

Grade 3

- ☹ *Number represents and describes quantity: Parts of wholes can be represented by fractions*
  - **BrainPOP Jr. Basic Parts of a Whole**
  - **BrainPOP Jr. Equivalent Fractions**
- ☹
  - **BrainPOP Jr. Mixed Numbers**
  - **BrainPOP Jr. More Fractions**
  - **BrainPOP Jr. Time to the Hour**
  
- **BrainPOP Fractions**
- **BrainPOP Adding and Subtracting Fractions**
- **BrainPOP Multiplying and Dividing Fractions**

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 3

- ☹ *Developing computational fluency comes from a strong sense of number: Flexible decomposing and composing are used when adding, subtracting, multiplying, and dividing whole numbers*
  - **BrainPOP Jr. Adding and Subtracting Tens**
  - **BrainPOP Jr. One Hundred**
  
- **BrainPOP Multiplication**
- **BrainPOP Standard and Scientific Notation**
- **BrainPOP Factoring**
  
- **GameUp Gate**
- **GameUp Addition Blocks**

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 3

- ☹ *We use patterns to represent identified regularities and to form generalizations: The regular change in increasing and decreasing patterns can be identified.*
  - **BrainPOP Jr. Patterns**
  
- **BrainPOP Fibonacci Sequence**

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 3

- ☹ *We can describe, measure, and compare spatial relationships: Standard units are used to measure attributes of objects shapes.*
  - **BrainPOP Area of Polygons**

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 3

- ☹ *Analyzing data and chance help us to compare and interpret: The likelihood of possible outcomes can be examined.*
  - **BrainPOP Jr. Basic Probability**
  - **BrainPOP Jr. Probability**
  
- **BrainPOP Independent and Dependent Events**
- **BrainPOP Basic Probability**
- **BrainPOP Compound Events**

British Columbia

British Columbia Learning Standards > Mathematics (2015)

- Grade 3
- Reasoning and analyzing
    - Estimate reasonably
      - BrainPOP Estimating**

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

- Grade 3
- 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**
  - BrainPOP Binary**
  - GameUp Gate**

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

- Grade 3
- Reasoning and analyzing
    - Use reasoning and logic to explore and make connections
      - BrainPOP Logic Gates**

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

- Grade 3
- 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**
  - BrainPOP Using a Calculator**
    - BrainPOP Game Theory**
  - BrainPOP Word Problems**
    - BrainPOP Inequalities**
    - BrainPOP Graphing and Solving Inequalities**
    - BrainPOP Associative Property**
  - GameUp Lure of the Labyrinth: Employee Lounge**
    - GameUp Lure of the Labyrinth: Mine Shaft**

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

- Grade 3
- Understanding and solving
    - Develop, construct, and apply mathematical understanding through role-play, inquiry, and problem solving
      - BrainPOP Jr. Tally Charts and Bar Graphs**

- [BrainPOP Using a Calculator](#)
- [BrainPOP Game Theory](#)

## British Columbia

Grade 3

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

#### 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](#)
  
- [BrainPOP Game Theory](#)
- [BrainPOP Word Problems](#)

## British Columbia

Grade 3

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

#### 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](#)
  
- [BrainPOP Inequalities](#)
- [BrainPOP Game Theory](#)

## British Columbia

Grade 3

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

#### 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](#)
  
- [BrainPOP Inequalities](#)
- [BrainPOP Problem Solving Using Tables](#)

## British Columbia

Grade 3

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

#### Communicating and representing

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

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

- **BrainPOP Using a Calculator**
- **BrainPOP Game Theory**
- **BrainPOP Word Problems**

