**NEEDED:** Markers that are two different colors or shapes, 3 differentiated learning cubes, and free game boards and game cards

**DIRECTIONS**: Player one chooses one die to roll and rolls it. The player then finds an analogue clock on the game board that matches what he/she rolled. Once the correct analogue clock is found the player does one of the following...

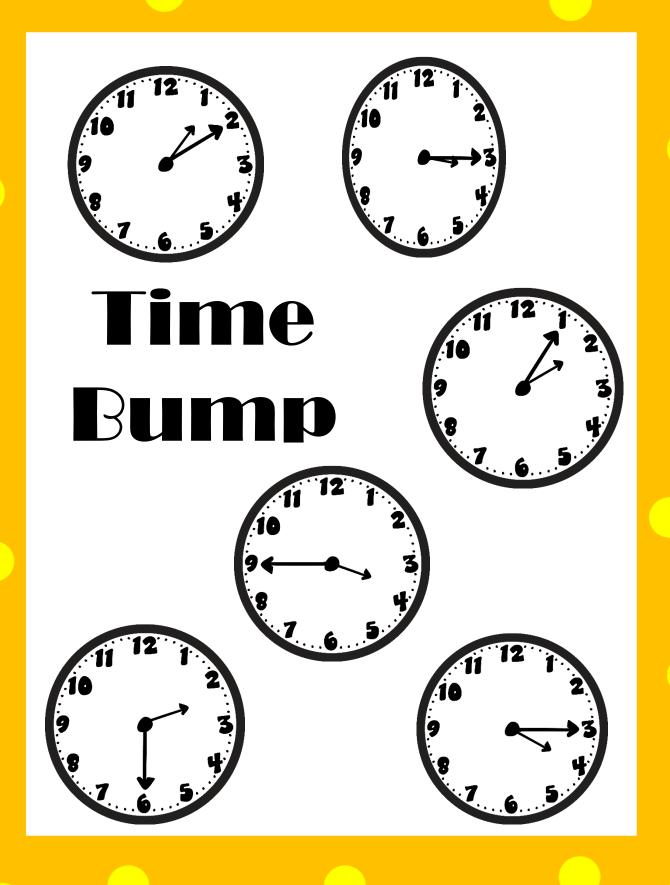
- 1. Covers up the empty clock with their game piece.
- 2. BUMPS off the piece of the other player if there is only one game piece on the clock.
- 3. Adds a second game piece to the one they have already placed on the clock to secure it.
- 4. Does nothing because either they or the other player has secured that clock with two game pieces of the same color.

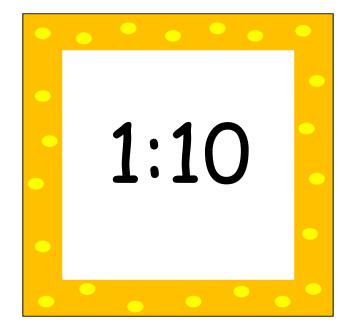
The game ends when all clocks have been secured.

The winner is the player with the most clocks secured.

