



SPIN-SPIN LETTER STROKES!

This is a great game for young writers who are learning letter names, sounds and how to write them.

Setting up the game:

1. You'll need two magnetic spinners and a whiteboard.
2. On the whiteboard draw two large circles. Divide the two circles into 8 sections.
3. Fill the left circle with 8 letters that you want the students to work on.



NOTE:

- These can be letters that you want the child to learn
- These can be letters that you want the child to review.
- You can choose to focus on letters that have straight sticks only (A, E, F, H, I, K, L, M, N, T, V, W, X, Y, Z).
- You can focus on letters with curves (B, C, D, G, O, P, Q, R, S).

4. Next, fill the right circle with the numbers 0, 1, 2, 3, 4, 5, 6, 7.



Adding zero is important for two reasons. One, it makes sure the students learn that 0 means none/nothing. When they understand that zero equals nothing, it becomes funny to them if they land on it!

5. For smaller groups (up to 8) I divide a large classroom whiteboard into 4 sections. A pair is assigned to each section. One student in each pair takes a turn at a time.





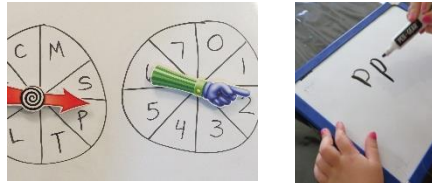
6. For larger groups, or if I don't have a classroom whiteboard, I divide the group into pairs. I give each pair a small white board, dry erase marker and a sock to serve as an eraser.



Now to play!

7. Two students spin for the whole group.
8. One partner from each pair takes a turn writing the letter that was spun the number of times that was spun.

For example: If the students spin a P and a 2. Students have to write a P two times.



9. Continue play until each student has had a turn to spin or your allotted time runs out!

Note: This game can address the following Common Core State Standards: CCSS.ELA-LITERACY.L.K.1.A and L.1.1.A.

