

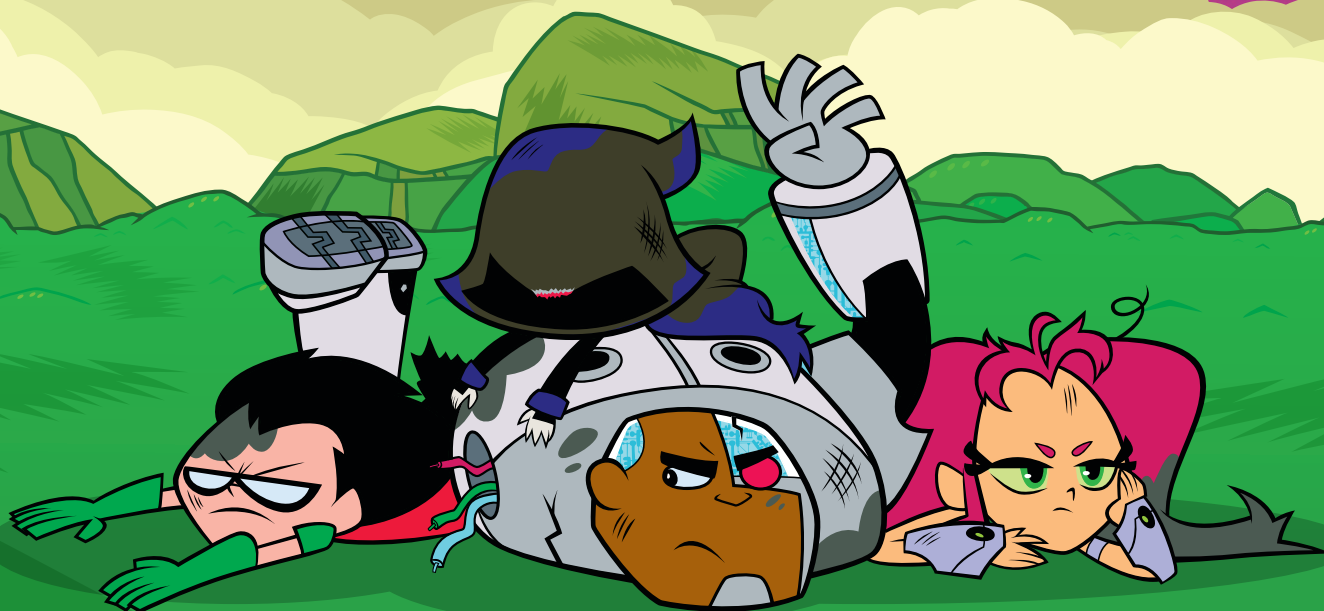
YEAR 2!!!



CARTOON NETWORK™

ADVENTURE ACADEMY

LESSON ONE: THE BATTLE TO SAVE JUMP CITY





LESSON ONE: SAVE STARFIRE

TEEN TITANS GO! THE BATTLE TO SAVE JUMP CITY.

LESSON ONE: SAVE STARFIRE.

Welcome to the first lesson of *Teen Titans Go!*
The Battle to save Jump City.

This is the first of 5 lessons so this suite of resources can be used over the course of a week. Alternatively, it also lends itself well to a Mixed Operations Maths Day!

INTRODUCTION: (5-7 MINS)

Explain to your class that in this lesson pupils will use addition to help save Starfire who has been captured by the H.I.V.E. Five. She is holding addition power and, unless she is released, nobody in Jump City will ever be able to use addition again.

Talk, Pair, Share:

Ask your pupils: When in your daily life do you use addition?

Using examples from the class, explain that without addition people will find it very hard to live in Jump City as we use addition all the time in everyday life.

(Example: Without addition, Jump City residents wouldn't be able to build any buildings as you need measurements and addition for this, they also wouldn't be able to go shopping as they won't be able to calculate the sum of the bill!)

Explain to pupils that the class must now work together to solve addition problems, and if they do Starfire will be set free and the *Teen Titans Go!* will be a step closer to getting Jump City back.

THE ADDITION CHALLENGE: (20-25 MINS)

Save Starfire:

Get your pupils into pairs and ask them to create their own addition sums. If you want to change the pairs halfway through the activity, it might be a good idea to initially put the pupils into similar ability at the start and then change to mixed ability to aid with peer learning and consolidation.

Scaffold examples as a group first. You can also add in rules for certain pupils/pairs e.g. only use double digits/only use odd numbers.

Pupils must create 10 addition sums for their partner. Then they 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.



SUPER.



LESSON ONE: SAVE STARFIRE

Remind pupils that they are self-marking and they want a good score to save Starfire - this should prevent them from creating impossible sums for their partner!

Repeat this exercise 3 or 4 times and ask pupils to increase the difficulty each time. Remind them they must 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! You can choose the % based on your prediction of the class score.

PLENARY: (7 – 10 MINS)

Quiz the teacher!

If pupils did not manage to set Starfire free then you now have the chance to help save Starfire.

