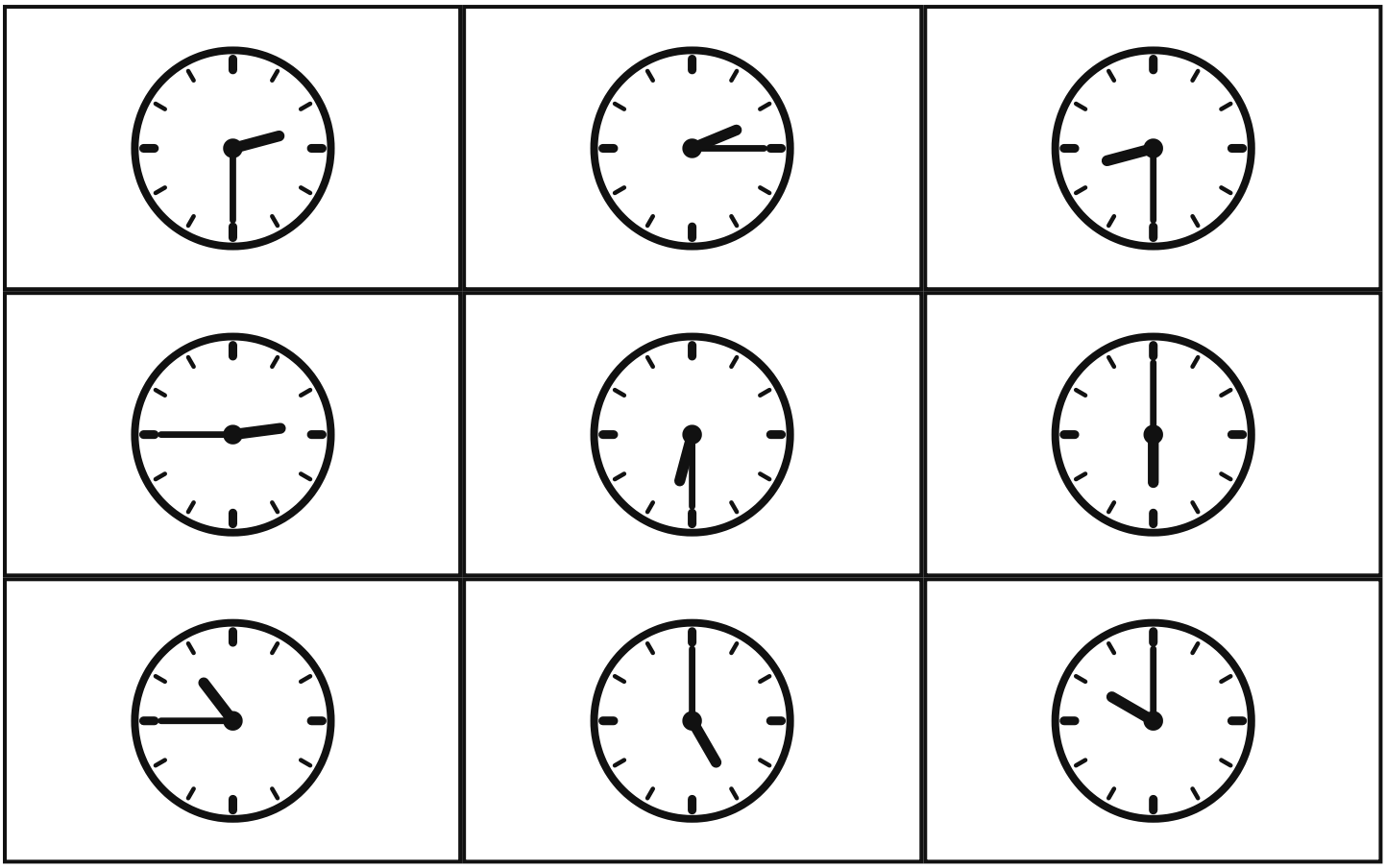
