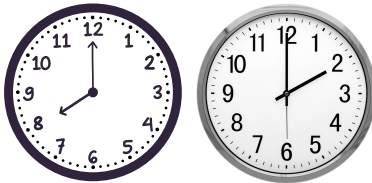
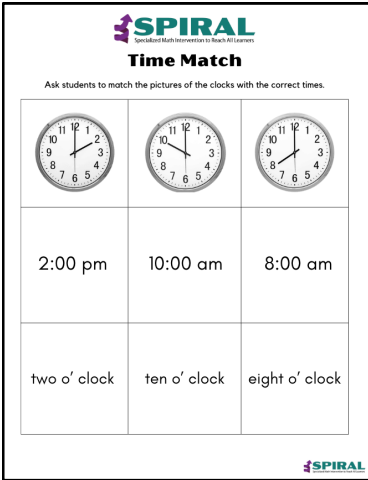


Time Fluency Activities

The table below provides examples of fluency-related games and activities that teachers can introduce to help students improve their fluency with telling time.

Activity	Instructions	Picture
HANDS-ON CLOCK <i>Individual or Group Activity</i>	Before 1. Provide student(s) with a NumberLine Clock. During 1. Student(s) physically transform a number line into a clock, allowing them to see that a clock is just a circular number line.	 <i>Source: Hand2Mind</i>
KNOCKOUT <i>Group Activity</i>	Before 1. Create a set of time prompts with different times on them. During 1. Divide students into two teams and have them face off at the whiteboard. 2. Ask students to write or call out the time shown on their side of the screen. 3. The first player to answer correctly wins the round.	
TIME MATCH <i>Individual or Group Activity</i>	Before 1. Create a set of matching cards with different times on them. During 1. Ask students to match the pictures of the analog clocks to the correct digital clocks and the correct word form of the time.	

TIME WORD PROBLEMS <i>Individual or Group Activity</i>	Before 1. Create a set of time word-problem cards (mix of addition/subtraction of time, start/stop times, elapsed time). During 1. Divide students into teams of 2-4 players. 2. Draw a word-problem card. One student reads the word problem aloud to the group. 3. Set the timer (2-3 minutes). Each team works together to solve the word problem before time runs out. 4. Check the answer. If the team solves the word problem correctly within the time limit, they earn a point. 5. Rotate word-problem cards so each team gets a turn. 6. Continue until all teams have played several rounds. 7. Winning Team: The team with the most points at the end "beats the clock."	Sofia started reading her book at 3:15 p.m. She read for 25 minutes. What time did she finish reading?
TELL ME THE TIME <i>Individual or Group Activity</i>	During 1. Choose a random moment during the day and say, "Tell me the time!" 2. Students stop what they are doing and call out the time. 3. Alternative: Have students write the time in their math journals and turn and talk with a partner to review.	
VIRTUAL MANIPULATIVES <i>Individual Activity</i>	During 1. Access free technology-based manipulatives to support students' fluency with time by clicking on the link: bit.ly/srpowell or scanning the QR code. 	 clock