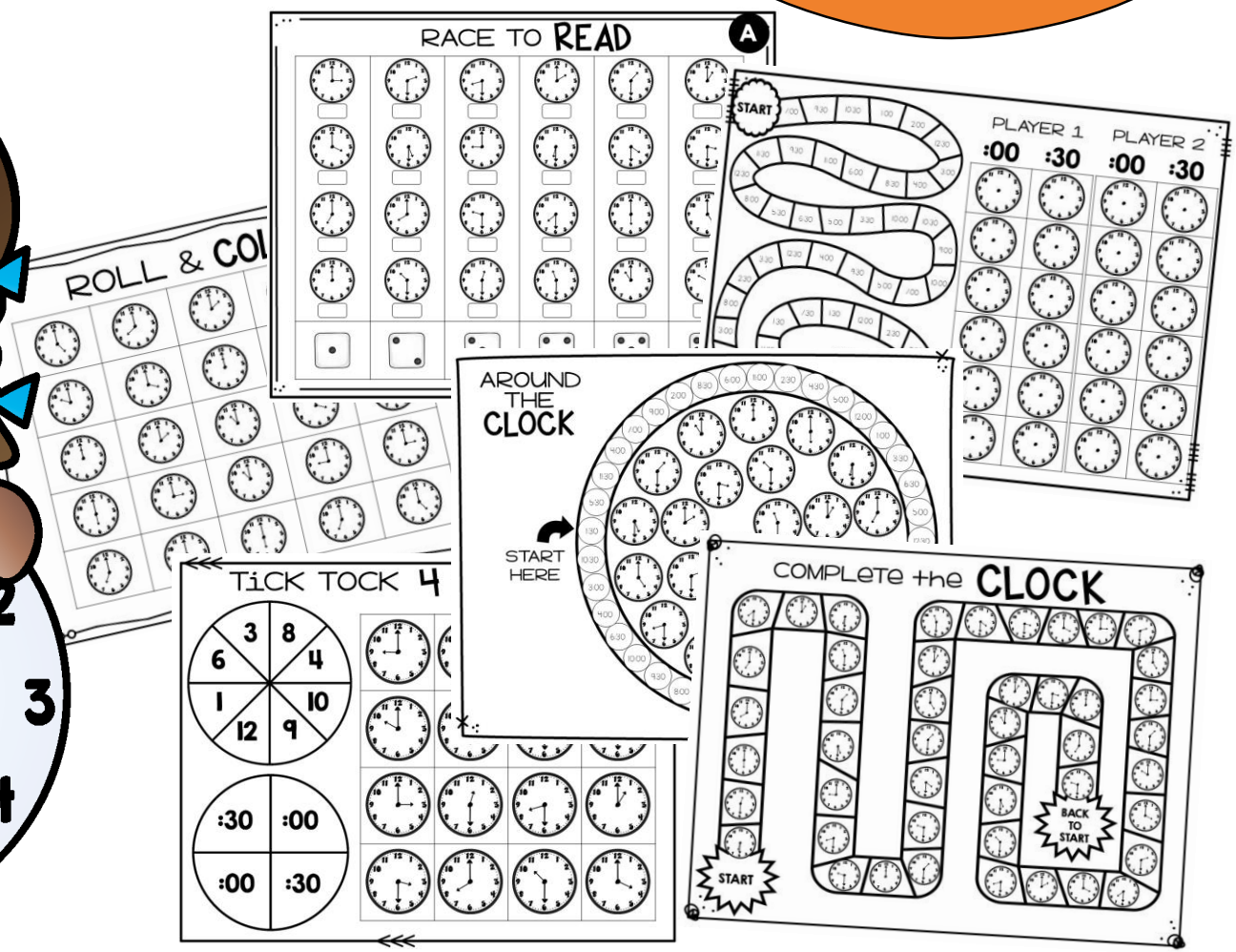
PRINT, PLAY, LEARN!

