



Colin and Coco's Deliberate Practice

Year 1 Unit 13

Measurement: Time





Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

	Do It	Challenge It	Play It
Know and use the days of the week	1		
Know and use the months of the year		1	
Recognise and use language relating to dates			1
Tell the time to the hour		2	2
Draw hands on a clock face to show time to the hour	2		
Tell the time to half past the hour		2	2
Draw hands on a clock face to show time to half past the hour	3		
Sequence events in chronological order within the same day		3	
Sequence events in chronological order within the same week			3
Measure time	4		
Compare times using quicker, slower, earlier, later		4	



Do It 1

Write the day after:

Wednesday

Friday

Thursday

Monday

Sunday

Saturday

Write the day before:

Tuesday

Friday

Thursday

Sunday

Challenge It 1

Match each month in the first column to the month that comes next in the year.
Find the missing buddies.

January
April
June
March
October
May
November
August

July
October
February
November
May
June
September
December



Dates Game

Play It 1

You need:

Calendar cards (See below)

To play:

Shuffle the cards and place them face down in a deck.

Players take it in turns to turn over a card and state what the next day and date will be.

If they are correct, they keep the card.

Example:

Player 1: turns over Saturday 5th May
says Sunday 6th May

To win:

The winner is the first player to collect cards with four different days of the week.

Monday
3rd
January

Tuesday
8th
February

Wednesday
12th
March

Thursday
18th
April

Friday
20th
May

Saturday
24th
June

Sunday
29th
July

Monday
27th
August

Tuesday
25th
September

Wednesday
21st
October

Thursday
17th
November

Friday
13th
December

Saturday
10th
January

Monday
19th
February

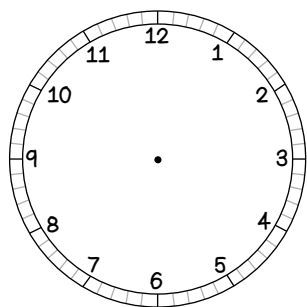
Tuesday
9th
August

Wednesday
5th
November

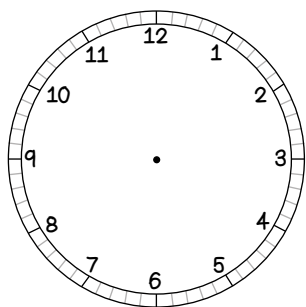


Do It 2

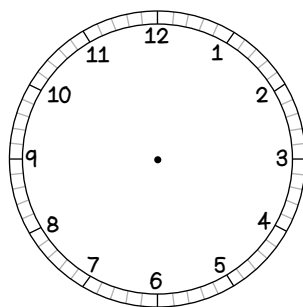
Draw hands on each clock.



