

Math Kit and Caboodle: The Clock



Clock Face

Difficulty: Easy

Materials:

- Analog Clocks
- Paper and pencil
- Scissors

Instructions:

Write the numbers 1 through 12 on a sheet of paper. Cut out the numbers individually in small squares or circles. Next, cut out 12 blank squares or circles and place them over the numbers on the clock (use tape if necessary to keep them in place). The result should be a blank clock face.

Next, instruct your student to place the cut-out numbers in the correct spot on the clock. This is similar to the "Domino Parking Lot" -- the point is only for the student to park the numbers into their correct spot. This is for beginners just being introduced to the analog clock.

Roll the Dice

Difficulty: Intermediate

Materials:

- Analog Clock
- 1-4 dice

Instructions:

Move the analog clock hands to 12:00. Depending on your student's level of proficiency in addition/subtraction and telling time, take out between one and four dice from your Math Kit.

Instruct your student to roll the dice. S/he must then add the total number on the dice and move the clock hands forward that number of minutes (i.e. if I roll a six, I move the hands one minute at a time to read 12:06). The catch is that the student must correctly tell you the new time in order for the turn to count. If the student does **not** read the new time correctly, the hands go back to their previous position. For example, if I am on 12:30 and roll a nine, I move the clock forward nine minutes to 12:39; but if I say the new time is "12:38", I must go back to 12:30 and start over again.

The objective of the game is for the student to successfully reach 1:00. Good luck!

Mix and Match Memory

Difficulty: Hard

Materials:

- Analog Clock
- Paper and pencil

Instructions:

Cut out ten small strips of paper, and on each strip write a time between 1:00 and 12:00. Depending on your student's proficiency in telling time, you may choose to write all whole hours (i.e. 2:00, 3:00, etc.), or to include half-hours, quarter-hours, and/or five-minute increments.

Once your ten strips are complete, turn them over face down on the table in front of your student. Next, turn your analog clock to one of the times written on your strips of paper. Instruct your student to turn over one of the strips so it is facing up. Ask the student if the time written on the paper matches the time on the analog clock. There are three possible outcomes:

- *The times match, and the student correctly identifies them as matching times.* In this case, the student scores a point and gets to keep the strip of paper.
- *The times match, but the student does **not** correctly identify them as matching times.* In this case, explain to the student why the times match, then turn the strip face down again. At a later point in the game, turn the analog clock back to the same time and see if your student can a)remember where the correct digital time strip is located, and b)correctly identify the times as matching.
- *The times do not match.* In this case, instruct the student to show you how the digital time would look on the analog clock (assisting as necessary), and then turn the strip of paper back over. Turn the analog clock back to this time at a later point in the game and see if your student can a)remember where the correct digital time strip is located, and b)correctly identify the times as matching.

Continue the game until all of the strips have been turned over and correctly matched with an analog time.