

Teaching Resources

# Math Center Game

# Monster Math Mix-up

# Telling Time

Laura Candler

## Two Levels

### Nearest Minute & Nearest 5 Minutes

# Monster Math Mix-up: Telling Time

Created by Laura Candler

**Monster Math Mix-up: Telling Time** is an engaging partner game to help students review and practice telling time to the nearest 5 minutes or to the nearest minute. During the game, players attempt to be the first to assemble a complete monster puzzle. Players earn puzzle pieces for correctly writing the times on the clock task cards. Two sets of task cards are included. Set A requires accuracy to the nearest 5 minutes, and Set B requires accuracy to the nearest minute. Both color and black and white versions of the game materials included; review the materials in this packet and only print what you need for your class.

**Common Core Math Standards**  
These task cards address two Common Core Standards and can be used to differentiate instruction. The clock task cards for Set A (red) address standard 2.MD.7 which requires students to tell time to the nearest 5 minutes. The task cards for Set B (blue) target third grade standard 3.MD.1 which requires students to tell time to the nearest minute. In second grade, the standard states that students are to tell time to the "nearest" 5 minutes. However, the Set A clocks all show exact times. To practice *rounding* to the nearest 5 minutes, you can use the Set B clocks and the answer key on page 45 which gives answers rounded to the nearest 5 minutes.

**Teacher Preparation and Materials**  
*Monster Math Mix-up* is a partner game, and it can be played in math centers, small groups, or in cooperative learning teams. If students play in teams, each team of four will need two games. Students can play against one team member and then switch partners for the next round.

For each game you'll need two monster puzzles, one spinner game board, and one set of clock task cards with answer key. Players will also need one dry erase board and marker per game for recording answers. Four monster puzzles are included to give students a choice, but only two are required. It's best to print the puzzles in color on white cardstock or sturdy paper and laminate them prior to cutting them apart. However, if you don't want to print the game materials in color, you can print the black and white variations starting on page 22.

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Before you cut apart the monster puzzles, color them in bright colors or have your students color them. Or you can print the blank puzzle pattern on page 28 and have students create their own monster puzzles! The answer keys are located at the end of the pack. You'll also find student recording pages for each set of task cards so you can use them for other games like Scoot or for independent practice.

**Management Tip:** Write the number of each puzzle on the backs of all pieces in the set. That way if the pieces are found on the floor later, you can put them back in the right envelope or bag.

**Introducing the Game**  
*Monster Math Mix-up: Telling Time* is a review game to be played after you've taught your students how to tell time. To introduce the game, display the student instructions on page 4 and review the steps with your class. Show them how to use the paper clip and the pencil to create a homemade spinner. (Spinner directions can be found in the lower right corner of the spinner). Then invite a student to the front of the room to play a few rounds of the game against you while the rest of the class observes. Follow the directions as you take turns reading and writing the times on the clocks, spinning the spinner, and adding or removing pieces to create your puzzles. After students understand how the game works, place the materials in a math center or provide enough sets for students to play against a partner in cooperative learning teams.

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# Monster Math Mix-up

## Telling Time Game for 2 Players

**Directions:**

- Place the Monster Spinner in the middle of the team. Shuffle the deck of task cards and place them **face down** near the spinner. Place the answer key face down near the pile of cards.
- Both players need one monster puzzle. They mix up the 10 pieces of their puzzle and place them beside the playing area. During the game, each player will try to earn puzzle pieces by correctly reading the times on the task cards.
- Players take turns being the Clock Reader and the Time Checker. The person wearing the most blue is the first Clock Reader.
- The Clock Reader turns over a clock task card, reads the time aloud, and writes the time on his or her dry erase board. The Time Checker then looks at the answer key to see if the correct time is written.
- If the answer is correct, the Clock Reader spins the spinner and takes the action as shown on the spinner. For example, if the directions say to "Add 1 piece," the Clock Reader selects a puzzle piece and begins to create his or her monster puzzle. If a player lands on "Take another turn," he or she solves another problem and spins again.
- If the answer is not correct, the Clock Reader may not spin the spinner and loses that turn.
- Switch roles so that the Time Checker becomes the new Clock Reader. Repeat steps 4 through 7. Keep taking turns until one person puts together a complete monster puzzle.

