

YEAR 2!!!



CARTOON NETWORK™

ADVENTURE ACADEMY

TEACHER GUIDE: THE BATTLE TO SAVE JUMP CITY





TEACHER GUIDE: THE BATTLE TO SAVE JUMP CITY

WELCOME TO TEEN TITANS GO!

Thank you for your interest in this resource.

The five lessons and associated presentation you're about to discover were created to provide you with a fresh approach to building on the work you're already doing to develop your pupils' Maths skills and guide them towards an appreciation of the wonder and importance of Maths.

Enjoy!

THEMES

This suite of resources is flexible enough to be delivered over a week and also lends itself to a Mixed Operations Maths Day.

- ★ The concept around which this resource is built is the battle between the *Teen Titans Go!* and the devious H.I.V.E. Five.
- ★ The H.I.V.E. Five are determined to deprive Jump City of its priceless Maths knowledge. To do this they must capture the *Teen Titans Go!*; Starfire, Cyborg, Robin and Raven and Beast Boy.
- ★ Each *Teen Titans Go!* character is responsible for one of the four Mixed Operations e.g. Starfire possesses '+', Cyborg has '-', Robin has 'x' and Raven and the Beast Boy have '÷'.
- ★ The H.I.V.E. Five will stop at nothing to capture our heroes - whilst also committing other shocking crimes in Jump City.
- ★ If they win the precious Maths knowledge, the value and wonder of Maths will be lost to Jump City and all humans.
- ★ Your pupils must try to save Starfire, Cyborg, Robin, Raven and Beast Boy from the H.I.V.E. Five.

- ★ The only way they can achieve this is by demonstrating their mathematical prowess in the classroom.
- ★ Involving your pupils in The Battle To Save Jump City will also help them improve their Maths skills.

THE RESOURCE INCLUDES:

- ★ 5 x downloadable lesson plans/activities.
- ★ Branded Pupil Activity sheets.
- ★ A lively, colourful presentation.
- ★ Teacher Guide (this document).
- ★ An exciting *Teen Titans Go!* competition with the opportunity to win a great prize.
- ★ Separate teacher guidance to adapt the resource for Key Stage 1 pupils.

FLEXIBILITY

The battle between *Teen Titans Go!* (supported by your class) and the H.I.V.E. Five is played out in various stages through the five lessons. Each lesson has been structured to make it easy to adjust the levels of challenge to your own group's ability levels. You can also alter lesson content.

THE TEEN TITANS GO! PRESENTATION

Also included in your resource is a colourful presentation.

- ★ You can use this to introduce each lesson and to reinforce key lesson themes.
- ★ Dynamic *Teen Titans Go!* clips are available to bring the slides and content to life!
- ★ If you were considering a whole school *Teen Titans Go!* maths day - you could use the presentation for a *Teen Titans Go!* Club assembly.



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LESSON OVERVIEWS

LESSON 1: SAVE STARFIRE!

(Refer to individual downloadable lesson plans for full details of each lesson)

Talk, Pair, Share

- ★ This part of the lesson is a great way to give The Battle to save Jump City a broader context and prepare the class for the challenges that lie ahead of them.
- ★ Helping pupils grasp the relevance of addition (and in the other lessons, the other mixed operations) to everyday life gives added impetus to the battle against the H.I.V.E. Five.
- ★ This lesson feature is part of all five lessons.

Main lesson focus

- ★ Once the introductory phase is complete, you can pair up your pupils and task them create their own addition sums.
- ★ You might wish to change the pairs halfway through the activity in order to maintain pupil interest and engagement.
- ★ In that case, it might be a good idea to initially pair pupils of similar ability at the start and then change to mixed ability later on to support peer learning and consolidation.

Flexibility

- ★ You'll know the level of challenge to set your class.
- ★ You might prefer to scaffold examples as a group first.
- ★ You could also add in rules for certain pupils/pairs e.g. only use double digits/only use odd numbers.

Core challenge

- ★ The main lesson task is for pupils to create 10 addition sums for their partner.
- ★ They then switch and ask their partner to answer the questions.
- ★ Once completed, they return the completed sums to their partner for them to mark.
- ★ Remind them they need to keep a tally of the score e.g. how many sums did their partner get correct.

It will be important to remind pupils they are self-marking and they want a good score to save Starfire - hopefully, this will steer them away from creating impossible sums for their partner.

