

It's Pumpkin Time Dice Game

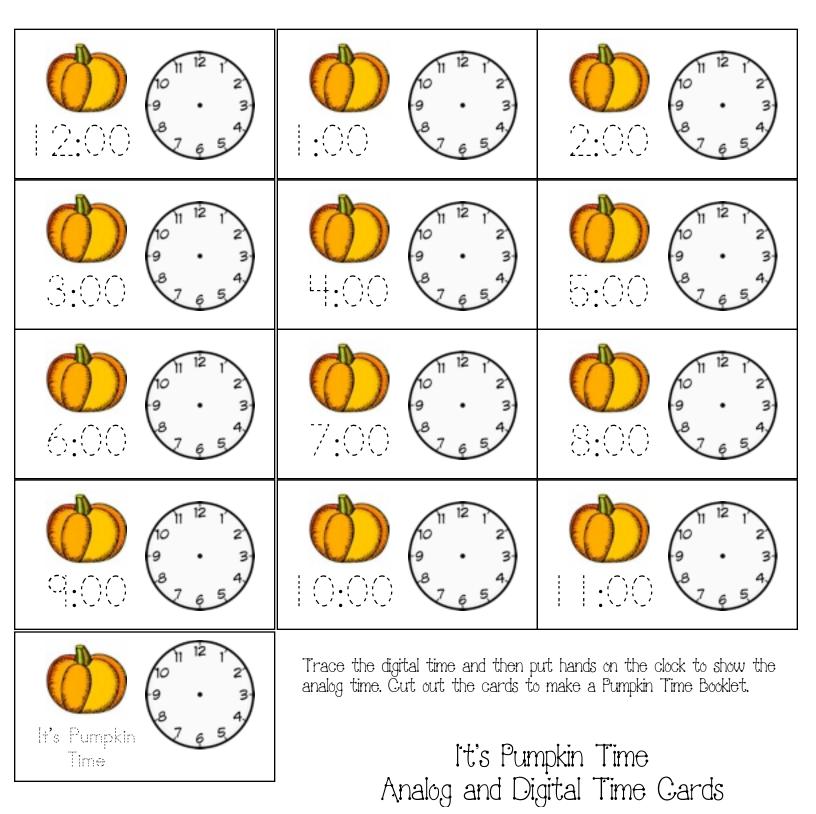
Directions:

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 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.



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Analog Time

