



NTSC U/C

KazMania™ 2—Chaos in KazMania™


Lightspan Adventures

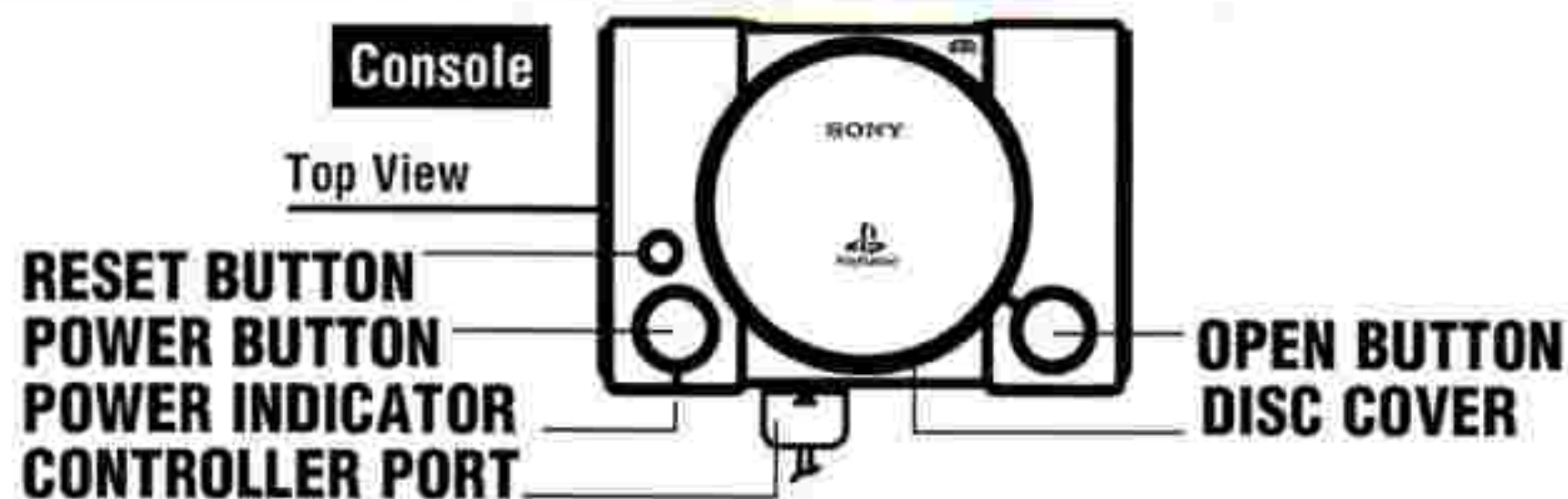


Dr. DaBadda™ and his Inkerators are trying to prevent the return of the print to all the books in the land of *KazMania*. They must be stopped or there will be nothing left to read! Your child will read and compose poetry as he or she travels through *KazMania* with the sleuth, Mem™, and the poet Octavio to help put an end to DaBadda's plot.

LEARNING OBJECTIVES

- Create original poetry
- Locate information in text
- Recognize rhyme and rhyming patterns
- Use context clues to determine correct answers
- Recognize character's point of view
- Identify setting
- Develop vocabulary

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 *KazMania 2—Chaos in KazMania* 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 adventure.

- Use the **arrow buttons** on the controller to move the pointer.
- Use the **X button** on the controller for clicking.
- Click **Play** to enter *KazMania* and begin the adventure.
- Click the **password picture** to enter a password and go to a previously saved game.
- Click **Practice** to practice any game in any location.
- Click the **Map** to see the locations in *KazMania*.
- Click the **hand** to receive a password and exit the CD.



To begin the adventure, click **Play**.

- Use the **arrow buttons** on the controller to move through the locations in *KazMania*.
- Press the **X button** to “beam” a kiosk and begin a game and to make answer selections in the game.

KazMania 2—Chaos in KazMania

In this adventure, your child will help pursue Dr. DaBadda through *KazMania*, while increasing his or her knowledge of poetry. There are four locations to explore: "Train," "Ice Caves," "Underwater," and "Volcano." To complete the adventure, your child must complete all the games in each location to reach the final showdown with DaBadda and the exciting adventure ending. Each game is found by beaming a kiosk. Once all the kiosks in a location have been played, your child must beam the exit door to move to the next location.

Helpful Hint: Have your child write down the password he or she receives upon exiting the adventure after completing a kiosk or kiosks. This password will be needed if he or she wants to save the game and continue playing later.

