**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*Number represents and describes quantity: Numbers to 100 can be decomposed into 10â€™s and 1â€™s.*

- **BrainPOP Jr.** **Place Value**
- **BrainPOP Jr.** **Comparing Numbers**
- **BrainPOP Jr.** **One Hundred**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*Developing computational fluency comes from a strong sense of number: Fluency in addition and subtraction with numbers to 100 requires understanding of place value and mental math strategies*

- **BrainPOP Jr.** **Adding and Subtracting Tens**
- **BrainPOP Jr.** **Basic Adding**
- **BrainPOP Jr.** **Basic Subtraction**
- **BrainPOP Jr.** **Doubles**
- **BrainPOP Jr.** **Even and Odd**
- **BrainPOP Jr.** **Making Ten**
- **BrainPOP Jr.** **One Hundred**
- **BrainPOP Jr.** **Counting On**
- **BrainPOP Jr.** **Solving Word Problems**
- **BrainPOP Jr.** **Subtracting With Regrouping**
- **BrainPOP Jr.** **Adding with Regrouping**
- **BrainPOP Jr.** **Counting Coins**
- **BrainPOP Jr.** **Subtracting Without Regrouping**
- **BrainPOP** **Rounding**
- **GameUp** **Addition Blocks**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*We use patterns to represent identified regularities and to form generalizations: The regular change in increasing patterns can be identified.*

- **BrainPOP Jr.** **Patterns**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*We can describe, measure, and compare spatial relationships: Objects and shapes have attributes.*

- **BrainPOP Jr.** **Congruent and Similar Shapes**
- **BrainPOP Jr.** **Plane Shapes**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*Analyzing data and chance help us to compare and interpret: Concrete items can be represented pictorially in a graph.*

- **BrainPOP Jr.** **Pictographs**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

Reasoning and analyzing

▶ *Estimate reasonably*

- **BrainPOP** **Estimating**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- Reasoning and analyzing
  - *Develop mental math strategies and abilities to make sense of quantities*
    - **BrainPOP Jr.** **Comparing Numbers**
    - **BrainPOP Jr.** **Even and Odd**
    - **BrainPOP Jr.** **One Hundred**
    - **BrainPOP Jr.** **Place Value**
    - **BrainPOP Jr.** **Solving Word Problems**
    - **BrainPOP Jr.** **Adding and Subtracting Tens**
    - **BrainPOP Jr.** **Arrays**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- Understanding and solving
  - *Use multiple strategies to engage in problem solving (e.g., visual, oral, role-play, experimental, written, symbolic)*
    - **BrainPOP Jr.** **Solving Word Problems**
    - **BrainPOP Jr.** **Basic Adding**
    - **BrainPOP Jr.** **Basic Subtraction**
    - **BrainPOP Jr.** **Making Equal Groups**
    - **BrainPOP Jr.** **Choosing an Operation**
    - **GameUp** **Lure of the Labyrinth: Mine Shaft**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- Understanding and solving
  - *Develop, construct, and apply mathematical understanding through role-play, inquiry, and problem solving*
    - **BrainPOP Jr.** **Tally Charts and Bar Graphs**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- Understanding and solving
  - *Engage in problem-solving experiences that are connected to place, story, and cultural practices relevant to the local community*
    - **BrainPOP Jr.** **Choosing an Operation**
    - **BrainPOP Jr.** **Solving Word Problems**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- Communicating and representing
  - *Communicate in many ways (concretely, pictorially, symbolically, and by using spoken or written language to express, describe, explain, and apply mathematical ideas)*
    - **BrainPOP Jr.** **Solving Word Problems**
    - **BrainPOP Jr.** **Comparing Numbers**
    - **BrainPOP Jr.** **One Hundred**
    - **BrainPOP Jr.** **Adding and Subtracting Tens**
    - **BrainPOP Jr.** **Basic Adding**
    - **BrainPOP Jr.** **Basic Subtraction**
    - **BrainPOP Jr.** **Arrays**
    - **BrainPOP Jr.** **Basic Parts of a Whole**

- **BrainPOP Jr. Even and Odd**
- **BrainPOP Jr. Parts of a Clock**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

