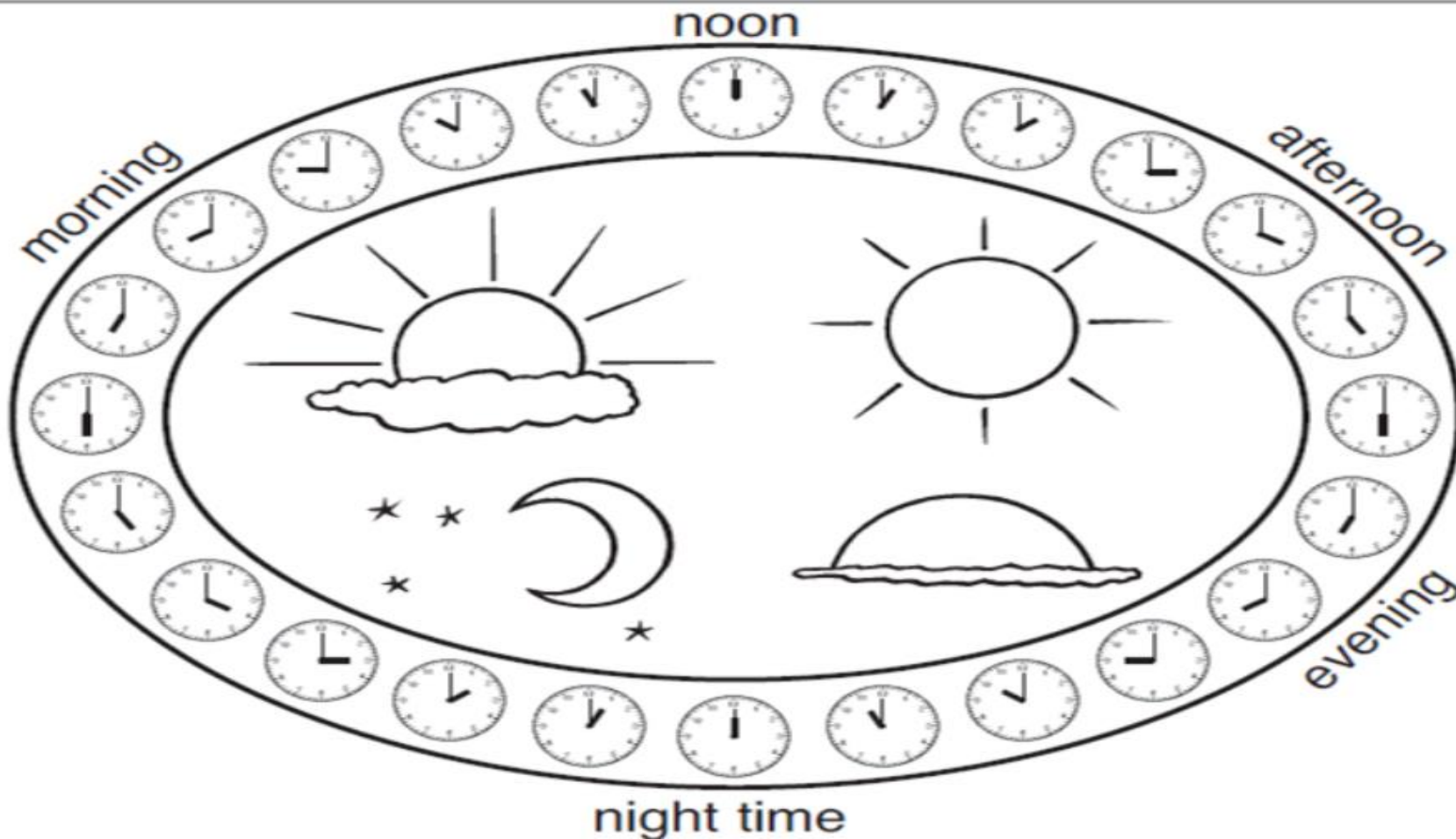


Monday Maths

Starter:

Time game





To play this game you will need at least two players. All players start at 12 o'clock (noon) and take it in turns to roll a die. They move forward that many hours and they must decide on an event that would match the time they landed on. The winner is the first person to get back to 12 o'clock (noon).



Main:

Create a time table of your day, start from when you wake up until you go to sleep. For each event draw a clock showing the time, and write the time in words, along with a brief description of the activity.

e.g.

Time	Activity	Illustration
 Nine O'clock	<i>I wake up and brush my teeth before going down stairs.</i>	
 Nine Fifty	<i>I go into the kitchen and make some breakfast. Whilst eating my breakfast I watch my favourite TV show.</i>	

Plenary:

Minutes or hours?

Read each card and decide if hours or minutes would be a sensible unit of time to measure how long each activity would take to complete. Tick or shade the appropriate box and then decide how many hours or minutes it might take.

Eat breakfast	
Hours <input type="checkbox"/>	Minutes <input type="checkbox"/>
How many? <input type="text"/>	

Brush your teeth	
Hours <input type="checkbox"/>	Minutes <input type="checkbox"/>
How many? <input type="text"/>	

Read a book	
Hours <input type="checkbox"/>	Minutes <input type="checkbox"/>
How many? <input type="text"/>	

Sleep	
Hours <input type="checkbox"/>	Minutes <input type="checkbox"/>
How many? <input type="text"/>	

Day at school	
Hours <input type="checkbox"/>	Minutes <input type="checkbox"/>
How many? <input type="text"/>	

Do your homework	
Hours <input type="checkbox"/>	Minutes <input type="checkbox"/>
How many? <input type="text"/>	