

# What Time is it Mr Wolf?

A resource for teachers to support the Primary level Summer Programme

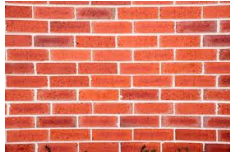
- This is a simple game which can help students practice their counting of number and basic understanding of time concepts.
- You can use visuals such as the example on page 2 to support students understanding of the vocabulary and rules.

## Instructions for the game:

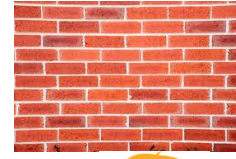
- To begin, model the game for the students.
- The Person who is telling the time (the wolf) stands at one end of the garden and all of the other participants stand and wait at the other end of the garden.
- The students must ask the wolf “What time is it Mr Wolf?”
- The wolf then says a time e.g. “It is 3 o Clock”, the students take three steps towards the wolf.
- The students repeat the question “What time is it Mr. Wolf?” and move forward each time.
- When the wolf says “Its dinner time” the wolf tries to catch one of the students who are running back to the wall at the start of the game.
- If the wolf catches one of the students then that student is the wolf and the game starts again.

## Example supporting visual

1) Student wait at one end of garden



(wolf) stays at other end



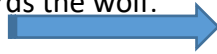
“What time is it Mr Wolf”?



“Its 3 o Clock”



Children take 3 steps forward towards the wolf.



When the wolf says “Its Dinner time” the students run back to wall and if the wolf catches a student they are then the wolf and the game starts again.

