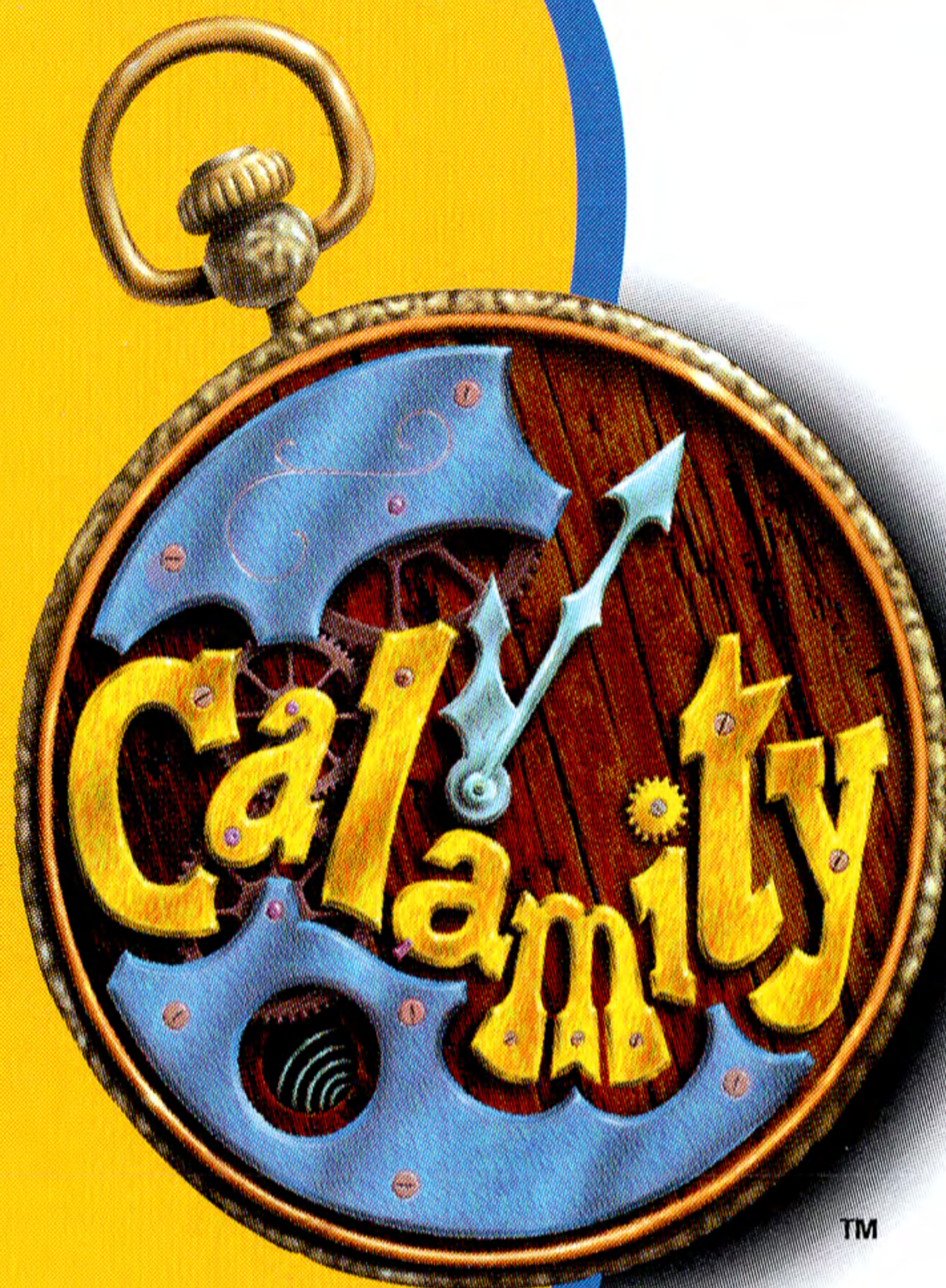




Calamity™ 1—The Natural World™



NTSC | U/C



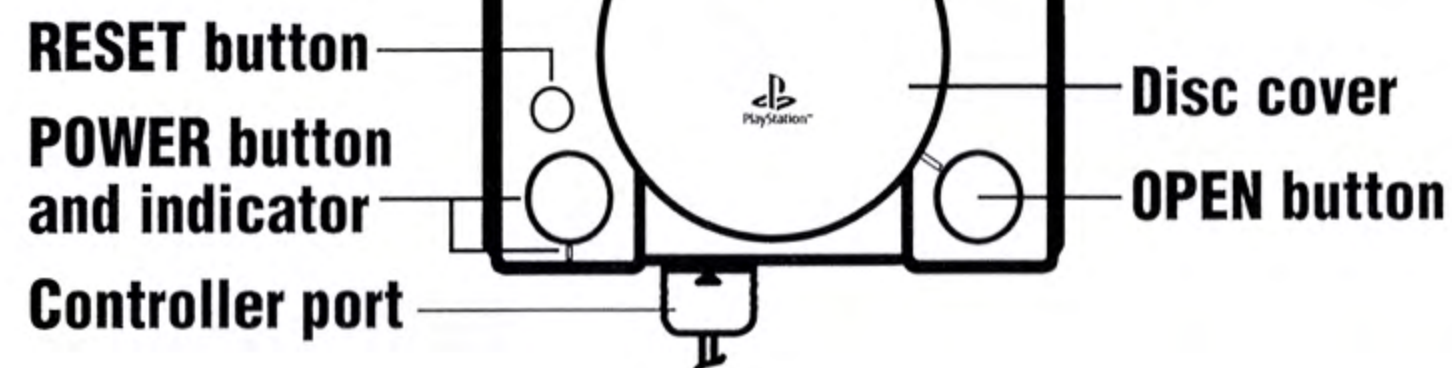
Mona and Moki are transported back in time by Jules Verne's time machine and meet both Mr. Verne and the real Calamity Jane! To help our heroes get back home, your child will read articles about various environments, such as the forest, the desert, the ocean, and the Arctic, and then answer questions about what they have read. So pack your