

Lesson Title: Time Winding Game

Grade: 3

Content Standard: 3.MD Solve problems involving money, measurement, and estimation of intervals of time, liquid volumes, and masses of objects. Work with time and money. 3.MD.1.a Tell and write time to the nearest minute. Measure time intervals in minutes (within 90 minutes). Solve real-world problems involving addition and subtraction of time intervals (elapsed time) in minutes, e.g., by representing the problem on a number line diagram or clock.

Material:

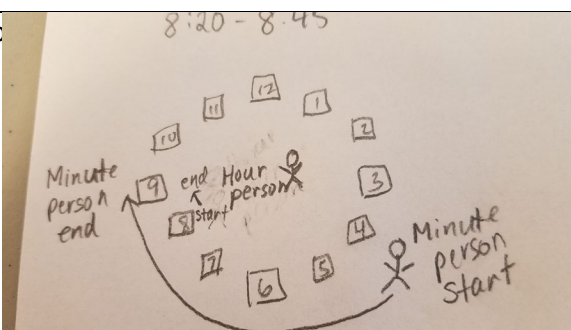
Winding game set-up: 12 numbers placed on floor to simulate a clock with hours marked (1-12--die cut numbers, not on pieces of paper); large hour hand/minute hand; scenario cards marked with start times/end times, (could differentiate cards--easier to more challenging scenarios); recording sheet

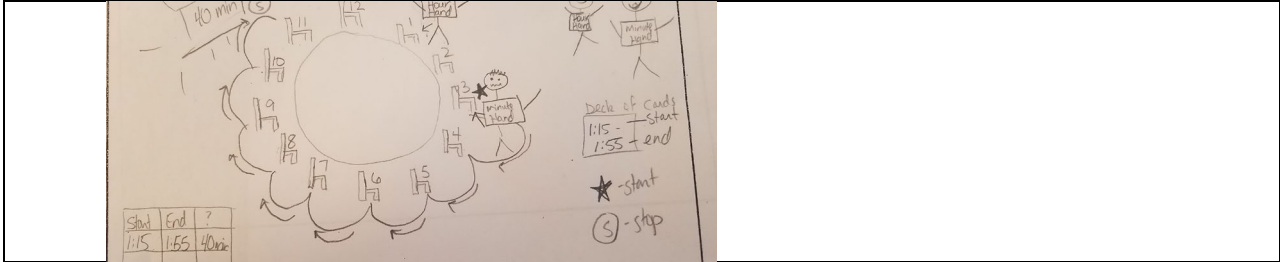
Shared Experience and procedure details:

- Divide class into two teams. One team is winding team, guessing team finds elapsed times.
- Winding team chooses 2 members to represent the hands of the clock--one person is the hour hand, one person is the minute hand. The hour person should rotate inside the circle, the minute person should rotate outside the circle.
- Winding team draws a scenario card and 2 winders set the start time on the clock.
- Guessing team records start time, then winders begin to move around the clock until they reach the end time.
- Winders stay at end time until guessing team records ending time.
- Guessing team then finds and reports elapsed time by answering the question "How much time does it take from start to end?"
- Points are awarded for correct elapsed time. If the elapsed time is incorrect, the winding team can then offer their discovery.
- Play continues by the teams switching roles and after a teacher determined amount of elapsed time.

**Question: How much time does it take from start to end?

Possible





Possible People Talk:

Feature Talk:

Starting point/time	multiplication	winds	skip counting by 5
Direction	repeated addition	teams	total
Multiples	ending point/time	walks around/passes by	
Cards	numbers	minutes	
Laps	hours	communicating	

Feature Sentence Suggestions:

It took 25 minutes to go from 8:20 to 8:45.
 From 8:20 to 8:45, twenty-five minutes passed.

Possible Sym

Symbolic Representation		
H - hour	1:00 - 1:15	$5m + 5m + 5m = 1h 15m$
M - minute	$5 + 5 + 5 = 15$	$5m \times 3j = 15 \text{ min}$
J = jump	$4H + 4H + 4H = 4H 4H 4H$	

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