

Grade Level: Second Grade

Subject Area: Mathematics

Materials Needed:

TIMEO Card

Marker Pieces

Calling cards with clocks on them

Standards:

2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m..

Objectives:

The students will demonstrate their knowledge by being able to tell time using on digital and analog clocks to the nearest five minutes.

Learning Activities:

- The students will be playing a game a TIMEO (BINGO).
- Choose a student to pass out a TIMEO card to each student.
- Allen will be asked to handout marker pieces to each child in the class 25 marker pieces to each student.
- Once each student has received a TIMEO card and markers the game will begin.
- The teacher will choose a card with a clock on it from a bag and call out the number. (Every few minutes the teacher will walk by Allen and make sure he is on track and/or redirecting him)
- Students will need to show their clocks before being rewarded with a win.
- If a student gets a bingo they will receive a prize from an assortment of items.

Assessment:

Students will demonstrate their understanding of analog and digital clocks once the game is finished with a worksheet. The worksheet will have a variety of analog and digital clocks that with need to be filled out.

Reflection: