

Spin to Win!

Objective

Students will use a spinner and numbers to create number comparisons.

Comparing numbers using the concepts of “greater than” and “less than” is a skill second graders must master to move forward in mathematics. Invite students to play an engaging game of Spin to Win! to make the learning more memorable.

1. To focus students’ attention on the concepts of “greater than” and “less than,” make a sock into an alligator puppet. Display an assortment of classroom objects, such as a large and a small roll of tape, a large teacher shoe and a small student shoe, and a large and a small book. Hold open the puppet’s mouth like the greater than sign ($>$), and remind students that alligators like to eat big things. Place two objects side by side and invite students to “feed” the alligator. Have volunteers place the larger item in the alligator’s mouth.
2. Distribute the number cards and place value boxes that students used in the Pick Your Places game.
3. Divide the class into pairs. Give each pair of students a cardstock copy of a spinner cut from the **Spin to Win! Spinner reproducible (page 41)**, a pencil, and a paper clip. Show them how to place the point of the pencil in one end of the paper clip on the center of the spinner, and flick the paper clip with their finger to spin it.
4. Invite two volunteers to model how to play the game while you explain the rules.
 - a. Each player uses number cards to form a number in the place value box.
 - b. One player spins the spinner, which will land on *greater than* or *less than*. The player who spins the spinner reads aloud a number sentence that includes both players’ numbers and the text on the spinner (e.g., *363 is less than 831*).
 - c. If the sentence is true, the player who read the sentence wins a point. If it is not true, the player does not get a point.
 - d. Players then form new numbers and the next player spins.
 - e. Allow students a set amount of time to play. At the end of the time period, the player with the most points is the winner!

Materials

- Spin to Win! Spinner reproducible
- game cards from Pick Your Places (pages 37–38)
- old sock made into an alligator puppet
- classroom objects of varying sizes
- cardstock
- scissors
- pencils
- large paper clips

Spin to Win! Spinner

