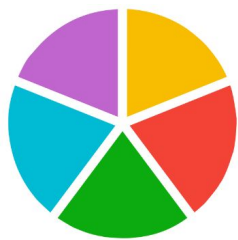


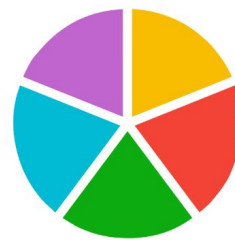


Spin It to Win It!!

Digraph Identification Game



Directions



Use the following templates with your students in literacy centers or small groups.

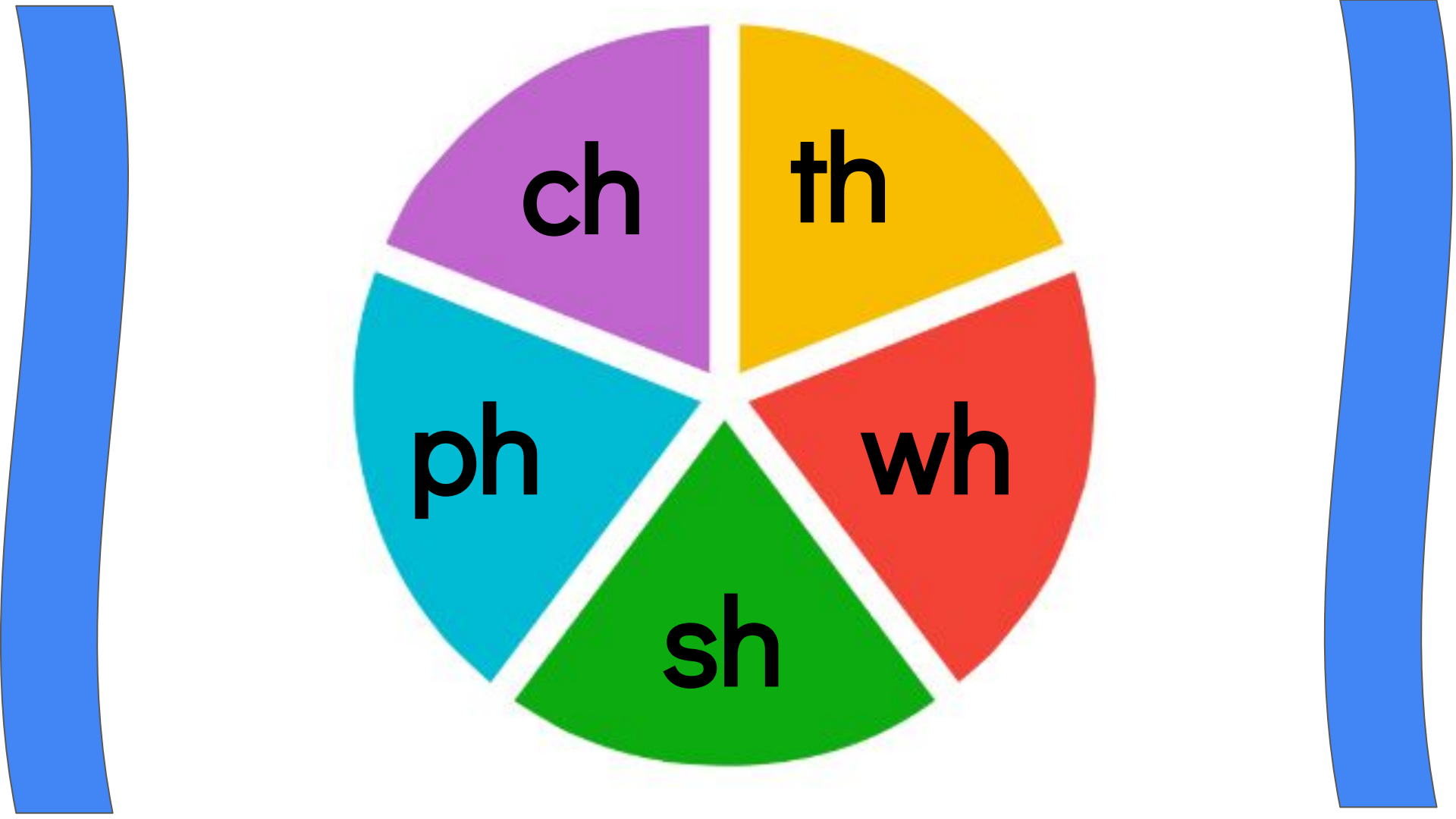
Students will practice identifying pictures that have the digraph sound they land on when they spin.

