

Session 23: Clock

Session Title	Clock
Objective	<ul style="list-style-type: none">• Recognize the parts of an analog clock.• Tell and write time to the hour and half hour.• Relate time to their everyday activities through interactive games.
Concept	Understanding how to read a clock is an important everyday skill. This session teaches students to look at the hour and minute hands to tell the time using simple, engaging activities.
Materials Required	<ol style="list-style-type: none">1. Board & Chalk2. Paper plate clocks with movable hands3. Toy clocks4. Flashcards with times5. Routine cards6. Color markers7. Chart paper
Methodology	Activity-based Learning: Use of clocks and games. Experiential Learning: Time-telling linked to daily routines.
Session Duration	90 Minutes

INTRO ACTIVITY (15 minutes):

TIME BINGO Distribute bingo cards with different clock faces. Call out times like "3 o'clock" or "6:30." Students mark the corresponding clock. The first to get a full row wins!

MAIN TOPIC / ACTIVITY(70 minutes):

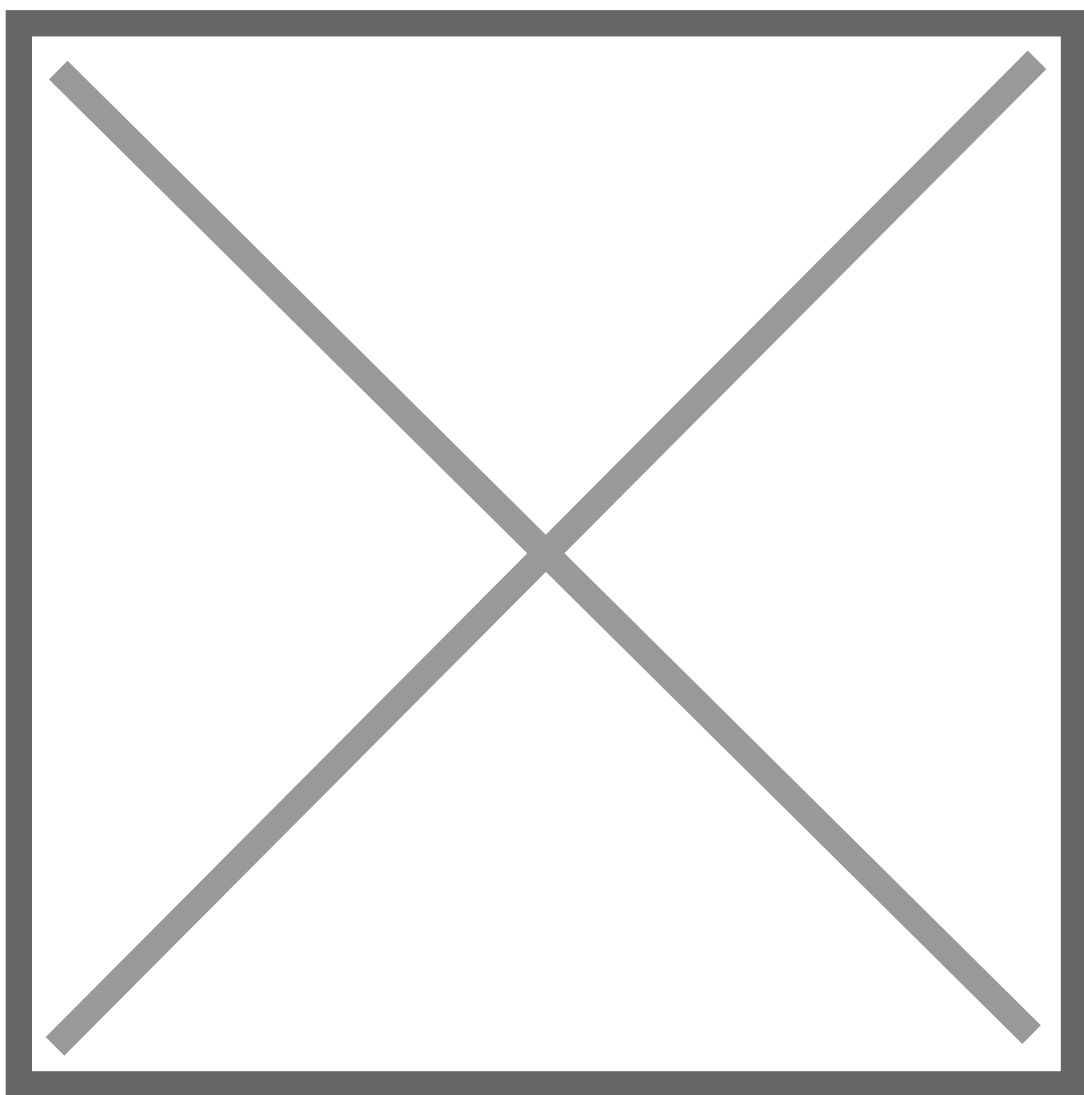
Objective: Help students recognize time on the clock.

BUILD YOUR CLOCK (25 minutes)

1. Each student makes their own clock using a paper plate and paper hands.
2. Practice setting the time as the teacher calls out different hours and half-hours.
3. Students then quiz each other using their homemade clocks.

Interactive Game: DAILY TIME CHALLENGE (15minutes)

1. Display pictures of daily activities (e.g., brushing teeth, going to school).
2. Students match the correct time to the activity.
3. Use flashcards and toy clocks to reinforce time concepts.



Revision #6

Created 30 April 2025 12:38:22 by iLab

Updated 6 May 2025 07:54:25 by iLab