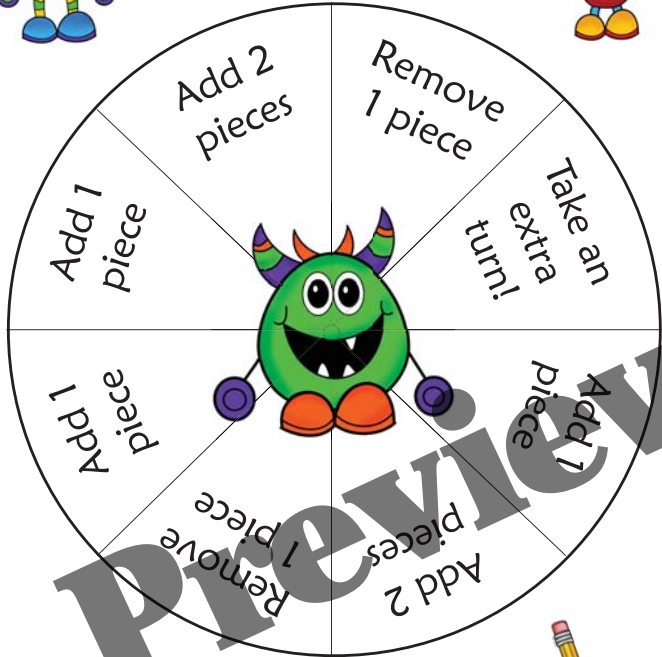
**Materials**

- Two monster puzzles
- Dry erase board and marker
- Monster spinner, pencil, and paper clip
- Clock Task Cards
- Answer Key

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# Monster Spinner

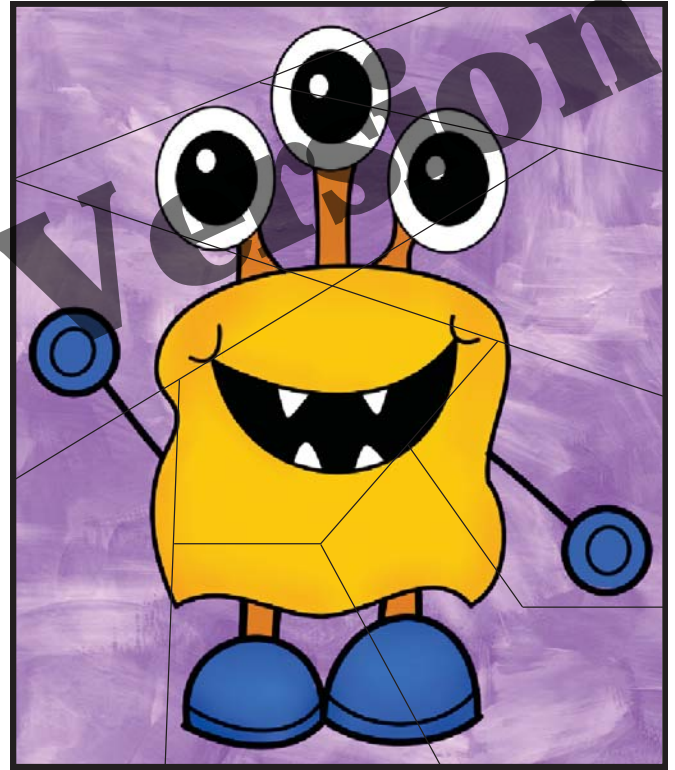


**Directions:** To use the spinner, you'll need a paper clip and a pencil. Put the paper clip down with one end over the center dot. Put the pencil point down inside the paper clip and hold the pencil in place. Thump the paper clip. It will spin around the pencil point and point to one section on the spinner.



# Monster Math Mix-up 1

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



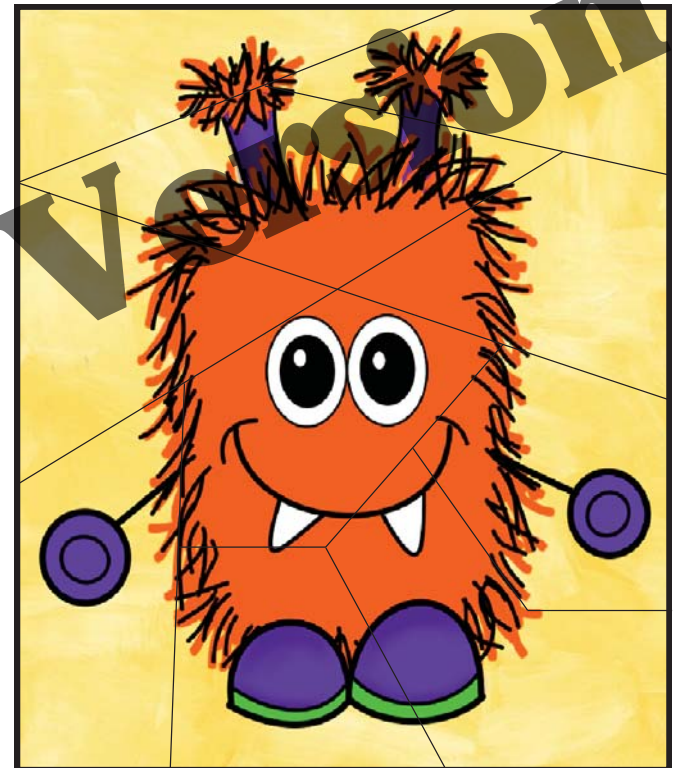
# Monster Math Mix-up 2

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



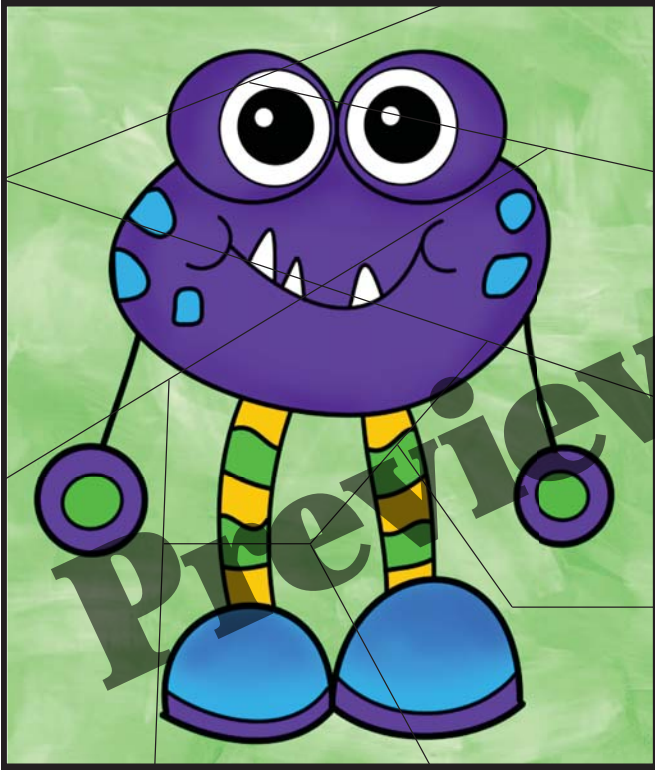
# Monster Math Mix-up 3

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



# Monster Math Mix-up 4

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



# Telling Time Task Cards - Set A

**Clock 1**



**Clock 2**



**Clock 3**



**Clock 4**



Nearest 5 Minutes

# Telling Time Task Cards - Set A

**Clock 5**



**Clock 6**



**Clock 7**



**Clock 8**



Nearest 5 Minutes

# Telling Time Task Cards - Set A

**Clock 9**



**Clock 10**



**Clock 11**



**Clock 12**



Nearest 5 Minutes

# Telling Time Task Cards - Set A

Clock 13



Clock 14



Clock 15



Clock 16



Nearest 5 Minutes

# Telling Time Task Cards - Set A

Clock 17



Clock 18



Clock 19



Clock 20



Nearest 5 Minutes

# Telling Time Task Cards - Set A

Clock 21



Clock 22



Clock 23



Clock 24



Nearest 5 Minutes

# Telling Time Task Cards - Set B

Clock 1



Clock 2



Clock 3



Clock 4



Nearest Minute

# Telling Time Task Cards - Set B

Clock 5



Clock 6



Clock 7



Clock 8



# Telling Time Task Cards - Set B

Clock 9



Clock 10



Clock 11



Clock 12



Nearest Minute

Nearest Minute

# Telling Time Task Cards - Set B

Clock 13



Clock 14



Clock 15



Clock 16

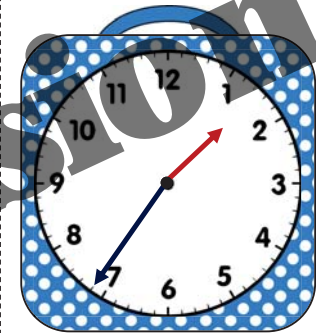


# Telling Time Task Cards - Set B

Clock 17



Clock 18



Clock 19



Clock 20



Nearest Minute

Nearest Minute

# Telling Time Task Cards - Set B

Clock 21



Clock 22



Clock 23



