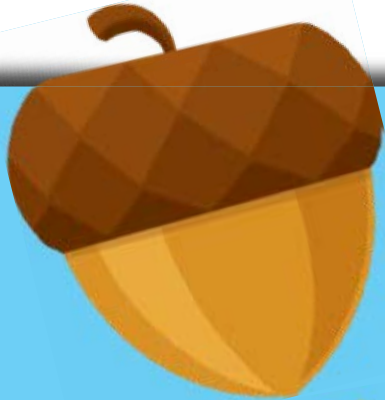
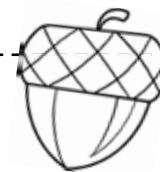


# Time



My Name



# In this book

The **Mathseeds** program teaches children the core maths and problem solving skills needed to be successful at school.

Each online lesson begins by introducing and modelling a mathematical concept.

The child then completes a wide range of activities to practise the new skill.

These activities present the content in many different ways, so children learn to use and apply each new skill in a variety of situations.

This book is designed to supplement the online program with more exercises in the core mathematical concepts. Each unit focuses on a topic within the main learning strand, presenting a series of pen and paper activities, word problems, puzzles and games to practise their skills and understanding.



## **Mathseeds Time Year K Student Book**

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## Topic 2: Days and months

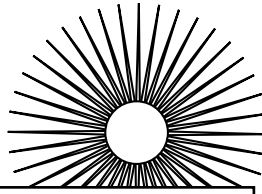
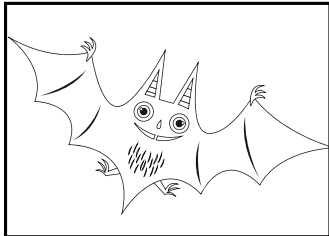
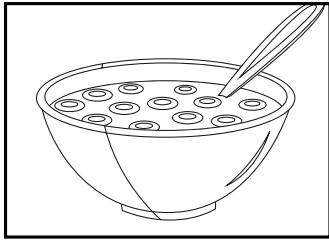
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## Topic 3: O'clock time

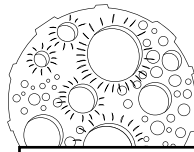
Page	Date Completed
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# Night and day

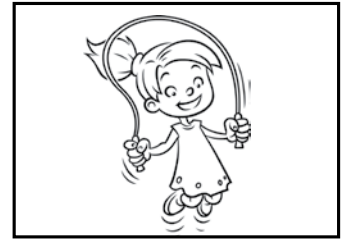
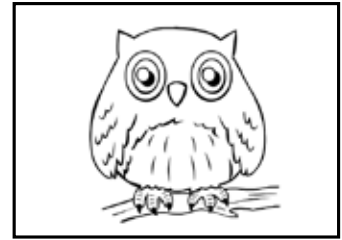
1 Match.



daytime



night-time

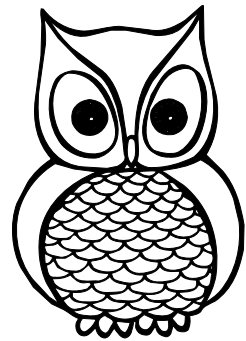
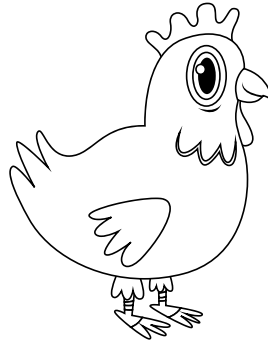
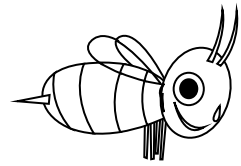
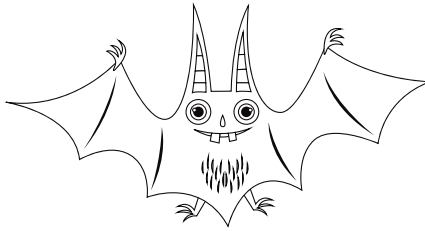


2 Draw something you do

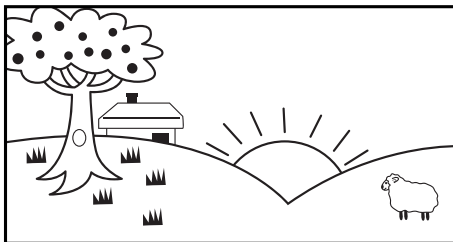
in the daytime.

in the night-time.

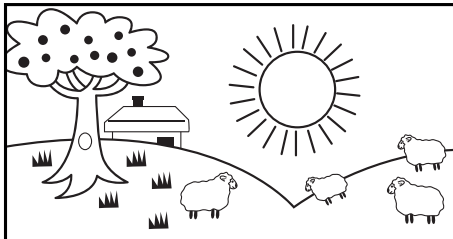
3 Circle the animals that come out at night.



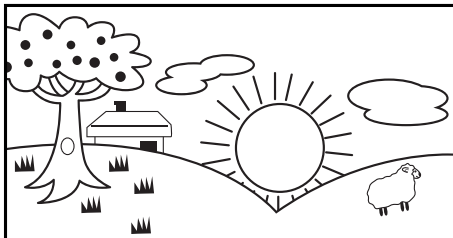
4 Colour the pictures. Trace the words.



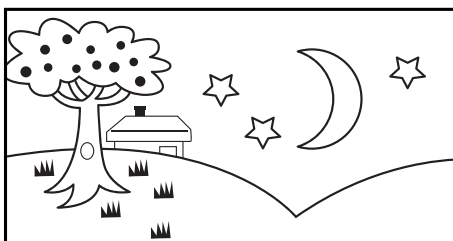
morning



afternoon



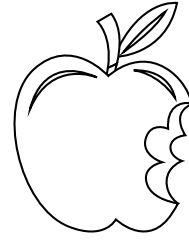
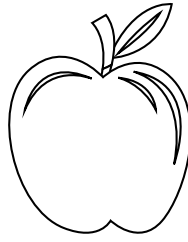
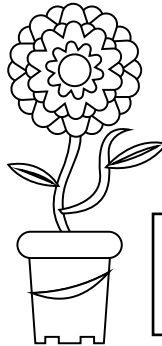
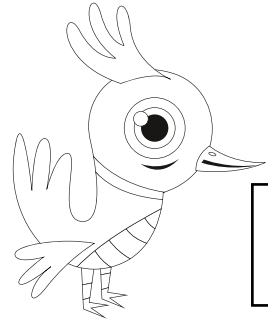
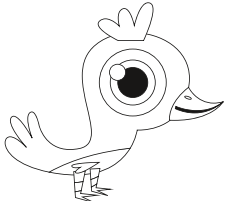
evening



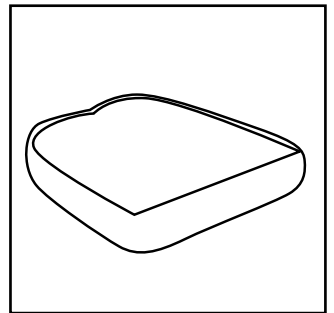
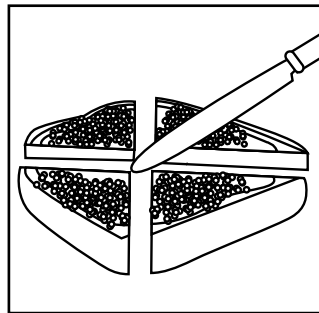
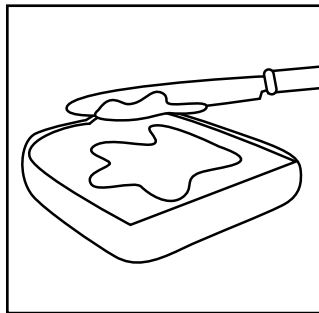
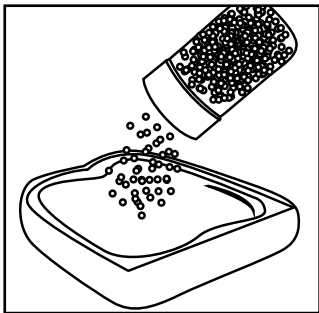
night

