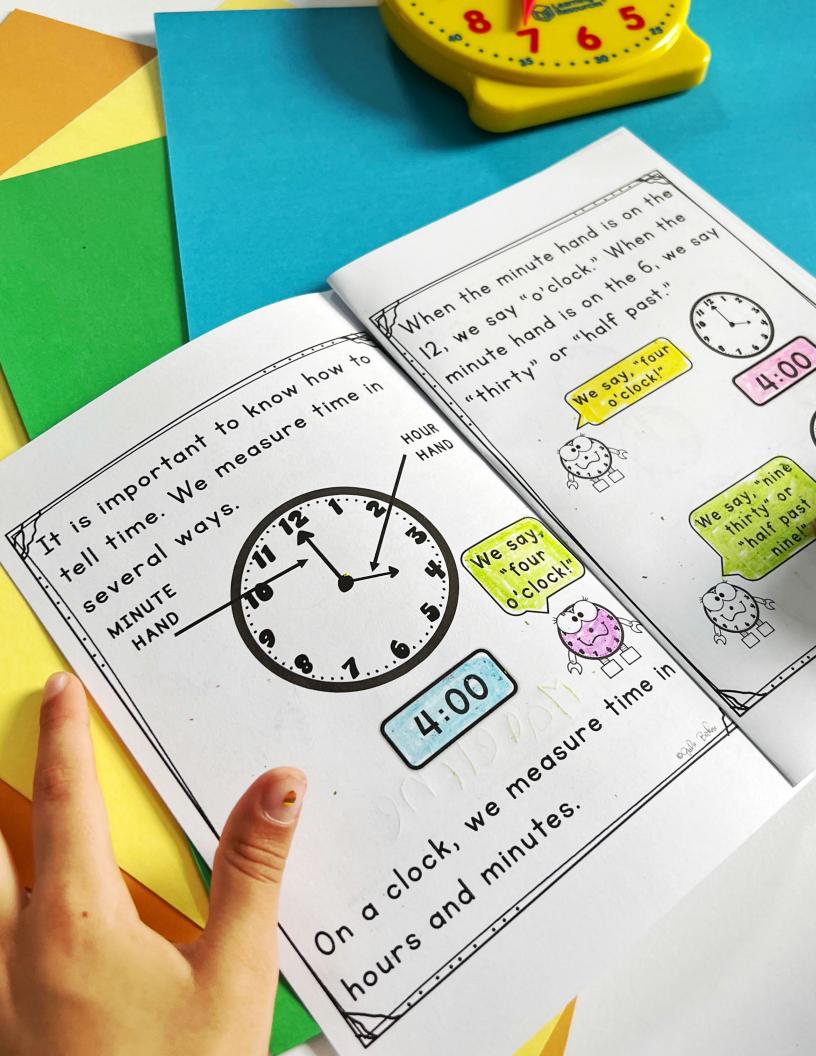
TELLING TIME To the Hour of Half Hour

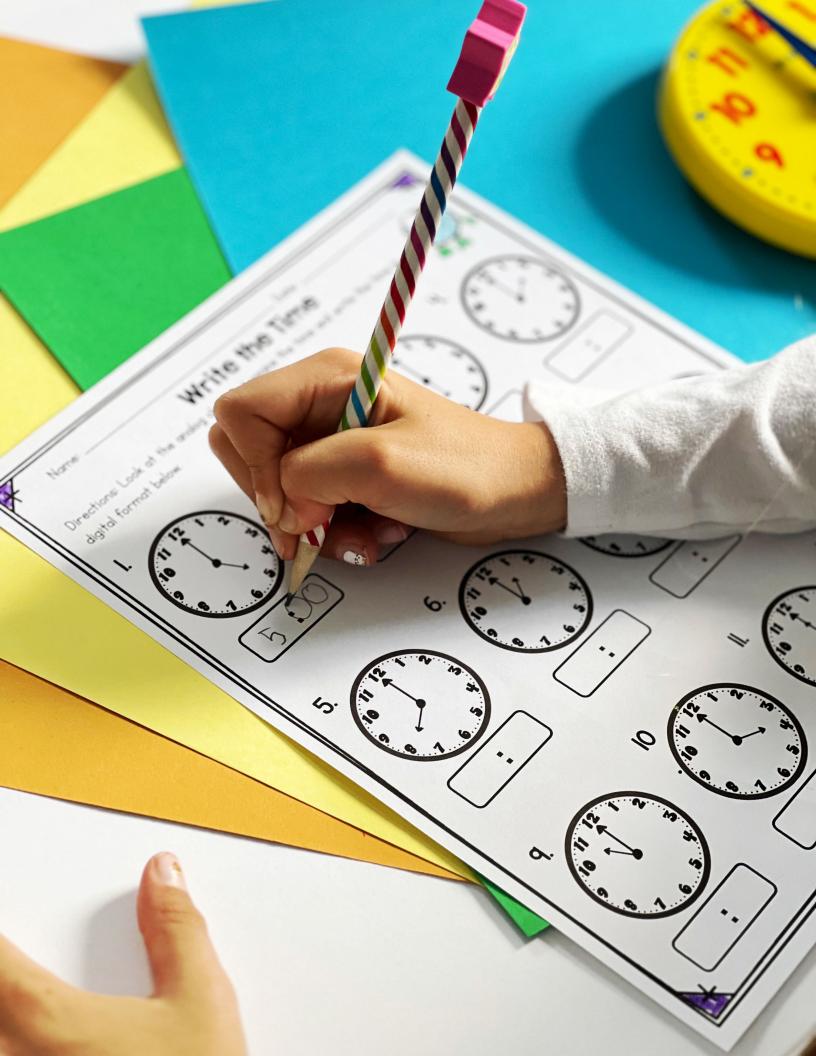


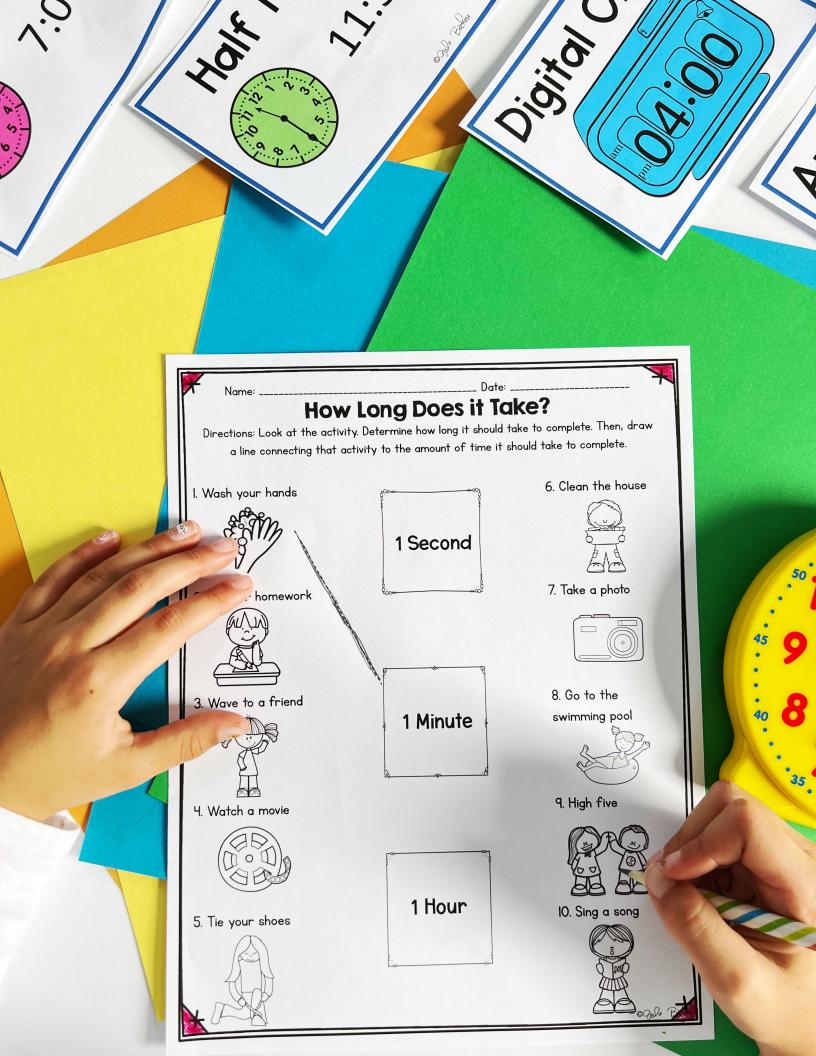


Make Learning Fun! Original song and video to introduce and reinforce the skill.









