

# Racing Time

Objective: The student will tell time to the nearest five minutes, and find elapsed time.

Materials: 1 Gameboard for the center  
1 number generator  
4 Game markers or game pawns  
4 Geared Student Clocks

Groupings: 2 to 4 students

Preparing the Center: Copy the gameboard onto white cardstock and color, or copy gameboard onto colored cardstock. Cutout and laminate the gameboard. The “Big Time” Learning Clocks are great geared clocks for this center.

Using the Center: Each player sets his clock to 12:00 and places his game marker on the gameboard where it states, “Start Here.” Player #1 rolls the number generator and moves his marker that number of spaces in a clockwise direction. Player #1 reads the space he lands on, and moves the hands of his clock forward or backward to the correct time. Other players check Player #1’s clock, and after confirmed correct, Player #1 fills in his chart. Players take turns playing in the same manner. The first player to reach 6:00, going forward in time, wins.

