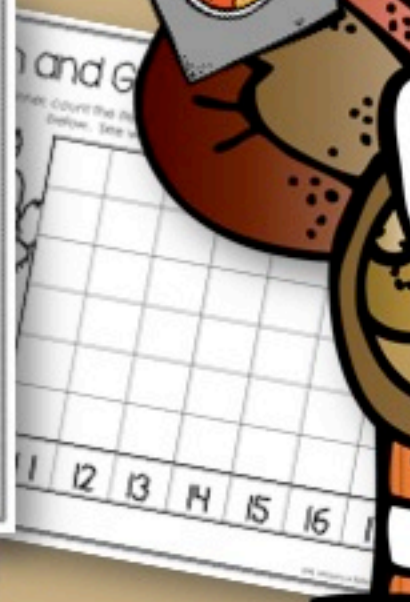
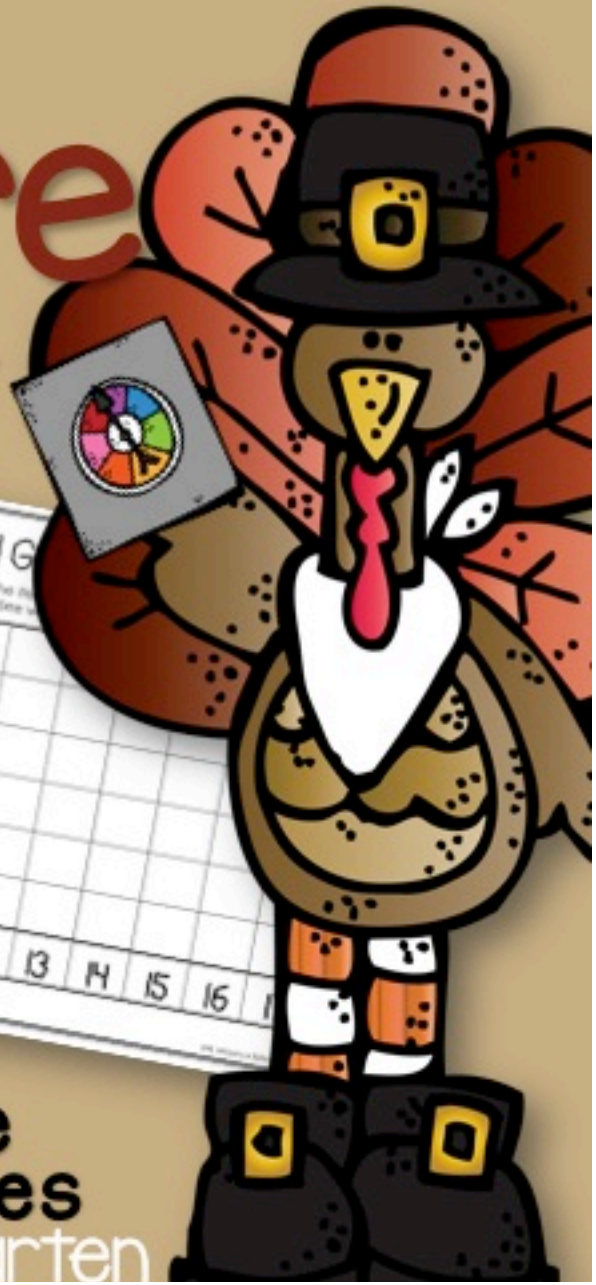
Spinner Math Fun Galore

