

Possible teaching approaches

Four suggestions are given below for the use of this template in science. These require preparing before the lesson. However, an alternative suggestion is to provide the students with a blank template and ask them to prepare their own dominoes e.g. as a plenary to the lesson. At the end of the lesson the domino tiles can be collected in, and then photocopied them onto sheets to give to students for revision.

Equation trail

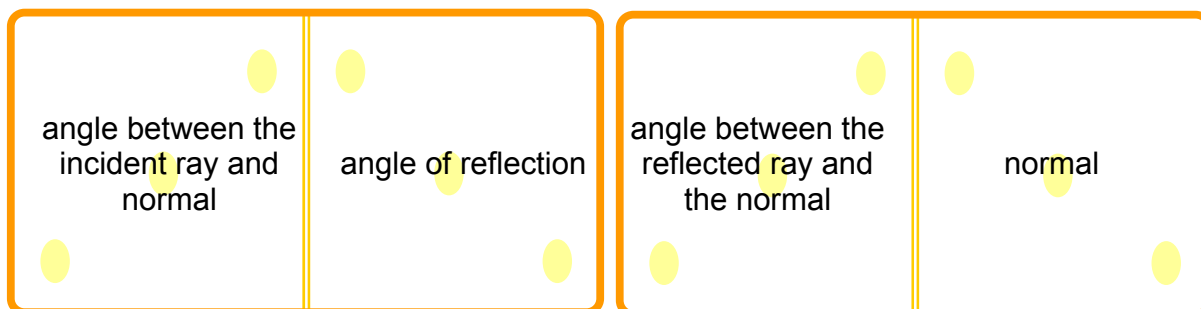
- ❖ This activity works well in small groups where the students are given three of four domino cards and match reactants to products. This works well as a 'follow me' loop game around the room or as straightforward game of dominoes.

An example might be:



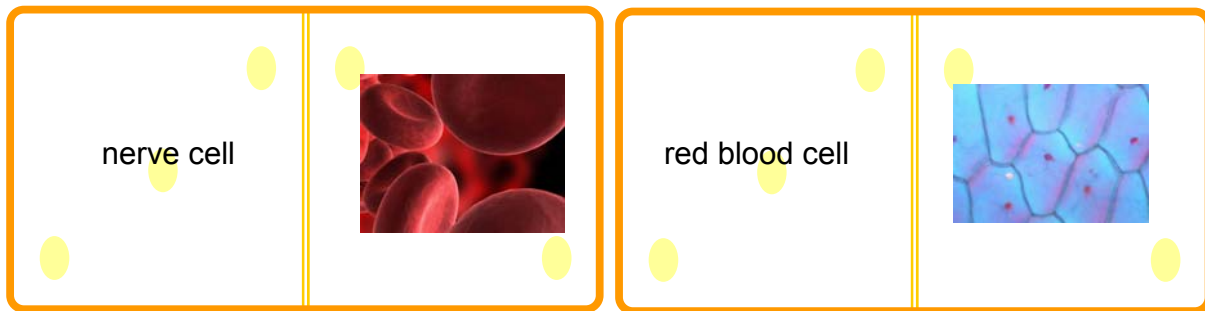
Keywords or phrases

- ❖ Give each student a domino card. Each half of the domino should have a key word or phrase and a definition. Students have to match the key word or phrase with the correct definition. This works well as a 'follow me' loop game around the room or as straightforward game of dominoes. An example could be:



Recognition

- ❖ This activity works well in small groups where the students are given three of four domino cards each and match the named structure to the correct image in a normal game of dominoes. For example:



Scientists and discoveries

- ❖ Use the dominoes to produce a timeline to show scientific discoveries or link scientists with their discoveries. For example:

