


## It's Shamrock Time: Spin the Clock

## Prep:

- Print off the shamrock clocks.
- Mount on construction paper.
- Laminate and cut out.
- Using a protractor, poke a hole in the middle of the shamrock.
- Insert a brad and a large paperclip to act as a spinner.


## Game:

- Students work in groups of 2-4 and take turns spinning the shamrock clock spinner.
- Whatever number time to the hour they land on, they trace their shamrock paper with a green marker or crayon. They also write the digital time next to the traced one.
- Play continues 'til someone has traced and filled their entire shamrock stack or the timer rings.
- When the timer rings the student with the most numbers filled in wins the game.
- Instead of using the spinner, students can also roll dice.
- They must roll a 1 in order to fill in the 1 time slot. They then show this time on their clock. For numbers 2-6 they can roll that number or the sum or difference of the two dice to get the number they need. i.e. If they roll a 2 and a $1(2+1)$ they can record and show $3: 00$. If they get a 4 and a 1 (4-1) they can also do the same thing. To get the time for numbers 7-12, students need to add or subtract.
- If you are not going to use the clock as a spinner and are going to use dice instead, have students add a small paperclip to the clock as well as the large one to act as hands so they can show the times that they roll.





## Time for PRAISE!

did a great job with our clock activities today!


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Digital Time 1

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Digital Time?


Digital Time 3


