



CARTOON NETWORK™
ADVENTURE ACADEMY

TEACHER GUIDE





TEACHER GUIDE:

WELCOME TO THE HEROIC QUEST OF THE VALIANT PRINCE IVANDOE!

Thank you for your interest in this resource.

Opening up the world to young people is exciting and inspiring - it can broaden their horizons and help them become more outward-looking and, appropriately adventurous.

That was our aim in creating The Heroic Quest Of The Valiant Prince Ivandoe resource; we were sure that by channelling Prince Ivandoe's energy and enthusiasm for the discovery and investigation of new places and regions - his love of travel - pupils could become more open to learning about less familiar geographical and human contexts.

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

THEMES

- Broadening minds through researching the inner life of more distant towns, cities and countries.
- Acquiring a curiosity about people, their customs and cultural values.
- Demonstrating an appreciation of maps as a means of gaining insights into the history and ongoing development of pupils' immediate and wider localities.

THE RESOURCE INCLUDES:

- 5 x downloadable lessons/activities.
- DFE National Curriculum [NC] links for each lesson.
- Pupil activity sheets for each lesson.
- Homework support for each lesson.
- A classroom/assembly presentation.
- A teacher guide to the resource.

- Achievement stickers.
- Special 'The Heroic Quest Of The Valiant Prince Ivandoe' Reward Certificates.
- A competition with a highly desirable 'money can't buy' prize for the winning entry.
- Downloadable competition entry forms.
- Teacher support/guidance materials for 'The Heroic Quest Of The Valiant Prince Ivandoe' After School/Lunchtime clubs.

THE HEROIC QUEST OF THE VALIANT PRINCE IVANDOE STICKERS

You can award attractive The Heroic Quest Of The Valiant Prince Ivandoe stickers to eager and/or committed pupils throughout the five lessons. These are supplied as part of the resource.





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LESSON OVERVIEWS

LESSON 1: EXPLORING WHAT3WORDS

Talk, Pair, Share

- Use the short clip to engage the class on shared knowledge of Prince Ivandoe's never-ending quest.
- If you haven't discovered it already, you might like to familiarise yourself with what3words; it's fun!

Main lesson activity

This activity encourages pupils to discover and use the fascinating 'what3words' app as a way of learning more about their immediate and wider community.

They can begin the process by checking out the 'three words' for:

- Their school.
- The classroom.
- A friend's home.
- The playground.
- A popular local shop.
- The local sports hall/gym.
- The Town Hall.
- Local hospital.
- Fire station.
- Police station.



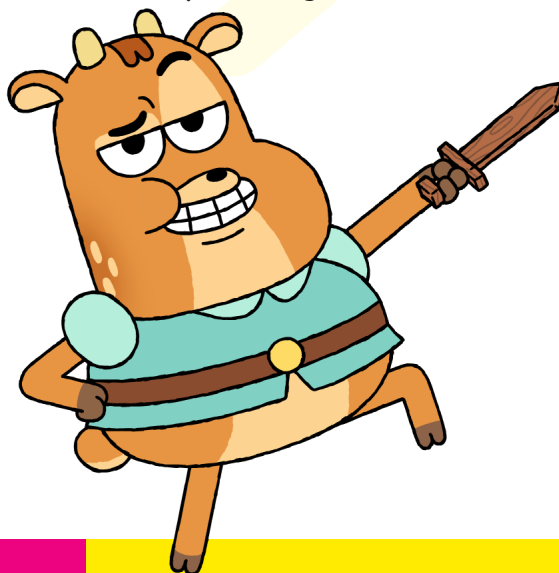
Pupils could then explore aspects of the history and geography of their locality, such as:

- Where original settlements were located.
- Any interesting or unusual geographical features.

- Features that have since disappeared such as manor houses, stately homes or other significant local buildings.
- The sites of notable historical events that occurred in or around the locality.

