

Discussion Problems

Step 3: Time to the Hour

National Curriculum Objectives:

Mathematics Year 1: (1M4a) [Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times](#)

About this resource:

As this resource is aimed at Year 1, we recommend that an adult reads the problem to children who cannot yet access it for themselves.

This resource has been designed for pupils who understand the concepts within [this step](#). It provides pupils with more opportunities to enhance their reasoning and problem solving skills through more challenging problems. Pupils can work in pairs or small groups to discuss with each other about how best to tackle the problem, as there is often more than one answer or more than one way to work through the problem.

There may be various answers for each problem. Where this is the case, we have provided one example answer to guide discussion.

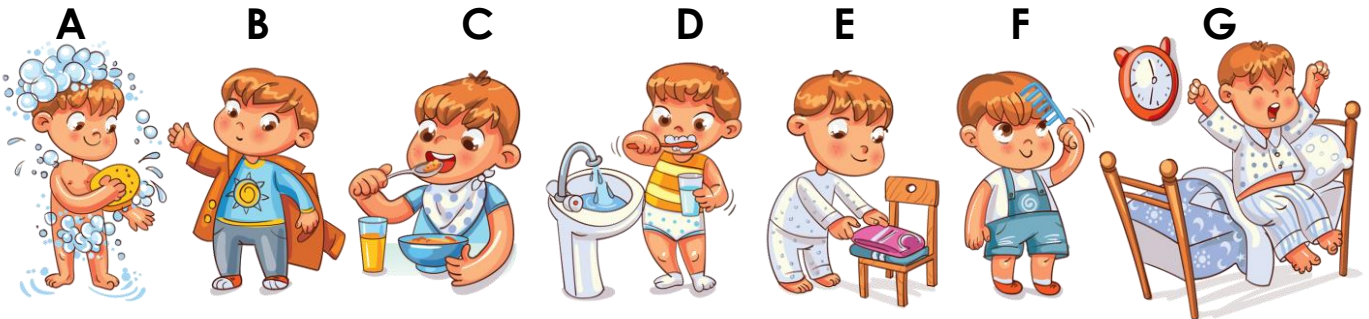
We recommend self or peer marking using the answer page provided to promote discussion and self-correction.

More [Year 1 Time](#) resources.

Did you like this resource? Don't forget to [review](#) it on our website.

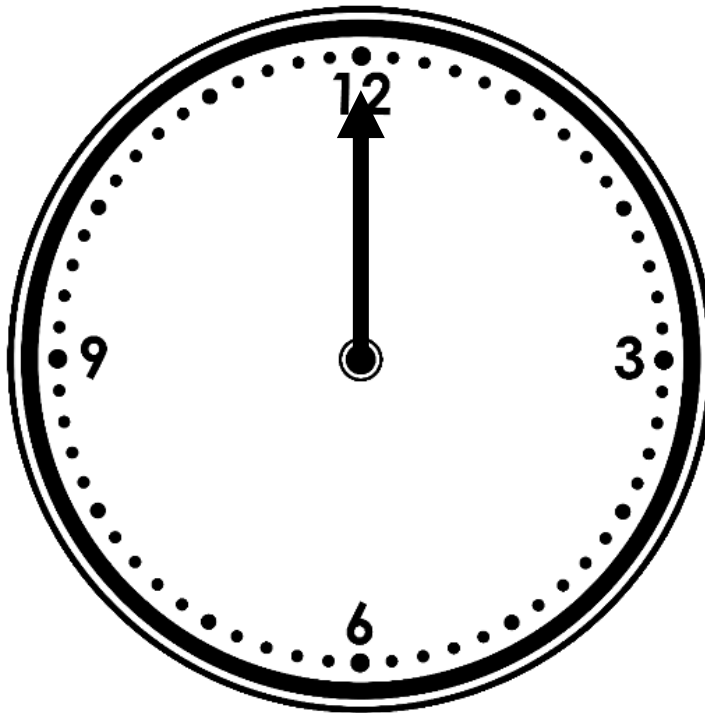
Time to the Hour

1. Choose 5 of the images below and sort them into a timetable for the day. Add the hour hand to the clocks to show what time it is happening.



