



Disney  
Learning

Time & Money  
Grade  
**2**



# Time and Money

INCLUDING  
CHARACTERS  
FROM YOUR  
FAVORITE  
Disney·PIXAR  
FILMS



- ★ Comprehension Skills
- ★ Reading Made Fun
- ★ Parent Resources



Adventures In Learning



# Time and Money

## Table of Contents

### Relating Time to the Calendar

Months of Fun for Bambi . . . . .	2
Some Timely Questions . . . . .	3

### Telling Time to the Hour

Memorable Moments . . . . .	4
The Clock in a Croc-odile . . . . .	5

### Telling Time to the Hour and Half-Hour

Visiting Hours . . . . .	6
--------------------------	---

### Telling Time to the Nearest 5 Minutes

Hurry, Hurry, Cinderella! . . . . .	7
-------------------------------------	---

### Understanding A.M. and P.M.

Before and After Noon . . . . .	8
---------------------------------	---

### Arranging Times in Order

What's the Correct Order? . . . . .	9
-------------------------------------	---

### Time on Analog and Digital Clocks

Practice Makes Perfect . . . . .	10
It's Showtime, Folks! . . . . .	11

### Telling Time to the Nearest 5 Minutes

What a Wonderful Time! . . . . .	12
Keeping Track of Time . . . . .	13
One Exciting Night . . . . .	14

### Arranging Times in Order

Belle's Diary . . . . .	15
-------------------------	----

### Time Word Problems

From Shortest to Longest . . . . .	16
Using Time Wisely . . . . .	17

### Values of Coins

Found Treasures . . . . .	18
Exploring New Worlds . . . . .	19

### Coins Less Than One Dollar

Every Coin Counts . . . . .	20
More Coins May Count More . . . . .	21

### Money Word Problems

Going Shopping . . . . .	22
How Much Is Left? . . . . .	23

### Coins and Dollar Bills

A Day at the Circus . . . . .	24
Always Room for One More . . . . .	25
Decorating Andy's Room . . . . .	26, 27

### Money Word Problems

Shop Till You Drop . . . . .	28, 29
Helping Your Child at Home . . . . .	30
Answer Key . . . . .	31, 32

# Months of Fun for Bambi

Name \_\_\_\_\_

There are 12 months in 1 year. Circle the name of the month shown in the picture.

1.



A. January B. April C. November

2.



A. May B. July C. December

3.



A. January B. April C. October

4.



A. February B. July C. December

# Some Timely Questions

Memorable Moments  
Name \_\_\_\_\_

There are 7 days in 1 week. Use the calendars below to answer the questions.

OCTOBER						
SUN	M	T	W	TH	F	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

NOVEMBER						
SUN	M	T	W	TH	F	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

DECEMBER						
SUN	M	T	W	TH	F	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					



1. Draw an **X** on October 12.  
Is it a Thursday or Friday?

\_\_\_\_\_

2. In which week of the month is October 12 – first, second, third, or fourth?

\_\_\_\_\_

3. On October 12, Anita said, "Perdy's puppies are due in about 3 weeks." About how many days must Pongo and Perdy wait for the puppies?

\_\_\_\_\_

4. If the puppies came exactly 3 weeks later, on which date were they born?

\_\_\_\_\_

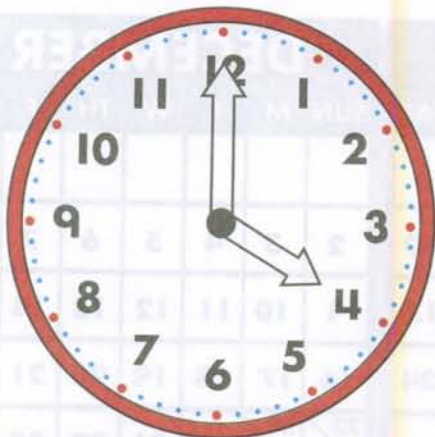
5. The puppies were dognapped on December 15. Were they more or less than 1 month old?

\_\_\_\_\_

# Memorable Moments

Name \_\_\_\_\_

The short hand is the **hour** hand. The long hand is the **minute** hand.



Color the hour hand red. Color the minute hand green. When the hour hand points to the 4 and the minute hand points to the 12, it is **4 o'clock**. We can also write it as **four o'clock** or **4:00**.

The clock next to each picture shows when each action begins. Circle the words that tell the time.

1.



A. 8 o'clock      B. 1 o'clock

2.



A. 5 o'clock      B. 9 o'clock

3.



A. 2 o'clock      B. 3 o'clock

4.

