## KS5 Maths

## Measure- Time

## Subject curriculum intent:

We want our pupils to be able to develop functional time skills so that they can be as independent as possible in their adulthood. Depending on the cognitive ability of the pupil, our intention is that pupils are able to manage their own time, whether this be by being able to organise and follow their own schedules (keeping them motivated and engaged throughout the day) or for them to be able to plan and attend social events out in the community.

We want our pupils to...

- 1. develop **fluency** in the fundamentals of mathematics so that they are efficient in using and selecting the appropriate strategies to use time skills including mental methods, underpinned by mathematical concepts
- 2. can solve problems by applying their mathematics to a variety of problems with increasing sophistication, including in unfamiliar contexts and to model real-life scenarios
- 3. can reason mathematically by following a line of enquiry and develop and present a justification, argument or proof using mathematical language.

## In all math lessons, teachers plan engaging lessons with the aim that pupils:

- master skills in maths which they are then able to apply to a range of contexts within the school and home context
- embed their new skills and understanding to a range of contexts; thus supporting application and progress in learning

- acquire core mathematical skills to support their independence as they progress through the school
- are able to apply their understanding; supporting them in other areas of the curriculum

End of KS3 intent/outcome		End of KS4 intent/outcome	End of KS5 intent/outcome	
Students will be confident when		Students will continue to build on their learning	Students will continue to develop their time	
understanding days of the week and months and seasons of the year. Students will be confident when ordering daily routines and will link familiar activities to suitable times in the day. Students begin to experience using		also begin to develop time management skills and will link their skills developed to real life situations.	· · · · · · · · · · · · · · · · · · ·	
analogue clo	cks to read and make times.		throughout the day.	
Intent for this topic:	time and managing their own time -Managing their day as a young ad -Telling the time and getting to p	laces on time with links to the world of work / emplo	ts such as:	

		-Using time skills when cooking and following a recipe	
Key vocabulary taught within this topic:		Order, then, next, now, after, before, clock, time, analogue, digital, hour, minutes, seconds, o'clock, quarter past, quarter to, half past, clockwise, anti-clockwise.	
	Links to other subjects:	-Science- Weather & Seasons -PSHCE- Daily routines -Life skills	

	<u>B2 P 5</u>	<u>B2 P 6-8</u>	<u>B2 step 1c-1b</u>	<u>B2Step 1b-2c</u>	B2Step 2c-2a	<u>B2Step 2a-3a</u>
Subject specific	To know the word	To know key words:	<u>To know</u> the names of	<u>To know</u> key words:	<u>To know</u> the	
knowledge	'wait'.	before, after next,	all days of the week	'hour, minute and	number of minutes	To know and use
What do pupils		today, yesterday,		second'.	in an hour and	vocabulary:
need to know?	<u>To know</u> the order	tomorrow, morning,	<u>To know</u> Mon-Friday		hours in a day	AM, PM, morning,
	of morning and	afternoon and evening	are week days	<u>To know</u> clocks /		after noon and
	night.			watches tell the time	<u>To know</u> left of	night
			<u>To know</u> Saturday-		the clock = past	
		<u>To know</u> which of the	Sunday and weekend	<u>To know</u> clocks have	and right = to	To know o'clock = -
		above key words links	dates	two 'hands' and know	(towards the	xx:00
		to past, present or		which represent	hour)	
		future events.	Note: going from	minutes and hours		To know quarter
			vocabulary/language		<u>To know</u> the	past = xx:15
			they are used to in	<u>To know</u> the minute	minute hand on '3'	
			the UK	hand on '12' = o'clock	= quarter past and	To know half past
					'9' = quarter to	= xx:30
			<u>To know</u> all seasons	<u>To know</u> the minute		
				hand on '6' = half past	To know to count	To know quarter
			<u>To know</u> all months in		in 5s around the	to = xx:45
			the correct order		clock e.g. 1 = 5	
					past, 2 = 10 past -	<u>To know</u> the
					stopping at half	number of seconds
					past	in a minute, days
						in a month, days in
					To know to	a year inc. leap
					continue to use	year
					key phrased :	

					o'clock, quarter past, half past and quarter to even when telling the time to 5 minute intervals	
Subject specific skills  What do pupils need to be able to do?	Is able to wait for an activity / turn  Is beginning to / able to sequence event images from morning to night.	Is able to sequence events in chronological order using language: before, after, next, today, yesterday, tomorrow, morning, afternoon, evening'  Is able to describe and compare events and activities using 'quicker, slower, earlier' vocabulary	Is able to name days of the week in order  Is able to say days that come before or after another  Is able to identify key events for specific days  Is beginning to / able to name months and seasons of the year in the correct order.  Is beginning to / able to link seasons to weather and month to seasons	Is able to read half past times  Is able to read a mixture of o'clock and half past times (flicking from one to another easily)	Is able to compare and sequence intervals of time  Is able to read and write the times for quarter past (including drawings hands on a clock)  Is able to read and write the times for quarter to (including drawings hands on a clock)  Is able to read and write the times for quarter to and quarter to and quarter to and quarter past (including drawings hands on a clock)  Is able to tell and write the time to 5 minute intervals (including drawing hands on a clock)	Is able to tell and write the time from an analogue clock; those with roman numerals  Is able to estimate and read time to the nearest minute  Is able to compare durations of events  Is able to connect analogue times to the digital time

Suggested	-Playing turn taking	-Ordering key scenes	-Days of the week	-Use of physical clocks to read the reading	Analogue to digital	1
teaching activities How should I teach	games -Role play activities or dress up for morning and night -Sorting activity	or symbols for different activities in the day e.g. wake up, wash face, brush teeth	song -Classroom displays - going through days of the week each morning	of analogue clocksEnsure pupils are being asked what time it is at specific points in the school day depending on what skill they are developing (o'clock, half past etc)	flash cards -Practicing 5 times tables and labelling on an analogue clock	
this?	cards into morning and night	-Role play activities in correct order. -P.E link - quicker and slower -Outside games - quicker and slower	-Season trays -Dress up for the weather - role play -Daily timetable display - what month is it? -Matching month cards to season displays -Month songs	-Give pupils jobs they need to do at specific times of the day, requiring them to read themselves to mast skills		