

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

Grade 6

- ☰ *Numbers can be represented in many forms and reflect different relationships.*
 - **BrainPOP Mixed Numbers**
 - **BrainPOP Fractions**
- ☰ • **BrainPOP Standard and Scientific Notation**
- **BrainPOP Converting Fractions to Decimals**
- **GameUp Battleship Numberline**

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

Grade 6

- ☰ *Numeracy helps us to see patterns, communicate ideas, and solve problems*
 - **BrainPOP Word Problems**
 - **GameUp Lure of the Labyrinth: Employee Lounge**
 - **GameUp Lure of the Labyrinth: Mine Shaft**

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

Grade 6

- ☰ *Patterns allow us to see relationships and develop generalizations*
 - **BrainPOP Fibonacci Sequence**
 - **BrainPOP Problem Solving Using Tables**

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

Grade 6

- ☰ *Geometry and measurement empower us to make meaning of the world.*
 - **BrainPOP Geometry**
 - **BrainPOP Metric Units**
 - **BrainPOP Polyhedrons**

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

Grade 6

- ☰ *We can apply mathematics to inquiry questions and use it to communicate information and data.*
 - **BrainPOP Game Theory**

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

Grade 6

- ☰ Reasoning and analyzing
 - ▶ *Inductively and deductively reason and use logic to explore, make connections, predict, analyze, generalize, and make conclusions*
 - **BrainPOP Using a Calculator**
 - **BrainPOP Logic Gates**

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

Grade 6

- ☰ Reasoning and analyzing
 - ▶ *Develop and apply mental math strategies and estimate amounts and outcomes*
 - **BrainPOP Estimating**
 - **BrainPOP Binary**
 - **GameUp Dig It**
 - **GameUp Battleship Numberline**
- ☰ • **GameUp Gate**

- **GameUp [Multiplication Blocks](#)**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☉ Reasoning and analyzing
 - ▶ *Use tools or technology to explore and create patterns and relationships, and test conjectures*
 - **BrainPOP [Using a Calculator](#)**
 - **BrainPOP [Problem Solving Using Tables](#)**
 - **BrainPOP [Fibonacci Sequence](#)**
 - **GameUp [Tynker: Sketch Racer](#)**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☉ Understanding and solving
 - ▶ *Implement multiple strategies to solve problems in both abstract and real-life situations using different cultural perspectives*
 - **BrainPOP [Game Theory](#)**
 - **BrainPOP [Word Problems](#)**
 - ☉
 - **BrainPOP [Problem Solving Using Tables](#)**
 - **BrainPOP [Using a Calculator](#)**
 - **GameUp [Lure of the Labyrinth: Employee Lounge](#)**
 - **GameUp [Lure of the Labyrinth: Mine Shaft](#)**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☉ Understanding and solving
 - ▶ *Develop, construct, and apply mathematical understanding through play, inquiry, and problem solving*
 - **BrainPOP [Using a Calculator](#)**
 - **BrainPOP [Game Theory](#)**

British Columbia

Grade 6

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

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☉ Communicating and representing
 - ▶ *Use mathematical vocabulary and language to contribute to mathematical discussions*
 - **BrainPOP [Game Theory](#)**
 - **BrainPOP [Inequalities](#)**
 - **GameUp [Game Over Gopher](#)**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☉ Communicating and representing
 - ▶ *Communicate in a variety of ways to explain, clarify, and justify mathematical ideas*

- [BrainPOP Game Theory](#)

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ Communicating and representing

▶ *Develop mathematical understanding through concrete, pictorial, and symbolic representations*

- [BrainPOP Inequalities](#)
- [BrainPOP Using a Calculator](#)

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ Communicating and representing

▶ *Use technology appropriately to record, communicate, and represent thinking*

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

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ Connecting and reflecting

▶ *Explore, apply, and connect concepts to each other, to other disciplines, and to the real world*

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

- [GameUp Budget Hero](#)

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ Connecting and reflecting

▶ *Apply cultural perspectives of First Peoples to the concepts of locating, measuring, and numbering*

- [BrainPOP Game Theory](#)

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *whole number percents and percentage discounts*

- [BrainPOP Interest](#)
- [BrainPOP Percents](#)
- [BrainPOP Mortgages](#)

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *improper fractions and mixed numbers (ordering whole numbers, fractional numbers, proper and improper fractions)*

- [BrainPOP Mixed Numbers](#)
- [BrainPOP Multiplying and Dividing Fractions](#)

- [GameUp Dig It](#)

