

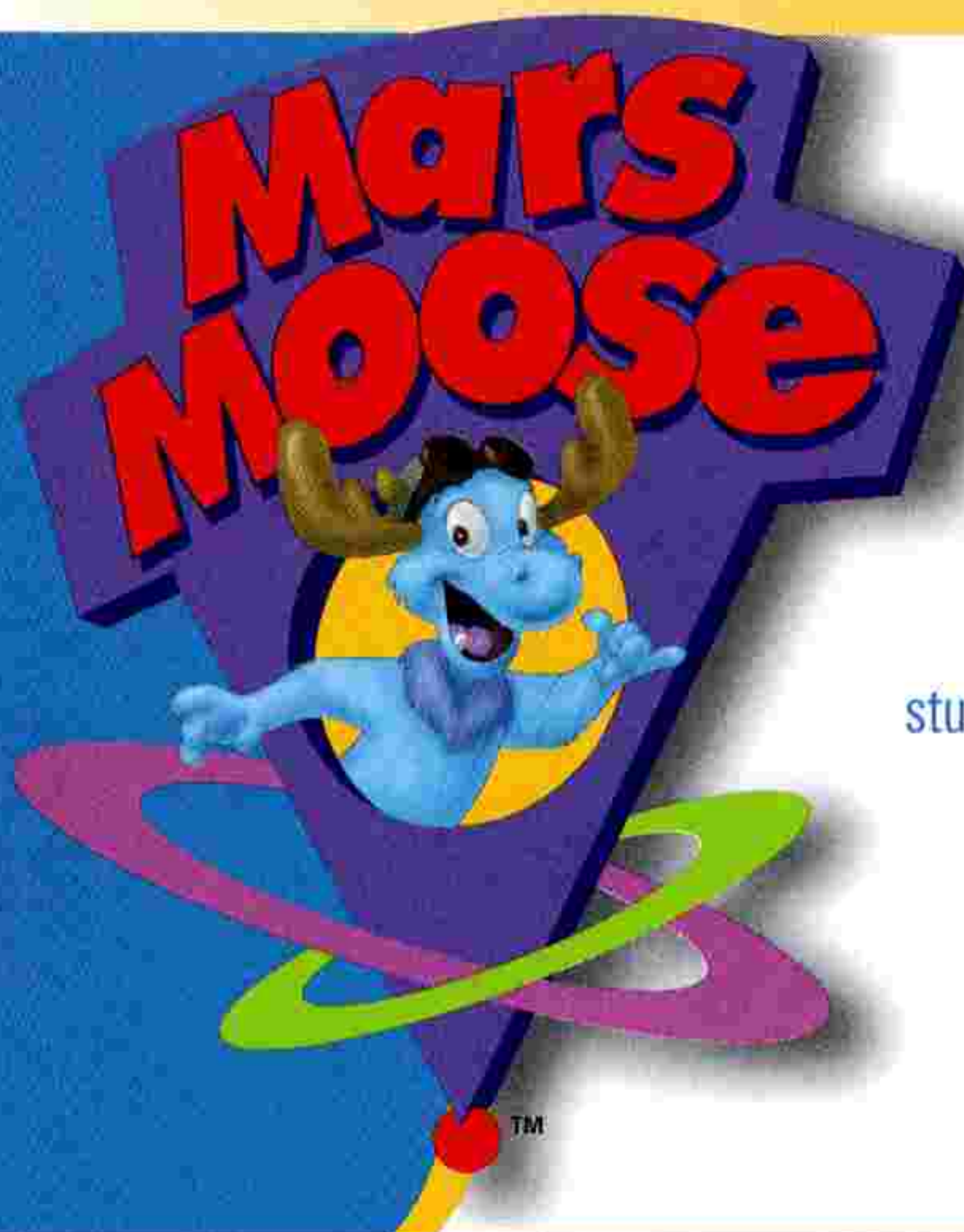


NTSC U/C

Stay & Play 2—In Mars' Bedroom



Lightspan Adventures



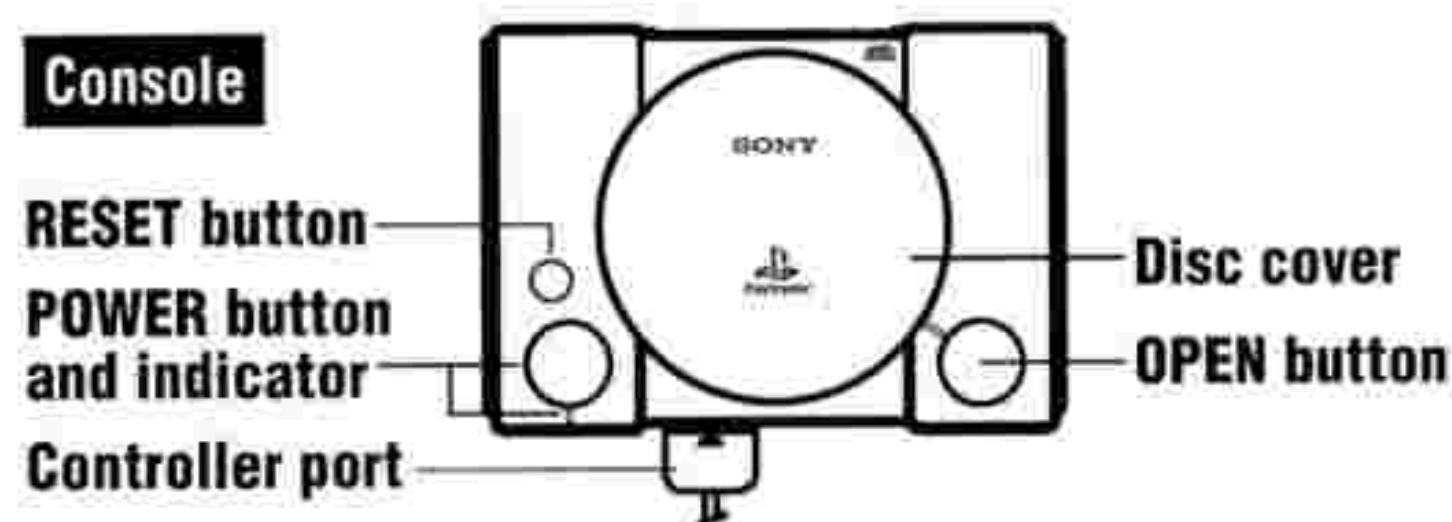
An exciting universe of reading and language arts opens up for your child as he or she is invited to explore and experiment with the various things in Mars' bedroom. Every student who successfully completes all eight experiments becomes an "official Lab Scientist."

