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.
<table>
<thead>
<tr>
<th><strong>Subjects</strong></th>
<th>Science, Reading &amp; Writing, Math, Health, Social Studies, Arts &amp; Technology</th>
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<tr>
<td><strong>Play/Pause</strong></td>
<td>Pause and discuss key concepts as you watch the movie</td>
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<td><strong>Game</strong></td>
<td>Reinforce the topic through play, including cross-curricular GameUp titles</td>
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<td><strong>Activity</strong></td>
<td>Printable, topic-related page</td>
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<td><strong>Make-a-Map</strong></td>
<td>Interactive concept mapping tool</td>
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**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.
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.
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.
Subjects
Science, Social Studies, English Language Arts, Engineering, Tech, Health, Arts, Music

Teach With This Game
Basic game information like appropriate grade level and average duration of play, plus lesson ideas, best practices, and standards-alignment

More Games
Other GameUp titles within the same subject area(s)

SnapThought-Enabled
Written reflection tool lets students take “snapshots” of key moments in game play, explain their thought process, and submit to teacher

Take Game Quiz
Different quiz modes for post-play assessment

Related Movies
BrainPOP topics that expand the lesson’s breadth and add context to game play

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.

brainpop.com/games
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.

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/cbegeneral.
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.
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.

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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OUR GLOBAL RESOURCES

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Special Offer
New to BrainPOP? Visit brainpop.com/go/explore and sign up for a free, 30-day trial. It's the perfect way to get to know all of our award-winning educational resources.