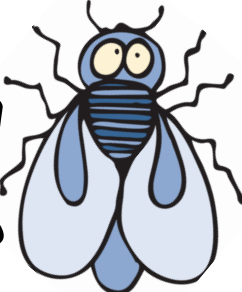


Time Flies!



before PLAYING:

COPY ALL cards ON cardstock. Write in the times you would LIKE your students to work on (fill in the minute and hour hand on each CLOCK). Laminate and cut each card out.

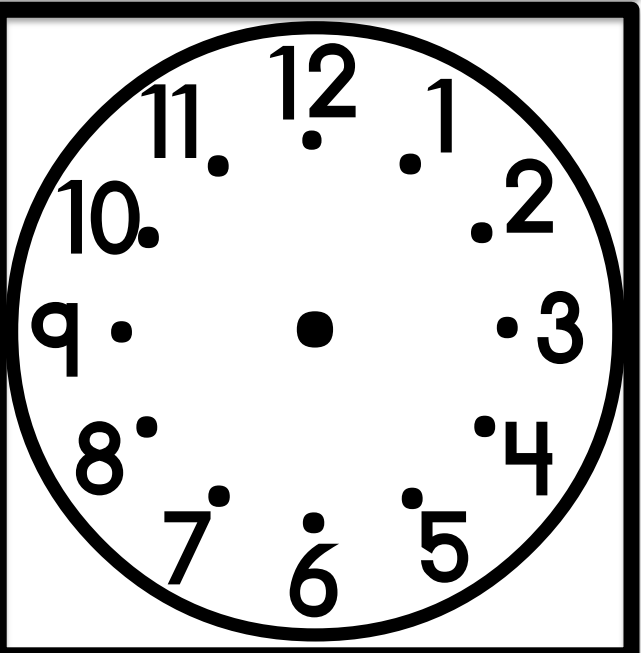
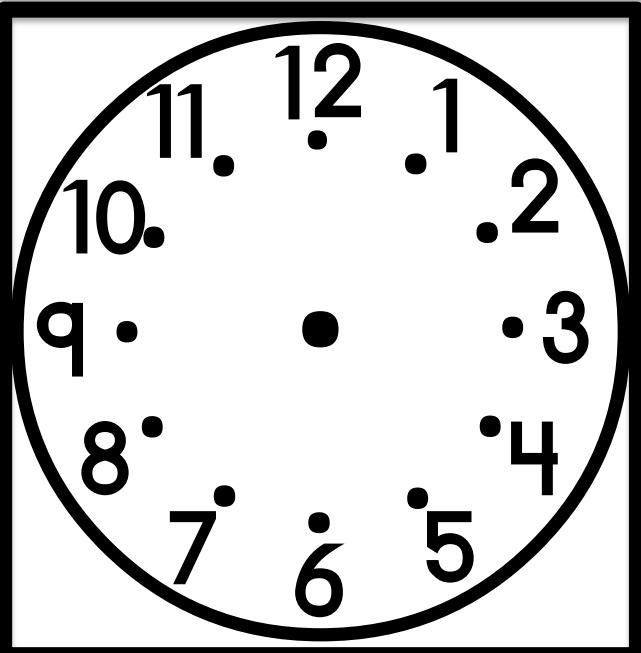
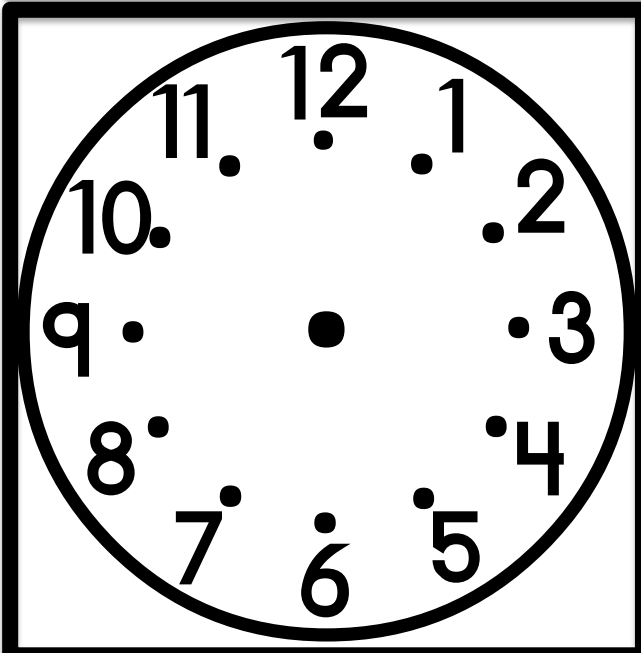
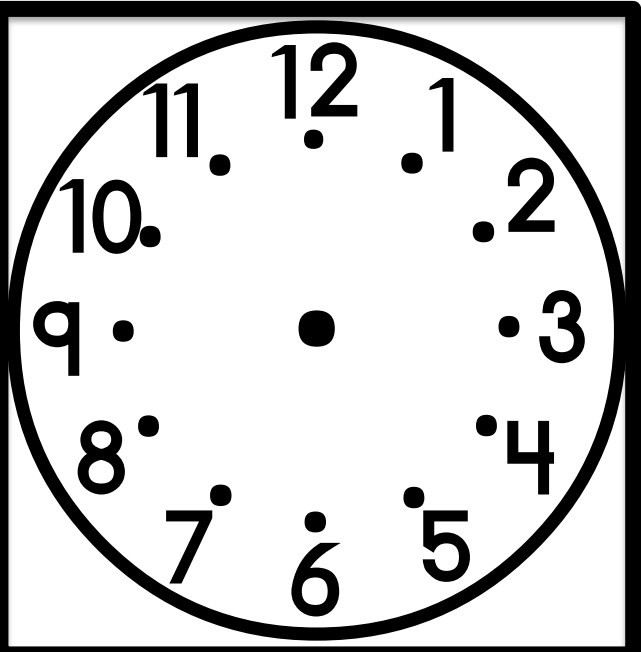
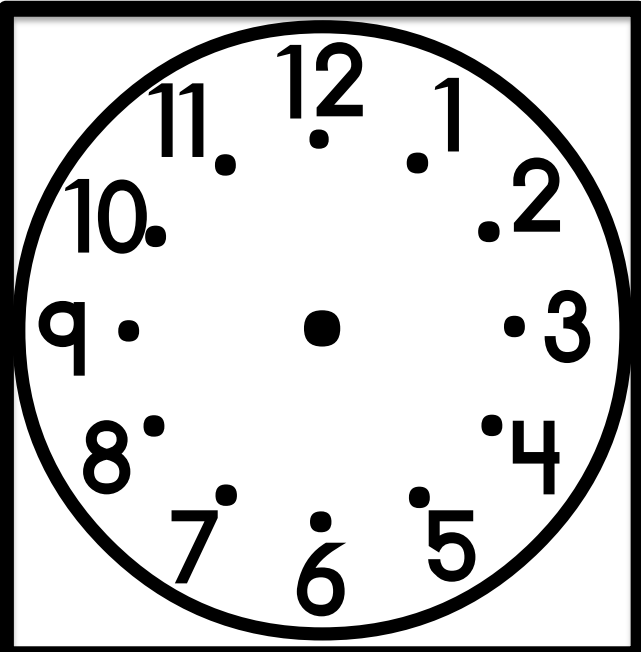
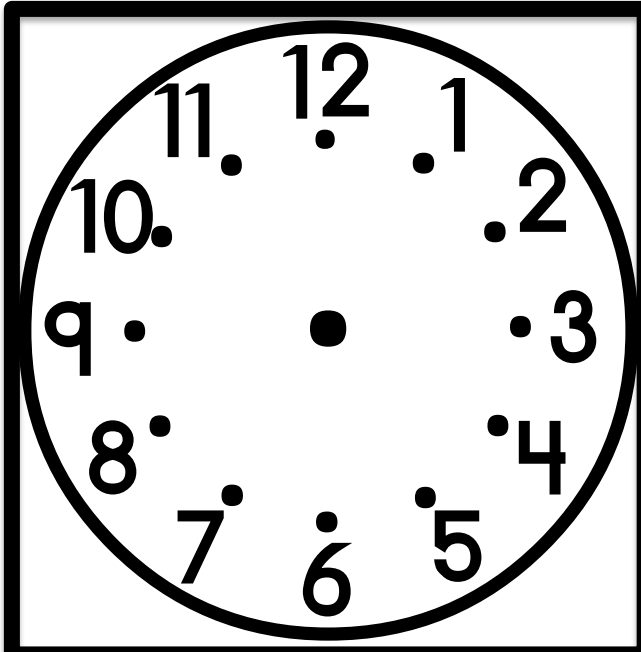
game:

in partners, the students take turns drawing a card. the first player draws a card and writes down that time on their recording sheet and checks with their partner to make sure it's correct. if a player draws a FLY, he/she LOSES a turn and doesn't get to write on their recording sheet! the first player to fill in their recording sheet is the winner.

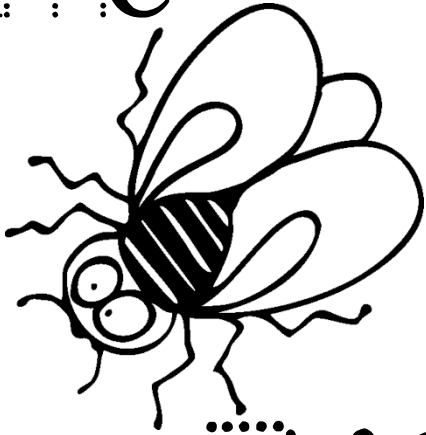
you can ALSO play this game without the recording sheet! the first player to get 10 cards is the winner!

CLIPART FROM dunkers.com {COPYRIGHT DIANE J. HOOK} AND USED WITH PERMISSION

CLOCK FONT FROM fontsh4teachers.com

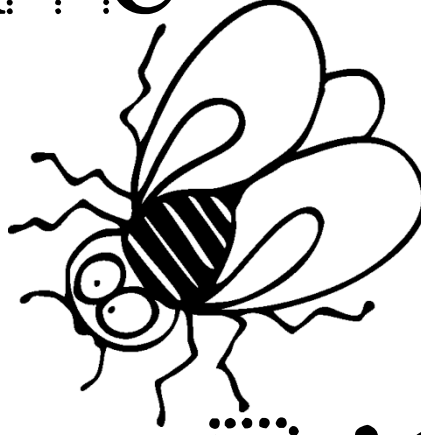


time



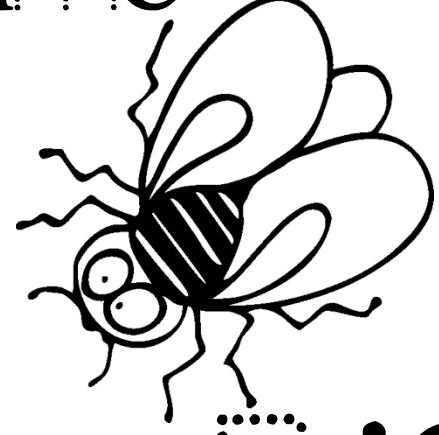
Flies

time



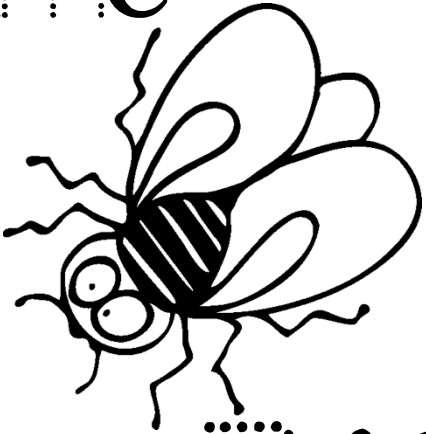
Flies

time



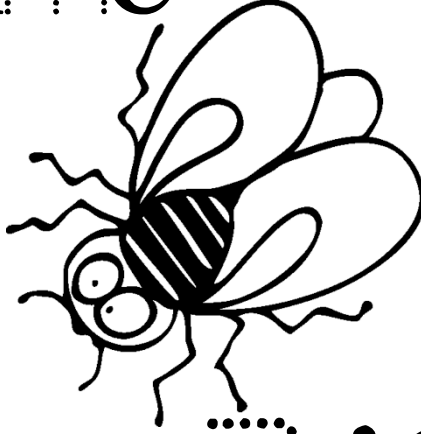
Flies

time



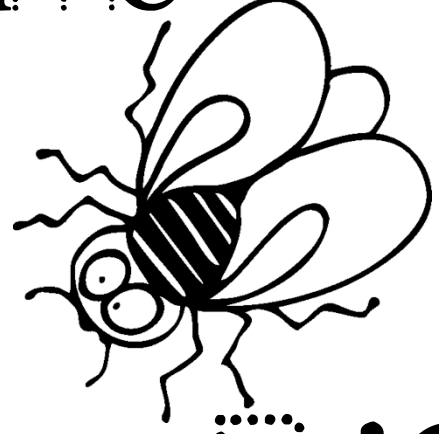
Flies

time

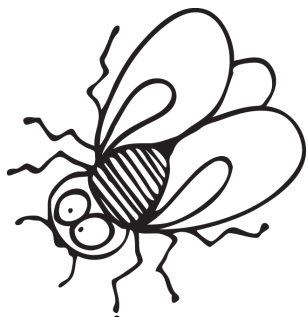


Flies

time



Flies



Time Flies

The first player to fill up all ten spots is the winner! After drawing a card, write the digital time. If you get a "time flies" card, you lose your cards!

1. _____

6. _____

2. _____

7. _____

3. _____

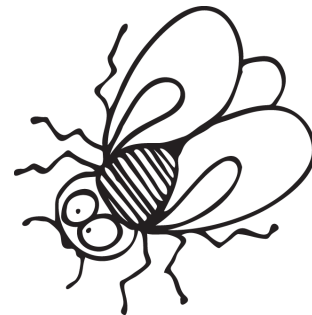
8. _____

4. _____

9. _____

5. _____

10. _____



Name _____