- **GameUp Turtle Academy**

## **British Columbia**

Grade 3

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

☰ 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**

- **BrainPOP Game Theory**
- **BrainPOP Word Problems**

## **British Columbia**

Grade 3

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

☰ 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**

- **BrainPOP Game Theory**

## **British Columbia**

Grade 3

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

☰ *number concepts to 1000*

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

## **British Columbia**

Grade 3

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

☰ *fraction concepts*

- **BrainPOP Jr. Basic Parts of a Whole**
- **BrainPOP Jr. Equivalent Fractions**
- ☰ • **BrainPOP Jr. Mixed Numbers**
- **BrainPOP Jr. More Fractions**
- **BrainPOP Jr. Time to the Hour**
- **BrainPOP Jr. Time to the Quarter and Half Hour**

- **BrainPOP Adding and Subtracting Fractions**
- **BrainPOP Fractions**

☰ • **BrainPOP Multiplying and Dividing Fractions**  
• **BrainPOP Rational and Irrational Numbers**

- **GameUp Drake Equation**

- **GameUp Drop Zone**
- **GameUp Flower Power**
- **GameUp Slice Fractions: School Edition**

## British Columbia

Grade 3

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

- *addition and subtraction to 1000*
  - **BrainPOP Jr. Adding and Subtracting Tens**
  - **BrainPOP Jr. Doubles**
- *addition and subtraction to 1000*
  - **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 Ayiti: The Cost of Life**
- **GameUp Gate**
- **GameUp Jelly Bean**
- **GameUp Monster School Bus**
- **GameUp Primary Krypto**
- **GameUp Deep Sea Duel**

## British Columbia

Grade 3

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

- *addition and subtraction facts to 20 (emerging computational fluency)*
  - **BrainPOP Jr. Basic Subtraction**
  - **BrainPOP Jr. Counting On**
- *addition and subtraction facts to 20 (emerging computational fluency)*
  - **BrainPOP Jr. Doubles**
  - **BrainPOP Jr. Making Ten**
  - **BrainPOP Jr. Basic Adding**
  - **BrainPOP Jr. Adding and Subtracting Tens**
- **GameUp Addition Blocks**

## British Columbia

Grade 3

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

- *multiplication and division concepts*
  - **BrainPOP Jr. Repeated Subtraction**
  - **BrainPOP Jr. Arrays**
- *multiplication and division concepts*
  - **BrainPOP Jr. Making Equal Groups**
  - **BrainPOP Jr. Even and Odd**
  - **BrainPOP Jr. Multiplying by 0 or 1**
- **BrainPOP Division**
- **BrainPOP Multiplication**

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

**British Columbia**

Grade 3

☰ *increasing and decreasing patterns*

- **BrainPOP Jr. Patterns**
- **BrainPOP Fibonacci Sequence**

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

**British Columbia**

Grade 3

☰ *pattern rules using words and numbers based on concrete experiences*

- **BrainPOP Jr. One Hundred**
- **BrainPOP Fibonacci Sequence**

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

**British Columbia**

Grade 3

☰ *one-step addition and subtraction equations with an unknown number*

- **BrainPOP Two-Step Equations**
- **GameUp Addition Blocks**

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

**British Columbia**

Grade 3

☰ *measurement using standard units (linear, mass, and capacity)*

- **BrainPOP Jr. Centimeters, Meters, Kilometers**
- **BrainPOP Jr. Grams and Kilograms**
- ☰ • **BrainPOP Jr. Ounces, Pounds, and Tons**
- **BrainPOP Jr. Cups, Pints, Quarts, Gallons**
- **BrainPOP Jr. Perimeter**
- **BrainPOP Jr. Inches and Feet**
- **BrainPOP Jr. Calendar and Dates**
- **BrainPOP Jr. Parts of a Clock**
- **BrainPOP Jr. Time to the Hour**
- **BrainPOP Jr. Time to the Quarter and Half Hour**
- **BrainPOP Metric vs. Customary**
- **BrainPOP Customary Units**
- ☰ • **BrainPOP Metric Units**
- **BrainPOP Volume of Cylinders**

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

**British Columbia**

Grade 3

☰ *time concepts*

- **BrainPOP Jr. Parts of a Clock**
- **BrainPOP Jr. Time to the Hour**
- ☰ • **BrainPOP Jr. Time to the Quarter and Half Hour**
- **BrainPOP Jr. Calendar and Dates**
- **BrainPOP Jr. Time to the Minute**
- **BrainPOP Elapsed Time**
- **BrainPOP Leap Year**

