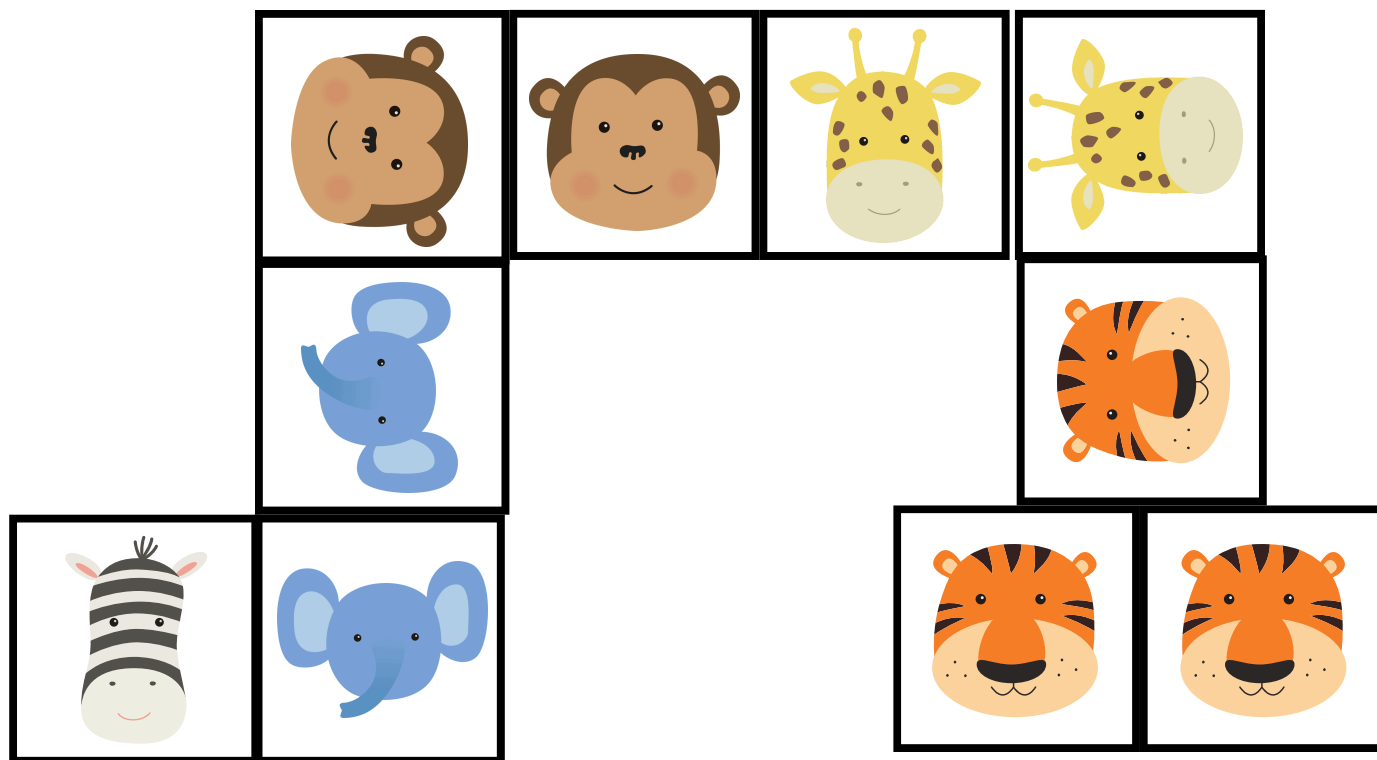


WILD ANIMAL DOMINOES GAME



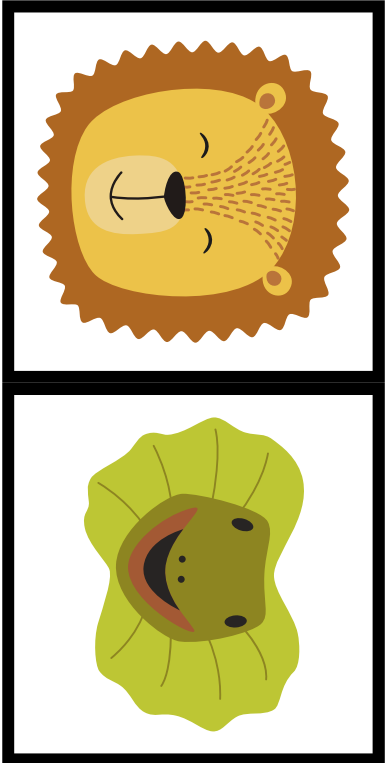
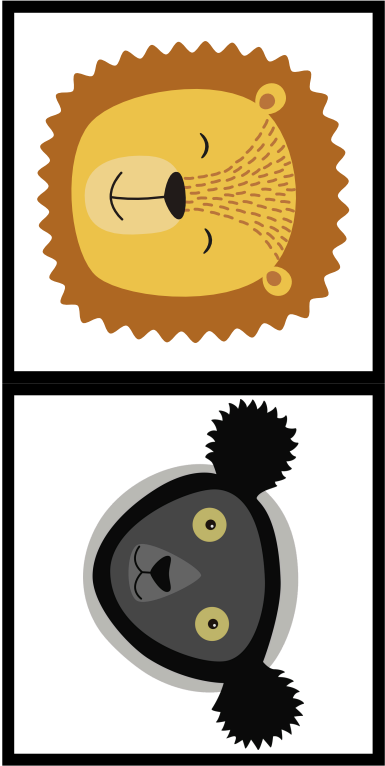
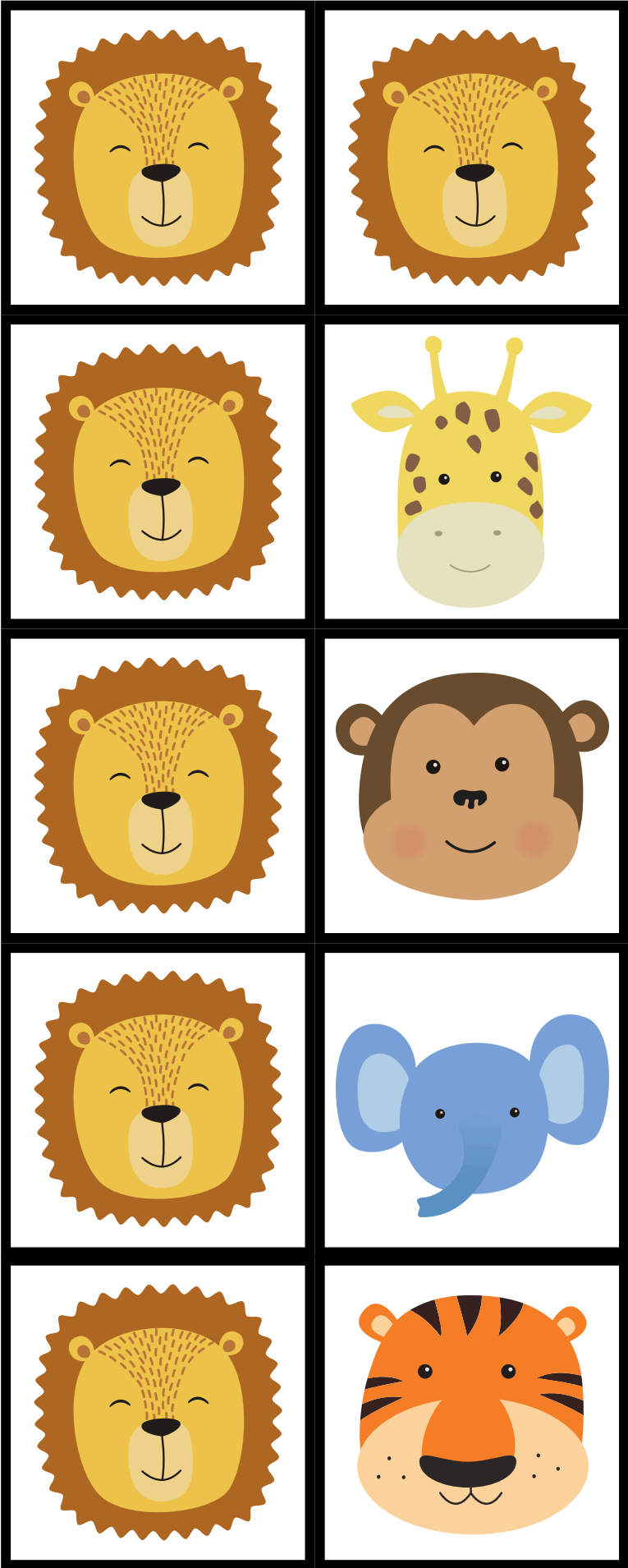
HOW TO USE THIS ACTIVITY

