

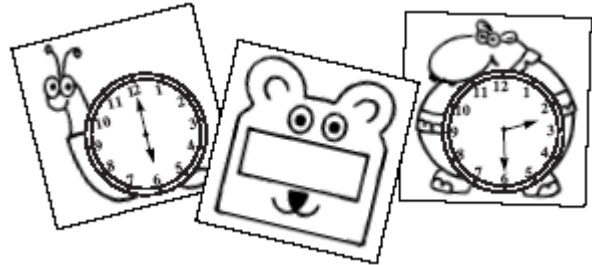
Time Twins



Clock Cards

Make copies of page 83 on the heaviest paper your copier will accommodate. Cut the cards apart (on both solid and dashed lines) and laminate them if possible. The cards can be used for any of the following activities.

Mathematics

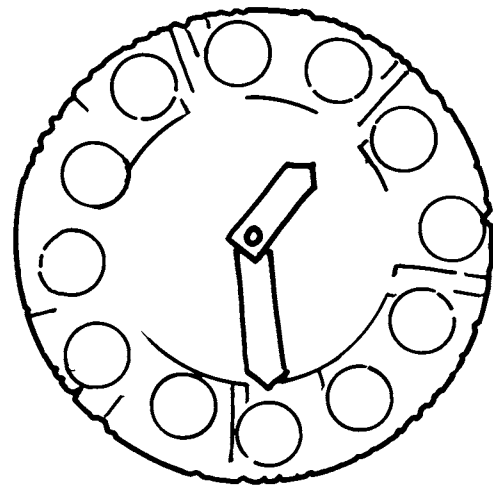


- Tape a copy of the answer key (top of page 84) to the bottom of a shoe box. Place analog clock cards in the shoe box. Let students (individually or in pairs) try arranging the cards in order as they would occur starting from 12 o'clock.
- Tape a copy of the answer key (bottom of page 84) to the bottom of a shoe box. Put all of the cards in a shoe box. Let students practice matching the analog and digital clocks by arranging them in pairs.
- Let small groups of students play matching games such as Concentration or Old Maid (set a 12 o'clock card aside—the remaining 12 o'clock card is the old maid).

Custom Clocks

Art

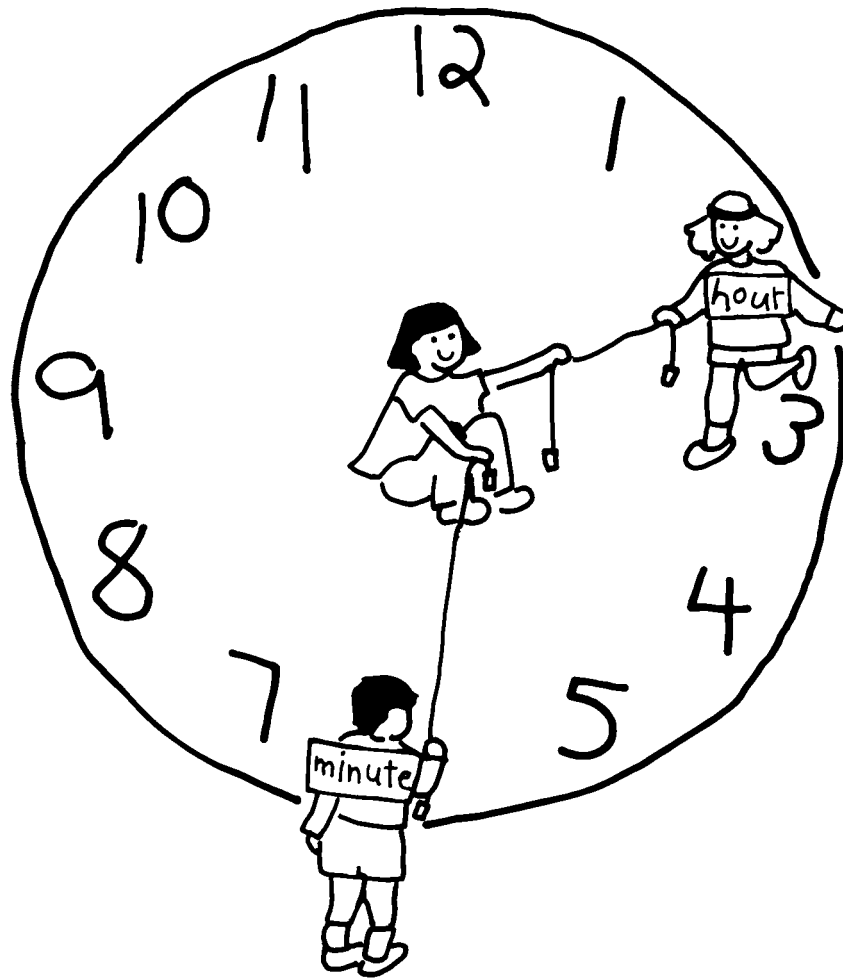
Using paper plates for clock faces and strips of tagboard or plastic (from coffee can lids) for clock hands, students can make their own clocks. Before attaching the clock hands with brass fasteners, allow time for students to design interesting clock faces. If they wish, they can color and cut out the numbers from copies of page 85, discarding the Trudy card (or they can cut numbers from old magazines), and glue them onto the plate. Alternatively, they can write the numbers directly on the plate and add pictures to make a modern, old-fashioned, animal, circus, etc., clock. Use these clocks when students are practicing telling time.