November





Differentiated Color or Black/White Printables and Activities

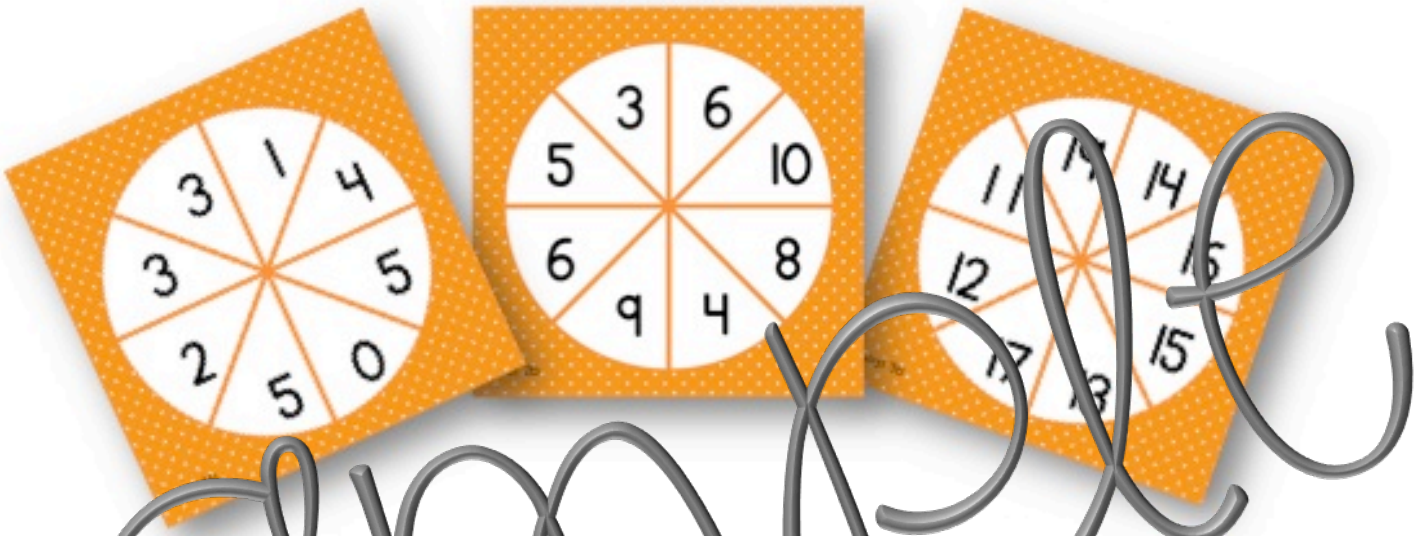
A Differentiated Kindergarten

In this packet . . .

In this 136 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
- Instructional/Visual Task Cards for each activity for greater student independence (available in color or black/white)
- 4 Tiered Spin-it, Count-it, Trace-it (in color or black/white)
- 2 Tiered Spin-it, Say-it, Color-it (black/white)
- 4 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, Smashing Pumpkin Pie (in black and white)
- 4 Tiered Gumdrop Turkey Number Yatzi (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)
- I Spin-it and Make Ten (in color and black/white)
- I Spin-it and Compare - Which is bigger? (in color or black/white)
- I 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)

Using this packet to differentiate

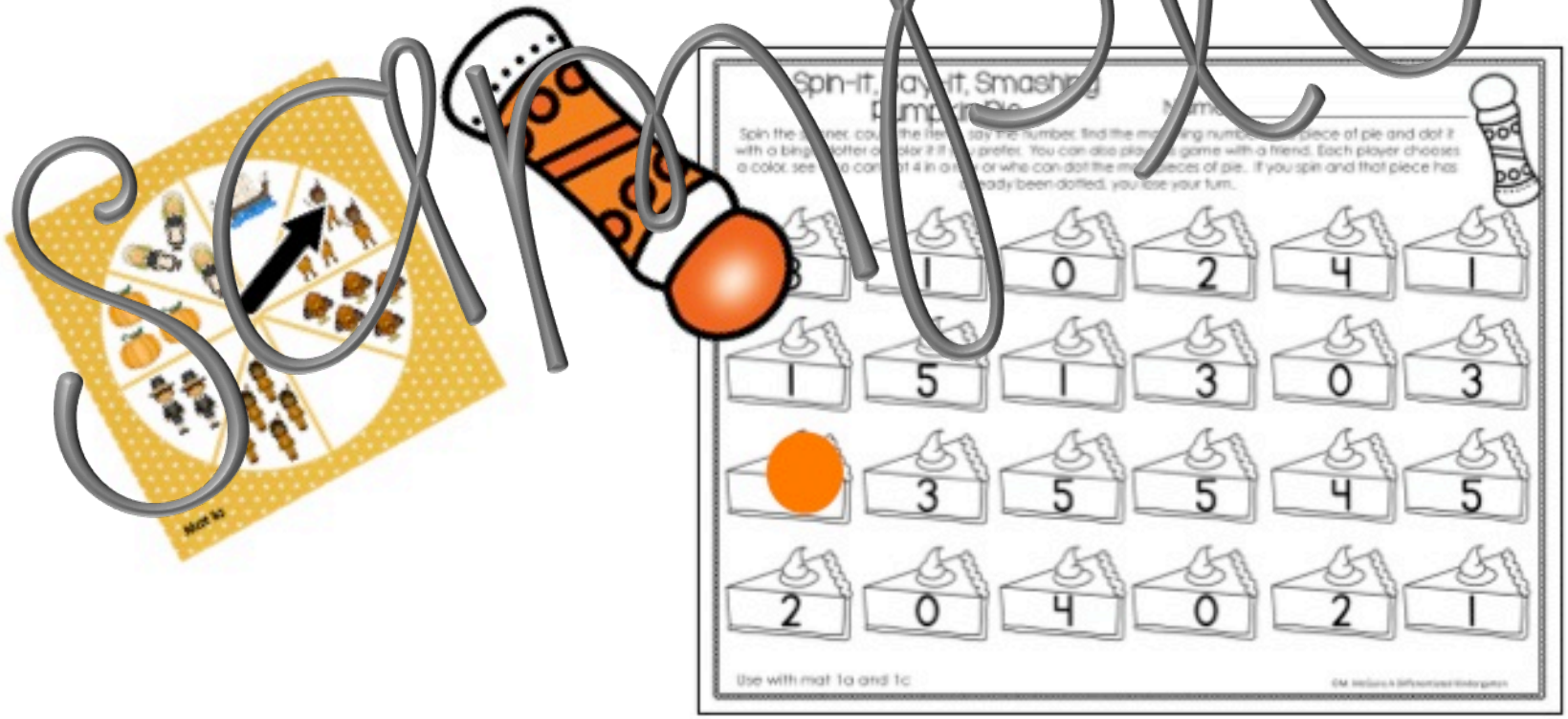


There are three different color coded and labeled sets of spinner cards that are tiered in this packet. One set of spinners has items for counting, another has numbers, and another has numbers as ten frames. Each card has 3 random number spaces. Depending upon your students' level of readiness, you can 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:

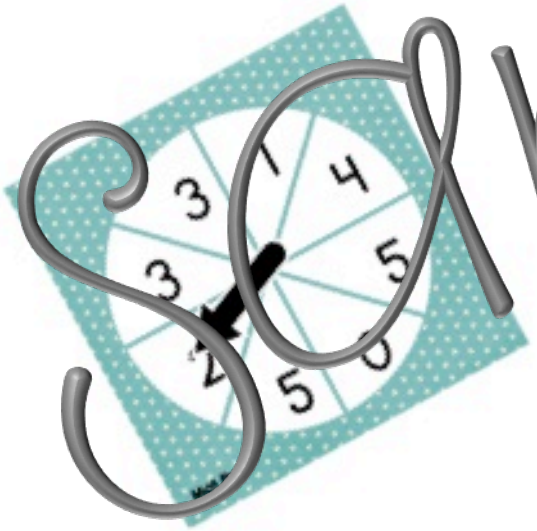
Math Work Stations

Stations Number	CCSS/Concept/Skill	Activity Name	Tier 1	Tier 2	Tier 3
1	K.CC.A.3,K.CC.B.5, K.CC.A.2,	Spin-it, Say-it, What Comes Next?	Number 0-5	Numbers 0-10	Numbers 11-20