Communicating and representing

*Describe, create, and interpret relationships through concrete, pictorial, and symbolic representations*

- **BrainPOP Jr. Place Value**
- **BrainPOP Jr. Basic Adding**
- **BrainPOP Jr. Basic Subtraction**
- **BrainPOP Jr. Adding and Subtracting Tens**
- **BrainPOP Jr. Arrays**
- **BrainPOP Jr. Slides, Turns, and Flips**
- **BrainPOP Jr. Counting Coins**
- **BrainPOP Jr. Making Equal Groups**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

Communicating and representing

*Use technology appropriately to explore mathematics, solve problems, record, communicate, and represent thinking*

- **BrainPOP Jr. Tally Charts and Bar Graphs**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

Connecting and reflecting

*Connect mathematical concepts to each other and make mathematical connections to the real world (e.g., in daily activities, local and traditional practices, the environment, popular media and news events, cross-curricular integration)*

- **BrainPOP Jr. One Hundred**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

Connecting and reflecting

*Draw upon local First Peoples knowledge and/or expertise of local Elders to make connections to mathematical topics and concepts*

- **BrainPOP Jr. One Hundred**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*number concepts to 100*

- **BrainPOP Jr. Comparing Numbers**
- **BrainPOP Jr. Even and Odd**
- **BrainPOP Jr. One Hundred**
- **BrainPOP Jr. Place Value**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

*addition and subtraction facts to 20 (introduction of computational strategies)*

- **BrainPOP Jr. Basic Subtraction**
- **BrainPOP Jr. Counting On**
- **BrainPOP Jr. Doubles**
- **BrainPOP Jr. Making Ten**

- **BrainPOP Jr.** Basic Adding
- **BrainPOP Jr.** Adding and Subtracting Tens

- **GameUp** Addition Blocks

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2 *addition and subtraction to 100*

- **BrainPOP Jr.** Adding and Subtracting Tens
- **BrainPOP Jr.** Doubles
- **BrainPOP Jr.** Making Ten
- **BrainPOP Jr.** Basic Adding
- **BrainPOP Jr.** Basic Subtraction
- **BrainPOP Jr.** Counting On
- **BrainPOP Jr.** Even and Odd
- **BrainPOP Jr.** Subtracting With Regrouping
- **BrainPOP Jr.** One Hundred
- **BrainPOP Jr.** Adding with Regrouping
- **BrainPOP Jr.** Subtracting Without Regrouping
- **BrainPOP Jr.** Counting Coins
- **BrainPOP Jr.** Perimeter

- **GameUp** Addition Blocks
- **GameUp** Jelly Bean
- **GameUp** Monster School Bus

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2 *repeating and increasing patterns*

- **BrainPOP Jr.** Patterns

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2 *change in quantity using pictorial and symbolic representation*

- **BrainPOP Jr.** Solving Word Problems
- **BrainPOP Jr.** Place Value
- **BrainPOP Jr.** Adding and Subtracting Tens
- **BrainPOP Jr.** Comparing Numbers
- **BrainPOP Jr.** Arrays
- **BrainPOP Jr.** Basic Parts of a Whole
- **BrainPOP Jr.** Even and Odd
- **BrainPOP Jr.** Making Equal Groups

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2 *direct linear measurement, introducing standard metric units*

- **BrainPOP Jr.** Centimeters, Meters, Kilometers
- **BrainPOP Jr.** Perimeter
- **BrainPOP Jr.** Inches and Feet

- **BrainPOP** Customary Units
- **BrainPOP** Metric Units

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- *multiple attributes of 2D shapes and 3D objects*
  - **BrainPOP Jr. Plane Shapes**
  - **BrainPOP Polygons**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- *likelihood of events using comparative language*
  - **BrainPOP Jr. Basic Probability**

