



P.K.'s Place™ 1—Party on the Patio!™


Lightspan Adventures

NTSC U/C



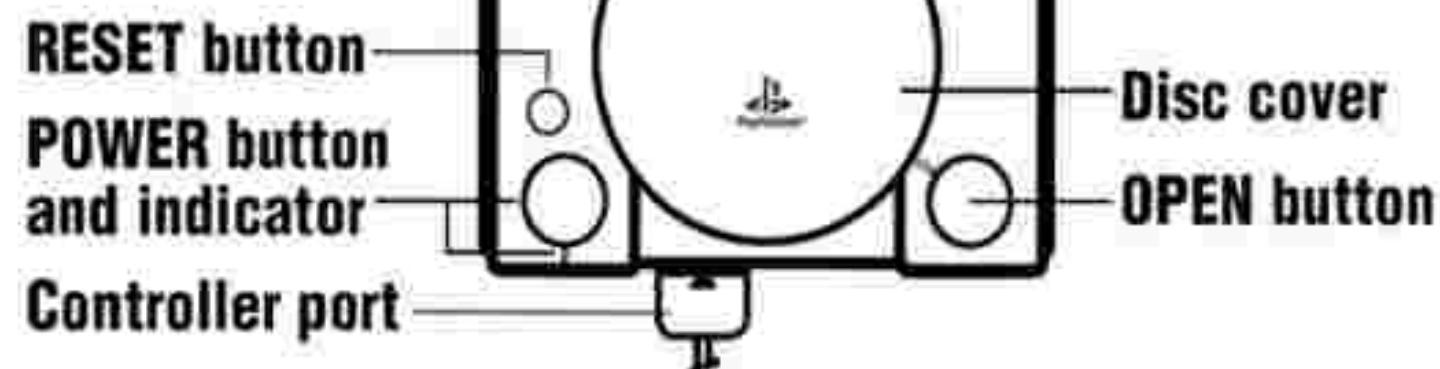
P.K., Hoopo, and Daphne are having a party when they get a mysterious gift from Carlos. To open the package, they have to find clues that Carlos has left in their rooms. Your child can help by solving mathematics problems that sharpen his or her mathematics skills.

LEARNING OBJECTIVES

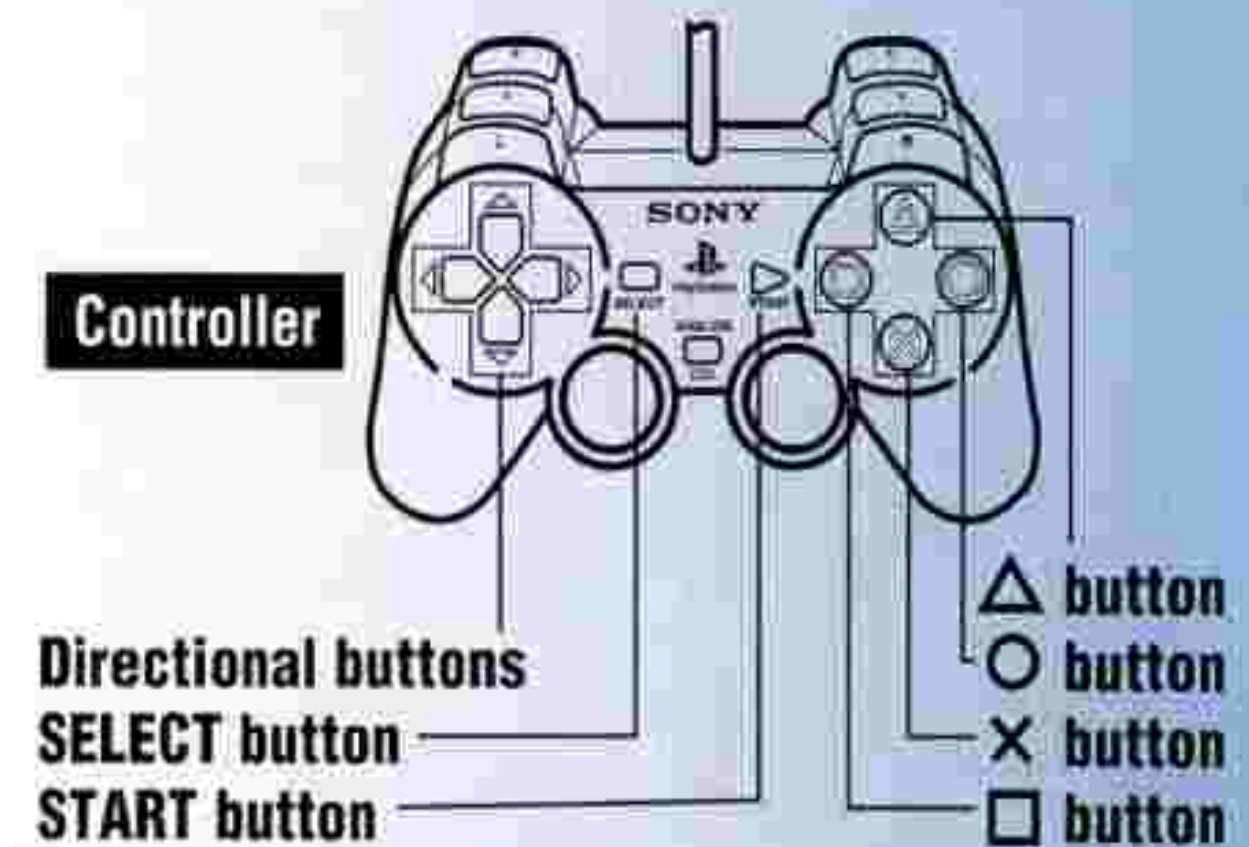
- Order whole numbers, fractions, and decimals
- Understand concepts of place value
- Estimate to determine greatest sum or difference
- Read and interpret bar graphs
- Analyze data
- Summarize results
- Plot points on a coordinate grid

