

Book Dominoes

In a 'normal' game of dominoes, you can only set down a domino beside another one if a number connects them: a 6 beside a 6, a 2 beside a 2, and so on. But how does it work with books?

What you need:

- At least 10 books of any kind
- 1 or more player

What you do:

- 1. Gather at least 10 books. You can use your own books, borrow from your family, use school books ... You could also add some DVDs or game boxes.
- 2. Put the books in a pile, cover down.
- 3. Take the book on top of the pile and set it down, cover up, on the floor or the table.
- 4. Now take another book from the pile. Look at the cover. Is there any way you can connect it to the cover of the first book? Maybe it's by the same author, or there are similar colours, or the topics are the same ...
- 5. If you can find a connection, set the second book beside the first and pick up a third book.
- 6. If you can't find a connection, keep the second book for later and try again with a third book.
- Once you can set down a second book beside the first, you have two options for placing a third book, at either end of your line of 'dominoes'.
- 8. Continue until you have found a place for each book.

Top tip

Try and be as creative as you can with your connections (for example: 'In both books, the hero hates pizza' or 'I never finished reading either of these books'). Try to avoid connections that are too obvious (for example: 'Both books are rectangular' or 'They both have words on the cover').

Another way:

- **Live Dominoes:** Find somebody to play with. Try to have about five books per player. The game works in the same way, except you take turns playing.
- After the Event: After you finish your game, ask someone who hasn't played if they can see the connections between the books. Are they spot on or way off?

What next?

You could take a photo or video of your finished game, explain how you got from one book to the next and share it with your class/teacher.