TIME



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IN THIS UNIT:

6 different print & play games to help students practice telling time to the nearest fifteen minutes. The only tools you will ever need for these games are things you find in your classroom already: dice, a pencil, paperclips, crayons, & some sort of cube or counter

- Roll & Color
- Around the Clock
- Race to Read
- Tick-Tock 4 in a Row
- Fill Your Columns
- Complete the Clock

All games are in black and white so you can just print & play!
No prep needed!

IN MY CLASS:

I don't know about your students, but mine LOVE to play games & how could you blame them?! These games are the perfect way to have your students practice skills they've already learned to help their fluency. This is also a great time for you, as the teacher, to walk around and check in with students and offer help as needed. As students are engaged in their games you can also pull students in small groups for some guided practice or intervention.

I made each of these games with EASE in mind. With the same game formats and tools you already have in your classroom, these games make life easy! I will usually have my students meet in a circle on the rug while I show them how to play the game. Once they know how, simply print one of the pages and let students play!

There are 6 different games of varying difficulty included in this unit that cover telling time to the nearest 15 minutes and reading both analog and digital clocks.

ROLL & COLOR

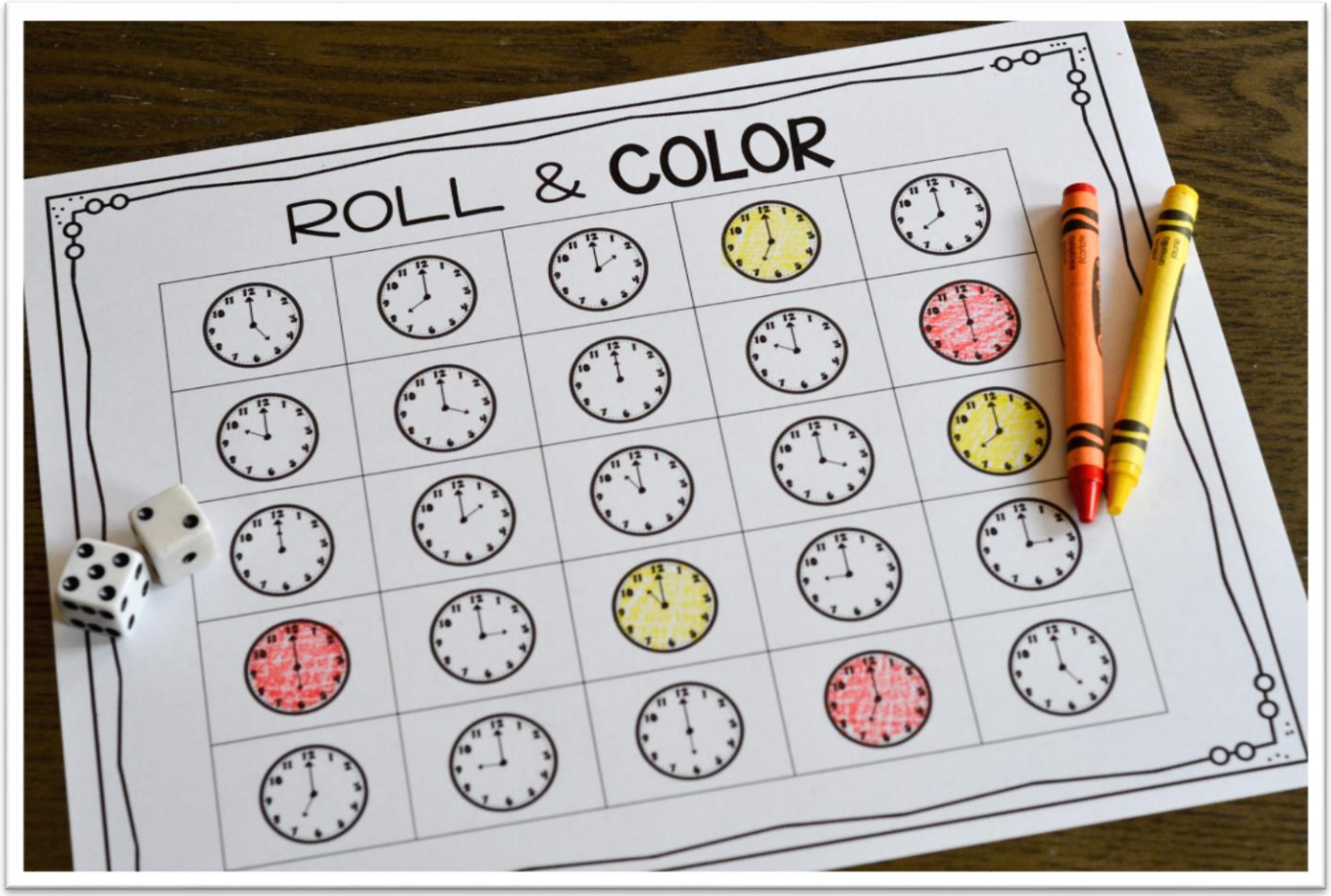
For this game you will need:
2 dice
game board
2 crayons

