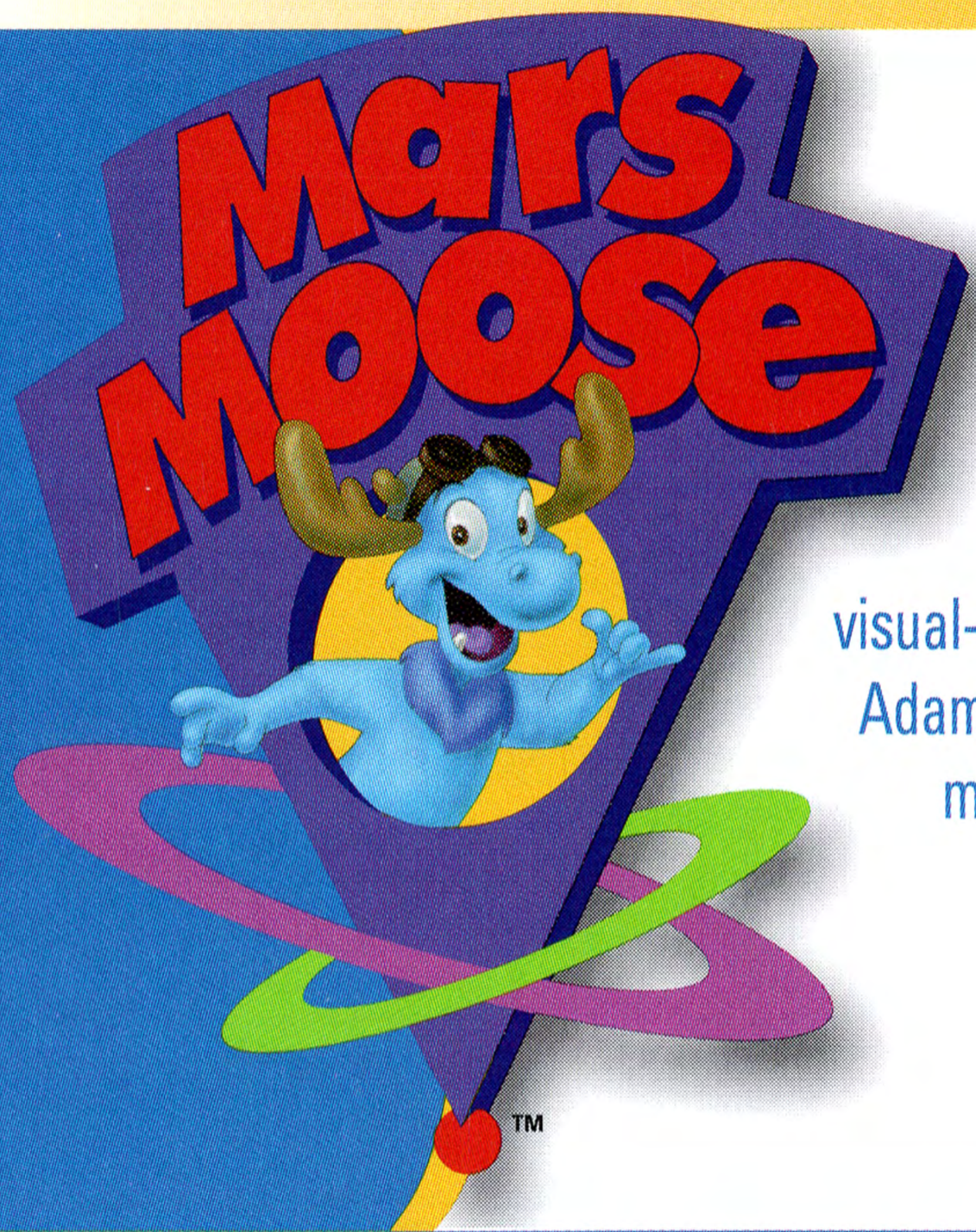
PlayStation™

NTSC | U/C

# WalkAbout 3
# World Sports Day

lightspan™ adventures

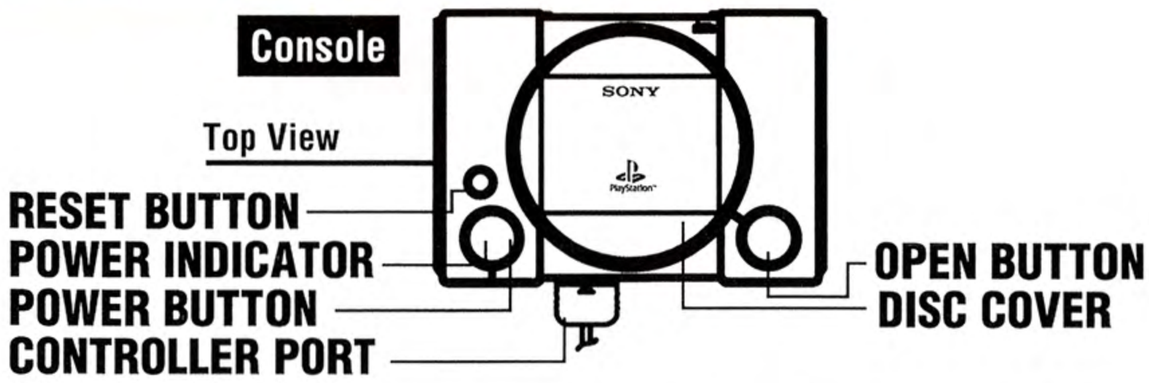


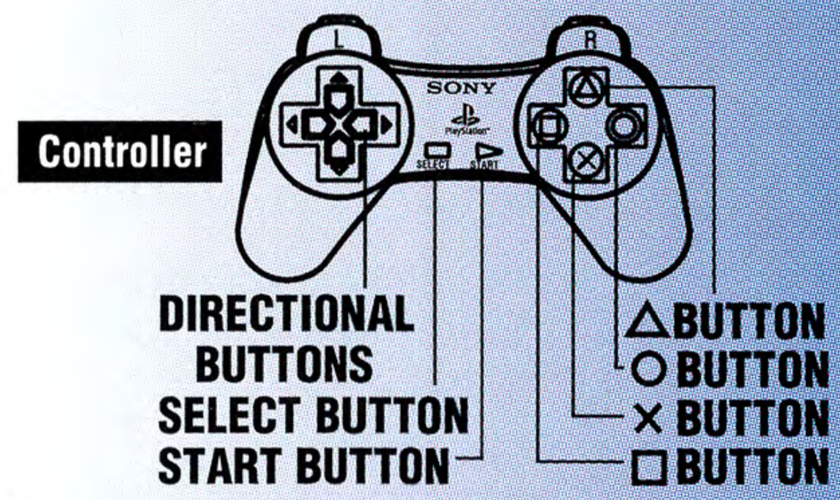

In this Lightspan Adventure, your child will use reading comprehension, mapping, and visual-discrimination skills to help the Adams Street Rangers prepare for a major event—*World Sports Day.*

## LEARNING OBJECTIVES

- Develop reading comprehension skills
- Use maps and directions
