

# Spinner Math Fun Galore

## January

Name: \_\_\_\_\_

### Spin and Find The Missing Addend

Spin the spinner and write the number in the box. Use the number line to find missing addends. If it is ok for you to spin the same number twice. Keep spinning the boxes are completed.

<input type="text"/>	+	<input type="text"/>	=	5
<input type="text"/>	+	<input type="text"/>	=	6
<input type="text"/>	+	<input type="text"/>	=	7
<input type="text"/>	+	<input type="text"/>	=	8



Use with any spinner!

### Spin and Color

Name: \_\_\_\_\_

Spin the spinner. If using a counting spinner, count the items, and color the part of the picture with the matching number. If using a number spinner, find a matching number in the picture and color it.

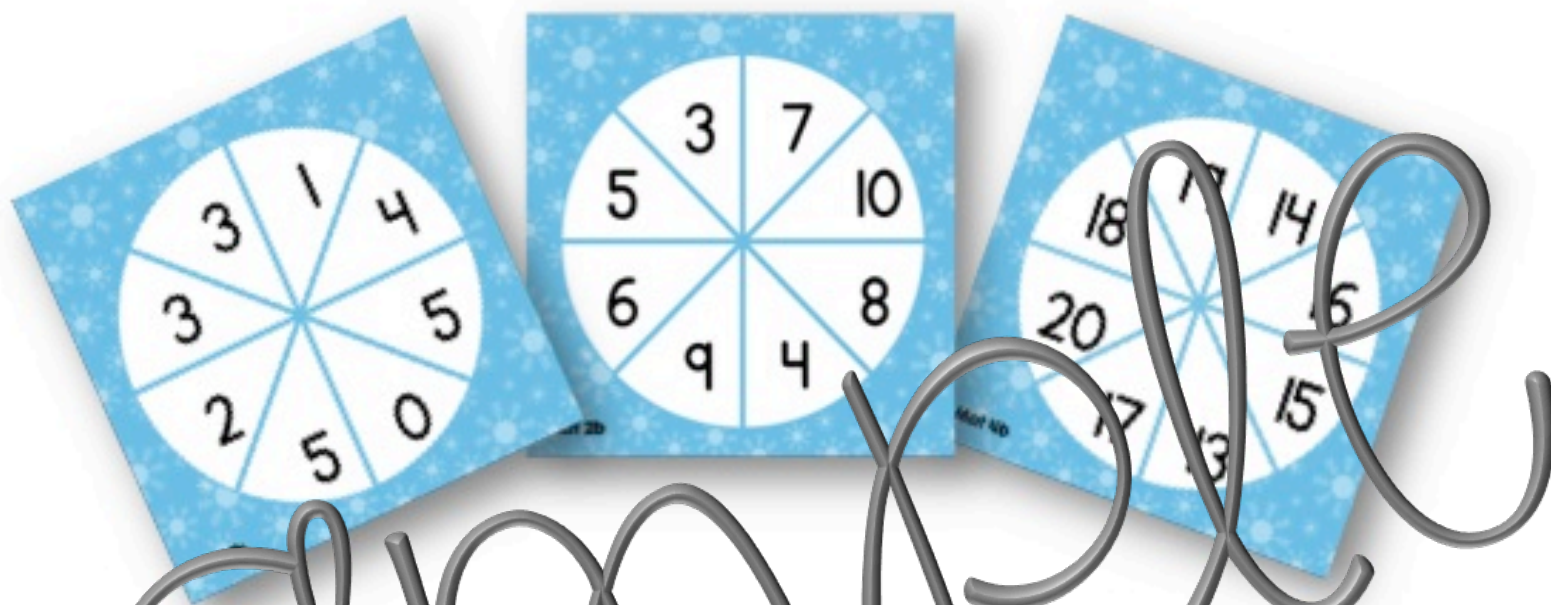


Use with any mat!




