

Year 2 Maths

By the end of Year 2, children must be able to tell the time using **half past**, **quarter past** and **quarter to**. They should also be able to draw the hands on a clock to show these times. This concept is commonly a difficult one for children to grasp, and requires regular practise at home. Once your child is ready, they can move on to reading, and drawing on a clock face, the time to the nearest five minutes. Children must also have an awareness of different intervals of time. They need to know how many seconds there are in a minute, how many minutes in an hour, hours in a day, days in a week, and weeks in a year. They must be able to order different intervals of time from shortest to longest.

Activities & Games!

- ★ Keep a diary for a week. Write down the times that you get up, have meals, leave the house etc. Do you notice any patterns? Do you keep a routine or do you do things at different times each day?
- ★★ Have a look at a TV guide. What time is your favourite programme on? How long does it last for? Can you find a programme that lasts for 45 minutes?
- ★ Design and make a clock with moveable hands, perhaps using a paper plate. Play 'What's the Time Mr Wolf?' with your friends; use it to practise showing different times.
- ★★ Ask a grown up to test your knowledge of time using your homemade clock. Alternatively, at regular points during the day, check a real clock and tell a grown up what time you think it is. Were you right?
- ★★★ Look at times on the local bus stop. When is the next bus due? If the bus takes 30 minutes to reach it's destination, what time will it arrive? How long is it until the next bus arrives?
- ★★ You and your friend can time each other to see how long it takes you to do 10 skips, or race 100 metres. Who was the quickest? How much quicker were they?
- ★★ Create some clock bingo boards to play with some friends.

Going deeper...

You'll need a grown-up to play with, and your homemade clock.

Set the time on the clock to 6 o'clock to start the game. Starting with the grown-up, take it in turns to move the hands of the clock on by $\frac{1}{2}$ an hour or 1 hour. For example, the grown-up could choose $\frac{1}{2}$ an hour, so that the clock hands move to half past 6, then you might choose 1 hour, moving the hands to half past 7, 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 half past 10? Why? Can you work out a winning strategy?

You can make this game even harder by including $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ hour intervals.

Wonderful websites

My Maths

Have a look at the time activities on MyMaths. There are activities practising sequencing time and looking at clocks.

There are also activities that introduce telling the time.

If you need a reminder of your login details, speak to your class teacher.

[Telling the time](#)—This is a really fun 'telling the time' game.

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

[Using a calendar](#)— Answer questions that require you to use a calendar.