Canonbury Home Learning Year 2/3 Maths

Steppingstone activity

Lesson 1 – 08.06.2020

LO: To tell the time to the hour and draw the hands on a clock face to show these times

Success Criteria:

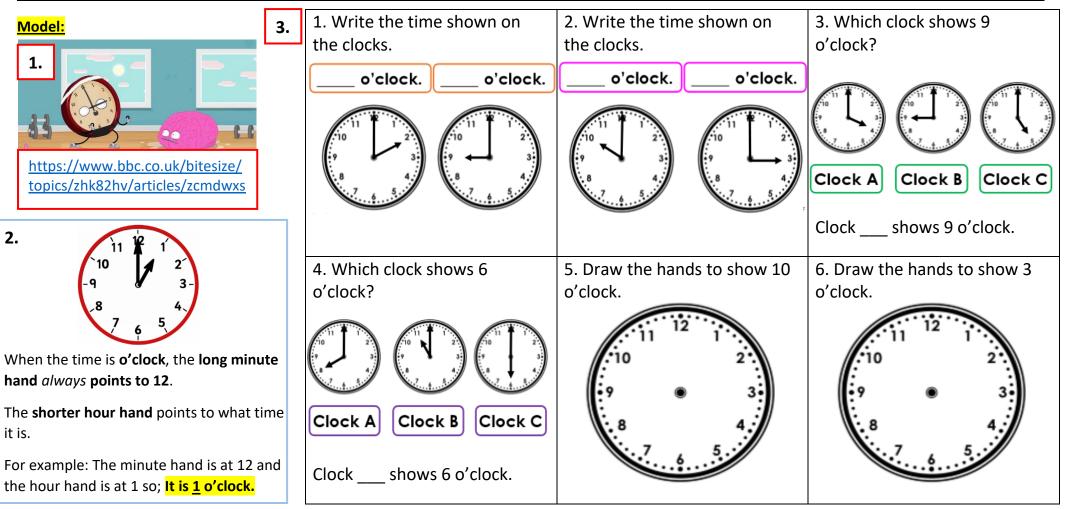
Model:

1.

2.

it is.

- 1. Watch the video about o'clock and half past https://www.bbc.co.uk/bitesize/topics/zhk82hv/articles/zcmdwxs
- 2. Read the information about o'clock
- 3. In your book, complete the questions about the telling the time to the hour (o'clock)





Canonbury Home Learning Year 2/3 Maths

Lesson 1 - 08.06.2020

LO: To tell and write the time to five minutes and draw the hands on a clock face to show these times

<u>Task:</u>

You are going to be **telling the time to five minutes**

Success Criteria:



https://www.bbc.co.uk/bitesize/cli ps/zqkwmp3

1.	Watch the video about telling the time to 5 minutes <u>https://www.bbc.co.uk/bitesize/clips/zqkwmp3</u>
2.	Read the information about minutes past and minutes to
3.	Look at the clock showing <mark>minutes past</mark> and minutes to
4.	Task 1: Write the time shown on each of the clocks – remember the right half of the clock is showing minutes past, and the left half; minutes to
5.	Task 2: Draw the clocks and their missing minute hand to shown the time that is written

Model:

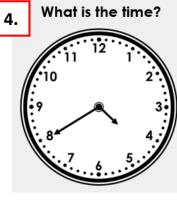
2.

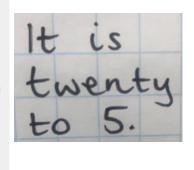
After the minute hand passes 'half past', the time stops being 'minutes past' and becomes 'minutes to'. This is slightly trickier because the minutes on the outside of the clock are still counting past the hour.



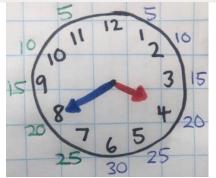
This clock makes it easier to read the minutes to the hour because all the **numbers in** green show the minutes to the hour. 3. 5. 1112 1 10 2 10 2 10 3 cm

