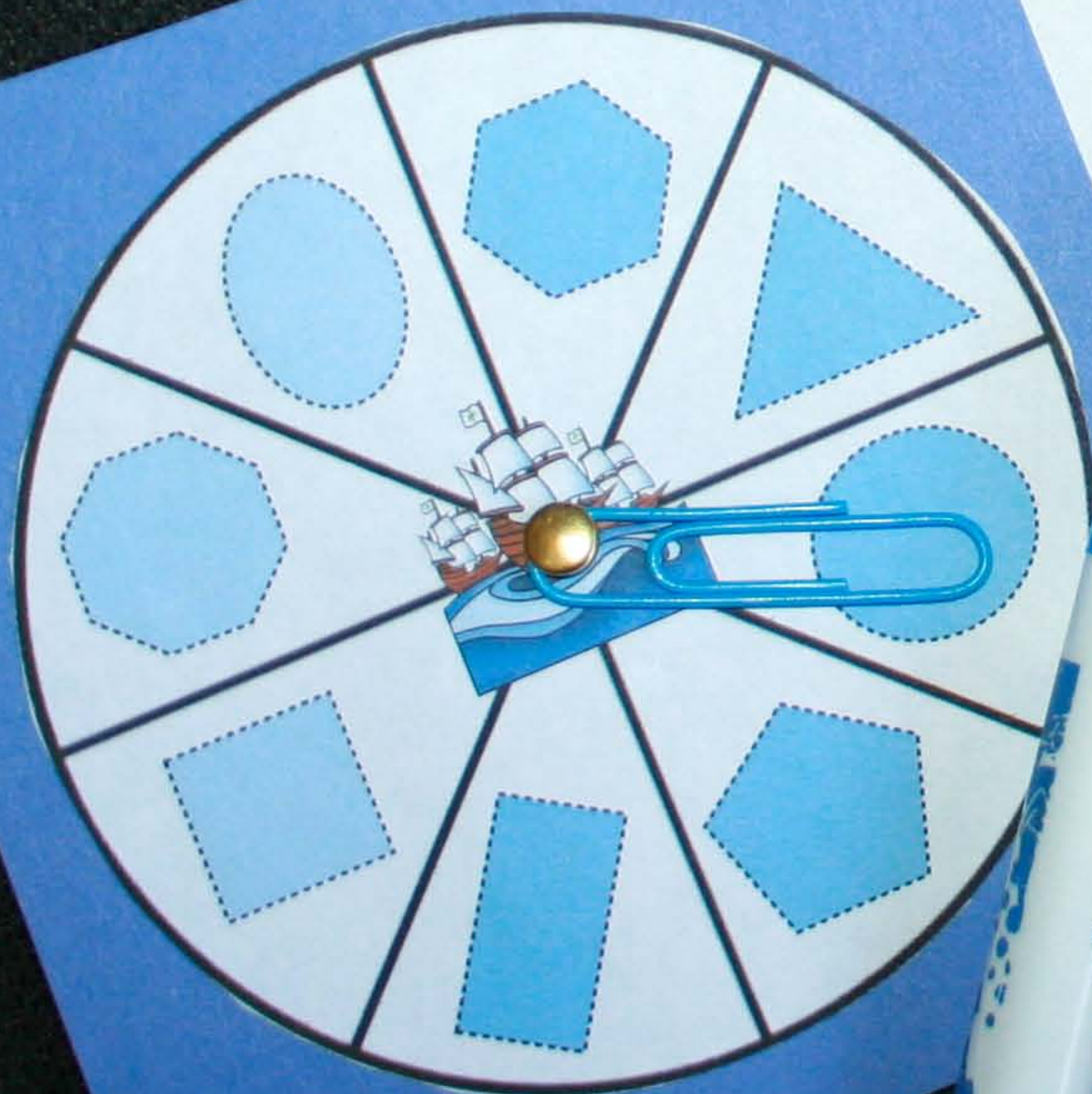
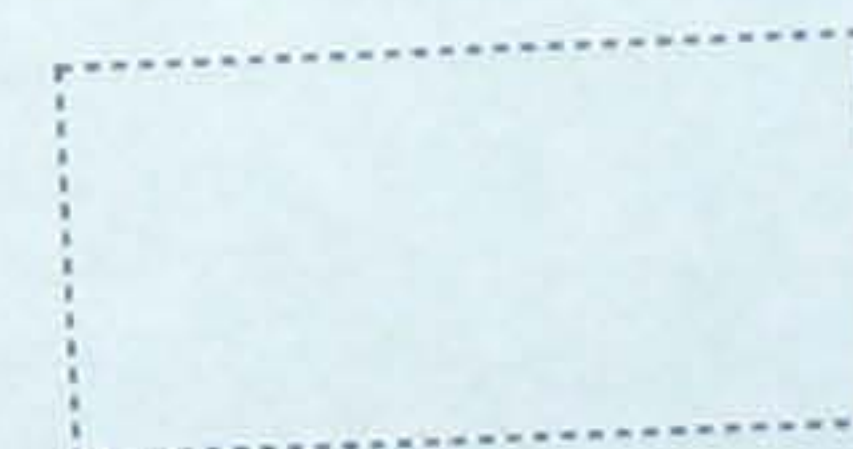
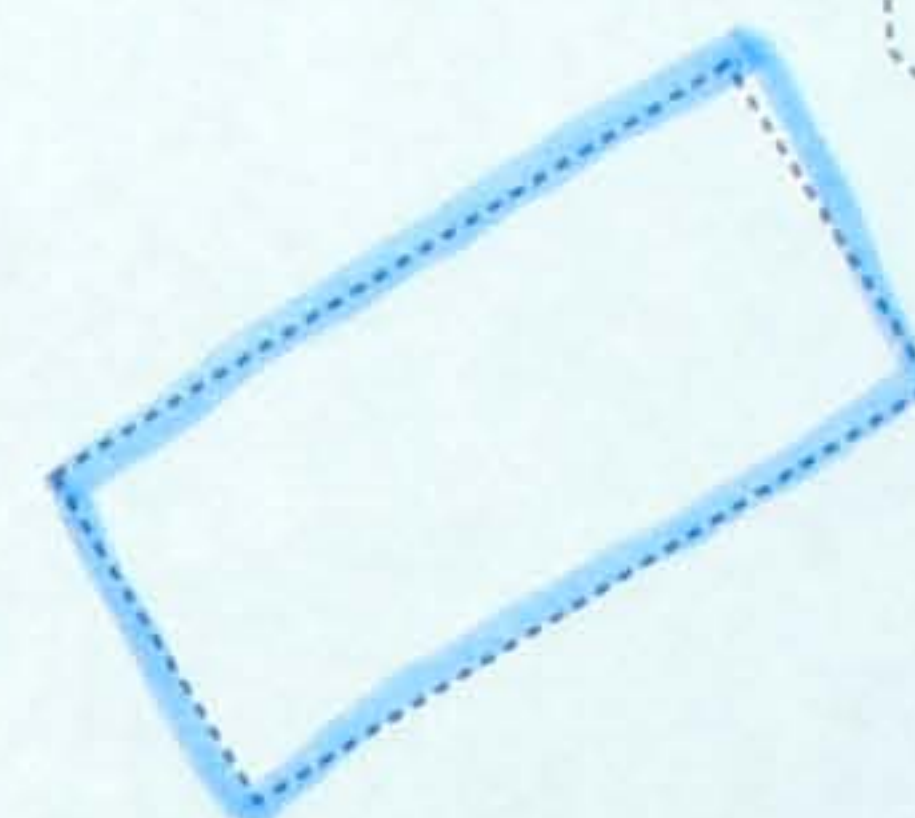
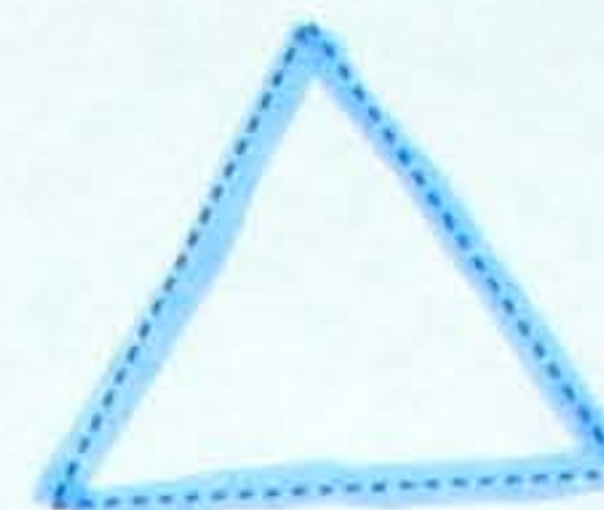
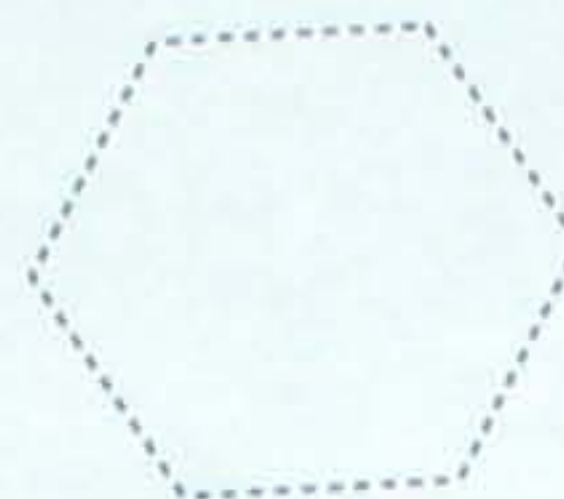
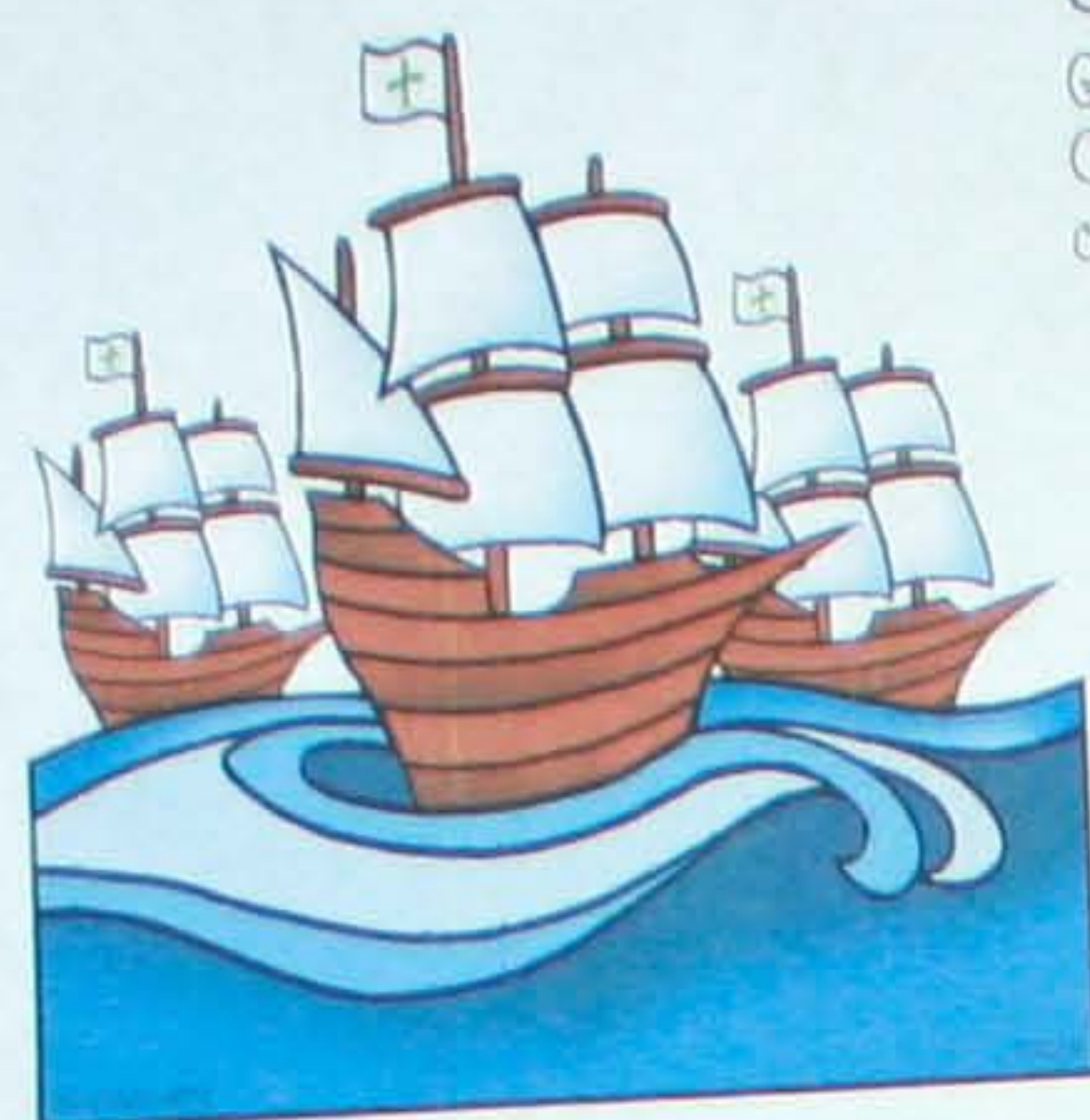