Later in the lesson, you might lead a discussion about what the implications of what they've discovered. For example, you might consider:

- **Then and Now:** how different their lives are compared with their predecessors who lived in the same region.
- **Know Your Locality:** the extent to which, knowing about the history of an area aids their understanding of it and of the people who live there.
- **Looking To The Future:** the changes the area might undergo in future years - what vistas will their own children look upon in years to come e.g. wind farms instead of a power station, a derelict airport, a high street without shops etc.





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LESSON 2: THE HEROIC QUEST OF PRINCE IVANDOE

Prince Ivandoe and Bert's continuing quest offers pupils a wonderful range of experiences - experiences they can share and learn from.

This lesson is about helping pupils to see that travel - whether modest distances locally or within the UK or wider-ranging journeys across oceans and continents, can provide them with opportunities to experience life from different viewpoints, engage with and better understand cultures that differ from our own and gain insights into a range of beliefs and ways of life; all of which support the concept that 'Travel broadens the mind.'

Main lesson activity 1

Dedicated fans of The Heroic Quest Of The Valiant Prince Ivandoe share with the class some experiences that Prince Ivandoe and Bert have had as they travel the Kingdom. Their descriptions can include:

- The Reason: Why they set off on their quest.
- Places: Some of the strange, mysterious and interesting places Prince Ivandoe and his dedicated assistant Bert have discovered.
- Creatures: Some of the bizarre creatures the intrepid travellers have encountered.
- Other People: Incredible characters they are involved with during their quest e.g.
 - Princess Syllabob.
 - Cupcake the Poodle.
 - Troll Woman.
 - King Axolotl.
- What do pupils think Prince Ivandoe and Bert gain from their quest?

Main lesson activity 2

Depending on your lesson timings, you may wish to set pupils a 'what3words' challenge, as follows: (*see below for a more detailed explanation of how the what3words challenge works)

- Pupils in pairs/small groups select one of the Kingdoms that Prince Ivandoe and Bert visit.
- Within that location, they have to create a **secure hiding place** for Bert and Prince Ivandoe - just in case one of the creatures they encounter is hostile, or for other reasons.
- Once they've created Prince Ivandoe and Bert's secure hiding place, they make a secret map of the location and the hiding place.
- They draw a 'what3words' grid to cover the area.
- The grid has three words for every dwelling.
- Pupils share a copy of the location with the grid and words **but not showing** the location of Prince Ivandoe and Bert's secret hiding place.





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- They give the rival team clues as to the location and challenge the rival team to 'unlock' the 'what3words' title they'd made up earlier of the hiding place.
- Any pair/small group that manages to keep their location secret wins a sticker of The Heroic Quest Of The Valiant Prince Ivandoe.
- If the rival group discover the secret hiding place, they win the sticker of The Heroic Quest Of The Valiant Prince Ivandoe.

*Further details of how The Heroic Quest Of The Valiant Prince Ivandoe 'what3words' challenge works:

The pupil pair/group creates a what3words tag of their own to match the area they have identified as a safe haven.

For example, the words they might have selected could be chose.seat.fortunate

They should not disclose these words to the rival group.

They disguise the three words and offer clues as to what the real what3 words tag is, e.g.

1. 'When I opened the box of chocolates I c---e the one in the purple wrapping.' (5 letters)
2. 'I was able to get onto the bus but there wasn't a single free s--t'. (4 letters)
3. 'The football came flying towards me. I randomly kicked it. Amazingly, it curved round and went straight into the goal! I was so f-----e'. (9 letters)

(There's a similar explanation for pupils in the Pupil Activity Sheet for Lesson 2)





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LESSON 3: TOWNS AND CITIES OF THE WORLD

This lesson encourages your class to engage in fascinating research about intriguing towns and cities across the world and gain knowledge and understanding of how different and interesting life can be in locations far away from home.

Talk, Pair, Share

It might be useful to have a few statistics to hand about distances between locations in the UK and other countries.

