

WHAT IS THE TIME, MR WOLF?



Topic: Counting



Key terms: numbers, spatial orientation (forwards/backwards), moving at speed, physical activity

What we need: colourful sticks - red and green, materials to define a house - twigs etc. Alternatively, the house could be any object in the area such as a tree, gym trail, etc.

Estimated time: 5-10 minutes according to possible repetition

Methods: group game

Activity description:

Possible objectives: To enable children to learn from copying others
To understand and take part in simple games following directions
To use questions in spoken language and listen and respond to the reply appropriately
To count in the correct sequence
Demonstrates concrete representation of these numbers through physical movement

Activity:

Aim of the game:

To ask Mr Wolf the time and not get caught if he chases you.

Background context:

Measurement of time is an important part in our lives. Even we will not learn how to measure time, children should understand that for telling the time we use numbers (from one to twelve).

Introduction to the game:

In a faraway dark wood lives Mr Wolf who knows what time it is perfectly. However, he is very

mysterious, covers his face and if you happen to need any advice, he may ask for a child in exchange. We would like to find out what time it is but with Mr. Wolf's facial expression, it is not going to be easy. If you get too close, he may catch you so you had better run back home to save yourselves!

Before the game starts:

Choose an area for the house - the safe spot that is also a starting point. One of the children is chosen to be Mr Wolf and stands back turned to the other children, about 10 metres away from the house, holding a colourful stick in their hand - one green and one red (the green one symbolises a step forwards and the red one a step backwards). The rest of children stand in a line next to the house.

During the game:

The children ask repeatedly "What is the time Mr. Wolf?" Mr Wolf raises a hand with a colourful stick, either green or red and shouts a number (number of steps that must be taken). If the green one is shown and number 3 shouted, children take 3 steps forward. If the red one is shown and Mr Wolf shouts number 2, children make 2 steps backwards. This way they are getting closer to Mr. Wolf so he or she must listen very carefully (without turning round to look). When the children are close enough to be caught, Mr Wolf turns round and playfully chases them while they shout "catch me if you can". If children manage to get back to the home area, Mr Wolf cannot catch them anymore. Repeat as many times as you need to - there are no winners.

Possible evaluation questions for children:

What was difficult for you? Did you like it? What did you learn?

Curriculum links:

- Maths, numbers
- Language and social and emotional development
- Health and physical activity

Sources: TAKE ME OUT

Notes:

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