PlayStation®

NTSC | U/C

Timeless Math® 1
"Maya, Search and Rescue"

Lightspan Adventures

In this adventure, your child will meet Todd and Maria, two friends who discover a mysterious old book in the school library and are suddenly transported back in time to the ancient Maya civilization. While helping the characters return home, your child will learn about fractions, decimals, and percentages and solve a variety of challenging mathematical problems.

LEARNING OBJECTIVES

- Develop number sense for fractions, decimals, and percentages
- Develop number sense for improper fractions and mixed numbers
- Read and interpret charts and graphs
- Acquire information about the Maya

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.

The adventure begins by introducing your child to the characters Maria and Todd. From the opening screen, there are several options to choose from.

- Click the **pyramid** to begin the adventure. After clicking the pyramid, have your child click **No** to start a new game or click **Yes** to begin playing where he or she left off in a previous session. Then, have your child click **1** or **2** to choose a number of players. If your child chooses to play as one player, have him or her click **Todd** or **Maria** and then click **OK.** To resume the adventure where your child left off in a previous session, have him or her enter a password by clicking the keys on the keyboard and then clicking **Enter.** Have your child click once to skip the introductory story after it begins to play.
- Click the **movie projector** to view the introductory story
- Click the **tablet** in the lower-left corner of the screen to exit the adventure
- Click the **Maya map** at the top of the screen to go to the Map Screen

From the Map Screen, your child may go to the Navigation Room, the Strategy Room, or directly to any of the three games. From the Navigation Room, your child can explore the Maya pyramid or enter the games. In the Strategy Room, your child can see game results, practice using mathematical tools, and read about the ancient Maya civilization. Have your child:

- click **Navigation Room** or **Strategy Room** to go to either of those locations
- click **Falling Floor, Rope Climb,** or **Jewel Pick** to go to any of those games
- click **OK** after making a selection
- click **Cancel** to return to the opening screen

Your child can click the **downward facing arrow** at any time after beginning the adventure to go to the Service Menu. From this screen, have your child:

- click **Password** to enter a password and restart the adventure where he or she left off in a previous session
- click **Music On** to turn on the music on or click **Music Off** to turn the music off
- click **Navigation Room, Strategy Room,** or **Main Menu** to go to those locations
- click **Cancel** to return to the adventure
- click **OK** after making a selection

For help at any time throughout the adventure, your child may click the Maya figure **Ixchél** in the lower-right corner of each game screen.

Timeless Math 1—"Maya, Search and Rescue"

Your child solves mathematical challenges to maneuver through a pyramid by crossing falling floors, climbing ropes, and picking jewels. To complete the adventure, your child plays each of the three games. Over the course of these games, your child gathers enough coin pieces to form two complete Maya coins, as well as the correct amount of points to meet a set of conditions found in the Strategy Room. (**Note.** Both points and coin pieces are needed to meet the condition sets found in the Strategy Room.)

Before beginning each game, have your child:

- click either the **fraction,** the **decimal,** or the **percent** to choose how to play the game
- click the **Maya number tablet** to play for points or click the **coins** to play for coin pieces
- click any of the levels from 1 to 5 to select a level of difficulty at which to play the game (**Note.** The higher the game level chosen, the greater the number of coin pieces or points received upon completion of the game)

Falling Floor

To cross the Falling Floor safely, your child selects the tiles that have been correctly divided into the given fraction, decimal, or percentage. Have your child:

- note the **target number** and its color located in the box in the upper-left corner of the screen
- move the pointer to the first available tile with the colored area that matches the color and value of the target number and then click
- continue to click connecting tiles that match the target number until reaching the other side of the falling floor

Note. When crossing the Falling Floor, your child may only click tiles either straight ahead or directly to the side of the occupied tile.

After crossing the floor, a screen will appear which allows your child to check his or her performance.

Rope Climb

In this game, your child will climb a series of ropes to walk on planks and cross a cavern, while identifying the correct placement of a fraction, decimal, or percentage on a number line. Have your child:

- note the **target number** in the box at the bottom of the first column of planks
- find the plank in the column that represents the distance from the bottom plank, as indicated by the target number (**Note.** The bottom plank represents zero (0), and the blue line represents one whole)
- click the correct plank and watch Todd or Maria climb the rope and cross the plank to the next set of ropes
- continue to move Todd or Maria across the planks, according to the target numbers, until reaching the end of the rope course

After crossing the cavern, a screen will appear that allows your child to check his or her performance.

Jewel Pick

In this game, your child will identify the correct number of jewels needed to match a given fraction, decimal, or percentage. Have your child:

- note the **target number** in the box in the upper-left part of the screen
- click the number of jewels that correctly represents the target number and then click the **face** on the stone wall to register the answer

After clicking the face on the stone wall, a screen will appear that allows your child to check his or her performance.