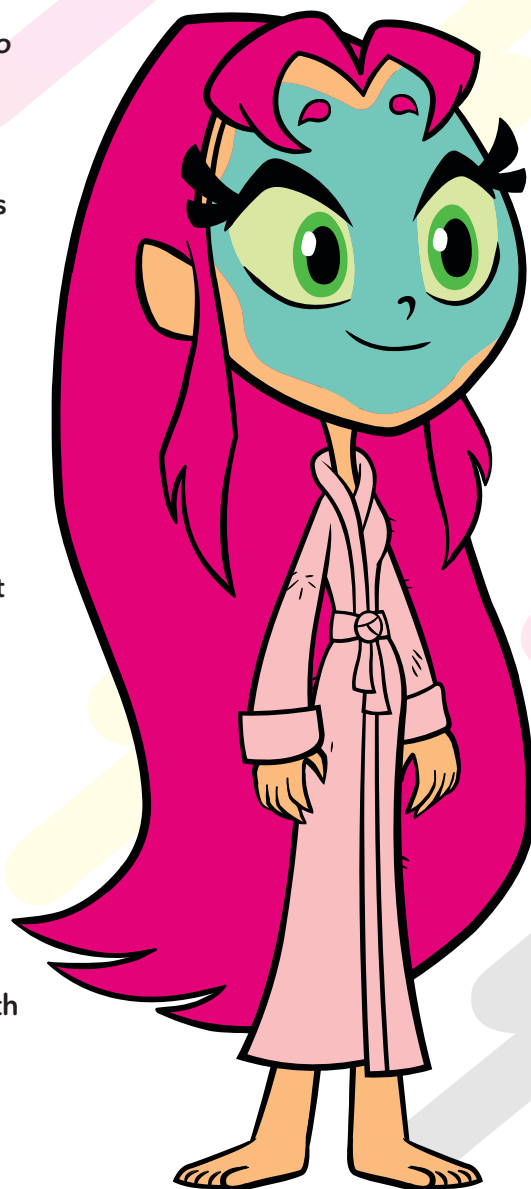
Nominate a group of pupils to set addition sums for you and if you get x% correct – then Starfire is free! You can choose the %.

If pupils did manage to set Starfire free without your help, then this section is a fun final activity. To differentiate – provide certain pupils with certain criteria e.g. Pupil A must make a sum that only uses prime numbers, Pupil B must use double digits etc.

Explain to the pupils that now all they need to do is work together to release Cyborg, Beast Boy, Raven and Robin! They will do this in their next maths lessons!

HOME CHALLENGE:

Suggest to pupils that they can set this addition challenge at home with their parent/carer or sibling.



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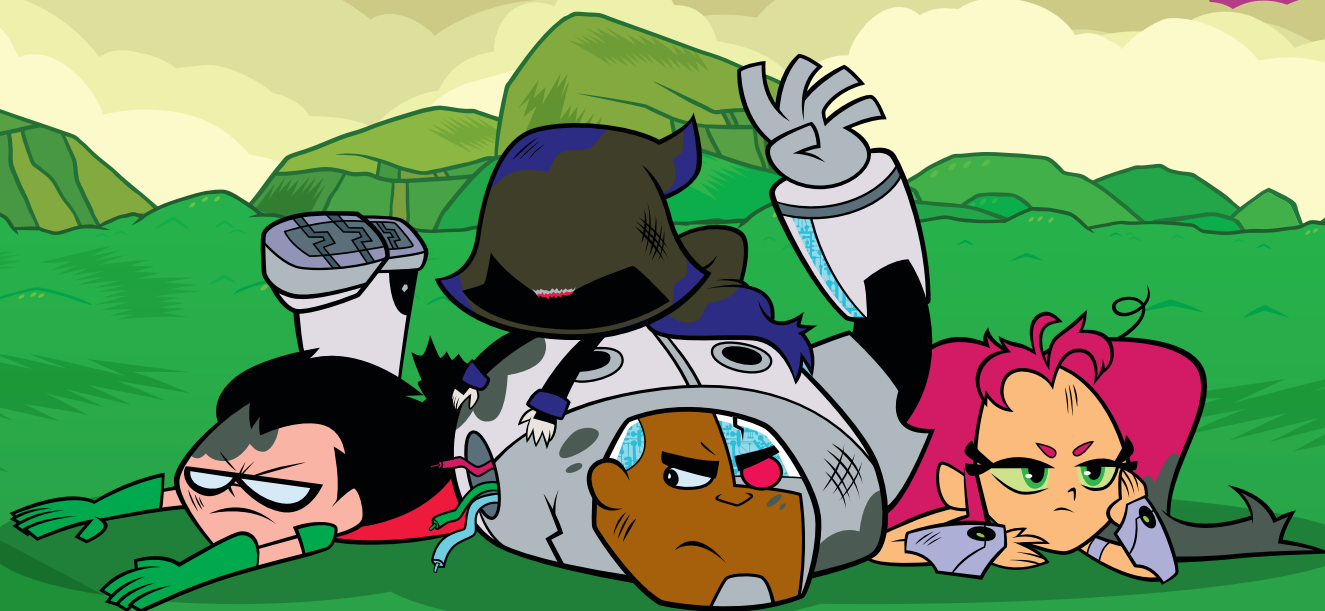
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CARTOON NETWORK™

ADVENTURE ACADEMY

LESSON TWO: THE BATTLE TO SAVE JUMP CITY





LESSON TWO: SAVE CYBORG

TEEN TITANS GO! THE BATTLE TO SAVE JUMP CITY.

