



## Finding Clock Hour Positions

Start with your finger on the middle.

When the teacher calls out a value from 1 to 12, move your finger to the hour position.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

### Teacher

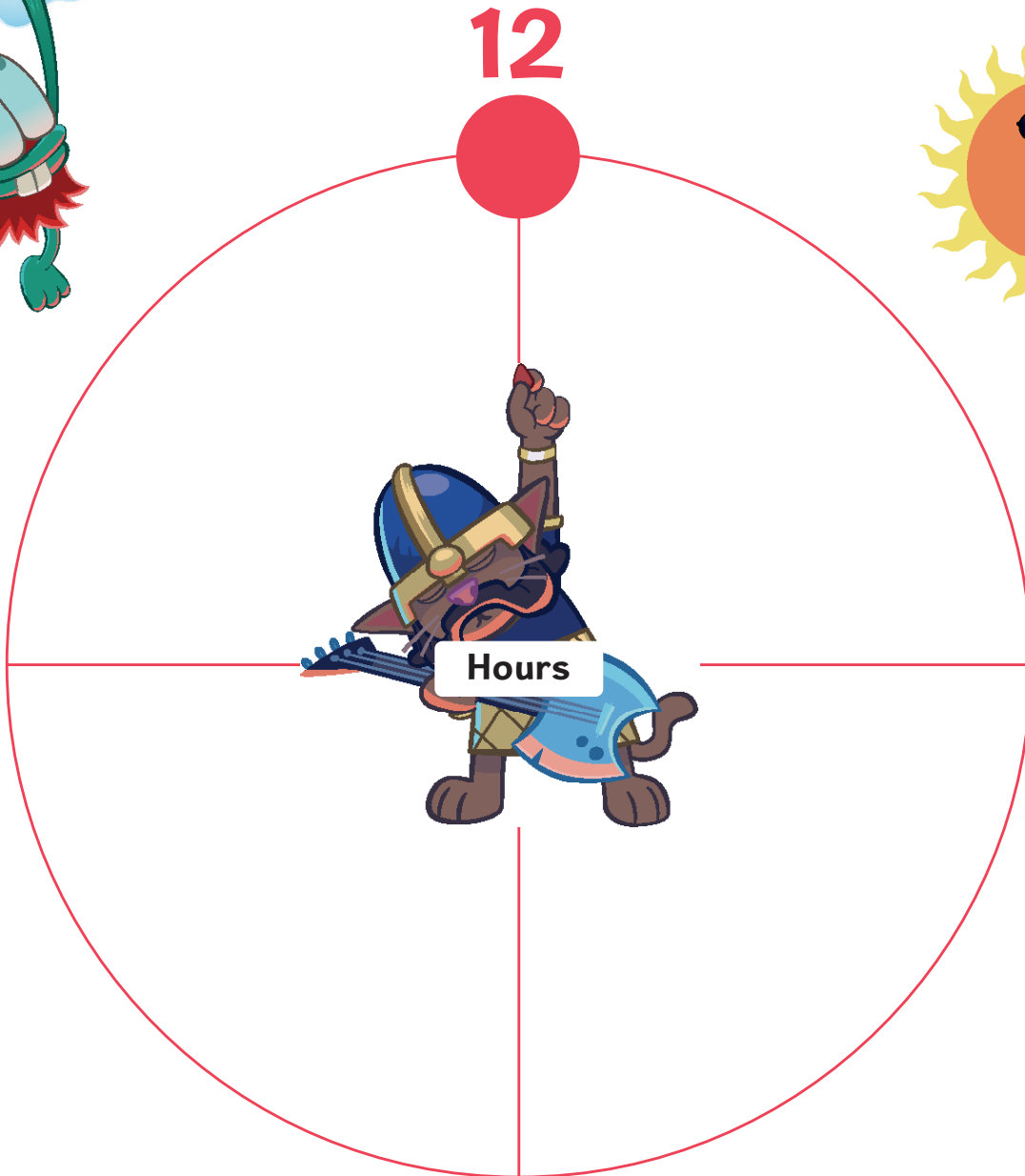
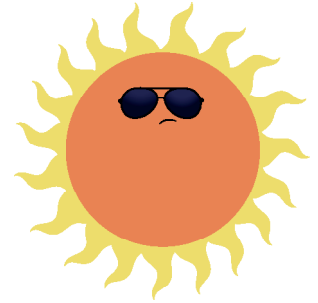
Move your finger to the place of number...

