



What's the Time, Mr. Wolf?

Develop analogue and digital time-telling skills as you move around the woodland board collecting animal cards. Position the clock hands to show your answer and watch out for Mr. Wolf at dinner time!

Contents

- 1 four-piece playing board
- 20 double-sided square cards
- 4 two-piece double-sided collection boards
- 1 dice
- 1 large clock face with moveable hands
- 1 slot-together 3D wolf
- 4 animal playing pieces
- 4 character stands

GAME 1

Setting up the game



Assemble the playing board and 3D wolf.

Attach the hands to the large clock face.



Spread all the square cards, **animal side up**, on the table.



Each player chooses a two-piece collection board and assembles it **forest side up**.



Slot the animal playing pieces into the character stands.



Each player takes the playing piece that matches the colour of their collection board and places it on the matching character space on the four-piece playing board.

1 Roll the dice

The youngest player starts.

Roll the dice and move your playing piece along the path the number of spaces shown on the dice. You will either land on a clock or on Mr. Wolf.

When you have moved everyone shouts **'What's the time, Mr. Wolf?'**

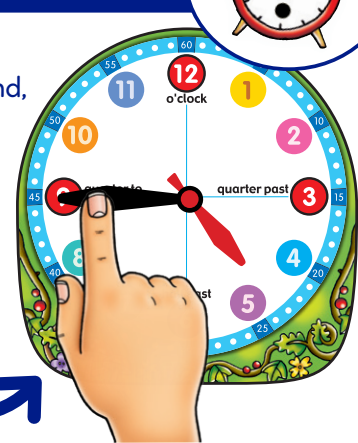


Note: Move around the board in a clockwise direction.

2 If you land on a clock

If you land on a clock, point to one of the animal cards on the table and, without turning it over, read the time out loud (younger players may need assistance with reading the time).

Then move the hands on the large clock face to show the time on the card.



Once you have moved the clock hands, turn over the animal card to see if the position of the clock hands match.

If they match, place the card, clock side up, on your collection board.

If they do not match, return the card, animal side up, to the table.

Play passes to the next player.

Note: If the animal cards on the table run out, players can take all the cards which have been fed to Mr. Wolf (see box 3) and return them, animal side up, to the table.

3 If you land on Mr. Wolf

If you land on Mr. Wolf, everyone shouts 'Dinner Time!' and you must feed **one** of the cards from your collection board to the 3D wolf.

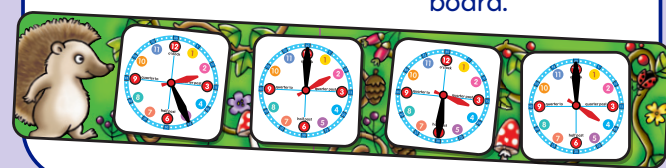
Play passes to the next player.

If there are no cards on your collection board, play passes to the next player.



4 The winner

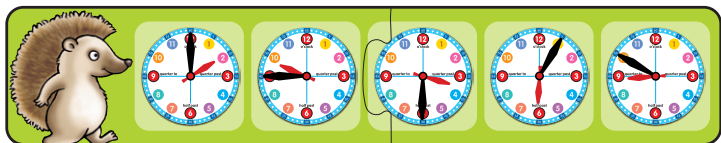
The winner is the first player to fill their collection board.



GAME 2

Setting up the game

Each player chooses a collection board and assembles it **clock side up**.



Place the square cards, **animal side up**, in a pile on the table.



Note: The other components are not used in this game.

1 Put a card on the table

The youngest player starts. Take the top card from the pile and place it **animal side up** on the table. Look to see if any of the cards on the table (including the card which is now on the top of the pile) show the same time as any of the clocks on your collection board.

If you see a card which you think shows the same time as a clock on your board, turn the card over to see if the position of the clock hands match.

If they match, place the card over the matching clock on your collection board. Play passes to the next player.

If they do not match, return the card to the table animal side up. Play passes to the next player.



No matching cards on the table?

If there are no cards on the table that show the same time as a clock face on your board, play passes to the next player.

As the game continues more cards will be added to the table so players have a bigger choice of cards.

2 The winner

The winner is the first player to fill their collection board.



Beginner's Activity

Here is a basic, first activity for getting used to clocks and telling the time.

1. Match the clocks

Take a clock collection board and try to find the same clock cards as the clocks on your boards.

2. Move the hands

Now move the hands on the large clock face to try to match each card you have collected.

3. Say the time

For each clock you have collected, say the time out loud.