



STEM

Discovering Shapes

Grades

Pre-K / 1st

Environment

Individual station, Groups of 2-3, or whole class using projector

Materials

Osmo base + Osmo Tangram app + Tangram tiles + iPad 2 or higher

Objective

Familiarize your students with shapes, colors, and exciting puzzles with this lesson. This is a great introduction to Osmo Tangram and the art of tangram for beginner learners.

CCSS.MATH.CONTENT.K.G.A.1

CCSS.MATH.CONTENT.K.G.A.2

CCSS.MATH.CONTENT.K.G.A.3

CCSS.MATH.CONTENT.K.G.B.6

CCSS.MATH.CONTENT.1.G.A.1

Activity

1. Have your students start either individually or together on 'Introduction to Tangram.' The game will lead them through 13 puzzles starting with two shapes and ending with six shapes. Go around asking students to identify the shapes and colors. If you'd like, you can go through 'Introduction to Tangram' altogether as a class by playing it on the projector.
2. Then play 'Tangram' and choose 'Easy.' Students will journey the Tangram world by solving animal puzzles that will eventually take them to the castle, which contains three puzzles of either humans or objects. Unlocking a castle will give them a treasure chest filled with extra hint points!
3. Throughout the lesson, ask students to identify shapes, colors, and the bigger shapes that two smaller shapes come together to create. Look out for the orange parallelogram - the trickiest shape!