

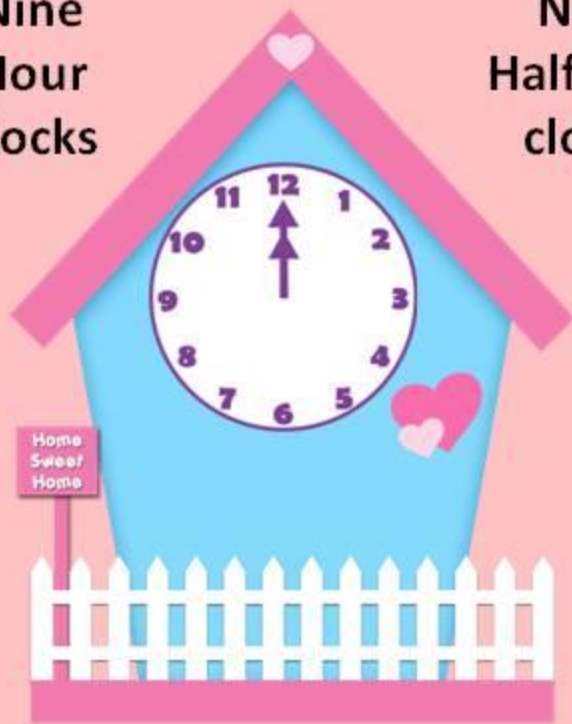
What Time Is It?



EIGHTEEN ANALOG CLOCKS With Matching Digital Clocks

Nine
Hour
clocks

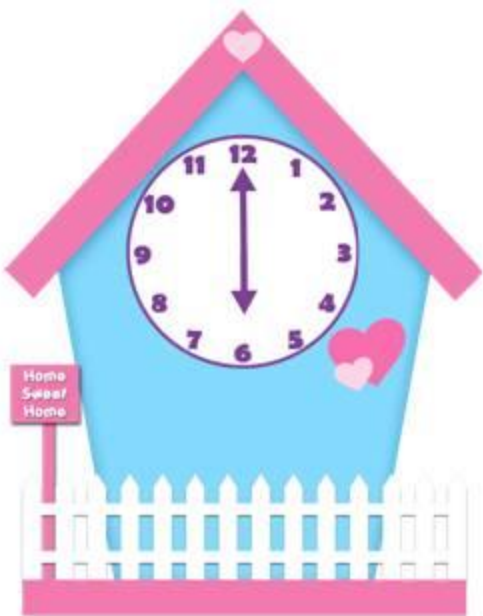
Nine
Half-hour
clocks

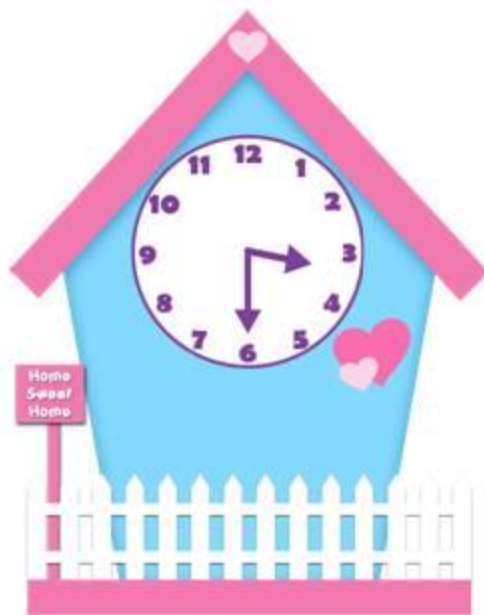


- This product is a 36-cards match game that helps with reading and telling time.
- Nine of the clocks are on the hour and the other nine clocks are on the half-hour.
- Students match the analog clocks to the digital clocks as a match set.
 - For an optional, match game:
- After the game is over, students match their sets to the matching word card for that particular time.
- For durability, I suggest laminating the clocks and words before cutting for the match game.

