

Math Lesson

Lesson Title: Telling Time Winding Game
Grade: 2 nd Grade
Content Standards: 2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
Materials: 12 chairs or 12 carpet squares (if you want to use); numbers 1-12; cards with digital time's; arrow for the minute hand; arrow for the hour hand, 5 Step Lesson Paper Optional: white boards, dry erase markers, mini clocks (for observers to use)
Shared Experience and procedures details: Prep: Set up 12 chairs or 12 carpet squares in a circle to resemble an analog clock. Place numbers on the chairs or carpet squares to represent the numbers on the clock. (or you can place the numbers on the floor.) Ask the students what 12 o'clock looks like? <ul style="list-style-type: none">- if students are not able to do this, have a whole class discussion and then ask how we would represent 3 o'clock. Have one student become the minute hand and have the student walk out an hour. Have the students write out on their whiteboard. Then have the minute hand walk out another hour. Have the minute hand sit down and have another student turn into the hour hand. Have that student show what an hour span looks like with their hand. Have the hour hand do several rounds. Then have the hour hand and the minute hand practice showing an hour span together. The teacher needs to make sure that the students are moving in as though they move on a clock. (This may require a whole class discussion). Two students will be winding around the clock like the hands of a clock. One student will be the minute hand and one student will be the hour hand. Each student will hold an arrow labeled with their hand. The winding students select a card that has a digital time written on it. Both students start at 12:00. The "minute" hand winds around the entire clock. While the "minute" hand is going around the clock, the "hour" hand slowly moves to the next hour. The students keep winding around until the "hour" hand reaches the hour on their card and the "minute" hand is stopped on the 12. The rest of the class tells what time it is. Optional: The rest of the class could have mini clocks to make the time selected or whiteboards to record the digital time. Note: Do this several times. Use a mixture of hour and half-hour times. If students have trouble, then just do hour times. Play the game another day and do 5 minute times.
Possible Picture: chairs or carpet squares in a circle, students winding around the "clock", analog clock, digital time
Possible People Talk: hands, time, o'clock, circle, walk around the circle
Feature Talk: time, digital clock, analog, hands, minute, hour, half hour, winding, around, fast, slow, numbers 1-12, o'clock

Possible Symbolic Representation: Teacher direction: "Using numbers and symbols show a time that you saw today." Students may write the digital time or they may draw a clock with hands.

When students share their symbolic representation, you may have to have students explain their clock if the hour hand and minute hand are about the same length.

You can ask the students to write time using one or other of the symbolic representations.

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Date: January, 2016