# Ordering events

1 Number the pictures in the order they happen.  
Number them 1, 2, 3.

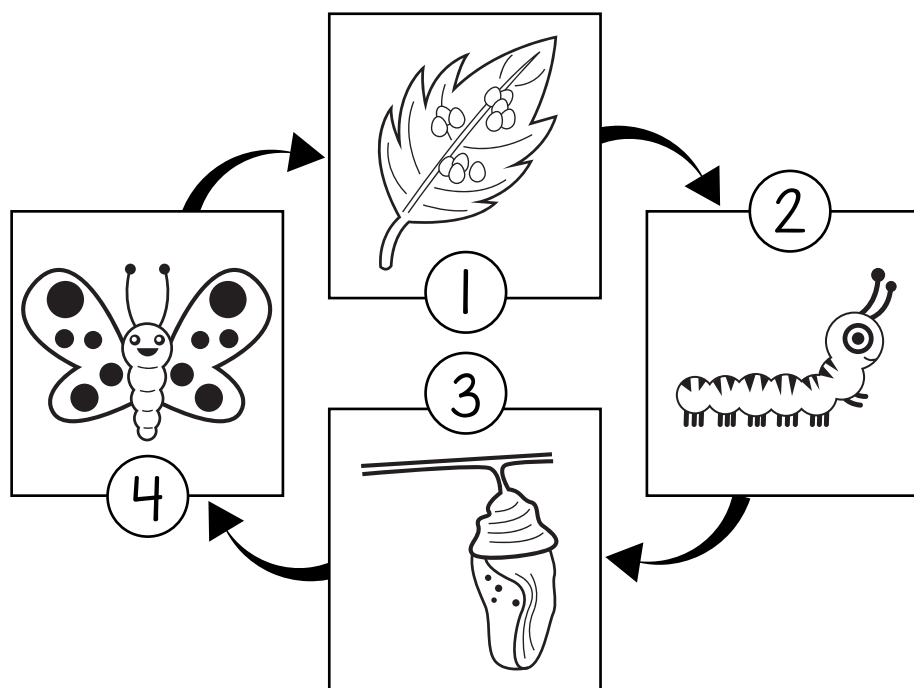


2 Making fairy bread. Number them 1, 2, 3, 4.



## Ordering events

**3** Trace the time words. Colour.



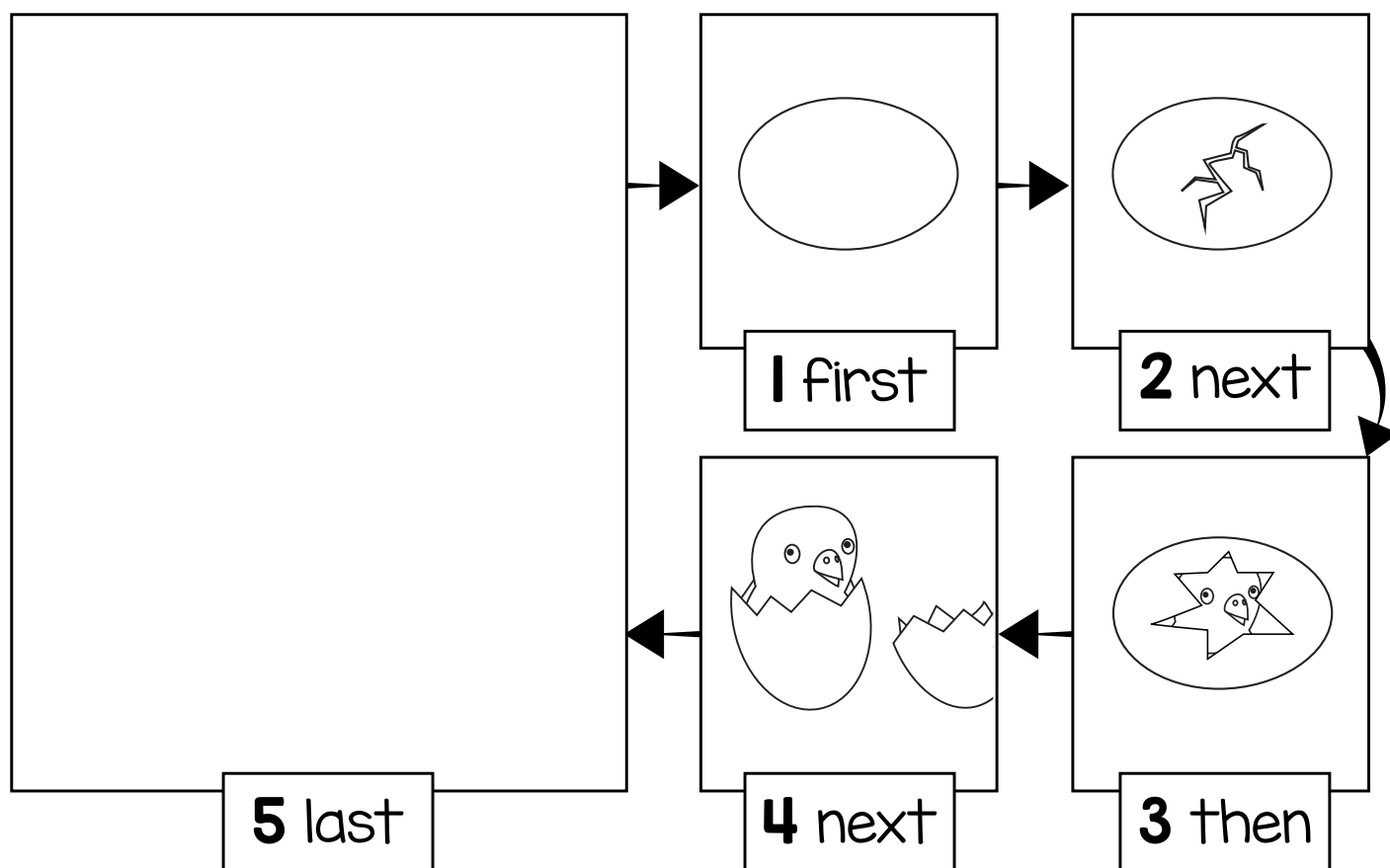
*first*

*next*

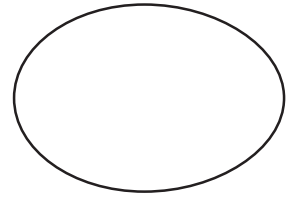
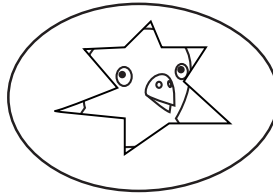
*then*

*last*

**4** Draw the last grown-up picture in the hen's life cycle.



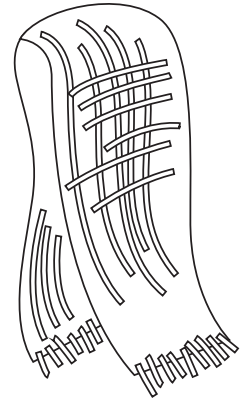
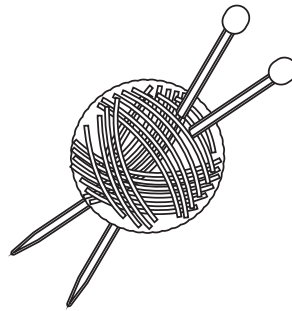
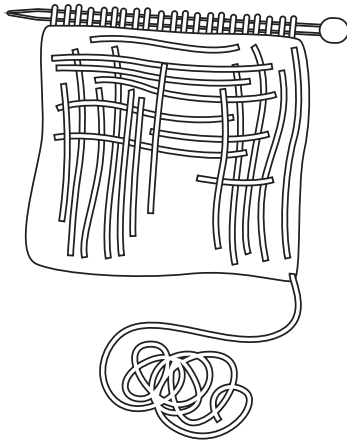
**5** Put each set of pictures in order. Draw lines to match.



yesterday

today

tomorrow



**6** Draw or find a picture of yourself

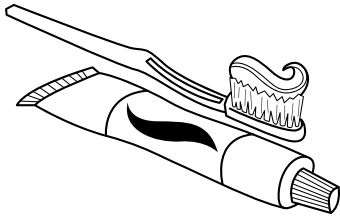
as a baby.

now.

