

Tell the Time Cards Level 1 & 2 Instructions

Tell the Time Snap Instruction

This game is best played with 3+ players.

- 1:** Shuffle the cards and deal them all out equally between players, face-down.
- 2:** To begin the game, one player turns over the top card from their face-down pile and places it face-up in front of them, reading aloud the time on the card.
- 3:** Players repeat this action, one after the other, going clockwise around the group.
- 4:** If any two top cards on the players' face-up piles read the same time this is a 'snap'.
- 5:** The first person to say 'snap!' and put their hand on the table wins the round. The winner takes all the face-up cards on the table, shuffles them, puts them to the back of their face-down pile and starts the next round.
- 6:** The overall winner of the game is the player who is left with the most cards.

Tell the Time Matching Pairs Instructions

This game can be played at home with one or more players, or at school with a classroom of players.

- 1:** Shuffle all the cards and spread them across a table face-up.
- 2:** Set a timer to three minutes. The player should find as many pairs of matching cards as they can within the time constraint. Two cards showing the same time makes a pair.
- 3:** After three minutes the player should read aloud the times on their matching pairs and count their pairs.
- 4:** If there is more than one player, repeat this process for each player and create a league table. The overall winner is the player who finds the most pairs in three minutes.

Tell the Time Bingo Instructions

This game can be played with up to 6 players/groups.

- 1:** Shuffle all the cards and deal out 9 to each player/group, face-up on a table.
- 2:** Choose who is going to be the 'caller'. The caller must call out a time from the 'times list'.
- 3:** If any of the players/groups have a card that matches the time the caller reads out, they should turn it face-down on the table.
- 4:** The game is won by the player/group who is the first to have all their cards face-down. When this happens, shout 'bingo!'.
- 5:** The caller should check that the cards of the winning player/group match with the times that have been called out. If the cards do not match, the game should resume.

Tell the Time Buddy Up Instructions

Play this game with a classroom of players. The aim is for all players to find their 'Time Buddy/ies' – the player/s with a card that matches their own.

- 1:** Sort the cards so that each player has one card and a Time Buddy/ies, e.g. with a class of 30 sort out 15 pairs.
- 2:** Hand a card to each player, players must not show each other their card.
- 3:** To find their Time Buddy, players must ask each other, 'what time are you?'.
- 4:** Players must reply with the time on their card.
- 5:** Players who find their Time Buddy must form a pair. The game ends when all players are paired up.