

Grade 5

- ☹ *Number represents and describes quantity: Parts of wholes can be represented by equivalent fractions.*
 - [BrainPOP Jr. Equivalent Fractions](#)
 - [BrainPOP Mixed Numbers](#)
 - [BrainPOP Fractions](#)
 - [BrainPOP Multiplying and Dividing Fractions](#)
 - [GameUp Dig It](#)

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 5

- ☹ *Developing computational fluency comes from a strong sense of number: Flexibility in working with numbers extends to operations with larger (multi-digit) numbers.*
 - [BrainPOP Jr. Adding with Regrouping](#)
 - [BrainPOP Word Problems](#)

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 5

- ☹ *We use patterns to represent identified regularities and to form generalizations: Number patterns can be expressed using variables in tables.*
 - [BrainPOP Problem Solving Using Tables](#)
 - [BrainPOP Equations with Variables](#)
 - [BrainPOP Fibonacci Sequence](#)
 - [BrainPOP Two-Step Equations](#)
 - ☹ • [BrainPOP Graphing Linear Equations](#)
 - [BrainPOP Polynomials](#)

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 5

- ☹ *We can describe, measure, and compare spatial relationships: Closed shapes have area and perimeter*
 - [BrainPOP Jr. Area](#)
 - [BrainPOP Jr. Perimeter](#)
 - [BrainPOP Area of Polygons](#)
 - [BrainPOP Geometry](#)
 - ☹ • [BrainPOP Polygons](#)
 - [BrainPOP Pi](#)
 - [GameUp Square Off](#)

British Columbia

British Columbia Learning Standards > Mathematics (2015)

Grade 5

- ☹ *Analyzing data and chance help us to compare and interpret: Graphs can be used to show many-to-one correspondence.*
 - [BrainPOP Graphing Linear Equations](#)
 - [BrainPOP Graphs](#)
 - [BrainPOP Basic Probability](#)
 - [BrainPOP Problem Solving Using Tables](#)
 - [BrainPOP Slope and Intercept](#)

British

British Columbia Learning Standards > Mathematics (2015)

Columbia

Grade 5

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

British Columbia

Grade 5

- Reasoning and analyzing
 - Develop mental math strategies and abilities to make sense of quantities*
 - BrainPOP Jr. Place Value**
 - BrainPOP Binary**
 - GameUp Gate**

British Columbia

Grade 5

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

British Columbia

Grade 5

- Understanding and solving
 - Use multiple strategies to engage in problem solving (e.g., visual, oral, role-play, experimental, written, symbolic)*
 - 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

Grade 5

- Understanding and solving
 - Develop, construct, and apply mathematical understanding through role-play, inquiry, and problem solving*
 - BrainPOP Using a Calculator**
 - BrainPOP Game Theory**

British Columbia

Grade 5

- Understanding and solving
 - Engage in problem-solving experiences that are connected to place, story, and cultural practices relevant to the local community*
 - BrainPOP Game Theory**
 - BrainPOP Word Problems**

British Columbia

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- 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 Inequalities**
 - **BrainPOP Game Theory**

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- Communicating and representing
 - Describe, create, and interpret relationships through concrete, pictorial, and symbolic representations*
 - **BrainPOP Jr. Place Value**
 - **BrainPOP Jr. Slides, Turns, and Flips**

 - **BrainPOP Inequalities**
 - **BrainPOP Problem Solving Using Tables**

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- Communicating and representing
 - Use technology appropriately to explore mathematics, solve problems, record, communicate, and represent thinking*
 - **BrainPOP Using a Calculator**
 - **BrainPOP Game Theory**
 - **BrainPOP Word Problems**

 - **GameUp Turtle Academy**

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- 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 Game Theory**
 - **BrainPOP Word Problems**

 - **GameUp Budget Hero**

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- Connecting and reflecting
 - Draw upon local First Peoples knowledge and/or expertise of local Elders to make connections to mathematical topics and concepts*
 - **BrainPOP Game Theory**

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- number concepts to 1 000 000
 - **BrainPOP Jr. Place Value**

British Columbia Learning Standards > Mathematics (2015)

