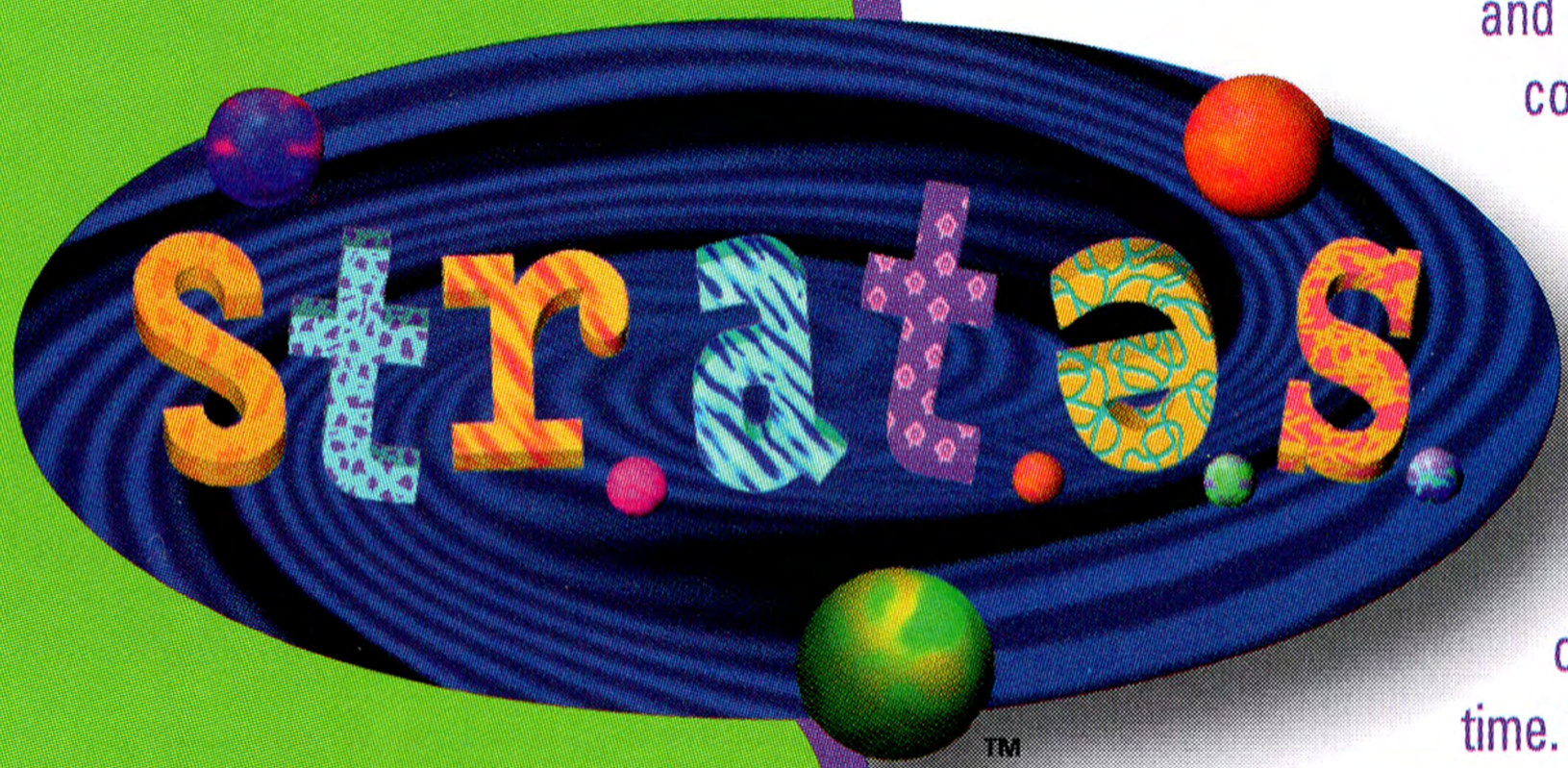
NTSC | U/C

str.at.a.s. 7—Riddle Roundup!™
str.at.a.s. 8—Riddle Wrangler!

