

Clocks

Subject: Technology/Mathematics
Grade: 2
Time: 30 minutes
Group: Individual
Standards: NETS - Students 1a, 1b, 2b, 2c, 3a, 4b, 5a, 5b, and 6b.
Performance Objectives: PreK-2

Objective: To develop clock-reading ability and to assess need for reteaching.

Resources/Materials Needed:

Computers for each child

SMART Notebook file – [math-2.notebook](#) (save to your 'z' drive and save in Teacher Drive for student access)

Internet site: www.teachingtime.co.uk/draggames/sthec2.html

Activities/Procedures: Allow students opportunity to practice clock-reading.

Discuss:

- The website with the game “Stop the Clock”
- Tell students they will have 10 minutes to play this game

Demonstrate:

- How to drag the digital readout to the clock face and how to manipulate the website

Practice:

- Have students place “Stop the Clock” for 10 minutes.
- Have the students go to the next slide for demonstration of their skills by moving the clock hands to match the digital readout.
- Have students type in the correct digital time on the last slide to match the clock face.

Closing: The final product will be an Assessment of the students’ knowledge of clocks. If time permits, they can go back to the Stop the Clock website.