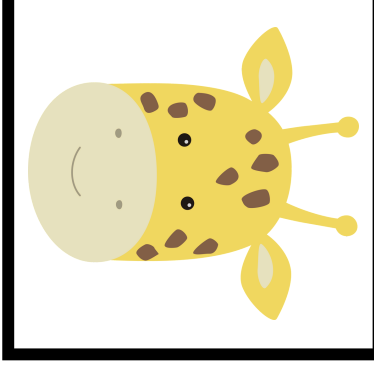
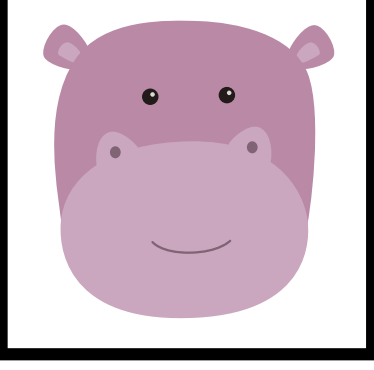
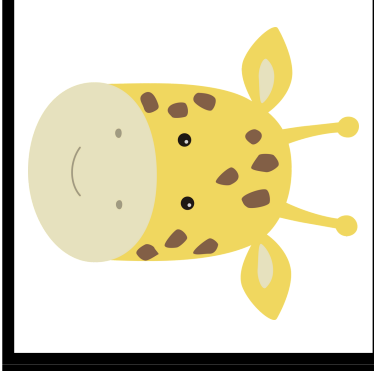
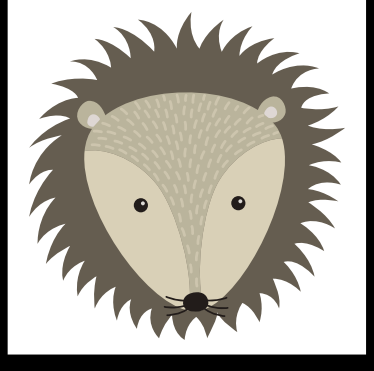
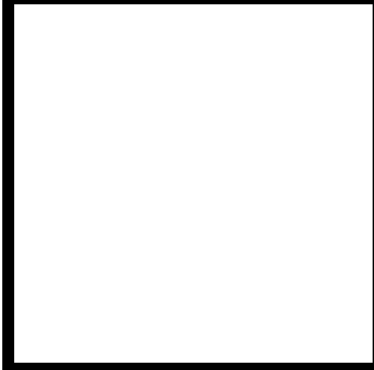
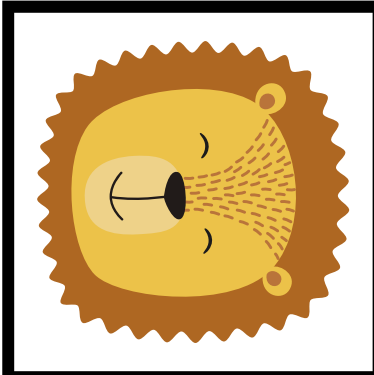
Prepare the dominoes:

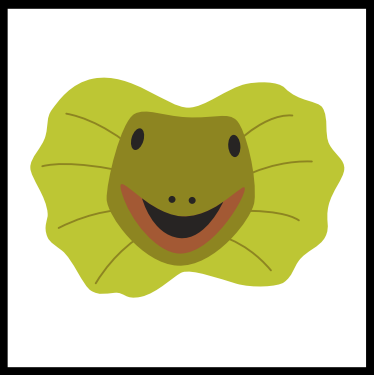
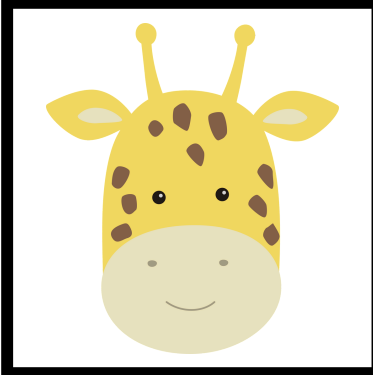
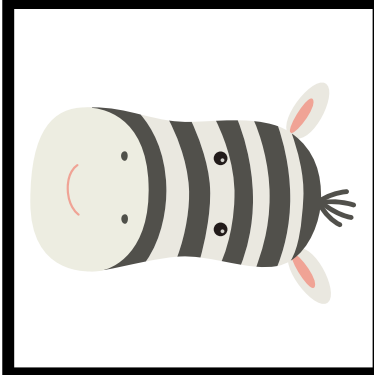
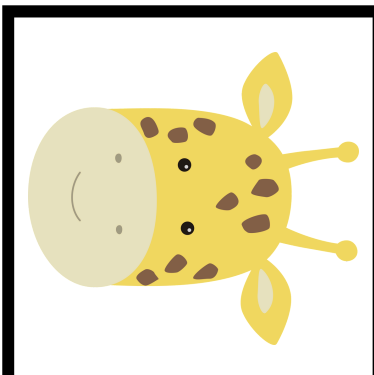
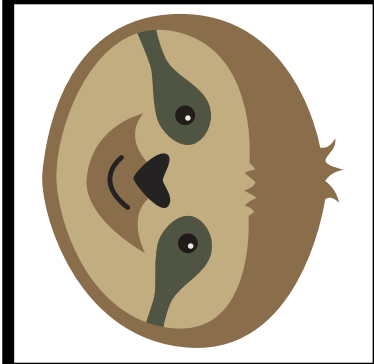
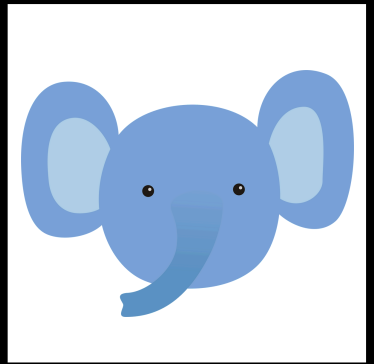
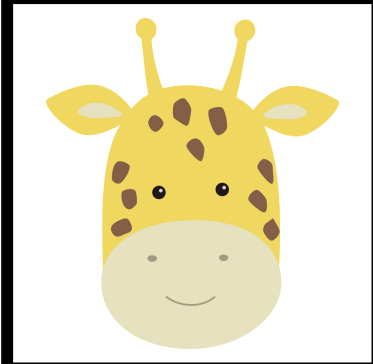
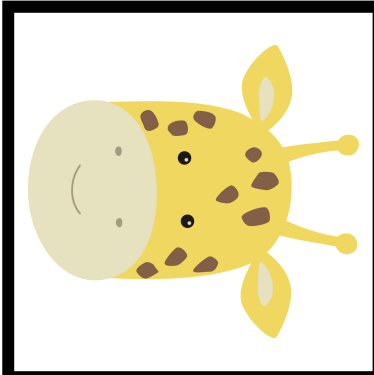
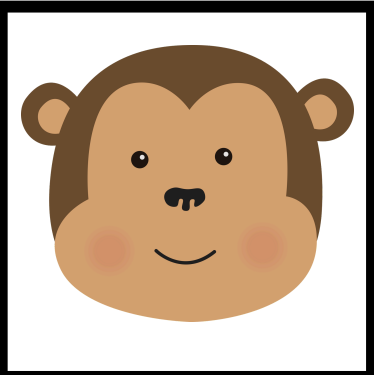
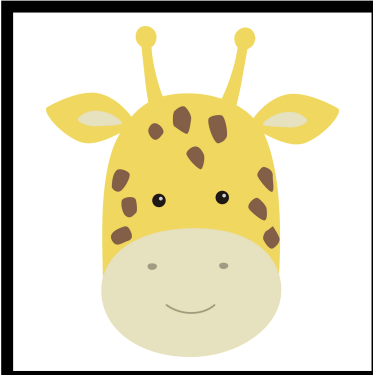
- Print out each page of dominoes onto heavy cardstock for best results.
- Cut the dominoes apart.