literary picnic basket for a wild ride across some of the world's most fascinating landscapes!

LEARNING OBJECTIVES

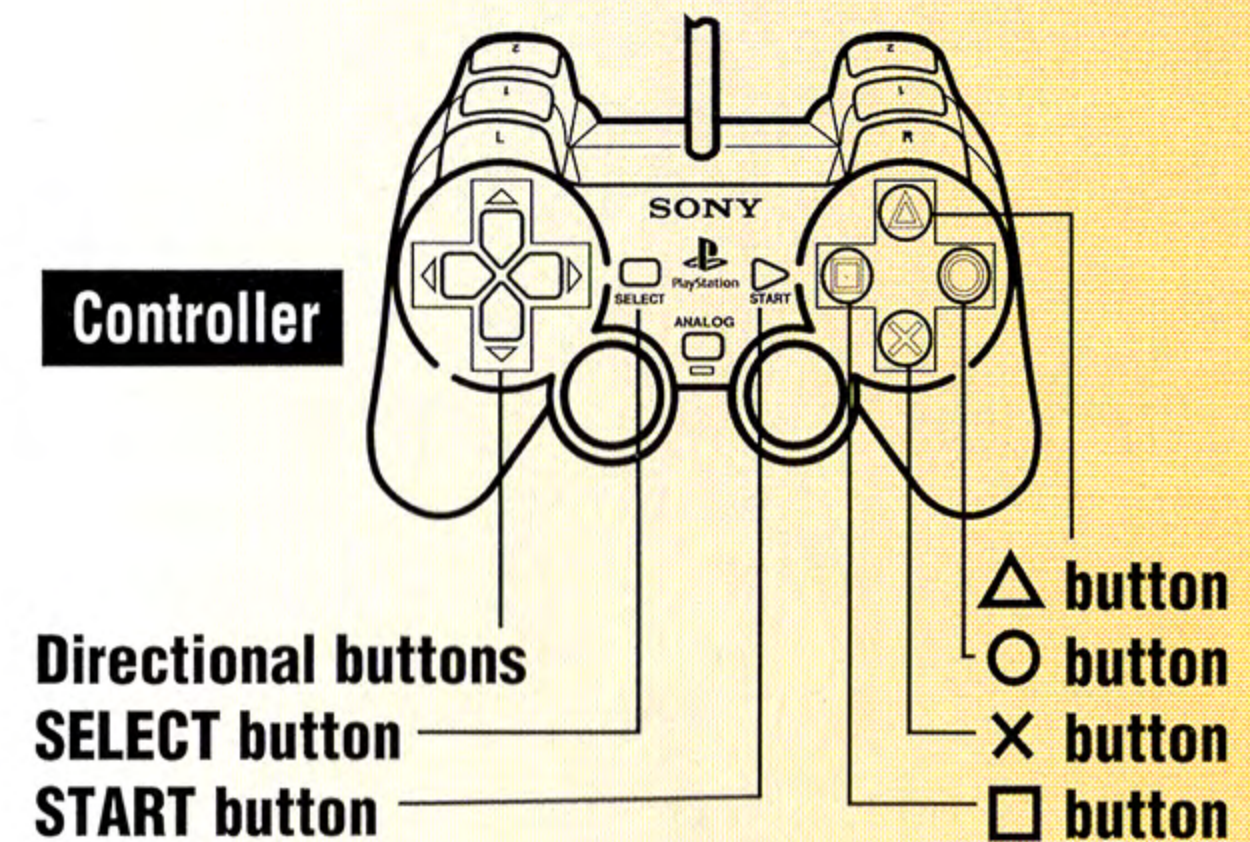
- Use reading strategies to answer questions
- Use context clues to understand text meaning
- Analyze words containing Greek or Latin roots, prefixes, or suffixes
- Learn new vocabulary words
- Understand and solve analogies and riddles
- Identify main idea
- Learn about the ocean, deserts, forests, and polar regions