Hop Around the Clock

Physical Education

Draw a large chalk circle on the playground. Write the numeral 12 on the clock and ask a volunteer to stand where you should write the numeral 6. Continue the process asking for the remaining clock numerals. Tape a sign with the word "minute" on one student and a sign with the word "hour" on another student. Have a third student sit in the middle of the circle holding a jump rope in each hand while the "minute student" and "hour student" hold the other ends of the jump ropes (to represent clock hands).



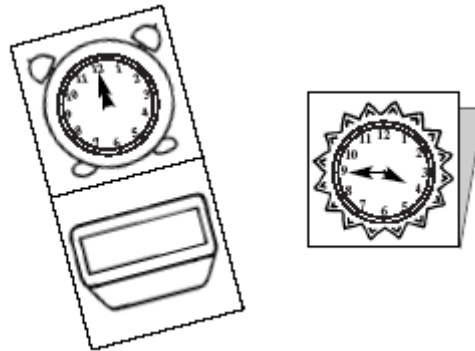
Let classmates take turns calling out times as the volunteers hop to the correct positions on the clock. Frequently switch student volunteers.

Later in the week, let students play this game in groups of four to six students each. Then the "caller" can say, for example, "Run to three o'clock" or "Skip to six-thirty."

Time in a Flash

Mathematics

Make copies of page 83 for each student or make enough copies for pairs of students to share. Instruct students to cut the cards apart on the solid lines only. If they wish, they can color the clocks. Have students fold the cards along the dashed lines and tape, paste, or glue them with wrong sides together.



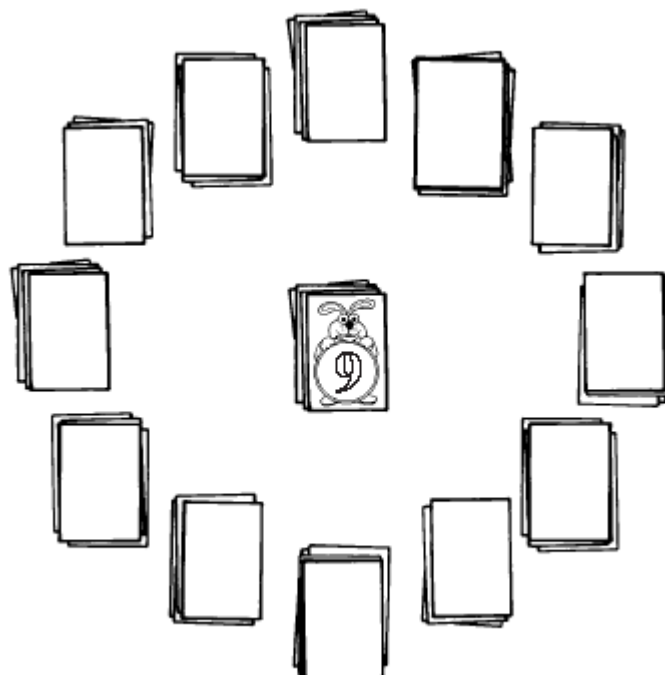
Students can use these as flash cards to test themselves on telling time by looking at the analog clocks and then checking their answers by looking at the digital clocks. Or, pairs of students may enjoy using the cards for practice. If possible, let students take their flash cards home.