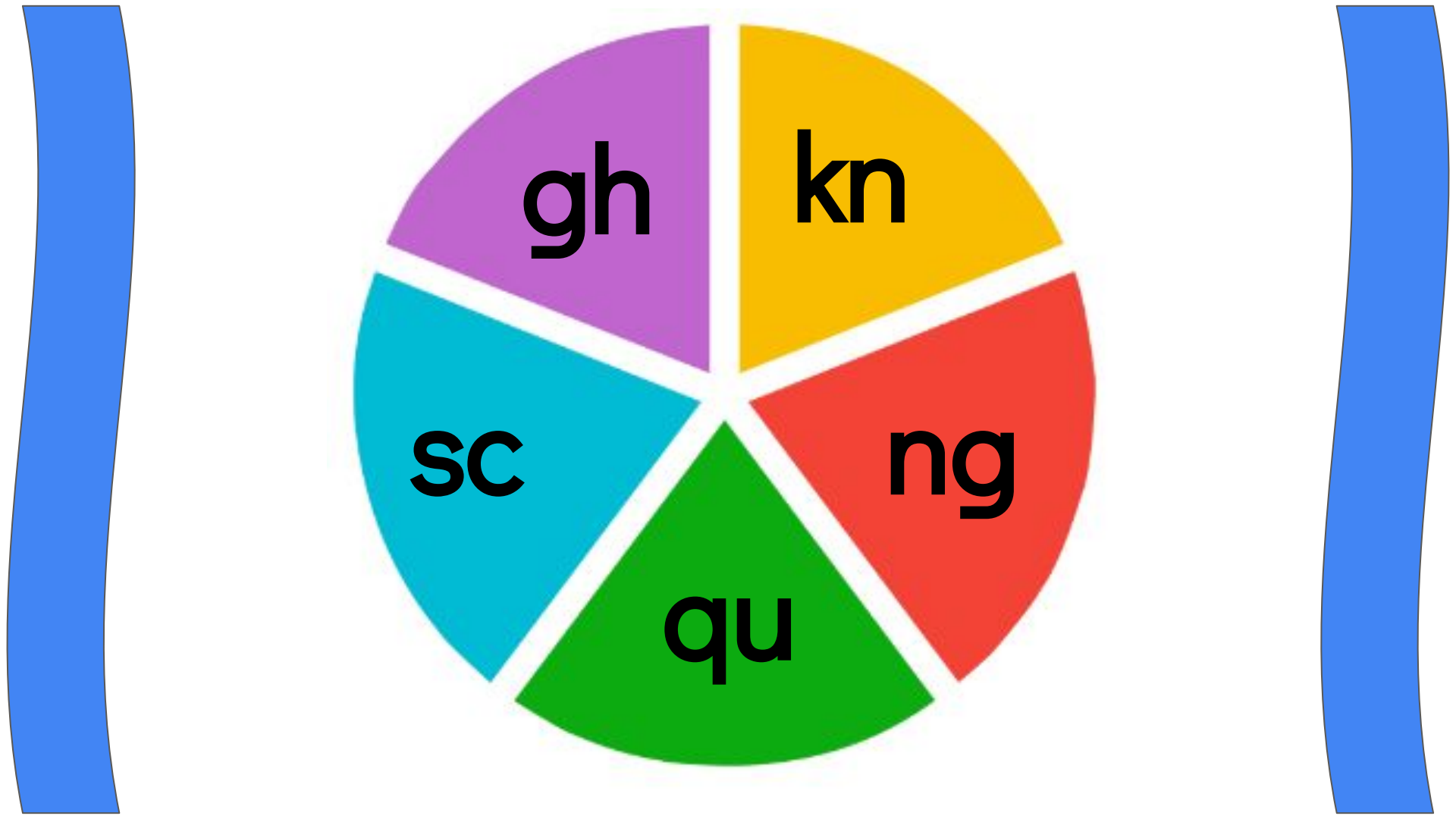
Students take turns spinning the spinner and using either a clothespin or chip/game piece to mark off the board.

