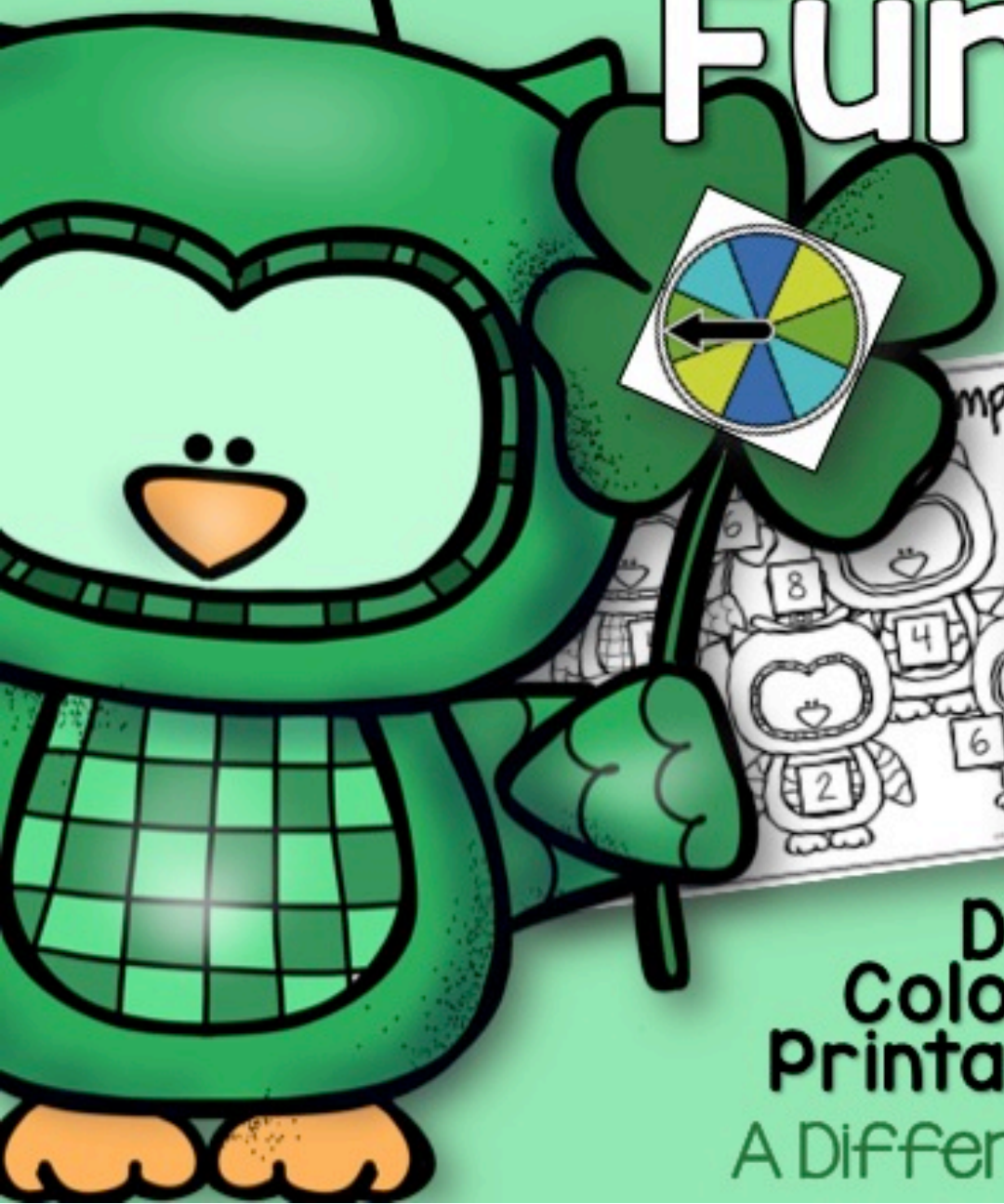


Spinner Math Fun Galore March



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.



Find The Missing

and write the number in the box. Use the number box for you to spin the same number twice. (The boxes are completed.)