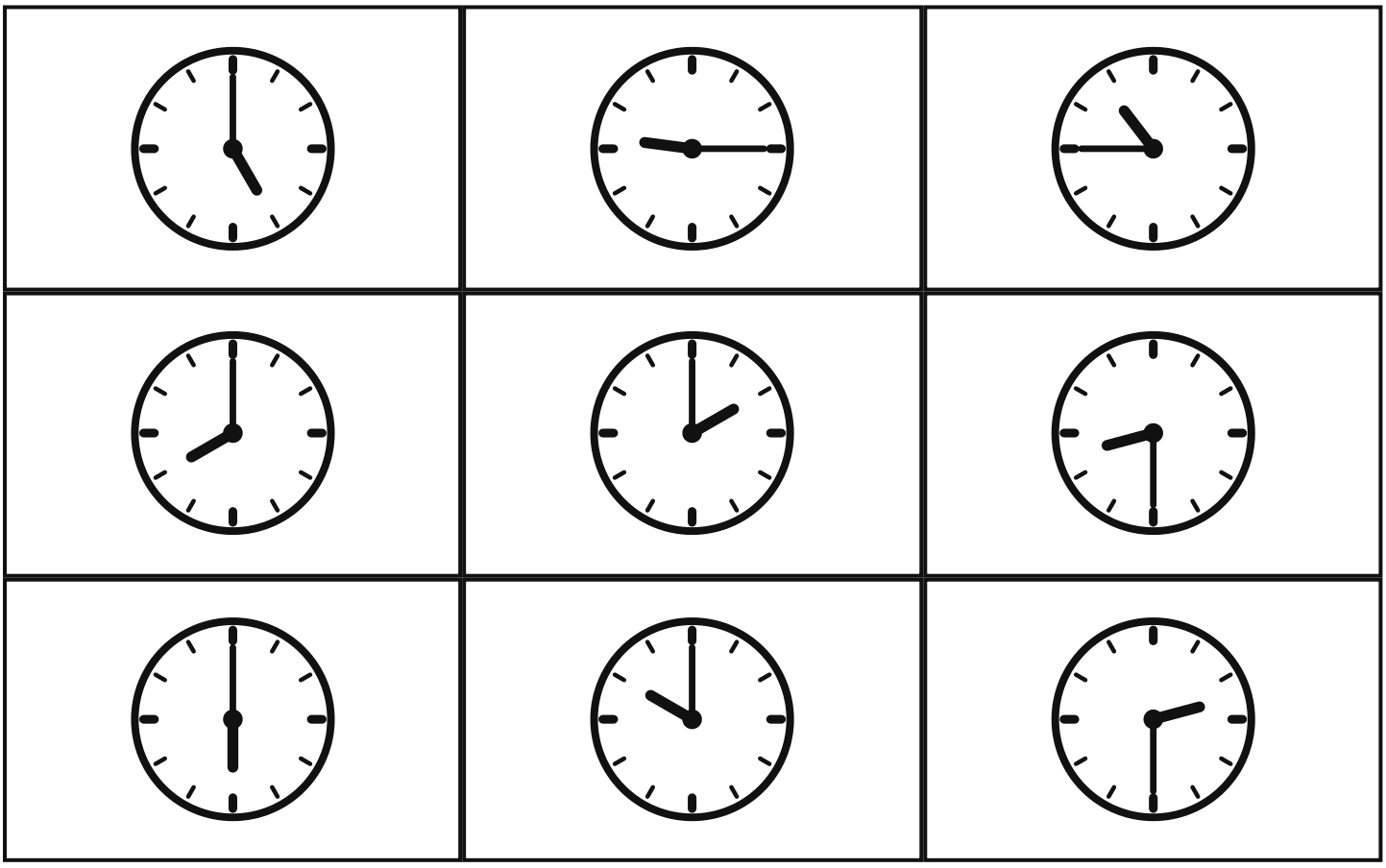
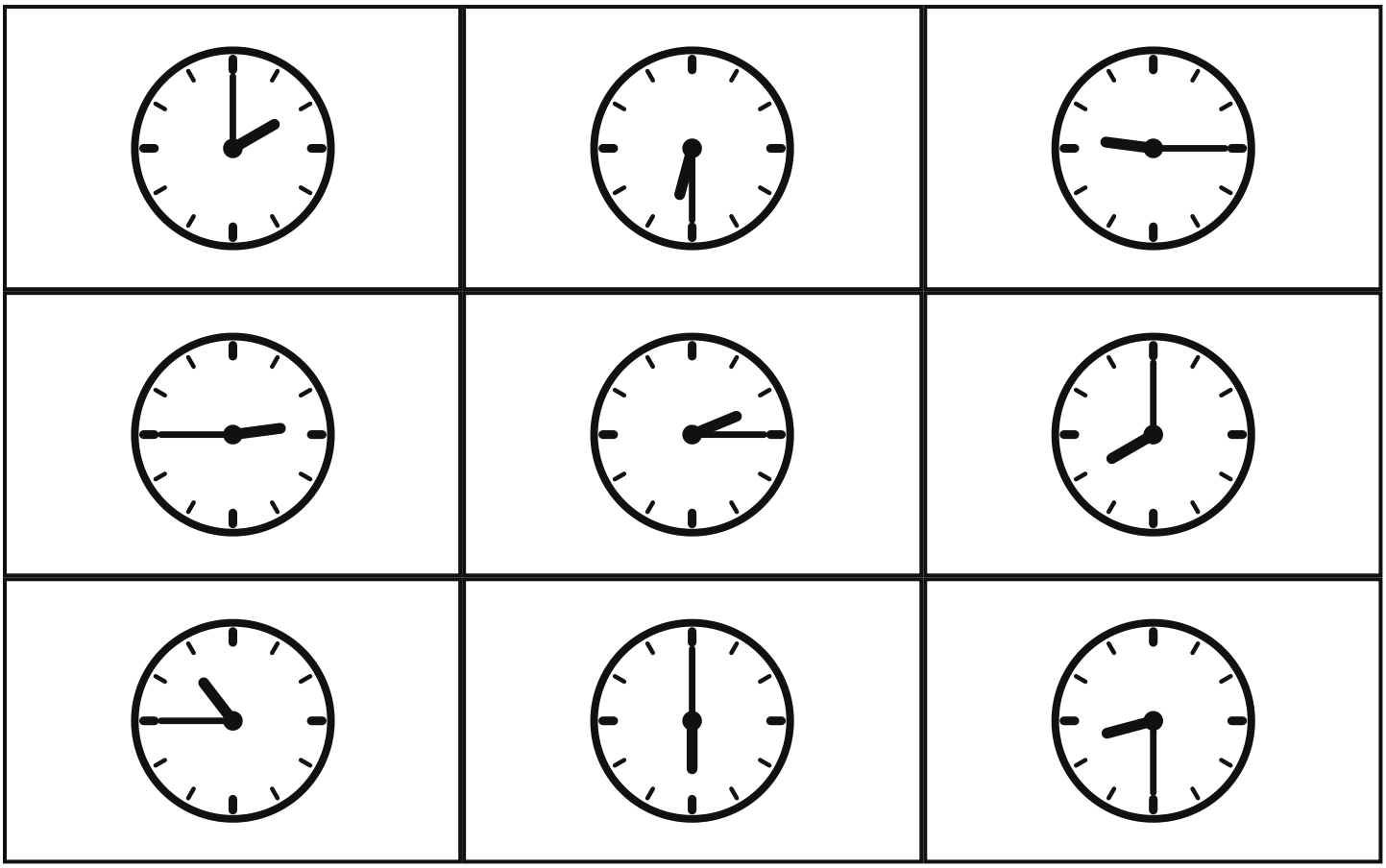
BINGO Telling the time | board 1



