



NATIONAL MATHEMATICS TEAM

GRADE 1 PLANNING TEMPLATE

Strand: Measurement				
Topics/Objectives	Main Concept	Teaching/Learning Activities	Assessment/Homework Activities	
 Tell time on the hour, half an hour on a digital and analog clock. Show time given orally on the clock face. Associate time on the hour or half hour with daily events. Use estimation to compare times spent on various activities. Associate months with school activities and holidays 	 Telling Time Hour Half Clock Months Weeks Days Long Short Minutes 	Objective 1Allow students to listen to the following verse."Hickory Dickory DockMy name is Grandpa ClockOn my face you can see the timeIt's now (insert o'clock time here)"Each time the verse is said, display the time on an analog clock.Students will soon pick up the pattern and will be able tocomplete the verse as the time is displayed.After a satisfactory period of time doing the verse, have discoursewith students.	Objective 1 Have students play the game "Time Tic-Tac-Toe". See page 2 of the Resource Document. ICT inclusion Activity 1 Have students play the game found on the web link below. The game requires students to set the time on the analog clock according to the digital clock displayed. The game has different levels, so it is suitable for students working at various paces. http://www.sheppardsoftware.com/mathgames/earlymath/on_time_game1.htm	

Guided Questions:	<u>Activity 2</u>
What do you notice about the numbers on the clock? How many numbers are there? What can you say about the hands on the clock? What happened to the hands when the clock showed 12 o'clock, 2 o'clock? Where should the long hand be if it is 5o'clock? What about the short hand? ICT inclusion Have students do the activity found on the web link below. http://www.teachingtime.co.uk/draggames/sthec1.html The activity requires the students to match times on the hour and half an hour shown on analog clocks to times shown on digital clocks.	Allow students to play the game found on the web link below. The game requires that students set the time on a clock face according to the oral time given. <u>http://www.iboard.co.uk/iwb/Set-the-Clock-Getting-Started-1432</u>
Objective 2 Have each student make a paper plate clock face. Using a fastener, attach cardboard or construction paper hands to the center of the plate. Calls out a time and have students show the correct time on their clocks. This activity can be adapted to a team game. Divide the classroom into teams. When the teacher calls a time, the first person to correctly display his/her clock gains a point for his/her team. See page 4 of the Resource Document for instructions on How to Make a clock.	Objective 2 Have students play the game "Who is Coming Next". See page 3 of the Resource Document for game details.

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	Objective 3	Objective 3
	 Have students listen to the story "Telling the Time". The story can be viewed at the web link <u>https://www.education.com/game/telling-time-story/</u> (If you don't have access to internet, the story can also be found on page 7 of the <i>Resource Document</i>). 	Have students make charts depicting activities that they do throughout the day and the time that they are done. Students may show times by drawing in the hands on the clock face provided on <i>page 5 of the Resource Document – Complete the Clock activity</i> . Teachers may make copies and supply to students.
	Allow students to have discussion about the story mentioning similarities and differences in significant events throughout their day and the times that these events occur. Example: <i>Getting out of bed, Eating breakfast, etc.</i>	
	During the discussion, allow various students to show the time of various activities on an analog clock.	
	Objective 4	Objective 4
	Challenge children to guess how long a minute would last. Have the students close their eyes and lay down their heads while you watch the clock. Each child raises a hand when he or she thinks 1 minute is up.	Have students complete tasks similar to the Guess The Time worksheet shown on <i>page 6 of the Resource Document</i> . Teacher may alter worksheet.
	Tell students that you will put their hands back down if they are too early. Clap your hands when the minute is up. Have students watch as the second hand goes around the clock once. Challenge them to try again to guess when the minute is up.	

Label the board with headings second, minute, hour. Give	
students cards labeled with activities. Have students place the	
cards under the headings based on how much time they think it	
takes to do the activities. Example of activities: Counting	
backgrounds from 20, writing your whole name, touch your toes	
20 times, writing the alphabet, etc.	
Have students actually do some of the activities and time them to	
get the actual time it would take.	
Objective 5	Objective 5
Have students work in groups. There should be 12 groups. Assign each group a month. Each group will research activities that take place in that month. Students will collect items (pictures, poems, etc) which are associated with certain dates of the month they are given.	Have students prepare picture books using pictures to depict the activities that would take place at school during the various months. Pictures should be pasted in books and a brief description written about each picture and how it relates to school activities during a particular month.
Each group will prepare one page of a calendar (teacher will decide the size of cartridge paper and the orientation). Where the students have items associated with a particular date, the item will replace the number on the calendar.	For example:
For example, a picture of Bob Marley could replace February 6 with a notation that says "Bob Marley's Birthday. Allow each group to make a presentation of their month. (Should prove to be interesting. The group that does August could maybe do a little	
"Brukins" dance for August 1.) At the end of all the presentations, a full calendar will be made and placed in the class.	This is a picture of cheerleaders at Sports Day. Sports Day takes place in the month of FEBRUARY.