Clock 24



Nearest Minute

# Monster Math Mix-up

## Telling Time Game for 2 Players



### Directions:

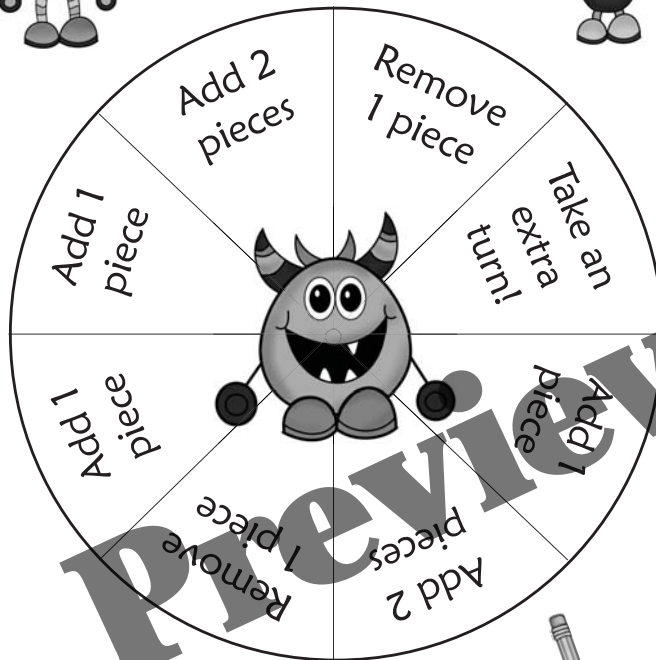
- Place the Monster Spinner in the middle of the team. Shuffle the deck of task cards and place them face down near the spinner. Place the answer key face down near the pile of cards.
- Both players need one monster puzzle. They mix up the 10 pieces of their puzzle and place them beside the playing area. During the game, each player will try to earn puzzle pieces by correctly reading the times on the task cards.
- Players take turns being the Clock Reader and the Time Checker. The person wearing the most blue is the first Clock Reader.
- The Clock Reader turns over a clock task card, reads the time aloud, and writes the time on his or her dry erase board. The Time Checker then looks at the answer key to see if the correct time is written.
- If the answer is correct, the Clock Reader spins the spinner and takes the action as shown on the spinner. For example, if the directions say to "Add 1 piece," the Clock Reader selects a puzzle piece and begins to create his or her monster puzzle. If a player lands on "Take another turn," he or she solves another problem and spins again.
- If the answer is not correct, the Clock Reader may not spin the spinner and loses that turn.
- Switch roles so that the Time Checker becomes the new Clock Reader. Repeat steps 4 through 7. Keep taking turns until one person puts together a complete monster puzzle.

### Materials

- Two monster puzzles
- Dry erase board and marker
- Monster spinner, pencil, and paper clip
- Clock Task Cards
- Answer Key



