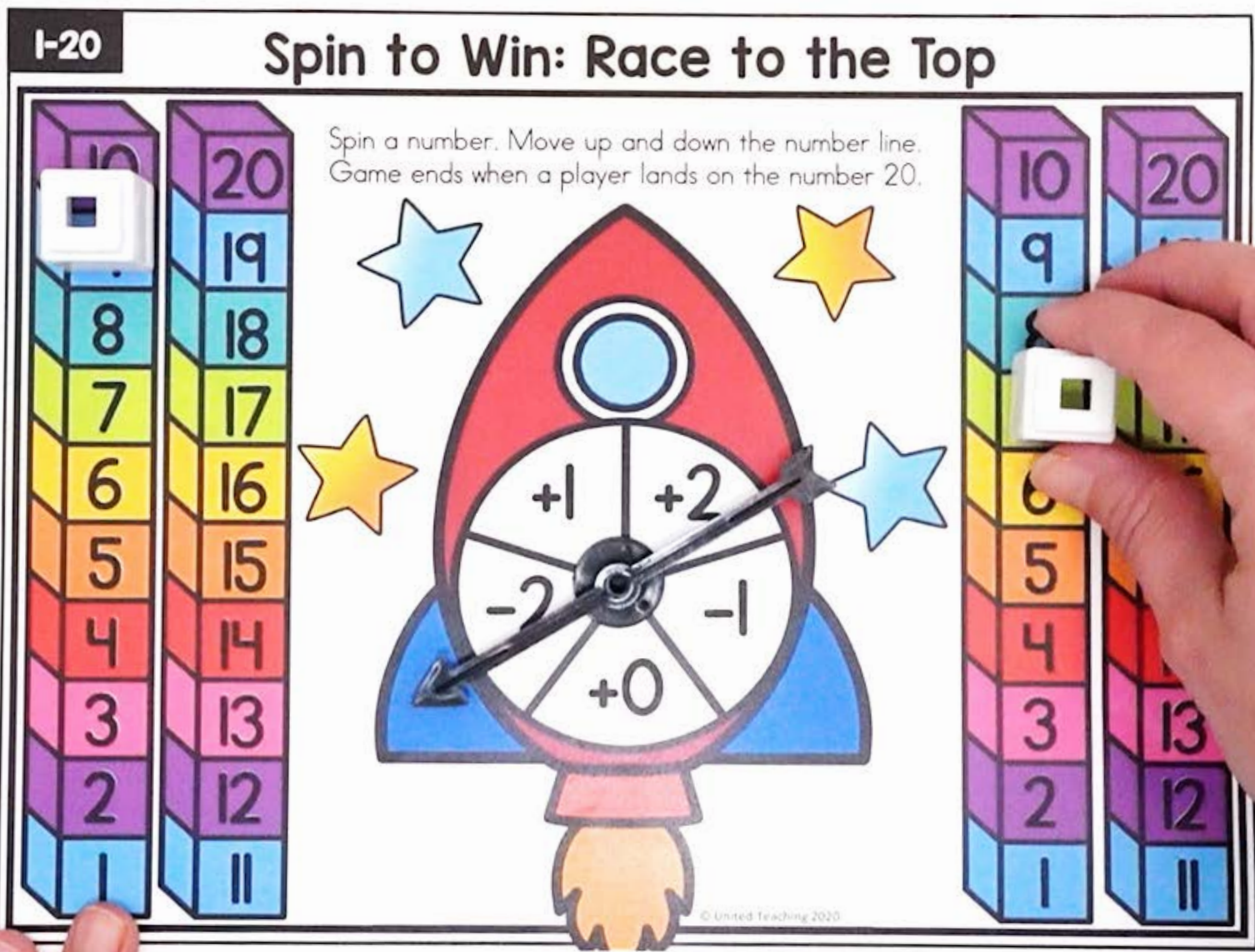


# NUMBERS 1-20

## SPINNER GAMES



# THANK YOU FOR YOUR DOWNLOAD

Thanks for downloading this product! I hope it meets your needs and your children enjoy doing the activities. If you have any questions or suggestions please do not hesitate to contact me.