LESSON TWO: SAVE CYBORG

Welcome back to lesson two of *Teen Titans Go!* The Battle to save Jump City.

INTRODUCTION: (5-7 MINS)

Congratulate the class on saving Starfire and her addition power. The residents of Jump City are now able to use addition again. Phew.

However, the H.I.V.E. Five have also captured Cyborg and his subtraction power. Unless he is released, nobody in Jump City will be able to use subtraction again.

Talk, Pair, Share:

Ask your pupils: When in your daily life do you use subtraction?

Using examples from the class, explain that without subtraction people will find it very hard to live in Jump City as we use subtraction all the time in everyday life.

(Example: Without subtraction, Jump City residents wouldn't be able to buy anything in the shops as nobody would know how to give the correct change!)

Explain to pupils that the class must now work together to solve subtraction problems and if they do Cyborg will be set free and then the *Teen Titans Go!* will be a step closer to getting Jump City back.

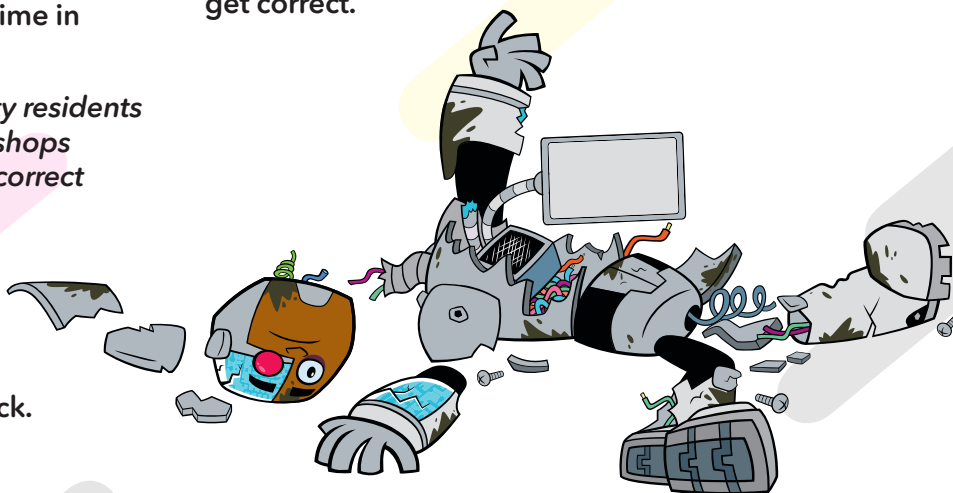
THE SUBTRACTION CHALLENGE: (20-25 MINS)

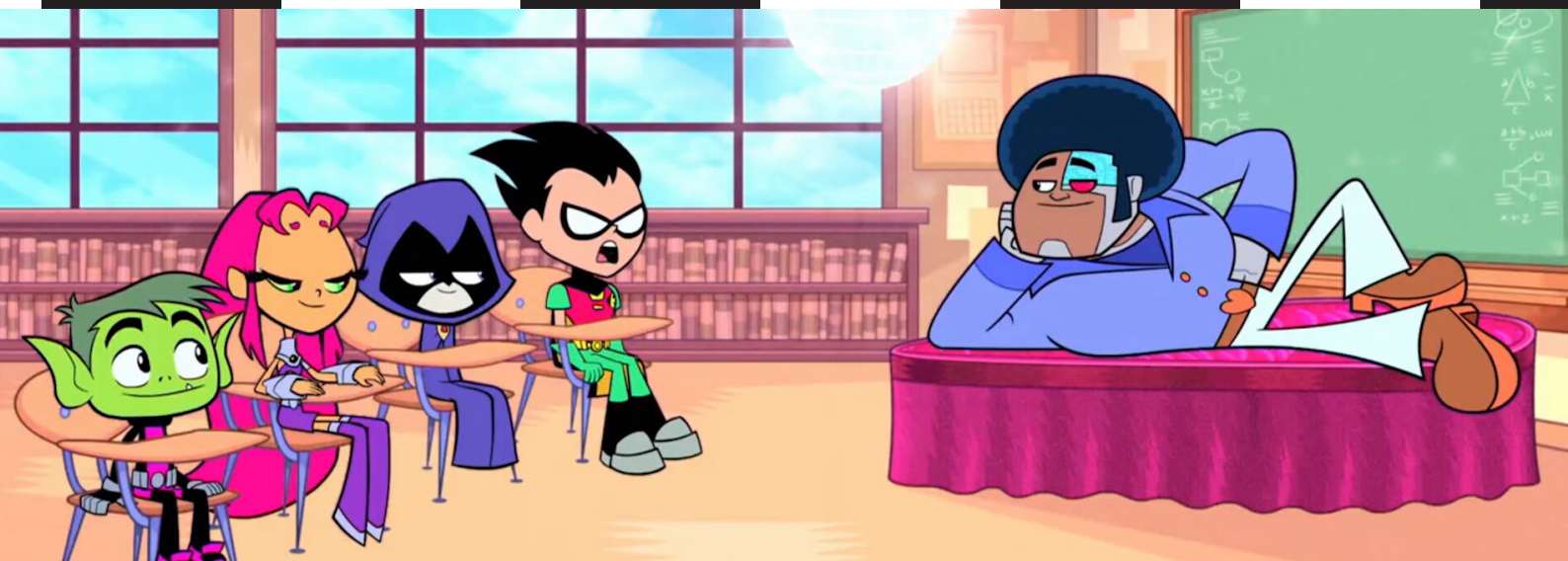
Save Cyborg:

Get your pupils into pairs and ask them to create their own subtraction sums. If you want to change the pairs halfway through the activity, it might be a good idea to initially put the pupils into similar ability at the start and then change to mixed ability to aid with peer learning and consolidation.

Scaffold examples as a group first. You can also add in rules for certain pupils/pairs e.g. only use double digits/only use odd numbers.

Pupils must create 10 subtraction sums for their partner. Then they 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.





LESSON TWO: SAVE CYBORG

Remind pupils that they are self-marking and they want a good score to save Cyborg – this should prevent them from creating impossible sums for their partner!

Repeat this exercise 3 or 4 times and ask pupils to increase the difficulty each time. Remind them they must 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 Cyborg free! You can choose the % based on your prediction of the class score.

PLENARY: (7 – 10 MINS)

Quiz the teacher!

If pupils did not manage to set Cyborg free then you now have the chance to help save Cyborg.

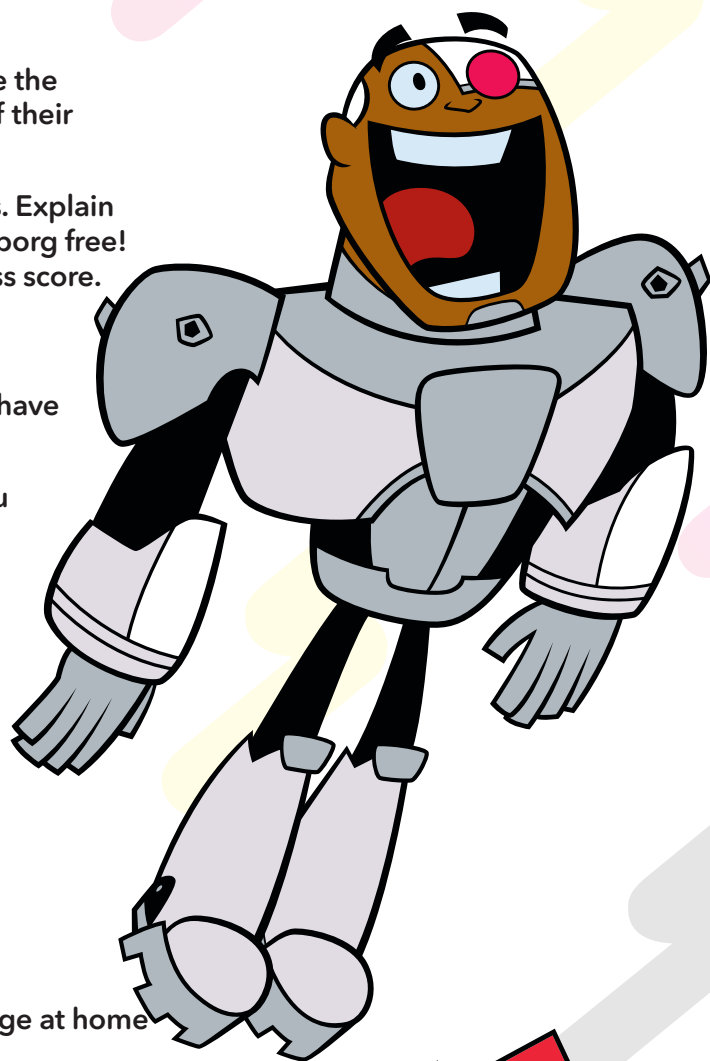
Nominate a group of pupils to set subtraction sums for you and if you get x% correct – then Cyborg is free! You can choose the %.

If pupils did manage to set Cyborg free without your help, then this section is a fun final activity. To differentiate – provide certain pupils with certain criteria e.g. Pupil A must make a sum that only uses prime numbers, Pupil B must use double digits etc. Congratulate the class on setting Cyborg free!

