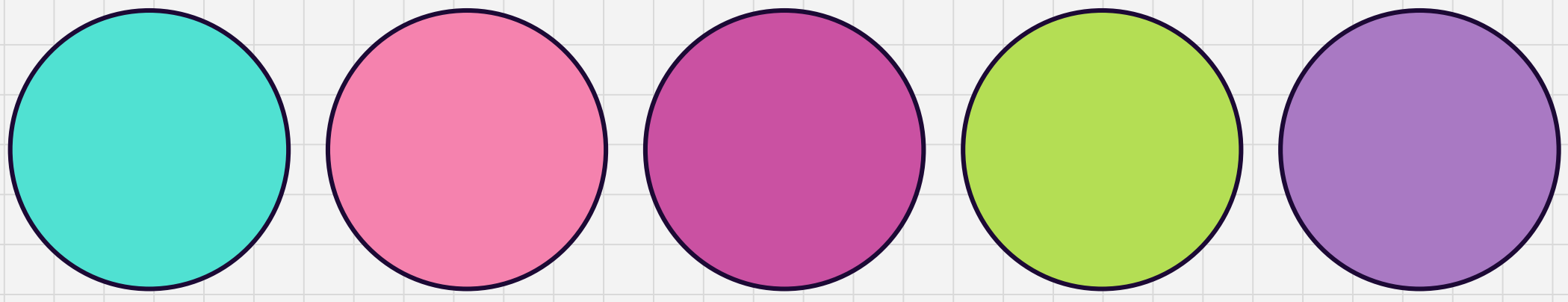




# Unit 4, Module 1, Session 2

Telling Time





# Learning Goal:

I can tell time to the nearest hour,  
nearest half-hour, and nearest 5  
minutes.

I can read and write time to the  
nearest minute on digital and analog  
clocks.

# Problems and Investigations

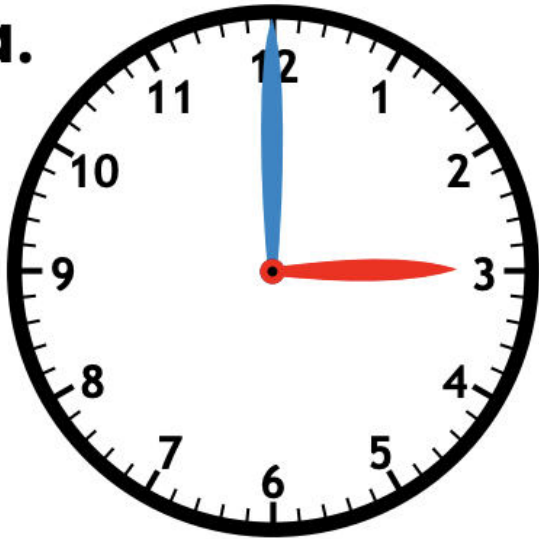
Most of Unit 4 will involve measurement of one kind or another. Today we will focus on measuring time. We will begin by reviewing telling time to the nearest hour, half hour, and increments of 5 minutes.



# What time is it?

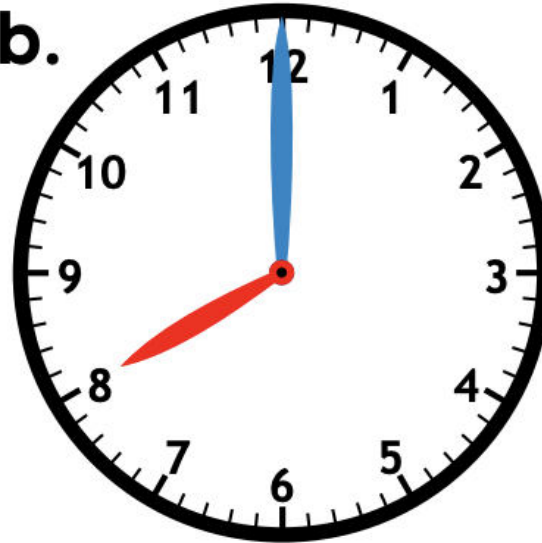
3:00

a.