TO THE HOUR OF HALF HOUR

- I. Pedagogy
- 2. Lesson Plans
- 3. Vocabulary Cards
- 4. Song
- 5. Model Time Activity Chart
- 6. How Long Does it Take? Worksheet
- 7. Anchor Chart: Telling Time
- 8. Parts of a Clock Model
- 9. Paper Clock Activity
- 10. Write the Time Worksheet
- II. Match the Hour Cut and Paste Worksheet
- 12. Anchor Chart: Half Hour
- 13. Color the Half Hour Worksheet
- 14. Match the Half Hour Cut and Paste Worksheet
- 15. Time Travelers Activity
- 16. Mini-book
- 17. What Time Is It? Game
- 18. Problem Solver
- 19. Write the Time hour and half hour Worksheet
- 20. Match the Time hour and half hour Worksheet
- 21. Tick Tock Center Game
- 22. Quiz

Tell Time to the Hour or Half Hour

The ability to tell time is an essential life skill for our students. This is the beginning stage of telling time. Students need to build a foundational understanding of time, how to measure it, and how to read a clock. This includes the reading of both analog and digital clocks.

This unit will begin by fostering an understanding of the concept of time and how it is measured. Students will build upon this understanding by learning about the key elements of reading time accurately and how to interpret both an analog clock, as well as a digital clock. Then, students will work on identifying the time to the hour. This will be mastered both verbally and visually. Students will then transition into telling time to the half hour verbally and visually. Students will have multiple opportunities to engage as a group to identify correct times and accurately read clocks.

Students will develop a deep grasp of time and how it is measured. Students will also understand the elements of a clock, allowing them to read time to the hour and half hour with accuracy. Students will not only be able to correctly note the time, but they will also be able to read the time both on analog clocks and digital clocks.

Ogulio Bochoso

\star Tell Time to the Hour or Half Hour

Day I: Introduce the concept of time

Mini Lesson: Introduce the purpose of the lesson today: to understand the concept of time.

- Explain to students that before we can tell time, we have to understand what time is.
- Show students a stopwatch online, on the computer, on a phone, or show them an actual stopwatch. Demonstrate the length of I second and the length of I minute. Ask students to identify which was faster. Share that there are 60 seconds in a minute.
- Discuss the length of an hour and the length of a day.
 - Pull up the model time activity. Model identifying how long it would take you to:
 - Go to the grocery store I hour
 - Sneeze I second
 - Work I day
 - Pack up your things I minute
- As you discuss these activities, write them in the correct area of the model time activity chart.

Guided Practice: Have students help you sort the following activities: Do a jumping jack, brush your teeth, eat dinner, go to an amusement park

Independent Practice: Students complete the How Long Does It Take? worksheet.

Day 2: Parts of a clock

Mini Lesson: Introduce the purpose of the lesson today: to understand the parts of a clock.

- Show students the unit vocabulary cards.
- Watch the Telling Time Song.
- Introduce the "Telling Time" Anchor Chart.
- Highlight that we have two types of clocks: analog and digital.
- Using either the anchor chart or a model analog clock, point out the different parts of the clock, such as the numbers, hands, and face.
- Explain the difference between the two hands, highlighting the hour hand and the minute hand. Be sure to explain their purpose and what they each represent. Be sure to point out how the hour hand and minute hand translate to the digital clock.

Pay 2 continued ...

Guided Practice: Show students the guided practice model clock. As a class, label the parts of the clock.

Independent Practice: Guide students through making their own paper clocks. They will use these throughout the rest of the unit.

Day 3: Telling time to the hour

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the hour.

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Telling Time" Anchor Chart.
- Explain to students how to look at an analog clock and understand how to write the time, looking at the hour hand first, writing down its number, and then looking at the minute hand.
- Explain how the minute hand goes by 5s, so if they can count by 5s, they can read the minute hand easily! As a class, go around the clock with the minute hand, counting by 5s.
- Explain how when the minute hand is pointing straight up at the l2, it means "o'clock" or "00."
- Model showing 3 different times on your model analog clock: 7:00, 5:00, and 2:00. As you show them on the analog clock, narrate as you write down the time as digital. Put emphasis on identifying "o'clock" and how you know.

Guided Practice: Show the class 3 more times on your model analog clock: 9:00, 6:00, and 12:00. As a class, have students help you work through writing the time down digitally. Be sure to engage in discussion when identifying 12:00 as this is a tricky one for students.

Independent Practice: Students complete the Write the Time worksheet.

Day 4: Telling time to the hour

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the hour.

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Telling Time" Anchor Chart.

Write up 3 digital times (to the hour) on the board, model, and narrate making that digital time on your analog clock.

Pay 4 continued ...

Guided Practice: Write up 3 digital times (to the hour) on the board. Have students use their paper clocks to make the digital time on their analog clocks. After each time, ask a student to come up and show the correct time on your model analog clock

Independent Practice: Students complete the Match the Hour Cut and Paste Worksheet.

Day 5: Telling time to the half hour

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the half hour and use partitioning.

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Telling Time" Anchor Chart.
- Introduce the "Half Hour" Anchor Chart.
- Explain to students that a clock's face is a circle, and we can partition it in half or in a semi-circle; this shows us where the half hour mark is. Point this out on your clock.
- Model drawing a circle and partitioning it in half.
- Discuss the minutes on a clock. Be sure to point out where the half hour mark is and how we say "thirty" or write "30" for the minutes.
- Be sure to highlight where the hour hand is and why it is between two numbers.
- Model showing 3 different times on your model analog clock: 9:30, 1:30, 12:30. As you show them on the analog clock, narrate as you write down the time as digital. Put emphasis on identifying how to verbally say the time with the half hour and how you know.

Guided Practice: Show the class 3 more times on your model analog clock: 3:30, 8:30, 11:30. As a class, have students help you work through writing the time down digitally.

Independent Practice: Students complete the Color the Half Hour worksheet.

Day 6: Telling time to the Half Hour

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the half hour.

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Half Hour" Anchor Chart.

Write up 3 digital times to the half hour on the board, model, and narrate making that digital time on your analog clock.

tay 6 continued . . .

Guided Practice: Write 3 digital times (to the half hour) on the board. Be sure to include 6:30. Have students use their paper clocks to make the digital time on their analog clocks. After each time, ask a student to come up and show the correct time on your model analog clock. Engage in discussion over 6:30 and explain how to figure out the time based on the hands.

Independent Practice: Students complete the Match the Half Hour Cut and Paste worksheet.

Day 7: Review telling time

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the hour and half hour.

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Telling Time" and "Half Hour" Anchor Chart.
- Model showing 4 different times on your model analog clock: 5:30, 12:30, 8:00, 10:00. As you show them on the analog clock, narrate as you write down the time as digital. Put emphasis on identifying how to verbally say the time and how you know.

Guided Practice: Show and play the "Time Travelers" activity with the class.

Independent Practice: Students complete the mini-book.

Day 8: Review telling time

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the hour and half hour.

Ogulio Boches

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Telling Time" and "Half Hour" Anchor Chart.
- Teach students the "What Time Is It?" game.

Guided Practice: Students play the "What Time Is It? game.

Independent Practice: Students complete the problem solver.

Day 9: Telling time to the hour and half hour

Mini Lesson: Introduce the purpose of the lesson today: to tell time to the hour and half hour.

Ogulio Bochoso

- Review the unit vocabulary cards and the Telling Time song.
- Review the "Telling Time" and "Half Hour" Anchor Chart.
- Optional to teach students the Tick Tock center game.

Guided Practice: Optional to have students play the Tick Tock center game.

Independent Practice: Telling Time to the Hour and Half Hour Quiz.