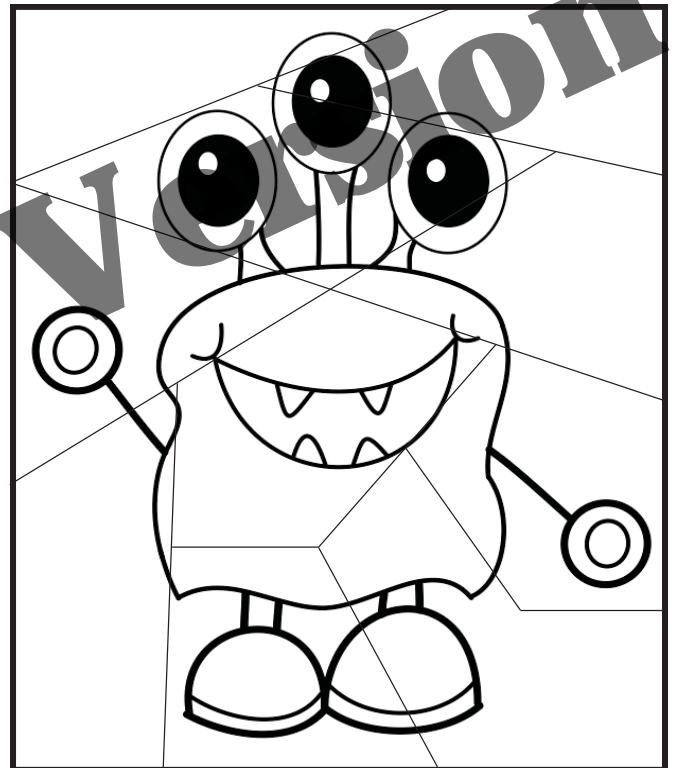
# Monster Spinner



**Directions:** To use the spinner, you'll need a paper clip and a pencil. Put the paper clip down with one end over the center dot. Put the pencil point down inside the paper clip and hold the pencil in place. Thump the paper clip. It will spin around the pencil point and point to one section on the spinner.

