

## Hickory, Dickory, Spin the Clock

Children practice telling time as they help the mouse run up the clock!

### Materials

- shoe box
- box label
- student directions
- scissors
- glue
- game board (page 12)
- spinner and game markers (page 13)
- paper clip
- paper fastener

### Shoe Box Setup

Copy the game board, spinner, and game markers onto card stock. To set up the spinner, pass the paper fastener through the paper clip, then through the center of the spinner. Adjust the fastener so that the clip spins easily. Place the game board, spinner, and game markers in the shoe box. Glue the label to one end of the box and the student directions to the inside of the lid.

**TIP** To create a different game board, use correction fluid to white out the time labels and write in your own. Write times to the hour, repeating a series of five or six different times.



Reading an Analog Clock

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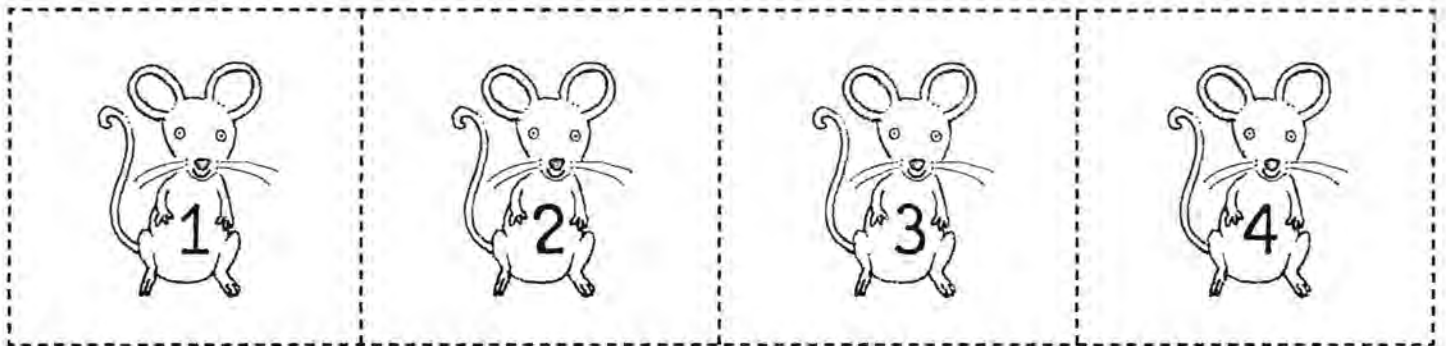
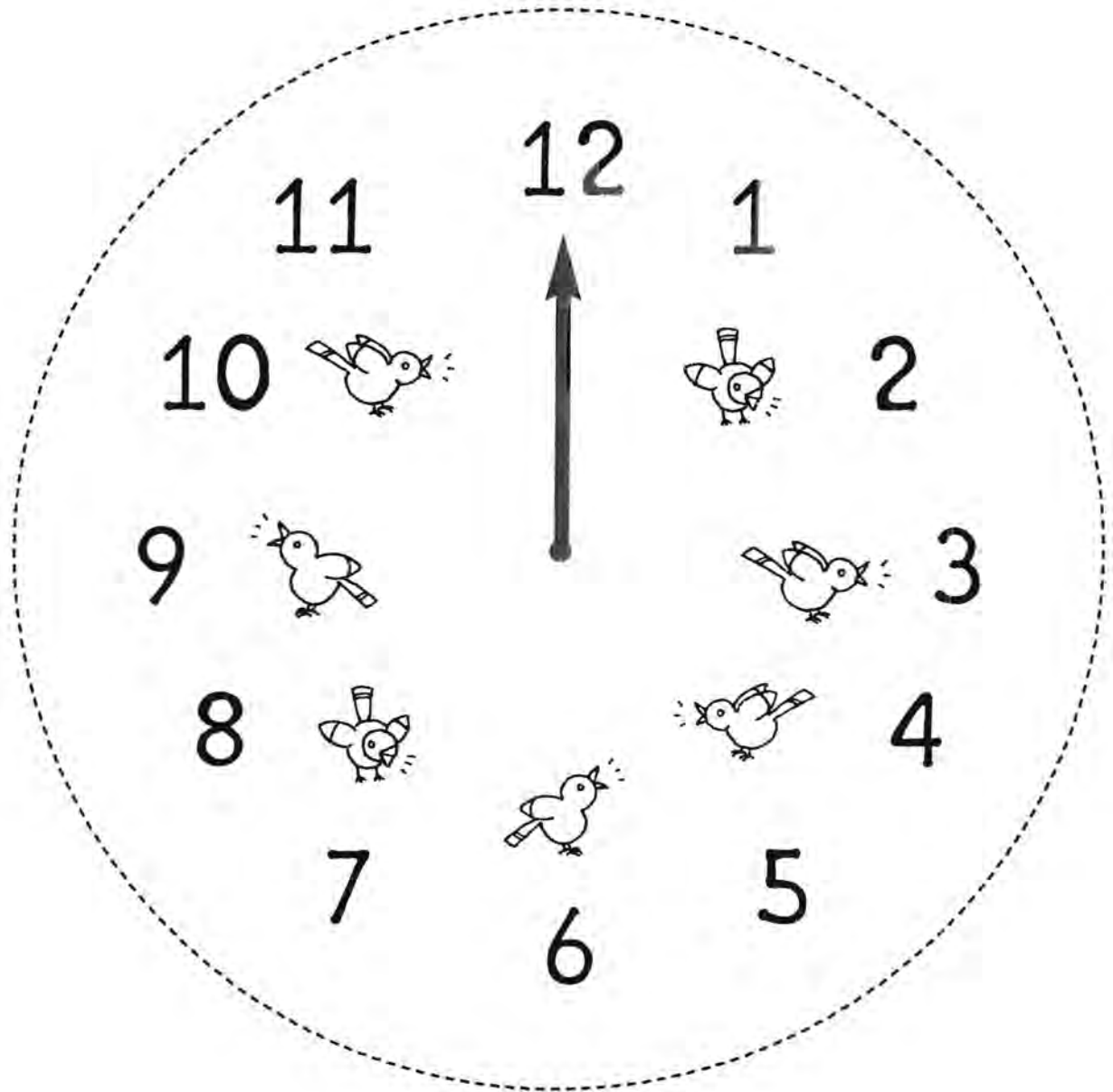


## Directions (for 2–4 players)

- 1 Each player takes a mouse marker. Place the markers on Start.
- 2 Take turns spinning the clock. Spin the paper clip and pretend it's the hour hand. Read the time to the closest hour.
- 3 Move your marker forward to the nearest space with the matching time. If you can't find a time that matches, spin again.
- 4 Continue taking turns until one player's mouse reaches the top of the clock.



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