

Roll	Hours: Minutes	Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit: 4th – Measurement

Time Warm-Ups: 8 Hours Over/Under

Learning Goal: Practice adding hours and minutes

Materials needed:

- Gameboard
- Dry erase markers/Boards/Erasers
- 2 10-sided dice (0 = 0)

Object of the Game: To be the player closest to 8 hours (over or under) after 10 rolls.

To play: Take turns rolling the two dice. Arrange the dice to make the number of minutes you want to count for your roll. For example, a 1 and a 9 could be 19 minutes (0:19) or 91 minutes (0:91) . Record your roll in the 1st column. It cannot be changed once it is recorded.

Convert to hours and minutes in the 2nd column – for example, 0:91 would be 1:31.

Keep a running total in the 3rd column.

After 10 rounds record your grand total in the last box of the 3rd column.

To win: Winner is the player whose grand total is closest to 8:00 – over or under!

Print: 1-sided

**Winner is closest to 8 hours
(over or under)**

--

Roll	Hours: Minutes	Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit: 4th – Measurement

Time Warm-Ups: 8 Hours Over/Under

Learning Goal: Practice adding hours and minutes

Materials needed:

- Gameboard
- Dry erase markers/Boards/Erasers
- 2 10-sided dice

Object of the Game: To be the player closest to 8 hours (over or under) after 10 rolls.

To play: Take turns rolling the two dice. Arrange the dice to make the number of minutes you want to count for your roll. For example, a 1 and a 9 could be 19 minutes (0:19) or 91 minutes (0:91) . Record your roll in the 1st column. It cannot be changed once it is recorded.

Convert to hours and minutes in the 2nd column – for example, 0:91 would be 1:31.

Keep a running total in the 3rd column.

After 10 rounds record your grand total in the last box of the 3rd column.

To win: Winner is the player whose grand total is closest to 8:00 – over or under!

Print: 1-sided

**Winner is closest to 8 hours
(over or under)**

--