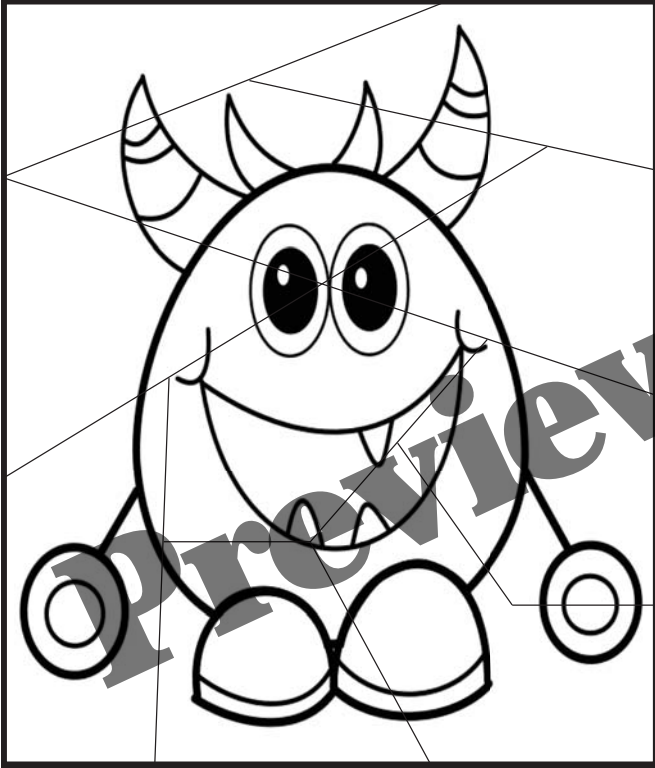
# Monster Math Mix-up 1

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



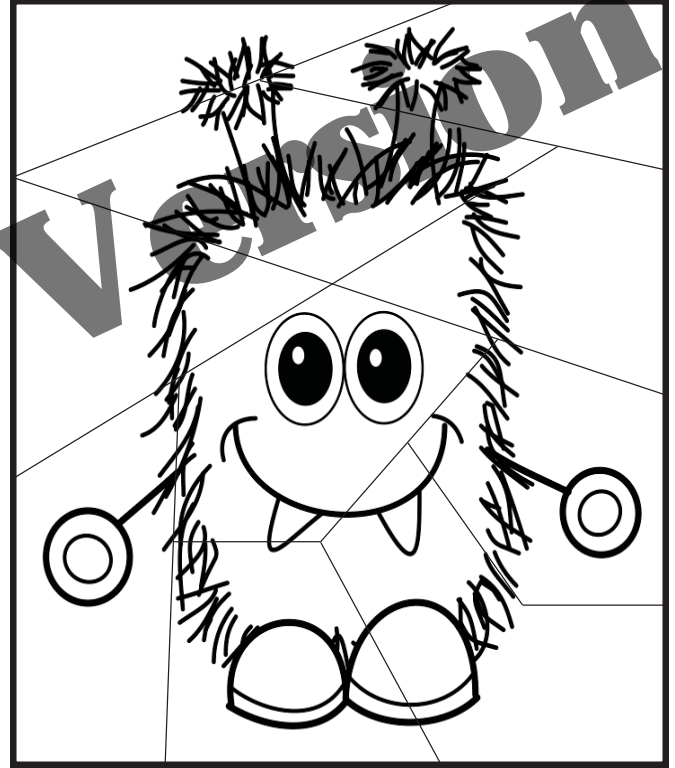
## Monster Math Mix-up 2

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



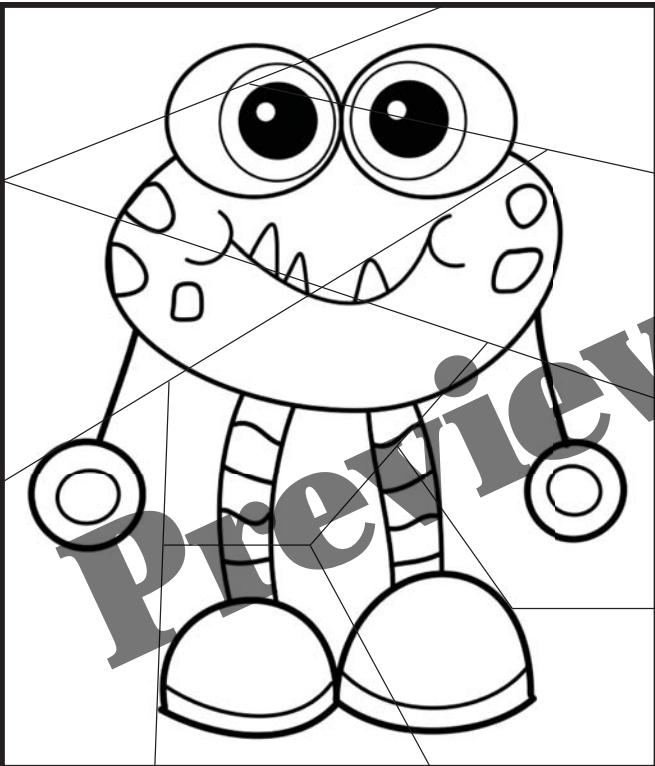
## Monster Math Mix-up 3

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



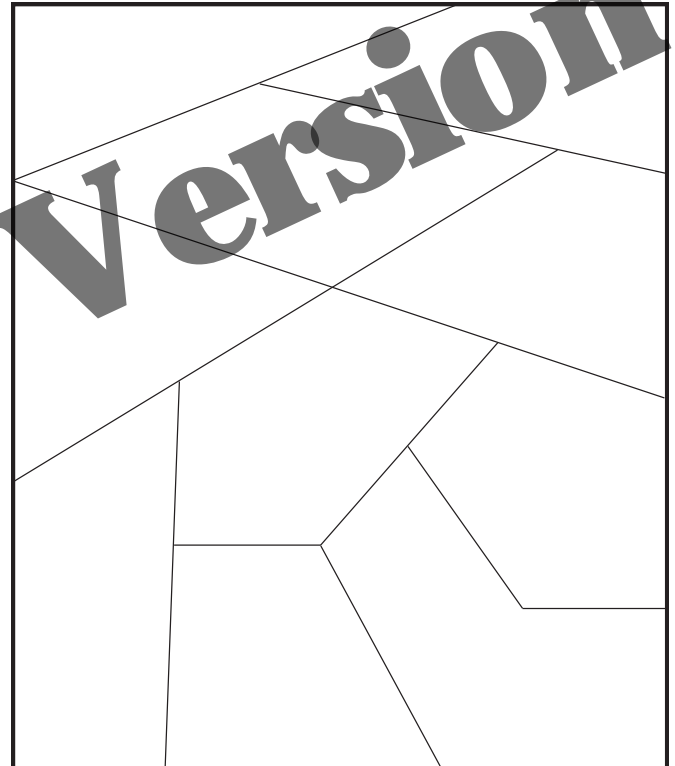
## Monster Math Mix-up 4

Cut out the entire puzzle around the outside of the rectangle. Then carefully cut the puzzle into 10 pieces on the straight lines. Mix up the pieces and place them in a pile to use during the game.



