

Playing games

Incorporate the All-Turn-It Spinner into game nights or group games when parts of the traditional game are not accessible.

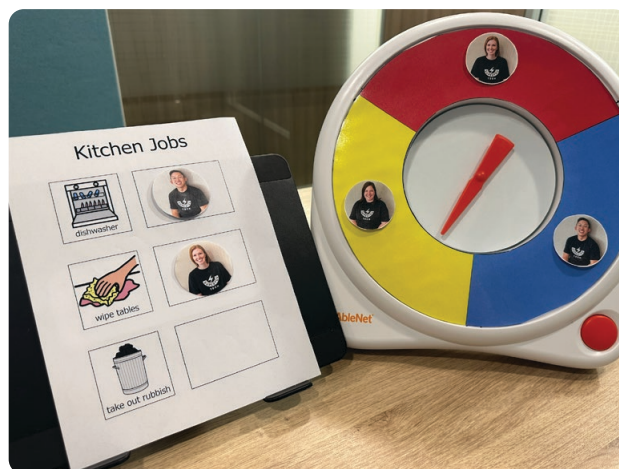
- Dice - Use the provided dice overlay to spin/roll a dice to join in a range of commercially available games.
- Twister – A more accessible spinner to select body parts and colours. You could write or colour the back of the dice overlay or download a Twister overlay from Superyou Tech.
- Bingo – options for a variety of content could be added to the overlay.



Allocating turns or roles

Using the spinner to make random selections encourages active participation, reduces bias and prevents dominant voices from overshadowing others.

- Allocating turns to respond to a question, make a choice, use materials or equipment.
- Classroom role allocations such as line leaders, classroom helpers, or clean-up duty.
- Forming groups.



Making decisions

Use the spinner to build anticipation and make selections in raffles, prize draws and more.

- Which activity or task will be completed next.
- What song or music will be played.
- Which mindfulness activity will be used at the start of the day.
- What to have for dinner.



Prizes and rewards

Use the spinner to build anticipation and make selections in raffles, prize draws and more.

- Raffle winner – assign each participant a number, letter or write their names on the wheel and spin to determine the lucky winner.
- Spin for a prize or reward – an accessible prize wheel or way to select a reward activity.



Giving directions

The All-Turn-It spinner can be used to randomly select the directions for an activity.

- Fitness, exercise or sport lesson – add stretches, exercises, yoga poses or other actions around the spinner or allocate them each to a number on the dice overlay and spin to direct what is completed next.
- Adapted Simon Says game – spin to direct the actions (turn around, pat your head etc.)
- What's the time Mr Wolf? – add numbers and 'dinner time' to the spinner for the 'wolf' to select answers.



Questions

Add an element of surprise to asking and allocating questions to be answered.

- Getting to know you activity – add a variety of questions to the spinner to learn more about others.
- Curriculum questions:
 - Maths calculations – what is $2 \times ___$?
 - Capital cities – what is the capital city of $______$?
 - Alphabet concepts - find something that starts with $______$



The All-Turn-It Spinner is a versatile tool that can add an element of surprise and engagement to various activities and settings. Let your creativity flow and have fun exploring different ways to use it!