- Grade 5
- decimals to thousandths

- [BrainPOP Converting Fractions to Decimals](#)
- [BrainPOP Decimals](#)

- [GameUp Drake Equation](#)
- [GameUp Gate](#)

British Columbia Learning Standards > Mathematics (2015)

Grade 5

– *equivalent fractions*

- [BrainPOP Jr. Equivalent Fractions](#)
- [BrainPOP Mixed Numbers](#)
- [BrainPOP Fractions](#)
- • [BrainPOP Multiplying and Dividing Fractions](#)
- [BrainPOP Reducing Fractions](#)
- [GameUp Dig It](#)
- [GameUp Slice Fractions: School Edition](#)

British Columbia Learning Standards > Mathematics (2015)

Grade 5

– *whole-number, fraction, and decimal benchmarks*

- [BrainPOP Jr. Equivalent Fractions](#)
- [BrainPOP Fractions](#)
- [BrainPOP Converting Fractions to Decimals](#)
- • [BrainPOP Decimals](#)
- [BrainPOP Rational and Irrational Numbers](#)
- [BrainPOP Adding and Subtracting Fractions](#)
- [BrainPOP Multiplying and Dividing Fractions](#)
- [GameUp Flower Power](#)
- [GameUp Slice Fractions: School Edition](#)

British Columbia Learning Standards > Mathematics (2015)

Grade 5

– *addition and subtraction to 1 000 000*

- [BrainPOP Jr. Subtracting With Regrouping](#)
- [BrainPOP Jr. Adding with Regrouping](#)
- • [BrainPOP Jr. Subtracting Without Regrouping](#)
- [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 Learning Standards > Mathematics (2015)

Grade 5

– *multiplication and division to three digits, including division with remainders*

- **BrainPOP Jr. Dividing with Remainders**

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

- **GameUp Lure of the Labyrinth: Employee Lounge**
- **GameUp Lure of the Labyrinth: Mine Shaft**
- ⊖ • **GameUp Primary Krypto**
- **GameUp Lure of the Labyrinth: Employee Cafeteria**
- **GameUp Number Jumble**
- **GameUp Gate**
- **GameUp Multiplication Blocks**
- **GameUp Dig It**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

⊖ *addition and subtraction of decimals to thousandths*

- **BrainPOP Decimals**
- **BrainPOP Comparing Prices**
- **BrainPOP Budgets**

- **GameUp Deep Sea Duel**
- **GameUp Gate**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

⊖ *addition and subtraction facts to 20 (extending computational fluency)*

- **GameUp Addition Blocks**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

⊖ *multiplication and division facts to 100 (emerging computational fluency)*

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

- **GameUp Gate**
- **GameUp Multiplication Blocks**
- **GameUp Number Jumble**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

⊖ *rules for increasing and decreasing patterns with words, numbers, symbols, and variables*

- **BrainPOP Equations with Variables**
- **BrainPOP Fibonacci Sequence**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

⊖ *one-step equations with variables*

- **BrainPOP Equations with Variables**
- **BrainPOP Two-Step Equations**

British

British Columbia Learning Standards > Mathematics (2015)

Columbia

Grade 5

☰ *area measurement of squares and rectangles*

- **BrainPOP Jr. Area**
- **BrainPOP Area of Polygons**
- **BrainPOP Pi**
- **GameUp Square Off**

British Columbia

Grade 5

☰ *relationships between area and perimeter*

- **BrainPOP Area of Polygons**
- **GameUp Square Off**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

☰ *duration, using measurement of time*

- **BrainPOP Elapsed Time**
- **BrainPOP Daylight Saving Time**
- **GameUp Chronopticon**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

☰ *classification of prisms and pyramids*

- **BrainPOP Polyhedrons**
- **BrainPOP Volume of Prisms**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

☰ *single transformations*

- **BrainPOP Jr. Slides, Turns, and Flips**
- **BrainPOP Transformation**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

☰ *one-to-one correspondence and many-to-one correspondence using double bar graphs*

- **BrainPOP Graphs**
- **BrainPOP Problem Solving Using Tables**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

