

YEAR 2!!!



CARTOON NETWORK™

ADVENTURE ACADEMY

# TEACHER GUIDE FOR KS1: THE BATTLE TO SAVE JUMP CITY





## USING THE RESOURCE AT KEY STAGE 1

### WELCOME TO TEEN TITANS GO!

Thank you for your interest in this resource.

The five lessons and presentation you're about to explore have been designed to be adaptable for use at Key Stage 1. This guide offers suggestions about how to do this.

#### 'BEAUTY AND POWER'

The introduction to the National Curriculum guidance for KS1 Maths, refers to the subject's relevance to everyday life and a desire to build 'an appreciation of the beauty and power of mathematics and a sense of enjoyment and curiosity about the subject.'<sup>1</sup>

This concept lies at the heart of your *Teen Titans Go!* resource. Each of the five lessons has been carefully crafted to encourage pupils to build on your work in this vital subject so that after acquiring maths skills, they use them regularly and with confidence.

#### DFE NATIONAL CURRICULUM [NC] GUIDANCE KEY STAGE 1

##### Aims and statutory requirements

NC guidance suggests that all pupils should 'become fluent in the fundamentals of mathematics... through varied and frequent practice' and that they should 'solve problems by applying their mathematics to a variety of routine and non-routine problems'.

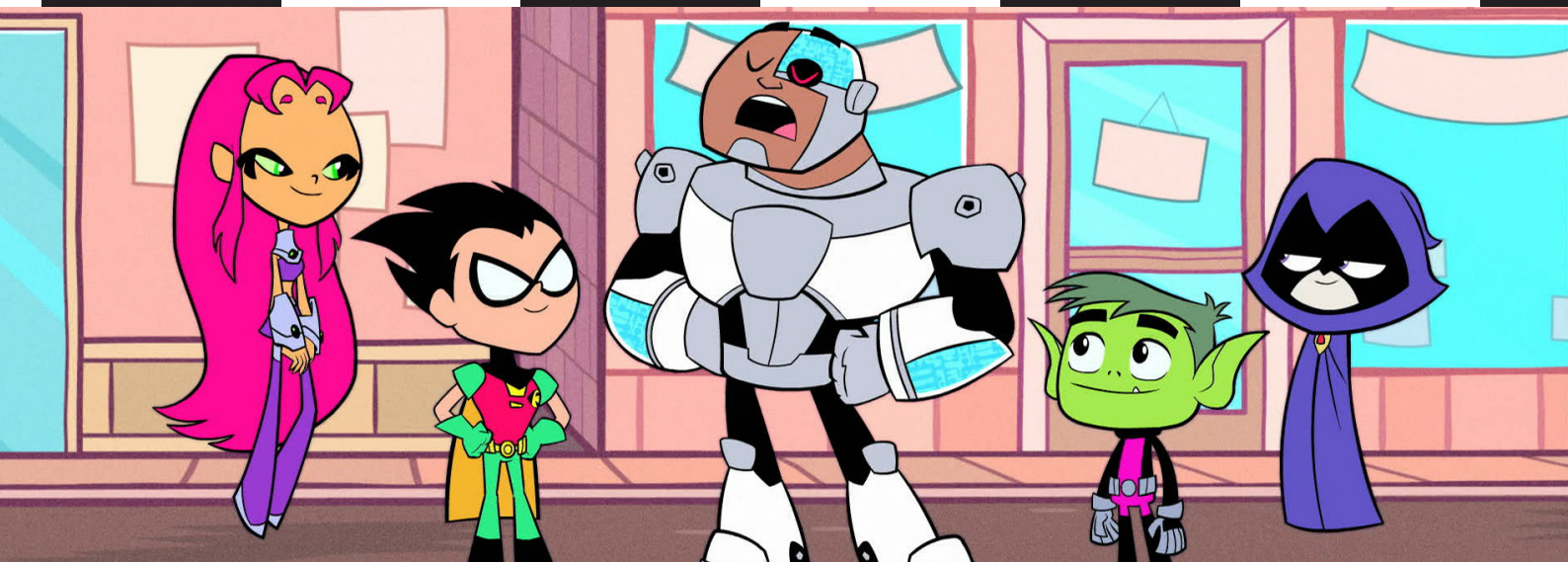
Specifically, the KS1 curriculum requires pupils to:

- ★ Add and subtract one-digit and two-digit numbers to 20, including zero.
- ★ Solve one-step problems that involve addition and subtraction.
- ★ Solve one-step problems involving multiplication and division.<sup>2</sup>

1. National Curriculum Key Stages 1 and 2 - Purpose of study p3  
2. National Curriculum Key Stage 1 Mathematics p7 and 8







## USING THE RESOURCE AT KEY STAGE 1

### DIFFERENTIATING THE RESOURCE

#### Lessons 1 to 4

At KS1 you might prefer to provide an increased level of scaffolding for Lessons 1 to 4. For example, you might wish to extend the introductory 'Talk, Pair, Share' session so as to help build pupil confidence before you launch the main maths challenge.

During the main part of the lesson you may wish to:

- ★ Extend the length of time pupils remain with their first paired partner (of similar ability) before they switch to their mixed ability pairing.
- ★ Create fewer addition, subtraction, multiplication or division sums.
- ★ Offer pupils some worked examples on the whiteboard/smartboard.
- ★ Allow pupils to use pictures or diagrammatic representations as well as straight sums.
- ★ Build confidence by acknowledging and celebrating specific achievers on the whiteboard/smartboard.

#### Lesson 5

Most KS1 pupils should feel comfortable participating in the full Lesson 5 core activity. However, you may wish to:

- ★ Adjust the length of activities to match the stamina of your class.
- ★ Alter the balance between the maths and physical parts of the lesson.
- ★ Use downloaded music tracks at the start of the lesson to build an atmosphere of anticipation and drama leading into the core activity. (See 3 for track suggestions)
- ★ Use music as a background to the main activity.<sup>3</sup>
- ★ Allocate pupils, administrative roles (recording scores etc) where appropriate.

### THE TEEN TITANS GO! COMPETITION

The *Teen Titans Go!* The Battle to Save Jump City Competition offers pupils an exciting conclusion to their work on this resource.

Share the downloadable competition leaflet with them which gives full details of the competition criteria and final entry date.

### ENJOY!

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.



3. Track suggestions: We suggest you choose fun, motivational tracks that you enjoy and will go down well with your class e.g. Kids Bop: Uptown Funk.