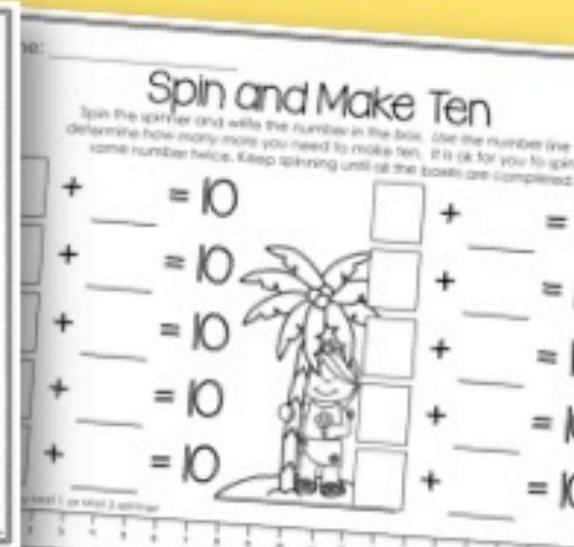
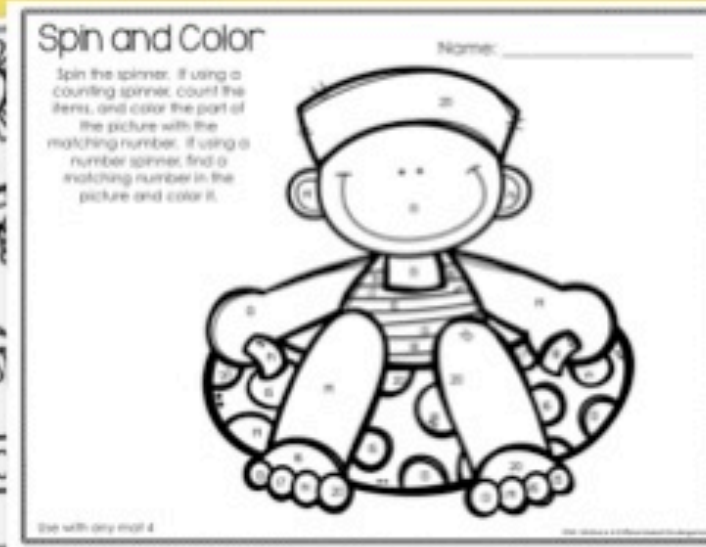
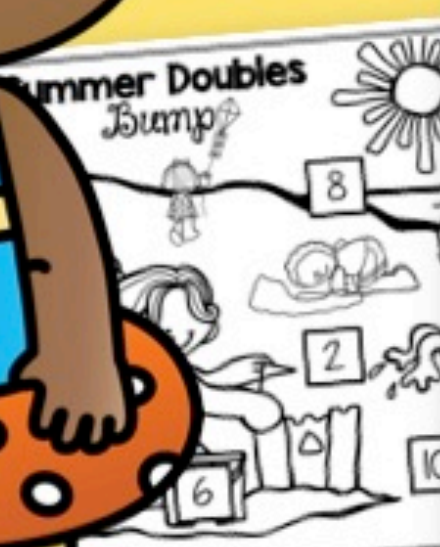


Spinner Math Fun Galore June



**Differentiated
Printables and Activities
In Color or B/W**

A Differentiated Kindergarten

Spin-it, Say-it, What Comes Next: Spin the spinner, say the number, write the number on the bucket, and then find the numbers that come after, before and after, or just before, depending on your playing sheet. It's fine to spin the same number twice. You are finished when all your spaces have been filled.



Name: _____

Spin-it, Say-it, What Comes Next?

