## Math Lesson

## Lesson Title: Telling Time Winding Game <br> Grade: First Grade

Content Sta ndards: 1.MD. 3 Tell and write time to hours and half hours using analog and digital clocks.

Materials: 12 chairs or 12 capet squares; numbers 1-12; cards with digital times; a mow for the minute hand; arrow for the hour hand, 5 Step Lesson Paper

Optional: white boards, dry erase markers, miniclocks
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 camet squares to represent the numbers on the clock.

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 a rrow labeled with their destined 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 a round the entire clock. While the "minute" hand is going around the clock, the "hour" hand slowly movesto the next hour. The students keep winding around until the "hour" hand reachesthe 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 white boards to record the digital time.

Note: I do this several times. First, we play just with times to the hour. Then, a nother time we play with times to the half hour. Finally, a nother time we play with mixed times.

Possible Picture: chairs or capet squares in a circle, students winding a round the "clock", a nalog clock, digital time

Possible People Talk: Students may write about their experience as the handson the clock including the time they selected, their partner and how they moved around the clock.

Feature Talk: time, digital clock, a na log, hands, minute, hour, half hour, winding, a round, fast, slow, numbers 1-12, o'clock

Possible Symbolic Representation: Teacher direction: "Using numbers and symbols show 3 o'clock." Students may write the digital time, 3:00 or they may draw a digital clock

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