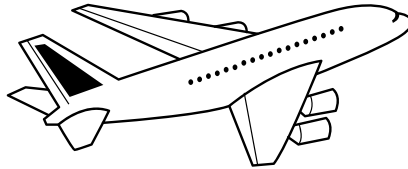


# How often?

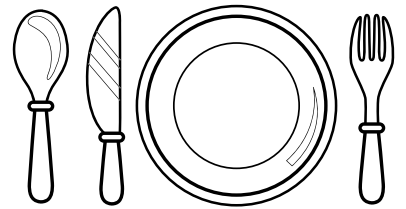
- 1 Colour everyday things green.  
Colour once a year things orange.



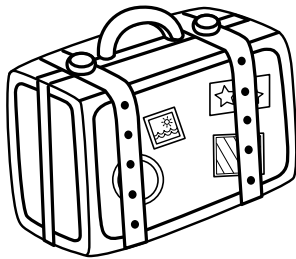
brush teeth



fly



eat



have a holiday



sleep



have a birthday

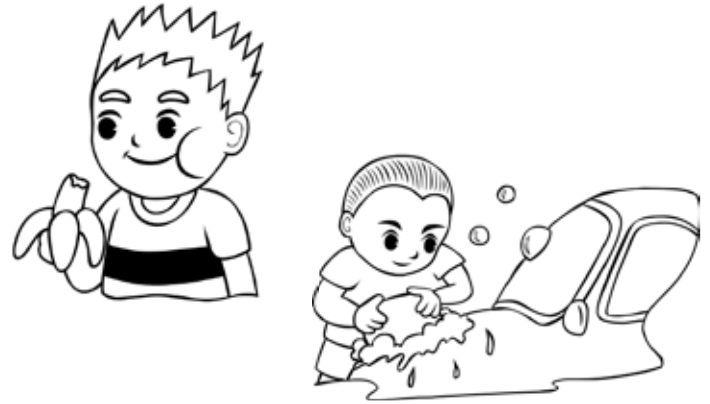
## 2 Draw something you do

every day.

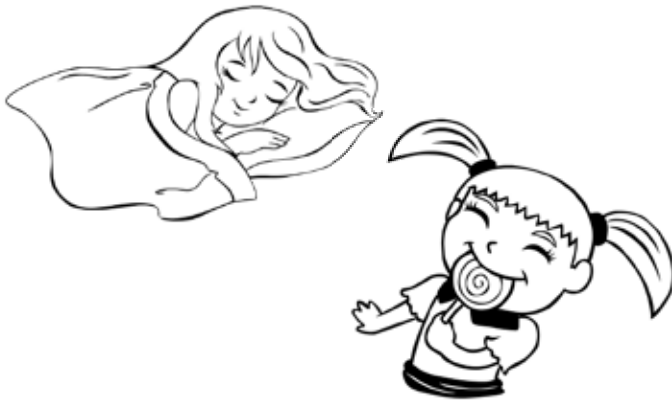
once a year.

# Comparing times

1 Circle the one that takes a longer time.



2 Circle the one that takes a shorter time.



3 Draw something that

takes a long time.

is very quick.

# Quickly and slowly

Problem solving

1 Draw some things that  
move quickly.

move slowly.

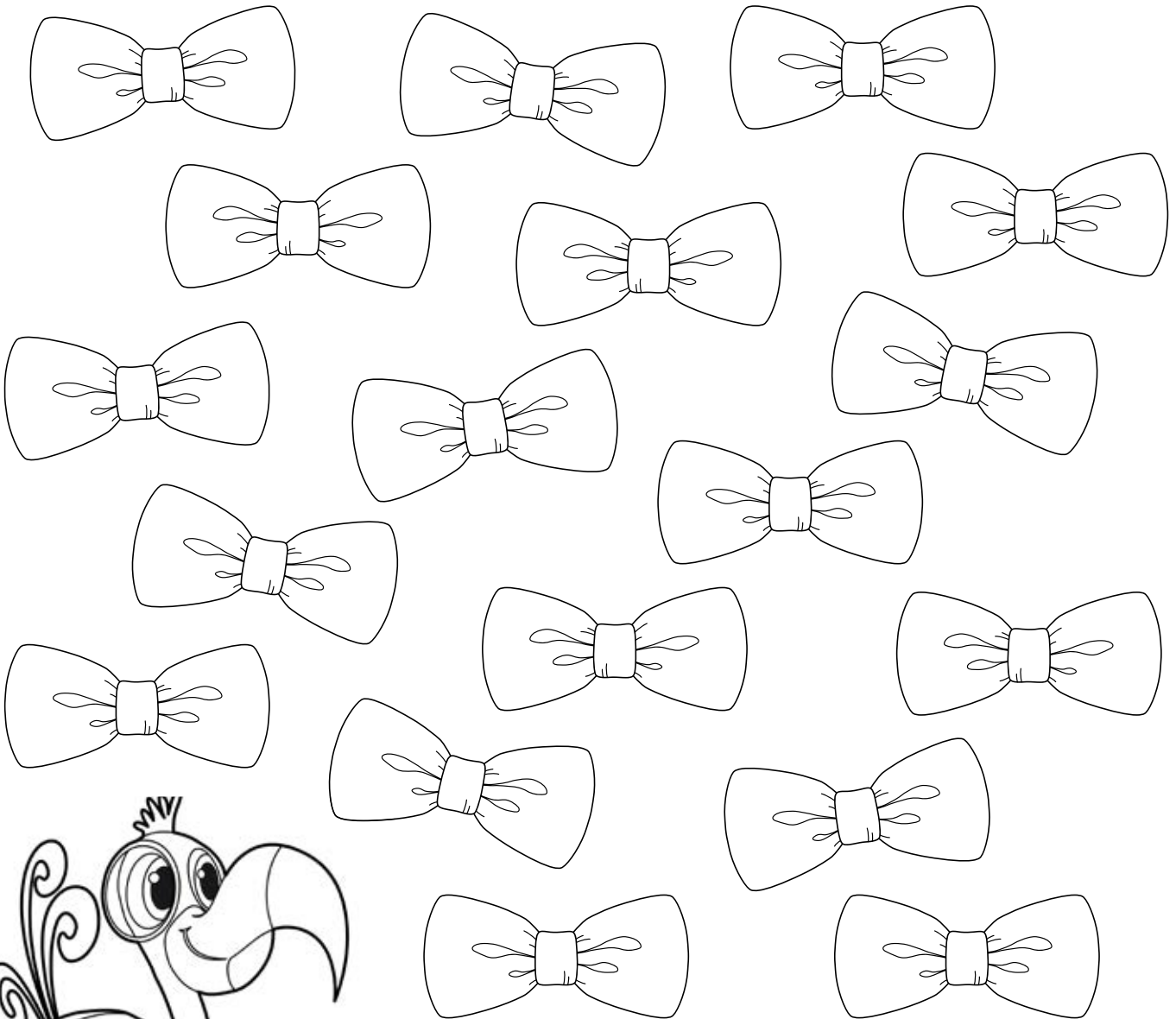
2 Circle one of the pictures. Why do you think it moves  
at that speed?

# Doc's bows

Game

You will need a colouring pencil  and a partner .

- 1 Colour Doc's bows as your partner sings the 'Happy Birthday' song 2 times.
- 2 Write your results and swap over.



I coloured  bows.

My partner coloured  bows.

