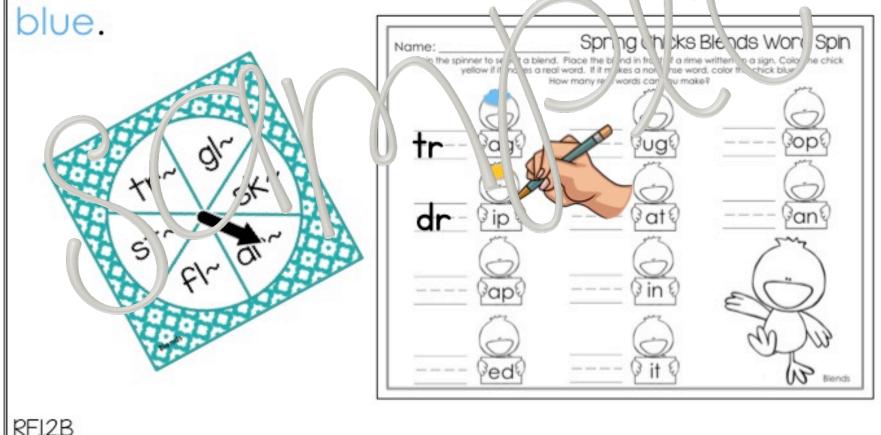


In this packet . . .

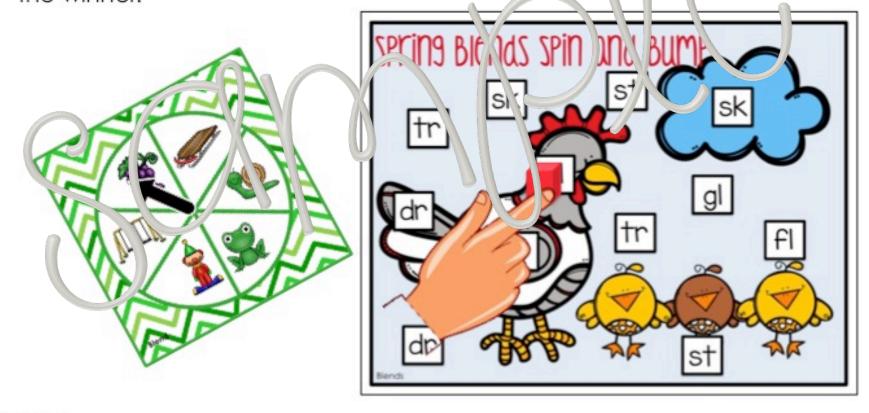
In this 55 page packet, you will find the following items:

- 1 blends picture spinner
- 1 blends picture/sound spinner
- 1 blends sounds spinner
- 1 ending digraph sound spinner
- 2 ending digraph picture spinner
- 2 digraph word spinner
- 1 rhyming picture spinner
- 1 rhyming picture/sound spinner
- 1 rhyming word spinner
- 1 rhyming word family spinner
- 2 letter spinners
- Instructional/Visual Task Cards for each activity for greater student independence
- 3 Differentiated Spin and Spot a Blend (black/white printable)
- 2 Spin and Color pages for Blends (black/white printable)
- 2 Differentiated Blend Word Spin(black/white printable)
- 2 Differentiated Blends Spin and Bump (in color or black/white).
- 3 Differentiated Spin and Spot an ending digraph (black/white printable).
- 2 Spin and Color pages for Digraphs.
- 2 Differentiated Digraph Word Spin(black/white printable).
- 2 Differentiated Digraph Spot and Dot (black and white printable).
- 2 Differentiated Spin, Write and Graph a Digraph (black and white printable).
- 3 Differentiated Spin and Spot a Rhyme (black/white printable).
- 1 Spin and Color page for Rhymes (black/white printable).
- 2 Differentiated Rhymes Word Spin(black/white printable).
- · 1 Spin a real or nonsense CVC word.

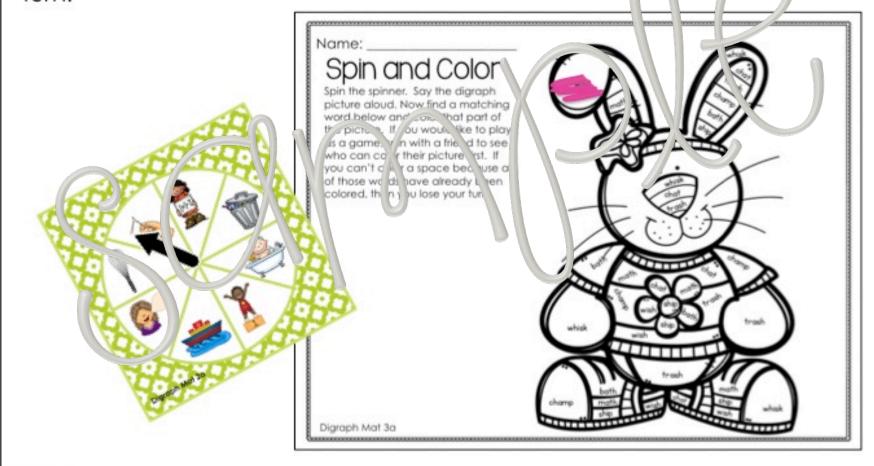
Spring Chicks Blends Word Spin: Spin the spinner to select a blend. Place the blend before the chick's sign. Read the word. Color the chick yellow if it makes a real word. If it makes a nonsense word, color the chick



