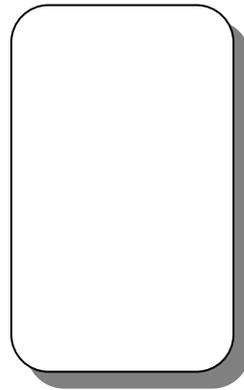
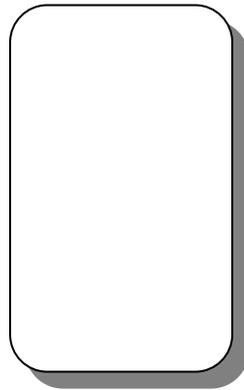
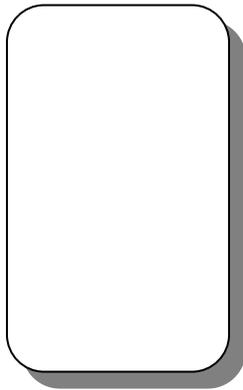
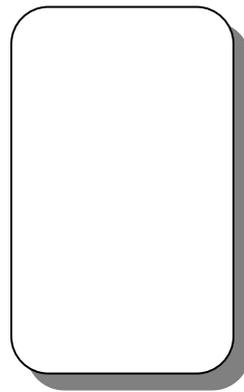
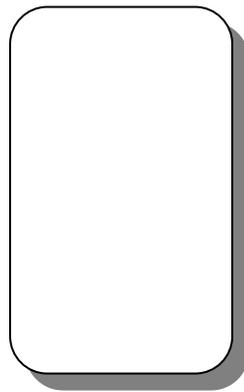
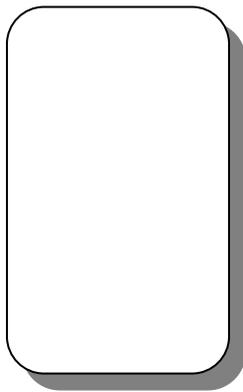


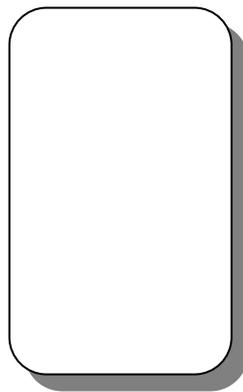
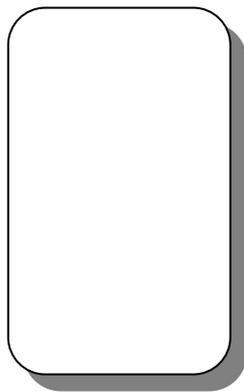
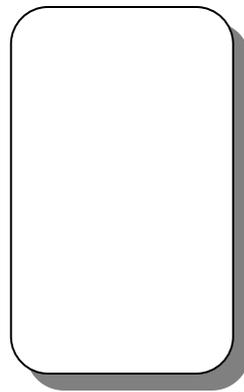
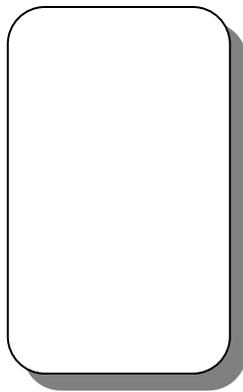
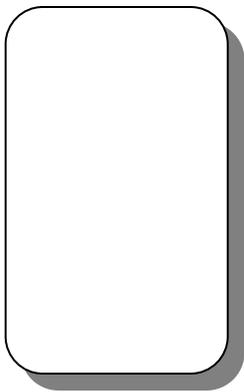
# Same Difference (1)

Find 6 dominoes that have one more dot on one half than on the other half.



# Same Difference (2)

Find 5 dominoes that have two more dots on one half than on the other half.



# Same Difference (1)

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**Observe** how your child selects the dominoes that meet the rule. Some children will:

- count all the dots on each half,
- subitize the groupings not needing to count the smaller numbers,
- use known patterns and subitization to compare both halves with no counting used at all,
- eliminate all the doubles.

**Encourage** your child to:

- look for a 'smart' strategy such as "This part has four dots. I need to find one that has five dots on the other half."
- subitize rather than count the dots,
- go for a variety of dominoes, for instance "I'm looking for near doubles".

Allow time for your child to investigate, record and prove their answers as well as to ask similar questions of their own.

**Challenge** your child to name as many strategies as they can that can be used for this activity and to explain what patterns or shapes they know that help them to subitize. These might include more than one representation for each number and extend to knowing eight as double four or to recognising the Channel Nine symbol.

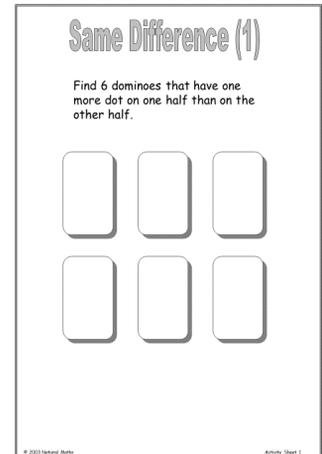
Also, ask your child to place the dominoes they found for this card on Domino Sorting Mat (1). What do they notice when they do this?

## Extension

This card can be used for a game of patience in which the dominoes are shuffled face down and 6 are then placed face up on the card for this activity. If two dominoes have the same difference, they can be removed and replaced by two dominoes from the boneyard.

If the boneyard can be emptied, you are the winner. But if there are still dominoes in the boneyard and no two dominoes in the 6 have the same difference, you lose.

It's fun to play this game in pairs, and to see if you can work together to win.

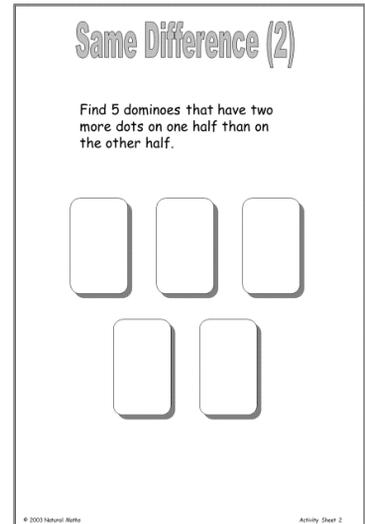


## Same Difference (2)

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**Observe** how your child selects the dominoes that meet the 'two more' rule. Some children will:

- count all the dots on each half,
- need to count on, out loud or with fingers,
- will go back to the first number and use a count all strategy, re-counting the dots already counted,
- subitize the groupings not needing to count the smaller numbers,
- use known patterns and subitization to compare both halves with no counting used at all,
- select only the obvious dominoes to check such as the blanks or ones with larger numbers on the other half.



**Encourage** your child to look for a 'smart' strategy such as:

- subitizing small numbers,
- skip counting in twos,
- using one domino to suggest another, for instance one and three might suggest two and four, three and five as patterns emerge.

Allow time for your child to investigate, record and prove their answers as well as to ask similar questions of their own.

**Challenge** your child to name as many strategies as they can that can be used for this activity and to explain what patterns they notice in the dominoes selected. This could include noticing that an even number followed by an odd and vice versa will not work. These might include more than one representation for each number and might extend to knowing eight as double four or to recognising the Channel Nine symbol.

Also, ask your child to place the dominoes they found for this card on Domino Sorting Mat (1). What do they notice when they do this, and include the dominoes found in the previous activity? This gives a new look to the sorting mat that your child may have missed.

### Extension

Try playing the 'Same Difference' game, but this time place the tiles on this board! It is just that much more difficult to win.