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

## Columbia

Grade 3

☰ *construction of 3D shapes*

- **BrainPOP Geometry**
- **BrainPOP 3D Printing**
- **BrainPOP Polyhedrons**
- **BrainPOP Volume of Prisms**

## British Columbia

Grade 3

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

☰ *one-to-one correspondence with bar graphs, pictographs, charts, and tables*

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

## British Columbia

Grade 3

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

☰ *financial literacy - fluency with coins and bills to 100 dollars, and earning and payment*

- **BrainPOP Jr. Dollars and Cents**
- **BrainPOP Jr. Counting Coins**
- ☰
  - **BrainPOP Jr. One Hundred**
  - **BrainPOP Jr. Making Change Under a Dollar**
  - **BrainPOP Jr. Equivalent Coins**
- **BrainPOP Budgets**
- **BrainPOP Money**
- **BrainPOP Banking**

## British Columbia

Grade 3

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

☰ Number

- ▶ **A1** say the number sequence forward and backward from 0 to 1000 by
  - ▶ *5s, 10s or 100s using any starting point*
- **BrainPOP Jr. One Hundred**
- **BrainPOP Jr. Adding and Subtracting Tens**
- **BrainPOP Jr. Counting On**

## British Columbia

Grade 3

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

☰ Number

- ▶ **A1** say the number sequence forward and backward from 0 to 1000 by
  - ▶ *3s using starting points that are multiples of 3*
- **BrainPOP Jr. One Hundred**

## British Columbia

Grade 3

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

☰ Number

- ▶ **A1** say the number sequence forward and backward from 0 to 1000 by
  - ▶ *4s using starting points that are multiples of 4*
- **BrainPOP Jr. One Hundred**
- **BrainPOP Jr. Adding and Subtracting Tens**
- **BrainPOP Jr. Counting On**

## British Columbia

Grade 3

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

☰ Number

- ▶ **A1** say the number sequence forward and backward from 0 to 1000 by  
▶ *25s using starting points that are multiples of 25*
- **BrainPOP Jr. One Hundred**

## British Columbia

Grade 3

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

- ⊖ Number
  - ▶ **A2** *represent and describe numbers to 1000, 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. Basic Parts of a Whole**
  - **BrainPOP Roman Numerals**
  - **BrainPOP Fractions**
- **GameUp Jelly Bean**

## British Columbia

Grade 3

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

- ⊖ Number
  - ▶ **A3** *compare and order numbers to 1000*
    - **BrainPOP Jr. Comparing Numbers**
    - **BrainPOP Inequalities**
  - **GameUp Battleship Numberline**
  - **GameUp Dig It**
- ⊖
  - **GameUp Flower Power**
  - **GameUp Pearl Diver**

## British Columbia

Grade 3

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

- ⊖ Number
  - ▶ **A4** *estimate quantities less than 1000 using referents*
    - **GameUp Jelly Bean**

## British Columbia

Grade 3

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

- ⊖ Number
  - ▶ **A5** *illustrate, concretely and pictorially, the meaning of place value for numerals to 1000*
    - **BrainPOP Jr. Comparing Numbers**
    - **BrainPOP Jr. Even and Odd**
- ⊕ 3 more resources
  - **BrainPOP Rounding**



- **GameUp Gate**

## British Columbia

Grade 3

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

#### ☰ Number

- ▶ **A6** describe and apply mental mathematics strategies for adding two 2-digit numerals, such as
  - ▶ *adding from left to right*

- **BrainPOP Jr. Adding with Regrouping**
- **BrainPOP Jr. Basic Adding**
- ☰ • **BrainPOP Jr. Adding and Subtracting Tens**
- **BrainPOP Jr. Even and Odd**
- **BrainPOP Jr. Solving Word Problems**
  
