

MORE INTERACTIVE ACTIVITIES

Thwarting World Supremacy Through Mathematics!

VILLAINY, INC.

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Mission 2: Drive-Thru Deceit

Mission Briefing

This Mission might be your big chance as an AVU double agent. Wick believes that you are trying to help him. But the Anti-Villainy Unit knows what you're really up to.

AVU Headquarters will contact you soon. Look for their message on your special wrist communicator.

BEGIN Mission 2: Drive-Thru Deceit

Note: This will launch a new, full-screen window.



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Dr. Wick's Evil Plans

BEGIN mission #1 Golf of Mexico

BEGIN mission #2 Drive-Thru Deceit

We're sure Dr. Wick's message said, "The Golf of Mexico." Bad spelling...or a really wicked plan?

We'll need agents who can find area... Compare values... And spell!

for teachers

We've assembled a wealth of online and offline activities, printable resources, mission guides, and teaching tips — everything you need to know to use Villainy, Inc., in your classroom. And we've connected everything to Maryland's VSC Standards. [more >>](#)

about the story

You are a secret agent in the Anti-Villainy Unit (AVU). Your mission: to stop the crazy plans of Dr. Eugene Wick, ID, and his front company, Villainy, Inc. Wick's plans always have one weakness: they just don't add up. Find out how your math skills can help you beat this evil genius at his own game. [more >>](#)

MISSION 2: DRIVE-THRU DECEIT

Can Wick really conquer the world by opening a Yummy franchise and luring all its young customers into a life of crime? Not if the AVU has anything to do with it.

They're looking for special agents who can calculate percentages, work with negative numbers—and not mind dining on the dreaded Yummy meals Wick has designed.

Do you have what it takes?

In this Mission, your knowledge of these special math skills will be tested:

Addition • Division • Percents of a Number • Algebraic Expressions
Averages (Mean) • Integers • Problem Solving • Data Analysis
Multiplication • Subtraction

PLUS...

FOR TEACHERS A comprehensive section helping teachers make the most of this electronic adventure

A chart that parses math content in each mission and links it to Maryland State Curriculum standards

Teacher tips on everything from choosing equipment to extending the mathematics of each mission

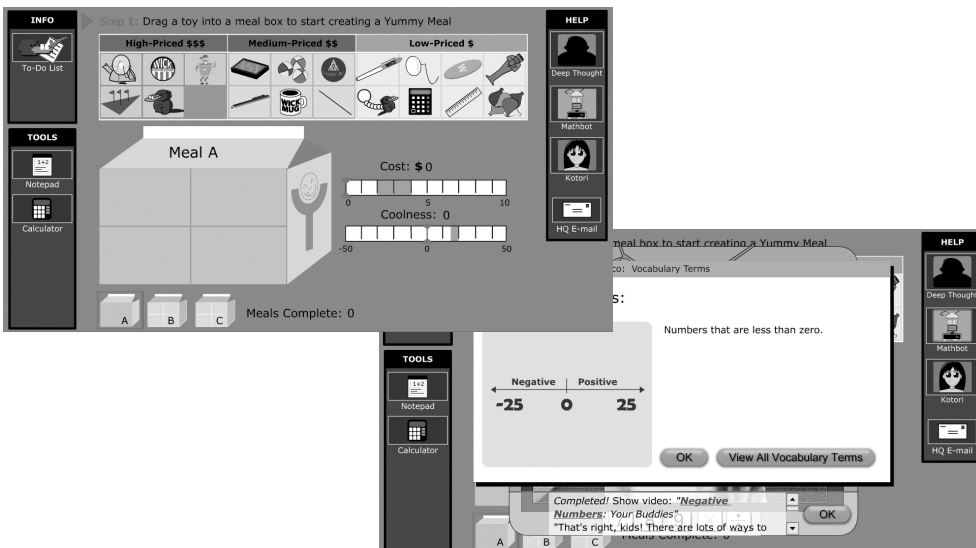
Teaching guides devoted to each Mission, with lesson plans, answer keys for online problems, step-by-step directions, and Mission vocabulary lists and printable scripts, to help struggling readers work with Villainy materials

FOR FAMILIES Suggestions for families to support their math learners, including articles from experts on topics such as helping with homework, reading lists, online sites to explore together, and ways to include math activities in everyday life

SPECIAL RESOURCES To help struggling readers

ABOUT THE SITE Background on the premise of the story, the missions, and its cast of characters

Villainy, Inc. was developed for grades 4-8.



The screenshot shows the game interface for Mission 2. At the top, there's an 'INFO' section with a 'To-Do List' and a 'HELP' section with icons for 'Deep Thought', 'Mathbot', 'Kotori', and 'HQ E-mail'. The main area is titled 'Meal A' and shows a grid of ingredients categorized by price: High-Priced \$\$\$, Medium-Priced \$\$, and Low-Priced \$. Below the grid are sliders for 'Cost: \$ 0' and 'Coolness: 0'. At the bottom, there's a 'Meals Complete: 0' indicator and three buttons labeled A, B, and C.

Overlaid on the bottom right is a math lesson window titled 'Completed! Show video: "Negative Numbers: Your Buddies"'. It features a number line with 'Negative' and 'Positive' regions, and values '-25', '0', and '25'. Below the number line, it says 'Numbers that are less than zero.' and has 'OK' and 'View All Vocabulary Terms' buttons.

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