

Time Activity Set

Set de actividades de tiempo
Kit d'activités pour comprendre le temps
Aktivitätsset „Die Uhrzeit“

Activity Guide

Guía de actividades • Guide d'activités • Spielvorschläge

Components:

- 3 Dice (2 hour dice, 1 minute die)
- 24 Double-sided puzzle cards (with analog and digital time)
- 12 Double-sided, write & wipe daily activity cards*
- Plastic clock
- Write & wipe clock*

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

How much longer until we get there? Is it time to leave for practice? What time will grandma be here? Even before starting school, young children are aware of time in general as they develop a routine or schedule. They begin with calendar time, days of the week, and months of the year. Children then learn to recognize and identify time on analog and digital clocks to the hour and half hour.

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.

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.

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

Use the plastic clock:

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

Other:

- Go on a scavenger hunt to find as many clocks as you can (wall clocks, computer clocks, clocks in the car, on the microwave, the DVD player, etc.). Ask which clocks have hands and which have only numbers (analog vs. digital clocks).
- Predict lengths of time. Ask your child to stand, and then sit down when he or she believes a minute has passed. Children will be amazed by how long a minute can seem.

Moving Forward!

Use the plastic clock:

- Ask your child to find the short, red hand on the plastic clock. Say that this is the hour hand; it points to the hours.
- Ask your child 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.
- Play school. Change the clock each time you pretend to switch subjects.

Use the puzzle cards:

- Using the digital puzzle cards, have your child 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.
- Place the puzzle cards in sequential order by half-hours.
- After matching analog to digital puzzle cards, place them in sequential order.

- Show your child 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 dice:

- Move on to quarter-hours after your child is familiar with telling time on the hour and half-hour.
- Roll one of the hour dice and the minute die. Have your child draw the hands on the write-and-wipe clock to match the time rolled.
- Roll one of the hour dice and the minute die. Have your child draw the hands on the write-and-wipe clock to match the time rolled.

Use the write-and-wipe clock:

- Roll one of the hour dice and the minute die. Have your child write the matching time on the write-and-wipe clock.
- Write a digital time on the write-and-wipe clock. Have your child set the clock to match. Choose five activity cards, and have your child 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 your child is familiar with quarter-hours, try doing the same activity to 5-minute intervals and, finally, minute intervals.

Use the puzzle cards:

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

Use the dice:

- Move on to quarter-hours after your child is familiar with telling time on the hour and half-hour.
- Roll one of the hour dice and the minute die. Have your child draw the hands on the write-and-wipe clock to match the time rolled.
- Roll one of the hour dice and the minute die. Have your child draw the hands on the write-and-wipe clock to match the time rolled.

Use the plastic clock:

- Once your child is familiar with hours and half-hours, introduce quarter-hours using the plastic clock. Point out that the 3 means :45 minutes after an hour, or *quarter after* the hour. Point out that the 9 means :45 minutes after the hour, or *quarter till* the next hour.
- 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 your child is familiar with quarter-hours, move on to five-minute increments. Have your child 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 your child to count by 5s beginning at number 1. When he or she lands on number 4 and says "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!

Ready for More!

Use the dice:

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

Use the activity cards:

- On the activity cards, write in the analog and digital time for those activities that are part of your child's schedule.
- Choose any eight activity cards. Have your child write in the time for those activities to the hour or half-hour. Include a.m. or p.m. Then, have your child place the activities in sequential order to show that all the a.m. activities come before all the p.m. activities. Children sometimes find this idea confusing, such as when an activity at 11:00 a.m. precedes another at 1:00 p.m. In this case, the larger number comes before the smaller number, which can seem counterintuitive.

Use the activity cards:

- Set the time on the write-and-wipe clock to the hour, and have your child write in the digital time below to match. Once your child is 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 your child 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 your child move the hand ahead or back 30 minutes. Ask what time the clock shows now.
- As your child feels 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 your child use the plastic clock to move the minute hand to show the progression of time for each problem.

Use the dice:

- As your child becomes familiar with figuring elapsed time, use the dice to move ahead in 15-minute intervals. Set the plastic clock to the hour. Have your child 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?

