

# **RESOURCES**

## **Pre-School and Early Elementary School**

[Oxford Owl](#) - Free e-books and math games and activities for ages 3-11

[BrainPop Junior](#) - Learning tools for STEM, social studies, reading/writing, health and arts for grades K-3

[The Space Foundation Discovery Center](#) - STEM lesson plans for ages PreK-20

[Mystery Science](#) - Science lessons for grades K-5

[Children's Museum Houston](#) - Weather and Science videos and activities for grades PreK-5

## **Elementary, Middle School and Above**

[ABCYa](#) - Reading and math games and activities for grades PreK-6

[Zearn.org](#) - Math lessons for grades K-5

[Disneynature](#) - Movies and complimentary educational materials for grades 2-6

[Scratch](#) - Interactive story, game and animation design from the MIT Media Lab, designed for ages 8 to 16 but available for anyone

[STMath](#) - Math lessons for grades PreK-8

[Prodigy Math](#) - Math programs for grades 1-8

[Curriculum Associates](#) - Math and reading activity packs for grades K-8

[DK Find Out!](#) - Lessons in subjects such as history, science and coding

[Listenwise](#) - Non-fiction audio stories covering ELA, social studies and science for grades 2-12

[CommonLit](#) - Reading and writing lessons for grades 3-12

[Codecademy](#) - Data science and coding lessons for high school and college students

## **All Ages**

[National Geographic Kids Science Lab](#) - Science experiments, videos and articles

[National Ocean Service \(NOAA\) Kids](#) - Science activities and resources for kids and educators

[Lunch Doodles with Mo Willems!](#) - Kennedy Center Education Artist-in-Residence Mo Willems explore ways of writing and making with kids of all ages

[Scholastic Learn-At-Home Resources](#) - Learning experiences for K-9

[Greg Tang Math](#) - Math games and resources for all ages

[SciShow Kids](#) - Videos explaining scientific concepts for young, curious minds

[Frontiers for Young Minds](#) - Science articles written by scientists and reviewed by kids

[The Kid Should See This](#) - STEAM, history, and culture-focused videos for kids of all ages

[Imagineering in a Box](#) - Lessons on theme park design and engineering via Walt Disney Imagineering, Pixar and Khan Academy

[BBC Bitesize](#) - Lessons covering math, English, science and more for ages 3-16+

[BrainPop](#) - Learning tools covering a variety of subjects

[BreakoutEDU](#) - Immersive learning games for grades K-12

[Wonderopolis](#) - Educational articles for grades K-12

[XtraMath](#) - Math programs for students, parents and teachers

[How Stuff Works](#) - Educational videos exploring the world around us

[Code.org](#) - Computer science lessons for grades K-12

[Typing.com](#) - Keyboarding, digital literacy, and coding lessons for all ages

[IXL](#) - Lessons in math, language arts, science, social studies and Spanish for grades PreK-12

[Greatminds.org](#) - Math, ELA and science for grades K-12

[KCET At-Home Learning](#) - Educational resources from PBS SoCal | KCET, in partnership with LAUSD and in collaboration with California PBS stations for grades PreK-12

[California Academy of Sciences](#) - Apps, immersive interactives, and engaging videos covering a variety of science topics

[Bill Nye the Science Guy](#) - Educational videos covering life, physical and planetary sciences

[NASA STEM @ Home for Students](#) - STEM articles and activities for grades K-12+

[Gizmos](#) - Simulations exploring concepts in math and science for grades 3-12

[PhET Interactive Simulations](#) - Interactive simulations for science and math

[Khan Academy](#) - Lessons on grammar, science, history and math for grades K-12

[Professor Egghead Science Academy](#) - Interactive lessons on science and engineering

[Quill.org](#) - Writing and grammar activities for grades K-12

[Quizlet](#) - Flash cards, quizzes and games for languages, arts and humanities, social science, computer skills, science and math

[Duolingo](#) - Language education for 35 languages

## **MORE**

**Age of Learning** is offering families at affected schools free at-home access to ABCmouse, a learning resource for ages 2 to 8; Adventure Academy, is open for students ages 8 to 13; and ReadingIQ, a digital library and literacy platform is available for children 12 and under. <https://www.ageoflearning.com/>

**Comcast** has increased speeds from 15 Mbps to 25 in "Internet Essentials," a program for low-income families to get internet access. The company has also eliminated the \$9.95 price per month and made it free to new low-income customers for two months. <https://www.internetessentials.com/>

**Curriculum Associates** has made printable at-home activity packs available for students that include self-directed and practice exercises. Reading and math packets are available for each grade from kindergarten through grade 8. Teacher guides have also been made available. <https://www.curriculumassociates.com/supporting-students-away-from-school>

**edHelper.com**, which produces printable worksheets and educational resources to teachers and homeschooling parents, said it would be publishing free daily workbooks for students who are out of school. The workbooks include math and writing exercises for elementary students. The company said the contents would be updated daily. <https://www.edhelper.com/teacher-education/Daily-Free-Learning-Workbooks-for-Teachers-to-Share-with-Parents-while-Schools-are-Closed-Kids-will-actually-do-these.htm>

**Educational Insights** has compiled a set of free at-home worksheets for young learners. Those activities cover reading and language arts practice worksheets for grades K-2, spelling riddles for grades 4-6 and math for pre-k-2; as well as coloring,

crafts and "brain benders" (word searches, riddles, connect-the-dots and mazes, among other games). <https://www.educationalinsights.com/at-home-activities-for-kids>

**Education Modified** has compiled two "bundles" of research-based information and resources to help families of special population students get through the remote learning experience. One covers how to help children do schoolwork at home; the other offers research-based activities for home-based learning. <http://educationmodified-4381533.hs-sites.com/at-home-learning-resources>

**Encyclopaedia Britannica** is offering all schools and students free access to its "LaunchPacks" science and social studies learning content. The sets are intended for students in K-12 and provide articles, images, videos and primary sources of information, presented in an "engaging interface," optimized for smart devices. The resources are translated into multiple languages. <https://britannicalearn.com/covid-19-free-resources/>

**Exploratorium**, in San Francisco, has released a new online learning toolbox with free science activities and materials addressing public health topics around COVID-19 and more general science support activities and materials for virtual classrooms and at-home learning, covering the nature of viruses, the effect of soap on viruses, how we test for and fight against viruses, as well as the science of personal and social behaviors and interactions. The organization has also posted 285 science activities, called "science snacks," which use "cheap, readily available materials" and can be done at home. <https://www.exploratorium.edu/learn>

**Great Minds** has made free recorded learning resources available, including daily instructional videos for math (grades K-12), English language arts (grades k-8) and science (grades 3-5). The organization has said it would update its newly recorded lessons daily. <https://gm.greatminds.org/en-us/knowledgeonthego>

**hand2mind** is making free math activities for home access available. Those include downloadable lessons and "virtual manipulatives" for grades K-

8. <https://www.hand2mind.com/resources/lessons>

**JoVE** has made its educational video content available through Jun. 15, 2020. That includes free access to the three types of resources: JoVE Core, a video textbook that covers core concepts in biology and social psychology to improve learning comprehension; JoVE Science Education, a collection of easy-to-understand video demonstrations in eight STEM fields; and Lab Manual, curriculum for introductory biology lab courses. The company is also making its curriculum specialists available to help faculty map JoVE videos to their curriculum at no charge. <https://info2.jove.com/requestaccess>

**Kahoot!** has begun offering free access to the "premium" version of its game-based learning software. <https://kahoot.com/access-kahoot-premium-for-free/>