**Differentiated  
Color or Black/White  
Printables and Activities**  
A Differentiated Kindergarten

# Using this packet to differentiate



There are 5 different color coded and labeled sets of spinner cards that are tiered in this packet. One set of spinners has items for counting, another has numbers, another has numbers as ten frames, there is addition and subtraction and ten rods and ones cubes as well. Each card has 8 random number spaces. Depending upon your students' level of readiness, you can choose the spinner that is perfect for your students. This way, no matter what your students' level of readiness, they can all complete the same activity without feeling frustrated or bored. They will be at their perfect level. Your differentiated plans for one activity might look like this:

Math Centers for the month of January		Math Work Stations			
Stations Number	CCSS/Concept/Skill	Activity Name	Orange	Green	Blue
1	K.CC.A.3	Snowball Smack Down 	Tens Frame 1-20	1-10	1-5

# In this packet ...

In this H3 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:

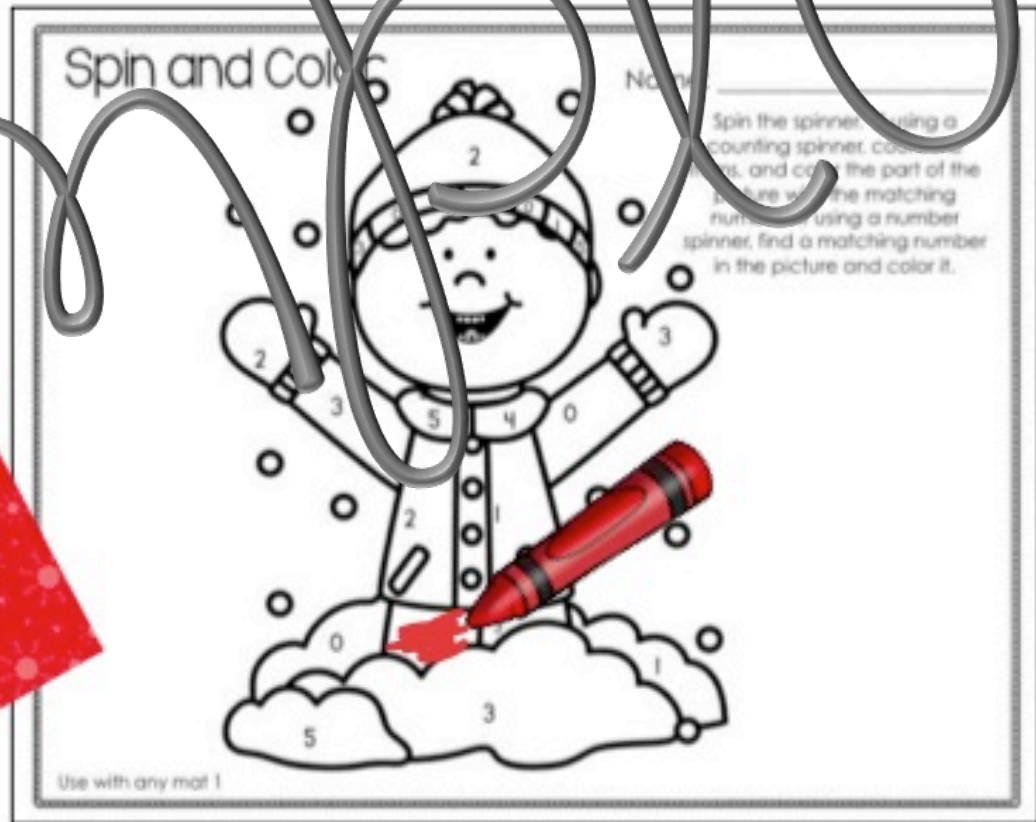
- 2 One-to-one counting tiered spinners (available in color and/or black/white)
  - 0-5
  - 0-10
- 4 Numeral spinners (available in color and/or black/white)
  - 0-5
  - 0-10
  - 1-20 (There is an 1-8 and 13-20 spinner to fit this criteria)
- 4 Ten Frame number spinners (available in color or black/white)
  - 0-5
  - 0-10
  - 1-20 (There is an 1-8 and 13-20 spinner to fit this criteria)
- 2 Addition equation spinners
  - 0-5
  - 0-10
- 2 Subtraction equation spinners
  - From 5
  - From 10

2 Ten Rods and Ones cube Spinners. One fits a 1 through 20 criteria. The other fits a random numbers through 45 criteria.

