



TEACHER Make an Hour Glass Timer

WHAT YOU NEED

Instruction sheet. Items listed.

KEY COMPETENCIES

Thinking	~
Using language, symbols, and texts	
Managing self	~
Relating to others	
Participating and contributing	~

VALUES

Excellence	~
Innovation, inquiry, and curiosity	~
Diversity	
Equity	
Community and participation	~
Ecological sustainability	
Integrity	

- 1. Prepare the items listed on the instruction sheet.
- 2. Set tables up sand, tape and scissors will need to be shared.
- **3.** Create a discussion about the measurement of time. What other things measure time? (clocks, watches). When and why would you need to measure time?
- 4. Follow the steps.
- 3. Help the children to measure the time it takes for the sand to go from one bottle to the other. Were there big time differences between them? Ask the children why this might happen (the amount of sand is different in each). Which timer took the longest? How long? Which timer took the shortest amount of time? How long?





Make an Hour Glass Timer



Instruction Sheet

You will need:

- ✓ 2 x empty soda bottles with lids
- Fine sand (enough to fill each bottle halfway)
- Strong tape
- Scissors



STEP 1



- Make sure each bottle is clean and dry.
- Fill one bottle halfway with fine sand.

STEP 2



✓ Cut a hole in the top of both plastic lids. Make sure these holes are similar in size and shape. For younger children, prepare these ahead of time, as the hard plastic lids are difficult to cut.

STEP 3



- ✓ Place the lid back onto both bottles.
- Rest one bottle upside down on top of the other, making sure the lids match up neatly and the holes are level.
- ✓ Tip your hour glass timer over to ensure the sand runs freely from one bottle to the other with no leaks. Tape both bottles lids together.







Daily Routine





WHAT YOU NEED

Sam's Daily Routine - Display this on a large screen or print enough for one per child.

KEY COMPETENCIES

Thinking	~
Using language, symbols, and texts	~
Managing self	~
Relating to others	~
Participating and contributing	~

VALUES

Excellence	~
Innovation, inquiry, and curiosity	~
Diversity	
Equity	~
Community and participation	~
Ecological sustainability	
Integrity	~

INSTRUCTIONS

Sam's Daily Routine. This is a simple time telling activity and can be completed as a group or individually.

Children read the time on the clock, next to the numbered picture, and write this time in the space provided.



Sam's Daily Routine



Sam wakes up at

O'Clock.



He eats breakfast at







He cleans his teeth at

O'Clock.



Sam leaves for school at







School starts at

O'Clock.



School finishes at

O'Clock.







Sam eats dinner at

He goes to bed at

O'Clock.









Daily Routine





WHAT YOU NEED

Sam's daily routine - Display this on a large screen or print enough for children.

My daily routine - Printed, one per child.

KEY COMPETENCIES	
Thinking	~
Using language, symbols, and texts	~
Managing self	~
Relating to others	~
Participating and contributing	~

VALUES	
Excellence	~
Innovation, inquiry, and curiosity	~
Diversity	
Equity	~
Community and participation	~
Ecological sustainability	
Integrity	~

- Sam's Daily Routine. This is a simple time telling activity and can be completed as a group or individually.

 Children read the time on the clock, next to the numbered picture, and write this time in the space provided.
- My Daily Routine. As an extention to the first activity, children can now create their own daily routine.
 Children draw the hands on the clock, next to the numbered picture, and then write this time in the space provided. Sam has been removed from each picture, so that children can draw a picture of themselves completing each routine task.



Sam's Daily Routine



Sam wakes up at



He eats breakfast at







He cleans his teeth at



Sam leaves for school at







School starts at



School finishes at







Sam eats dinner at



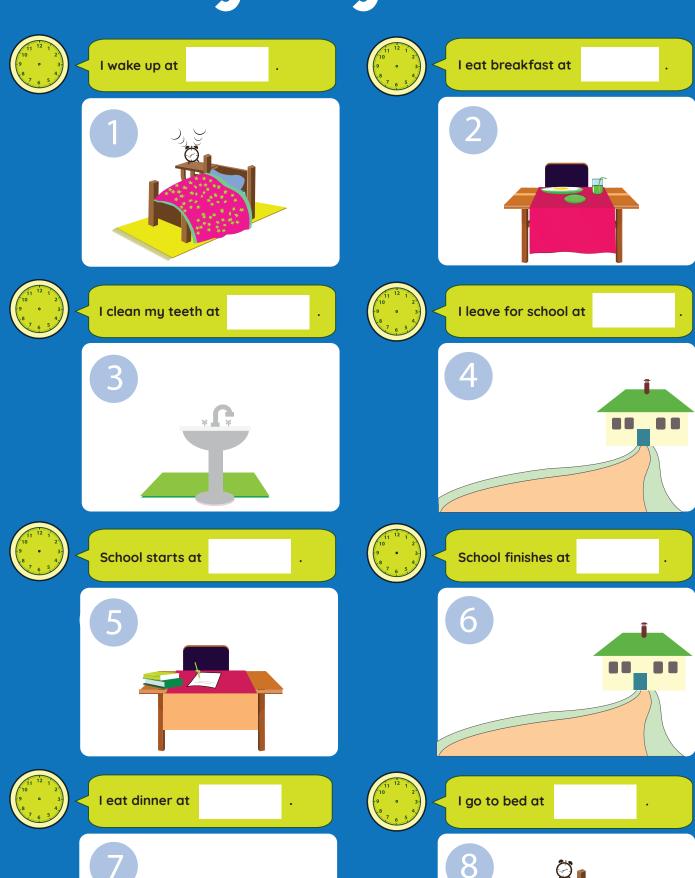
He goes to bed at







My Daily Routine





Minute to win it!





