

Spinner Math Fun Galore

October



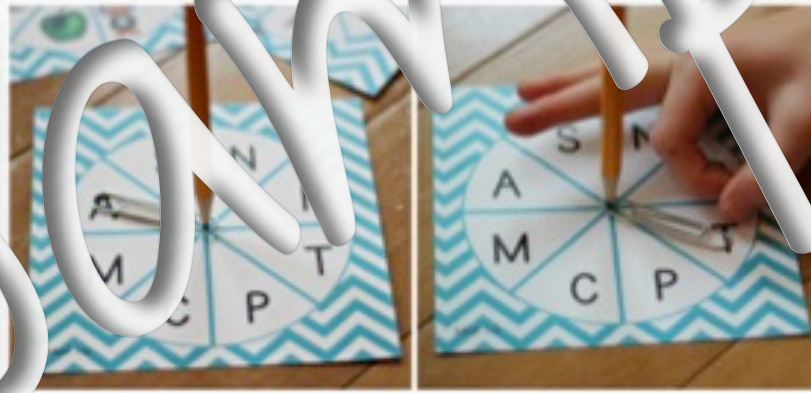
**Differentiated
Color or Black/White
Printables and Activities**
A Differentiated Kindergarten

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.



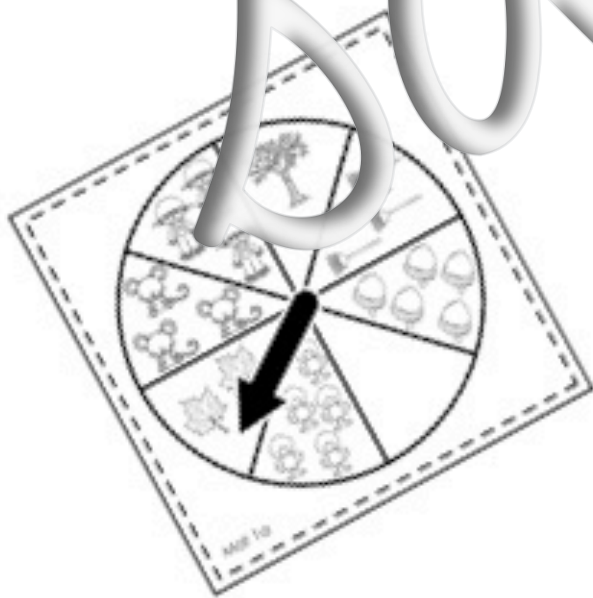
Or show your students how to make a spinner with a pencil and paper clip.



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. So easy, even your kinders will be able to do it on their own.










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



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

Spin the spinner, count the items or say the number, write the number on a pumpkin. Then find the numbers that come after on the line.