Spin To Win

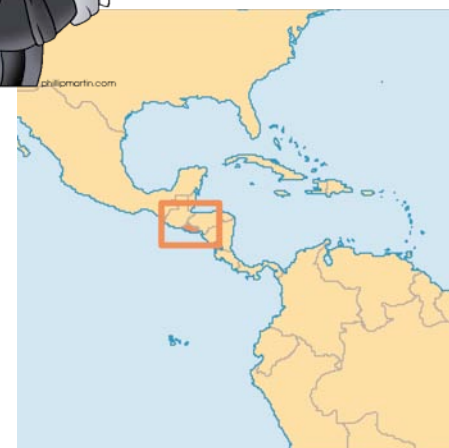
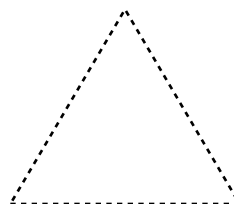
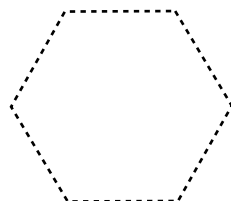
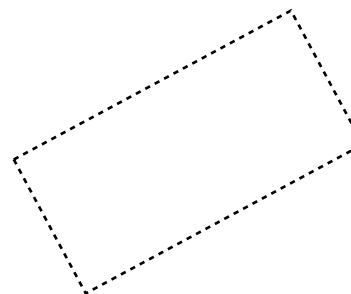
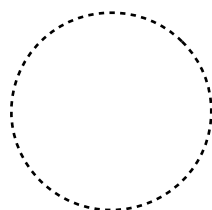
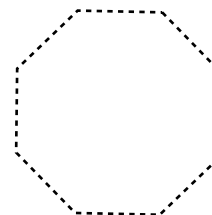
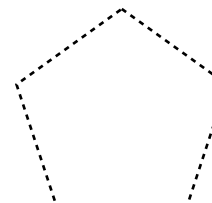
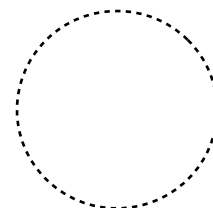
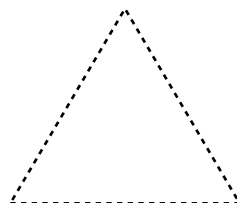
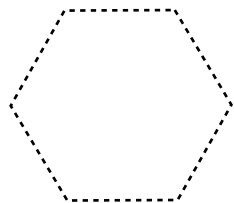
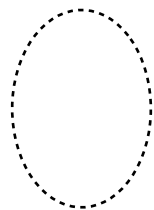
Get Christopher Columbus to San Salvador by tracing the shapes. Choose a partner, take turns spinning. Whatever shape you spin, trace it and say the name of the shape. You must have all of the shapes traced to win the game.



