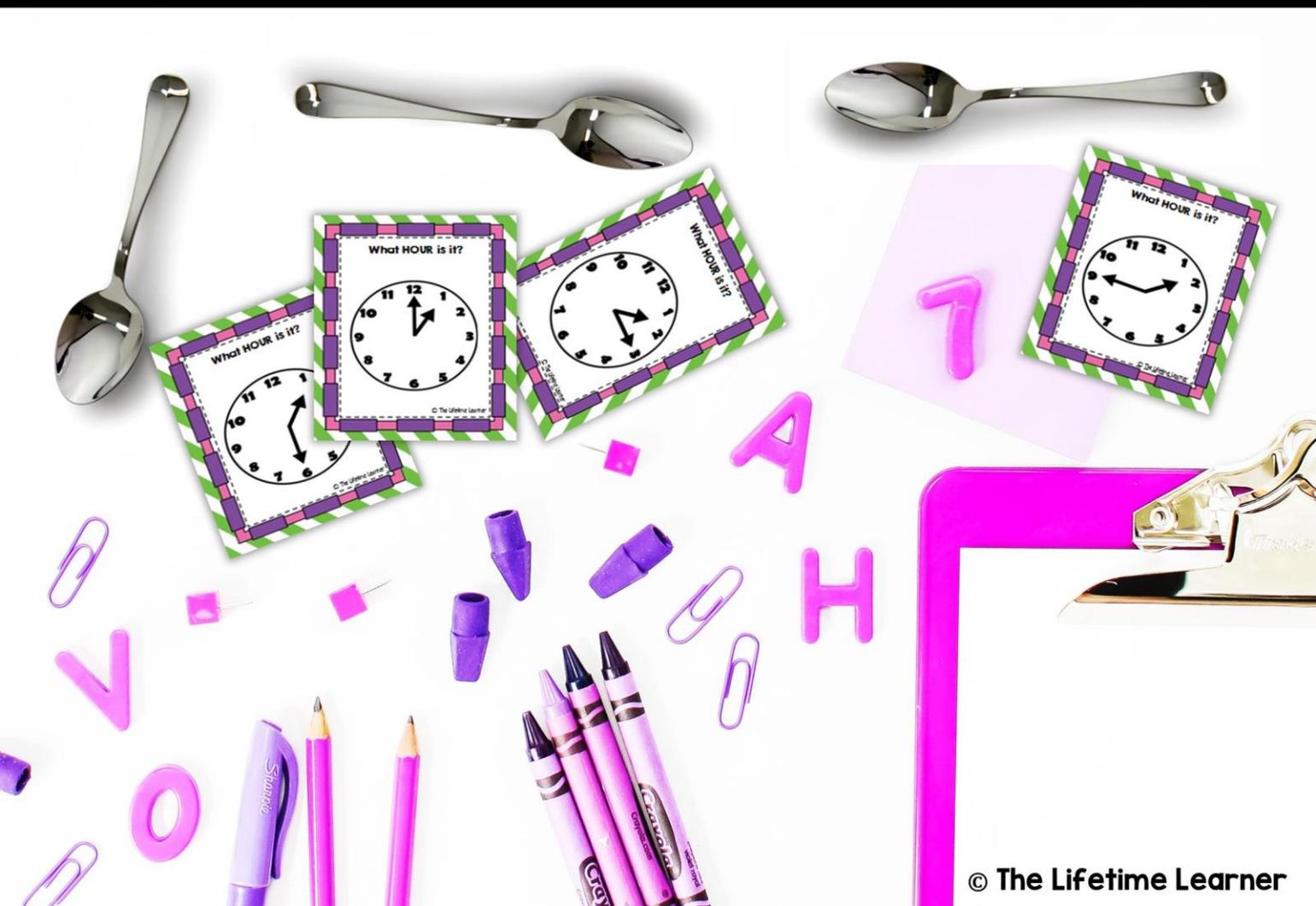
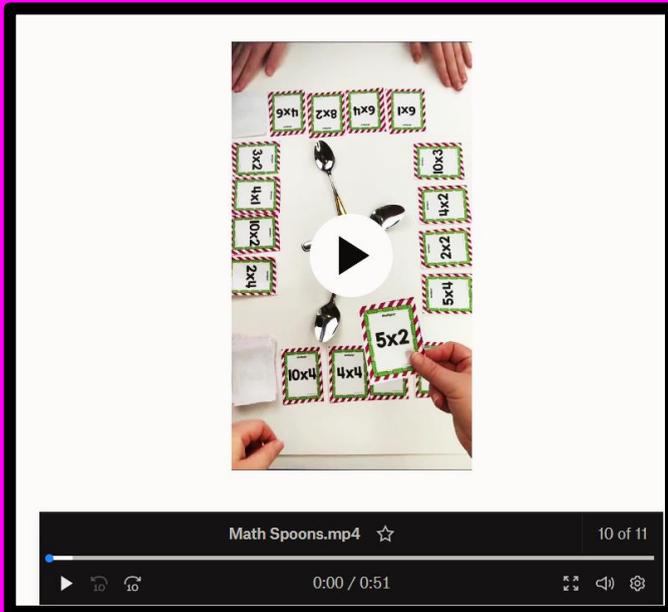