☰ *probability experiments, focusing on independence*

- **BrainPOP Basic Probability**
- **BrainPOP Independent and Dependent Events**
- **BrainPOP Compound Events**

British Columbia

Grade 5

British Columbia Learning Standards > Mathematics (2015)

☰ *financial literacy – monetary calculations, including making change with amounts to 1000 dollars and developing simple financial plans*

- [BrainPOP Jr. Making Change Under a Dollar](#)

- [BrainPOP Budgets](#)
- [BrainPOP Comparing Prices](#)
- [BrainPOP Multiplying Decimals](#)
- [BrainPOP Debt](#)
- [BrainPOP Banking](#)
- [BrainPOP Decimals](#)
- [BrainPOP Mortgages](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

Number

▶ **A1** *represent and describe whole numbers to 1 000 000*

- [BrainPOP Jr. Place Value](#)
- [BrainPOP Fractions](#)
- [GameUp Treefrog Treasure](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

Number

▶ **A2** use estimation strategies including

▶ *compatible numbers*

- [BrainPOP Estimating](#)
- [BrainPOP Rounding](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

Number

▶ **A2** use estimation strategies including

▶ *in problem-solving contexts*

- [BrainPOP Estimating](#)
- [BrainPOP Rounding](#)
- [BrainPOP Word Problems](#)
- [GameUp Dig It](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

Number

▶ **A3** apply mental mathematics strategies and number properties, such as

▶ *skip counting from a known fact*

- [BrainPOP Jr. Place Value](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

Number

▶ **A3** apply mental mathematics strategies and number properties, such as

▶ *using doubling or halving*

- [BrainPOP Jr. Time to the Quarter and Half Hour](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A3** apply mental mathematics strategies and number properties, such as
 - ▶ *using patterns in the 9s facts*
 - **BrainPOP Binary**
 - **BrainPOP Commutative Property**
 - **BrainPOP Fibonacci Sequence**
- **GameUp Gate**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A3** apply mental mathematics strategies and number properties, such as
 - ▶ *using repeated doubling or halving*
 - **BrainPOP Jr. Time to the Quarter and Half Hour**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A3** apply mental mathematics strategies and number properties, such as
 - ▶ *to determine answers for basic multiplication facts to 81 and related division facts*
 - **BrainPOP Factoring**
 - **BrainPOP Multiplication**
 - **BrainPOP Division**
 - **BrainPOP Associative Property**

⊕ 2 more resources

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A4** apply mental mathematics strategies for multiplication, such as
 - ▶ *annexing then adding zero*
 - **BrainPOP Multiplication**
 - **BrainPOP Factoring**
- **GameUp Gate**
- **GameUp Multiplication Blocks**

⊕ 2 more resources

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A4** apply mental mathematics strategies for multiplication, such as
 - ▶ *halving and doubling*
 - **BrainPOP Multiplication**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A4** apply mental mathematics strategies for multiplication, such as
 - ▶ *using the distributive property*
- **BrainPOP Distributive Property**
- **BrainPOP Multiplication**
- **BrainPOP Factoring**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A5** demonstrate an understanding of multiplication (2-digit by 2-digit) to solve problems
 - **BrainPOP Multiplication**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A6** Demonstrate, with and without concrete materials, an understanding of division (3-digit by 1-digit) and interpret remainders to solve problems
 - **BrainPOP Division**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A7** demonstrate an understanding of fractions by using concrete and pictorial representations to
 - ▶ *create sets of equivalent fractions*
- **BrainPOP Jr. Equivalent Fractions**
- **BrainPOP Fractions**
- **BrainPOP Mixed Numbers**

⊕ 2 more resources

- **GameUp Pearl Diver**
- **GameUp Drop Zone**
- **GameUp Slice Fractions: School Edition**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A7** demonstrate an understanding of fractions by using concrete and pictorial representations to
 - ▶ *compare fractions with like and unlike denominators*
- **BrainPOP Jr. Equivalent Fractions**
- **BrainPOP Fractions**
- **BrainPOP Adding and Subtracting Fractions**
- **BrainPOP Mixed Numbers**
- **GameUp Slice Fractions: School Edition**
- **GameUp Drop Zone**
- **GameUp Flower Power**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Number