LEARNING OBJECTIVES

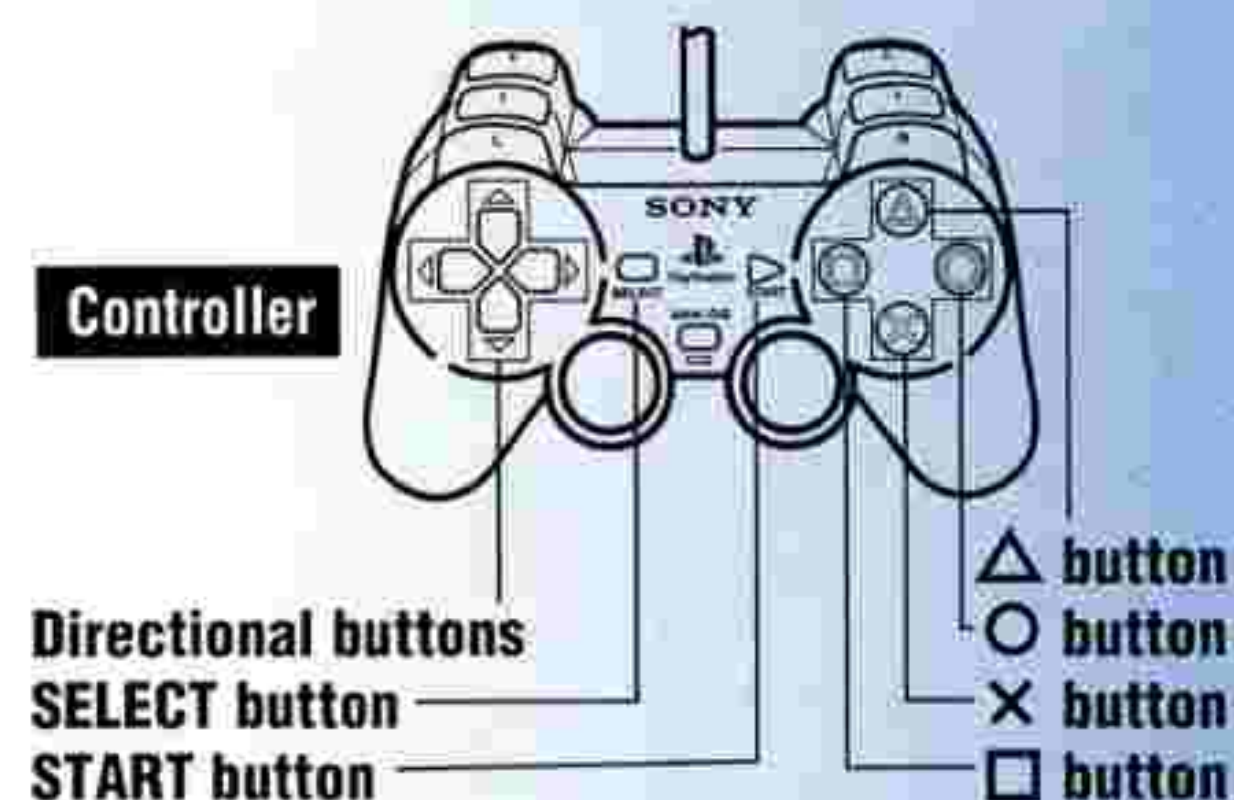
- Organize and classify information
- Develop vocabulary
- Identify and differentiate upper- and lowercase letters
- Use context clues to identify missing words and letters
- Create words from phonogram families
- Associate words and concepts to pictures
- Learn the concepts of recycling and conservation

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.
- On the opening screen, click the **musical note** to see Mars' theme song music video.
- To begin the adventure, click **Stay & Play**. Notice that the pointer sometimes turns into Mars' blue hand. When this happens, click to begin an activity, perform a task, or see a surprise animation.
- To skip the introductory story, click once.
- To exit an activity and enter a new one, click the **Marsmatron™** in the bottom-right corner of the screen, or move the pointer to the top-left or top-right corner until it turns into a curved arrow, then click the arrow.



- The Marsmatron allows you to move directly to one of many activity screens. Click the **window** that shows where you want to go next.
- The Marsmatron will take you to the opening screen if you click the **picture** in the upper-right corner.
- To turn on the label function, click the **Marsmatron**. Then click **On** next to the picture of the book. The label function helps build reading confidence by allowing your child to see and hear the names of many objects over which he or she moves the pointer.
- Click anywhere outside the Marsmatron screen to return to the activity.



Stay & Play 2—In Mars' Bedroom

Stay & Play 2—In Mars' Bedroom is a journey that will take your child from the outer edges of our solar system to activities such as word games with refrigerator magnets. Along the way, he or she will find plenty of fun opportunities to learn about the world while increasing vocabulary.

After each completed experiment, the Cosmonitor will show the progress your child has made in this adventure. Your child can check his or her progress anytime by clicking the **right bedroom wall**, then clicking the **Cosmonitor**.

