

4.10 What's the time, Mr Wolf?

AGE	4, 5, 6
TIME	10 minutes
AIMS	Language: to practise numbers and asking/telling the time Other: to learn to play a game
DESCRIPTION	The children ask the wolf the time and she/he tries to catch them when she/he decides it is dinner time.
PREPARATION	If you have no yard, playground, or garden, you will need to clear a large area of desks and chairs.
IN CLASS	1. Teach the children the question: <i>What's the time, Mr Wolf?</i> 2. You will need to be the wolf at first. Explain to the children that you are a hungry wolf waiting for his dinner. The wolf stands with his hands on one wall and the children stand in a line with their backs against the opposite wall. 3. The children must call out: <i>What's the time, Mr Wolf?</i> 4. The wolf turns round and says the time, for example. <i>Two o'clock</i>, and then turns to face the wall again. 5. The children move forward one or two steps whilst the wolf's back is turned and ask the time again. 6. The wolf turns round and gives another time. 7. This continues until the children are fairly close to the wolf. Then, instead of giving a time, the wolf says: <i>It's dinner time!</i> She/he turns round and tries to catch one of the children before they get 'home' to the opposite wall. 8. Children can take turns at being the wolf
COMMENTS	9. It is unlikely that children of this age will be able to tell the time, but they enjoy the game. 10. Be prepared for the children to squeal when they are being chased by the wolf—you will need to use your discretion as to how feasible this game is with a large class. When the children start running back to their 'home base', there is a risk that some of them may fall over.