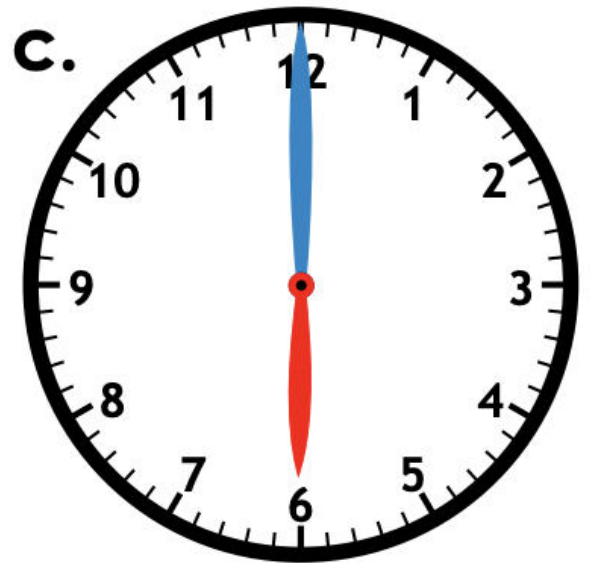
8:00

b.



6:00

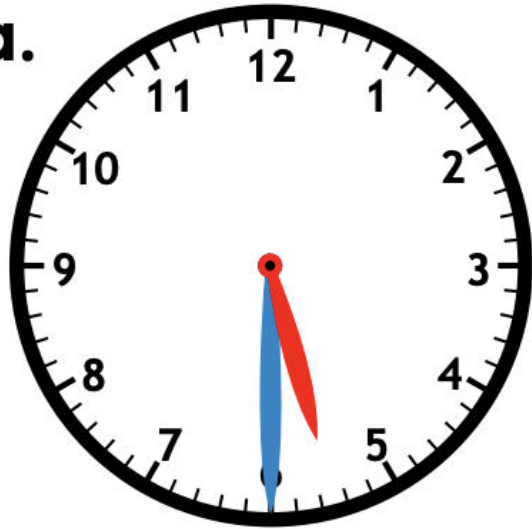
c.



# What time is it?

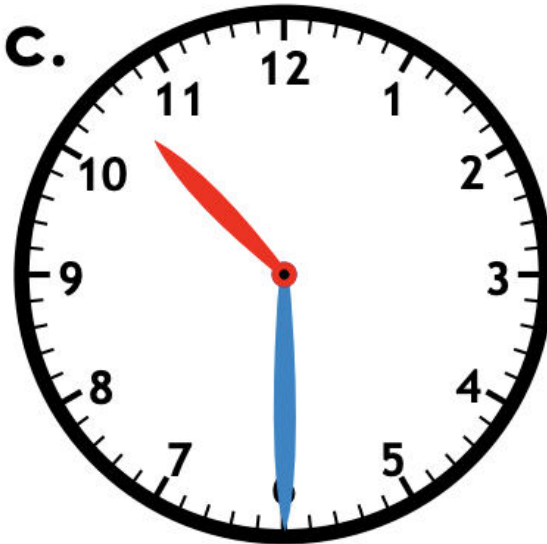
5:30

a.



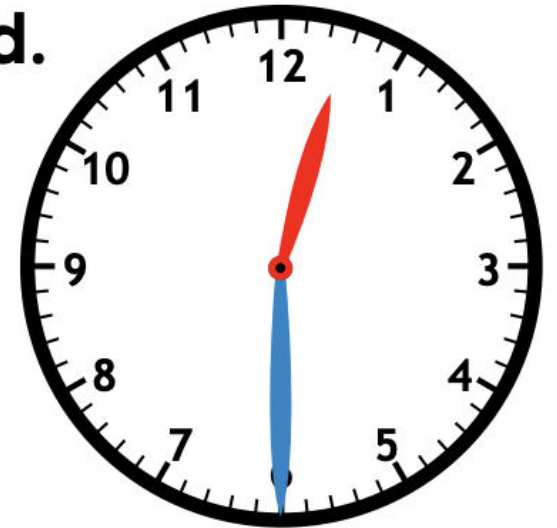
10:30

c.