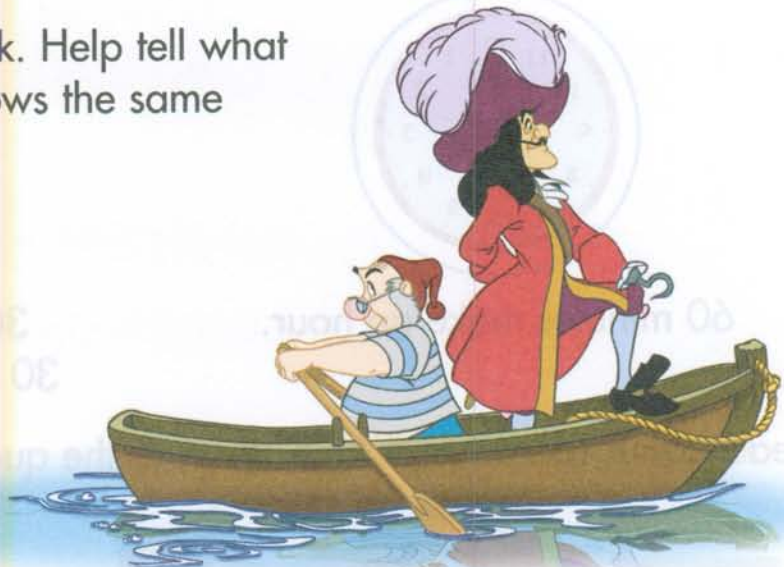


A. 6 o'clock      B. 12 o'clock

# The Clock in a Croc-odile

Name \_\_\_\_\_

The Crocodile swallowed a clock. Help tell what time it is. Color the box that shows the same time as the watch.



1.



3:00

2:00

A.

B.

2.



8:00

12:00

A.

B.

3.



4:00

9:00

A.

B.

4.



12:00

6:00

A.

B.

5.



3:00

8:00

A.

B.

6.



11:00

12:00

A.

B.

# Visiting Hours

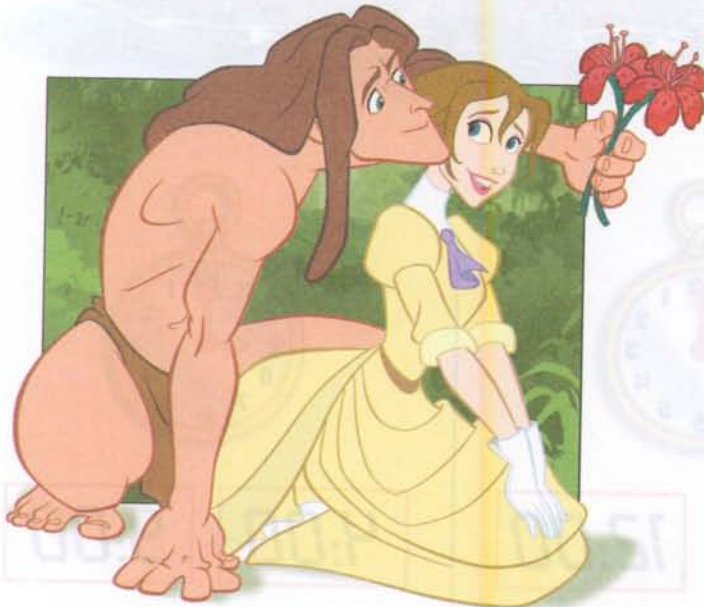


60 minutes make an hour.



30 minutes make half an hour.  
30 minutes past 1 o'clock is 1:30.

Read about Tarzan and Jane. Answer the questions.



\_\_\_\_\_ **1.** On Monday, Jane visited Tarzan for an hour. How many minutes did the visit last?

\_\_\_\_\_ **2.** On Tuesday, Jane visited Tarzan for half an hour. How many minutes did that visit last?

\_\_\_\_\_ **3.** On Wednesday, Jane arrived at Tarzan's home at 2:00. Half an hour later, what time was it?

\_\_\_\_\_ **4.** Jane stayed a total of one and a half hours. At what time did she leave?

\_\_\_\_\_ **5.** On Thursday Jane arrived at Tarzan's home at 10:30. She stayed an hour. When did she leave?

# Hurry, Hurry, Cinderella!

Before and Afternoon  
Name \_\_\_\_\_

Every 5 minutes, the minute hand moves from one numeral to the next.



25 minutes after 3 o'clock



50 minutes after 3 o'clock, or  
10 minutes to 4 o'clock

Read the clock. Write the time on the correct line.



