



Times

Year 2 Summer Term Week 12

Lesson 2

Today we will be learning to:

- read the time
- read a digital clock
- solve simple time problems.

Mental Activity

Counting in fives



Start at zero.

Count on in fives.

Stop at 60.

Start at 60.

Count back in fives.

Stop at 0.



Start at 0 minutes.

Count on in fives to 60 minutes.

How many 'five minutes' to 60?



Start at 15 minutes.

Count on in fives to 60 minutes.

How many 'five minutes' to 60?



Start at 30 minutes.

Count on in fives to 60 minutes.

How many 'five minutes' to 60?



Start at 45 minutes.

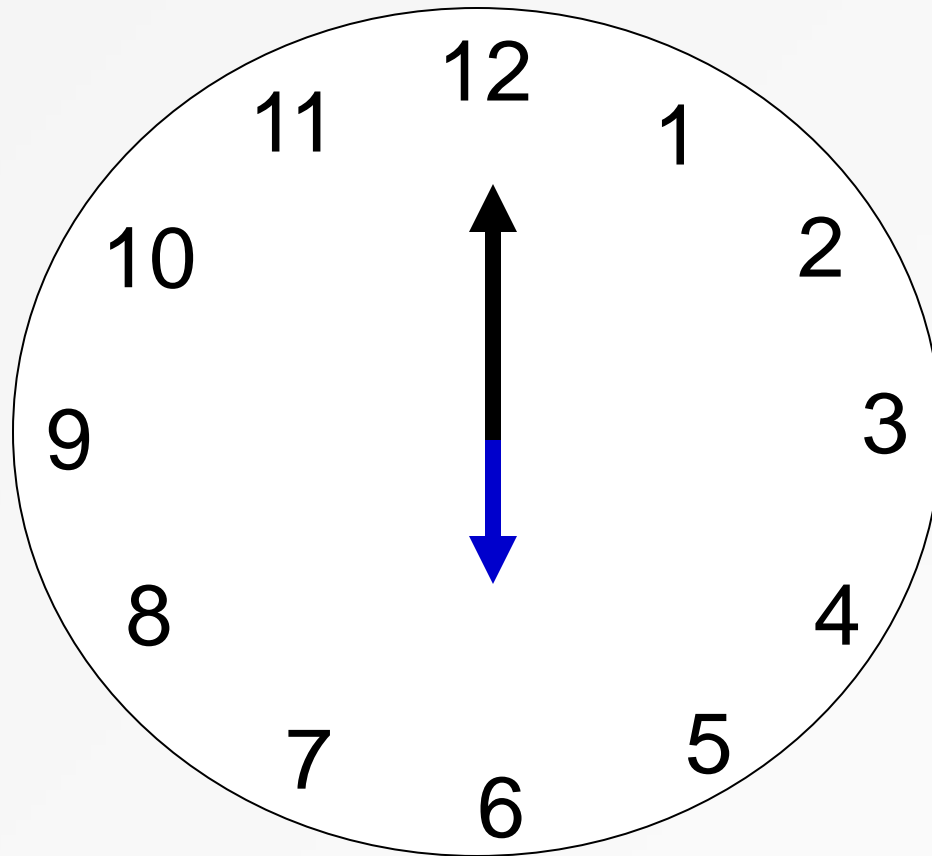
Count on in fives to 60 minutes.

How many 'five minutes' to 60?