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Fonts: Kimberly Geswein Fonts Audio Clips:



Mixed  
Up  
Markers



## NUMBERS 1-100 WITH DIGITAL SPINNERS

**Ten Plus Numbers 1-10 Spinner** MENU

SPIN

**Tens and Ones to 20**

Spin the Ten Plus Numbers 1-10 Spinner. Color the base ten blocks to show the number. Write the tens and ones. Write how many in all.

Tens	Ones	In All
1	6	16

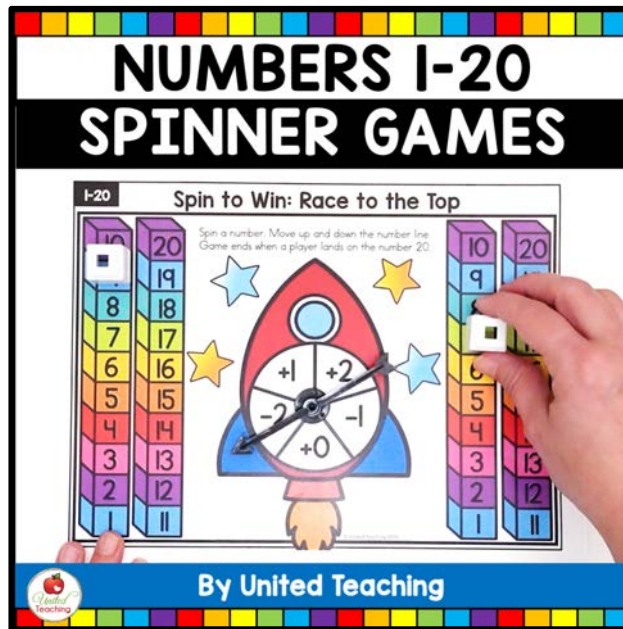
Names: \_\_\_\_\_

17

**K-1**

**By United Teaching**

# SPIN TO WIN: NUMBERS II - 20



The Spin to Win Counting I-20 Games bundle is a collection of 15 fun and engaging games and activities that will help develop your students' number sense knowledge and provide plenty of opportunities for them to practice counting.

The games can be used for individual students, partner work, or small math groups. Three versions are provided so that you can decide how you want to use the games in your classroom.

# SPIN TO WIN: NUMBERS II - 20

The games included in the Spin to Win Counting 1-20 Games packet:

- Spin to Win: Trace a Number 11-20
- Spin to Win: Race to the Top 1-20
- Spin to Win: Finger Counting 11-20
- Spin to Win: 10 Frames 11-20
- Spin to Win: Base Ten Blocks 11-20
- Spin to Win: Popsicle Sticks 11-20
- Spin to Win: Tens and Ones (version 1) 11-20
- Spin to Win: Tens and Ones (version 2) 11-20
- Spin to Win: Subitizing Dots 11-20
- Spin to Win: Coins 11-20
- Spin to Win: Tally Marks 11-20
- Spin to Win: Dice 11-20
- Spin to Win: Number Words 11-20
- Spin to Win: Counting On 11-20
- Spin to Win: Counting Backwards 11-20



# SPIN TO WIN: NUMBERS II - 20

## NUMBERS I-20 SPINNER GAMES

**I-20 Spin to Win: Race to the Top**  
Spin a number. Move up and down the number line. Game ends when a player lands on the number 20.



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**I-20 Spin to Win: Trace a Number**  
Spin a number. Trace the matching number on the board.



**I-20 Spin to Win: Trace a Number**  
Spin a number. Trace the matching number on the board.




**I-20 Spin to Win: Race to the Top**  
Spin a number. Move up and down the number line. Game ends when a player lands on the number 20.




**I-20 Spin to Win: Race to the Top**  
Spin a number. Move up and down the number line. Game ends when a player lands on the number 20.