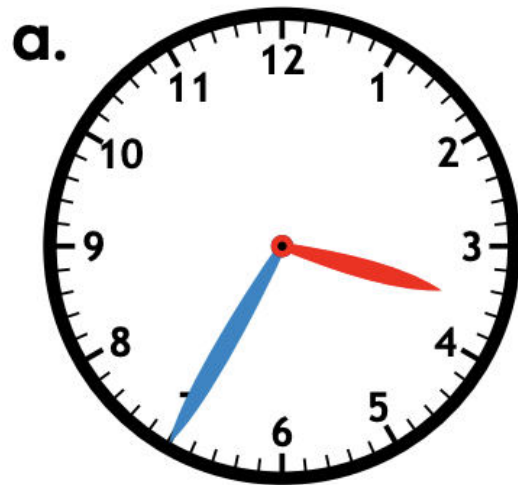
12:30

d.

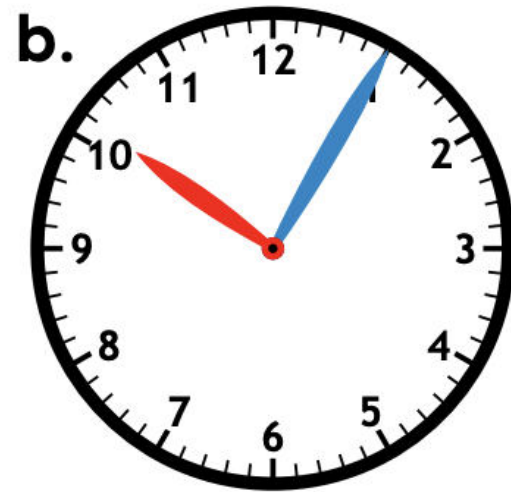


# What time is it?

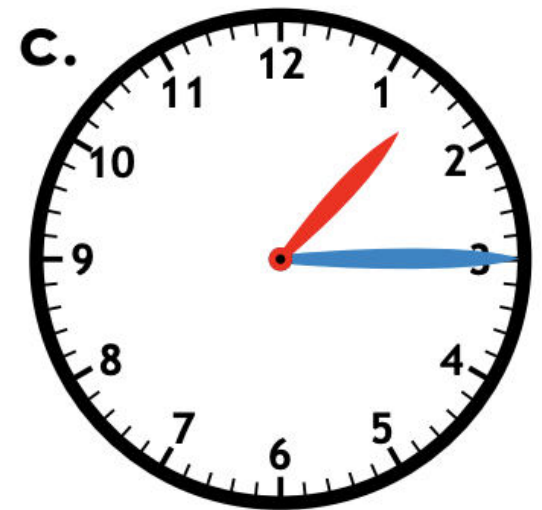
3:35



10:05