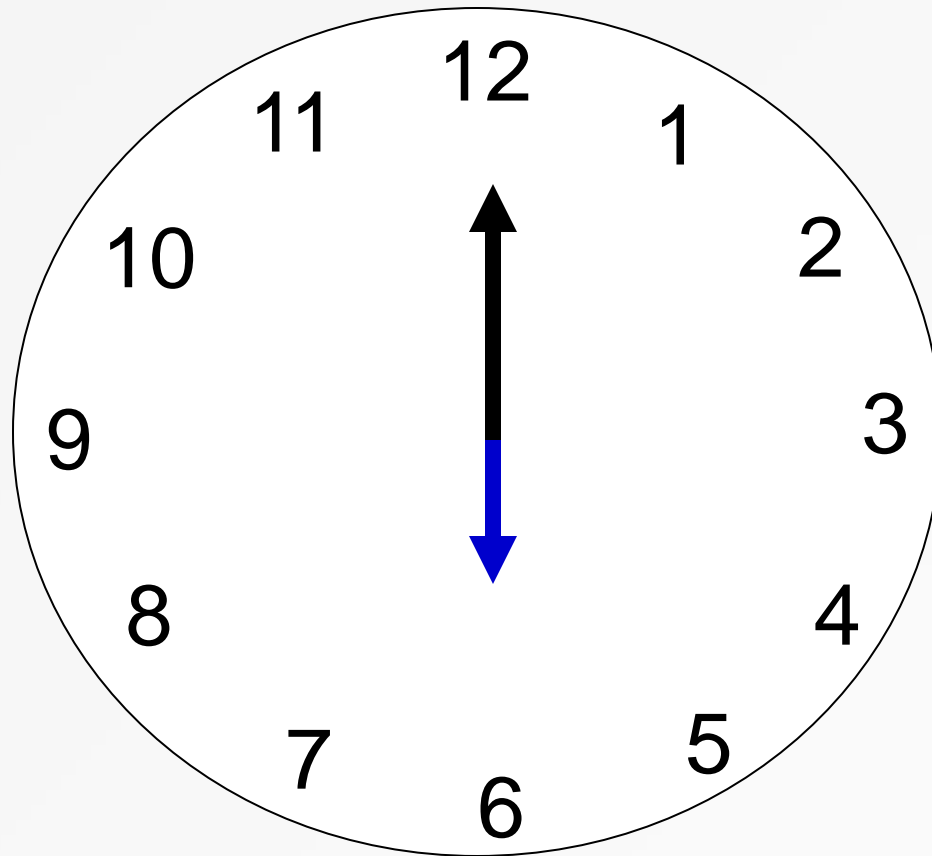
Main Activity

Today we will be telling the time
on the analogue and the digital clock
and giving times before and after.

What is the time?

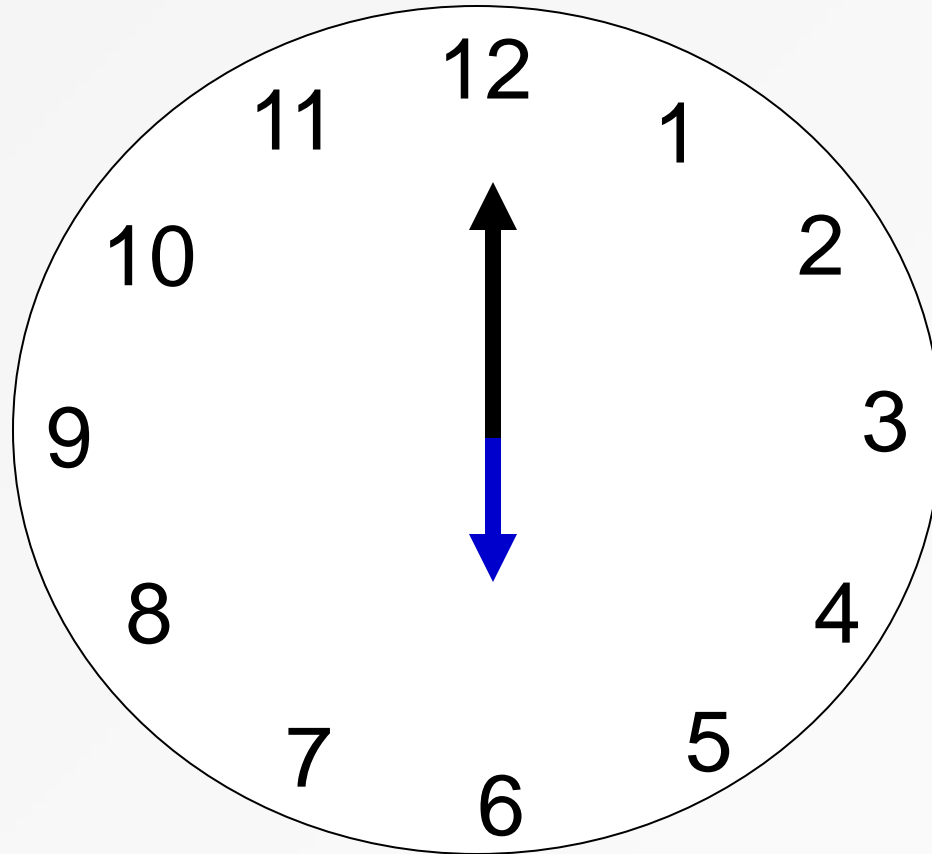


What time will it be ...