1. \_\_\_\_\_ minutes after \_\_\_\_\_ o'clock

2. \_\_\_\_\_ minutes after \_\_\_\_\_ o'clock



3. \_\_\_\_\_ minutes after \_\_\_\_\_ o'clock

or \_\_\_\_\_ minutes to \_\_\_\_\_ o'clock

4. \_\_\_\_\_ minutes after \_\_\_\_\_ o'clock

or \_\_\_\_\_ minutes to \_\_\_\_\_ o'clock



# Before and After Noon

Name \_\_\_\_\_

**A.M.** means "before noon." Write **A.M.** after a time to show it is in the first half of the day.

**P.M.** means "after noon." Write **P.M.** after a time to show it is in the second half of the day.

1. Early each day, Aladdin wakes up by 5:30 \_\_\_\_\_.
2. Most evenings, Aladdin is asleep by 10:00 \_\_\_\_\_.

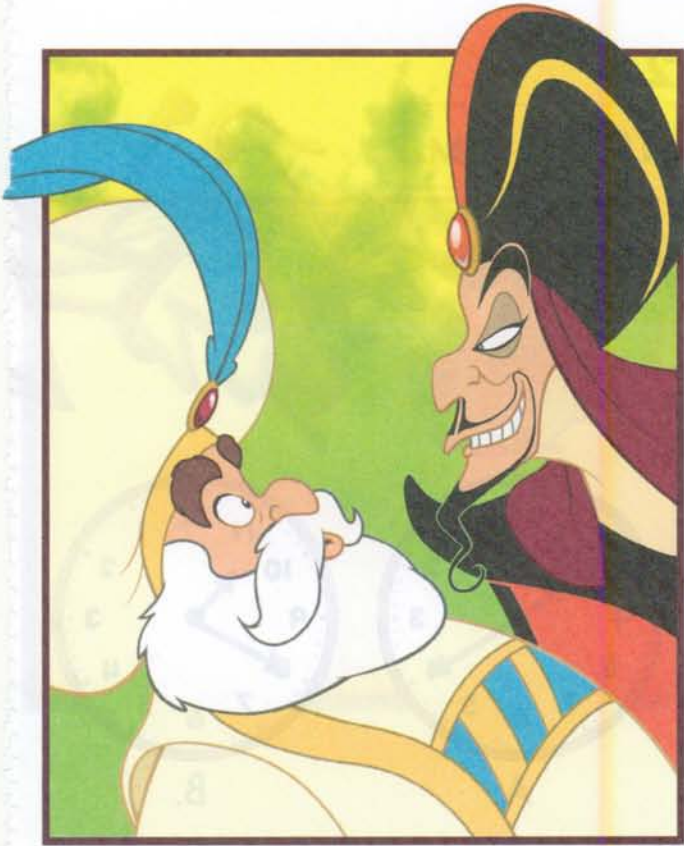


3. Every morning at 9:00 \_\_\_\_\_, Princess Jasmine brushes the fur of her tiger, Rajah.
4. The monkey Abu ate a banana for breakfast at 8:15 \_\_\_\_\_.
5. After dinner, Jasmine painted until 8:45 \_\_\_\_\_.
6. At 10:15 \_\_\_\_\_, under the moonlight, Jasmine looked out over the city before going to bed.

# What's the Correct Order?

Name \_\_\_\_\_

In each part, number the events in the order they happen.

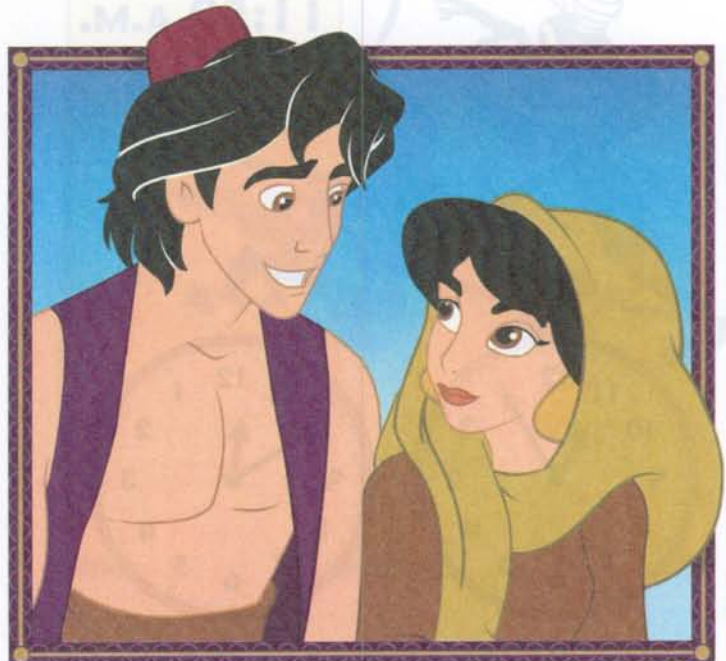


1.

- A. \_\_\_\_\_ At 2:00 P.M., Princess Jasmine decided to slip out of the palace and see the outside world.
- B. \_\_\_\_\_ At 11:15 A.M., Rajah scared away a prince who wanted to marry Jasmine.
- C. \_\_\_\_\_ At 11:20 A.M., the Sultan asked his advisor Jafar to help him find a good husband for Princess Jasmine.

2.

- A. \_\_\_\_\_ Aladdin met Jasmine at 10:00 A.M.
- B. \_\_\_\_\_ At 10:00 P.M., Jafar pretended to be an old thief and talked with Aladdin.
- C. \_\_\_\_\_ Guards from the palace arrested Aladdin at 2:45 P.M.



# Practice Makes Perfect

Name \_\_\_\_\_

The bugs in P.T. Flea's circus practice their acts at different times. Read the time for each act. Circle the clock that shows that time.

1.

9:45 A.M.



A.

B.

2.

10:20 A.M.



A.

B.

3.

11:50 A.M.



A.

B.

4.

1:05 A.M.



A.

B.

# It's Showtime, Folks!

Match the clock next to each act with a time on the poster. Write the name of the act on the correct line.

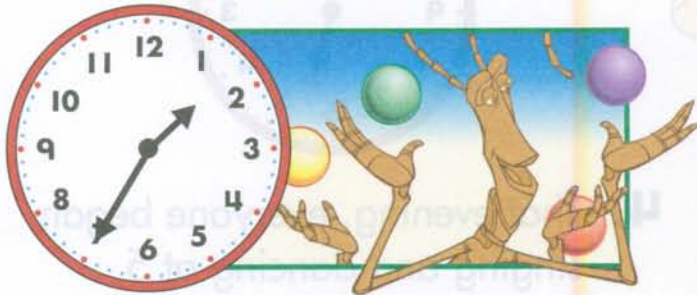
## MAGIC



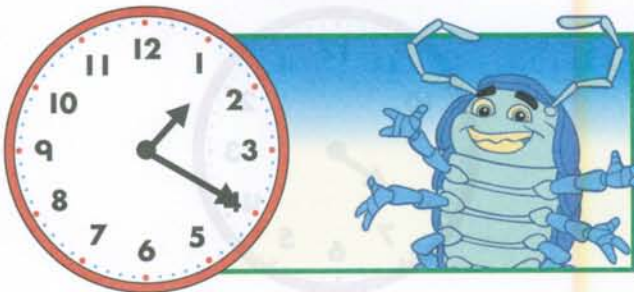
## CLOWNS



## JUGGLING



## ACROBATS



What a  
Wonderful Time!