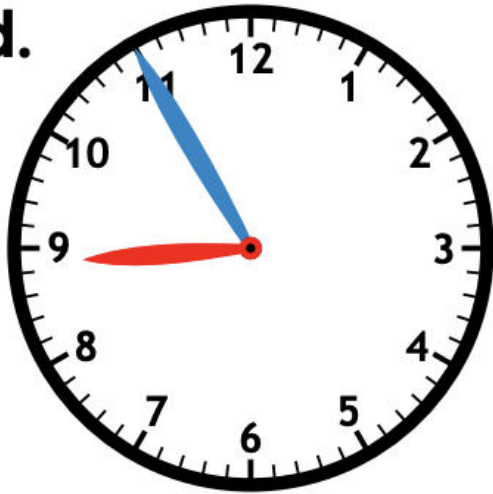
1:15



# What time is it?

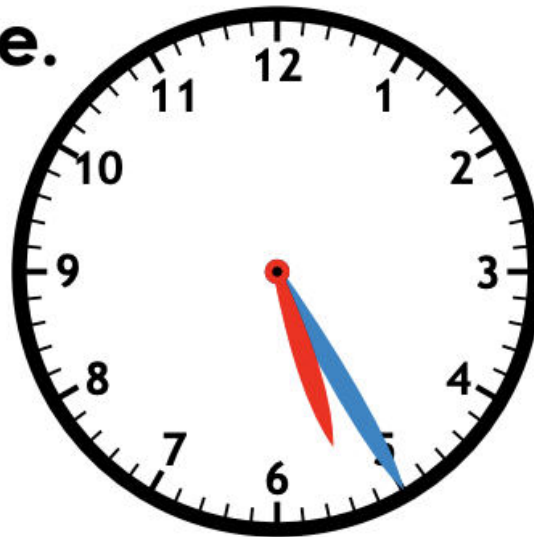
8:55

d.



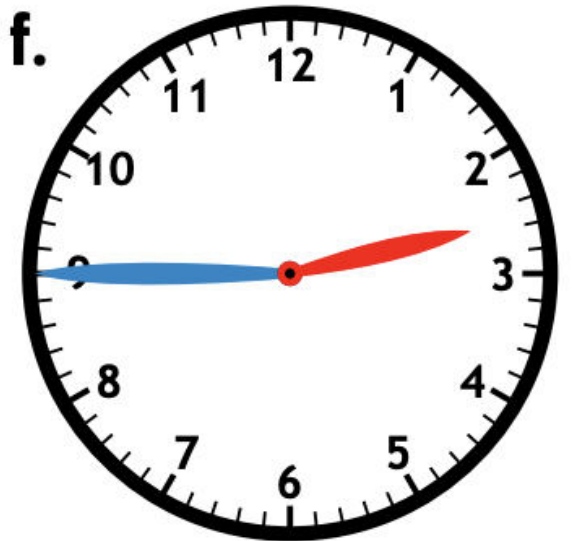
5:25

e.



2:45

f.