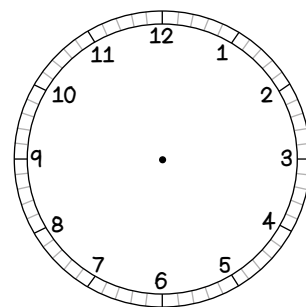
3 o'clock



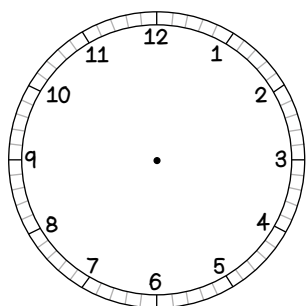
9 o'clock



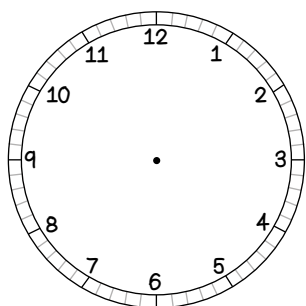
5 o'clock



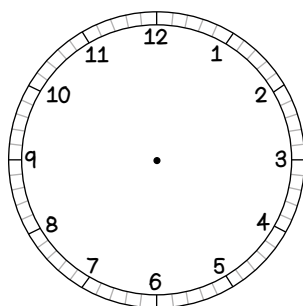
6 o'clock



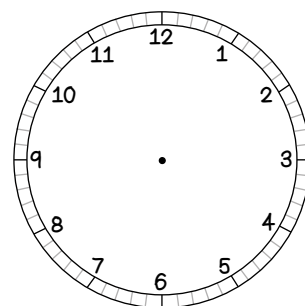
8 o'clock



2 o'clock



10 o'clock

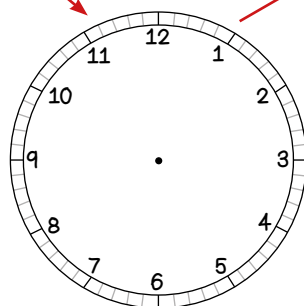
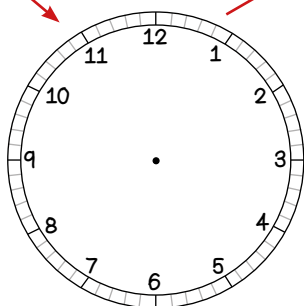
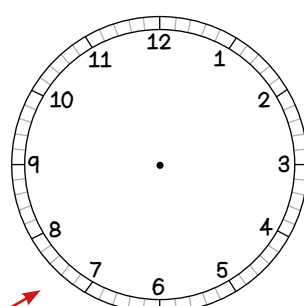
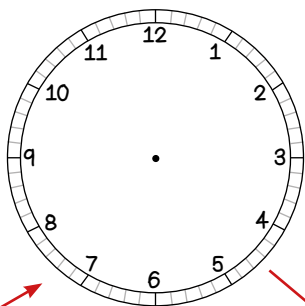
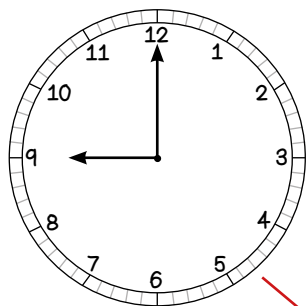


12 o'clock

Challenge It 2

Start with a clock showing 9 o'clock.
Count on four steps. Each step can be one hour or one half hour.
Draw the time after each step on the clocks.

What times can you end on?





Hours and Half Hours Game

Play It 2

You need:

1 - 6 dice

Clock each (or clock faces to draw on)

To play:

Players start with their clocks showing 12 o'clock.

Players take it in turns to roll the dice.

If they roll 1, 2 or 3 they count on 1 hour.

If they roll 4, 5 or 6 they count on one half hour.

They say the new time shown on their clock.

Example:

Player 1: clock is showing 12 o'clock
throws 4 and counts on one half hour
says, "The time is half past 12"

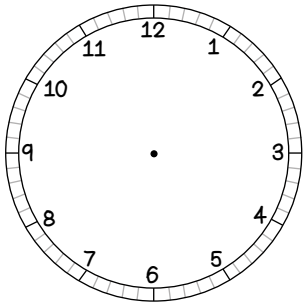
To win:

The winner is the first player to pass 12 o'clock again.

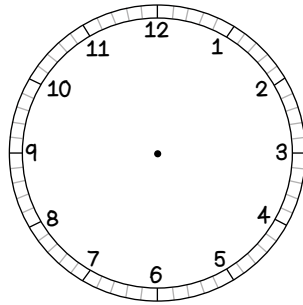


Do It 3

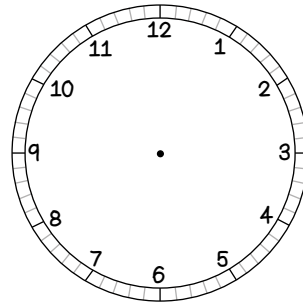
Draw hands on each clock.