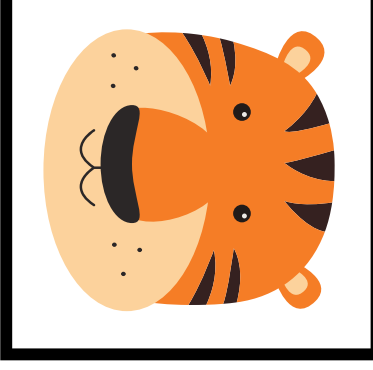
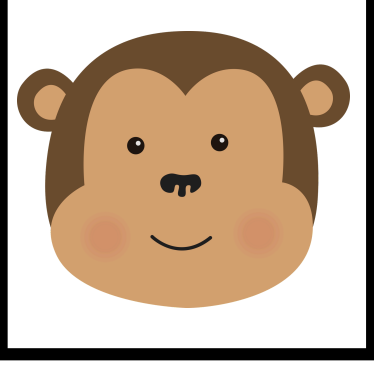
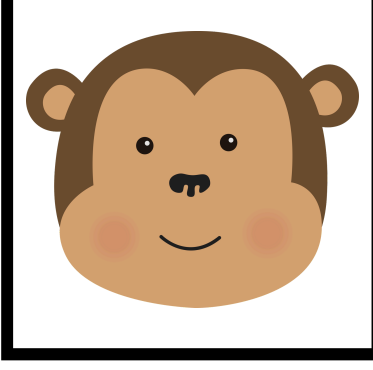
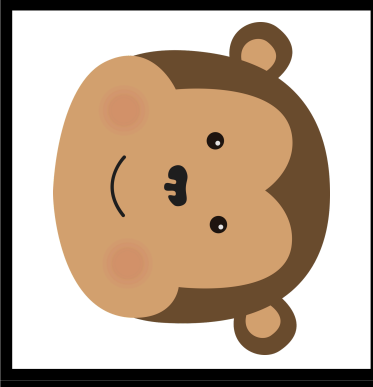
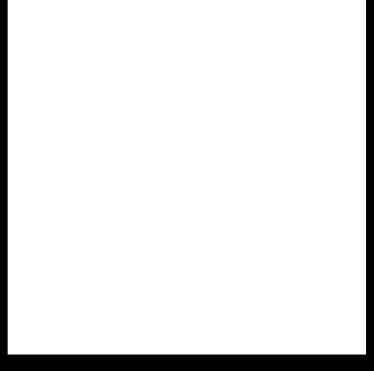
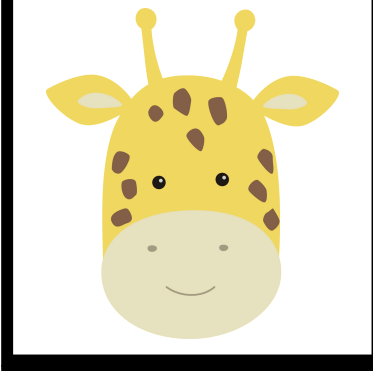
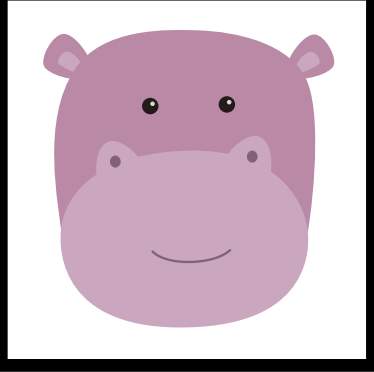
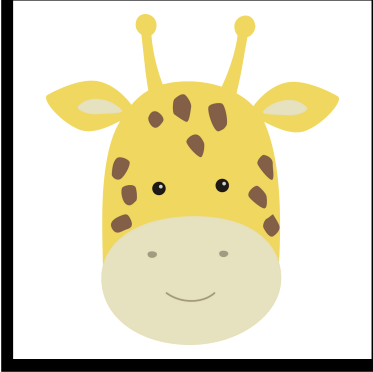
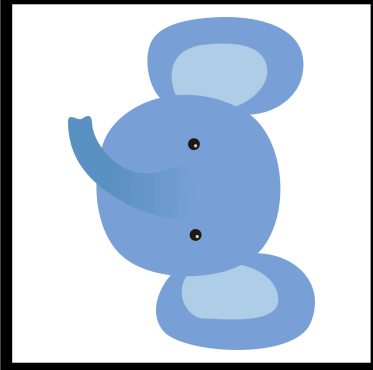
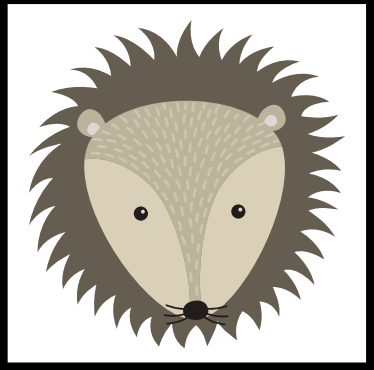
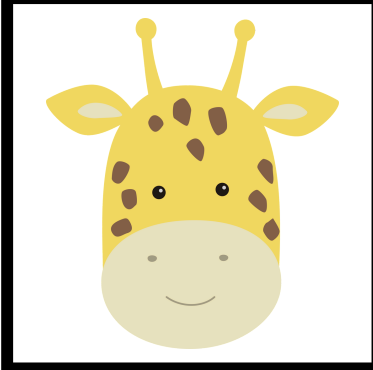
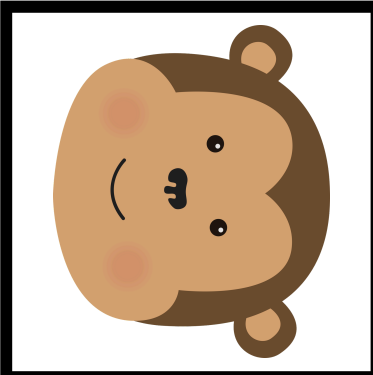
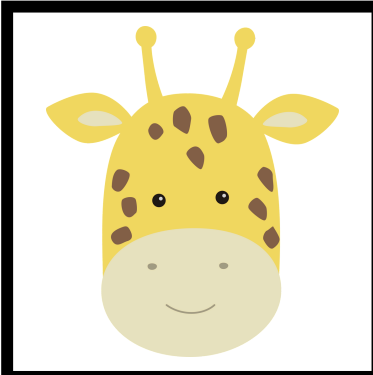
How to play the game:

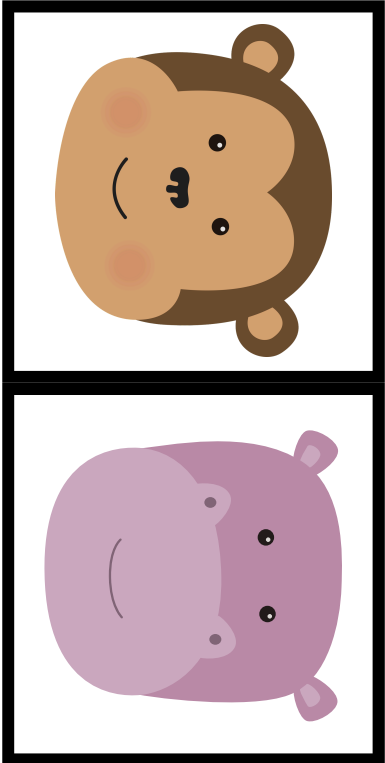
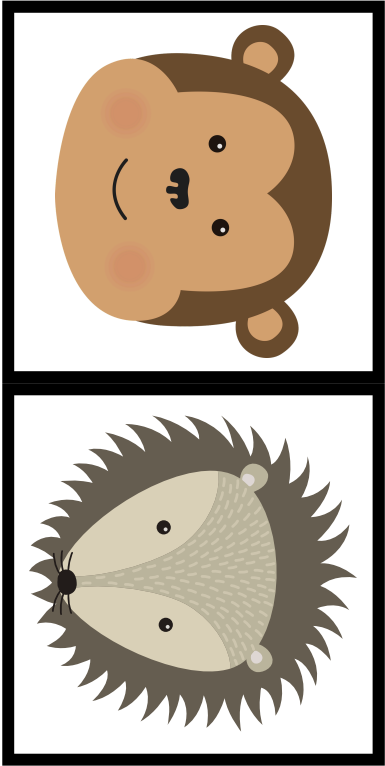
- Each player starts with 5-6 dominoes.
- Dominoes not in use should be placed in the center of the table face down.
- A person with a double domino starts the game. If more than one person has a double domino, break the tie with whoever is youngest.
- On your turn, place a domino on the board, matching one end (or both if it is a double domino) to a picture that is already in play and has an open end.
- Double dominoes get placed in a 'T' fashion.
- If you can't play on your turn, pick up an extra domino. If it is playable, put it in place. If not, your turn is over.
- Go around the table from player to player repeating these actions.
- The game is over when someone wins by using all of the dominoes in front of them.

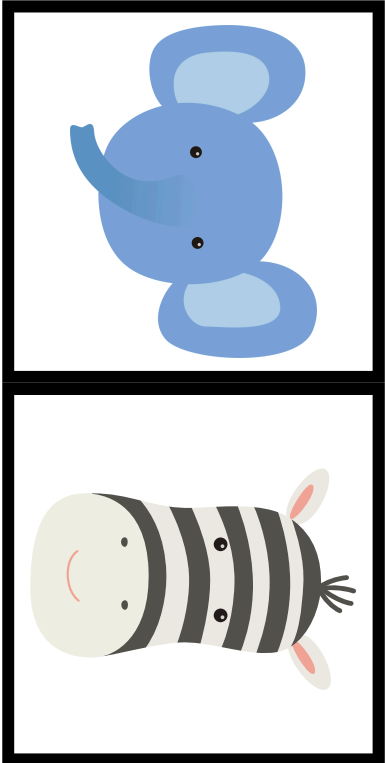
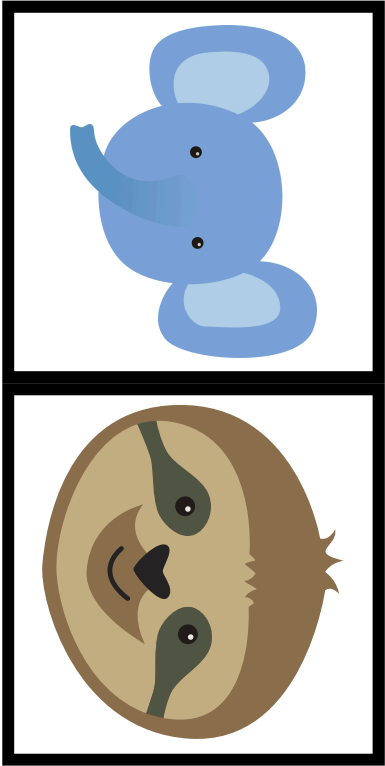
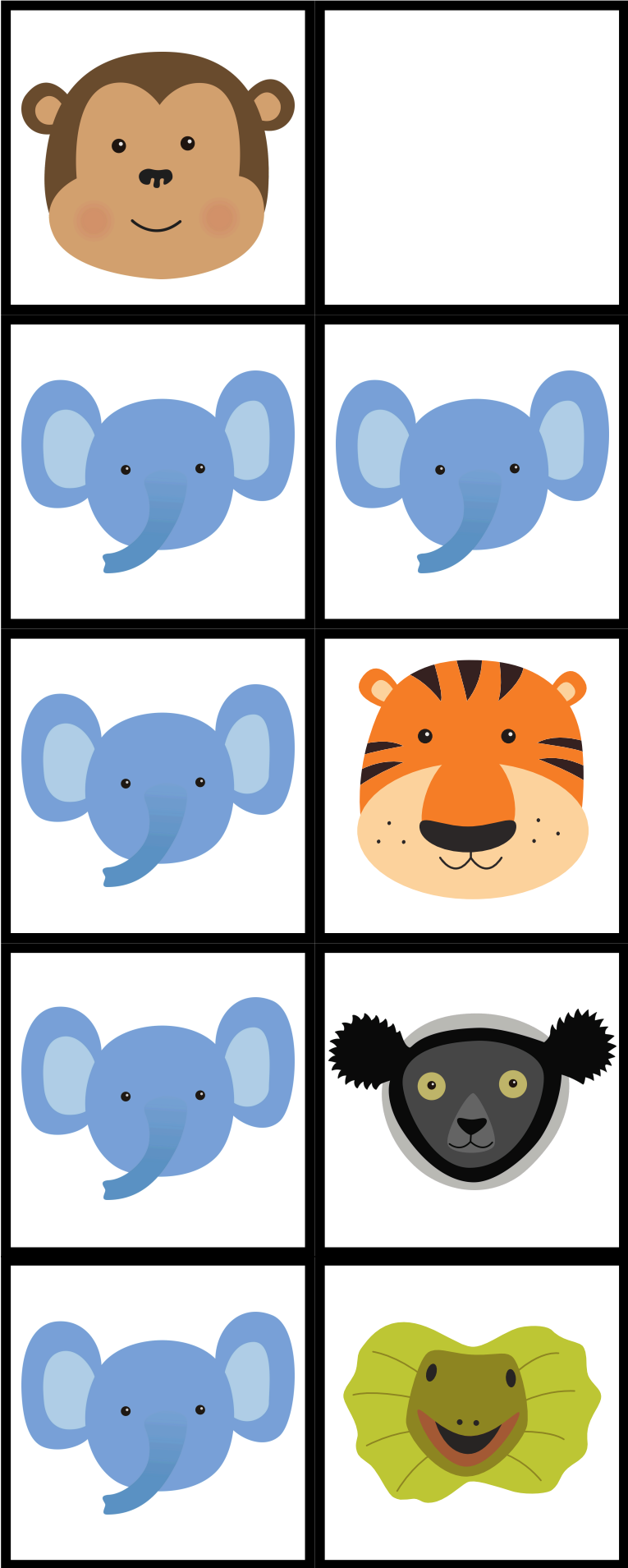