Directions:
Students roll 2 die and find the sum. If the sum is 4, the student will find the 4:00 in the grid and color it in. Students take turns rolling and coloring until all spaces are colored in.

If you spin a time and cannot find an open space, your turn is skipped!

This game can also be played 5-in-a-row style and the first player to get 5 in a row, wins!

NOTE:
This game only covers time to the hour!

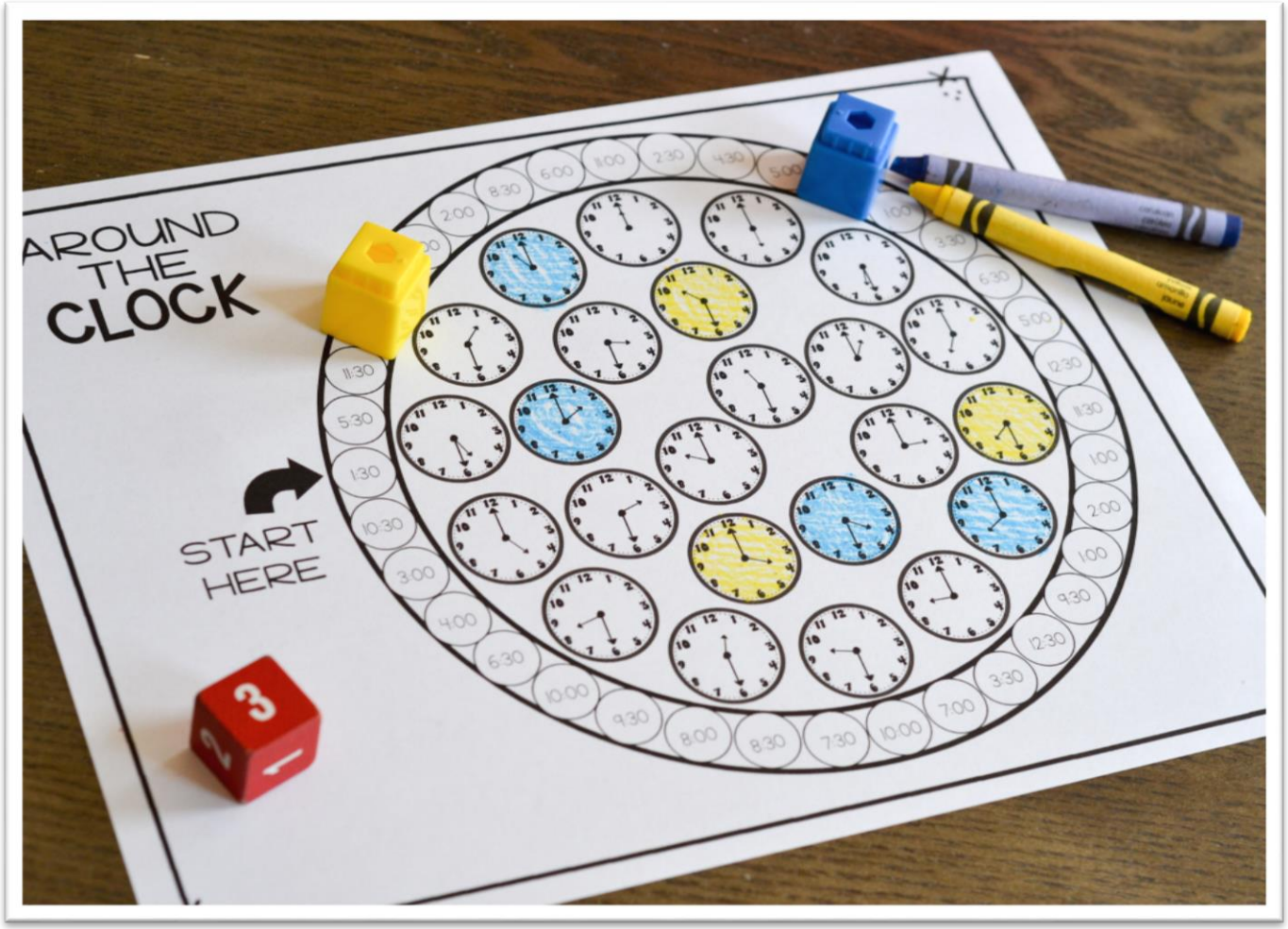


AROUND THE CLOCK

For this game you will need:
1 die
Game board
Crayons or cubes
Small game pieces

Directions:
Students will roll the die and move that many spaces around the clock. They will read that digital time and find the matching analog clock. When they find the matching time they will either cover it with their color block or color it with their color crayon. Students will continue going around the clock until all the analog clocks are covered or colored in. Whoever colors the most wins! If a spot is unavailable, their turn is skipped.