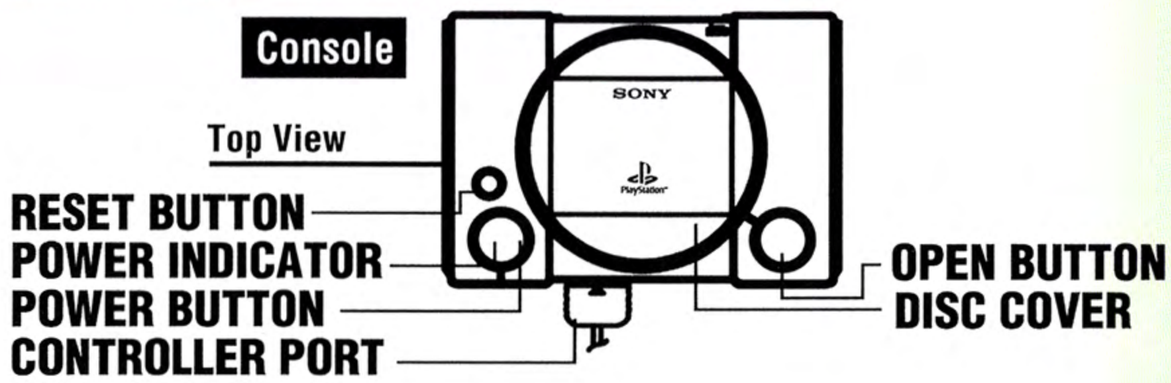


Four students—Max, Sara, Jessica, and Tony—are working on a special communications project involving *str.at.e.s.*, a futuristic web application that can access any time or place in the past, present, or future. One afternoon, *str.at.e.s.* malfunctions, and each character is transported back in time. 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

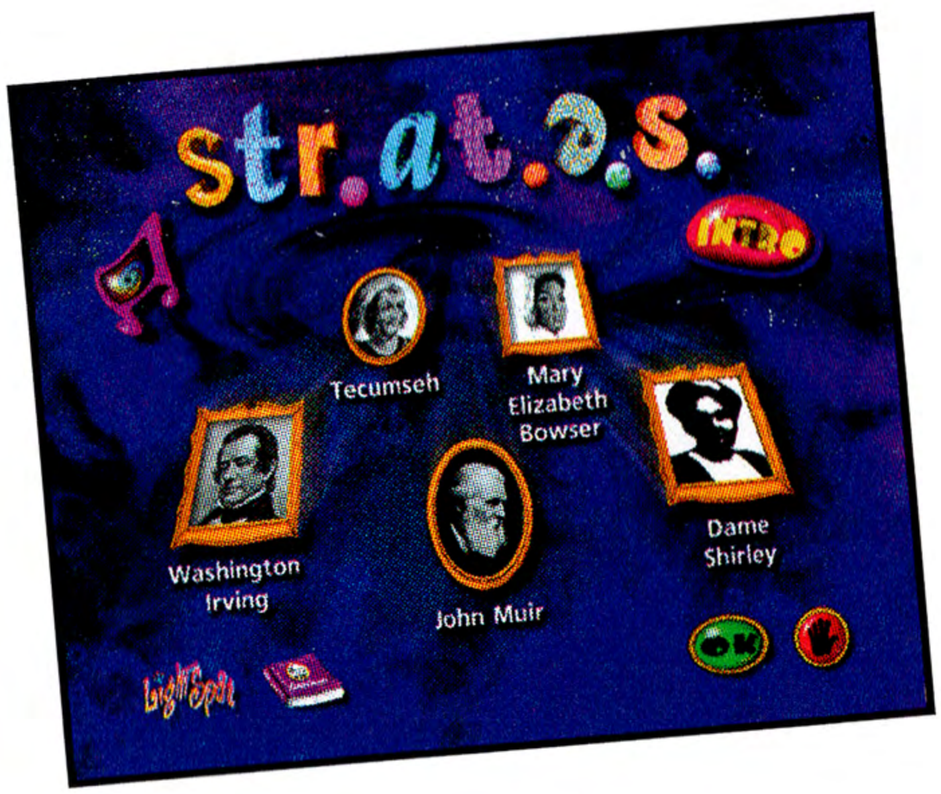
- Develop reading comprehension skills
- Build vocabulary skills
- Learn about nineteenth- and early twentieth-century people and events
- Learn and use reading strategies to answer questions
- Understand and solve riddles

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 compact disc. Insert the *str.at.a.s.* disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

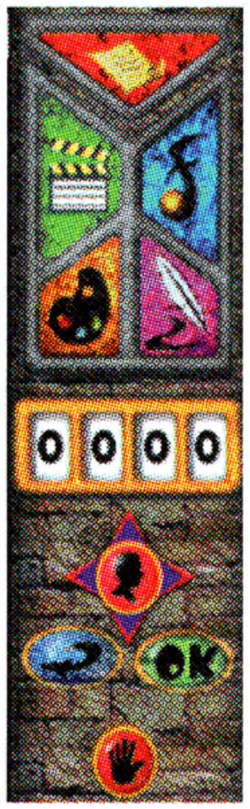
- Use the **X button** on the controller for clicking. The CD begins with the *str.at.a.s.* theme song. Your child may listen to the entire song or click once to skip to the Opening Screen.
- At the Opening Screen, click **Intro** and **OK** to see an introduction to *str.at.a.s.*
- To hear the *str.at.a.s.* 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 to see 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.

