

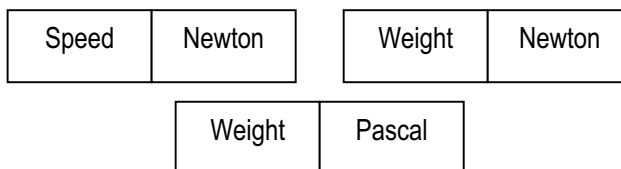
Introduction

This game is based on dominos. Cutting up the table into dominos will give 64 dominos. Each domino has a quantity and a unit on it.

Running the activity

Print and cut sets of units dominos, one per group of three or four pupils. Each group should place their dominos face down and shuffle. The players then take turns to pick dominos, or alternatively one person could deal the dominos to each person. If there are four people then the person with the Weight/Newton domino starts.

Each player then tries to add a domino by placing a domino from his or her hand that has a unit that matches the quantity of the domino on the table or a quantity that matches the unit on the table, for example:



Pairs

An alternative to dominos is to cut the dominos in half, this will produce a series of cards, which should be shuffled and laid out face down. Pupils then take turns to turn up two cards, if they turn up a quantity and its unit, they keep the cards and take another go. The winner is the person with the most cards once all the cards have been taken.

Safety

Not applicable.

Lesson outcomes

- Improved knowledge of units

Where the activity fits in

Starter activity, topics with calculations, revision.

Skills

Vocabulary

Acknowledgements

Written by Daniel Sandford Smith.

Weight	Newton	Weight	Metres per second
Frequency	Newton	Frequency	Metres per second
Mass	Newton	Mass	Metres per second
Speed	Newton	Speed	Metres per second
Pressure	Newton	Pressure	Metres per second
Energy	Newton	Energy	Metres per second
Current	Newton	Current	Metres per second
Temperature	Newton	Temperature	Metres per second

Weight	Hertz	Weight	Pascal
Frequency	Hertz	Frequency	Pascal
Mass	Hertz	Mass	Pascal
Speed	Hertz	Speed	Pascal
Pressure	Hertz	Pressure	Pascal
Energy	Hertz	Energy	Pascal
Current	Hertz	Current	Pascal
Temperature	Hertz	Temperature	Pascal

Weight	Kilogram	Weight	Joules
Frequency	Kilogram	Frequency	Joules
Mass	Kilogram	Mass	Joules
Speed	Kilogram	Speed	Joules
Pressure	Kilogram	Pressure	Joules
Energy	Kilogram	Energy	Joules
Current	Kilogram	Current	Joules
Temperature	Kilogram	Temperature	Joules

Weight	Ampere	Weight	Kelvin
Frequency	Ampere	Frequency	Kelvin
Mass	Ampere	Mass	Kelvin
Speed	Ampere	Speed	Kelvin
Pressure	Ampere	Pressure	Kelvin
Energy	Ampere	Energy	Kelvin
Current	Ampere	Current	Kelvin
Temperature	Ampere	Temperature	Kelvin