

Grade 6

- ☰ *Multicellular organisms rely on internal systems to survive, reproduce, and interact with their environment.*
 - **BrainPOP Human Body**
 - **BrainPOP Nervous System**
 - **BrainPOP Ecosystems**
 - **BrainPOP Pollination**
 - ☰ • **BrainPOP Reproductive System**
 - **BrainPOP Bats**
 - **BrainPOP Babies**
 - **BrainPOP Honeybees**
 - **BrainPOP Asexual Reproduction**
 - **BrainPOP Body Chemistry**
 - **BrainPOP Respiratory System**
 - **BrainPOP Digestive System**
 - **BrainPOP Fetal Development**

British
Columbia

British Columbia Learning Standards > Science (2015)

Grade 6

- ☰ *Newton's three laws of motion describe the relationship between force and motion.*
 - **BrainPOP Newton's Laws of Motion**
 - **BrainPOP Work**
 - ☰ • **BrainPOP Pulley**
 - **BrainPOP Levers**
 - **BrainPOP Power**
 - **GameUp Build a Solar System**
 - **GameUp Fly to Mars**
 - ☰ • **GameUp Impulse**
 - **GameUp Project T.R.I.G.**

British
Columbia

British Columbia Learning Standards > Science (2015)

Grade 6

- ☰ *The solar system is part of the Milky Way, which is one of billions of galaxies.*
 - **BrainPOP Asteroids**
 - **BrainPOP Exoplanets**
 - ☰ • **BrainPOP Milky Way**
 - **BrainPOP Solar System**
 - **BrainPOP Galaxies**
 - **BrainPOP Outer Solar System**
 - **BrainPOP Uranus**
 - **BrainPOP Pluto**
 - **GameUp Sortify: Space Exploration**
 - **GameUp Drake Equation**

British
Columbia

British Columbia Learning Standards > Science (2015)

Grade 6

- ☰ Questioning and predicting
 - ▶ *Make observations in familiar or unfamiliar contexts*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Questioning and predicting
 - ▶ *Identify questions to answer or problems to solve through scientific inquiry*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

 - **GameUp Quandary**
 - **GameUp Virtual Labs: Disposable Lab Equipment**
 - ⊖
 - **GameUp Virtual Labs: Gram Staining**
 - **GameUp Virtual Labs: Testing for Corn Mold**
 - **GameUp Virtual Labs: Using the Microscope**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Questioning and predicting
 - ▶ *Make predictions about the findings of their inquiry*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

 - **GameUp CSI: Flight Adventure's Flight School**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Planning and conducting
 - ▶ *Explore and pose questions that lead to investigations*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

 - **GameUp Quandary**
 - **GameUp Virtual Labs: Disposable Lab Equipment**
 - ⊖
 - **GameUp Virtual Labs: Gram Staining**
 - **GameUp Virtual Labs: Testing for Corn Mold**
 - **GameUp Virtual Labs: Using the Microscope**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Planning and conducting
 - ▶ *With support, plan appropriate investigations to answer their questions or solve problems they have identified*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

 - **GameUp Quandary**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Planning and conducting
 - ▶ *Decide which variable should be changed and measured for a fair test*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

- **GameUp Virtual Labs: Acidifying Salsa**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Planning and conducting
 - ▶ *Choose appropriate data to collect to answer their questions*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Planning and conducting
 - ▶ *Observe, measure, and record data, using appropriate tools, including digital technologies*
 - **BrainPOP Measuring Matter**
 - **BrainPOP Science Projects**
 - ⊖
 - **BrainPOP Microscopes**
 - **BrainPOP Precision and Accuracy**
 - **BrainPOP Scientific Method**
 - **BrainPOP Digital Animation**
 - **BrainPOP CD**
 - **GameUp Virtual Labs: Using the Microscope**
 - **GameUp Virtual Labs: Disposable Lab Equipment**
 - ⊖
 - **GameUp Virtual Labs: Testing for Corn Mold**
 - **GameUp Virtual Labs: Gram Staining**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Planning and conducting
 - ▶ *Use equipment and materials safely, identifying potential risks*
 - **BrainPOP Microscopes**
 - **GameUp Virtual Labs: Disposable Lab Equipment**
 - **GameUp Virtual Labs: Gram Staining**
 - ⊖
 - **GameUp Virtual Labs: Testing for Corn Mold**
 - **GameUp Virtual Labs: Using the Microscope**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Processing and analyzing data and information
 - ▶ *Construct and use a variety of methods, including tables, graphs, and digital technologies, as appropriate, to represent patterns or relationships in data*
 - **BrainPOP Problem Solving Using Tables**
 - **BrainPOP Graphing Linear Equations**
 - **BrainPOP Distance, Rate, and Time**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Processing and analyzing data and information
 - ▶ *Identify patterns and connections in data*
 - **BrainPOP Science Projects**
 - **BrainPOP Problem Solving Using Tables**
 - **BrainPOP Scientific Method**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Processing and analyzing data and information
 - ▶ *Compare data with predictions and develop explanations for results*
 - **BrainPOP Scientific Method**
 - **BrainPOP Science Projects**
 - **BrainPOP Charles Darwin**
 - **GameUp Virtual Labs: Disposable Lab Equipment**
 - **GameUp Virtual Labs: Gram Staining**
- ⊖
 - **GameUp Virtual Labs: Testing for Corn Mold**
 - **GameUp Virtual Labs: Using the Microscope**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Processing and analyzing data and information
 - ▶ *Demonstrate an openness to new ideas and consideration of alternatives*
 - **BrainPOP Science Projects**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Evaluating
 - ▶ *Evaluate whether their investigations were fair tests*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**
 - **GameUp Cool Science Careers: Imagine Yourself**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Evaluating
 - ▶ *Identify possible sources of error*
 - **BrainPOP Science Projects**
 - **BrainPOP Scientific Method**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Evaluating
 - ▶ *Identify some of the social, ethical, and environmental implications of the findings from their own and others'™ investigations*
 - **BrainPOP Scientific Method**
 - **BrainPOP Science Projects**
 - **GameUp Cool Science Careers: Imagine Yourself**

