

Osmo

Difficulty Rating: Easy

Overview:

Osmo kits turn a simple iPad into an augmented reality station. Each “genius” kit includes letter pieces, number pieces, and tangrams. Each Pizza Co. kit includes all the pieces needed to play the Osmo Pizza Co. game.

Number of Students: Osmo Genius; 14-28 students working singularly or in pairs Osmo Pizza Co.; 5-15 students working singularly or in groups of up to 3.

Introductory Lesson (time: 30 minutes)

1. Have your students start the “Introduction to Tangram” game. It will lead them through 13 puzzles starting with 2 shapes and ending with 6 shapes. Go around asking students to identify the shapes and colors.
2. Then play “Tangram” on easy. Students will journey the Tangram world by solving animal puzzles.
3. Throughout the lesson, ask students to identify shapes, colors, and the bigger shapes that 2 smaller shapes come together to create. Look out for the orange parallelogram - the trickiest shape!

