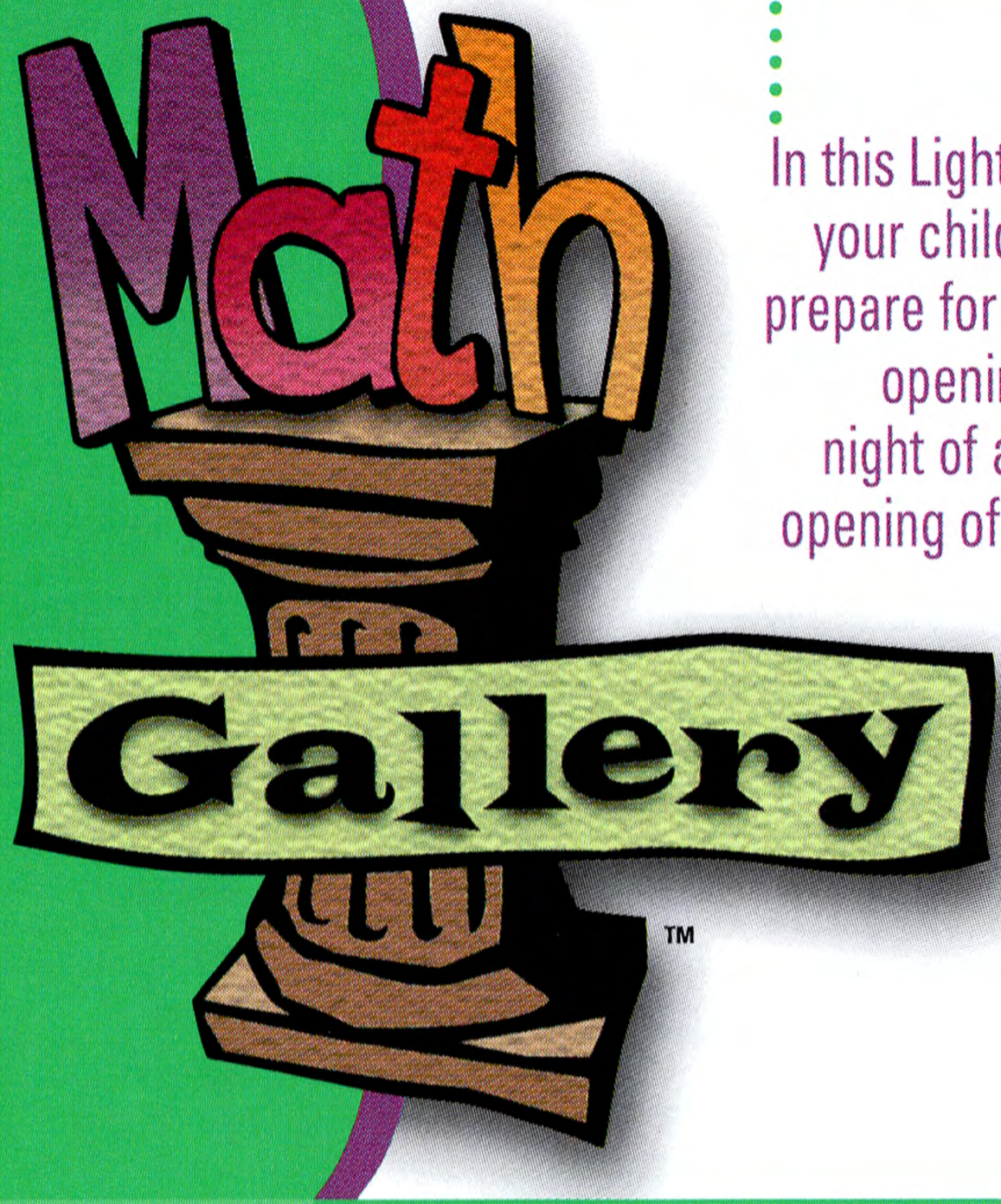
PlayStation®

NTSC | U/C

Math Gallery™—Collection 2

Lightspan Adventures

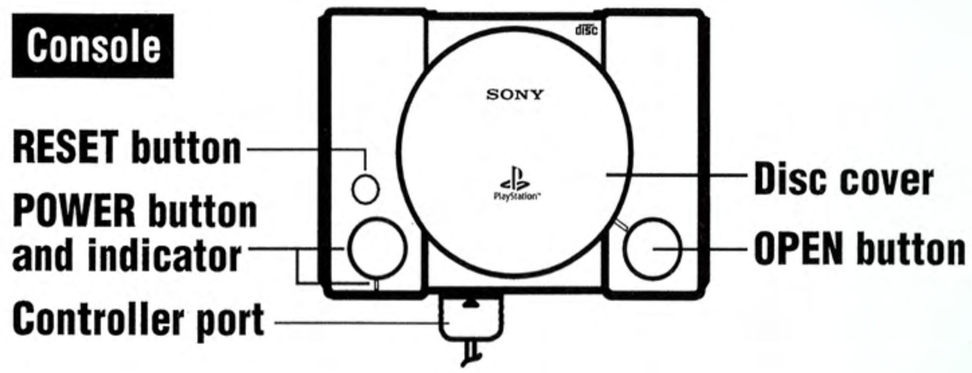


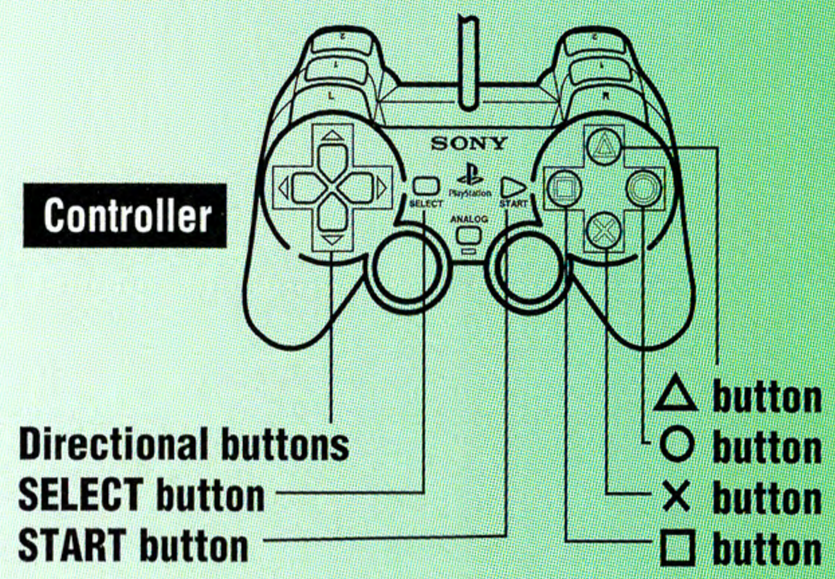
In this Lightspan comic book adventure, your child helps Lightspan characters prepare for three big events—the grand opening of a museum, the opening night of a concert tour, and the grand opening of a space port—while playing mathematics activities, or "tools." When the tools have been successfully completed, your child sees the comic book pages as a reward.

LEARNING OBJECTIVES

- Find the value of a set of bills and coins
- Compare money amounts
- Determine the probability of an event through experimentation
- Write the probability of an event as a fraction, decimal, or percentage
- Find equal ratios
- Read a calendar
- Solve problems involving time

Getting Started





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 **Exit** to exit the adventure.
- Click **Explore** to practice the tools.
- Click a **comic book** to begin where you left off in a previous session or to start a new adventure.

Math Gallery—Collection 2

In this adventure, your child will practice math skills by opening one of three comic books and playing four different types of activities, or "tools." When three levels of a particular tool have been completed, your child will see and hear entertaining pictures of the comic book pages as a reward. When all the tools of a comic book series have been completed, your child will see the final comic book reward for that series.

From the opening screen, choose a group of tools. Have your child:

- click the **Series 10 Comic Book** for grades K–2, the **Series 20 Comic Book** for grades 3–4, or the **Series 30 Comic Book** for grades 5–6
- click **Explore** to practice the tools
- click the picture of the **game controller** for help on how to use it
- click **Exit** to exit the adventure

Your child will be given a code when he or she has stopped playing one of the comic books before reaching the final reward. This will save your child's work. To begin where he or she left off in a previous session, have your child enter the code. Or, he or she can click **New Game** to start fresh.

