

BrainPOP

The more you know, the more you know!



Welcome

In classrooms, at home, and on mobile devices, BrainPOP engages students with digital content like animated movies paired with games; playful assessments; online concept mapping and creative reflection tools; customizable quizzes; primary source activities; and an ever-expanding list of other cross-curricular features. Our trusted and award-winning resources include **BrainPOP Jr.** (K-3); **BrainPOP** (available in English, Spanish, French, and Mandarin); and **BrainPOP ESL**. More than a quarter of U.S. elementary and middle U.S. schools currently subscribe to BrainPOP, with rapid international growth.

BrainPOP was founded in 1999 by Avraham Kadar, M.D. As a pediatric immunologist, he saw first-hand that children who understood things better ultimately fared better. That idea sparked BrainPOP's development: Dr. Kadar strove to create a kid-friendly place for learning about complicated medical topics.

More than 16 years later, we've grown exponentially and now cover hundreds of topics across all core curriculum areas. We pride ourselves on supporting teachers with a breadth of options, arming them with multiple tools they can put to use however they see fit - there's no one "right" way to use them. But the driving force behind what we do hasn't changed: we're here to help kids make sense of the world around them. To encourage questions, and to let them know it's okay to have them. That not everyone learns at the same pace, in the same way.

Whether it's an animated movie on electric circuits or a learning game about women who changed the world, we present material in depth, using a unique voice, age-appropriate tone, and humor. As a result, kids actively look forward to using BrainPOP - they look forward to *learning*.

See the difference we can make for your students: watch us in action at [brainpop.com/about](https://www.brainpop.com/about).



Subjects

Science, Reading & Writing, Math, Health, Social Studies, Arts & Technology

Play/Pause

Pause and discuss key concepts as you watch the movie

Game

Reinforce the topic through play, including cross-curricular GameUp titles

Activity

Printable, topic-related page

Make-a-Map

Interactive concept mapping tool



Annie's Notebook

Displays the questions asked in the movie. Print out in advance to scaffold learning.

Closed Captioning

Reinforce comprehension and word recognition

Word Wall

Introduce key words and student-friendly definitions

Quizzes

Use for pre- and post-assessment

Lesson Ideas

Topic-related lesson plans, graphic organizers, customized quizzes, webinars, and more

Share Ideas

Tools that prompt students to write, draw, and discuss ideas, plus reading recommendations

At a Glance: BrainPOP Jr.

BrainPOP Jr. is our K-3 resource. It gently encourages young learners to ask questions and form their own ideas. Each of its curricular topics includes an animated movie, learning games, concept mapping, and interactive features like

the Word Wall, Draw About It, Write About It, Read About It, and Talk About It - all designed to extend key concepts and meet the needs of students with different learning styles. Text is read aloud to facilitate comprehension.

