

It's About Time, Max!

Grade 2

5 skill lessons · 3 math-through-reading

Skill lessons

5 lessons on the mathematics the book carries. Each lesson has printable workbook pages and a separate teacher key.

1. Which Hand Tells the Hour?

Concept · Naming the hour hand and the minute hand on an analog clock

2. Count by Fives All the Way Around

Fluency · Counting by fives around the clock face to find the minutes

3. Where Is Max at This Time?

Application · Matching clock times to the events of a daily schedule

4. Three Ways to Say the Same Time

Representation · Naming one clock time as o'clock, quarter after and half past

5. Is That Reading Right?

Reasoning · Checking a clock reading and giving the count as the reason

Math through the reading

The mathematics is reached through a sentence the book prints: change one word in the reading and the numbers change with it. These carry their own standards, matched against these lessons rather than inherited from the skill ones.

6. Two Words, Two Different Times

Integrated · Students set one clock from Max's sentence and a second from the same sentence with the two hand words traded, then say which word moved the time and by how much.

7. How Long Is Max's Morning?

Integrated · Students find the two sentences that fix the ends of Max's morning, count the hour and the extra fives between them, and answer with the number of minutes and the sentence that funds it.

8. Say It Both Ways Round

Integrated · Students mark a quarter hour and a half hour on one clock face, count the gap between them, and say the relation forward and reversed, changing the comparison word each time.

Reading and language lessons

5 lessons on the reading and language the book carries - what a word means in its sentence, how a character is shown, how a text is built. No mathematics: these are matched against the English language arts curricula, which are a different and smaller set than the mathematics ones.

9. Max Says He Is Never Late

Reasoning · Reading a narrator's boast and the trouble that follows it

10. Stalling, and Other Words Max Gives You

Concept · Working out what a word means from the sentence around it

11. One Word, Two Meanings, One Missed Movie

Reasoning · Tracing how a joke is set up in one word and paid off later

12. Clues That Rhyme On Purpose

Representation · Hearing the rhyming pair that makes a clue work, and writing one

13. Uh-oh, Yikes, What a Bummer

Concept · Reading a first-person narrator's short exclamations for feeling