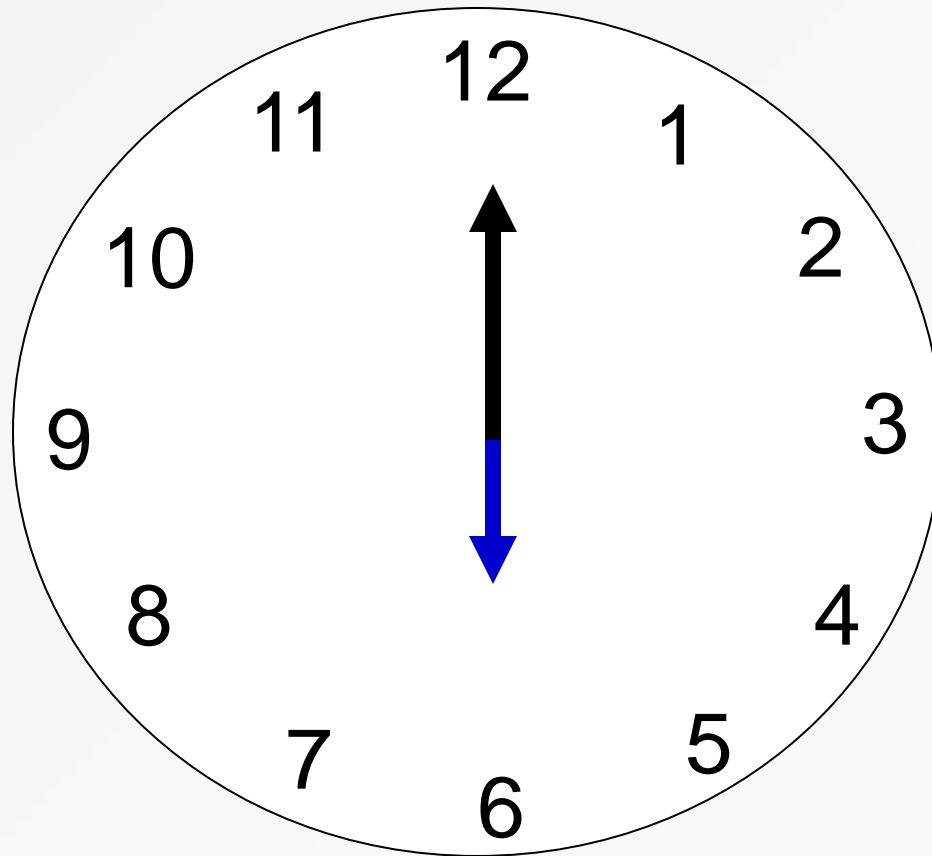
30 minutes later?

What time will it be ...



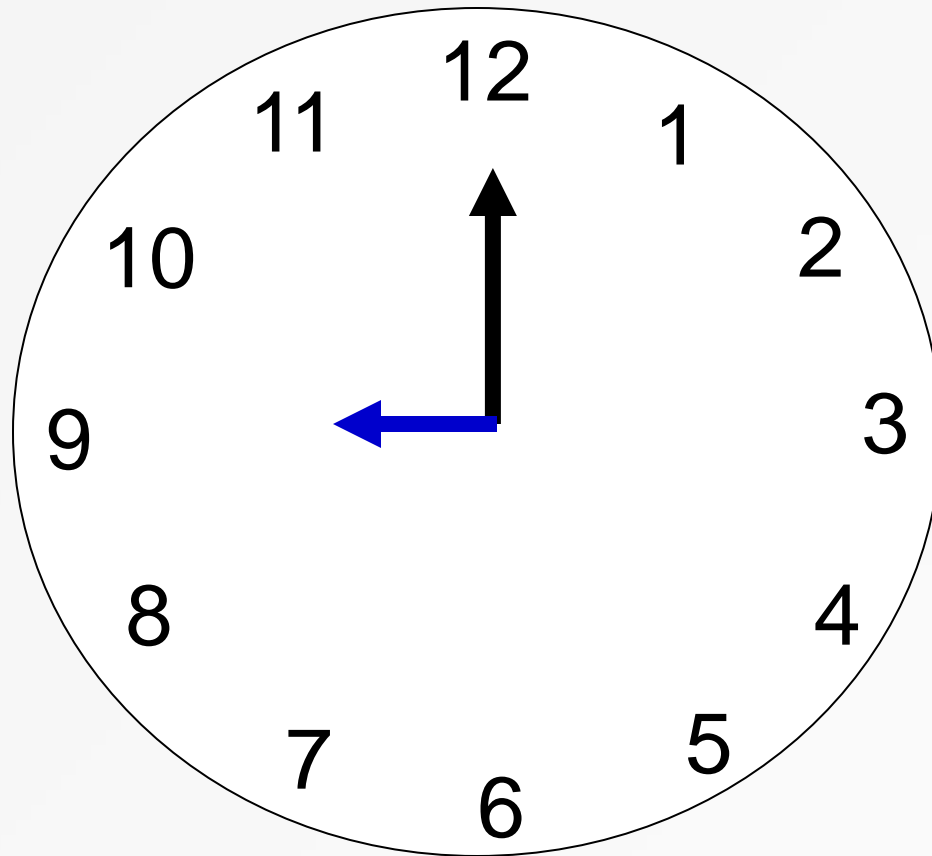
15 minutes later?