Strategy Room

The Strategy Room gives your child the opportunity to explore information about the Maya civilization, use tools to practice the concepts covered in the games, and analyze his or her performance in each game. There are three screens in the Strategy Room. The first screen your child will see is the Data Set choice screen. From the Data Set choice screen, have your child:

- click the **key** and then click the screen to turn the music on or off
- click the **two people** and then click the screen to choose to play as one or two players
- click the **pyramid** on the far right and then click the screen to receive a password or reenter a password (**Note.** Your child can save his or her game progress by writing down the given password when exiting the adventure; later, your child can enter the password to begin the adventure again where he or she left off)
- click the **circular shape** on the far left to go to the Data Set

Data Set

Using the Data Set, your child can check his or her progress, analyze results, and determine the best strategy to win the adventure. To win the adventure, your child meets a series of requirements, called a condition set. There are five different condition sets from which to choose. When facing the Data Set, have your child:

- click the **red checkmark** in the middle of the screen to see the condition sets for winning the adventure—there will be a checkmark next to those statements already met; the objective is to keep playing the games until enough points are accumulated to satisfy all five requirements on a screen
- click the **bar graph** in the upper-left portion of the Data Set screen to view his or her scores in a bar graph format; click the **legend button** to see the key
- click the **circle graph** in the upper-right portion of the Data Set screen to view his or her score as a portion of a circle graph (**Note.** FF = Falling Floor; RC = Rope Climb; JP = Jewel Pick)
- click the **square with 9 tiles** in the lower-right portion of the Data Set screen to see his or her score in a table for each of the "Search and Rescue" games
- click the **scatter plot** in the lower-left portion of the Data Set screen to see the results of the last 5 games played

To return to a previous screen in the Data Set, have your child click the **arrow** that appears when he or she moves the pointer to the upper-left corner of the screen. Have your child click the **down arrow** in the lower-right corner of the screen to return to the games at any time.

Information Set

The Information Set is located to the right of the Data Set. The Information Set provides your child with options for exploring written information and images about the ancient Maya civilization. Topics include the environment, architecture, culture, agriculture, astronomy, and calendar system of the ancient Maya people. While facing the Data Set, have your child move the pointer to the right side of the screen and click when the arrow appears. Then, have your child:

- explore each option to discover a wealth of information about the ancient Maya civilization
- click the lion's head when he or she is done

Tool Set

The Tool Set screen is located to the left of the Data Set screen. The Tool Set provides your child with an opportunity to practice working with the concepts taught in the games. While facing the Data Set, have your child move the pointer to the left side of the screen and click when the arrow appears to go to the Tool Set choice screen. Then, have your child click the **circular shape** on the far left to go to the Tool Set. While facing the Tool Set, have your child:

- click the **square with 10 tiles** to use the Fraction Equivalence Tool and explore the equivalence among fractions, decimals, and percentages
  - –click an empty box in one of the three categories and then enter a value in the box by clicking the numbers on the keypad
  - –click **Enter** to see the equivalent values represented
  - –click any box to clear the screen and enter a new value
  - –move the pointer to the upper-left corner of the screen and click when the arrow appears to go back to the Tool Set screen

- click the **square with three points** to use the Line Segment Tool and explore relative lengths of line segments
  - –click the **B point** on the segment and then use the left and right arrows on the game controller to move it between the points A and C; click again to use the pointer again
  - –note the lengths of the line segments in the upper box and the relative lengths of the line segments in the lower box
  - –click the white strip on the bottom to change between decimals and percents
  - –move the pointer to the upper-left corner of the screen and click when the arrow appears to go back to the Tool Set screen
- click the **multi-colored square** to use the Fraction Area Tiling Tool and explore how fractions, decimals, and percentages are related
  - –click the **white strip** in the upper-right corner of the screen to select either decimals, percents, or fractions
  - –select a color of tile by clicking the **white strip** in the upper-left corner of the screen and then click one of the shapes to the left of the grid
  - –move the shape to the grid and click to place it; fill in as many shapes of as many colors on the grid as he or she wants
  - –note the changing ratios to the right of the grid as tiles are added to or taken away from the grid
  - –click the **white strip** at the bottom of the screen to change the size of the grid
  - –move the pointer to the upper-left corner of the screen and click when the arrow appears to go back to the Tool Set screen

General Tool Set

While facing the Tool Set choice screen, have your child click the square with the tools on the far-right to go to the General Tool Set and fill in the coin pieces that he or she collected throughout the adventure. Have your child:

- click the gold coin in the middle of the screen
- click the box at the bottom of the screen to change the pointer from an arrow to circular arrows
- click a coin piece when the pointer becomes the circular arrows to rotate the piece so that it will fit correctly into the coin outline at the top of the screen
- click the coin piece when the pointer becomes the arrow and use the directional arrows on the game controller to move the piece to the coin outline
- continue to rotate and move coin pieces until both outlines are filled in (**Note.** If there aren't enough coin pieces, your child will have to play the adventure further to earn more coin pieces)

Extending the Learning Experience
Family Activities

Recipe Math

Prepare a favorite family recipe. How much of each ingredient would you need if you tripled the recipe? Write down the tripled recipe. Vary this activity by doubling the recipe, by halving the recipe, and so forth.

Daily Time Graph

Create two circle graphs. One of them can show how your child spent the 24 hours of a weekday; the other can show how he or she spent the 24 hours of a weekend day. Compare the two graphs. Try this activity with other family members.

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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CD #907318