

AllTurnIt Spinners /Random Selection Devices: Implementation Ideas



NOTE: The student hits a switch to activate the spinner or other device. The student does not control what is selected as the device will stop randomly. While the selection can be responded to as if it is a choice it should be understood that the student is not actually expressing a preference but merely selecting or responding randomly.

Common goals for the use of these devices include goals for active participation and switch access practice:

Some examples of IEP goals may be:

- The student will develop a reliable switch site
- The student will develop the ability to access a switch within a specified time frame
- The student will learn to hit a switch upon direction to do so
- The student will take a turn by hitting a switch
- The student will learn to inhibit multiple impulsive switch hits
- The student will actively participate in a class activity by hitting their switch

General suggestions:

Place Velcro around the outside of the spinner so pictures, words, letters or numbers can easily be exchanged. You can also make additional tag board circles with permanent selections that will occur more often.

Activity Suggestions

Place the numbers around the outside

- Use the numbers 1-6 for participation in math dice games.
- Use as the dice in any board game during recess or free game times.
- Use the numbers from 1-4 around the outside to play four corners in gym. The student spins the dial and a partner reads it out.
- Use teacher selected numbers around the outside to have the student direct a math activity. (“S will tell us what number we should multiply by 5”) (“S will tell us what number we need to add to 1”)
- Have the student make the selections for a number Bingo game
- Have the student select the number of jumping jacks , push-ups, laps around the gym the class needs to make during the gym warm up.



Place colours around the outside

- Have the student choose a colour of paper for an art project.
- Have a student decide what group of students will get their lunches or coats. (“everyone who is wearing red can go ...”)
- Have the student select the colour of the crayon or marker to be used.

- Arrange the colours so that you can play Candyland. All participants can use the spinner to take a turn.

Place the pictures of classmates around the outside

- Select a buddy for reading
- Select a buddy for the day
- Select the teacher's special helper for the day. Have the teacher select the 5 students for the week. Place the students' names or pictures on the outside. Remove the student's name or picture when chosen so that each student gets a chance.
- Select the student who will go to the office for the message or bulletins
- Select the student who will join them for their outing this week
- Select a student who will be their recess buddy

Place seasonal pictures around the outside

- Select an object for a classmate to draw
- Select a sticker for a friend or themselves
- Select a picture to go on a card for a friend, teacher or parents
- Select a picture to use in a journal

Place book topics around the outside

- Have the student select a type of book for buddy reading or library selection (Topics can be things like ... A book about a dog ... a book about Halloween ... a book about cars ...)

Place weather descriptors around the outside

- Have the student select a weather descriptor and have the class or the calendar helper agree or disagree (classmates can give thumbs up or thumbs down)
- Have the student select a weather descriptor and have the classmates report on how many days that month fit the descriptor (can they make the answer into a fraction)

Place the calendar/circle activities around the outside

- Have the student select which the calendar/circle activities will be next ("counting by 2s" , "doing the weather chart" , "singing the days of the week")

Place the math functions around the outside

- Create a linear math equation ... have the student select a function and then the teacher chooses a number. The class then tallies the answer and another function and number are then selected. ($3 \times 4 = 12 + 2 = 14 - 5 = 9$)
- Have the student select a math function which then becomes the focus of a fast fact quiz or warm up review.

Place the letters of the alphabet around the outside

- Have the student select a letter of the alphabet. The classmates then write down that letter and create a creature out of that letter then write a short story it.

- Have the student select a letter and the classmates write down in 2 minutes as many words they can think of that start with (or end with or have multiples of) that letter.

Place the spelling words around the outside

- Have the student select a spelling word that the class needs to use in a sentence.
- Have the student select the next spelling word or the bonus word for the test. Words can be removed after they are selected so they are not repeated.

Place action directions around the outside

- During gym class the student spins and a classmate or the teacher reads out the directions that are selected (such as “boys take a baby step forward” or “girls take 3 giant steps back”). First team to cross the finish line wins!
- Have the student direct the actions (such as “pat your head” “spin around”) for Simon Says

Place the names of songs or music CDs around the outside

- During art class the student spins and selects the CD that will be played in the background while the class works.
- In music class or circle time the student selects a song to sing

Place the names of different countries or provinces around the outside

- The student spins and the classmates find it on the map
- The student spins and the classmates name the capital

These are just a few ideas of how to include a student with special needs in the activities in the classroom. The AllTurnIt spinner or other random selection device can be a useful tool for inclusion. Try it ... Be creative ... Have Fun!!!