

Grade Level: 2<sup>nd</sup> Grade

Curriculum Topic: Math (Time and Money)

Tools: Osmo Pizza, Money Math Piggy Bank [Piggy Bank Money | Game | Education.com](#)

Synopsis: We will go over counting change and adding and subtracting money. The students will all play Piggy Bank Money on their iPads while they take turns playing the Pizza game on Osmo. The students will use this as a time to practice counting change.