

Real World Math

Grade Level: First grade

Curriculum Topic: Mathematics

AR.Math.Content.1.NBT.C.4 Add within 100 using concrete models or drawings, relate the strategy used to a written expression or equation, and be able to explain the reasoning

AR. Math.Content.1.MD.B.4 (New Standard) Identify and know the value of a penny, nickel, dime, and quarter

AR. Math.Content.1.MD. B.5 (New Standard) Count collections of like coins (pennies, nickels, and dimes)

Tools: Osmo Pizza Maker

Fluid Math app

Synopsis: I will introduce our math lesson for the day and teach the content required for successful learning. Once completed with the lesson students will be split into groups of threes. Once students are in groups of three, there will be two of the pizza making activities at various places in the classroom. Using this activity, students will take turns completing the tasks on the game, at the end of the game they will have a total amount of money they made. Students will add up how much they made total as a group and compare it to the other groups at the end. At two other stations there will be an iPad with the app *Fluid Math* downloaded. Fluid math is an app that works on iPads and also interactive whiteboards (if one is present in the classroom it can be used). Students and teachers can write, in their own handwriting, and solve mathematics problems and engage with difficult concepts. Students will rotate

between the two stations practicing their math skills, for the students who are not currently working at the stations, they will be at their desks working on their worksheets that coincide with the lesson.