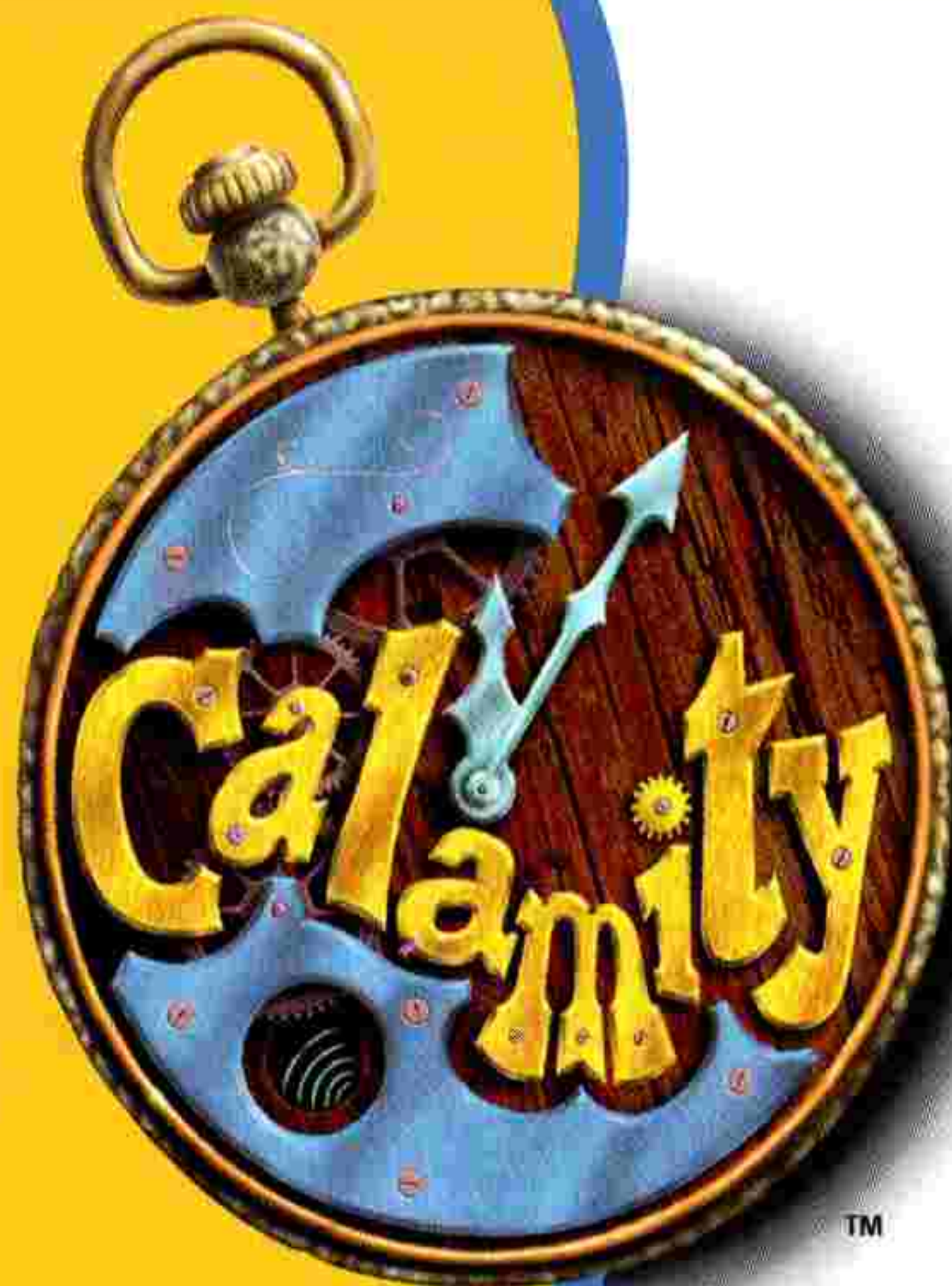




NTSC | U/C

Calamity™ 2—People and Traditions™



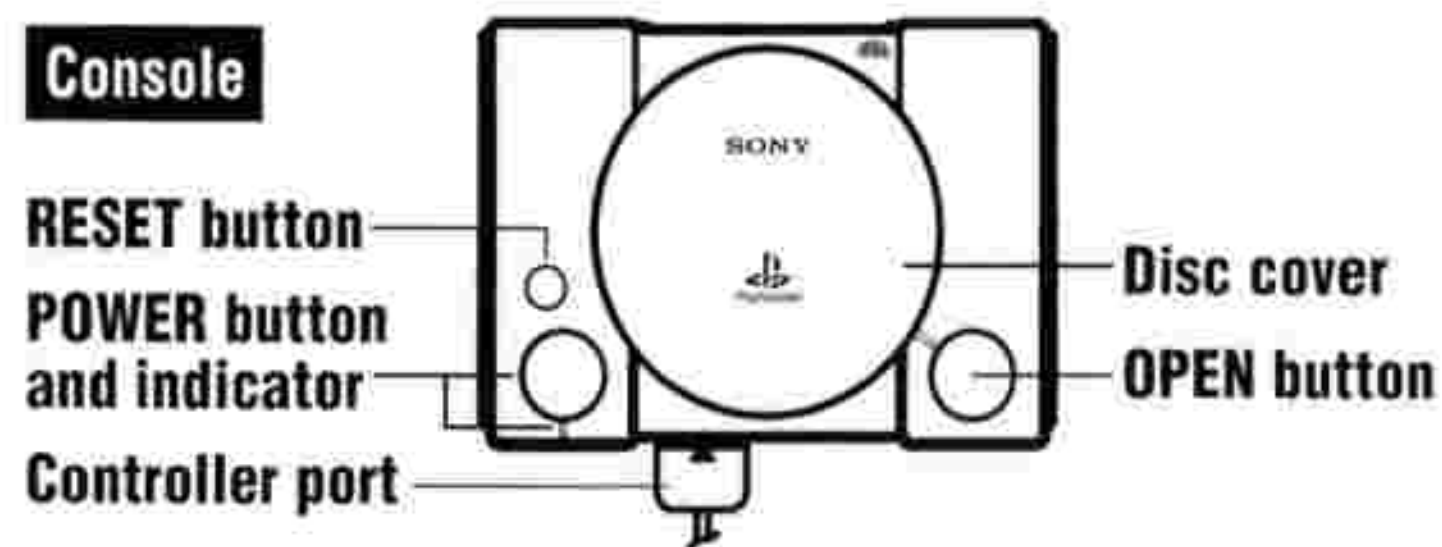
Still roaming the American West, Mona and Moki continue their adventures with Jules Verne and Calamity Jane. To help them get home, your child will read interesting articles about famous inventors, explorers, writers, and artists and about American heritage. Then, he or she will answer questions about what they have read. So, cinch up