# Mango's week

## Mango's week

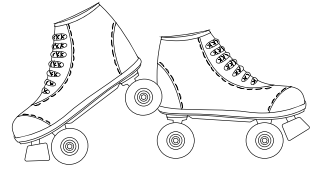
Monday



Tuesday



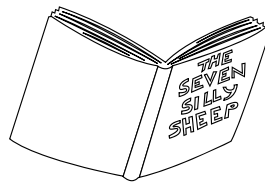
Wednesday



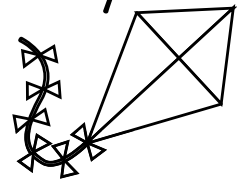
Thursday



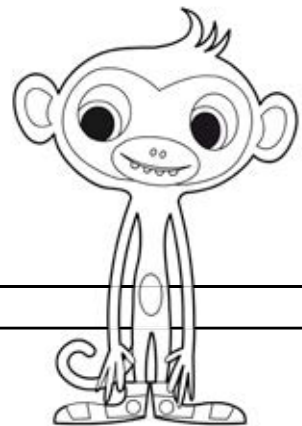
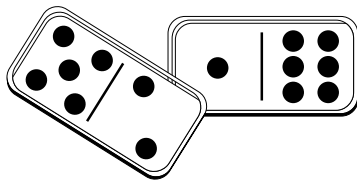
Friday



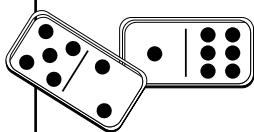
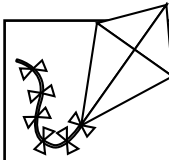
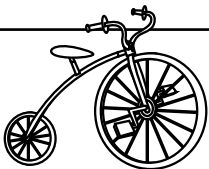
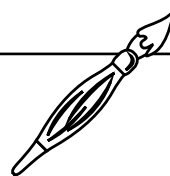
Saturday



Sunday



Write the matching day.



# Days of the week

I **Circle** and write the missing days.

Monday, \_\_\_\_\_, Wednesday

Friday      Sunday      Tuesday

Thursday, Friday, \_\_\_\_\_

Wednesday      Saturday      Thursday

\_\_\_\_\_, Monday, Tuesday

Friday      Sunday      Wednesday

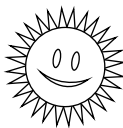




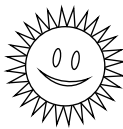
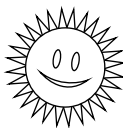
**2** Draw something you do

on Saturday.

on Tuesday.

# Weekly weather

Fill in the missing days. Colour the weekdays blue and the weekend days green.

Monday	
	
Wednesday	
	
	
Saturday	
	

2 Answer the questions.

Which day was rainy?



\_\_\_\_\_

What was it like on Monday?

\_\_\_\_\_

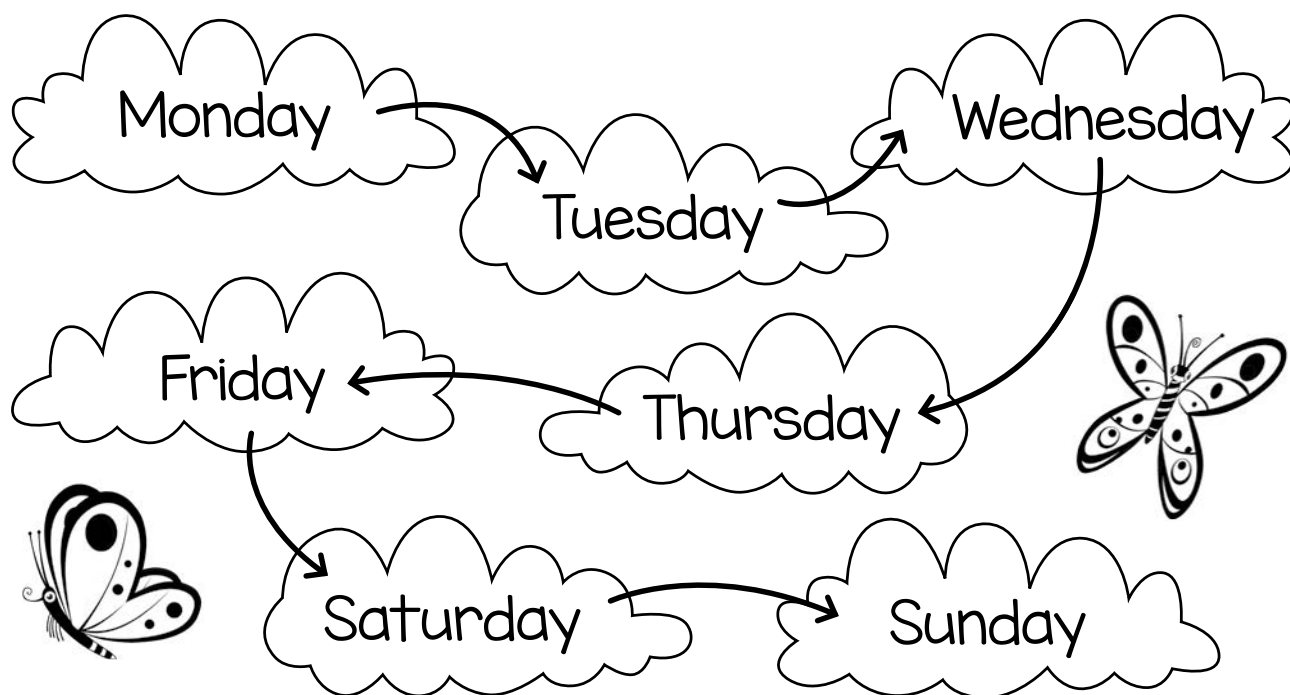
Which days were cloudy?



\_\_\_\_\_

# Yesterday, today, tomorrow

- 1 Colour today green. Colour yesterday pink.  
Colour tomorrow blue.



- 2 Draw something you

did yesterday.

will do tomorrow.

- 3 Write something you will do today.



# The months

Did you know there are  
12 months in a year?



Trace the months.  
Complete the missing numbers.

1	January	7	July
	February		August
3	March		September
	April	10	October
	May	11	November
6	June	12	December

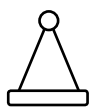
Which month is it now?

## 2 Match.

January	Mar.	Sep.	July
February	Jan.	July	August
March	June	Aug.	September
April	Feb.	Dec.	October
May	Apr.	Oct.	November
June	May	Nov.	December

## 3 Find the correct month. Draw

Jan.	Feb.	Mar.	Apr.	May	June
July	Aug.	Sept.	Oct.	Nov.	Dec.



your birthday.



your friend's birthday.



Valentine's Day.

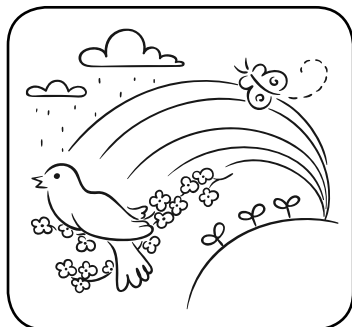


New Year's Eve.

# The seasons

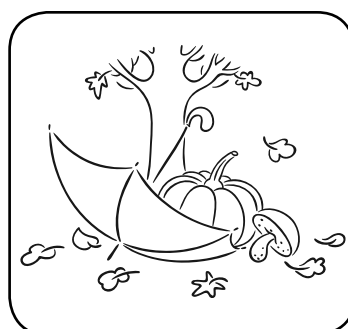
Match each picture to a season.

Autumn



Winter

Summer



Spring

2 Trace. Write each word.

Spring

Summer

Autumn

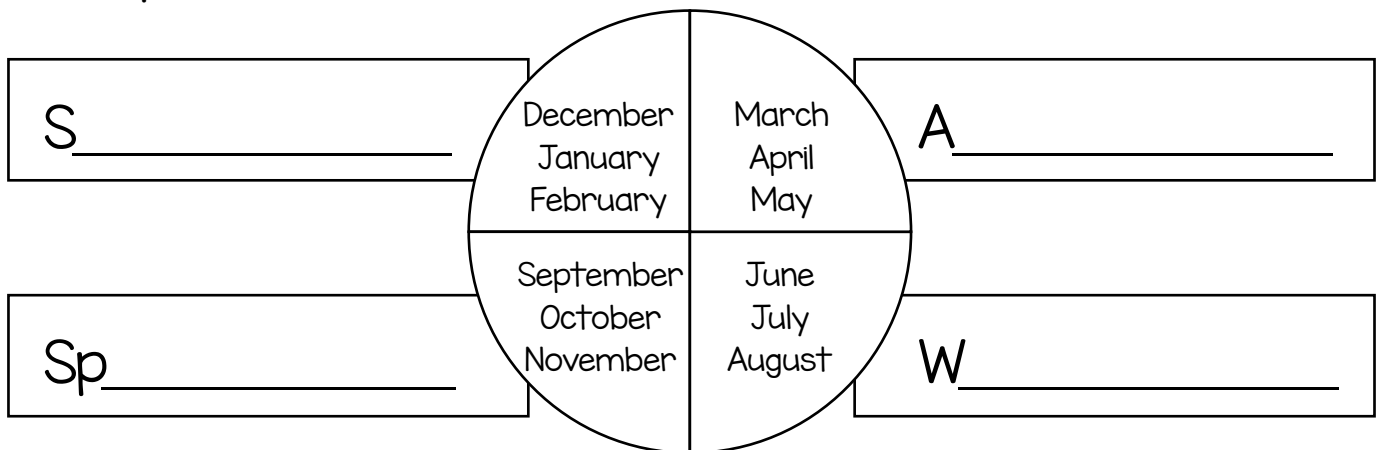
Winter

### 3 Draw something you do

in Summer.

in Winter.