Time for Solitaire

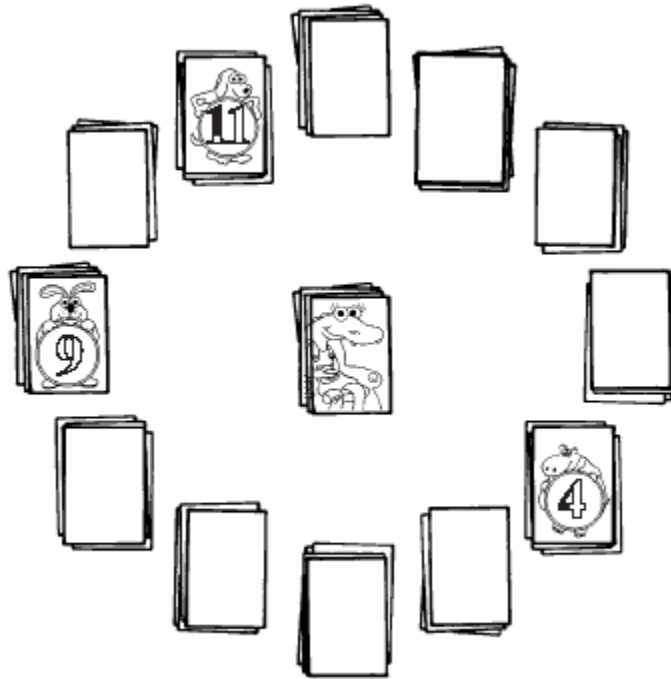
Problem Solving

Students can play this game by themselves using cards cut from four laminated copies of page 85. Or, students can use a regular deck of cards (counting jacks as elevens, queens as twelves, and kings as Trudy cards.) The directions follow:

