



November

Spinner Fun Galore

Differentiated Alphabet
Printables and Activities
A Differentiated Kindergarten



In this packet . . .

In this 79 page packet, you will find the following items:

- 4 Capital Letter Spinners (in color or black/white)
- 4 Lowercase Letter Spinners (in color or black/white)
- 4 Letter Sound Spinners (in color or black/white)
- Instructional/Visual Task Cards for each activity for greater student independence (in color or black/white)
- 4 Different Spin-it, Say-it, Trace-it for capital letter activities
- 4 Different Spin-it, Say-it, Trace-it for lowercase letters activities
- 1 Spin-it, Say-it, what Comes Next? Activity (in color or black/white)
- 4 Spin and Graph activities-capital (in color or black/white)
- 4 Spin and Graph activities-lowercase (in color or black/white)
- 4 Spin and Color by capital letters (in black/white)
- 4 Spin and Color by lowercase letters (in black/white)
- 4 Spin-it, Say-it Mash Potatoes activities for capital, lowercase and sounds (in black/white)

Activities are organized by spinner mat.

Letters Used in Mat 1: s n r a t m c p

Letters Used in Mat 2: d g f k i l h b

Letters Used in Mat 3: w x v j o z y e

Letters Used in Mat 4: q h u p k e s a

Using this packet to differentiate

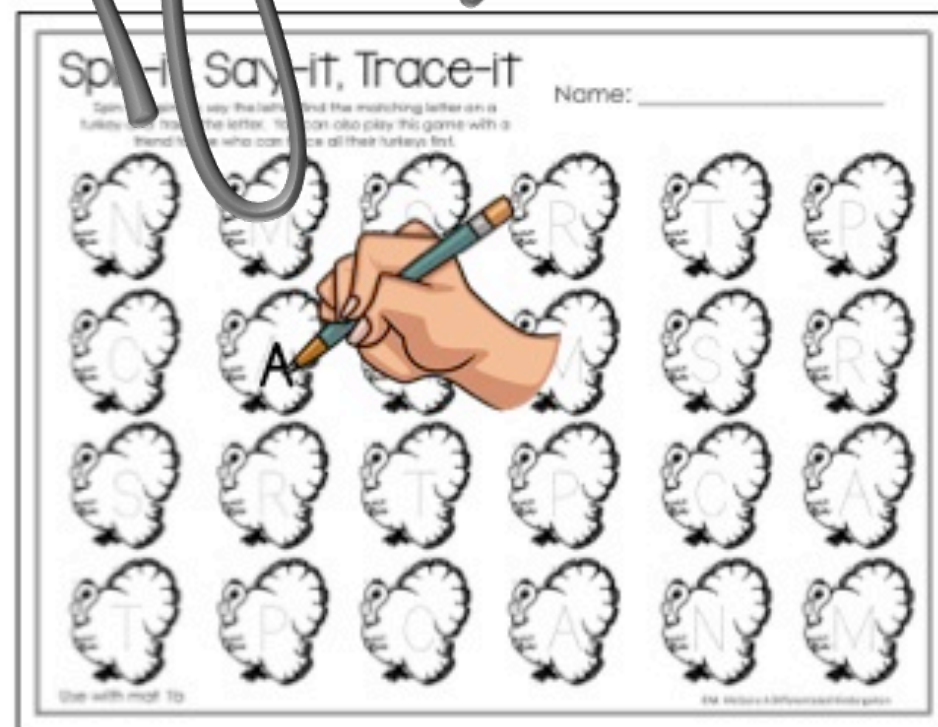


These are three different spinners available for the four different sets of letter practice in this packet. One spinner has capital letters, one has lowercase, and the other has letter sounds. If you have students just starting out with letter recognition, often just matching the letters is a great challenge. From there you can move on to lowercase letters, or matching lowercase to capital letters. For students who have mastered their letter names, both capitals and lowercase, move on to letter sounds. This way, all students get the benefit of participating in the same activity, but at their own level of readiness. If you were to place these in your planning book, it might look something like this:

