

Activity Type

Vocabulary Game:
revision

Focus

Telling the time

Basic numbers

Aim

To practice telling the
time and basic numbers.

Preparation

None

Level

Young learners

Time

15 minutes

Introduction

This entertaining childhood game is ideal for practicing time and basic numbers.

Procedure

One student is the wolf.

The wolf stands with their back turned to the other students at one end of the classroom.

The other students line up at the other end of the classroom next to the wall.

The students say, "What's the time Mr Wolf?"

The wolf turns to face the students and calls out a time, e.g. 7 o'clock.

The wolf then turns back around and the students take seven steps towards the wolf.

Students always take the same amount of steps towards the wolf as the number of hours in the wolf's time, e.g. 3 o'clock = 3 steps, half past nine = 9 steps, etc.

The students then call out, "What's the time Mr Wolf?", and the process is repeated and so on.

When the students get close to the wolf, the students call out, "What's the time Mr Wolf?", and the wolf says, "Dinner time!"

The wolf then runs after the students who run back to the wall.

If the wolf tags a student before they get to the wall, they become the wolf.