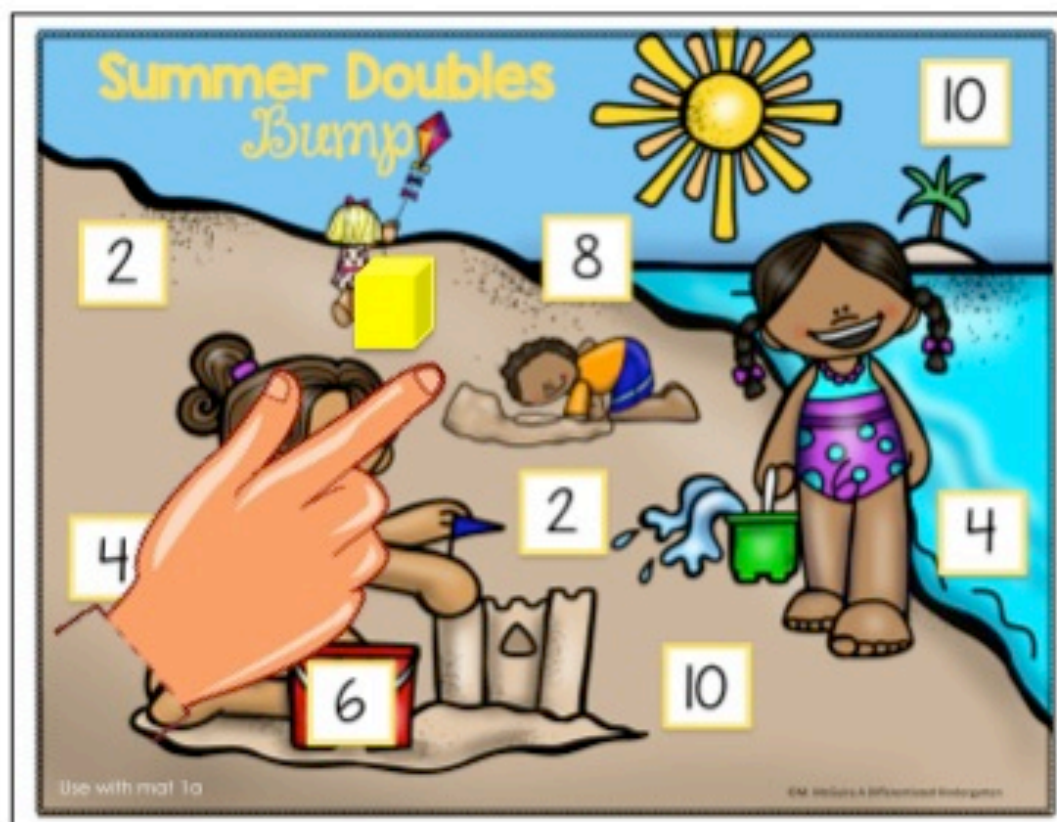
Spin the spinner. If using a counting sheet, write the number in the pot. If using the number spinner, say the number and write the numbers that come after on the lines.