Name: _____

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

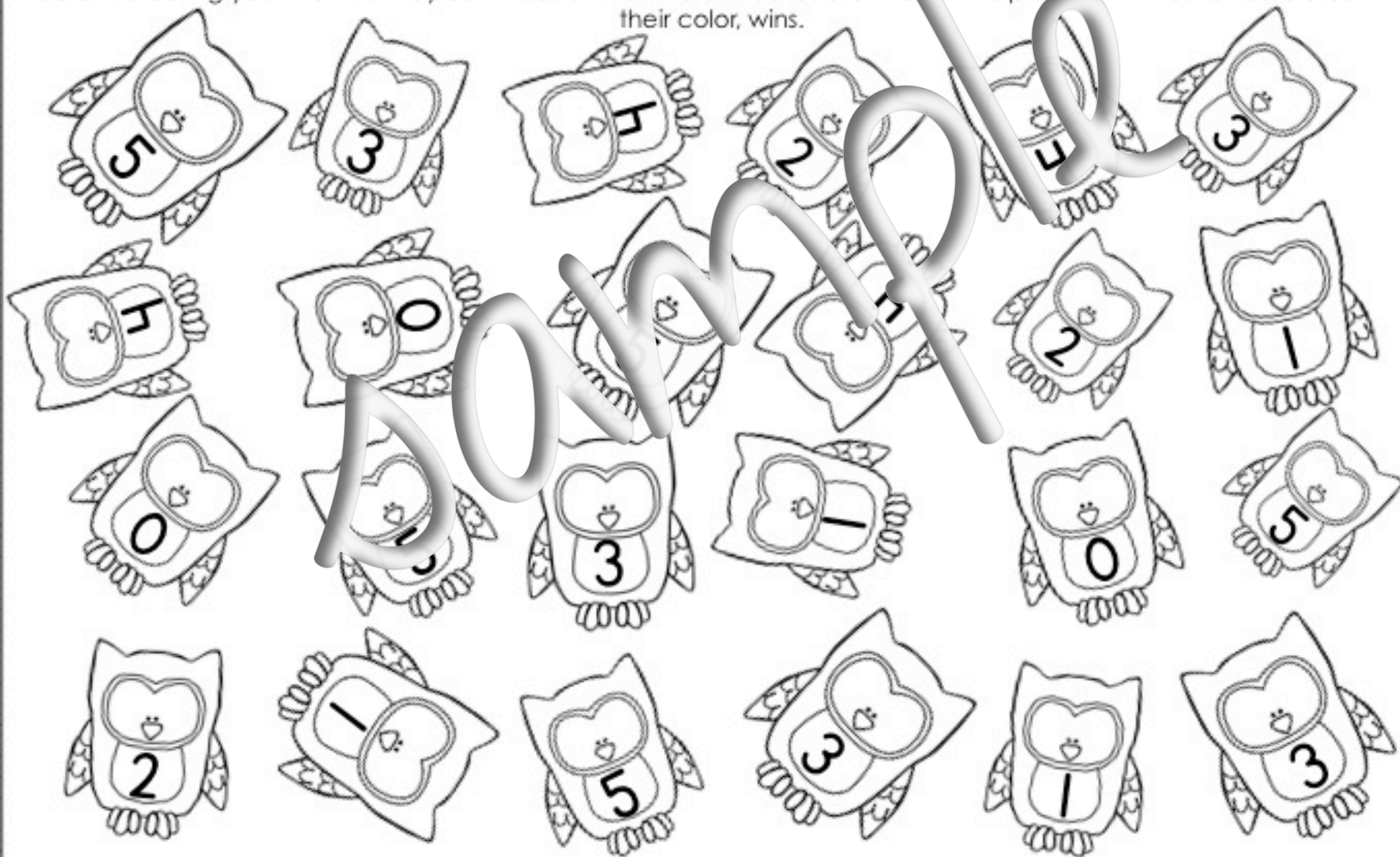
Use with any mat.

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

Fall Owls Number Yatta

Name: _____

Spin the spinner for everyone to see and count. As quick as you can, find a matching number on an owl and say 'Yatta.' If you are the first person to find a matching number and say 'Yatta,' then you may color the owl in your color indicating you 'won' it. Play continues until all the owl boxes are 'won'. The player with most owls colored in their color, wins.

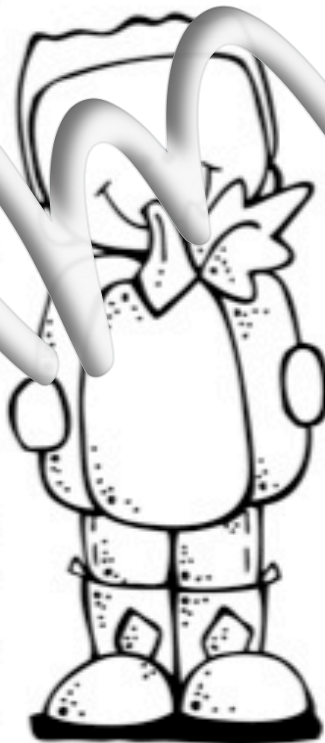


Use with mat 1a or 1c

Name: _____

Spin, Read and Write

Spin the spinner. Count the number of items. 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