Poetry Thinker—Highlighting

In this activity, your child will highlight the portions of a poem that match a given instruction. Have your child:



- read both the **poem** and the **instruction** at the top of the screen
- click the **up and down arrows** to scroll through the poem, when necessary
- click the **word or words** that match what is asked for in the instruction; this will highlight that text
- click **OK** to register the answer
- click the **question mark** to hear a helpful strategy

Poetry Thinker—Multiple Choice

In this activity, your child answers the question by choosing from among four possible answer choices. Have your child:

- read the **question** and the **poem**
- click the **up and down arrows** to scroll through the poem, when necessary
- click the **open book** to see the answer choices
- click **Help** to hear a helpful strategy
- click the correct **answer** or answers, and then click **OK**

Poetry Thinker—Word Replace

In this activity, your child changes the words in a poem to match a given instruction. Have your child:

- read both the **poem** and the **instructions** at the top of the screen
- click the **up and down arrows** to scroll through the poem, when necessary
- click the **open book** to see the highlighted words in the poem that need to be changed
- repeatedly click a **highlighted word** to see the answer choices; when the correct word choice appears, move to the next highlighted word
- click the **closed book** to see the original poem again
- click **Help** to hear a helpful game strategy
- click **OK** when all the highlighted words have been replaced with the correct word choices



Word Chase

In this activity, your child moves the character Poink through a maze to words that match a given instruction, while dodging inkerators.

Have your child:

- read the **instruction** at the top of the screen
- move **Poink** to the words that complete the instruction and click
- avoid the moving **Inkerators** or he or she will lose points

Your child can click when Poink is on the platform in the middle of the maze to go to the buttons below the maze. Have your child:

- click the **arrow** to leave the game
- click **Help** to hear a helpful strategy
- click the **speaker** to hear the instruction read aloud

Notes

- If your child clicks an incorrect word, the word bar will turn red and a yellow light will disappear from the lower-right corner of the screen.
- When a blinking picture of a luminator appears in the maze, have your child run over the luminator. Then have him or her position Poink facing an oncoming Inkerator and click to zap the Inkerator.

Reading Room

The Reading Rooms allow your child to read the poems that are contained in the games.

Have your child:

- click a **tab** on an index card and then click a **poem title** to open a poem
- click the **musical note** on the radio to turn the radio on or off
- click the **radio dial** to change the radio station

Then, your child can read or listen to the poem.

The hanging lights above the poem contain the names of poetic devices.

Have your child:

- click the **speaker** by the poem title to hear the poem read aloud; click the speaker on additional pages to hear those pages read aloud
- click the **up and down arrows** to scroll through the poem
- click the **hanging lights** to highlight poetic devices in the poem
- click the **question mark** to hear information on the poetic device
- click the **index box** to choose another poem



Picture Poetry

Your child creates a poetry picture by choosing a *KazMania* character and then selecting character traits, action words, and a visual background. Then, he or she reads a poem based on the selections made. Have your child:



- click the **blue arrow** to choose a character
- click a **character description** and then click **OK**

On the next screen, have your child:

- click the **blue arrows** to select a title for the poem and further descriptions of the character; then click **Publish poem**
- read the poem or click the **speaker** to listen to the poem
- click **Edit poem** to change any part of the poem and resubmit it for publication
- click **New poem** to start a new poem

Poetry Painter

Your child uses this poetry tool to create a poem in the outline of a shape he or she chooses and to color the words with an online paintbrush. Have your child:

- click a **shape** to get started
- click the **up and down arrows** to scroll through the word choices
- click a **blank space** on the outline and then click a **word** to place the word in the space
- click a **word** and then click **Erase** to remove the word from the outline
- click the **paintbrush**, a color from the **color palette**, and a **word** to color the word; then click the **pencil** to add or remove more words
- click **Publish poem** to see the final poem

After seeing the completed poem, your child may change the poem or start a new one. Have your child:

- click **Edit poem** to change the words and colors of the poem
- click **New poem** to create a new poem



Extending the Learning Experience

Family Activities

Free Verse

"Free verse" is a type of poetry that does not use a regular pattern of rhythm or rhyme. Help your child write a free verse poem about his or her favorite animal. Remember, the poem doesn't have to rhyme!

Your Own Similes

To create a "simile" in writing, a writer uses the words "like" or "as" to compare two different things. An example of a simile is, "The stars in the sky are like diamonds." With your child, use the words "like" or "as" to write similes to describe yourselves or other relatives!

Setting the Mood

"Mood" is something a writer creates to express a specific feeling in a story or a poem. It could be gloomy, suspenseful, or full of glory. Read several poems with your child and talk together about the feeling or "mood" in each poem.

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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