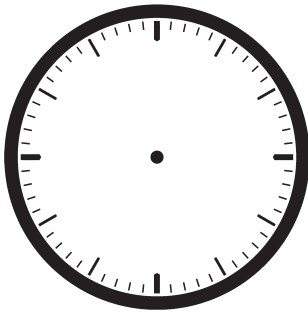


Name: _____

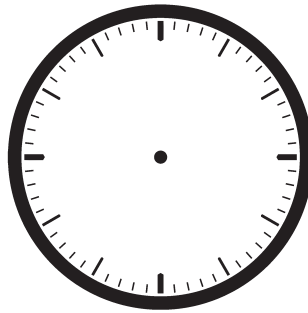
Date: _____

Telling Time With Stanley

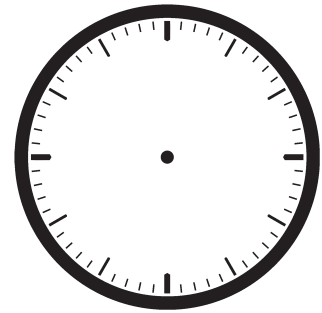
Help Stanley tell what the time is. Draw the hands on the clock for the time indicated.



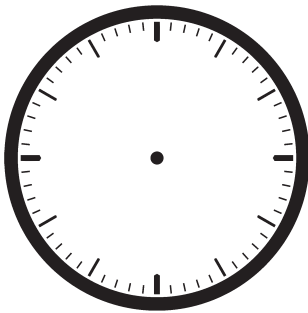
2:20



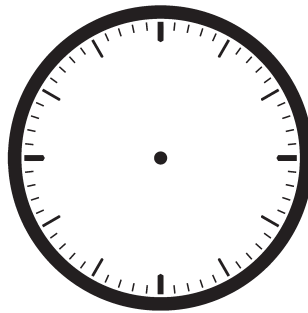
10:25



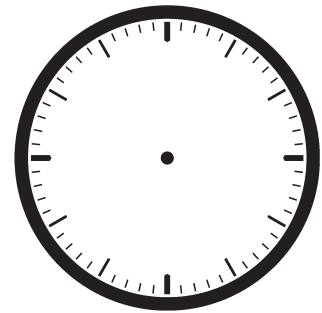
4:50



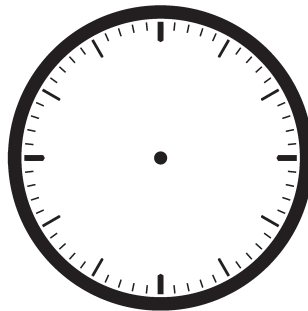
7:30



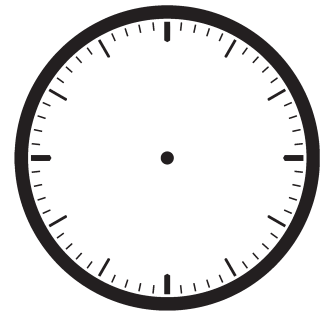
1:10



11:55



3:05



5:15

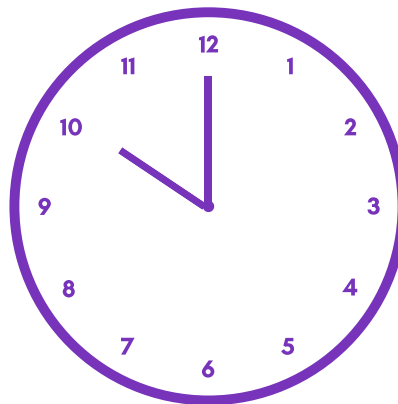
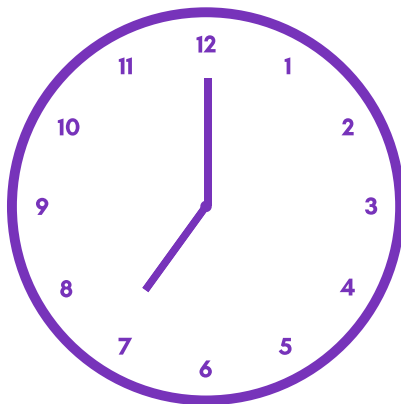
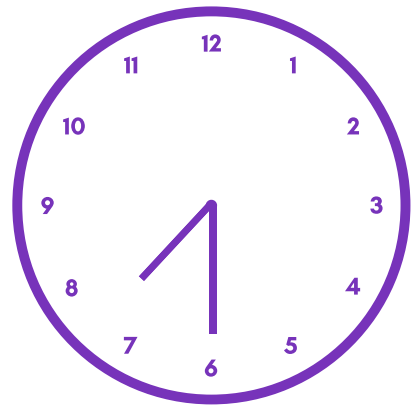
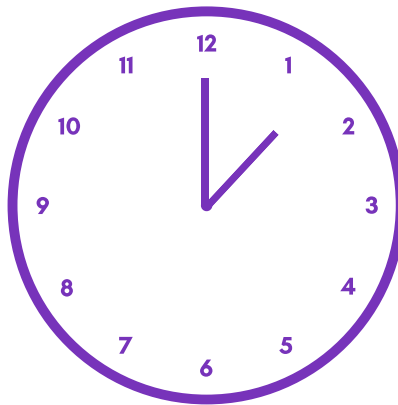
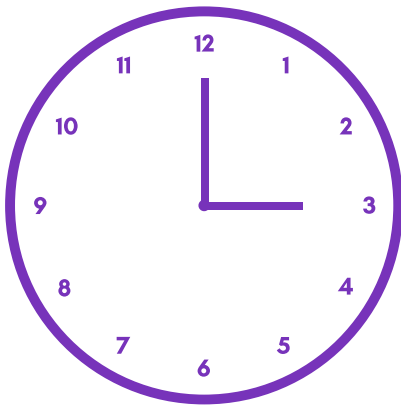
Name: _____