- Match visual clues
- Solve riddles
- Complete stories by replacing pictograms with words
- Develop spatial skills

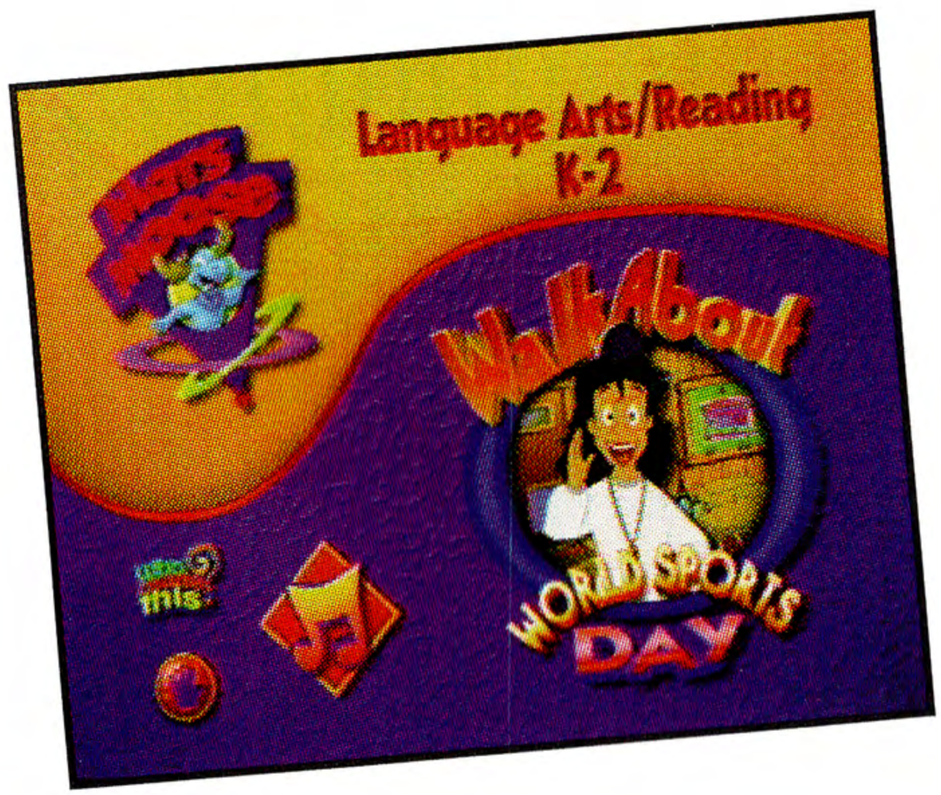
# Getting Started




Set up the PlayStation™ game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Mars Moose WalkAbout 3—World Sports Day* disc and close the CD door. Insert the game controller and turn on the PlayStation game console. Follow the instructions on the television screen to start the game.