your saddle and hold on to your hat for an exciting ride through Calamity Jane's Wild West!

LEARNING OBJECTIVES

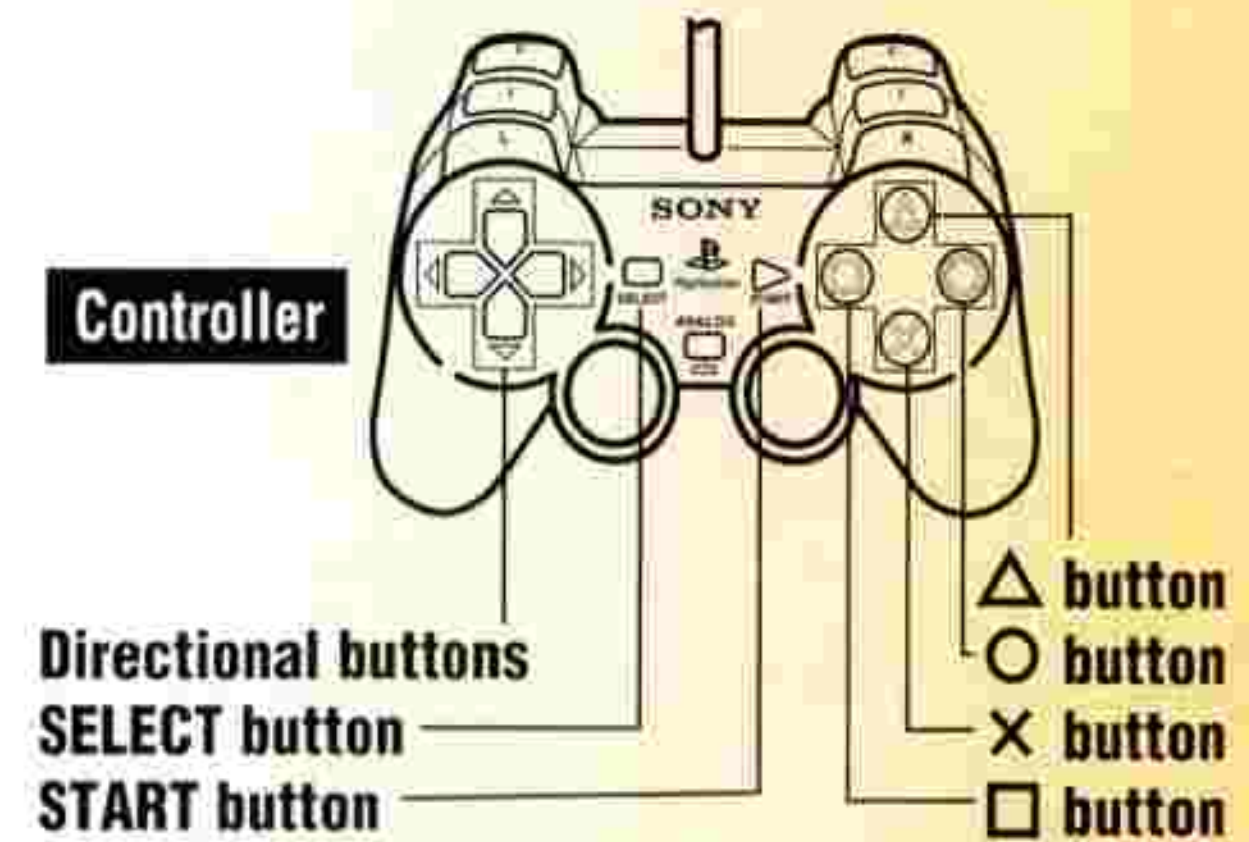
- Use reading strategies to answer questions
- Use context clues to understand text meaning
- Analyze words containing Greek or Latin roots, prefixes, or suffixes
- Learn new vocabulary words
- Understand and solve analogies and riddles
- Identify main idea
- Learn about the ocean, deserts, forests, and polar regions