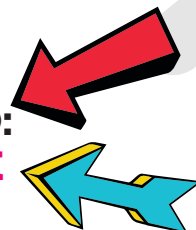
Explain to the pupils that now all they need to do is work together to release Raven, Robin and Beast Boy! They will do this in their next maths lessons!

HOME CHALLENGE:

Suggest to pupils that they can set this subtraction challenge at home with their parent/carer or sibling.



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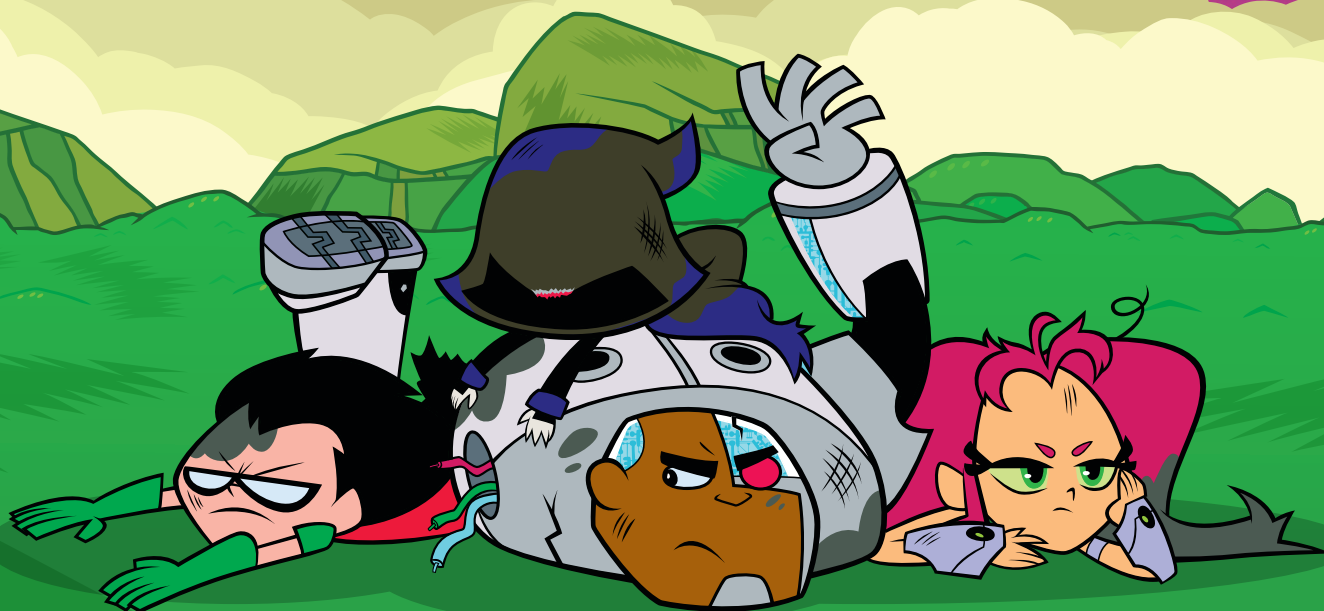
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CARTOON NETWORK™

ADVENTURE ACADEMY

LESSON THREE: THE BATTLE TO SAVE JUMP CITY





LESSON THREE: SAVE ROBIN

TEEN TITANS GO! THE BATTLE TO SAVE JUMP CITY.

LESSON THREE: SAVE ROBIN

Welcome back to lesson three of *Teen Titans Go!* The Battle to save Jump City.

INTRODUCTION: (5-7 MINS)

Congratulate the class on saving Cyborg and subtraction power. The residents of Jump City are now able to use subtraction again. Phew.

However, the H.I.V.E. Five have also captured Robin and his multiplication power. Unless he is released, nobody in Jump City will be able to use multiplication again.

Talk, Pair, Share:

Ask your pupils: When in your daily life do you use multiplication?

Using examples from the class, explain that without multiplication people will find it very hard to live in Jump City as we use multiplication all the time in everyday life.

(Example: Without multiplication, Jump City residents wouldn't be able to calculate how much 5 sweets would be if you knew the price of one!)

Explain to pupils that the class must now work together to solve multiplication problems and if they do Robin will be set free and then the *Teen Titans Go!* will be a step closer to getting Jump City back.

THE MULTIPLICATION CHALLENGE: (20-25 MINS)

Save Robin:

Get your pupils into pairs and ask them to create their own multiplication sums. If you want to change the pairs halfway through the activity, it might be a good idea to initially put the pupils into similar ability at the start and then change to mixed ability to aid with peer learning and consolidation.

Scaffold examples as a group first. You can also add in rules for certain pupils/pairs e.g. only use double digits/only use odd numbers.

Pupils must create 10 multiplication sums for their partner. Then they 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.





LESSON THREE: SAVE ROBIN

Remind pupils that they are self-marking and they want a good score to save Robin - this should prevent them from creating impossible sums for their partner!

