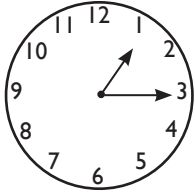
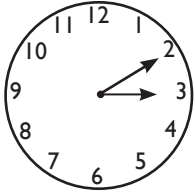
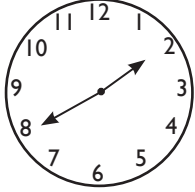
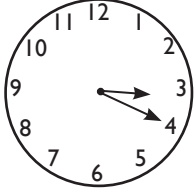
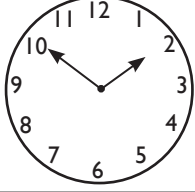
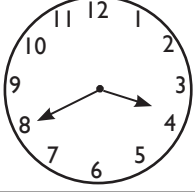
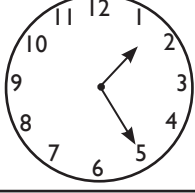
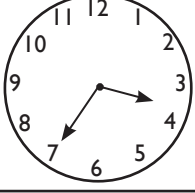
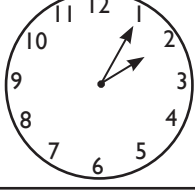
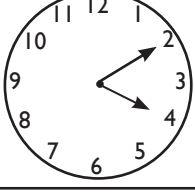
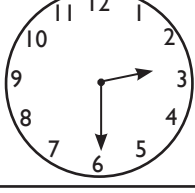
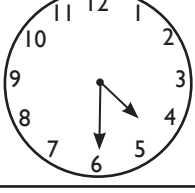
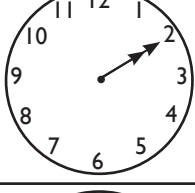
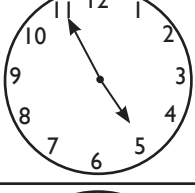
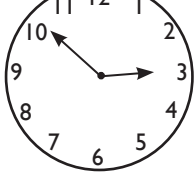
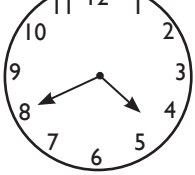
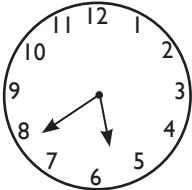
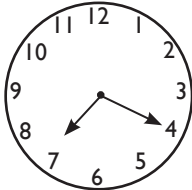
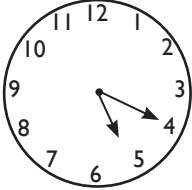
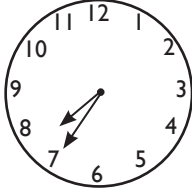
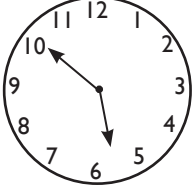
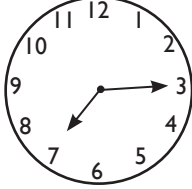
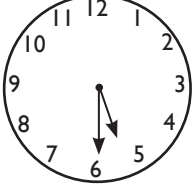
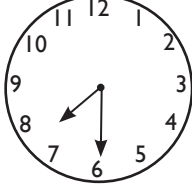
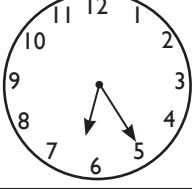
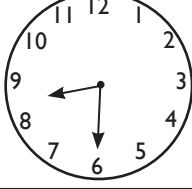
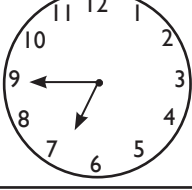
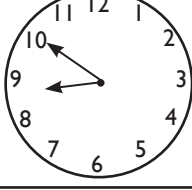
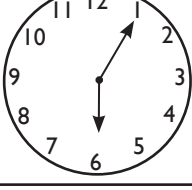
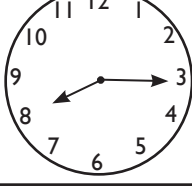
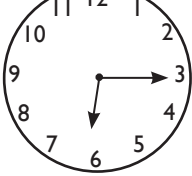
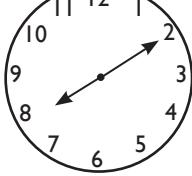


# STOP THE CLOCK CHECK SHEET A

Digital	Analogue	Digital	Analogue
1:15		3:10	
1:40		3:20	
1:50		3:40	
1:25		3:35	
2:05		4:10	
2:30		4:30	
2:10		4:55	
2:50		4:40	

