

Try these different variations of Rock Around the Clock depending on the age and grade level of the players.

Level 1: Play the game as directed on the gameboard!

Level 2: Use a clock manipulative or copy of a clock in a page protector, and the player must draw or write the time in a different way. For example, 7:15 could be written quarter past 7, or written in word form as seven fifteen.

Level 3: When a player moves, they must add a designated number minutes to the time on the spot they are going to, based on a die roll. For example, if the spot they land on says 7:30, the player rolls a die and gets 2, so they must add 20 minutes and say 7:50.

If they land on	1= add 10 minutes
	2= add 20 minutes
	3= add 30minutes
	4=add 40 minutes
	5=add 50 minutes
	6=add 60 minutes

Level 4: When moving from one spot from another, the player must calculate the elapsed time from the spot they were previously on to the spot they are moving to. For example, if they were on 7:00 and landed on 9:45, the elapsed time is 2 hours and 45 minutes.