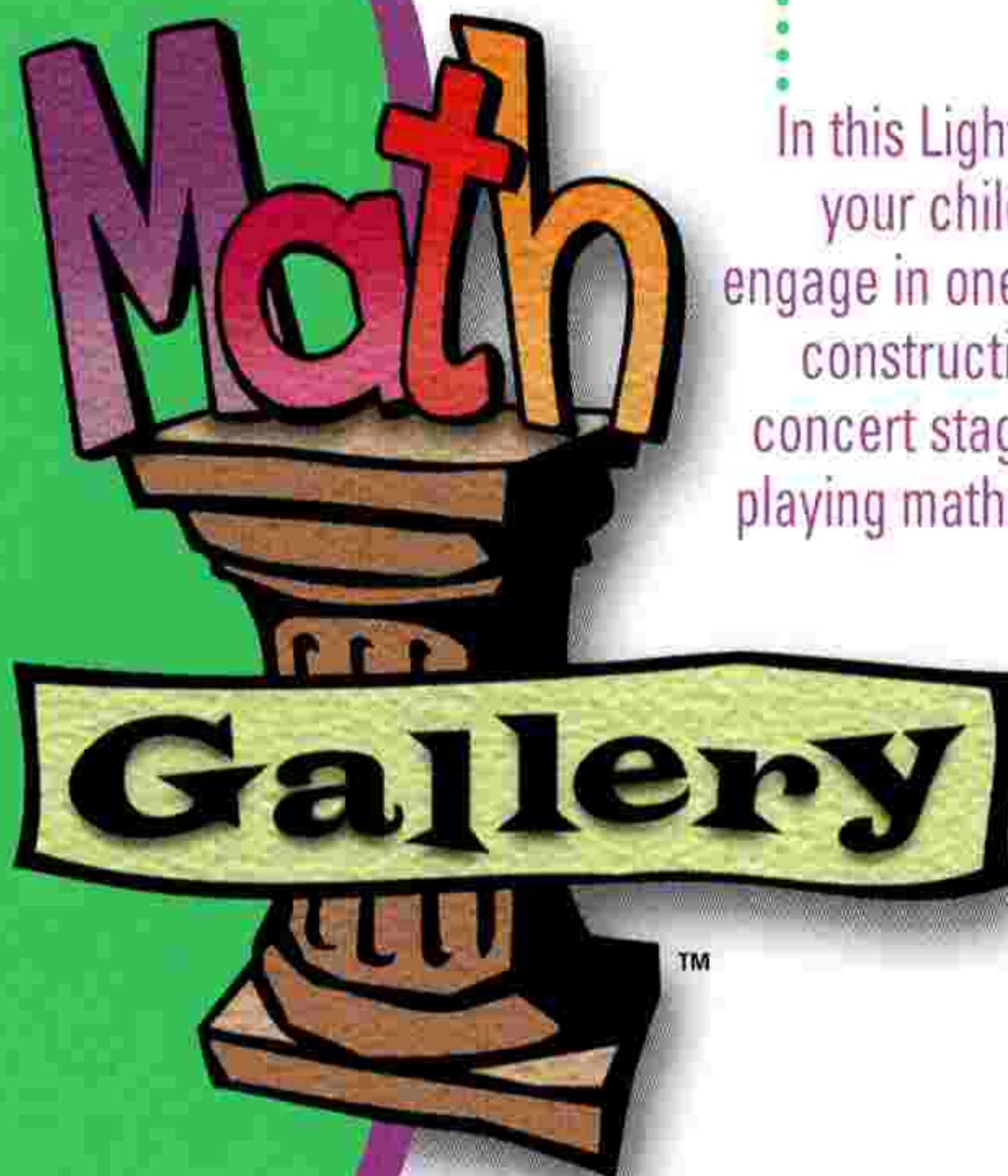




Math Gallery™—Collection 1



NTSC U/C



In this Lightspan comic book adventure, your child helps Lightspan characters engage in one of three building projects—constructing a gingerbread museum, a concert stage, or a space station—while playing mathematics activities, or “tools.”