Answers to the questions you'll find in the Lesson Plans:

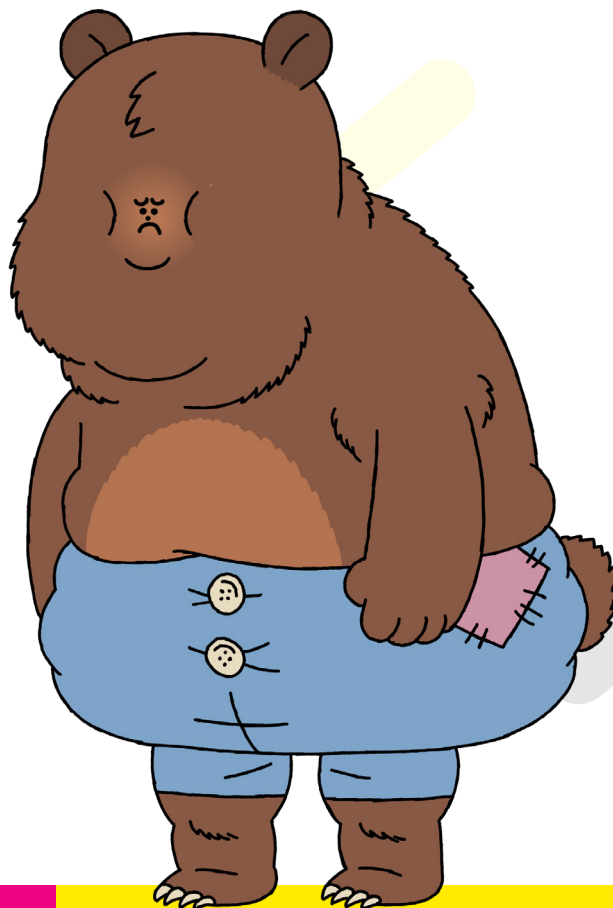
- In the famous travel adventure story by Jules Verne, how many days was Phileas Fogg given to circumnavigate the world? **(80 days)**
- How far is it from Manchester to Torquay? 255 miles **(4hr.30min drive)**
- How far is it from Birmingham to Sydney Australia? 10,588 miles **(22 hr flight)**
- How far is it from London to Barcelona? 816 miles **(2hr.27 min flight)**

And here are some other distances you might like to use:

- Leeds to New York: 3366 miles **(7 hr.14 min flight)**
- Bristol to Vienna: 888 miles **(1 hr.46min flight)**
- Liverpool to Doha: 3388 miles **(6 hr.54 min)**
(Distances and timings approximate)

Main lesson activity 1

- Pupils start by choosing a city which they would like to know more about.
- You might encourage pupils to select more distant towns or cities about which they know little but, it might be equally interesting for pupils who are well-informed about specific, interesting locations, to share their knowledge with the class.
- In pairs/small groups, pupils then conduct detailed research into their chosen place.





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- They gather a range of interesting insights and might also identify one fascinating fact about their location.
- You could set the class these questions as a warm-up activity:
 - Q. Why is a water tower in Burbank California famous?
 - (A. *The iconic Warner Brothers water tower has appeared in several productions both live and animated*)
 - Q. Why are the ravens that nest at the Tower of London thought to be important?
 - (A. *Legend has it that, if the ravens leave The Tower of London, the kingdom will fall*)
 - Q. In what way is Seoul in South Korea ahead of the world?
 - (A. *It's a world leader in IT, with the world's fastest internet connection speed*)
 - Q. What's Barcelona's internationally famous church, famous for?
 - (A. *The La Sagrada Familia Basilica has been under construction since 1882 and isn't expected to be completed for some time; it's probably the longest-lasting church-building project of all time.*)
- A bonus for this exercise would be to enable pupils to have the opportunity to use atlases, a globe and other maps to investigate the location of islands.
- This would also prepare them for the task their work during Lesson 4.



Main lesson activity 2

Depending on the timing of your lesson, you might like to challenge each group, as follows:

- Once they have chosen their city and discovered its interesting facts and figures, pupils could then plot an interesting and varied route from their home town/village city to their selected city, using a variety of means of transport.



