



CARTOON NETWORK™
ADVENTURE ACADEMY

TEACHER GUIDE





ADVENTURE ACADEMY: TEACHER GUIDE

THANK YOU FOR SIGNING UP TO THE CARTOON NETWORK ADVENTURE ACADEMY!

Thank you for signing up to the Cartoon Network Adventure Academy!

We've worked hard to make this an exciting, stimulating and thought-provoking new resource you'll enjoy using with your class(es).

We hope that Adventure Academy will prove to be a valuable means of guiding your pupils towards developing greater self-confidence and positive self-awareness, by encouraging them to recognise their strengths and qualities - while, at the same time, helping them to identify areas for further personal development.

We also want you and your class(es) to have FUN!

WELCOME TO TERM 1 - TEEN TITANS GO! ADVENTURES IN TEAMWORK!

The *Teen Titans Go!* team, with their unique abilities and utter determination to save the world, are on standby to ensure that you and your pupils gain the maximum enjoyment from Adventure Academy. The brilliant *Teen Titans Go!* competition will help you to do that by offering terrific prizes for the winning pupil(s) and their class.

THE TEEN TITANS GO! PRESENTATION AND VIDEO CLIPS

- ★ Part of the *Teen Titans Go!* resource is a presentation display with slides to match each stage of all 5 lessons.
- ★ The presentation slides can be used in conjunction with the Lesson Plans and will structure the lesson for you.
- ★ A *Teen Titans Go!* video clip is embedded into the title page of each presentation lesson.
- ★ You can use these clips as Lesson Starters, if you wish.
- ★ Each clip relates directly or indirectly to the lesson theme.



TERM 1 FOCUS: ADVENTURES IN TEAMWORK

The key theme to the main resource is that the *Teen Titans Go!* team are searching for a unique new member to join them. But, in order to have any chance of being recruited alongside Robin, Starfire, Raven, Cyborg, Beast Boy and others, they must fully grasp the key quality demanded by the Teen Titans - to be prepared to put the team's interests before their own.



**PLEASE SEE THE SEPARATE
DOWNLOADABLE LEAFLET
FOR COMPETITION DETAILS**





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LESSON 1: ARE YOU A TEAM TITANS GO! TEAM PLAYER?

After introducing the *Teen Titans Go!* team, you might choose to lead a class discussion about putting other people's interests before your own.

Encouraging your pupils to share occasions when they have put someone else's interests ahead of their own might be revealing, potentially providing a useful introduction to the next part of the lesson in which they write an account of an occasion when they were unselfish.

CREATIVE WRITING

The account does not have to be literal; for the more imaginative/creative pupils this might be an opportunity for them to produce some imaginative and colourful creative writing.

You may prefer to set an alternative writing theme, asking pupils to produce an account of an occasion when teamwork helped them to achieve an outcome which may not have been possible without the support of others. This account can, at your discretion, be real, fictional or even a mixture of the two.

THE TEEN TITANS GO! COMPETITION

As the lesson comes to an end, it might be a good moment to drop a hint about the *Teen Titans Go!* Poster Competition.

Details can be found in Lesson 3.

LESSON 2: WHAT'S YOUR TEEN TITANS GO! SUPER MOVE?

Overcoming fears, phobias and all sorts of hang-ups is all part of a young person's character development (sometimes for adults, too!). This lesson gives pupils an opportunity to share something that they feel proud to have achieved.

ACHIEVEMENTS – ON A SMALL OR LARGE SCALE

The lesson plan makes it clear that this doesn't have to be on a grand scale; it might be something as simple as tidying their room without being asked or completing a homework assignment on the same night it was set.

Larger scale achievements can also be shared – e.g. picking up a snake or stroking a tarantula might be a memorable event that enhances self-esteem, especially if they had a deep-seated fear of such things in the first place. Sharing a recount of the event can also be entertaining for the class.



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LESSON 3: TELL THE WORLD, THERE'S A NEW TEEN TITAN IN TOWN!

Asking pupils to pause for a moment and reflect on their immediate and longer-term goals can be useful both for them and maybe even for their teachers, who may discover some surprising, unusual and impressive pupil aspirations!

HAVING A GOAL

This is one of the key focus points of the lesson; to encourage pupils to explore their interests, ambitions and hopes.

It is a natural development of the process for pupils to then acknowledge and acclaim what they are good at and also to consider areas in their skillset where they can improve.

Of course, there will be many pupils who don't yet have a clearly defined goal in their life. For them, the process of evaluating their accomplishments and, with your help, possibly setting some achievable targets for future accomplishments, could become the start of a useful process; an exciting opportunity to break new ground.

Also, for pupils who are organisationally challenged, setting some kind of a time frame for a target might be helpful - alongside your guidance and support.

THE COMPETITION

The final stage of the lesson offers you and your pupils a choice between a writing task and an Art and Design [A&D] task. If you/they opt for the A&D task they can also, if they wish, enter the *Teen Titans Go!* Competition, equally they may prefer to complete the task as an end in itself. Please see the competition leaflet in your pack for more details.





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WRITING TASK/COMPETITION

The writing task challenges the pupils to think a little further ahead - to consider what they might be doing in a decade or so's time.

They might include in their thinking aspects of the question, such as:

- ★ Where they'll be living - UK? Europe? Further afield?
- ★ In the city? By the sea? In the countryside?
- ★ The shape and structure of their family unit.
- ★ Type of accommodation; a house? City centre flat? Farm?
- ★ Hobbies and interests.

The title of the writing assignment asks them to think about their life in 2035 when they might be approximately 26 years' old - you may prefer to adjust the age/year.

The competition offers some exciting prizes both for the winner and for the class.

Download the competition entry form for full details and closing date for entries

LESSON 4: TEEN TITANS GO! ALWAYS FACE THEIR FEAR!

The Citizenship curriculum link that is attached to this lesson encourages pupils to 'feel positive about themselves'.

One way of doing this is to ask one, two or more pupils to share with the class occasions when they have, for one reason or another, taken on responsibilities beyond their age.

INSPIRATIONAL STORIES

Hearing of examples of pupils facing up to and resolving problems can be inspirational for everyone in the class - including the pupil telling their story.

Of course, selecting such pupils will require your discretion but, at its best this could develop into a valuable perhaps moving, part of your lesson.

THE TEEN TITANS GO! COMPETITION!

There's still time for pupils to enter the *Teen Titans Go!* Competition (closing date is Friday 19th November 2021).

As well simply enjoying an Art and Design task, asking pupils to visualise in graphic form their strengths, weaknesses and aspirations could be a usefully self-reflective activity.



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LESSON 5: THE TEEN TITANS GO! INTERVIEW

This lesson is the culmination of all the work your pupils have to put into the project over the last four lessons.

MAKING THEIR CASE

In imagining an interview with a *Teen Titans Go!* interview panel they must be able to explain - in this case in poster form - what qualities they'd bring to the *Teen Titans Go!* team. Some pupils might find that more challenging than others, but, with your assistance, there may be some interesting poster presentations.

COMPETITION CLOSING DATE - FRIDAY 19TH OF NOVEMBER 2021.

This is the last opportunity for pupils to submit an entry for *The Teen Titans Go! Competition*; the winner will receive a fantastic prize plus a reward for the winner's class.

Download the competition entry form, NOW - before it's too late!

Thanks for signing up to Adventure Academy - we hope you and your class have enjoyed it.

