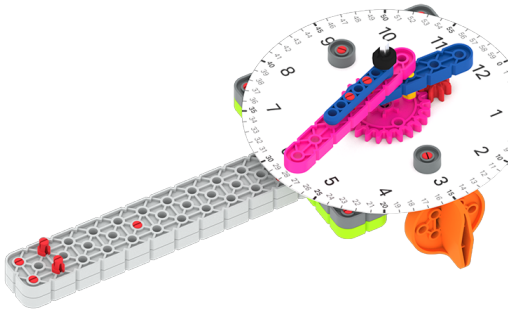




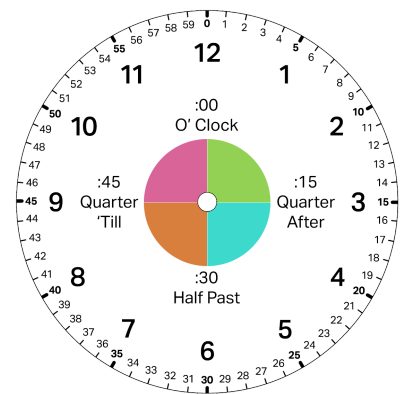
Hickory, Dickory, Clock

Quarter After, Half Past, and Quarter 'Til

Learn how to tell time in increments of 15 minutes.

Step by Step

1. Build the [VEX GO Clock](#) and make sure to add on the [Clock Face](#) printout.
2. Set the clock to 12 o'clock. Move the minute hand to the 1. What time is it now? The numbers on the clock display time moving by five minutes. Move the clock hands to show 3:10? 5:15? 10:40?
3. Another way to tell time in minutes is to divide the clock into fours or quarters. Using an extra copy of the clock face, divide the clock face, coloring and labeling it as shown.
4. Reset the clock to 12 **o'clock**. Move the minute hand to the 3. This shows 15 minutes has passed, so it is 12:15 or **quarter past** twelve. Next, move the minute hand to the 6. This shows 30 minutes has passed so it is 12:30 or **half past** twelve. Move the minute hand to the 9. This shows 45 minutes have passed so it is 12:45 or **quarter 'til** twelve.
5. Place 2 pins on the bottom of the clock handle, like in the picture above. These will be your "mice." Take turns with a partner by showing a time that uses o'clock, quarter after, half past, or quarter 'til. If your partner can name the correct time, move one mouse up the clock one space. Use the clock face that you labeled to check your answers. The mouse that gets to the top of the clock first (seven spaces) wins the game.



'LEVEL UP'

- **Story Time** - Create story problems to solve to win the game.
- **"The Clock Struck One"** - Have the mice run back down the clock after reaching the top to make the game last longer.

Pro Tips

Extra Help

- Replace the clock face with the one showing the time in quarters for an extra reference.

Standard: ISTE (6) Creative Communicator - 6c: Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.