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**Ages 8+**  
2-4 Players

# Race Around the CLOCK™

**An Elapsed Time Game**



**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.

LER 2978



## An Elapsed Time Game

Have fun racing around the clock while traveling through a day hour-by-hour. Work your way around the clock by completing either a half day game or a full day game for more of a challenge. Answer elapsed time questions that are based on daily events, to move your way through the day faster. Don't get stuck on an hour as you watch others pass you by.

### Contents:

- Game board
- Spinner
- 4 game pawns
- 100 question cards

### Object of the game:

Be the first player to make it through a whole day, hour-by-hour, by answering elapsed time questions.

### Set Up:

1. Shuffle and place the question cards, question side down, in the middle of the game board so everyone can reach them.
2. Each player chooses a time on the clock to start on: 12:00, 3:00, 6:00 or 9:00. This is the home spot that each player will need to make it back to in order to win the game. Each player will be moving in a clockwise rotation around the game board.
3. Each player may want to use a piece of paper when solving the math problems.

### Half Day Game Play:

1. The youngest player starts first.
2. On your turn, take an elapsed time question card from the top of the pile. Without looking at the question, pass it to the player to your left. This player will read the elapsed time question to you. Listen carefully for all the important information needed to help solve the problem. You may have the question repeated to you.
3. You can use the clock on the game board or the time line on the bottom of the box to help you solve the problem. You can also use a piece of paper to write down the information you need in order to solve the problem.
4. Answer the question aloud. The player who read the question to you will let you know if you answered it correctly or incorrectly.
5. If you answer the question correctly, spin the spinner and follow the directions to pass the time. Move in a clockwise rotation around the game board when passing the time. If you land on a spot that another player is on, you can share the hour.
6. If you answer the question incorrectly, stay in the same place until you answer a question correctly.
7. Return the question card to the bottom of the pile at the end of your turn.
8. Play continues until the first player reaches their home spot (start time) after moving around the entire board once, completing a half day.

### Full Day Game Play:

Follow the directions above, but instead of only moving around the board one time, you must circle the board two times completing a full 24 hour day. This allows for longer game play.

### Part of a Day Game Play:

For shorter game play, choose a predetermined time on the clock to reach. If you start at the 12, you may choose to end at the 6. This allows for a shorter game play.

### Elapsed Time Quiz:

Use the cards in the card set to practice solving elapsed time problems. One person can read the question to a group of players. The first player or team of players to answer the question correctly earns a point. This game can be played with a large group or a small group.