Subjects

Science, Social Studies,
English, Math, Engineering &
Tech, Health, Arts & Music

Player

Watch movie; pause and
discuss key points

Closed Captioning

Reinforce comprehension and
word recognition

Zoom

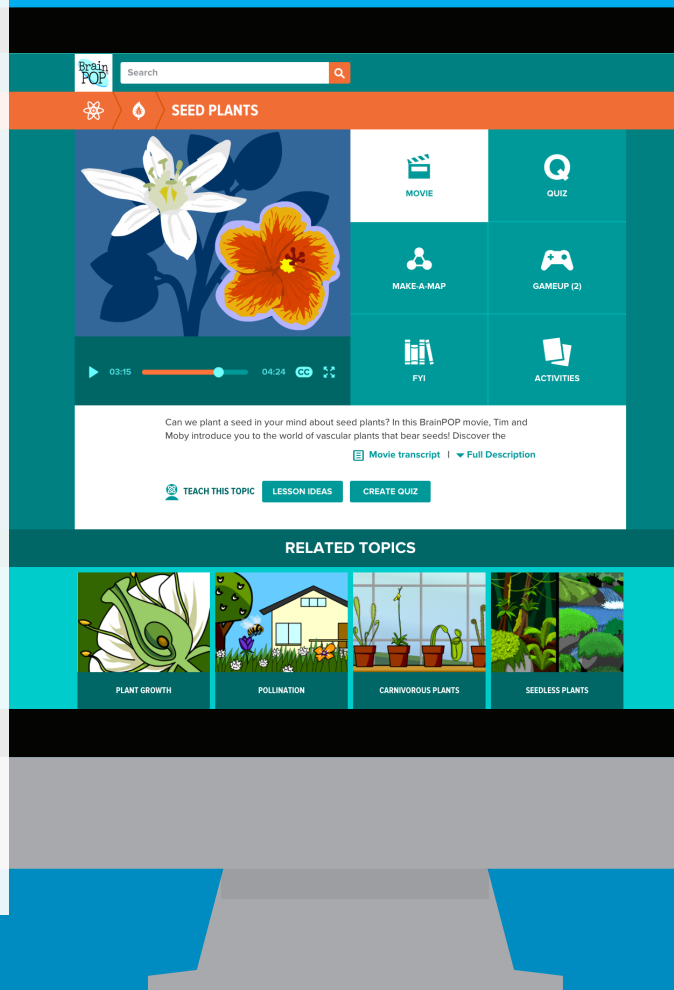
Turn on full-screen mode

Lesson Ideas

Topic-related teacher
resources including lesson
plans, standards alignments,
customized quizzes, and videos

Create a Quiz

Make a custom BrainPOP-style
quiz when logged in
as a teacher



Related Topics

Delve deeper with related
movies and features

Make-a-Map

Interactive concept
mapping tool

FYI

Informational texts with fun
facts, stats, and more

Quiz

Use for pre- and
post-assessment

GameUp

Top online games that tie into
your curriculum and are aligned
to Common Core and
state standards

Activities

Graphic organizers, primary
source activities, and
vocabulary pages

At a Glance: BrainPOP

Our flagship resource offers cross-curricular topics for upper elementary and middle schoolers. Each includes an animated movie written with humor in an age-appropriate voice, plus a rich array of activities like learning games, playful assessments,

and concept mapping. These help build higher-order thinking, cognitive, and literacy skills while encouraging reflection and giving students multiple ways to convey comprehension and express themselves.

Language Skills

Vocabulary, Grammar, Pronunciation, Listening, Reading Comprehension, Writing

Units

Six units per lesson

Lessons

Five lessons per unit

Flash Words

Interactive vocabulary flashcards

Hear It, Say It!

Record and play back for pronunciation practice

Read It!

Reading comprehension activity



Write It!

Guided writing activity

Movie

Animated movies featuring grammar and vocabulary

Vocabulary

Animation illustrating new vocabulary

Grammar

Animation modeling featured grammar

Play It!