NOTE:
This game is to the hour and ½ hour



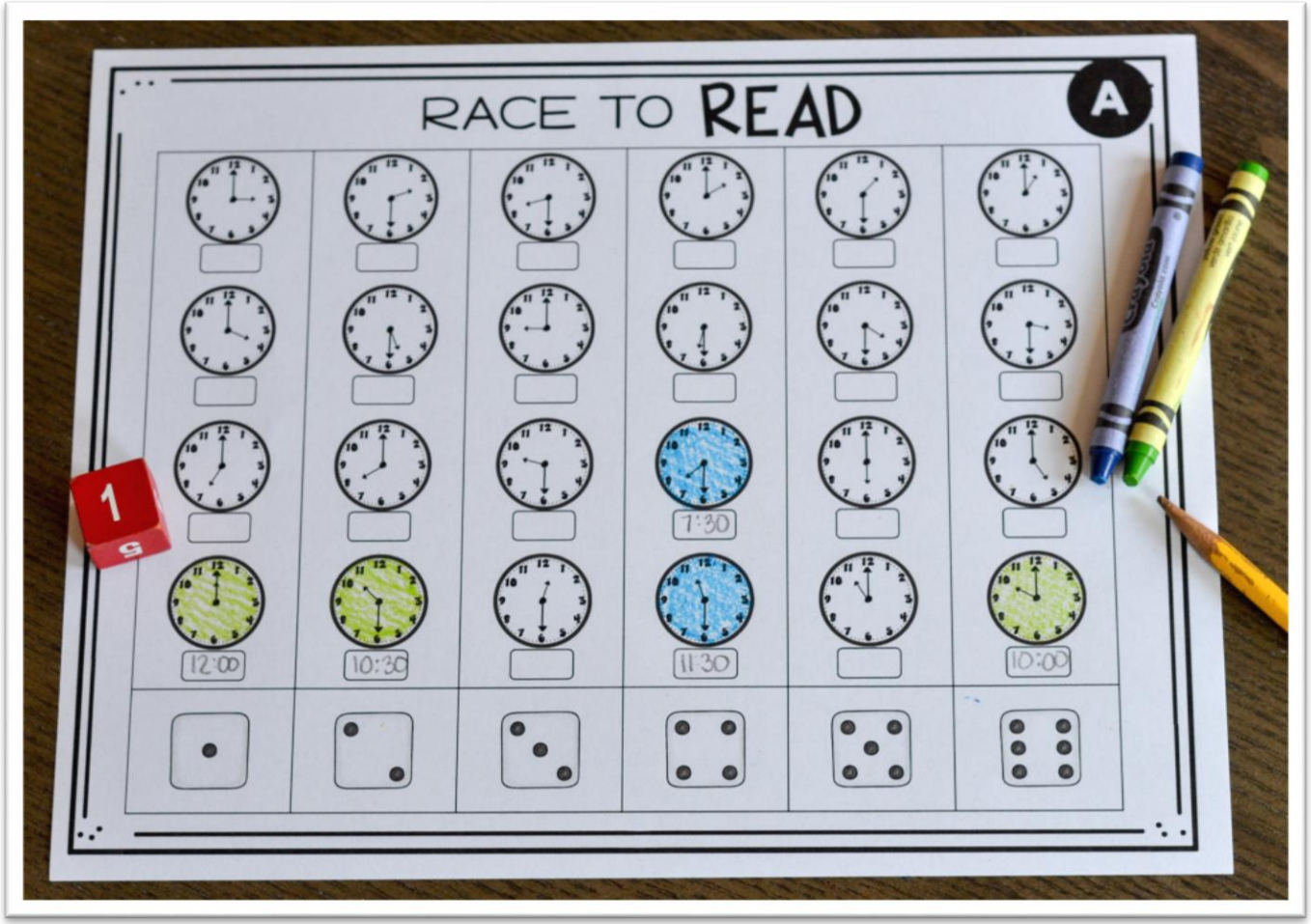
RACE TO READ

For this game you will need:
1 die
Game board
crayons
pencil

Directions:
Students will roll the die and find the matching column. They will read the analog clock and write that digital time underneath. Then they will color the clock. Students continue rolling, reading, and coloring clocks until the whole board is colored in.

If you roll a number and that column is full, your turn is skipped!

NOTE:
Game board A – time to the hour and half
Game board B – time to the quarter