= 5

= 6

= 7

= 8



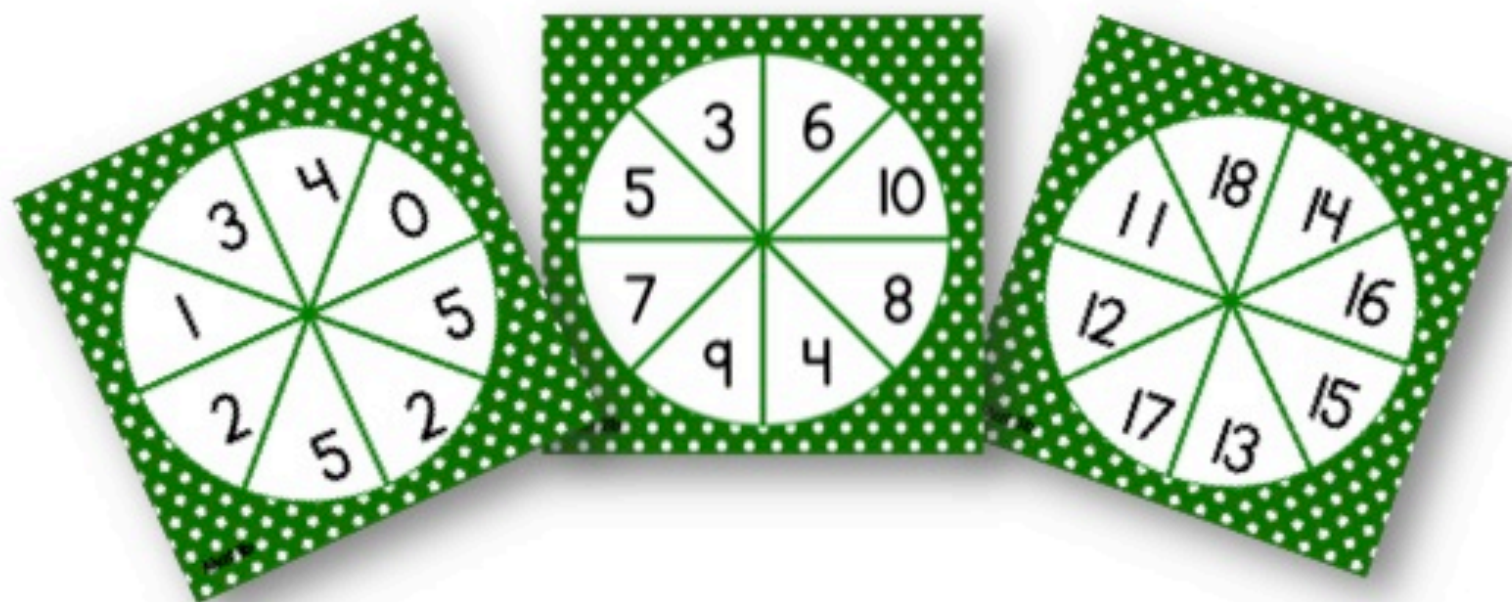
**Differentiated
Color or Black/White
Printables and Activities**
A Differentiated Kindergarten

In this packet . . .

In this 144 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 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 before and after (in color and black/white)
- 5 Tiered Spin and Win Board Games (in color or black/white)
- 2 Tiered 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 Shamrock Stomp (in black and white)
- 5 Tiered Yaffal (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- Greater Than, Less than or 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)

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 Station Plans

Station Number	CCSS/Concept/Skill	Activity Name	Tier 1	Tier 2	Tier 3
1	K.CC.A.3	Shamrock Stomp 	Addition 0-5	Tens Frame 1-20	Teen Numbers

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.