Games that reinforce grammar skills

Make-a-Map

Connect and organize ideas with concept mapping

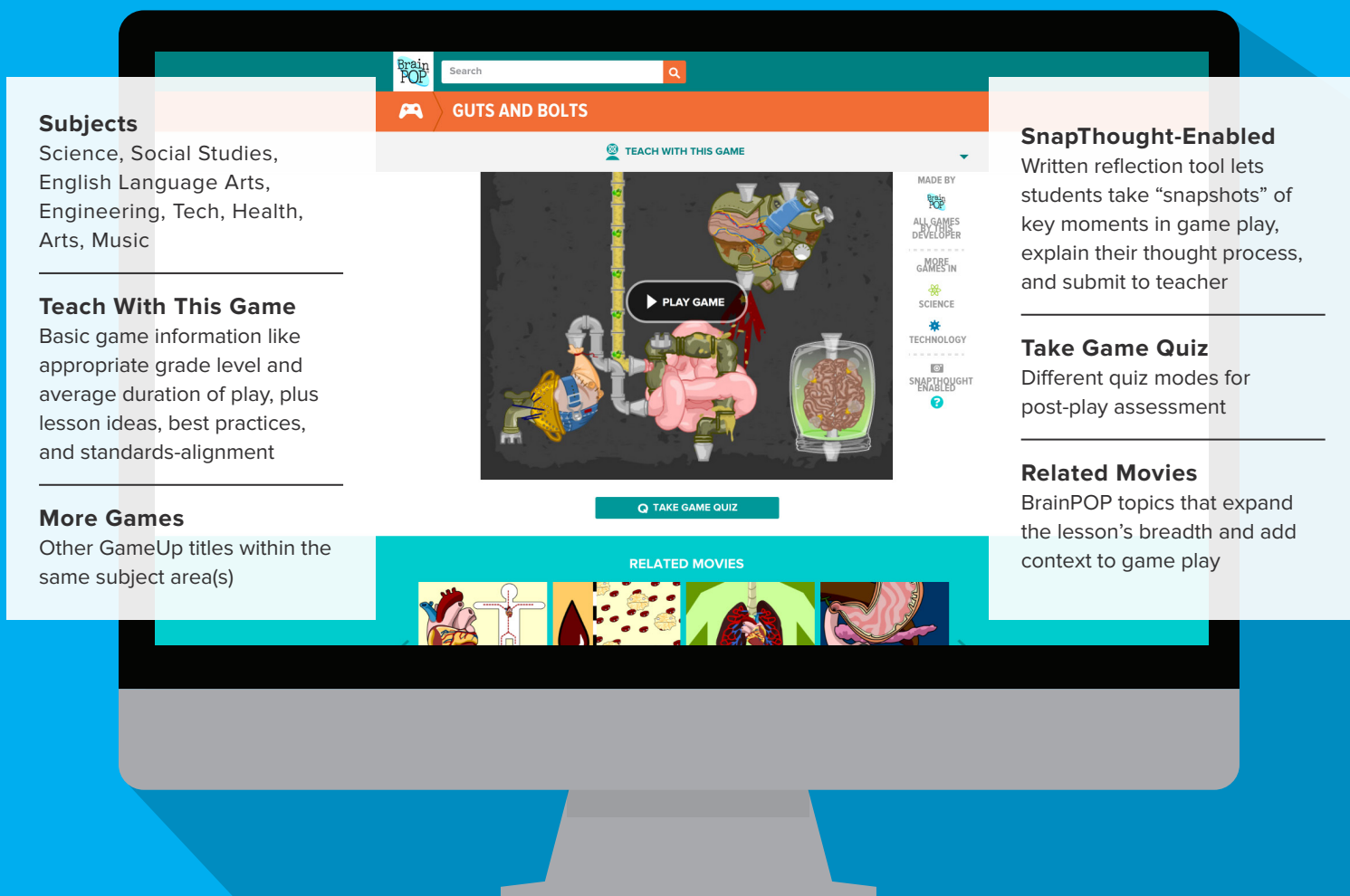
Quiz

Game-like quiz puts new skills to the test

At a Glance: BrainPOP ESL

BrainPOP ESL is our comprehensive English language learning program. Each lesson features animated movies that model conversational English while seamlessly introducing grammar concepts and vocabulary words. Based on everyday social

situations and including academic content, the leveled movies and associated activities build on each other, reinforcing previous lessons while giving students the confidence they need to read, write, and speak English.



At a Glance: GameUp

Our online games portal is a curated collection of cross-curricular learning games developed by leading publishers, universities, and organizations around the globe. Titles are paired with supporting resources and best practices to facilitate the seamless

integration of game-based learning. Teachers rely on GameUp's offerings to motivate and provide goals; encourage participation; foster creative problem-solving; strengthen critical and systems thinking; pose adaptive challenges; and spark inquiry.