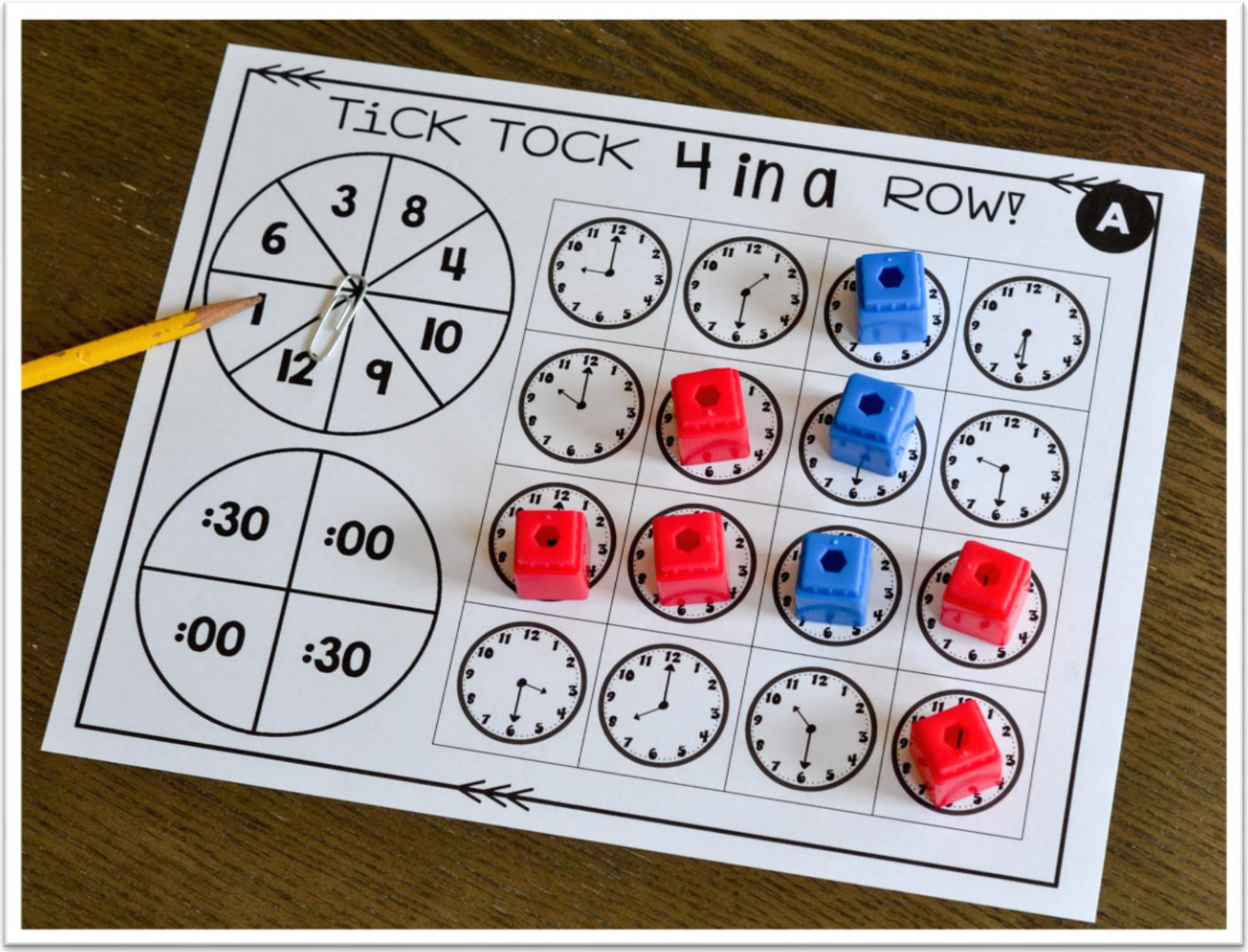
TiCK TOCK 4 in a ROW!

For this game you will need:
Paper clip
Pencil
Crayons or cubes
Game board

Directions:
Students will spin each spinner to find the hour and the minute. They will find the matching clock in the grid and either color it in or cover it with their color cube.

The goal is to be the first player to get 4 in a row! If you spin a number that isn't there, your turn is skipped!

NOTE:
Game board A – time to the hour & half
Game board B – 15 and 45 minutes included



