

Max the Monkey's Time Adventure

Learning objective: To tell the time to the hour and half past the hour, and use language relating to dates and the passing of time.

Read each question carefully. Use your best handwriting. You may use the word bank to help you spell your answers.

Max the Monkey is planning his busy day in the jungle. He needs to make sure he is on time for all his maths puzzles and fruit snacks!

Word bank: o'clock · half past · morning · afternoon · yesterday · tomorrow · long hand · short hand

1. Max wakes up when the short hand is on 7 and the long hand is on 12. What time is it? (2 marks)

2. Max eats his lunch at half past 12. Draw where the long hand should point on a clock face to show 'half past'. (2 marks)

3. If Max played a game yesterday, what day comes after today? (2 marks)

4. Max starts his maths puzzle at 9 o'clock. He finishes at 10 o'clock. How many hours did he spend on his puzzle? (2 marks)

5. Explain why the long hand moves faster than the short hand on a clock. (4 marks)

6. Max has three appointments: 1) Breakfast at 8 o'clock. 2) Maths practice at half past 9. 3) Napping at 2 o'clock. Put these in the order they happen from the start of the day. (4 marks)

7. Write a short story about Max the Monkey's Saturday. You must include at least three different times of the day (e.g., 9 o'clock, half past 10, 4 o'clock) and explain what he is doing at each time. (9 marks)

Draw: Draw a clock face showing the time 'half past 4'. Make sure the short hand is between the 4 and the 5.



Extension challenge: Total: /25