Geometry Go!

1. 3rd Grade/whole class (groups)
2. Math
3. Osmo (Tangram) and BrainPOP on iPad (Math-Geometry/Measurement)
4. Students will learn more about shapes and geometry by first watching the videos on the BrainPOP app (polygons, types of triangles, and circles). Then students will use the knowledge they have from previous lessons along with what they learned from the video and solve the Osmo-Tangram puzzles. The puzzles require students to figure out what order the given shapes must follow in order to make the actual figure. When a student gets the correct shape, the shape will appear on the screen. Not only will the app teach students more about geometry, it will also test their coding and problem solving skills.

<https://www.brainpop.com/math/geometryandmeasurement/>

<https://www.playosmo.com/en/>