# MATH SPOONS TELLING TIME

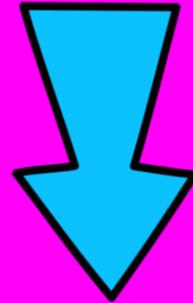


# DIRECTIONS:

**Video Directions:  
Watch here!**



**Picture Directions:  
Keep Scrolling!!**



# HOW TO PLAY:

The goal is to get 4 of a kind. When someone gets 4 of a kind, they grab a spoon from the middle!



# STEP 1:

Mix up the cards and deal everyone 4 random cards. All other cards go facedown next to the first player.

Put all spoons in the middle. Put one less spoon in the middle than people playing (3 people playing = 2 spoons)



# STEP 2:

The first player picks up a card from the pile and decides if they want to keep it or pass it to the person next to them. They only keep it if it helps them get closer to 4 of a kind.



This player is looking for: 4 cards that all have 1:00 as the answer.

# STEP 3:

The first player **keeps picking up cards** from the pile and passes them on to the next player **till they get 4 of a kind**. The other players keep accepting cards from the person next to them and try to get 4 of a kind too.



This player is looking for:  
4 cards that all have 1:00 as the answer.

# STEP 4:

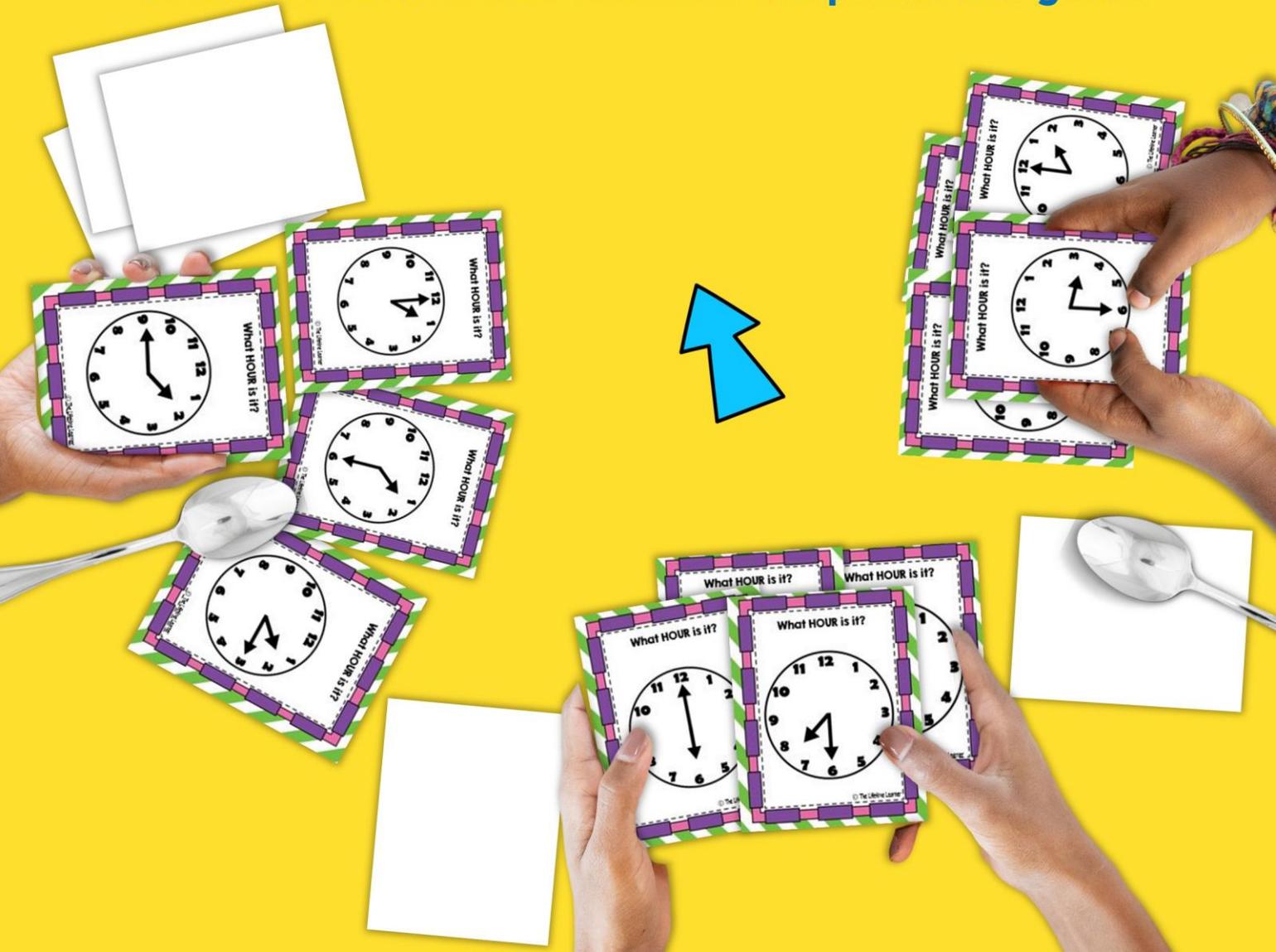
When someone gets 4 of a kind, they grab a spoon but stay quiet and pretend to keep playing.



