



BECOME A **SECRET AGENT** WORKING DEEP INSIDE VILLAINY, INC., BECOMING A TRUSTED PART OF DR. WICK, ID'S ORGANIZATION, USING **MATH SKILLS** AND **COMMON SENSE** TO FOIL HIS RIDICULOUS PLANS TO CONQUER THE WORLD — ONE PIECE AT A TIME — WITH THE HELP OF HIS ALMOST-ALWAYS-FAITHFUL COMPANION, PLATYPUS. TWO **ANIMATED** MISSIONS PREPARES TEENS TO USE THEIR PROBLEM-SOLVING, CRITICAL THINKING AND MATH ACUMEN TO OUTSMART THE EVIL DR. EUGENE WICK.



# Outsmart Dr. Wick At *villainyinc.thinkport.org*



## INTERACTIVE ACTIVITIES:



### MISSION 1: THE GOLF OF MEXICO

Your background information clearly says that Dr. Wick wants to build the Golf of Mexico, but can that be right? Is it just bad spelling, or is something really wicked afoot. (Anti-Villainy Unit) needs your help ... if you can find areas, compare values, and spell to keep Wick and Platypus from building a golf course in the Gulf of Mexico.

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

- Addition • Composite Figures • Multiplication
- Problem Solving • Algebraic Expressions
- Division • Numeric Patterns • Subtraction
- Area calculation • Geometric Figures
- Order of Operations



# MORE INTERACTIVE ACTIVITIES



## MISSION 2: DRIVE-THRU DECEIT

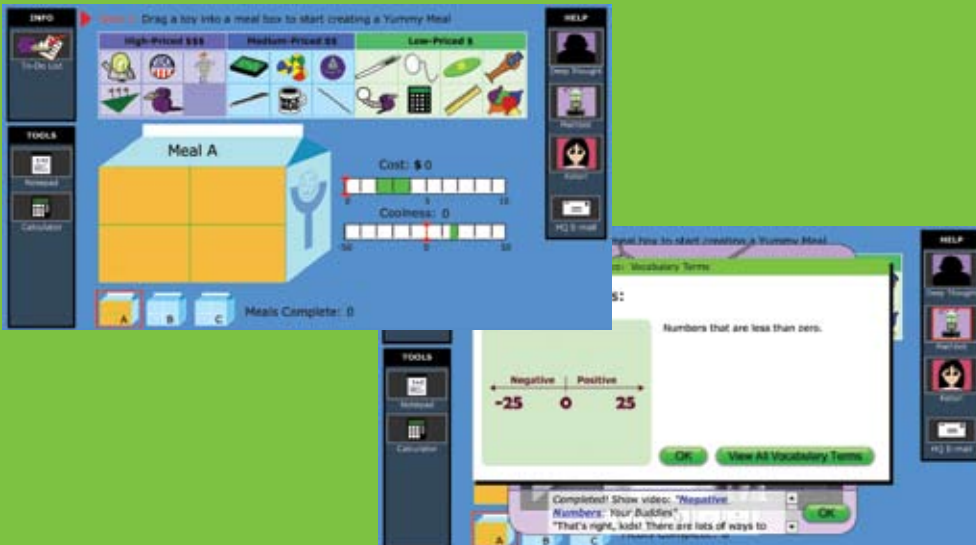
Can Wick really conquer the world by opening a Yummy franchise and luring all its young customers into a life of crime? Not if the AVU has anything to do with it.

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.**

PRODUCED BY:



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