

## Mini Lesson Two

Grade level: 3<sup>rd</sup>

Topic: Math

Standard: AR.Math.Content.3.OA.A.1 Interpret products of whole numbers

Materials needed:

Osmo cameras and iPads (one for each group of students)

Counters app

Osmo Counters

Instruction: Students will be grouped off into groups of 6. Each group will have an Osmo iPad and camera set. Each Pair will have counters. First the teacher will be going over the game counters, explaining the way it works and the instructions. Students should know their basic add and subtraction of whole numbers. Then the teacher will pass out a box to each group with the counters. Students will work with their groups to add or subtract the counters to pop the biggest whole number, getting the highest score, and releasing all the fish in the game. Students will be given 30 minutes with the osmo. Make this a fun competition to see which group gets the highest score and allowing students to become more familiar with adding and subtracting whole numbers.