



## TEACHIN' TIME PARACHUTE 17940



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1 x Teachin' Time Parachute

### USES

- Helps improve time-telling and measuring skills
- Reinforces measurement concepts related to time
- Fosters team play and co-operation

### SUGGESTED ACTIVITIES

Adapt these activities according to the skills and abilities of your players. The suggestions below become increasingly complex. Some may not be appropriate at all whilst others may require some adaptation to make them appropriate. Most require some understanding of telling the time.

Required:

a coloured ball to represent the hour hand and a differently coloured ball to represent the minute hand

a clock that allows you to move the hands manually (e.g. ROMPA's Teaching Clock 50781)

If a ball rolls into the incorrect catch net, shake the parachute to remove it and start again.

### Replicate

Using the parachute and coloured balls, players should indicate the time shown on another clock. Keep changing the time on the other clock and asking players to indicate the new time using the parachute and coloured balls.

### Advanced hour – concept of future time

Develop imaginary story problems that require students to think ahead by one hour (see examples below) and then have students roll the balls into the appropriate catch nets.

Example: Sean would like to play football with his friends. However he must be home one hour later. It's now 3 o'clock – what time will he be home?

Example: Jane walks her dog at 4 o'clock. She gets home twenty minutes later – what time will it be then?

### What time is it?

Instead of asking the players to demonstrate a particular time, roll the balls or gently shake the parachute up to see which catch nets the balls fall into. Ask the players to tell you what this time is. If their answer is correct, show the time on the other clock.

### Variations

For each of the above, use a digital clock rather than a clock with hands, or just tell them a time to encourage them to listen carefully.

### Time Spelling and Reading

Use a written visual prompt that identifies a time e.g. a sheet of paper with 'quarter past seven' on it. Ask the players to roll the coloured balls into the corresponding catch nets of the Teachin' Time Parachute. In the example above, this would be 7 and 3.

### Counting Minutes

Ask players to tell you how many minutes there are between two given times e.g. ten past eight and twenty past eight.

### Time for Maths

Ask players to complete time addition and subtraction problems to determine which catch nets to roll the balls into.

Examples:

1 hour 10 minutes + 1 hour 25 minutes = 2 hours 35 minutes  
→ roll the balls into catch nets 2 and 7

3 hours 15 minutes + 2 hours 45 minutes = 5 hours 60 minutes  
→ roll the balls into catch nets 6 and 12

5 hours 40 minutes - 2 hours 20 minutes = 3 hours 20 minutes  
→ roll the balls into catch nets 3 and 4

### Calendar Maths

Give players a mathematical problem related to the numerical equivalent of the months.

Examples:

Roll the ball into the catch net of the third month of the year (March).

Roll the ball(s) into the catch nets of the even months of the year (February, April, June, August, October, December).

Roll the ball into the catch net of the month identified in dates you have written down e.g. 1.6.02, 12.7.04 etc

### History & Maths

The names of the months have retained their Roman origin. Using the Roman names, ask players to identify the appropriate month and then roll the ball into the correct catch net.

Examples:

January: Janus, god of beginnings and endings

February: Februalia, time for religious atonement

March: Mars, the god of war

April: Aperire, Latin for 'to open' (buds)

May: Maia, the goddess of plant growth

June: Juvenis, 'youth'

July: Julius Caesar

August: Augustus, first Roman emperor

September: Septem, 'seven'\*

October: Octo, 'eight'\*

November: Novem, 'nine'\*

December: Decem, 'ten'\*

\* the earliest Latin calendar had only ten months, hence December being the tenth month

### Celebration/Event of the Month

There are numerous celebrations or historic days during each month. When presented with the name of a holiday/special/historic day, players work together to roll a ball into the catch net of the appropriate month. This may involve some preparation before hand, subject to how widely known the dates are.

Examples:

January: new year begins

February: Valentine's Day

March: Mother's Day, St. Patrick's Day  
April: Palm Sunday  
May: Coronation of George VI  
June: Shakespeare's Globe Theatre burns down  
July: American Independence  
August: Panama Canal opened  
September: Halloween  
October: Battle of Trafalgar  
November: Bonfire Night  
December: Christmas

This can be personalised, to familiarise players with important dates in their own lives e.g. birthdays, weddings, anniversaries etc.

### **Stone of the Month**

Each month is represented by a gem stone. Tell the students the name of the gem stone and they have to manoeuvre the ball into the correct catch net.

Examples:

January: Garnet  
February: Amethyst  
March: Aquamarine  
April: Diamond  
May: Emerald  
June: Pearl  
July: Ruby  
August: Peridot  
September: Sapphire  
October: Opal  
November: Topaz  
December: Turquoise

### **SAFETY**

Always supervise the use of this product.

Allow an appropriate amount of space and remove any obstacles

### **SPECIFICATION**

Nylon.

Size: 365cm diameter