

Year 1 Time

By the end of Year 1, children are expected to tell the time to the nearest hour and half past the hour. They must also be able to draw the hands on a clock to show these times. They will be made familiar with, and asked to use, the language relating to dates, including days of the week and months of the year, and must use the correct vocabulary to put events in chronological order, such as *before*, *after*, *next*, *first*, *today*, *yesterday*, *tomorrow*, *morning*, *afternoon* and *evening*. The children will also measure and begin to record the time in hours, minutes and seconds.

Activities & Games!

★ Design and make your own clock. You could use a paper plate and split pins to do this. Remember to think really carefully about where to put the numbers on a clock.



★ Use your homemade clock to play 'What's the time, Mr Wolf?' with your family or friends. Practise making different times.

★★ Timing: can you use a stopwatch or a clock to time how long it takes you to do the following: brush your teeth, travel to school, eat your dinner etc. How many minutes/seconds did it take you? Can you think of some other activities you could time yourself doing?

★★★ Create some clock bingo boards, or domino cards, and play them with some friends.

★★ Have a go at using some of the time words listed above to tell someone what you have done recently.

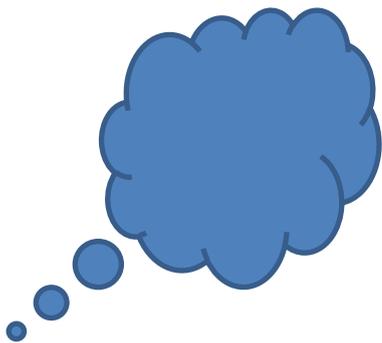
★★ Keep track of how many times you spot your clock at home says the time is either o'clock or half past.

Going deeper...

This is a game to play with a grown up. Using your homemade clock, set the time to 6 o'clock. Starting with the grown-up, take it in turns to move the hands of the clock on by $\frac{1}{2}$ or 1 hour. For example, the grown-up could choose $\frac{1}{2}$ hour, so that the clock hands move to 6.30, then you might choose 1 hour, moving the hands to 7.30, and so on. The winner is the person who moves the hands exactly onto 12 o'clock.

Does it make a difference if you go first instead? What happens if the grown-up gets to 10.30? Why? Can you work out a winning strategy?

Maths



Wonderful websites

[Hickory Dickory Clock](#)— Feed the mouse by finding the clock that matches the written time.

[Set The Clock](#)—Can you set the clock to the correct time?

[On Time](#)—Set the clock at o'clock or half past times on an analogue clock face. You need to read the digital times in the questions carefully.