**British Columbia** **British Columbia Learning Standards > Mathematics (2015)**

Grade 2

- *financial literacy â€" coin combinations to 100 cents, and spending and saving*
  - **BrainPOP Jr. Counting Coins**
  - **BrainPOP Jr. Dollars and Cents**
  - **BrainPOP Jr. One Hundred**
  - **BrainPOP Jr. Equivalent Coins**
  - **BrainPOP Jr. Making Change Under a Dollar**
  - **BrainPOP Budgets**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A1** say the number sequence from 0 to 100 by
    - *2s, 5s and 10s, forward and backward, using starting points that are multiples of 2, 5, and 10 respectively*
  - **BrainPOP Jr. One Hundred**
  - **BrainPOP Jr. Counting On**
  - **BrainPOP Jr. Adding and Subtracting Tens**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A1** say the number sequence from 0 to 100 by
    - *10s using starting points from 1 to 9*
  - **BrainPOP Jr. One Hundred**
  - **BrainPOP Jr. Counting On**
  - **BrainPOP Jr. Adding and Subtracting Tens**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A1** say the number sequence from 0 to 100 by
    - *2s starting from 1*
  - **BrainPOP Jr. One Hundred**
  - **BrainPOP Jr. Counting On**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A2** *demonstrate if a number (up to 100) is even or odd*

- **BrainPOP Jr.** **Even and Odd**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Number

**A4** *represent and describe numbers to 100, concretely, pictorially, and symbolically*

- **BrainPOP Jr.** **Adding and Subtracting Tens**
- **BrainPOP Jr.** **Arrays**
- **BrainPOP Jr.** **Comparing Numbers**
- **BrainPOP Jr.** **Even and Odd**
- **BrainPOP Jr.** **Place Value**
- **BrainPOP Jr.** **Solving Word Problems**
- **BrainPOP Jr.** **One Hundred**
- **BrainPOP Jr.** **Making Equal Groups**
- **BrainPOP Jr.** **Counting Coins**
- **BrainPOP Jr.** **Counting On**
- **BrainPOP Jr.** **Making Ten**
- **BrainPOP Jr.** **Basic Adding**
- **BrainPOP Jr.** **Basic Subtraction**

- **GameUp** **Jelly Bean**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Number

**A5** *compare and order numbers up to 100*

- **BrainPOP Jr.** **Comparing Numbers**
- **BrainPOP Jr.** **Place Value**

- **GameUp** **Flower Power**
- **GameUp** **Pearl Diver**
- **GameUp** **Battleship Numberline**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Number

**A6** *estimate quantities to 100 using referents*

- **GameUp** **Jelly Bean**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Number

**A7** *illustrate, concretely and pictorially, the meaning of place value for numerals to 100*

- **BrainPOP Jr.** **Comparing Numbers**
- **BrainPOP Jr.** **Even and Odd**
- **BrainPOP Jr.** **Place Value**
- **BrainPOP Jr.** **One Hundred**
- **BrainPOP Jr.** **Solving Word Problems**

- **BrainPOP** **Rounding**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A8** *demonstrate and explain the effect of adding zero to or subtracting zero from any number*
    - **BrainPOP Jr. Doubles**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A9** demonstrate an understanding of addition (limited to 1 and 2-digit numerals) with answers to 100 and the corresponding subtraction by
    - *using personal strategies for adding and subtracting with and without the support of manipulatives*
    - **BrainPOP Jr. Basic Adding**
    - **BrainPOP Jr. Solving Word Problems**
    - **BrainPOP Jr. Basic Subtraction**
    - **GameUp Addition Blocks**
    - **GameUp Battleship Numberline**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A9** demonstrate an understanding of addition (limited to 1 and 2-digit numerals) with answers to 100 and the corresponding subtraction by
    - *creating and solving problems that involve addition and subtraction*
    - **BrainPOP Jr. Basic Adding**
    - **BrainPOP Jr. Basic Subtraction**
    - **BrainPOP Jr. Even and Odd**
    - **BrainPOP Jr. One Hundred**
    - **BrainPOP Jr. Subtracting With Regrouping**
    - **BrainPOP Jr. Adding and Subtracting Tens**
    - **BrainPOP Jr. Counting On**
    - **BrainPOP Jr. Adding with Regrouping**
    - **BrainPOP Jr. Subtracting Without Regrouping**
    - **GameUp Addition Blocks**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A9** demonstrate an understanding of addition (limited to 1 and 2-digit numerals) with answers to 100 and the corresponding subtraction by
    - *explaining that the order in which numbers are added does not affect the sum*
    - **BrainPOP Jr. Counting On**
    - **GameUp Addition Blocks**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A9** demonstrate an understanding of addition (limited to 1 and 2-digit numerals) with answers to 100 and the corresponding subtraction by
    - *explaining that the order in which numbers are subtracted may affect the difference*
    - **BrainPOP Jr. Subtracting With Regrouping**
    - **BrainPOP Jr. Adding and Subtracting Tens**