Date: _____

OH, LOOK AT THE TIME!

It's time for a little activity about angles.

Directions: Below are pictures of clocks with two hands that make one angle. Use your protractor to find out if they make an acute or obtuse angle. Remember to double check your answers before you submit your paper!



The Counting Game with Schneider



Name: _____

Date: _____

Instructions: Count 1–50 chorally. Then, fill in the missing numbers as you count from 1 to 50.

1 2 3 ____ 5 6 7 8 9 ____

11 12 ____ 14 ____ 16 17 18 ____ 20

21 ____ ____ ____ ____ ____ 27 28 29 30

____ 32 ____ ____ 35 ____ ____ ____ 39 40

____ 42 ____ 44 ____ 46 47 48 49 50

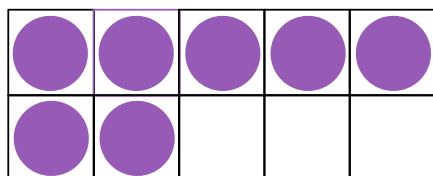
Name: _____

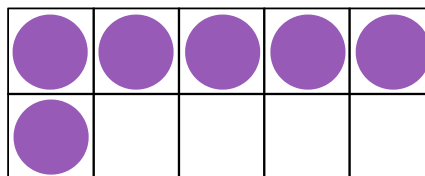
Date: _____

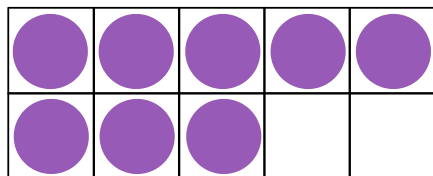
TEN FRAME

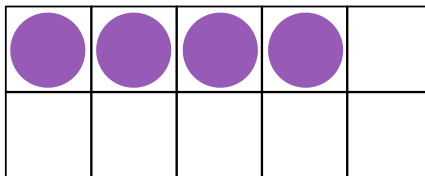


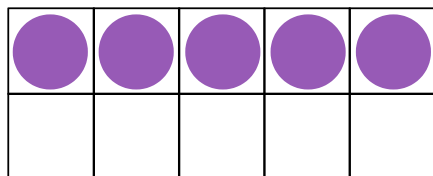
How many more to make 10?

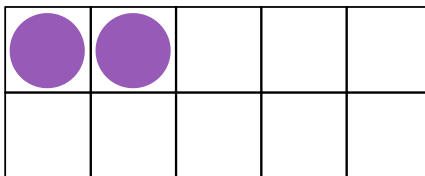


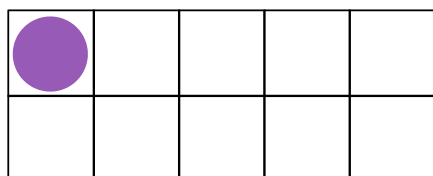


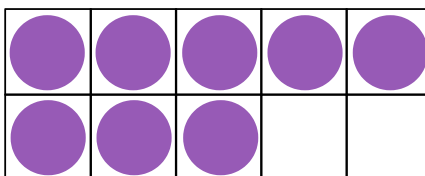


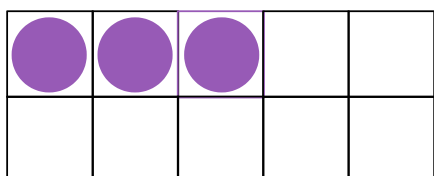


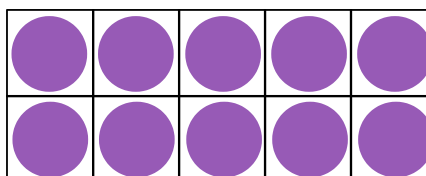












Name: _____

Date: _____

TEN FRAME



Count the circles and write the correct answer on the line.

