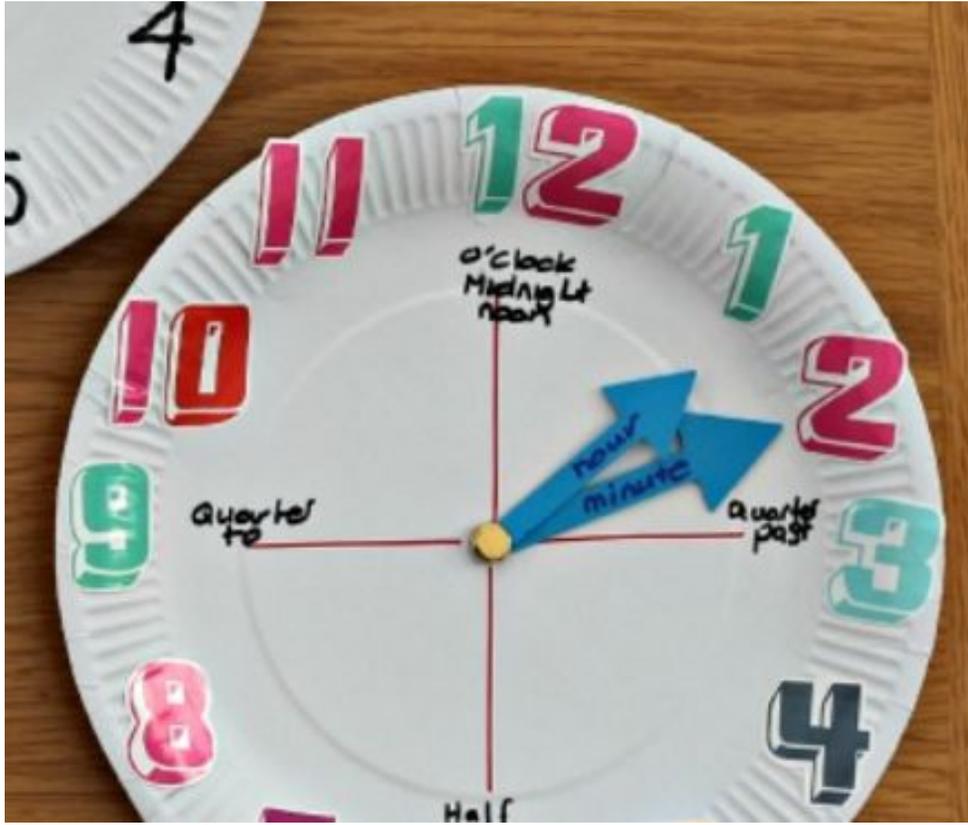


PAPER PLATE CLOCK

Level	1 (Age group 6 – 7)
Resources Required	Paper plate (1 per student) Pen or pencil (1 per student) Sticks of two different lengths (2 per student) Whiteboard or blackboard (optional)
Alternate Options for the Resources	Instead of a paper plate, students can make their clock out of a piece of paper with a circle drawn on it. Instead of sticks, students can use sticks, toothpicks, or anything else that is straight and thin. Ideally, students should have two items of different lengths (a long item for the minute hand, and a short hand for the hour hand)
Strand Covered	Numbers & Operations, Shapes & Measurements
Targeted Skills	Knowledge about an analogue clock
Inspired by	The Mad House
Time Required	10 minutes (setup for clock) 20 minutes to play game
Previous Learning Required	Count 0-60 Skip count by fives
Support Required	Medium supervision

Rules of the Game:

Goal	The player with the most points at the end of the game wins.
Rules	

<p>Steps</p>	<p>Step 1: Pass out 1 plate per student and a pen or pencil. Have students create clocks like in the Images/Illustrations section marking the different numbers on the clock face.</p> <p>Step 2: Pass out two sticks to each student.</p> <p>Step 3: For this game, the teacher will write out digital times on the board, and students will try to be the first to create that time on their clock. If the teacher does not have a board to write times on, the teacher can say these times out loud.</p> <p>Step 4: Each round, the teacher writes or says one time e.g. 6:30 or “six-thirty”. Make sure that every time that is called out ends in a 0 or a 5. For example, do not use times like 5:17. The first student who constructs this time on their clock stands up. The teacher checks the student’s clock for accuracy.</p> <p>Step 5: If the student is correct, they get one point. Otherwise, the teacher checks the clock of the student who stood up second.</p> <p>Step 6: After 10 rounds, the player with the most points wins. Feel free to play this game for more rounds if time is available.</p>
<p>Images or Illustrations</p>	 <p>Image from The Mad House</p>

Variations of the Game	None
Enrichment	<ul style="list-style-type: none"> ● Instead of using conventional times, like “six-thirty” or “5 o’clock”, have students practice less common ways to say time, like “half past 7” or “quarter till 4”. This is also a great way to introduce a way that fractions are used in everyday life. ● Use times that do not end in a 0 or a 5, like 6:17. Students will need to estimate where the hands on their clocks should go.
Simplification	<ul style="list-style-type: none"> ● Only call out times with 15, 30, 45, or 0 minutes. ● Have students only use the hour hand and call out times like “5 o’clock”. ● Let students work in pairs.