## TIME CHOICE BOARD



Use some paper or note cards and create some clock flashcards. Draw the clock on one side and the time on the other. Practice with someone in your home!



A.M. and P.M.
Create a poster telling the difference between A.M.

difference between A.M. and P.M. time. Draw pictures of what might be happening at 8:00 A.M. and 8:00 P.M.



Draw the hands on this clock to show what time you go to bed. Write the time below.



#### Teach It!

Use a pretend clock to teach the steps on how to tell time. If you don't have a clock, create one from a paper plate or regular paper. Write a script, create a comic or film a video.

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Divide a piece of paper into 4 sections. Put these times in order from earliest to latest and draw pictures of what you might be doing at those times.

5:30 PM 12:00 PM 8:00 AM 3:30 PM

	E	BINGO					
	1	27	33	48	75		
ľ	8	19	45	56	61		
	3	18	PACE	49	69		
	15	26	41	53	66		
	2	21	37	46	65		

Make a Bingo Board with the worksheets included in the packet. Play with your family. You might want to make the board in the morning and play later on. Follow the directions about where to place your clocks!



Time Cut and Giue Activity. This activity will be attached to the worksheets in the packet or online. Follow directions to complete the worksheet.

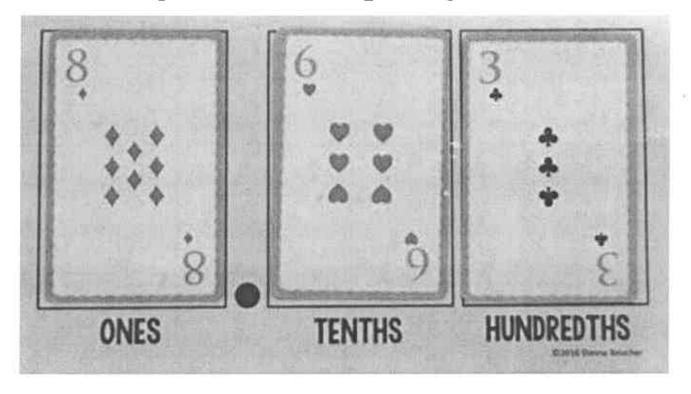
#### Make a Prediction!

How long does it take for you to read your favorite book? If you are reading a chapter book, how long does it take for you to read a chapter? Make a prediction and then have someone at home time you doing it.



Create a schedule for your day. Write the times that you will do each activity! Check things off as you complete your schedule!

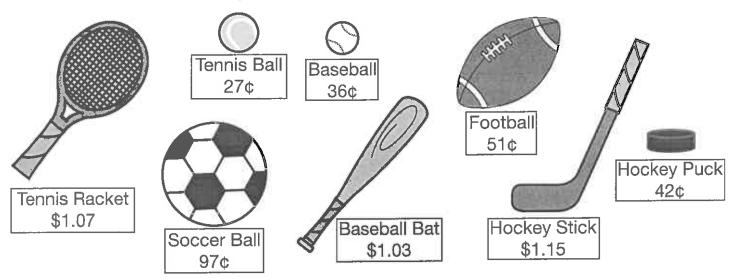
### 5. Take a gamble with triple-digit dare.

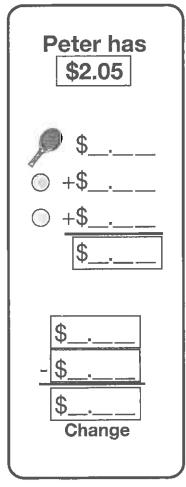


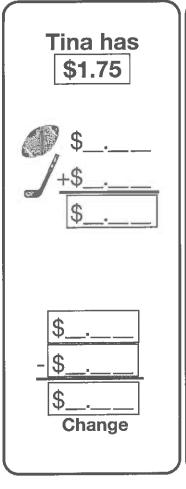
Each player gets three cards and privately determines the highest three-digit number they can make (you can use decimals or not, depending on age). Then, each player has a turn to stick with the cards they have, swap with one from the deck, or steal one of the other player's. All players then lay down their best number to see who wins.

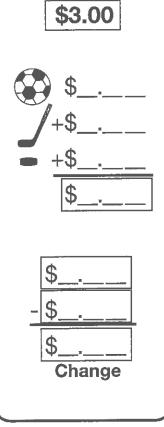
## The Sport Shop

Peter and his friends are at the sport shop getting ready for some summer fun! Figure out how much change they'll have left after they pick their summer sport.

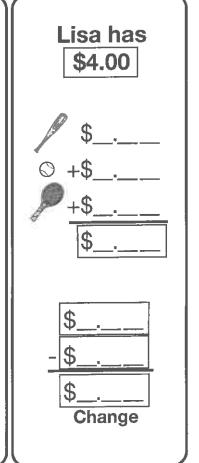




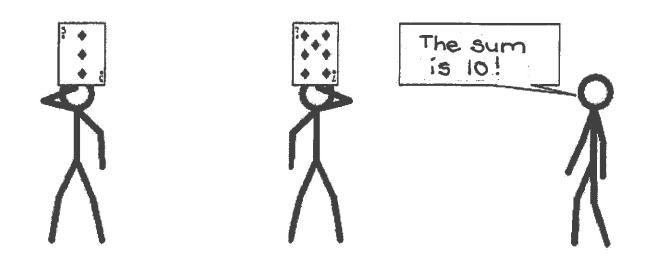




Vince has



#### 6. Try reading minds to figure out the correct numbers.



Two students draw a card from the deck without looking and hold it up to their forehead facing out. A third student mentally adds the numbers and gives them the sum. The students then must figure out what number each is holding.

# **Toy Store**

Sally and her friends are at the toy store. Answer each problem about **making change**. Show your work!



Sally has 65 cents. If she buys a teddy bear for 32 cents, how much change will she get back?



Alex has 82 cents. If he buys a ping-pong ball set for 64 cents, how much change will he get back?



Devon has 76 cents. Each beach ball costs 35 cents. If he buys two beach balls, how much change will he get back?



Maria has 98 cents. She wants to buy three rubber ducks. Each rubber duck costs 32 cents. Does she have enough money?