- **BrainPOP Jr.** **Counting On**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *using doubles*
    - **BrainPOP Jr.** **Adding and Subtracting Tens**
    - **BrainPOP Jr.** **Basic Adding**
    - **BrainPOP Jr.** **Basic Subtraction**
    - **BrainPOP Jr.** **Doubles**
    - **BrainPOP Jr.** **Making Ten**
    - **BrainPOP Jr.** **Counting On**

    - **GameUp** **Addition Blocks**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *making 10*
    - **BrainPOP Jr.** **Adding and Subtracting Tens**
    - **BrainPOP Jr.** **Basic Adding**
  - 6 more resources

    - **GameUp** **Addition Blocks**
    - **GameUp** **Monster School Bus**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *one more, one less*
    - **BrainPOP Jr.** **Adding and Subtracting Tens**
    - **BrainPOP Jr.** **Basic Adding**
    - **BrainPOP Jr.** **Basic Subtraction**
    - **BrainPOP Jr.** **Counting On**
    - **BrainPOP Jr.** **Counting Coins**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *two more, two less*
    - **BrainPOP Jr.** **Doubles**
    - **BrainPOP Jr.** **Even and Odd**
    - **BrainPOP Jr.** **One Hundred**
    - **BrainPOP Jr.** **Solving Word Problems**
    - **BrainPOP Jr.** **Adding and Subtracting Tens**
    - **BrainPOP Jr.** **Adding with Regrouping**

    - **GameUp** **Addition Blocks**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *building on a known double*
      - **BrainPOP Jr.** **Adding and Subtracting Tens**
      - **BrainPOP Jr.** **Basic Adding**
      - **BrainPOP Jr.** **Basic Subtraction**
      - **BrainPOP Jr.** **Doubles**
      - **BrainPOP Jr.** **Making Ten**
      - **BrainPOP Jr.** **Counting On**
      - **GameUp** **Addition Blocks**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *addition for subtraction*
      - **BrainPOP Jr.** **Basic Adding**
      - **BrainPOP Jr.** **Basic Subtraction**
      - **BrainPOP Jr.** **Solving Word Problems**
      - **BrainPOP Jr.** **Subtracting With Regrouping**
      - **BrainPOP** **Division**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Number
  - **A10** apply mental mathematics strategies, such as
    - *to determine basic addition facts to 18 and related subtraction facts*
      - **BrainPOP Jr.** **Basic Subtraction**
      - **BrainPOP Jr.** **Basic Adding**
      - **BrainPOP Jr.** **Solving Word Problems**
      - **BrainPOP Jr.** **Counting On**
      - **BrainPOP Jr.** **Adding and Subtracting Tens**
      - **GameUp** **Addition Blocks**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B1** demonstrate an understanding of repeating patterns (three to five elements) by
    - *describing*
      - **BrainPOP Jr.** **Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B1** demonstrate an understanding of repeating patterns (three to five elements) by
    - *extending*
      - **BrainPOP Jr.** **Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B1** demonstrate an understanding of repeating patterns (three to five elements) by
    - *comparing*
    - **BrainPOP Jr. Comparing Numbers**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B1** demonstrate an understanding of repeating patterns (three to five elements) by
    - *creating*
    - **BrainPOP Jr. Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B1** demonstrate an understanding of repeating patterns (three to five elements) by
    - *patterns using manipulatives, diagrams, sounds, and actions.*
    - **BrainPOP Jr. Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B2** demonstrate an understanding of increasing patterns by
    - *describing*
    - **BrainPOP Jr. Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B2** demonstrate an understanding of increasing patterns by
    - *reproducing*
    - **BrainPOP Jr. Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B2** demonstrate an understanding of increasing patterns by
    - *extending*
    - **BrainPOP Jr. Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B2** demonstrate an understanding of increasing patterns by
    - *creating*
    - **BrainPOP Jr. Patterns**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Patterns and Relations
  - **B3** *demonstrate and explain the meaning of equality and inequality by using manipulatives and diagrams (0 to 100)*

