

SPIN ON!

TEN MATH STATIONS



SPIN AND SOLVE

Directions:

1. Choose which number you are going to start with. Color the recording sheet.
2. Use a paperclip to spin the spinner.
3. Write the operation.
4. Solve the problem.
5. Write your answer.

Name: _____

Spin and Solve

First, choose a number from the boxes and color. Write that number in your first column. Then, spin an operation. Solve your problem!

Number:	Operation:	Answer:
104	plus 10	114
361	minus 100	261
793	minus 10	

START HERE:

104	125	189
237	280	295
345	361	387
400	342	369
538	573	588
628	637	690
729	765	793
845	900	946

SPIN AND SOLVE

Student Directions:

1. Choose which number you are going to start with. Color that number on your recording sheet.



PLUS & MINUS 10 AND 100

Spin and Solve

First, choose a number from the boxes and color. Write that number in your first column. Then, spin an operation. Solve your problem.

Number:	Operation:	Answer:

SPIN AND SOLVE

Number: 100 Operation: +10 Answer: 110

START HERE

104	125	189
237	280	345
368	400	538
620	720	

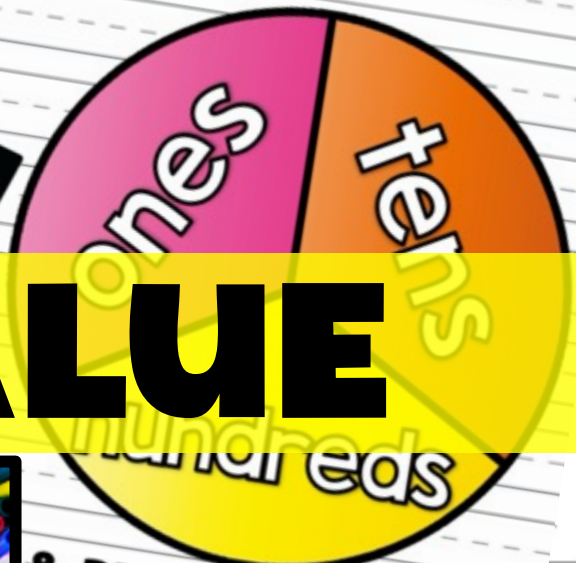
SPIN AND SOLVE

SPIN & BUILD A NUMBER

Place Value to 999

Student Directions:

1. Use a paperclip to spin. Spin the paperclip. You will spin multiple times to build a number
2. Draw the place value blocks that you landed on



PLACE VALUE

Spin and Build a Number

Spin the paperclip multiple times. Draw the place value blocks that you landed on to build a number.

	Hundreds:	Tens:	Ones:
A			
B			
C			
D			
E			
F			
G			
H			
I			



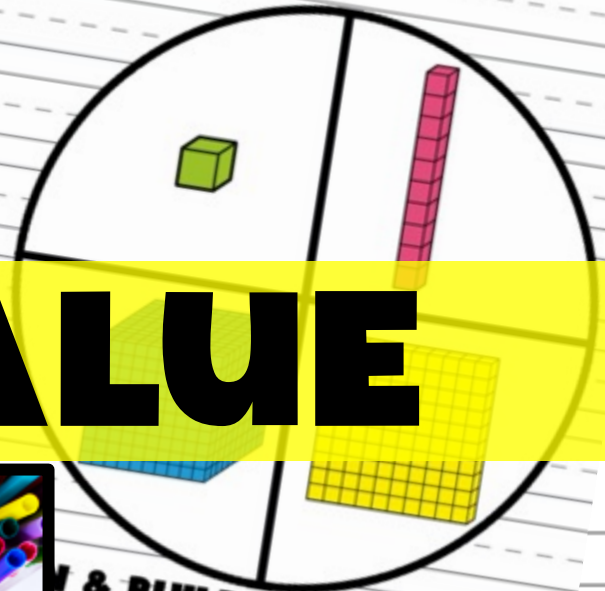
& BUILD A NUMBER

SPIN & BUILD A NUMBER

Place Value to 9,999

Student Directions:

1. Use a paperclip to spin. Spin the paperclip.
2. Draw the place value blocks that you landed on.
3. After you are spinning, draw the place value blocks that you landed on.



PLACE VALUE

Spin and Build a Number

Spin the several times. Draw the place value blocks that you landed on.

Thousands:	Hundreds:	Tens:

SPIN & BUILD A NUMBER (2)

& BUILD A NUMBER

Place Value to 9,999

Spin. Spin the paperclip several times to make a number. Draw the place value blocks that you landed on.