Getting Started

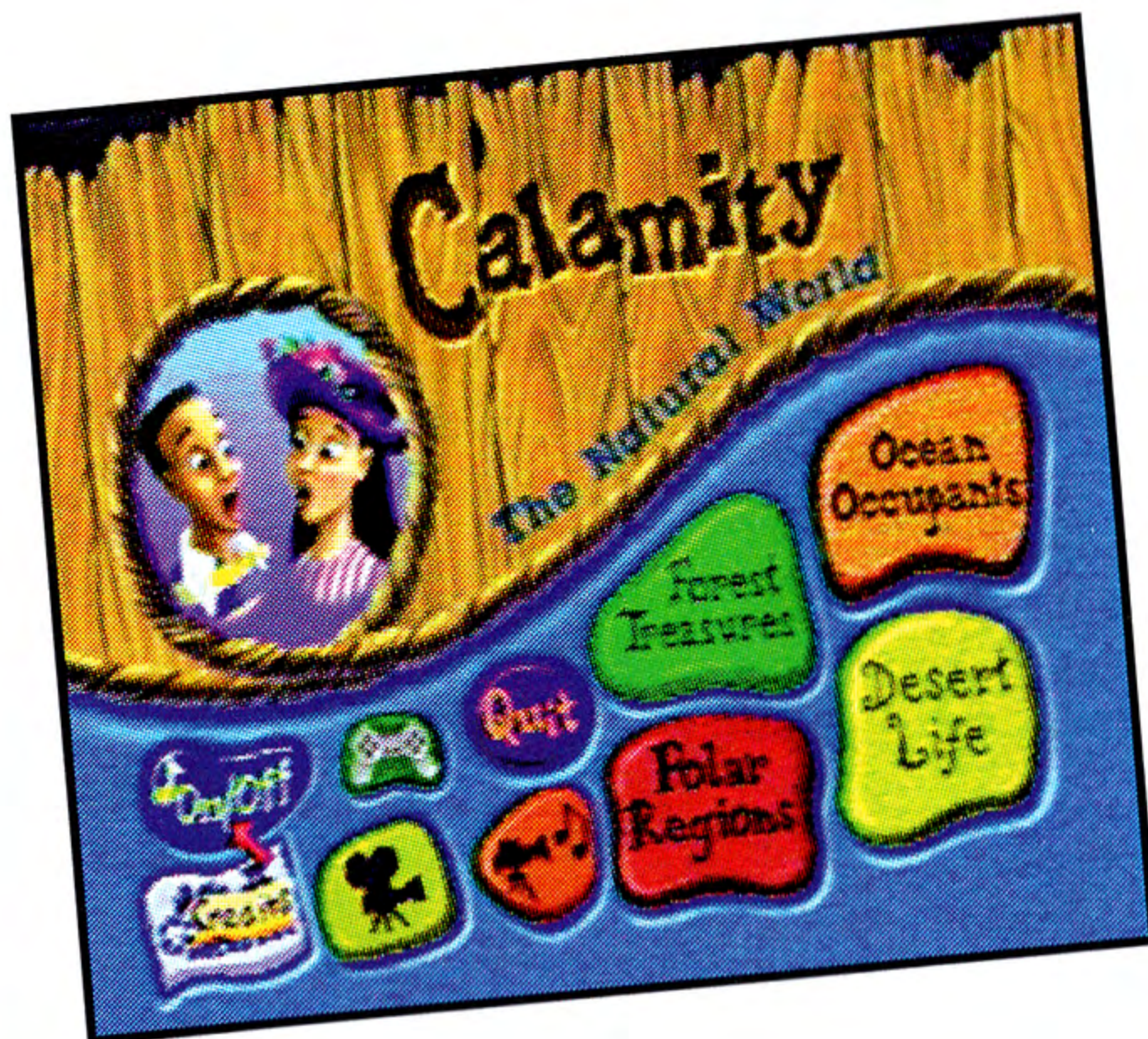
Console



Controller



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the disc and close the disc door. Insert the game controller(s) and turn on the PlayStation game console. Follow the on-screen instructions to start the adventure.