- ▶ **A8** describe and represent decimals (tenths, hundredths, thousandths) concretely, pictorially, and

symbolically

- **BrainPOP Decimals**
- **BrainPOP Converting Fractions to Decimals**
- **BrainPOP Fractions**

- **GameUp Gate**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Number

- ▶ **A9** *relate decimals to fractions (to thousandths)*
 - **BrainPOP Converting Fractions to Decimals**
 - **BrainPOP Decimals**

- **GameUp Battleship Numberline**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Number

- ▶ **A10** compare and order decimals (to thousandths) by using
 - ▶ *benchmarks*
- **BrainPOP Decimals**
- **BrainPOP Converting Fractions to Decimals**

- **GameUp Flower Power**
- **GameUp Battleship Numberline**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Number

- ▶ **A10** compare and order decimals (to thousandths) by using
 - ▶ *place value*
- **BrainPOP Decimals**

- **GameUp Flower Power**
- **GameUp Gate**
- **GameUp Pearl Diver**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Number

- ▶ **A10** compare and order decimals (to thousandths) by using
 - ▶ *equivalent decimals*
- **BrainPOP Decimals**
- **BrainPOP Converting Fractions to Decimals**
- **BrainPOP Mixed Numbers**

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

British Columbia

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Number
 - ▶ **A11** demonstrate an understanding of addition and subtraction of decimals (limited to thousandths)
 - **BrainPOP Decimals**
 - **BrainPOP Comparing Prices**
 - **BrainPOP Budgets**
 - **GameUp Gate**

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Patterns and Relations
 - ▶ **B1** determine the pattern rule to make predictions about subsequent elements
 - **BrainPOP Fibonacci Sequence**

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Patterns and Relations
 - ▶ **B2** solve problems involving single-variable, one-step equations with whole number coefficients and whole number solutions
 - **BrainPOP Polynomials**
 - **BrainPOP Two-Step Equations**
 - **BrainPOP Word Problems**

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Shape and Space
 - ▶ **C2** demonstrate an understanding of measuring length (mm) by
 - ▶ *selecting and justifying referents for the unit mm*
 - **BrainPOP Metric vs. Customary**

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Shape and Space
 - ▶ **C2** demonstrate an understanding of measuring length (mm) by
 - ▶ *modelling and describing the relationship between mm and cm units, and between mm and m units*
 - **BrainPOP Metric Units**
 - **BrainPOP Metric vs. Customary**

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Shape and Space
 - ▶ **C3** demonstrate an understanding of volume by selecting and justifying referents for cm^3 or m^3 units
 - ▶ *estimating volume by using referents for cm^3 or m^3*
 - **BrainPOP Volume of Cylinders**
 - **BrainPOP Volume of Prisms**
 - **BrainPOP Metric vs. Customary**

British Columbia Learning Outcomes > Mathematics (2006)

- Grade 5
- ⊖ Shape and Space
 - ▶ **C3** demonstrate an understanding of volume by selecting and justifying referents for cm^3 or m^3 units

▶ *measuring and recording volume (cm^3 or m^3)*

- **BrainPOP Metric vs. Customary**
- **BrainPOP Volume of Cylinders**
- **BrainPOP Volume of Prisms**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Shape and Space

▶ **C3** demonstrate an understanding of volume by selecting and justifying referents for cm^3 or m^3 units

▶ *constructing rectangular prisms for a given volume*

- **BrainPOP Volume of Cylinders**
- **BrainPOP Volume of Prisms**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Shape and Space

▶ **C4** demonstrate an understanding of capacity by

▶ *describing the relationship between mL and L*

- **BrainPOP Metric Units**
- **BrainPOP Metric vs. Customary**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Shape and Space

▶ **C4** demonstrate an understanding of capacity by

▶ *selecting and justifying referents for mL or L units estimating capacity by using referents for mL or L*

- **BrainPOP Metric vs. Customary**
- **BrainPOP Estimating**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Shape and Space

▶ **C4** demonstrate an understanding of capacity by

▶ *measuring and recording capacity (mL or L)*

- **BrainPOP Metric Units**
- **BrainPOP Metric vs. Customary**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Shape and Space