zero

one

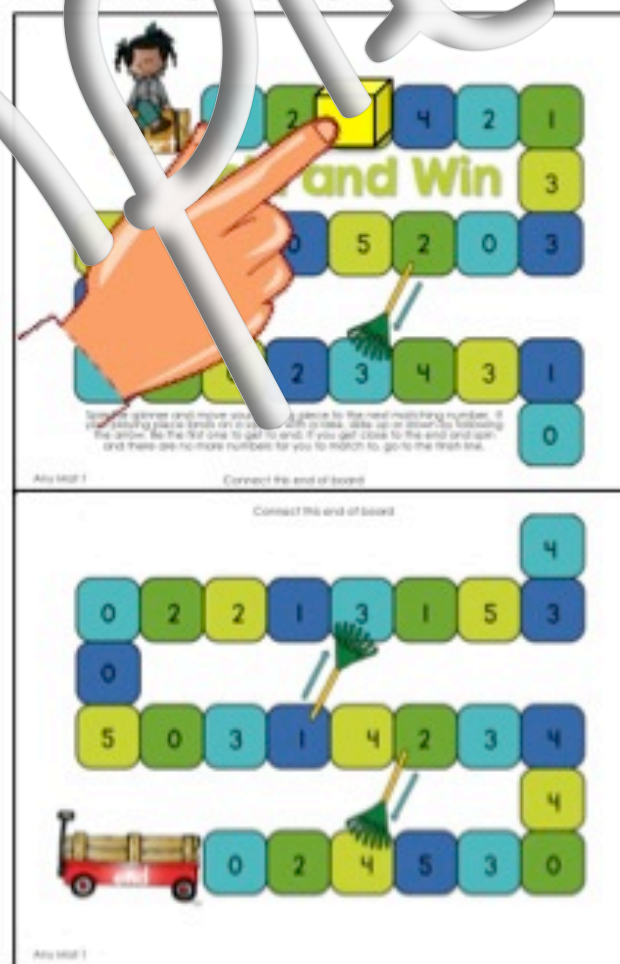
two

three

four

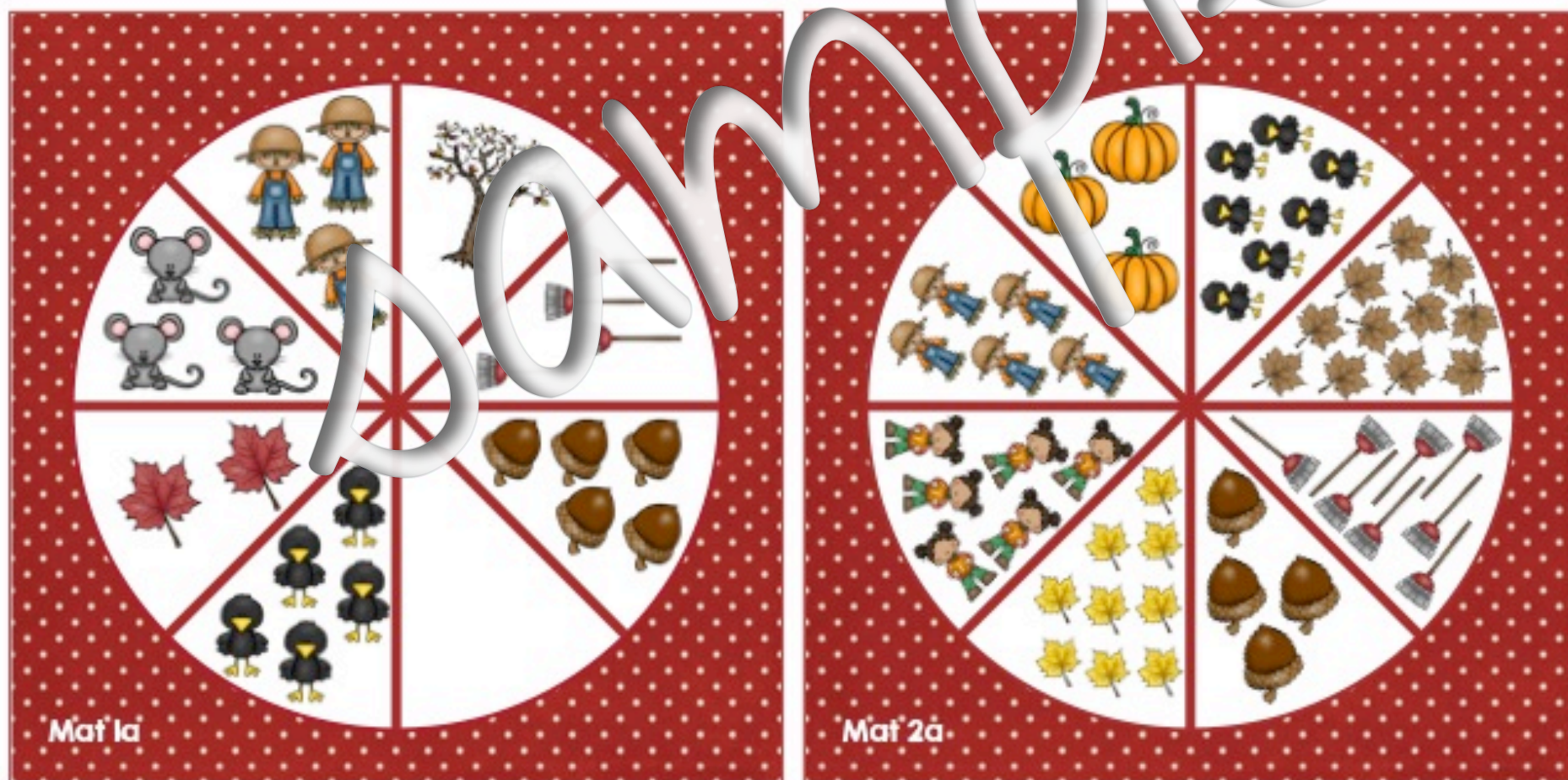
five

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 wagon. Watch out for chances to slide forward and backwards.



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

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. 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.



Fall Owls Number Yatta

Name: _____

Spin the spinner for everyone to see and count. As quick as you can, find a matching number on an owl and say 'Yatta.' If you are the first person to find a matching number and say 'Yatta,' then you may color the owl in your color indicating you 'won' it. Play continues until all the owl boxes are 'won'. The player with most owls colored in their color, wins.



Use with mat 1a or 1c

Name: _____

Spin and Compare

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

=

≠

=

≠

=

≠

=

≠

=

≠

=

≠

=

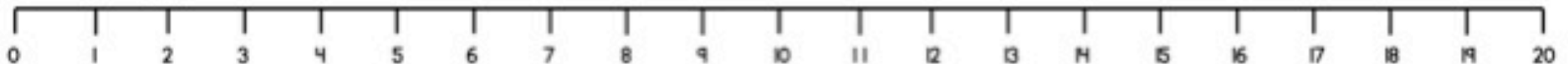
≠

=

≠



Use with any spinner



Spin-it, Say-it, Dot-it: Spin the spinner, count and say the number, find the matching number on the pumpkin 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 pumpkins, or who can go four in a row. If you spin and can't 'dot' a pumpkin because they have all been dotted with that number, you lose your turn.



Spin-it, Say-it, Dot-it Name: _____

Spin the spinner, count the items, say the number and find the matching number on a pumpkin and dot it with a bingo dotter (I use orange ones) or color it if you prefer. You can also play this game with a friend. Each player chooses a color, see who can dot 4 in a row or who can dot the most splashes. If you spin and that splash has already been dotted, you lose your turn.