- Use the **arrows** on the game controller to move the pointer.
- Use the **X button** on the game controller for clicking.
- Click **On/Off** to turn the music on or off.
- Click the **game controller** for help on how to use it.
- Click the **movie camera** to see the opening story.
- Click the **small camera** and **musical note** to see the *Mona & Moki* music video.
- Click **Quit** to exit the adventure.

Calamity 1—The Natural World

Mona and Moki have traveled in Jules Verne's time machine back to Calamity Jane's Wild West. Your child can help Mona and Moki return to the present by reading interesting, informative articles. To begin the adventure, click either **"Forest Treasures," "Ocean Occupants," "Polar Regions,"** or **"Desert Life."** Then, click either **New Game** to start a new game or **Restart** to play a saved game. To finish the game, your child must complete the activities in all four environments. Have your child:

- click the picture of the article that he or she wants to read
- click **Article** to read the selected article
- click the **movie camera** to see a video related to the article
- click the **musical note** to hear a sound effect or piece of music related to the article
- click the **palette** to see a picture related to the article
- click the **ink pen** to read more information related to the article
- click the **up arrow** or **down arrow** to scroll through the article



- click **Map** to return to the main article menu
- click the **back arrow** to return to the previous screen
- click the **question mark** for help
- click either **Word, Strategy,** or **Clue** to begin the games
- click **Quit** to exit that activity and begin a new one

Note. When reading an article, your child may click a highlighted word to see its definition. Have your child click the box in the upper-left corner of the definition screen to return to the article.



Word Game

In this activity, your child will learn new vocabulary words, analyze words with Greek or Latin roots, and use context clues to determine word meaning. Have your child:

- note the word above the sentences
- click the **faces** at the top of the screen to hear clues about the meaning of the word
- click the **green square** next to the sentence in which the word belongs
- click **OK** to confirm his or her answer



Strategy Game

In this activity, your child will use reading strategies such as identifying the main idea, discriminating between fact and opinion, and ordering information. Have your child:

- read the question
- click **Hint** to listen to the reading strategy
- click **Article** if he or she needs to read the article again; click **Article** again to return to the Strategy Game
- click the **blue square** next to the sentence that correctly answers the question
- click **OK** to confirm his or her answer



Mona and Moki solve problems by reading about various environments: polar regions, forests, deserts, and oceans. Ask your child which environment is his or her favorite and why. Talk about the climate and animals of that environment.

Clue Game

In this activity, your child will analyze information and use context clues to select subtitles, to solve analogies and riddles, and to make predictions.

For analogies and riddles, have your child:

- click the **left** and **right arrows** at the top of the screen to scroll through the answer choices
- click the **up** and **down arrows** on the right side of the screen if he or she wants to read the story again
- select the riddle or analogy that best matches the story and then click **OK**

For subtitles, have your child:

- click the **up** and **down arrows** on the right side of the screen to scroll through the story until he or she gets to the highlighted passage
- click the **left** and **right arrows** to scroll through the subtitle choices
- select the subtitle that best matches the quote in the story and then click **OK**



Extending the Learning Experience

Family Activities

What Goes Around, Comes Around

One of the forest articles in this adventure describes the life cycle of an oak tree from seedling to decayed log. Take a walk in the woods with your child and look for saplings, full-grown trees, and dead logs; or check out a library book about trees and read about their life cycles. Encourage your child to make a list of the new words that he or she learned which relate to trees.

Poles Apart

Talk to your child about how it would be to travel to Antarctica like the explorer Amundsen. Ask him or her what kind of gear would be required for that kind of trip. How would he or she pack for several weeks on a dogsled?

A Tree's Life

Mona and Moki learn about Tane Mahute, the tallest and oldest kauri tree in New Zealand. Do you know of an extremely large tree near your home? Pack a picnic lunch and go there with your child. Talk about what must have happened around the tree in its lifetime and encourage your child to write a story about one of those events.

WARNING: READ BEFORE USING THE PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCTS:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING THE PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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