

## Shape Game

1.) Grade Level: 1<sup>st</sup> Grade

2.) Curriculum Topic: Mathematics

3.) Tools: Math Shape game on iPad (Osmo), along with the shapes used

4.) Synopsis: I will have my Osmo connected to my iPad and pulled up on the board. The students will then be able to help me maneuver which shapes need to go where to create the object given. They can come up one at a time, or simply raise their hand to tell me which shape they think it is. We will do one shape at a time, this way the tool will show us if it is right or not by the way it changes color to match the shape.