eeBoo

Time Telling Game

5+

For 2 to 4 players

The object of the **Time Telling Game** is to be the first player to collect 25 points by moving the hands on a clock to match the time indicated on cards drawn from the deck.

Color Coding for Skills

Levels of difficulty are represented by different color cards, allowing the game to be tailored to the level of the players, adding difficulty as each level is mastered.

Players ready to learn to tell time:
To the hour, use··························**Red cards**
To the half-hour, add ····················**Blue cards**
To the quarter-hour, add················**Orange cards**
In 5-minute intervals, add··············**Violet cards**
To all sixty minutes, add················**Green cards**

Learning Game

• Determine which color cards will be used (see above) and separate them from the deck. Shuffle and place the cards in the card holder, digital side up.
• Players each take a clock.
• Oldest player goes first. Player pulls the top card out of the box and places it so everyone can see the digital time.
• All players move the hands of their clocks to match the time on the card. When finished, they place their clocks on the table.
• The player who drew the card flips it over. Everyone checks to see if their clocks match the clock on the card.
• Scoring: Players who match the time correctly each get 3 points. Players who did not may change their clocks to show the correct time and earn 1 point for doing so.
• Play continues clockwise with each player drawing a card, in turn.
• The first player to reach 25 points wins the round.

Once they master the Learning Game, children will enjoy the Speed Game to practice and reinforce their skills.

Speed Game

• Determine which color cards will be used (see above), and separate them from the deck. Shuffle and place the cards in the card holder, digital side up.
• Players each take a clock.
• With each turn a different player pulls the top card out of the box and places it so everyone can see the digital time (or a parent pulls out the digital card and reads the time aloud).
• As quickly as possible, all players move the hands of their clocks to match the time on the card. When finished, they make a noise appropriate to their clock *(Ding Dong, Cuckoo, Dingaling, etc.)*, and place their clocks on the table.
• The drawn card is flipped over. Everyone checks to see if their clocks match the clock on the card.
• Scoring: First player to set clock correctly and make a noise earns 5 points. Other players who match the clock correctly each get 3 points. Players who did not may change their clocks to show the correct time and earn 1 point for doing so.
• Play continues clockwise with each player drawing a card, in turn.
• The first player to reach 25 points wins the round.

Parents:

Before beginning, familiarize your child with the clock face. Explain that each number represents an hour. Think of an example of something that takes about an hour. Explain that the short hand moves from one number to the next every hour. Then point out that with only the short hand you have a fairly good idea of the time. Encourage the child to move the hour hand on the game clock to be halfway between the two and three for 2:30, nearly to the eight for 7:55, etc. Now, explain that the long hand moves all the way around the clock with every hour. If the child can count by fives, explain the shortcut of counting by fives around the numbers on the clock face.

Variations:

• **Time Telling Game** may be enjoyed by a single player. Draw 4 cards at a time and set all four clocks before checking the solutions.
• Give more meaning to the times shown on the clocks by asking each player to describe something that may happen at the time indicated on the clock card they drew. Players may decide to use AM or PM.
• Players can add a challenge to the game action by covering the digital time on each drawn card, using only the words to tell the time.