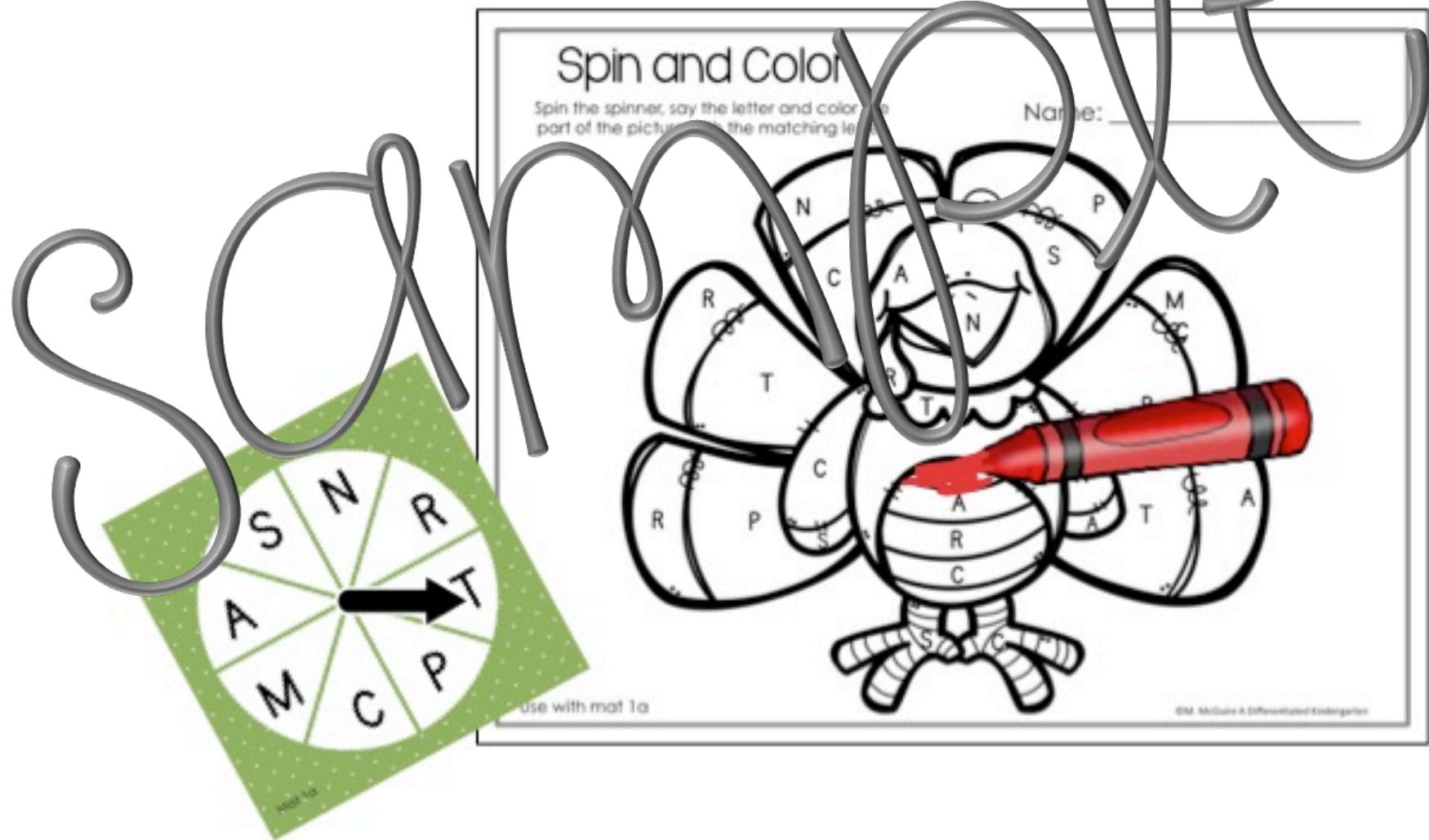
Word Work Stations

Stations Number	CCSS/Concept/Skill	Activity Name	Tier 1	Tier 2	Tier 3
1	RFK1d, RFK3a	See-it, Say-it, Pop-it	Matching Capital Letters	Matching Caps to Lowercase	Matching letters to sounds

