

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Contacts and conflicts between peoples stimulated significant cultural, social, political change.*

- **BrainPOP War**

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Human and environmental factors shape changes in population and living standards.*

- **BrainPOP Geography Themes**

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Exploration, expansion, and colonization had varying consequences for different groups.*

- **BrainPOP Mahatma Gandhi**
- **BrainPOP United Nations**

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Use Social Studies inquiry processes and skills to: ask questions; gather, interpret, and analyze ideas; and communicate findings and decisions*

- **BrainPOP Online Safety**

- **GameUp Argument Wars**

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Assess the significance of people, places, events, and developments at particular times and places*

- **GameUp Argument Wars**

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Characterize different time periods in history, including periods of progress and decline, and identify key turning points that mark periods of change*

- **BrainPOP Agricultural Revolution**
- **BrainPOP Egyptian Pharaohs**
- ☰ • **BrainPOP Pax Romana**
- **BrainPOP Roman Republic**
- **BrainPOP Sumerians**

- **GameUp Time Zone X: Egyptian Pharaohs**
- **GameUp Time Zone X: Roman Republic**
- **GameUp Time Zone X: Sumerians**

British Columbia Learning Standards > Social Studies (2015)**British Columbia**

Grade 8

☰ 7th Century to 1750

▶ *Determine what factors led to particular decisions, actions, and events, and assess their short-and long-term consequences*

- **BrainPOP Pax Romana**
- **BrainPOP Roman Republic**
- **BrainPOP Agricultural Revolution**
- **BrainPOP Rise of the Roman Empire**

- **GameUp Time Zone X: Roman Republic**
- **GameUp Time Zone X: Rise of the Roman Empire**

British Columbia

Grade 8

British Columbia Learning Standards > Social Studies (2015)

7th Century to 1750

► *Explain different perspectives on past or present people, places, issues, and events, and compare the values, worldviews, and beliefs of human cultures and societies in different times and places*

- **BrainPOP Religion**
- **BrainPOP Architecture**
- **BrainPOP Pax Romana**
- **BrainPOP Roman Republic**
- **BrainPOP Agricultural Revolution**
- **BrainPOP Egyptian Pharaohs**

- **GameUp Time Zone X: Architecture**
- **GameUp Time Zone X: Roman Republic**
- **GameUp Time Zone X: Egyptian Pharaohs**

British Columbia

Grade 8

British Columbia Learning Standards > Social Studies (2015)

7th Century to 1750

► *Make ethical judgments about past events, decisions, and actions, and assess the limitations of drawing direct lessons from the past*

- **BrainPOP Ethics**
- **BrainPOP Frederick Douglass**

- **GameUp Quandary**

British Columbia

Grade 8

British Columbia Learning Standards > Social Studies (2015)

7th Century to 1750

► *social, political, and economic systems and structures, including those of at least one indigenous civilization*

- **BrainPOP Egyptian Pharaohs**
- **BrainPOP Sumerians**
- **BrainPOP Agricultural Revolution**
- **BrainPOP Pax Romana**
- **BrainPOP Roman Republic**
- **BrainPOP Religion**
- **BrainPOP Rise of the Roman Empire**
- **BrainPOP Mummies**

- **GameUp Time Zone X: Egyptian Pharaohs**
- **GameUp Time Zone X: Sumerians**
- **GameUp Time Zone X: Roman Republic**
- **GameUp Time Zone X: Rise of the Roman Empire**

British Columbia Learning Standards > Social Studies (2015)

British Columbia

Grade 8

- ⊖ 7th Century to 1750
 - ▶ *scientific and technological innovations*
 - **BrainPOP Sumerians**
 - **BrainPOP Egyptian Pharaohs**
 - ⊖
 - **BrainPOP Pax Romana**
 - **BrainPOP Roman Republic**
 - **BrainPOP Rise of the Roman Empire**
 - **BrainPOP Agricultural Revolution**

 - **GameUp Time Zone X: Sumerians**
 - **GameUp Time Zone X: Egyptian Pharaohs**
- ⊕ 2 more resources

British Columbia Learning Standards > Social Studies (2015)