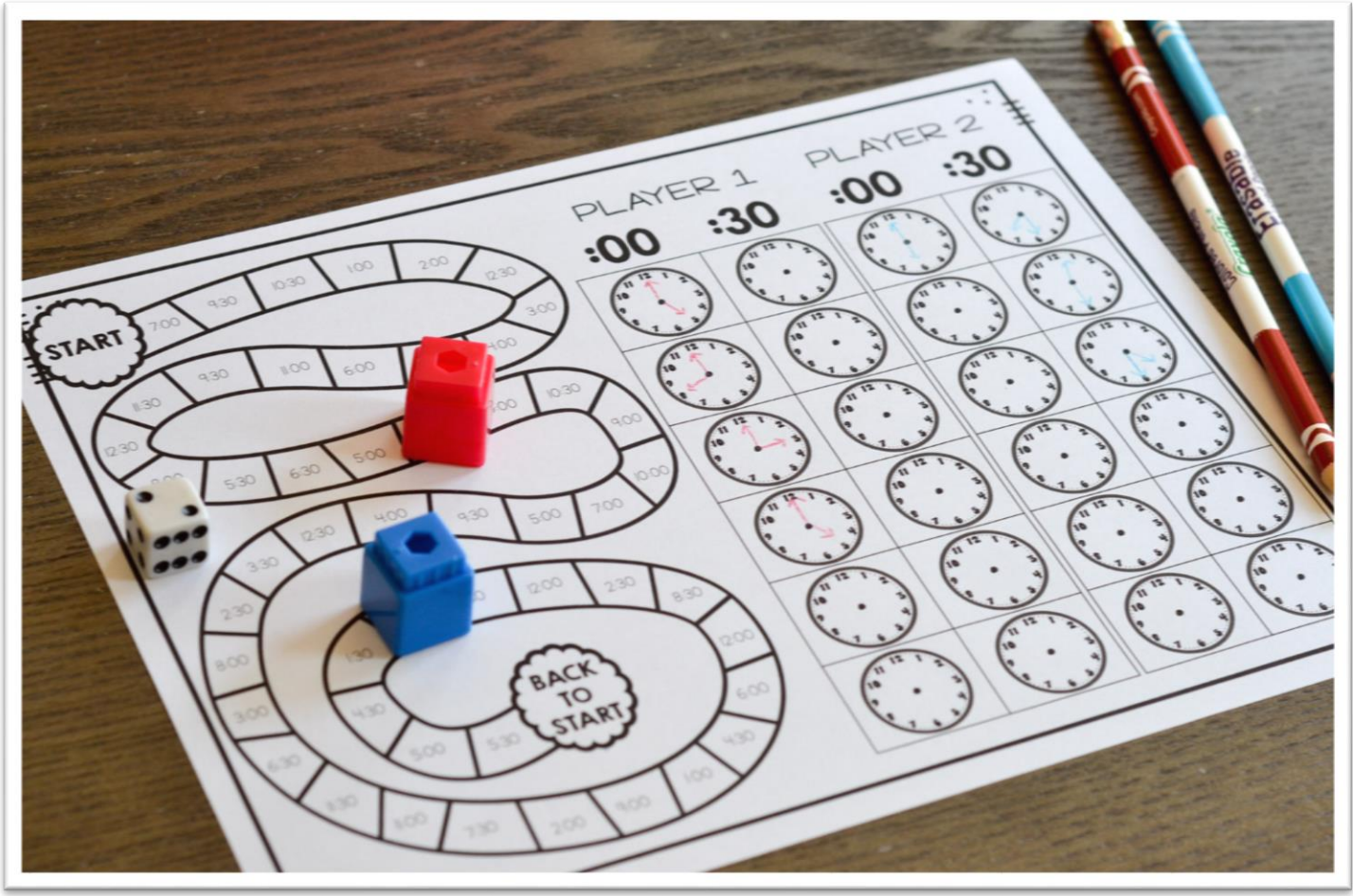
FILL YOUR COLUMNS

For this game you will need:
1 die
Game board
2 Small game pieces
pencil

Directions:
Students will roll the die and move that many spaces on the game board. They will read the digital time and draw that time on an analog clock in their column. Students will continue rolling and writing the time until one student fills both their columns first.

If a student lands on a space and there are no more analog clocks to fill in, their turn is skipped!