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LESSON 4: MY MAGICAL ISLAND

This lesson gives your pupils the opportunity to let their imaginations run riot as they create an entirely imaginary island of their own.

Before that though, you can help sharpen their geographical knowledge by setting them this 'islands around the world' short research activity:

- Read out the name of the following islands and challenge the class to name or discover in which sea or ocean, they can be found.
 - Q. Baffin Island **A. Arctic Ocean**
 - Q. The Azores **A. Atlantic Ocean**
 - Q. Canary Islands **A. Atlantic Ocean**
 - Q. Cape Verde Island **A. Atlantic Ocean**
 - Q. Orkney **A. Atlantic Ocean**
 - Q. Isle of Wight **A. Atlantic Ocean**
 - Q. Sri Lanka **A. Indian Ocean**
 - Q. Sumatra **A. Indian Ocean**
 - Q. Malta **A. The Mediterranean**
 - Q. Cyprus **A. The Mediterranean**
 - Q. Ibiza **A. The Mediterranean**
 - Q. Tonga **A. Pacific Ocean**
 - Q. Samoa **A. Pacific Ocean**

Main lesson activity

Pupils tasked to create an island of their own. They have free rein to invent every aspect of their island, including its climate, its terrain, main geographical features, settlements - everything they want it to have - idyllic or otherwise.

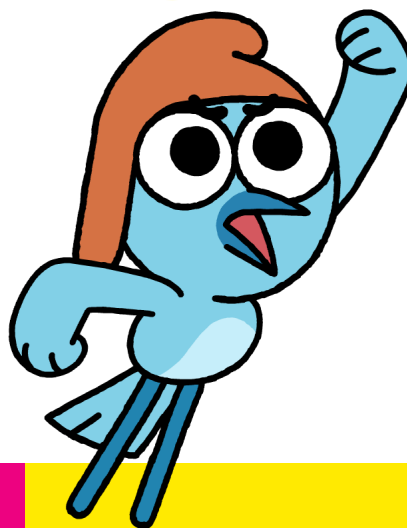
Once they've decided its dimensions, overall shape and location, they might include any of the following (but don't need to be limited to these, or even include them):

- Harbour(s).
- Golden, sandy beaches.
- Alligator-infested swamps.
- Snowy peaks.
- A precipitous waterfall.
- Settlement(s).
- Impenetrable jungle.
- River network leading to the sea (with names for the rivers).
- A lake.
- Rocky coastline (possibly including shipwreck).

