Discussion Problems
Step 2: Quarter Past and Quarter To

National Curriculum Objectives:

Mathematics Year 2: (2M4a) Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
Mathematics Year 2: (2M4b) Compare and sequence intervals of time

About this resource:

This resource has been designed for pupils who understand the concepts within this step. It provides pupils with more opportunities to enhance their reasoning and problem solving skills through more challenging problems. Pupils can work in pairs or small groups to discuss with each other about how best to tackle the problem, as there is often more than one answer or more than one way to work through the problem.

There may be various answers for each problem. Where this is the case, we have provided one example answer to guide discussion.

We recommend self or peer marking using the answer page provided to promote discussion and self-correction.

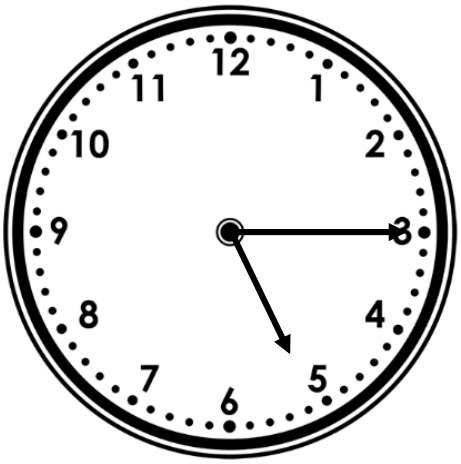
More Year 2 Time resources.

Did you like this resource? Don't forget to review it on our website.

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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.

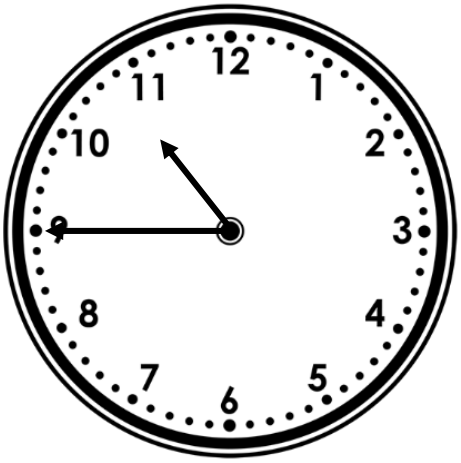
Racing time!

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.

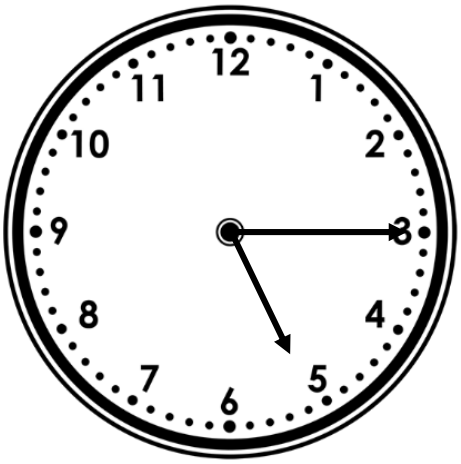


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Quarter Past and Quarter To

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.

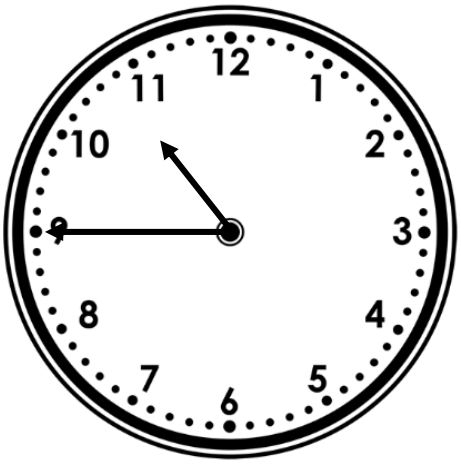
Racing time!

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

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