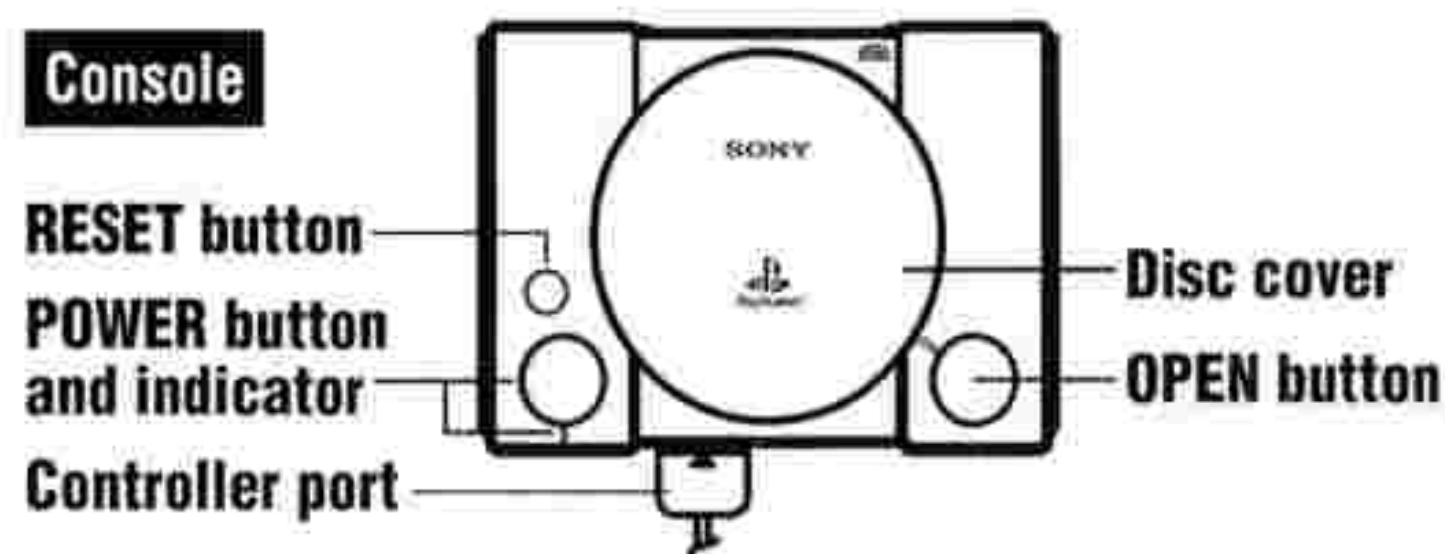
When the tools have been successfully completed, your child sees the comic book pages as a reward.