Tick Tock

Tick tock goes the clock What time is it right now? Telling time is a measurement So let's read the clock and how

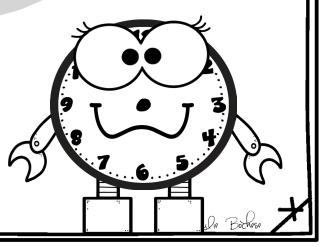
Tick tock goes the clock Can you tell the time? Let's look here real quick Before another second goes by

Analog clocks show all your numbers At least the one through twelve The minute hand is long the hour short And that's how time tells

When the minute hand is on the twelve it's the hour of the shorter hand the short hand is on 4 and the long on 12 We call it 4 o'clock then

Tick tock goes the clock What time is it right now? If you are using a digital clock it's sure easier and how





Tick tock goes the clock It also shows time on its face Whether digital or analog That time keeps the same pace

When the minute hand is on the 6 We say 30 minutes or half past then another 30 minutes makes an hour Time, it sure moves fast

So if the long hand is on the 6 And the short hand past the 9 Well, we will call that 9:30 And we just told the time

The tick tock of the clock It never stops or goes away You'll see hours and half hours All throughout this the day

Tick tock goes the clock And now you know the time Don't waste an hour, minute, or even second As it all flies by



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Time 2

Tick tock goes the clock We are going to learn to tell some time Digital is easier than analog But both work just fine

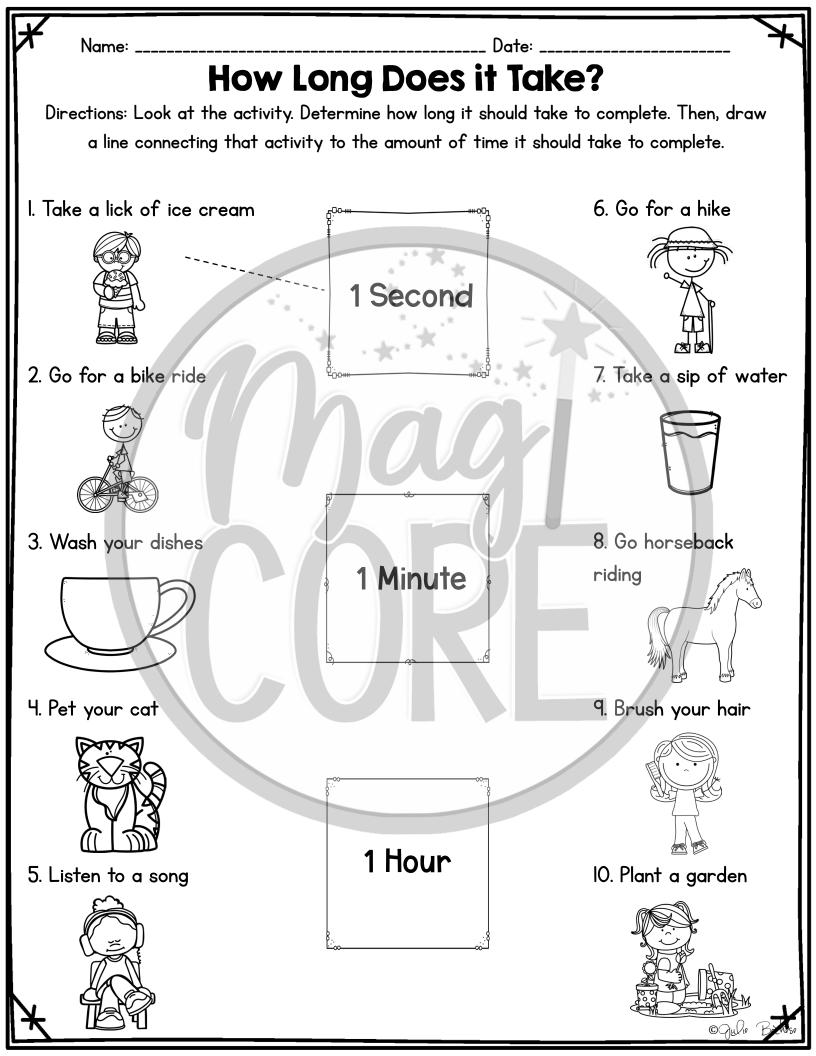
On an analog clock, you have The numbers I- 12 The minute hand is long the hour short And that's how the time tells

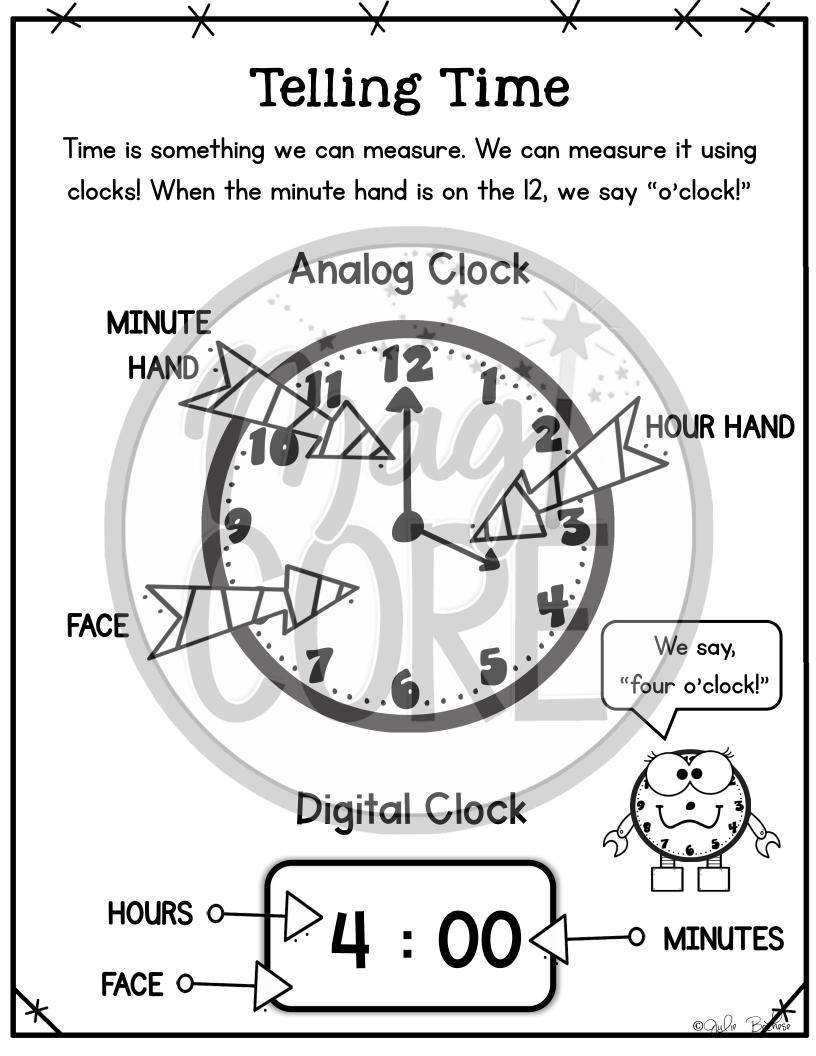
See when the minute reaches the 12 Or gets to the very top That's when we look at the hour hand and see it's o'clock

So tick tock goes the clock Now you know when it's on the hour But if you watch the minute hand more You have more time telling power

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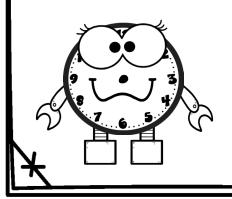


Paper Clock Activity

Directions:

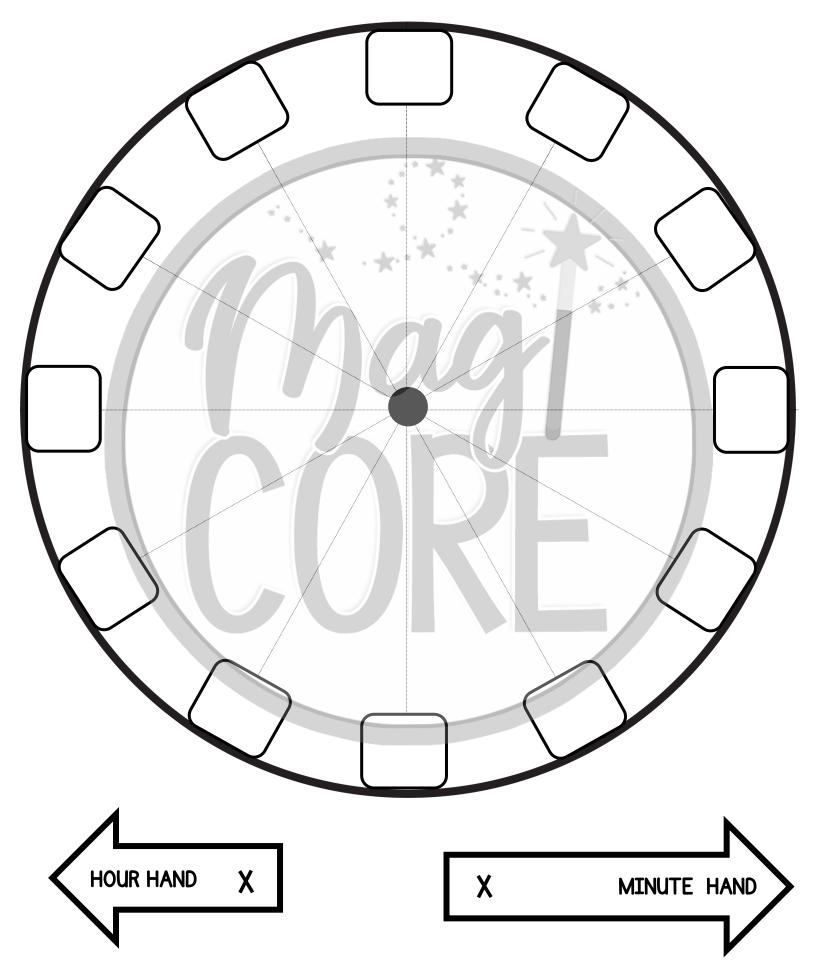
- Print enough paper clock worksheets for each student.
- Have the students cut out the face and hands of the clock.
- Have the students color their hour hand blue and the minute hand red.
- Next, have students write in the correct numbers for the hours on the clock. Put a model clock up on the board to help them.
- Then, have students color every other "slice" on the clock. For example, color in the space between 12-1, leave the space between 1-2 blank, color in the space between 2-3, leave the space between 4-5 blank, etc. This will help students when determining hour and half hour.
- Once students' clocks are cut out and colored, pass out a metal paper fastener. Students will punch this fastener through the Xs on their arrows and through the center hole of the clock.
- Now students have clocks they can use for the rest of the unit!

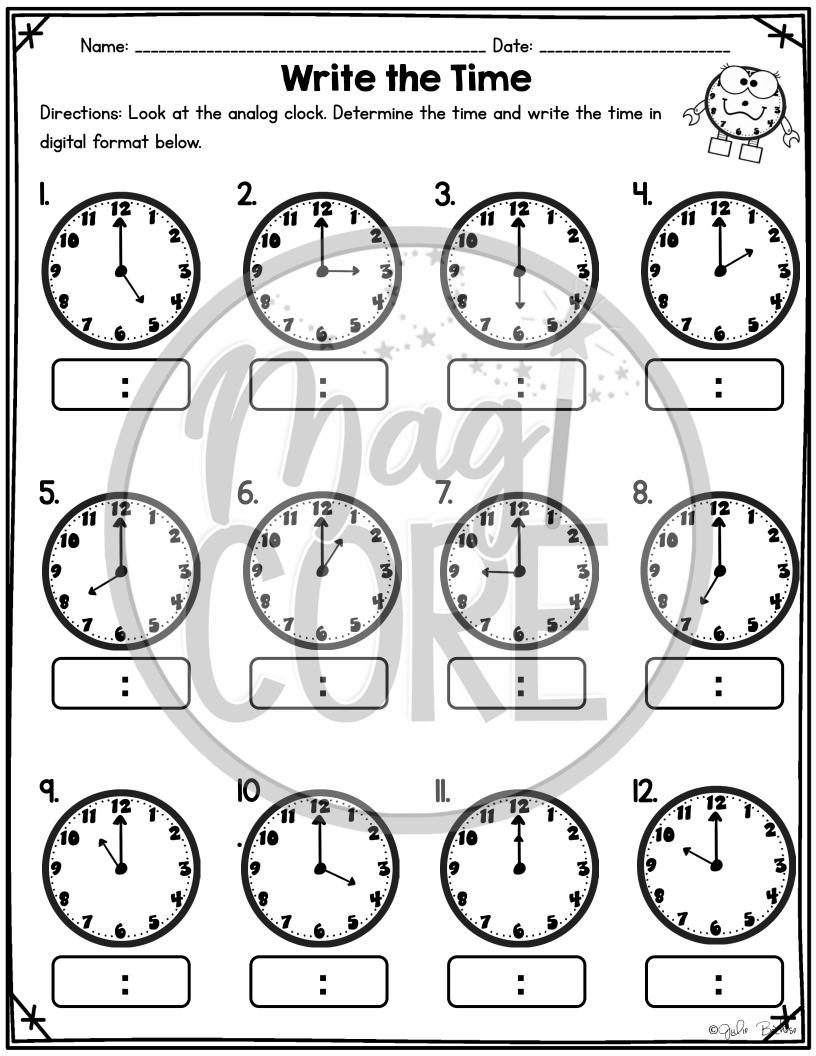
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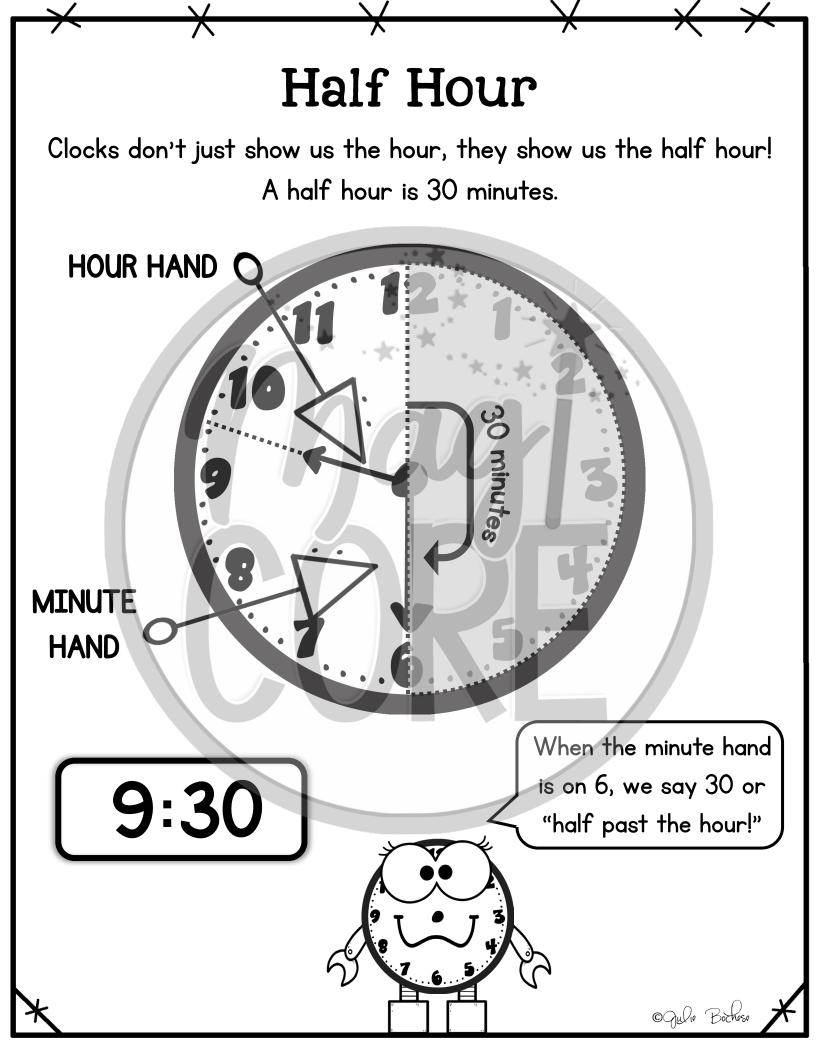


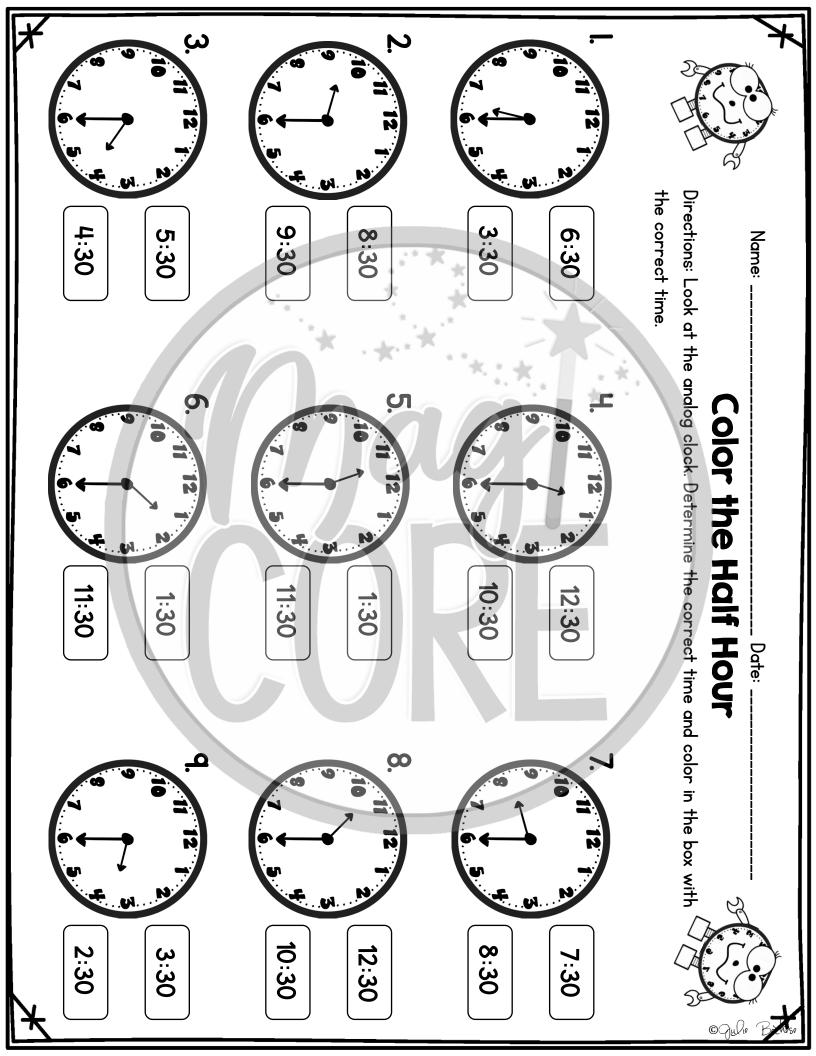
Paper Clock

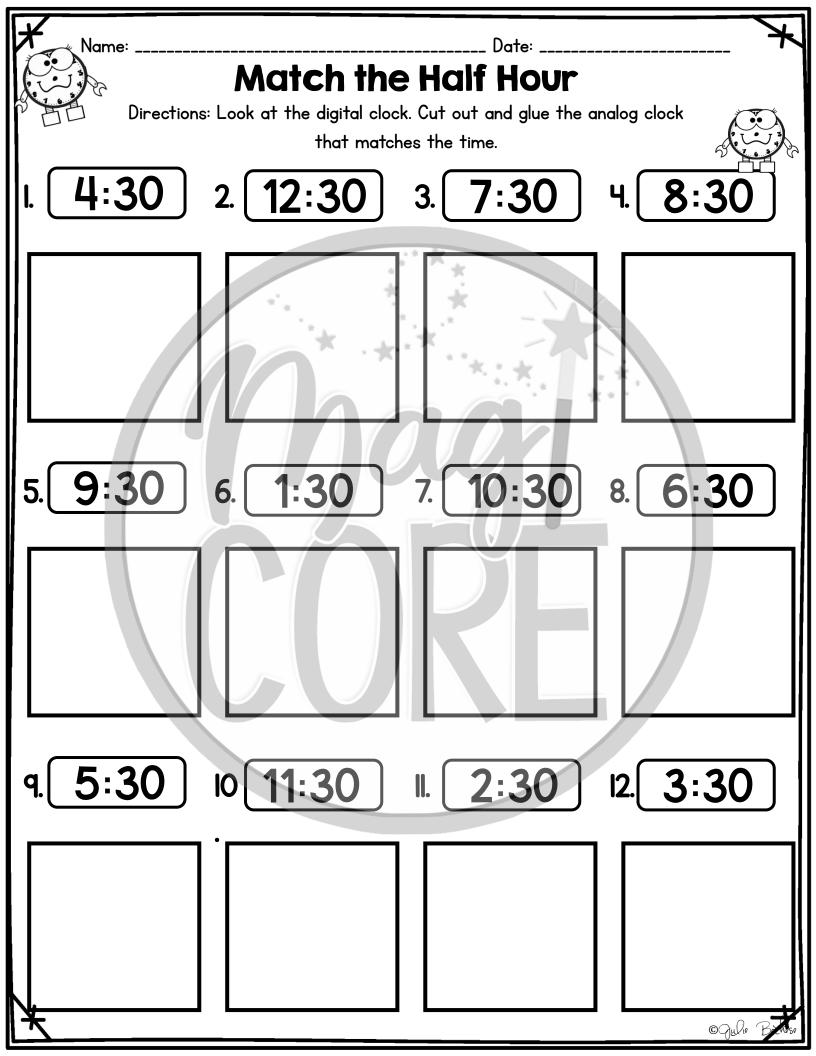
Directions: Cut out the clock's face and arrows.

