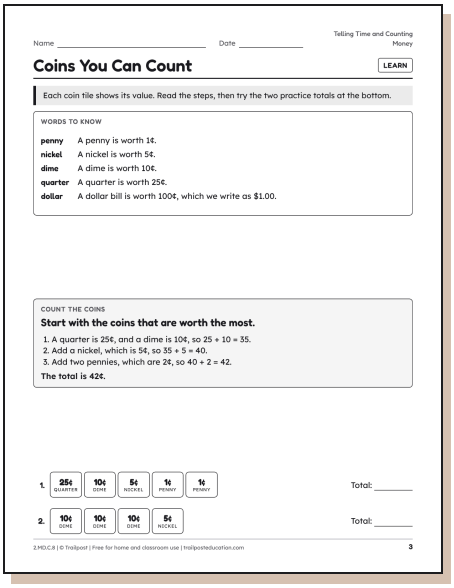
FREE TEACHER GUIDE AND INSTALL GUIDE

Telling Time and Counting Money

Hours, minutes, coins, and bills for everyday classroom and store problems

Grades 2 to 3 | **Math** | **16 student pages** | **Full answer key**



Name _____ Date _____ Telling Time and Counting Money

Coins You Can Count LEARN

Each coin tile shows its value. Read the steps, then try the two practice totals at the bottom.

WORDS TO KNOW

penny A penny is worth 1¢.
nickel A nickel is worth 5¢.
dime A dime is worth 10¢.
quarter A quarter is worth 25¢.
dollar A dollar bill is worth 100¢, which we write as $1.00.

COUNT THE COINS

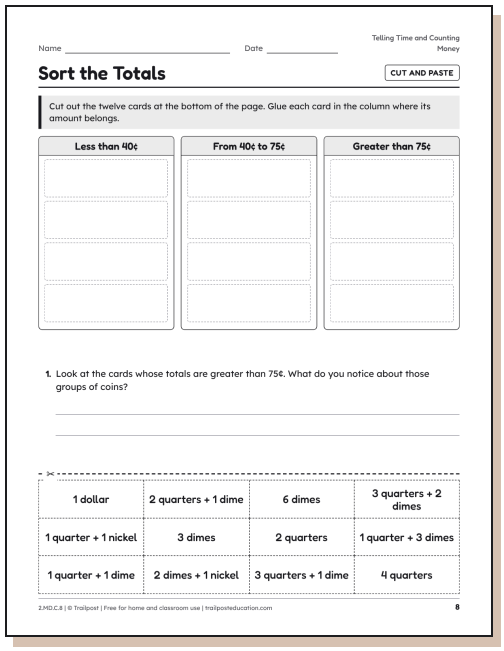
Start with the coins that are worth the most.

1. A quarter is 25¢, and a dime is 10¢, so 25 + 10 = 35.
2. Add a nickel, which is 5¢, so 35 + 5 = 40.
3. Add two pennies, which are 2¢, so 40 + 2 = 42.

The total is 42¢.

1. 25¢ QUARTER 10¢ DIME 5¢ NICKEL 1¢ PENNY 1¢ PENNY Total: _____
2. 10¢ DIME 10¢ DIME 10¢ DIME 5¢ NICKEL Total: _____

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Name _____ Date _____ Telling Time and Counting Money

Sort the Totals CUT AND PASTE

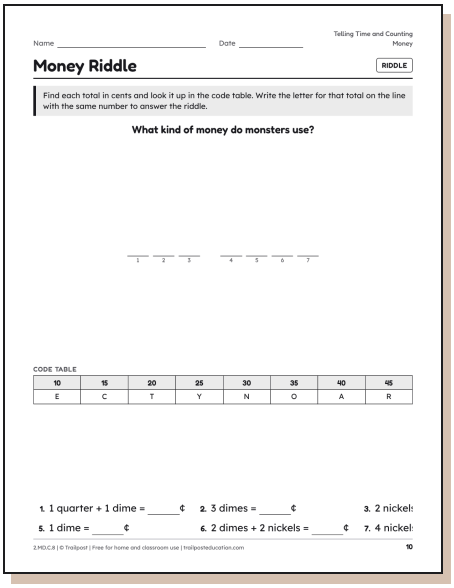
Cut out the twelve cards at the bottom of the page. Glue each card in the column where its amount belongs.