- Instructional/Visual Task Cards for each activity for greater student independence (available in color or black/white)
- 3 Tiered Spin-it, Say-it, What comes next, before and after and after (in color and black/white)
- 5 Tiered Spin and Win Board Games (in color or black/white)
- 2 Tiered Snowy Doubles Bump (in color or black/white)
- 5 Tiered Spin and Graph (in color and black and white)
- 4 Tiered Spin and Color (in black and white)
- 5 Tiered Snowball Smack Down (in black and white)
- 5 Tiered Hot Cocoa Yattal (in color)
- 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 Find the Missing Addend (in color and black/white)
- 1 Spin-it and Make Ten (in color and black/white)
- One More Number - (in color or black/white)
- One Less Number - (in color or 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)
- 2 Spin and Add - (in color and black/white)
- 2 Spin and Subtract - (in color and black/white)
- 1 Spin and Add 10 more - (in color and black/white)

Sample

**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.



**Snowball Smack Down:** Spin the spinner, count and say the number, find the matching number on a snowball, and 'smack it' ('dot it' with a bingo dotter). You can also play this game with a friend; choose a color and see who can 'smack' the most pieces snowballs, or who can dot four in a row. If you spin and can't 'dot' a snowball because they have all been dotted, you lose your turn.



**Snowball Smack Down**

Spin the spinner, count the items, say the number, find the matching number on a snowball and 'smack it' (dot 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 dot the most snowballs, is the winner. If you spin and that snowball has already been dotted, you lose your turn.

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

Use with mat 1a and 1c

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**Spin and Find The Missing Addend:** Spin the spinner and write the number in the box. Use the number line to find the missing addend. It is ok for you to spin the same number twice. Keep spinning until all the boxes are completed.



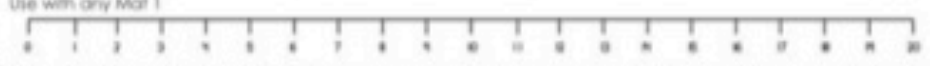
Name: \_\_\_\_\_

### Spin and Find The Missing Addend

Spin the spinner and write the number in the box. Use the number line to find the missing addend. It is ok for you to spin the same number twice. Keep spinning until all the boxes are completed.

<input type="text" value="2"/>	+	<input type="text" value="3"/>	=	<input type="text" value="5"/>		<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="9"/>
<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="6"/>		<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="5"/>
<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="7"/>		<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="6"/>
<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="8"/>		<input type="text"/>	+	<input type="text"/>	=	<input type="text" value="7"/>