- **GameUp Monster School Bus**
- **GameUp Deep Sea Duel**
- **GameUp Gate**

## British Columbia

Grade 3

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

#### ☰ Number

- ▶ **A6** describe and apply mental mathematics strategies for adding two 2-digit numerals, such as
  - ▶ *taking one addend to the nearest multiple of ten and then compensating*

- **BrainPOP Jr. Adding and Subtracting Tens**
- **BrainPOP Jr. Basic Adding**
- ☰ • **BrainPOP Jr. One Hundred**
- **BrainPOP Jr. Doubles**
- **BrainPOP Jr. Solving Word Problems**
  
- **GameUp Gate**

## British Columbia

Grade 3

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

#### ☰ Number

- ▶ **A6** describe and apply mental mathematics strategies for adding two 2-digit numerals, such as
  - ▶ *using doubles*

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

## British Columbia

Grade 3

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

#### ☰ Number

- ▶ **A7** describe and apply mental mathematics strategies for subtracting two 2-digit numerals, such as
  - ▶ *taking the subtrahend to the nearest multiple of ten and then compensating*

- **BrainPOP Jr. Adding and Subtracting Tens**
- **BrainPOP Jr. Basic Subtraction**
  
- **GameUp Gate**

## British Columbia

Grade 3

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

#### ☰ Number

- ▶ **A7** describe and apply mental mathematics strategies for subtracting two 2-digit numerals, such as

▶ *thinking of addition*

- BrainPOP Jr. [Basic Subtraction](#)
- BrainPOP Jr. [Subtracting With Regrouping](#)

- GameUp [Gate](#)

## British Columbia

Grade 3

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

#### ☰ Number

▶ **A7** describe and apply mental mathematics strategies for subtracting two 2-digit numerals, such as

▶ *using doubles*

- BrainPOP Jr. [Basic Subtraction](#)
- BrainPOP Jr. [Adding and Subtracting Tens](#)

## British Columbia

Grade 3

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

#### ☰ Number

▶ **A8** *apply estimation strategies to predict sums and differences of two 2-digit numerals in a problem-solving context*

- BrainPOP [Rounding](#)

## British Columbia

Grade 3

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

#### ☰ Number

▶ **A9** demonstrate an understanding of addition and subtraction of numbers with answers to 1000 (limited to 1, 2 and 3-digit numerals) by

▶ *using personal strategies for adding and subtracting with and without the support of manipulatives*

- BrainPOP Jr. [Basic Adding](#)
- BrainPOP Jr. [Basic Subtraction](#)
- ☰ • BrainPOP Jr. [Adding with Regrouping](#)
- BrainPOP Jr. [Solving Word Problems](#)

- BrainPOP [Using a Calculator](#)

- GameUp [Deep Sea Duel](#)
- GameUp [Addition Blocks](#)

## British Columbia

Grade 3

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

#### ☰ Number

▶ **A9** demonstrate an understanding of addition and subtraction of numbers with answers to 1000 (limited to 1, 2 and 3-digit numerals) by

▶ *creating and solving problems in contexts that involve addition and subtraction of numbers concretely, pictorially, and symbolically*

- BrainPOP Jr. [Basic Adding](#)
- BrainPOP Jr. [Solving Word Problems](#)
- ☰ • BrainPOP Jr. [Basic Subtraction](#)
- BrainPOP Jr. [Subtracting With Regrouping](#)

- GameUp [Gate](#)
- GameUp [Addition Blocks](#)

## British Columbia

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

- Grade 3
- ☰ Number
    - ▶ **A10** apply mental mathematics strategies and number properties, 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 Learning Outcomes > Mathematics (2006)**