Name \_\_\_\_\_

A. 1:10 \_\_\_\_\_

B. 1:20 \_\_\_\_\_

C. 1:25 \_\_\_\_\_

D. 1:35 \_\_\_\_\_

# What a Wonderful Time!

Name \_\_\_\_\_

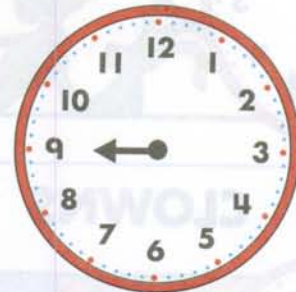
Read about Snow White and the Seven Dwarfs. Draw the minute hands on the clocks to show the beginning time of each activity. The first one has been done for you.



1. This morning, the Seven Dwarfs went off to work at 10 minutes after 8 o'clock.



2. Snow White began cleaning and cooking at 5 minutes after 9 o'clock.



3. The Seven Dwarfs came home for dinner at 25 minutes after 5 o'clock.



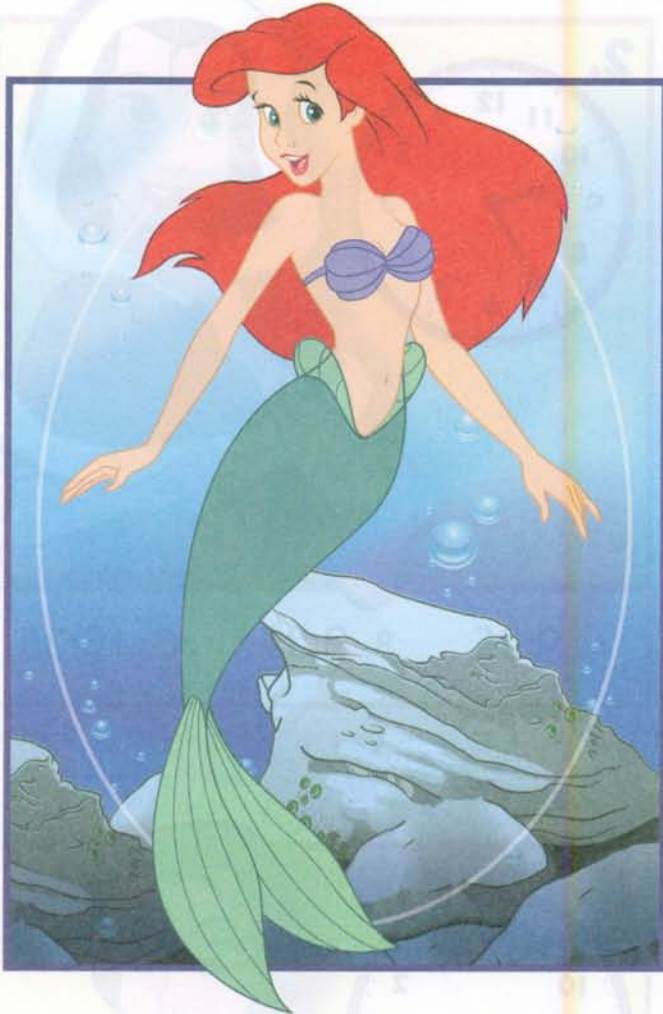
4. That evening, everyone began singing and dancing at 5 minutes to 8 o'clock.



# Keeping Track of Time

Name \_\_\_\_\_

Read about Ariel and her family. Draw the minute hands on the clocks to show the ending time of each activity.



2. Ariel's sisters practiced singing for 15 minutes. They started at 1:25 P.M. When did they stop?



3. Earlier, Sebastian gave special directions to Arista. He started talking at 12:55 P.M. and talked for 5 minutes. When did he stop?



1. At 1:15 P.M. Ariel saw a ship. She watched it for 40 minutes. What time did she stop watching it?



4. Ariel left the practice at 1:20 P.M. Sebastian told her to be back in half an hour. When was she due back?




# One Exciting Night

Name \_\_\_\_\_

When did each event happen? Circle the time that matches each clock.

1.



A. 7:00    B. 7:10    C. 10:00

2.




A. 9:25    B. 9:35    C. 10:35

3.



A. 9:05    B. 1:45    C. 9:45

4.



A. 7:35    B. 5:35    C. 7:25

# Belle's Diary

Name \_\_\_\_\_

Name \_\_\_\_\_

Belle is writing in her diary. Use the pictures and answers on page 14 to help put her notes in order. First, complete each sentence with the correct time. Then write 1, 2, 3, and 4 before the sentences to show the order of events.

\_\_\_\_\_ At \_\_\_\_\_, I talked with Chip.

\_\_\_\_\_ At \_\_\_\_\_, I went to the library.

\_\_\_\_\_ At \_\_\_\_\_, I arranged some flowers.

\_\_\_\_\_ At \_\_\_\_\_, I read a chapter in a book.



