Clock Card Game

Grade: 3-5

Time: 30 minutes

Objectives:
- Students will develop recognition of number placement on a clock.
- Students will work on team building skills.

Materials:
- Deck of Cards
- Physical Activity PDF (provided)

Set Up:
- Remove Jokers from the deck of cards and shuffle the cards.
- Make a circle with 12 cards to represent a clock. Put 1 card in the middle to make the 13th pile.
- Aces = 1, Jacks = 11, and Queens = 12
- Add cards one at a time to each pile until you have 1 card left. There should be 4 cards in each of the 12 piles around the clock.
- In the center pile or the 13th pile, there should be 3 cards.
- The 12 piles represent a number on the clock.
- The middle pile is for the Kings.

Directions:
- Start by turning over your remaining card and put it next to the corresponding place in the clock. For example, if the card is an Ace it will be placed at the one o'clock position. Then pick up a new card from the one o'clock pile.
- Each number represents a physical activity that must be completed before selecting another card. For example, if my card is a 4, I have to do 4 star jumps before continuing.

  Ace = Push Ups
  2 = Sit Ups
  3 = Burpees
  4 = Star Jumps
  5 = High Knee March
  6 = Crisscross Jumps
  7 = Jumping Jacks
  8 = Mountain Climbers
  9 = Squat Jumps
  10 = Frog Jumps
  Jack = Run in Place
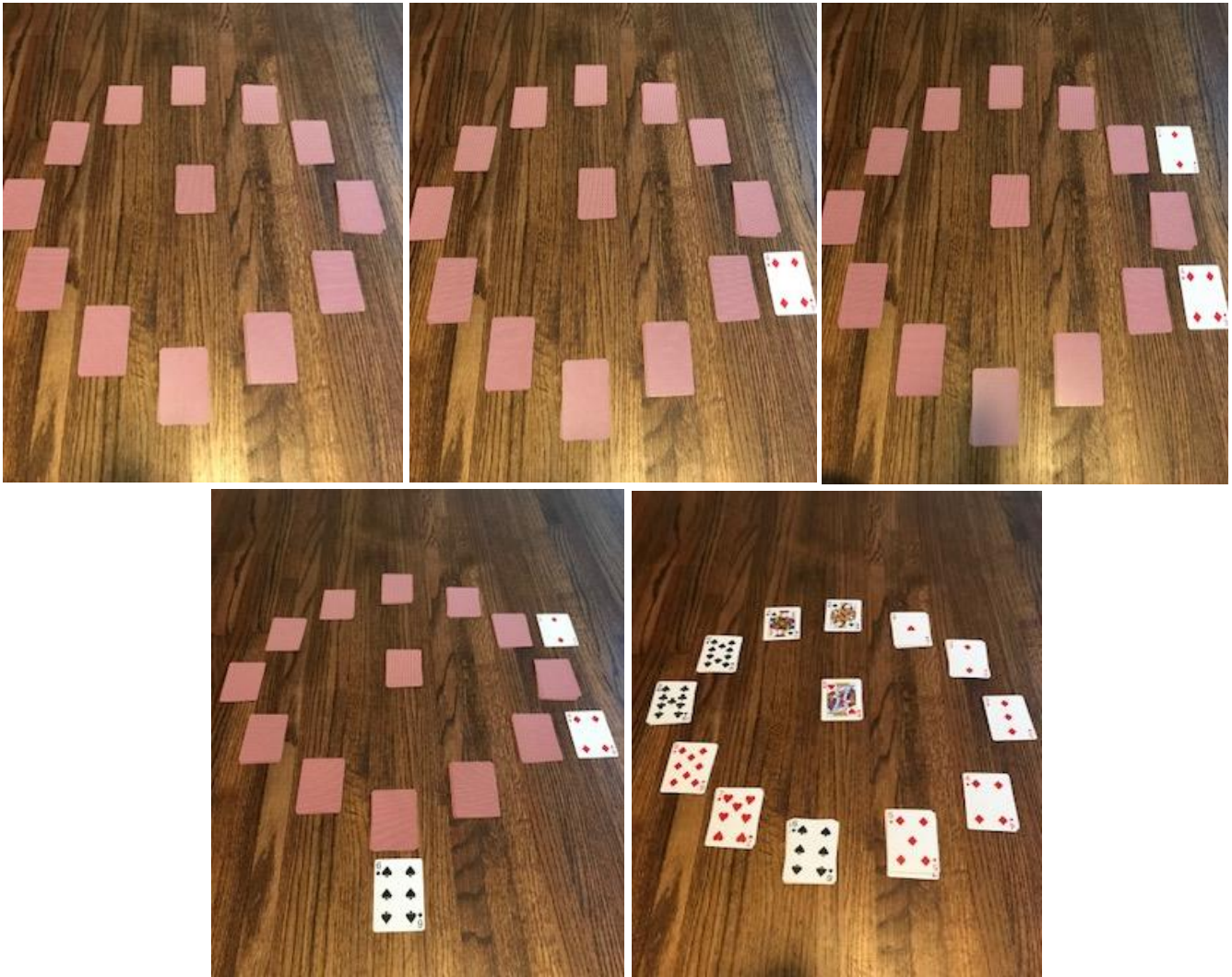 Queen = Jump Rope in Place

- If you turn over a King put it into the middle pile and pick a card from there. The object of the game is to try and place all the cards in their correct clock positions before you find all the Kings.

Variations:

- This activity can be used in class based on what is currently being reviewed. Students can discuss different parts of time. For example, quarter after five. Where would that be located?

Source:

https://www.mybaba.com/how-to-play-clock-patience/

Clock Card Game Key

Ace = Push Ups
2 = Sit Ups
3 = Burpees
4 = Star Jumps
5 = High Knee March
6 = Crisscross Jumps
7 = Jumping Jacks
8 = Mountain Climbers
9 = Squat Jumps
10 = Frog Jumps
Jack = Run in Place
Queen = Jump Rope in Place