**Name of game: Stop the clock**

**Learning aim of game**: telling the time

How many players: 2 players or more

**You will need**: a clock which you can move the hands on.

**How to play**: Set the time on the clock to 6 o'clock to start the game.

 Decide who will go first (player 1) and who will go second (player 2).

 Take it in turns to choose to move the hands of the clock on by ½ hour or by 1 hour. For example, player 1 could choose ½ hour, so the clock hands move to 6.30, then player 2 might choose 1 hour, moving the clock hands to 7.30 ... etc.

 The winner is the player who moves the hands exactly onto 12 o'clock.

Adaptations: moving the clock by: ¼ , ½ and one hour.