2	3	4	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

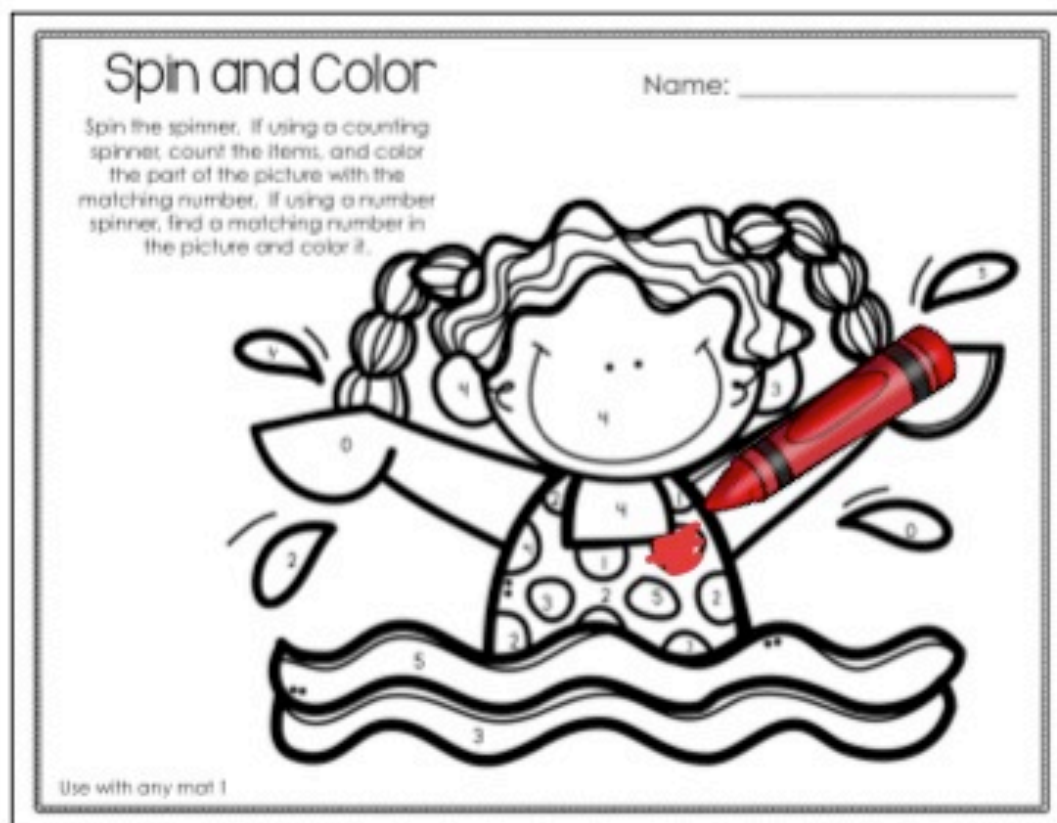
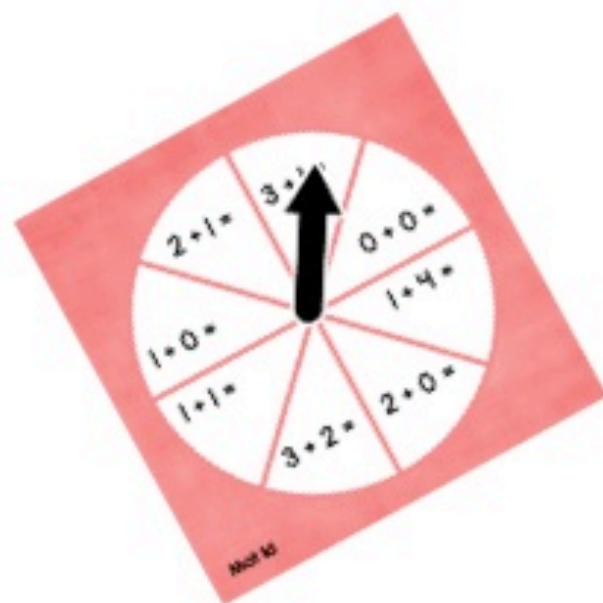
Use with any mat.

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Summer Doubles Bump: Spin the spinner and double the number. Place a colored marker (snap cube) on the square with the number. If there is already a snap cube on the square, you can bump it off. You can secure a square by placing two markers on top of it. A spin of 0 is a wild card. You may place your cube on any vacant spot or a spot with only one marker. The person with the most spots covered in the end, is the winner.



Spin and Color: Spin the spinner and count the items (or solve the equation) if using a counting spinner. Color the part of the picture with the matching number.



Spot it Dot it: Spin the spinner, count and say the number, find the matching number on a sun, and “spot” it with a bingo dotter. You can also play this game with a friend; choose a color and see who can ‘spot’ the most suns, or who can spot four in a row. If you spin and can’t ‘spot’ a sun because they have all been “spotted,” you lose your turn.



Sun Spots! Name: _____

Spin the spinner, count the items, say the number, find the matching number on a sun and 'spot' it with a bingo dotter or color it if you prefer. You can also play this game with a friend. Each player chooses a color. Whoever dots 4 in a row or who can "spot" the most suns, is the winner. If you spin and that sun has already been "spotted", you lose your turn.