# Show each time on your clock.

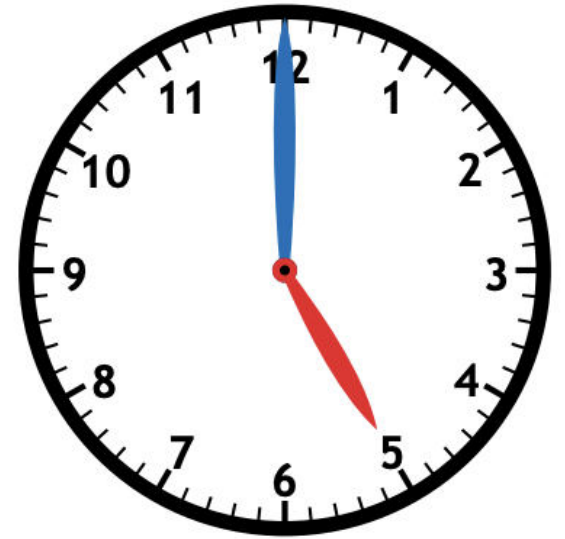
1:00



3:00



5:00







**2:30**

**Two-thirty**

**Thirty minutes past 2**

**Half past 2**





**What does 2:30 have  
to do with half?**

30 minutes is halfway around  
the clock



# Roll, Tell and Record Time

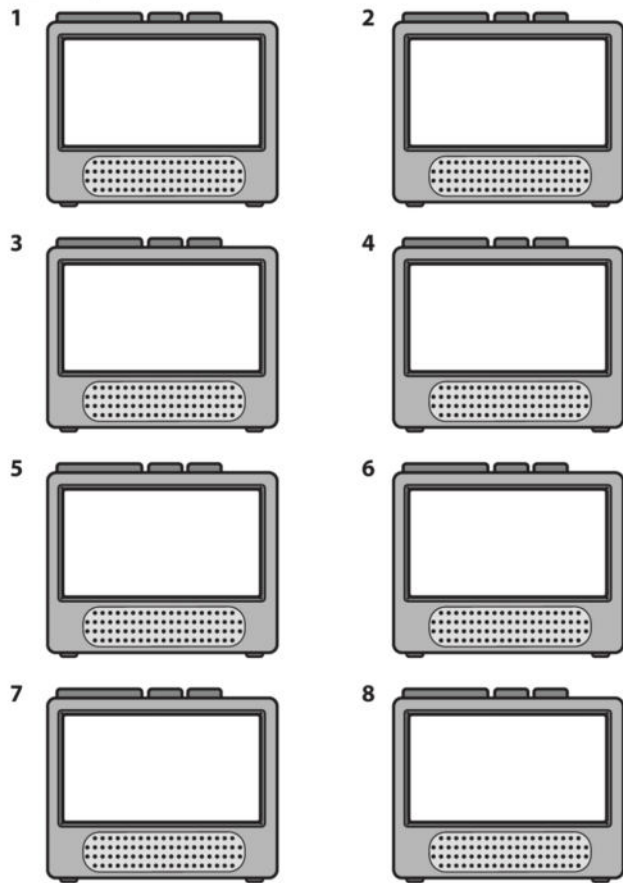
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Unit 4 Module 1 | Session 2

NAME \_\_\_\_\_

DATE \_\_\_\_\_

### Roll, Tell & Record the Time



1. Roll 2 blue dice and add the numbers together for the hour on the clock.
  - a. Move your hour hand on your clock.
2. Roll the green and white dice, and multiply those two numbers for the minute hand.
  - a. Move your minute hand on your clock
3. Write the time on the clock on page 104.





# Work Place 4A

## Tic, Tac, Tock

## 4A Tic-Tac-Tock Record Sheet



Fill in this clock if you roll an hour that is even.



Fill in this clock if you roll an hour that is odd.



Fill in this clock if you roll minutes that are between 15 and 30.



Fill in this clock if you roll minutes that are between 30 and 45.



Fill in this clock if you roll minutes that are even.



Fill in this clock if you roll minutes that are odd.



Wild Clock! Fill in this clock anytime!



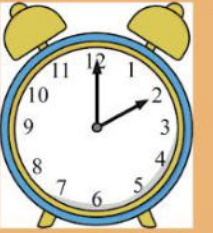
Fill in this clock if you roll a multiple of 2 for either the hour or the minutes.



Fill in this clock if you roll a multiple of 5 for either the hour or the minutes.



# Tic-Tak-Tock



4A

## Materials:



4 dice

1 recording sheet



Clock App



## Directions:

1. Player 1 rolls 2 (1-6) dice. Then find the sum of those 2 numbers, and sets the hour hand on the clock to that hour.
2. Player 1 rolls a 4-9 dice and a 1-6 dice and multiplies those numbers together to find the product. Then player 1 sets their minute hand to that number.
3. Player 1 looks for a clock on her record sheet that can be filled in. The time must match the description below the clock.
4. Player 2 takes their turn.
5. Player takes turns rolling the dice, finding the time, and recording it on their record sheets in an appropriate box. They are trying to fill three clocks in a row. Rows can be horizontal, vertical, or diagonal.
6. The first player to fill in three clocks in a row wins.

# Daily Practice

## Must Do

Student Book page 106  
XtraMath

## Work Places:

2D Doubles Help  
3A Round Ball Tens  
3B Add & Round Tens  
3C Round Ball Hundreds  
3D Round & Add Hundreds  
4A Tic-Tac-Tock

