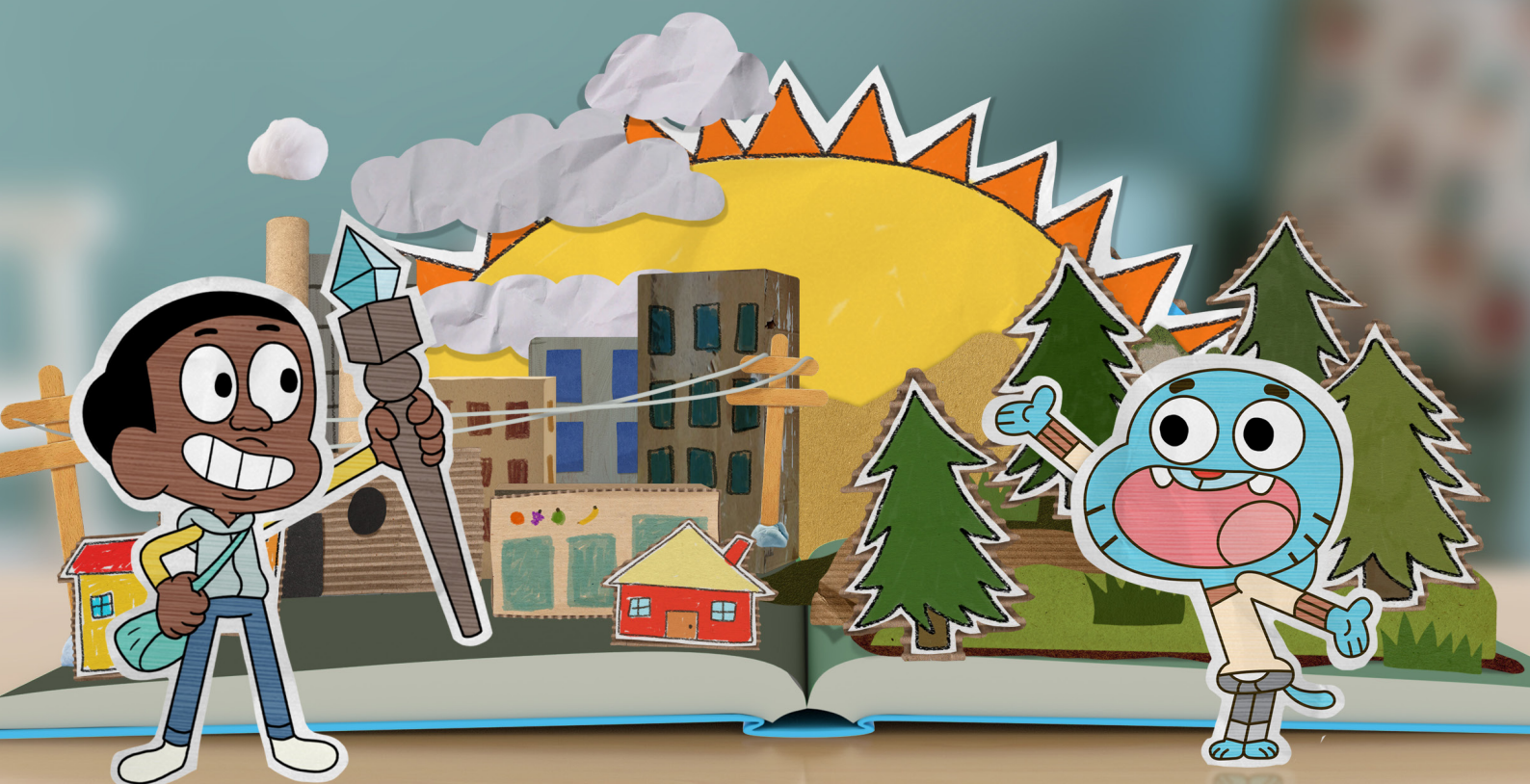




TEACHER GUIDE





CARTOON NETWORK CLIMATE CHAMPIONS: TEACHER GUIDE

WELCOME TO CARTOON NETWORK CLIMATE CHAMPIONS!

Thank you for your interest in this resource. The desire to become a Cartoon Network Climate Champion is a worthy aspiration - especially for children and young people.

With an increasingly sharp focus on the negative effects of climate change, it's more important than ever for them to feel positive about what they can do to protect the environment.

This resource enables them to do that. It offers a range of fascinating, sometimes challenging classroom activities which centre on building pupil awareness of how they can help our precious planet.

We hope you enjoy using this dynamic, creative and fun resource!

THEMES:

These lessons provide your class with the opportunity to explore and understand issues associated with climate change. Pupils are then encouraged to understand the valuable part they can play in helping the natural world to be more resilient to the more negative aspects of environmental change and, in doing so, discover new and hopefully long-term interests and hobbies.

THE RESOURCE INCLUDES:

- 5 x downloadable lessons/activities
- DFE National Curriculum [NC] links for each lesson.
- Pupil Activity sheets for each lesson.
- A Homework Support Sheet for each lesson.
- A classroom/assembly presentation.
- A Teacher Guide to the resource.