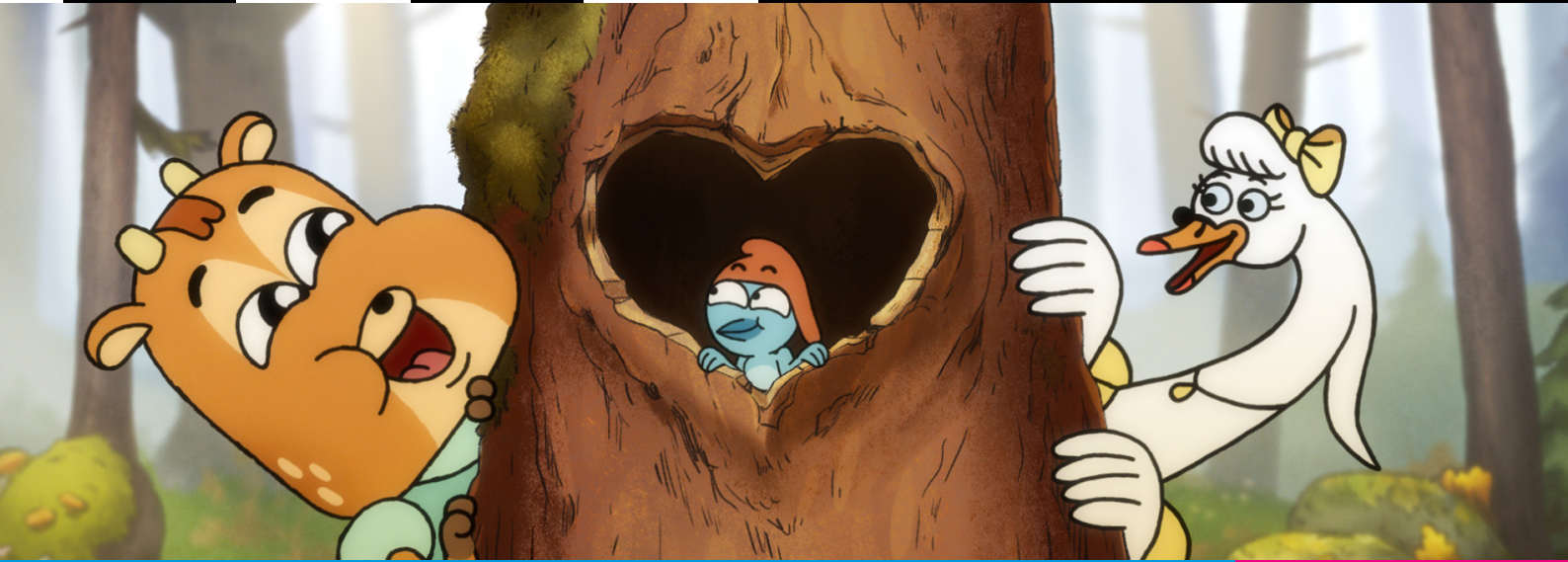
Pupils should finish by creating an appropriate and impactful name for their island.

Using maps

You may like to task pupils with researching an island or group of islands in detail, to discover features they would like to borrow for their own creation.



SUPER.



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LESSON 5: IT'S THE HEROIC QUEST OF THE VALIANT PRINCE IVANDOE COMPETITION!

The Heroic Quest Of The Valiant Prince Ivandoe Competition offers a terrific 'money can't buy' prize for the winning entry - see the downloadable competition entry form for full details of this unique reward.

Talk, Pair, Share

- Pupils are encouraged to imagine travelling to a remote region of the world - maybe even somewhere unexplored - and encountering a fantastic, unbelievable, fabulous creature.
- It's like nothing like anyone has ever seen before!

Main lesson activity: The Heroic Quest Of The Valiant Prince Ivandoe Competition

The Background:

Prince Ivandoe and his loyal assistant Bert have encountered many fascinating and mysterious characters on their never-ending quest around the kingdoms.

For example, Princess Syllabob is partly a shrimp, partly an axolotl and also an anglerfish. And she wears a pink tutu and green crown.

The Task:

Pupils create their own fantastic creature for Prince Ivandoe and Bert to meet. To take part in The Heroic Quest Of The Valiant Prince Ivandoe competition, pupils should:

- Draw their creature showing in detail its amazing appearance, plumage, the colour of its eyes (and where the eyes are located) etc.

- Think of other aspects of its appearance; does it have long hairy arms with long, sharp talons? What size is it? Does it tower high into the sky or is it tiny and fairy-like - but deadly?
- Decide if it possesses a superpower such as the ability to see for hundreds of miles.
- Consider how it communicates: maybe it emits a deafening shriek or a howl, or a friendly, cat-like purring noise (but extremely loud).
- Decide if they want their creature to have surprising characteristics (it might breathe fire or hypnotise people with its dark green rotating eyes.)

Pupils should not feel limited by the above suggestions - their fantastic creature can be as weird and as wonderful as they like.

The winning entry will be a brilliant combination of stunning artwork, clear, careful labelling and a high overall standard of presentation.

Please see the downloadable Competition Entry Form for full competition details including the special 'Money Can't Buy' prize.

Secondary lesson/after school activity

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

Please note the competition closing date of Friday 24th November 2023; entries arriving after this date will not be considered.