- Grade 3
- ☰ Number
    - ▶ **A10** apply mental mathematics strategies and number properties, such as
      - ▶ *making 10*
    - **BrainPOP Jr. Adding and Subtracting Tens**
    - **BrainPOP Jr. Basic Adding**
  - ☰
    - **BrainPOP Jr. Basic Subtraction**
    - **BrainPOP Jr. Doubles**
    - **BrainPOP Jr. Making Ten**
    - **BrainPOP Jr. One Hundred**
    - **BrainPOP Jr. Counting On**
    - **BrainPOP Jr. Adding with Regrouping**
  - **GameUp Addition Blocks**
  - **GameUp Monster School Bus**

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

- Grade 3
- ☰ Number
    - ▶ **A10** apply mental mathematics strategies and number properties, such as
      - ▶ *using the commutative property*
    - **BrainPOP Commutative Property**
  - **GameUp Addition Blocks**

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

- Grade 3
- ☰ Number
    - ▶ **A10** apply mental mathematics strategies and number properties, such as
      - ▶ *using the property of zero*
    - **BrainPOP Jr. Multiplying by 0 or 1**

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

- Grade 3
- ☰ Number
    - ▶ **A10** apply mental mathematics strategies and number properties, such as
      - ▶ *thinking addition for subtraction*
    - **BrainPOP Jr. Subtracting With Regrouping**

- **BrainPOP Division**

## British Columbia

Grade 3

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

#### ☉ Number

- ▶ **A10** apply mental mathematics strategies and number properties, such as
  - ▶ *to recall basic addition facts to 18 and related subtraction facts*

- **BrainPOP Jr. Counting On**
- **BrainPOP Jr. Doubles**
- ☉ • **BrainPOP Jr. Making Ten**
- **BrainPOP Jr. Adding and Subtracting Tens**
  
- **GameUp Addition Blocks**

## British Columbia

Grade 3

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

#### ☉ Number

- ▶ **A11** demonstrate an understanding of multiplication to 5 × 5 by
  - ▶ *representing and explaining multiplication using equal grouping and arrays*

- **BrainPOP Jr. Arrays**
- **BrainPOP Jr. Making Equal Groups**
- ☉ • **BrainPOP Jr. Repeated Subtraction**
- **BrainPOP Jr. Multiplying by 0 or 1**
  
- **BrainPOP Multiplication**
- **BrainPOP Factoring**
- **BrainPOP Square Roots**
  
- **GameUp Lure of the Labyrinth: Employee Lounge**
- **GameUp Jelly Bean**

## British Columbia

Grade 3

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

#### ☉ Number

- ▶ **A11** demonstrate an understanding of multiplication to 5 × 5 by
  - ▶ *creating and solving problems in context that involve multiplication*

- **BrainPOP Jr. Repeated Subtraction**
- **BrainPOP Jr. Solving Word Problems**
  
- **BrainPOP Multiplication**
- **BrainPOP Factoring**

## British Columbia

Grade 3

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

#### ☉ Number

- ▶ **A11** demonstrate an understanding of multiplication to 5 × 5 by
  - ▶ *modelling multiplication using concrete and visual representations, and recording the process symbolically*

- **BrainPOP Jr. Repeated Subtraction**
- **BrainPOP Jr. Solving Word Problems**
  
- **BrainPOP Multiplication**
- **BrainPOP Division**

**British Columbia**

Grade 3

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

☰ Number

- ▶ **A11** demonstrate an understanding of multiplication to 5 × 5 by
  - ▶ *relating multiplication to repeated addition*
  - **BrainPOP Jr. Arrays**
  - **BrainPOP Jr. Multiplying by 0 or 1**
  
  - **BrainPOP Multiplication**
  
  - **GameUp Gate**

**British Columbia**

Grade 3

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

☰ Number

- ▶ **A11** demonstrate an understanding of multiplication to 5 × 5 by
  - ▶ *relating multiplication to division*
  - **BrainPOP Jr. Repeated Subtraction**
  
  - **BrainPOP Division**
  - **BrainPOP Multiplication**

**British Columbia**

Grade 3

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

☰ Number

- ▶ **A12** demonstrate an understanding of division by
  - ▶ *representing and explaining division using equal sharing and equal grouping*
  - **BrainPOP Jr. Making Equal Groups**
  - **BrainPOP Jr. Repeated Subtraction**
  - **BrainPOP Jr. Dividing with Remainders**
  