British Columbia

Grade 6

British Columbia Learning Standards > Science (2015)

- ⊖ Applying and innovating
 - ▶ *Generate and introduce new or refined ideas when problem solving*
 - **BrainPOP Science Projects**

British Columbia

British Columbia Learning Standards > Science (2015)

- Grade 6
- Communicating
 - Communicate ideas, explanations, and processes in a variety of ways*
 - GameUp [Virtual Labs: Disposable Lab Equipment](#)
 - GameUp [Virtual Labs: Gram Staining](#)
 - GameUp [Virtual Labs: Testing for Corn Mold](#)
 - GameUp [Virtual Labs: Using the Microscope](#)

British Columbia Learning Standards > Science (2015)

- Grade 6
- Communicating
 - Express and reflect on personal, shared, or others'™ experiences of place*
 - BrainPOP [Submarines](#)
 - BrainPOP [Cell Phone](#)
 - BrainPOP [Cars](#)

British Columbia Learning Standards > Science (2015)

- Grade 6
- the basic structures and functions of body systems:
 - musculoskeletal*
 - BrainPOP [Joints](#)
 - BrainPOP [Muscles](#)
 - BrainPOP [Skeleton](#)
 - BrainPOP [Broken Bones](#)
 - BrainPOP [Spinal Cord](#)
 - BrainPOP [Voice](#)
 - BrainPOP [Scoliosis](#)
 - BrainPOP [Nervous System](#)
 - BrainPOP [Touch](#)
 - GameUp [Code Fred: Survival Mode](#)
 - GameUp [Guts and Bolts](#)

British Columbia Learning Standards > Science (2015)

- Grade 6
- the basic structures and functions of body systems:
 - reproductive*
 - BrainPOP [Hormones](#)
 - BrainPOP [Reproductive System](#)
 - BrainPOP [Babies](#)
 - BrainPOP [Fetal Development](#)
 - BrainPOP [Period](#)
 - BrainPOP [Puberty](#)

British Columbia Learning Standards > Science (2015)

- Grade 6
- the basic structures and functions of body systems:
 - hormonal*
 - BrainPOP [Hormones](#)
 - BrainPOP [Nervous System](#)
 - BrainPOP [Touch](#)
 - GameUp [Code Fred: Survival Mode](#)

British Columbia Learning Standards > Science (2015)

– the basic structures and functions of body systems:

▶ *nervous*

- BrainPOP [Neurons](#)
- BrainPOP [Multiple Sclerosis](#)
- • BrainPOP [Nervous System](#)
- BrainPOP [Spinal Cord](#)
- BrainPOP [Touch](#)
- BrainPOP [Brain](#)

- GameUp [Code Fred: Survival Mode](#)
- GameUp [Cool Science Careers: Imagine Yourself](#)
- GameUp [Guts and Bolts](#)

British Columbia Learning Standards > Science (2015)

– *mixtures - separated using a difference in component properties*

- BrainPOP [Compounds and Mixtures](#)

British Columbia Learning Standards > Science (2015)

– *Newton's three laws of motion*

- BrainPOP [Newton's Laws of Motion](#)
- BrainPOP [Force](#)

- GameUp [Build a Solar System](#)
- GameUp [Fly to Mars](#)
- GameUp [Impulse](#)

British Columbia Learning Standards > Science (2015)

– *effects of balanced and unbalanced forces in daily physical activities*

- BrainPOP [Newton's Laws of Motion](#)
- BrainPOP [Acceleration](#)

- GameUp [Impulse](#)

British Columbia Learning Standards > Science (2015)

– *force of gravity*

- BrainPOP [Gravity](#)
- BrainPOP [Force](#)
- • BrainPOP [International Space Station](#)
- BrainPOP [Skyscrapers](#)

- GameUp [Time Zone X: International Space Station](#)
- GameUp [Build a Solar System](#)
- • GameUp [CSI: Flight Adventure's Forces of Flight](#)
- GameUp [Fly to Mars](#)

British Columbia Learning Standards > Science (2015)

