

## WHAT'S THE TIME MR WOLF? INSTRUCTION SHEET (165 x 190 mm)

**anko**  
Education

### WHAT'S THE TIME MR WOLF? TIME TELLING BINGO ACTIVITY

| Players     | Includes                                   |
|-------------|--|
| 2-4 players | › 1 x Learning clock<br>› 4 x Bingo boards |
|             | › 24 x Time tokens<br>› 1 x Drawstring bag |

#### Step 1: Set Up The Game

Gather all players and sit in a circle or around a table. Each player chooses a bingo board to use. The player with the red Mr Wolf bingo board will be Mr Wolf for this game. Place the learning clock in the middle. Mr Wolf takes the bag of time tokens.

#### Step 2: Asking "What's the time Mr Wolf?"

Players (who are not Mr Wolf) take turns asking "What's the time Mr Wolf?". Mr Wolf draws a time token from the bag without showing it to the other players. Mr Wolf calls out the time that is written on the time token.

#### Step 3: Practise with the Learning Clock

By moving the hour and minute hands, the player who asked "What's the time Mr Wolf?" sets the learning clock time to match the time called out by Mr Wolf. Take your time and ensure the clock matches the time Mr Wolf called out!

After setting the clock, Mr Wolf can reveal the time token to check if the time was set correctly. If the player sets the learning clock correctly, they win the time token and place it on their bingo board.

If the player sets the learning clock incorrectly, Mr Wolf wins the time token and places it on Mr Wolf's bingo board. When the time token has been won by either the player or Mr Wolf, their turn is over and it is the next player's turn to ask "What's the time Mr Wolf?".

#### Step 4: Winning the game

Players take turns until someone fills their bingo board. The first player to fill their bingo board and place the final time token on 'You escaped Mr Wolf!' wins the game! However, if Mr Wolf is first to fill their bingo board and reaches dinner time, Mr Wolf wins the game!

#### Alternative ways to play the game

The learning clock is a great tool to use by yourself! Try picking time tokens from the bag and practise reading, setting and matching the learning clock by yourself.

**Good luck on beating Mr Wolf or being the clever Mr Wolf yourself!**