





Clock Clock!		
AGE RANGE	5-6	
Activity for	Single without robot	
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DURATION / TIMING:	20-30 minutes	
REQUIRED MATERIALS:	 Cards showing digital and analog clocks Image: A sho	







PREPARATION OF THE ENVIRONMENT:	Teacher prepares digital and analog clocks cards.
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. 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.







	10:00
ROLES of the	Child actively participates to the activity, follow instruction and the
CHILDREN	feedback of the teacher.
ROLE of the	He/she provides materials, explains and clarifies incomprehensible points,
TEACHER:	distributes roles, clarifies the tasks, strengthens the process carried out.
EXTRA RESOURCES	
Other remarks / Hints for the implementation	 EVALUATION What would you like to change at the activity? 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?
References, if any	