  - **BrainPOP Division**

**British Columbia**

Grade 3

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

☰ Number

- ▶ **A12** demonstrate an understanding of division by
  - ▶ *creating and solving problems in context that involve equal sharing and equal grouping*
  - **BrainPOP Jr. Dividing with Remainders**
  - **BrainPOP Jr. Repeated Subtraction**
  - ☰ • **BrainPOP Jr. Solving Word Problems**
  - **BrainPOP Jr. Basic Parts of a Whole**
  
  - **BrainPOP Fractions**
  - **BrainPOP Division**

**British Columbia**

Grade 3

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

☰ Number

- ▶ **A12** demonstrate an understanding of division by
  - ▶ *modelling equal sharing and equal grouping using concrete and visual representations, and recording the process symbolically*

- **BrainPOP Jr. Solving Word Problems**
- **BrainPOP Jr. Repeated Subtraction**

- **BrainPOP Multiplication**
- **BrainPOP Division**

**British Columbia**

Grade 3

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

☰ Number

▶ **A12** demonstrate an understanding of division by

▶ *relating division to repeated subtraction*

- **BrainPOP Jr. Repeated Subtraction**
- **BrainPOP Division**

**British Columbia**

Grade 3

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

☰ Number

▶ **A12** demonstrate an understanding of division by

▶ *relating division to multiplication (limited to division related to multiplication facts up to 5 x 5)*

- **BrainPOP Jr. Repeated Subtraction**
- **BrainPOP Multiplication**
- **BrainPOP Division**
- **BrainPOP Factoring**

**British Columbia**

Grade 3

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

☰ Number

▶ **A13** demonstrate an understanding of fractions by

▶ *explaining that a fraction represents a part of a whole*

- **BrainPOP Jr. Basic Parts of a Whole**
- **BrainPOP Jr. Time to the Quarter and Half Hour**
- ☰ • **BrainPOP Jr. Equivalent Fractions**
- **BrainPOP Jr. Mixed Numbers**
- **BrainPOP Jr. More Fractions**
- **BrainPOP Jr. Time to the Hour**
- **BrainPOP Adding and Subtracting Fractions**
- **BrainPOP Fractions**
- ☰ • **BrainPOP Multiplying and Dividing Fractions**
- **BrainPOP Rational and Irrational Numbers**
- **GameUp Drop Zone**
- **GameUp Flower Power**
- **GameUp Slice Fractions: School Edition**

**British Columbia**

Grade 3

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

☰ Number

▶ **A13** demonstrate an understanding of fractions by

▶ *describing situations in which fractions are used*

- **BrainPOP Jr. Mixed Numbers**

- [BrainPOP Jr. More Fractions](#)

- ⊖
  - [BrainPOP Jr. Time to the Quarter and Half Hour](#)
  - [BrainPOP Jr. Basic Parts of a Whole](#)
  - [BrainPOP Jr. Time to the Hour](#)

- [BrainPOP Fractions](#)
- [BrainPOP Adding and Subtracting Fractions](#)

⊕ 2 more resources

## British Columbia

Grade 3

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

#### ⊖ Number

- ▶ **A13** demonstrate an understanding of fractions by
  - ▶ *comparing fractions of the same whole with like denominators*

- [BrainPOP Jr. Equivalent Fractions](#)
- [BrainPOP Jr. Basic Parts of a Whole](#)
  
- [BrainPOP Fractions](#)
- [BrainPOP Adding and Subtracting Fractions](#)
  
- [GameUp Drop Zone](#)
- [GameUp Flower Power](#)
- [GameUp Slice Fractions: School Edition](#)

## British Columbia

Grade 3

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

#### ⊖ Patterns and Relations

- ▶ **B1** demonstrate an understanding of increasing patterns by
  - ▶ *describing*

- [BrainPOP Jr. Patterns](#)
  
