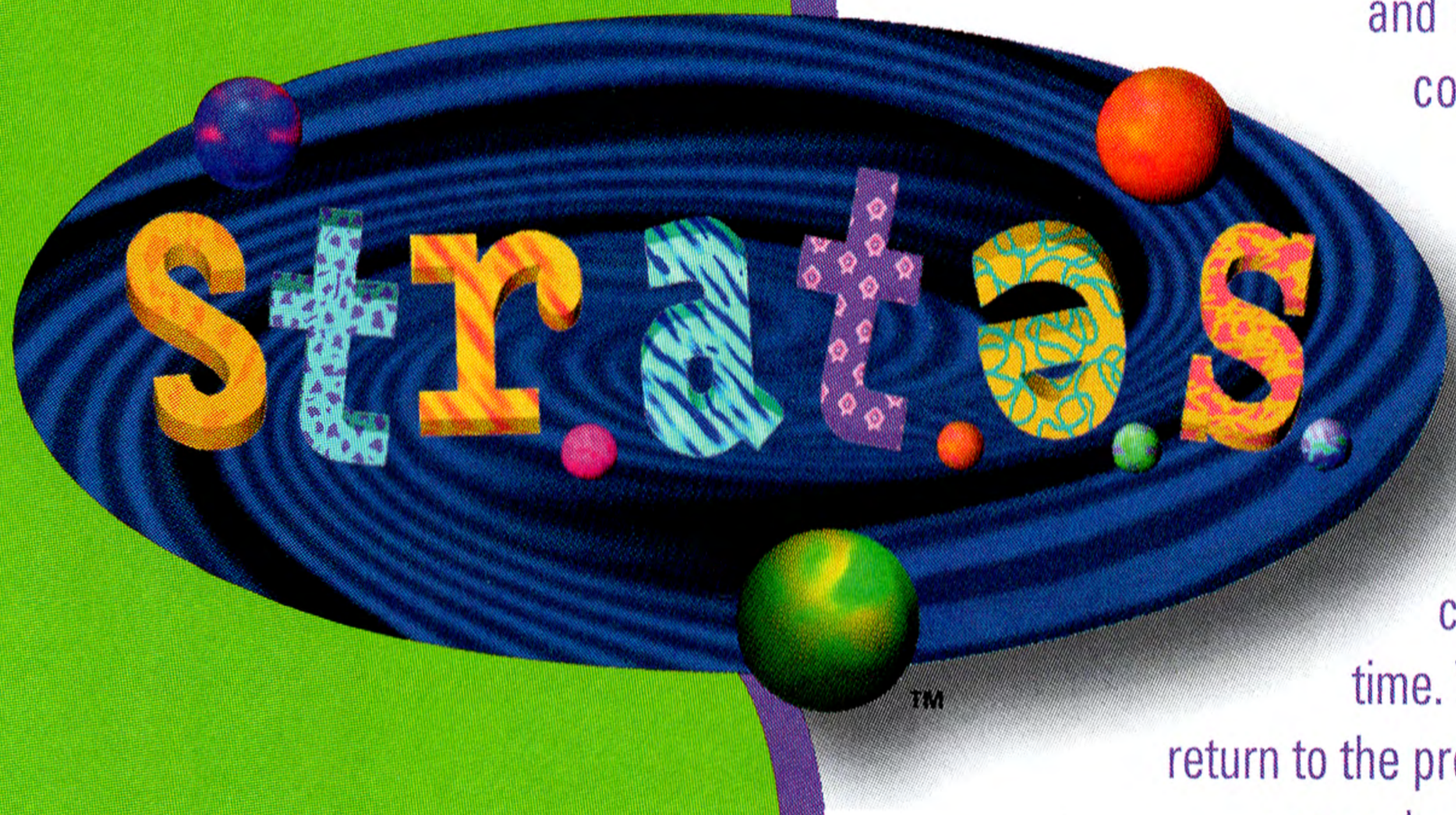
Adventure 5–*Parallel Lives!*
Adventure 6–*Analogy-ology!*