What time was it ...

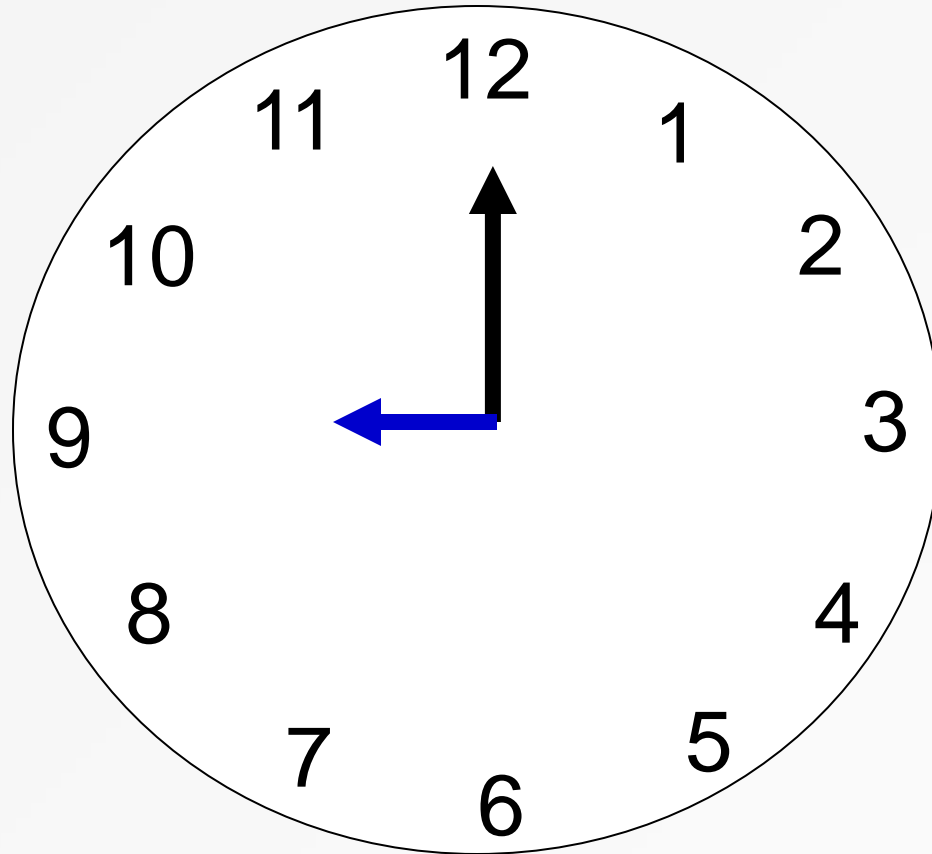


15 minutes earlier?

What is the time?