Clip art by Zip A Dee, Doo Dah Designs and <u>Catherine S</u>







Ten Minutes After One

Fifty minutes till two

3:15

Quarter after 3 Fifteen Minutes After Three 2:05

Five Minutes After Two

Fifty-five minutes till two

3:45

Quarter till 4 Fifteen Minutes Till Four 2:30

Half past two

Thirty Minutes Till Three

4:15

Quarter after 4 Fifteen Minutes after Four





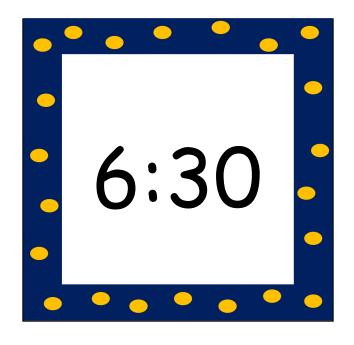


## Time Bump



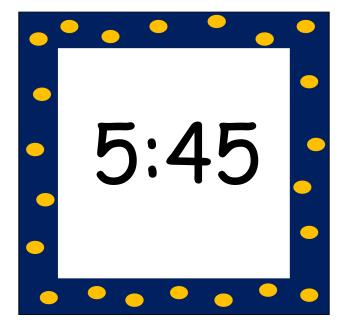












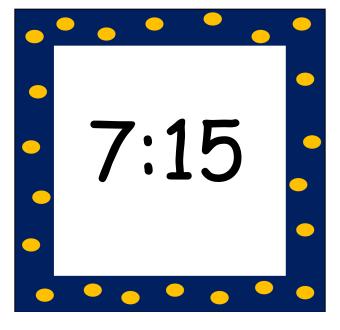


















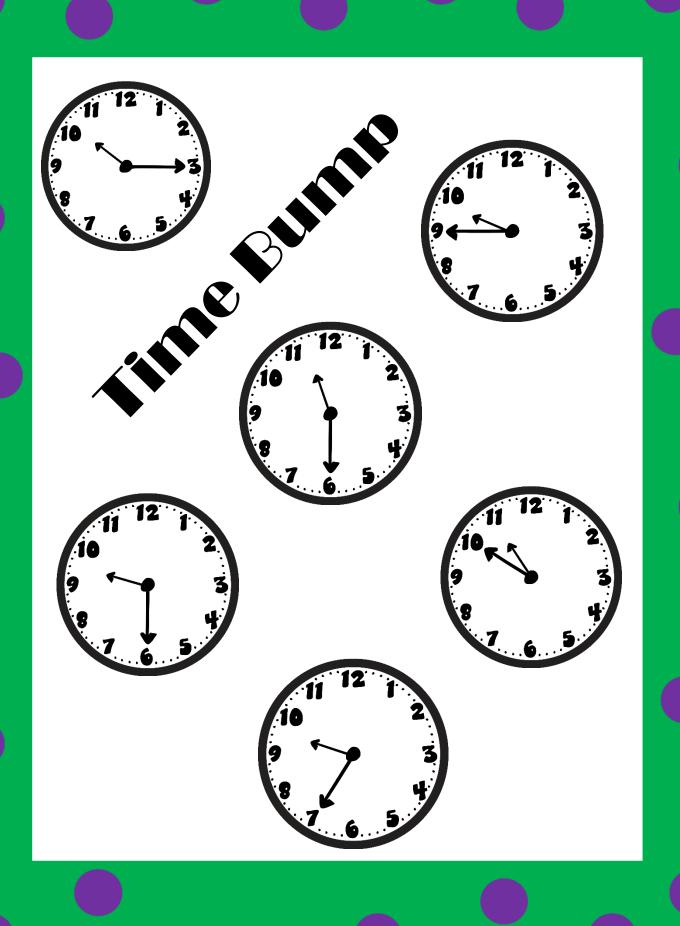


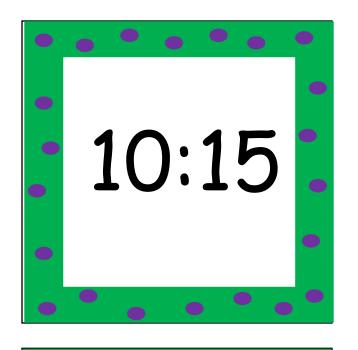






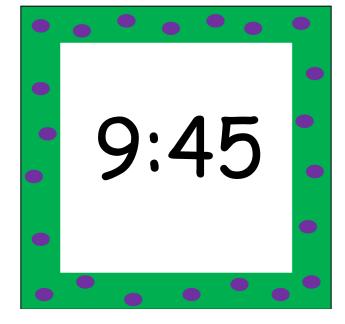


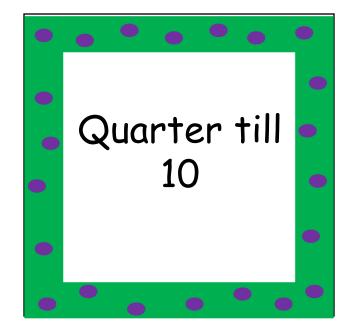




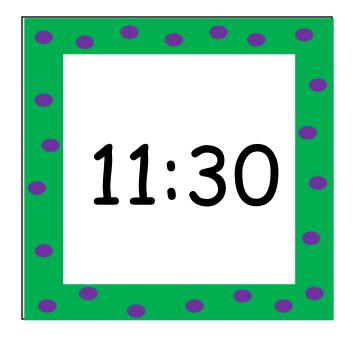




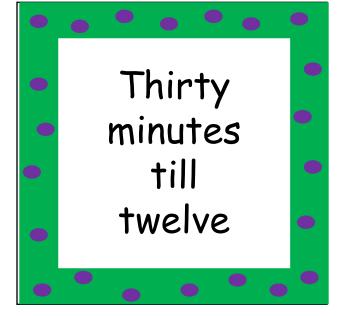


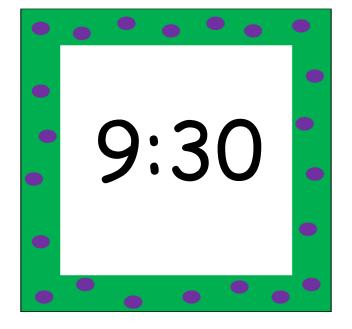


Fifteen minutes till ten



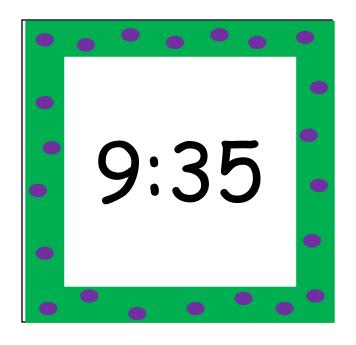






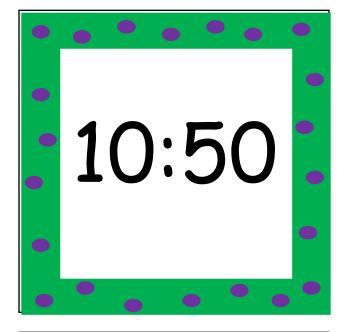


Thirty minutes past nine











Fifty minutes past ten