

The Clock of Eons goes from a circle to a single strip.

1. With this transformation, you trace the outline of the circle.
2. Then show the entire timeline.
3. As you “stretch out” the timeline in the phanerozoic Era, pull out the charts and expand the sections into the 3 different Eras (Paleozoic Era, Mesozoic Era, Cenozoic Era).

-- Keep in mind that the back of the yellow is same as the small wedge with the 4 divisions.

-- Also have posters that are the control and mute charts (similar to biology charts).

Sample of chart below are used to show the length of Clock of Eons in a linear form.

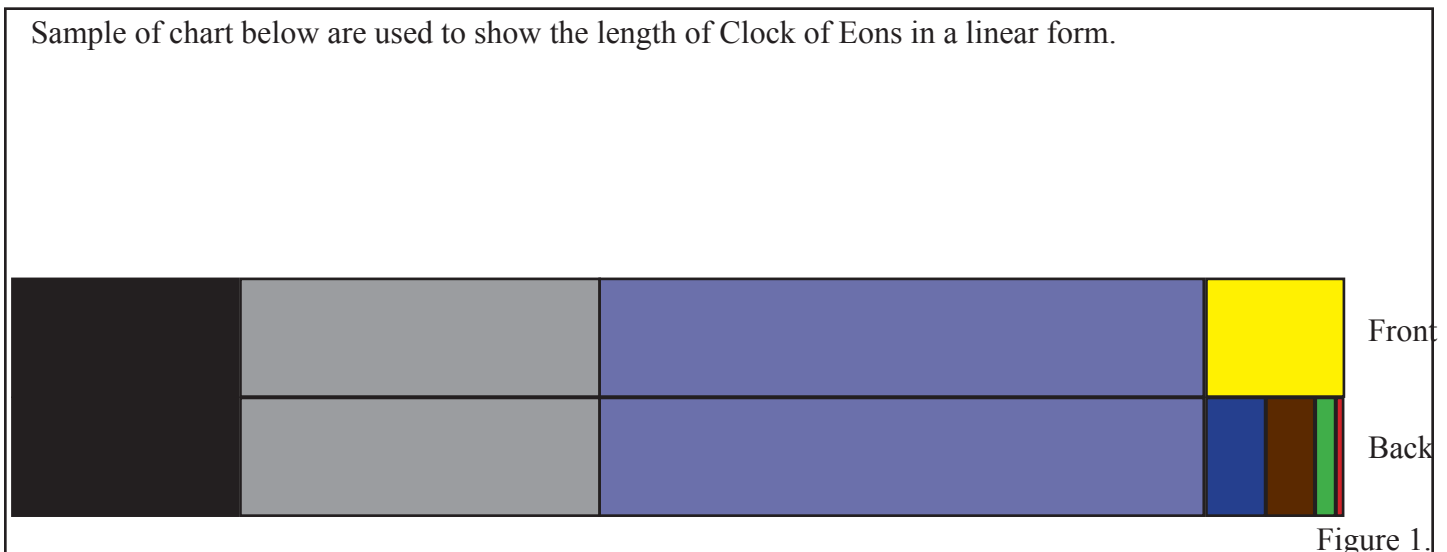


Figure 1.

Sample of chart below can be used to explore the different Eons.