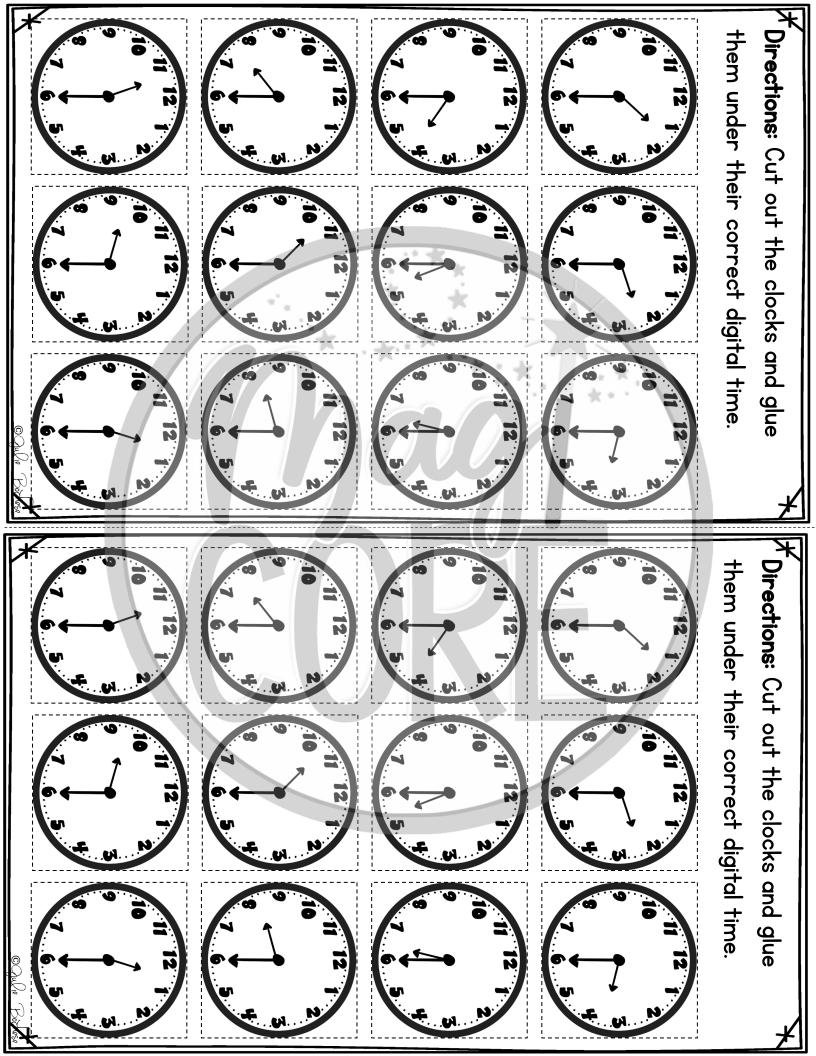












Time Travelers Activity

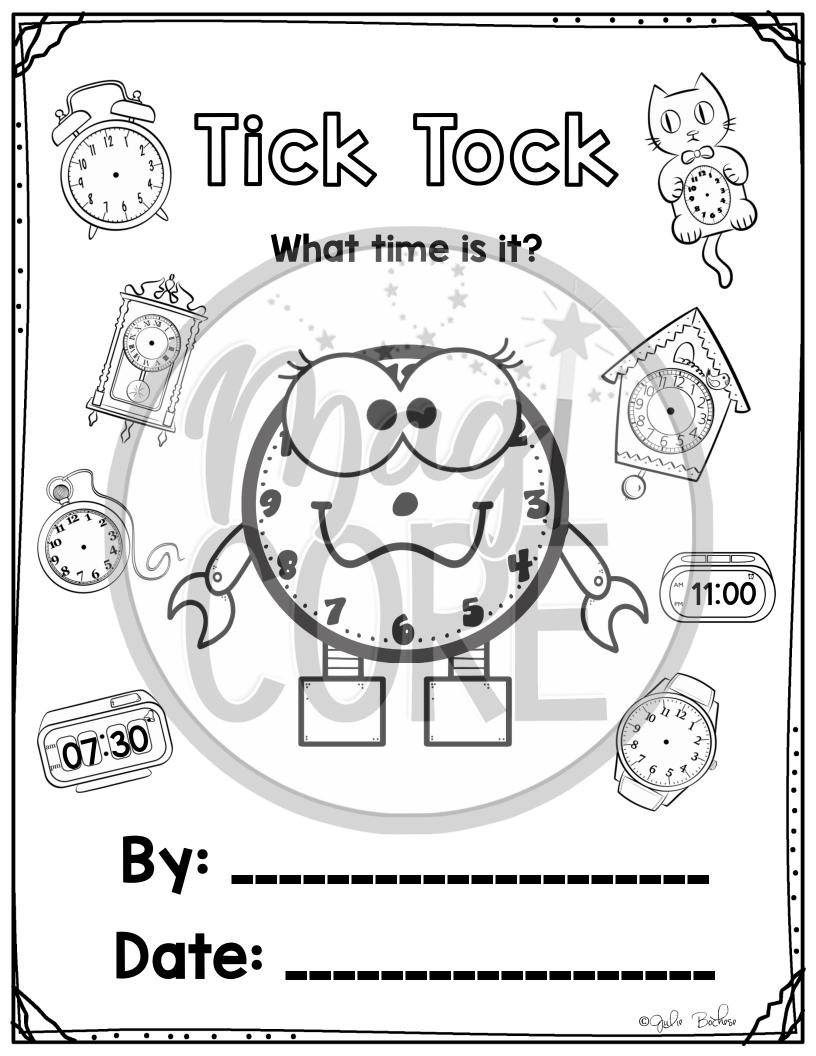
Directions:

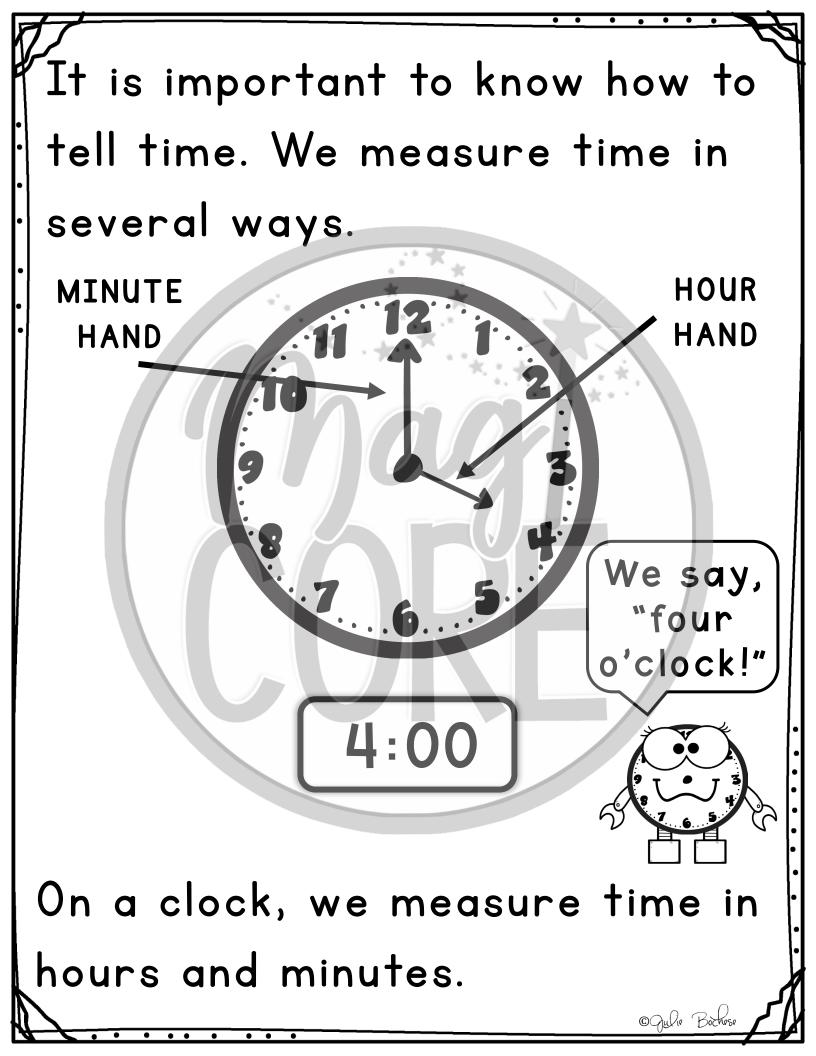
- Print enough analog/digital clock combinations so each student can have one card. Each student will have either an analog clock or a digital clock.
- Cut out.
- Pass out one card to each student.
- When you say go, students must take their clock card and search for their match. If the student has a digital time, they are looking for their analog match, and if they have an analog time, they are looking for their digital match.

