

Numb Skull
Digital Time Game



12:00

1:00

2:00

3:00

4:00

5:00

6:00

7:00

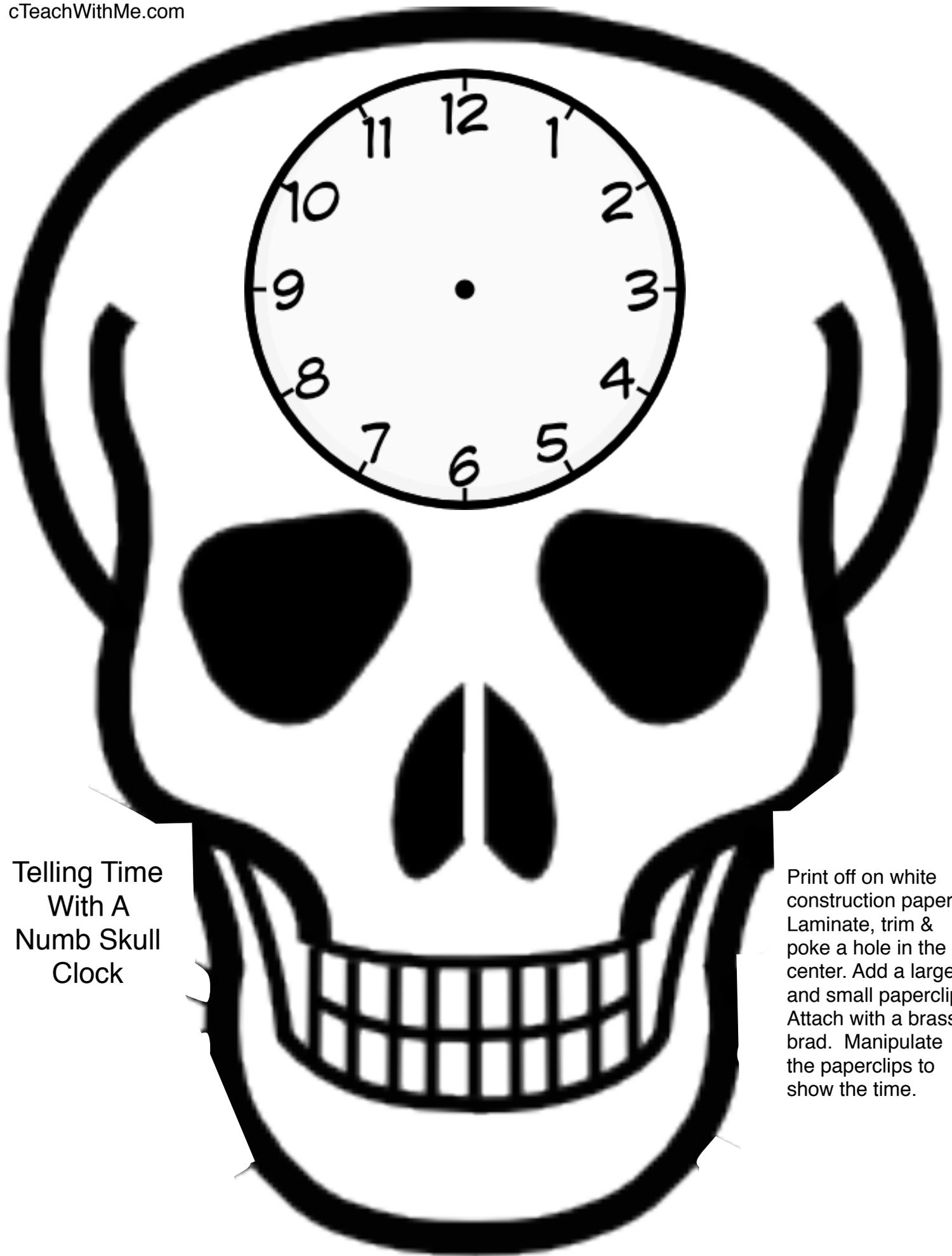
8:00

9:00

10:00

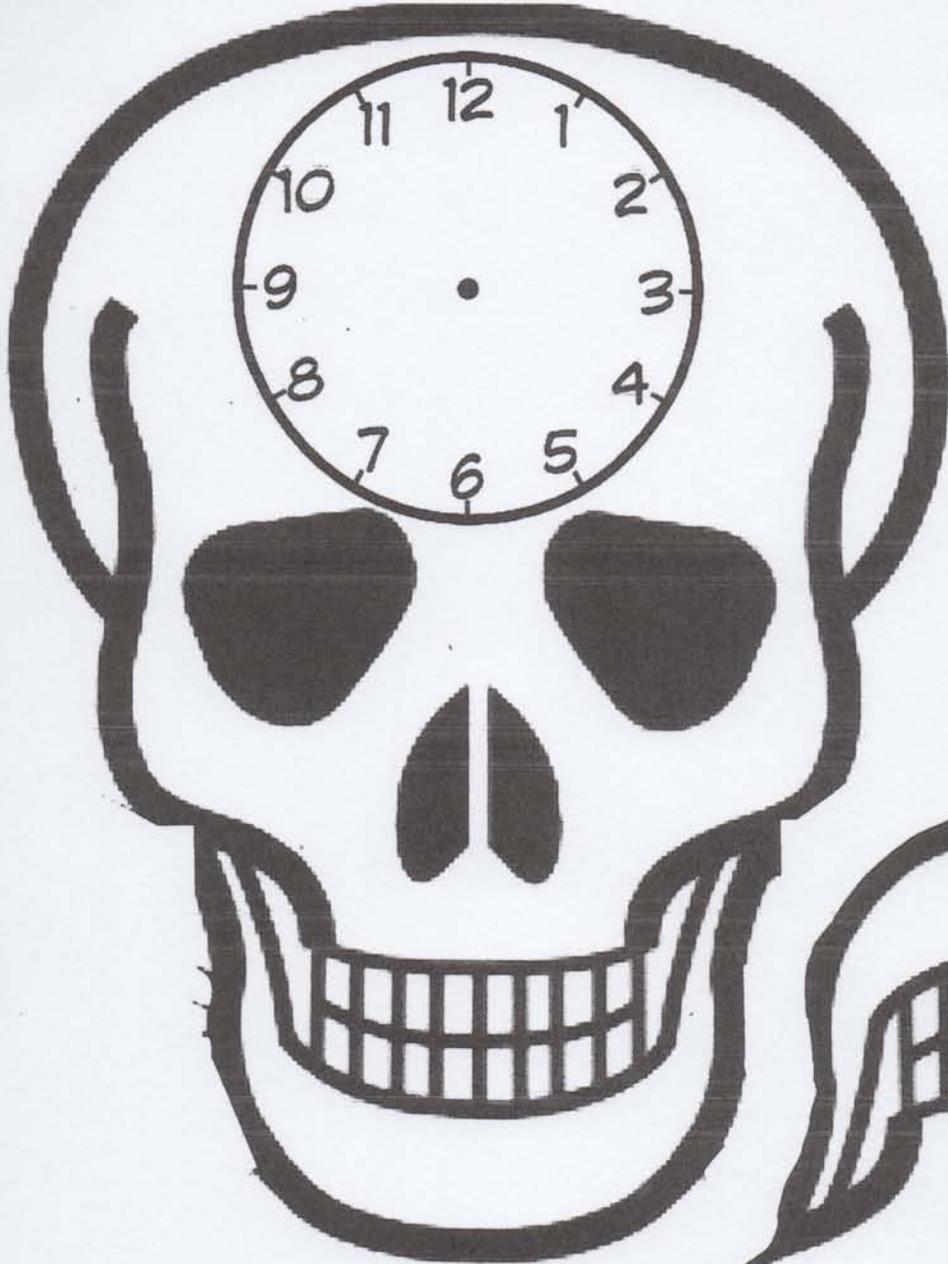
11:00





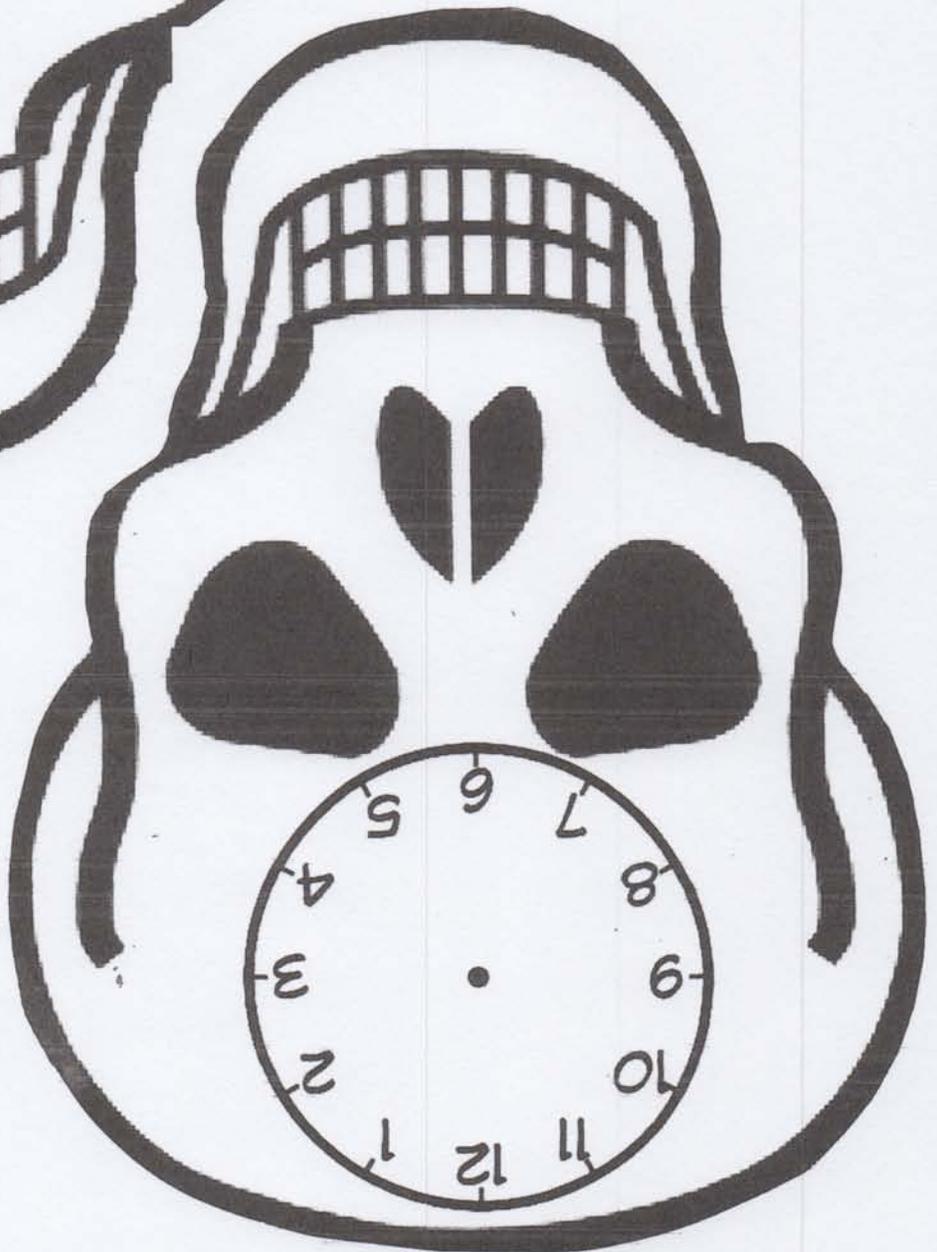
Telling Time
With A
Numb Skull
Clock

Print off on white construction paper. Laminate, trim & poke a hole in the center. Add a large and small paperclip. Attach with a brass brad. Manipulate the paperclips to show the time.



Print off on white construction paper.

Students trim and glue to a sheet of construction paper for added thickness. Poke a hole in the center, add a brass brad and attach a large and small paperclip for students to manipulate to show the time. Whole-group assess by showing a digital time flashcard, or calling out a time. Students manipulate their paperclips and then hold up their clock.



Print, trim, mount on construction paper, laminate, & cut. Poke a hole in the center, attach a paperclip with a brass brad to use as a spinner.



Students work in groups of 2 or 3 taking turns spinning the paperclip. Whatever number they land on, equals the time to the hour. They write the digital time on their game sheet. The first one to record all of the digital times from noon to 11:00 is the winner.





It's Numb Skull Time Dice Game

Directions:

Run off template. Students play with a partner. Children take turns rolling 1st one dice for number times 1-6. i.e. if they roll a 1, they put that number on their clock. Once they have filled in those times, they get to play with 2 dice. They then add the dice together to get numbers 7-12. The 1st child to fill in their Numb Skull clock, or the one with the most numbers filled in before the timer rings, is the winner.

