

# Pizza Pizza

**Subject:** Mathematics

**Grade:** Second

**Tools:** Osmo Pizza and Sketchbook App

**Synopsis:** Students are going to take turns using the iPad individually to play the game Osmo Pizza. This game requires them to make a pizza to the customer's likings and then give them correct change when the customer pays. After students get a chance to play a few rounds of the game, they are going to create their own pizza and make it cost however much they wish. They are creating this pizza using the Sketchbook App on the iPads which allows them to free draw. After they are done creating the pizza, they will go around the room and "buy" someone else's pizza. Using fake money that we have in the classroom, students will give the student the correct amount, and the person who created the pizza will have to give them change.

