

Level 6 TIME

Bloomsmath is a comprehensive mathematics program which provides a fun way for every student to be learning to the best of their ability.

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Level 6 is designed for students in their sixth year at school often called Year 5. Students will use twenty-four hour time and am and pm notation in real-life situations and construct timelines.

Knowledge: Students will match time between 12 and 24 hour notations to solve a riddle.

Students who demonstrate proficiency in this activity move on to Comprehension.



Students stop here as they require additional teacher support to master this activity.

Comprehension: Students will play time bingo using 24 hour time plus half and quarter hours.



Students who demonstrate proficiency in this activity move on to Application.



Students stop here if time has run out or they require additional support with this activity.

Application: Students will create a real timeline for a person's life, expeditions or discoveries.



Students who demonstrate proficiency in this activity move on to Analysis.



Students stop here if time has run out or they require additional support with this activity.

Analysis: Students will use time related clues to order a set of television programs.



Students who demonstrate proficiency in this activity move on to Synthesis.



Students stop here if time has run out or they require additional support with this activity.

Synthesis: Students will create their own television timetable and clues for a partner to put the programs in order.

Evaluation: Suggested questions provide a starting point for discussions related to Time.



Students may complete more or fewer activities for each learning outcome depending on the time allocated and their strength in the area being covered.



All students should participate in the Evaluation discussion to encourage the use of mathematical language, logical reasoning and reflection on that which they have completed.

Knowledge

Match the clocks to their correct times below to solve this riddle.

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation



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Comprehension

Time Bingo

You will need:

- A bingo card similar to that below.
- A dodecahedron die (12 sided).
- A time bingo spinner and split pin to attach the hand.
- An AM/PM disc Cut out and paste the two discs back to back.
- Coloured counters.

How to play:

- 1. Players take it in turns to roll the die to find the hour and spin the spinner to find the minutes.
- 2. If they have the time created they can place a coloured counter on that time.
- 3. The first to cover four times in a row wins.

Example Bingo Board

19:45	07:15	21:00	12:15PM
4:30PM	00:15	Quarter to nine in the morning.	15:30
Quarter past three in the afternoon.	10:15	2:15AM	04:00
9:45PM	22:30	07:45	Noon





Progress To Application

Fime - Level 6 - Students will use 24 hour time, am and pm notation and construct timelines

Knowledge







Knowledge.

Comprehension

Application

Analysis

Synthesis

Evaluation



Application

Choose a famous person and in the space below document 10 major events in that person's life from their birth to death or until now if they are still alive.

Famous Person:

Date	Event
	Birth
	Death





Analysis

Synthesis

Evaluation

Knowledge

Comprehension



Analysis

Use the television show details below to put these programs in viewing order from 12:00pm until 10pm.

- At 10:30pm there is a comedic news show for 1 hour.
- ER is 60 minutes.
- Quantum Leap has 2 episodes each thirty minutes split by the news for 1hour.
- Between 7 and 8:30 is A Current Affair Extra Edition.
- Ellen starts at midday and runs for 1 hour.
- The news starts at 4pm.
- The show after Ellen is The Block and it is half as long as Ellen.
- Miss Marple is the same length as Ellen and plays before ER.
- 6:00 is Family Feud for 1 hour.
- The last show before midnight is half an hour of Late Night Shopping.
- Home and Away is on for half an hour before Family Feud.
- A Current Affair is followed by tennis for 90 minutes.

Time	Television Show
12:00	
12:30	
1:00	
1:30	
2:00	
2:30	
3:00	
3:30	
4:00	
4:30	
5:00	
5:30	
6:00	
6:30	
7:00	
7:30	
8:00	
8:30	
9:00	
9:30	
10:00	
10:30	
11:00	
11:30	
12:00	J





Progress To Synthesis

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation



Synthesis

Use the timetable below to make a fictional TV program of your own between midday and 6pm and clues so a classmate can see if they can recreate your TV program. Remember to jumble up the clues so they are not in time order.

Time	Television Show
12:00	
12:30	
1:00	
1:30	
2:00	
2:30	
3:00	
3:30	
4:00	
4:30	
5:00	
5:30	
6:00	

Clues:

Analysis

Knowledge







Progress To Evaluation

Evaluation

The following questions and activities are provide as a starting point for fun discussions related to Time. During these conversations students will have an opportunity to use appropriate mathematical language in its correct context, to engage in reflection on the Time activities they have completed and to use logical reasoning to tie their in-class mathematics to its everyday context.



Is it easier to tell the time in 24 or 12 hour time?



Why do we need 24 hour time? When is it most useful?



How many different clocks can students think of that they encounter on a daily basis ie on a microwave, phone etc.



Have students share their timelines with classmates and discuss the ease of understanding someone's life when it is in this format.



Cut up a real TV program and see if students can piece it back together using the viewing times.



Have students share what was easy or difficult about sorting the TV programs from the information given ie. time it started, what it was before or after etc.



Analysis

Evalua