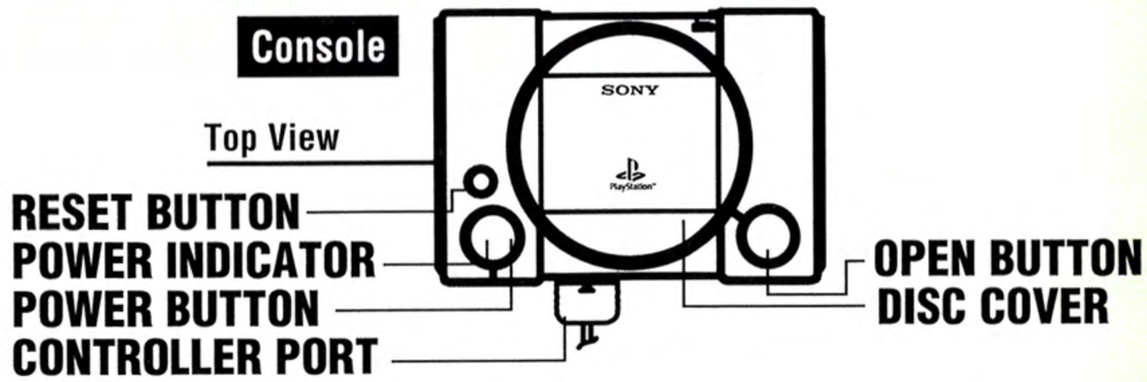


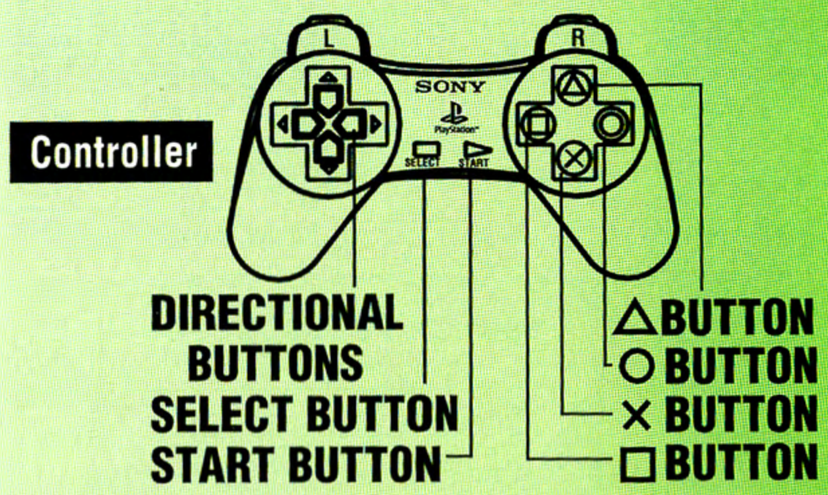
Four students—Max, Sara, Jessica, and Tony—are working on a special communications project involving *str.at.a.s.*, a futuristic web application that can access any time or place in the past, present, or future. One afternoon, *str.at.a.s.* malfunctions, and each character is transported back in time. Your child helps the characters return to the present while developing reading comprehension and vocabulary skills and finding out about interesting people and events in history.

LEARNING OBJECTIVES

- Develop reading comprehension skills
- Build vocabulary skills
- Learn about nineteenth- and early twentieth-century people and events
- Learn and use reading strategies to answer questions
- Analyze information