Run off. Students trim and glue their digital time sheet to the bottom.

Students work in groups of 2 or 3 taking turns spinning the paperclip skull spinner. Whatever number they land on, equals the time to the hour. They write the digital time on their game sheet. The first one to record all of the digital times from noon to 11:00 is the winner.



12:00

1:00

2:00

3:00

4:00

5:00

6:00

7:00

8:00

9:00

10:00

11:00

12:00

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9:00

10:00

11:00



12:00



1:00



2:00



3:00



4:00



5:00



6:00



7:00

Print, laminate & trim. Whole-group assess by flashing a digital time card; students manipulate the paperclip hands on their Numb Skull clock to show that time.

Make extra sets and use the cards to play Memory Match and I Have; Who Has? games. Students match the digital time to the analog clock card.



8:00



9:00



10:00



11:00



Digital
Time



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Run off copies so your students can make an Itty Bitty Digital Time booklet.



8:30



9:30



10:30



11:30



Print, laminate & trim. Whole-group assess by flashing an analog time card; students call out the time, or manipulate the paperclip hands on their Numb Skull clock to show that time too.

Make extra sets and use the cards to play Memory Match and I Have; Who Has? games. Students match the digital time to the analog clock card.

Run off copies so your students can make an Itty Bitty Analog Time booklet.



12:30



1:30



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4:30



5:30



6:30



7:30

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Program with whatever.