### 4 Complete the labels.



### 5 Complete the sentences.

before

after

Winter comes \_\_\_\_\_

Autumn.

Spring comes \_\_\_\_\_

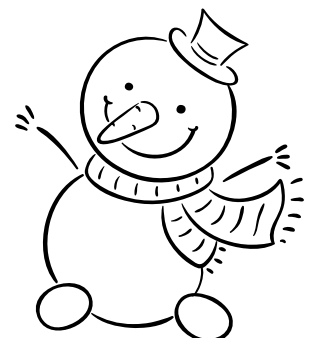
Summer.

Autumn comes \_\_\_\_\_

Winter.

Summer comes \_\_\_\_\_

Spring.



# Word problems



- 1 Mango's party is on Sunday. If today is Tuesday, how many sleeps does she have to wait?

Use the calendar to help you.

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday

Mango has  sleeps.

- 2 Ruby went to the dentist 2 days ago. If today is Thursday, when did she go?

Use the calendar to help you.



Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday

Ruby went on \_\_\_\_\_.

- 3 Waldo has a swimming lesson on Saturday. His next lesson is 4 days later. What day is that?

Use the calendar to help you.


Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday






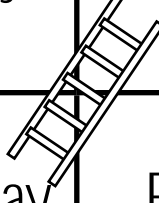





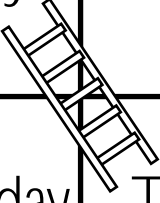


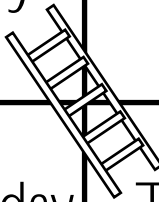






Waldo's next lesson is on \_\_\_\_\_.

# Snakes and ladders days

Game

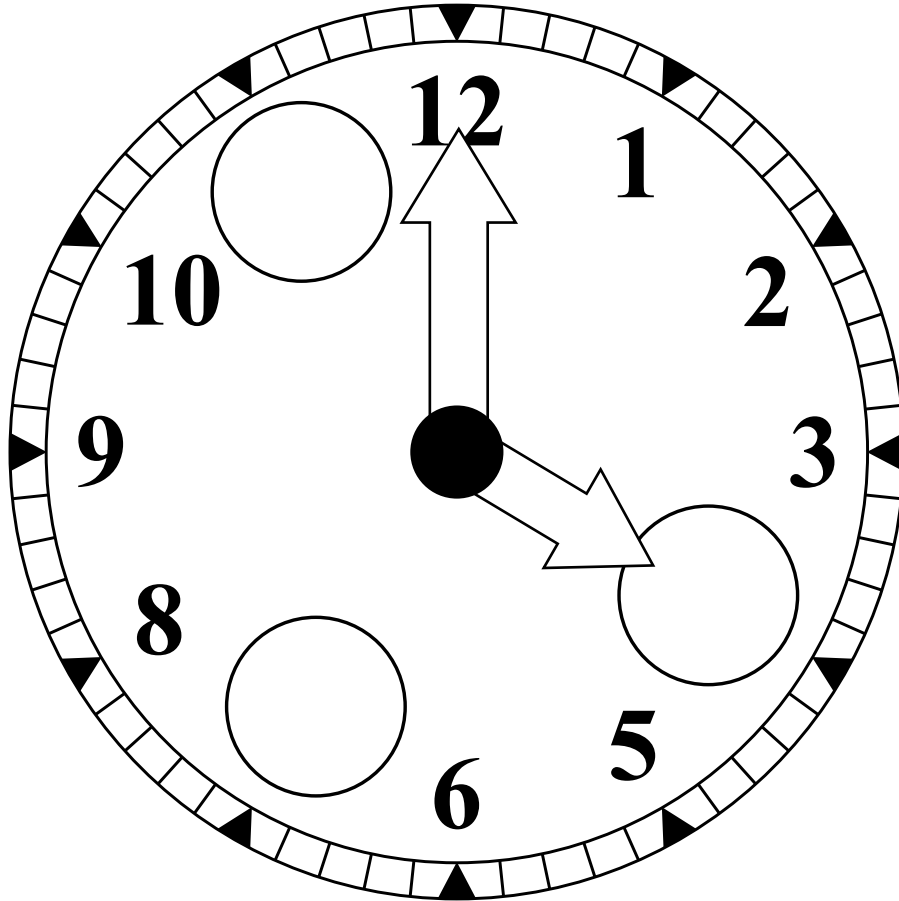
You will need a die , 2 counters  and a partner .

- 1 Take turns to roll the die and move that number of spaces.
- 2 Read the day on the panel.
- 3 If your panel has an arrow , name the day that comes after that day in the week.
- 4 Climb up the ladders and slide down the snakes. The winner is the first person to get to the END.

Tuesday	Saturday 	Monday 	Thursday	 <b>END</b> 
 Sunday	Wednesday 	Tuesday 	Saturday	Friday 
Thursday 	Friday 	Monday 	Sunday 	Wednesday 
Friday 	Thursday	Sunday 	Wednesday 	Tuesday 
 <b>START</b> 	Tuesday	Saturday	Monday 	Wednesday 

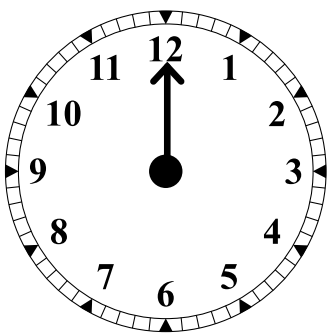
# O'clock time

- 1 Write the missing numbers on the clock.
- 2 Colour the big hand red. Colour the small hand green.

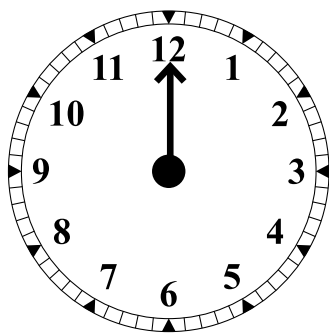


What time is it? It's  o'clock!

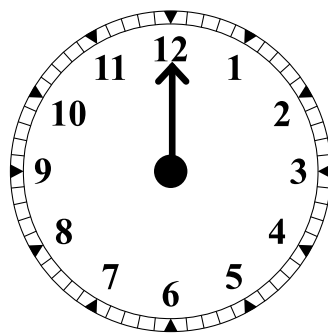
- 3 Draw each hour hand.



