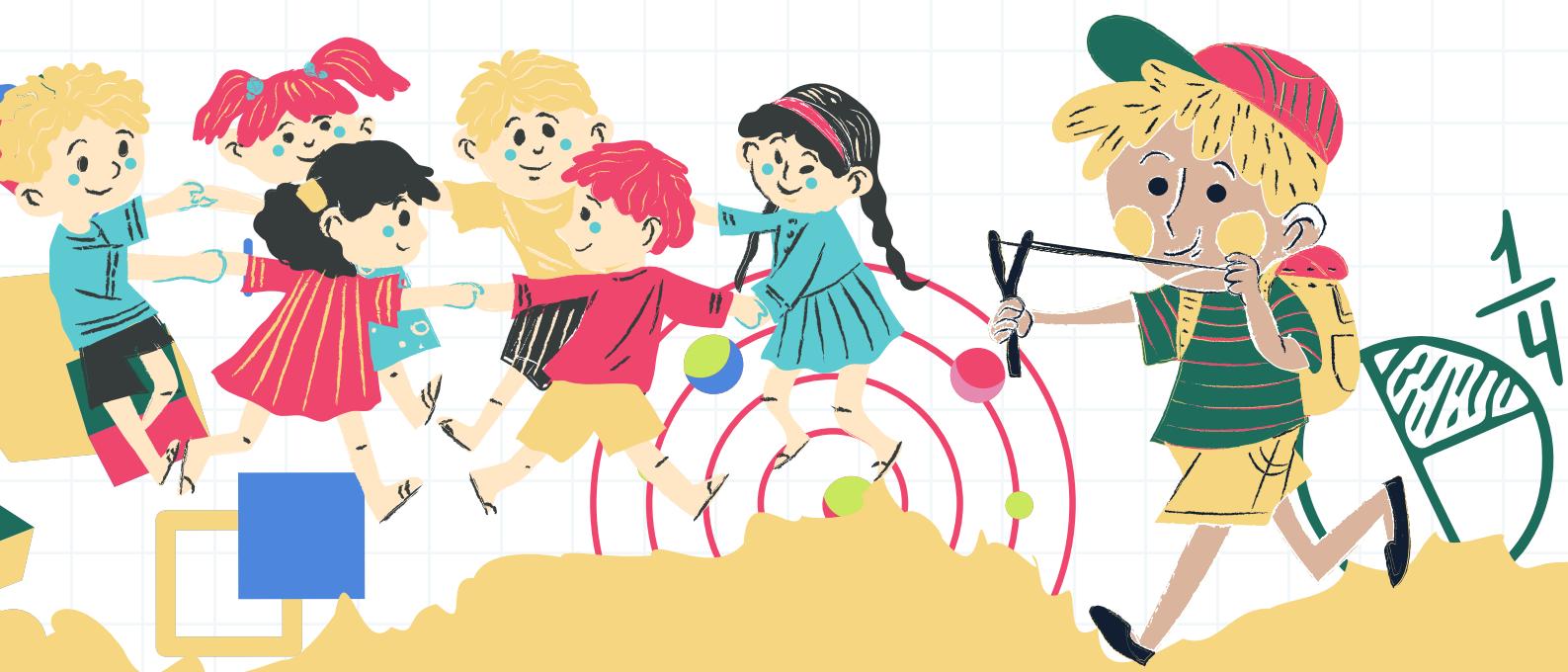




MATH&MOVE

PRACTICE SHEET

Telling time



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TOPIC: Telling time (matching analog & digital times)

DURATION: 30 mins

LEVEL: 1 (ages 6-7)

PARTICIPANTS: Groups of 6-8 pupils

Required material for this activity

1 An empty space of 10-20m²

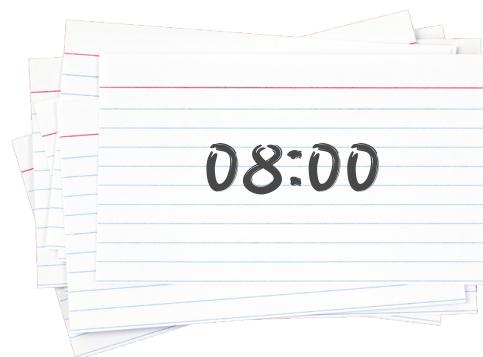
- In order for the pupils to have enough space for the movements they will perform during the game, the space needs to be empty.

2 At least 20 cards with digital and analog times

- Choose 10 times and make digital and analog times corresponding to them. The cards should be randomly placed in the learning area for pupils, face down.

3 A canvas showing the frame of a clock, with numbers but no clock hands

- Pupils lay down on this canvas and replicate the times using their bodies for the clock hands (the big hand on the clock should be represented by their legs and the small hand with their arms)



INSTRUCTION AND DESCRIPTION OF THE ACTIVITY

Instruction

With the help of a memory game, pupils choose analog and digital times to assess how well they can identify the matching pairs. Once you pick the right pair from the cards facing down, try replicating the analog time on the canvas clock template on the ground!

Activity



1 Discuss the difference between the analog and the digital click - what does the small hand and what does the large hand represent?

Observe the learning area – the canvas on the ground represents an analog clock and your hands and legs can be the clock hands to demonstrate the time.



2

Once the teacher has placed the cards face down on a desk, take turns drawing two cards. If the times shown on the cards don't match (analog and digital), then it's the next pupil's turn.

This continues until one pupil uses their memory to recognise the placement of the matching times and flips them both face up.

2



When a pupil matches the times of a digital and analog clock, they move to the clock canvas on the ground and replicate the time laying down with their hands and legs. The rest of the class follows the movements the pupil makes and guesses the time that is being shown.

You will all follow the others in your group and write down the time for each matching pair.

For replicating the times on the canvas clock, since your hands are shorter than your legs, they will reflect the small hands on the analog clock, while your legs should reflect the minutes, because the minute hands are longer.

**FINAL STEP**

Continue playing until all of the cards face down have been matched with their appropriate digital/analog pairs, and once all pupils in each group have recreated the times on the clock canvas with their bodies.

- Did you manage to differentiate between small and large hands?
- Do you understand what the small and large hands mean?