- A free classroom supply of special butterfly and bee-attracting seed packets.
- Downloadable Cartoon Network Climate Champions Reward Certificates.
- 110 achievement stickers.
- The Competition with a terrific prize for the winning entry.
- Downloadable Competition entry forms.

STICKERS:

You can award stickers to eager committed pupils throughout the five lessons. These are supplied as part of the resource.



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LESSON 1: YOU CAN BE A CARTOON NETWORK CLIMATE CHAMPION!

TALK, PAIR, SHARE:

To launch the lesson, use the short clip (*The Lesson/ Assembly presentation has a short clip embedded into the first slide of each section of the presentation*)

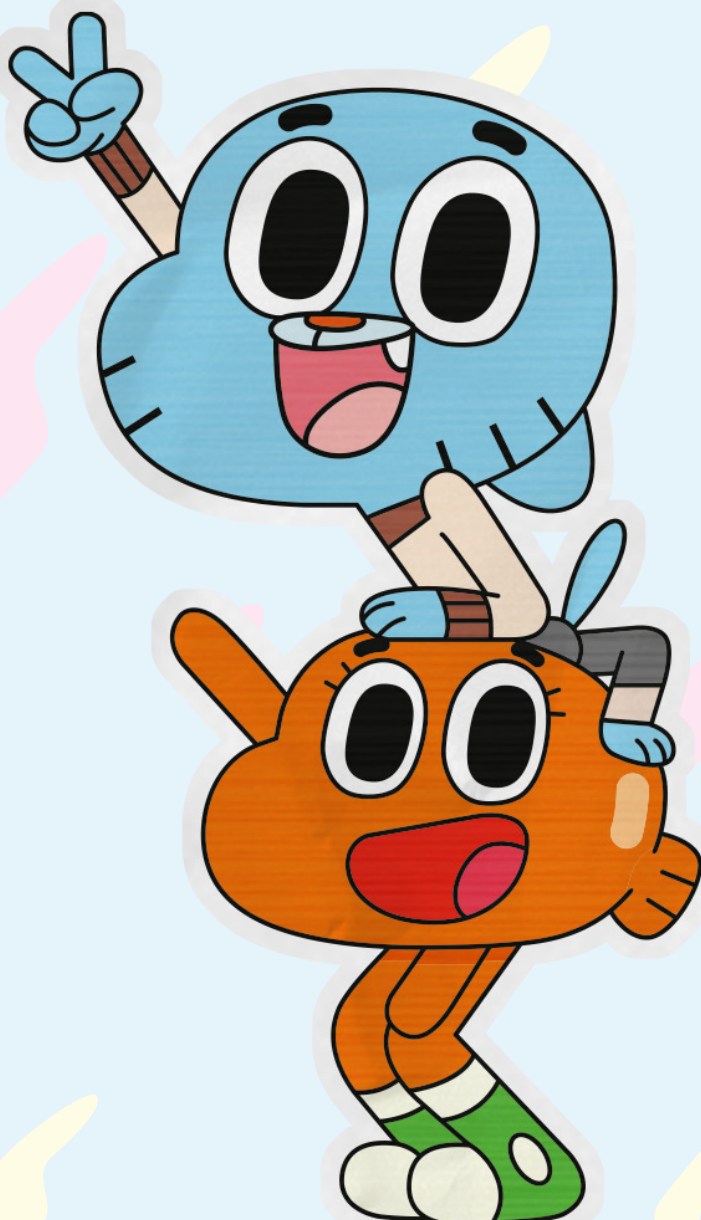
Pupils can then share their knowledge of aspects of the Cartoon Network Climate Champions series.

MAIN LESSON ACTIVITY:

This activity tasks pupils to carry out in-depth research into climate change. They should investigate its causes, effects on different countries around the world, its effects on oceans and the way it is likely to affect different populations in future years.

The lesson plan sets out a series of suggested questions to help launch their research.

When pupils are reporting back to the class on their findings, you might, if appropriate, ask pupils if they have their own experiences of climate change situations either directly e.g. pupils recall the 2022 UK drought, or indirectly; some pupils might have helped to raise funds to support families affected by the floods in Pakistan or the Australian bush fires.





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LESSON 2: ADVENTURES IN GARDENING

The primary purpose of this lesson is to encourage pupils to discover or further develop, an interest in the joy of growing things – of gardening and deepening their understanding of what it means to help the environment and be a true Cartoon Network Climate Champion.

SEED PACKETS:

You've been supplied with a variety of seeds which, when they emerge as flowers, should attract bees and butterflies.

Different schools will obviously have different seed-growing contexts; a small patch of open ground would be ideal for this activity, but the seeds can be grown indoors in trays.

