

Triominoes

This is a SMILE activity rescued from oblivion. ILEA SMILE was closed down just a little bit before the time when it could have blossomed with the internet. There is supposed to be a SMILE archive lurking in Kingston University, but it has turned out more elusive than King Solomon's Mines. I was in an EAL SMILE working group and we gathered the EAL friendly activities together and developed new ones. This game provides plenty of practice in multiplication. The current version is a direct scan from the original but when I have time I will produce a new more elegant version

Webaddress:

<http://www.collaborativelearning.org/triominoes.pdf>

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COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of oracy. They provide teachers opportunities for assessment of talk.

*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

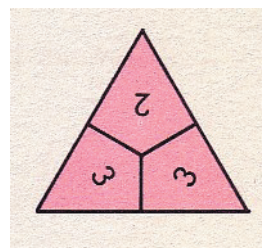
Triominoes

Preparation

You need to print the two sets of triominoes in different colours on card and then cut them out along the dotted lines. You will have 20 in each colour. One set have two numbers on the sides and the other set have one number

Sample game:

First move



How to play

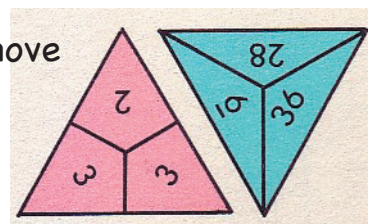
Work in groups of two, three or four. Shuffle and share out the forty triominoes. Throw a die to decide who should start.

The first player puts a triomino on the table. The second player must put a different coloured triomino alongside so that the product of the two numbers is equal to the single number.

If a player cannot place a triomino then they miss a turn.

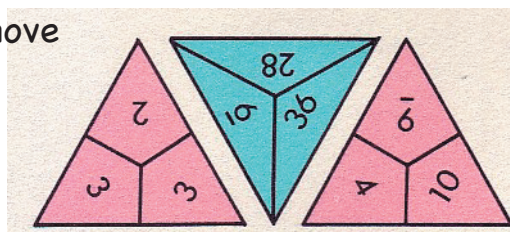
The winner is the player to use up all their triominoes

Second move



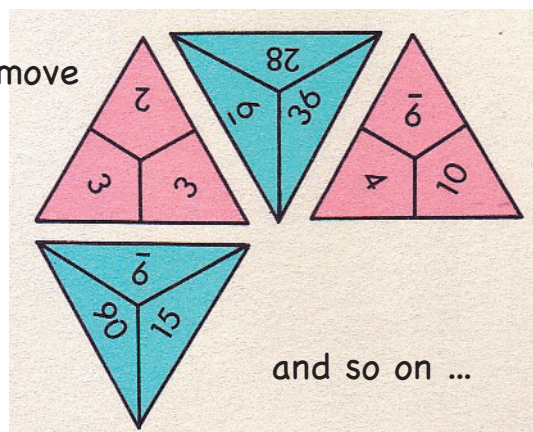
$$6 = 2 \times 3$$

Third move



$$9 \times 4 = 36$$

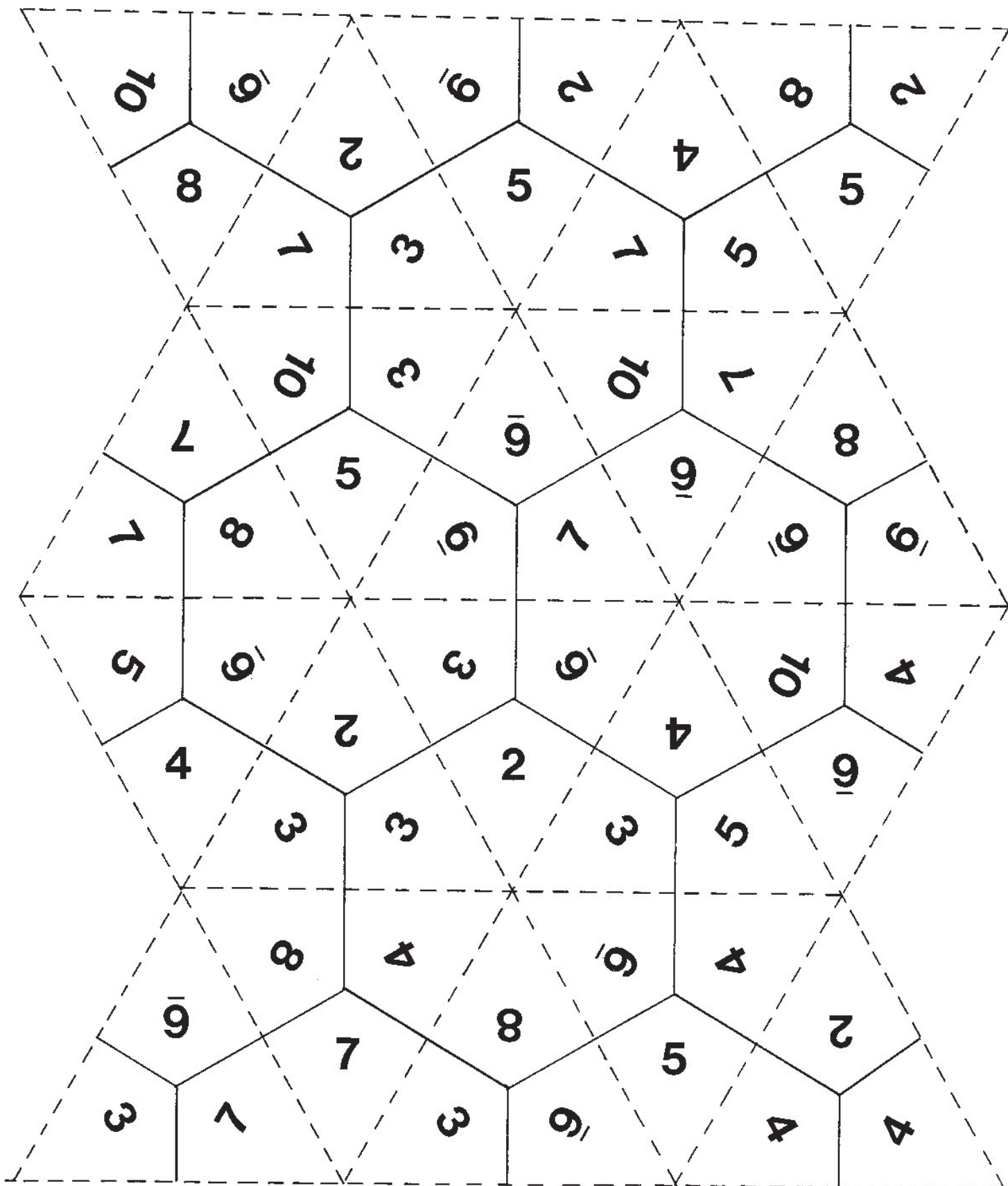
Fourth move



and so on ...

$$9 = 3 \times 3$$

Triominoes - First set



Triominoes - Second set