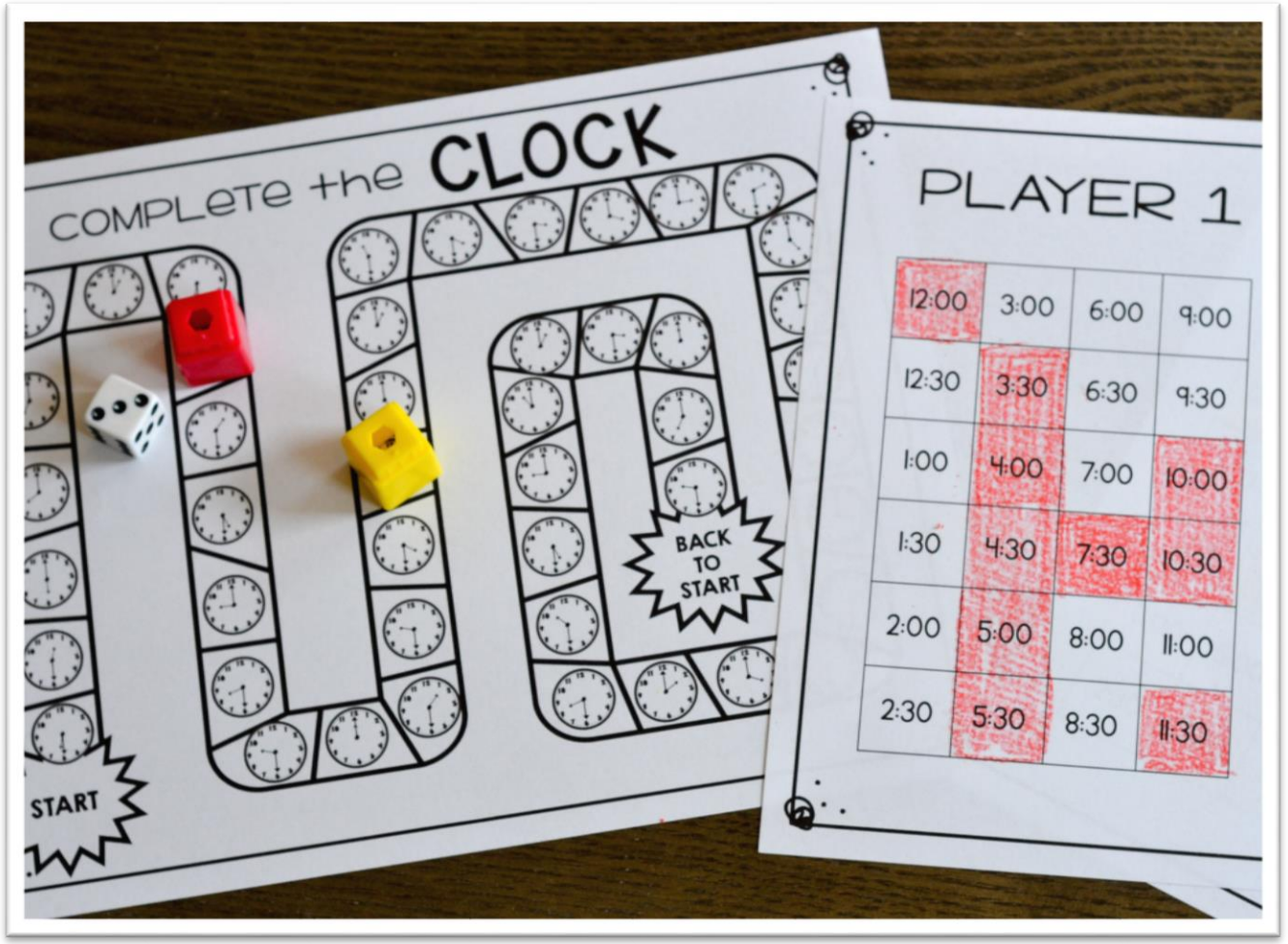
NOTE:
This game focuses on time to the hour and half



Complete the CLOCK

For this game you will need:
1 die
Game board
2 game pieces
2 crayons

Directions:
Students will roll the die and move that many spaces on the game board. They will read the analog time and color that space in their digital time grid. Students will go around the gameboard three times. After the third time, students will see who colored in the most of their digital clock grid! That student wins!

If a student lands on a space and there are no more digital times to fill in, their turn is skipped!

NOTE:
This game focuses on time to the hour and half