| 3:00 | (D) |  |
| :---: | :---: | :---: |
|  | O) |  |
|  |  |  |
| $0$ |  |  |





## It's Pumpkin Time Dice Game

Directions:
Run off template. Students play with a partner. Children take turns rolling ist one dice for number times 1-6. i.e. if they roll a 1, they put that number on their clock and then draw an orange pumpkin around it, adding a green stem. 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 pumpkin clock, or the one with the most numbers filled in before the timer rings, is the winner. I have filled in the 12. as an example. When a child rolls a combination of numbers that add up to 12 they can trace the pumpkin circle.

Make a pumpkin clock.
Have students cut out their pumpkin clock circle and glue it to a paper plate, then
poke a hole in the center of the clock. Add construction paper hands, or a large and short paper clip attached by a brass brad.
To whole-group assess analog time, call on students to call out a time. Children manipulate the hands to show the correct time. When they have positioned the hands, they hold up their clocks. Continue, 'til all of the times have been called.

|  |  |  |
| :---: | :---: | :---: |
|  |  | $(1)$ |
|  |  |  |
|  |  |  |



Trace the digital time and then put hands on the clock to show the analog time. Cut out the cards to make a Pumpkin Time Booklet.

It's Pumpkin Time
Analog and Digital Time Cards

Analog Time


