

Mini-Lesson Idea # 1: Osmo Tangram & Sketchbook

1. Grade level: K
2. Curriculum: AR.Math.Content.K.G.B.5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and by drawing shapes
3. Tools: The students will work with Osmo Tangram & Sketchbook app.
4. Synopsis: I will have the class grouped into pairs for this activity. Each group will use Osmo tangram to play the game where you create things using 2D shapes. In addition, I will have the class draw each shape the used via sketchbook app. The students can just draw the shapes one after another, they are not to create the image shown on Osmo.