

Max's Busy Day: A Time-Telling Adventure

Learning objective: To tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.

Max the monkey has a very busy schedule! Help him keep track of his day by drawing the correct hands on his clocks and answering his maths puzzles.

Draw: Draw four large, round clock faces in a row across the middle of your page. Each clock should have numbers 1 to 12 clearly written around the edge. Leave enough space inside each clock to draw the hour and minute hands neatly. Below each clock, draw a small picture of what Max is doing at that time (a banana for breakfast, a book for maths, a sandwich for lunch, and a pillow for sleep). Use a ruler to make your clock hands straight.

Label words: hour hand · minute hand · o'clock · quarter past · half past · quarter to

Steps:

1. Max eats breakfast at 7 o'clock. Draw the hands on the first clock to show this time.
2. Max starts his maths games at quarter past 9. Draw the hands on the second clock to show this time.
3. Max eats his lunch at half past 12. Draw the hands on the third clock to show this time.
4. Max goes to sleep at quarter to 8. Draw the hands on the fourth clock to show this time.
5. If Max starts his maths game at 9:15 and finishes at 9:45, how many minutes has he been playing for?