After choosing a comic book, have your child:

- click **a number** to begin a game at level 1, 2, or 3
- click the **On/Off button** to turn the music on or off
- click the **television** to see the adventure beginning
- click **Exit** to return to the opening screen

The Tools

The four tools, or math activities, in this adventure give your child practice in mastering different skills. The following instructions are common to most of the tools. Have your child:

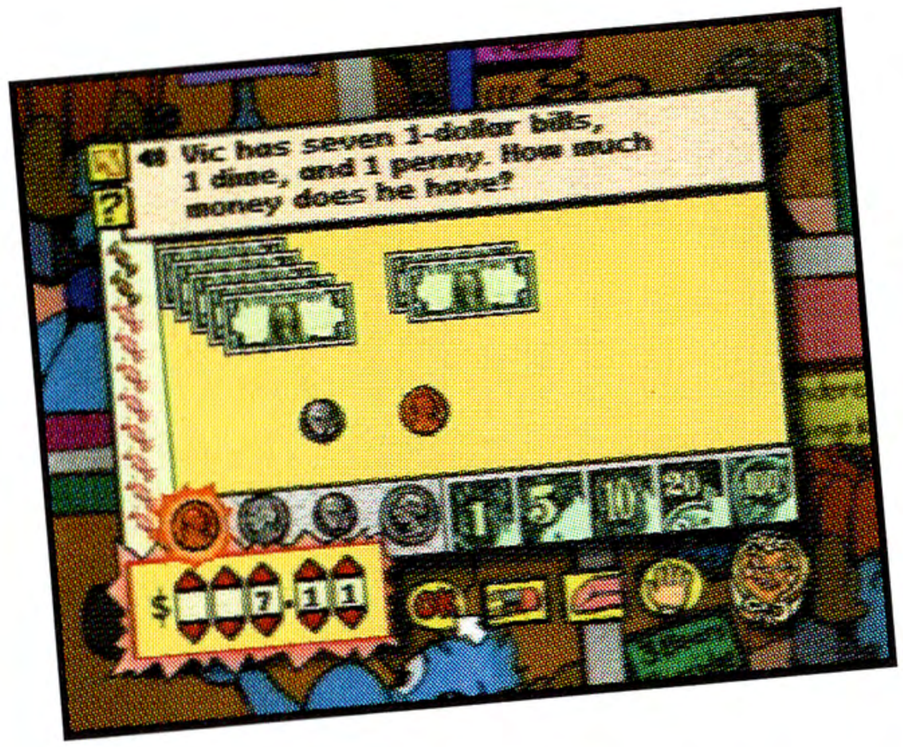
- click the **question mark** and then click a symbol to find out how any of the screen symbols function
- click the **arrow** in the upper-left corner to exit the tool
- click the **speaker** to hear a problem read aloud
- click the **character** in the lower-right corner of the screen for more help in using the tool
- click the **arrows to the right of the question box,** when necessary, to scroll through a problem or instruction
- note the **rectangular box of ten shapes**—either candies, musical notes, or planets; the shaded shapes show how many correct answers your child has earned

A sampling of the tools is shown in the examples that follow.

