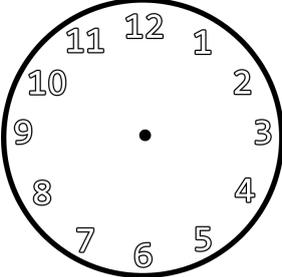


TELLING TIME

Level	2 (Age group 8 – 10)
Resources Required	Paper Pencils 2 sticks or rulers per student (to make the hands of a clock) Notecards with various times
Alternate Options for the Resources	To make the notecards with various times, students can: <ol style="list-style-type: none"> 1. Cut 10 pieces of paper to the size of a palm 2. On each card write different digital times in a 12 hour format. For example, “8:30 PM” or “3:43 AM” 3. Make twice the number of cards as there are players (For example, 5 players, 10 cards)
Strand Covered	Measurements
Targeted Skills	Read clock time to the nearest hours and minutes. Expresses time, using the terms, ‘a.m.’ and ‘p.m.’
Inspired by	Third Space Learning
Time Required	15 minutes for the game 15 minutes for preparation
Previous Learning Required	Numbers from 1-55
Support Required	Medium support

Rules of the Game:

Goal	The player with the most points when all the cards have been drawn and each player has had equal number of turns, wins
Rules	Once a card is drawn, the players are not allowed to swap it out Point system: For every correct answer, the students get 2 points For every incorrect answer, the students lose a point (-1 point)
Steps	Step 1: The cards are placed between the players Step 2: Each player is given a piece of paper and they draw the face of a clock without the hands (refer to the image below for an example of this) Step 3: Each player is given 2 sticks or pencils or rulers to mimic the hands of the clock. One must be shorter than the other Step 4: Player one draws the card and reads out the time written on it. For example, “8:30”

	<p>Step 5: All the players place their sticks on their own paper in the orientation that would show 8:30.</p> <p>Step 6: The adult allocates points to the correct and incorrect answers using the points system above on a piece of paper as a scoresheet</p> <p>Step 7: Player 2 then reads the next card and the process repeats with each player in the group taking turns to draw and read the cards</p> <p>Step 8: The games ends when all the cards have been drawn</p>
<p>Images or Illustrations</p>	<p>Face of a clock with no hands:</p> 
<p>Variations of the Game</p>	<p>The notecards, instead of being written in digital form, can be written in words such as "eight thirty", "two fifteen", "half past 2" or "quarter past 8"</p>
<p>Enrichment</p>	<p>This game can be used for any target topic. For example, instead of telling time, the questions on the cards could be about shapes. Each player then draws the shape based on the prompt.</p>
<p>Simplification</p>	<ol style="list-style-type: none"> 1. The players are grouped, so the players are allowed to discuss with each other what the answer is to each prompt 2. No negative points are allocated (no points lost for a wrong answer)