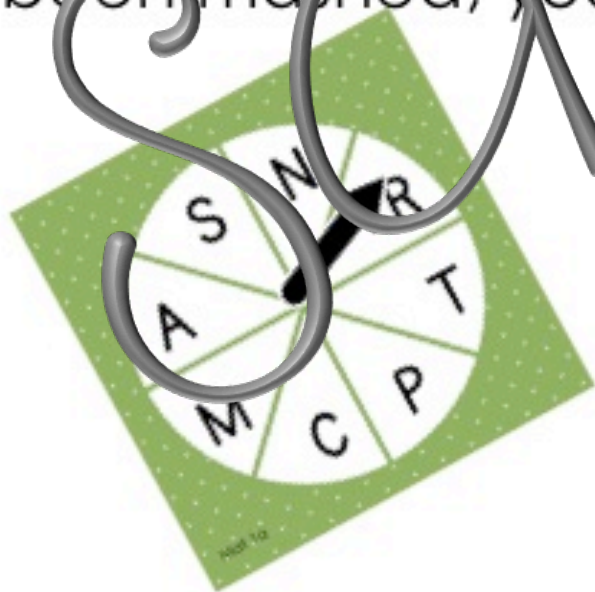
Spin-it, Say-it, Trace-it: Spin the spinner, say the letter, find the matching letter, and trace it. Play alone or with a friend. If, playing with a friend and you spin a letter that you can't trace because they are already all traced, you lose your turn. The first person to trace all their letters, wins!



Spin and Color: Spin the spinner, say the letter and color one part of the picture with the matching letter.



Spin-it, Say-it, Squish-it: Spin the spinner, say the letter, find the matching picture with the same beginning letter on a potato and 'mash' the potato by dotting it with a bingo dotter. You can also play this game with a friend, choose a color and see who can 'mash' the most potatoes or who can mash four in a row. If you spin and that potato has already been mashed, you lose your turn.