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *small to large numbers (thousandths to billions)*

- [BrainPOP Exponents](#)
- [BrainPOP Standard and Scientific Notation](#)

British

British Columbia Learning Standards > Mathematics (2015)

Columbia

Grade 6

- ☰ *factors and multiples, greatest common factor and least common multiple*
 - **BrainPOP Factoring**
 - **BrainPOP Prime Numbers**
- ☰
 - **BrainPOP Reducing Fractions**
 - **BrainPOP Multiplication**
 - **BrainPOP Square Roots**
- **GameUp Sortify: Factoring**
- **GameUp Gate**
- ☰
 - **GameUp Lure of the Labyrinth: Mine Shaft**
 - **GameUp Multiplication Blocks**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☰ *order of operations with whole numbers*
 - **BrainPOP Order of Operations**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☰ *multiplication and division of decimals*
 - **BrainPOP Multiplying Decimals**
 - **BrainPOP Comparing Prices**
- **GameUp Gate**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☰ *multiplication and division facts to 100 (developing computational fluency)*
 - **BrainPOP Multiplication**
 - **BrainPOP Factoring**
 - **BrainPOP Division**
- **GameUp Gate**
- **GameUp Multiplication Blocks**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☰ *increasing and decreasing patterns, using expressions, tables, and graphs*
 - **BrainPOP Equations with Variables**
 - **BrainPOP Fibonacci Sequence**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☰ *functional relationships*
 - **BrainPOP Graphing Linear Equations**
 - **BrainPOP Logic Gates**
- **GameUp Game Over Gopher**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

- ☰ *one-step equations with whole-number coefficients and solutions*
 - **BrainPOP Two-Step Equations**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *area of triangles, parallelograms, and trapezoids*

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

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *angle measurement and classification*

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

- **GameUp A Tangled Web**
- **GameUp Pyramid Panic**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *measurement units and referents for volume and capacity*

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

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *volume of rectangular prisms*

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

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *relation of capacity to volume*

- **BrainPOP Customary Units**
- **BrainPOP Volume of Cylinders**
- **BrainPOP Volume of Prisms**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *triangles and pyramids*

- **BrainPOP Types of Triangles**
- **BrainPOP Polyhedrons**
- **BrainPOP Pythagorean Theorem**

- **GameUp A Tangled Web**
- **GameUp Turtle Academy**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

☰ *combinations of transformations, including points in the first quadrant*

- **BrainPOP Transformation**

- **GameUp Dublox**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

– *line graphs*

- **BrainPOP Graphing Linear Equations**
- **BrainPOP Graphs**

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

– *single-outcome probability, both theoretical and experimental*

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

British Columbia

Grade 6

British Columbia Learning Standards > Mathematics (2015)

– *financial literacy - simple budgeting and consumer math*

- **BrainPOP Budgets**
- **BrainPOP Debt**
- **BrainPOP Banking**
- **BrainPOP Mortgages**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

▶ **A1** *demonstrate an understanding of place value for numbers greater than one million less than one thousandth*

- **BrainPOP Decimals**
- **BrainPOP Standard and Scientific Notation**

+ 3 more resources

- **GameUp Gate**
- **GameUp Battleship Numberline**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

▶ **A2** *solve problems involving large numbers, using technology*

- **BrainPOP Exponents**
- **BrainPOP Standard and Scientific Notation**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

▶ **A3** *demonstrate an understanding of factors and multiples by*
▶ *determining multiples and factors of numbers less than 100*

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

+ 3 more resources

- **GameUp Sortify: Factoring**

- [GameUp Gate](#)

+ 2 more resources

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

- ▶ **A3** demonstrate an understanding of factors and multiples by
 - ▶ *identifying prime and composite numbers*

- [BrainPOP Factoring](#)
- [BrainPOP Prime Numbers](#)

- [GameUp Sortify: Factoring](#)

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

- ▶ **A3** demonstrate an understanding of factors and multiples by
 - ▶ *solving problems involving multiples*

- [BrainPOP Multiplication](#)
- [BrainPOP Factoring](#)

- [GameUp Gate](#)
- [GameUp Lure of the Labyrinth: Employee Lounge](#)

+ 2 more resources

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

- ▶ **A4** *relate improper fractions to mixed numbers*

- [BrainPOP Mixed Numbers](#)
- [BrainPOP Multiplying and Dividing Fractions](#)

- [GameUp Dig It](#)

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

- ▶ **A5** *demonstrate an understanding of ratio, concretely, pictorially, and symbolically*