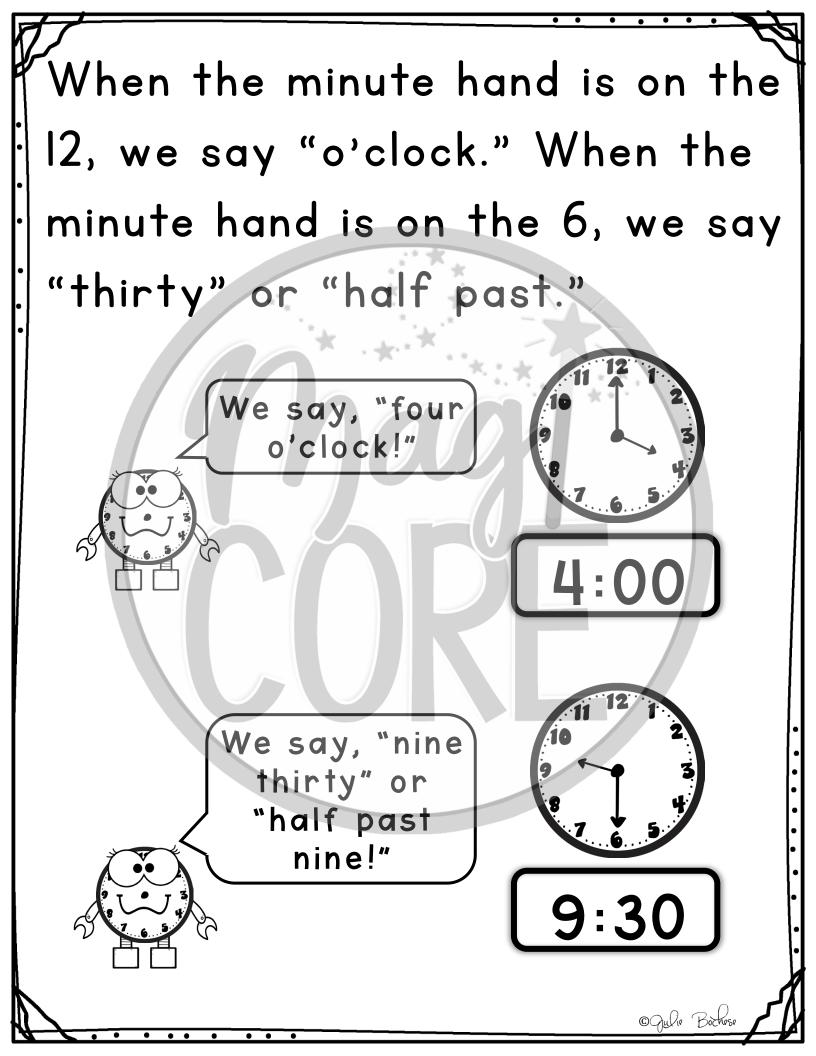
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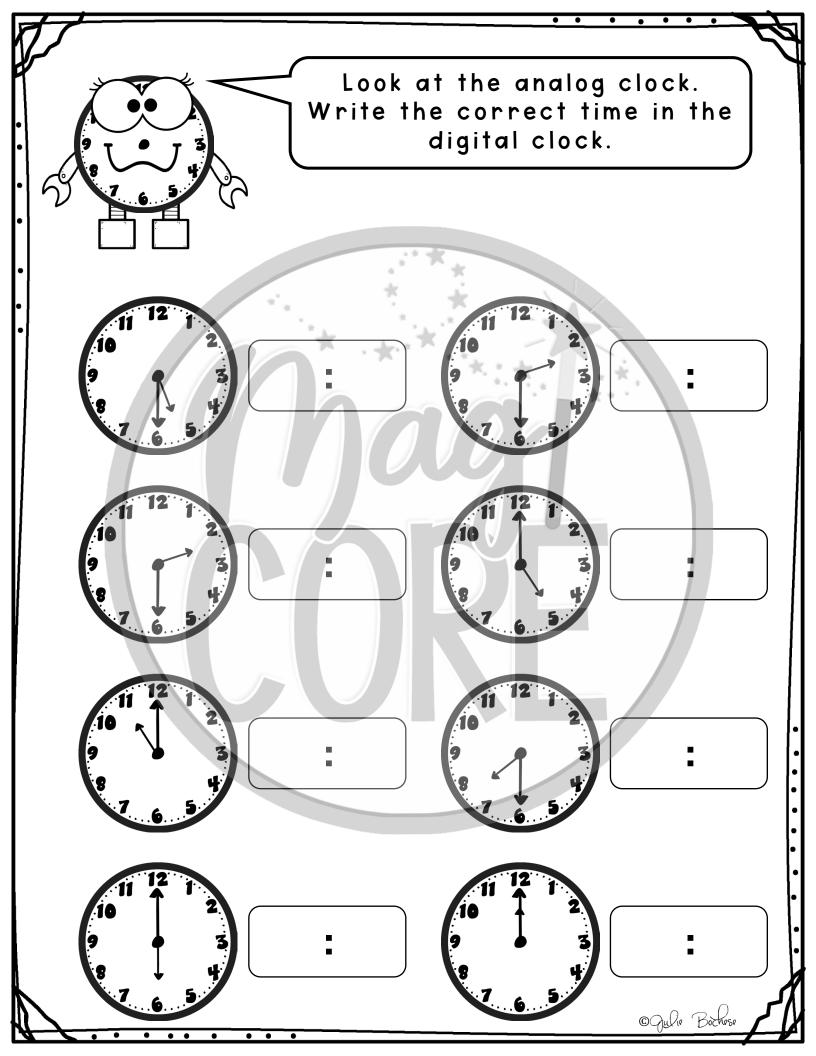










