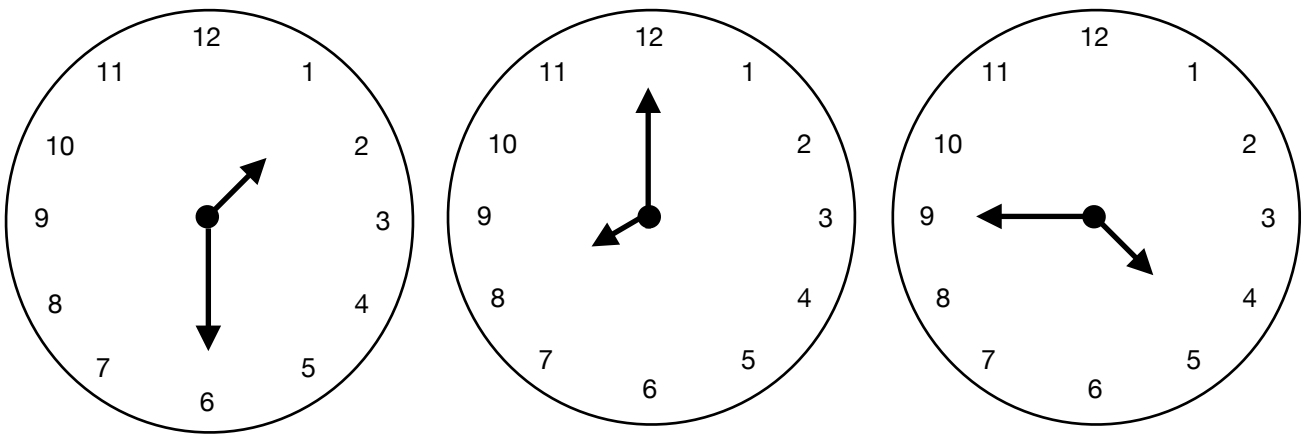# The Sphero Clock

Step 1. Students work in pairs to create a Sphero Clock.
Step 2. Groups work through the activities below.

1. Code the Sphero to show the following times. Use different colours for the hour and minute hands. Challenge your partner by creating some new clock faces for them to code.

2. Code the Sphero to show the time -

A.   Ten minutes past 3 O'Clock, B. A quarter past 5.00, C. 20m minutes to 6 O'Clock, D.10 minutes to 4 O'Clock, E. A quarter to 3.00.

3. Code the Sphero to show the following digital times in analog time.

A. 1:50,   B. 2.15,   C. 3.45,   D. 8.30,   E. 11.45.

4. Solve the time problem then code the Sphero to show the correct answer on the clock face.

• If Jim left home at 7.00 am and it took him 45 minutes to drive to work, what time did he arrive?
• If Sally started her exam at 10.00 am and took 90 minutes to complete it, what time would she finish?
• If Mary started baking a cake at 4.30 pm and it took 40 minutes to cook, what time would it be ready?