



What comes next?

Begin introducing the concept of time by asking children to sequence pictures of things they do at different times of the day. Pictures can include:

- eating breakfast
- travelling to school
- lunchtime
- painting/playing/reading/home corner etc.
- eating dinner
- going to bed etc.

Children can show and describe how they sequenced their pictures.

Long and short time

Ask the class what things take a short time, such as brushing your teeth or writing your name. Follow this by asking what takes a long time, such as travelling to school or going on a holiday.

Divide a large sheet of paper in half with the headings 'Short time' and 'Long time'. Children draw and colour a picture for each.

My favourite time of day

On a large sheet of paper, children write or have scribed a sentence describing their favourite time of day. This may be lunchtime, playing with a friend after school or having a story read to them just before bedtime.

Students also draw a picture of their favourite time of day.

Give each child a clock template with numbers. Students draw the long and short hand to show their favourite time of day.

Hang the clock from the paper and hang them both from the ceiling.

Clock bingo

Play clock bingo! Give the children a sheet with clocks showing different 'o'clock' times (or half-hour times, depending on level and ability). Each child needs as many counters as there are clocks. Call out different times. The first child to cover his/her bingo card with counters wins!

Clock tic-tac-toe

Adapt this game by giving students a 3-by-3 grid of clocks showing different times (9 in total). Students cover the clock picture displaying the time called. The first one to have three counters in a horizontal, diagonal or vertical row wins!

Time interactive games

Remember, there are many free interactive time games on the Internet. Children can drag the hands on analog clocks to match digital times, play clock tic-tac-toe or concentration games and much more. Check out the following websites for some great time games:

<<http://www.maths-games.org/time-games.html>>

<<http://jmathpage.com/JIMSMeasurementclocks.html>>

<http://www.sheppardsoftware.com/mathgames/earlymath/clock_shoot.htm>

Nursery rhymes

Use rhymes to help introduce and reinforce telling the time.

For example:

'Hickory dickory dock

The mouse ran up the clock

The clock struck one

The mouse ran down

Hickory dickory dock'

Make simple cardboard clocks with moveable hands that the children can move as they say the rhyme.

Ask the children to create new verses of the rhyme with different animals, such as:

'Hickory dickory dock

The bird walked up the clock

The clock struck two

And down she flew

Hickory dickory dock'

The children move the clock hand to two as the clock 'strikes'.

Human clock

On grass, ask twelve students to sit evenly spaced in a large circle. Give each an A4 page with their number printed on it. Choose one person to sit in the centre.

The rest of the class are in pairs. Choose a pair and call out a time. The children go to the circle and, with one being the long hand and the other the short hand, they show the time by lying with feet facing the centre and head towards the number.

Time board game

Ask older students to work in small groups to create a simple board game using a dice and counters that helps younger students to learn about time and how to read 'o'clock' times on analog clocks.