- [BrainPOP Fibonacci Sequence](#)

## British Columbia

Grade 3

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

#### ⊖ Patterns and Relations

- ▶ **B1** demonstrate an understanding of increasing patterns by
  - ▶ *extending*

- [BrainPOP Jr. Patterns](#)
  
- [BrainPOP Fibonacci Sequence](#)

## British Columbia

Grade 3

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

#### ⊖ Patterns and Relations

- ▶ **B1** demonstrate an understanding of increasing patterns by
  - ▶ *creating*

- [BrainPOP Jr. Patterns](#)
  
- [BrainPOP Fibonacci Sequence](#)

## British Columbia

Grade 3

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

#### ⊖ Patterns and Relations

- ▶ **B1** demonstrate an understanding of increasing patterns by
  - ▶ *patterns using manipulatives, diagrams, sounds, and actions (numbers to 1000)*
- **BrainPOP Jr. Patterns**
- **BrainPOP Fibonacci Sequence**

**British Columbia**

Grade 3

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

- ⊖ Patterns and Relations
  - ▶ **B3** *solve one-step addition and subtraction equations involving symbols representing an unknown number*
  - **BrainPOP Two-Step Equations**
  - **BrainPOP Multiplication**
  - **BrainPOP Word Problems**

**British Columbia**

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C1** *relate the passage of time to common activities using non-standard and standard units (minutes, hours, days, weeks, months, years)*
  - **BrainPOP Jr. Time to the Hour**
  - **BrainPOP Jr. Parts of a Clock**
  - **BrainPOP Jr. Calendar and Dates**
  - **BrainPOP Daylight Saving Time**
  - **BrainPOP Leap Year**

**British Columbia**

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C2** *relate the number of seconds to a minute, the number of minutes to an hour, and the number of days to a month in a problem-solving context*
  - **BrainPOP Jr. Time to the Hour**
  - **BrainPOP Jr. Parts of a Clock**
- ⊕ 3 more resources
  - **BrainPOP Leap Year**
  - **BrainPOP Metric vs. Customary**

**British Columbia**

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C3** demonstrate an understanding of measuring length (cm, m) by
    - ▶ *selecting and justifying referents for the units cm and m*
  - **BrainPOP Metric vs. Customary**

**British Columbia**

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C3** demonstrate an understanding of measuring length (cm, m) by
    - ▶ *modelling and describing the relationship between the units cm and m*
  - **BrainPOP Jr. Centimeters, Meters, Kilometers**
  - **BrainPOP Metric Units**



- [BrainPOP Metric vs. Customary](#)

## British Columbia

Grade 3

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

- ☰ Shape and Space
  - ▶ **C3** demonstrate an understanding of measuring length (cm, m) by
    - ▶ *estimating length using referents*
- [BrainPOP Jr. Inches and Feet](#)
- [BrainPOP Estimating](#)

## British Columbia

Grade 3

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

- ☰ Shape and Space
  - ▶ **C3** demonstrate an understanding of measuring length (cm, m) by
    - ▶ *measuring and recording length, width, and height*
- [BrainPOP Jr. Perimeter](#)
- [BrainPOP Jr. Centimeters, Meters, Kilometers](#)
- [BrainPOP Volume of Prisms](#)
- [BrainPOP Customary Units](#)
- [BrainPOP Metric Units](#)

## British Columbia

Grade 3

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

- ☰ Shape and Space
  - ▶ **C4** demonstrate an understanding of measuring mass (g, kg) by
    - ▶ *selecting and justifying referents for the units g and kg*
- [BrainPOP Metric vs. Customary](#)

## British Columbia

Grade 3

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

- ☰ Shape and Space
  - ▶ **C4** demonstrate an understanding of measuring mass (g, kg) by
    - ▶ *modelling and describing the relationship between the units g and kg*
- [BrainPOP Metric Units](#)