cTeachWithMe.com



Analog
Time



Analog
Time



Analog
Time



Analog
Time



Analog
Time



Analog
Time

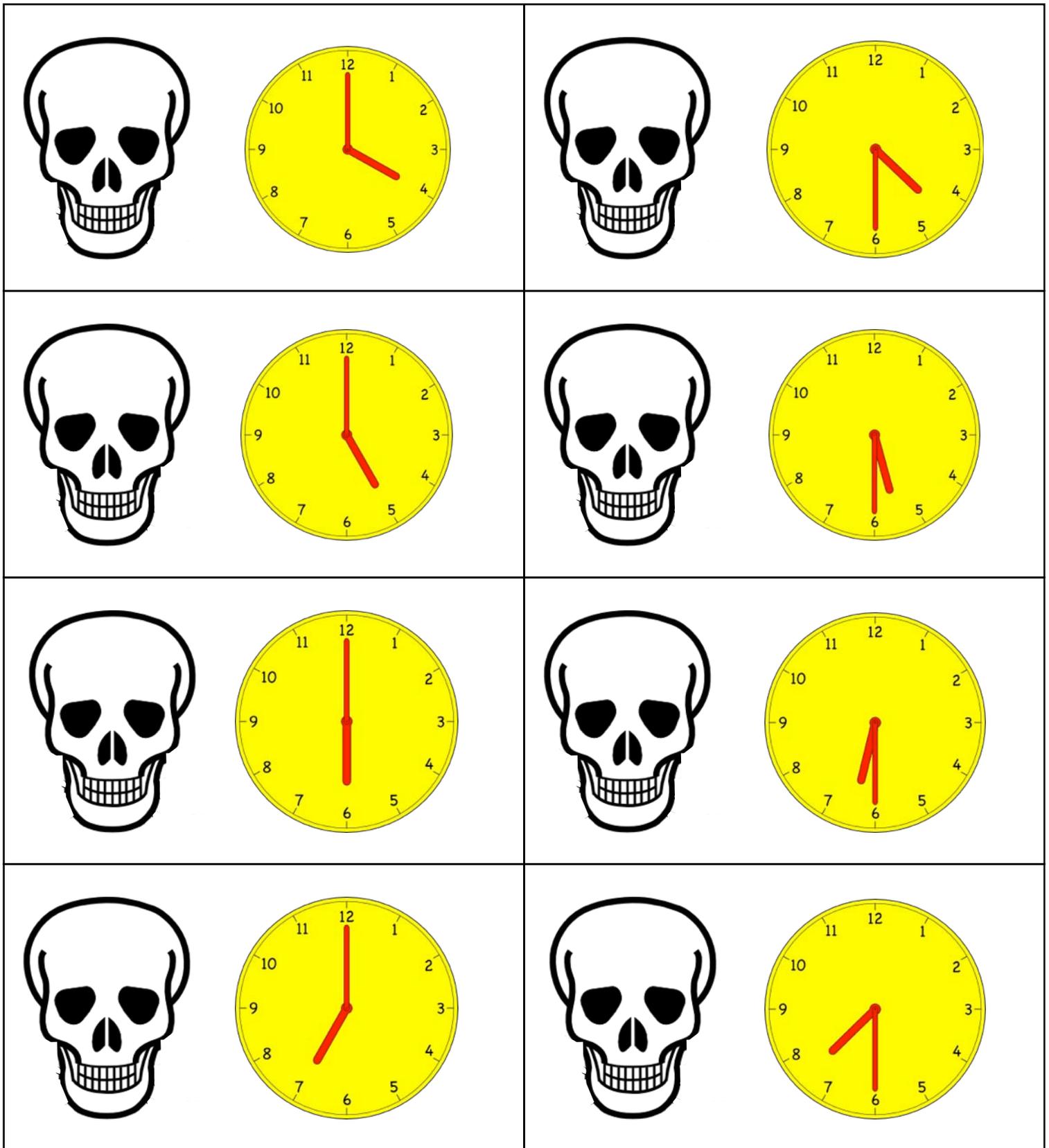