Grade 6 *the overall scale, structure, and age of the universe*

- BrainPOP [Milky Way](#)
- BrainPOP [Exoplanets](#)
- BrainPOP [Dark Matter](#)
- BrainPOP [Solar System](#)

British Columbia Learning Standards > Science (2015)

Grade 6 *the position, motion, and components of our solar system in our galaxy*

- BrainPOP [Asteroids](#)
- BrainPOP [Comets](#)
- BrainPOP [Solar System](#)
- BrainPOP [Milky Way](#)
- BrainPOP [Exoplanets](#)
- BrainPOP [Outer Solar System](#)
- BrainPOP [Uranus](#)
- BrainPOP [Jupiter](#)
- BrainPOP [Pluto](#)
- BrainPOP [Saturn](#)
- BrainPOP [Venus](#)
- BrainPOP [Mars](#)
- BrainPOP [Mercury](#)
- BrainPOP [Neptune](#)
- BrainPOP [Galileo Galilei](#)
- BrainPOP [Tides](#)

- GameUp [Sortify: Space Exploration](#)
- GameUp [Build a Solar System](#)
- GameUp [Planet Mechanic](#)
- GameUp [Sizing Up the Universe](#)
- GameUp [Fly to Mars](#)
- GameUp [Chronopticon](#)

British Columbia Learning Standards > Science (2015)

Grade 6 *extreme environments exist on Earth and in the solar system*

- BrainPOP [Earth](#)
- BrainPOP [Exoplanets](#)
- BrainPOP [South Pole](#)
- BrainPOP [North Pole](#)
- BrainPOP [Air Pollution](#)
- BrainPOP [Gas and Oil](#)
- BrainPOP [Global Warming](#)
- BrainPOP [Humans and the Environment](#)
- BrainPOP [Natural Disasters](#)
- BrainPOP [Plastic](#)
- BrainPOP [Tsunami](#)
- BrainPOP [Water Pollution](#)

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Processes and Skills of Science
 - manipulate and control a number of variables in an experiment*
 - BrainPOP Science Projects**
 - BrainPOP Scientific Method**
 - GameUp Cool Science Careers: Imagine Yourself**
 - GameUp Virtual Labs: Acidifying Salsa**

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Processes and Skills of Science
 - apply solutions to a technical problem (e.g., malfunctioning electrical circuit)*
 - GameUp Sortify: Space Exploration**
 - GameUp Quandary**

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Life Science: Diversity of Life
 - demonstrate the appropriate use of tools to examine living things that cannot be seen with the naked eye*
 - BrainPOP Microscopes**
 - GameUp Virtual Labs: Using the Microscope**

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Life Science: Diversity of Life
 - analyse how different organisms adapt to their environments*
 - BrainPOP Honeybees**
 - BrainPOP Penguins**
 - BrainPOP Bats**
 - BrainPOP Gills**
 - 7 more resources

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Life Science: Diversity of Life
 - distinguish between life forms as single or multi-celled organisms and belonging to one of five kingdoms: Plantae, Animalia, Monera, Protista, Fungi*
 - BrainPOP Classification**
 - BrainPOP Six Kingdoms**
 - 9 more resources
 - GameUp Microbes**

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Physical Science: Electricity
 - evaluate various methods for producing small electrical charges*
 - BrainPOP Electricity**

British Columbia Learning Outcomes > Science (2005)

- Grade 6
- Physical Science: Electricity

▶ *demonstrate that electricity can be transformed into light, heat, sound, motion, and magnetic effects*

- **BrainPOP Heat**
- **BrainPOP Sound**
- **BrainPOP Fire**
- **BrainPOP Electromagnetic Spectrum**

⊕ 7 more resources

British Columbia

Grade 6

British Columbia Learning Outcomes > Science (2005)

⊖ Physical Science: Electricity

▶ *differentiate between renewable and non-renewable methods of producing electrical energy*

- **BrainPOP Solar Energy**
- **BrainPOP Gas and Oil**
- **BrainPOP Wind Energy**
- **BrainPOP Nuclear Energy**
- **BrainPOP Electric Circuits**

British Columbia

Grade 6

British Columbia Learning Outcomes > Science (2005)

⊖ Earth and Space Science: Exploration of Extreme Environments

▶ *explain obstacles unique to exploration of a specific extreme environment*

- **BrainPOP International Space Station**

- **GameUp Time Zone X: International Space Station**

British Columbia

Grade 6

British Columbia Learning Outcomes > Science (2005)

⊖ Earth and Space Science: Exploration of Extreme Environments

▶ *assess technologies used for extreme environments*

- **BrainPOP Apollo Project**
- **BrainPOP International Space Station**

⊕ 3 more resources

- **GameUp Sortify: Space Exploration**
- **GameUp Time Zone X: Apollo Project**
- **GameUp Time Zone X: International Space Station**

British Columbia

Grade 6

British Columbia Learning Outcomes > Science (2005)

⊖ Earth and Space Science: Exploration of Extreme Environments

▶ *describe contributions of Canadians to exploration technologies*

- **BrainPOP Leonardo da Vinci**
- **BrainPOP Marie Curie**
- **BrainPOP Railroad History**

- **GameUp Time Zone X: Leonardo Da Vinci**