



Lesson Plan Based on The Right Book

Lesson Plan 1:

Objective:

1. To understand that time travels around a clock in a regular pattern
2. To introduce the hour mountains and the finger pointer

Resources: The Right Book online, Aramazu interactive clock, finger pointer

Introduction: Play the 'Right Book' story online

Main teaching activity;

Sit the children in a circle and get a child to walk around the circle in a clockwise fashion, show the children that this is how the finger pointer moves around the Aramazu clock. Number some of the children 1-12 and get the child walking around the circle to hold out his/her hand to point to the middle of each number. This is the o'clock. Practise this activity until the children are secure in their understanding.

Group Activities:

1. Use the Aramazu interactive clock online for children to work with a partner moving the finger pointer and take turns to identify the o'clock.
2. Download the 'Build-a-clock' and put on the mountains to practise finding the o'clock.

Extension Activity;

1. Practise adding on an hour or taking an hour away using the o'clock..

Plenary;

Look at an analogue clock and see if the children can spot the o'clock. Explain where the mountains would be and that the larger numbers are the hour mountains.

Lesson 1b: Half Past

Objective: To learn where to find the half past using the Aramazu Clock

Resources: The Right Book, interactive clocks, laptops, downloadable clocks

Main Teaching Activity:

Get some children to hold number cards 1-12 sitting in a circle. Use a child to walk around the middle of the circle and use their hand to point between the numbers. Tell the children that this is the 'half past'. Rehearse finding the o'clock in the middle of the number and then the half past between the hour mountain numbers.

Group Activity:

1. Using the online interactive clocks, get the children to move the finger pointer either onto the hour mountain or between the hour mountains to find o'clock or half past. Take turns with a partner.
2. Use the worksheets to draw on the hands and show to a partner who can decide whether the hand is pointing to o'clock or half past.

Plenary:

Review finding the o'clock and then the half past using just the finger pointer on the interactive clocks.





Lesson Plan 2: To and Past

Objective: To provide children with a memory anchor and action so that they can remember which side is to or past the hour.

Resources: A ladder, interactive online clock with ladders, laptops, The Right Book

Introduction: Revisit the story from 'The Right Book'

Main Teaching Activity:

Use a small step ladder or the online ladders to show how time climbs up the ladders and that there are 30 steps on the Aramazu ladder. Get the children to stand up and face one direction as they climb TO the top. Pretend to turn and climb down the step ladder to show climbing PAST the top. Get the children to jump and do a 180 degree turn explaining that they climb past the hour backwards. They will remember this action if they practise it. Rehearse this action, then show them how to relate it to the ladders on the interactive clock. It is important to practise this action until they are really secure.

Tell the children that the foot is really good for climbing mountains which is why it tells us whether it is 'TO' or 'PAST' the TOP.

Group Activities:

1. Using the online interactive clock, get the children to work with a partner to set the hand on either side of the clock. They can decide whether the foot pointer is 'TO' or 'PAST' the TOP.
2. Draw the ladders around a mountain and label 'To' or 'Past'.

Plenary:

Look at the Aramazu clock and get the children to take turns guessing whether the foot is 'TO' or 'PAST' the hour mountain





Lesson 3: The Minutes

Objective: To learn how to work out the minutes on the clock and use the icon 'Foot, Foot, Finger'

Introduction: Revisit the story of 'The Right Book'

Main Teaching Activity:

Put the children into a circle and get them to review being the hour mountains. Give them number cards 1-12 to hold up and use the finger pointer to identify the o'clock and half past. Then add a foot pointer to identify whether it is pointing 'TO' or 'PAST'. Once secure with this, explain that they will be look at the ladders again and this time, will have to count how many steps 'TO' the TOP or 'PAST' the TOP of the clock.

Show how the ladders fit onto the interactive clock and count all of the steps 'PAST' the TOP, then from the bottom of the clock 'TO' the TOP.

Explain that you can count the steps in 5's and that can make it quicker.

Introduce the icon 'FOOT, FOOT, FINGER', and explain that it means 'Which minute, which ladder, which hour'. Rehearse asking these three questions to work out the time. This will need plenty of practice. It may be helpful to watch the teaching video clip on the teachers' page.

Group Activity:

1. Using the online interactive clocks, practise telling the time with a partner
2. Use the downloadable clocks to move the hands with a partner to practise telling the time.
3. Relate this to a normal analogue clock using the icon 'FOOT, FOOT, FINGER'

Plenary:

Use the interactive clock to tell the time using the icon 'FOOT, FOOT, FINGER', 'Which minute, which ladder, which hour'. This will need regular practise for learning to be secure.