

Game Time!

Grade 2

5 skill lessons

Skill lessons

5 lessons on the mathematics the book carries. Printable workbook pages and teacher keys are not available for this book yet.

1. Four Quarters of One Hour

Concept · Quarter, half and three quarters of an hour as parts of sixty minutes

2. The Game on a Sixty-Minute Line

Representation · Placing stated minute marks on a sixty-minute line, including two counted from inside a period

3. The Day the Story Never Names

Application · Counting on seven days from a date to find the day of the game

4. Count Back Through the Last Minute

Fluency · Counting back within twenty from a stated number of seconds

5. Was Half an Hour Enough?

Reasoning · Judging whether the time left is enough, from the minutes gone and the goals scored