



# Mathematics Competencies and Activities

## Grade 1

**Competency Goal 1/Objective 1.01:** Develop number sense for whole numbers through 99.

*Tweetsie Site:* Tweetsie and Mouse Mine Train

*Activity:* Count the number of people in your car as you ride Tweetsie, and count the number of people on the Mouse Mine Train.

**Competency Goal 2/Objective 2.02:** Understanding and calculation of actual time as well as estimated time in minutes, half-hours, and hours.

*Tweetsie Site:* Departing for Tweetsie Railroad Park, Tweetsie

*Activity:* Discuss departure time from the school, arrival time at Tweetsie; departure time from Tweetsie and return time to school.

- Recognize the day and date of field trip to Tweetsie.
- Determine time to the nearest hour or half-hour.
  - Estimate length of train trip in minutes and compare to actual length in minutes at the end of the trip.
  - Recognize the time of departure from Tweetsie Railroad theme park and time of return to the school site.

*Activity:* Determine the time (to nearest hour or half-hour) your ride on Tweetsie begins. Determine the time your ride on Tweetsie ends.

**Competency Goal 3/Objective 3.03:** Compare and contrast geometric figures.

*Tweetsie Site:* Tweetsie Railroad Depot

*Activity:* Identify the shapes found on the Tweetsie locomotive (round wheels, rectangular windows, and cylindrical smokestack).

*Activity:* What time is it now? Record class responses.

How long do you think the trip will last? (individually record)

Once the train ride has taken place, calculate the length of the trip in minutes.

*Example:* We left the depot at \_\_\_\_\_ o'clock.

It is now \_\_\_\_\_ o'clock.

How many minutes did the trip take?