

Osmo Word

An Engaging way to Explore Vocabulary

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Vocabulary knowledge is foundational, essential, and critical to success in learning content material. The connection of a well-developed vocabulary to higher test scores and greater success in college has been proven by many studies devoted to student life-long learning. Math vocabulary is isolated to the classroom and needs to be developed for greater understanding to occur for the learner. The students will use the Osmo Word program to visualize vocabulary and discuss math terms with a partner which will allow each student to attach meaning to prior and future learning. Images make connections with verbal cues to stimulate both sides of a person's brain. These connections create long term memory association. Students who can articulate learning can recognize terms to accurately answer math based problems. The program will reach all levels of students including ELL, GT, 504 and Special Education needs students.

The paired activity has the further of advantage of promoting vocabulary discussion, peer tutoring, and real world connections that can be acquired from another person's life experiences. Students can create the vocabulary cards that are used, students can play other vocabulary games with the created cards, and discuss the various ways the vocabulary can be modeled with a diagram. All of these tasks promote long term learning of math vocabulary. Students who excel in mathematics can work toward higher paying jobs in the technology industry.

Students in my class using the Osmo Word for vocabulary building for Linear and Exponential functions. The students pictured range from GT, ELL, 504 and Special Education services all working and enjoying learning together.



The Osmo Word is easy to explain and offers an engaging way to practice math vocabulary that is created specifically for these students.

Objectives:

1. Students will have verbal cues to learn from that are student created.
2. Students will have generated vocabulary cards that are TEK based.
3. Students will have diagrams that they can relate with through their own understanding.
4. Students can work at their own pace and receive clues when needed.

5. Students can repeat the process multiple times in the same day or over distributed practice.
6. Students can develop visual concepts that connect with language skills in specific math content.
7. Students can relate the vocabulary and diagrams to classroom learning.

Let's Play

Open the alphabet box. You and your partner each pick a color. Lay out your alphabet tiles where you can easily see all the letters. Putting them in alphabetical order is a good idea.

The game will give you an image describing a word or group of words. You and your partner will place letters under the mirror. The game will give points to each partner depending on how many letters you get right.

Where do you start to incorporate this into your own classroom?

Before you set up your account, pick a vocabulary list and create images. Use half sheets of 8.5 by 11 inch cardstock. Take pictures with your phone and send them to your email using the large image option. Download the pictures into a file that you have named for this project.

The vocabulary cards can be teacher made or student made to add to the lesson.

Use the following address to go Osmo and create an account: <https://my.playosmo.com>

- Create an account

- Login and create a password or the program sends an email to you that allows you to sign in
- On the "Home Page" select the tab "My Albums"
- Create a new album
- You will need at least 5 images to upload for a new Album
- Select upload image and find your folder
- After all the images are uploaded use the gear image on the screen to crop, delete, or replace an image
- Use the edit feature to add the vocabulary word and the level of difficulty
- You must select one of the images to be a cover image or the game will not upload to the library later
- To upload to the ipad you need to download the Osmo word App
- Select the App and login to Osmo on the ipad, go to the library key and upload your game
- Once the game has been loaded onto the ipad library it will remain there in the future

How can I further use the vocabulary cards that were created?

You can use the cards to play heads up for a warm up, exit ticket or for a classroom station.

Other Vocabulary ideas to bring the words to life are also included here for you:

Vocabulary Dominos- make giant dominos on letter size paper. The student play dominos where the vocabulary can be connected on multiple ways. The students defend their connections. You can add a blank space on a domino for a wildcard add on.

Writing Windows- Four different images on the same page. Each group member describes one then passes their papers around adding to others and filling in the missing information. Each student uses a different color.

Card sort activity – match the image, graph, table and description

One Last Vocabulary Game: Fish Bowl

You need 6 or more players, at least 3 words in the bowl for each player

Have the players number off...1,2,1,2...etc.

Now you have team 1 and team 2

Each team selects a score keeper

Start with any player and play 3 rounds. Each player has 30 seconds to have the other players on their team guess the words.

Round 1: Each player can act out or describe the word (without using the word or parts of the word)

Tally the points (1 point for each word)

Round 2: All the words back into the bowl. On the second round you can only act out the words.

Tally the points

Round 3: All the words back into the bowl. On the third round you can only say one word to get your team to guess. If you say more than one you lose that point.

Tally and see who wins ... team 1 or team 2

Sign in with the following link: (if the QR code does not work for you)

<https://goo.gl/forms/z6SThZb5awuSnhII2>

Math Mini Camp 2018



<http://bit.do/mathmini18>