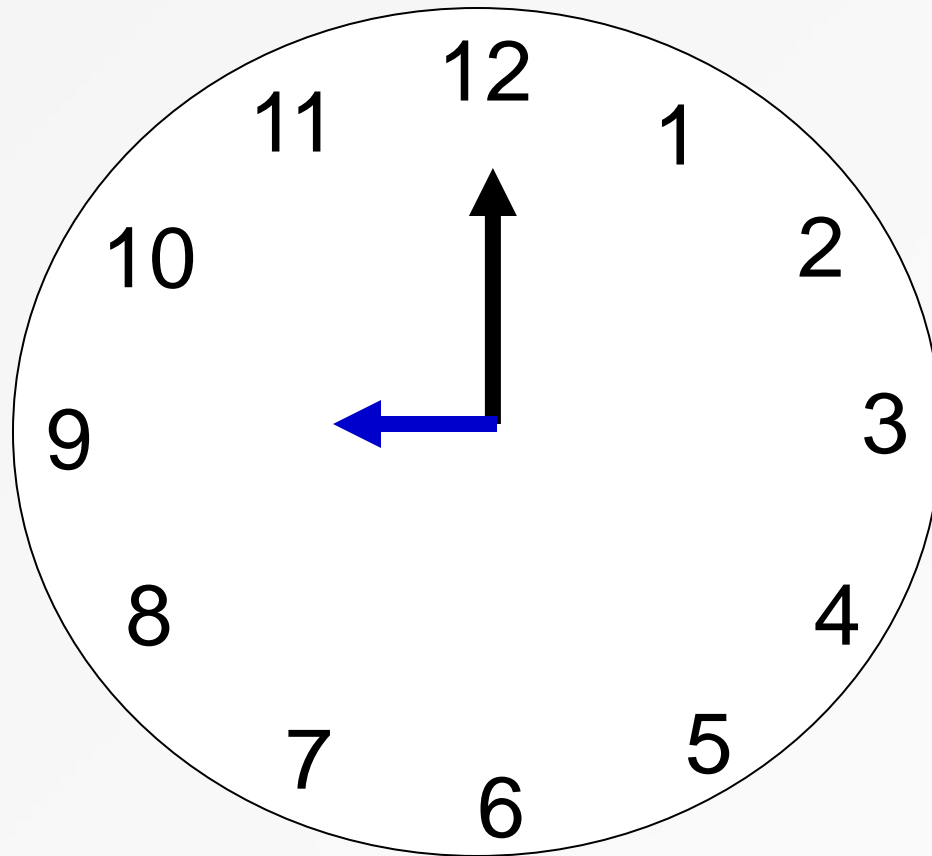


What time will it be ...



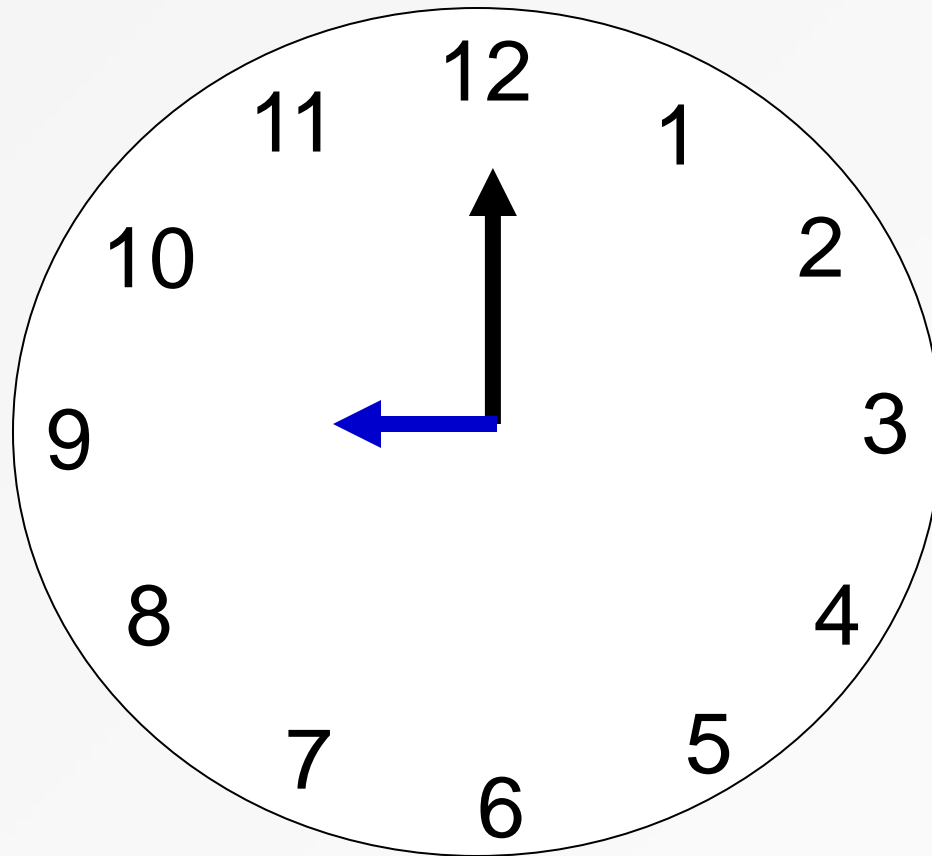
30 minutes later?

