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|------------|---|--|---|---|--|---|-----------|
| 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: <ul style="list-style-type: none"> An analogue clock for each player, Dice, Counters. |  Stop and check: who is closer to 3:00? | + 45 mins |  | +10 mins |  Miss a turn! | - 50 mins |
| + 10 mins | | + 20 mins | <h1>Race to 3:00!</h1> <p>(5 min intervals)</p> | | | | |
| + 25 mins | Each player begins at 9:00am |  Miss a turn! | - 40 mins | + 40 mins |  Take an extra turn! | + 1 hour | +30 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 |