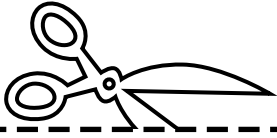
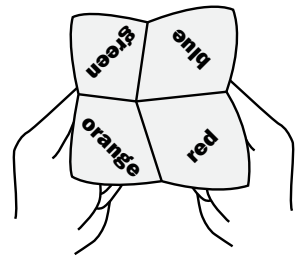
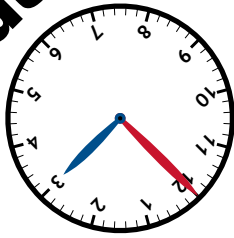
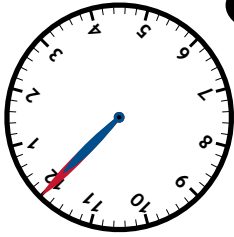




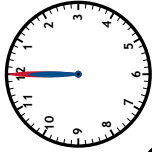



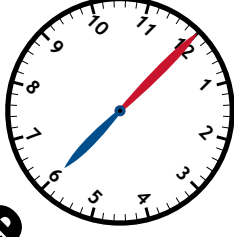
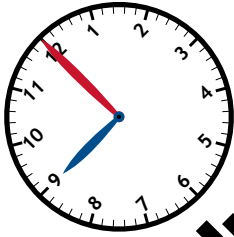
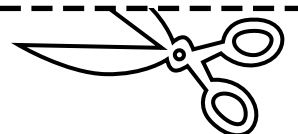


Cootie Catcher

Time

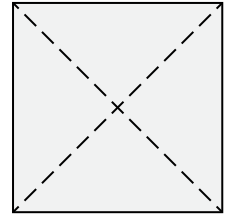


<p>orange</p> 	<p>1</p> <p>Twenty to 5</p> <p>4:40</p>	<p>2</p> <p>Quarter after 4</p> <p>4:15</p>	<p>red</p> 
<p>8</p> <p>Ten after 1</p> <p>1:10</p>	 	 	<p>5</p> <p>Half past 10</p> <p>10:30</p>
<p>7</p> <p>Noon</p> <p>12:00pm</p>	 	 	<p>6</p> <p>Ten to 7</p> <p>6:50</p>
<p>green</p> 	<p>4</p> <p>Quarter to 11</p> <p>10:45</p>	<p>3</p> <p>Twenty after 6</p> <p>6:20</p>	<p>blue</p> 

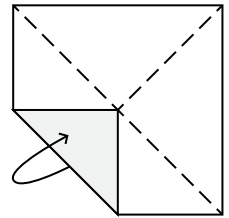


How to make the Cootie Catcher:

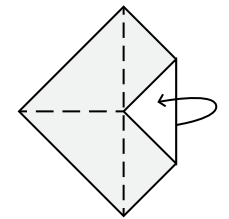
1. Cut out your cootie catcher and color it. Place the square face up and fold and unfold the square in diagonals from corner to corner so you end up with x shaped creases.



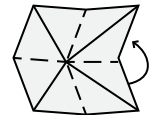
2. Place the square facedown and fold each of the four corners in so the points meet in the center.



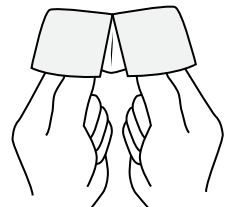
3. Turn the paper over so the flaps are now facedown. Fold each of the four corners in so the points meet in the center.



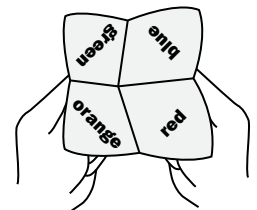
4. Fold the square in half from side to side, then unfold it. Fold the square in half from bottom to top.



5. Slide both thumbs and index fingers under the four flaps.



6. Pinch the top corners together with the thumbs and fingers under the flaps to form a point.



How to play:

1. Choose one of the colors printed on the outside square (red, blue, green, or orange).
2. Open and close (front to back and sideways) once for each letter in the color selected. For example: red would be opened and closed three times.
3. (Optional) Choose one of the numbers showing and open and close once for each count in the number selected. For example: 6 would be opened and closed six times.
4. Choose one of the four time terms shown inside and tell the time it indicates.
5. Lift the flap of the chosen time term and check your answer.