Rock Around the Clock

Roll a die. Move that number of spaces and then show the time from that box on an analog clock. If you answered correctly, then stay on the spot and your turn is over. If you answered incorrectly, then go back to the space you were at before you rolled the die. If there is a player occupying the spot you landed on after you roll and you answered the problem correctly, you may bump that player back to start. First player to the finish box wins!