



Time Match

Need: Clock cards, time cards, 1-6 dice

- This is a game of matching pairs for 2-4 children.
- The clock cards and time cards should be copied onto different coloured card, cut out and placed face down on the table.
- The aim of the game is to find as many matching pairs (clock card and time card) as possible. Decide who will go first.
- Player 1 rolls the dice and this number determines how many **pairs** can be turned over.
- If 1 is rolled, then 1 clock card and 1 time card can be turned.
- When a matching pair is found, the cards are kept by the player who found them.
- When a player has had all their turns (determined by the dice) play moves to the person on their left.
- The game ends when all the pairs have been found and the winner is the player with the most pairs.



Six o'clock	Half past eleven	Quarter past eight
Quarter to three	Twenty five minutes past one	Ten minutes to ten
Ten minutes past ten	Five minutes to seven	Quarter to nine
Quarter past nine	Twenty minutes to four	Fifteen minutes past two

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