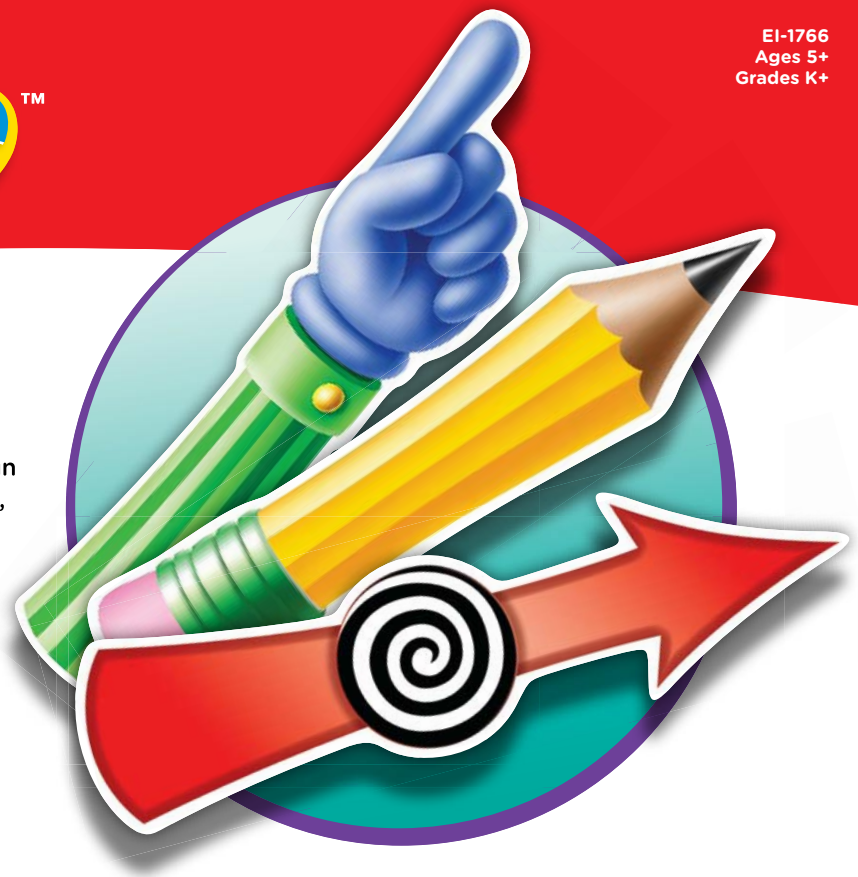
SpinZone™ Magnetic Whiteboard Spinners

EI-1766
Ages 5+
Grades K+



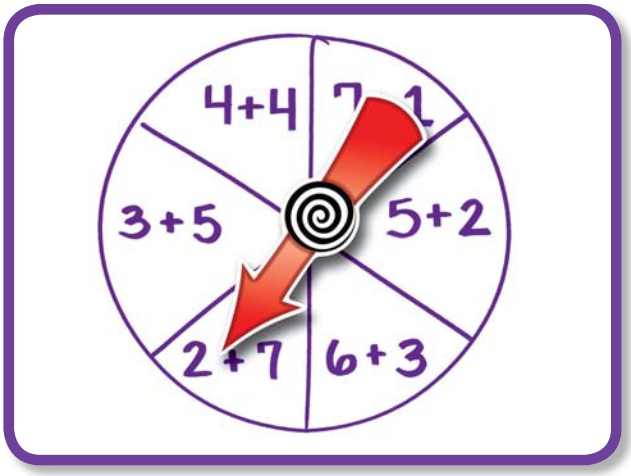
SpinZone Magnetic Whiteboard Spinners are the perfect tools for turning your whiteboard into an exciting game or activity. You can easily customize the content of the spinners to review lessons through game play and motivate student participation. The spinners are also a fun way to reinforce classroom management. Includes pencil, pointing hand, and spiral arrow.

How to Use

1. Create a spinner by drawing a circle and dividing it into any number of spaces.
2. Write any content in the spaces, such as numbers, vocabulary words, student names, etc.
3. Add a spinner and you're ready to spin!

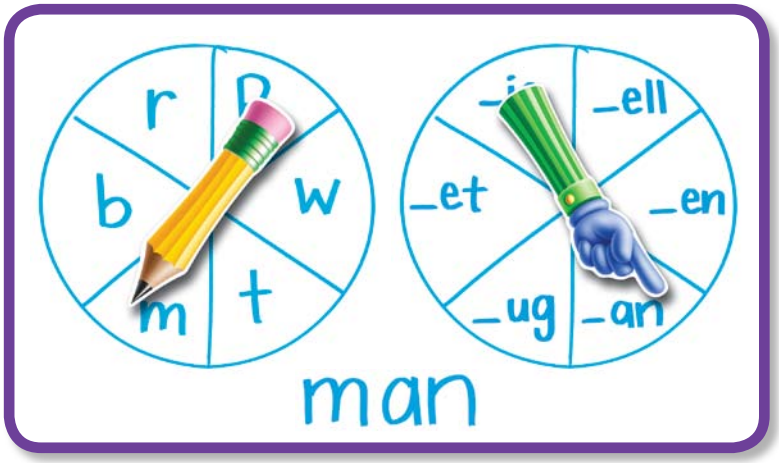
Content-Area Suggestions for Use

Reinforce lesson-based skills with these engaging, hands-on activities.



