

Challenges 14–15



EXPLORING TIME



An Hour or Bust!

Overview

An Hour or Bust! deals with counting by 5's on the clock. In this version of the game, the teacher plays the students. The teacher and students take turns spinning and coloring the indicated number of minutes on a clock face. The team that comes closest to coloring in 60 minutes without going "bust" wins.

Skills

- ★ counting time by 5's
- ★ reading a clock
- ★ comparing quantities

You'll need

- ★ An Hour or Bust record sheet (Overhead 2)
- ★ overhead pens in 4 different colors
- ★ Student Book, page 2
- ★ a pencil and crayons in 4 different colors for each student
- ★ a hard writing surface for each student

Show children the An Hour or Bust! overhead. Review the idea of counting by 5's on the clocks and draw their attention to the "beans" which show groups of 5. Explain that they'll play as one team against you. The team that comes closest to coloring in 60 minutes on a clock face without going over that amount wins. Look over the spinner. Where would you like the arrow to land if you had only two turns? three turns? (Four turns is the maximum allowed, but players on either team can decide to stop spinning at any time.)

Distribute record sheets, pencils, and crayons and ask the children to fill in their record sheets as you work at the overhead. That way, students will have a good look at the 5's on their clocks. They'll also be able to see how many minutes accumulate as they color them in on the ten-strips.

To start the game, spin the spinner on the overhead and record the number of minutes in the first box below your clock face. Using your first crayon, color in that number of minutes on your clock and on the ten-strips below the clock face. How many more minutes do you need to reach 60?

Invite one of the children to the overhead to spin for the Students' Team. Help her record the number of minutes in the box below her team's clock face. Then have her color that number of minutes on the clock face and the ten-strips.

The teams continue taking turns, changing crayon colors with each new turn, until both teams decide not to spin. Stop periodically to compare scores

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and figure out how many more minutes each team needs to reach 60. Encourage some strategic thinking if one team is in a risky situation toward the end of the game.

An Hour or Bust! record sheet

The record sheet includes two circular spinners with numbers 1 through 12. The central die has faces with numbers 5, 10, 15, 20, 25, and 30. Below the spinners are two scorekeeping sections: 'Teacher's Score' and 'Students' Score'. Each section has a row of boxes for scores (10, 15, 30 for Teacher; 25, 5, 20 for Student) and two columns of vertical bars labeled 'An Hour' and 'Or Bust!' for tracking progress.

Teacher's Score

10	15	30	
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Students' Score

25	5	20	
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An Hour **Or Bust!**

Rachel You've got all but 5 minutes. Are you going to spin again?

Teacher I think I'll hold. My chances of spinning that 5 are pretty low since there's only one 5 on the spinner and all the other numbers would make me go bust. I'd really like to beat you this time. What about you, what will you do?

Children You'll win unless we spin again.

We need to get that 10 or two 5's.

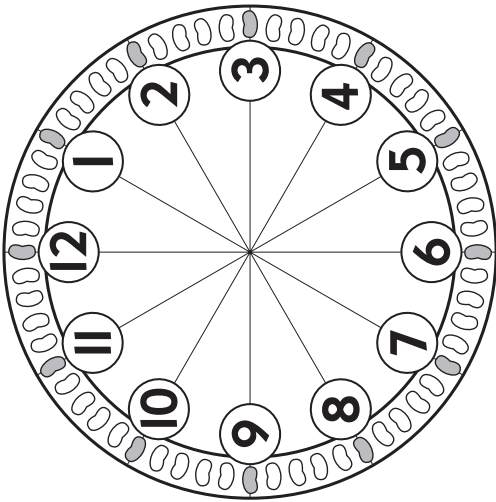
But we could go bust if we get a 15, 20, 25, or 30.

That's not so good. But we lose either way.

Let's spin. Maybe we can get a 5 or a 10. That way, we might win.

If a team goes beyond the 60 minutes, the total is recorded on the "Or Bust!" side of the record sheet. This game offers so many learning opportunities that we recommend playing it again next week.

