

Spin A Fact

A game for two players.

You will need a copy of the 'Spin a Fact' spinners.

There are several ways the spinners might be used. For example, when using the multiplication spinner, 0 - 9, 0 - 9, one side of the spinner can be fixed on a particular number so that specific multiplication facts may be learned. Fixing the left spinner on nine and spinning the right spinner will provide practice in multiplying nine by the numbers 0 - 9. If a student's needs to work on their 'seven times table', then the left spinner may be 'fixed on seven'.

To highlight the commutative property of multiplication, the right spinner may be fixed and the left spinner, spun to produce random numbers to multiply.

Variations

Once students are secure in their knowledge of the basic multiplication facts it makes sense to extend these facts to multiply numbers like 70 and 4, where this multiplication may be related to the appropriate basic multiplication fact, 7×4 . Spinners that focus on these extended basic facts have been included. In order to make the transition from the basic multiplication fact to the extended basic fact students will need to have developed their understanding of place value.

Making the spinners

Make the spinners by punching a hole through the centre circles of each spinner and inserting a plastic spinner arrow.

If plastic spinner arrows are not available you may use a paper clip and a pen or pencil to make a spinner arrow. Place the paper clip on the spinner. Put the point of the pencil through the end of the paper clip and place the point on the centre of the spinner. Flick the paper clip. It will spin around the point of the pen or pencil.