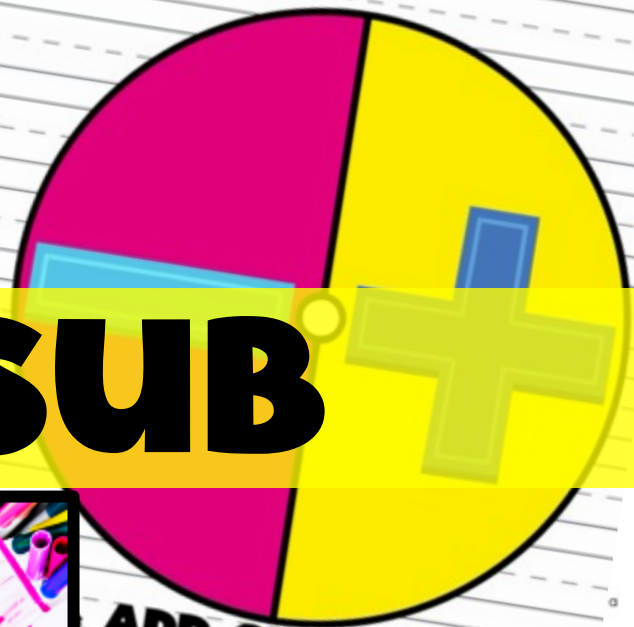
Thousands:	Hundreds:	Tens:	Ones:	Number:
2	3	1	1	2,311

SPIN & BUILD A NUMBER (2)

SPIN & ADD OR SUBTRACT

Student Directions:

- Use a paperclip to spin. Spin the paperclip. If you land on the minus sign, choose a subtraction problem to solve. If you land on the plus sign, choose an addition problem to solve.



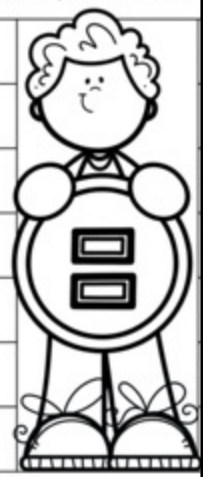
ADD & SUB

Name: _____

Spin & Add OR Subtract

Use a paperclip to spin the spinner. If you land on addition, solve an addition problem and color the picture. If you land on subtraction, solve a subtraction problem and color the picture.

$5+5=$	$6+4=$
$11+1=$	$9+2=$
$8+3=$	$4+4=$
$3+6=$	$7+4=$
$6+2=$	$3+9=$
$4+3=$	$3+7=$
$2+6=$	$4+5=$



ADD OR SUBTRACT



$18-9=$	$13-4=$
$16-2=$	$7-4=$
$11-5=$	$10-2=$
$9-4=$	$14-9=$
$6-3=$	$9-8=$
$7-3=$	$17-9=$

SPIN AND TOTAL

Student Directions:

1. Use a paperclip to spin. Spin the paperclip. You will spin the spinner several times.



COUNTING COINS

Spin the spinner several times. Draw the coins that you spin below. Then, calculate the total.

My Coins:



SPIN AND GRAPH

QUADRILATERALS

Student Directions:

1. Use a paperclip to spin. Spin the paperclip.

SHAPES & GRAPH

Spin & Graph: Quadrilaterals

Spin the paperclip. Use the graph to record

PARALLELOGRAM RHOMBUS SQUARE TRAPEZOID

SPIN & GRAPH (QUADRILATERALS)

Spin & Graph: Quadrilaterals

Name: _____

Use the paperclip. Use the graph to record the shapes that fall on the grid.

PARALLELOGRAM	RHOMBUS	SQUARE	TRAPEZOID

QUADRILATERALS

least

oid and ?

gle and

have in

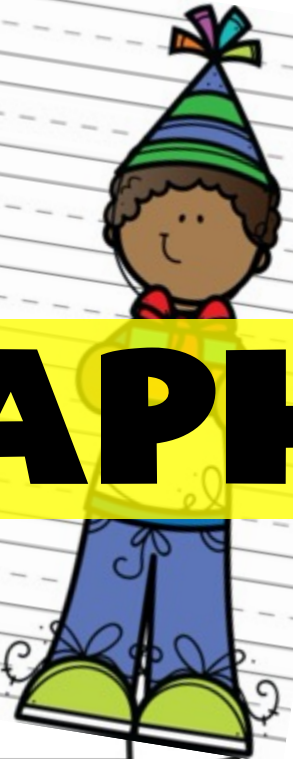
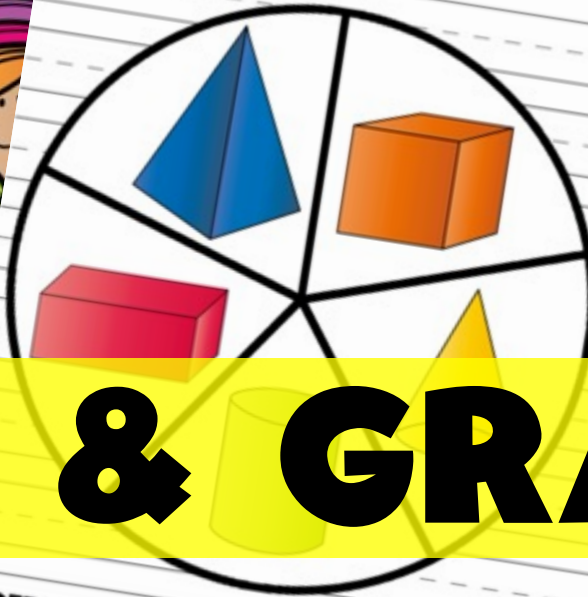
n all?

