

## Osmo Pizza Co. and Kahoot

**Grade level/ Audience:** This lesson is made for a 2<sup>nd</sup> Grade class and will be completed individually.

**Curriculum:** This aligns with the 2<sup>nd</sup> grade math standard “AR. Math.Content.2.OA.B.2: Fluently add and subtract within 20 using mental strategies.”

**Tools:** Osmo Pizza Co. and Kahoot

**Synopsis:** This lesson will begin with a review of money and a demonstration of how to use the Osmo Pizza toy as a class. Then each student will be given an Osmo Pizza game and try it for themselves! They will have to use mental math to give the customer the correct amount change for their pizza. After playing for 20 minutes, students will put up their toys and grab their iPad. I will explain to students that the faster they submit their answer; the more points they earn but if they miss the question they aren't awarded any points. This will show the importance of being quick but still coming up with the correct answer. After giving the game code, students will play the Kahoot game going over the chapter's math lessons with word problems, key vocabulary, and regular problems. After the game, we will go over frequently missed questions as a whole and students will be given a review packet with the questions from the Kahoot game to prepare for their upcoming test.