▶ **C5** describe and provide examples of edges and faces of 3-D objects, and sides of 2-D shapes that are

▶ *parallel*

- **BrainPOP Geometry**
- **BrainPOP Parallel and Perpendicular Lines**
- **BrainPOP Polygons**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

☰ Shape and Space

▶ **C5** describe and provide examples of edges and faces of 3-D objects, and sides of 2-D shapes that are

▶ *intersecting*

- **BrainPOP Parallel and Perpendicular Lines**
- **BrainPOP Geometry**
- **BrainPOP Polygons**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

▶ **C5** describe and provide examples of edges and faces of 3-D objects, and sides of 2-D shapes that are

▶ *perpendicular*

- **BrainPOP Geometry**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

▶ **C5** describe and provide examples of edges and faces of 3-D objects, and sides of 2-D shapes that are

▶ *horizontal*

- **BrainPOP Geometry**
- **BrainPOP Polygons**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

▶ **C6** identify and sort quadrilaterals, including

▶ *rectangles*

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

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

▶ **C6** identify and sort quadrilaterals, including

▶ *squares*

- **BrainPOP Polygons**
- **BrainPOP Similar Figures**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

▶ **C6** identify and sort quadrilaterals, including

▶ *trapezoids*

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

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

▶ **C6** identify and sort quadrilaterals, including

▶ *parallelograms*

- **BrainPOP Types of Triangles**

- [BrainPOP Area of Polygons](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C6** identify and sort quadrilaterals, including
 - ▶ *rhombuses*
- [BrainPOP Polygons](#)
- [BrainPOP Types of Triangles](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C6** identify and sort quadrilaterals, including
 - ▶ *according to their attributes*
- [BrainPOP Polygons](#)
- [BrainPOP Types of Triangles](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C7** *perform a single transformation (translation, rotation, or reflection) of a 2-D shape (with and without technology) and draw and describe the image*
- [BrainPOP Jr. Slides, Turns, and Flips](#)
- [BrainPOP Transformation](#)
- [BrainPOP Geometry](#)
- [BrainPOP Polygons](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C8** *identify a single transformation, including a translation, rotation, and reflection of 2-D shapes*
- [BrainPOP Jr. Slides, Turns, and Flips](#)
- [BrainPOP Transformation](#)
- [BrainPOP Geometry](#)
- [BrainPOP Polygons](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D2** *construct and interpret double bar graphs to draw conclusions*
- [BrainPOP Graphs](#)

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D3** describe the likelihood of a single outcome occurring using words such as
 - ▶ *impossible*
- [BrainPOP Jr. Probability](#)
- [BrainPOP Basic Probability](#)

- **BrainPOP Compound Events**
- **BrainPOP Independent and Dependent Events**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D3** describe the likelihood of a single outcome occurring using words such as
 - ▶ *possible*
- **BrainPOP Basic Probability**
- **BrainPOP Compound Events**
- **BrainPOP Independent and Dependent Events**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D3** describe the likelihood of a single outcome occurring using words such as
 - ▶ *certain*
- **BrainPOP Jr. Probability**
- **BrainPOP Basic Probability**
- **BrainPOP Compound Events**
- **BrainPOP Independent and Dependent Events**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D4** compare the likelihood of two possible outcomes occurring using words such as
 - ▶ *less likely*
- **BrainPOP Jr. Probability**
- **BrainPOP Basic Probability**
- **BrainPOP Compound Events**
- **BrainPOP Independent and Dependent Events**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D4** compare the likelihood of two possible outcomes occurring using words such as
 - ▶ *equally likely*
- **BrainPOP Jr. Probability**
- **BrainPOP Basic Probability**
- **BrainPOP Compound Events**
- **BrainPOP Independent and Dependent Events**

British Columbia

Grade 5

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Statistics and Probability
 - ▶ **D4** compare the likelihood of two possible outcomes occurring using words such as
 - ▶ *more likely*
- **BrainPOP Jr. Probability**
- **BrainPOP Basic Probability**

- **BrainPOP Compound Events**
- **BrainPOP Independent and Dependent Events**