

Unit 7: Measuring Time and Money

OVERVIEW

In this unit, students will learn to read analog and digital clocks to the nearest 5 minutes, and estimate and measure elapsed time to the hour and half hour. Students will use coins learned in previous grades to determine the value of a combination of coins or bills. Students will use addition and subtraction to solve problems involving time and money. Students will continue to review and develop their understanding of the value of numbers to 1,000, the counting sequence, and solve real-world problems involving addition and subtraction within 1,000. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.




N/A


2.NR.2.1
2.NR.2.2
2.PAR.4.1
2.PAR.4.2

2.NR.2.3

Keenville Sheriff



High-Rise Builders




2.NR.2.3

Captain Peachbeard




2.NR.2.4

River Tubing



2.MDR.6.1

Carnival Time



2.MDR.6.2

Farmers Market



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 STANDARD & GAME ALIGNMENT DESCRIPTION **2.NR.2.3-Keenville Sheriff**


In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems. Students will solve addition and subtraction two-step word problems within 100 using various interactive tools.

2.NR.2.3-High-Rise Builders

In High-Rise Builders, students are challenged to use formal and informal strategies to add and subtract. Students will use their strategies to help Builder Keen and his crew load the beams and build a skyscraper. This game focuses on building numeracy skills by encouraging students to apply mental math strategies to solve equations.

2.NR.2.3-Captain Peachbeard

In Captain Peachbeard, students are challenged to solve addition and subtraction equations to help Captain Peachbeard figure out all the secret numbers to open the treasure chests. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve addition and subtraction problems.

**2.NR.2.4-River Tubing**

In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100. Students will add and subtract within 100 solving for a number when result, change, or start are unknown with grouping.

2.MDR.6.1-Carnival Time

In Carnival Time, students help to learn how to ride the Ferris wheel clock. This game focuses on numeracy skills in measurement and data by asking students to tell and display time using analog and digital clocks. Students will estimate and measure elapsed time to the nearest hour and half hour indicating if the time of day is a.m. or p.m., using analog and digital clocks.

2.MDR.6.2-Farmers Market

In Farmers Market, students are challenged to shop for ingredients to purchase, and then help the Keens pay for the items with the correct amount of money. This game focuses on exchanging money and paying with the exact amount of money necessary. Students will determine the value of coin combinations that equal a given amount. Students will also solve problems involving dollar bills and coins with a given a number of items to purchase using symbols appropriately.

