Bright Ninja Tells Time (Time Ninja) by BigPlay Studio Limited

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Grades: 1 - 2

Subject: Math

CCLS Standard Addressed:

*1.MD.3.* Tell and write time in hours and half-hours using analog and digital clocks.

*2.MD. 7.* Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.

Website/ Location of app:

Description of application:

 Time Ninja helps students understand and tell time by challenging them to complete six mini-lessons presented by a time telling Sensei and his pet monkey. Topics include learning to tell time to the hour or “o’clock;” understanding terms like “half past,” “quarter past,” and “quarter to;” and correctly identifying “minutes past” and “minutes to.”

Each of the six lessons has three parts. Students are first asked to watch a short video about the topic which is only about 2.5 minutes long. Following each video, students work on practice problems using what they just learned from the Sensei. The Sensei asks students to move the hands of an analog clock to represent certain times. He also gives extremely positive feedback when students move the hands correctly and will give hints if a student makes a mistake. Finally, students are given a chance to earn a colored ninja belt and advance to the next level by correctly answering five quiz questions in a row. If students do not answer correctly, he/she will not earn a belt and cannot advance to the next level. However, the student can re-take the quiz. After students pass all six levels, they must complete an “ultimate test of all time.”

 This app allows 5 users to store their information. Students enter their names and choose either a boy or girl ninja avatar. When students receive the iPad, they can choose their name and continue with lessons from where they left off the last time they used the app.

Incorporation explanation:

 Time Ninja would be appropriate to use in grades 1 and 2. The first two mini-lessons, “o’clock” and “half past,” would be perfect for students in grade 1. Students can use the iPads and have the Sensei teach them about time or they can use the iPads to reinforce a lesson the classroom teacher presented. Once first students master these levels, they can challenge themselves to the more difficult levels as part of an enrichment activity.

Students in grade 2 should review these beginning levels, but work mostly on mastering the remaining levels since they are expected to tell time to the nearest five minutes. Terms such as “quarter past” and “quarter to” are sometimes difficult for students to understand, and the Sensei does a great job of explaining the terms in his overview videos. Phrases like, “20 minutes past 9” or “20 minutes to 9” can confuse students, too. Many times, students do not hear the adults in their life use terms like these during every day conversations. When asked for the time, most people look at cell phones, cable boxes, microwaves, or ovens and just read off exact times from these digital devices. Therefore, it is really good for students to hear the Sensei use these terms in the app. It is also nice that students can practice moving the hands of the clock to show such times while the Sensei gives them immediate feedback and support.

Not only is Time Ninja helpful to students, but it can also help teachers. The game requires students to take a quiz before they can move on to higher levels, so the app can be used by the teacher in conjunction with other types of assessments to collect data and show student growth. Teachers can tell which concepts students understand and which they need extra practice on during class or for homework.