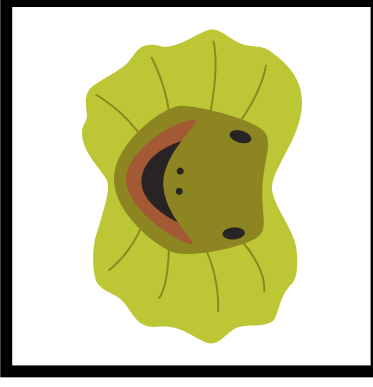
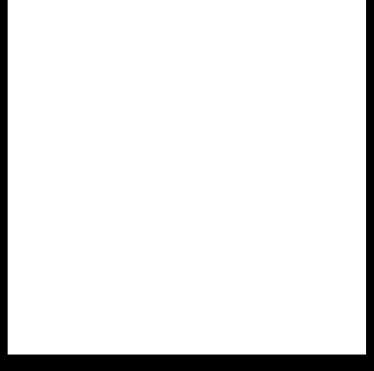
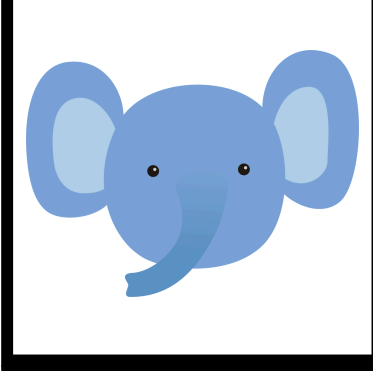
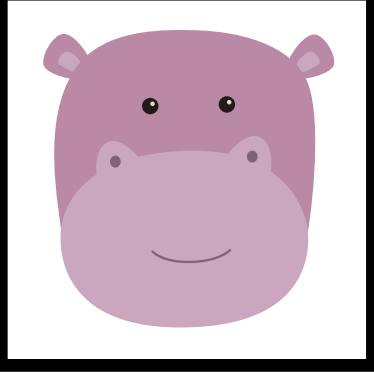
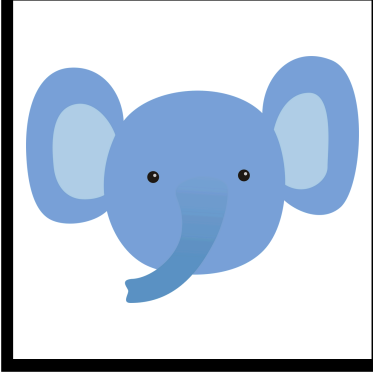
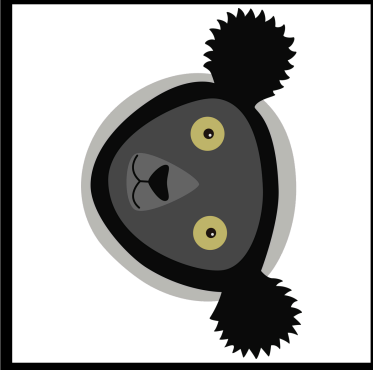
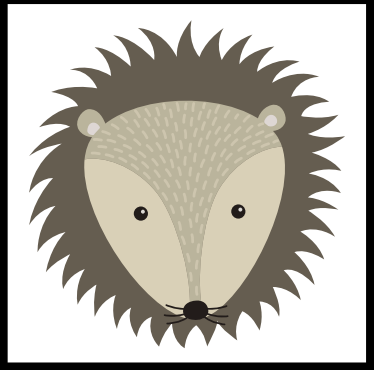
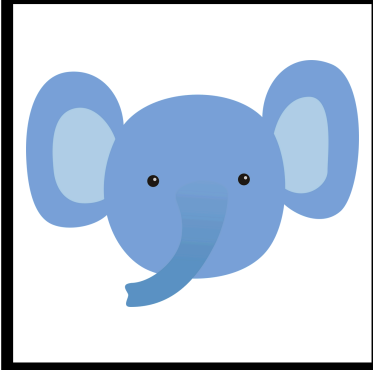
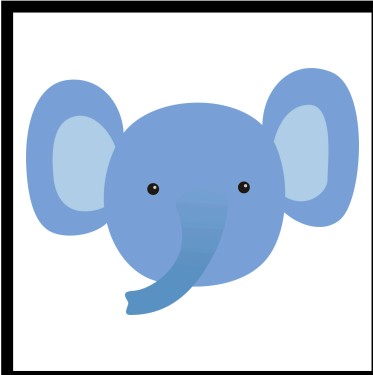


