



STEM

Grandfather Tang's Story (beginner)

Grades

2nd / 3rd

Environment

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

Materials

Osmo base + Osmo Tangram app + Tangram tiles + iPad 2 or higher + "Grandfather Tang's Story" by Ann Tompert

Objective

Grandfather Tang's Story and Osmo Tangram make teaching geometry both easy and creative. By the end of the lesson plan, your students will be familiar with basic geometry and how shapes can turn into bigger things!

CCSS 1.G.1

CCSS 1.G.2

CCSS 2.G.1

Activity

1. Read aloud Grandfather Tang's Story and explain to students that a tangram is an ancient Chinese puzzle.
2. Introduce the 7 tangram pieces, counting the number of sides they have to practice Common Core Standards.
 - 2 large triangles - red and blue
 - 1 medium triangle - green
 - 2 small triangles - purple and teal
 - 1 square - yellow
 - 1 parallelogram - orange
3. Let them know that just like Grandfather Tang did in the book, they will also be creating various animals, shapes, objects, and humans with tangram.
4. Start the Tangram app and go to 'Tangram'
5. Have them start on 'Easy' and solve a few animal puzzles. However, when the orange bubbles start to appear, instruct them to start solving the orange puzzles unless they find them too difficult.
6. By the end of class, the majority of students should have solved at least 5-8 orange puzzles and 1 castle puzzle! You can have them go back to the game anytime to continue their progress.