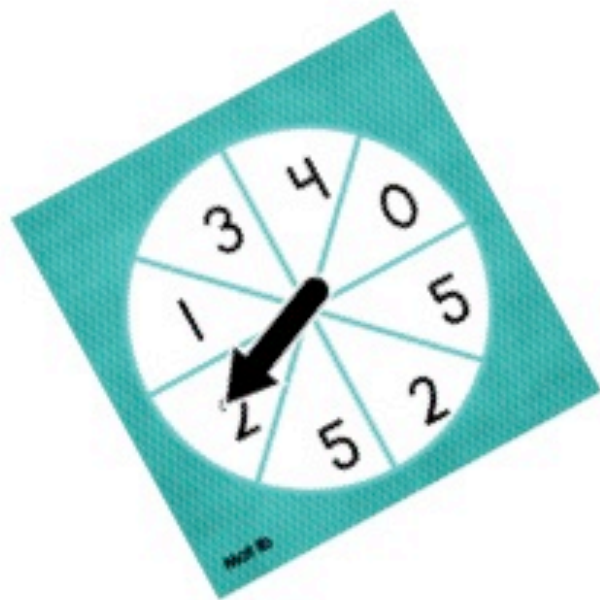
0	5	2	0	1	4
1	1	5	3	5	2
0	3	4	1	2	3
3	4	1	2	0	5

Use with mat 1a and 1c

©M. McQuinn & J. McQuinn 2014

One More Number:

Spin the spinner. Write the number in the first box. Then add one to it. Finish the equation and find the answer by using the number line or by counting on.




Name: _____

One More Number


Spin the spinner. Write the number in the box. Complete the equation by writing the sum on the number line to help you.

2	+	1	=	3
	+	1	=	
	+	1	=	
	+	1	=	
	+	1	=	

Any Math



	+	1	=	
	+	1	=	
	+	1	=	
	+	1	=	
	+	1	=	



One Less Number:

Spin the spinner. Write the number in a box. Then subtract one from it. Finish the equation and find the answer by using the number line or by counting back.





One Less Number

Name: _____

Spin the spinner. Write the number in the box. Complete the equation by writing the answer on the number line to help you.
If you spin a 0, write 10.

2	-	1	=	1
	-	1	=	
	-	1	=	
	-	1	=	
	-	1	=	

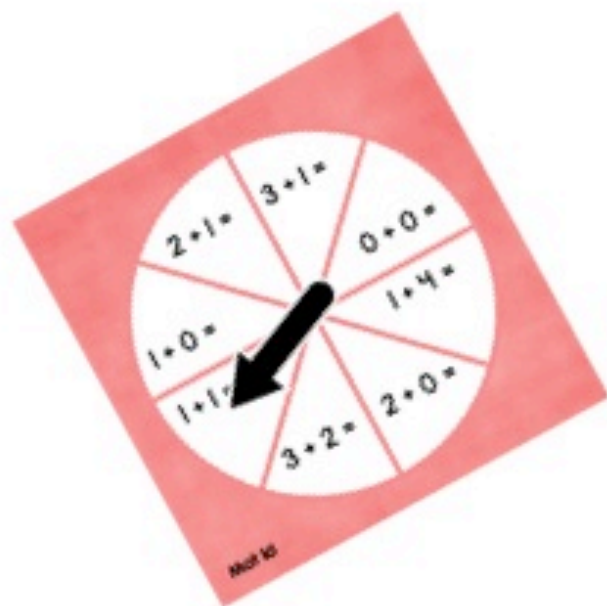
Any Most



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Spin and Add:

Spin the spinner. Write the equation in the boxes provided. Use the number line or draw dots under the boxes to help you find the sum and write it on the snorkeler's sign.



Name: _____

Spin and Add

Spin the spinner and write the equation in the boxes below. Use a number line or draw small dots beneath each box to help you find the sum and write it on the snorkeler's sign.

$\boxed{1} + \boxed{1} =$	$\boxed{} + \boxed{} =$
$\boxed{} + \boxed{} =$	$\boxed{} + \boxed{} =$
$\boxed{} + \boxed{} =$	$\boxed{} + \boxed{} =$

Use a small 1d or 2d

Spin and Add 10:

Spin the spinner. Write the number you spin in the box. Complete the equation by adding ten more and writing the sum on the line.





Name: _____

Spin and Add 10

Spin the spinner. Write the number you spin in the box. Complete the equation by adding ten more and writing the sum on the line.

