

Max's Time-Travelling Maths Adventure

Learning objective: To read, write and convert time between analogue and digital 12-hour and 24-hour clocks, and solve problems involving duration.

Read the scenarios involving Max the monkey and answer the questions below. Show your working out clearly.

Max the monkey is planning his day at the jungle park. He arrives at the gate at 09:15 a.m. He spends 45 minutes playing on the monkey bars, then takes a 15-minute snack break. After his snack, he spends exactly 1 hour and 30 minutes solving complex maths puzzles under the old oak tree. Max finishes his puzzles and leaves the park at 12:00 p.m. to meet his friends for lunch.

Word bank: analogue · digital · duration · midday · midnight · a.m. · p.m.

1. If Max arrives at 09:15 a.m., what time is it on a 24-hour digital clock? (1 mark)

2. How long does Max spend playing on the monkey bars and having his snack altogether? Give your answer in minutes. (2 marks)

3. Max starts his maths puzzles immediately after his snack. What time does he start his puzzles? Show your working. (2 marks)

4. If Max leaves the park at 12:00 p.m., how would you write this time using 24-hour clock format? (1 mark)

5. Max wants to stay at the park for a total of 4 hours next time. If he arrives at 09:00 a.m., what time will he leave? Write your answer in 12-hour format. (2 marks)

Draw: Draw an analogue clock face showing the time Max finishes his maths puzzles (11:45). Make sure the hour and minute hands are clearly different lengths.



Extension challenge: Max decides to start a new puzzle at 13:45. If the puzzle takes 95 minutes to complete, what time will he finish? Write your answer in both 12-hour and 24-hour format.