



Administration

Tim's Tours

Links to: [Making bookings](#)

Activity overview

Similar to Bingo, students identify a tour that occurs on a day or at a specific time.

Classroom organisation

There are five game cards and students play in groups of two to five.

Resources

Included in Kit

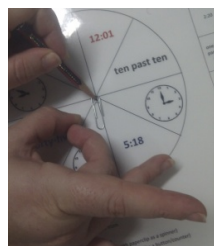
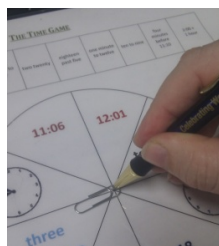
- ☐ Game Cards
- ☐ Day/Time Spinner
- ☐ Tour Spinner

Other

- ☐ Pencil and paper clip for the spinner
- ☐ A large number of counters (at least 20 per player to be safe)

How to play (15 minutes +)

1. Students form small groups (two to five).
2. Each student has a different game card.
3. A player spins the Day/Time spinner (paperclip and pencil as shown in the photographs below)



- The player reads the day or time in the section of the Day/Time spinner in which the paper clip stopped, and the tour in the section of the Tour spinner
 - There are seven week days and seven time slots on this spinner
4. The students find the tour on their game card for the relevant day (column) or time (row) and place a counter on top of it. If they do not have that tour on that day or time, then they do not place a counter.

There are 10 tours, a:

Fishing trip



Restaurant booking



Kayaking trip



Bird watching tour



Bus tour



Hiking trip



Cultural tour



Hunting trip



Photography tour



Sailing trip



5. If the Day/Time spinner lands on **Wild**, the students can place a counter on any of the seven spaces that match the tour revealed on the Tour spinner. They should choose a space that will help them to win (see Step 7).
6. If the Day/Time spinner lands on **Lose a Booking**, they must remove one counter already covering a tour that matches the tour revealed on the Tour spinner. If more than one tour has a counter, they can choose which counter to remove. If no tours have a counter, then the student doesn't have to remove any counters.
7. Students win once they have one full day and one full time slot of tours booked in.

Variation on the game

You can increase the number of days / time slots required to win the game, depending on the preferred game duration