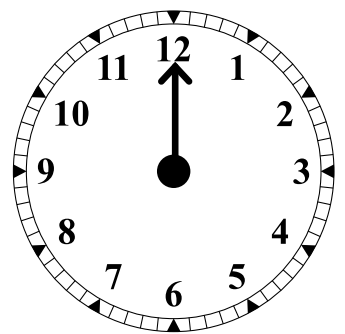
4 o'clock



10 o'clock

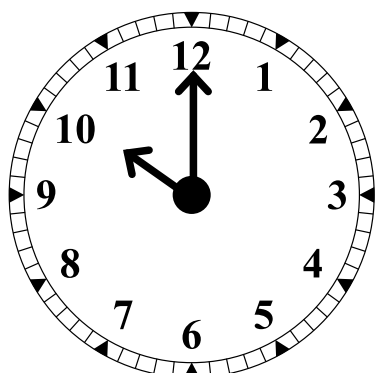


1 o'clock



7 o'clock

# 4 Draw lines to match.

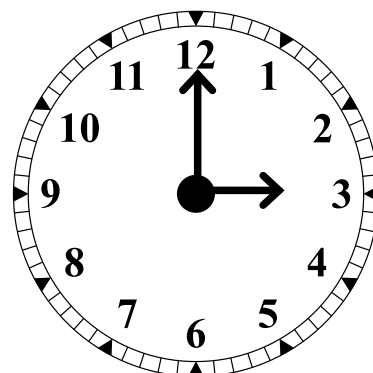
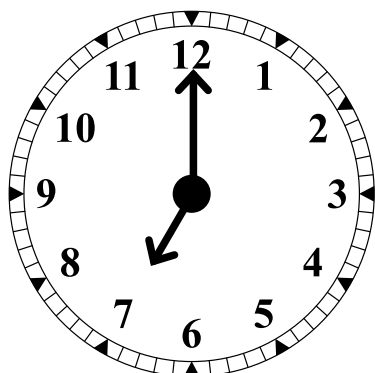
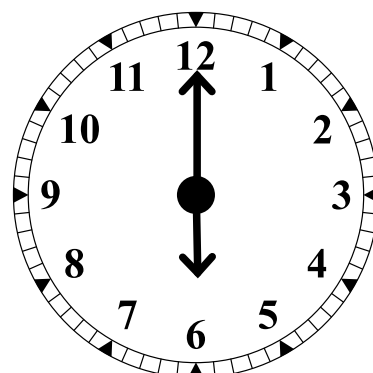


6 o'clock

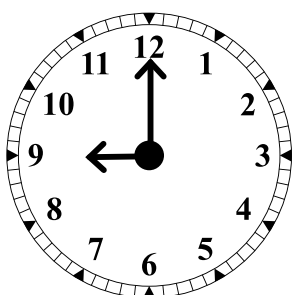
10 o'clock

3 o'clock

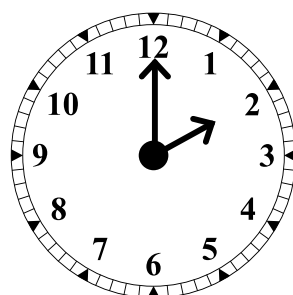
7 o'clock



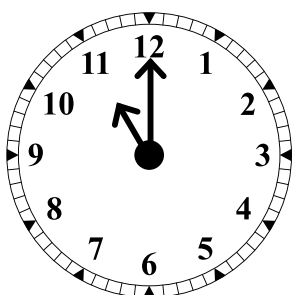
# 5 Fill in the time.



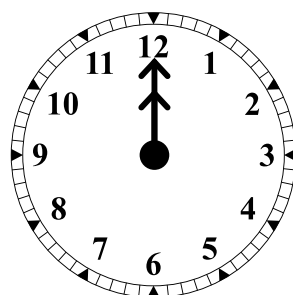
o'clock



o'clock



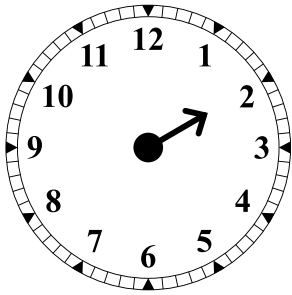
o'clock



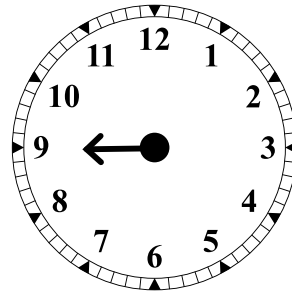
o'clock



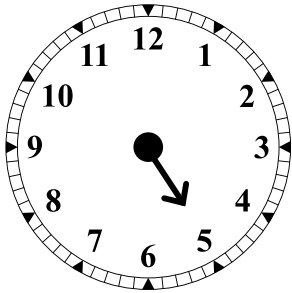
6 Draw the missing minute hands. What time is it?



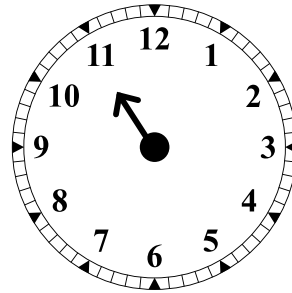
o'clock



o'clock



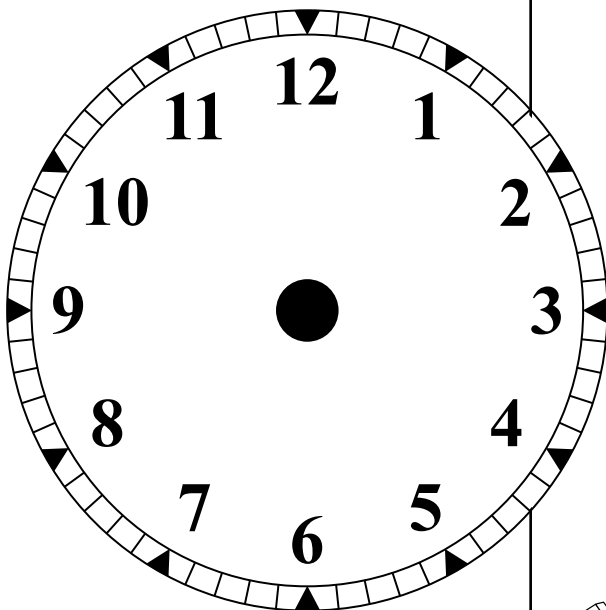
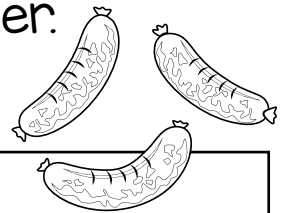
o'clock



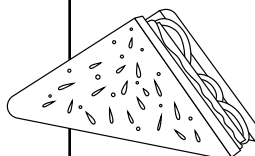
o'clock

7 Draw the clock hands for when you have dinner.

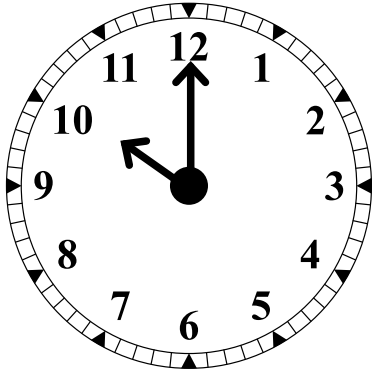
8 Draw a picture of your favourite food.



o'clock



9 Match the clocks to their time.

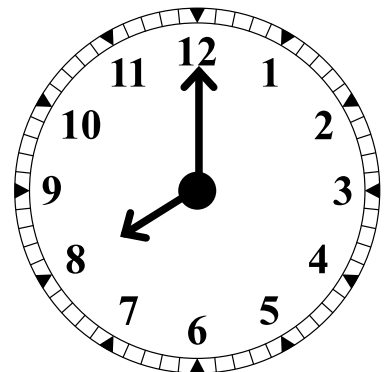
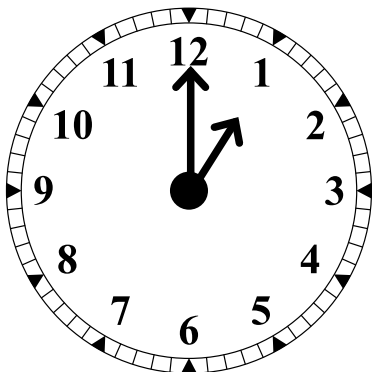
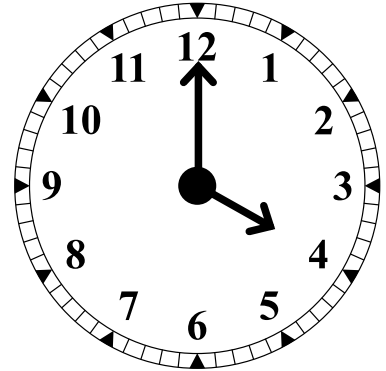


eight o'clock

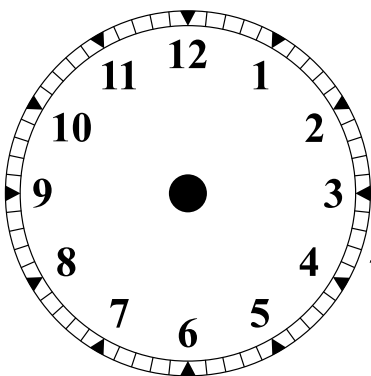
ten o'clock

one o'clock

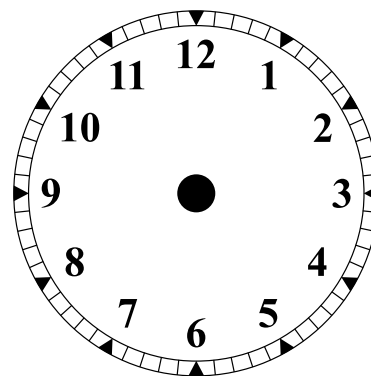
four o'clock



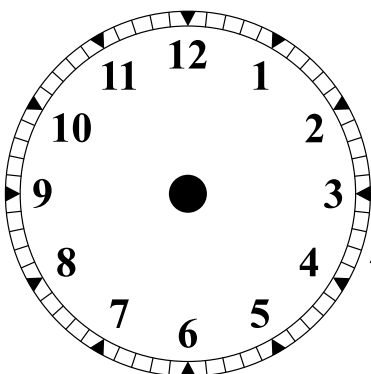
10 Show the time on the clocks.