Less than 40¢	From 40¢ to 75¢	Greater than 75¢

1. Look at the cards whose totals are greater than 75¢. What do you notice about those groups of coins?

1 dollar	2 quarters + 1 dime	6 dimes	3 quarters + 2 dimes
1 quarter + 1 nickel	3 dimes	2 quarters	1 quarter + 3 dimes
1 quarter + 1 dime	2 dimes + 1 nickel	3 quarters + 1 dime	4 quarters

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Name _____ Date _____ Telling Time and Counting Money

Money Riddle RIDDLE

Find each total in cents and look it up in the code table. Write the letter for that total on the line with the same number to answer the riddle.

What kind of money do monsters use?

_____ _____ _____ _____ _____ _____ _____
1 2 3 4 5 6 7

CODE TABLE

10	15	20	25	30	35	40	45
E	C	T	Y	N	O	A	R

1. 1 quarter + 1 dime = _____¢
2. 3 dimes = _____¢
3. 2 nickels
5. 1 dime = _____¢
6. 2 dimes + 2 nickels = _____¢
7. 4 nickels

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STUDENTS WILL LEARN TO

- ✓ Read an analog clock to the nearest five minutes and to the minute
- ✓ Find how much time has passed between two times
- ✓ Count mixed coins and write the total in cents or dollars
- ✓ Solve one-step and two-step money word problems

A free resource from Trailpost

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Getting started

What is in your download

File	What it is
Student-Pages.pdf	The 16-page student packet, starting with a cover page that has a name line and a table of contents.
Answer-Key.pdf	The same pages with every answer filled in, so you can check work quickly or project a page to go over it together.
Teacher-Guide.pdf	This guide, which explains how to print the packet, how to pace it, and which standards it covers.

How to open the files

1. On a Chromebook, open the Files app, double-click the zip folder, and drag the three PDFs into Google Drive or onto the desktop.
2. On a Windows computer, right-click the zip folder and choose Extract All, then open the new folder that appears.
3. On a Mac, double-click the zip folder and a regular folder with the three PDFs will open next to it.
4. Open each PDF in your browser or in any PDF reader, and you are ready to print.

How to print

- Set the print scale to Actual Size or 100 percent so the boxes and lines stay the right size for student handwriting.
- Black and white printing works well, because every page uses black lines and light gray shading.
- Print pages 8 and 15 on one side only, because students cut those pages apart.
- The exit ticket page holds two copies of the same ticket, so one printed page covers two students.

One star and two stars

Pages marked with one star (5, 7) give steady practice with friendly numbers and extra support. Pages marked with two stars (6, 12) ask for more steps and more explaining. Students who finish the one-star page with few mistakes can move straight to the two-star page, and students who need more time can do the one-star page twice with a partner.

Using the answer key

The answer key matches the student packet page for page, so page 6 of the key answers page 6 of the student packet. Written answers in the key are sample answers, and any answer that gives the same idea with good reasoning should earn credit.

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What is inside

Students learn to read analog clocks to the minute, find elapsed time, count mixed coins, and solve money word problems. The packet moves from guided pages to two levels of practice, puzzles, error analysis, a writing page, a review, exit tickets, and a self-check.

Page	Title	What students do
1	**Cover**	Students write their name and see a list of every page in the packet.
2	**How a Clock Works** Learn | 2.MD.C.7	Students learn the hour hand and the minute hand, and they read times to the hour and the half hour.
3	**Coins You Can Count** Learn | 2.MD.C.8	Students learn the value of a penny, nickel, dime, quarter, and dollar, then count a mixed group.
4	**Read the Clocks** Guided Practice | 2.MD.C.7	Students read eight clocks to the hour, half hour, and five minutes, then draw hands for two times.
5	**Time to Five Minutes** Practice ★ | 2.MD.C.7	Students read and draw times to the nearest five minutes.
6	**Time to the Minute and Elapsed Time** Practice ★★ | 3.MD.A.1	Students read times to the minute and find how many minutes have passed.
7	**Count Mixed Coins** Practice ★ | 2.MD.C.8	Students count eight groups of mixed coins and write each total.
8	**Sort the Totals** Cut and Paste | 2.MD.C.8	Students find twelve coin or time amounts and glue each card under the right range.
9	**Match the Time to the Event** Match | 2.MD.C.7	Students match eight school-day events to times, using morning and afternoon language.
10	**Money Riddle** Riddle | 2.MD.C.8	Students find coin totals and use a code table to turn each total into a letter that answers a riddle.
11	**Time and Money Word Problems** Apply | 2.MD.C.8, 3.MD.A.1	Students solve four word problems about elapsed time and money, and the last two take two steps.
12	**Find the Mistake** Error Analysis ★★ | 2.MD.C.7, 2.MD.C.8	Students study two pieces of student work about time and money, explain each mistake, and solve a new problem.
13	**Explain Your Strategy** Write About Math | 2.MD.C.8, 3.MD.A.1	Students explain how they count coins and how they find elapsed time, then draw a model.
14	**Mixed Review** Review | 2.MD.C.7, 2.MD.C.8, 3.MD.A.1	Students review clocks, elapsed time, coin totals, and two word problems.
15	**Exit Tickets** Check | 2.MD.C.7, 2.MD.C.8	Two copies of a short exit ticket on each page so you can check understanding in about five minutes.
16	**How Did I Do?** Self-Check | 2.MD.C.7, 2.MD.C.8	Students rate their own progress on each skill and set one goal for practice.

