

1

The day in order

Hand out the eight event cards for the school day, one to each of eight students, and have them stand in a line in the order the events happen. Let the class move them rather than fixing the line yourself.

"Which one happens first? How do you know from the card?"

"Who should be standing after fruit break?"

The order comes from what is on each card, not from remembering the day. That is what lets students order a day they have never had.

2

Before and after

With the line standing, put a hand on one student and ask the class what happens before and after that event. Move along the line and ask again from a different place.

"This is lunch. What happens after lunch? What happens before it?"

"Now I am standing here. What is before and after now?"

3

The week comes back around

Lay the seven day cards in a line and peg today, then count on three days and read the day aloud. Do it again from Friday, so the count runs off the end of the line, and ask what to do. Then pick the cards up and lay them in a circle and do it again.

"Today is Friday. Count on four days. Where do you stop?"

"The line ran out. What happens after Sunday?"

A line says the week ends. A circle says it starts again, which is what students need once the count runs past Sunday.

4

Reading the timetable

Stand at the class timetable with two pegs. Peg library and peg sport, then count the days between the pegs out loud along the row of days.

"When does our class have library? How did you find it?"

"How many days are there between library and sport?"

Print one set and cut along the dashed lines. The eight event cards are for the first two activities and the seven day cards are for the third. The blank cards under the event cards are for events your class adds.



arriving



writing



fruit break



play time



lunch



reading

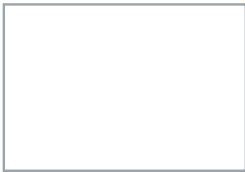


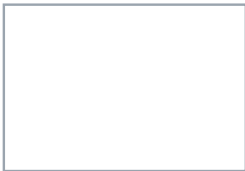
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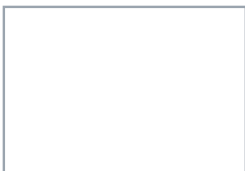


home time









Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday