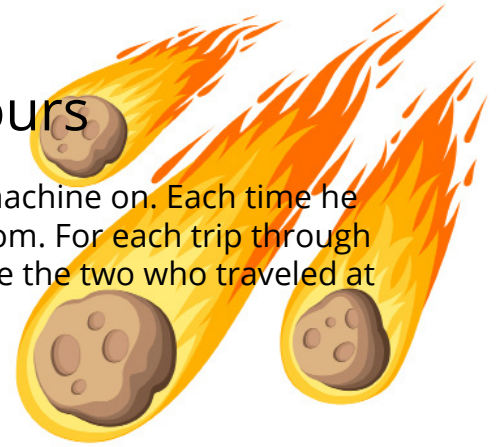


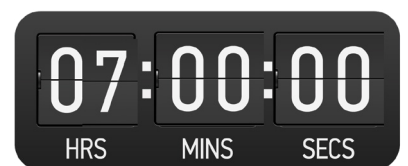


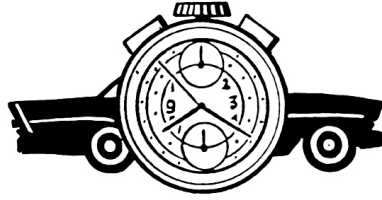
## Time Travel Mystery: Hours

**Directions:** The inventor has a bad habit of leaving his time machine on. Each time he does, two historical creatures are transported to your classroom. For each trip through the time machine, read the time under the creatures and circle the two who traveled at the same time for each trip.



### Trip 1:





# Time Travel Mystery: Hours

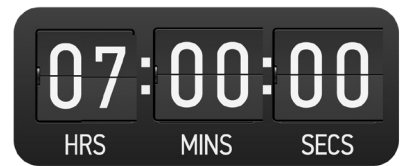
Trip 2 :





# Time Travel Mystery: Hours

Trip 3:





Trip 1:



Trip 2:



Trip 3:

