

**Grade level/ Audience**

5<sup>th</sup> grade

**Curriculum topic**

Math

**Tools (be specific)**

- How to code a Rollercoaster by Josh Funk
- Osmos (coding Awbie or coding jam)
- iPad

**Synopsis of what you are doing**

Students will read the How to Code a Rollercoaster. Then students will get their iPad and open the Osmos app.

Students, then, with either choose coding Awbie or Coding jam. If students choose Awbie, they can control

Awbie, a playful character who loves delicious strawberries. With each coding command, the students guide

Awbie on a wondrous tree-shaking, strawberry-munching adventure. If students choose Jam, they can compose their own by arranging Osmo's Coding Blocks into patterns and sequences.