

There are countless games and activities you can do with this spinner. Here are a few ideas:



he gets to keep it. If the student picks a card that does not match, he tlips it back over. The student with the most words at the end of the game wins.

## Spell and Spin. (Pairs)

Students work in pairs to play this game. Have one student sit with his back to the spinner. The other student spins a word and asks his partner to spell it. After three spins, they switch roles.