Money

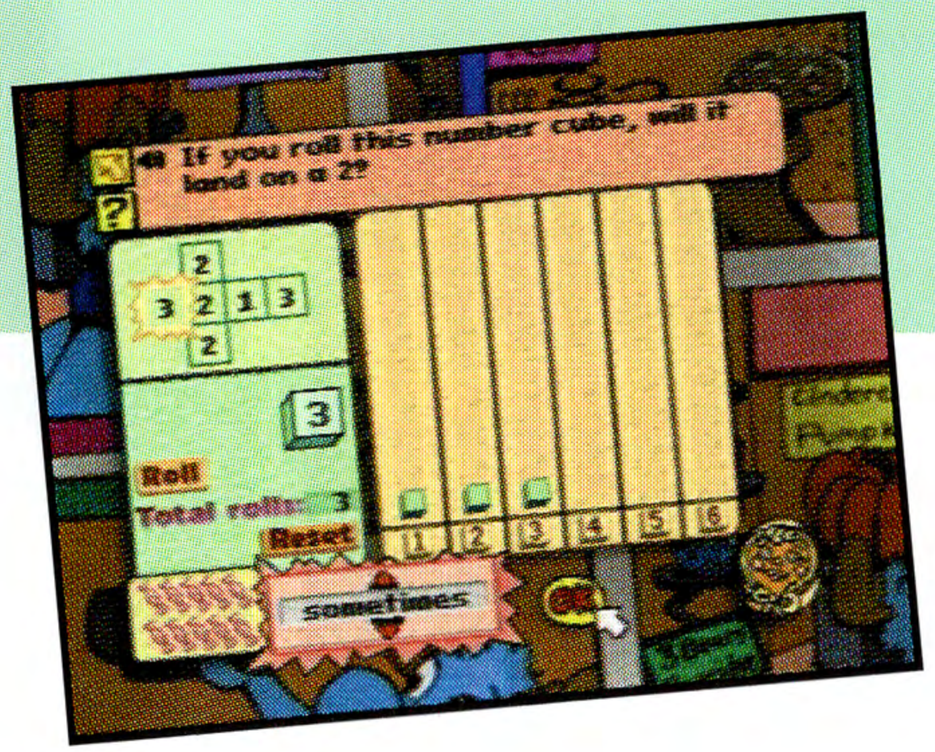
Your child uses on-screen versions of coins and bills to explore the concept of money and solve a series of problems. Have your child:

- read the instruction or problem at the top of the screen
- click the **arrows** above or below the answer boxes, when applicable, to enter an answer
- click **OK** to register an answer



To use the money for help in solving a problem, have your child:

- click a **coin** or **bill,** move it to the desired place on the mat, and click again; repeat for as many coins and bills that are needed to solve the problem
- click the **hand** and then click a coin or bill on the mat to move the money; click again to place the coin or bill in the new location
- click the **small eraser** and then a coin or bill to erase one coin or bill at a time
- click the **large eraser** and then click anywhere on the mat to remove all the money from the mat



Probability—Number Cubes

Your child conducts experiments with number cubes to help him or her answer probability questions. Have your child:

- read the question at the top of the screen
- click the **arrows** above or below the answer box to enter an answer
- click **OK** to register an answer

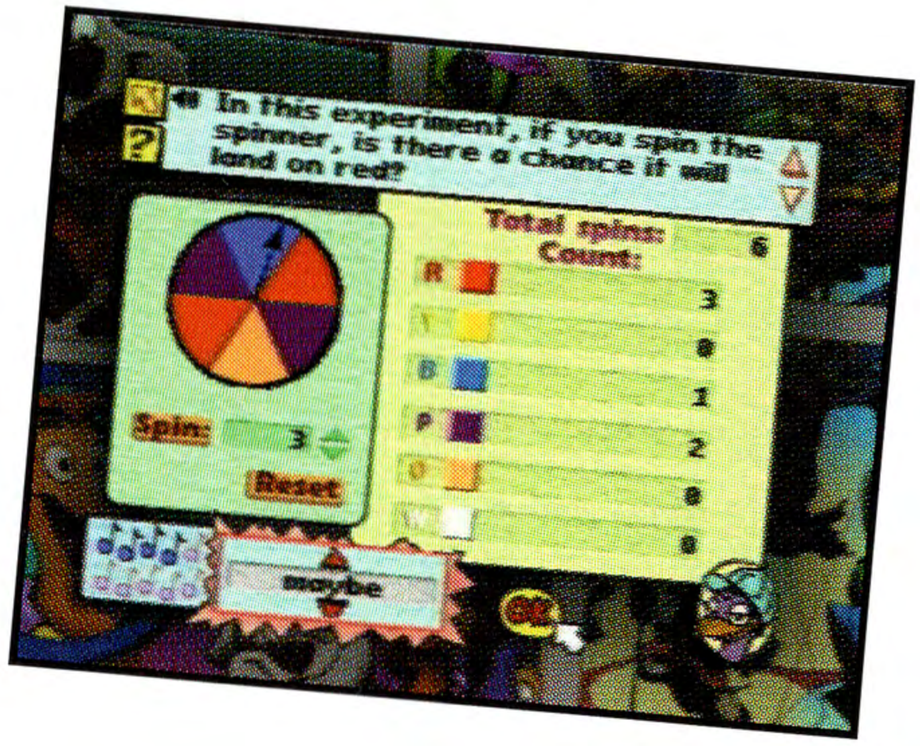
To use the number cubes for help in solving a problem, have your child:

- click **Roll** to roll a number cube
- click **Reset** to clear the cubes
- note the **Total rolls** that have been made
- note the experiment results in the numbered columns

Probability—Spinners

Your child conducts experiments with a spinner to help him or her answer probability questions. Have your child:

- read the question at the top of the screen
- click the **arrows** above or below the answer box to enter an answer
- click **OK** to register an answer



To use the probability spinner for help in solving a problem, have your child:

- click the **up and down arrows** to the right of the word "Spin" to enter a number of spins per click
- click **Spin** to spin the probability spinner
- click **Reset** to reset the number of draws per click and restart the experiment
- note the experiment results on the chart

Probability—Marble Machine

Your child conducts experiments with a marble machine to help him or her answer probability questions. Have your child:

- read the question at the top of the screen
- click the **arrows** to the right of the answer boxes to enter an answer
- click **OK** to register an answer

To use the marble machine for help in solving a problem, have your child:

- click the **up and down arrows** next to the word "Go" to enter a number of marble draws per click
- click **Go** to start the marble machine
- click **Reset** to reset the number of draws per click and restart the experiment
- note the color-coded configuration of marbles under the marble machine that goes along with the question
- note the experiment results on the graph

To help your child prepare for the Time Tool, have him or her identify activities that take a certain length of time. For example, snapping your fingers takes about one second, while washing your hands takes about one minute.

Time—Analog

Your child explores the concept of time by using an on-screen analog clock to solve a series of problems. Have your child:

- read the instruction at the top of the screen
- click the **left and right arrows** under the clock to set the time
- click the **arrows** above or below the answer boxes, when applicable, to enter an answer
- click **OK** to register an answer

Time—Digital

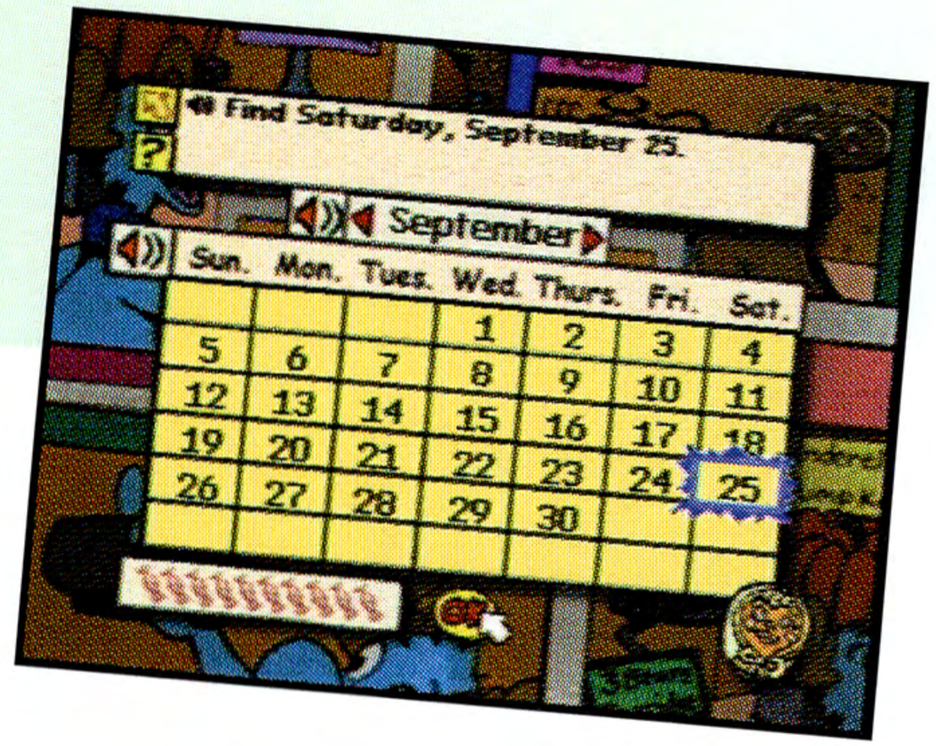
Your child explores the concept of time by using an on-screen digital clock to solve a series of problems. Have your child:

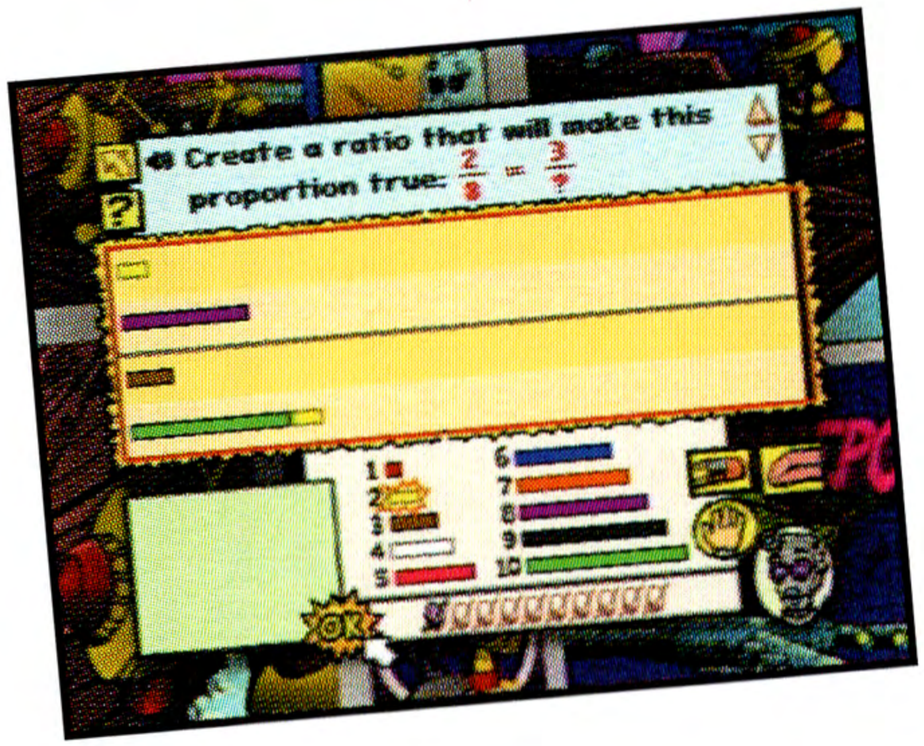
- read the problem at the top of the screen
- click either **Hour** or **Minute** to select a unit of time
- click the **up and down arrows** on the clock to set the time
- click the **arrows** above and below the answer boxes to enter an answer and then click **OK**

Time–Calendar

Your child identifies dates on a calendar to match a given instruction or question. Have your child:

- read the instruction or question at the top of the screen
- click the **left and right arrows** by the month, when necessary, to choose the correct month
- click the correct day of the month and then click **OK**





Ratio

Your child uses ratio strips of different lengths to create on-screen ratio models and solve a series of problems. Have your child:

- read the instruction at the top of the screen
- note the given ratio strip representation and determine the correct answer
- click the **arrows** above or below the answer boxes, when applicable, to enter an answer
- click **OK** to register an answer

To use the ratio strips for help in solving a problem, have your child:

- click a **ratio strip,** move it to the desired place on the mat, and click again; repeat for as many strips that are needed to solve the problem
- click the **hand** and then click a ratio strip on the mat to move the strip; click again to place the strip in the new location
- click the **small eraser** and then click a ratio strip to erase one strip at a time
- click the **large eraser** and then click anywhere on the mat to remove all the ratio strips from the mat

Extending the Learning Experience
Family Activities

Coins to Dollars

Have your child use one type of coin to show a proportion of a dollar, such as $\frac{30}{100}$, or 30¢. Then, try the same thing using a different type of coin. Have your child explain the similarities and differences between the groups of coins. Try the same thing using different bills to find a proportion of $10.00 or $100.00.

Daily Chances

Discuss with your child various activities that your family does each day of the week. How likely is it that you will do a specific activity today? For example, how likely is it that you will take out the garbage or eat breakfast today? How likely is it that you will go to school or have homework today?

Dime Toss

Have your child decorate a pattern on a piece of paper and color large sections with different colors. Then, toss a dime onto the paper several times and record the color on which it lands each time. Which color does the coin land on most often? Ask your child why it might have landed on that color more often than the others.

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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