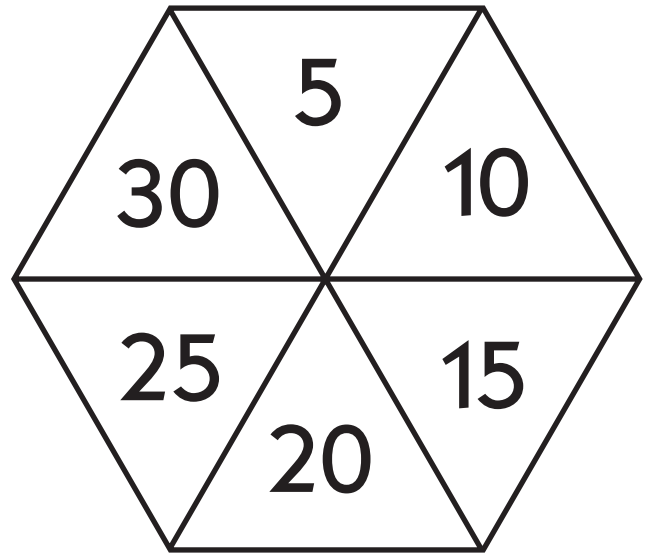


Home Connection 5 ★ Activity

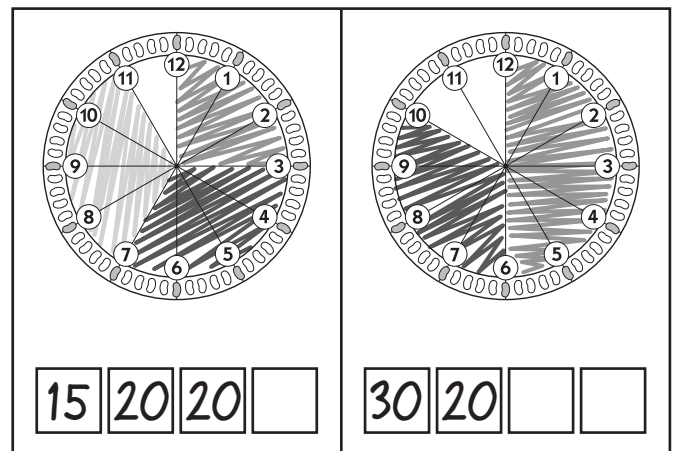
An Hour or Bust!

Game Rules

- 1 Get a partner, a spinner, 1 record sheet, and some crayons (4 different colors for each player).
- 2 Decide who gets to spin first. Take your first spin, color in the number of minutes you spun starting from the 12 on your clock face. Write that number in the first box below your clock. Have your partner take a turn.
- 3 Take turns spinning and coloring until each of you has had 2, 3, or 4 turns. *Be sure to record each new spin with a different color crayon.* You can stop taking new turns whenever you'd like because you don't want to color in more than 60 minutes. For instance, if you spin 25 minutes on your first turn and 20 minutes on your second turn, you'll have to think hard whether you want to stay put on your third and fourth turns or take a chance of going over 60 minutes.
- 4 The player closest to coloring in an hour *without going "bust"* wins.
- 5 If one player goes "bust," mark an "X" over the number on his or her record sheet that caused him or her to go over 60 minutes.



- 6 Circle the winning player's clock and begin again. There is room to play 4 games if you use both the front and the back of the sheet.



Child Boy! I'm not taking any more spins. I'm only off by 5 minutes.

Uncle Oh gosh! Should I take one more spin and hope I get a 5 or a 10?