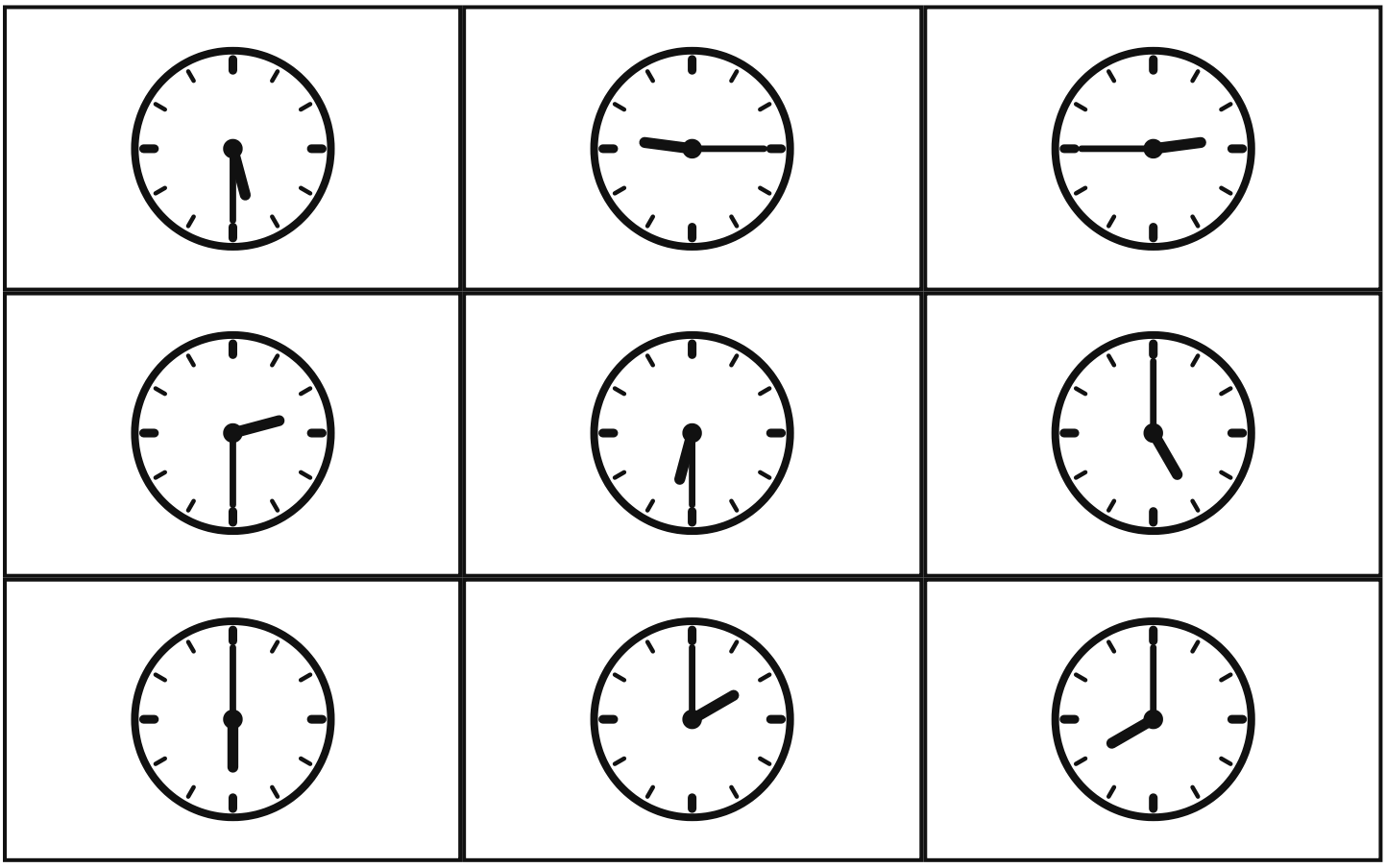
BINGO Telling the time | board 2



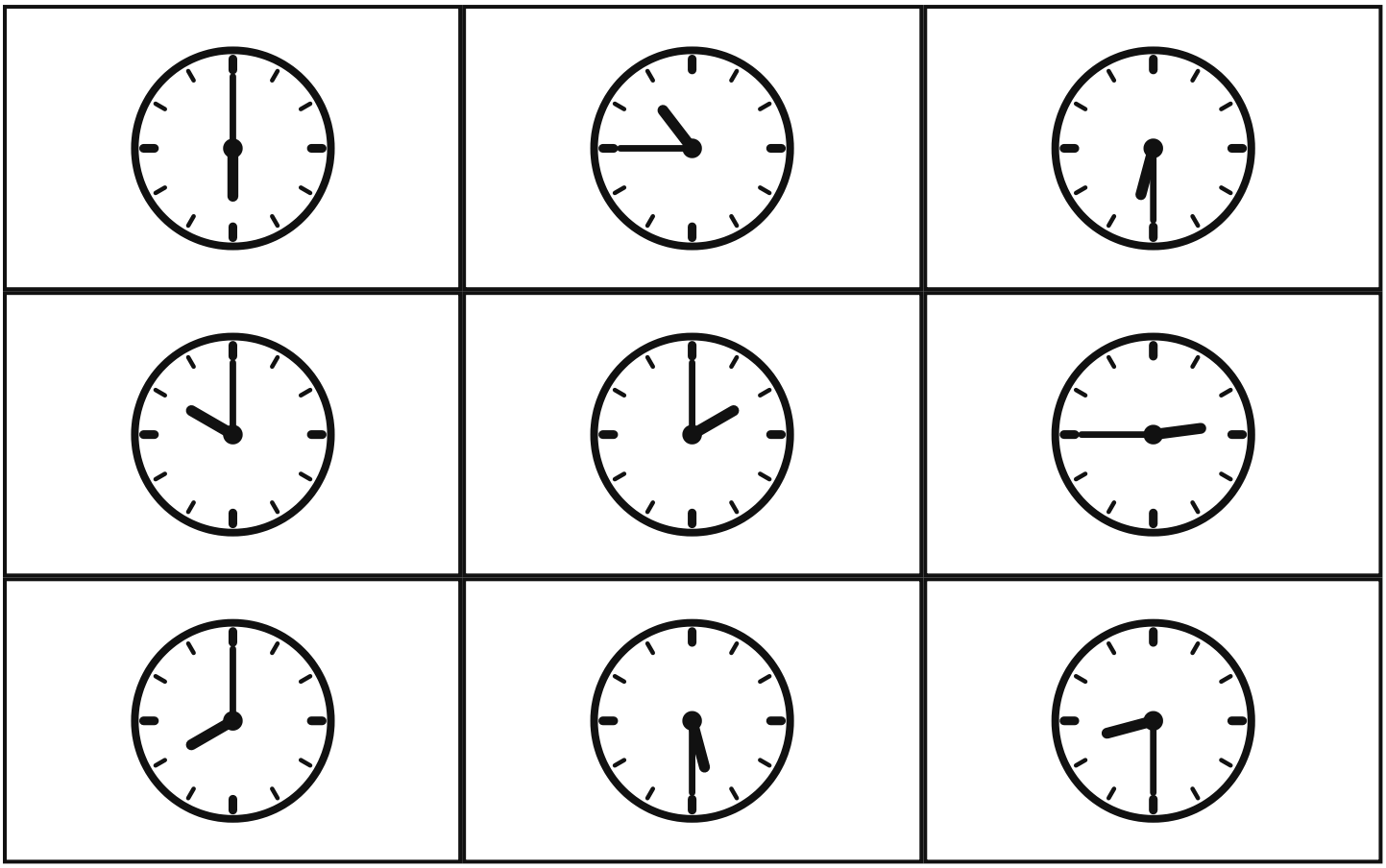
BINGO Telling the time | board 3



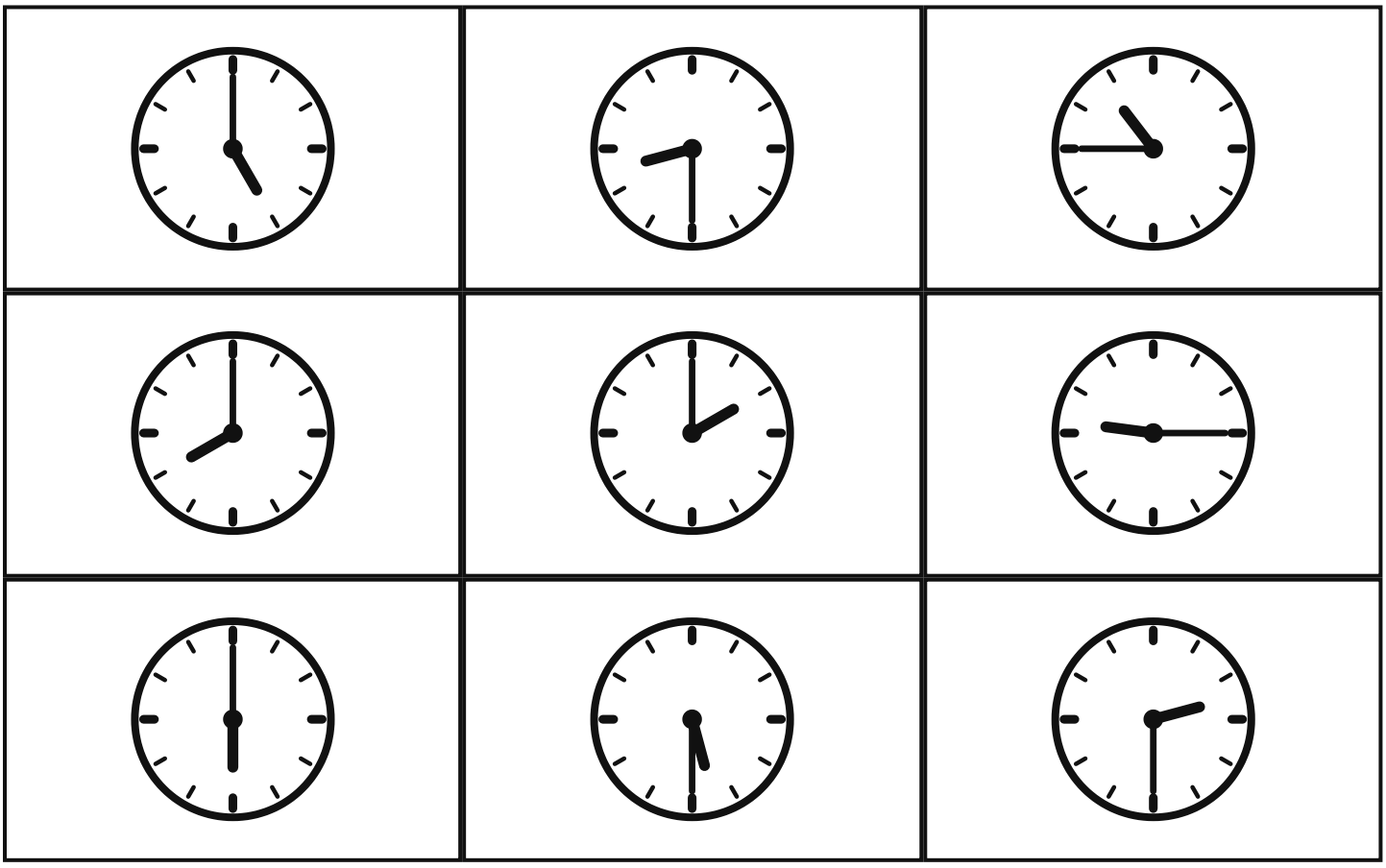
BINGO Telling the time | board 4



BINGO Telling the time | board 5



BINGO Telling the time | board 6



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Caller cards

Telling the time bingo

Call the time, for example 'half past two'. Children find the clock face and cover it.

two o'clock	half past two	quarter past two	quarter to three
five o'clock	half past five	eight o'clock	half past eight
six o'clock	half past six	ten o'clock	quarter past nine
quarter to eleven			

Cut up the caller cards, mix them and draw one at a time. First to cover a whole line (across, down or diagonal, if the board is square) calls BINGO. Then play to a full board. Check the winner's board by reading the covered squares back to the caller cards.

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