**Race to 3:00!**
(5 min intervals)

- **Start**
  - **+ 10 mins**
    - Take an extra turn!
  - **+ 25 mins**
  - **+ 1 hour**
    - + 10 mins
    - Read the time on your clock in two different ways!
  - **+20 mins**
  - **+15 mins**

- **+ 1 hour**
  - **You need:**
    - An analogue clock for each player,
    - Dice,
    - Counters.
  - **+ 45 mins**
  - **+10 mins**
  - Miss a turn!
  - - 50 mins

- **+ 10 mins**
  - **Each player begins at 9:00am**
  - **+ 20 mins**
  - Miss a turn!
  - - 40 mins
  - + 40 mins
  - Take an extra turn!
  - + 1 hour
  - +30 mins

- **+ 25 mins**

- **+ 15 mins**
  - Roll the dice to move around the board. When you land on a space, follow the directions given by adding or subtracting the time on your clock.

  - The first player to reach the time of **3:00pm** is the winner!

  - **- 10 mins**
    - **+ 5 mins**
    - Take an extra turn!
  - **+ 35 mins**
  - - 20 mins
  - **Stop and check: who is closer to 3:00?**
  - +20 mins
  - +35 mins

Copyright © [www.easyteaching.net](http://www.easyteaching.net)