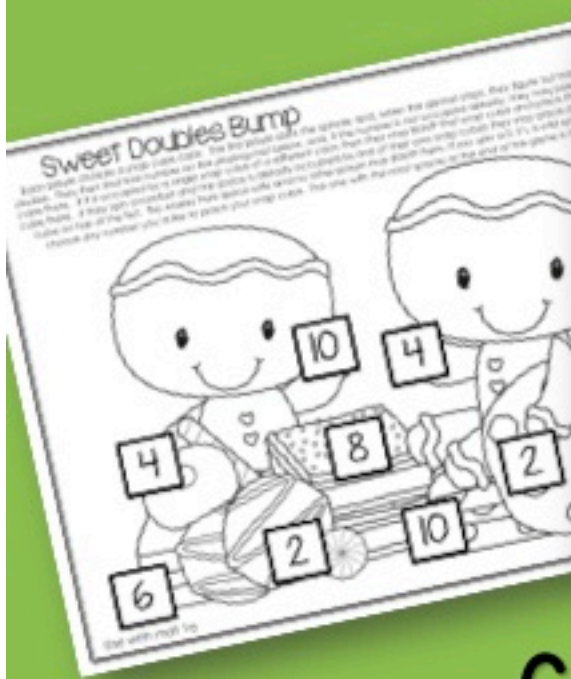


Spinner Fun



Differentiated Color or Black/White Printables and Activities

In this packet . . .

In this 138 page packet, each spinner has 8 spaces so you will find a series of random numbers that fit each criteria. You will find the following items:

- 2 One-to-one counting tiered spinners (available in color and/or black/white)
 - 0-5
 - 0-10
- 4 Numeral spinners (available in color and/or black/white)
 - 0-5
 - 0-10
 - 11-20 (2 different ones of these)
- 4 Ten frame number spinners (available in color or black/white)
 - 0-5
 - 0-10
 - 11-20 (2 different options)
- 2 Addition equation spinners
 - 0-5
 - 0-10
- 2 Subtraction equation spinners
- Instructional/Visual task Cards for each activity for greater student independence (available in color or black/white)
- 1 Tiered Spin-it, Count-it, Trace-it (in color or black/white)
- 1 Sweet Doubles Bump (in color or black/white)
- 2 Tiered Spin-it, Say-it, Color-it (black/white)
- 2 Tiered Spin-it, Say-it, What comes next, before and before and after (in color and black/white)
- 4 Tiered Spin and Win Board Games (in color or black/white)
- 4 Tiered Spin and Graph (in color and black and white)
- 4 Tiered Spin and Color (in black and white)
- 4 Tiered Spin-it, Say-it, Dotting Gum Drops (in black and white)
- 4 Tiered Sweet Number Yatzit (in color and black/white)
- 2 Tiered Spin-it, Read-it and Show-it (in color and black/white)
- 4 Tiered Spin-it, Read-it and Write-it (in color and black/white)
- 1 Spin-it and Make Ten (in color and black/white)
- 1 Spin-it and Compare - which is bigger? (in color or black/white)
- 1 Spin-it and Compare- Equal or Not Equal (in color or black/white)
- One More Number - (in color or black/white)
- One Less Number - (in color or black /white)
- 2 Spin and Add - (in color and black/white)
- 2 Spin and Subtract - (in color and black/white)

Ways to Use a Spinner!

There are several ways to set up this pack with or without spinners on hand. If you do not have any transparent spinners, use a brad and a paperclip to make your own spinner.



Or show your students how to make a spinner with a pencil and paper clip.



