INVICTA EDUCATION

GIANT SAND TIMERS

TIME & TIMING
UNDERSTANDING MEASURING

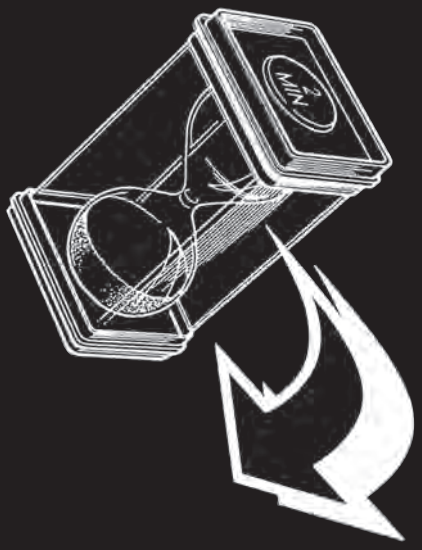
PRODUCT GUIDE

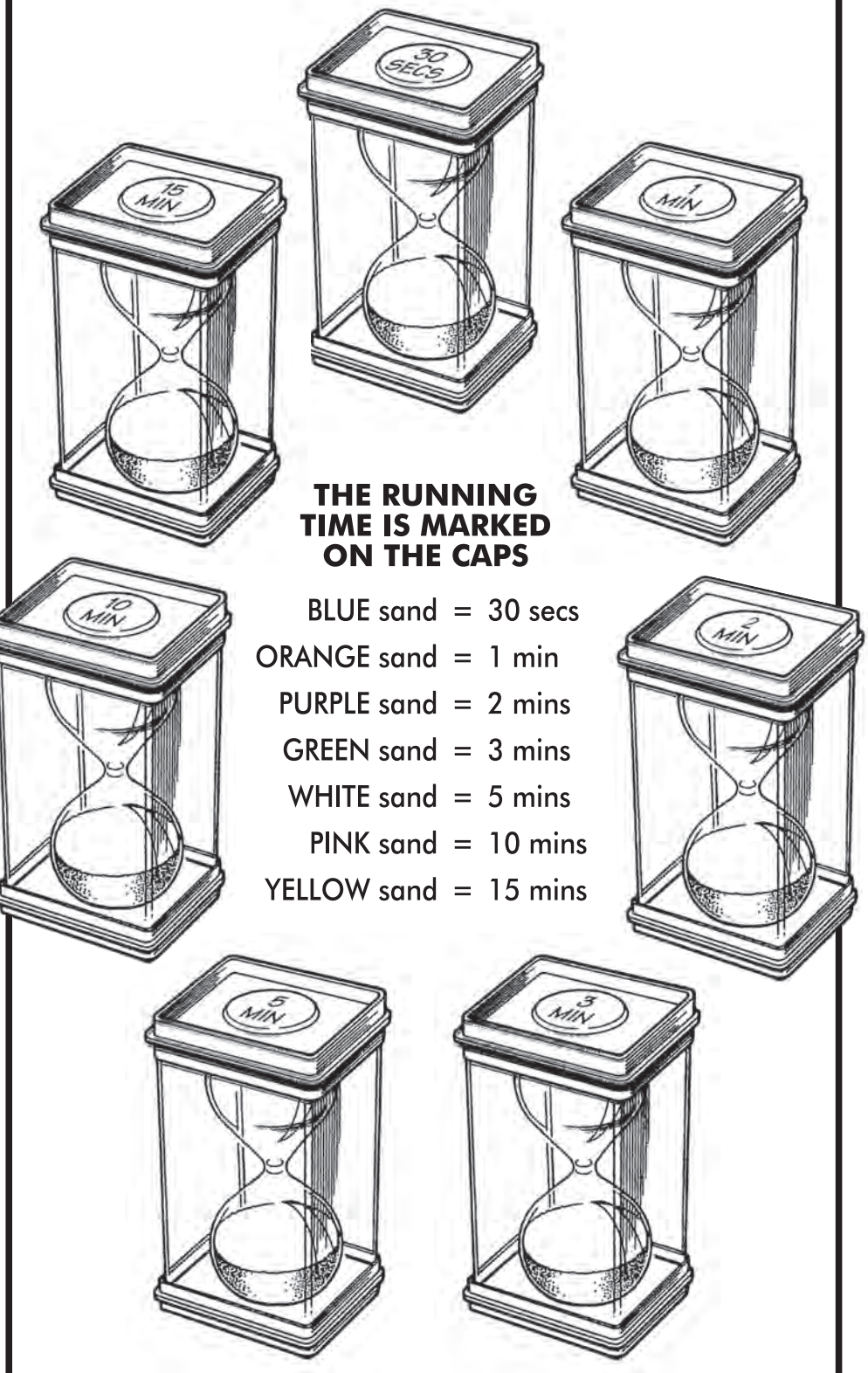
IP 081959

THIS PRODUCT GUIDE MAY BE PHOTOCOPIED FOR CLASS USE ONLY

HOW TO SET THE TIMER

Turn the timer so that all the sand is in the upper half.





THE RUNNING TIME IS MARKED ON THE CAPS

BLUE sand = 30 secs
ORANGE sand = 1 min
PURPLE sand = 2 mins
GREEN sand = 3 mins
WHITE sand = 5 mins
PINK sand = 10 mins
YELLOW sand = 15 mins

THE HIGH LEVEL OF PRECISION OF THESE GIANT SAND TIMERS DEMANDS THAT THEY BE HANDLED SENSIBLY

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Looking at Timing

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■ **Products to help you;**
- Giant Sand Timers
- Adjustable Sand Timers
- Water Timers
- Teaching Clock
- Manual Big Clock
- Geared Big Clock

■ **in many integrated activities;**
- timing events and intervals
- exploring notions of time

■ **Progression through key stages / levels for example;**

exploration of science
- (KS1) encourage the development of standard and non standard measuring skills
- (KS2) involve problems that can be solved qualitatively but allow for some quantification of the variables involved

knowledge and understanding of science
- (KS1) .... and relate these changes to the passage of time

using and applying maths
- (KS1) know the most commonly units used in time
- (KS2) make estimates based on familiar units and understand the relationship between units

handling data
- design a data collection sheet
- constructing pie charts etc

number
- comparing two numbers to find the difference

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Topic focus **"General"**

Classroom activities might include:

■ **Discussions on time**
- what did you do after breakfast? (or at 11am)
- what helped you to remember?
- how long did you take?
- how did you tell?
- could it be important?
- does it matter about judging time?
- when does it matter to you and others?
- how do we do it?

■ **Purpose to product**
- looking at different timers
- how small a time can you think of?
- how good are we at judging time?

■ **Time different activities**
- how fast / slow
- running / climbing
- repeating actions
- cooking / gluing
- warming-up / cooling-down
- lorries / cars / bikes / people passing

■ **Making Charts**
- comparing short and long times
- keeping records of time

■ **Fair testing where time is a variable**
- sliding
- sinking

■ **Are there different ways of telling the time? Why?**
- Roman time
- 24 hour clock
- o'clock
- minutes and seconds

■ **Time in other countries**
- time zones (use of the blank face)
- day length (time of year)

■ **Proverbs and sayings / the way we use time**
- a stitch in time, be back in a minute
- how long did it take?
- a watched clock etc.

■ **Guestimates of time**

■ **Designing your own 30 second timer**
- what will you use it for?
- which materials are best?
- does it do what you want it to do?
- how can you test it?
- how accurate is your design?

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