Repeat this exercise 3 or 4 times and ask pupils to increase the difficulty each time. Remind them they must 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 Robin free! You can choose the % based on your prediction of the class score.

PLENARY: (7 - 10 MINS)

Quiz the teacher!

If pupils did not manage to set Robin free then you now have the chance to help save Robin.

Nominate a group of pupils to set multiplication sums for you and if you get x% correct - then Robin is free! You can choose the %.

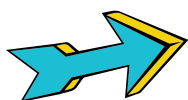
If pupils did manage to set Robin free without your help, then this section is a fun final activity. To differentiate - provide certain pupils with certain criteria e.g. Pupil A must make a sum that only uses prime numbers, Pupil B must use double digits etc.

Congratulate the class on setting Robin free!

Explain to the pupils that now all they need to do is work together to release Raven and Beast Boy! They will do this in their next maths lessons!

HOME CHALLENGE:

Suggest to pupils that they can set this multiplication challenge at home with their parent/carer or sibling.



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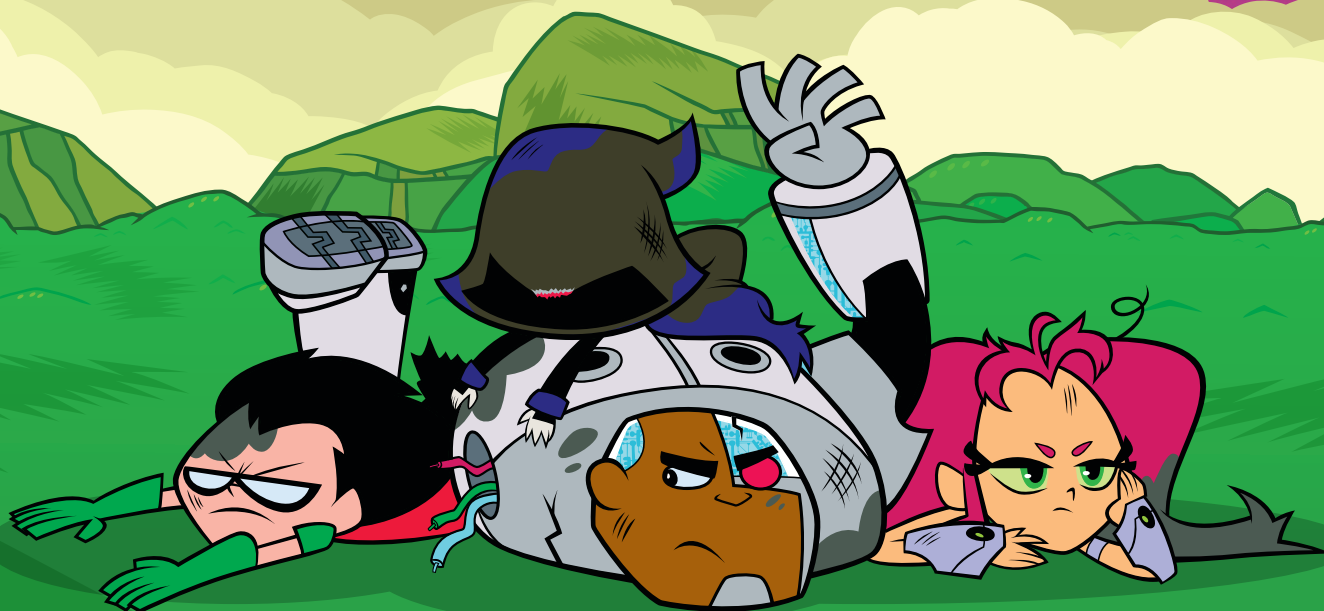
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CARTOON NETWORK™

ADVENTURE ACADEMY

LESSON FOUR: THE BATTLE TO SAVE JUMP CITY





LESSON FOUR: SAVE RAVEN AND BEAST BOY

TEEN TITANS GO! THE BATTLE TO SAVE JUMP CITY.

LESSON FOUR: SAVE RAVEN AND BEAST BOY

Welcome back to lesson four of *Teen Titans Go!*
The Battle to save Jump City.

INTRODUCTION: (5-7 MINS)

Congratulate the class on saving Robin and multiplication power. The residents of Jump City are now able to use multiplication again. Phew.

However, the H.I.V.E. Five have also captured Raven and Beast Boy and their division power. Unless they are released, nobody in Jump City will be able to use division again.

Talk, Pair, Share:

Ask your pupils: When in your daily life do you use division?

Using examples from the class, explain that without division people will find it very hard to live in Jump City as we use division all the time in everyday life.

(Example: Without division, Jump City residents wouldn't be able to split a pizza evenly.)

Explain to pupils that the class must now work together to solve division problems and if they do Raven and Beast Boy will be set free and then the *Teen Titans Go!* will get Jump City back.

