

Here's a 3rd grade level integrated Math and Reading unit that incorporates popular culture—specifically, the world of Pokémon, which continues to be a favorite among many 8–9-year-olds.

📌 Unit Title: "Gotta Read and Count 'Em All!" – A Pokémon-Inspired Math & Reading Adventure

📅 Duration:

2 weeks (10 days, 45–60 minutes per subject per day)

📖 Reading Objectives:

Identify character traits, motivations, and feelings (RL.3.3)

Recount stories, including fables, folktales, and myths from diverse cultures (RL.3.2)

Use text features to locate information (RI.3.5)

Make predictions and inferences using text clues

📊 Math Objectives:

Add and subtract within 1,000 (3.NBT.2)

Multiply and divide within 100 (3.OA.3)

Represent and interpret data using bar graphs and pictographs (3.MD.3)

Solve two-step word problems using the four operations (3.OA.8)

Popular Culture Hook:

Pokémon characters, battles, and card collecting will be the thematic thread. Each student gets a custom Pokémon Trainer Badge and builds a “Pokémon Team” throughout the unit.

WEEK 1: Reading Focus – Fiction

Theme: “Becoming a Pokémon Trainer”

Day 1–2:

Read a Pokémon-themed short story (adapted for reading level)

Introduce characters like Ash, Pikachu, Misty, and Team Rocket

Reading skill: Character traits and motivation

Activity: Character trading cards – students create one based on the reading

Day 3–5:

Reading comprehension with cause and effect, sequence of events

Text-based Pokémon Quest (choose-your-own-path style story)

Activity: Predict what happens next, then compare with actual outcome

Extension: Read short biographies of real animal experts or scientists as informational texts (connects Pokémon to real-world interests)

÷ WEEK 1: Math Focus – Data and Number Operations

Day 1–2:

Bar graphs & pictographs: “Favorite Pokémon in Class” survey

Create graphs and answer questions

Activity: Pokémon Gym Leader Graph Challenge

Day 3–5:

Addition and subtraction within 1,000 using Pokémon battle stats (e.g., Pikachu’s HP + potion boost = ?)

Word problems featuring Pokémon catching and trading scenarios

Math Centers: Use Pokémon cards (or printed versions) for stat comparison

📖 WEEK 2: Reading Focus – Informational Text

Theme: “The Science of Pokémon” (and Animals)

Compare real animals to Pokémon they’re inspired by (e.g., Bulbasaur & frogs)

Day 1–3:

Nonfiction reading about frogs, mice, birds, etc.

Focus on text features, main idea, and details

Activity: Create a “Real-World Pokémon Field Guide”

Day 4–5:

Students write their own informational Pokémon entry (like a Pokédex page)

÷ WEEK 2: Math Focus – Multiplication & Division

Day 1–2:

Solve problems using Pokémon candies and evolutions

Example: “Charmander needs 3 candies to evolve. If you have 15 candies, how many Pokémon can evolve?”

Day 3–5:

Two-step word problems using Pokémon training scenarios

Pokémon Store simulation – practice making purchases with virtual Poké Coins using addition, subtraction, and multiplication

🎨 Culminating Project:

Pokémon Trainer Challenge Day

Students present their Pokémon Team (3–5 fictional or real-based Pokémon)

Create a bar graph about their team (e.g., types, abilities)

Read aloud their Pokédex page

Solve a Trainer Math Quest



Materials:

Pokémon character cards (printable)

Math manipulatives

Story and text handouts (adapted for reading level)

Graph paper, markers, journals