**I-20 Spin to Win: Race to the Top**  
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**I-20 Spin to Win: Race to the Top**  
Spin a number. Move up and down the number line. Game ends when a player lands on the number 20.



**I-20 Spin to Win: Race to the Top**  
Spin a number on the spinner.




**I-20 Spin to Win: Race to the Top**  
Spin a number on the spinner.



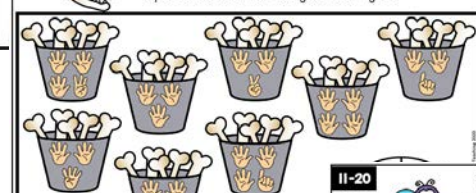
**I-20 Spin to Win: Finger Counting**  
Spin a number on the spinner.



**I-20 Spin to Win: Finger Counting**  
Spin a number on the spinner.




**I-20 Spin to Win: Finger Counting**  
Spin a number. Cover the matching number of fingers.




**I-20 Spin to Win: Finger Counting**  
Spin a number. Color the matching number of fingers.



**I-20 Spin to Win: Finger Counting**  
Spin a number. Color the matching number of fingers.



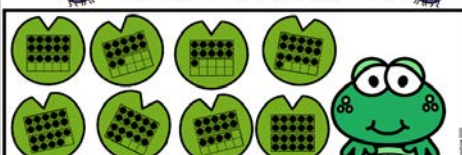
**I-20 Spin to Win: Finger Counting**  
Spin a number. Color the matching number of fingers.



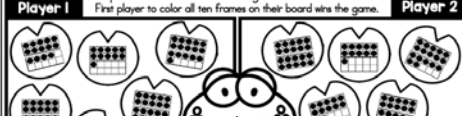
**I-20 Spin to Win: Finger Counting**  
Spin a number. Cover the matching number of fingers. First player to cover all buckets on their board wins the game.



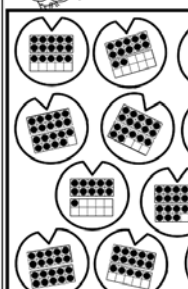
**I-20 Spin to Win: 10 Frames**  
Spin a number. Cover the matching ten frame on the board.



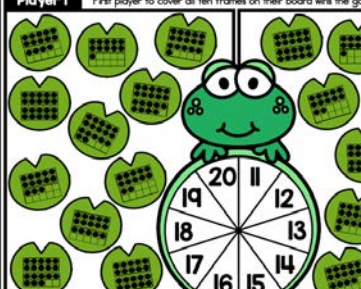
**I-20 Spin to Win: 10 Frames**  
Spin a number. Color the matching ten frame on the board. First player to color all ten frames on their board wins the game.



**I-20 Spin to Win: 10 Frames**  
Spin a number. Color the matching ten frame on the board.



**I-20 Spin to Win: 10 Frames**  
Spin a number. Cover the matching ten frame on the board. First player to cover all ten frames on their board wins the game.



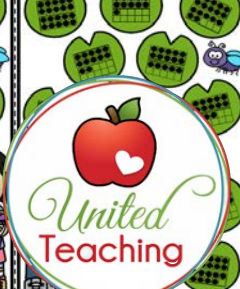
**I-20 Spin to Win: 10 Frames**  
Spin a number. Cover the matching ten frame on the board.



**I-20 Spin to Win: 10 Frames**  
Spin a number. Cover the matching ten frame on the board.



**I-20 Spin to Win: 10 Frames**  
Spin a number. Cover the matching ten frame on the board.



# SPIN TO WIN: NUMBERS II - 20

## NUMBERS I-20 SPINNER GAMES

**I-20 Spin to Win: Race to the Top**

Spin a number. Move up and down the number line. Game ends when a player lands on the number 20.

