Osmo
A Gamified Instructional Tool
**Instructional Centers are key!**

<table>
<thead>
<tr>
<th>What are instructional centers?</th>
<th>Why are they important?</th>
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<tbody>
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<td>An instructional center is a space in the classroom which “provides students with exciting and interesting experiences to practice, enrich, reteach, and enhance their learning.” These centers are specifically connected to learning targets that progress as the curricular goals change. “In well-designed centers, students participate in activities that help them see curriculum in real-time, hands-on ways. Working both independently, and in small groups, students are provided with time and space to learn about a subject in a more in-depth fashion.</td>
<td>Instructional centers are important part of our elementary instructional pedagogy because they are “governed by rules that students are well aware of and requires [them] to be responsible and accountable for their own learning.” The influence of instructional centers lies in the flexibility provided students to receive “a more individualized [approach] than a whole-class lesson could provide.” Most importantly, centers provide the teacher time to meet with students individually to provide intervention or extension and to gather formative assessment data.</td>
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How does Osmo fit into Centers?

According to Osmo’s research, evidence of best practices indicate that children learn best from hands-on education. Osmo’s games are geared toward embodied learning, meaning our games teach abstract concepts by connecting them to objects and actions in the physical world. Osmo games promote embodied learning through physical-digital interactions.
Gamified Learning Theory

- Boosts motivation
- Builds learner engagement
- Increases learner retention
- Provides immediate performance feedback
- Periodic reinforcement promotes productive struggle
1. Initial Rollout
Osmo Piloted in Mrs. Manney’s Room as a Center

- Numbers and Words
- Coding Awbie

OSMO brought engagement and excitement into my classroom unlike any other center activity has before. My students use OSMO to practice math, writing, reading, vocabulary, coding, and problem-solving skills! I love how it saves each students' progress so they can continue to build on the skills at their own pace. The main reason why I find this program to be so valuable is the multi-sensory aspect that is beneficial to students with different learning styles. OSMO has been a fantastic resource in my classroom!
2. Excitement = Expansion
**Osmo Expands as a learning center option**

Expands to all four elementary schools as centers:

<table>
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<th>Coding Awbie</th>
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<tr>
<td>Words</td>
<td>Coding Duo</td>
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<td>Pizza Company</td>
<td>Coding Jam</td>
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<td>Tangrams</td>
<td>Detective Agency</td>
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<td>Masterpiece</td>
<td>ABCs</td>
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<td>Newton</td>
<td>Squiggle Magic</td>
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Franklin → Model School
Mrs. Manney → Osmo Ambassador
Model Schools

Osmo Model Schools are committed to providing meaningful and educational technology experiences in every classroom. They believe that 21st Century skills are important and will make a difference in the outcomes for their students. With Osmo, the students at these Osmo Model Schools are able to engage with innovative, hands-on technology Osmo provides while working towards future-ready preparedness.

Franklin Elementary School
Succasunna, NJ

Ambassadors

A network and community of educators passionate about implementing meaningful technology that makes an impact on student learning.

Lynn Manney
Second Grade Teacher
Succasunna, NJ
“The most productive classrooms are those in which students can work on complex problems, are encouraged to take risks, and can struggle and fail and still feel good about working on hard problems.” Boaler, J. (2015)

“I like Osmo Numbers because you have to make numbers and you unlock fish when you solve a problem. The other part that I like is the challenging part where if you’re close to a hook or near a star you have to think of a different way to get to the numbers.”

“I like Pizza Osmo because I get to practice with money and some of the customers make me solve fractions and that challenges me.”

“I like Osmo Coding because it’s really fun! There’s challenges where you have to find rocks and you have to try to collect them in one move. Once you start playing you never want to stop.”

“IT MAKES ME FEEL HAPPY because I get something accomplished and when I do the pizza game I feel like I am at a real job!”

“What does an expert say?”

“IT MAKES ME FEEL HAPPY because I get something accomplished and when I do the pizza game I feel like I am at a real job!”

“What are the kids saying?”

“I like Pizza Osmo because I get to practice with money and some of the customers make me solve fractions and that challenges me.”
Why is Osmo a great learning partner?

Working alongside Osmo to enhance instruction is super easy. Kira and Ian are accommodating, innovative, and supportive. Their program options are robust to the degree that there is something to meet the needs of every learner. In the classroom, Osmo reaches beyond the screen by integrating the use of physical objects to foster community, teamwork, and collaboration in students while simultaneously building on academic skills. Osmo’s partnership with Franklin Elementary has bolstered that reach to expand into more classrooms throughout the district and into more homes within our neighborhoods. The increase in engagement has led to greater student excitement around content-based problem solving through perseverance while learning relevant technology.
THANKS!