# From Shortest to Longest

Name \_\_\_\_\_

How long does each activity below take? Write 1 before the activity that takes the least time. Write 3 before the activity that takes the most time. Write 2 before the remaining activity.

- A. \_\_\_\_\_ Traveling to town to meet the Matchmaker.
- B. \_\_\_\_\_ Learning all the rules that a young woman should follow
- C. \_\_\_\_\_ Combing hair on a normal day

1.



2.

- A. \_\_\_\_\_ Practicing the skills needed in a battle
- B. \_\_\_\_\_ Fighting a battle
- C. \_\_\_\_\_ Putting on a helmet



# Using Time Wisely

Name \_\_\_\_\_

Read about Pinocchio and his friends. Answer the questions.



1. Geppetto finished carving Pinocchio about 7 o'clock in the evening. Is that time written as 7:00 A.M. or 7:00 P.M.?

\_\_\_\_\_

2. The Blue Fairy was in Geppetto's home for 10 minutes. If she came at 9:55 P.M., when did she leave?

\_\_\_\_\_

3. Pinocchio left Pleasure Island at 2:45 P.M. Monstro swallowed Geppetto at 2:25 P.M. Which event happened first?

\_\_\_\_\_

\_\_\_\_\_

4. Draw the clock hands to show when Pinocchio left Pleasure Island. (See question 3.)

# Found Treasures

Name \_\_\_\_\_

Name \_\_\_\_\_



Flik has returned from a trip to The City. He found many coins along the way. Draw a line to match each coin to its value.

1 penny  
1 cent  
1¢




1 nickel  
5 cents  
5¢



1 dime  
10 cents  
10¢




1 quarter  
25 cents  
25¢



1 half-dollar  
50 cents  
50¢



1 dollar  
100 cents  
100¢ or \$1.00




1¢

5¢

10¢

25¢

50¢

\$1.00

# Exploring New Worlds

Name \_\_\_\_\_

While exploring Andy's room, Buzz found some coins. For each pair of coins, circle the one that is worth more.



3.



A.



B.

4.



A.



B.

1.



A.



B.

5.



A.



B.

2.



A.



B.

6.



A.



B.

# Every Coin Counts

Name \_\_\_\_\_

Hamm has figured out how much each pair of coins is worth. Is he correct? Draw a star next to each value that is correct. Draw an **X** next to each value that is wrong.



35¢ 

1. 25¢ \_\_\_\_\_

3. 11¢ \_\_\_\_\_

2. 6¢ \_\_\_\_\_

4. 30¢ \_\_\_\_\_

# More Coins May Count More

Name \_\_\_\_\_

Woody is helping Hamm figure out how much each group of coins is worth. If they are correct, draw a star next to the value. If they are wrong, cross out their answer and write the correct value on the line.



~~30¢~~ 40¢

1.

22¢ \_\_\_\_\_

3.

36¢ \_\_\_\_\_

2.

40¢ \_\_\_\_\_

4.

30¢ \_\_\_\_\_

# Going Shopping

Name \_\_\_\_\_

Read these questions about Andy's shopping trip. Circle the correct answer.

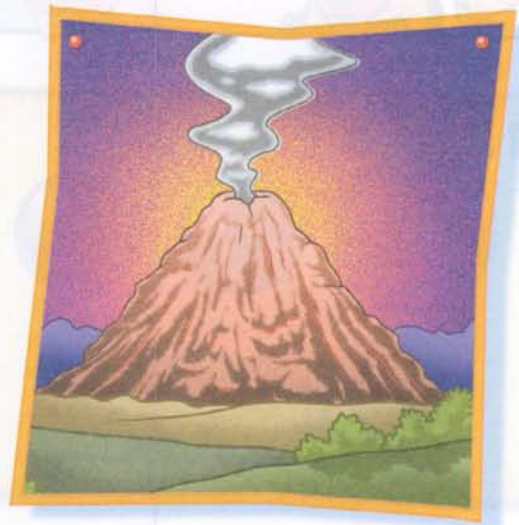
1. Andy took these coins with him.  
How much are they worth?

- A. 67¢
- B. 87¢
- C. 92¢



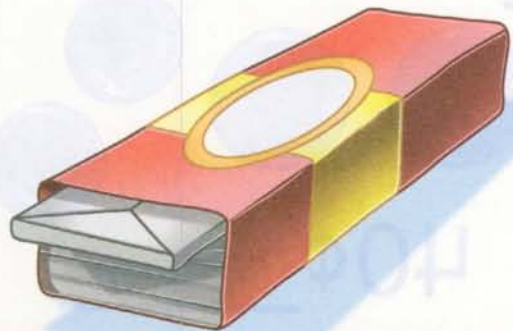
2. Andy wanted to buy a poster of a volcano. It costs 65¢. He took three quarters out of his pocket. Are three quarters enough to pay for the poster?

- A. Yes
- B. No



3. Andy wanted to use his dime, nickel, and the two pennies on gum. A stick of gum costs 12¢. Which of the four coins will be left over?

- A. one of the pennies
- B. the nickel
- C. the dime



# How Much Is Left?

Name \_\_\_\_\_



The next day, Andy, his mother, and two of his friends went shopping. Count the money each person had, and write that amount on the line. Next, cross out the coins each spent. Then write the amount of money each person has left.