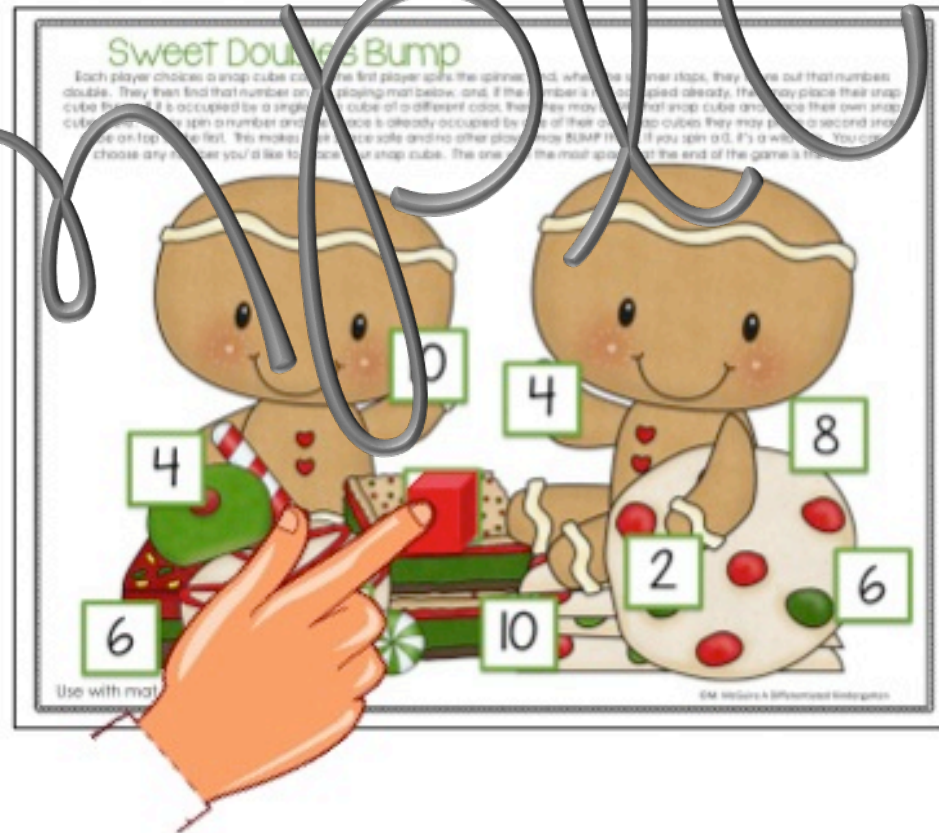
And if you have transparent spinners, consider picking up some spare cd cases at the dollar store or from any old cds you no longer use and tape the transparent spinner to the top. This makes it easy to change spinner cards out. It's so easy, even your kinders will be able to do it on their own.



Please note: The following spinners are organized so that all the 'a' mats refer to counting, 'b' mats refer to numerals, and 'c' mats are ten frame, 'd' mats are addition equations, and 'e' mats are for subtraction equations. The numbers on the spinner mats refer to the level of difficulty. 1 is for numbers 0-5, 2 is for numbers 0-10, and 3 is for numbers 11-20.



Sweet 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.