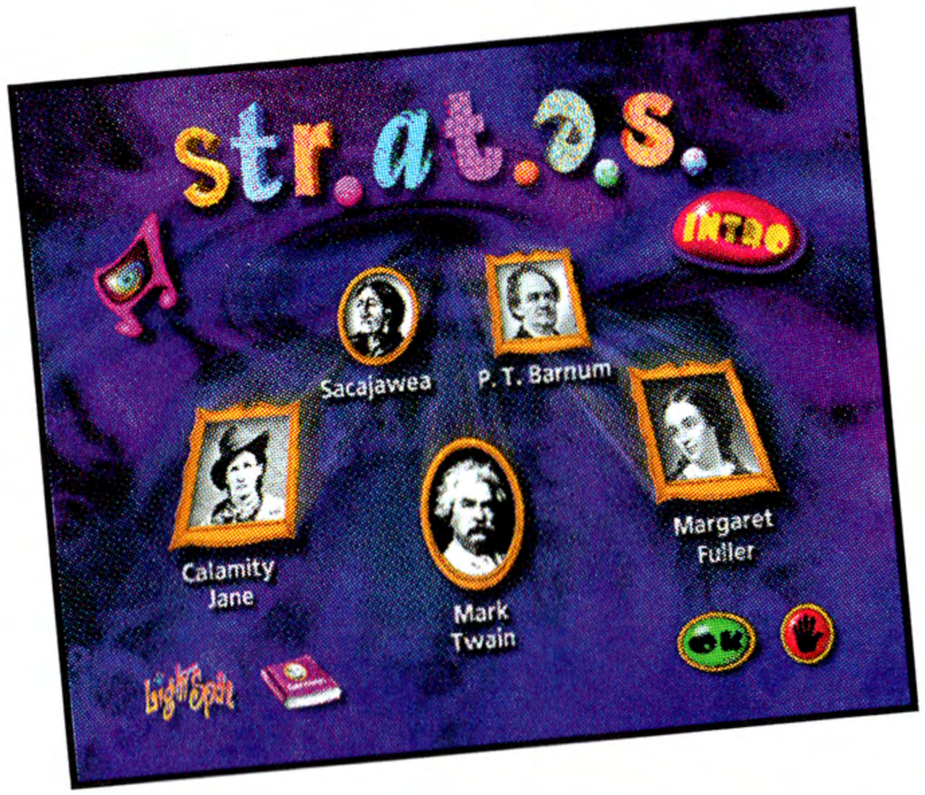
Getting Started





Set up the PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *str.at.a.s.* 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. The CD begins with the *str.at.a.s.* theme song. Your child may listen to the complete song or click once to skip to the Opening Screen.



- At the Opening Screen, click **Intro** and **OK** to see an introduction to *str.at.a.s.*
- To hear the *str.at.a.s.* theme song, click the **musical note** and **OK.** To begin the game, click one of the **portraits** and then **OK.**

After selecting a portrait, your child sees one of the four characters being transported back in time. Your child may watch the video or click once to skip to the Media Screen.

Media Screen

The Media Screen provides an opportunity to learn more about famous people in history and to explore art, music, and literature from that time period. The pictures at the upper right will be highlighted if available for a specific historical figure.

- Click the **piece of paper** to read the biography.
- Click the **director's clapboard** to view a video of the historical figure or a dramatic monologue.
- Click the **musical note** to hear music.
- Click the **painter's palette** to view art.
- Click the **quill pen** to read a piece of literature.
- To select another biography, click the **silhouette** located at the lower right.
- Click the **back arrow** to go to the previous screen.
- To exit the game, click the **stop hand** located at the lower right.

Playing the Games

To earn points, your child reads the biographies and plays the Strategy, Word, and Clue Games. A total of nine hundred points is required to complete the adventure and help Max, Sara, Jessica, or Tony return to the present day.

- Click the **piece of paper** at the upper right to read the biography.
- Click **Strategy, Word,** or **Clue** at the top of the screen.

After you and your child have read two biographies, compare the various historical figures. Discussing how they are similar and different will help your child practice important comprehension skills.

Strategy Game

In the Strategy Game, your child will practice reading comprehension skills by answering a question about the biography.

