





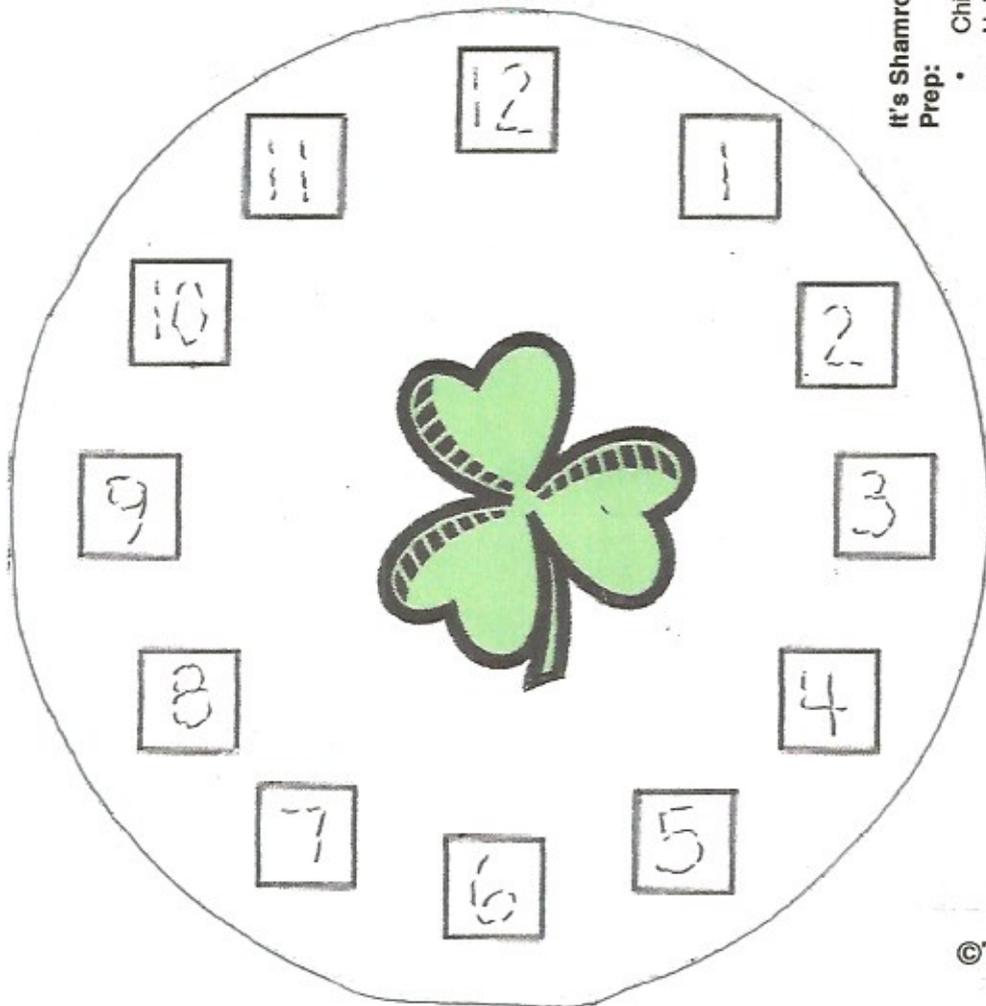
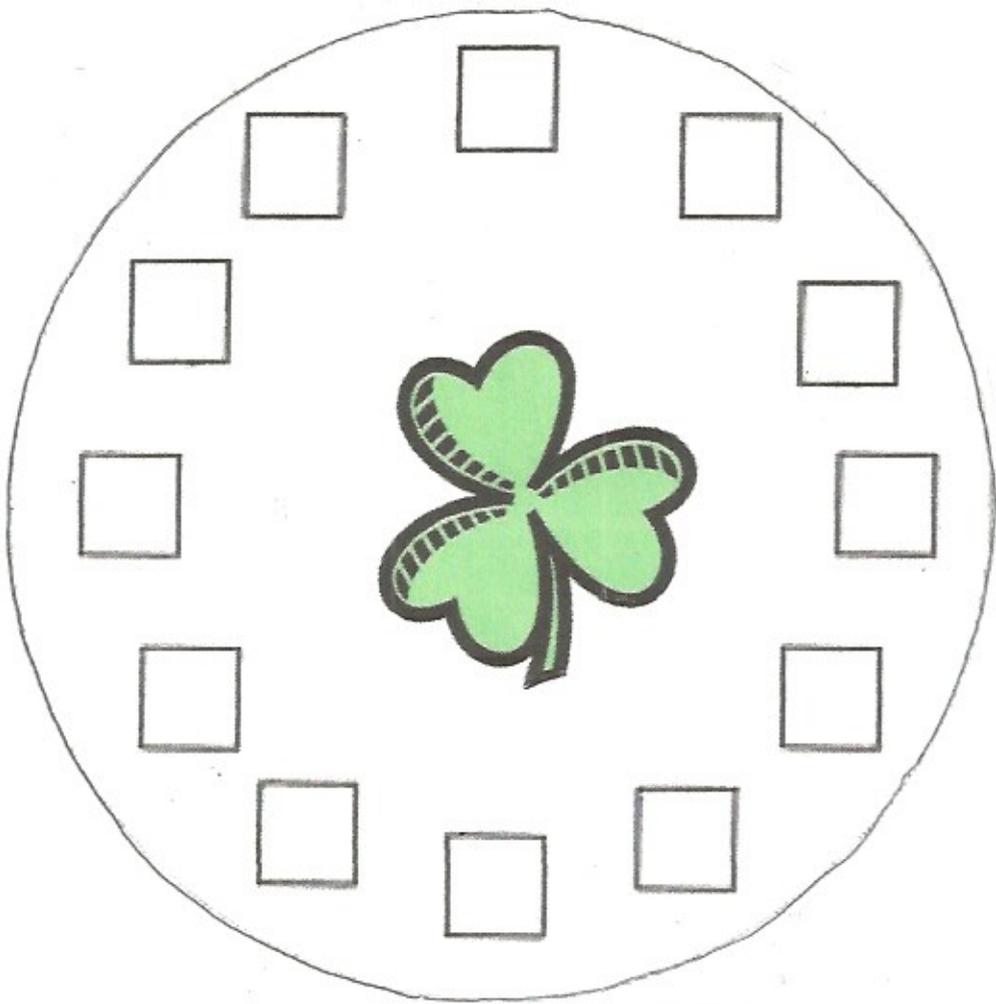
## It's Shamrock Time: Shamrocks On A Roll

