Tick Tock Clock 3 in a Row

Building Fluency: tell time in hours and half hours

Materials: gameboard, two sets of time cards and ten markers of one color per player

Number of Players: 2

Directions:
1. Players take turns.
2. Draw a time card from the deck and cover that time on the gameboard with a marker.
3. If no clock with that time is available, the player loses a turn.
4. The winner is the first player to get three markers in a row.

Variation/Extension: Players could try to get 4 in a row.

6:00	3:00	1:30
2:00	3:30	9:00
1:00	5:00	8:00
8:00	10:00	2:00
4:30	3:00	10:30
9:30	6:00	5:00
11:00	4:00	