

# Just Add Task Cards

# Spin 4 Cash

Laura Candler

## Learning Game for Any Subject Area

## Spin 4 Cash Learning Game

by Laura Candler

**Spin 4 Cash** is a fast-paced learning game for reviewing content or practicing skills in any subject area. To customize the game, just add your own task cards! All game materials have generic directions and clipart to make them work with any subject area. This means that you only need to print and prepare the game materials once, and then you can use them over and over throughout the year! Spin 4 Cash can be played with partners, in teams, or in centers. Black and white and color versions of the game materials are included, so print only what you need.

### Advanced Prep and Teaching Tips

**Prepare the Printable Game Materials**  
Print one set of game materials for each pair or team of students. If you plan to use the same game repeatedly throughout the year, laminate the materials after printing them. You'll need one Spin 4 Cash spinner game board, one copy of the student directions, and a packet of "Game Cash" for each game. To prepare the Game Cash, print three pages of \$1 bills and one page of \$5 bills. Cut apart the Game Cash and place it in an envelope, plastic bag, or pencil case. Affix the "First Bank of Education" label to the front. To use the game in a center, glue the directions onto the front of a sturdy 9" x 12" envelope and store the materials inside. In addition to the printable game materials, your students will need dry erase boards, digital "boogie boards," or scrap paper on which to work out the problems or record their answers.

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### Customize Spin 4 Cash By Adding Task Cards

Spin 4 Cash is a part of my customizable "Just Add Task Cards" product line, so it does not include prepared task cards. Before you introduce the game to your students, you'll need to locate a set of task cards or create your own. There are thousands of task card sets on TeachersPayTeachers, but if you don't want to purchase a set, you can make your own using index cards. Number all cards sequentially, and write one problem or one question on the front of each card. Write the answers on the backs of the cards or create a separate answer key. You'll need at least 20 cards, but if the problems or questions can be answered quickly, you may need more.

**Parts of Speech**

#1 What are the common nouns in this sentence?

The duck built its nest in the tall grass next to Johnson Pond.

#1  
duck, nest, grass

### Task Cards

**Where to Find Task Cards**

Check out my [Task Cards Pinterest board](#) to find links to a variety of task cards that can be used with Spin 4 Cash. You'll even find some freebies there! Click the underlined link above or the image on the left to take a look.

### Introduce Spin 4 Cash to Your Students

Demonstrate the game for the class before placing it in a math center or having students play in teams. Display the directions and ask a few students to model the game as you read the directions aloud. Explain that the role of Banker will rotate for each round, but the Banker also participates as a player. If your students have not used a homemade spinner, demonstrate how to do so, following the directions provided.

The game directions assume that the set of task cards will have a separate answer key, but if the answers are on the backs of the cards or there are QR code answers, be sure students know how to modify the directions. For example, if the cards have the answers on the backs, they will either need to stack the task cards face up or place them in an envelope and slide each card out one at a time.

Depending on the availability of materials, students can play in groups of 2, 3, or 4. When you hand out the game materials, designate a student on each team to be the first Banker. While students are working, especially when they are still learning how to play the game, move about the room providing help to students who need assistance. One of the most important features of the game is the way group discussion is regulated to optimize learning. Students are not allowed to talk while responding to the task card in Step 1; however, after all answers are checked in Step 2, team members are encouraged to discuss their responses. Before starting the next round, it's important for everyone in the group to understand how to solve the problem or answer a similar question. Point out that when everyone gets the correct answer, ALL players get a \$1 bonus! If they rush through the game without discussing the answers, the game becomes a competition more than a learning activity. If this is a new concept for your students, you will probably need to monitor their interactions closely at first.