## Create Your Own Monster Puzzle

Draw and color a monster inside the large rectangular frame. Cut on the thick lines around the edges of the rectangle, and then cut the puzzle into 10 pieces on the thinner straight lines.



# Telling Time Task Cards - Set A

Clock 1



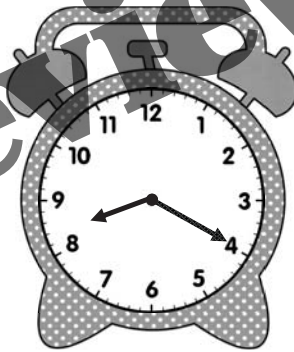
Clock 2



Clock 3



Clock 4



Nearest Minute

# Telling Time Task Cards - Set A

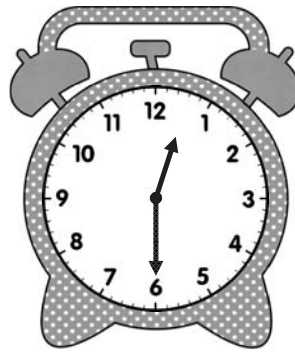
Clock 5



Clock 6



Clock 7



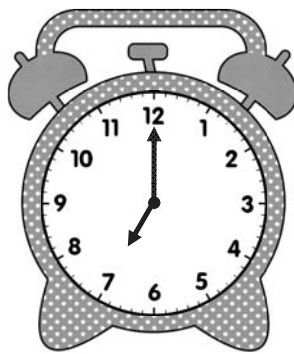
Clock 8



Nearest Minute

# Telling Time Task Cards - Set A

Clock 9



Clock 10



Clock 11



Clock 12



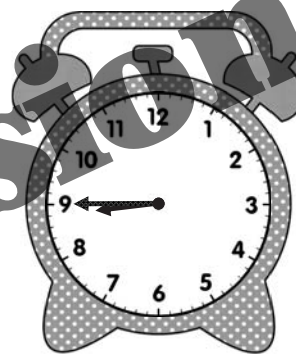
Nearest Minute

# Telling Time Task Cards - Set A

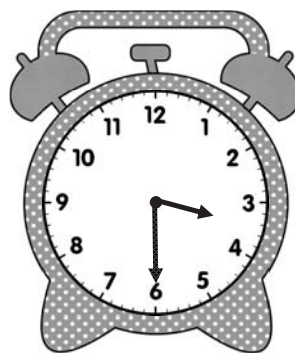
Clock 13



Clock 14



Clock 15



Clock 16



Nearest Minute



# Telling Time Task Cards - Set A

Clock 17



Clock 18



Clock 19

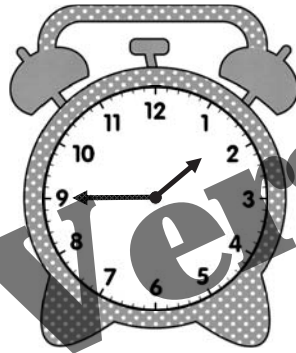


Clock 20

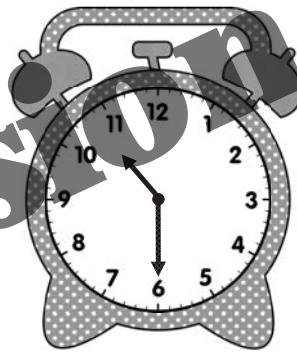


# Telling Time Task Cards - Set A

Clock 21



Clock 22



Clock 23



Clock 24



Nearest Minute

Nearest 5 Minutes

# Telling Time Task Cards - Set B

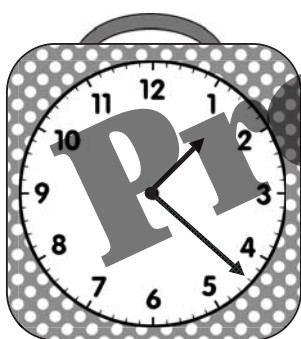
Clock 1



Clock 2



Clock 3



Clock 4



# Telling Time Task Cards - Set B

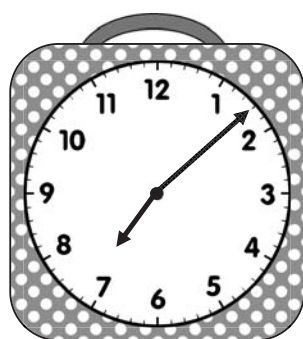
Clock 5



Clock 6



Clock 7



Clock 8



Nearest Minute

Nearest Minute

## Telling Time Task Cards - Set B

Clock 9



Clock 10



Clock 11



Clock 12



## Telling Time Task Cards - Set B

Clock 13



Clock 14



Clock 15



Clock 16



Nearest Minute

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Nearest Minute

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## Telling Time Task Cards - Set B

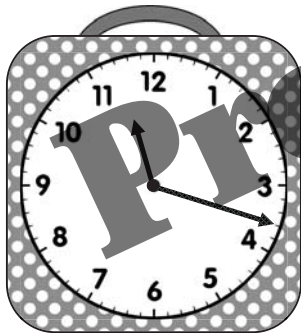
Clock 17



Clock 18



Clock 19



Clock 20



## Telling Time Task Cards - Set B

Clock 21



Clock 22



Clock 23



Clock 24



Nearest Minute

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Nearest Minute

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## Telling Time - Set A

