



Activity # 13:

Clock the Walk

Critical Thinking, Spatial Awareness, Making Predictions
(Preparation: 1-2 minutes / Activity Time: 15 minutes)

What Will You Need?

- Minimum two family members to play with (*the more the better!*)
- Timer (*stopwatch, wristwatch, or stopwatch function on your phone*)
- An adult to operate the timer (*or, if more than two players, players can take turns timing*)

Instructions: This game is played inside of your home!

1. First, choose a spot in your home that you will always start from. This is your starting point.
(Example: the couch in your living room, or your kitchen table)
2. Together, agree on any other spot in your home to walk to. It is best to choose a spot that is in a different room, or if you want to stay in the same room, choose a spot that is all the way across the room from you.
3. Before the players walk from the starting point to the chosen spot: Each player must guess how long it will take to **walk** the chosen location!
(*Players may guess in seconds or minutes*)
4. Once each player has made a time prediction, the person with the timer will say “Ready, Set, GO!”
5. On “GO,” players start walking to the chosen location (the person with the timer goes with them).
6. As soon as the group of players and timer reach the location, the timer stops.
7. Whoever’s prediction was closest to the actual time it took to get there WINS!
There may be more than one winner, for example, if players are equally close to the actual time (example: one player guessed 25 seconds and another player guessed 27 seconds, and the actual walking time was 26 seconds on the timer)
8. To play another round, head back to the starting point and choose a new location with new time predictions!

Change it up!

Try predicting the number of steps it might take to get from one point to another instead of the amount of time!
Try predicting the amount of time it will take if you are (carefully) walking backwards! What about crab-walking?