LEARNING OBJECTIVES

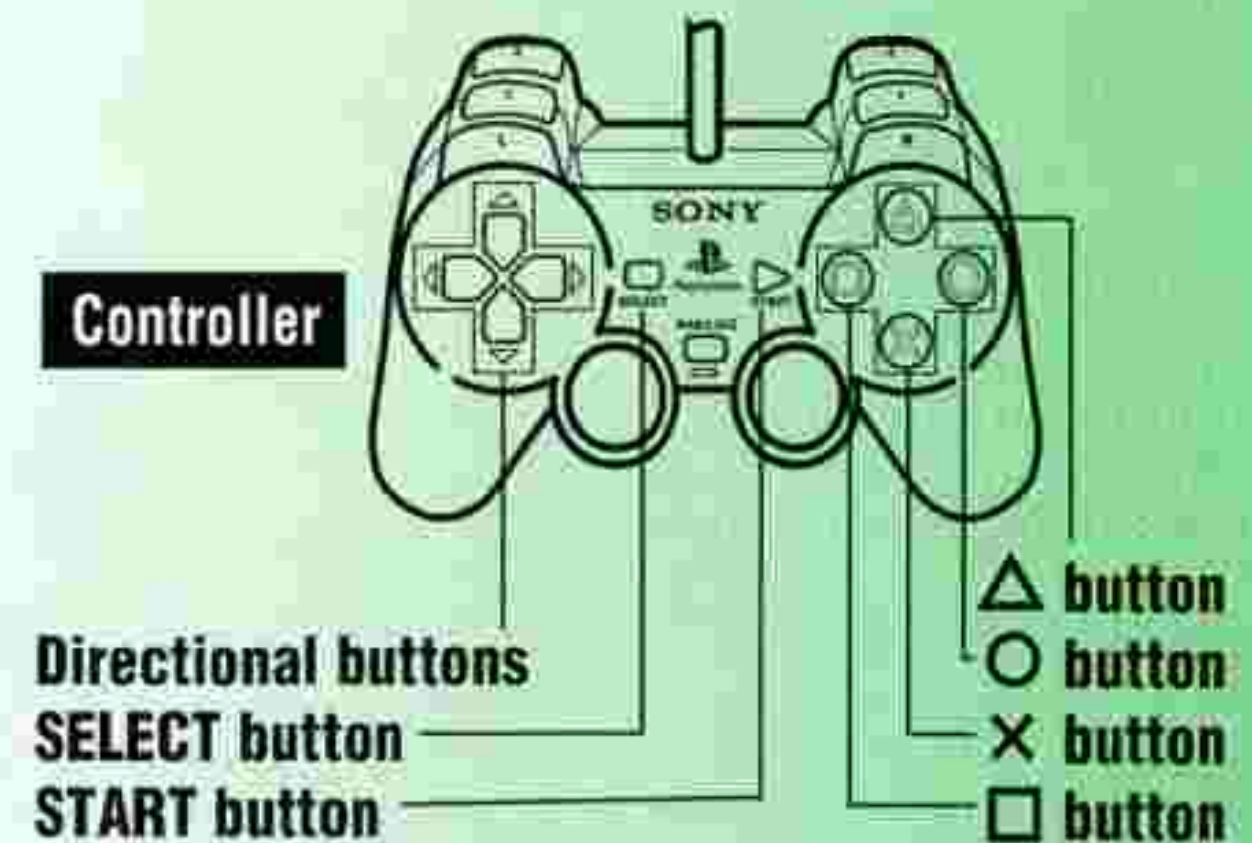
- Compare and order whole numbers
- Round decimal numbers
- Recognize and compare fractions
- Use a calculator to add, subtract, multiply, and divide
- Use a calculator to compute volume, area, and perimeter
- Identify similar figures
- Make geometric shapes

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 **Exit** to exit the adventure.
- Click **Explore** to practice the tools.
- Click a **comic book** to begin where you left off in a previous session, or to start a new adventure.

Math Gallery—Collection 1

In this adventure, your child will practice mathematics skills by opening one of three comic books and playing four different types of activities, or “tools.” When three levels of a particular tool have been completed, your child will see and hear entertaining pictures of the comic book pages as a reward. When all four tools have been completed, your child will see the final comic book reward of a comic book series.