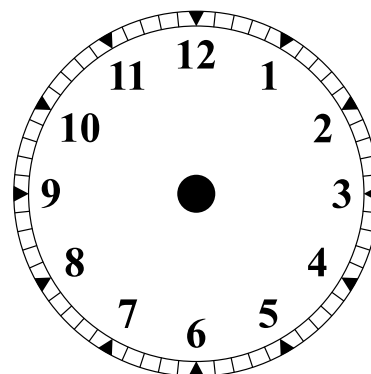
8 o'clock



3 o'clock



6 o'clock

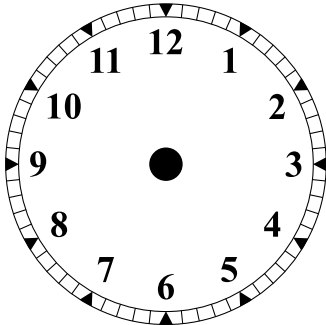


12 o'clock

# Dizzy's day

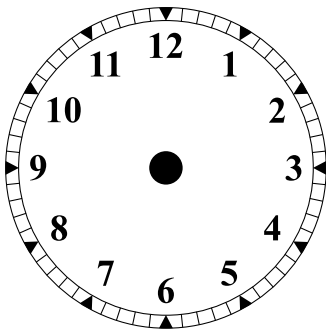


- I Draw the hands on each clock face.  
Draw a matching picture.



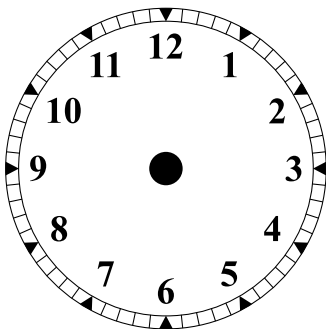
Wake up!

7 o'clock



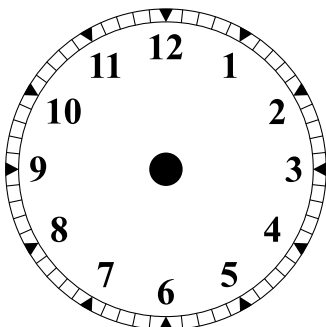
Time to play

10 o'clock



Eat lunch

1 o'clock

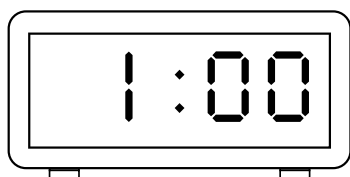


Bed time

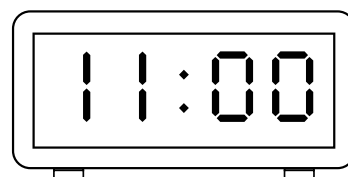
8 o'clock

# Digital time

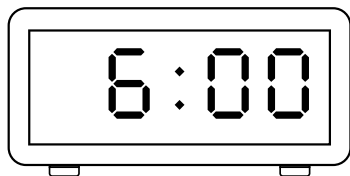
1 Match.



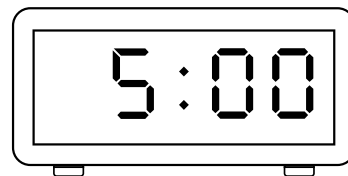
three o'clock



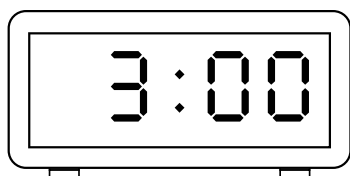
seven o'clock



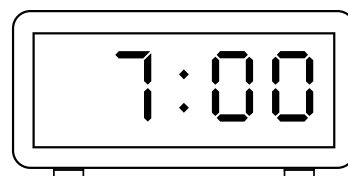
five o'clock



six o'clock



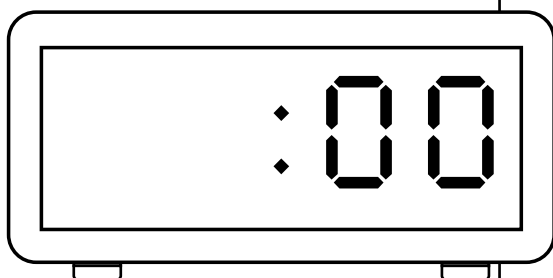
one o'clock



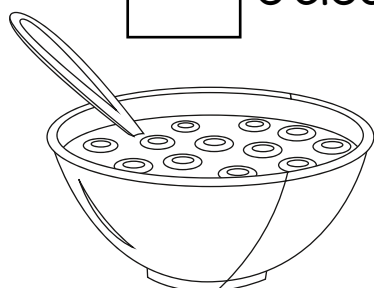
eleven o'clock

2 Write the hour number for when you wake up.

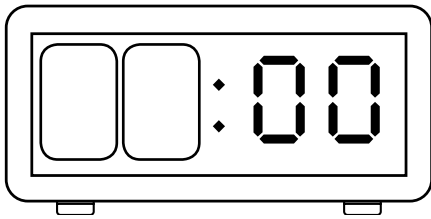
Draw what you eat for breakfast.



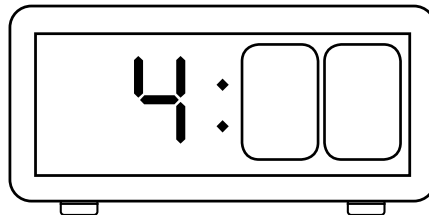
o'clock



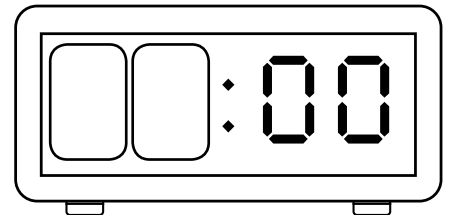
**3** Write the missing numbers.



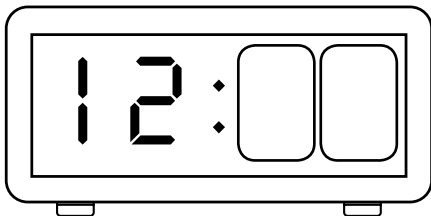
7 o'clock  
seven o'clock



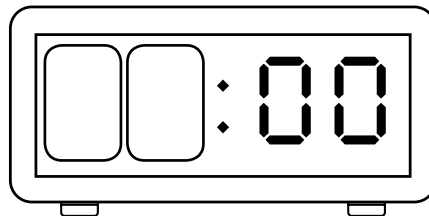
4 o'clock  
four o'clock



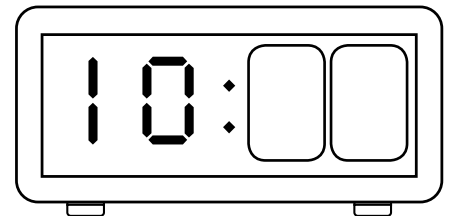
9 o'clock  
nine o'clock



12 o'clock  
twelve o'clock



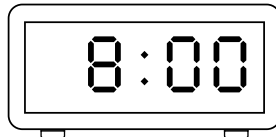
2 o'clock  
two o'clock



10 o'clock  
ten o'clock

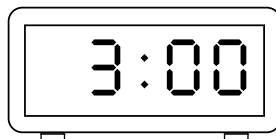
**4** Match.