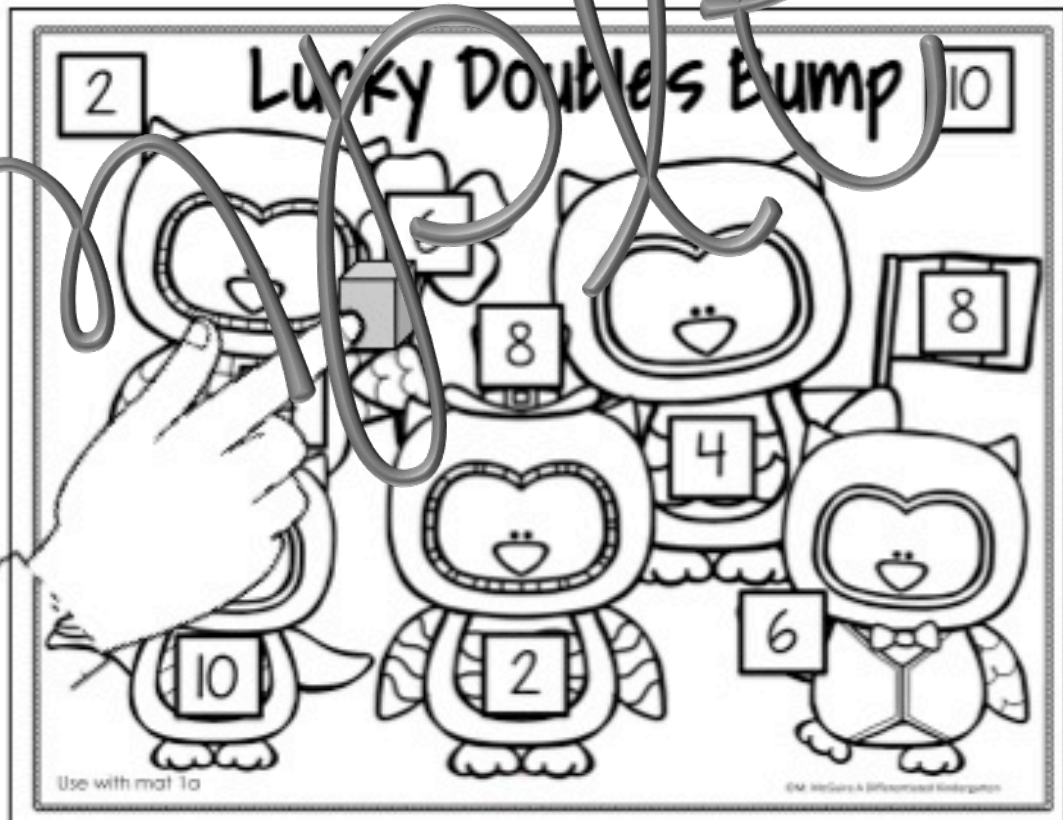
Or show your students how to make a spinner with a pencil and paper clip.



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.



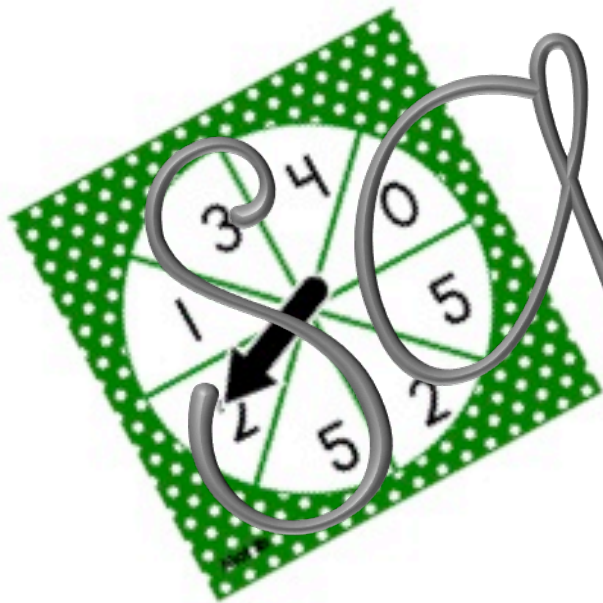
Lucky Doubles Bump: Spin the spinner and double the number. Place a colored marker on the square with the number. If there is already a marker on a square, you can bump it off. You can secure a square by placing two markers on top of it. A spin of 0 is a wild card. You may place your cube on any vacant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



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, 'e' mats are for subtraction equations and f mats are for tens and ones. 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 1-20.



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



2

Lucky Doubles Bump

10



Use with mat 1a











©M. McGuire A Differentiated Kindergarten


Spin and Add 10

Name: _____

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.