30





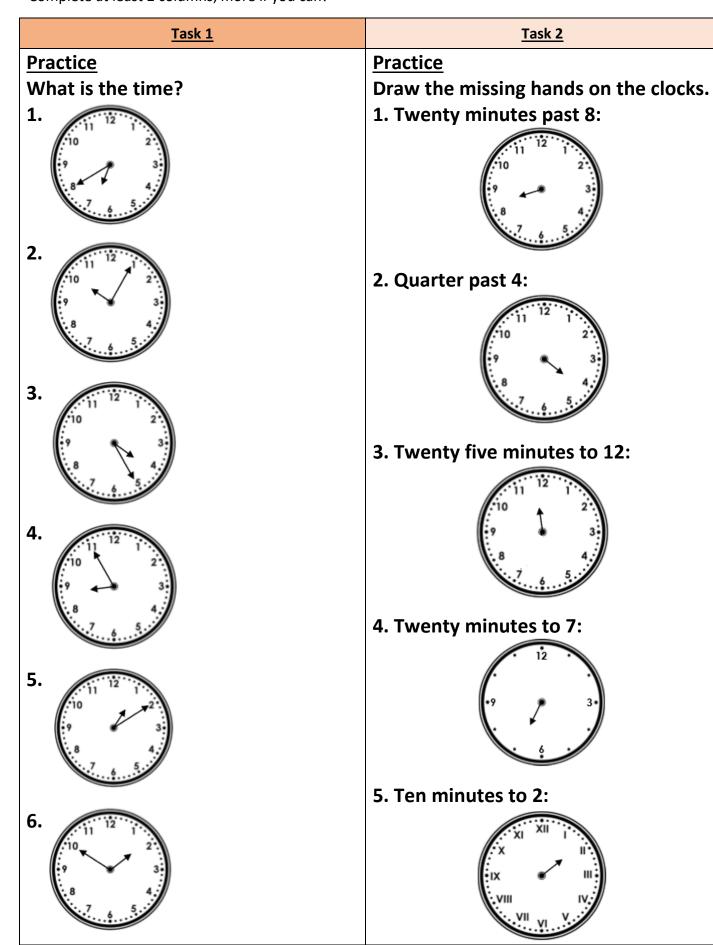
5. Draw the missing hand on the clock so that it reads <u>twenty minutes to four.</u>



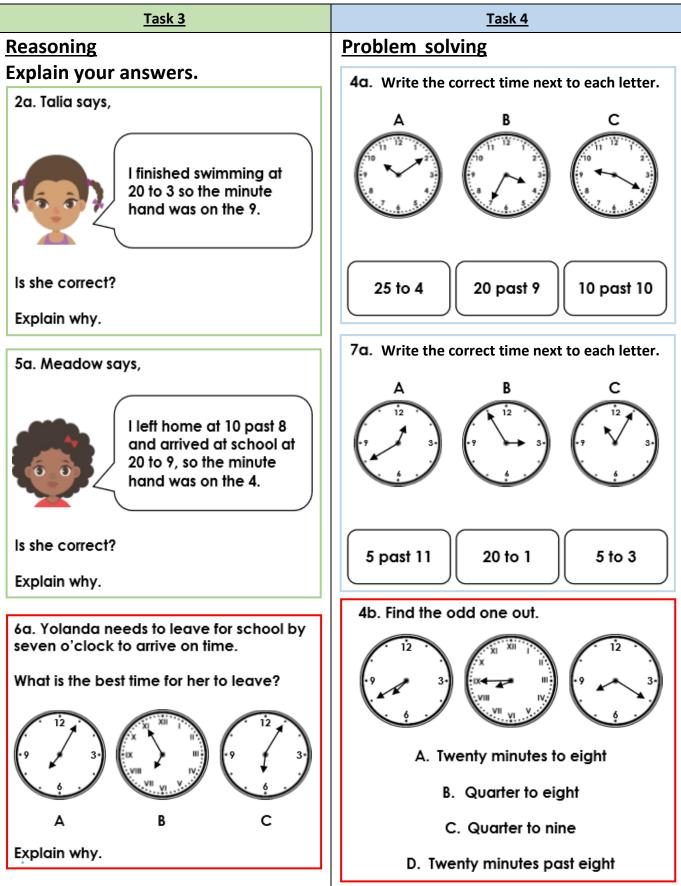


Canonbury Home Learning <u>Year 2/3 Maths</u> <u>Main activity</u> Complete at least 2 columns, more if you can!







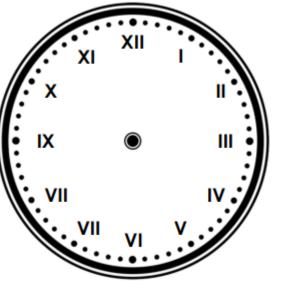




<u>Challenge</u>

2. A group of children are playing a game where they must move around the clock in 5 minute intervals, using the rules below. Each player must start at 12 o'clock and state the time after each roll of the dice.

one	10 minutes	
two	25 minutes	
three	5 minutes	
four	15 minutes	
five	35 minutes	
six	55 minutes	



If the dice was rolled 6 times, what time could you land on? Investigate finding different combinations of dice rolls.