1. Andy had \_\_\_\_\_. He spent 55¢. He has \_\_\_\_\_ left.



2. Andy's mother had \_\_\_\_\_. She spent 67¢. She has \_\_\_\_\_ left.



3. Andy's friend had \_\_\_\_\_. He spent 43¢. He has \_\_\_\_\_ left.



4. Andy's other friend had \_\_\_\_\_. He spent 32¢. He has \_\_\_\_\_ left.



# A Day at the Circus

Name \_\_\_\_\_

You can also write amounts of money using a dollar sign (\$) and a decimal point (.). The decimal point separates the dollars from the cents.

\$1.45 (1 dollar and 45 cents)

\$3.09 (3 dollars and 9 cents)

When people come to see Dumbo fly, they also buy snacks and other things at the circus. The coins and bills next to each item show what is needed to buy it. Fill in each price on the tag.

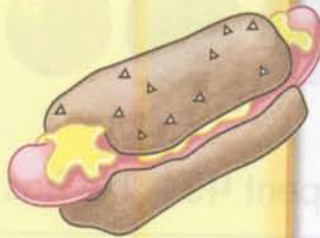


2.



○ \$ \_\_\_\_\_

1.



○ \$ \_\_\_\_\_

3.



○ \$ \_\_\_\_\_

# Always Room for One More

Name \_\_\_\_\_

At a garage sale, Andy's mother finds several toys that match Andy's toys. The coins and bills show the amount needed to buy each toy. Fill in the price tags.

4.



Price tag: \$ \_\_\_\_\_

6.



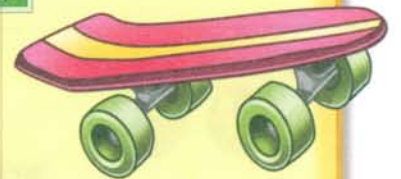
Price tag: \$ \_\_\_\_\_

5.



Price tag: \$ \_\_\_\_\_

7.



Price tag: \$ \_\_\_\_\_

# Decorating Andy's Room

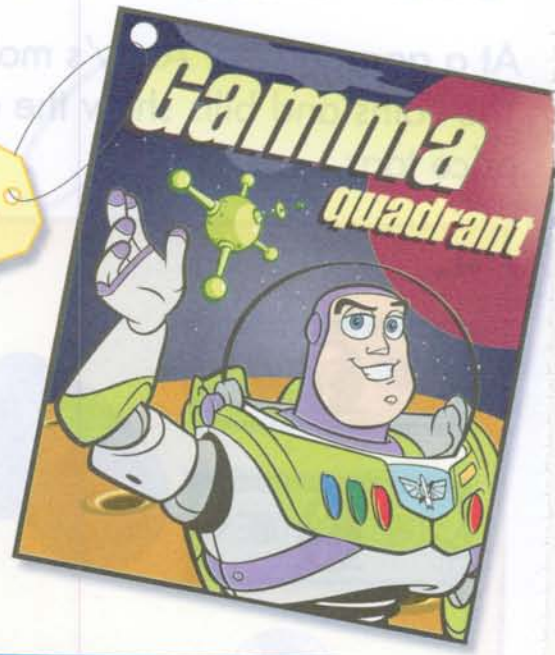
Always Room for One More  
Name \_\_\_\_\_

Andy wants to decorate his new room. Circle the bills and coins that are needed to buy each item.

1.



\$3.15



2.



\$2.98



3.



\$2.49



# Decorating Andy's Room Part 2

Name \_\_\_\_\_

Compare Andy's money with the price of each item. Then write which coin or coins Andy still needs. Use only one or two coins.



