

# MATHEMATICS



## The time

### NOTICE

Title of activity	Create an analogue clock
Time	90 minutes
Material needed	The Time box
Number of students per 1 box	2- 3 students

### FOR SEQUENCE 1

#### Step 1: Introduction

Watch a video of a music piece related to the theme of time.

In Estonian <https://www.youtube.com/watch?v=Qgq1ryTTEds>

In English, how to tell time: [https://www.youtube.com/watch?v=K5q65e\\_E-os](https://www.youtube.com/watch?v=K5q65e_E-os)

#### Step 2: Create a mind map

Start a discussion on measuring time.

Give pupils memo papers and ask what units of time the students know (century, millennium, year, seasons, days of the week, yesterday, today, tomorrow, soon, before, now, minute, second, hour...). Let them write their thoughts on the papers.

#### Step 3: Read the story "The Time"

Read the story to the class. After the reading, ask students what they found out.



Co-funded by  
the European Union

MY BOX OF STEAM (project nr. 2022-2-EE01-KA220-SCH-000099273) is funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

# MATHEMATICS

## Step 4: Discover the content of the box

Divide the pupils into groups of 2 or 3 and give each group a box. Give them time to discover the box's contents.

After the pupils have familiarised themselves with the contents of the box, ask them what they think they will be doing next.

## Step 5: Create your analogue clock

The pupils make an analogue clock from a paper plate. The elements of an analogue clock are printed on thicker paper. The children cut out and make the clock following the instructions. They stick the dial of the clock on the paper plate. The clock hands are attached to the clock face with paper pins.

Pupils can illustrate their clocks with coloured pencils.

## For Sequence 2 Alternative: Clock with Roman numbers

Using a compass and ruler, pupils divide the clock face into 12 equal parts.

Hands of the appropriate length are made from cardboard and can be moved around. The pointer's hands are then attached to the clock face with a paper pin.

## Step 6: Solve tasks

Inside the box is a sheet with the time written digitally.



Co-funded by  
the European Union

MY BOX OF STEAM (project nr. 2022-2-EE01-KA220-SCH-000099273) is funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

# MATHEMATICS

## Step 7: Play the game "What time is it, Mr Wolf?"

If there is not enough room in the classroom for the game, it can be played in the corridor, in the gym, or outside.

Read out the description of the game below, choose Mr Wolf and observe the game.

- Players stand at one end of the playing area, and one player is at the other end. That solitary player is Mr. Wolf.
- Players call out, "Mr. Wolf, Mr. Wolf, what time is it?" And Mr. Wolf responds, "Ten o'clock!" (or any other time).
- Then, counting the steps out loud, the group takes ten steps towards Mr Wolf.
- The group repeats the question, and Mr Hunt gives a succession of different answers. When the players have already come very close to Mr. Wolf, he responds: "Midnight!" which is a signal for them to run back to the starting point as fast as possible to avoid being caught by Mr. Wolf.
- Everyone who Mr. Wolf catches must go to his side for the next rounds and also become Mr. Wolf themselves.
- The game continues until only one player remains uncaught. That player becomes Mr. Wolf for the next game. In a large group of Mr. Wolves, players should take turns calling out the time.

## FOR SEQUENCE 2

### Play the game "Body Clock".

Form 2 teams, mark the playing area, and place the box with the necessary supplies next to a marker. The box itself can serve as the marker. Then, introduce the rules of the game and conduct the movement game, the relay race.



Co-funded by  
the European Union

MY BOX OF STEAM (project nr. 2022-2-EE01-KA220-SCH-000099273) is funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

# MATHEMATICS

Necessary materials: sheet with digital clock times used in the box, pencil.

- Agree that the right hand is the minute hand, and the left hand is the hour hand.
- Form 2 relay race teams.
- Put a piece of paper with the digital times from the textbook next to the signs opposite the teams.
- The competitor runs to the symbol, selects a time from the paper, and draws a circle around it with a pencil.
- Then they use their hands as clock hands to indicate the selected time.
- The team shouts out the time; after the correct answer, the contestant runs back and sends the next one off with a clap.

Whoever is fastest wins the game.



Co-funded by  
the European Union

MY BOX OF STEAM (project nr. 2022-2-EE01-KA220-SCH-000099273) is funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.