- **BrainPOP Jr.** Adding and Subtracting Tens
- **BrainPOP Jr.** Adding with Regrouping
- **BrainPOP Jr.** Basic Adding
- **BrainPOP Jr.** Basic Subtraction
- **BrainPOP Jr.** Comparing Numbers
- **BrainPOP Jr.** Counting On
- **BrainPOP Jr.** Doubles
- **BrainPOP Jr.** Making Ten
- **BrainPOP Jr.** Solving Word Problems
- **BrainPOP Jr.** Making Equal Groups
- **BrainPOP Jr.** Place Value
- **BrainPOP Jr.** Even and Odd
- **BrainPOP Jr.** Arrays
- **BrainPOP Jr.** Counting Coins
- **BrainPOP Jr.** One Hundred
- **BrainPOP Jr.** Dollars and Cents

- **BrainPOP** Multiplication

- **GameUp** Jelly Bean
- **GameUp** Treefrog Treasure

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Patterns and Relations

**B4** *record equalities and inequalities symbolically using the equal symbol or the not equal symbol*

- **BrainPOP Jr.** Comparing Numbers
- **BrainPOP Jr.** Basic Adding
- **BrainPOP Jr.** Basic Subtraction
- **BrainPOP Jr.** Making Equal Groups

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Shape and Space

**C1** *relate the number of days to a week and the number of months to a year in a problem-solving context*

- **BrainPOP Jr.** Calendar and Dates
- **BrainPOP Jr.** Parts of a Clock

- **BrainPOP** Leap Year

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Shape and Space

**C2** *relate the size of a unit of measure to the number of units (limited to non-standard units) used to measure length and mass (weight)*

- **BrainPOP Jr.** Inches and Feet

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Shape and Space

**C3** *compare and order objects by length, height, distance around, and mass (weight) using nonstandard units, and make statements of comparison*

- **BrainPOP Jr. Inches and Feet**

- **BrainPOP Customary Units**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Shape and Space
  - **C4** measure length to the nearest non-standard unit by
    - *using multiple copies of a unit*
  - **BrainPOP Jr. Inches and Feet**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Shape and Space
  - **C4** measure length to the nearest non-standard unit by
    - *using a single copy of a unit (iteration process)*
  - **BrainPOP Jr. Inches and Feet**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Shape and Space
  - **C8** describe, compare, and construct 2-D shapes, including
    - *triangles*
  - **BrainPOP Jr. Plane Shapes**
  - **BrainPOP Jr. Congruent and Similar Shapes**

  - **BrainPOP Polygons**
  - **BrainPOP Types of Triangles**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Shape and Space
  - **C8** describe, compare, and construct 2-D shapes, including
    - *squares*
  - **BrainPOP Jr. Plane Shapes**
  - **BrainPOP Jr. Congruent and Similar Shapes**

  - **BrainPOP Polygons**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Shape and Space
  - **C8** describe, compare, and construct 2-D shapes, including
    - *rectangles*
  - **BrainPOP Jr. Plane Shapes**
  - **BrainPOP Jr. Congruent and Similar Shapes**

  - **BrainPOP Polygons**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

- Shape and Space
  - **C8** describe, compare, and construct 2-D shapes, including

*circles*

- **BrainPOP Jr.** **Plane Shapes**
- **BrainPOP** **Polygons**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Statistics and Probability

**D1** *gather and record data about self and others to answer questions*

- **BrainPOP Jr.** **Tally Charts and Bar Graphs**
- **BrainPOP Jr.** **Basic Probability**

**British Columbia** **British Columbia Learning Outcomes > Mathematics (2006)**

Grade 2

Statistics and Probability

**D2** *construct and interpret concrete graphs and pictographs to solve problems*

- **BrainPOP Jr.** **Pictographs**