Chesney Dennis

Mini Lesson- Integrating Technology

Even or Odd?

Grade: 2<sup>nd</sup>

Class and Topic: Math- Even and Odd Numbers

Tools: Code-A-Pillar

Synopsis: Before class I would create 10 identical paths, spread across the room,

with blocks and other objects. I would then create 8 cards with one side that says

even and one side that says odd. Under the words on each side includes a code for

the students to put into Code-A-Pillar. Next, I would put students into groups of 2-

3. I would then give the students a numbered list that had even and odd numbers in

a particular order and identical to all other groups. The students would then work

to together to put in all 8 cubes and send Code-A-Pillar off. If the students put

the correct cubes for all 8 cards the Code-A-Pillar will make it to the end of the

path. If the students incorrectly choose the even or odd code the Code-A-Pillar

will bump into the path and students must restart.