What’s the time, Mr Wolf?

- Play this game with a partner.
  - Take turns to roll the dice and move your counter.
  - If you land on a clock, pick a clock card and say what time it shows. If you get it wrong, move back two places.
  - If you pick a clock showing 12 o’clock, return to Start!
  - The winner is the first player to reach Mr Wolf.

You need a counter each, a dice and the Mr Wolf clock cards.

Place your Mr Wolf clock cards here.

Teachers’ note Use this sheet in conjunction with page 57, Mr Wolf clock cards. The children need to cut out the Mr Wolf clock cards and place them in a pile. The worksheet can be enlarged to A3 size for easier use. It could also be laminated to create a more permanent resource.