THE DIVISION CHALLENGE: (20-25 MINS)

Save Raven and Beast Boy:

Get your pupils into pairs and ask them to create their own division sums. If you want to change the pairs halfway through the activity, it might be a good idea to initially put the pupils into similar ability at the start and then change to mixed ability to aid with peer learning and consolidation.

Scaffold examples as a group first. You can also add in rules for certain pupils/pairs e.g. only use double digits/only use odd numbers.

Pupils must create 10 division sums for their partner. Then they 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.





LESSON FOUR: SAVE RAVEN AND BEAST BOY

Remind pupils that they are self-marking and they want a good score to save Raven and Beast Boy - this should prevent them from creating impossible sums for their partner!

Repeat this exercise 3 or 4 times and ask pupils to increase the difficulty each time. Remind them they must 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 Raven and Beast Boy free! You can choose the % based on your prediction of the class score.

PLENARY: (7 - 10 MINS)

Quiz the teacher!

If pupils did not manage to set Raven and Beast Boy free then you now have the chance to help save them.

Nominate a group of pupils to set divisions sums for you and if you get x% correct - then Raven and Best Boy are free! You can choose the %.

If pupils did manage to set Raven and Beast Boy free without your help, then this section is a fun final activity. To differentiate - provide certain pupils with certain criteria e.g. Pupil A must make a sum that only uses prime numbers, Pupil B must use double digits etc.

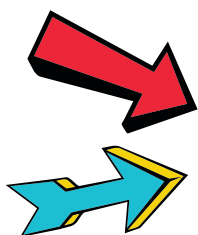
Congratulate the class on setting them free!

Explain to the pupils that now they have released all members of *Teen Titans Go!* their next lesson will ensure they keep Jump City safe from the H.I.V.E. Five forever!

You can explain that the next lesson will be exciting as it is a maths lesson that uses PE!

HOME CHALLENGE:

Suggest to pupils that they can set this division challenge at home with their parent/carer or sibling.



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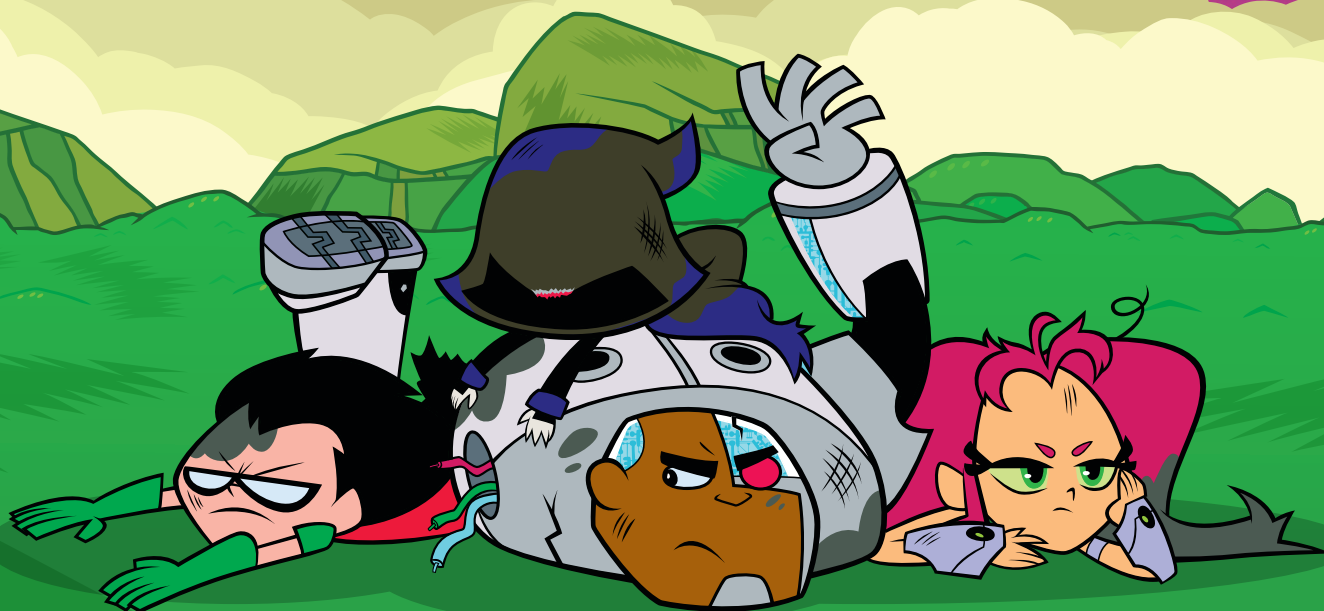
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ADVENTURE ACADEMY

LESSON FIVE: THE BATTLE TO SAVE JUMP CITY





LESSON FIVE: MATHS POWER!

TEEN TITANS GO! THE BATTLE TO SAVE JUMP CITY.

LESSON FIVE: MATHS POWER!

Welcome to the final lesson of *Teen Titans Go!*
The Battle to save Jump City.

This is the last lesson which takes learning out of the classroom and brings together the previous 4 lessons.

