

ACTIVITY IA6.13: How Many More to Make 60?

Intended learning: To find missing addends, emphasizing the combinations found in telling time with minutes before or after the hour.

Instructional mode: Shorter, rehearsal mode for partners.

- ② **Materials:** How Many More to Make 60? Game board, two types of counters, pencil and paper clip for spinner.

Description: This game is played in a similar manner as IA 4.6, the 9 Plus Game. The purpose of this game is to build facility with the combinations of 60 that arise in telling time with respect to minutes after and minutes before the hour.

Responses, variations and extensions:

- Telling time is a context that poses difficulty for some children. Some students will initially take a significant amount of time to calculate the missing addend. For some children, time will provide an additional scaffold depending on their facility with telling time.
- Judy clocks or model clocks can be used to provide a scaffold for this activity.