Spring Blends Spin and Bump: Spin the spinner to select a blend picture. Place a colored marker (snap cube) on a square with a matching blend sound. 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. You may place your cube or any vaccent spot or a spot with only one marker. If you spin and can not play, you lose your turn. The person with the most spots covered in the end, is the winner.



Spin and Color: Spin the spinner. Say the digraph picture aloud. Now find a matching word below and color that part of the picture. If you would like to play as a game, spin with a friend to see who can color their picture first. If you can't color a space because all of those words have already been colored, then you lose your turn.



RF.I.3.A

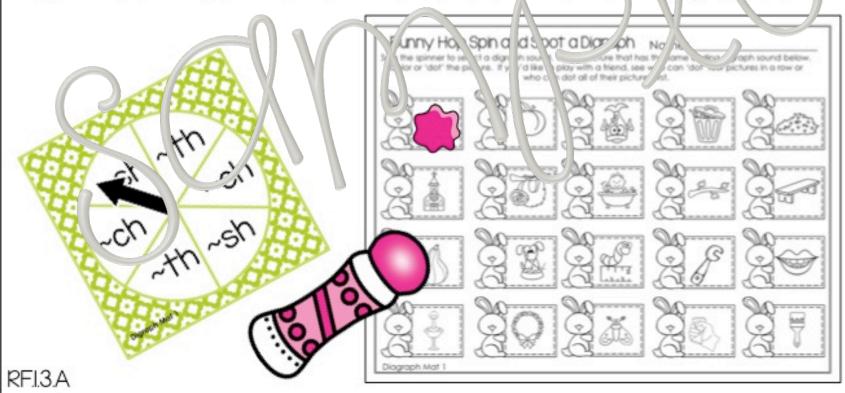
Spring Bunny Digraph Spin, Write and Graph:

Spin the spinner to select a digraph picture. Find the matching word on the graph and write the word above its match. See which word on the graph gets filled first.

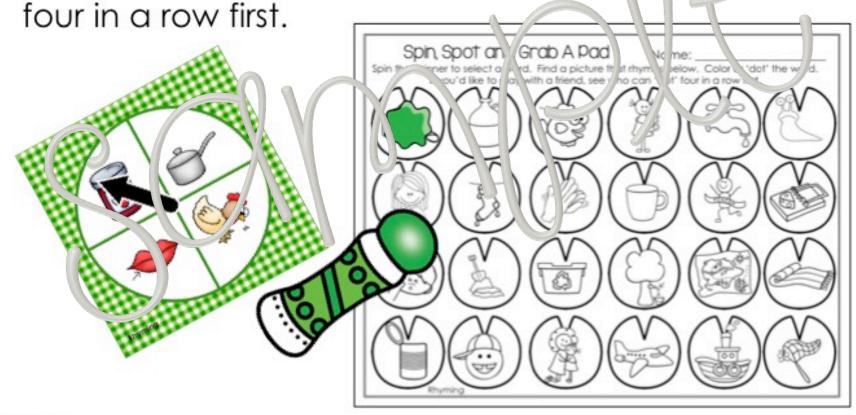


Bunny Hop Spin and Spot A Digraph: Spin

the spinner to select an ending digraph or picture. Find another picture or word on the response sheet that has the same digraph sound as the space on your spinner. Color or 'dot' the matching digraph picture. If you'd like to play with a friend, see who can 'dot' four in a row first or do' their entire paper.



Spin and Spot a Rhyme: Spin the spinner to select a picture. Find another picture on the response sheet that rhymes with the picture on your spinner. Color or 'dot' the rhyming picture. If you'd like to play with a friend, see who can 'dot'



Spin and Color: Spin the spinner to select a rhyming picture. Find a word that matches on the picture and color it. You can play with a friend to see who can get their picture colored first or play alone.



Spring Lambs Spin A Word: Spin the spinner to select a letter. Write the letter in the first box of the lamb's sign. Spin the spinner again and place it in the last box. Read the word. If it is real, color the lamb gray. If it is nonsense, color it pink.