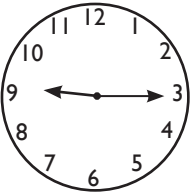
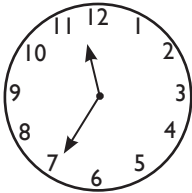
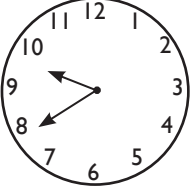
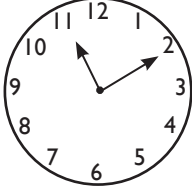
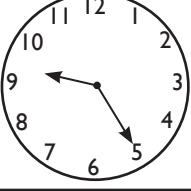
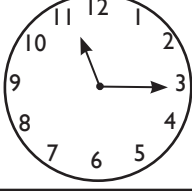
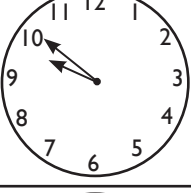
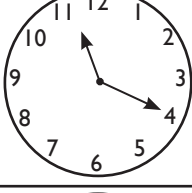
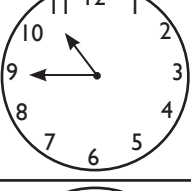
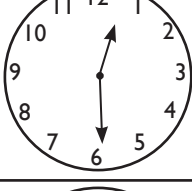
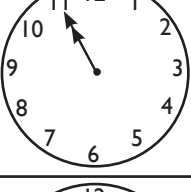
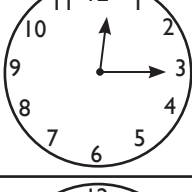
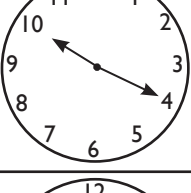
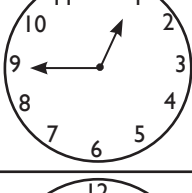
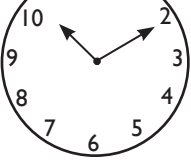
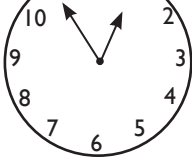
# STOP THE CLOCK

## CHECK SHEET - B

Digital	Analogue	Digital	Analogue
5:40		7:20	
5:20		7:35	
5:50		7:15	
5:30		7:30	
6:25		8:30	
6:45		8:50	
6:05		8:15	
6:15		8:10	

# STOP THE CLOCK

## CHECK SHEET - C

Digital	Analogue	Digital	Analogue
9:15		11:35	
9:40		11:10	
9:25		11:15	
9:50		11:20	
10:45		12:30	
10:55		12:15	
10:20		12:45	
10:10		12:55	

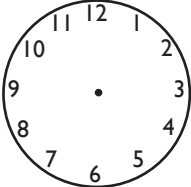
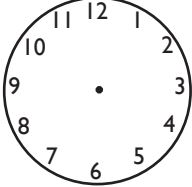
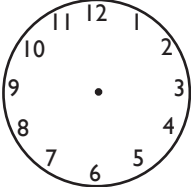
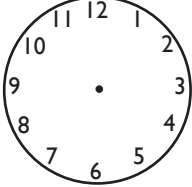
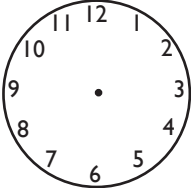
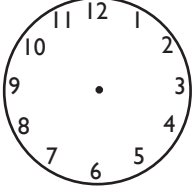
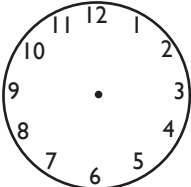
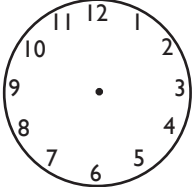
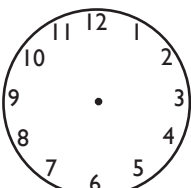
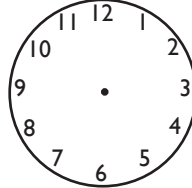
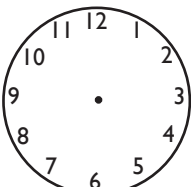
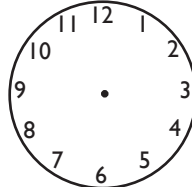
# STOP THE CLOCK RECORDING SHEET

Name: \_\_\_\_\_

Date: \_\_\_\_\_

The winner is the first player to record a time for each hour of the clock.

Once you have landed on at least one time for each hour you call out "Stop the clock".

Digital	Analogue	Digital	Analogue
1: <input type="text"/>		7: <input type="text"/>	
2: <input type="text"/>		8: <input type="text"/>	
3: <input type="text"/>		9: <input type="text"/>	
4: <input type="text"/>		10: <input type="text"/>	
5: <input type="text"/>		11: <input type="text"/>	
6: <input type="text"/>		12: <input type="text"/>	

This recording sheet is designed to be used with the "Stop The Clock". It may be freely copied in schools that have purchased the game for the purpose of recording the progress of the game.