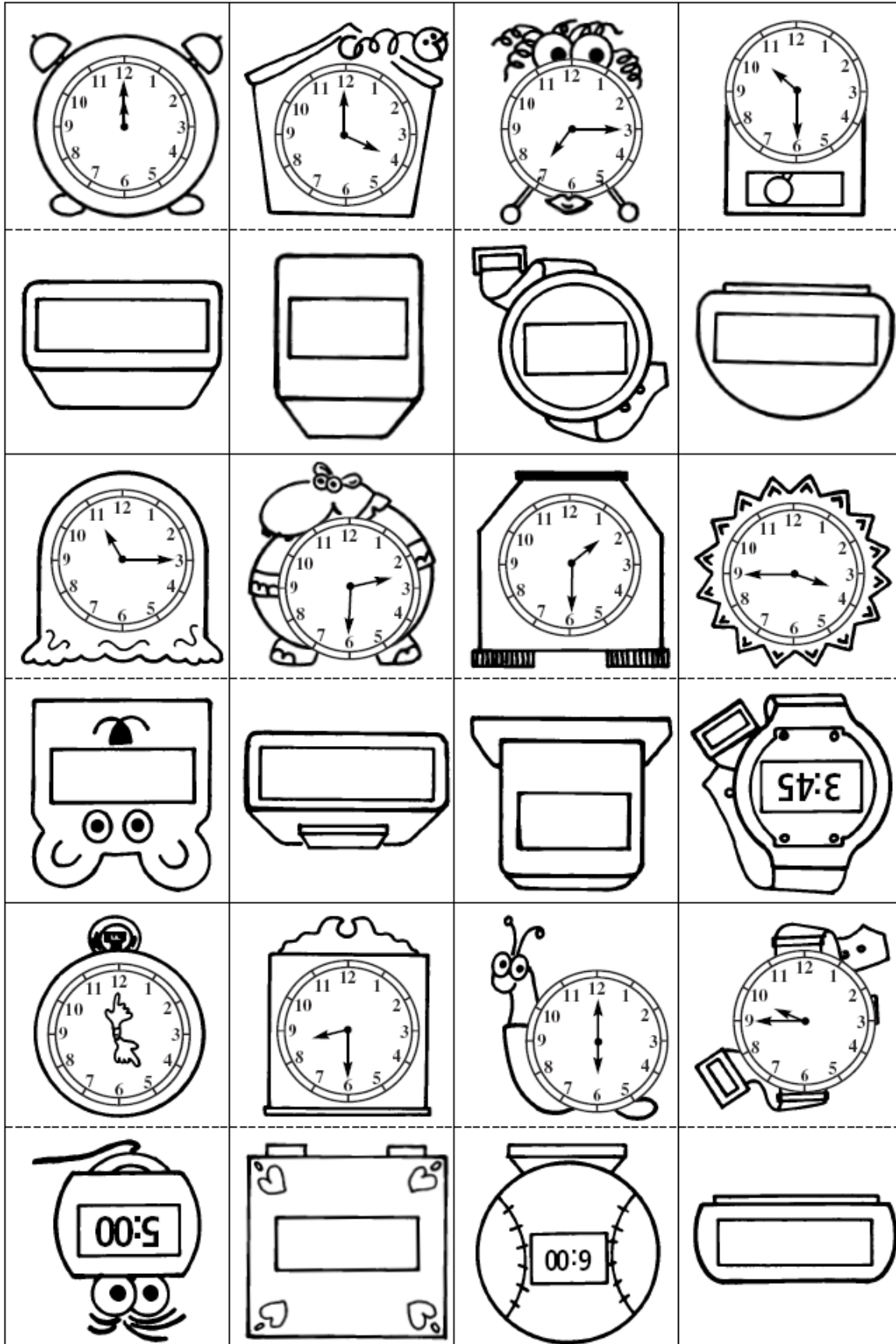
1. Shuffle the cards and deal twelve cards face down in the same positions as clock numerals. Deal around until there are four cards in each pile. Place the leftover cards face down in the center and then turn the top card face up.



2. If the center card is a 9, for example, place it on the top of the pile at the 9 o'clock position. Then remove the card from the bottom of the 9 o'clock pile and put it on the pile where it belongs. Continue the process. Whenever you get a Trudy card (or a king) put it on the center pile.

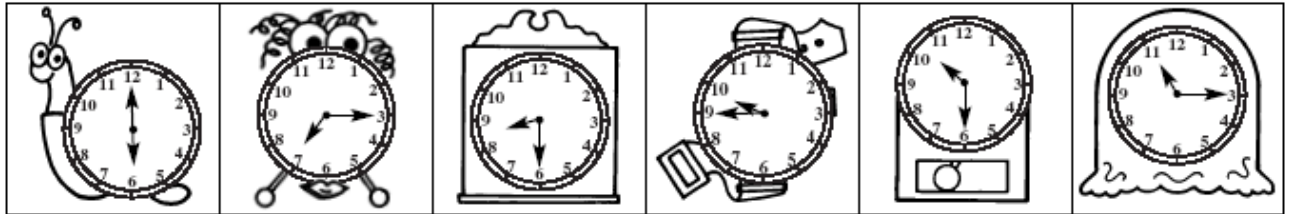
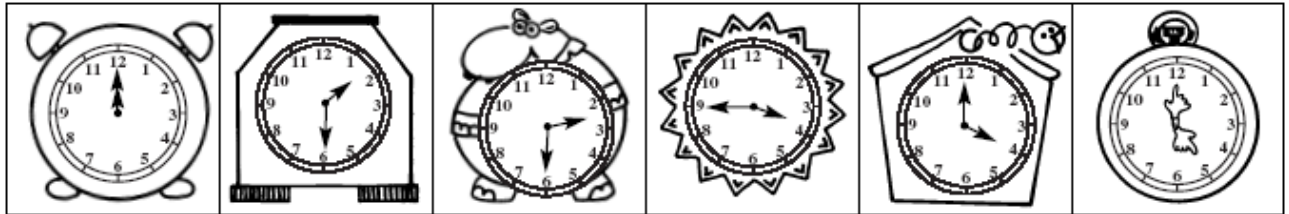


Winning the game is a matter of luck. If all the cards are face up before you turn all the Trudy cards (kings) face up, you will win! If you happen to turn up the four Trudy cards (kings) early in the game, you lose.