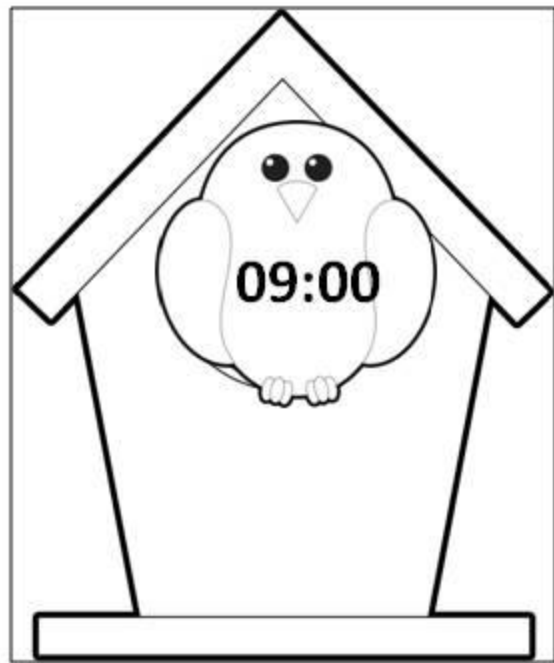
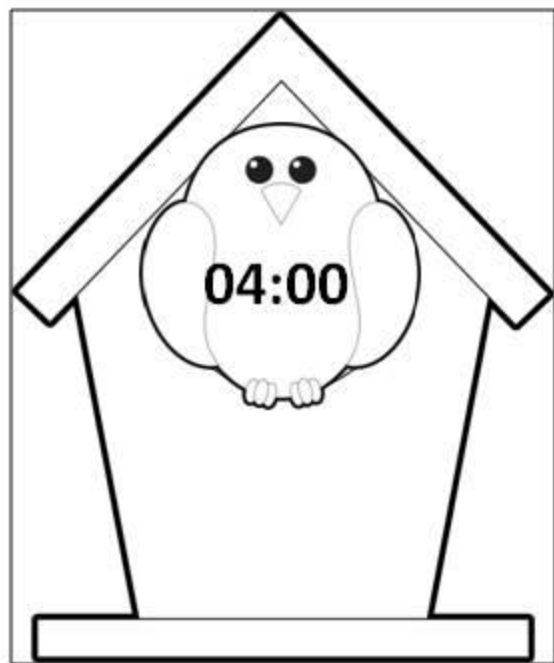
• Rules for Match Game:

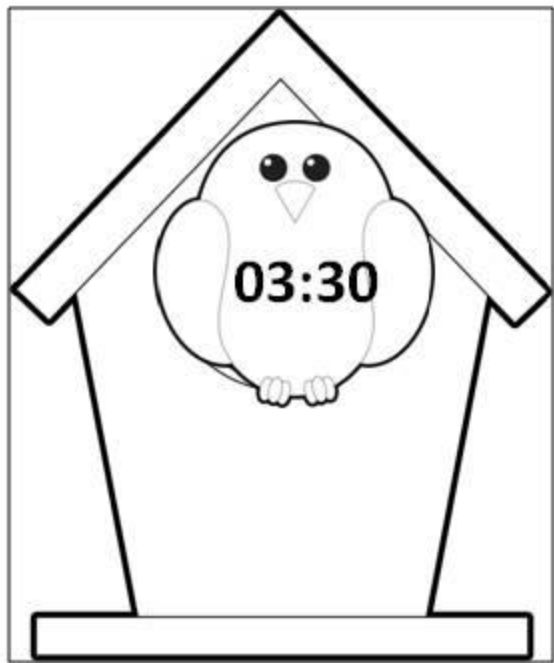
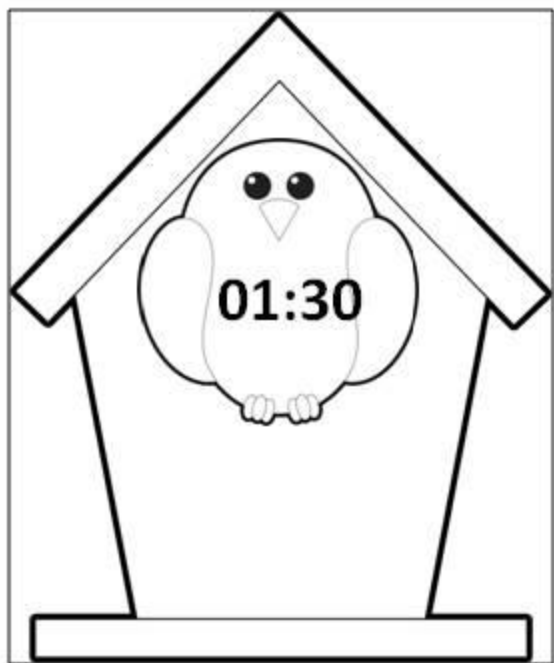
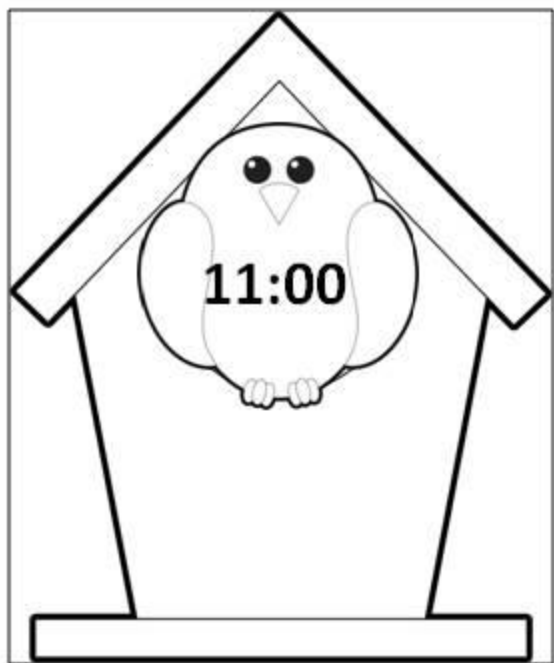
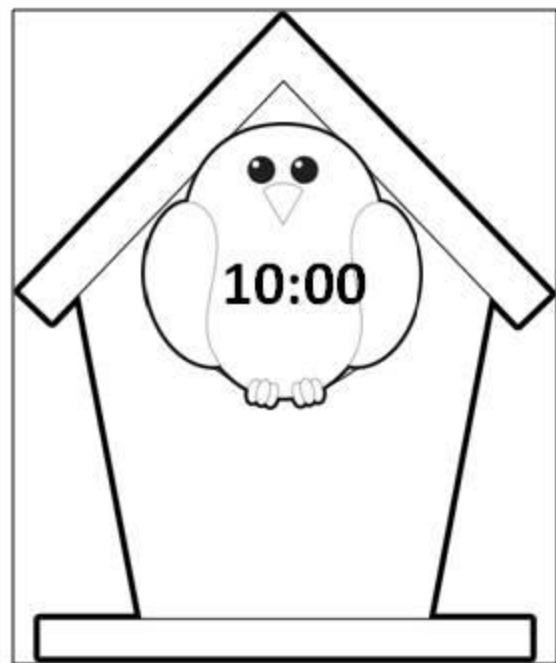
- Use two or three players.
- Place all thirty-six clock cards face up in six rows of six.
- First person picks an analog clock, and then finds the matching digital clock.
- After the student finds a match set, they read the clocks and tell the time.
- If the clocks are a match, then the player keeps cards as a matched set.
- If it is not a match, leave cards on the board.
- Next player picks an analog clock, and then finds the matching digital clock.
- After the set is match, student reads the clocks and tells the time.
- If it is a match, then player keeps cards.
- If it is not a match, leave cards on the board.
- Game continues until all of the clocks sets are match.
- Player with the most matched sets wins the game.

