

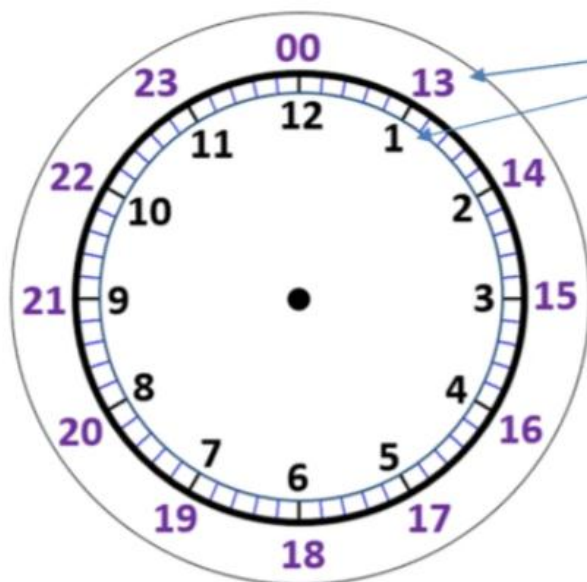
Worksheet 1:

12 and 24 hour conversion

The 24-hour clock does not have am and pm times.

To change an am time to a 24-hour time, you don't need to do anything unless it is 12am in which case the hour changes to 00. Add a zero before a single digit hour.

To change a pm time to a 24-hour time, just add 12 to the hour, unless it is 12pm. If the hour is 12pm then it does not change.



1:00pm becomes 13:00 in 24 hour time.

Examples

9:05am is 09:05 9:05pm is 21:05
7:27am is 07:27 7:27pm is 19:27
12:10am is 00:10 12:10pm is 12:10

Convert these times into 24 hour clock times.

12 hour	24 hour
4:25am	
9:20am	
2:55am	
11:35am	
1:07am	
12:42am	
6:13am	

12 hour	24 hour
4:25pm	
9:20pm	
2:55pm	
11:35pm	
1:07pm	
12:42pm	
6:13pm	

Worksheet 2:



12 and 24 hour conversion


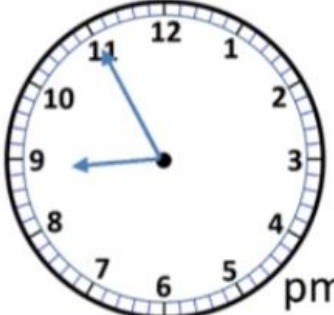
1) Convert these times into 24 hour clock times.


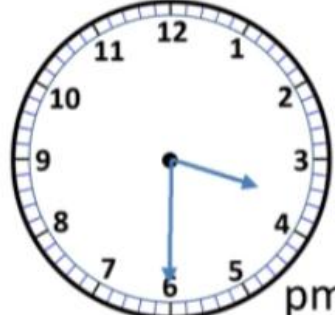
12 hour	24 hour
3:25am	03:25
7:20am	
8:05am	
12:20am	
1:16am	
4:56am	
10:42am	
12:51am	

12 hour	24 hour
3:25pm	
7:20pm	
8:05pm	
12:20pm	
1:16pm	
4:56pm	
10:42pm	
12:51pm	

2) Convert the times on these clock faces into 24 hour clock times.

Worksheet 3:

12 and 24 hour conversion

HOURS IN THE 24 HOUR CLOCK																								
00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	00
12	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12
am times								HOURS ON AN ANALOGUE CLOCK								pm times								

- Remember in the 24 hour clock, the hour should have 2 digits, even if it is less than 10 (e.g. 07:24).
- You do not need to use the words am and pm with the 24 hour clock.

Convert these am and pm times into the 24 hour clock:

1)	7:35am =	2)	2:50pm =	3)	11:53am =
4)	5:16pm =	5)	1:35pm =	6)	3:40am =
7)	10:17pm =	8)	8:41pm =	9)	12:06am =

Convert these 24 hour clock times to am and pm times:

1)	05:25 =	2)	15:10 =	3)	09:48 =
4)	12:28 =	5)	18:42 =	6)	13:31 =
7)	22:47 =	8)	00:56 =	9)	16:22 =

Write the correct 24 hour clock time with each analogue clock.