This player now has 4 cards that all have a time of 1:00.

# STEP 5:

When other players notice a spoon is missing, they grab a spoon too (even if they don't have 4 of a kind yet). The goal is to not be the last one to notice **all spoons are gone!**



# STEP 6:

When all spoons are gone, cards are reshuffled, all spoons are put back in the middle, and **students play again!**



# 2 VERSIONS:



**COLOR**

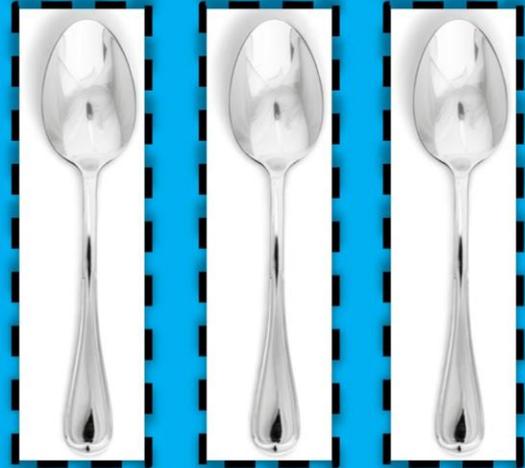


**BLACK AND  
WHITE**

# SPOONS



**Use real  
spoons OR**



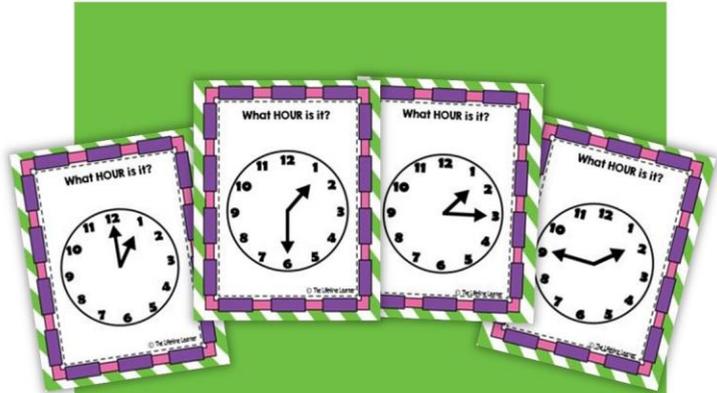
**Use the  
printable  
spoons!**

# 4 WAYS TO PLAY:

You can use these cards other ways too!



**MATH SPOONS**



**4 OF A KIND**



**MEMORY MATCH**



**GO FISH**

**BUY THE BUNDLE  
AND SAVE BIG!**

**MATH SPOONS:  
THE BUNDLE**