Supporting All Resources: BrainPOP Educators

Respect for the Art of Teaching

We recognize that it's educators themselves who uncover the best ways to leverage BrainPOP and meet their students' ever-changing needs. Everything we offer - from our digital content to our multi-level professional learning options - is designed with that in mind. Our role is to provide quality resources that help you do your job and support BrainPOP implementation: that's why each topic, game, and BrainPOP ESL lesson is accompanied by lesson ideas, graphic organizers, best practices, implementation tips, printables, and an array of suggested calendar tie-ins.

Professional Learning

Newly launched, the **BrainPOP Educators Professional Development** program offers half- and full-day workshops on differentiation, integration, assessment, and STEM/NGSS. Designed by teachers and delivered in your district using a blended, hands-on approach, these workshops consist of a customized session and online follow-up with a BrainPOP "coach." Participants leave with practical insights they can apply immediately. To learn more or get started, visit brainpop.com/educatorspd.

Certification

Our free **Certified BrainPOP Educator** program is offered to teachers who demonstrate exemplary commitment to and creativity using BrainPOP's resources. We rely on our Certified BrainPOP Educators for their expertise and perspectives; those who complete the program have the chance to consult on products in our pipeline; beta test new features; and weigh in with our developers. "CBE" workshops take place in a variety of settings around the country. To learn more and get started, visit brainpop.com/cbegenral.



Sortify: U.S. Constitution Game



How to read this



Seems to have mastered the concept. Engaged with it and choose accurately.



Tried the concept, but either missed a few opportunities or answered incorrectly a few times.



Tried the concept but got many wrong or missed many opportunities.



Did not engage the concept in the game — mastery is unknown.



Has not played this game.

☐ Hide names

		Limited Government ?	Delegated Powers ?	Checks & Balances ?	Individual Rights ?	Legislative Branch ?
First Name	Last Name	Performance	Performance	Performance	Performance	Performance
Student	One					
Student	Two					
Student	Three					
Student	Four					
Student	Five					
Student	Six					
Student	Seven					
Student	Eight					
Student	Nine					

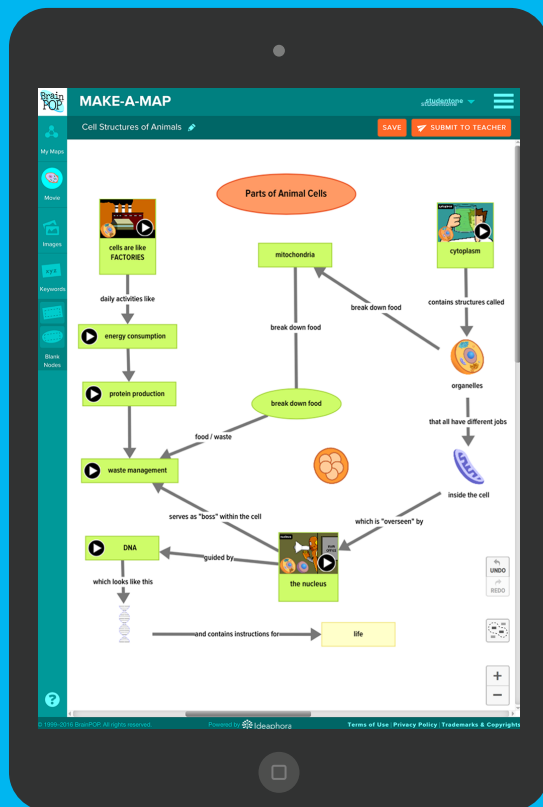
Playful Assessment

Our playful assessments are cross-topic experiences that embed assessment into engaging, non-disruptive activities. As students play, teachers gain insights into activity surrounding cognitive skills like categorization (Sortify), vocabulary (Meaning of Beep), and sequencing and close reading (Time Zone X).

But rather than yielding a single measure of performance, our playful assessments convey multi-dimensional information that serves as a guide for future instruction. That information can be viewed student-by-student, or class-wide. To learn more, visit brainpop.com/reflection.

