

Tick Tock Clock 3 in a Row

Building Fluency: tell time in hours and half hours

Materials: gameboard, two sets of time cards and ten markers of one color per player

Number of Players: 2

Directions:

1. Players take turns.
2. Draw a time card from the deck and cover that time on the gameboard with a marker.
3. If no clock with that time is available, the player loses a turn.
4. The winner is the first player to get three markers in a row.

Variation/Extension: Players could try to get 4 in a row.



6:00**3:00****1:30****2:00****3:30****9:00****1:00****5:00****8:00****8:00****10:00****2:00****4:30****3:00****10:30****9:30****6:00****5:00****11:00****4:00**