- Distribute the seed trays or take the class to the allocated growing area in your school grounds.
- Pupils plant the seeds.
- Pupils in pairs/groups, prepare a Cartoon Network Climate Champions Growing Chart for each pair/group. This will enable them to track the progress of their seeds, over time.
- As the seeds begin to flourish, pupils can take photos or make sketches of the different stages of growth.
- You might consider creating a classroom or corridor wall display of the whole process from initial planting and through the lifecycle of the flowers or vegetables.

There's potential too for this to be a transferable skill; if just one or two pupils enjoy the seed-growing experience enough to want to grow seeds at home, or maybe even taking up gardening as a hobby, this will have generated added value.





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LESSON 3: BRITISH SCIENCE WEEK 2023

If you haven't already encountered British Science Week, it's worth getting to know (link below).

It's an annual event which this year takes place from 10/3/23 to 19/3/23 and has a different theme each year. This year the theme is 'Connections' which, in this lesson, relates directly to being a Cartoon Network Climate Champion.

British Science Week also promotes STEM, especially with regard to engaging the interest of girls which increases the usefulness and relevance of the event to schools.

BRITISH SCIENCE WEEK WEBSITE:

<https://www.britishscienceweek.org/the-theme-for-2023-connections>

BRITISH SCIENCE WEEK LINK FOR FREE SCHOOL TASTER PACKS:

<https://www.britishscienceweek.org/download-british-science-week-2023-taster-packs>

CONNECTIONS:

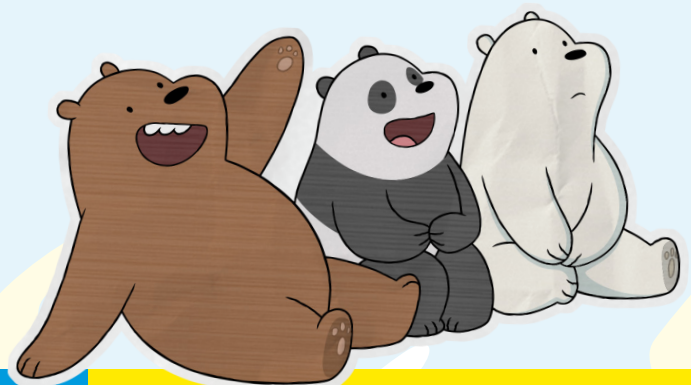
- This lesson interprets the British Science Week theme by making the connection between becoming a Cartoon Network Climate Champion through taking positive action such as recycling, conserving resources and the beneficial effect in general, of their actions on the environment.

- Ask pupils to share their knowledge of practical moves they can make to help Nature (e.g. not leaving the tap running when they're brushing their teeth, always switching off phone chargers when they're not charging their phones etc.).

CREATIVE INTERPRETATION

Pupils are then tasked to produce a piece of creative work which illustrates this theme - a poster for example, which graphically portrays how seemingly minor actions such as one pupil regularly recycling their cans or bottles can cumulatively benefit the environment, if their friends, their classmates and/or their family, all follow their example.

The lesson plan offers suggestions about how pupils might interpret and illustrate this theme but, the core message should be that there is a direct connection between the actions we take and their effect on the World around us.





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LESSON 4: SPREADING THE WORD

This lesson focuses on how pupils can broaden their role as a Cartoon Network Climate Champion to embrace contexts other than their own classroom.

To give the lesson more focus you might prefer to divide the class into the following groups:

- Being a Cartoon Network Climate Champion at school.
- Being a Cartoon Network Climate Champion at home.
- Being a Cartoon Network Climate Champion when travelling.
- Being a Cartoon Network Climate Champion in your own life.

CARTOON NETWORK CLIMATE CHAMPIONS CHECK LIST:

Once they've been given their role, each group is tasked to generate a Cartoon Network Climate Champions Check List in which they set out areas in which beneficial gains for the environment can be made.

For example, the 'Cartoon Network Climate Champions at School' group might investigate whether computers lights, computers and other electrical items remain switched on overnight and then create an in-school advertising campaign to discourage this, where it occurs.

Similarly, pupils could monitor their own behaviour; do they take unnecessary car journeys when walking to a specific destination is equally safe and practical?

You might add further relevant categories.





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LESSON 5: IT'S THE CARTOON NETWORK CLIMATE CHAMPIONS COMPETITION!

The Cartoon Network Climate Champions Competition offers a terrific prize for the winning entry - see the downloadable competition entry form for full details.

THE COMPETITION:

To enter the competition, pupils must design a bee, butterfly and/or insect hotel or hive - a Bug Hotel.

- Pupils first carry out research on the main requirements of Bug Hotels, discovering for example, the types of materials that would be needed and its usual dimensions.
- Then, pupils in pairs or small groups design their own version of the hotel.
- You might encourage them to think 'outside the box' with a radical new take on Bug Hotel design.

Please see the downloadable Competition Entry Form for further suggestions.

DESIGN AND MAKE

If pupils wanted to take things a step further and make this a 'Design & Make' exercise, this could become a focus for a Lunchtime or After-School Club (see separate downloadable Club Guidance document for more suggestions).

Check the competition closing date; entries arriving after this date will not be considered.



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