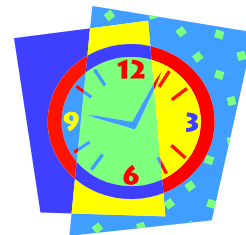


Telling Time



Strand B: Measurement

Benchmark MA.B.1.1.2: The student, using a variety of strategies, estimates lengths, widths, time intervals, and money and compares them to actual measurements.

Grade Level Expectations: The student:

- estimates, measures, and compares the passage of time using minutes, half-hours, and hours.

Overview:

The students will engage in an activity that involves telling time by the minute, half-hour, and hour using an analog and digital clock. As the minute hand goes around once, it marks 60 minutes or 1 hour. The clock's face can be divided into four equal sections or fourths. As the minute hand goes one-fourth of the way around the clock, it marks 15 minutes or a quarter-hour. It takes 60 seconds or 1 minute for the minute hand on a clock to move from one little mark to the next. You can find elapsed time by counting from the starting time to the finishing time.

Materials:

- Analog Clocks (analog watch)
- Digital Clocks (digital watch)
- Analog Stopwatch (digital stopwatch)
- *The Right Time Worksheet*
- *One Minute, Please Worksheet*



Procedures:

Activity #1

1. Read the book *It's About Time, Max!* to the students.
2. Draw an analog clock face. Show a time on the clock and ask the child to show the time 30 minutes later, 15 minutes later.

3. Using the same clock, review counting by five to sixty minutes. Then practice telling time to the minute. (E.g., set the clock hands at 8:05 and ask the students what time it is. Then move the minute hand in increments of one or two, asking the child to tell the time by the minute at each move.)
4. Talk about elapsed time e.g., For example, if Max gets up at 7:00 a.m. and finishes his breakfast at 7:40 a.m., how much time has passed?).

Activity #2

1. The students will need to complete *The Right Time* worksheet by reading the time shown on the analog clock face and recording it on the digital clock.
2. The students will need to complete the *One Minute, Please* worksheet by estimating first and then completing the actual activity.

Literature Connection: *It's About Time, Max!* by Kitty Richards (ISBN: 1-57565-088-6)

Assessment:

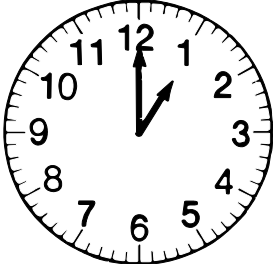
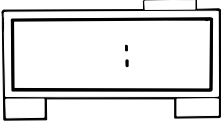
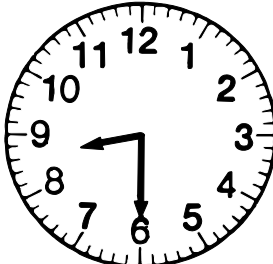
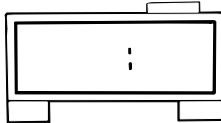
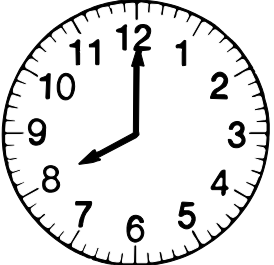
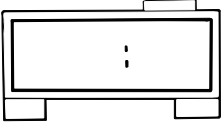
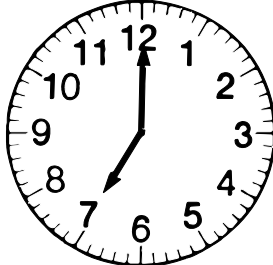
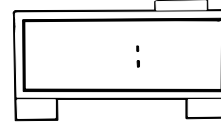
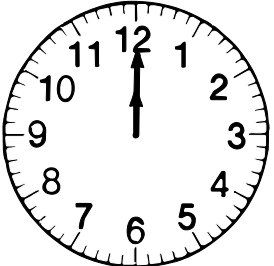
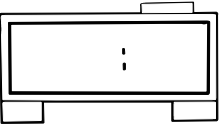
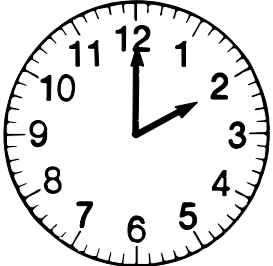
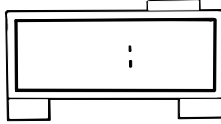
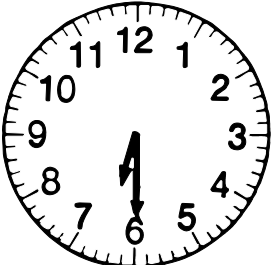
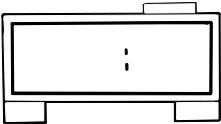
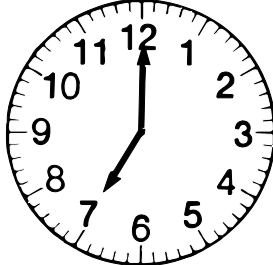
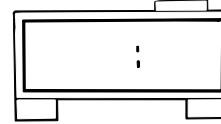
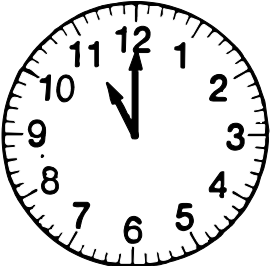
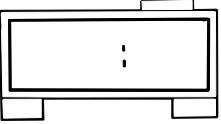
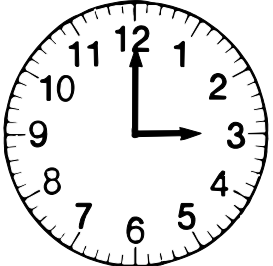
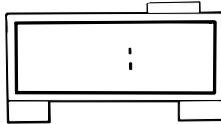
- Have students complete *The Right Time* and *One Minute, Please* worksheets.

Extension:

- Have the students record the time they start and complete an activity during school time and record the elapsed time for each activity.

The Right Time

Directions: Read the time on the analog clocks shown below. Write the correct time on the digital clock next to it.

 Analog clock showing 12:15. The hour hand is between 12 and 1, and the minute hand is at 3.	
 Analog clock showing 9:30. The hour hand is between 9 and 10, and the minute hand is at 6.	
 Analog clock showing 8:00. The hour hand is at 8 and the minute hand is at 12.	
 Analog clock showing 6:30. The hour hand is between 6 and 7, and the minute hand is at 6.	
 Analog clock showing 12:00. Both the hour and minute hands are at 12.	
 Analog clock showing 1:15. The hour hand is between 1 and 2, and the minute hand is at 3.	
 Analog clock showing 6:00. The hour hand is at 6 and the minute hand is at 12.	
 Analog clock showing 7:30. The hour hand is between 7 and 8, and the minute hand is at 6.	
 Analog clock showing 11:45. The hour hand is between 11 and 12, and the minute hand is at 9.	
 Analog clock showing 3:00. The hour hand is at 3 and the minute hand is at 12.	

One Minute, Please

Directions: Estimate the number of times you can do the activities listed below in one minute. Have someone time you using a stopwatch as you do the activities to see how close your estimates were to the actual time.

Activity	1 minute	1 minute
	estimation	actual
Bounce a ball.		
Walk around your desk (table).		
Touch your toes.		
Write your complete name backwards.		
Hop on one leg.		
Count to 100.		