

Mini Lesson 2: Osmo Pizza Co. & Sandbox

1) **Grade Level:** 3rd

2) **Curriculum Topic:**

AR.Math.Content.3.OA.A.2

Interpret whole-number quotients of whole numbers

3) **Tools:**

The tools I will use for this mini lesson are Osmo Pizza Co. & Sandbox

4) **Synopsis:**

For this lesson, the students will each use the Osmo game on the school iPads to work with money by making virtual pizzas for customers in groups of 2. After they made the pizzas, the customers pay for their pizzas, so the students will give back the change using their math skills through whole numbers. Students will also be learning about the economy during this lesson. After all students have had the opportunity to play the game, they will make a video on Sandbox (still in the groups of 2) to talk about what they have learned with these math skills.

Students will first introduce themselves then talk about what they have learned and demonstrate how to use the game in their 3 minute video.