

Lesson 1 – Osmos & iMovie

4th Grade Math

Tools: Osmos Pizza Co game, actual build a pizza, cashier toys & play money, iMovie with iPad

The object of this lesson is to give students an opportunity to not only practice currency exchange, but also interact with one another to practice real life social skills. Also, it provides a means to incorporate additional technology with the iMovie production.

Students will be placed in groups of 3 and interact with the Osmos Pizza Co game for a set amount of time. Then I will remove the digital game (scaffolding) and introduce the toys for an activity that will rotate roles between customer, employee, and videographer.

Students will follow instructions and give change as the employee, the customer will make reasonable requests and exchange money for services, and the videographer will make a movie of the interaction they record.