

## **Osmo Pizza Company**

**Grade** – Kindergarten

**Subject** – Math

**Tools** – Osmo Pizza Company and Google Classroom

**Synopsis** – Students will be put in pairs (table partners) to play the pizza company game. One student will be making pizza's and the other student will be counting change. In google classroom, they will be recording the problems they were asked throughout the game. After 3 rounds, students will switch places.