WHAT YOU NEED

Suggested Activity List. Items required for each challenge:

- 1. Years 1/2 Balls, 1 chair and 2 x larger containers. Years 2/3 Marbles, chopsticks, plastic cups.
- 2. Years 1/2 2 or 3 large bolts. Years 2/3 2 or 3 small bolts.
- **3. Years 1/2/3** 6 or 12 cups.
- 4. Years 1/2/3 Bucket, water, apples.
- 5. Years 1/2 1 correct key and 6 padlocks. Years 2/3 2 correct keys and 8 padlocks.
- 6. Years 1/2 Empty tissue box, taped to a belt or rope with 4 table tennis balls. Years 1/2 6 table tennis balls.
- 7. Years 1/2 Wool gloves, packet or gift to unwrap. Years 2/3 Oven gloves, knife and fork, food to cut.
- **8. Years 1/2/3** Hula hoop.

KEY COMPETENCIES	
Thinking	~
Using language, symbols, and texts	~
Managing self	~
Relating to others	~
Participating and contributing	~

VALUES	
Excellence	~
Innovation, inquiry, and curiosity	~
Diversity	
Equity	~
Community and participation	~
Ecological sustainability	
Integrity	~

- 1. These activities help children to understand what a minute feels like, when they are trying to complete a task.
- 2. Using a stop watch, set it to count down from 60 seconds. Each challenge should be completed within that time.
- 3. Create a supportive environment with children cheering on the person who is attempting to beat the clock.
- Create a discussion. Which challenge was the hardest to complete in the time? How long do you think you would have needed?



Years 1/2/3

Minute to win it!



Suggested Activity List

1

Moving balls or mables



Years 1/2 - transfer balls from one container to another, using your feet.

Years 2/3 - transfer marbles from one container to another, using chopsticks. 2

Undoing the bolts



*Years 1/2 - undo and remove the nuts from 2 or 3 large bolts.

*Years 2/3 - undo and remove the nuts from 2 or 3 smaller bolts.

*Use only as a rough guide.

3

SUGGESTED ACTIVITY

Stacking cups



Years 1/2 - stack 6 or 12 cups.

Years 2/3 - stack and unstack 6 or 12 cups. 4

SUGGESTED ACTIVITY

SUGGESTED ACTIVITY

Post it Note challenge



Working in pairs, children have one minute to stick as many post it notes on their partner as possible.

The winner is the person that has used the most post it notes.

5

Find the right key





Years 1/2 - find one correct key from a small selection to open one padlock.

Years 2/3 - find two correct keys from a small selection to open two padlocks. 6

SUGGESTED ACTIVITY

Junk in the trunk



Years 1/2 - shake 4 balls free from an empty tissue box attached around the body.

Years 2/3 - shake 6 balls free from an empty tissue box attached around the body.

7

SUGGESTED ACTIVITY

The gloves game



Years 1/2 - using wool gloves, unwrap a packet or gift.

Years 2/3 - using oven gloves, cut a food item with a knife and fork.

8

SUGGESTED ACTIVITY

Hula hoop challenge



Years 1/2 - the child that can complete the most hula hoop turns in a minute wins.

Years 2/3 - keep the hula hoop going for the full minute.



The Rhythm Game





WHAT YOU NEED

Rhythm clapping sheet.

ZEV COMPETENCIES

Participating and contributing

REY COMPETENCIES	
Thinking	~
Using language, symbols, and texts	~
Managing self	~
Relating to others	/

VALUES

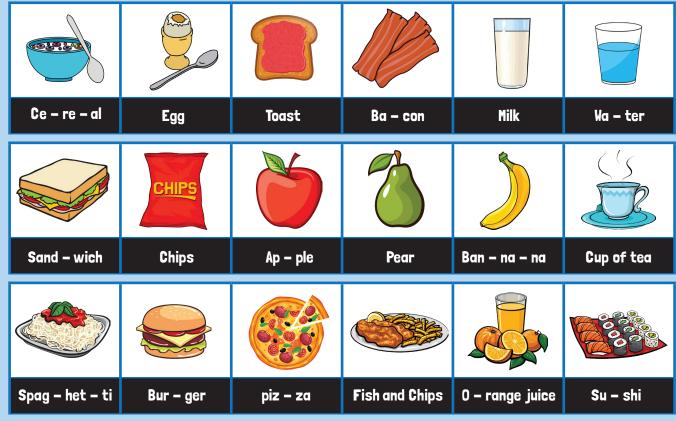
Excellence	~
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- 1. Explain what the rhythm is The rhythm is the way the words go.
- 2. Clap out the rhythm for each food word, counting out each syllable.
- **3.** Practice the additional actions clapping both hands together with a partner clicking fingers stamping feet in time with the rhythm. Apply these to the food words until the children are confident with each action.
- Starting with level 1, join the action to the word:Level 1 Clap for Egg, clap both hands together with a partner for Ba con, stamp feet for Cup of tea.
- 5. Move through the levels, according to the ability of your students.
- 6. You may wish the create your own rhythm patterns or add more actions.





Clap out the rhythms for each of these food items...



02 Follow the rhythms - the colours tell you which action to use for each.























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