Timings for this lesson can fit into a 45 minute period however, if you can take a bit more time then it might be fun to do so!

BEFORE THE LESSON:

Set up an obstacle course in the gym/outside space for the children to complete.

This could include challenges such as: bouncing a ball, dribbling a ball, high knees over a ladder, hula hoops, crawling through a tunnel, jumping jacks, push-ups.

If space permits, set up two courses that are the same to allow two teams to take part at the same time.

INTRODUCTION: (5-7 MINS)

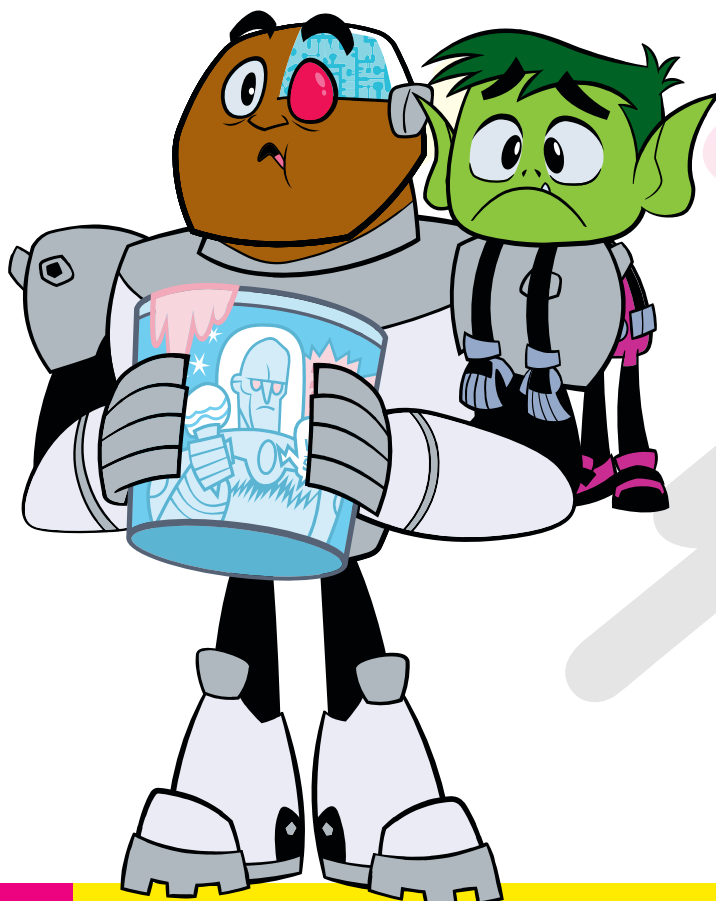
Congratulate your class that they have successfully saved Starfire, Cyborg, Raven, Beast Boy and Robin through their amazing mixed operations work in the previous lessons.

Now it's the final challenge they have to generate enough maths power to defeat the H.I.V.E. Five forever!

Explain that today, they need to generate maths power through physical and mental exercise. Explain that today's lesson will be outside/in the gym hall to allow them to generate power!

Take the class through a warm up with different types of jumps - high knees, star jumps, ball jumps and spinning jumps.

To warm up their minds - quiz them on some mixed operations whilst they are warming up their bodies!





LESSON FIVE: MATHS POWER!

GENERATE POWER: (25 -30 MINS)

Split the class into four teams:

- ★ Starfire Addition
- ★ Cyborg Subtraction
- ★ Robin Multiplication
- ★ Raven and Beast Boy Division

Each team then 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.

The winning team is the team that completes the obstacle course in the fastest time. This winning team has now saved their maths power e.g. if it was Starfire Addition team then addition is safe!

The class is now one step closer to saving Jump City for good - now the class needs to save the remaining three operations.

Repeat the obstacle course with the three remaining teams - the winning team (the fastest team) will then save their power.

Now two teams remain! Their powers are not yet secure and the H.I.V.E. Five are angrier than ever! To save the remaining powers, the last two teams must battle against each other in a *Jump City Basketball or Netball Contest*.

This can be a sudden death of shooting or a mini-game.

The winning team's maths power is now saved. There is one remaining power to be saved.

The last team now needs to save their maths power and will do so by answering mixed operations questions from the other teams. The last team must nominate one or two volunteers to answer the questions from the rest of the class. Suggest 20 questions.

If they answer x% correctly, their power is saved.

If they don't manage this, then the pupils can ask you some mixed operations questions to save the final power!

PLENARY: (5-7 MINS)

Congratulate the pupils for saving Jump City and the maths powers.

Take pupils through a cool-down. This could include: touching toes, knee-to-chest stretch, child pose. For some further cool-down ideas - [click here](#).

Whilst the pupils are cooling down, explain to them that now they have saved Jump City, they can take part in the *Teen Titans Go! Competition* to be in with a chance to win:

- ★ Nintendo Switch Lite and game.
- ★ £200 of Amazon vouchers.
- ★ 30 Teen Titans Go! Training Manuals for your class friends.



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