

## Osmo and Kidblog

1) Grade level: 6<sup>th</sup> Grade

2) Curriculum topic: Math

3) Tools: Osmo (Tangram) and Kidblog

4) Technology: Chromebook and Smartboard

5) Synopsis: Students will play the Osmo Tangram game individually. As they play they will identify the different shapes that the game is having them use and the different things that they are creating from the shapes. They will be asked to take notes as they use Osmo so they can refer back to what they did. Once they have played for about 10-15 minutes, they will be asked to use Kidblog to create a blog post about their experience. They will post their blog. I will then use the Smartboard to show the class what all their blog posts look like put together on one webpage. We will read through a few posts. This mini lesson will help students with math skills, technology, and writing.