

# Pizza Pizza

Subject: Mathematics

Grade: Kindergarten

Tools: Osmo Pizza and Sketchbook

Synopsis: Each student will have a turn to play the game Osmo Pizza on the iPad. This is an individually game. This game requires the students to make different pizzas for a customer. Each customer has a different liking so therefore the student will have to look at what the customer wants and physically put it on the pizza and slide it over to put it in the oven. After the customer eats the pizza they pay for their pizza and that makes the student have to get the correct amount of money. For kindergartens the app would set to the pizza's would only be one dollar so the students would have to subtract small numbers. After the students fix the pizza the students then would write how much the price of the pizza on the Sketchbook. The students will use the Sketchbook to do their math. After each student is finished with their turn on Osmo pizza they will spray water on the Sketchbook and wipe all their work off for the next person.