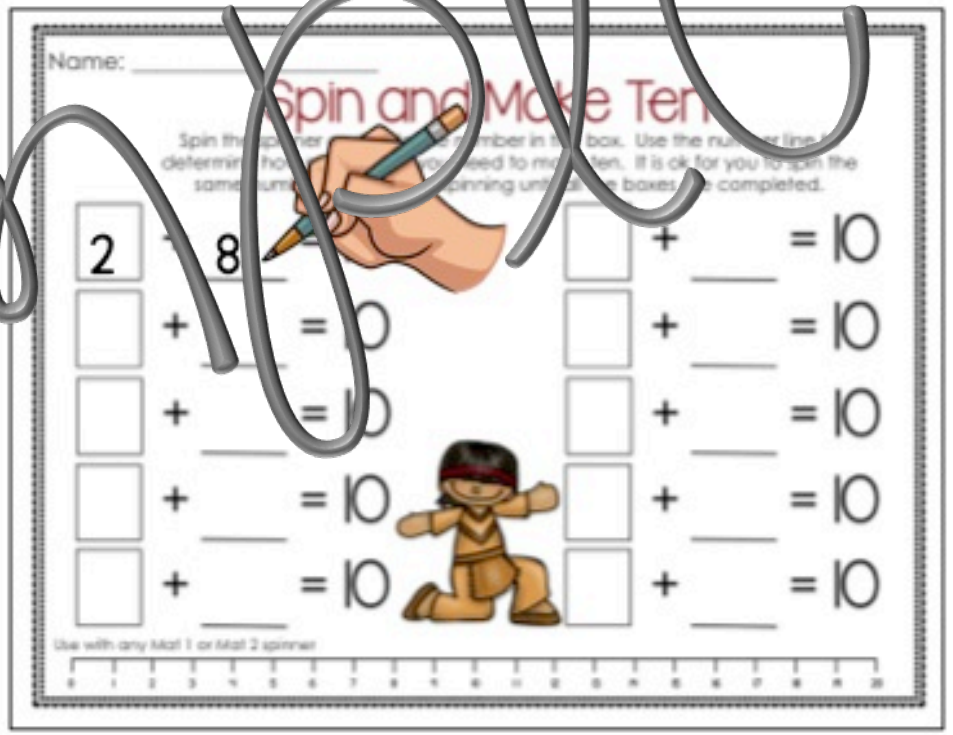
Spin-it, Say-it, Smashing Pumpkin Pie: Spin the spinner, count and say the number, find the matching number on the pie, and 'dot' it with a bingo dotter. You can also play this game with a friend; choose a color and see who can 'dot' the most pieces of pie, or who can dot four in a row. If you spin and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



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.

