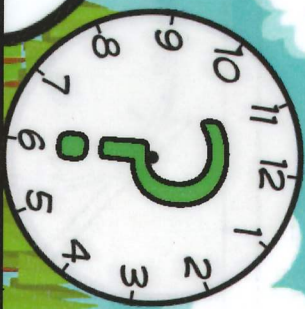


Time to Roll

QUARTER-PAST GAME



quarter past one	START	12:15	Miss a turn!	1:15	quarter past three	4:15	quarter past ten	5:15	Cover any clock	8:15	quarter past six	Another turn	3:15	Have Another turn	quarter past two	7:15	9:15	12:15	Remove another Player's counter	11:15

Teach THIS

2 - 4 players
Need: A die and coloured counters for each player

Place your counters on the start line. Take turns rolling the die and moving that number of spaces on the board. When you land on a time, you must match it with the same time in the middle of the board. Place your counter on the clock. If you can't place your counter, you miss that turn. Take turns rolling and moving around the board until all the clocks are covered in the middle. The person with the most clocks covered at the end is the winner!

