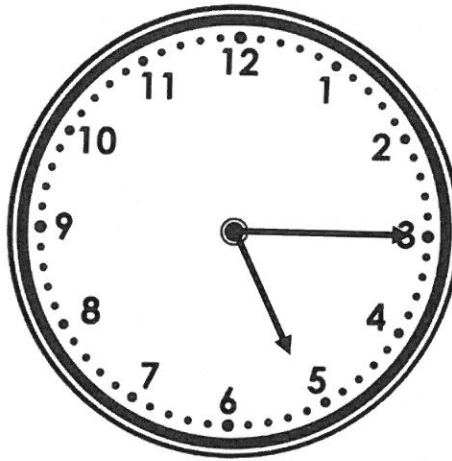


Quarter Past and Quarter To

1. Omar is learning to use quarter turns and half turns to tell the time. The clock below shows the last turn he practised.



What combination of turns could he have used if he had started at quarter to 4?

What combination of turns could he have used if he had made a total of 6 turns?
What would the start time be for each combination?

DP

2.

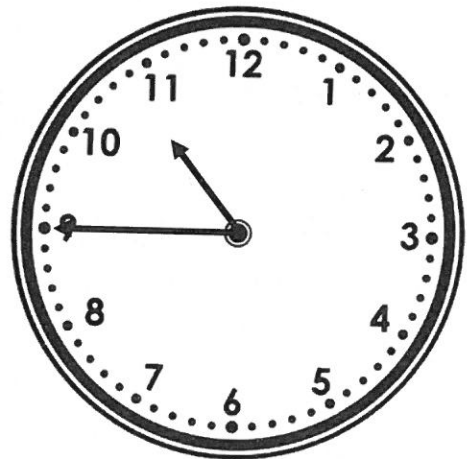
Racing time!

Working in pairs, take it in turns to move the clock forward using different turns; stating the time after each move.

You can use quarter, half, three-quarter and whole turns but you must use a different turn each time!

The winner is the person who moves the hands exactly onto 1 o'clock.

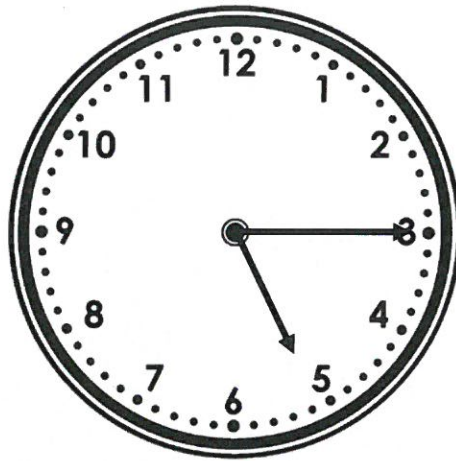
The starting time is quarter to 11.



DP

Quarter Past and Quarter To

1. Omar is learning to use quarter turns and half turns to tell the time. The clock below shows the last turn he practised.



What combination of turns could he have used if he had started at quarter to 4?

Various possible answers, for example: quarter turn, half turn, half turn, quarter turn

What combination of turns could he have used if he had made a total of 6 turns?

What would the start time be for each combination?

Various possible answers, for example: quarter turn, half turn, quarter turn, half turn, quarter turn, half turn. The start time would be 3 o'clock.

DP

2.

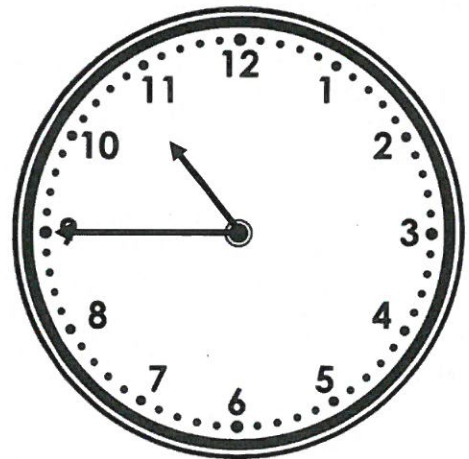
Racing time!

Working in pairs, take it in turns to move the clock forward using different turns; stating the time after each move.

You can use quarter, half, three-quarter and whole turns but you must use a different turn each time!

The winner is the person who moves the hands exactly onto 1 o'clock.

The starting time is quarter to 11.



Various possible answers, for example: quarter turn – 11 o'clock, whole turn – 12 o'clock, three quarter turn – quarter to 1 and quarter turn – 1 o'clock

DP