Analog
Time



Analog
Time

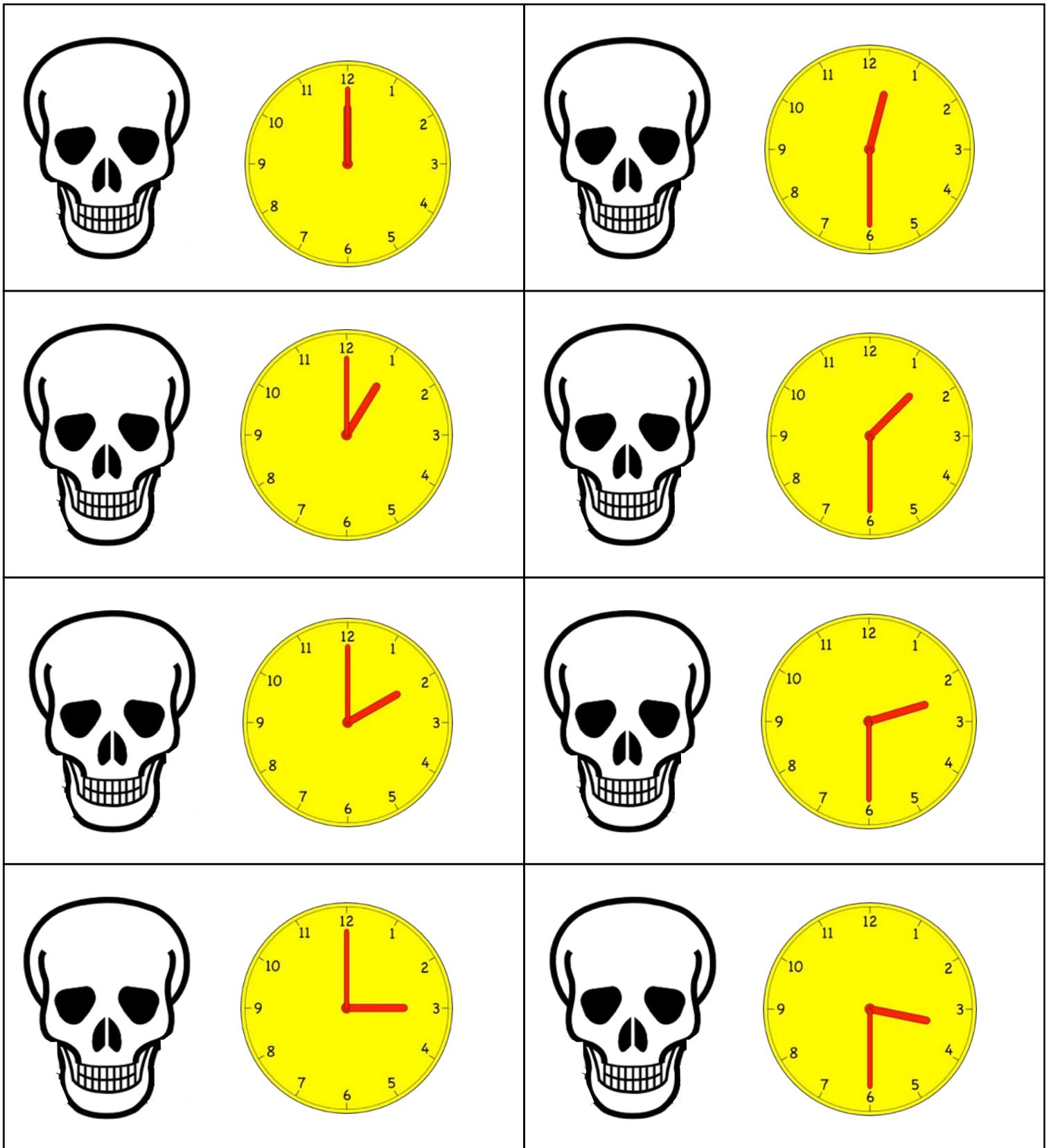
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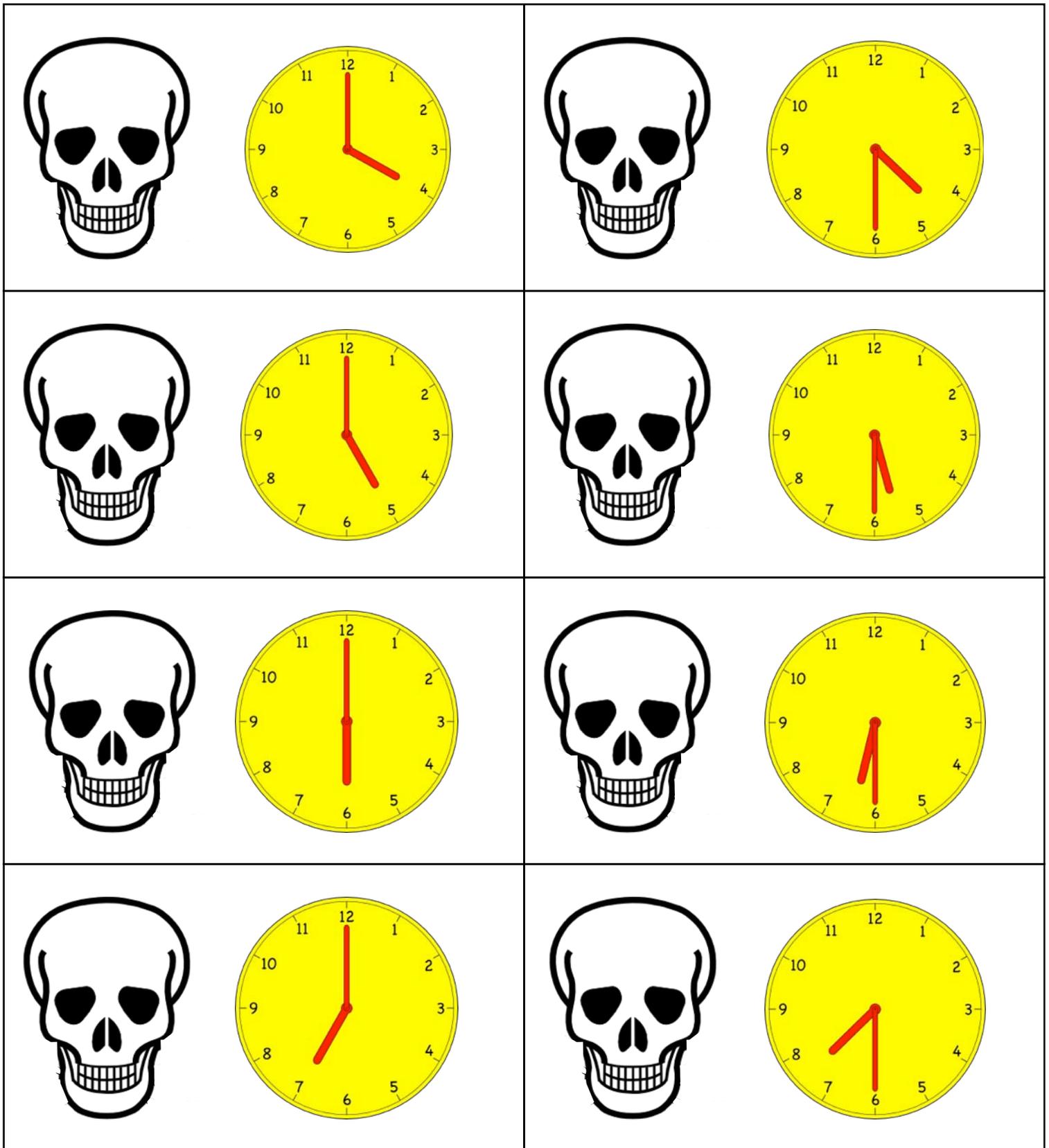