6, 3, 9, 1, 7, 4, 10, 2, 8, 5



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### Make 5x Facts from Minute Positions

Start with your finger on the middle.

When the teacher calls out an hour value from 1 to 12, move your finger to the hour position.

Say the 5x fact, e.g. for 3, say the fact  $5 \times 3 = 15$

When the teacher calls out a minute value from 5 to 60, move your finger to the minute position.

Say the  $\div 5$  fact, e.g. for 15 minutes, say the fact  $15 \div 5 = 3$

Name: \_\_\_\_\_

Date: \_\_\_\_\_



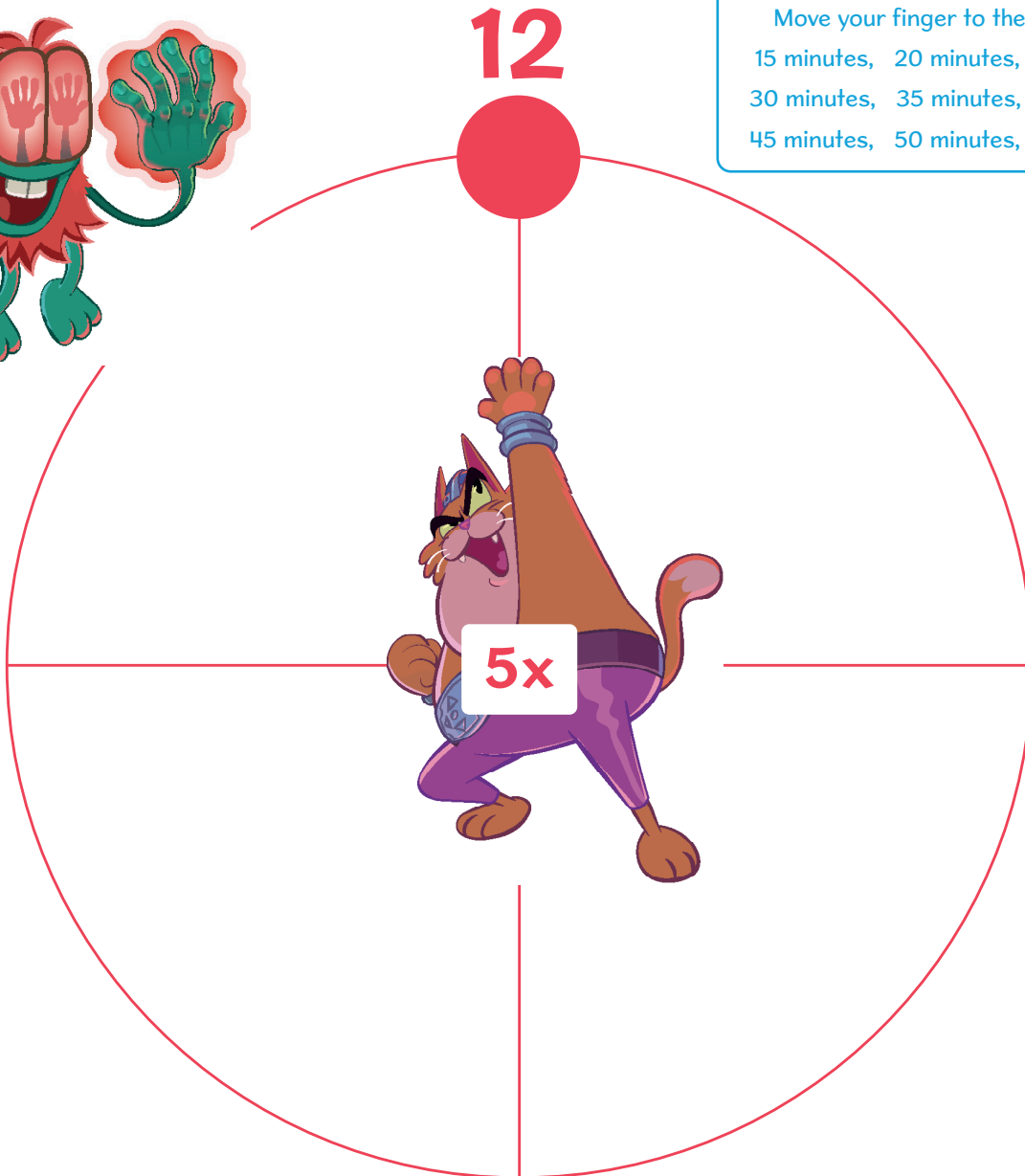
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### Teacher

