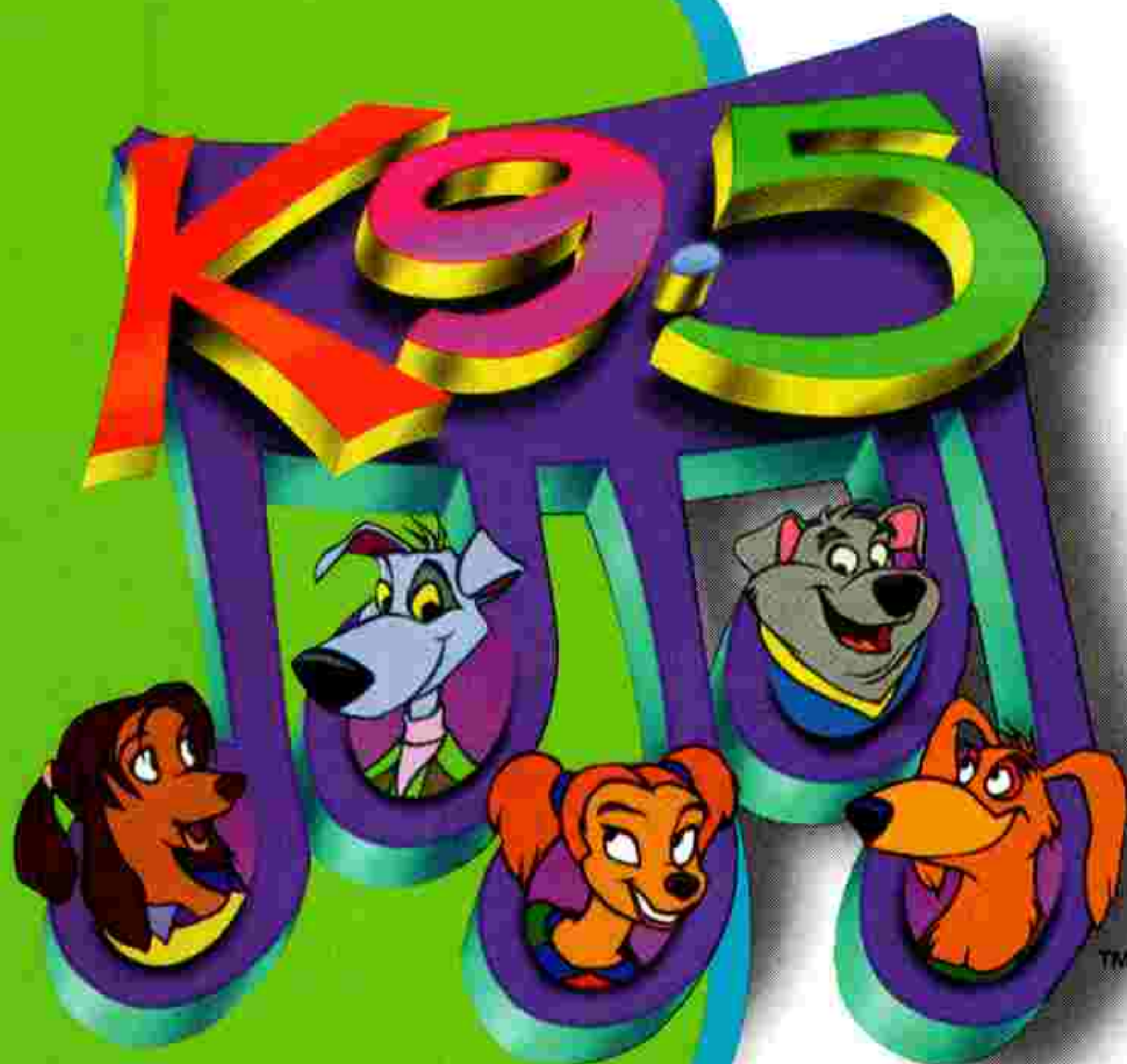




Adventure 4 *The Tail-Wag Tour!*

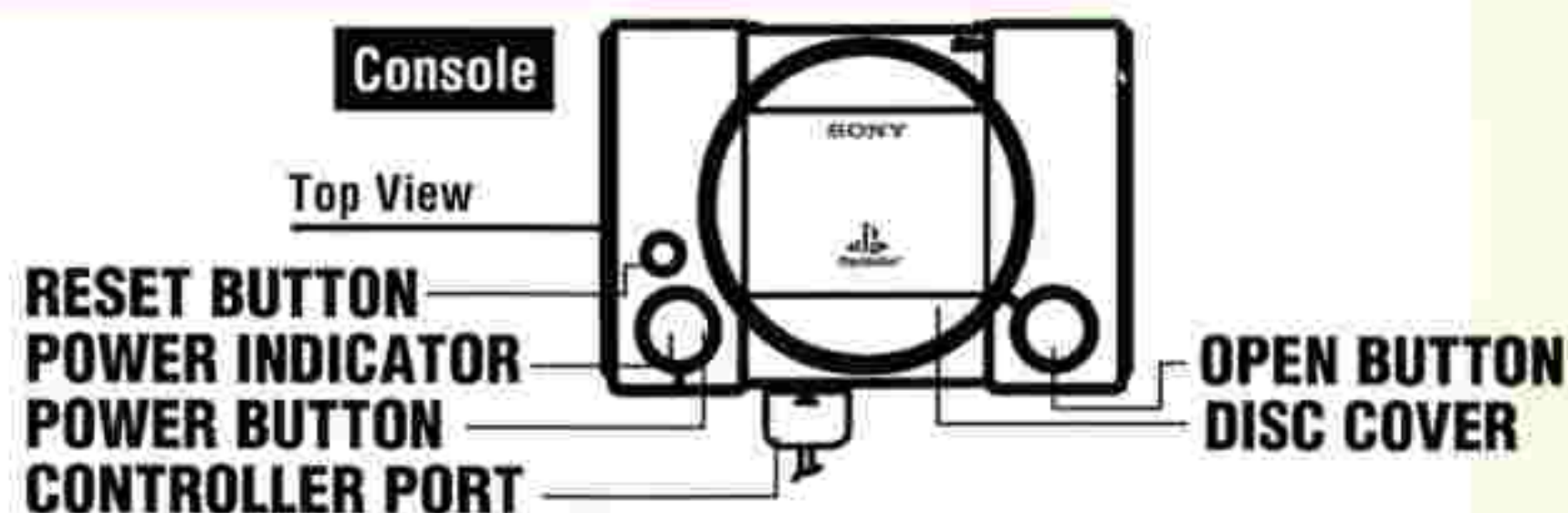


The members of K9.5 are getting ready for their next big concert performance. Ella, Gershwyn, Maxine, Riff, and Theo are in the control booth setting up their show. Your child can help them program the lights, cameras, and backdrop projector while learning about parts of speech and grammar. When the show is ready, your child can tap his or her feet to the rhythm of K9.5's hot new song, "The Tail-Wag Twist."

LEARNING OBJECTIVES

- Identify parts of speech
- Identify the predicate and the subject of a sentence
- Identify direct objects, indirect objects, and prepositional phrases
- Identify complete sentences, sentence fragments, and run-on sentences

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 *K9.5—The Tail-Wag Tour* disc and close the CD door. Insert the game controller and turn on the PlayStation game console. From the opening screen, follow the instructions to start an activity.

- Use the **arrow buttons** on the PlayStation controller to move the pointer.
- Use the **X button** on the PlayStation controller for clicking.
- Click the picture of the **PlayStation controller** for help on how to use the PlayStation controller.
- Click the **pictures of the characters** to learn more about them.
- Click **New Game** to start a new game or **Saved Game** to play a previous game.
- Click the **television** in the lower-left corner of the screen to replay the introductory story.
- Click the **dog bone** in the lower-right corner of the screen to turn the music on or off.
- Click the **dog bone** in the upper-left corner of the screen to exit the CD.



K9.5—The Tail-Wag Tour

In this adventure, your child will use his or her language arts skills to help K9.5 program the special effects for their concert. Your child can start by clicking **level 1, 2, or 3** on either "**Lights,**" "**Camera,**" or "**Projector.**" To finish the adventure, your child will have to complete each activity at all three levels. When the show is programmed, your child will have a front-row seat at the concert!

“Lights”—Levels 1, 2, and 3

In this activity, your child will identify parts of speech such as articles, nouns, pronouns, verbs, adjectives, adverbs, conjunctions, and interjections. When your child completes all three levels, he or she will be rewarded with a preview of the concert light show. Have your child:

- read the sentence at the top of the screen
- click the **speaker** to the left of the sentence to hear it read aloud
- read the instructions at the bottom of the screen
- click the **speaker** to the left of the instructions to hear the instructions read aloud
- click the **book** to hear a hint
- use the **arrow buttons** to highlight the correct word, then press the **X button** to send the light beam to the answer (watch out for the props flying by)

To exit this activity and begin a new one, move the pointer to the arrow at the upper-left corner of the screen, then press the **X button**.