- [BrainPOP Graphing Linear Equations](#)
- [BrainPOP Ratios](#)

+ 3 more resources

- [GameUp Ratio Rumble](#)

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

– Number

- ▶ **A6** *demonstrate an understanding of percent (limited to whole numbers) concretely, pictorially, and symbolically*

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

- British Columbia**
Grade 6
- British Columbia Learning Outcomes > Mathematics (2006)**
- ☰ Number
 - ▶ **A7** *demonstrate an understanding of integers, concretely, pictorially, and symbolically*
 - **BrainPOP Absolute Value**

- British Columbia**
Grade 6
- British Columbia Learning Outcomes > Mathematics (2006)**
- ☰ Number
 - ▶ **A8** *demonstrate an understanding of multiplication and division of decimals (1-digit whole number multipliers and 1-digit natural number divisors)*
 - **BrainPOP Division**
 - **BrainPOP Comparing Prices**
 - **BrainPOP Multiplication**

 - **GameUp Gate**

- British Columbia**
Grade 6
- British Columbia Learning Outcomes > Mathematics (2006)**
- ☰ Number
 - ▶ **A9** *explain and apply the order of operations, excluding exponents, with and without technology (limited to whole numbers)*
 - **BrainPOP Order of Operations**

- British Columbia**
Grade 6
- British Columbia Learning Outcomes > Mathematics (2006)**
- ☰ Patterns and Relations
 - ▶ **B1** *demonstrate an understanding of the relationships within tables of values to solve problems*
 - **BrainPOP Problem Solving Using Tables**
 - **BrainPOP Graphing Linear Equations**
 - **BrainPOP Coordinate Plane**

- British Columbia**
Grade 6
- British Columbia Learning Outcomes > Mathematics (2006)**
- ☰ Patterns and Relations
 - ▶ **B2** *represent and describe patterns and relationships using graphs and tables*
 - **BrainPOP Graphing Linear Equations**
 - **BrainPOP Fibonacci Sequence**
 - **BrainPOP Problem Solving Using Tables**
 - **BrainPOP Graphs**
 - **BrainPOP Word Problems**

- British Columbia**
Grade 6
- British Columbia Learning Outcomes > Mathematics (2006)**
- ☰ Patterns and Relations
 - ▶ **B3** *represent generalizations arising from number relationships using equations with letter variables.*
 - **BrainPOP Equations with Variables**
 - **BrainPOP Fibonacci Sequence**
 - **BrainPOP Graphing Linear Equations**
 - **BrainPOP Polynomials**
 - **BrainPOP Two-Step Equations**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Patterns and Relations

- ▶ **B4** *demonstrate and explain the meaning of preservation of equality concretely, pictorially, and symbolically*

- **BrainPOP Word Problems**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

- ▶ **C1** demonstrate an understanding of angles by
 - ▶ *identifying examples of angles in the environment*

- **BrainPOP Angles**
- **BrainPOP Geometry**
- **BrainPOP Volume of Prisms**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

- ▶ **C1** demonstrate an understanding of angles by
 - ▶ *classifying angles according to their measure*

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

- **GameUp A Tangled Web**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

- ▶ **C1** demonstrate an understanding of angles by
 - ▶ *estimating the measure of angles using 45° , 90° , and 180° as reference angles*

- **BrainPOP Angles**
- **BrainPOP Estimating**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

- ▶ **C1** demonstrate an understanding of angles by
 - ▶ *determining angle measures in degrees*

- **BrainPOP Angles**
- **BrainPOP Geometry**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Shape and Space

- ▶ **C1** demonstrate an understanding of angles by
 - ▶ *drawing and labelling angles when the measure is specified*

- **BrainPOP Geometry**
- **BrainPOP Angles**

- **GameUp [Project T.R.I.G.](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C2** demonstrate that the sum of interior angles is:
 - ▶ *180° in a triangle*
- **BrainPOP [Types of Triangles](#)**
- **GameUp [A Tangled Web](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C2** demonstrate that the sum of interior angles is:
 - ▶ *360° in a quadrilateral*
- **BrainPOP [Polygons](#)**
- **GameUp [A Tangled Web](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C3** develop and apply a formula for determining the
 - ▶ *perimeter of polygons*
- **GameUp [Pyramid Panic](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C3** develop and apply a formula for determining the
 - ▶ *area of rectangles*
- **BrainPOP [Area of Polygons](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C3** develop and apply a formula for determining the
 - ▶ *volume of right rectangular prisms*
- **BrainPOP [Volume of Prisms](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C4** construct and compare triangles, including
 - ▶ *scalene*
- **BrainPOP [Types of Triangles](#)**
- **BrainPOP [Angles](#)**
- **GameUp [Sortify: Similar Figures](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space