SPIN AND GRAPH

SOLID SHAPES

Student Directions:

1. Use a paperclip to spin. Spin the paperclip.
2. Use the graph to record the shapes that



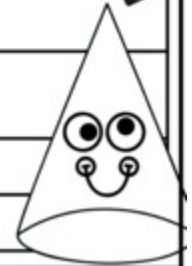
SHAPES & GRAPH

Spin the paperclip. Use the graph to record the

PYRAMID	CUBE	CONE	CYLIN

SPIN & GRAPH (3D SHAPES)

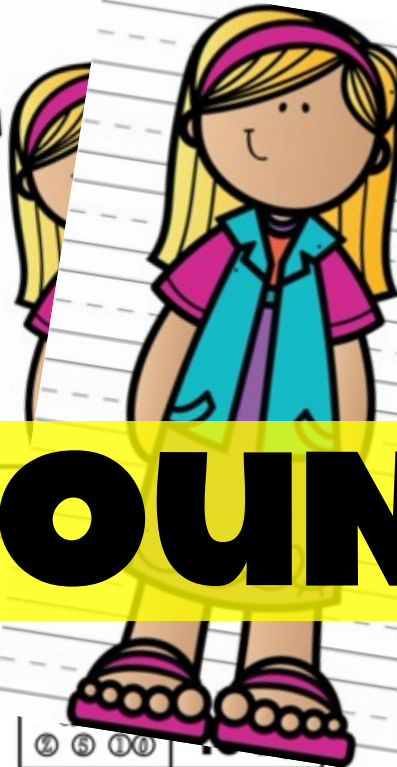
1. Which 3D shape had the most spins?
2. Which 3D shape had the least spins?
3. How many spins did the cone and cylinder have together?
4. How many spins did the cube and pyramid have together?
5. What do all the shapes have in common?
6. How many spins did you do in all?
7. How are a cylinder and cone similar?



SPIN AND SKIP COUNT

Student Directions:

1. Use a paperclip to spin. Spin the paperclip.
2. You will follow the skip counting pattern that



SKIP COUNTING

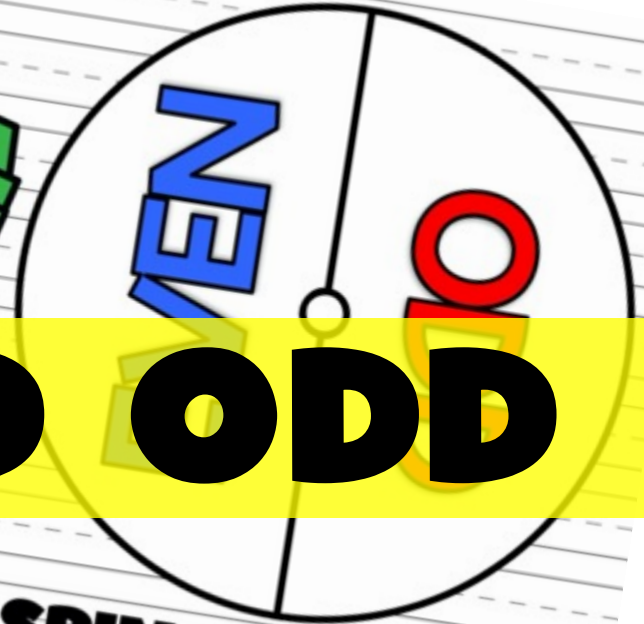
Count by: ② ⑤ ⑩	10,	_____	_____
Count by: ② ⑤ ⑩	20,	_____	_____
Count by: ② ⑤ ⑩	30,	_____	_____
Count by: ② ⑤ ⑩	40,	_____	_____
Count by: ② ⑤ ⑩	50,	_____	_____
Count by: ② ⑤ ⑩	60,	_____	_____
Count by: ② ⑤ ⑩	70,	_____	_____
Count by: ② ⑤ ⑩	80,	_____	_____

SPIN & SKIP COUNT			
Count by: ② ⑤ ⑩	200,	_____	_____
Count by: ② ⑤ ⑩	300,	_____	_____
Count by: ② ⑤ ⑩	400,	_____	_____
Count by: ② ⑤ ⑩	500,	_____	_____
Count by: ② ⑤ ⑩	600,	_____	_____
Count by: ② ⑤ ⑩	700,	_____	_____
Count by: ② ⑤ ⑩	800,	_____	_____

SPIN AND COLOR

Student Directions:

1. Use a paperclip to spin. Spin the paperclip.
2. If you land on even, color an even number




EVEN AND ODD

Spin and Colo

Name: _____

Spin the spinner. If you land on even, color an even number blue. If you land on odd, color an odd number red. Continue playing until you can no longer play.



21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

SPIN & COLOR