

Unit 10 - Time

Content Area: **Mathematics**
Course(s):
Time Period: **May**
Length: **2-3 weeks**
Status: **Published**

Unit Overview

Unit 10 connects with the theme of Away We Go!, which centers around travel. Students will make sense of time quantities and their relationships in problem situations. Students will solve time related problems by considering the units involved and attending to the meanings of the quantities, not just how to compute them. Students will reason about time abstractly as they represent time symbolically by adding numbers to find when events take place at later times.

Essential Questions

“How do I use and tell time?”

Content

Time to the Hour

Time to the Half Hour

Problem-Solving
Strategy: Find a Pattern

Time to the Quarter Hour

Time to Five-Minute Intervals

A.M. and P.M.

Skills

Read and write time to the nearest hour.

Recognize time to the nearest half hour.

Find a pattern to solve problems.

Use a clock to tell time to the quarter hour.

Skip count by fives to tell time.

Use A.M. and P.M. when telling time.

Assessments

Online Readiness Quiz

Vocabulary Check

Concept Check - Check My Progress

Chapter Test

Teacher Observation

Lessons/Learning Scenarios

MyMath Grade 2

Chapter 10: Lessons 1-6

Standards

CCSS.Math.Content.2.MD.C.7

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

Resources

MyMath Grade 2: McGraw-Hill (2012)

- manipulative clocks
- paper plates
- connecting cubes
- number cubes