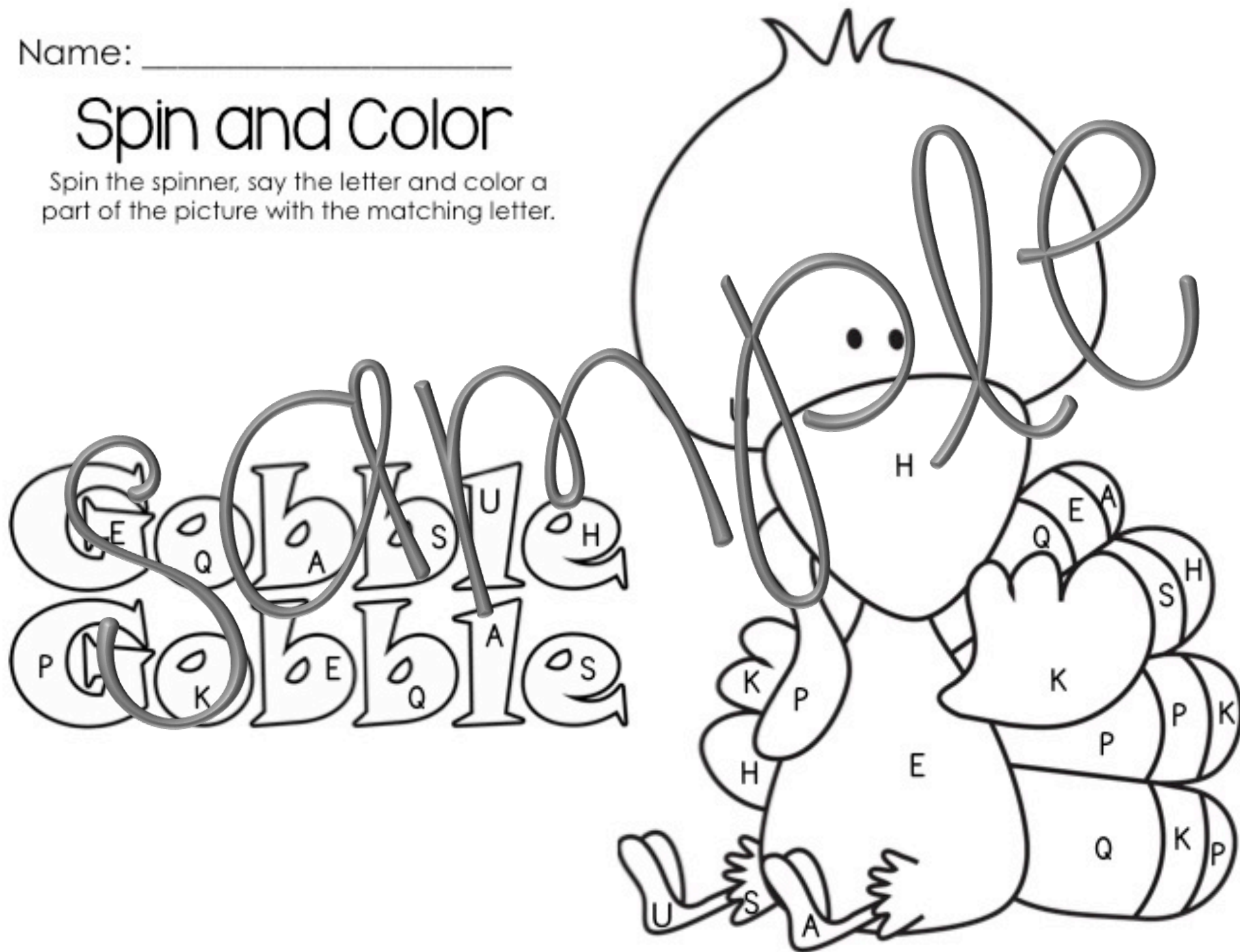


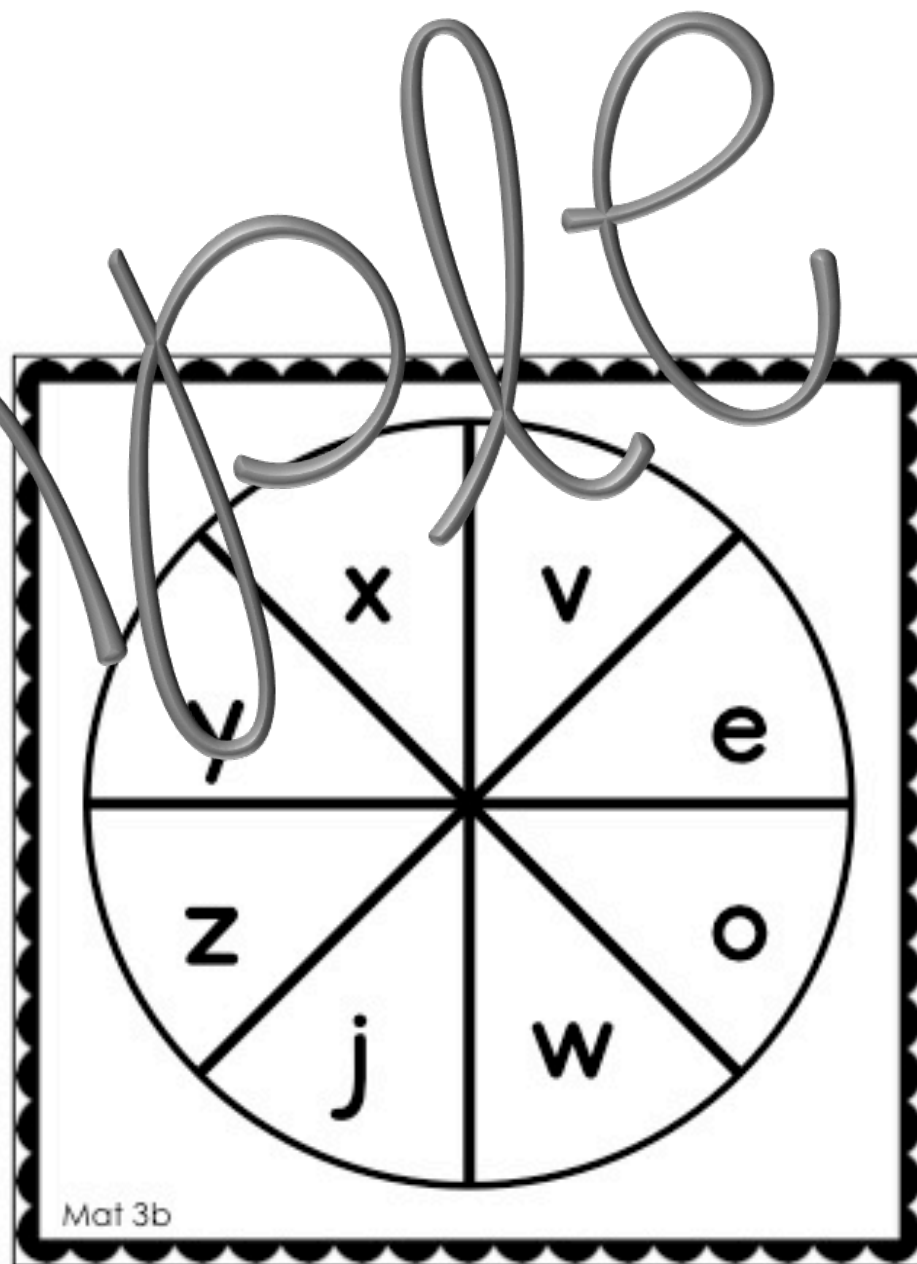
