



NATIONAL MATHEMATICS PROGRAMME

RESOURCE DOCUMENT

FOR GRADE ONE TEACHERS

Objective: Tell time on the hour, half an hour on a digital and analog clock.

Topic: Tic Tac Toe

This activity is a variation of the game tic-tac-toe. The objective of the game is to determine whether or not students can tell time on the hour, half an hour on a digital and analog clock.

Resources: Tic-tac-toe grids containing times on the hour and/or half past the hour, markers (stones or paper), analog clock

Instructions:

1. Students will be provided with Tic-Tac-Toe grids containing time on the hour and half an hour.
2. Display a clock showing a time.
3. If the student has that time written on his/her game board, he/she may cover it with a marker
4. The first person to complete a row horizontally, vertically or diagonally wins.

TIC-TAC-TOE		
6:30	9:30	8:00
4:00	11:00	12:00
1:30	3:00	7:30

Objective: Show time given orally on the clock face

Topic: Who is Coming Next?

This is an adaptation of a ring game, "Punchinella". Objective of the game is to assess whether or not students are able to show times on a clock given the time orally.

Resources: Large Model Analog Clock

Instructions:

1. Students will stand in a ring with one person in the centre holding the clock (the teacher can start by being in the centre).
2. Students will sing,

Who is coming next, Punchinella Little Fella

Who is coming next, Punchinella Little Dear

What time will you show Punchinella Little Fella?

What time will you show Punchinella Little dear?

3. Teacher will end by asking the question

Can you show **(say a time to the hour or half an hour)?**

4. The student in the centre will use the clock to display the time asked. (Teacher will determine whether or not the student is correct)
5. Students will sing,

We can do it too, Punchinella Little Fella

We can do it too, Punchinella Little Dear

(They will demonstrate this using their paper plate clocks that were made in teaching activity for Objective 2.)

*(See **Grade 1 – Planning Sessions Template, Month: December 2016**)*

6. The song will be sang again while the person in the centre chooses the next person to display the time.

Objective: Show time given orally on the clock face

Topic: Paper Plate Clock

How to make Paper Plate Clock

What you need:

1. Paper Plates
2. Split Pins which are sometimes called Paper Fasteners
3. Pen's or crayons
4. Card
5. Paper numbers (for younger children)
6. Scissors

How to make

1. Cut out the hands from contrasting card, making one longer than the other for the minute hand.
2. Place the numbers round the clock, this is easier if you do the 12, 3, 6 and 9 first.
3. Make a small hole in the centre of the plate for the hands and use the split pin to secure

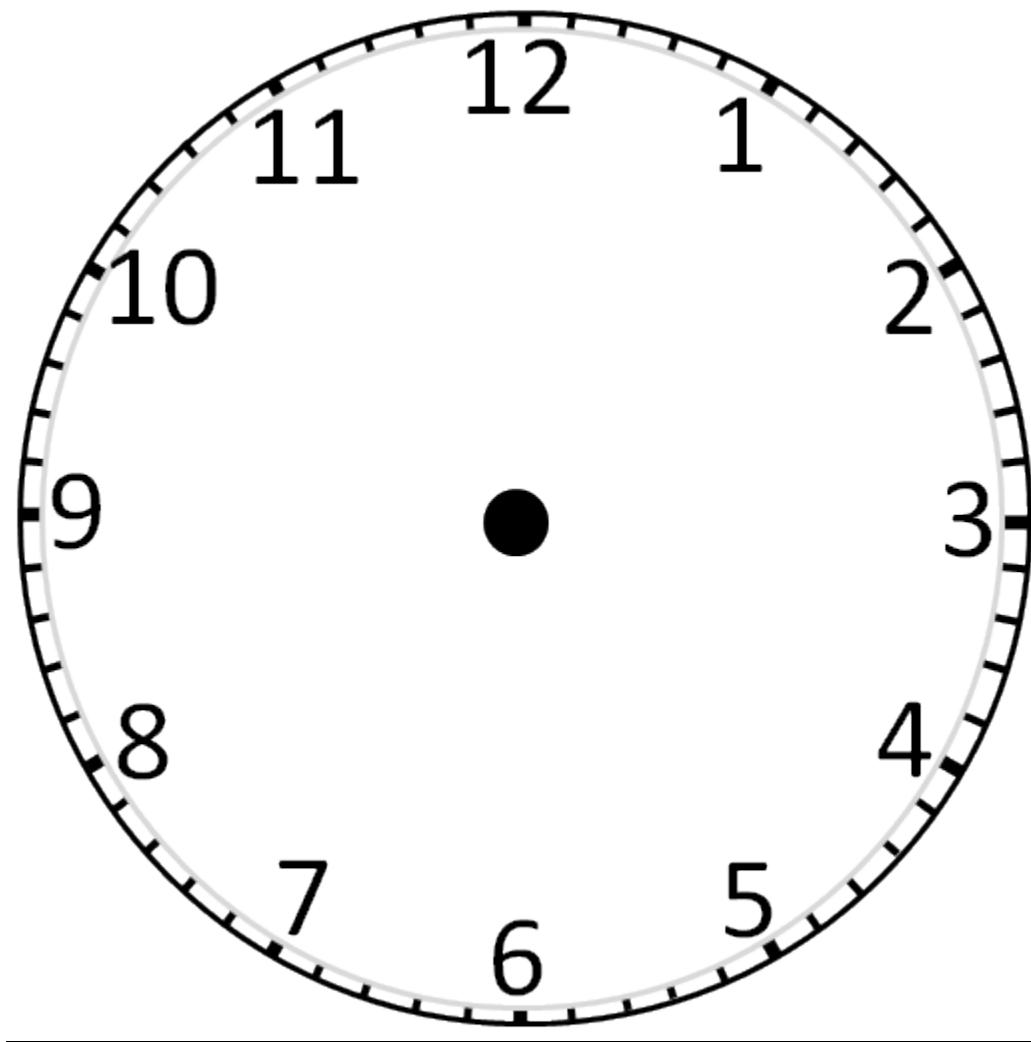
Variations – You can use two paper plates like we did to make lift up flats and put the minutes underneath. Alternatively you can add them to the outer rim of the paper plate and colour the minutes past one colour and the minutes too another colour.



