

NEEDED: game board and game cards, markers of two different colors or shapes.

DIRECTIONS: Players take turns choosing a place to cover on game board. Before they may cover up the clock they must choose the correct game card that matches the analogue clock. If they choose the wrong game card, they must cover up an analogue clock that matches the card they have in hand.

(Do not place game cards back on the table. This forces students to use the cards that have words on them, not just the digital time game cards.

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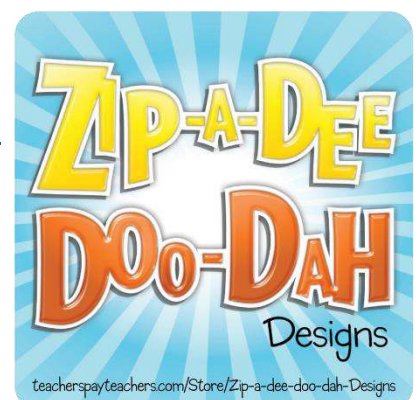
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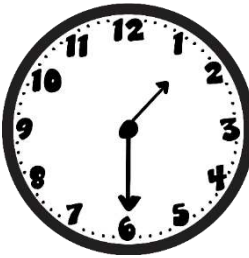
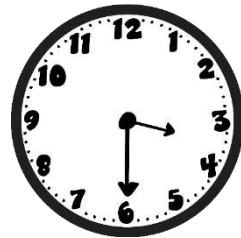
Clip art by Zip A Dee, Doo Dah Designs and [Catherine S](#)

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CONNECT FOUR

Telling Time Game



1:00

3:15

1:20

2:55

1:45

1:30

Five
minutes
till 3

Quarter
after 3

Twenty
minutes
after 1

1:00

Quarter
till 2

Half
Past 1

Quarter
after 2

2:15

1:05

3:30

Five
minutes
after 1

Half
Past 3

3:40

20
minutes
till 4