Use with any Mat 1



# 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: \_\_\_\_\_

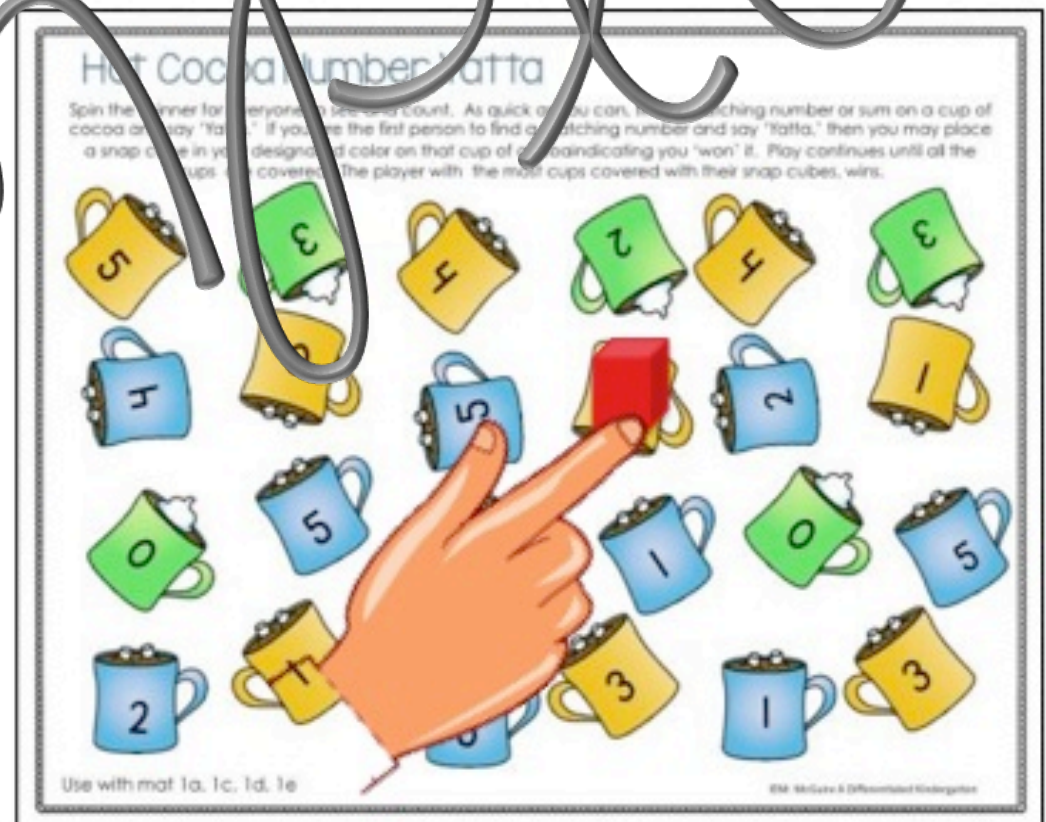
Spin and Add 10

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.

4	+	_____	=	24
□	+	_____	=	_____
□	+	_____	=	_____
□	+	_____	=	_____
□	+	_____	=	_____

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**Hot Cocoa Number Yatta:** Each player will need one color of snap cubes. Spin the spinner for everyone to see and count. As quick as you can, find a matching number on a cup of cocoa and say 'Yatta.' If you are the first person to find a matching number and say 'Yatta,' then you may place one of your colored snap cubes on the cup indicating you 'won' it. Play continues until all the cups are 'won.' The player with the most cups covered in their colored snap cubes wins.








# 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 snowman's sign.




Name: \_\_\_\_\_

Spin the spinner and write the equation in the boxes below. Use a number line or draw small circles under the boxes to help you find the sum and write it on the snowman's sign.

$2 + 1 = 3$	$\square + \square = \square$	
$\square + \square = \square$	$\square + \square = \square$	
$\square + \square = \square$	$\square + \square = \square$	