ten o'clock



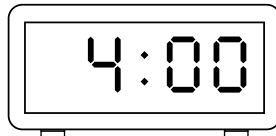
3 o'clock

8 o'clock

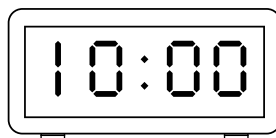


seven o'clock

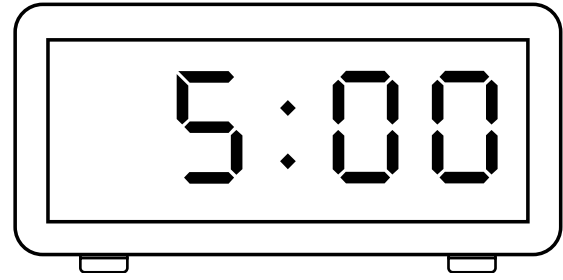
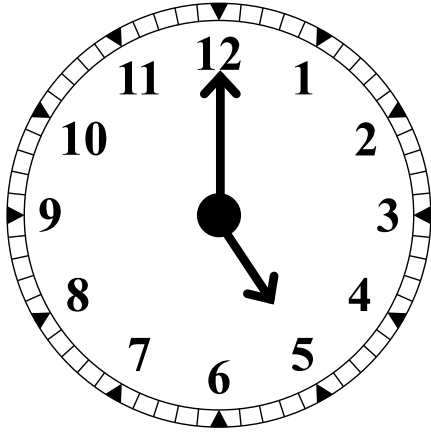
four o'clock



2 o'clock



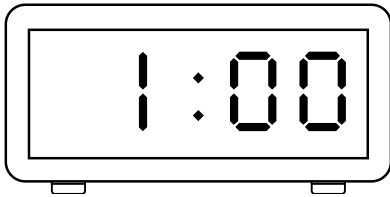
# Time on 2 clocks



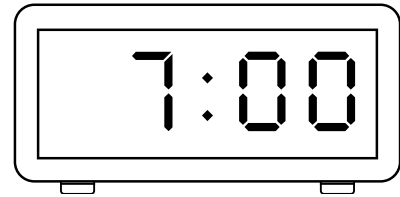
Write the time in words. \_\_\_\_\_ o'clock

2 What time is it?

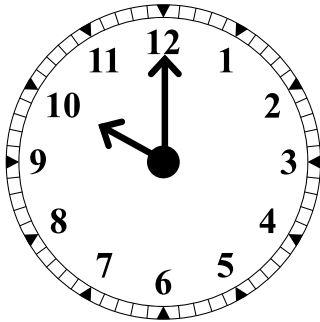
twelve ten 3 six 1 seven



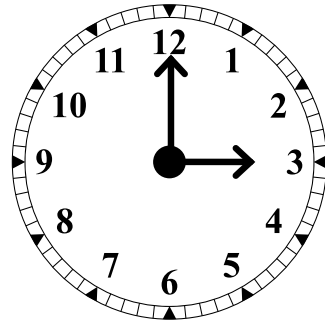
\_\_\_\_\_ o'clock



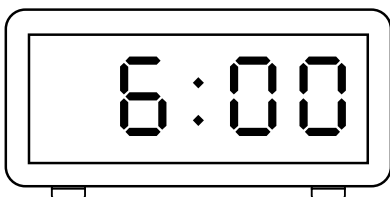
\_\_\_\_\_ o'clock



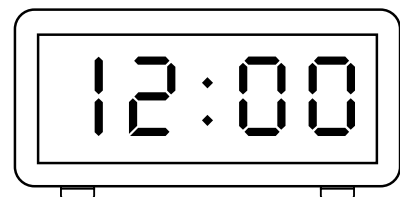
\_\_\_\_\_ o'clock



\_\_\_\_\_ o'clock

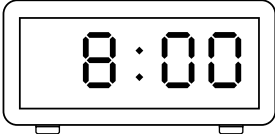
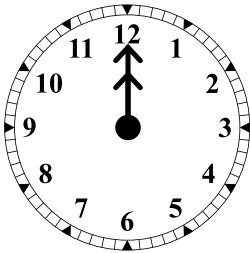
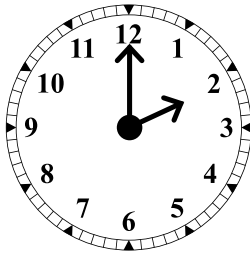
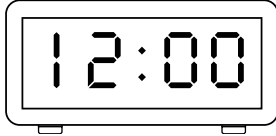
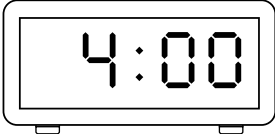
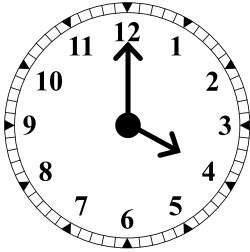
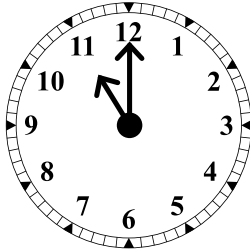
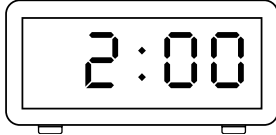
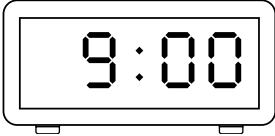
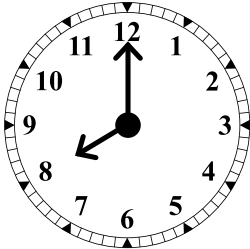
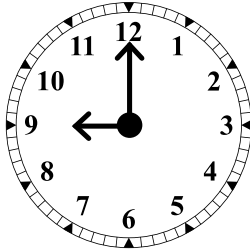
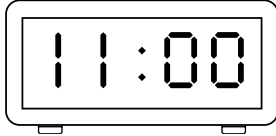


\_\_\_\_\_ o'clock

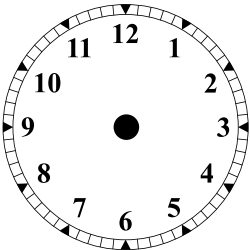
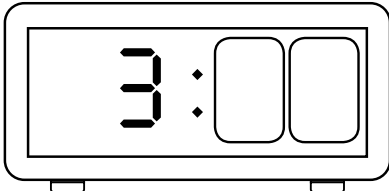
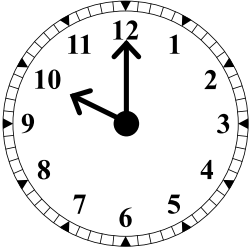
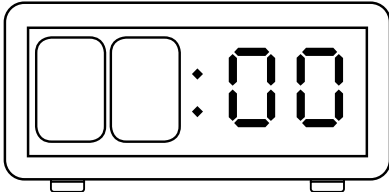
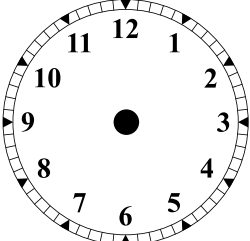
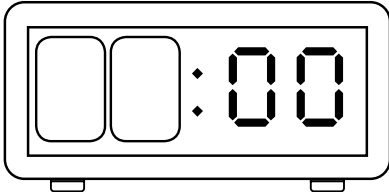


\_\_\_\_\_ o'clock

### 3 Match.

### 4 Complete.

		<u>three</u> o'clock
		<u>                    </u> o'clock
		<u>six</u> o'clock

# Ruby's clock

Problem solving

Ruby's clock shows an o'clock time.

1 Draw her clock.

2 The time on Ruby's clock is

o'clock or

:00



3 Write or draw something Ruby might do at this time.








# O'clock Bingo!

Game

You will need scissors , a clock  and 2 partners  .

- 1 Two players fill in a bingo card each. Write a digital time in each panel.
- 2 The third player makes an o'clock time on the clock.
- 3 If it matches a digital time on your card, cross it out.
- 4 The first one to cross out all six numbers is the winner.  
BINGO!

Write a digital time between 1:00 and 12:00 in each panel.

     My Bingo Card 