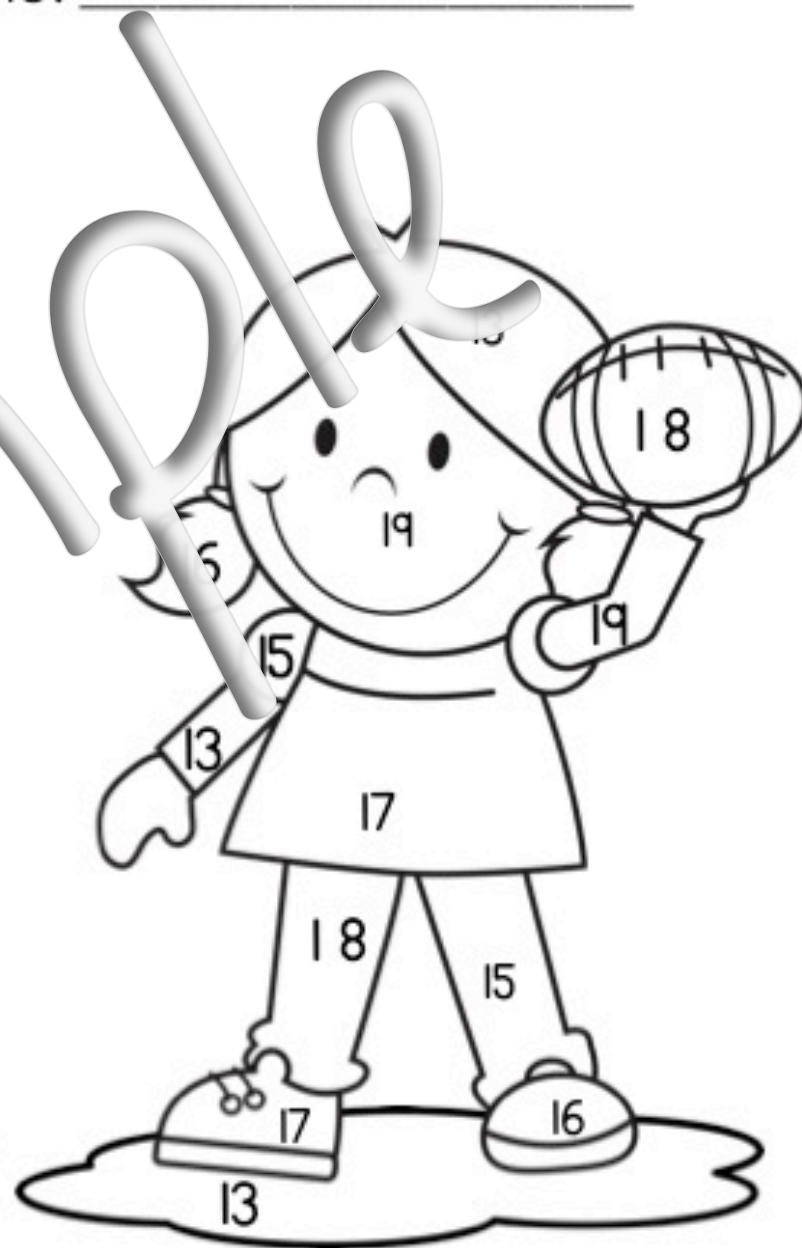
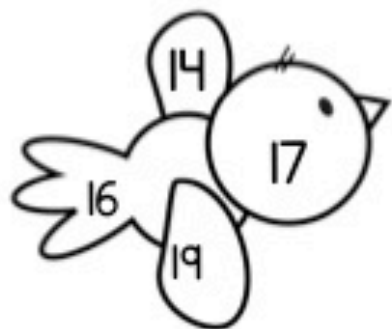
Use with mat 1a and 1c

©M. Williams & S. Williams 2004

Spin and Color

Spin the spinner, count the item or say the number, and color the part of the picture with the matching number.