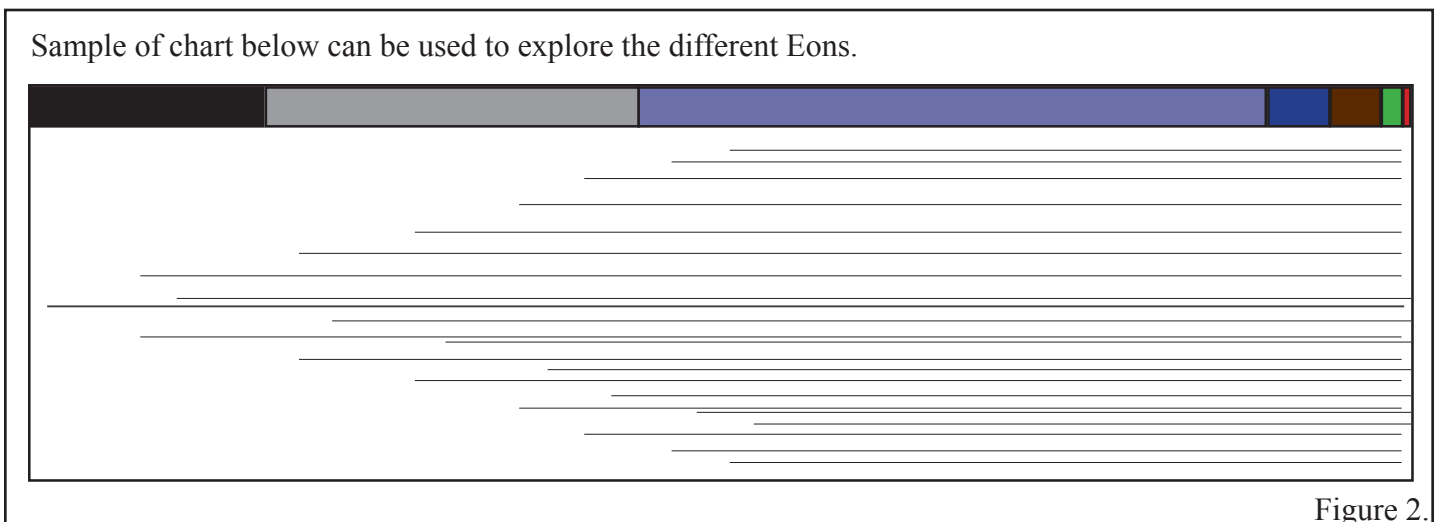
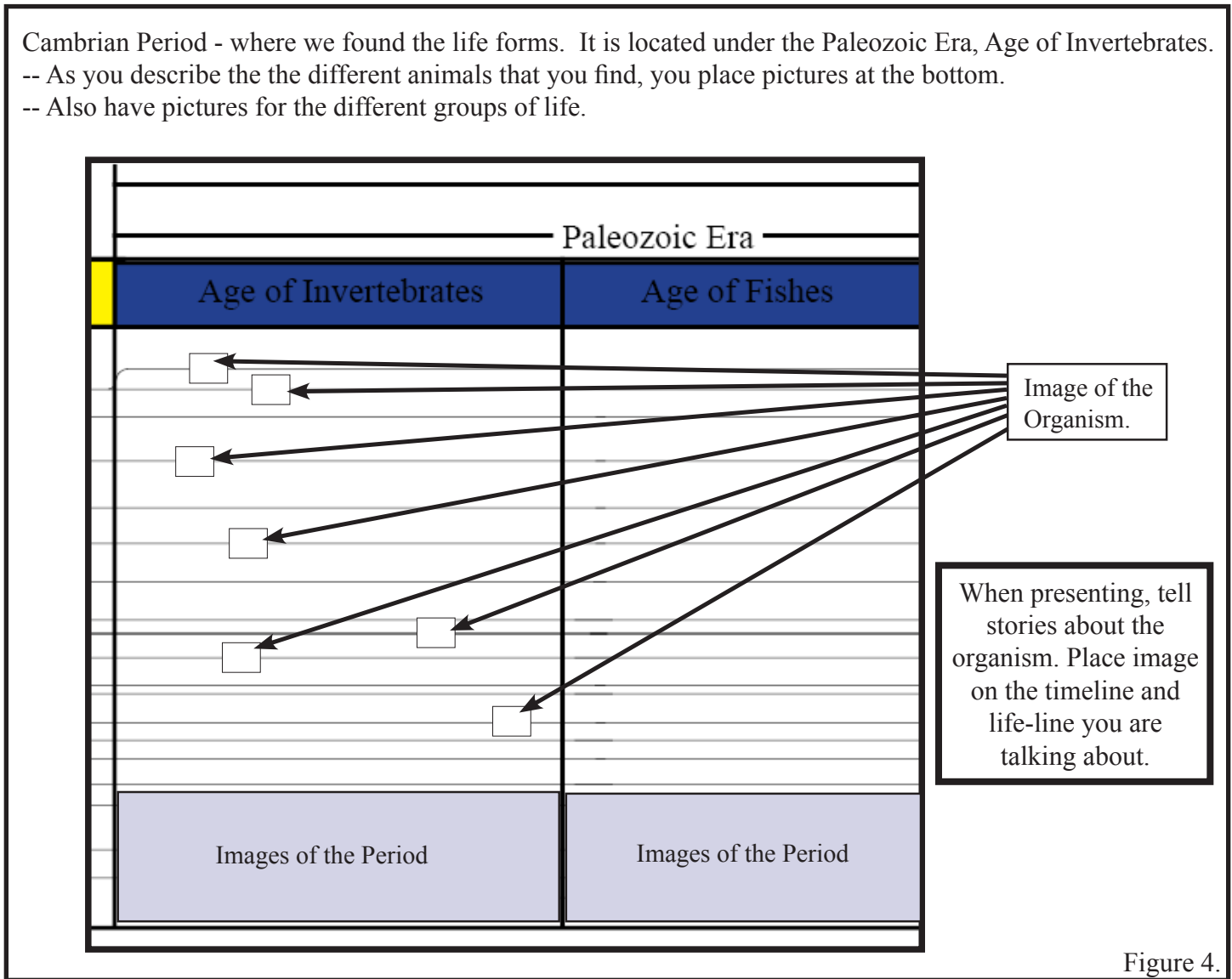
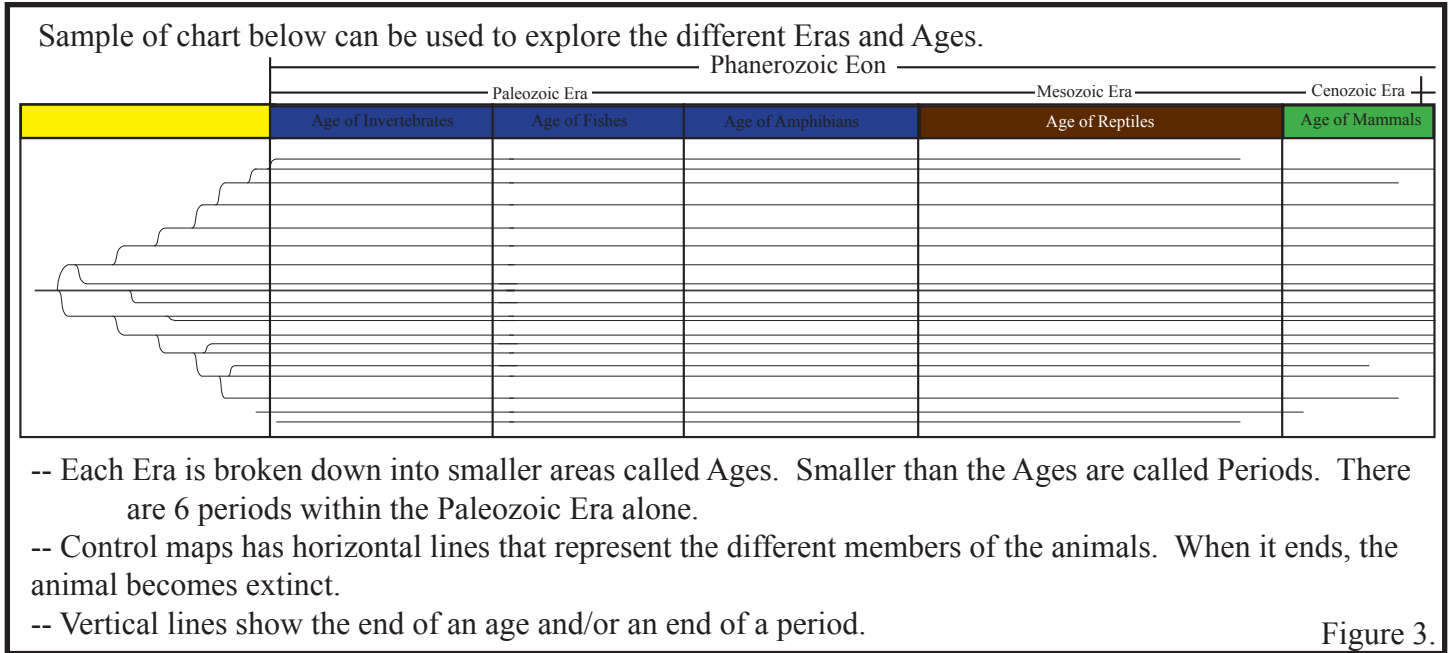