What time will it be ...



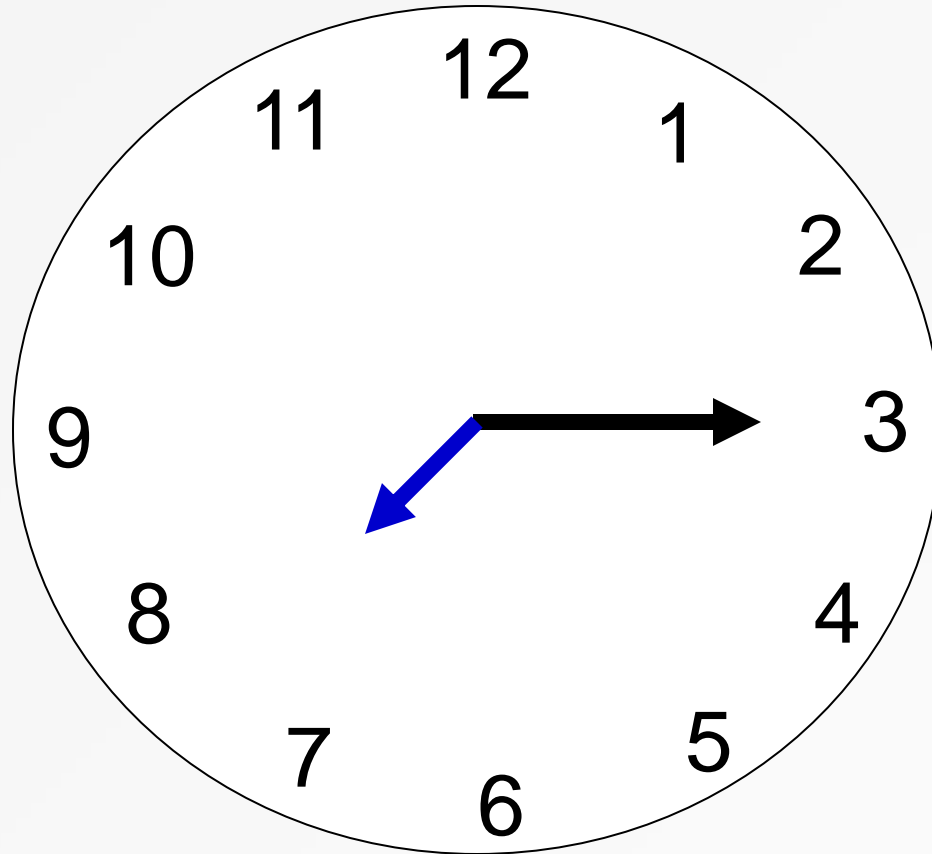
15 minutes later?

What time was it ...

