

## Mini Lesson 1-Math

**Grade level-** 4<sup>th</sup> grade

**Curriculum Topic-** Math/Geometry

**Standards:** AR.Math.Content.3.G.A.1 • Understand that shapes in different categories (e.g., rhombuses, rectangles, and others) may share attributes (e.g., having four sides) and that the shared attributes can define a larger category (e.g., quadrilaterals) • Recognize rhombuses, rectangles, and squares as examples of quadrilaterals, and draw examples of quadrilaterals that do not belong to any of these subcategories

AR.Math.Content.3.G.A.2 • Partition shapes into parts with equal areas • Express the area of each part as a unit fraction of the whole

**Tools being used-** Osmos coding toys for iPad/Tangram and Class Dojo

**Synopsis of the lesson-** Students will use the Osmos gaming technology to work on spatial skills, and using geometry and critical thinking to make certain objects that the game instructs them to make. Students will then use Class Dojo to post a one paragraph response about how the game helped them learn geometry principles. Students will work independently and will be graded on their participation and willingness to work hard. In the game tangram students are given an everyday object that they must recreate using various shapes. This game makes them think critically and outside of the box while reinforcing geometry principles they have already learned in class.