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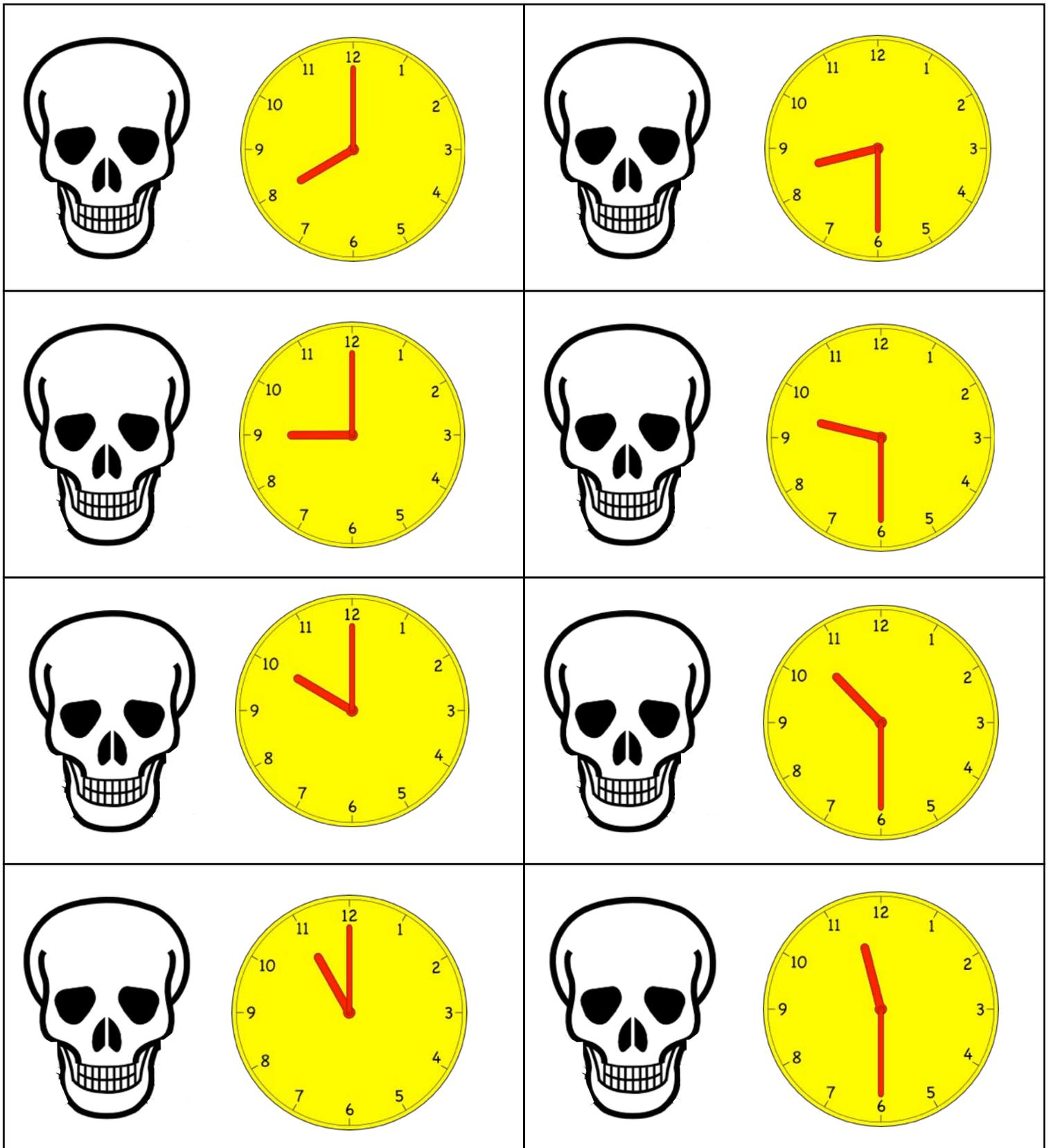
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