

MEASURES - TIME

Timing Activities ³²¹

Begin by posing the question. *How long does it take to write your full name on the board?* Ask for a volunteer to give their estimate. As the volunteer writes her/his name ask the rest of the class to use their checking methods from the 'Wait a Second' activity. Brainstorm a list of activities that will take a short time to complete (but longer than a minute). For example: writing the digits to 100, eating an apple, reading a picture book, writing down homework, Ask the pupils to work in pairs to complete some of the activities listed using digital watches to record the time taken. Encourage them to estimate the length of time each activity will take first. They are then to record the start and end time for each activity on both a digital and analogue display. Ask them also to record how many minutes the activity took.



Activity	Estimate	Start Analogue	Start Digital	End Analogue	End Digital	Time Taken
Digits to 100						
Apple						
Reading						
Homework						

Two Clocks Problem ³²²

This problem works best if pupils collaborate with others to solve it.



Time & Fractions Problem ³²³

This problem provides a good opportunity for pupils to link their fractions and time knowledge.



Wonky Watches ³²⁴

Another ideal problem for pupils to engage in collaboratively.

Various strategies may be adopted and shared by pupils as they attempt to solve the problem.



Five on the Clock ³²⁵

This investigation provides opportunities for pupils to link their numbers and time knowledge.



³²¹ <http://nzmaths.co.nz/resource/just-minute>

³²² <http://nrich.maths.org/4806>

³²³ <http://nrich.maths.org/1100>

³²⁴ <http://nrich.maths.org/1002>

³²⁵ <http://nrich.maths.org/1981>