



Time Home Information Sheet

First Level (a)



I can tell the time using 12 hour clocks, realising there is a link with 24 hour notation, explain how it impacts on my daily routine and ensure that I am organised and ready for events throughout my day.

MNU 1-10a

I have begun to develop a sense of how long tasks take by measuring the time taken to complete a range of activities using a variety of timers.

MNU 1-10c

Over the next few weeks we are going to be learning to:

- Know that there are 24 hours in a day and that a new day begins at 12 o'clock, midnight.
- Know that an analogue clock has a face, and hands that travel in a specific way, to show the minutes past and to the hour.
- Know that there are 60 minutes in one hour.
- Tell the time using 12 hour analogue and digital clocks – o'clock and half past only.
- Appreciate that, on a 12 hour clock, each time occurs twice during the course of a day.
- Make links between 12 hour times and 24 hour clocks, i.e. appreciate that, for example half past eleven on the microwave may say 1130 or 2330.
- Be able to identify and relate key events/routines in their day with time e.g. 2 o'clock in the morning – asleep in bed, 2 o'clock in the afternoon – at school.

Here are some ideas of how you can help me at home!

Time devices at home - ask your child to find and record where they see time devices at home, e.g. alarm clock, cooker timer. Ask them to record this in an appropriate way (e.g. draw, write, take photo).

Collecting dates – ask your child to collect some key dates from their family or friends, e.g. Dad's birthday is 5th March, we go on holiday on 10th July. Can they find them on a calendar?

Real-life time – at home or in their local surroundings, ask your child to look for representations of time shown on clocks, whether on real clocks or on posters, in newspapers, etc. both analogue and digital format. Ask them to draw them in their homework jotter.

Sports day – ask your child to make up five or more games or activities for sports day. They should then decide what time (o'clock or half past times) each activity will start and how long it will go for, then write a timetable or plan for the day.

Here are some websites that you may find useful to use with me!

Clock works - http://www.bbc.co.uk/bitesize/ks1/maths/telling_the_time/play/

Hickory dickory - <http://www.ictgames.com/hickory4.html>

Willy the Watch dog - <http://www.harcourtschool.com/activity/willy/willy.html>