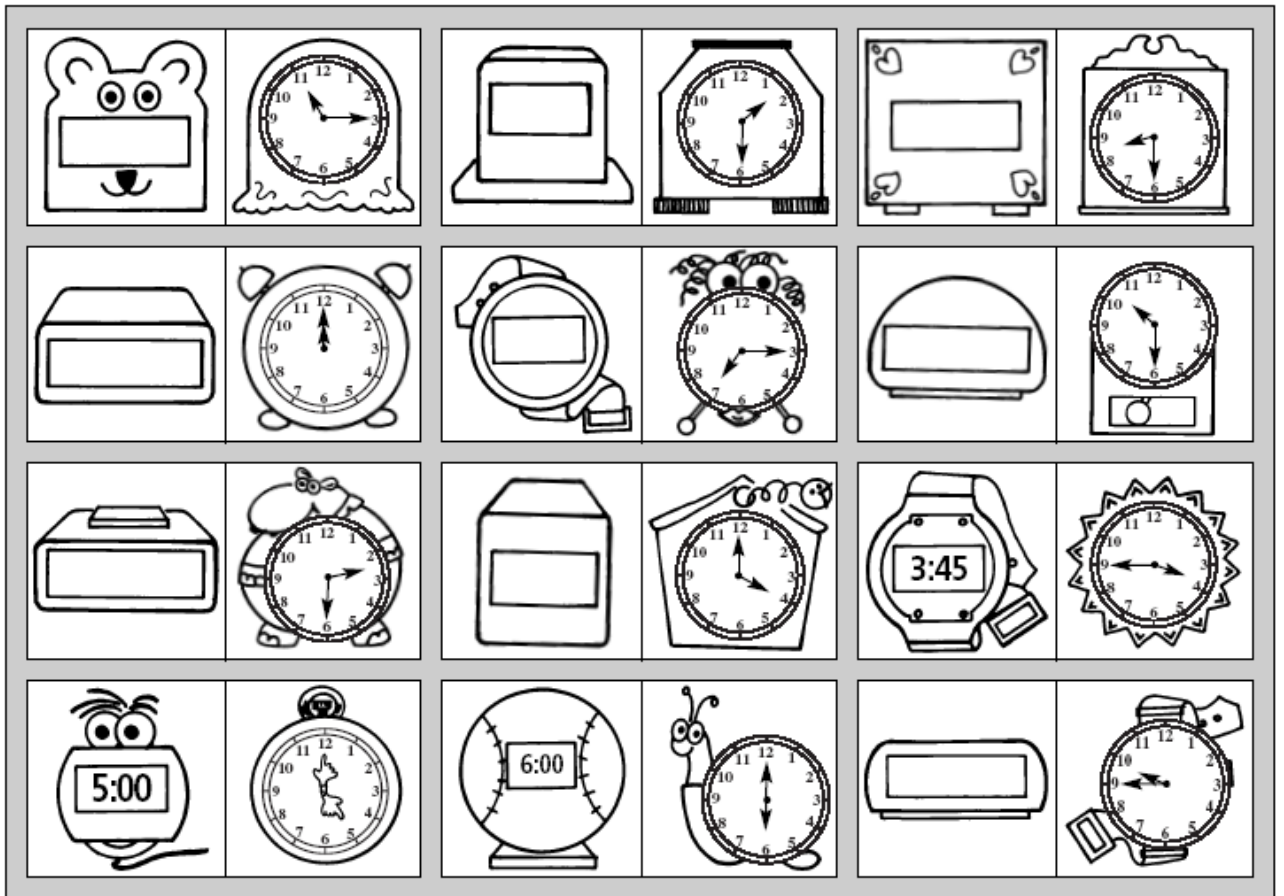


Use with "Clock Cards" (page 79) and "Time in a Flash" (page 81).

