Matching & Money

Grade: 4th Grade

Standard: AR.Math.Content.4.MD.A.2

Technology: Osmo Pizza, BrainPOP

In this lesson, we will be learning how to match what we see and make change. The children will complete their lesson on the BrainPOP application and when they are done, we will move to the Osmo Pizza game. In this game, the children are shown a picture of the pizza and it is their job to make the same pizza they see on the screen. Once the pizza is made and the customer finishes eating, the customer will want to pay and the children will have to count money and give the customer back the correct amount of change.