

What time is it?



Picture from Pixabay.com

1. Title: **What time is it?** by Débora Maria do Nascimento Souza (TEAM member). Sep 19, 2018.

2. Players:

- Number: 2-5
- Ages: 11-12
- Level: Beginner

3. Time: 30 min

4. Goal: This board game aims to help students tell the time using the Simple Present.

5. About the game:

The board slots are in the shape of clocks. There are 23 clocks – among them 2 are broken, 1 is a time machine, and 1 is slow by several hours. The players are supposed to tell the time when they stop at a clock.

- Rules:

Each player chooses a playing piece and places it on the GO slot.

The players roll the die. The one who gets the highest number starts the game.

As the player stops on a slot, he/she needs to answer the question placed in the middle of the board.

If the player answers the question correctly, he/she can stay on the slot.

If the player gives the wrong answer, he/she misses a turn.

If the player stops at a broken clock, he/she goes back two slots.

If the player stops at the time machine, he/she goes ahead two slots.

If the player stops at the clock that is slow by several hours, he/she looks at her/his own watch and tells the time.

The first player who arrives at the meeting on time wins.

The image features a central white box with the text:
A: What time is it?
B: It's _____

Surrounding this box are several yellow callout bubbles with instructions:

- "You found a time machine! **GO AHEAD 2 SLOTS**"
- "This clock is broken! **GO BACK 2 SLOTS**"
- "This clock is broken! **GO BACK 3 SLOTS**"
- "This clock is several hours late... **LOOK AT YOUR WATCH AND TELL THE TIME**"

At the bottom left, there is a circular graphic with a pocket watch icon and the text:
GO!

At the bottom center, there is a circular graphic with the text:
FINISH!
Good job!
You got here on time!

The background is a dark space scene with stars and nebulae. There are approximately 20 analog clocks scattered throughout, each with a blue hour hand and a red minute hand. The clocks are positioned at various angles and locations, some appearing to be part of the game's path.