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## Spin 4 Cash

**Materials:** Dry erase board and markers, Spin 4 Cash spinner, Game Cash, Task Cards and Answer Key

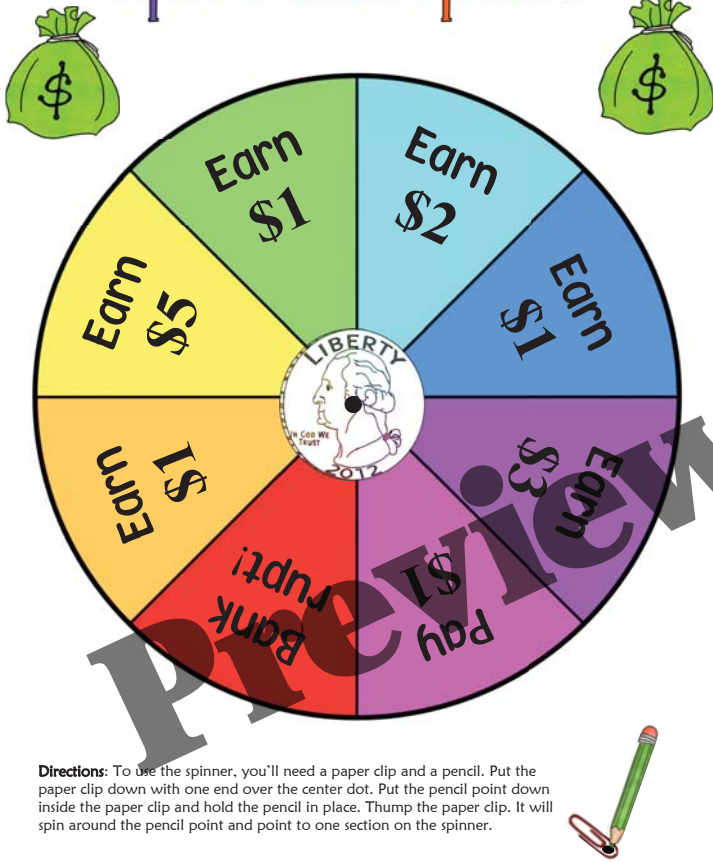
**Game Set Up:** Shuffle the task cards and stack them next to the Spin 4 Cash spinner. Place the answer key face down near the cards. Give the packet of Game Cash to the first Banker.

**Directions**

- The Banker reads the first problem or question aloud. All players, including the Banker, solve the problem or answer the question on their dry erase boards **without talking**.
- The Banker asks everyone to show their answers, and he or she checks them with the key. The group discusses the responses to make sure everyone understands any incorrect answers.
- Everyone who has the correct answer takes a turn spinning for cash. The Banker pays each player or collects cash as needed. If a player lands on Bankrupt, he or she must return all earnings to the bank.
- If everyone solves the problem or answers the question correctly, **the Banker gives all players a \$1 bonus!**
- If the Banker runs out of \$1 bills, he or she may make change by giving a player a \$5 bill in exchange for five \$1 bills to replenish the bank's supply.
- Rotate the role of Banker to the left for each round.
- Play until someone wins \$20 or more. If time runs out, the winner is the person with the most cash.

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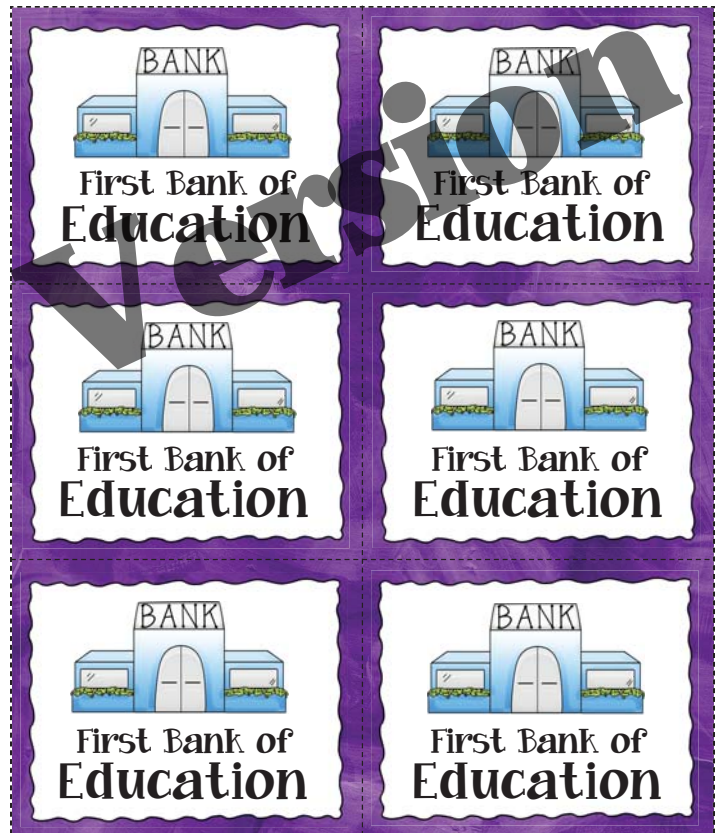
# Spin & Cash Spinner



**Directions:** To use the spinner, you'll need a paper clip and a pencil. Put the paper clip down with one end over the center dot. Put the pencil point down inside the paper clip and hold the pencil in place. Thump the paper clip. It will spin around the pencil point and point to one section on the spinner.



