally between the players. Any left-over dominoes are put aside.

Object of the game: Be the first player or team to correctly lay down all dominoes. Dominoes are laid end to end or side by side (the touching ends or sides must match: i.e., an answer matches an area or perimeter illustration). Play begins with the first player laying down any domino. Play progresses clockwise with each player laying down a correct match on their turn, or passing if this is not possible.

Draw Dominoes

Players: 2–4: If 4 are playing the game, it may be played as teams of two.

Set up: Shuffle the dominoes and then place half of them facedown and the other half face up. Make as many matches as possible.

Object of the game: Be the first player or team to correctly lay down the last of the facedown dominoes. Dominoes are laid end to end or side by side (the touching ends or sides must match: i.e., an answer matches an equation or expression). Play begins with the first player drawing a domino. If the player can make a match, he or she does so and draws another. Players continue to draw and play until no match can be made. The domino is then returned to the board facedown, and all dominoes are shuffled.

Play progresses clockwise in the same manner, until all the dominoes are played.

Math Standards Addressed:

Understand concepts of volume and relate volume to multiplication and to addition.

- Recognize volume as an attribute of solid figures and understand concepts of volume measurement.
- Measure volumes by counting unit cubes, using cubic cm, cubic in, cubic ft, and improvised units.
- Relate volume to the operations of multiplication and addition and solve real-world and mathematical problems involving volume.