

KEY STAGE 2

TIME

Every child learns in different ways. There is no “right” way!

In Key Stage 2, pupils will build on recognising times on analogue and digital clocks and understanding the relationship between 12 and 24-hour clocks.

- They will work towards reading and converting between digital and analogue clock displays; for example, being able to read the time on the analogue clock in five-minute intervals, past and to the hour and relate these to digital displays.
- In doing this, they will be understanding and learning how to use time vocabulary needed for digital and analogue clock displays: am, pm and 24-hour notation; for example, 16:20 is the same as 4:20 pm.
- Pupils can put what they learn into practice through real-life experiences; for example, finding a start time or planning a journey using public transport timetables.

Below is a list of ideas to help your child understand telling the time.

Everyday ways to learn about time...

- Draw attention to time and talk about it at different points in the day. For example, you could say, “it’s 6 o’clock – time for tea,” or, “it’s 7 o’clock – time for a bath.”
- Talk about what you regularly do at different times in the day. Compare and contrast weekdays and weekends. Are there differences? Use time words such as today, yesterday, now, afterwards.

- Do fun activities that include measuring time:
 - use a timer for baking
 - play a board game with a sand timer
 - use a stopwatch (available on mobile phones) to time a race or challenge.
- Practise using numbers from 1–60 as this will make telling the time easier. Practising the five times table or counting in fives will also be a big help when using minutes on an analogue clock.
- Start with analogue clocks rather than digital clocks. Focus on telling time to the hour and half hour.
- Use toy clocks with moveable hands and play time games. If you can, put a clock in your child's bedroom. Ideally, it should have a clear hour hand and minute hand. This will help them to understand that the long hand shows the minutes and the short hand shows the hour.
- Model reading analogue clocks for your child. It is easier to start with the hour hand and then move onto the minute hand, e.g. "I see the hour hand is pointing to __, so I know it is __ o'clock!".
- Let your child remind you that it is time to do something!

Additional Online Games and Resources:

All resources are on the Padlet page:



<https://padlet.com/gcleland312/31nok729flts6bt1>