Objective: Associate time on the hour or half hour with daily events.

Topic: Complete the Clock




Each students will be given a copy of a clock face (see below). Students will draw on the hands of the clock and then paste the clocks onto charts to depict times that they do certain activities throughout the day.



Objective: Use estimation to compare times spent on various activities

Topic: Guess the Time

Students can complete activity sheet below (or a similar one prepared by the teacher with more appropriate resources for the students). Students will guess the time taken to do each activity. They will later perform the activity and write the actual time that it took.

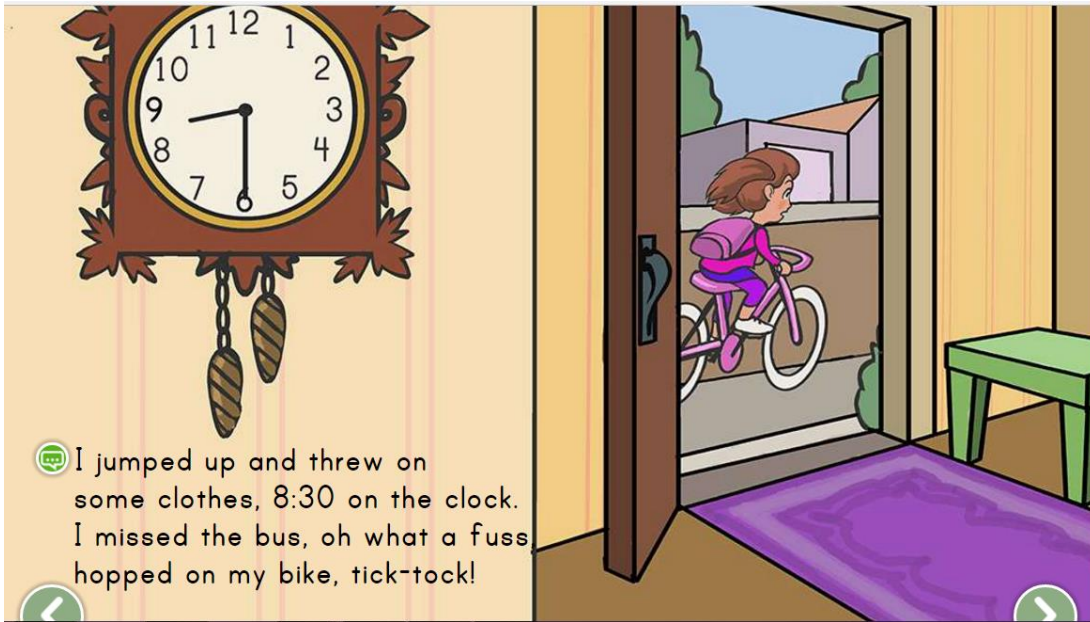
Activity	My Estimate	Actual time
To eat lunch 		
To walk around the school once 		
To read a page in my book 		
To sing the 'Happy Birthday' song 		

Objective: Associate time on the hour or half hour with daily events

Topic: Telling the Time

Story Entitled, "Telling The Time" (Adapted from <https://www.education.com/game/telling-time-story/>)





I jumped up and threw on some clothes, 8:30 on the clock. I missed the bus, oh what a fuss hopped on my bike, tick-tock!



I got to school just as the bells began their daily chime. Got to my seat, in just one beat, I made it right on time.