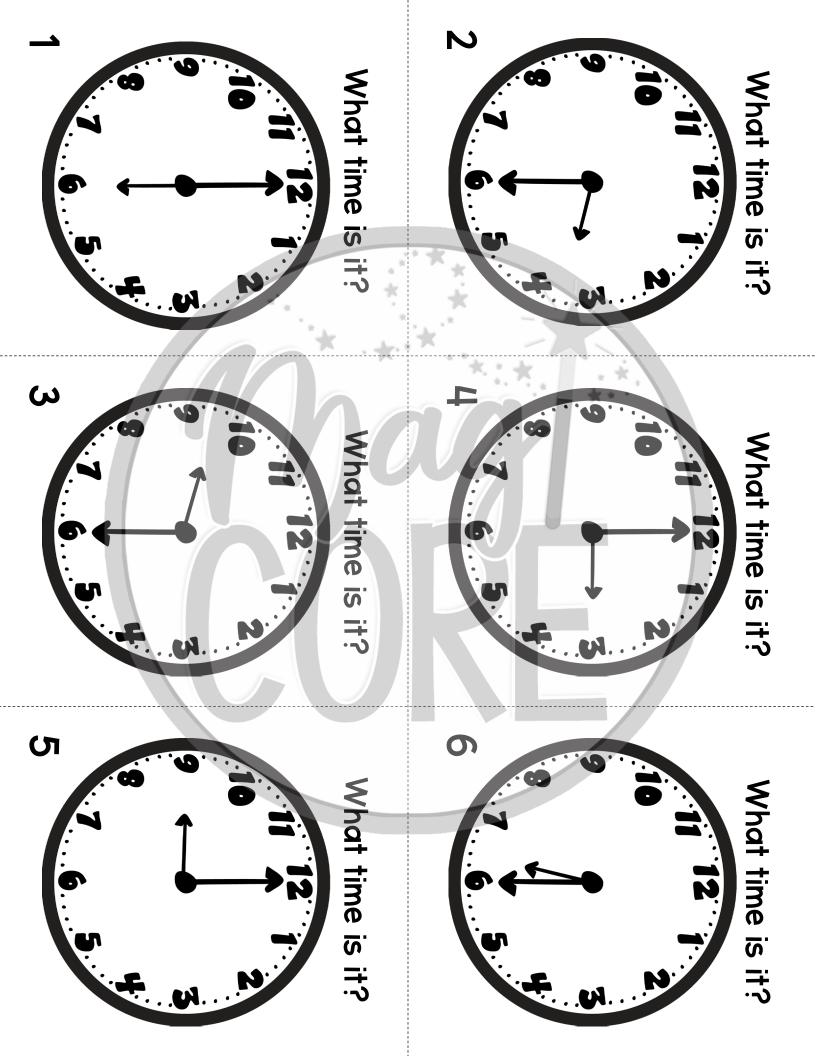


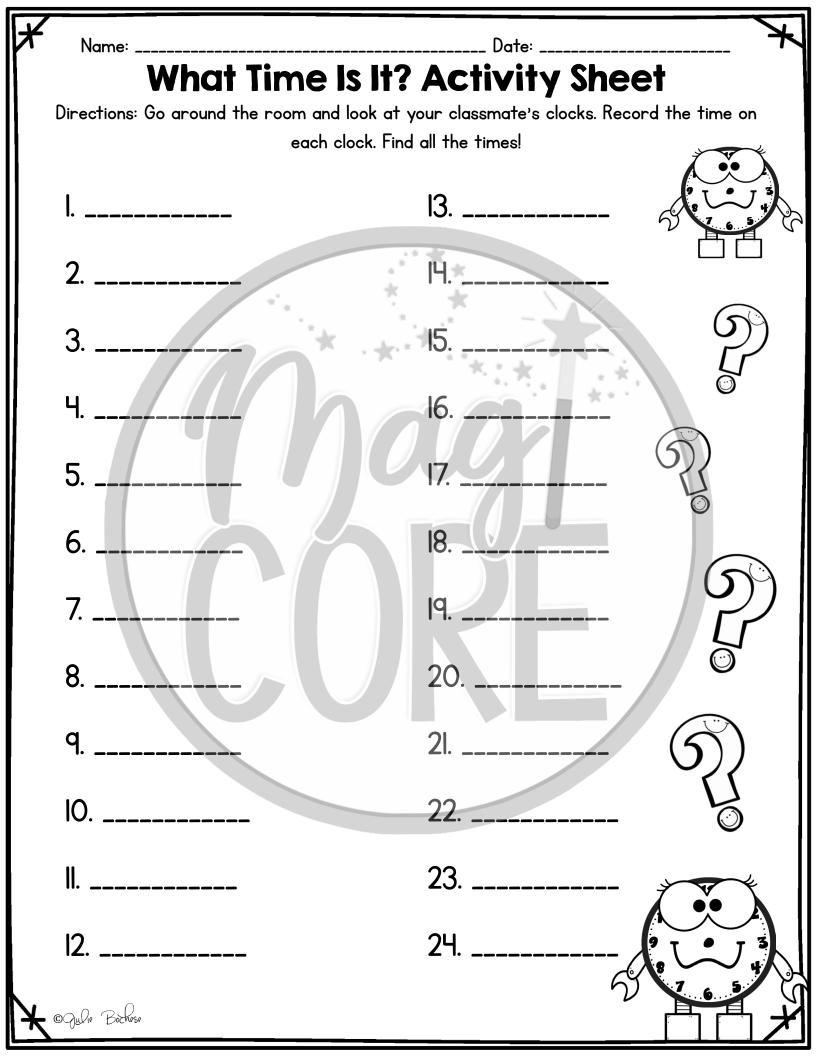
What Time Is It? Game

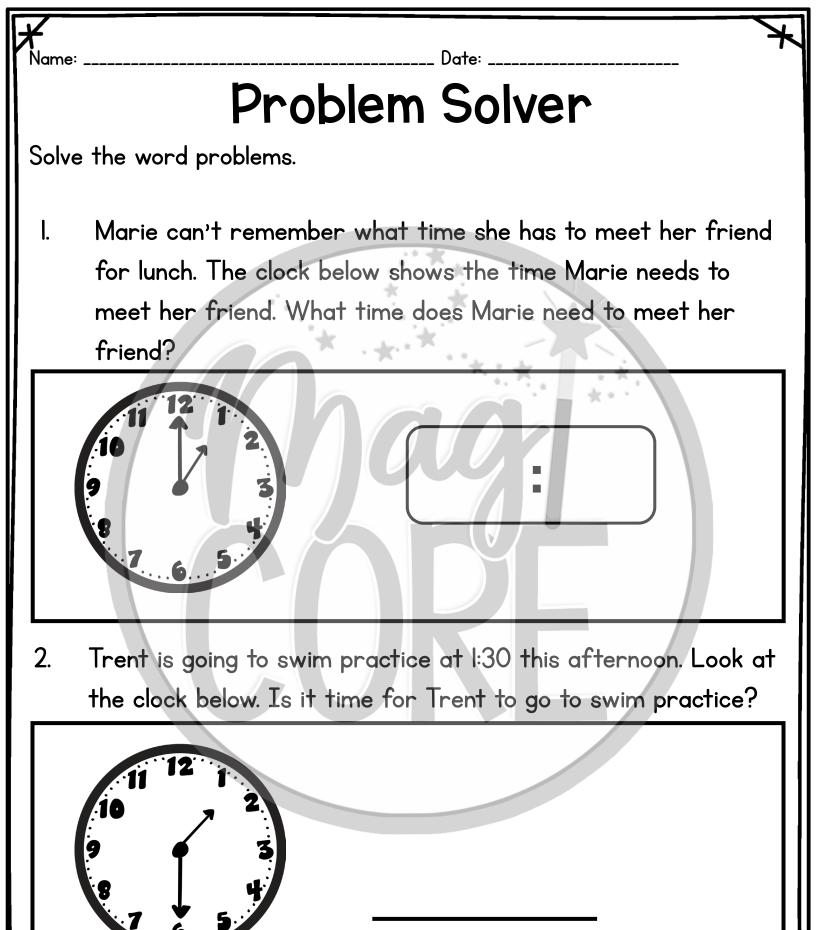
Directions:

- Print off enough analog times for the entire class, so that each student has one clock.
- Cut out and laminate.
- Punch two holes in the card to tread a string through so it can hang like a necklace.
- Pass out a necklace and a What Time Is It? Activity Sheet to each student.
- Students will go around the room and look at other students' clocks. They will look at the clock and record the time on their activity sheet.

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Tick Tock Game

Directions:

- I. Print off game cards.
- 2. Cut out and laminate.
- 3. Place all game cards in a Ziploc bag.
- 4. Place students into groups of 3-4 players.
- 5. This game is played like Go Fish. The students are looking for a digital and analog match. Each student begins with 5 cards. Students will take turns asking, "Do you have (say a time)?" If the student they ask has it, that student gives their time card over to the student that asked. If the student they asked doesn't have that time, they say, "Tick Tock" and the student that asked has to draw a card from the pile. You have a match when you have a digital time and an analog time that are the same. Once all the cards have been matched, the game is over and whoever has the most matches wins.

Label

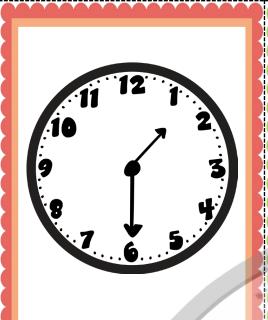
Tick Tock

Game

Directions: Like Go Fish, search for an analog and digital clock pair. When you find a pair, it's a match! The person with the most matches at the end wins!

1:30

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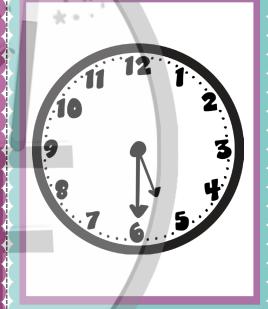


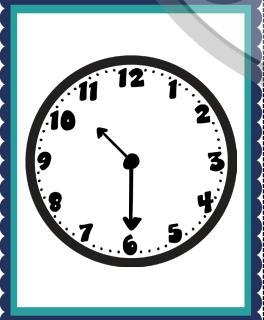


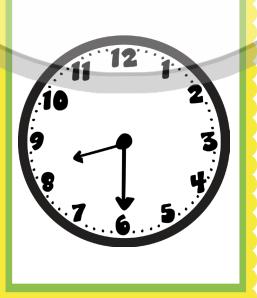




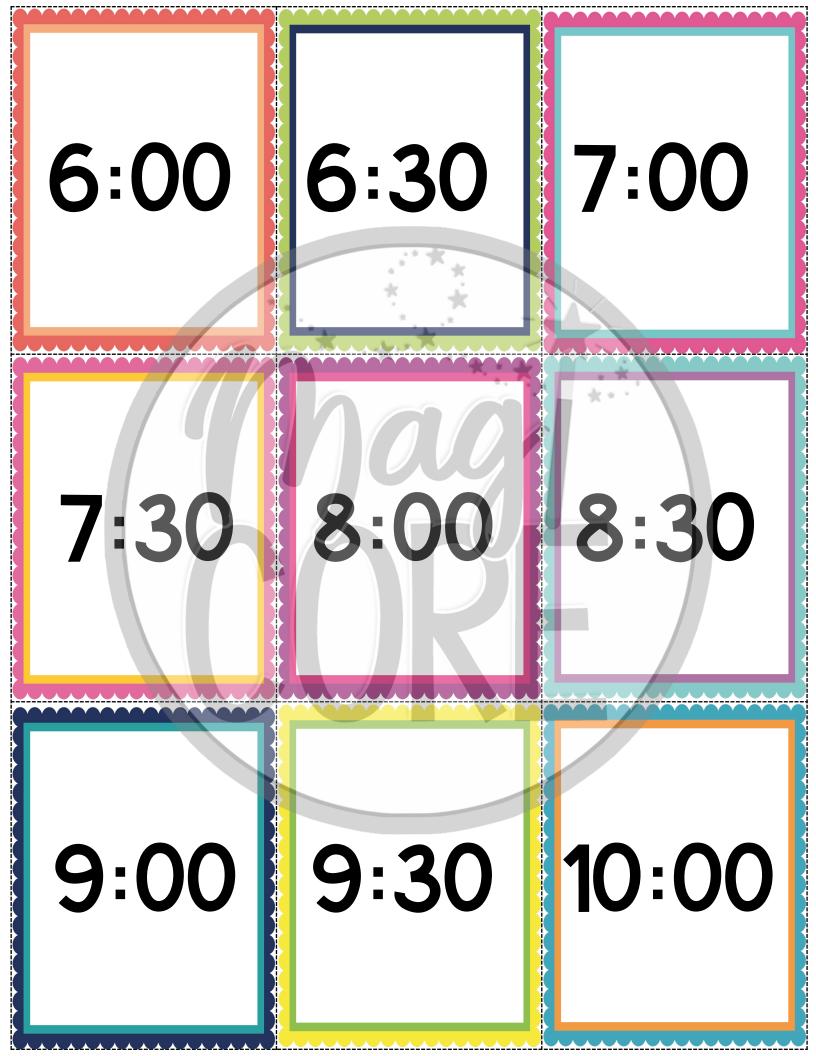












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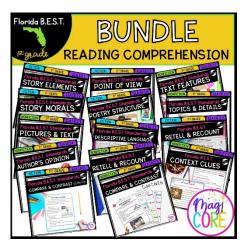


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