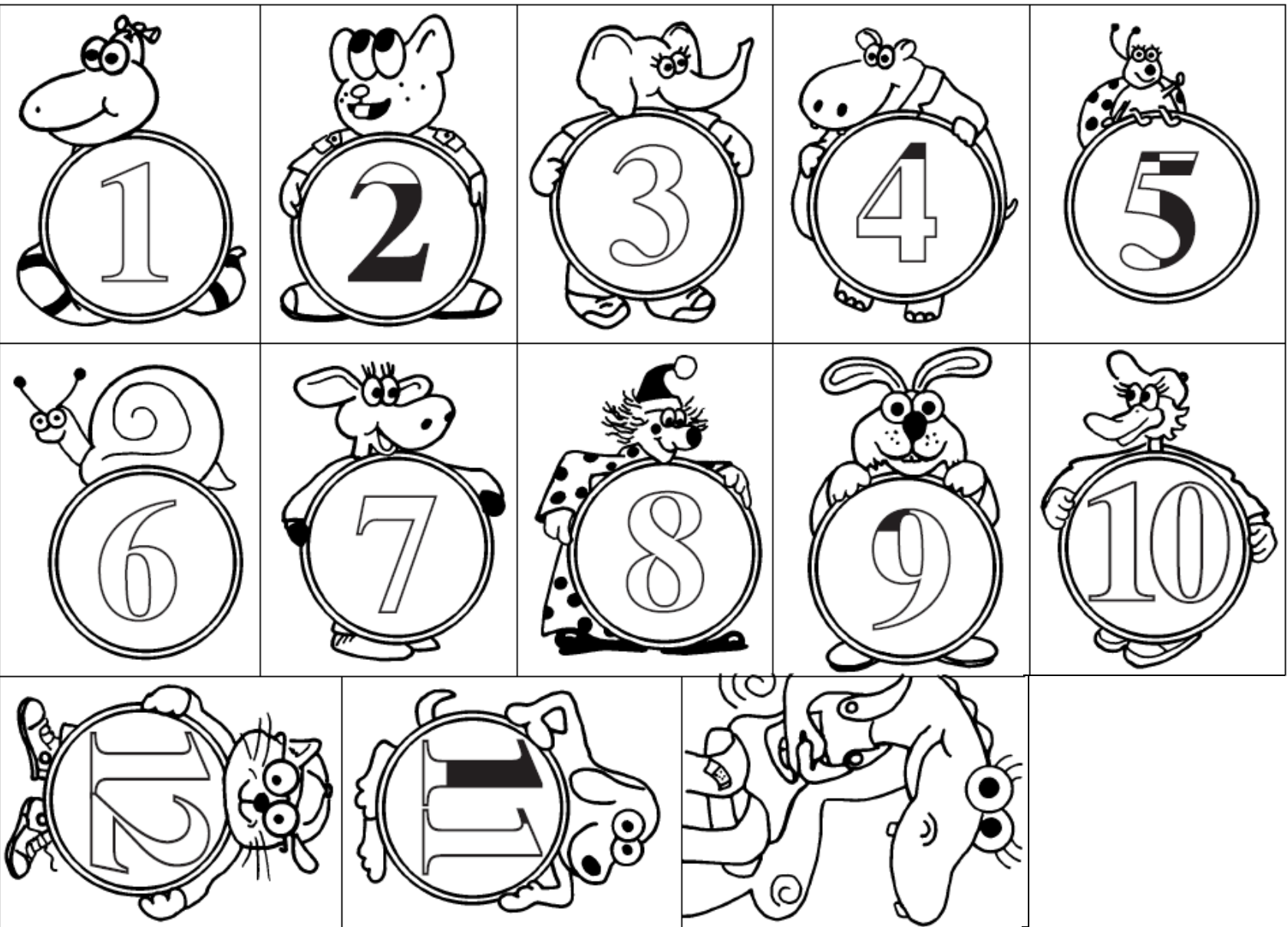
Clocks In Order



Clock Pairs



Use with "Clock Cards" (page 79).



Use with "Custom Clocks" (page 79) and "Time for Solitaire" (page 81).