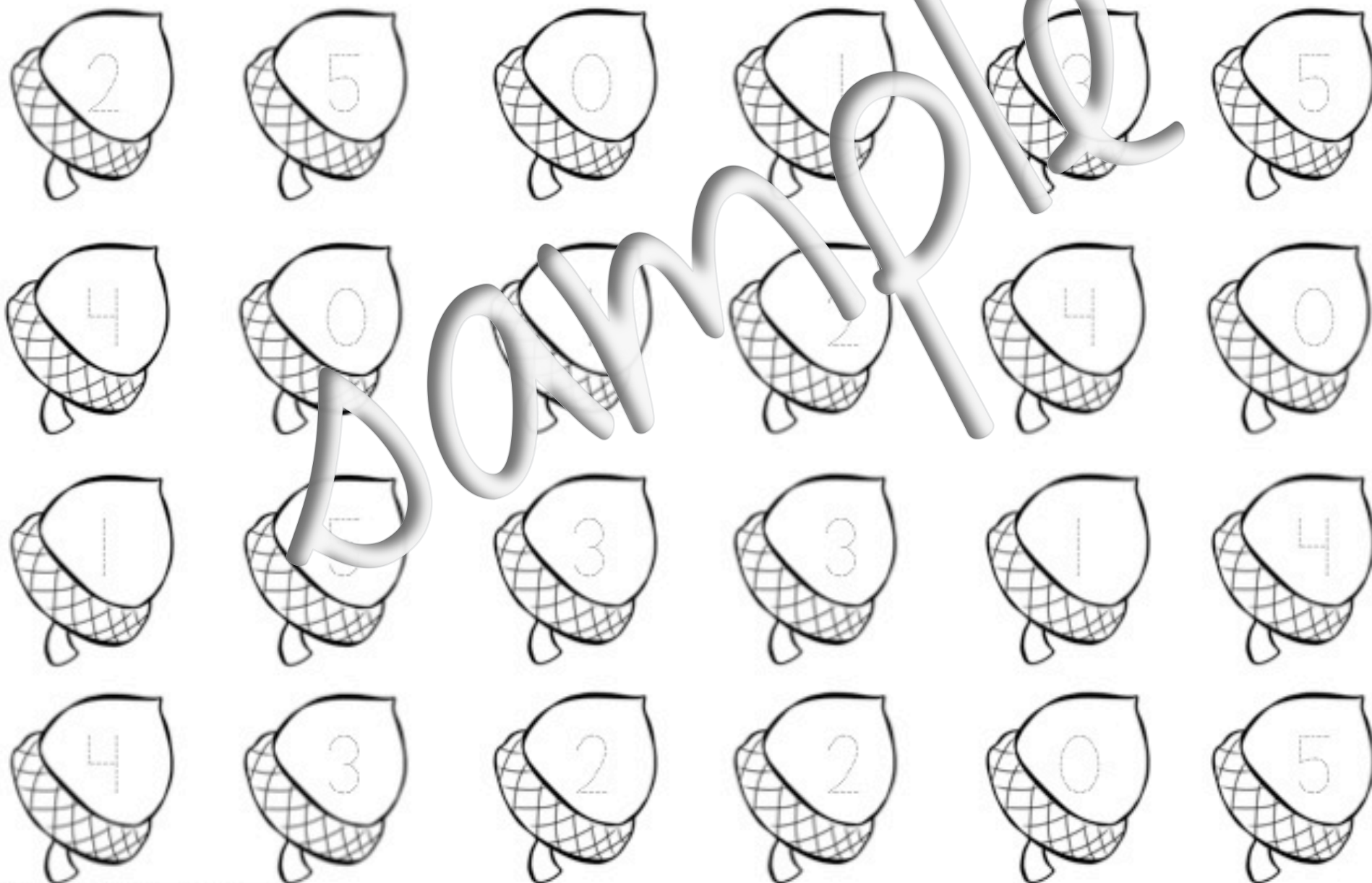
Name: _____



Spin-it, Count-it, Trace-it

Name: _____

Spin the spinner, count the items, find the matching number on an acorn and trace the number. You can also play this game with a friend to see who can trace all their numbers first.



Use with Mat 1a or 1c

sample

