

1. Grade Level: 2<sup>nd</sup>
2. Curriculum Topic: Math-money problems
3. Tools: Ipad, Osmo attachments, Osmo app, Osmo pizza company set and app
4. Synopsis: TTW go over the lesson on money with math problems. TTW use the Osmo money to go over the values of each form of money. TTW give the students a few scenarios with giving change. Then TTW set up the technology for the students and show them how to properly play the game. TSW pair up in twos. One student will make the pizzas and the other will give the change, then after 7 minutes we will swap roles for another 7 minutes.