

# RAFT IDEAS

**Topics:** Probability, Games, Randomness

## Materials List

- ✓ Die-Cut circle
- ✓ Brad, (1.5") long
- ✓ Pony beads, 9 mm (11/32") diameter
- ✓ Media tray
- ✓ Markers
- ✓ Spinner pointer, cut from cardstock or thin plastic, with a 1 cm (3/8") hole, die cut available at RAFT
- ✓ Decorative materials, as needed

This activity can be used to support the teaching of: CO Math Standard 3: Data Analysis, Statistics, and Probability

- Chance
- Likelihood

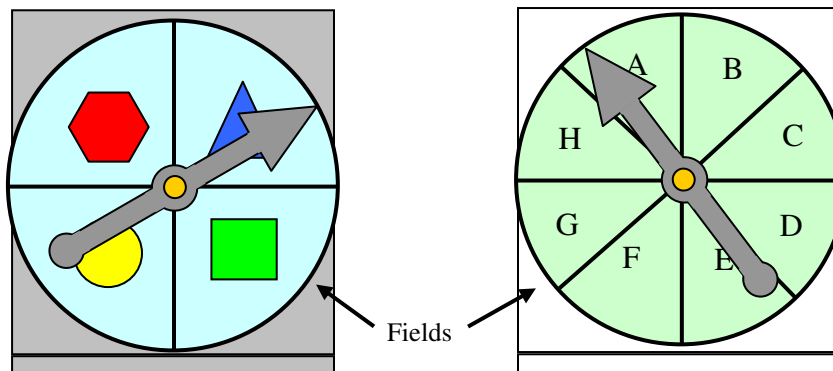
Grades: K, 2, 5, 7, HS



2875 Blake Street • Denver, CO 80205

## Spinner on a Media Tray

A Variation of the World's Best, Simplest Game Spinner



A spinner created from 1 or 2 media trays allows the “fields”, located below the spinner, to be changed so the spinner can be used for many games and activities.

**Assembly (Note after step 2 there are 2 sets of instructions, 1 for each version)**

1. Decide on the number of “fields” for the spinner. The field’s wedges can be identical in shape or vary in size to increase or decrease the probability that the pointer will “land” on that field.
2. Use markers and/or other materials to create the spinner’s fields on the paper disk. Customize the field layout as needed. Fields could include numbers, letters, or shapes. Additional disks can be created for other games or activities.

Note there are 1 and 2 media tray versions. The 2 media tray version creates a protective cover over the paper disk and allows the disk to be more easily changed.

**For the 1 media tray version: (Media tray must have an unblocked center hole!)**

3. Place one pony bead on brad.
4. Slide on the spinner pointer.
5. Slide on a second pony bead.
6. Push the brad through the die-cut circle.
7. Place one more pony bead on the brad.
8. Now push the brad through the center hole of the media tray. The die-cut circle should rest flat on the media tray.
9. Fold out the tongs of the brad so that the spinner pointer is able to be spun when flicked or tapped.

**For the 2 media tray version: (At least one media tray must be clear )**

3. Follow steps 3 - 5 for 1 media tray version.
4. Now slide the brad through the clear media tray.
5. Push the brad through the die-cut circle.
6. Place one more pony bead on the brad.
7. Now push the brad through the center hole of the second media tray. The die-cut circle should rest flat on the media tray.
8. Fold out the tongs of the brad so that the spinner pointer is able to be spun when flicked or tapped.

### **To Do and Notice**

1. Place the spinner on a level surface.
2. Spin the pointer. The pointer should stop randomly over a field.
3. Use the game spinner as a random number or letter generator, or as a decision-making device for any game board or classroom scenario. The possibilities are endless.
4. To change the fields for the 1 media tray design first un-bend the fastener's prongs so the fastener can be removed from the media tray. Remove and replace, or flip over, the paper disk so a different set of fields are showing. Reassembly the spinner, bending out the fastener's prongs as before.
5. To change the fields for the 2 media tray design simply pop out the CD and paper disk from the bottom media tray. Then remove and replace, or flip over, the paper disk so a different set of fields are showing. Put the paper disk and CD back into place in the bottom media tray.

**Web Resources** - Visit [www.raft.net/more](http://www.raft.net/more) for how-to videos and more ideas!