British Columbia

Grade 8

- ⊖ 7th Century to 1750
 - ▶ *philosophical and cultural shifts*
 - **BrainPOP Agricultural Revolution**
 - **BrainPOP Roman Republic**
 - ⊖
 - **BrainPOP Rise of the Roman Empire**
 - **BrainPOP Egyptian Pharaohs**
 - **BrainPOP Pax Romana**
 - **BrainPOP Sumerians**

 - **GameUp Time Zone X: Roman Republic**
 - **GameUp Time Zone X: Rise of the Roman Empire**
 - ⊖
 - **GameUp Time Zone X: Egyptian Pharaohs**
 - **GameUp Time Zone X: Sumerians**

British Columbia Learning Standards > Social Studies (2015)

British Columbia

Grade 8

- ⊖ 7th Century to 1750
 - ▶ *interactions and exchanges of resources, ideas, arts, and culture between and among different civilizations*
 - **BrainPOP Mesoamerica**
 - **BrainPOP Sumerians**
 - ⊖
 - **BrainPOP Architecture**
 - **BrainPOP Population Growth**

 - **GameUp Time Zone X: Mesoamerica**
 - **GameUp Time Zone X: Sumerians**
 - **GameUp Time Zone X: Architecture**

British Columbia Learning Standards > Social Studies (2015)

British Columbia

Grade 8

- ⊖ 7th Century to 1750
 - ▶ *exploration, expansion, and colonization*
 - **BrainPOP Geography Themes**
 - **BrainPOP Mahatma Gandhi**
 - **BrainPOP Sumerians**

- [GameUp Time Zone X: Sumerians](#)

British Columbia

Grade 8

British Columbia Learning Standards > Social Studies (2015)

- ⊖ 7th Century to 1750
 - ▶ *changes in population and living standards*
 - [BrainPOP Sumerians](#)
- [GameUp Time Zone X: Sumerians](#)

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Applications of Social Studies
 - ▶ *assess a variety of positions on controversial issues*
 - [GameUp Argument Wars](#)

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Applications of Social Studies
 - ▶ *co-operatively plan and implement a course of action that addresses the problem, issue, or inquiry initially identified*
 - [BrainPOP Game Theory](#)
 - [BrainPOP Ethics](#)
- [GameUp Quandary](#)

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Society and Culture: Civilizations from 500 to 1600
 - ▶ *identify factors that influence the development and decline of world civilizations*
 - [BrainPOP Sumerians](#)
- [GameUp Time Zone X: Sumerians](#)

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Society and Culture: Civilizations from 500 to 1600
 - ▶ *compare daily life, family structures, and gender roles in a variety of civilizations*
 - [BrainPOP Michelangelo Buonarroti](#)
 - [BrainPOP Conquistadors](#)
- ⊕ 2 more resources
 - [GameUp Time Zone X: Michelangelo Buonarroti](#)
 - [GameUp Time Zone X: Conquistadors](#)
 - [GameUp Time Zone X: Sumerians](#)

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Society and Culture: Civilizations from 500 to 1600
 - ▶ *describe a variety of diverse cultural traditions and world religions*
 - [BrainPOP Winter Holidays](#)
 - [BrainPOP Greek Gods](#)
- ⊕ 4 more resources

- **GameUp Time Zone X: Seven Wonders**

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Society and Culture: Civilizations from 500 to 1600
 - ▶ *demonstrate awareness of artistic expression as a reflection of the culture in which it is produced*
 - **BrainPOP Michelangelo Buonarroti**
 - **BrainPOP Leonardo da Vinci**
- ⊕ 2 more resources

- **GameUp Time Zone X: Michelangelo Buonarroti**
- **GameUp Time Zone X: Leonardo Da Vinci**
- **GameUp Time Zone X: Aztec Civilization**

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Society and Culture: Civilizations from 500 to 1600
 - ▶ *identify periods of significant cultural achievement, including the Renaissance*
 - **BrainPOP Michelangelo Buonarroti**
 - **BrainPOP Leonardo da Vinci**

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

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Society and Culture: Civilizations from 500 to 1600
 - ▶ *describe how societies preserve identity, transmit culture, and adapt to change*
 - **BrainPOP Religion**
 - **BrainPOP Michelangelo Buonarroti**
- ⊕ 5 more resources