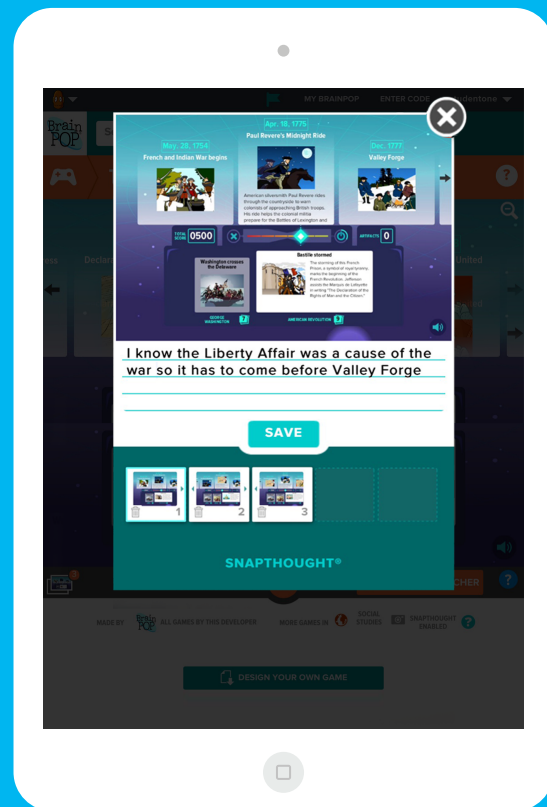
Student Reflection

Tools that prompt students to reflect on their own learning, providing teachers with valuable insights.



Make-a-Map

With the Ideaphora®-powered **Make-a-Map**, students connect and develop ideas inspired by our movies. They're able to organize movie clips, keywords, and other images as they craft visual representations of their knowledge and make cross-curricular connections. Make-a-Map is used for formative assessment as well as for note-taking, collaborating, researching, brainstorming, problem-solving, and planning. To learn more, visit brainpop.com/mam.



SnapThought

Available on select GameUp titles, **SnapThought** invites students to capture and reflect on key moments in game play. It lets them describe the thought process behind a given move or stumbling block, make predictions, and draw conclusions. Providing thoughtful prompts - whether focused or open-ended - guides students during game play, creates learning artifacts, and reinforces the connections between the game and your curriculum. To learn more, visit brainpop.com/reflection.



"The Helix Nebula." NASA, ESA, and C.R. O'Dell (Vanderbilt University). Hubble Space Telescope, 2002.

Primary Source Activities

Have students engage with original primary sources via activities that help build cross-disciplinary literacy skills. Each of these activities centers on a passage of text, photo, or video related to the topic you're teaching - a letter from Andrew Jackson, images taken by the Hubble

Space Telescope, a poem by Emily Dickinson. Students are presented with thought-provoking questions that challenge them to examine the source and call upon prior knowledge to interpret it. To learn more, visit brainpop.com/hubble.

MY BRAINPOP

ENTER CODE

teacher

BrainPOP

My BrainPOP Quiz Mixer

?

HELP

←

5 Senses Review - Hearing

FINALIZE →

Tags: Click to add tags

+ NEW QUESTION

▶ 1

What is the function of the ridges on your outer ear?

▶ 2

How is your eardrum like a real drum?

▶ 3

What is unique about the hammer, stirrup, and anvil?

NEW QUESTION

WRITE

SEARCH

Question type

Answer type

Multiple choice

Text answers

4

Write a new question

UPLOAD IMAGE

?

Custom Assessment

Our **Quiz Mixer** lets you build and personalize BrainPOP-style quizzes to meet your students' needs - and yours. Pull in existing questions; modify them; write new ones (including open-

ended and poll-style); add images; adjust vocabulary; and readily gauge both individual and whole-class learning. To learn more, visit brainpop.com/qm.



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