

SECTION 5: LEARNING TO TELL THE "PAST" TIME

5.1 Introducing the five times table to the "past" half of the clock face.

Resources:

Laminated clock from sheet 3.1i

Cards with *o'clock, 5, 00, 05* and two of each *10, 15, 20, 25, 30* from sheet 4.1ii

Stop/go spinner or die from sheet 4.1i

Bean bags.

Magic bag.

Toy character.

Turn taking game.

ACTIVITIES 5.1

1. Set out the cards *o'clock, 5, 10, ... 30* in a line and match the cards *00, 05, 10, 15, 20, 25, 30* to them.
Discuss how we use 05 sometimes instead of 5 and ensure child can distinguish between this and 50. Discuss how "00" means the same as "o'clock". Use the words "owe, owe" then "o'clock" and "owe five". Stress the "owe" sound.
2. Attach cards *00, 05, 10, 15, 20, 25, 30* to laminated clock face. Match the second set of cards, *o'clock, 5, ..., 30*, to the cards around your clock face. First have the cards in a deck in the correct order, later in a random order. Take turns to turn over a card and match.
3. Repeat 2 but with cards *o'clock, 5*, in place of 00 and 05.
4. Using the laminated clock play the following games to practise placing the minute cards on the clock face. First do the activities as a matching exercise later place without matching.
 - a. With cards facing upwards randomly arranged, take turns to spin the spinner, if it stops on "go" place a card in the correct place on the clock face, if it lands on "stop" you miss a go. Person to place the last card in position is the winner.
 - b. Use a die for this game instead of a spinner.
 - c. Pick cards out off a magic bag and place round clock face.
 - d. Cover the cards with bean bags, lift of a bean bag, place card in correct position, then toss bean bag into a basket/bucket.
 - e. Once finished run a train or toy character round the face saying the numbers.
 - f. Use a turn taking game for added incentive. Turn over a card, place in correct position, have your turn by, for example, pushing a sword in Pop Up Pirate, stacking a brick, etc.

By the end of these activities your child should be able to order the cards 00 to 30 easily around a clock face.

5.2 Telling the "past" time.

Introduce only "past o'clocks" to start with. Also work in hours and minutes, so say "12:10" not "ten past 12".

Resources:

Model clock with cards 00, 05, ...30 attached with Velcro/blue tac.

Laminated clock from sheet 3.1i

Set of hour cards 1 to 12 from sheet 2.1i

Set of cards with 00 to 30 (two sets) and "o'clock" from sheet 4.1ii

Time grid with hours and minutes from sheet 5.2i

Toy character, bean bags, magic bag.

Start & finish labels from sheet 1.6i

ACTIVITIES 5.2

1. Using the model clock set the hands to show 1 o'clock. Move the minute hand round the clock face along with a toy character who follows the minute hand and stops at each 5 minute interval saying "1.00, 1.05, 1.10, 1.15, 1.20, 1.25, 1.30 then back up to the o'clock" Take turns for *each* hour until you are back to 1.00, they will enjoy doing this.

NOTE: When saying 1.00 say "one, owe, owe" and say 1.05 as "one, owe, five".

2. Take turns to attach one set of cards "o'clock, 05, 10, 15, 20, 25, 30" to the laminated clock face.
3. Using the time grid with hours on one side and minutes on the other place the two sets of cards face down above the correct heading. Turn one from each set placing them in the correct box, eg 12:10. Read this left to right as "12, 10".

hours		minutes
12	●	10
	●	

Let the child have the laminated clock, you use the model clock.

Set the time on the model clock. Slide child's finger down the hour hand-it points to 12; slide your finger down the minute hand it points to 10. "It is 12:10". Ask the child to place their clock hands in the correct position. Have blue tac attached to the hands so they stay in place.

Continue to generate times in this way, lots of praise.

Note:

- Make sure you take turns.
 - The laminated clock with two unattached hands may be useful to start with so that the child does not have to move the hands round and round to get the correct time, they can just place the hour hand and minute hand in the correct position.
 - Make sure you always read the time from the board first, then set the hands to show the correct time, then read the time from the clock face.
 - Play games using bean bags or magic bag to generate numbers and make it more fun.
 - Once the child is more secure swap clocks and let the child go first, you then use the laminated clock as a prompt, if needed, and for them to check they are correct.
4. Focus your efforts on two or three specific times during the day, eg 8.15 time for school, 7.10 time for breakfast and practise these. Produce some picture cards to help.
 5. Attach labels to your home/school clock. Start to use the real clock to tell the time, prompt to tell the time every five minutes. The start and finish signs can be use again "what time did the activity start?", "what time did it finish?" Do not worry about how long, this will be covered in a later section.

Lots and lots of practise.