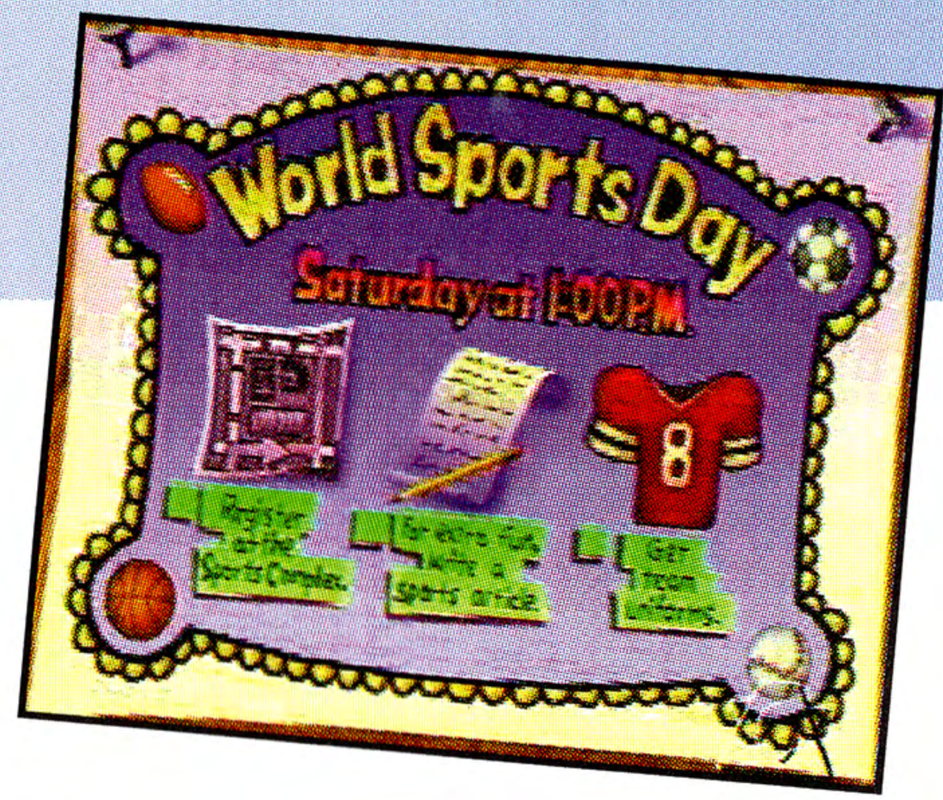
- Use the **X button** on the PlayStation controller for clicking.
- At the opening screen, click the **music note** to see a short video that introduces Mars Moose.
- To begin the adventure, click the **WalkAbout Picture.** Notice that the pointer sometimes turns into Mars' blue hand. When this happens, click to begin an activity or to perform a task.
- Click the **flyer** on the wall of the clubhouse to begin.
- To exit an activity and begin a new one, click the **Marsmatron** at the bottom of the screen.
- The Marsmatron allows you to move directly to one of many activity screens and to control adventure settings. Scroll through the windows on the left using the arrows on the screen. Click the **window** that shows the part of the adventure you want to go to next.




- To turn on the Label Mode, click the **Marsmatron,** then click **On** next to the picture of the book. The Label Mode helps build reading confidence by allowing your child to see and hear the names of various objects over which he or she moves the pointer. Click the **Marsmatron** again to return to the activity.
- To return to the previous screen, click the **arrow** that appears when the pointer is moved to the top corners of the screen.