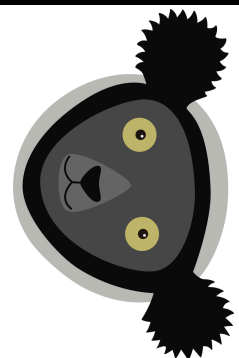
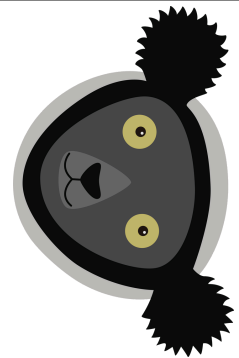
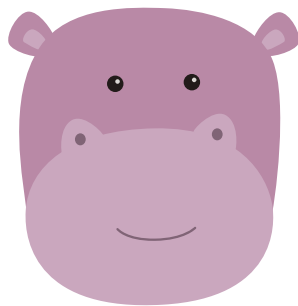
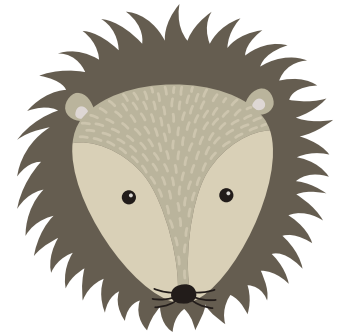


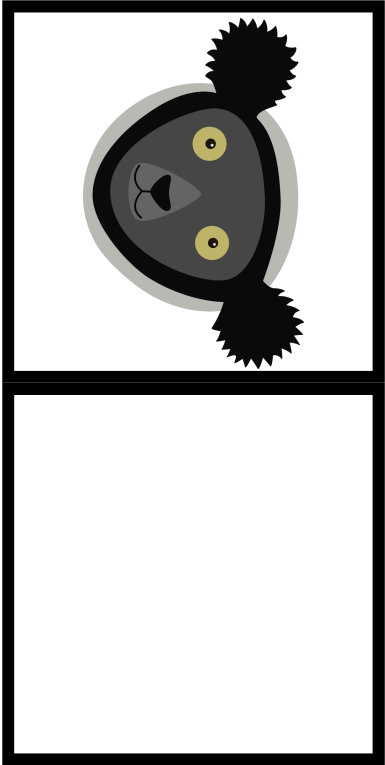
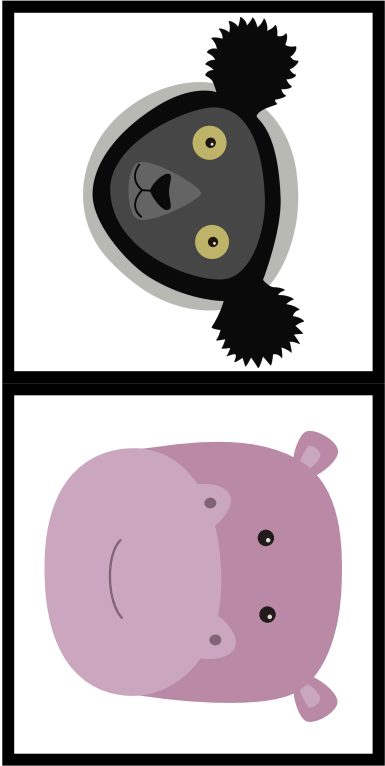


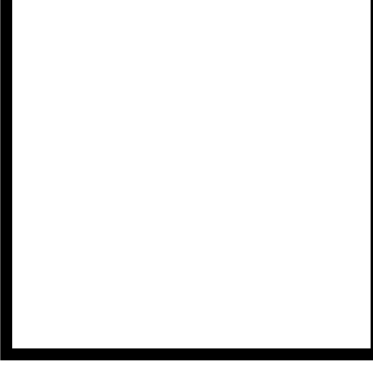
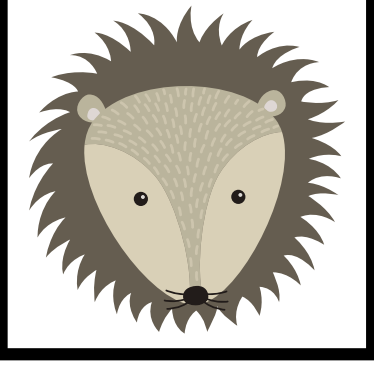
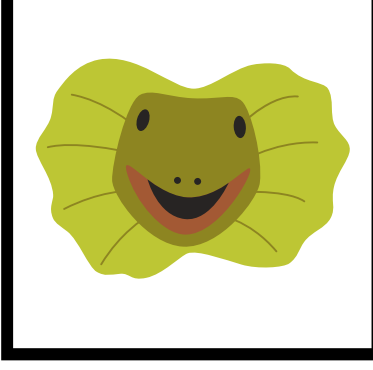
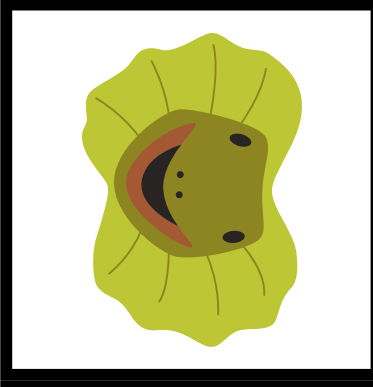
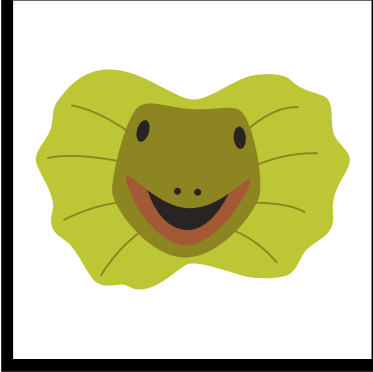
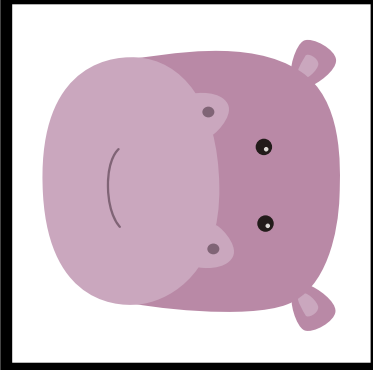
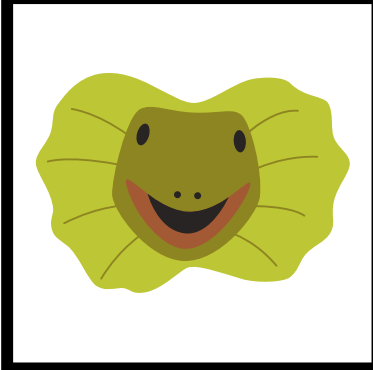
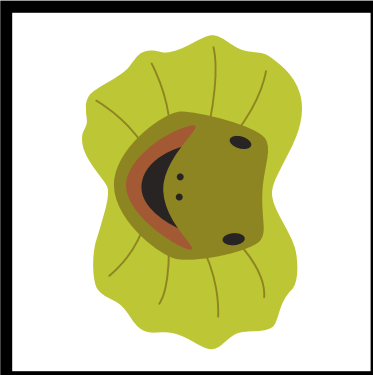
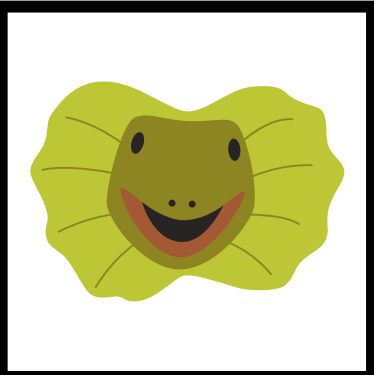


