



Spinner



StickyRib

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updated 29. 10. 2023 | published 29. 10. 2023

Summary

Simple spinner for educational and other games

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Tags: [spinner](#) [education](#) [boardgame](#) [educationaltoy](#)
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A simple spinner for use with educational games.

~edit~

I've added a second spinner that is a bit shorter, so now there is the option of an 80mm or 60mm arrow - both fit the same base.

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~edit2~

I've added a second base type - this one has a small lug and a cap to retain the spinner. The second base works with both the 60mm or 80mm arrow. If printed well, the cap should be a tight but removable fit. Any stringing or elephants foot will interfere with that, but once cleaned up the parts should fit.

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Print a base and spinner in any colour. Punch/cut a hole in laminated paper or card and insert for an easy spinning arrow.



Also included is a circle cutter of my own design. To use the cutter, simply cut a nail slightly longer than the hole in the centre and push it in with pliers. Slide an x-acto number 11 in the slot in the side. To use the cutter, position the centre point and rotate. I've found that it is easiest to use if the cutter is held stationary and the paper rotated. The x-acto blade can be removed after use. The hole it cuts is slightly larger than 10mm in diameter.



The spinner is a light push fit onto the base, and can be easily removed and reused. One side of the pointer has a raised section in the centre - this should be faced towards the base and is there to provide clearance as the pointer spins.

Post print, if there is any elephant foot on the inside of the hole in the pointer, this should be removed to avoid a tight fit on the base. PLA is quite brittle and you risk cracking the pin on the base if the fit is too tight and the pointer forced on.

Model files

pointer_80mm.stl



pointer_60mm.stl





base.stl



cutter.stl



cap.stl

☐ For base2



base2.stl

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