



## Clock Clock!

**AGE RANGE**

5-6

**Activity for...**

Group / with robot

**Author**

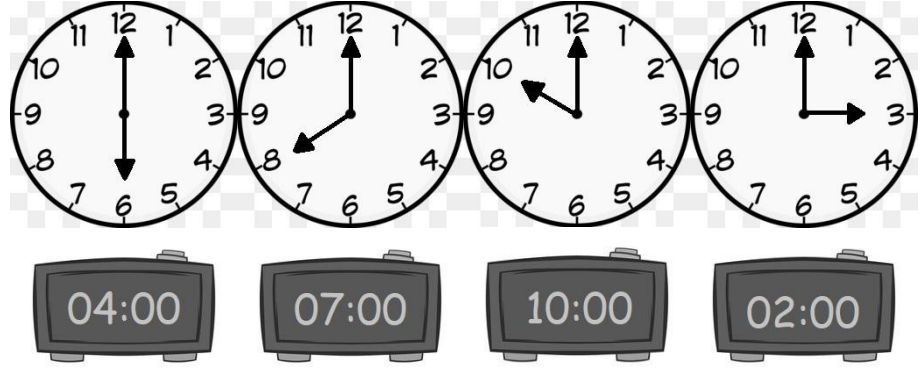
Aysu Öztaş, İdeal Çocuk Kindergarten, Turkey.

**DURATION /  
TIMING:**

30-40 minutes

**REQUIRED  
MATERIALS:**

- Cards showing digital and analog clocks



- Robot DOC





- Floor prepared according to Robot Doc

			START	


- A mat of sufficient size for the cards to be placed on it

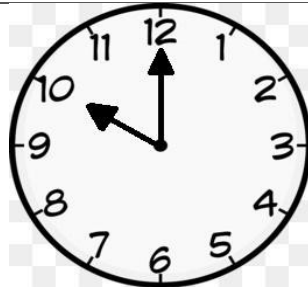


- A hook and loop board for placing cards





	<ul style="list-style-type: none"><li>● Necklaces prepared to distribute roles to children</li></ul> 
<p><b>PREPARATION OF THE ENVIRONMENT:</b></p>	<p><u>Teacher prepares digital and analog clocks cards and robot platform</u></p>
<p><b>DETAILED DESCRIPTION:</b> How the activity is implemented?</p>	<p><b>1st Stage:</b></p> <ul style="list-style-type: none"><li>● The teacher stands against the group of 5 people.</li><li>● Simple games are played for children to recognize the cards.</li><li>● The cards showing the digital clocks are distributed face down to the children first. Children examine their cards and show the clocks in order.</li><li>● The child who has the card showing 1 o'clock in his/her hand raises the card and shows the card by saying 1 o'clock aloud. Then the child, who has the card showing 2 o'clock, raises the card and says 2 o'clock. The game continues in this way until all clocks are shown.</li><li>● After the digital clocks are shown, the cards showing the analog clocks are distributed and the clocks are recognized by showing the cards in order as played in digital clocks.</li></ul> <p><b>2nd Stage:</b></p> <ul style="list-style-type: none"><li>● The teacher takes cards showing the analog clocks and chooses a card from the deck.</li><li>● For example, the teacher takes the card showing 10 o'clock among the clocks. Children have cards in their hands showing digital clocks. Two children must come together to find the digital clocks that show 10 o'clock. Children with 10:00 and 22:00 in hand.</li></ul>



### 3rd Stage:

- After the children gain experience with the previous activities, the teacher distributes the materials to the children to give the roles. Accordingly, children enter the roles of coach, referee, director, speaker and player.
- The teacher will tell the children that they need to work as a team and that each has to do something and organize themselves.
- The speaker chooses a clock from the deck and tells what time it is.
- Coach tells him to choose one of the group and put the digital clock showing the said time on the board.
- The player reaches the said hours by moving the robot on the mat.
- The referee checks whether the selected cards are correct and asks the group to think again. If true, places a smiley face on the evaluation board.
- The process is repeated until all the cards are found.



			<b>START</b>	

- In the process, if the robot

- stops here, the children will say a nice word to the person on their right about how he/she looks today.

- stops here, the children will hug each other.

### ROLES of the CHILDREN



**Speaker:** The person who will show the analog clocks and tell you what time it is.



**Director:** The person who maintains order and allows children to fulfill their roles, avoiding fights.



	<div data-bbox="511 281 609 378"> </div> <p><b>Coach:</b> The child who will ask a child in the group to find the times on which the robot moves from the deck and put it on the cccc board.</p> <div data-bbox="516 512 609 604"> </div> <p><b>Referee:</b> The person who checks whether the selected cards are correct and sticks smiley faces on the evaluation board.</p> <div data-bbox="686 768 1088 1003"> <table border="1"> <tr> <td style="text-align: center;">😊</td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table> </div> <div data-bbox="560 1064 651 1157"> </div> <p><b>Player:</b> The person who directs the robot to find the clocks showing the time chosen by the speaker.</p>	😊															
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<p><b>ROLE of the TEACHER:</b></p>	<p>He/she provides materials, explains and clarifies incomprehensible points, distributes roles, clarifies the tasks associated with each role, strengthens the process carried out and cooperation between children.</p>																
<p><b>EXTRA RESOURCES</b></p>																	
<p><b>Other remarks / Hints for the implementation</b></p>	<p><b>EVALUATION</b></p> <ul style="list-style-type: none"> <li>● What would you like to change at the activity?</li> <li>● Was it easy for you to direct the robot on the mat? In what other ways would you like to advance the robot?</li> <li>● What are the differences between digital and analog clocks?</li> <li>● Why do we use clocks?</li> <li>● What clocks do you use at home?</li> <li>● What other tools do we use to measure time?</li> </ul>																



	<ul style="list-style-type: none"><li>● What would happen if there was no clock?</li></ul>
<b>References, if any</b>	