1. What's missing? \_\_\_\_\_

\_\_\_\_\_



2. What's missing? \_\_\_\_\_

\_\_\_\_\_



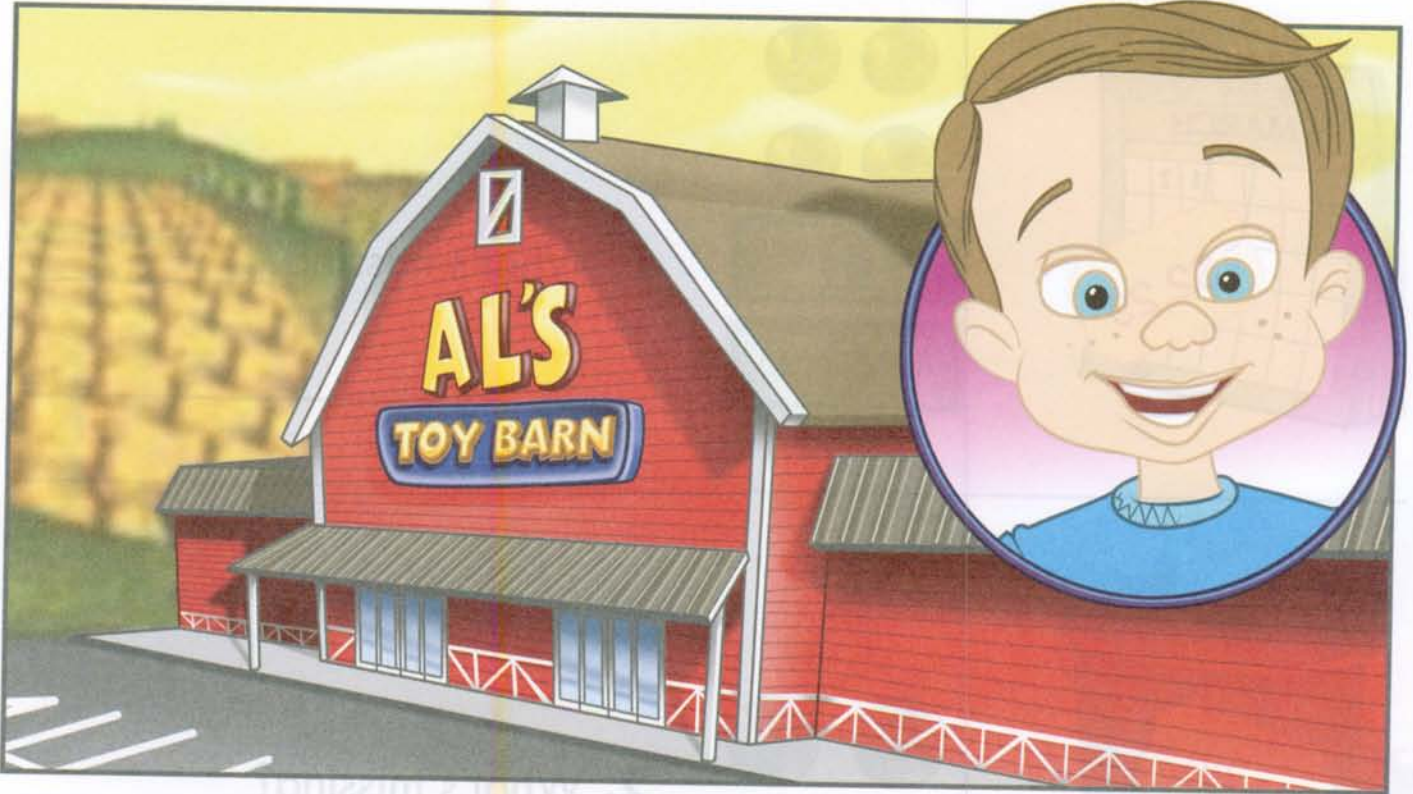
3. What's missing? \_\_\_\_\_

\_\_\_\_\_

# Shop Till You Drop

Name \_\_\_\_\_

Andy, his mother, and his two friends wanted to go shopping at Al's Toy Barn. Read the problems. Circle the correct answer.



1. Andy had \$1.20. Andy's mother gave him 75¢. How much did he have then?

- A. \$1.75
- B. \$1.95
- C. \$8.70

2. Andy's friend had \$1.05. He found 45¢ in the living room sofa. How much did he have then?

- A. 60¢
- B. \$1.40
- C. \$1.50

Skills involving time and money are essential for children to gain independence in daily activities and achieve success in mathematics in school. You can help your child develop these important skills through the lessons in this book and the suggestions below.

- 3.** Andy had \$2.24 in his piggy bank. When he cleaned his room, he found another \$1.35. How much did he have then?

- A. \$3.59
- B. \$2.59
- C. \$3.60



- 5.** Andy's mother has \$1.00. She wants to buy a hair ribbon that costs 74¢. How much change should she get?

- A. 25¢
- B. 26¢
- C. 24¢



- 4.** Andy's friend has \$3.00. He wants to buy a hammer that costs \$2.50. How much change should he get?

- A. 25¢
- B. 40¢
- C. 50¢



- 6.** Andy's other friend has \$3.00. He wants a book about stars that costs \$2.49. How much change should he get?

- A. 49¢
- B. 51¢
- C. 50¢



# Helping Your Child at Home

## Time and Money

Skills involving time and money are essential for children to gain independence in daily activities and achieve success in mathematics in school. You can help your child develop these important skills through the lessons in this book and the suggestions below.

- **Understanding the calendar:** Keep a calendar handy and give your child opportunities to refer to it. Together, jot down upcoming events and holidays. Then refer to the calendar as you discuss weekly schedules.
- **Telling time to the hour, half hour, five minutes:** At home and in public places (such as stores or waiting rooms), invite your child to tell you the time by reading nearby clocks, both digital and analog. (Analog clocks have hands.) Draw clock faces to show the time of favorite TV shows, dinner time, and similar events. Encourage your child to compare available clocks to the drawings so as not to miss the events.
- **Recognizing the value of coins:** Give your child frequent opportunities to count money. When shopping or eating out show your child the change you receive after purchases and have him or her count the coins.
- **Solving money problems:** With your child, examine newspaper ads and flyers from supermarkets. At first, focus on items that cost less than one dollar, and ask your child to solve problems such as these: "How much will it cost to buy both a can of peas and a pound of bananas?" and "How much change will you get from a dollar if you buy the can of peas and pound of bananas?"



**Page 2**

1. B
2. C
3. C
4. B

**Page 3**

1. 

OCTOBER						
SUN	M	T	W	TH	F	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			
2. second
3. 21
4. November 2
5. more

**Page 4**

1. A.
2. B.
3. A.
4. A.

**Page 5**

1. B.
2. A.
3. B.
4. B.
5. A.
6. B.

**Page 6**

1. 60
2. 30
3. 2:30
4. 3:30
5. 11:30

**Page 7**

1. 10 minutes after 3 o'clock
2. 25 minutes after 3 o'clock
3. 35 minutes after 3 o'clock or 25 minutes to 4 o'clock
4. 50 minutes after 3 o'clock or 10 minutes to 4 o'clock

**Page 8**

1. A.M.
2. P.M.
3. A.M.
4. A.M.
5. P.M.
6. P.M.

**Page 9**

1. A. 3
- B. 1
- C. 2
2. A. 1
- B. 3
- C. 2



**Page 10**

1. A
2. A
3. B
4. A

**Page 11**

- A. CLOWNS
- B. ACROBATS
- C. MAGIC
- D. JUGGLING

**Page 12**

2. 
3. 
4. 