DP

2. Add the missing numbers to the clock face and investigate what time this clock could show by experimenting with the hour hand.




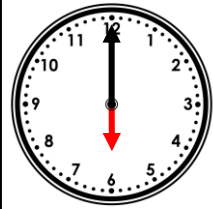



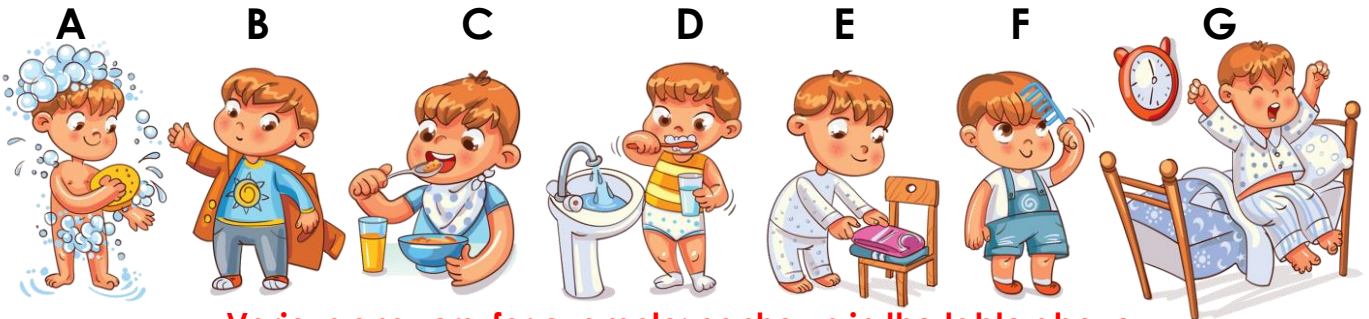
Write these times in words.

DP

Time to the Hour

1. Choose 5 of the images below and sort them into a timetable for the day. Add the hour hand to the clocks to show what time it is happening.

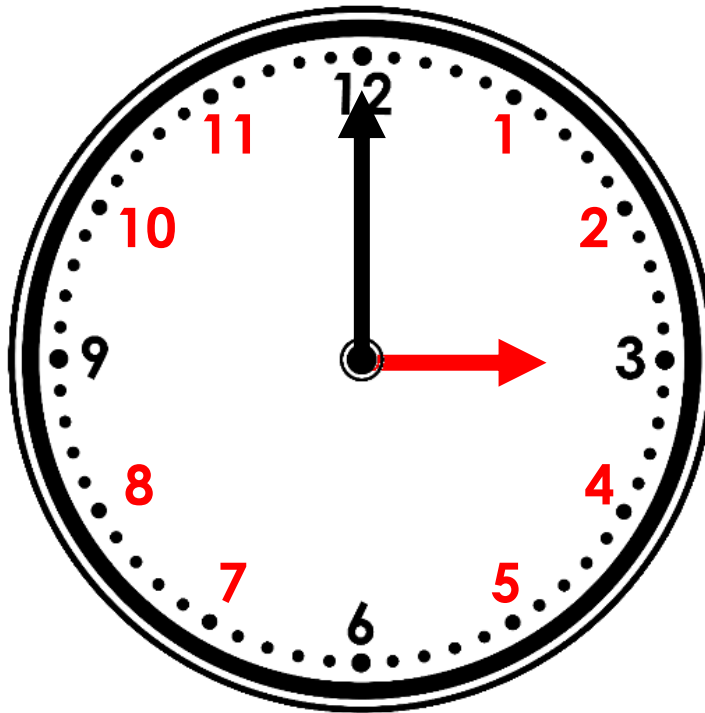
				
G	C	B	A	E



Various answers, for example: as shown in the table above.

DP

2. Add the missing numbers to the clock face and investigate what time this clock could show by experimenting with the hour hand.



Write these times in words.

Various answers, for example: as shown on the clock above – Three o'clock.

DP