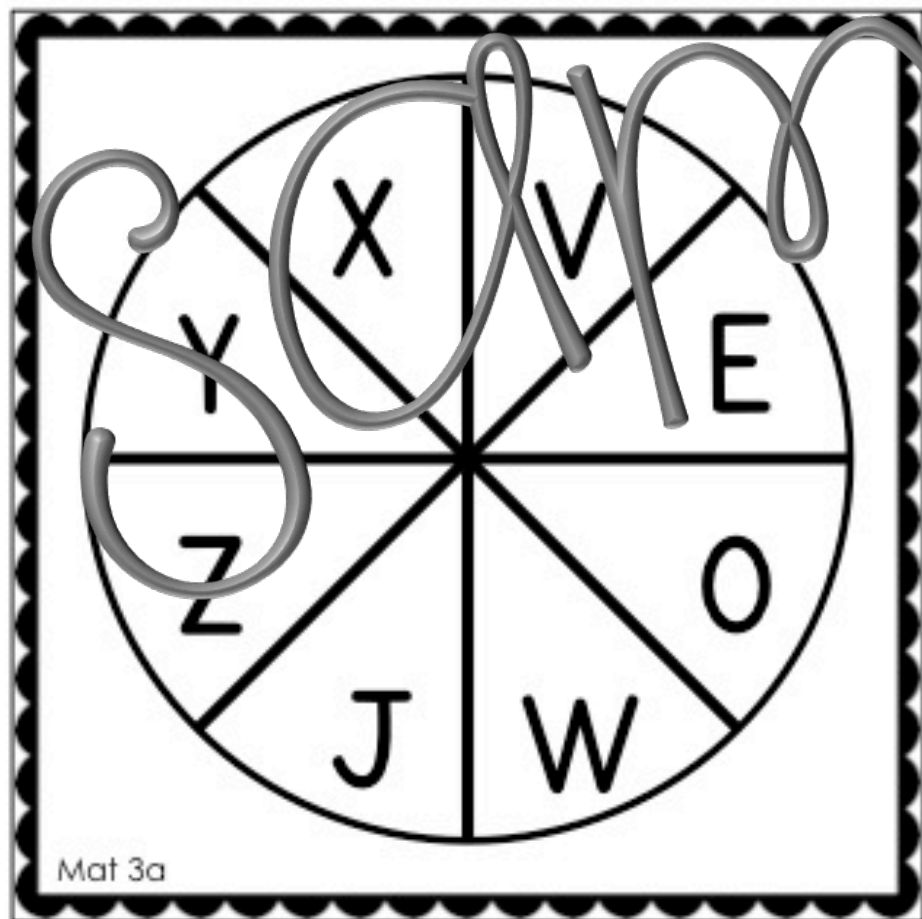