### Prep:

- Children cut out and glue their clock to a green circle of construction paper.
- Using a protractor, teachers poke a hole in the middle of the shamrock.
- Students insert a brad and a small and large paperclip to act as hands of the clock.

### Game:

- Students work in groups of 2-4 and take turns rolling a pair of dice.
- If they get a 1,2,3,4,5, or a 6 they can write in/trace the number.
- They can also write in/trace numbers if they roll a sum that equals a number they need. i.e. a roll with a 2 and a 1 added together = 3 so they can fill in #3 on their clock.
- They can also write in/trace numbers if they subtract the dice to come up with a number they need. i.e. a roll of a 6 - 4 would enable a child to trace the #2.
- After students trace/write in the number, they need to show that time by moving the paperclip hands on their clock.
- Play continues 'til someone has filled in their entire clock or the timer rings.
- When the timer rings the student with the most numbers filled in wins the game.



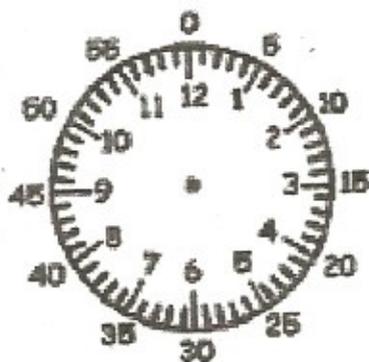
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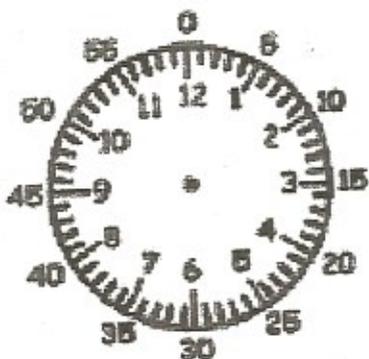
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Time for PRAISE!

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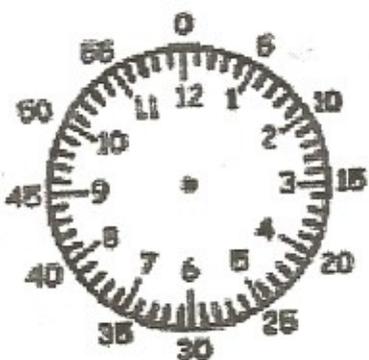
did a great job with our clock activities today!



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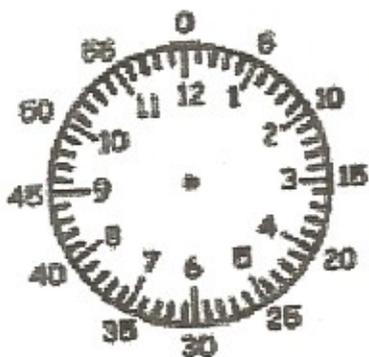
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