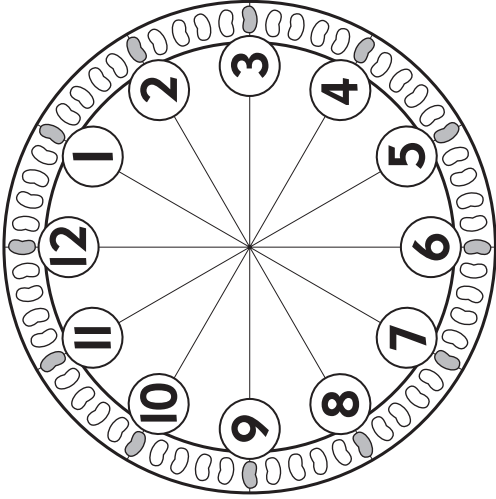
An Hour or Bust! record sheet



Teacher's Score

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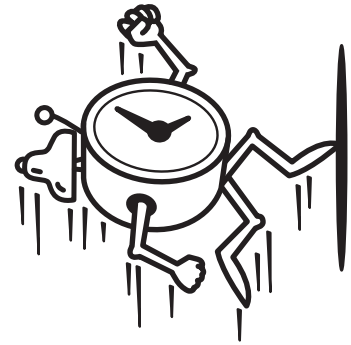
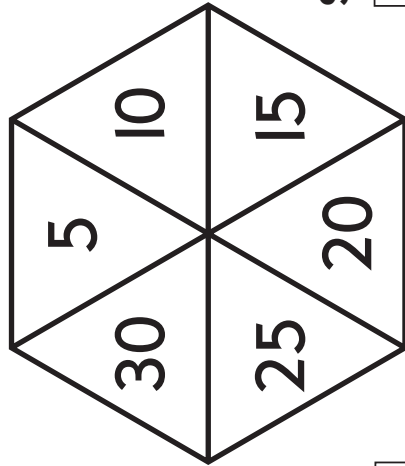
Or Bust!



Student's Score

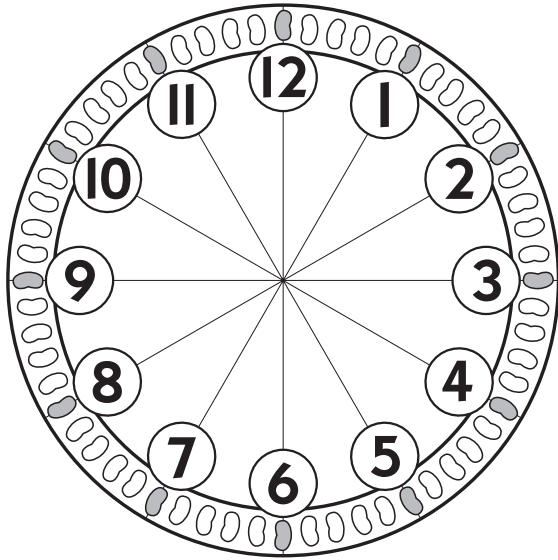
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Or Bust!

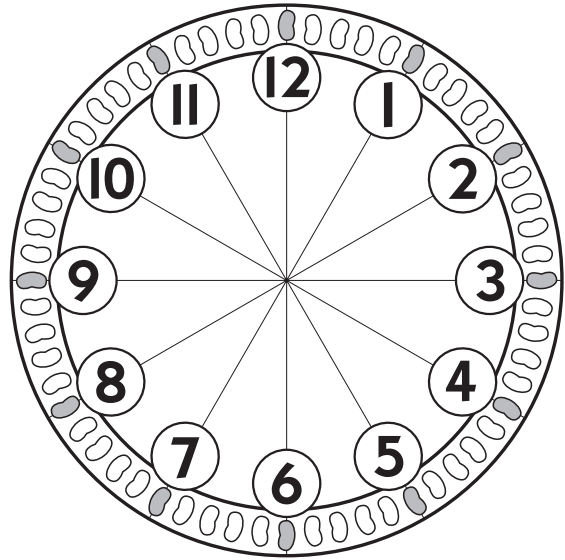


An Hour or Bust! record sheet

Teacher



Students



Teacher's Score

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Students' Score

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An Hour						Or Bust!

An Hour						Or Bust!

