

5 Game



- a shuffled pack of cards
- a stopwatch

Stop the clock!

The player who, **without looking** at the clock, can say the time closest to the actual time, controls the stopwatch.

- 1 The person with the stopwatch gives their partner a shuffled pack of playing cards to sort so that each suit is in order (from Ace to King).
- 2 Start a stop watch and ask your partner to tell you when they **think** 1 minute has passed.
Write down the actual time from the stopwatch.
- 3 Now ask your partner to sit and do nothing.
- 4 Repeat **step 2**.
- 5 Which of your partner's estimates was closer to 1 minute? Why might this be?
- 6 Swap roles.
- 7 Compare your estimates.
What was the difference between your estimates and your partner's?

Challenges

- 1 Work together to try to find a way to judge when exactly one minute has passed for each task.
For example: by counting at an even pace.
- 2 You could challenge another team to see who can **Stop the clock!** closest to 1 minute.

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