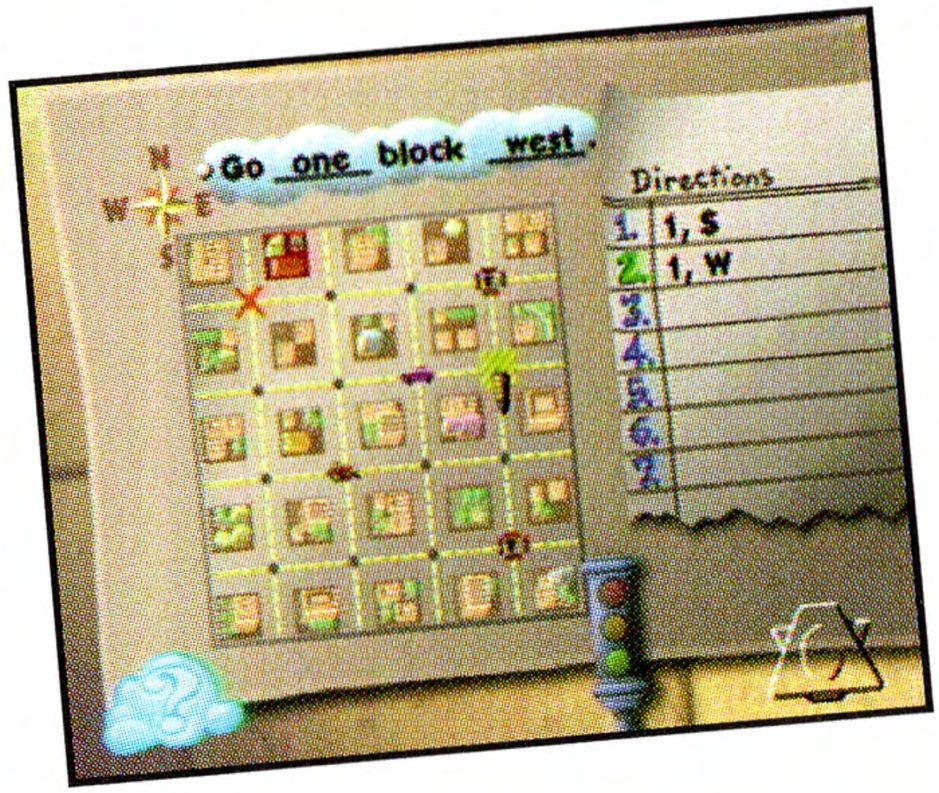
# Mars Moose WalkAbout 3
# World Sports Day

Your child will develop reading comprehension skills, solve riddles, and use maps and directions while helping the Adams Street Rangers prepare for *World Sports Day.* Along the way, he or she will have the opportunity to choose a team name, logo, and playing field; choices that will determine how the adventure ends!




## "Register at the Sports Complex"

In this activity, your child will develop spatial skills and use directions while helping the Adams Street Rangers find the quickest way to the Sports Complex. He or she will chart a course using a city map. Have your child:




- choose a level by clicking **one of the four maps**
- click number **1** on the notepad to the right of the map
- click the **blanks at the top of the screen** to select the direction for the first segment of your trip, avoiding obstacles such as trucks and barricades
- click the **traffic light** to see where the directions lead
- continue until he or she arrives at the Sports Complex

When your child reaches the Sports Complex he or she can choose a playing field for the big game.

Ask your child to name his or her favorite sport, and then have him or her explain why that sport is the favorite. Discuss with your child the sports you liked to play as a child.

## "Write an Article"

In this activity, your child will help Emily and the other Adams Street Rangers complete a sports article by replacing pictograms with words. Have your child:

- click the **pencil** to choose a level
- click the **small pencil marker** on the next screen to help complete the sports article
- click each **picture** in the article and replace it with the **correct word**
- note his or her score, which appears in the small box in the upper right corner of the screen

Mars will send the completed story off to be published. Then your child can name his or her own team by entering the name on the typewriter. If your child is playing at levels 2 or 3, he or she will also choose a team logo.

## "Team Uniforms"

The clerk has to sort the items in the sporting goods store. Your child can help sort things out by placing the appropriate sporting attire on the mannequins. Have your child:

- click a **golf ball** to choose a level
- click the **stopwatch** to have the activity timed
- click the **camera** above the name of the sport to see a picture of the sport
- click each **piece of clothing** until it matches the appropriate outfit for that sport

When your child correctly outfits a mannequin it will smile, and the clothes will no longer change when clicked.

## "Sports Riddle Game"

The clerk has labeled the bins of sporting goods using riddles! Your child can help relabel the bins by solving the riddles. Have your child:

- click a **golf ball** to choose a level
- click a **bin** to begin
- read or listen to the riddle and then find the matching photo and sport using the arrows
- click the **referee** when finished

When this activity is complete, your child will be able to choose uniforms for his or her team. To get to the big game, click the clubhouse **calendar!**

# Extending the Learning Experience
# Family Activities

## Rhyme Time

Play a game of word catch with your child. First, you say the name of a sport or a piece of sporting equipment that is familiar to your child, then ask him or her to think of words that rhyme with your word, for example "bat" and "sat," "ball" and "call."

## Match the Sport

Gather some old newspapers and magazines and cut out sport-oriented words such as "baseball" and "tennis." Then, cut out pictures of the sports and have your child match the words to the pictures to make a sports collage.

## Sportscaster For a Day

Together with your child, read a story from the sports section of a newspaper, attend a local sporting event, or watch a game on television. Then have your child report on the game as if he or she were a sportscaster.

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 the 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.

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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