

Introduction

This game is a variation of dominoes designed to reinforce the learning of hazard symbols.

Running the activity

The dominoes are equivalent to the following die throws:

Toxic = 6
Flammable = 5
Corrosive = 4
Biohazard = 3
Oxidising = 2
Irritant = 1
Radioactive = 0

Domino rules

Print the dominoes on to card. Some of the ends are symbols and some are the equivalent word.

Play dominoes as normal. The symbol can be matched against the same symbol OR the correct name. This makes the game slightly more demanding.

Lay all the dominoes face down and shuffle

Players draw seven dominoes each.

Whoever has double *Toxic* or the nearest to double *Toxic* begins.

Dominoes are played one at a time onto either end of the 'snake'. If a player cannot add a card to the 'snake' they miss a turn.

Whether a domino is played or not, each player draws a domino from the face down pile after each turn.

The winner is the player with the least dominoes in their hand when the game reaches stalemate.

Safety

Not applicable.

Learning outcomes

Reinforce pupil knowledge of hazard symbols.

Where the activity fits in

Acids and Alkalis
QCA SoW 7E

Acknowledgements

Please send your fun size games to nigel.heslop@scienceyear.com for inclusion on future CD ROMs.



Toxic



Flammable

Toxic





Biohazard


Toxic





Irritant


Toxic	
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	Flammable
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	Corrosive
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Flammable	
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	Oxidising
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Flammable	
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Radioactive



Corrosive



Biohazard



Corrosive



Irritant



Corrosive



Biohazard



Oxidising

Biohazard




Radioactive





Oxidising




Irritant

<p>Oxidising</p>	
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	<p>Irritant</p>
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	<p>Radioactive</p>
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	<p>Radioactive</p>
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