

\* 1.2. What time is it?

Remember

The long hand points to 12 for **o'clock** and 6 for **half past**.

You will need: counters (2 colours), a paperclip and pencil to use the spinner.

This is a game for two players. Take turns to spin the spinner. Choose a clock with a matching time.

Tell your partner the time on the clock.

If you get the time right, put one of your counters on the clock.

The first person to get four clocks in a line is the winner.



Challenge:

Play the game again. Change the rules.

Cover your partner's counter, take off one of their counters or change the rules in some other way.

Hint: Look at the counters already on the gameboard to help decide where to put the next counter.