Getting Started

Console



Controller



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.
- To exit a screen, click the **square button** on the game controller and then click again.
- Click the picture of the **game controller** for help on how to use it.
- Click **P.K.'s Party!** to begin the adventure or click **P.K.'s Map** to go directly to each of the three activities.
- Click the **musical note** to turn the music on or off.
- Click **Quit** to exit the adventure.

P.K.'s Place 1—Party on the Patio!

In this adventure, your child will help P.K., Hoopo, and Daphne look for clues to the combination that opens a mystery gift from Carlos. Along the way, he or she will play **Delicious Digits**, **Battery Charger**, and **Planter Box**. There also are several opportunities to explore in P.K.'s "Game Room," in Daphne's "Studio," and on Hoopo's "Patio."



P.K.'s Map

By clicking P.K.'s Map, your child will practice the activities. Have your child:

- click **1**, **2**, or **3** to choose a level
- click **Daphne** on the left side of the map to play Battery Charger
- click **Hoopo** in the center of the map to play Planter Box
- click **P.K.** on the right side of the map to play Delicious Digits
- click **OK** to confirm a selection
- click **Cancel** to return to the opening screen

P.K.'s Party

By clicking **P.K.'s Party!**, your child will play the activities and score points to learn the secret code that will unlock the mystery package. Have your child:

- click **1, 2, or 3** to choose a level
- click **OK** to confirm a selection

Your child can use the arrows that appear when the pointer is moved to the left and right sides of the screen to navigate through the adventure. Have your child:

- click the **planter box** on the right side of Hoopo's "Patio" to play Planter Box
- click when the pointer turns into an arrow on the right side of the screen to go to P.K.'s "Game Room" and play Delicious Digits.
- click when the pointer turns into an arrow on the left side of the screen to go to Daphne's "Studio" and play Battery Charger.
- click the **butterfly** to return to the opening screen

As each game is completed, your child will receive a code to enter on Carlos' locked box. When all three codes have been entered, your child will see the party at the end of the adventure.