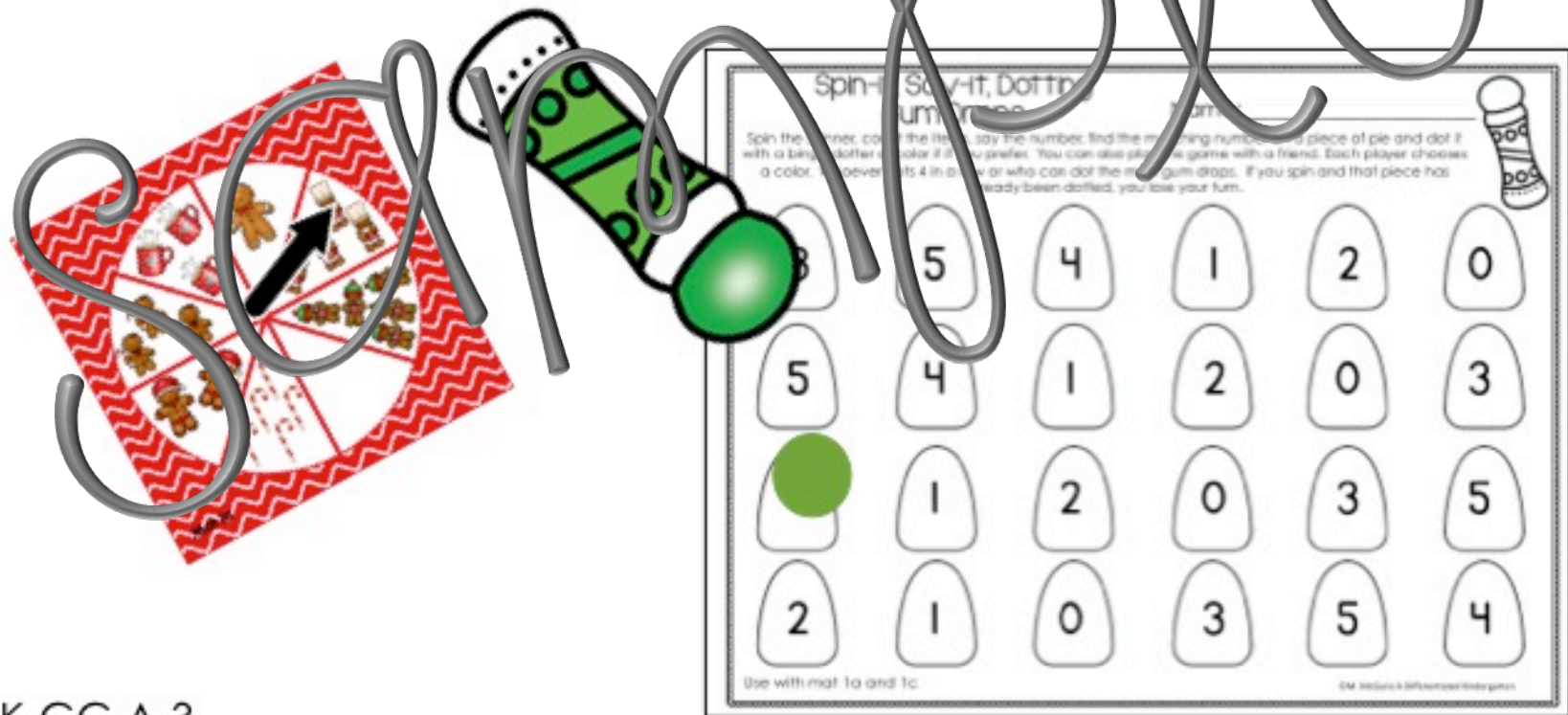


Spin and Color: Spin the spinner and count the items if using a counting spinner. Color the part of the picture with the matching number.

