

# Diving into Mastery – Diving

## Adult Guidance with Question Prompts

Children may need to use clocks for this activity. They will need a ruler. Remind children that the small hand on a clock tells us what hour it is and that we call this the **hour hand**. The big hand on a clock tells us what minute it is and we call this the **minute hand**. Ask children to count clockwise to find the 'past' times and anticlockwise to show the 'to' times, and then use a ruler to draw the hands as straight lines from the centre point.

Where should the minute/hour hand be?

Are the hands the right length?

How many minutes are there until the next hour?

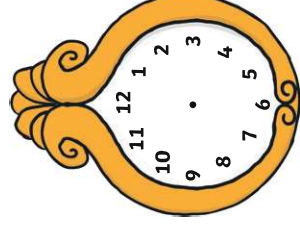
## Oodles of Time



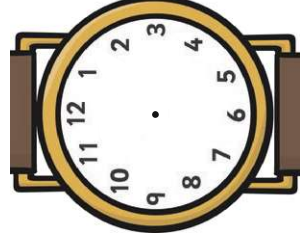
Draw the minute and hour hand on the clock to show these times. Use a ruler.



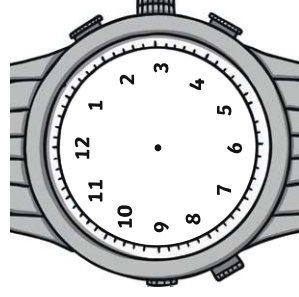
five past 9



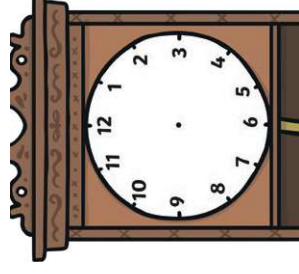
five to 4



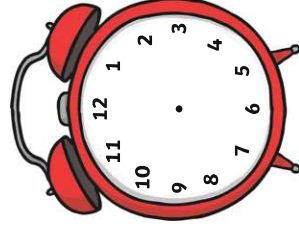
ten past 1



twenty-five to 3



twenty past 6



ten to 12

# Diving into Mastery – Deeper

## Adult Guidance with Question Prompts

Children may need to use clocks for this activity. They will need a ruler. Remind children that the small hand on a clock tells us what hour it is and that we call this the **hour hand**. The big hand on a clock tells us what minute it is and we call this the **minute hand**. Ask children to count clockwise to find the 'past' times and anticlockwise to show the 'to' times, and then use a ruler to draw the hands as straight lines from the centre point.

What time did Sarah start?

What time will it be 10 minutes after that time?

Did Sarah stop at the right time?

Can you show the right time on the clock?

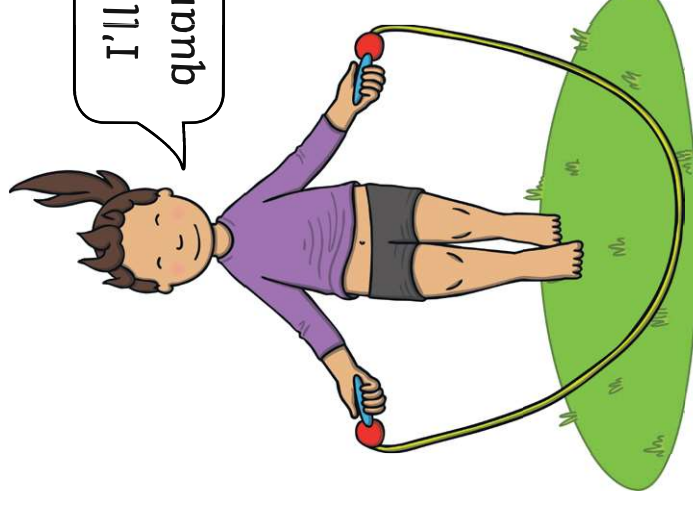
Where should the minute/hour hand be?

Are the hands the right length?



## Oodles of Time

Sarah decides to do some skipping for 10 minutes.  
She starts at twenty to 4.



Explain why Sarah won't have completed 10 minutes of skipping.

Draw the hands on the clock to show the time that she should have stopped skipping.