Planter Box

In this activity your child will conduct a plant-growing experiment as he or she reads and interprets bar graphs. Have your child:

- click the **pink triangle** to select a seed type, then click **plant**
- click the **arrows** that appear by the number under the watering can to select a number of cans of water
- click the **arrows** that appear by the number under the thermometer to select a temperature
- estimate how many plants will grow and then click the **arrows** that appear by the numbers above the word "estimate"
- click **grow**



At the next screen, the plants will grow in the seed bed. Have your child count the number of plants that grew and enter that number above the word "plants"; then click **OK** to continue.

Next, the results graph will be displayed. Have your child:

- click the **bar graph** in the lower-right corner to display his or her results
- click the **notebook** in the lower-right corner

Next, the notebook screen will be displayed. Have your child:

- click the **up arrow** or **down arrow** to enter the number of plants in the table
- click **OK** to transfer the number to the notebook
- click **next** to continue with the next experiment

Press the **square button** and then the **X button** to exit the activity and begin a new one.



Have your child think of a number. Then, try to guess the number by asking him or her yes or no questions, such as "Is it less than 60?" or "Is it more than 10?" See how many questions it takes to guess the number. Then, trade places and have your child ask you yes or no questions to guess a number.

Delicious Digits

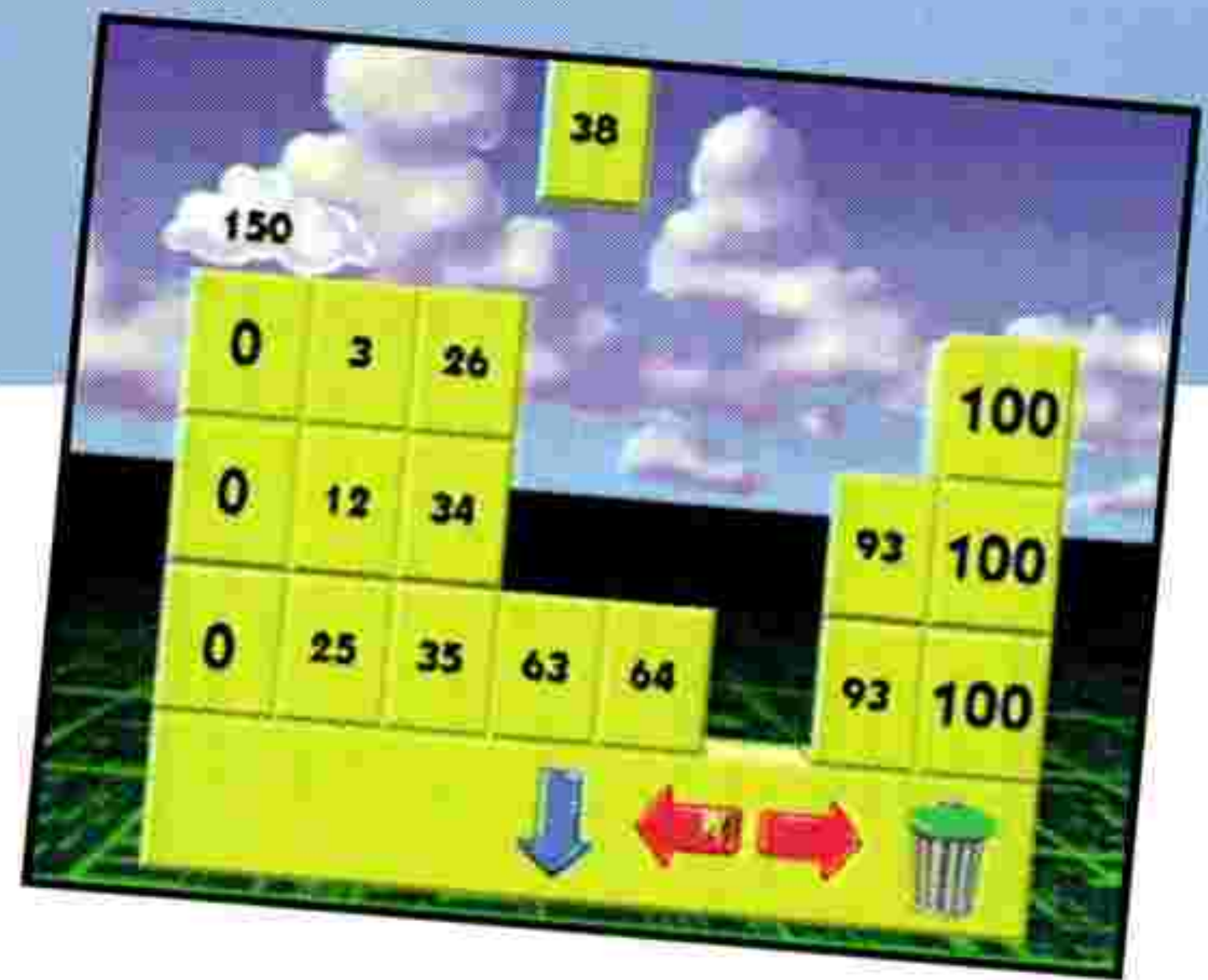
In this activity your child will build a wall as he or she orders whole numbers, fractions, and decimals. Have your child:

- click the **door** to P.K.'s Room and then click the **pinball machine**
- click **Level 1, 2, or 3**
- click the type of number with which he or she wants to work (whole numbers, fractions, or decimals)
- click the speed at which he or she wants to play (none, slow, or fast)
- click **Show Me** to see a video about fractions or decimals
- click **Play** to begin

At the next screen, have your child:

- use the **arrow buttons** on the game controller to move the number blocks left, right, or down to place them in the correct sequence
- click the **circle button** to recycle the number blocks
- press the **triangle button** to hear hints when available

Press the **square button** and then the **X button** to exit the activity and begin a new one.



Battery Charger

In this activity your child will charge toy batteries while trying to create the largest sum or difference. Have your child:

- click the **door** to Daphne's Studio and then click a **toy** in the Battery Charger cabinet to begin

At the next screen, have your child:

- click **one player** to play by his- or herself or click **two players** to play with a friend
- click **Big Charge** or **Super Charge** to select a game and then click **OK**

Big Charge. At the Battery Charger screen, have your child:

- click the **feather** for instructions on how to play the game
- note the number in the upper-left corner
- click the **up arrow** or **down arrow** to choose the place value where he or she wants to put the number; then, click the **downward-facing charge arrow** (When all the place values are filled, the battery will charge automatically.)
- click the **pencil** to review place-value concepts



If your child is playing at Level 2 or 3, he or she will have the option of discarding a number by clicking the circular reserve space on the left side. Press the **square button** and then the **X button** to exit the activity and begin a new one.

Super Charge. There are two versions of this activity—addition and subtraction. Your child will practice addition while playing at Levels 1 and 2 and subtraction at Level 3. Have your child:

- click the **feather** for instructions on how to play the game
- click the **charge space** in the addition or subtraction equation where he or she wants to put the number that appears in the power space
- click the **pencil** to review place-value concepts

If your child is playing at Level 2 or 3, he or she will have the option of discarding a number by clicking the circular reserve space on the left side. Press the **square button** and then the **X button** to exit the activity and begin a new one.



Extending the Learning Experience

Family Activities

Here a Watt, There a Watt

The Battery Charger in *P.K.'s Place—Party on the Patio!* “energizes” toys. Look up the words “watt” and “volt” in a dictionary and explore energy use in your home. Have your child look for wattage on light bulbs. Which bulbs have the greatest amount of watts? Look for watt and volt usage on kitchen appliances (normally listed on the bottom). Which appliance uses the most energy?

Nice Weather We're Having

Most newspapers have maps, charts, and graphs on the weather page. Give your child the weather page and ask him or her to look at the pictures and tell you what the weather is predicted to be in several cities across the country. Will it snow or rain anywhere today? Where will it be sunny and warm?

Making Ends Meet

In P.K.'s “Game Room,” children compare and order numbers. While paying bills this month, have your child sort the bills from the least expensive to the most expensive.

Do You Have a Green Thumb?

Help your child take cuttings from a mature houseplant and put them in glasses of water. Put one glass in a cool, shady spot inside; one in a warm, sunny spot inside; and several outside. In a few days, note which cuttings have grown the most. If a cutting grows roots, plant it in a pot and let it grow into a new houseplant!

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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