

# RULES

## TEACHER GUIDE

This fun board game can be played in two different ways, depending on the required level of difficulty. The easy mode is ideal for children aged 5 to 7, the advanced mode for children aged 7 to 10.

The aim of the game is to teach children to tell the time on both an analogue clock face with hands and on a digital clock. They will begin to understand how minutes and hours work and practice the different ways of expressing the time: for example, saying midnight for 00.00 and midday for 12.00 and so on. The game will also help them recognize and discuss everyday activities performed at different times of day. The cards have been organized to give players an opportunity to categorize daily activities and locate the time of day they usually happen.

The easy version of the game has 15-minute and 30-minute time intervals (09.00, 09.15, 09.30 and so on). The advanced level teaches children to tell the time to five minute intervals (09.05, 09.10...). The rules of the game, below, describe how to play in advanced mode and also provide some useful tips for the easy play level.

## SETTING UP

The game works with 2 to 7 players. Give each player a "My day" card (for less than 7 players, leave the extra cards to the side). Mix up the bingo cards and lay an equal number, face-down, on each of the six spaces on the bingo board then place the "Guess the Time" cards on the orange space of the bingo board. The clock with hands should be within reach of all players.

## **DEVELOPMENT**

Each player, in turn, takes out a card from the board. If the card is a part of his/her "day", it is positioned on his/her own card; otherwise, it is put back in place, either as he or she chooses) over one of the 6 piles of cards on the board. If the card taken out is a quiz card, the player must answer the question that is on the first card of the "Guess the time" pack of cards (he or she must answer the question corresponding to the colour of the quiz card drawn: if the quiz card is green, he/she will answer the question to be found on the green segment of the "Guess the time" card).

The winner is the one who first completes his or her "My Day" card.

## **HOW TO ANSWER THE QUIZZES**

The child whose turn it is reads the digital time on the "Guess the time" card and then reproduces the time on the clock, being careful to correctly position both the hands of the hours and that of the other minutes. By turning over the "Guess the time" cards, he/she can control whether he/she has done it correctly or not. If he/she answers correctly, he or she is entitled to take two more bingo cards. If he/she has made a mistake, he/she must put back one of the bingo cards already won (obviously, he or she must have some) above one of the six packs on the board.

## **SIMPLE METHOD**

The younger children or those less accustomed to the use of a clock can play using the simpler procedure. This is played using the same rules illustrated above - except, however, for excluding the quiz cards and the "Guess the time" cards.

For teaching purposes, the child who wins the card will be asked to try to tell the time corresponding to the card extracted.