

Geometry

1. **Grade Level:** 2nd
2. **Curriculum Topic:** Math - Geometry
3. **Tools:** For this lesson, a computer is needed with access to the internet, a SmartBoard, a class set of iPads/tablets with the Kahoot! app, as well as worksheets over reasoning with shapes and their attributes for each student.
4. **Synopsis:** As the teacher, I will first review with the students as a whole group about reasoning with shapes and their attributes. I will review each shape and their specified attributes that include the number of angles, number of sides, and number of equal faces. During this time, I will have the students contribute to telling me what each shape is called such as a cube or quadrilateral. I will then direct the students to get their iPad/tablet out to find and open the Kahoot! app. While students are doing that, I will be setting up to present the Kahoot! online review game on the SmartBoard. Once the students all have an iPad/tablet and I have the Kahoot! game on the SmartBoard, students will access the game using the code presented on the screen. After all students are prepared for the Kahoot! online game, I will begin the review. Students will have a specific amount of time to individually read the question and choose the correct answer to submit. As the teacher, I will be the only able to view the answers submitted. During this time, the students will be reviewing using Kahoot! on their iPad/tablet. After I, the teacher, have presented all the questions and all students have answered, the Kahoot! review game will be done. I will then instruct the students to put up their iPad/tablet and to come get a worksheet from the front of the room that is over reasoning of shapes and their attributes. Students will take this worksheet back to their desk to complete

individually. When students have completed the worksheet, they will then turn in to me.

This worksheet will be used as an assessment to see what information the students are retaining. While the students are completing this assessment, I will be recording the scores of each student from the Kahoot! review game that was previously played.