



Telling Time

Features:

- 7 different activities to help students practice and develop time measurement.
- 3 different skill levels and 5 different lesson types, starting at telling time by the hour and building up to telling time by the minute.
- Students are given a pretest to assess their current understanding, and are then placed at a starting level.
- Student Progression – students unlock new activities as they complete lessons. **(Subscription Website Only)**
- Student Recordkeeping – students' scores and progress are recorded. **(Subscription Website Only)**
- Teacher Assigned Levels – teachers can assign individual students, groups of students, or the entire class to a specific level to practice. **(Subscription Website Only)**

Grade Levels:

Appropriate for Grades 1 – 3.

Brief Description:

In this game, the students work on telling time in many different ways. There are six different activities to provide the students with telling time practice. There is a bonus seventh game that students are awarded if they successfully complete a level. Students start off by taking a pretest to determine their ability, and then they are placed at a level close to their skill level.

Lesson Ideas:

Introduction to Telling Time, Time Review

How To Play:

There are six different lessons included in Telling Time divided into five different categories: hours, half-hours, quarter-hours, 5-minute intervals, 1-minute intervals. There are three difficulty levels. Each difficulty level removes a little assistance from the analog clocks. (Easy – 5 minute marks are shown, Medium – only hour marks are shown, Hard – just hash marks are shown). The first time a student plays the game (if there are no previous settings by the teacher) the student will be given a short six to eight question pretest to assess their current ability level.

- Digital to Analog – In this activity the student is given a time in digital format (9:00) and asked to convert it to an analog time (🕒).
- Analog to Digital – In this activity the student is given a time on an analog clock (🕒) and asked to convert it to a digital time (9:00).
- Words to Digital – In this activity the student is given a time in words (11 o'clock) and asked to convert it into a digital time (8:00).
- Words to Analog – In this activity the student is given a time in words (15 minutes after 1 o'clock) and asked convert it into an analog time (🕒).
- Digital to Words – In this activity the student is given a time in digital format (9:00) and asked to convert it into words (9 o'clock).



- Analog to Words – In this activity the student is given a time in analog format (🕒) and asked to convert it into words (9 o'clock).
- Bonus Game – Match that time – The student is shown a clock in the center and must click on all the matching clocks below to earn bonus points.

In each activity the student will be provided a time and asked to convert it to a different format. Students use the arrow buttons to change the hours and minutes in each level. In the bonus level, awarded if a lesson is successfully completed, the students must find all the clocks that match the clock in the center and click on them. New levels are unlocked after students demonstrate a mastery of their current level.

Connection to Standards

State Standards:

- State Goal 6C. Compute and estimate using mental mathematics, paper-and-pencil methods, calculators and computers.
- State Goal 7A. Measure and compare quantities using appropriate units, instruments and methods.

NETS Technology Standards:

- Demonstrate the ability to navigate in virtual environments such as electronic books, simulation software, and Web sites. (6)
- Demonstrate the safe and cooperative use of technology. (5)
- Communicate about technology using developmentally appropriate and accurate terminology. (6)