- **GameUp Time Zone X: Michelangelo Buonarroti**
- **GameUp Time Zone X: Queen Elizabeth I**

⊕ 3 more resources

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Politics and Law: Civilizations from 500 to 1600
 - ▶ *assess the impact of contact, conflict, and conquest on civilizations*
 - **BrainPOP Queen Elizabeth I**
 - **BrainPOP Conquistadors**
- ⊕ 5 more resources

- **GameUp Time Zone X: Queen Elizabeth I**
- **GameUp Time Zone X: Conquistadors**

⊕ 4 more resources

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Politics and Law: Civilizations from 500 to 1600
 - ▶ *describe various ways individuals and groups can influence legal systems and political structures*
 - **BrainPOP Conquistadors**

- **BrainPOP Aztec Civilization**
- **BrainPOP Magna Carta**

- **GameUp Time Zone X: Conquistadors**
- **GameUp Time Zone X: Aztec Civilization**

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Politics and Law: Civilizations from 500 to 1600
 - ▶ *explain the development and importance of government systems*
 - **BrainPOP Queen Elizabeth I**
 - **BrainPOP Magna Carta**

 - **GameUp Time Zone X: Queen Elizabeth I**

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Economy and Technology: Civilizations from 500 to 1600
 - ▶ *compare basic economic systems and different forms of exchange*
 - **BrainPOP Columbian Exchange**
 - **BrainPOP Conquistadors**
- ⊕ 4 more resources
 - **GameUp Time Zone X: Columbian Exchange**
 - **GameUp Time Zone X: Conquistadors**
- ⊕ 2 more resources

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Economy and Technology: Civilizations from 500 to 1600
 - ▶ *analyse the effect of commerce on trade routes, settlement patterns, and cultural exchanges*
 - **BrainPOP Columbian Exchange**
 - **BrainPOP Conquistadors**
- ⊕ 3 more resources
 - **GameUp Time Zone X: Columbian Exchange**
 - **GameUp Time Zone X: Conquistadors**
- ⊕ 2 more resources

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- ⊖ Economy and Technology: Civilizations from 500 to 1600
 - ▶ *describe the impact of technological innovation and science on political, social, and economic structures*
 - **BrainPOP Queen Elizabeth I**
 - **BrainPOP Conquistadors**
- ⊕ 4 more resources
 - **GameUp Time Zone X: Queen Elizabeth I**
 - **GameUp Time Zone X: Conquistadors**
- ⊕ 3 more resources

British Columbia

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - construct, interpret, and use graphs, tables, grids, scales, legends, and various types of maps*
 - **BrainPOP Map Skills**
 - **BrainPOP Geography Themes**
 - **BrainPOP Time Zones**
 - **BrainPOP Conflict Resolution**

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - locate and describe major world landforms, bodies of water, and political boundaries on maps*
 - **BrainPOP Continents of the World**
 - **BrainPOP Geography Themes**
 - + 3 more resources

- **GameUp Time Zone X: Rise of the Roman Empire**

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - locate and describe current and historical events on maps*
 - **BrainPOP Geography Themes**
 - **BrainPOP Continents of the World**
 - **BrainPOP Rise of the Roman Empire**

- **GameUp Time Zone X: Rise of the Roman Empire**

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - describe how physical geography influenced patterns of settlement, trade, and exploration*
 - **BrainPOP Lewis and Clark**

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - analyse how people interacted with and altered their environments, in terms of
 - population*
 - **BrainPOP Geography Themes**

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - analyse how people interacted with and altered their environments, in terms of
 - settlement patterns*
 - **BrainPOP Geography Themes**

British Columbia Learning Outcomes > Social Studies (1998)

- Grade 8
- Environment: Civilizations from 500 to 1600
 - analyse how people interacted with and altered their environments, in terms of
 - resource use*
 - **BrainPOP Geography Themes**

- **BrainPOP Rivers**

British Columbia

Grade 8

British Columbia Learning Outcomes > Social Studies (1998)

- Environment: Civilizations from 500 to 1600
 - ▶ analyse how people interacted with and altered their environments, in terms of
 - ▶ *cultural development*
 - **BrainPOP Geography Themes**