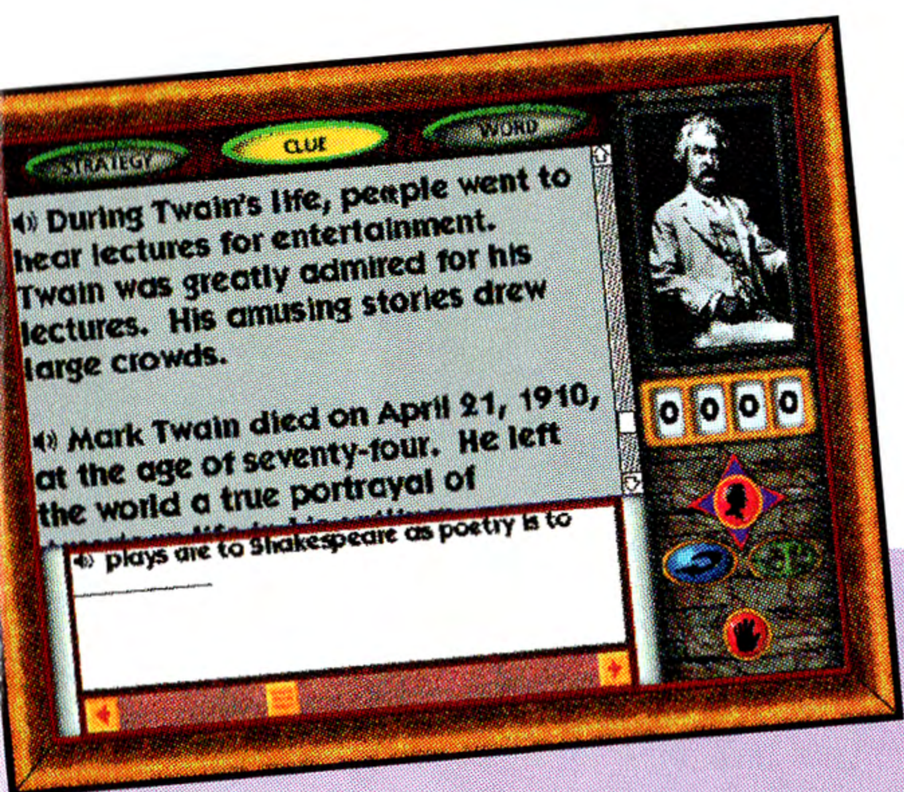
- Select the appropriate answer, then click **OK.**
- For help on how to find the correct answer, click the **speaker** at the upper left.
- To view the biography, click the **piece of paper** located at the left side of the screen.

Word Game

In the Word Game, your child is introduced to a challenging vocabulary word that must be placed into the correct sentence.

- Click a **face** at the top of the screen to hear a conversation that will give insight into discovering the meaning of the new word. The characters discuss the root, context, and dictionary definition of the word.

- Select the appropriate answer, then click **OK.**
- Your child also may learn additional vocabulary words by clicking the blue words in the biography.



Clue Game

In the Clue Game, your child matches analogies to biographies, using logical reasoning and reading comprehension skills to determine the correct answer.

- Select the analogy that best fits the biography, then click **OK.**

Extending the Learning Experience
Family Activities

Get Involved

Have your child think about the city or town in which you live. Ask your child what he or she likes about it and what needs changing. Then, help your child write and mail a letter to a city official, such as the mayor or a city council member, expressing his or her thanks or concerns. Your child will be encouraged by the response he or she will likely receive.

Family Clue Game

Review with your child the analogies clue game found in *str.at.ə.s.* Help your child make a clue game using your family members and friends. For example, Dad is to fishing as Mom is to _____." Play the game around the dinner table with family members or at another time. Encourage other family members to add their own analogies to the game.

Music Appreciation

Share with your child a favorite song from your generation. Have him or her listen carefully to the words and discuss the message of the song. Then do the same with one of your child's favorite songs. Discuss how music reflects the political and social ideas of the times. Have your child talk about the differences between the two songs and what social issues may have influenced them.

Community Landmarks

Take a day with your child to drive around your city or town and discover its history. Identify and discuss with your child historical landmarks, such as statues, burial grounds, prisons, government buildings, and old homes. If you have time, make a final stop at your local library to research the background of some of these historical landmarks.

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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