

Spin a smell

Spin a smell is a unique sensory game which encourages you to explore your surroundings through your sense of smell. Spin the wheel and discover a whole new world of smells!

You will need:

- Piece of card (back of a cereal box works great)
- Plastic straw or similar
- Split pin

How to make it:

- Cut the card into a circle and divide into 5 sections
- Make a small hole in the centre
- Take your drinking straw and cut it roughly to the width of the card.
- Make a hole in the middle of the straw and then push the split pin through the straw and thread the pin through the hole in the card. You may want to cut one end of the straw into a point or add some tape to indicate which end is the arrow.
- You can now name the smell categories on your board, the example above has; Mouldy, Sweet, Fresh, Wow, Yuck



Variations of the game

Try a timed version of the game where everyone leaves the starting point and has a set time to find their items e.g. 3 minutes.

Work in pairs or small groups to find a smell and race the other teams to be the first back with a smell.

Each person takes their turn whilst the group walks with them and times on a stopwatch.

Can you think of another word to describe the smell that your spinner lands on?

How to play

Everyone takes a turn to spin the arrow to land on a smell.

Each person must now go off and find an object that relates to that smell.

Objects can either be brought back to the starting point (if they can be picked up e.g. a flower) or participants can write down, draw or remember the item if it is inappropriate to move it e.g. a tree.

Items can be indoors or outdoors, natural or manmade



Sensory Trust promotes and supports the creation and management of outdoor spaces that can be used and enjoyed by everyone, regardless of age or ability.

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