



Clock Clock!

AGE RANGE

5-6

Activity for...

Single with robot

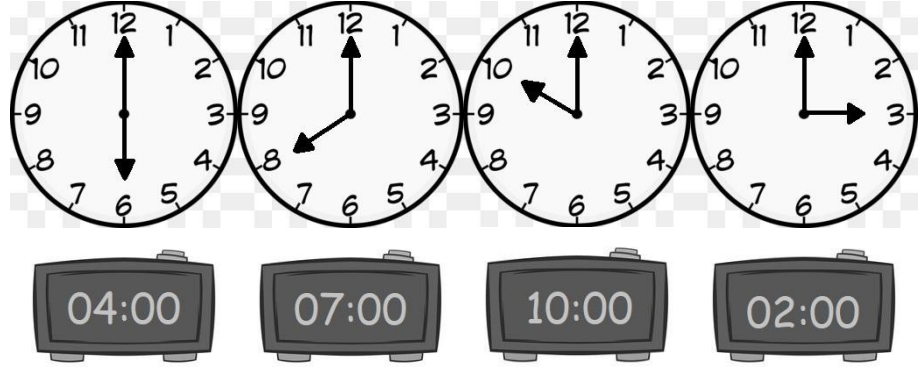
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**DURATION /
TIMING:**

20-30 minutes

- Cards showing digital and analog clocks



**REQUIRED
MATERIALS:**

- 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





**PREPARATION OF
THE
ENVIRONMENT:**

Teacher prepares digital and analog clocks cards and robot platform

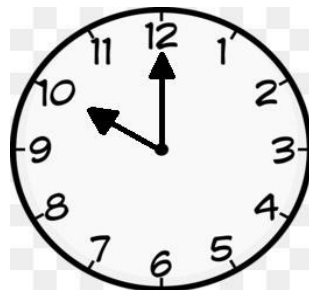
**DETAILED
DESCRIPTION:**
How the activity is
implemented?

1st Stage:

- The teacher stands against the child.
- Simple games are played for child to recognize the cards.
- The cards showing the digital clocks are distributed face down to the child and the teacher first. Child examine their cards and show the clocks in order with his/her teacher.
- If the child 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 teacher, 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 between the child and the teacher.
- 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.

2nd Stage:

- The teacher takes cards showing the analog clocks and chooses a card from the deck.
- For example, the teacher takes the card showing 10 o'clock among the clocks. The child has the other cards in his/her hands showing digital clocks. Teacher and the child come together to find the digital clocks that show 10 o'clock. Cards that showing 10:00 and 22:00 are found together with the child.







3rd Stage:

- After the child gains experience with the previous activities, the teacher shows the materials .
- The teacher will tell the child that they need to work together.
- The speaker chooses a clock from the deck and tells what time it is.
- Teacher tells the child to choose one of the group and put the digital clock showing the said time on the board.
- The child reaches the said hours by moving the robot on the mat.
- Then the child and the teacher check 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.

			START	



	<ul style="list-style-type: none"> ● In the process, if the robot  <ul style="list-style-type: none"> ● stops here, the child will say a nice word to the teacher on their right about how he/she looks today.  <ul style="list-style-type: none"> ● stops here, the teacher and the child will hug each other.
<p>ROLES of the CHILDREN</p>	<p>Child actively participates to the activity, follow instruction and the feedback of the teacher.</p>
<p>ROLE of the TEACHER:</p>	<p>He/she provides materials, explains and clarifies incomprehensible points, distributes roles, clarifies the tasks, strengthens the process carried out.</p>
<p>EXTRA RESOURCES</p>	
<p>Other remarks / Hints for the implementation</p>	<p>EVALUATION</p> <ul style="list-style-type: none"> ● What would you like to change at the activity? ● Was it easy for you to direct the robot on the mat? In what other ways would you like to advance the robot? ● What are the differences between digital and analog clocks? ● Why do we use clocks? ● What clocks do you use at home? ● What other tools do we use to measure time? ● What would happen if there was no clock?
<p>References, if any</p>	