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Pacing and standards

A suggested plan

Day	Pages	What to do
Day 1	2 to 4	Read the two Learn pages together and talk through each clock and coin example, then have partners finish the guided page while you check in.
Day 2	5 to 6	Students start with the one-star page and move to the two-star page when they finish with few mistakes.
Day 3	7 to 10	Use the sort, the match, the clocks, and the riddle as centers or as a fun Friday set.
Day 4	11 to 13	Students solve the word problems, find the mistakes on the error page, and explain a strategy in writing.
Day 5	14 to 16	Give the review page as a quiz, use the exit ticket the next morning, and finish with the self-check.

Standards

Code	Standard
2.MD.C.7	Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
2.MD.C.8	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.
3.MD.A.1	Tell and write time to the nearest minute and measure time intervals in minutes. Solve word problems involving addition and subtraction of time intervals in minutes.

Teaching tips

- Keep a large classroom clock visible during the time pages, and pause the lesson at a few real times so students can match the paper clock to the wall clock.
- For money pages, let students use real or plastic coins at first, then put the coins away so they have to picture the values.
- The riddle checks itself, because a wrong total gives a letter that looks wrong in the answer boxes.

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Thank you for downloading this packet

I made this packet for families and teachers who need solid practice pages that are ready to print tonight, and I hope it saves you some planning time this week.

Hear about the next free packet

I give away free resources from time to time, and people on the Trailpost email list hear about each one first.

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Something look wrong?

If you find a mistake on a page or in the answer key, please email support@trailposteducation.com. I read every message, and I will fix the file and post the new version for everyone.

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More free Trailpost packets

These packets are also free on the Trailpost website, and each one comes with an answer key and a teacher guide like this one.

- **Addition and Subtraction Within 20** | Math, grades 1 to 2
- **Claim, Evidence, Reasoning with Data** | Science, grades 6 to 9
- **CVC Words and Short Vowels** | ELA, grades K to 1
- **Ecosystems and Food Webs** | Science, grades 4 to 6
- **One-Step and Two-Step Equations** | Math, grades 6 to 8
- **Figurative Language** | ELA, grades 4 to 6
- **Equivalent Fractions and Number Lines** | Math, grades 3 to 5
- **Main Idea and Key Details** | ELA, grades 3 to 5
- **Map Skills** | Social Studies, grades 3 to 5
- **Multiplication Fact Strategies** | Math, grades 3 to 4
- **Citing Text Evidence** | ELA, grades 5 to 8

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If your students liked this packet, these Trailpost resources practice related skills. Click any card to open its page in the Trailpost shop.



REWIND

GRADES 2 TO 5 | DIGITAL GAME

Students solve detective cases in the city of Tickwell by reading analog and digital clocks.

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GRADES 3 TO 9 | CLASSROOM SIMULATION

Students hold jobs and pay rent in a shared apartment tower that runs your classroom economy.

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Math Maker

GRADES 2 TO 6 | CLASSROOM TOOL

Teachers print as many math practice pages as they need, and each page comes with its own answer key.

See it in the shop



MATHteroids

GRADES 2 TO 5 | DIGITAL GAME

Students fly a ship and blast only the asteroids that match the math rule.

See it in the shop



Area and Perimeter Garden

GRADES 3 TO 6 | DIGITAL GAME

Students fill sod and fence orders in a pixel-art garden to practice area and perimeter.

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I Forgot Math

GRADES 2 TO 12 | CLASSROOM TOOL

Students look up 204 math concepts, and each one has a formula and two worked examples.

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