

Primary Mathematics Toolkit - Support material

Measures: Time - Suggestions for children's learning

The child has opportunities to ...



- engage in playful tasks or activities that show elapsed time, e.g., setting a timer for a short class activity or pose a question "How many cars will pass by the window in 1 minute?"
- sequence or storyboard regular routines at home and at school or stages in a story, e.g., getting ready
- make personal links with days, months & times of the year, e.g., birthdays, festivals or special occasions.
- read and interpret timetables in the environment, e.g., class timetable, bus timetable, cinema timetable, TV guide.
- explore and relate international time zones to children's own experiences, e.g., compare when a child in Australia is getting ready for school etc.

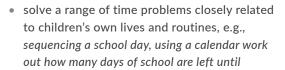


- use and respond to the language of time in their daily routine, e.g., "How long is it until lunch
- recall current day, month, year, and season using a calendar.
- read and represent times using analogue and digital clocks.
- using real life events, describe various ways to measure and record times (counting on and time intervals), e.g., "The football match kick-off is at 7.45pm, what time will it be over?"
- create timetables for a range of purposes and express times in 12-hour and 24-hour formats, e.g., class timetable, favourite TV shows.





- realise that time passes and events are separated by time, e.g., sequence pictures of an event, use relevant words (before, after, soon, later, bedtime).
- use estimation and comparison to calculate time intervals, e.g., "How long did football training last?" or "How long did you leave the cake in the oven?"
- translate between analogue and digital representations of time, e.g., use both analogue and digital times throughout the day ("It is 12 o'clock." and "It is 12.00pm").
- engage in prediction and estimation before measuring and recording time, e.g., run a lap of the yard (predict, measure using a stopwatch, record and compare).



• share strategies used to estimate and calculate time intervals, e.g., using an empty number line, counting on, counting back.

Halloween.

- plan schedules and practical tasks involving time, e.g., plan fun lunch time activities/stations, solve a puzzle within a given time, orienteering in P.E.
- create time-based problems and solutions for peers using real life events, e.g., children design tasks in small groups and peers try to solve or complete them (How many skips in 1 minute?).





Apply and problem-solve