“Projector”—Levels 1, 2, and 3

In this activity, your child will identify the proper uses of pronouns. When your child completes all three levels, he or she will see the finished projector effects for tonight’s concert. Have your child:

- read the sentence in the middle of the screen
- click the **speaker** to hear the sentence read aloud
- click **Next** to jump through the possible answers
- click **Select** to choose the correct word

To exit this activity and begin a new one, move the pointer to the arrow in the upper-left corner of the screen, then click the **X button**.



“Camera”—Levels 1, 2, and 3

In this activity, your child will identify functions of grammar such as predicates, subjects, direct objects, prepositional phrases, complete sentences, and run-on sentences.

When your child completes all three levels, he or she will see the completed camera angles for the concert. For levels 1 and 2, have your child:

- read the sentence at the top of the screen
- click the **speaker** to the left of the sentence to hear it read aloud
- read the instructions at the bottom of the screen
- click the **speaker** to the left of the instructions to hear the instructions read aloud
- click the **book** to hear a hint
- use the **arrow buttons** to highlight the correct word or phrase, then press the **X button** to send the camera shot to the answer (watch out for the props flying by)

For level 3, have your child:

- read the sentence at the bottom of the screen
- use the **arrow buttons** to highlight the correct answer at the top of the screen (complete, fragment, or run-on sentence)
- press the **X button** to send the camera shot to that answer (watch out for the props flying by)

To exit this activity and begin a new one, move the pointer to the arrow in the upper-left corner of the screen, then press the **X button**.



Ask your child to quickly name a verb and an adverb that describes the verb that both begin with the same letter. For example, “rapidly running” or “softly singing.”

Extending the Learning Experience

Family Activities

Word Hunt

Read a book with your child, encouraging him or her to look for nouns, verbs, and adjectives. After you finish the book, have your child pick one page and you pick another, then have a contest to see how many nouns, verbs, and adjectives each of you can find on your pages.

Become a Poet

Write a poem with your child. When you are finished, go back and have your child identify all the nouns, verbs, and adjectives in his or her poem.

Silly Sentences

Allow your child to cut sentences out of an old magazine or newspaper, then cut the sentences in half, dividing the subjects and the predicates. Then mix and match the subjects and predicates to create silly sentences.

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.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. © Copyright 1997 The Lightspan Partnership, Inc. All rights reserved. Lightspan Adventures is a registered trademark of The Lightspan Partnership, Inc. Printed in the U.S.A.