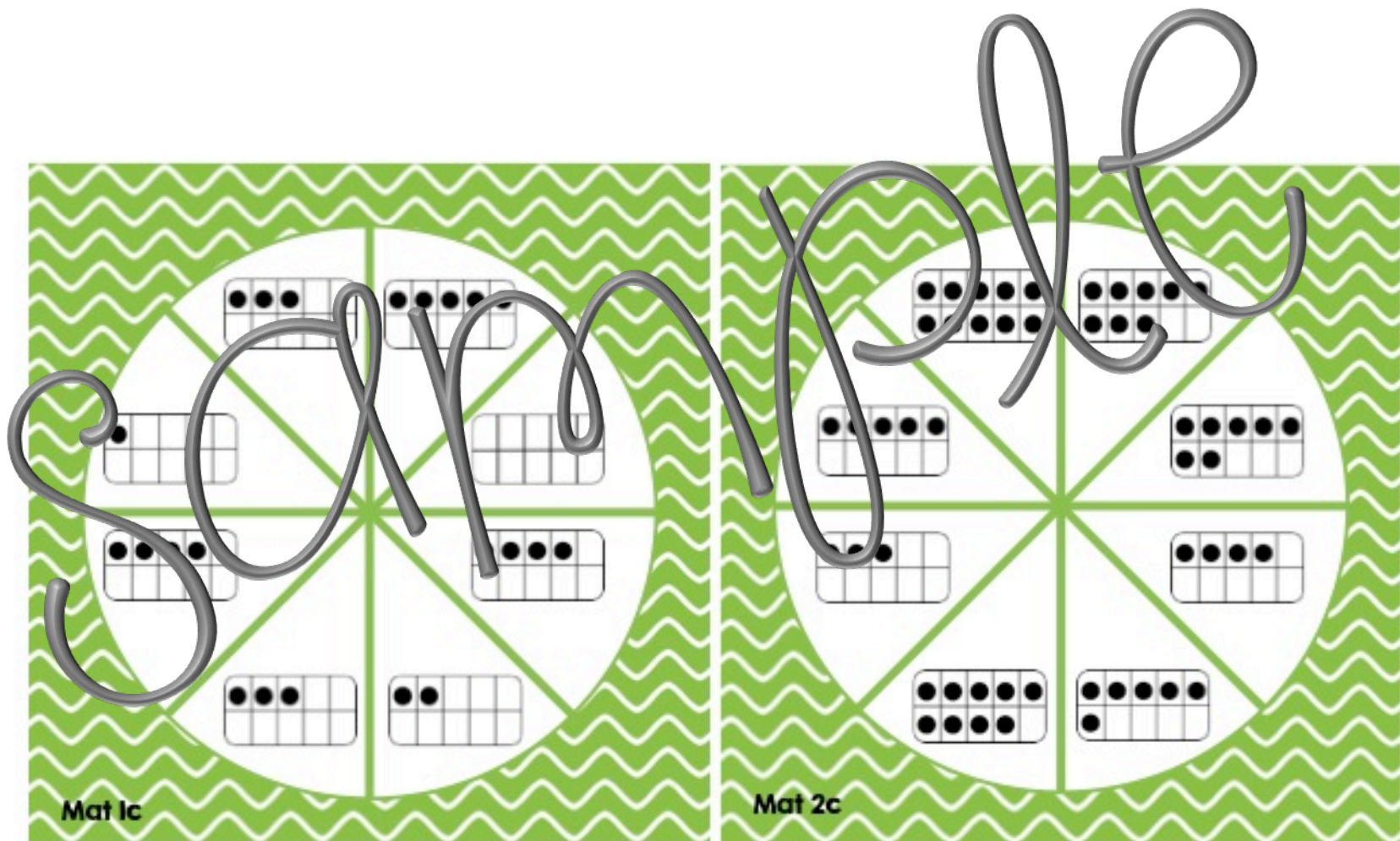


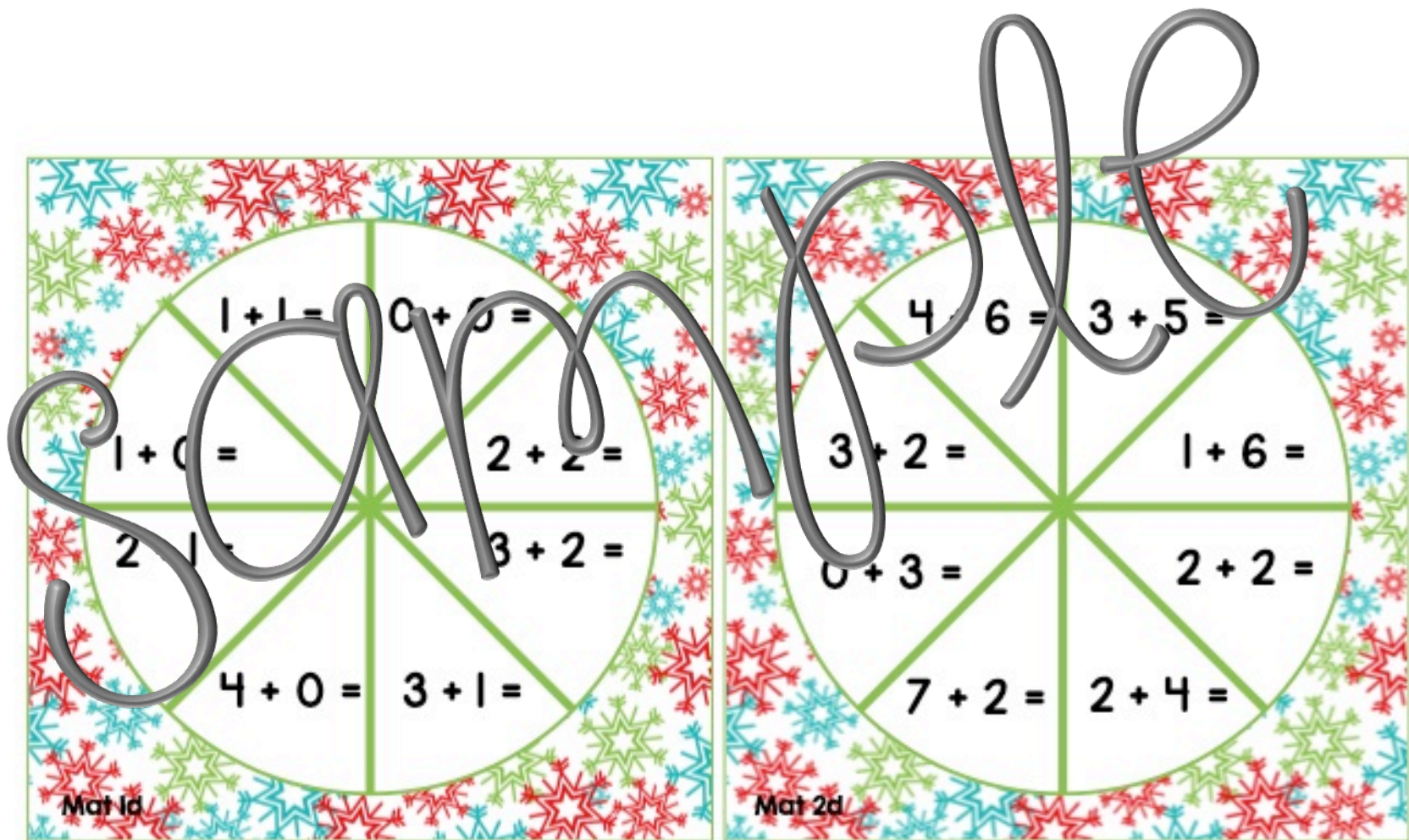
K.CC.A.3

Spin-it, Say-it, Doting Gum Drops: Spin the spinner, count and say the number, find the matching number on the gum drop, and 'dot' it with a bingo dotter. You can also play this game with a friend; choose a color and see who can 'dot' the most pieces of gum drop, or who can dot four in a row. If you spin and can't 'dot' a gum drop because they have all been dotted, you lose your turn.



K.CC.A.3





Spin and Show Ten: Spin the spinner and write the number in the box. Use the number line to determine how many more you need to make ten. Write that number on the line. It is ok for you to spin the same number twice. Keep spinning until all the boxes are completed.



Name: _____

Spin and Make Ten

Spin the spinner and write the number in the box. Use the number line to determine how many more you need to make ten. It is ok for you to spin the same number twice. Keep spinning until all the boxes are completed.

<input type="text" value="2"/>	+	8	=	<input type="text"/>
<input type="text"/>	+		=	10
<input type="text"/>	+		=	10
<input type="text"/>	+		=	10
<input type="text"/>	+		=	10
<input type="text"/>	+		=	10

Use with any Mat 1 or Mat 2 spinner

Spin, Read and Show: Spin the spinner. Read the number and write it in the box. Now show the number as a ten frame. It is ok if you spin the same number twice. Keep spinning until all the boxes and ten frames are used.



Name: _____

Spin, Read and Show

Spin the spinner. Read the number and write it in the box. Now show the number as a ten frame. It is ok if you spin the same number twice. Keep spinning until all the boxes and ten frames are used.

2					

Mat 1b and 2b