

SPINNER

The spinner is an adapted 8 1/2 inch or 21 cm. electric fan that can be used to make random choices. The fan can be obtained at a hardware or department store.

Remove the front grill and the fan blades. Replace the blades with a cardboard disc and a heavy cardboard "hand. Or trim one fan blade into a triangular shaped pointer and remove the other blade completely. The hand spins when the motor is switched on. When the motor stops the hand stops to indicate a choice on the cardboard disc. When the spinner is plugged into a control unit it can be also be activated by an attached switch. The disc could be varied by having either numbers, colours, letters, pictures or shapes, etc. on it.

Numbers might indicate:

- which "group" might go next in a game in the gym
- the minutes left until it is time to clean up, or finish a game/activity
- the friends who may do an activity with the student
- the number of spaces to move in a board game
- the numbers to fill in the blanks for math questions

Colours might indicate:

- which group goes next
- what colour to use for an art project

Letters might indicate:

- a letter for classmates to practice making on a chalkboard
- the beginning letter for a list of animals, foods or some other category
- a classmate whose name begins with that letter that can be a partner with the student for an activity

Pictures might indicate:

- a choice of centre time activity
- an animal whose walk the classmates might imitate in the gym
- an object related to a learning theme that the classmates might write or talk about

