

Max's Busy Day: A Time-Telling Challenge

Learning objective: To read, write and convert time between analogue and digital 12-hour clocks and solve problems involving duration.

Help Max the monkey organise his day! Read the passage about his adventures, solve the maths problems below, and then complete the drawing activity to show your understanding of time.

Max the monkey has a very busy schedule in the jungle. He wakes up at 07:15 to start his day. He spends 45 minutes gathering fruit for breakfast. By 09:00, he is ready to help the other animals with their maths puzzles. He works on a complex pattern puzzle until 10:30. After a quick break, he spends 1 hour and 15 minutes practising his times tables. Finally, at 14:00, he meets his friends for a game of jungle tag that lasts for 90 minutes.

Word bank: analogue · digital · duration · midday · midnight · interval

1. What time does Max finish gathering fruit? Write your answer in both analogue and digital formats. (2 marks)

2. How long did Max spend working on his pattern puzzle? Give your answer in minutes. (1 mark)

3. If Max starts his game of tag at 14:00 and plays for 90 minutes, what time does the game finish? (2 marks)

4. Max thinks he spent more time practising times tables than gathering fruit. Is he correct? Explain your reasoning using the durations provided. (2 marks)

5. Max wants to buy a new puzzle book that costs £4.50. He saves 50p every morning. How many mornings will it take him to save enough money? (2 marks)

Draw: Draw a large analogue clock face in the centre of the page. Set the hands to show 15:45 (quarter to four). Around the clock, draw four of Max's favourite jungle activities and label them with the time they might happen during the day.



Extension challenge: Max wants to plan a trip that takes 4 hours and 20 minutes. If he leaves at 09:50, what time will he arrive? Show your working out on the back of your sheet.