

SPIN & COVER FLUENCY GAMES

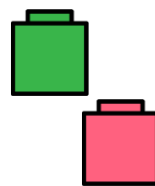
These spin and cover fluency games are all played in the same way. Students simply use a paperclip and pencil (or a plastic spinner) to spin the wheel. They will add or subtract, depending on the skill for the page, then they will cover the answer with a cube.

Skills included (click to head to that page):

- [+0](#)
- [+1, within 10](#)
- [+1, within 20](#)
- [+2, within 10](#)
- [+2, within 20](#)
- [Friends of 10](#)
- [Doubles \(addition\)](#)
- [Doubles +1](#)
- [+10, multiples of 10](#)
- [+10, within 50](#)
- [+10, within 100](#)
- [-0](#)
- [-1, within 10](#)
- [-1, within 20](#)
- [-2, within 10](#)
- [-2, within 20](#)
- [Doubles \(subtraction\)](#)
- [-10, multiples of 10](#)
- [-10, within 50](#)
- [-10, within 100](#)

DOUBLE IT

18	10	8	2
4	14	16	8
12	10	18	4
14	2	16	10



-10

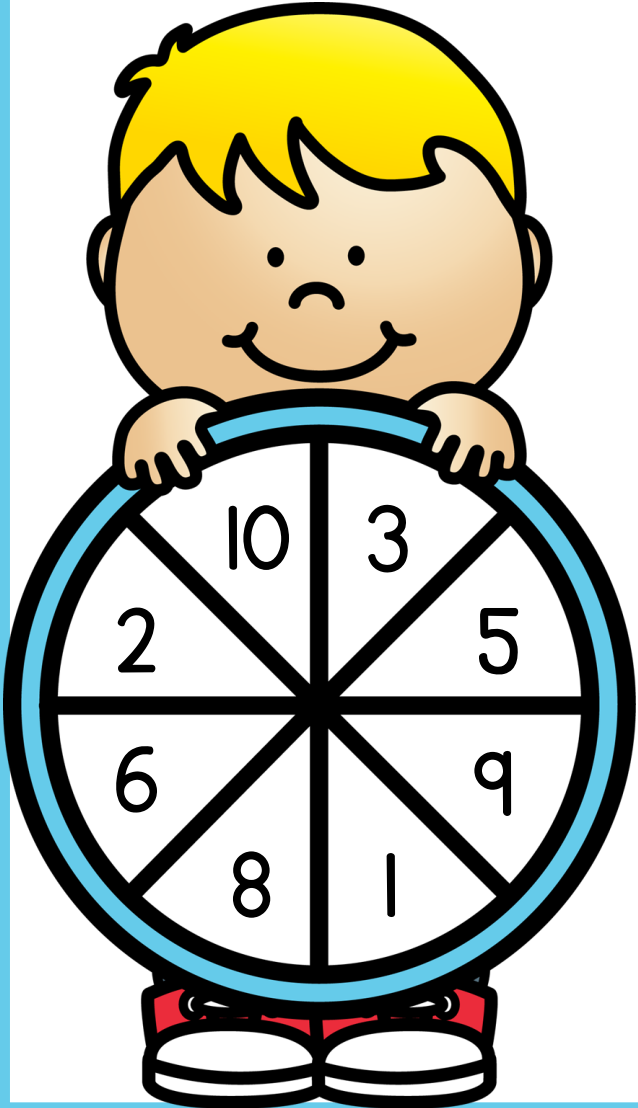
35	23	16	35
27	39	2	14
14	23	40	
40	2	39	

+1

4	9
6	5
8	7

I like to have students play with partners. They each get their own color cubes then whoever covers the most at the end, wins!

+ 0



5	3	2	6
1	9	9	10
8	6	5	8
2	10	6	1
3	5	10	2