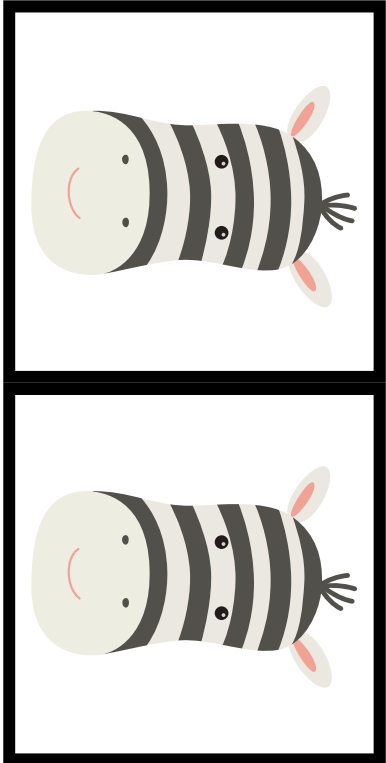
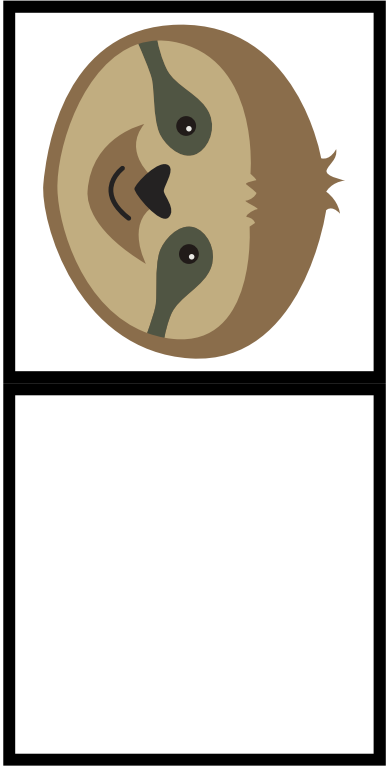


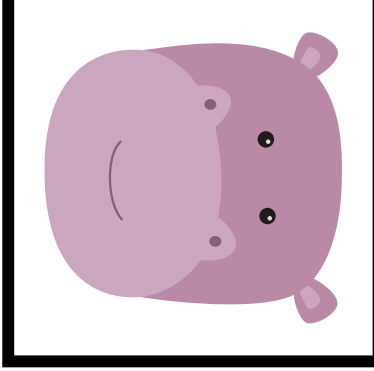
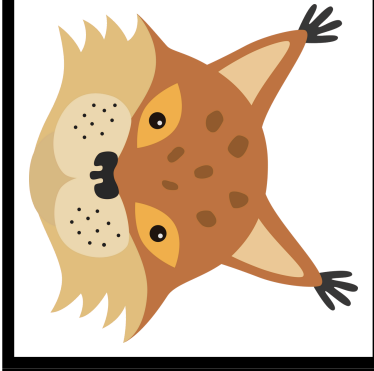
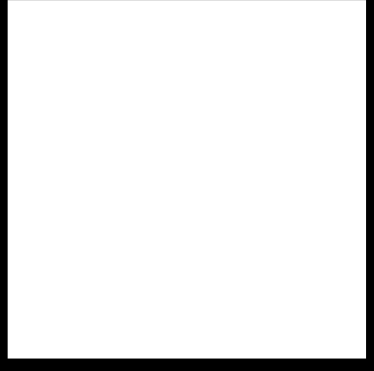
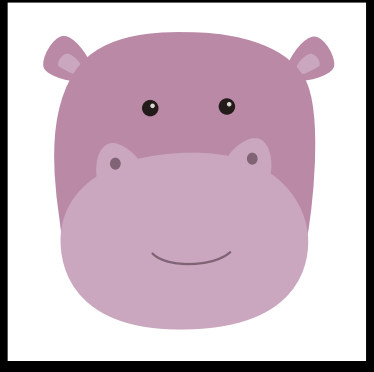
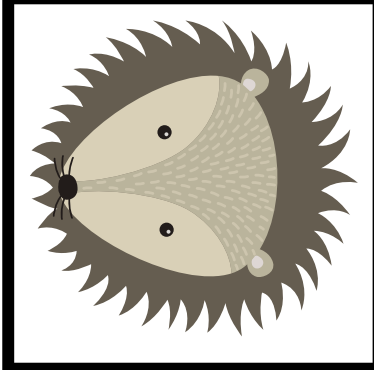
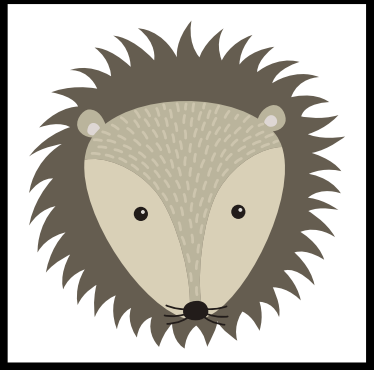
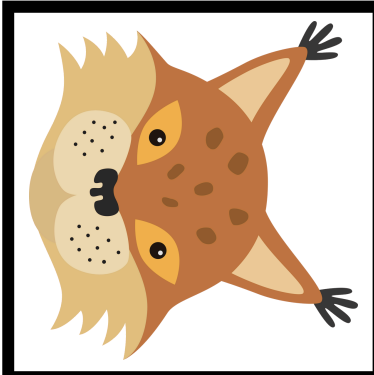