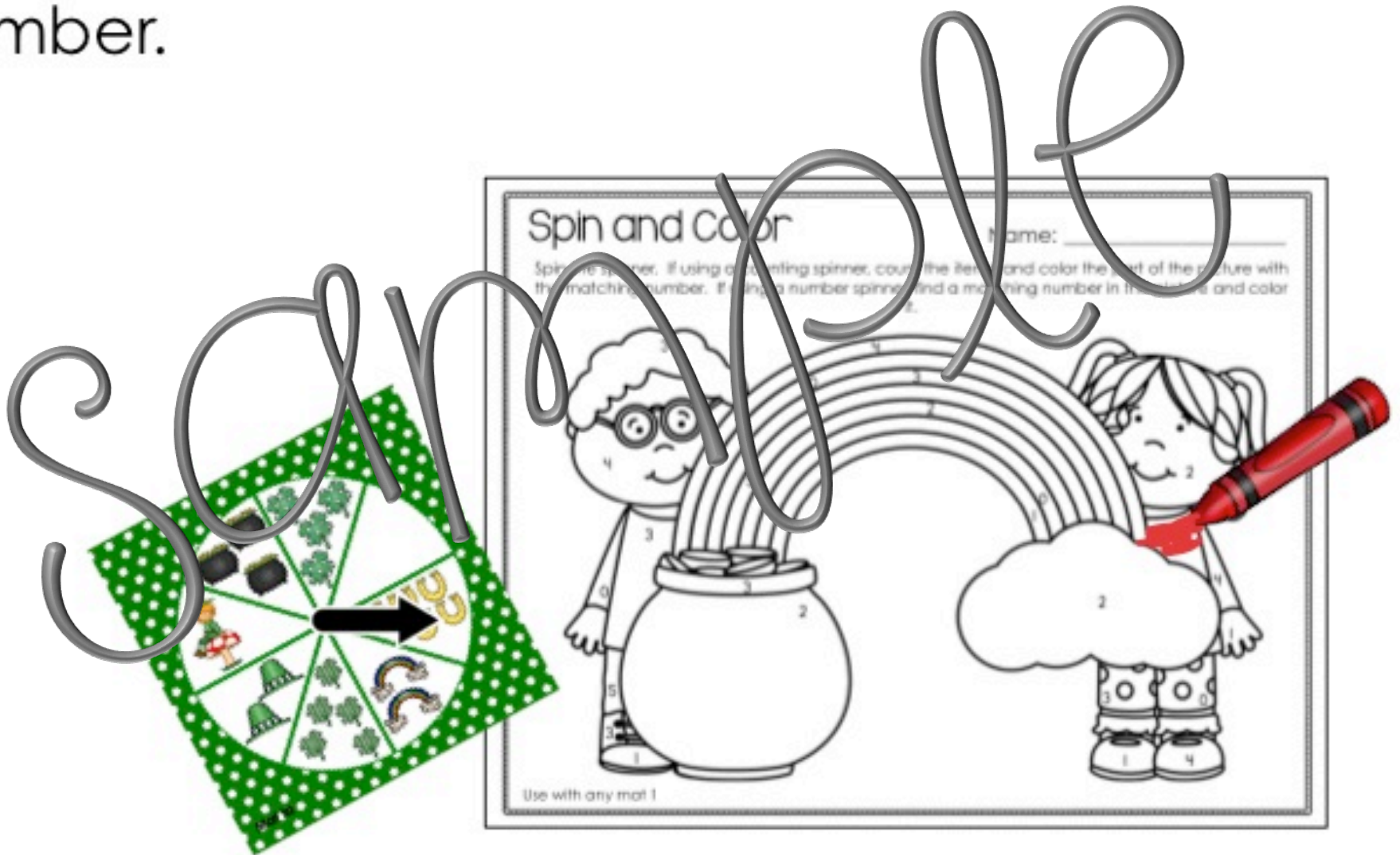
Sample

<input type="text"/>	+		=	_____	<input type="text"/>	+		=	_____
<input type="text"/>	+		=	_____	<input type="text"/>	+		=	_____
<input type="text"/>	+		=	_____	<input type="text"/>	+		=	_____
<input type="text"/>	+		=	_____	<input type="text"/>	+		=	_____
<input type="text"/>	+		=	_____	<input type="text"/>	+		=	_____



With mat 4f and 5f

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.



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



Shamrock Story Game

Spin the spinner, count the items, say the number, find the matching number on a heart and 'attack 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 hearts, is the winner. If you spin and the heart has already been dotted, you lose your turn.

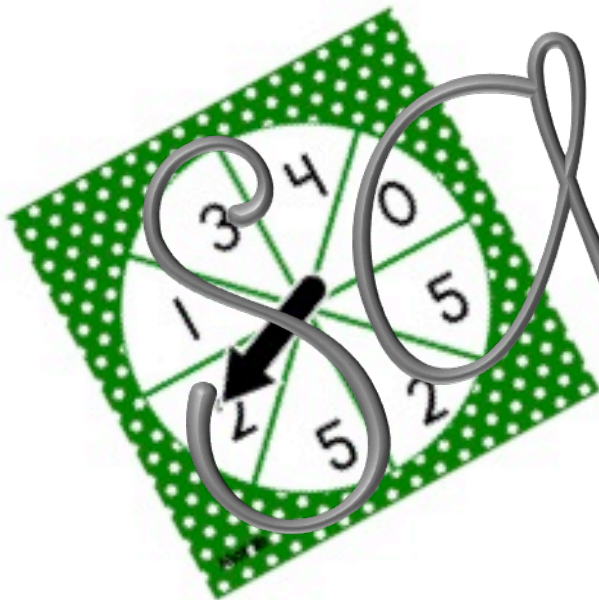
5	1	2	0	3	4
6	1	0	3	5	2
0	5	4	1	2	3
3	4	1	2	0	5

Use with mat 1a and 1c

©M. McCreary & J. McCreary 2010

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.



