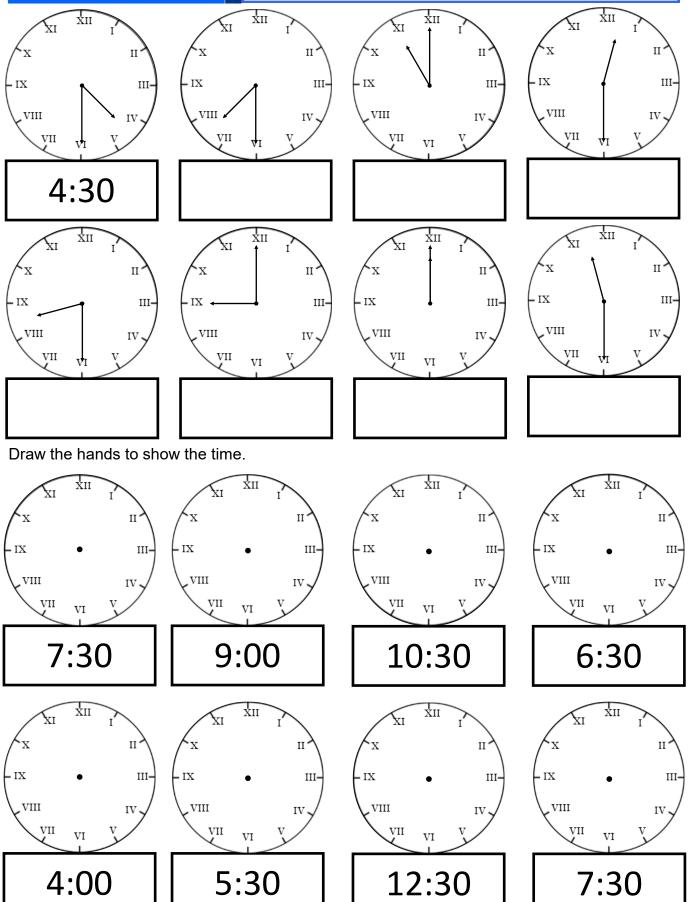


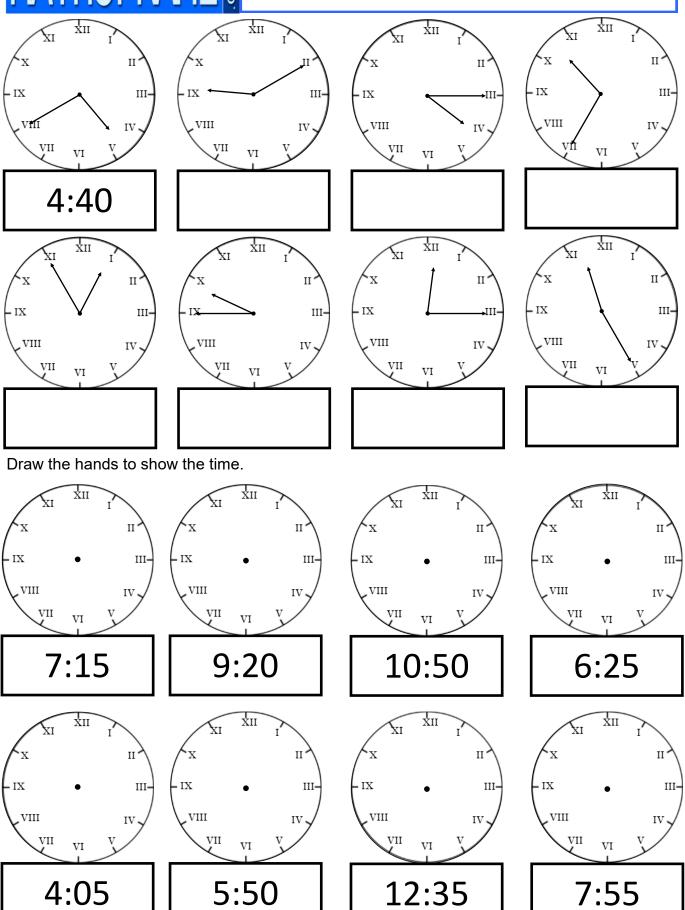
## MATHSFRAME

Tell and write the time from an analogue clock using Roman numerals from I to XII (to the half hour).

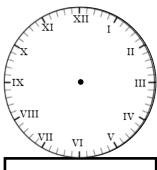


## MATHSFRAME

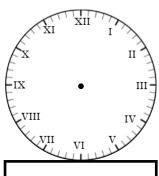
Tell and write the time from an analogue clock using Roman numerals from I to XII (to 5 minutes).



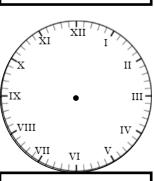
## Tell and write the time from an analogue clock using Roman numerals from I to XII. 4:36 Draw the hands to show the time. 9:21 7:48 10:54 6:25



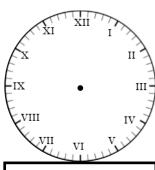
4:57



5:19



12:05



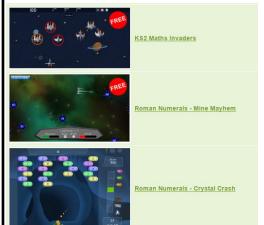
7:38



Tell and write the time from an analogue clock using Roman numerals from I to XII.

Teacher's notes

Useful interactive games to teach the skills needed for telling the time and reading Roman numerals.



http://mathsframe.co.uk/en/resources/category/571/

A variety of games to practice reading Roman Numerals.



http://mathsframe.co.uk/en/resources/resource/117/ telling the time in words

Read the clock and tell the time in words.



http://mathsframe.co.uk/en/resources/resource/118/adding time word problems

Solve problems involving adding time to the time shown on the clock (use either analogue or digital)



http://mathsframe.co.uk/en/resources/resource/119/find the start time

Subtract an interval of time from the given clock to find when an event started



http://mathsframe.co.uk/en/resources/category/23/measuring and time

A wide variety of interactive games that involve telling the time.