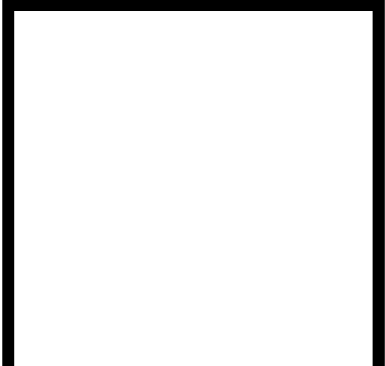
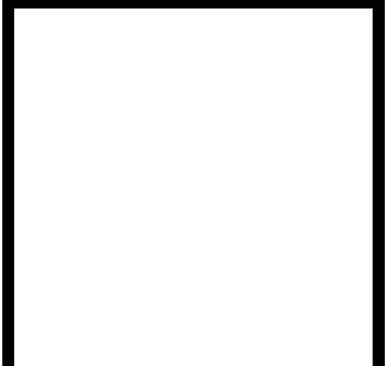
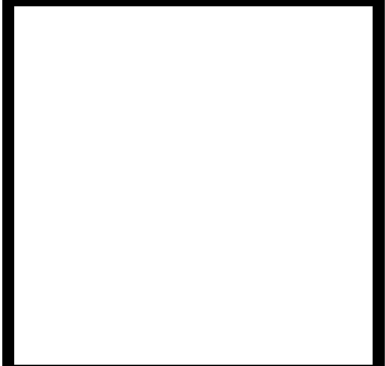
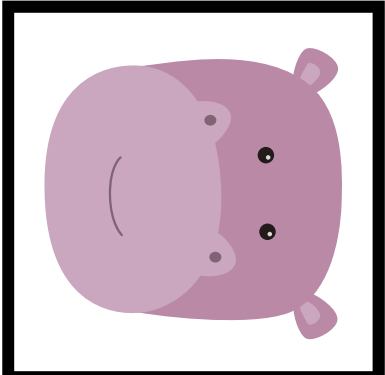
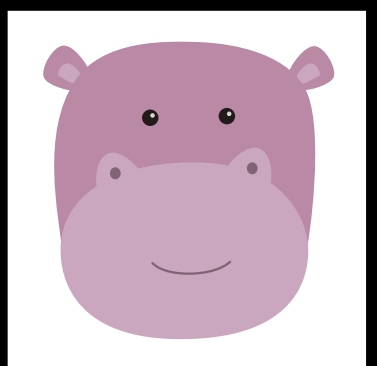
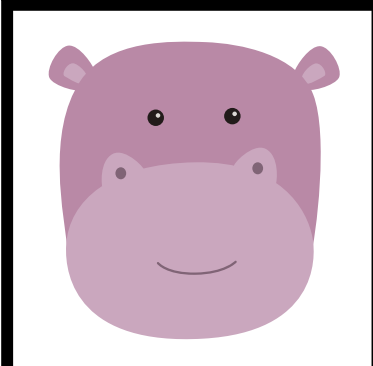
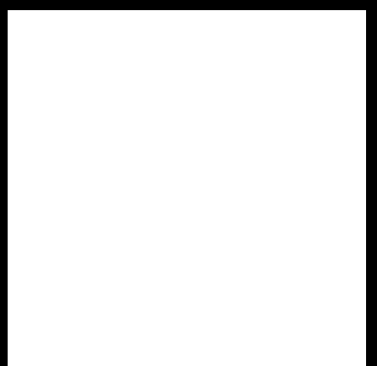
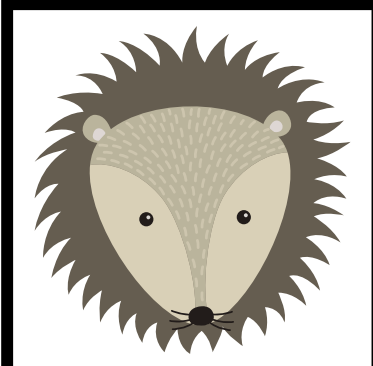
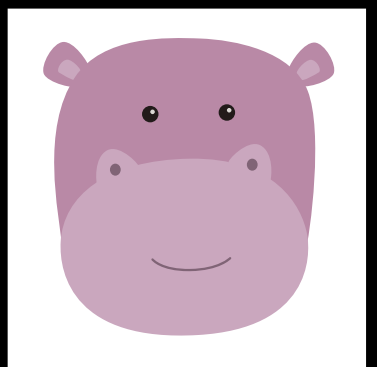
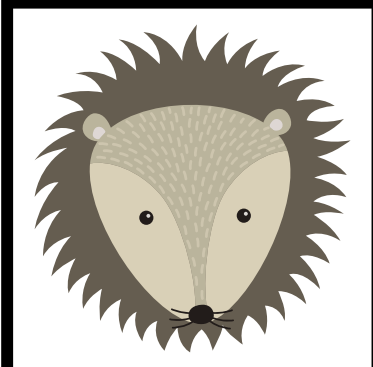
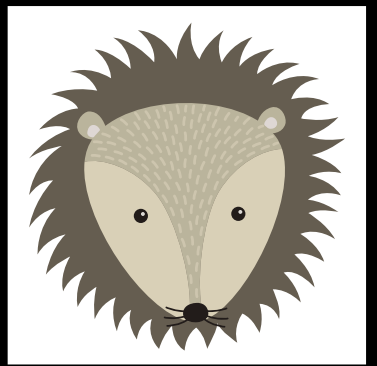
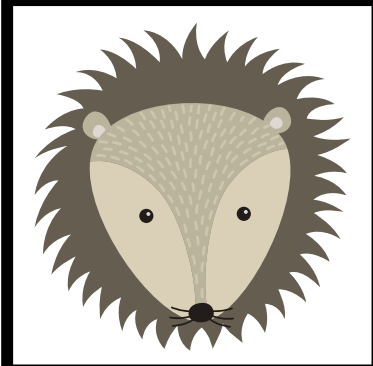
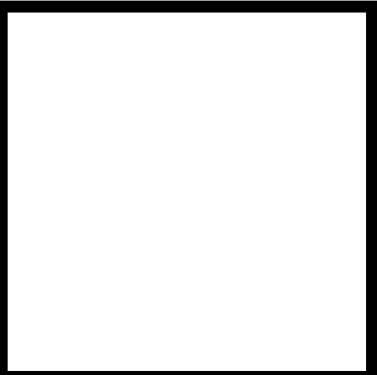
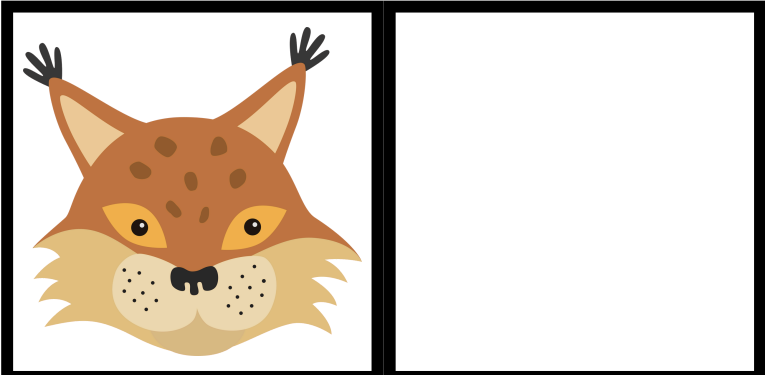












TERMS OF USE

Thank you for your purchase! By purchasing this resource, you are agreeing that the contents are the property of PRESCHOOL JOY and licensed to you only for personal use as a single user. I retain the copyright, and reserve all rights to this product.

YOU MAY:

- Use free and purchased items for your own personal use.
- Reference this product in blog posts, at seminars, professional development, workshops, or other such venues, ONLY if both credit is given to myself as the author, and a link back to the original source (readyhandsforkindergarten.com)
- Teachers may use these activities within their own classroom. To use in multiple classrooms or an entire school, please contact directly to obtain a multi-use license.

YOU MAY NOT:

- Claim this work as your own, alter the files in any way, or remove copyright / watermarks.
- Sell the files or combine them into another unit for sale / free.
- Post this document for sale / free elsewhere on the internet (this includes Google Doc links on blogs).
- Making copies of purchased items to share with others is strictly forbidden and is a violation of the TOU / law.

Thank you for abiding by universally accepted codes of professional ethics while using this product. As this is a digital product, no refunds will be issued. If you encounter an issue with your file, notice an error, or are in any way experiencing a problem, please contact me, and I will be more than happy to help sort it out. You can message me at info@preschooljoy.com

*All activities are to be completed with adult supervision. Upon purchase you are agreeing to these terms of use.