Use a mat 4a or 4b



# Snowy Doubles Bump

16

18

20

14

6

8

16

4

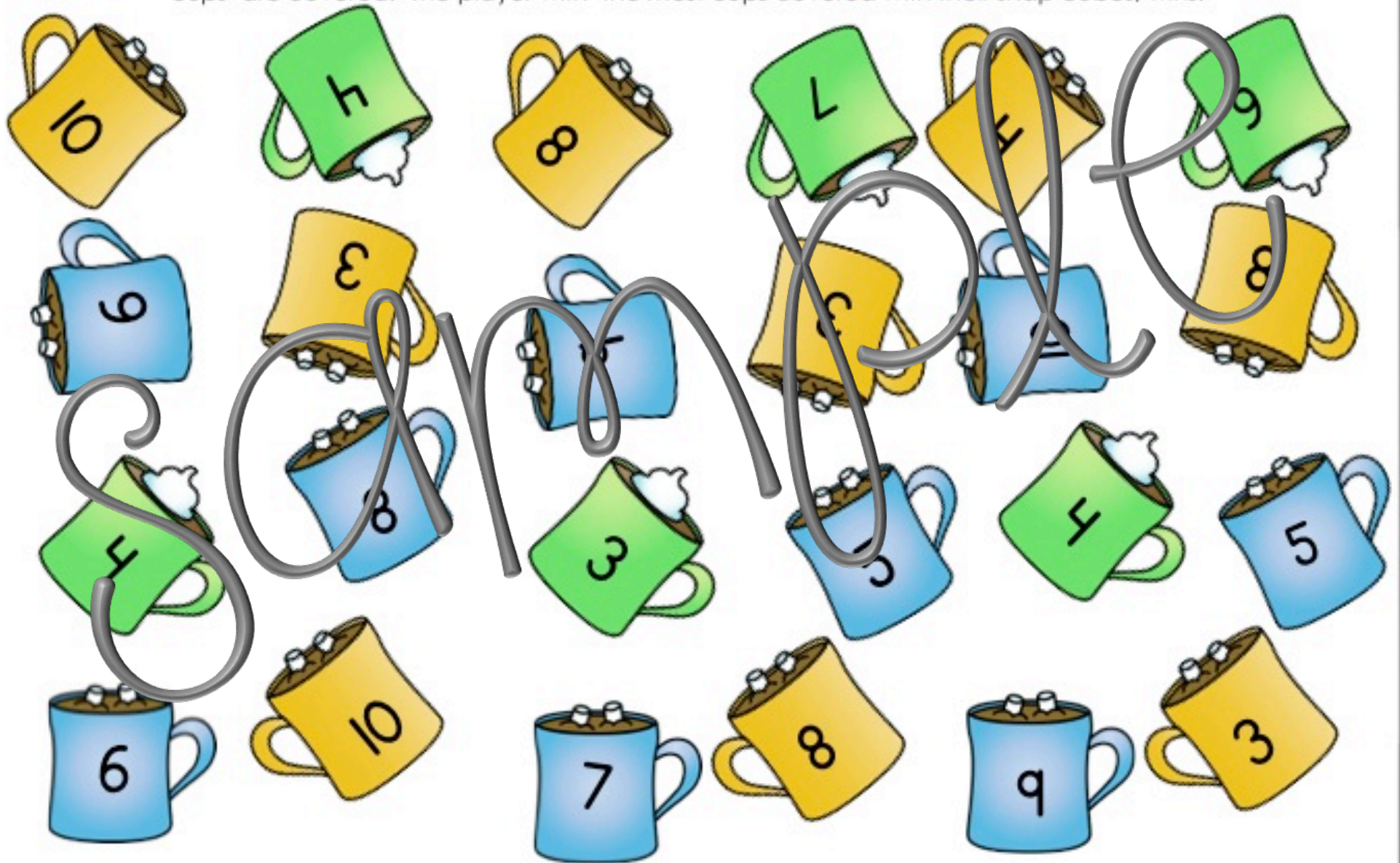
10

12

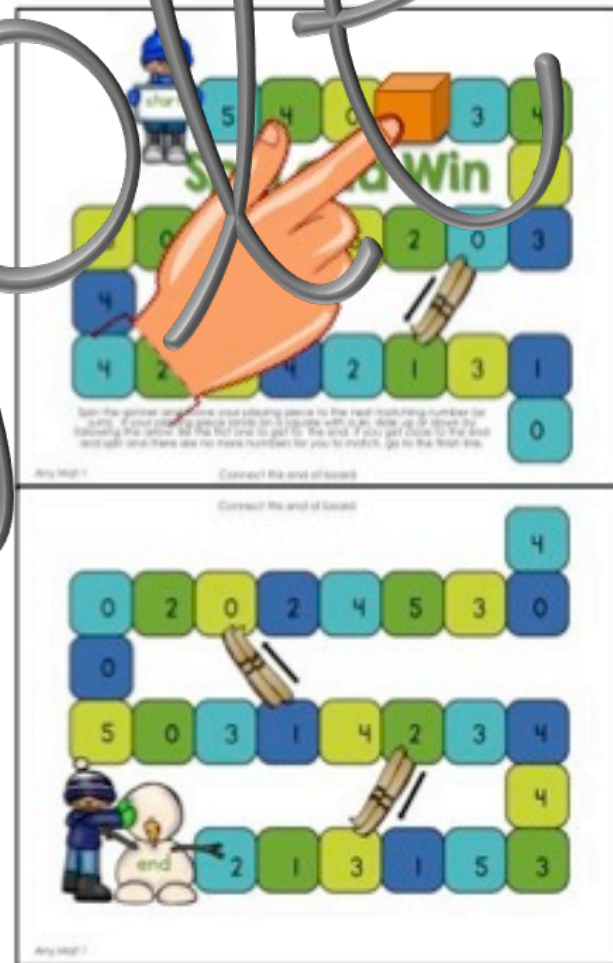


# Hot Cocoa Number Yatta

Spin the spinner for everyone to see and count. As quick as you can, find a matching number or sum on a cup of cocoa and say 'Yatta.' If you are the first person to find a matching number and say 'Yatta,' then you may place a snap cube in your designated color on that cup of cocoa indicating you 'won' it. Play continues until all the cups are covered. The player with the most cups covered with their snap cubes, wins.



**Spin and Win:** Spin the spinner and move your playing piece to the next matching number. 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 snowman. Watch out for chances to slide up and down on the skis.



K.CC.A.1

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