****

**E3 - Session ideas**

Introduce calendar – days, weeks, months in year. Exercises entering dates in a calendar. Solving problems. E.g. how many days between 2 dates. Writing the date.

Activities telling the time – analogue (including roman numerals) and digital. Draw the hands on clock to show time.

Introduce 24 hour clock – conversions.

Activities converting between hours, minutes and seconds. e.g. how many hours is a 90 minute football match.

Adding time.

Time problems e.g. using recipes, cinema showings, TV guides, time taken for journeys.

[Time project - get to airport on time](Time%20project%20-%20get%20to%20airport%20on%20time)

**E3 - Skilled areas**

3.1 Solve problems involving time

3.2 Know that there are 365 days in a year, 366 days in a leap year, 12 months in a year and 52 full weeks in a year

3.3 Use a calendar and write the date correctly (day/month/year)

3.4 Tell and write the time from an analogue clock, including using Roman numerals from I to XII

3.5 Understand and use the 12-hour and 24-hour clock systems and convert from one system to the other

3.6 Convert between hours, minutes and seconds

3.7 Add up to three lengths of time given in minutes and hours

**E2 – Session Ideas**

Introduce calendar – seasons and months. Order events e.g. Valentine’s Day, Easter, Summer Holiday, Halloween, Bonfire, X-Mas.

Order days/months – paper chains/students standing in correct order.

Rhymes/songs.

Introduce weeks, days, hours, minutes.

Reading time to hour, half hour, quarter – analogue and digital.

Games e.g. dominoes, matching, bingo.

Reading time to 5 minutes.

Finding difference between two times e.g. difference in time zones, length of films, time to cook.

**E2 - Skilled areas**

2.1 Know the seasons and months and their order

2.2 Know that 1 week = 7 days; 1 day = 24 hours; 1 hour = 60 minutes; 1 minute = 60 seconds

2.3 Read the time displayed on an analogue or 12 hour digital clock in hours, half hours and quarter hours and draw the hands on a clock or the digital display to represent these times

2.4 Read the time to the nearest five minutes on an analogue clock, draw the hands on a clock to show the time, and read any time on a digital clock

2.5 Find the difference between two times given in hours, half hours and quarter hours.

**Resources**

Objects for counting e.g. counters

Numicon

Base Ten

Number lines/grids

Board games/cards

Dice

Plates

**E1 - Session ideas**

Introduce days of week – ordering (making paper chains or students standing in the correct order).

Reading hour (1 lesson) and half hour (1 lesson) on analogue – games e.g. matching, relays, true/false, stand up/sit down.

Put in order events in day e.g. eat dinner, go to school, wake up, leave school, have breakfast.

Order events of someone’s day in a story – match times.

**E1 – Skilled areas**

1.1 Know the days of the week and their order

1.2 Read the time to the hour or half hour on an analogue clock and draw the hands on a clock to show these times

1.3 Order familiar events

**Learning Beyond the Classroom**

Shopping

Lunch in Unit

Calculations in the community e.g. paying at a shop/cafe

Calculations in small animals, work experience, craft activities, enterprise,