

- Roll one of the hour dice and the minute die. Have children draw the hands on the write-and-wipe clock.
- Write a digital time on the write-and-wipe clock. Have children set the clock to match.
- Using the five activity cards, have children write down times to the quarter-hour. Then, move the plastic clock hands to the correct time for each of the activities depicted on the cards. Try different activities on a different day. Once children are familiar with quarter-hours, try doing the same activity to 5-minute intervals and, finally, minute intervals.

Use the write-and-wipe clock:

- Roll one of the hour dice and the minute die. Have children draw the hands on the write-and-wipe clock to match the time rolled; write the digital time beneath.
- Roll one of the hour dice and the minute die. Have children set the plastic clock to match the time rolled.
- Move on to quarter-hours after children are familiar with telling time on the hour and half-hour.

Use the dice:

- Hold up a digital time on a card, and have children show that time on the plastic clock.
- Spread out all the puzzle cards. Using the backs or fronts, have children match the times to the hour and half-hour.

Use the puzzle cards:

- Once children are familiar with quarter-hours, move on to five-minute increments. Have children count by 5s while touching 1, 2, 3, ... on the clock. Explain that the numbers on the clock are all 5 minutes apart. The blue numbers to the outside of the clock help reinforce this. Move the minute hand to the number 4. Ask children to count by 5s beginning at number 1. When they land on number 4 and say "20," explain that this means the minute hand is 20 minutes past the hour. We could count each blue tick, but it's easier to count by 5s, and faster!
- Go on a pretend trip. Set the clock to different times on your trip schedule: for example, packing, going on the airplane, getting to the hotel, and so on.
- Once children are familiar with quarter-hours, move on to five-minute increments. Have children count by 5s while touching 1, 2, 3, ... on the clock. Explain that the numbers on the clock are all 5 minutes apart. The blue numbers to the outside of the clock help reinforce this. Move the minute hand to the number 4. Ask children to count by 5s beginning at number 1. When they land on number 4 and say "20," explain that this means the minute hand is 20 minutes past the hour. We could count each blue tick, but it's easier to count by 5s, and faster!

Use the plastic clock:

Ready for More!

- Roll one of the hour dice to practice writing times to the hour. For example, if a 3 is rolled, have children write the time of 3:00 on the write-and-wipe clock.
- Roll one of the hour dice. Have children set the plastic clock to show that time to the hour.

Use the dice:

- Set the time on the write-and-wipe clock to the hour, and have children write in the digital time below to match. Once children are familiar with times on the hour, move on to half-hours.

Extension

Telling Time to the Minute

- Children will eventually learn to tell and write time to the nearest minute. Use the plastic clock to show how each blue tick represents a minute. Name a time, such as 2:27. Have children move the hour hand to 2:00 and the minute hand to :27 minutes past the hour. Continue with other times to the minute.

Elapsed Time

Children will also eventually learn about elapsed time. Elapsed time is simply the measure of time that passes or will pass between a starting time and an ending time. Elapsed time is often a difficult concept for children to grasp. Use the plastic clock to help children visualize and physically watch "time fly" as they move the hands from one time to another.

Use the plastic clock:

- Start with simple elapsed time. Set the clock to an hour, such as 1:00. Ask, "What time will it be in 1 hour?" Use the minute hand to move ahead one full hour to show the time.
- Using the minute hand, have children move the hand ahead or back 30 minutes. Ask what time the clock shows now.
- As children feel confident, try more difficult problems, related to their real-world activities. For example, if soccer practice is at 7:00 and lasts 1½ hours, what time will it end? If it ends at 8:30 and takes 15 minutes to drive home, what time will we be home? Have children use the plastic clock to move the minute hand to show the progression of time for each problem.

Use the dice:

- As children become familiar with figuring elapsed time, use the dice to move ahead in 15-minute intervals. Set the plastic clock to the hour. Have children roll one of the hour dice and the minute die to determine the amount of elapsed time. For example, if you set the plastic clock to 2:00 and roll 2 and :30, move the hands ahead 2 hours and 30 minutes. What is the new time?
- Try the same dice activity—but this time, move the hands back the amount of time rolled. For example, if you set the plastic clock to 4:00 and roll 1 and :45, move the hands back 1 hour and 45 minutes. What is the new time?

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- Show children how to write time correctly. The first number tells the hour, followed by a colon. The second number tells the number of minutes past the hour. Begin with times on the hour, and then half-hour.
- Use the write-and-wipe clock:
- Place the puzzle cards in sequential order by half-hours.
- After matching analog to digital puzzle cards, place them in sequential order.

- Using the digital puzzle cards, have children place the times in chronological order, beginning with hours (12:00, 1:00, 2:00, etc.).
- Place the digital puzzle cards in sequential order by hour; then, do the same with the analog puzzle cards.
- Use the puzzle cards to match analog time to digital time.

- Ask children to find the short, red hand on the plastic clock. Say that this is the hour hand; it points to the hours.
- Ask children to find the long, blue hand. Say that this is the minute hand; it points to the minutes.
- Count around the clock face, reading the hours from 1 to 12. Show how the minute hand moves. Point out that the hour hand cannot move independently, without also moving the minute hand.

Use the plastic clock:

Moving Forward!

- Find as many clocks as you can in the room (wall clocks, computer clocks, etc.). Ask which clocks have hands and which have only numbers (analog vs. digital clocks).
- Predict lengths of time. Ask children to stand, and then sit down when they believe a minute has passed. Children will be amazed by how long a minute can seem.

Other:

- What numbers do you see?
 - Are the hands of the clock the same size?
 - Which hand moves slower?
- Discuss the images on the clock. Ask questions such as:
 - Count the numbers around the clock. Point to each number as you count to reinforce sequential ordering of numbers.
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Use the plastic clock:

Beginning Learners!

Most children today have limited experience with analog clocks, so telling time in this format can be challenging. Manipulating the hands on an analog clock lets children see that the hour hand moves slowly toward the next number while the minute hand moves much faster. The clock included in this kit has color-coded hands to distinguish between the hour hand and the minute hand.



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About Time!

Small Group Activity Set

Set de actividades para practicar las horas en grupos pequeños • Kit d'activités sur le temps pour petit groupe • Uhrzeit-Aktivitätsset für Kleingruppen

Activity Guide

Guía de actividades • Guide d'activités • Spielvorschläge

Components:

- 3 Dice (2 hour dice, 1 minute die)
- 6 Plastic clocks
- 6 Write-and-wipe clocks*
- 24 Double-sided puzzle cards (with analog and digital time)

*Test marker on a corner of the clock to ensure that the marker does not leave a permanent mark. Use a damp cloth when removing marks. Clock will warp if saturated with water.

This set is designed to engage the entire classroom in child-friendly learning about time with tactile materials and hands-on activities. Use this set in a center with up to 6 children or divide the class into as many as six small groups, where each group receives 1 plastic and 1 write-and-wipe clock as a starting point. Depending on classroom size, you can divide the 24 puzzle cards evenly among the six groups (4 cards each). This set also includes dice for more focused remediation in problem solving challenges.

About Time! is designed for customization to the needs of both you and your students.

Time-telling skills include:

- identifying the hour hand and the minute hand on an analog clock;
- understanding that the first number names the hour and the second number names the minutes on a digital clock;
- telling time in hours and half-hours using analog and digital clocks;
- writing time in hours and half-hours in an analog or digital format.

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