- ★ The task can be repeated.
- ★ Remind them to keep a tally of their scores each time.
- ★ Regroup as a class and collect all the scores from the class.
- ★ Explain to pupils they must achieve a certain percentage to set Starfire free!
- ★ Base the qualifying percentage on your estimation of the class score.



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Plenary

The Plenary part of the lesson allows the class to challenge you!

If your pupils didn't manage to set Starfire free, reverse the challenge by asking pupils to challenge your addition skills. You choose the qualifying percentage!

See the detailed lesson plan for helpful suggestions about how to differentiate the challenge, if required. Congratulate the class on setting Starfire free. !

Explain to the pupils that now all they need to do is work together to release the remaining *Teen Titans Go!* characters, Cyborg, Robin, Raven and Beast Boy. They will try to achieve this in lessons 2, 3 and 4.

LESSONS 2, 3 AND 4: SAVE CYBORG, ROBIN, RAVEN AND BEAST BOY!

(Refer to individual downloadable lesson plans for full details of each lesson)

The next three lessons follow a similar pattern to Lesson 1.

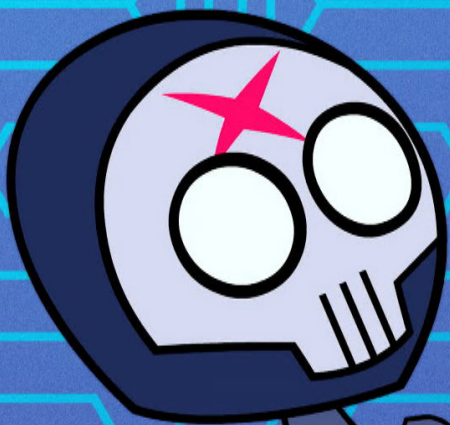
- ★ Each lesson, the class will resume their battle with the H.I.V.E. Five.
- ★ Don't forget to start each lesson with the 'Talk, Pair, Share' to give context to each of the four mixed operations.

- ★ Each lesson features a different *Teen Titans Go!* character who represents a different strand of the mixed operations, as follows:
 - ★ Lesson 2 Cyborg represents subtraction.
 - ★ Lesson 3 Robin represents multiplication.
 - ★ Lesson 4 Raven and Beast Boy represent division.
- ★ You can set the 'pass' level at your own preferred percentage - if your classroom contains a roomful of budding Maths geniuses, raise the level of challenge.
- ★ On the other hand, if you judge that on this occasion the class might not fire on all cylinders, adjust accordingly.

However you decide to shape your specific lesson delivery, the key component to be retained is The Battle to save Jump City and the need for pupils to master their Maths skills in order to win the battle against the H.I.V.E. Five.

The four lessons in the resource lead strongly into the main events in Lesson 5.





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LESSON 5: MATHS POWER!

(Refer to individual downloadable lesson plans for full details of each lesson)

This final lesson in the resource presents pupils with a dramatic change of scenery - it takes them outside the classroom and offers them the chance to demonstrate and practice their Maths skills at the same as taking part in a variety of fun, physical activities.

Before the lesson

- ★ You'll need to set up an obstacle course in the gym/outside space for the children to complete.
- ★ This could include a variety of fun warm-up activities to get your pupils fired up for the main challenge (see Lesson Plan for details).
- ★ If you can, you could set up two similar courses to allow two teams to take part, simultaneously.

The Final Challenge

Your class now have to generate enough Maths power to defeat the H.I.V.E. Five once and for all! Take the class through the Talk, Pair, Share warm-up and then, to warm up their minds - quiz them on some mixed operations!

Generate Power

- ★ Split the class into four teams, as follows:
 - ★ Starfire: Addition
 - ★ Cyborg: Subtraction
 - ★ Robin: Multiplication
 - ★ Raven and Beast Boy: Division
- ★ Each team takes it in turns to complete the obstacle course.
- ★ Whilst the other teams wait, they can either time the team or practice their mixed operations with each other.

An exciting time will be had by all - including you!

THE TEEN TITANS GO! COMPETITION.

Don't forget to encourage your pupils to enter the *Teen Titans Go!* competition.

There's a terrific prize on offer - full details including the final date for entries are on the downloadable entry form.

Thank you for sharing this resource with your class.

And congratulations to you and your class for saving Mathematics!

We hope you and your class enjoy this activity. If it leaves your pupils wanting more, why not launch a *Teen Titans Go!* Maths Club as an after school or lunch time activity?

THANK YOU FOR USING THIS RESOURCE.