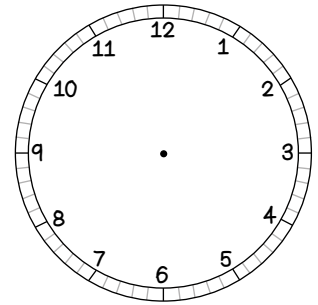
Half past 3



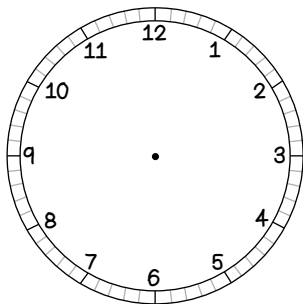
Half past 9



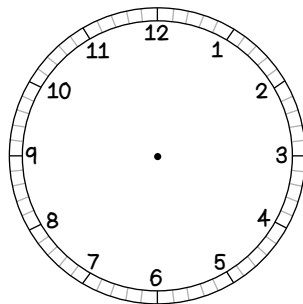
Half past 6



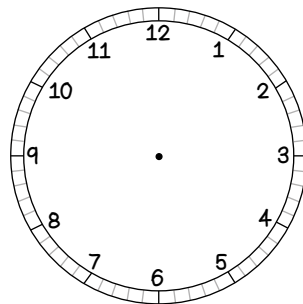
Half past 2



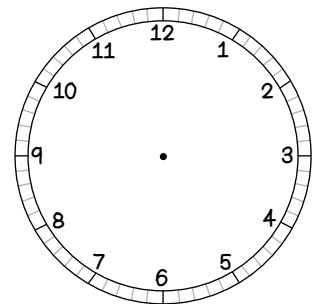
Half past 12



Half past 4



Half past 10



Half past 11

Challenge It 3

Choose three events and put them in the order that they happen during the day.
Repeat several times for different cards.

Get out of
bed

Go to
sleep

Watch
T.V.

Go to
school

Eat
lunch

Eat
breakfast



Before and After Game

Play It 3

You need:

A long piece of paper

To play: (This is a collaborative activity.)

Start with Monday breakfast.

Player 1 states an event that come after Monday breakfast.

Player 2 states an event that comes after Player 1's event.

Player 1 now states an event that comes after player 2's event and so on.

Players need to have a total of ten events to reach Friday bedtime.

For example:

Player 1: Monday lunch happens after Monday breakfast.

Player 2: Come home from school on Monday happens after Monday breakfast.

Player 1: Wake up Tuesday morning happens after coming home from school on Monday.

Play again using 'before' and work back from Friday bedtime to Monday breakfast.



Do It 4

How long does it take you to ... ?

Write the
alphabet

Clap your
hands ten
times

Jump 20
times

Build a
model of a
robot

Eat your
snack

Put 50
counters in
a row

Blink
thirteen
times

Draw three
squares

Challenge It 4

Colin and Coco bounce a ball several times. Colin is faster than Coco each time.
Coco always takes less than 30 seconds. Find the missing digits in their times.
Solve it in several different ways.

Colin's times
in seconds

1	
2	

Coco's times
in seconds

1	
1	
2	

Now solve it using the digits 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9 once each.



Earlier or Later Game

Play It 4

You need:

Time cards (on the next page)

To play:

Shuffle the cards and place them face down.

Both players turn over one card.

The player who has the earlier time, says the sentence to compare the two times aloud and keeps both cards.

Example:

Player 1: turns over 4 o'clock in the afternoon.

Player 2: turns over 10 o'clock in the morning.

Player 2: says, "10 o'clock in the morning is earlier than 4 o'clock in the afternoon." They keep both the cards.

To win:

The winner is the player with the most cards.

Play again but use 'later than' to win cards.



Earlier or Later Game Cards

4 o'clock in
the afternoon

3 o'clock in
the afternoon

2 o'clock in
the afternoon

7 o'clock in
the morning

9 o'clock in
the morning

11 o'clock in
the morning

1 o'clock in
the afternoon

6 o'clock in
the morning

6 o'clock in
the evening

7 o'clock in
the evening

9 o'clock in
the evening

11 o'clock in
the evening