



**Title:** Calendar Clock

**Grade:** K-2

**Overview:** Time flies when students play with the Calendar Clock! Students move forward and backward in an animated movie by months, days, hours, minutes, and seconds.

---

**My Learning Objectives:**

Connect time units and typical events in the real world

Recognize differences in clock and calendar units

Know changes in weather occur from day to day and across seasons, affecting Earth and its inhabitants

---

**DISCOVER MODE**

1. Click the Calendar to enter the Calendar Clock from the Main Room.
2. Click the green Go button to watch the animated movie in real time. Click the Go button again to stop the movie.
3. Click the lever to run the movie forward or in reverse.
4. Click the appropriate icon to move by month, day, hour, minute, or second.
5. Click the character in the picture frame for the Question and Answer Mode, or click Trudy to return to Trudy's Main Room.

**QUESTION AND ANSWER MODE**

1. Click the character in the picture frame to enter the Question and Answer Mode.
2. Mandy, the ladybug, describes when an event will happen and asks you to change time to see the event. To hear the request again, click Mandy.
3. Click the time unit controls to move forward or backward through time to the event.
  - When you move the correct amount of time, the event happens.
  - If you choose time units that are too small to be practical or too big to work, Mandy will ask you to try again.
4. If a combination symbol is needed in the map, the map square will stay white until both of the necessary symbols have been dragged onto the map square.
5. Click the empty picture frame for the Discover Mode or click Trudy to return to Trudy's Main Room.