## First Bank of Education Envelope Labels



# Spin 4 Cash

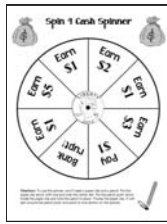


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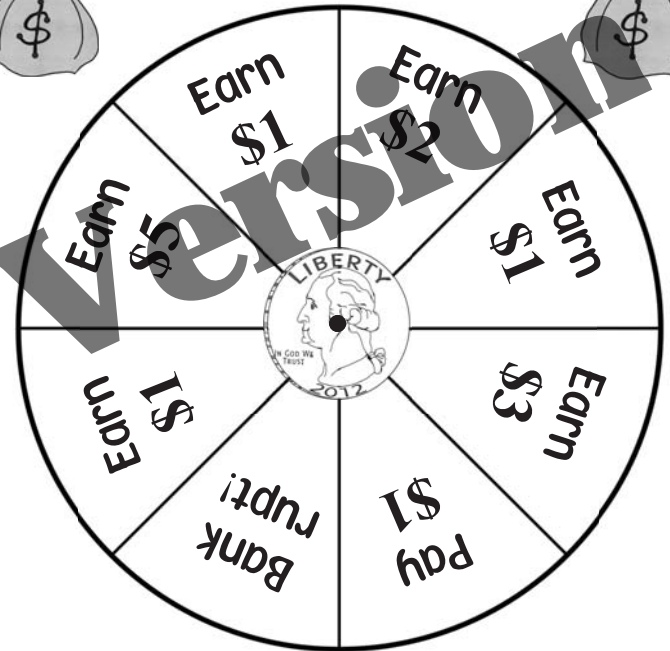
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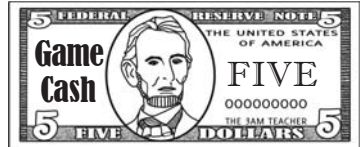
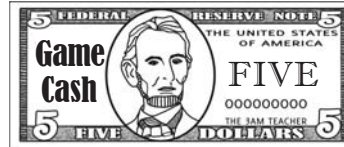
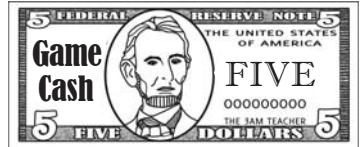
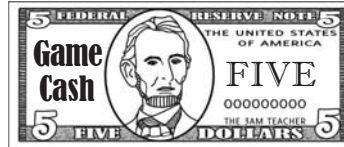
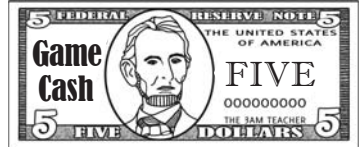
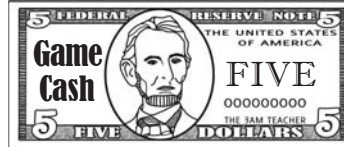
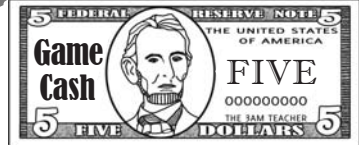
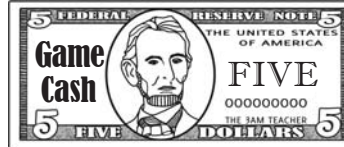
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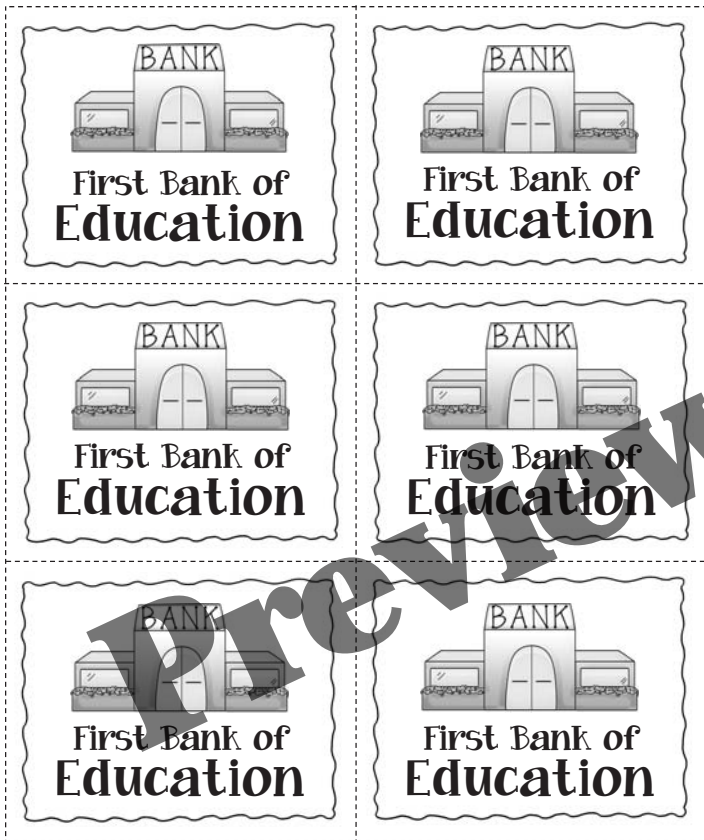
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## First Bank of Education Envelope Labels



## Laura Candler's Task Cards and Products That Include Task Cards

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