

## **PAPER WATCHES**



Level	1 (Age group 6 – 7)
Resources Required	Paper Pen or Pencil Scissors Toilet Paper Roll Tape or glue
Alternate Options for the Resources	Instead of toilet paper rolls, students can use paper to make the part of the watch that wraps around the wrist. If students do not have access to extra paper, they can also do this activity by just making the faces of the clock.
Strand Covered	Measurement & Data
Targeted Skills	Reading Analogue Time
Inspired by	RedTedArt, Julia Robinson Mathematics Festival - Gordon Hamilton
Time Required	Set up time 5 minutes Game time 15 minutes
Previous Learning Required	Learn to tell and write time in both digital and analog formats
Support Required	Medium supervision

## Rules of the Game:

Goal	The first team that orders themselves from the earliest time to the latest time wins.
Rules	
Steps	Step 1: The teacher demonstrates for students how to create a watch out of paper and a toilet paper roll (See Images/Illustrations)
	Step 1: The teacher splits students up into two teams. This game works best with teams of at least 4 students.
	Step 2: The teacher writes two lists of digital times. The length of each list should be equal to the number of students on a team. <b>Do not</b> list the times in





	chronological order. To make this game as fair as possible, you can make the two lists identical.
	Step 3: Give each team pens or pencils, an ample supply of paper, and scissors. Also, give each team one of the lists face down.
	Step 4: When the teacher says "start", both teams flip their lists face-up. Each student must construct a watch with a face that displays one of the digital times on the list. There must be exactly one watch created for each of the times on the list. It is up to the students to decide who will create each time.
	Step 5: After every student on a team constructs a watch, they must order themselves in order from the earliest time to the latest time.
	Step 6: The first team to successfully do this wins.
Images or Illustrations	Red Ted Art
Variations of the Game	
Enrichment	<ul> <li>Use more complicated times, like 5:15, 3:25, or 7:18.</li> <li>On your list, in addition to digital times, use time expressions like "half past 6" or "a quarter till 5".</li> </ul>
Simplification	<ul> <li>Use only the hour hands for the watches.</li> <li>Alternatively, use times that are simpler (like 5:00, 4:30, 3:15, etc.).</li> </ul>



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