### Answer Key

Clock Number	Time	Clock Number	Time
1	1:25	13	4:05
2	6:15	14	8:45
3	9:40	15	3:30
4	8:20	16	2:50
5	11:05	17	9:10
6	2:20	18	12:15
7	12:30	19	6:55
8	4:55	20	5:35
9	7:00	21	1:45
10	10:45	22	10:30
11	5:10	23	3:50
12	11:15	24	7:55

## Telling Time Task Cards

### Answer Recording Page

Set A - Nearest 5 Minutes



Name \_\_\_\_\_

Date \_\_\_\_\_

Look at each task card and decide what time is shown on the analog clock *to the nearest 5 minutes*. Write the digital time next to its clock number below.

Clock Number	Time	Clock Number	Time
1		13	
2		14	
3		15	
4		16	
5		17	
6		18	
7		19	
8		20	
9		21	
10		22	
11		23	
12		24	

## Telling Time - Set B

### Answer Key - Nearest Minute

Clock Number	Time	Clock Number	Time
1	7:16	13	2:34
2	3:58	14	5:01
3	1:22	15	9:13
4	12:48	16	6:52
5	9:29	17	3:04
6	8:02	18	1:36
7	7:08	19	11:18
8	4:46	20	10:03
9	2:32	21	4:33
10	6:25	22	5:42
11	10:37	23	8:54
12	12:17	24	11:30

## Telling Time Task Cards

### Answer Recording Page

Set B - Nearest Minute



Name \_\_\_\_\_

Date \_\_\_\_\_

Look at each task card and decide what time is shown on the analog clock *to the nearest minute*. Write the digital time next to its clock number below.

Clock Number	Time	Clock Number	Time
1		13	
2		14	
3		15	
4		16	
5		17	
6		18	
7		19	
8		20	
9		21	
10		22	
11		23	
12		24	

## Telling Time - Set B

### Answer Key - Nearest 5 Minutes

Clock Number	Time	Clock Number	Time
1	7:15	13	2:35
2	4:00	14	5:00
3	1:20	15	9:15
4	12:50	16	6:50
5	9:30	17	3:05
6	8:00	18	1:35
7	7:10	19	11:20
8	4:45	20	10:05
9	2:30	21	4:35
10	6:25	22	5:40
11	10:35	23	8:55
12	12:15	24	11:30

## Telling Time Task Cards

### Answer Recording Page

Set B - Nearest 5 Minutes



Name \_\_\_\_\_

Date \_\_\_\_\_

Look at each task card and decide what time is shown on the clock *rounded to the nearest 5 minutes*. Write the digital time next to its clock number below.

Clock Number	Time	Clock Number	Time
1		13	
2		14	
3		15	
4		16	
5		17	
6		18	
7		19	
8		20	
9		21	
10		22	
11		23	
12		24	

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