

Mini Lesson 4 (Pizza and Counting Change)

- Grade level/ Audience: 1st Grade Students
- Curriculum: Math
- Tools: Osmo Pizza Co. app/iPad and Kahoot
- Synopsis: Students will first practice their counting money by playing with the app. Then, they will take the review quiz with Kahoot. Students will work in pairs to play with the Osmo Pizza Co. app because it can get pretty challenging with only one person playing it. Students will take turns giving the change and making the pizzas for customers. Students will then disassemble their groups and get their own individual iPad to play Kahoot. Students will each try their best to answer the questions that the teacher has on the Kahoot about making change and money.