Name: _____

One Less Number

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

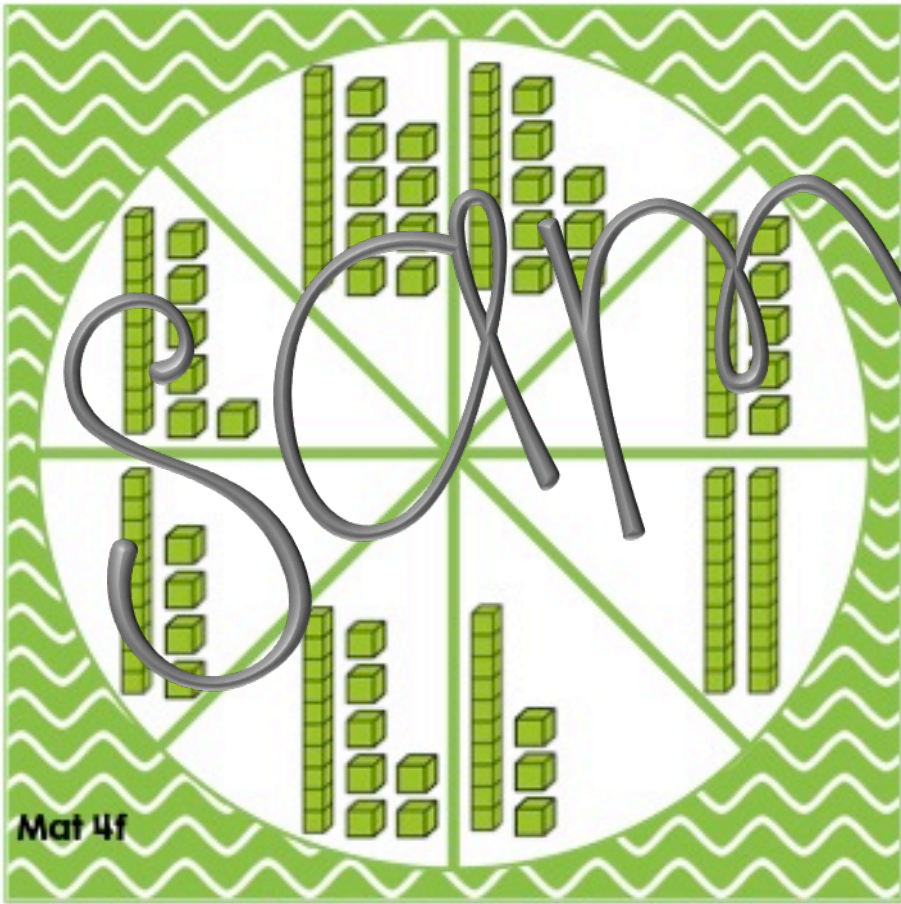
<input type="text"/>	-		=		=	
<input type="text"/>	-		=		=	
<input type="text"/>	-		=		=	
<input type="text"/>	-		=		=	

Any Help

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

Mat 3c

Mat 4c



Mat 4f

A ten-frame on a green and white zigzag background. The ten-frame is divided into four quadrants by a vertical and a horizontal line. Each quadrant contains base ten blocks representing the number 4. The top-left quadrant has one ten-rod and four units. The top-right quadrant has one ten-rod and four units. The bottom-left quadrant has one ten-rod and four units. The bottom-right quadrant has one ten-rod and four units.



Mat 5f

A ten-frame on a green and white zigzag background. The ten-frame is divided into four quadrants by a vertical and a horizontal line. Each quadrant contains base ten blocks representing the number 5. The top-left quadrant has one ten-rod and five units. The top-right quadrant has one ten-rod and five units. The bottom-left quadrant has one ten-rod and five units. The bottom-right quadrant has one ten-rod and five units.

5045

4 - 1 = 5 - 1 =

3 - 2 = 3 - 3 =

4 - 2 = 5 - 0 =

4 - 3 = 5 - 3 =

Mat 1e

10 - 7 = 8 - 2 =

8 - 3 = 10 - 0 =

9 - 2 = 10 - 1 =

10 - 2 = 8 - 4 =

Mat 2e