



Design a timepiece

2–4 players

craft materials, e.g. paper, card, glue, pens

Aim: To work together to design a time device

- You are going to work with your group to create a new device that shows the time or measures time.
- Think about the different places you see clocks, watches and timers.
- You might want to choose a theme from the examples below or come up with your own.

Football	Jungle	Space	Robots
Garden	Mini-beasts	Fairies	Monsters

- Once you have designed your timepiece, you will have the chance to show it to your classmates.



Guess my day

3–4 players

mini-whiteboards

Aim: To guess the day a player is thinking of by asking questions

- Choose a player to start.
- They think of a day but don't tell anyone. They write it on a mini-whiteboard.
- The other players have to ask questions that can be answered by *yes* or *no*.
- Think about which questions would be helpful to ask.
- If you guess it correctly, you win 10 points.
- Keep taking turns until you have each had three turns to choose the day.
- The winner is the person with the most points.