Right Wall

"Solar System Mobile." In this activity, your child will increase his or her vocabulary while observing and learning about the planets in our solar system. Have your child:

- click the **mobile** to begin
- click a **planet** he or she wants to explore
- watch the video with interesting facts about the planet and its significance in the solar system
- explore all nine planets, then "surf the cosmic pipeline" all the way to Pluto

Middle Wall

"Models." In this activity, your child will take apart models to learn about the various parts that make up a dinosaur, a car, and a building. Have your child:

- click the **middle wall** to begin
- click a **model** that he or she wants to take apart



- click the **banana** in the lower-left corner of the screen to “peel back” the top layer of the model and take a look inside; then move the pointer over the model to see and hear the names of the different parts
- keep peeling back layers until the banana is completely peeled
- click one of the **curved arrows** in the upper corners of the screen when finished with a model; then click another **model** to explore
- explore all three models to complete this activity
- click one of the **curved arrows** in the upper corners of the screen when finished exploring the models

Left Wall

“Alpha Match.” In this activity, your child will match upper- and lowercase letters by using refrigerator magnets. Have your child:

- click the **refrigerator** and then click **“Alpha Match”** to begin
- notice the blue letter in the lower-right corner of the screen
- click the other **letters** on the screen that match it; play 12 rounds to finish this activity
- click the **magnet** after each completed round
- click one of the **curved arrows** in the upper corners of the screen when finished



“Mystery Letter.” This activity gives your child a chance to create words by supplying a missing letter. Have your child:

- click **“Mystery Letter”** on the refrigerator to begin
- notice the word by the blue dot and the incomplete word below it
- click one of the other **letters** on the screen to complete the word, and move it into place; then click the **X button** on the game controller

“Letter Jumble.” In this activity, your child will use the refrigerator magnets to create various words. Have your child:

- click **“Letter Jumble”** on the refrigerator to begin
- click the **magnet** to see the first group of four letters and the incomplete word
- click a letter and move it to the empty space in the word; then click the **X button** on the game controller
- click the **magnet** after all four letters have been placed
- complete five rounds to finish this activity
- click one of the **curved arrows** in the upper corners of the screen when finished

“Word Swap.” This activity helps your child build vocabulary skills by choosing the correct word to complete a sentence. Have your child:

- click **“Word Swap”** on the refrigerator to begin
- notice the picture above the incomplete sentence
- click the **word** on the screen that completes the sentence so that it matches the picture and move it into place; then click the **X button** on the game controller
- complete five rounds to finish this activity
- click one of the **curved arrows** in the upper corners of the screen when finished

“Recycling Poster.” In this environmentally friendly activity, your child is challenged to help Mars find eight ways to conserve and recycle. Have your child:

- click the **recycling poster** to begin
- click the **picture of the Earth** to start conserving and recycling
- click one of the walls in Mars’ bedroom
- move the pointer until it turns into the recycling arrows; then click the recyclable object, move it to the recycle bin, and click again
- find eight ways to conserve and recycle to complete this activity
- click one of the **curved arrows** in the upper corners of the screen when finished

"Grocery Food" Learning to classify and organize are foundations of spelling. This activity helps your child learn to organize and classify various grocery items as he or she stores the things from Mars' grocery bag in the correct locations. Have your child:

- click the **grocery bag** to begin
- listen to Mars explain where the various food items go
- click the **food item** and use the arrows to move the item to its correct place; click the **X button** on the game controller to put the item away
- click the **bag** again to put away more groceries
- finish putting the items away, then click the sandwich in the lower-left corner of the screen to make a silly sandwich; or put away extra items to earn more fun stuff for the sandwich
- click the **items** on the grocery list and move them into place on the sandwich; then click the **X button**
- click the **mouth** when done
- click one of the **curved arrows** in the upper corners of the screen when finished with this activity



Extending the Learning Experience

Family Activities

Alphabet Magnets

If you have alphabet refrigerator magnets, have your child put them in alphabetical order. Or, with your help, he or she can cut letters out of an old magazine or newspaper and put them in alphabetical order.

Practice Recycling

Together with your child, look for ways around your home to conserve and recycle. Help your child get into the recycling habit by making this a regular practice. For example, create separate bins for aluminum, glass, and plastic containers.

Look under the Hood

Open the hood of a car (when the engine is cold) and let your child see how a real engine looks. Point out where the oil and water go.

Study the Planets

Take your child to visit a planetarium. Or, find a book or magazine article about the planets in our solar system that you can read together.

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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