**Page 13**

1. 
2. 

3. 
4. 

**Page 14**

1. B
2. B
3. A
4. C

**Page 15**

1. At 7:10, I talked with Chip.
4. At 9:35, I went to the library.
3. At 9:05, I arranged some flowers.
2. At 7:25, I read a chapter in a book.

**Page 16**

1. A. 2
- B. 3
- C. 1
2. A. 3
- B. 2
- C. 1

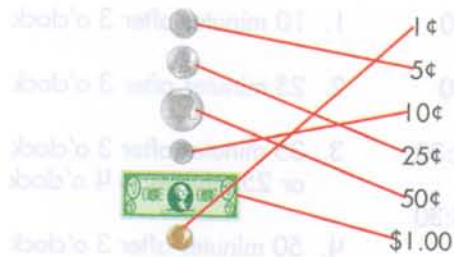
**Page 17**

1. 7:00 P.M.
2. 10:05 P.M.
3. Monstro swallowed Geppetto.

4.





**Page 18****Page 19**

1. B
2. A
3. B
4. A
5. A
6. B

**Page 20**

1. X
2. ★
3. X
4. ★

**Page 21**

1. X, 27¢
2. X, 30¢
3. ★
4. X, 32¢

**Page 22**

1. C
2. A
3. B

**Page 23**

1. 86¢, 31¢, cross out 2 quarters, 1 nickel or 1 quarter, 2 dimes, 2 nickels.
2. 93¢, 26¢, cross out 1 half-dollar, 1 dime, 1 nickel, 2 pennies.
3. 79¢, 36¢, cross out 1 quarter, 1 dime, 1 nickel, 3 pennies or 4 dimes and 3 pennies or 3 dimes, 2 nickels, 3 pennies.
4. 64¢, 32¢, cross out 1 quarter, 1 nickel, 2 pennies, or 1 dime, 4 nickels, 2 pennies.

**Pages 24 and 25**

1. \$2.10
2. \$2.40
3. \$1.35
4. \$2.75
5. \$3.25
6. \$1.95
7. \$1.15

**Page 26**

1. 3 dollars, 1 dime, 1 nickel.
2. 2 dollars, 3 quarters, 2 dimes, 3 pennies.
3. 2 dollars, 1 quarter, 2 dimes, 4 pennies.

**Page 27**

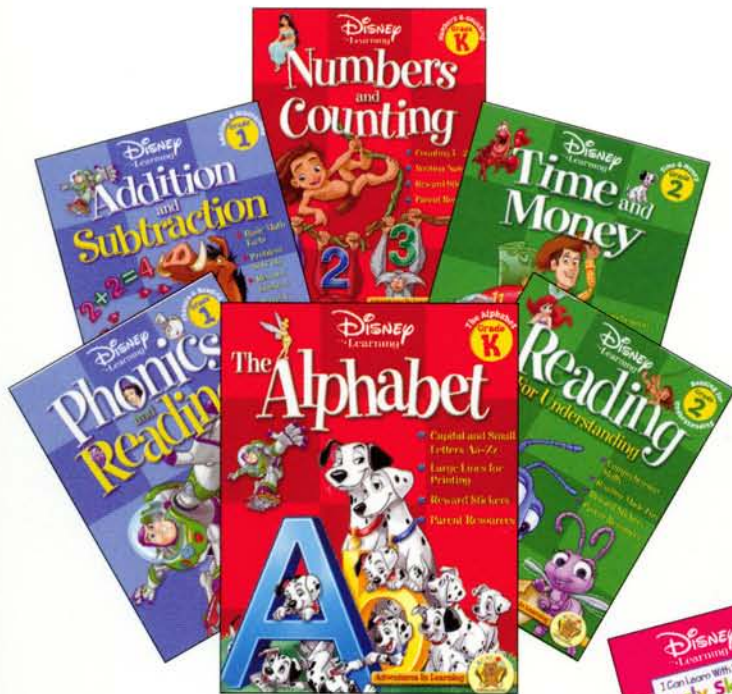
1. 1 quarter
2. 1 dime
3. 1 quarter, 1 dime

**Pages 28 and 29**

1. B
2. C
3. A
4. C
5. B
6. B

## Bendon Publishing presents two Disney workbook series designed with your child in mind!

I Can Learn with Pooh™ and Adventures In Learning offer a unique educational approach to teaching essential skills to your child. The full-color workbooks use a delightful Disney or Disney•Pixar character on every page to motivate young children and create exciting lessons!



### Adventures In Learning includes:

- reading and math skills for primary-grade children
- a delightful Disney or Disney•Pixar character on every page
- reward stickers
- parent resources

### I Can Learn with Pooh™ includes:

- reading, mathematics, language, writing, and fine motor skills
- an original Winnie the Pooh story
- a parent resource guide
- reward stickers



Bendon Publishing International  
Ashland, Ohio.  
© 2004 Disney Enterprises, Inc.  
© 2004 Disney Enterprises, Inc./Pixar Animation Studios



PRINTED  
IN U.S.A.

ISBN 1-59394-543-4



8 05219 01496 7