

# GRADE 2

## GAME TIME

### Overview

Hockey is an unusually fast sport: players are on the ice for shifts that usually last for less than one minute and the puck moves so quickly that a split second can change a game. This lesson focuses on game start times to help students consider times of the day in relation to each other.

### Materials

- *Washington Capitals* handout: *Watching the Clock*
- Writing utensils

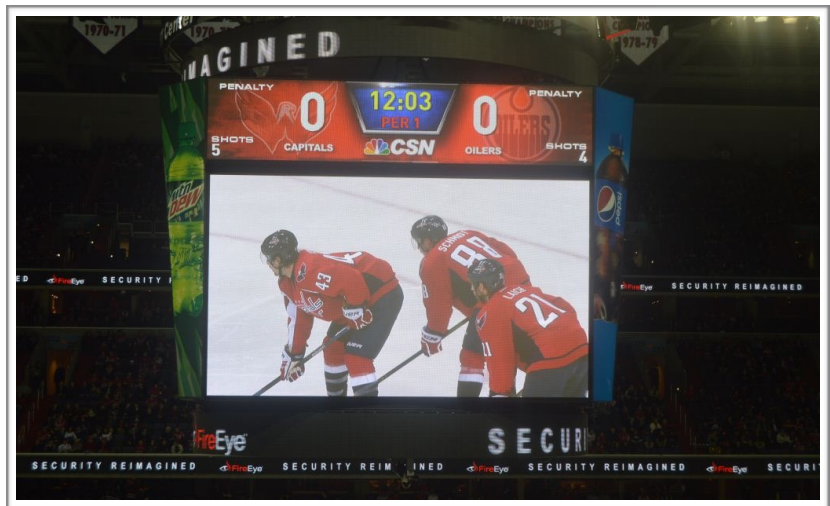
### Essential Question

How can we keep track of time during a hockey game?

### Standards

CCSS 2.MD.C.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m..

Math Learning Objective: I can read time using a digital clock. (~40 minutes)



### Warm Up

1. Establish a game of SIDES: Tell students that one side of the room stands for the answer “a long time” and one side of the room stands for the answer “a short time.” (Hang paper signs on respective sides of the room, if necessary.) Students are to move to the side of the room of the answer they have for each of your upcoming examples.
2. Begin the game and read out the following activities, one at a time, giving enough time for students to move to their chosen answer (add activities, if desired):
  - One hour
  - Cleaning your room
  - One year
  - Recess
3. Explain that NHL players generally go out on the ice for shifts of less than one minute at a time. It sounds short but is exhausting since they are being very active.
4. Have students attempt something such as standing on one foot or not smiling (choose an activity appropriate for your students) for one minute to give the a sense of the amount of time.



## Differentiation

### Support

- Allow students to work in pairs
- Provide more warm up activity using an exercise or handout where students practice telling time using a digital clock

### Challenge

- Ask students to identify patterns in the start times

### Extensions

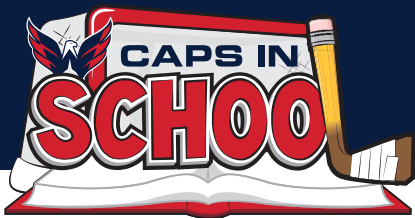
- Use the Capitals game schedules (available at [www.washingtoncapitals.com](http://www.washingtoncapitals.com)) to introduce the idea of time zones

## Activity

1. Although the warm up was about perceived length of time, the focus of this lesson is on using digital clocks to mark the passage of time during a hockey game. Let students know that you will be considering the chunks of time that mark a hockey game.
2. Ask students if they know what time hockey games usually start. Provide prompts, if necessary: Do they ever remember watching a game live in the morning? Are games on at different times during the week versus on the weekends?
3. Tell students that a hockey game has three periods. Ask whether anyone knows how many minutes are in each period. Provide the answer if no one knows: 20 minutes.
4. Distribute the handout *Watching the Clock* and lead a discussion about the information on the handout.
5. Review the meaning of a.m. and p.m.
6. Give the students enough time to complete the activities on the handout. Circulate throughout the room while students are completing the assignment to offer support.

## Assessment

1. Check the completed handouts: *Watching the Clock*.



# GRADE 2

NAME \_\_\_\_\_

## WATCHING THE CLOCK

NHL hockey games start at many different times of day. Use the schedule and information below to answer the questions.

*\*Teacher note: assume exact puck drop at game time and no stoppage of play.*

### JANUARY 2016

DATE	VISITOR	HOME	TIME (ET)
SAT JAN 2, 2016	CAPITALS	BLUE JACKETS	7:00 PM

1. What time does the game start on January 2, 2016? \_\_\_\_\_
2. If the game has been going on for 10 minutes, what time would the clock read? \_\_\_\_\_
3. A hockey period is 20 minutes long. What time would it be at the end of the first period on January 2, 2016? \_\_\_\_\_
4. A hockey intermission is 18 minutes long. What time would it be after the first period and the first intermission on January 2, 2016? \_\_\_\_\_
5. If the game on January 2, 2016 has 60 minutes of play and 36 minutes of intermission, about what time would it be when the game ends?  
\_\_\_\_\_