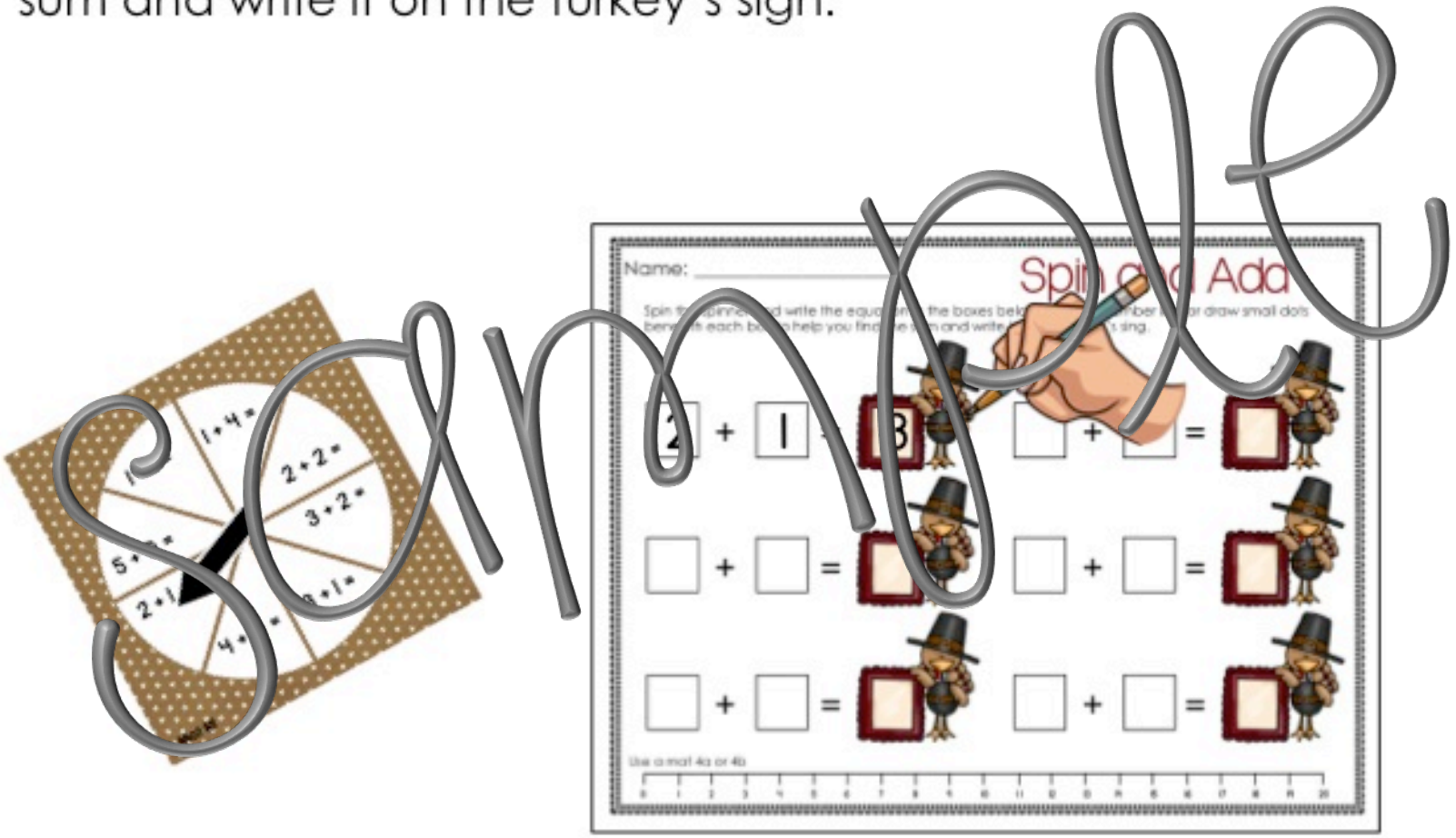


Spinner

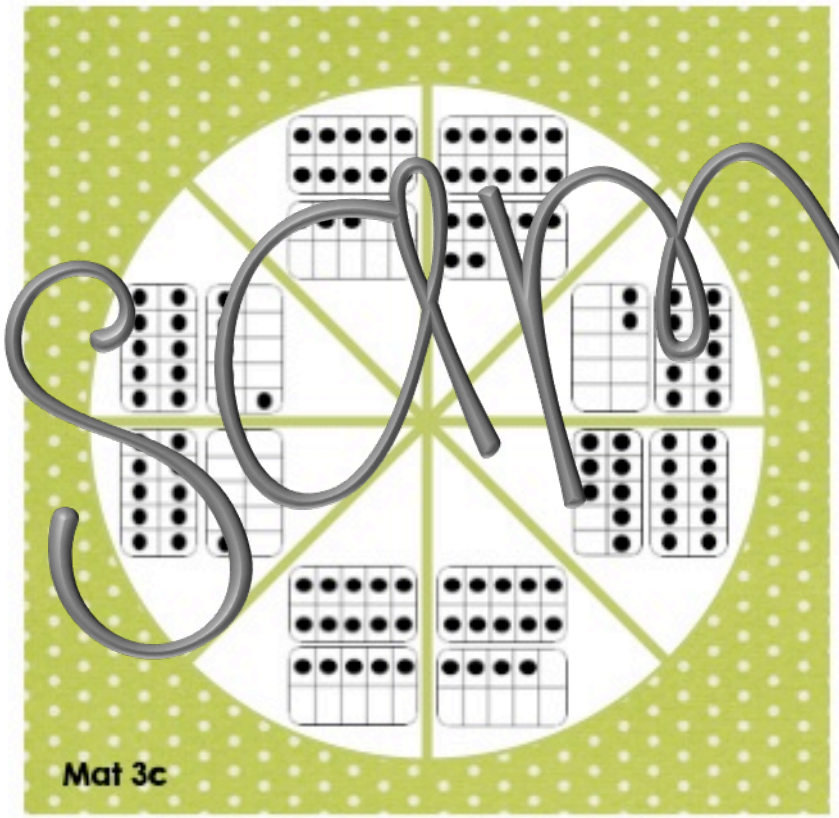


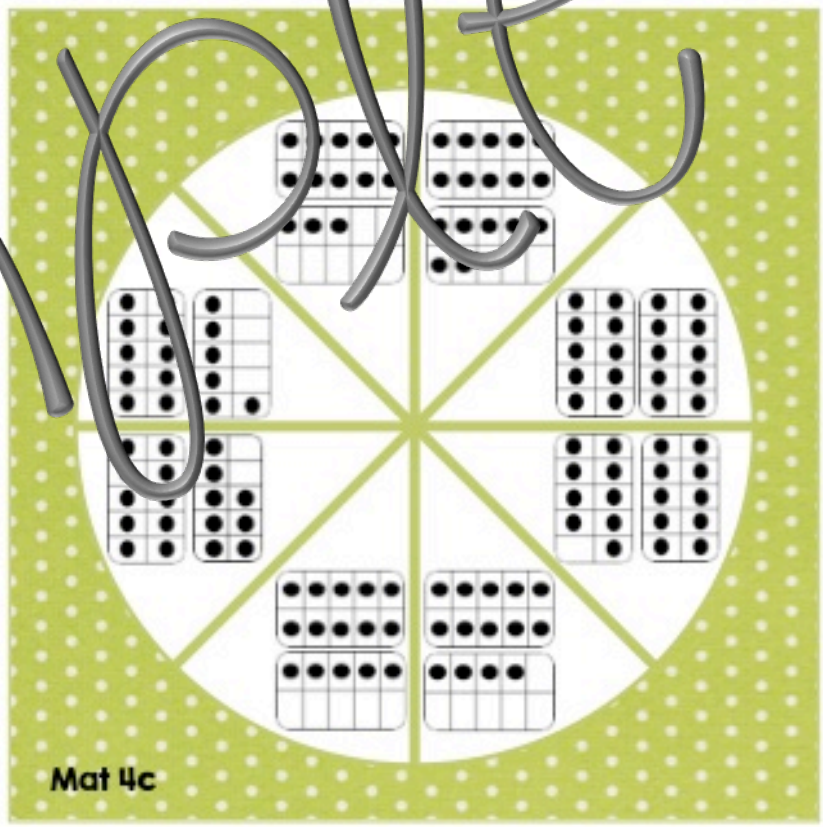
Spin and Add:

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 turkey's sign.



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 frames, and 'd' mats are addition 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.





Spin and Win

Sample

Spin the spinner and move your playing piece to the next matching number (or sum). If your playing piece lands on a square with a feather, slide up or down by following the arrow. Be the first one to get to the end. If you get close to the end and spin and there are no more numbers for you to match, go to the finish line.