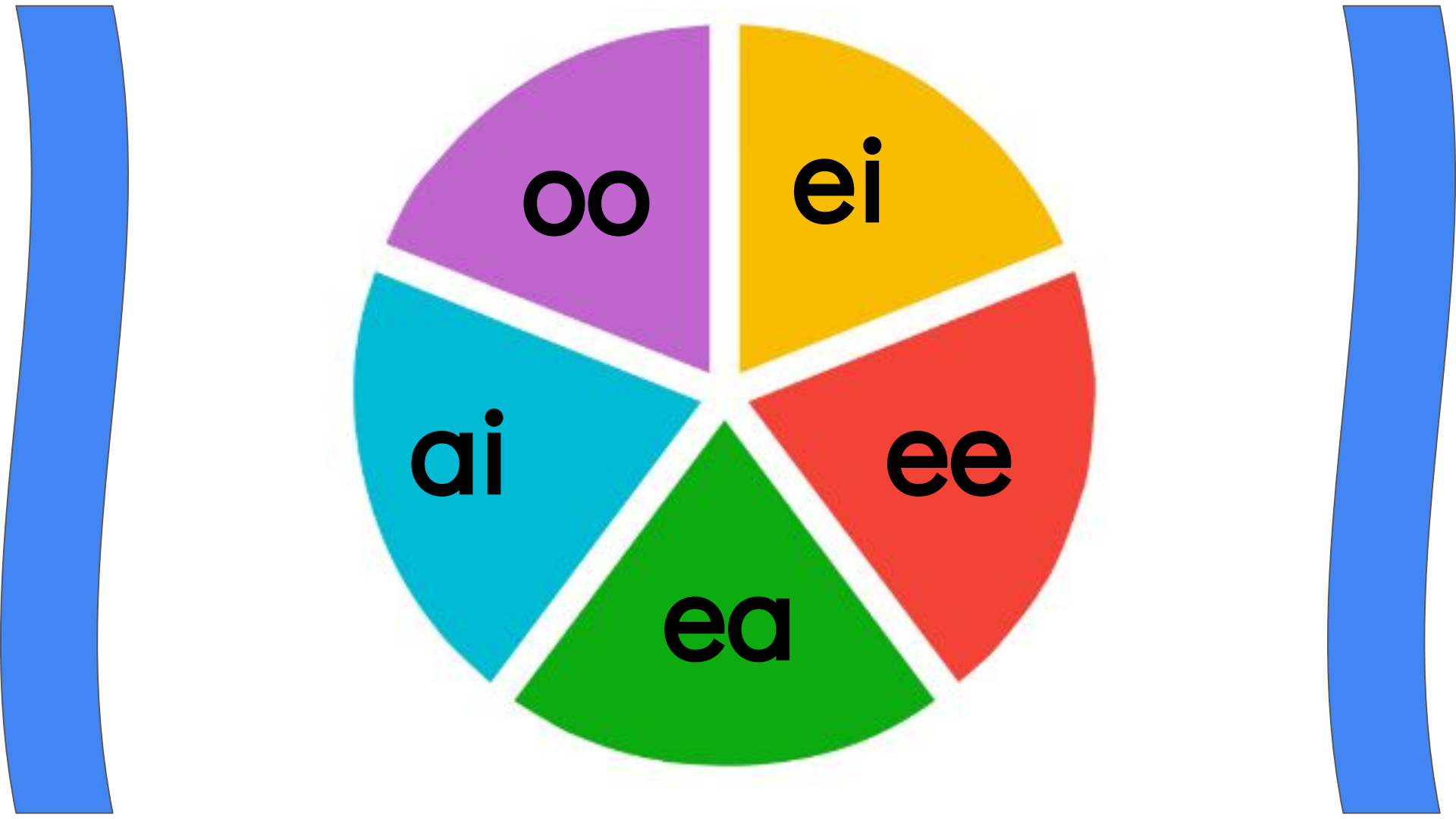
If no digraph sound/picture matches can be made, the student loses that turn.

The first one to pin all five digraphs on their board wins!

****Note:** each board has one picture that correlates to each of the 20 digraphs (5 per spinner). You can choose to play with multiple spinners at one time or give each student their own board and spinner or use the same spinner. The choice is yours!









Spin It to Win It!!!!



Spin It to Win It!!!!



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Spin It to Win It!!!!



Spin It to Win It!!!!



Spin It to Win It!!!!

