

Mini-Lesson 4

1. 2nd/Students
2. Math: Addition and Subtraction

AR.Math.Content.2.OA.A.1

- Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions
- Represent a strategy with a related equation including a symbol for the unknown number

AR.Math.Content.2.OA.B.2

- Fluently add and subtract within 20 using mental strategies
- By the end of Grade 2, know from memory all sums of two one-digit numbers
Note: Fact fluency means that students should have automaticity when recalling these facts.

3. Osmo Pizza Company
iPads
Google Doc and Drawing
4. Students will be practicing adding and subtracting using the Osmo Pizza Company game along with the iPads. Students will use the iPads to play the game where they will fulfill orders to customers. This is a virtual reality game where students have to use their deductive reasoning and math skills. First, students must look at what the customer wants and then make a pizza according to that. Then they have to take care of the customers money needs. Some might pay using exact change and others will have to add and subtract to see how much many the customer needs back. This is where the math section is incorporated. Students will have to be able to solve one and two step problems and be able to add and subtract within twenty. After all students have played the game, we will go over what they learned and basic math facts within twenty. Then students will do a google doc and drawing. Here they will create a paper advertisement for Osmo Pizza with math facts. Not only does this work on math skills, it works on deductive and reasoning and multi-tasking. Some customers will come in and give you their likes and dislikes and you have to make the order according to it. Also, there will be multiple things going on at once.