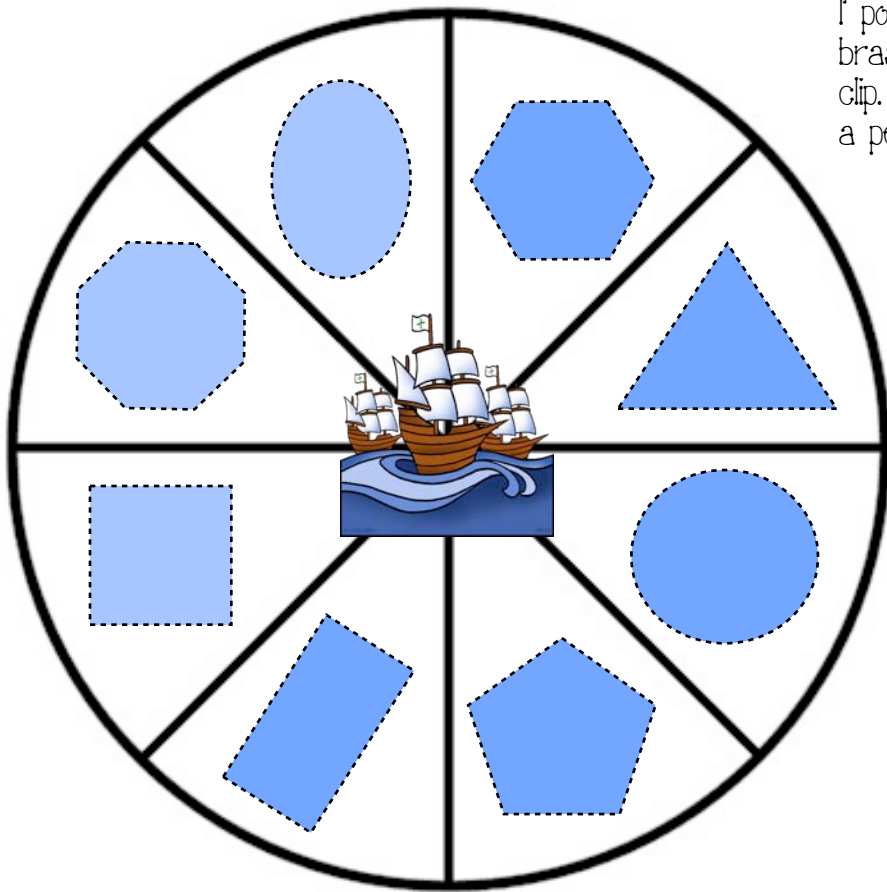
Spin To Win

Get Christopher Columbus to San Salvador by tracing the shapes.

Choose a partner, take turns spinning. Whatever shape you spin, trace it and say the name of the shape. You must have all of the shapes traced to win the game.



Print on white construction paper,
laminare, trim & add a spinner.
I poke a hole in the middle, insert a
brass brad and then attach a paper
clip. You can also have students use
a pencil & paper clip as well.



Oceans Of Fun
Columbus Shape Game
Spin It To Win It!