Figure 2.



BUILDING THE TIME LINE

Exercise 1. Loose pictures are superimposed on complete line.

Using the control map and the different labels pictures of animals and scenes, place them right on top of the image on the control map.

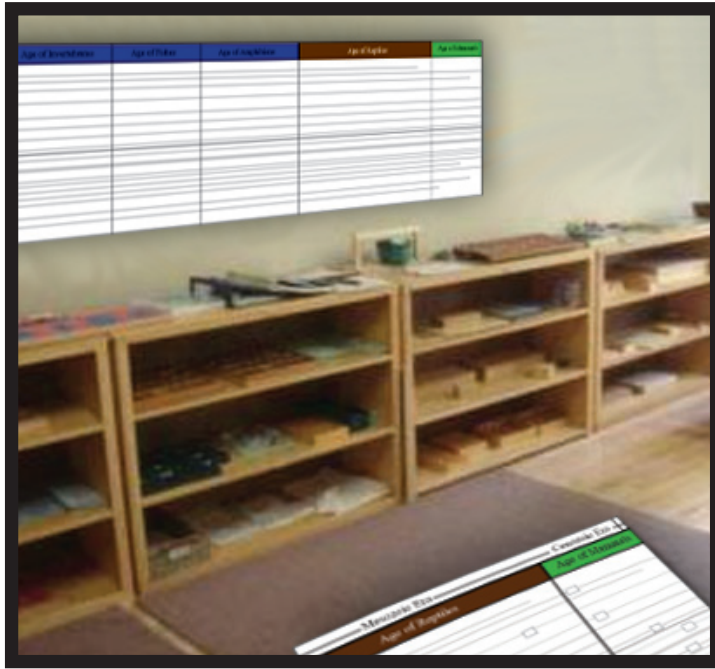
BUILDING THE TIME LINE

Exercise 2: Mute and prepared lines placed next to each other. Timeline is constructed on the mute, using the prepared time line as a control.

Using the control map and the mute map, the child looks at the control map and the different labels pictures of animals and scenes, and place them around the area on the mute map. Use a systematic order to find the place.

BUILDING THE TIME LINE

Exercise 3. Mute and prepared lines are placed at some distance from each other. Procedure is the same as before, but requires more memory.



Using the control map and the mute map, the child looks at the control map at a distance and places cards on the mute map accordingly. Use a

BUILDING THE TIME LINE

Exercise 4: Entire time line is constructed on the mute. Prepare timeline “control” is consulted only upon completion.

Using the control map and the mute map, the child looks at the control map and the different labels pictures of animals and scenes, and place them around the area on the mute map. Use a systematic order to find the place.

