

It's Pizza Time!

Subject: Mathematics

Grade: 4th

Teacher: Ms. Maggie Schreit

State Standard: AR.Math.Content.4.NBT.B.4 Add and subtract multi-digit whole numbers with computational fluency using a standard algorithm

Lesson:

For this lesson, I will be using Osmo's Pizza Co. and Google Drawings. I will begin the lesson by showing my students Osmo's Pizza Co. I will show them that this game requires memorization and fast reflexes for completing the customers' orders correctly. Students will play this game on the iPads for 10 minutes, or until they get the hang of it. Once the children are used to the game, I will ask them to sit back down in their seats. I will then split the students up into groups of 4 or 5. Each group will be given an iPad. The students will open the Google Drawings app. For their assignment, the students will create their own pizza menu with prices. After they are created, the students will all play a game together. One group at a time will put their created pizzas and their prices on the White Board. Students will come up and pick out what they "want to eat". Then, they must add up their total from their order and give them change (from toy money).

Modifications:

Students with modifications will be sat in the front for instruction and check up on regularly by myself during group work.