Name: _____

Spin and Color

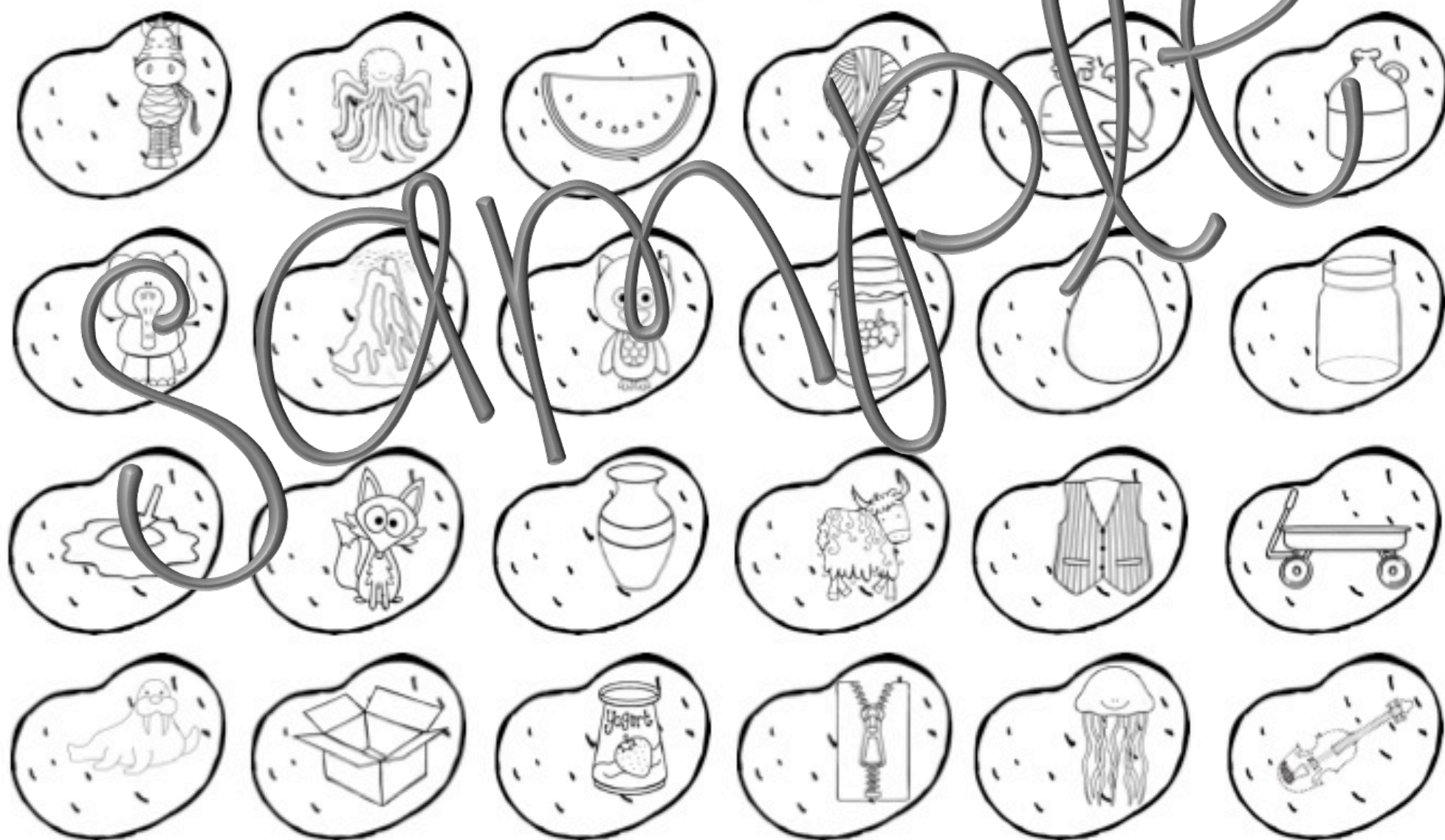
Spin the spinner, say the letter and color a part of the picture with the matching letter.





Spin-it, Say-it, Mashed Potatoes Name: _____

Spin the spinner, say the letter, find a matching picture with the beginning letter sound on a potato and mash the potato by dotting it with a bingo dotter. You can also play this game with a friend, choose a color and see who can 'mash' the most potatoes or who can mash four in a row. If you spin and that potato has already been mashed, you lose your turn.



Please note that in this packet, 'fox' is used for the letter sound you hear from /x/.



Example

Spin-it, Say-it, Trace-it

Name: _____

Spin the spinner, say the letter, find the matching lowercase letter on an ear of corn and trace the letter. You can also play this game with a friend to see who can trace all their letters first.

