

Grade: Third Grade Students

Topic: Math/ Money

Technologies:

Osmo <https://www.playosmo.com/en/>

MathPlayground [https://www.mathplayground.com/candy\\_cashier.html](https://www.mathplayground.com/candy_cashier.html)

Synopsis:

This lesson will help students gain knowledge of money. Students will get in 4 equal groups.

One group will be playing on the osmo pizza company game. With this pizza game students will have to make pizzas for customers and get paid for it and must give customers the right amount of change. I really like this because it is fun and exciting and helps to improve their money skills.

The other groups will be on the three classroom desktop computers on the MathPlayground website. On this tool there is a game that has students being a cashier. They will have to work with a lot of different amounts of money and give the correct change. These two tools will help students with money and subtracting and adding different amounts.