Math

- **Problem Generator:** Create a spinner and write numbers or number problems in the spaces. Students spin the spinners and add, subtract, multiply, or divide the selected numbers or problems.
- **Least or Greatest?** Write whole numbers, decimals, and/or fractions in the spaces of two spinners and have students spin both spinners. Ask students to determine which selection is the least or greatest.
- **Easy Probability:** Turn a spinner into a fun probability lesson by varying the size of the spaces. Challenge students to predict which spaces will be landed on the most or least often. Tally results in a table.



Language Arts

- **Word Builder:** Create two spinners, writing beginning letter sounds on one spinner and word families on the other. Students spin both spinners and try to create a "real" word.
- **Sight Word Shuffle:** Write sight words in the spaces of a spinner and invite a student to spin the spinner. When the spinner stops, the student says or writes a sentence using the sight word.
- **Creative Story Prompts:** Create four spinners, label them *Who*, *What*, *Where*, and *When*, and fill their spaces with corresponding details. Students spin the spinners and tell or write creative short stories with the results.

⚠ WARNING:

0-3

CHOKING HAZARD—Small parts. Not for children under three (3) years.

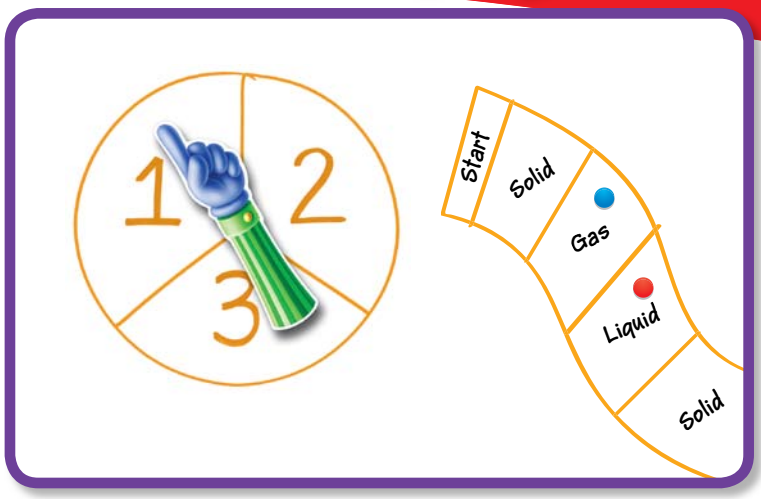
MAGNETS: This product contains (a) small magnet(s). Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnet(s) are swallowed or inhaled.

Educational Insights®

SpinZone™ Magnetic Whiteboard Spinners

Science

- **State of Matter Race:** Create a three-sectioned spinner and label the sections *1*, *2*, and *3*. Draw a sectioned game "track" on the board and write *Start* at the beginning and *Finish* at the end. Randomly label the spaces of the track *Solid*, *Gas*, and *Liquid*. Assign the class into groups and give each group a magnet as a game marker. Groups take turns spinning the spinner, moving their game markers, and naming an example of the state of matter (for example, Liquid – Water). The first group to cross the finish line wins.
- **Science Chart Match-Up:** Display an unlabeled, illustrated science chart (for example, a skeletal system or a cross-section of a volcano) and fill the spaces of a spinner with the names of its corresponding features. Invite students to spin the spinner and find the matching item on the chart.



Social Studies

- **Our Community Helpers:** Draw or attach pictures of community helpers in the spaces of a spinner and invite a student to spin. When the spinner stops, the student names the occupation of the community helper, the location of his or her workplace, or a tool used in the trade.
- **Geography Hunt:** Write the names of capitals, states, countries, or landmarks in the spaces of a spinner and display a large map in the front of the class. On each spin, students quickly locate the selection on the map and name an interesting fact about the location.

Classroom Management

- **Student Name Selector:** A spinner is a great tool for ensuring student participation. Fill the spinner spaces with student names and spin to randomly select students for reading aloud, responding to prompts, classroom jobs, cooperative team grouping, and other activities.
- **Positive Reinforcement:** Motivate good behavior by creating a spinner filled with encouraging rewards, such as free time, homework passes, lunch with teacher, stickers, and more. When students or groups have met their goals, they spin for a prize!