- ▶ **C4** construct and compare triangles, including
 - ▶ *isosceles*
 - **BrainPOP Types of Triangles**
 - **BrainPOP Angles**
 - **BrainPOP Polygons**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C4** construct and compare triangles, including
 - ▶ *equilateral*
 - **BrainPOP Types of Triangles**
 - **BrainPOP Angles**
 - **BrainPOP Polygons**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C4** construct and compare triangles, including
 - ▶ *right*
 - **BrainPOP Types of Triangles**
 - **BrainPOP Angles**
 - **BrainPOP Polygons**
 - **GameUp Sortify: Similar Figures**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C4** construct and compare triangles, including
 - ▶ *obtuse*
 - **BrainPOP Types of Triangles**
 - **GameUp Sortify: Similar Figures**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C4** construct and compare triangles, including
 - ▶ *acute*
 - **BrainPOP Types of Triangles**
 - **BrainPOP Angles**
 - **GameUp Sortify: Similar Figures**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

- ⊖ Shape and Space
 - ▶ **C4** construct and compare triangles, including
 - ▶ *in different orientations*
 - **BrainPOP Polygons**

British

British Columbia Learning Outcomes > Mathematics (2006)

Columbia

Grade 6

- ⊖ Shape and Space
 - ▶ **C5** *describe and compare the sides and angles of regular and irregular polygons*
 - **BrainPOP Polygons**
 - **BrainPOP Polyhedrons**
 - **BrainPOP Angles**

British Columbia

Grade 6

- ⊖ Shape and Space
 - ▶ **C6** *perform a combination of translation(s), rotation(s) and/or reflection(s) on a single 2-D shape, with and without technology, and draw and describe the image*
 - **BrainPOP Transformation**
 - **BrainPOP Polygons**
 - **BrainPOP Geometry**

British Columbia

Grade 6

- ⊖ Shape and Space
 - ▶ **C7** *perform a combination of successive transformations of 2-D shapes to create a design, and identify and describe the transformations*
 - **BrainPOP Geometry**
 - **BrainPOP Polygons**

British Columbia

Grade 6

- ⊖ Shape and Space
 - ▶ **C8** *identify and plot points in the first quadrant of a Cartesian plane using whole number ordered pairs*
 - **BrainPOP Coordinate Plane**
 - **BrainPOP Graphing Linear Equations**
 - **BrainPOP Slope and Intercept**
 - **BrainPOP Graphs**

British Columbia

Grade 6

- ⊖ Shape and Space
 - ▶ **C9** *perform and describe single transformations of a 2-D shape in the first quadrant of a Cartesian plane (limited to whole number vertices)*
 - **BrainPOP Geometry**
 - **BrainPOP Transformation**

British Columbia

Grade 6

- ⊖ Statistics and Probability
 - ▶ **D1** *create, label, and interpret line graphs to draw conclusions*
 - **BrainPOP Graphs**

British Columbia

Grade 6

- ⊖ Statistics and Probability
 - ▶ **D2** *select, justify, and use appropriate methods of collecting data, including*
 - ▶ *electronic media*

- **BrainPOP [Using a Calculator](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Statistics and Probability

- ▶ **D3** *graph collected data and analyze the graph to solve problems*

- **BrainPOP [Graphs](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Statistics and Probability

- ▶ **D4** demonstrate an understanding of probability by
 - ▶ *identifying all possible outcomes of a probability experiment*

- **BrainPOP [Basic Probability](#)**
- **BrainPOP [Compound Events](#)**
- **BrainPOP [Independent and Dependent Events](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Statistics and Probability

- ▶ **D4** demonstrate an understanding of probability by
 - ▶ *determining the theoretical probability of outcomes in a probability experiment*

- **BrainPOP [Basic Probability](#)**
- **BrainPOP [Compound Events](#)**
- **BrainPOP [Independent and Dependent Events](#)**

British Columbia

Grade 6

British Columbia Learning Outcomes > Mathematics (2006)

⊖ Statistics and Probability

- ▶ **D4** demonstrate an understanding of probability by
 - ▶ *determining the experimental probability of outcomes in a probability experiment*

- **BrainPOP [Basic Probability](#)**
- **BrainPOP [Compound Events](#)**
- **BrainPOP [Independent and Dependent Events](#)**