Getting Started

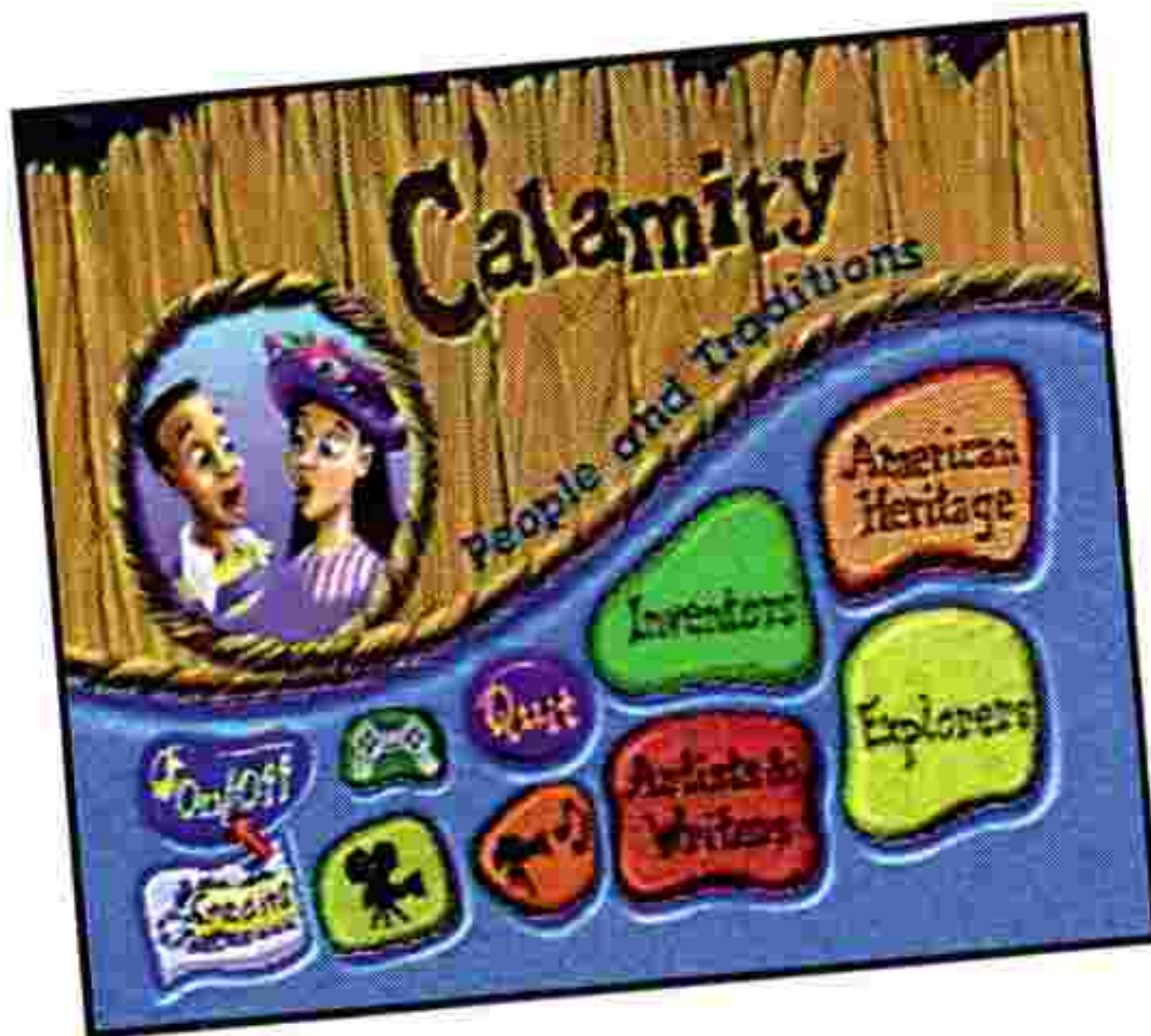
Console



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.
- Click **On/Off** to turn the music on or off.
- Click the **game controller** for help on how to use it.
- Click the **movie camera** to see the opening story.
- Click the **small camera** and **musical note** to see the *Mona & Moki* music video.
- Click **Quit** to exit the adventure.

Calamity 2—People and Traditions

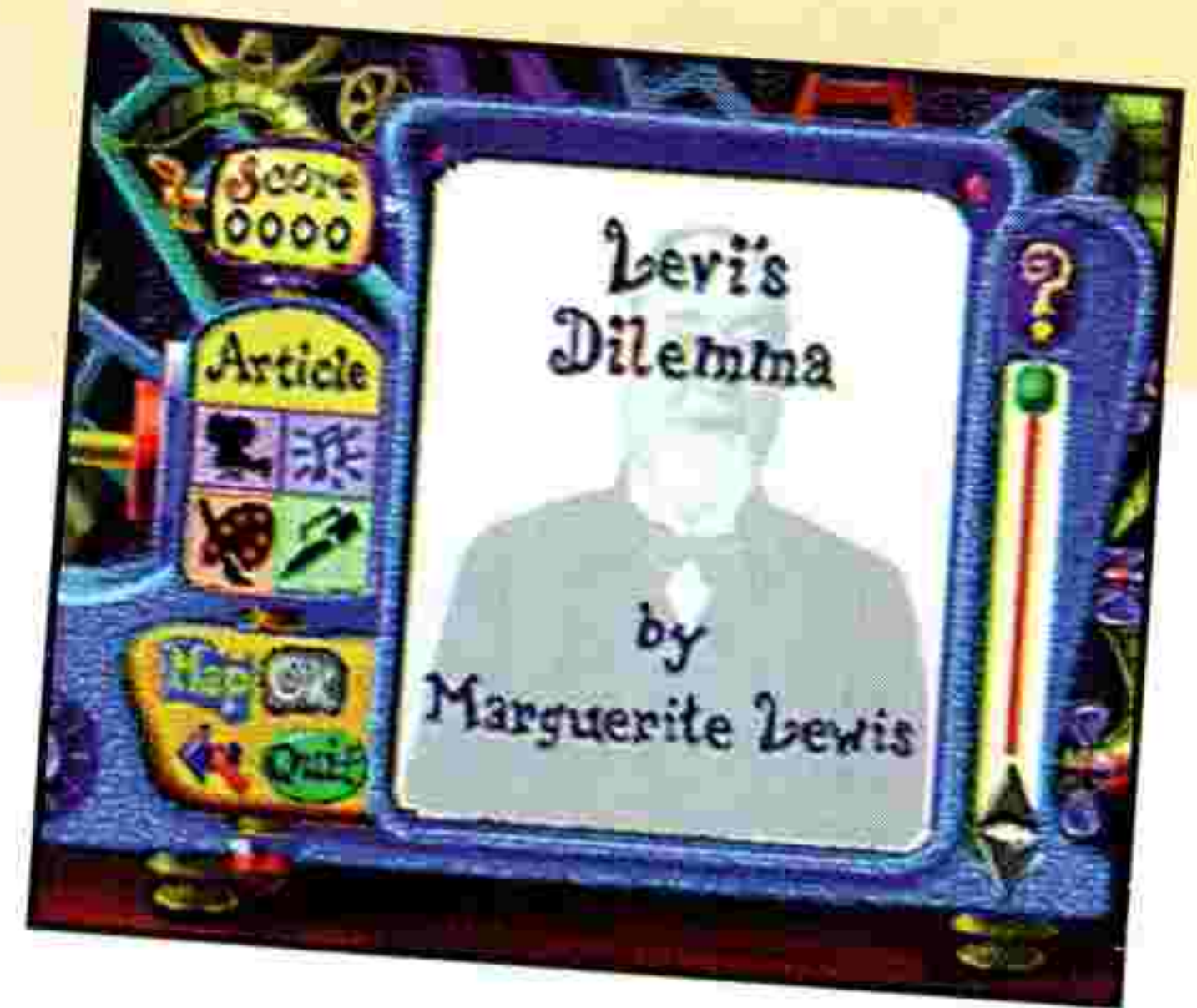
Mona and Moki are still exploring Calamity Jane's Wild West and trying to return home. In this adventure, Calamity Jane and Jules Verne introduce them to additional interesting articles. To begin the adventure, click either "**Inventors**," "**American Heritage**," "**Explorers**," or "**Artists & Writers**." Then, click either **New Game** to start a new game or **Restart** to play a saved game. To finish the game, your child must complete the activities in all four environments. Have your child:



- click the picture of the article that he or she wants to read
- click **Article** to read the selected article
- click the **movie camera** to see a video related to the article
- click the **musical note** to hear a sound effect or piece of music related to the article
- click the **palette** to see a picture related to the article
- click the **ink pen** to read more information related to the article
- click the **up arrow** or **down arrow** to scroll through the article

- click **Map** to return to the main article menu
- click the **back arrow** to return to the previous screen
- click the **question mark** for help
- click either **Word**, **Strategy**, or **Clue** to begin the games
- click **Quit** to exit that activity and begin a new one

Note. When reading an article, your child may click a highlighted word to see its definition. Have your child click the box in the upper-left corner of the definition screen to return to the article.



Word Game

In this activity, your child will learn new vocabulary words, analyze words with Greek or Latin roots, and use context clues to determine word meaning. Have your child:

- note the word above the sentences
- click the **faces** at the top of the screen to hear clues about the meaning of the word
- click the **green square** next to the sentence in which the word belongs
- click **OK** to confirm his or her answer

Strategy Game

In this activity, your child will use reading strategies such as identifying the main idea, discriminating between fact and opinion, and ordering information. Have your child:

- read the question
- click **Hint** to listen to the reading strategy
- click **Article** if he or she needs to read the article again; click **Article** again to return to the Strategy Game
- click the **blue square** next to the sentence that correctly answers the question
- click **OK** to confirm his or her answer



In this adventure, children solve problems by reading about famous American artists, writers, inventors, and explorers. Ask your child which of these historical figures is his or her favorite and why.

Clue Game

In this activity, your child will analyze information and use context clues to select subtitles, to solve analogies and riddles, and to make predictions.

For analogies and riddles, have your child:

- click the **left** and **right arrows** at the top of the screen to scroll through the answer choices
- click the **up** and **down arrows** on the right side of the screen if he or she wants to read the story again
- select the riddle or analogy that best matches the story and then click **OK**

For subtitles, have your child:

- click the **up** and **down arrows** on the right side of the screen to scroll through the story until he or she gets to the highlighted passage
- click the **left** and **right arrows** to scroll through the subtitle choices
- select the subtitle that best matches the quote in the story and then click **OK**



Extending the Learning Experience

Family Activities

In My Day . . .

Invite a grandparent or an older friend to spend time with your family and share how their childhood was. What responsibilities did children have then? What was school like? What was the most fun? What was hard? Have your child take notes and write a story about something that he or she could have done if he or she had lived back then.

Designing Children

Inventors need to communicate their ideas through design plans. Have your child draw an invention—the ideal house for your family, a car, a new outfit, the perfect desk—and then explain to you why his or her invention is ideal.

Roots

In this adventure, your child learns that Emma Lazarus wrote the poem that is inscribed on the Statue of Liberty. Talk to your child about your family's origins and arrival in this country. What does the Statue of Liberty signify for your family? Encourage your child to take notes and create a Family Heritage book.

Memorable Monuments

Gutzon Borglum created Mount Rushmore. With your child, check out a library book about monuments in the United States. Ask your child which monument is his or her favorite and why.

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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