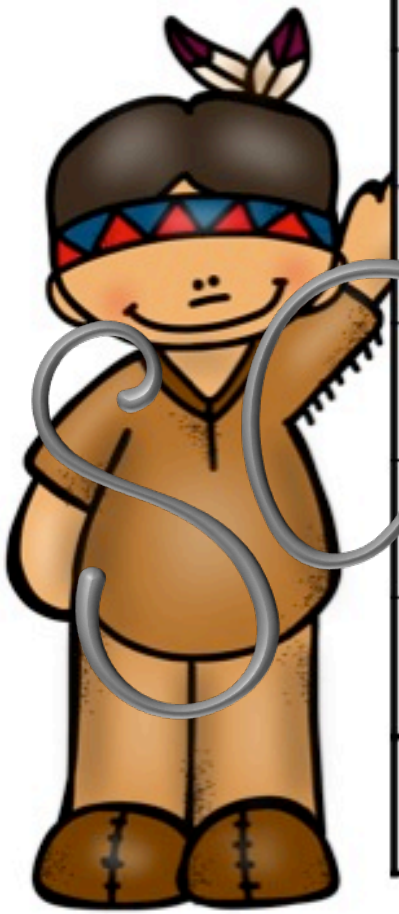
Any Mat 1

Connect this end of board

Spin and Graph

Name: _____

Spin the spinner, count the items, and write that number above the number in the graph below. See which number on the graph gets filled first.



Example

11	12	13	14	15	16	17	18

Use with mat 3c

Name:_____

Spin, Read and Write

Spin the spinner. Count the number of items (or read the number if using a number spinner). Write the number in the box and the number word on the lines. It's ok if you spin the same number twice. Spin until all the boxes and lines are used.