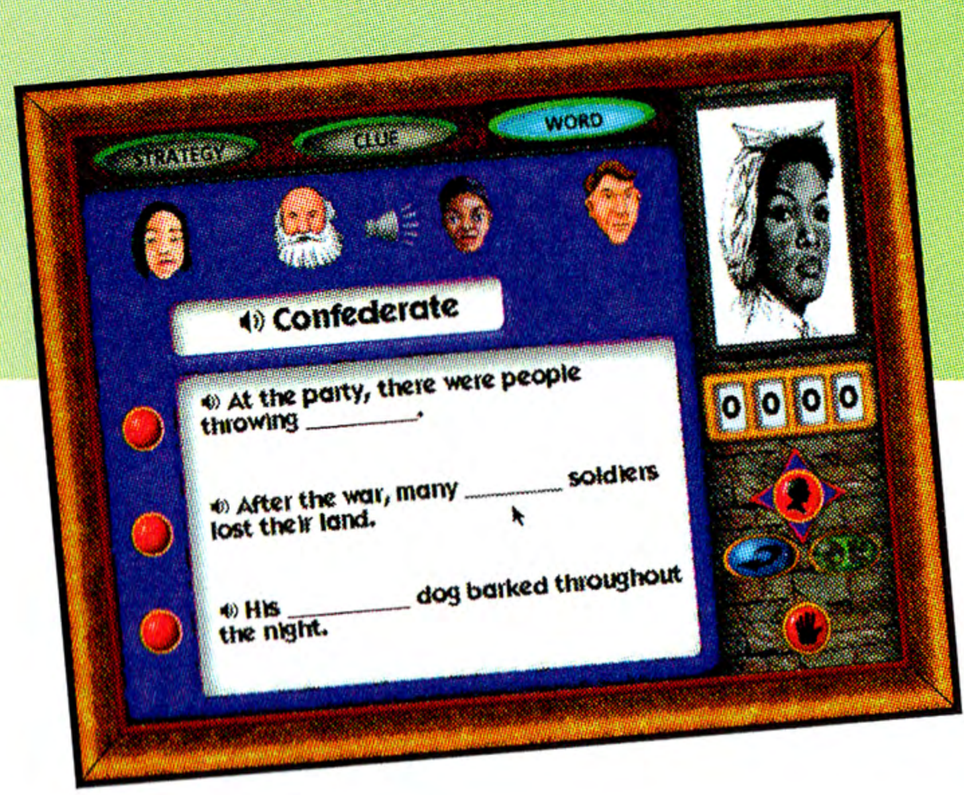
- Click the **piece of paper** at the upper right to read the biography.

- Click **Strategy, Word,** or **Clue** at the top of the screen.

"Strategy"

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

- Select the appropriate answer and 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"

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

To help your child find the correct answer, have him or her read each sentence aloud with the new word to see if the sentences make sense.

"Clue"

In the "Clue" game, your child matches riddles to biographies to practice reading comprehension skills.

- Select the riddle that best fits the biography and then click **OK.**

Have your child identify the two rhyming words in the riddle. Then ask your child to think of a third rhyming word and use it to create a new riddle.

Extending the Learning Experience
Family Activities

Personal Time Line

Help your child create a personal time line. First, have your child make a list of the important events in his or her life. Add your ideas and determine which events should be included on the time line. Then draw the time line in sections, labeling each section with a year. Have your child write short sentences describing the important events in his or her life on the time line. Encourage your child to decorate the time line with pictures or photographs that go with the brief descriptions. Find a special place to keep the time line so that it can be added to later on.

To Tell the Truth

Encourage your child to think about world events through this question game. Make up simple "true or false" questions related to the historical information studied in *str.at.e.s.* or to information related to current events. For example, "George Washington Carver discovered over three hundred uses for the peanut." or "Our president is elected for a term of four years." Now, have your child make up true or false questions for you to answer.

Living History

Visit your local library and check out a resource such as *Jay Anderson's Living History Sourcebook.* This sourcebook contains listings for history museums, events, books, articles, magazines, organizations, films, and games. Read through the guide with your child and select a few resources that you want to explore together. Set aside one day a week to watch a historical film, visit a museum, or read a historical novel together.

Crossword Puzzles

Have your child use the new vocabulary words to make a crossword puzzle on graph paper. The clues for the crossword puzzle could be written as a definition, a riddle, or an analogy. Have your entire family work together to solve the crossword puzzle.

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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