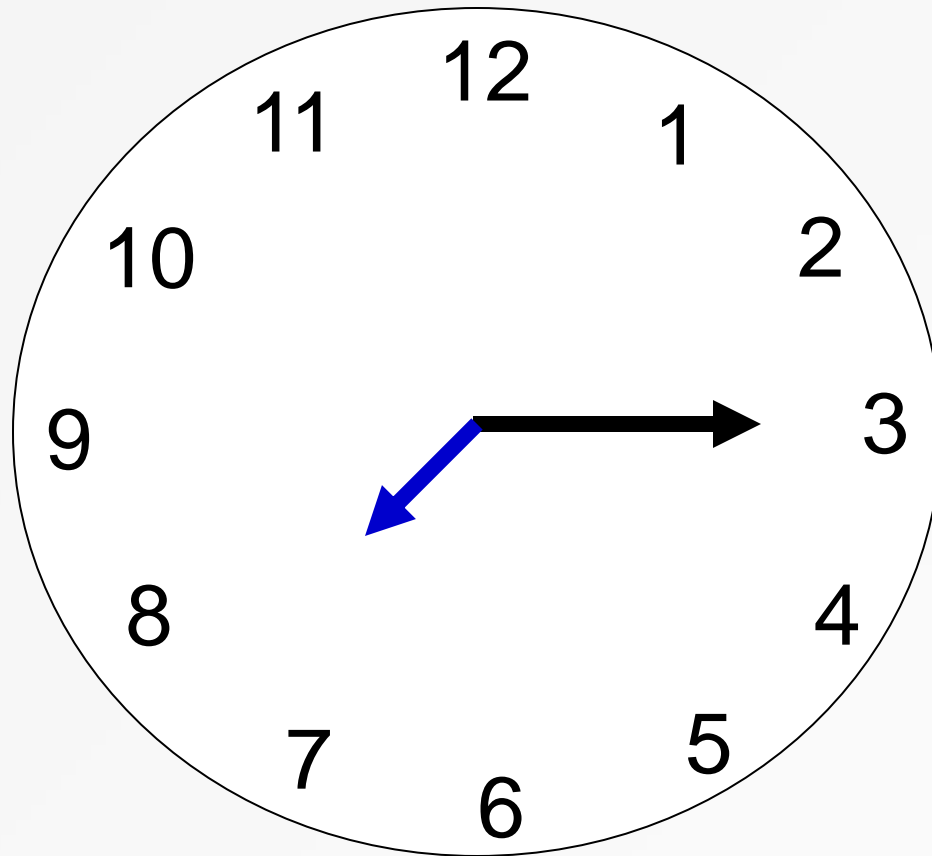


15 minutes earlier?

What is the time?

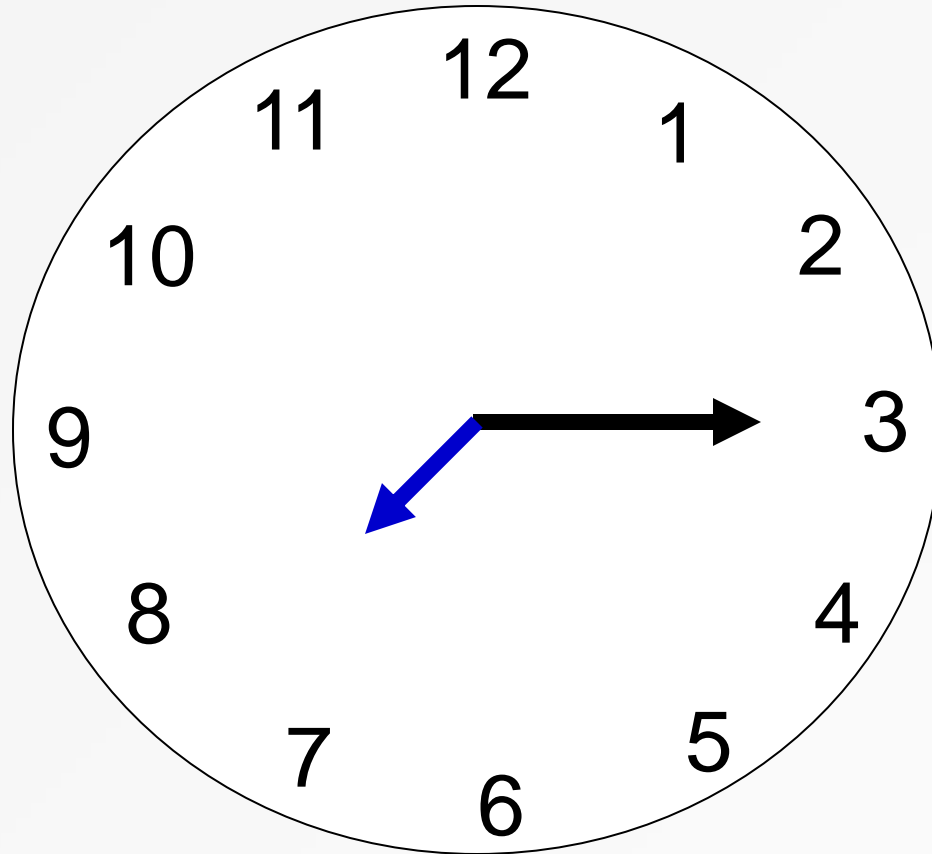


What time will it be ...