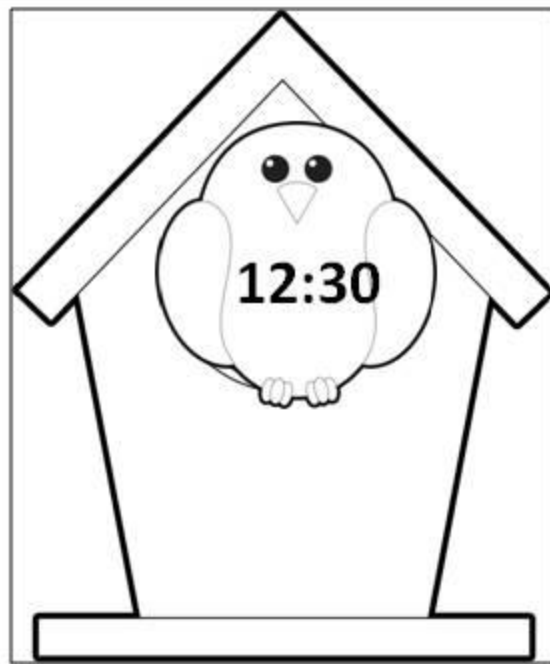
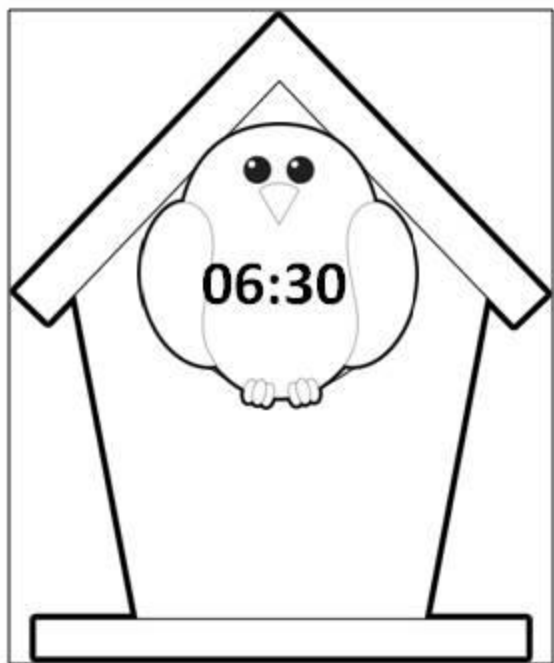
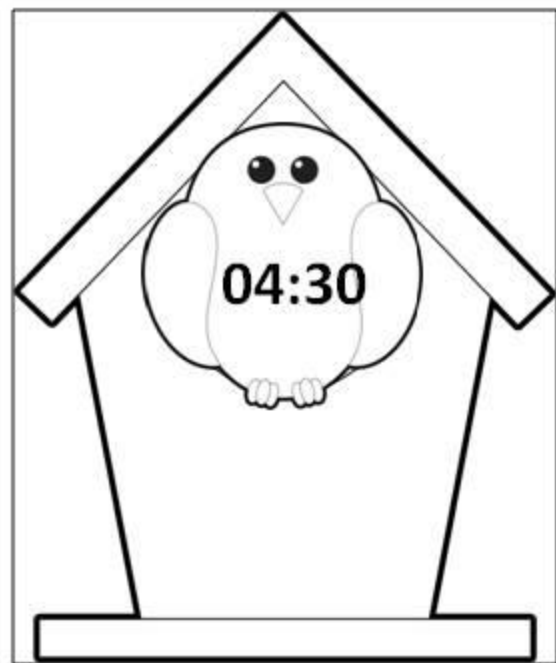












ONE O'CLOCK

TEN O'CLOCK

FOUR THIRTY

FOUR O'CLOCK

ELEVEN O'CLOCK

SIX THIRTY

FIVE O'CLOCK

TWELVE O'CLOCK

EIGHT THIRTY

SIX O'CLOCK

ONE THIRTY

NINE THIRTY

SEVEN O'CLOCK

TWO THIRTY

TEN THIRTY

NINE O'CLOCK

THREE THIRTY

TWELVE THIRTY



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