

What's the Time, Mr. Wolf?

Language: What's the time, Big, Bad Wolf? It's 1/2/3/4/5/6 o'clock. It's dinner time!

Resources: Clock

This is a great energiser for both smaller and larger classes where large, open areas are available, such as a playground, a gym or a hall.

Teacher: (for demonstration purposes) You are The Big Bad Wolf. You are very hungry.

Children: You are Little Red Riding Hood and all her friends.

- a) Use the clock to demonstrate and practise 'What's the time?' "It's 1/2/3/4/5/6 o'clock". Alternatively, if available, you could read 'What's the Time, Mr. Wolf?' by Annie Kubler, Child's Play, or 'What's the Time, Mr. Wolf?' by Colin Hawkins, Egmont to introduce the game to your children.
- b) Elicit what time the children have dinner. Show them on the clock and say "It's dinner time! I'm hungry!"
- c) Now ask the Little Red Riding Hoods stand at one end of the open area. The Big Bad Wolf stands at the opposite end, with his back turned away from the Little Red Riding Hoods.
- d) The Little Red Riding Hoods chant, "What's the time, Big Bad Wolf?"
- e) The Big Bad Wolf answers, "It's 1 o'clock!" The Little Red Riding Hoods move forward 1 step.
- f) The Little Red Riding Hoods ask again, "What's the time, Big Bad Wolf?" and move forward the same number of steps, e.g. 2 o'clock, 2 steps; 5 o'clock, 5 steps.
- g) The game continues until the Big Bad Wolf says, 'It's dinner time!' and turns around. Now the wolf must catch one of the Little Red Riding Hoods before they can run back to their starting point.
- h) The first Little Red Riding Hood to be caught now becomes the Big Bad Wolf and the game continues.

Alternatives:

- a) If you are playing in a playground, the Big Bad Wolf could also move forward the same number of steps as the Little Red Riding Hoods.
- b) With larger classes, the Big Bad Wolf may catch more than one Little Red Riding Hood, and they all become Big Bad Wolves.

(Adapted from 'Games for Children', Gordon Lewis with Günther Bedson, OUP, 1999)