

## **Game Spinner**



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### You will need...

- Cardboard (an old cereal box is a good thickness)
- A piece of cardboard at least 20cm x 20cm for the base
- A smaller piece of cardboard for the spinner
- A small piece of card for the pointer
- Two flat buttons
- A paperclip
- Sticky tape

#### If you're using our template print off and cut out roughly the spinner design you want and the arrow. Glue them down onto the smaller pieces of card then cut out neatly.

seasonalspuds.com

#### To make your own spinner...

If you're designing your own you will need a protractor to draw round and mark out the points of your hexagon shape at 0, 60°, 120°, 180°, 240° and 320°. Draw lines to connect the points into a hexagon shape and lines across to each opposite point to create six segments. Write in numbers 1-6, or 6 other options of your choice, for example: Draw a picture, Exercise, Practice spellings, Watch TV, Make something, Play music.

You'll also need to cut out a pointer shape. Make it long enough for a 2cm fold at the end that you'll stick down.

Don't forget to take a snap of your activities and share them with us!

#### Remember to tag us and use the hashtag **#TopTatieTips**

### To make it spin...

- Unbend a paperclip in the middle.
  Open the top half out and carefully poke it through the middle of the large piece of card.
- 2 Turn it over and tape the curved side of the paperclip flat against the underside of the card.
- Put the paperclip through a hole in one button then carefully poke it through the centre of your spinner card. Put the other button on top of the spinner card then bend the paperclip over so that it holds everything in place safely but doesn't stop it moving.
- Fold under the end section of the pointer and stick it down, just at the end with sticky tape.

You want it to stick up a little way on its folded hinge. Then stick the pointer onto your card in line with the centre of the spinner so that it overlaps by around 1cm.

Use your finger to spin and see where it lands!





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