

Osmo Pizza and Change Maker and Kahoot

Mini-Lesson Idea #3

Kristen Stokes

1. Grade level/Audience:

This lesson and project would be created for 1st grade. Students will use this app/game to practice making change for customers at a pizza restaurant. Once students have had enough time to play and practice this they will all do a Kahoot quiz with word problems that refer to the Osmo Pizza game and addition and subtraction.

2. Curriculum topic:

This will be a Mathematics based lesson using addition and subtraction as well as word problems.

3. Tools:

Students will be in groups once again as there are not enough Osmo games for each student to have their own. Students will take turns creating pizzas and taking and making change throughout the game experience. When students have all had a chance to play and practice, they will each get on their i-Pads and sign in to our Kahoot quiz. This quiz will have questions with addition and subtraction as well as word problems in the form of making change just like in the game they played.

4. Synopsis of what you are doing and how you will be using the tools:

I will begin this lesson by telling students we will be practicing more of addition and subtraction and reading word problems today by playing Pizza Maker on our Osmo app. The students will be split into groups of four and will have to take turns playing and practicing the game. When each of the students have had time to play and practice making change in the game, the students will get out their i-Pads and go on Kahoot to find our class quiz they will all take at the same time. On this quiz, they will have questions that will be more addition and subtraction and word problems that will refer to the game they have just played. This will be a reinforcement activity and quiz.