<div>2</div>	+	<div></div>	=	<div>12</div>		<div></div>	+	<div></div>	=	<div></div>
<div></div>	+	<div></div>	=	<div></div>		<div></div>	+	<div></div>	=	<div></div>
<div></div>	+	<div></div>	=	<div></div>		<div></div>	+	<div></div>	=	<div></div>
<div></div>	+	<div></div>	=	<div></div>		<div></div>	+	<div></div>	=	<div></div>
<div></div>	+	<div></div>	=	<div></div>		<div></div>	+	<div></div>	=	<div></div>

With any tool



Beach Time:





















Spin the spinner. Write the time you spin in the box.



Name: _____

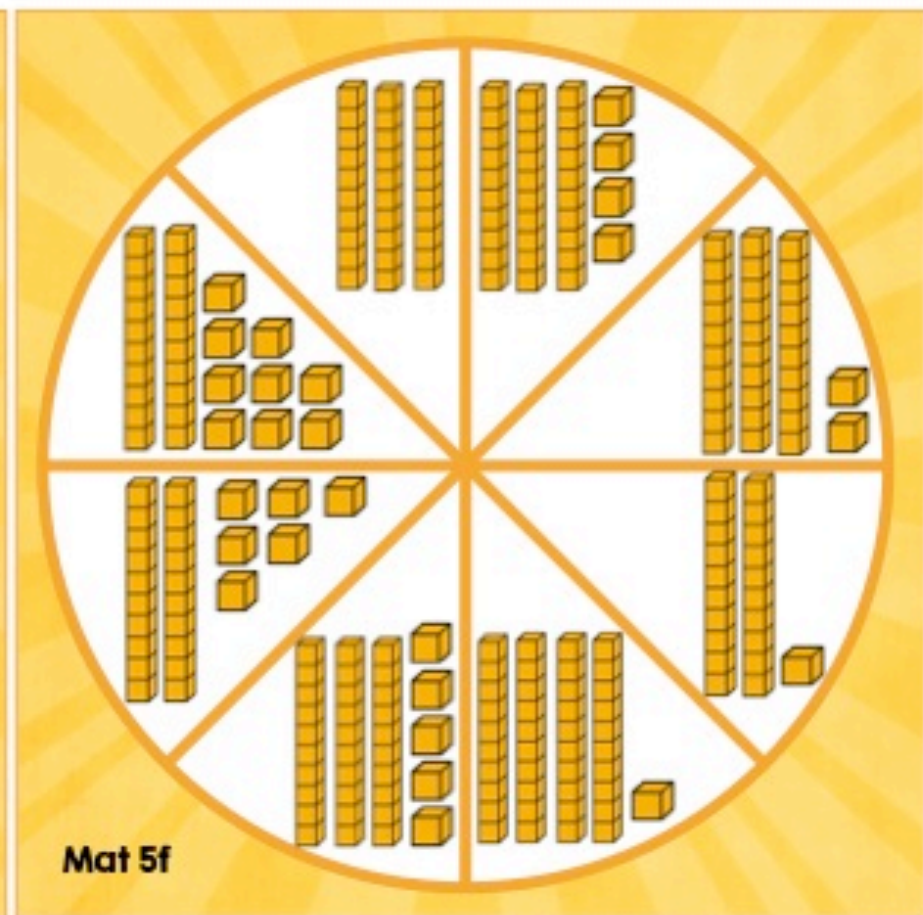
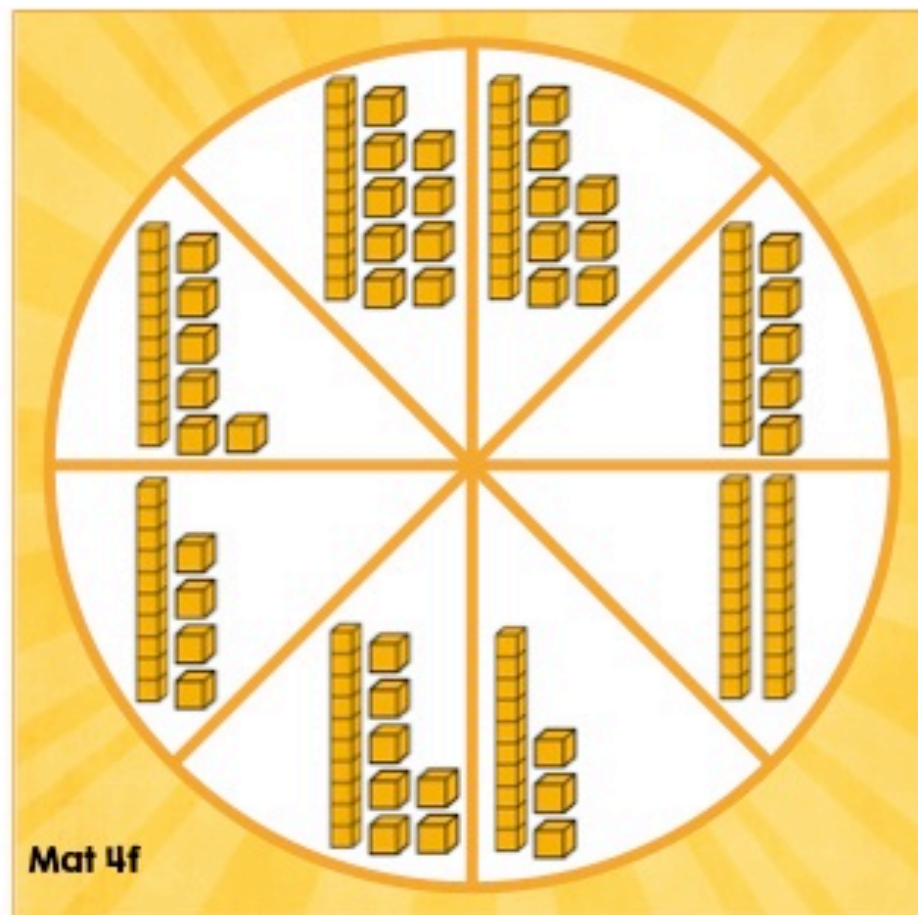
Spin the spinner and write the time on the sandcastle time sign.