## British Columbia

Grade 3

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

- ☰ Shape and Space
  - ▶ **C4** demonstrate an understanding of measuring mass (g, kg) by
    - ▶ *estimating mass using referents*
- [BrainPOP Estimating](#)

## British Columbia

Grade 3

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

- ☰ Shape and Space
  - ▶ **C4** demonstrate an understanding of measuring mass (g, kg) by
    - ▶ *measuring and recording mass*
- [BrainPOP Jr. Grams and Kilograms](#)
- [BrainPOP Jr. Ounces, Pounds, and Tons](#)
- [BrainPOP Customary Units](#)

- [BrainPOP Metric Units](#)

## British Columbia

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C5** demonstrate an understanding of perimeter of regular and irregular shapes by
    - ▶ *estimating perimeter using referents for centimetre or metre*
- [BrainPOP Metric vs. Customary](#)
- [BrainPOP Estimating](#)

## British Columbia

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C5** demonstrate an understanding of perimeter of regular and irregular shapes by
    - ▶ *measuring and recording perimeter (cm, m)*
- [BrainPOP Jr. Perimeter](#)
- [BrainPOP Metric vs. Customary](#)
- [BrainPOP Estimating](#)

## British Columbia

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C6** *describe 3-D objects according to the shape of the faces, and the number of edges and vertices*
- [BrainPOP Volume of Prisms](#)

## British Columbia

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C7** sort regular and irregular polygons, including
    - ▶ *triangles*
- [BrainPOP Jr. Plane Shapes](#)
- [BrainPOP Polygons](#)
- [BrainPOP Types of Triangles](#)

## British Columbia

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C7** sort regular and irregular polygons, including
    - ▶ *quadrilaterals*
- [BrainPOP Jr. Plane Shapes](#)
- [BrainPOP Polygons](#)

## British Columbia

Grade 3

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

- ⊖ Shape and Space
  - ▶ **C7** sort regular and irregular polygons, including
    - ▶ *pentagons*
- [BrainPOP Jr. Plane Shapes](#)
- [BrainPOP Polygons](#)

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

**British Columbia**

Grade 3

- ⊖ Shape and Space
  - ▶ **C7** sort regular and irregular polygons, including
    - ▶ *hexagons*
  - **BrainPOP Jr. Plane Shapes**
  
  - **BrainPOP Polygons**

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

**British Columbia**

Grade 3

- ⊖ Shape and Space
  - ▶ **C7** sort regular and irregular polygons, including
    - ▶ *octagons*
  - **BrainPOP Polygons**

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

**British Columbia**

Grade 3

- ⊖ Shape and Space
  - ▶ **C7** sort regular and irregular polygons, including
    - ▶ *according to the number of sides*
  - **BrainPOP Jr. Plane Shapes**
  
  - **BrainPOP Polygons**

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

**British Columbia**

Grade 3

- ⊖ Statistics and Probability
  - ▶ **D1** collect first-hand data and organize it using
    - ▶ *tally marks*
  - **BrainPOP Jr. Pictographs**
  - **BrainPOP Jr. Tally Charts and Bar Graphs**

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

**British Columbia**

Grade 3

- ⊖ Statistics and Probability
  - ▶ **D1** collect first-hand data and organize it using
    - ▶ *line plots*
  - **BrainPOP Graphs**

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

**British Columbia**

Grade 3

- ⊖ Statistics and Probability
  - ▶ **D1** collect first-hand data and organize it using
    - ▶ *charts*
  - **BrainPOP Jr. Tally Charts and Bar Graphs**
  
  - **BrainPOP Graphs**

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

**British Columbia**

Grade 3

- ⊖ Statistics and Probability
  - ▶ **D1** collect first-hand data and organize it using
    - ▶ *lists*

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

- **BrainPOP Graphs**

## British Columbia

Grade 3

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

#### ☰ Statistics and Probability

- ▶ **D1** collect first-hand data and organize it using
  - ▶ *to answer questions*
  - **BrainPOP Jr. Tally Charts and Bar Graphs**
  - **BrainPOP Jr. Line Graphs**