



# 4A Tic-Tac-Tock

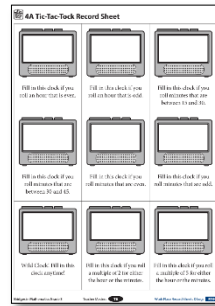


## Materials

You will share a set of dice – 2 blue 1-6 die, 1 green 1-6 die, and 1 white 4-9 die and a student clock:



Each person needs a Record Sheet:



## How to Play

**Step 1:** Players decide who will go first.

**Step 2:** Each turn you will:

- Roll the two blue dice and find the **sum** of the numbers. Explain how you found the sum to your partner.
- Set the sum of the blue dice as the hour hand on your clock.
- Then roll the green and white die together. Multiply the two numbers to find the **product**. Explain how you found your answer.
- Set the minute hand of your clock using the product.
- Read the time on your clock.

“I rolled a 6 and 4 so my **sum** is ten. So, I set the hour hand to ten.”

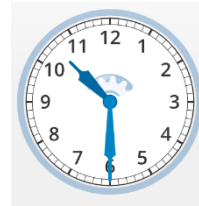




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“Then I rolled a 6 and 5 for the minutes. 6 times 5 is 30. So, I will set the minute to 30 minutes. My time is 10:30.”



**Step 3:** Player 1 then finds a clock on her record sheet that can be filled in using the time she made.

**Work Place 4A Tic-Tac-Tock**

Fill in this clock if you roll an hour that is even.	Fill in this clock if you roll an hour that is odd.	Fill in this clock if you roll minutes that are between 15 and 30.
Fill in this clock if you roll minutes that are between 30 and 45.	Fill in this clock if you roll minutes that are even.	Fill in this clock if you roll minutes that are odd.
Wild Clock! Fill in this clock anytime!	Fill in this clock if you roll a multiple of 2 for either the hour or the minutes.	Fill in this clock if you roll a multiple of 5 for either the hour or the minutes.

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**Step 4:** Player 2 takes a turn and repeats Steps 2 and 3.

**Step 5:** Keep taking turns until one player has filled in 3 clocks in a row. Rows can be horizontal, vertical, or diagonal. The first one to do this wins the game.



## Game Variations:

- Play for blackout: the first to fill in all 9 clocks wins.
- Play with 1 recording sheet instead of two. Play like actual tic-tac-toe and try to get three in a row before your partner.
- Make your own new game sheet with your own descriptions. Just make sure your descriptions are possible. For example, there is no way to get the time 1:47 because you can't add to get 1 or multiply to get 47 with the dice you use.