BEACH TIME

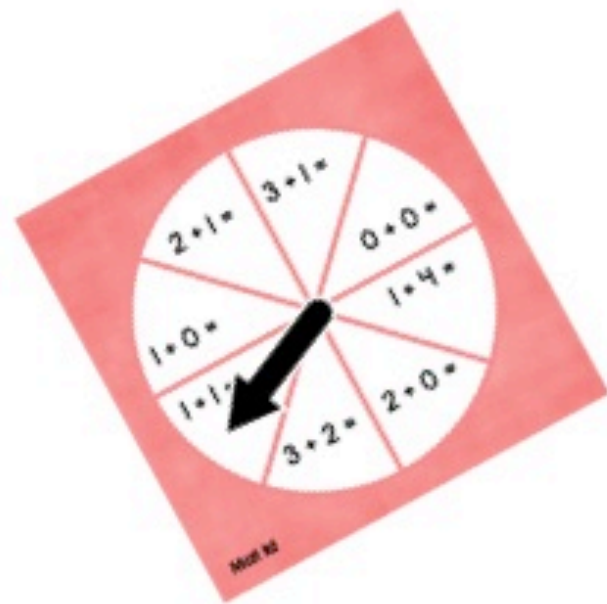
 10:00	 :	 :	 :	 :
 :	 :	 :	 :	 :
 :	 :	 :	 :	 :
 :	 :	 :	 :	 :

Use with Time Mat 1 or 2.

©2013 Melissa & Jeffery's Learning Resources Inc.



Spin and Win: Spin the spinner and move your playing piece to the next matching number (or equation's answer). When you get towards the end, if you spin a number and there are no more of that number left, move to the finish line. Be the first one to get to the end. Watch out for chances to slide up and down on the sand shovels.



K.CC.A.1

Teachers: For game pieces, I use snap cubes or fun seasonal erasers.

