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Mini Lessons

- Grade 5
- Curriculum Topic: there is really no specific standard for these tools in the 5th grade. I do believe, however, these toys are fun and do help children think and expand their minds for such things like counting money, shapes, planning and sequencing, and problem solving.
- OSMO: Pizza Co, Tangram, Hot Wheels Mindracer, Bee-Bot, and Code-a-pillar.
- Synopsis: This lesson is more of a reward for the students. They have been working really well and doing what they are suppose too so I figured I would reward the students with some fun learning stations. The students will be split into four groups. One station will be one the OSMO game 'Pizza Co'. The students will take turns on the game by switching after making a pizza and collecting the money. If a student happens to struggle the others are allowed to help. The next station is the Tangram game. Just like the pizza game, the students will do this individually and switch after they finish their round. If a student struggles, the other students in the group are allowed to help. The third station is the Hot Wheels Mindracer. This game needs at least two people for each round. After the round, two new players will go. The final station will be the Bee-Bot and the Code-a-pillar. The students will all take turns playing with both of these. The students can either just come up with random sequences or they can try to make get to specific destination.