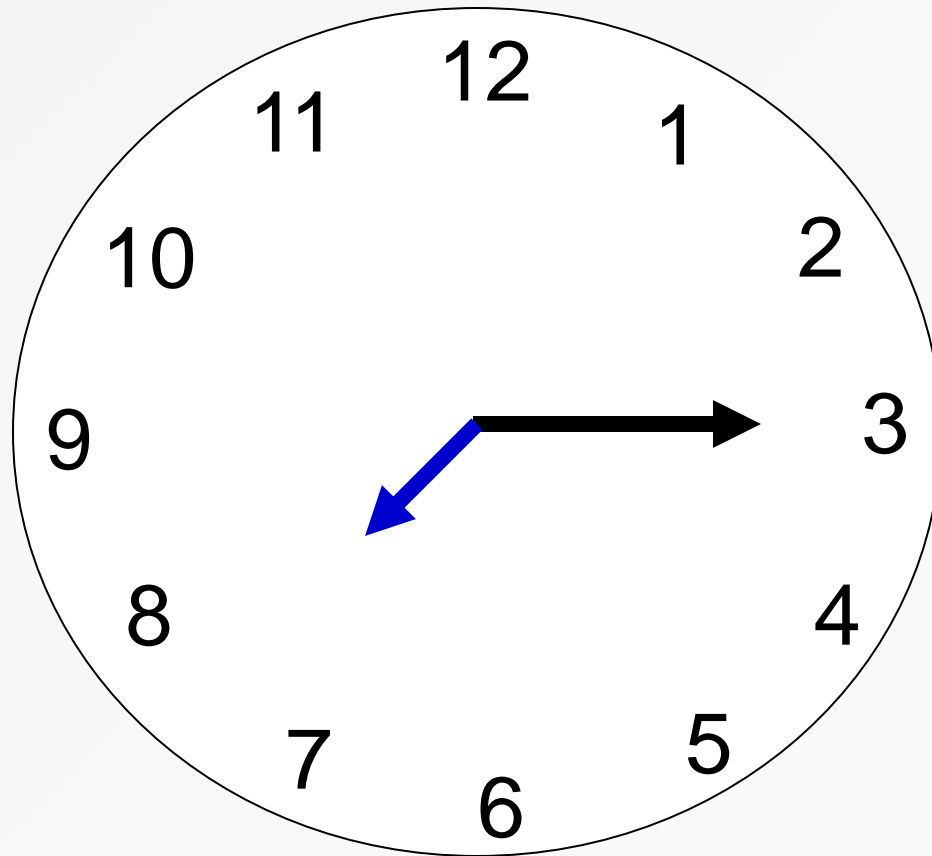
30 minutes later?

What time will it be ...



15 minutes later?

What time was it ...



15 minutes earlier?

My favourite programme starts at 4:30.

It lasts 15 minutes.

Show on a clock what time it finishes.

My favourite programme starts at 7:30.

It lasts 45 minutes.

Show on a clock what time it finishes.

My jog starts at 9:15.

It lasts 30 minutes.

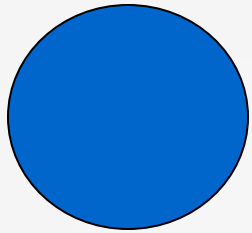
Show on a clock what time it finishes.

My swim starts at 12:00.

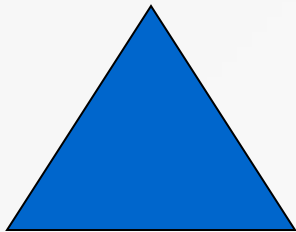
It lasts 45 minutes.

Show on a clock what time it finishes.

Group Work



Think of a start time and how long an activity lasts. Predict the end time without referring to the clock face.



Sort time cards into two piles: one with 'before' and 'later' cards and another with 'time' cards. Start at 6 o'clock. Each player chooses a card from each pile and moves the hands on a clock according to what is written on the card.