

Grade 1

Time Go Fish!


Module 7-Time

Your child is learning how to tell time to the hour and the half hour. Help your child use this activity to practice telling time.

Materials:

- Digital Time cards
- Analog Time cards

Directions:

1. Cut out all the time cards.
2. Shuffle the cards and deal five cards to each player.
3. Place the rest of the cards face down.
4. If you have any pairs of cards that match,  1:00 put them down in front of you.
5. The first player asks one of the other players for a card that shows the same time
6. If you get a match, put that pair down.
7. If that player does not have your requested card, draw a card from the pile.
8. The next player continues.
9. The game is over when all matches have been made.
10. The player with the most pairs is the winner.

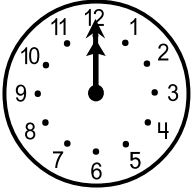
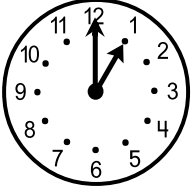
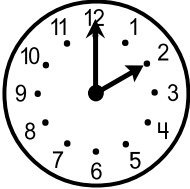
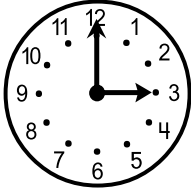
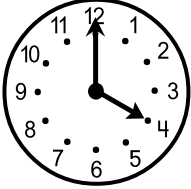
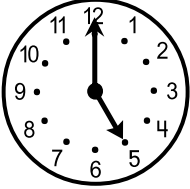
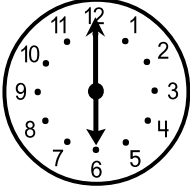
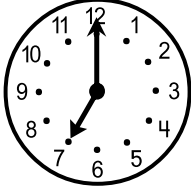
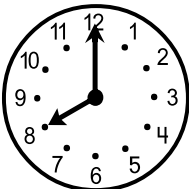
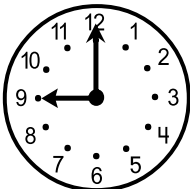
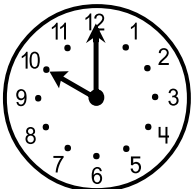
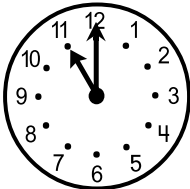
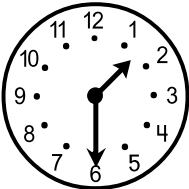
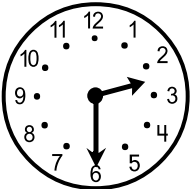
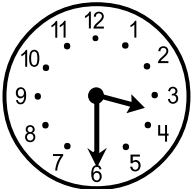
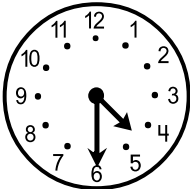
Questions to ask your child while playing:

- What time will it be in a half hour?
- What time will it be in 3 hours?

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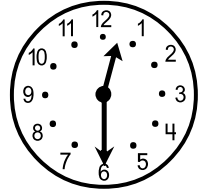
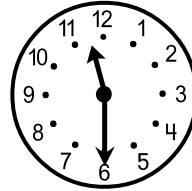
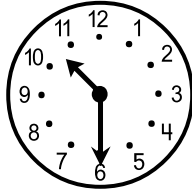
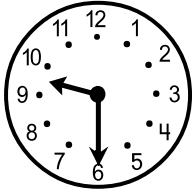
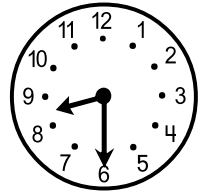
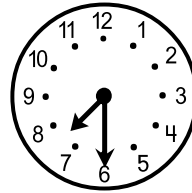
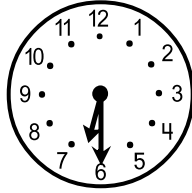
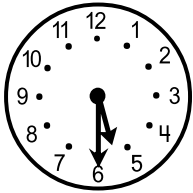
Module 7-Time

Grade 1

Time Go Fish

Module 7-Time



12:00

1:00

2:00

3:00

4:00

5:00

6:00

7:00

Grade 1

Time Go Fish

Module 7-Time

8:00	9:00	10:00	11:00
1:30	2:30	3:30	4:30
5:30	6:30	7:30	8:30
9:30	10:30	11:30	12:30