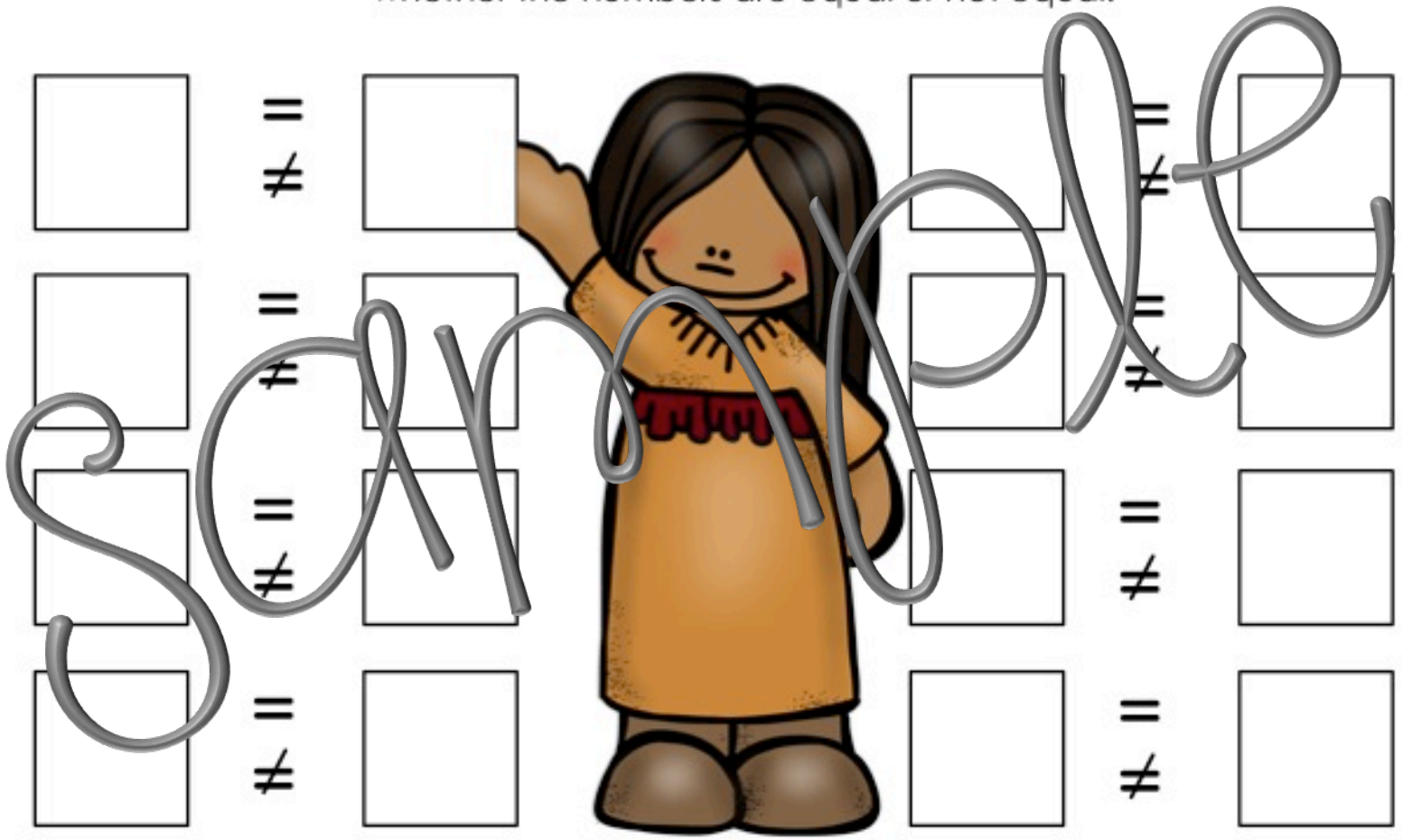
Word Bank	three	four	five	
six	seven	eight	nine	ten

Any Mat 2

Name: _____

Spin and Compare

Spin the spinner. Write the number in the first box. Spin the spinner again and write the next number in the next box. Compare the two numbers. Then circle the sign to indicate whether the numbers are equal or not equal.



Use with any spinner

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