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### I-20 Spin to Win Ten Frames

1 Spin a number on the spinner.



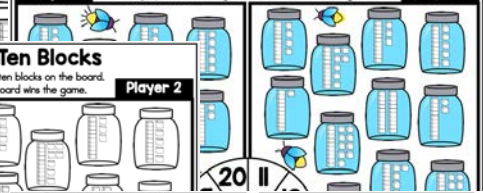
### I-20 Spin to Win: Base Ten Blocks

Spin a number. Color the matching number of base 10 blocks on the board.



### I-20 Spin to Win: Base Ten Blocks

Spin a number. Cover the matching base ten blocks on the board. First player to cover all jars on their board wins the game.



### I-20 Spin to Win: Base Ten Blocks

Spin a number. Color the matching base ten blocks on the board. First player to color all jars on their board wins the game.



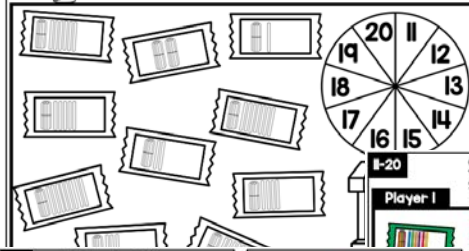
### I-20 Spin to Win Base Ten Blocks

1 Spin a number on the spinner.



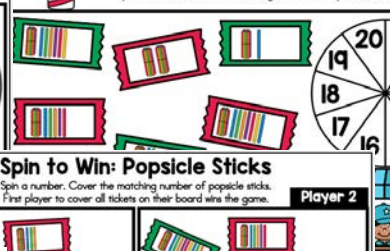
### I-20 Spin to Win: Popsicle Sticks

Spin a number. Color the matching number of Popsicle Sticks.



### I-20 Spin to Win: Popsicle Sticks

Spin a number. Cover the matching number of Popsicle Sticks.



### I-20 Spin to Win Popsicle Sticks

1 Spin a number on the spinner.



### I-20 Spin to Win: Popsicle Sticks

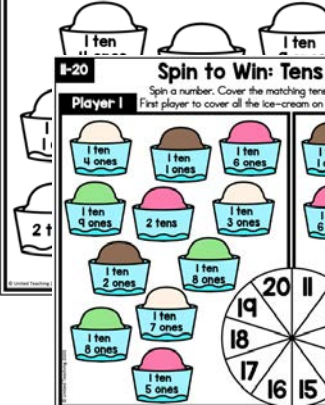


### I-20 Spin to Win: Popsicle Sticks



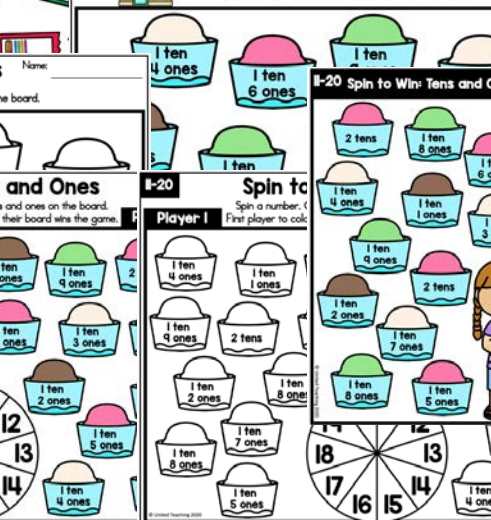
### I-20 Spin to Win: Tens and Ones

Spin a number. Color the matching number of tens and ones on the board.



### I-20 Spin to Win: Tens and Ones

Spin a number. Cover the matching number of tens and ones on the board.



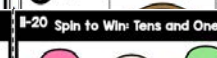
### I-20 Spin to Win: Popsicle Sticks

Spin a number. Color the matching number of popsicle sticks. First player to color all tickets on their board wins the game.



### I-20 Spin to Win Tens and Ones

1 Spin a number on the spinner.



### I-20 Spin to Win: Tens and Ones



# NUMBERS 1-20 SPINNER GAMES



# SPIN TO WIN: NUMBERS II - 20

## NUMBERS I-20 SPINNER GAMES

**I-20 Spin to Win: Race to the Top**

Spin a number. Move up and down the number line. Game ends when a player lands on the number 20.