Move your finger to the place for...

15 minutes, 20 minutes, 10 minutes,  
30 minutes, 35 minutes, 25 minutes,  
45 minutes, 50 minutes, 40 minutes,



### Tip

There are 5 minutes between each minute position so you can use the 5 times table to work out the number of minutes.

Write three division and multiplication facts.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



### Make 5x Facts from Clock Minutes

Draw the minute hand from the center to the given minute value.

Write a related 5x fact.

Name: \_\_\_\_\_

Date: \_\_\_\_\_



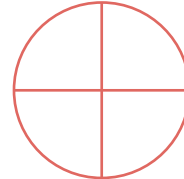
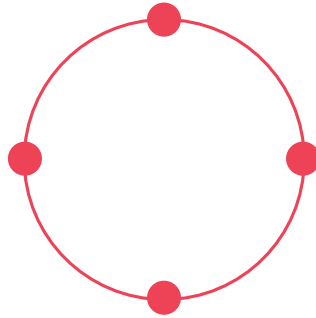
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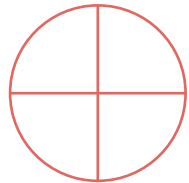


30

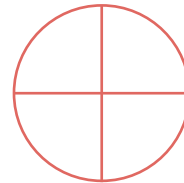
$5 \times 6 = 30$



35



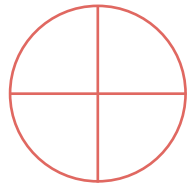
15



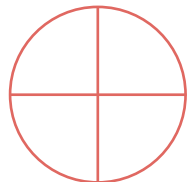
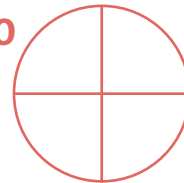
20

Color me in

45

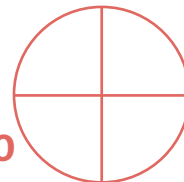


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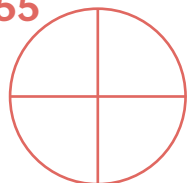


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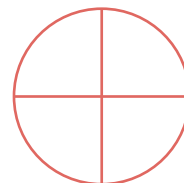
40



55



10





### Flash Cards 5÷ Facts

Cut out the flash cards along the dotted lines.

Use the dot as a cue to trigger the student's motor memory of pointing to that hour location during previous clock activities.

Name:

Date:

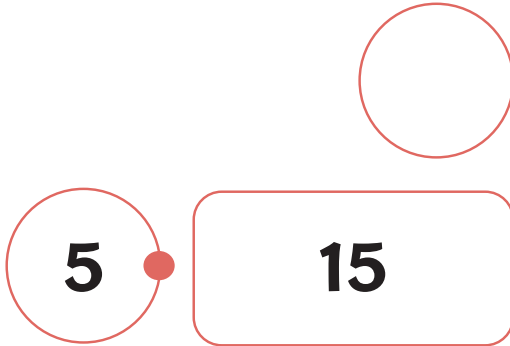


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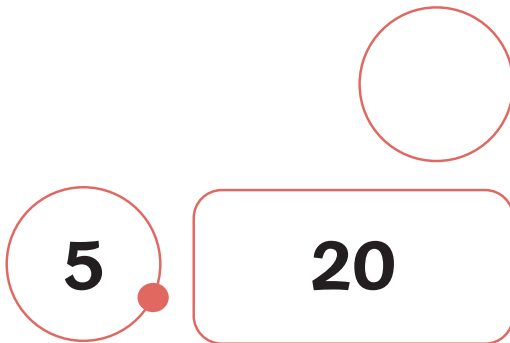
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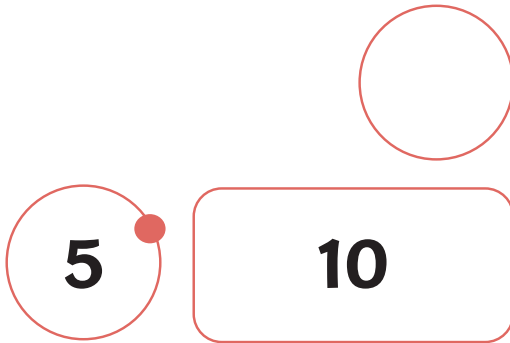
Fold and stick



3



4



2



9



### Flash Cards 5÷ Facts

Cut out the flash cards along the dotted lines.

Use the dot as a cue to trigger the student's motor memory of pointing to that hour location during previous clock activities.

Name: \_\_\_\_\_

Date: \_\_\_\_\_



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Fold and stick

5 30

6

5 25

5

5 35

7

5 40

8



### Flash Cards 5÷ Facts

Cut out the flash cards along the dotted lines.

Use the dot as a cue to trigger the student's motor memory of pointing to that hour location during previous clock activities.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

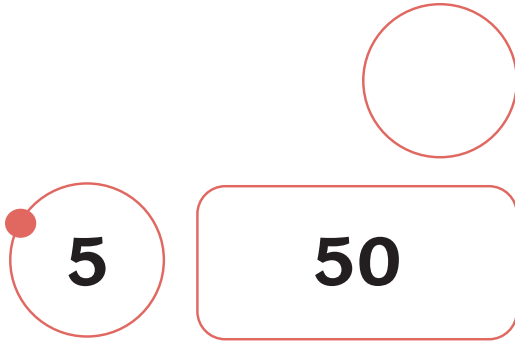


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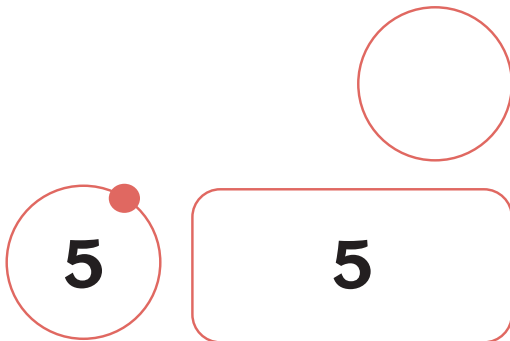
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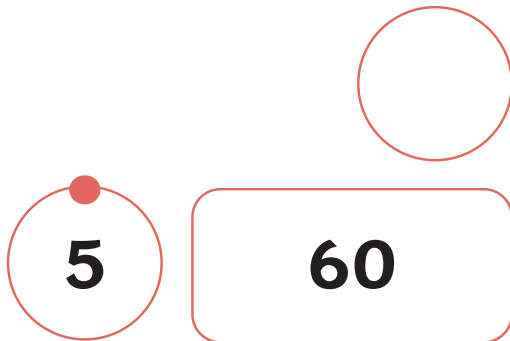
Fold and stick



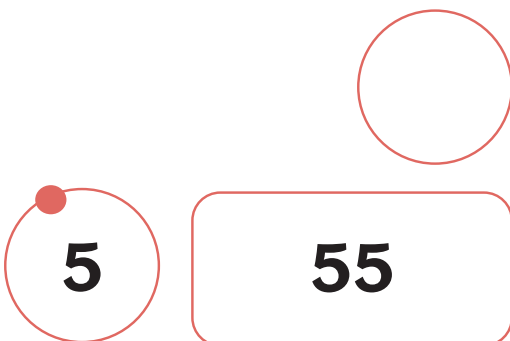
10



1



12



11