

SPIN A PUNCTUATION

Setting up the game:

1. You'll need two magnetic spinners.
2. Draw two circles on the whiteboard or chalkboard.
3. Divide the first circle into 16 sections
4. Fill that circle with words. The words can focus on a spelling pattern, vocabulary or just fun words that your students give you.
5. Divide the second circle into three sections.
6. Fill that circle with a period, exclamation point and question mark.
7. For smaller groups (up to 8) divide a large classroom whiteboard into 4 sections. Assign a pair to each section.
8. For larger groups, or if you don't have a classroom whiteboard, give each pair a small white board, dry erase marker and a sock to serve as an eraser.

Now to play!

9. Two students spin for the whole group.
10. One partner in each pair takes a turn writing a statement, question or exclamation using the word that was spun.

For example, if the students spin the word *art* and a *question mark*, they might write

Do you like **art**?

The sentences can be normal or super silly!

11. In order to earn a point, the sentences have to have a capital letter, spacing, correct spelling and correct punctuation at the end.
12. Once the students have completed their sentence, they don't say anything. They just hold up their white board.
13. Look at it. If there is one mistake, hold up 1 finger. If there are 2 mistakes, 2 fingers, 3 mistakes, 3 fingers, 4 mistakes, 4 fingers. If there are no mistakes, give them a thumbs up and they tally a point.
14. If they have a mistake, they continue to correct the sentence until you give them a thumbs up.
15. Students who get a thumbs up right away can continue to write more sentences, earning more points, while they wait for every student to finish their one sentence.
16. Once each pair has correctly written a sentence, move onto the next turn.
17. Continue play until each pair has had a turn to spin or the time allotted runs out!