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**I-20 Spin to Win: Dice**

Spin a number. Cover the dice with the matching number of dots.

**I-20 Spin to Win: Dice**

Spin a number. Color the dice with the matching number of dots.

Names: \_\_\_\_\_

**I-20 Spin to Win: Dice**

Spin a number. Cover the dice with the matching number of dots. First player to cover all the dice on their board wins the game.

**Player 1**

**Player 2**

**I-20 Spin to Win: Dice**

Spin a number. Color the dice with the matching number of dots. First player to color all the dice on their board wins the game.

**Player 1**

**Player 2**

**I-20 Spin to Win: Number Words**

Spin a number. Color the matching number word. Game ends when all hotdogs are colored.

Names: \_\_\_\_\_

**I-20 Spin to Win: Number Words**

Spin a number. Cover the matching number word. Game ends when all hotdogs are covered.

**I-20 Spin to Win: Number Words**

Spin a number. Color the matching number word. First player to color all the hotdogs on their board wins the game.

**Player 1**

**Player 2**

**I-20 Spin to Win: Number Words**

Spin a number. Cover the matching number word. First player to cover all the hotdogs on their board wins the game.

**Player 1**

**Player 2**

**I-20 Spin to Win: Dice**

**I-20 Spin to Win: Number Words**

**I-20 Spin to Win: Number Words**

**I-20 Spin to Win: Counting On**

Spin a number. Count forwards from the matching number.

**I-20 Spin to Win: Counting Backwards**

Spin a number. Count backwards from the matching number.

**I-20 Spin to Win: Number Words**

**I-20 Spin to Win: Number Words**

**I-20 Spin to Win: Counting On**

Spin a number. Count forwards from the matching number.

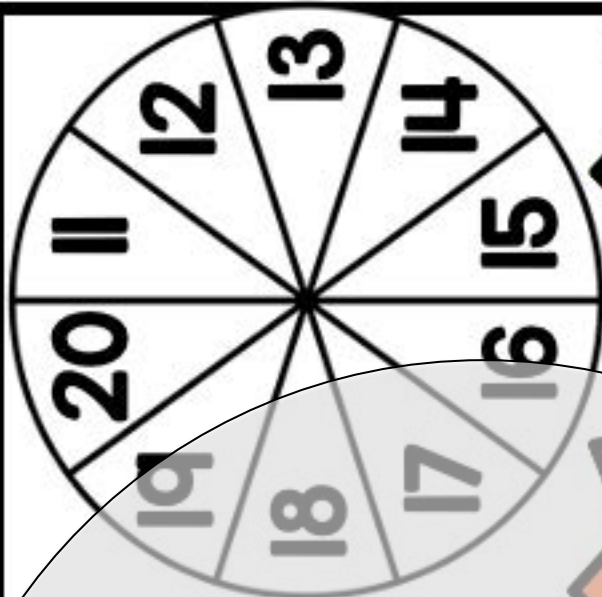
**I-20 Spin to Win: Counting Backwards**

Spin a number. Count backwards from the matching number.

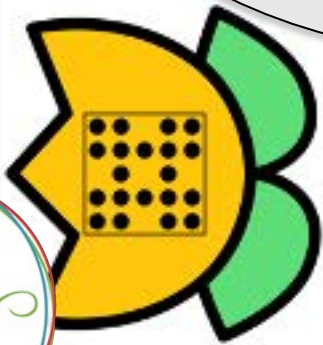


# Spin to Win: Subitizing Dots

Spin a number. Cover the matching number of dots on the board.



## Preview



# Spin to Win: Coins

Spin a number. Cover the matching coins on the board.

First player to cover all the piggy banks on their board wins the game.

**Player 2**

# Preview



# Spin to Win: Race to the Top

Spin a number. Move up and down the number line.  
Game ends when a player lands on the number 20.

## Preview