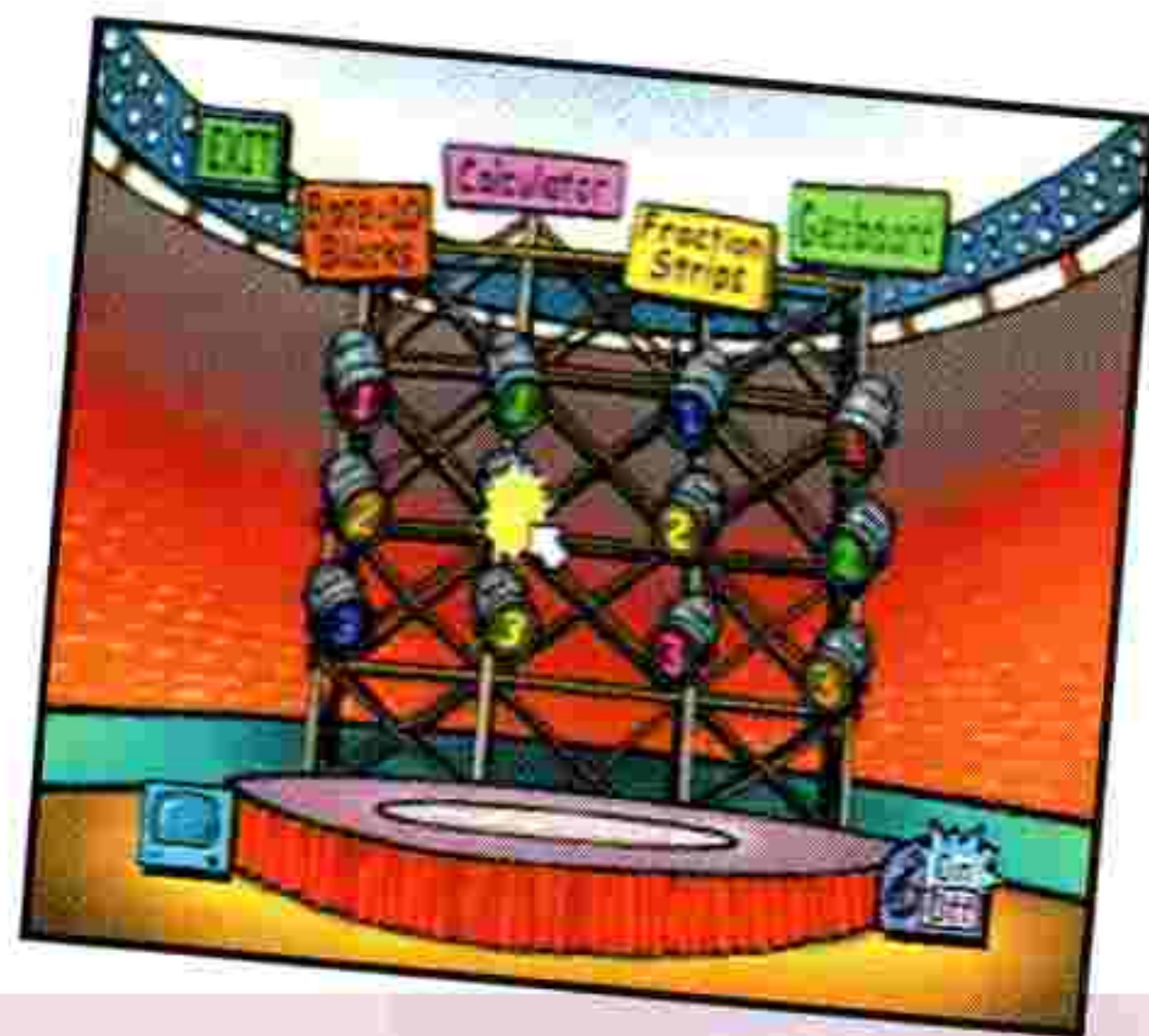
From the opening screen, choose a group of tools for your child. For increasing levels of content difficulty, have your child:

- click the **Series 10 Comic Book**, the **Series 20 Comic Book**, or the **Series 30 Comic Book**
- click **Explore** to practice the tools
- click **Credits** to view the credits
- click the **game controller** to see how it works
- click **Exit** to exit the adventure

Your child will be given a code when he or she has stopped playing one of the comic books before reaching the final reward. This will save your child's work. To begin where he or she left off in a previous session, have your child enter the code or click **New Game** to start fresh.

After choosing a comic book, have your child:

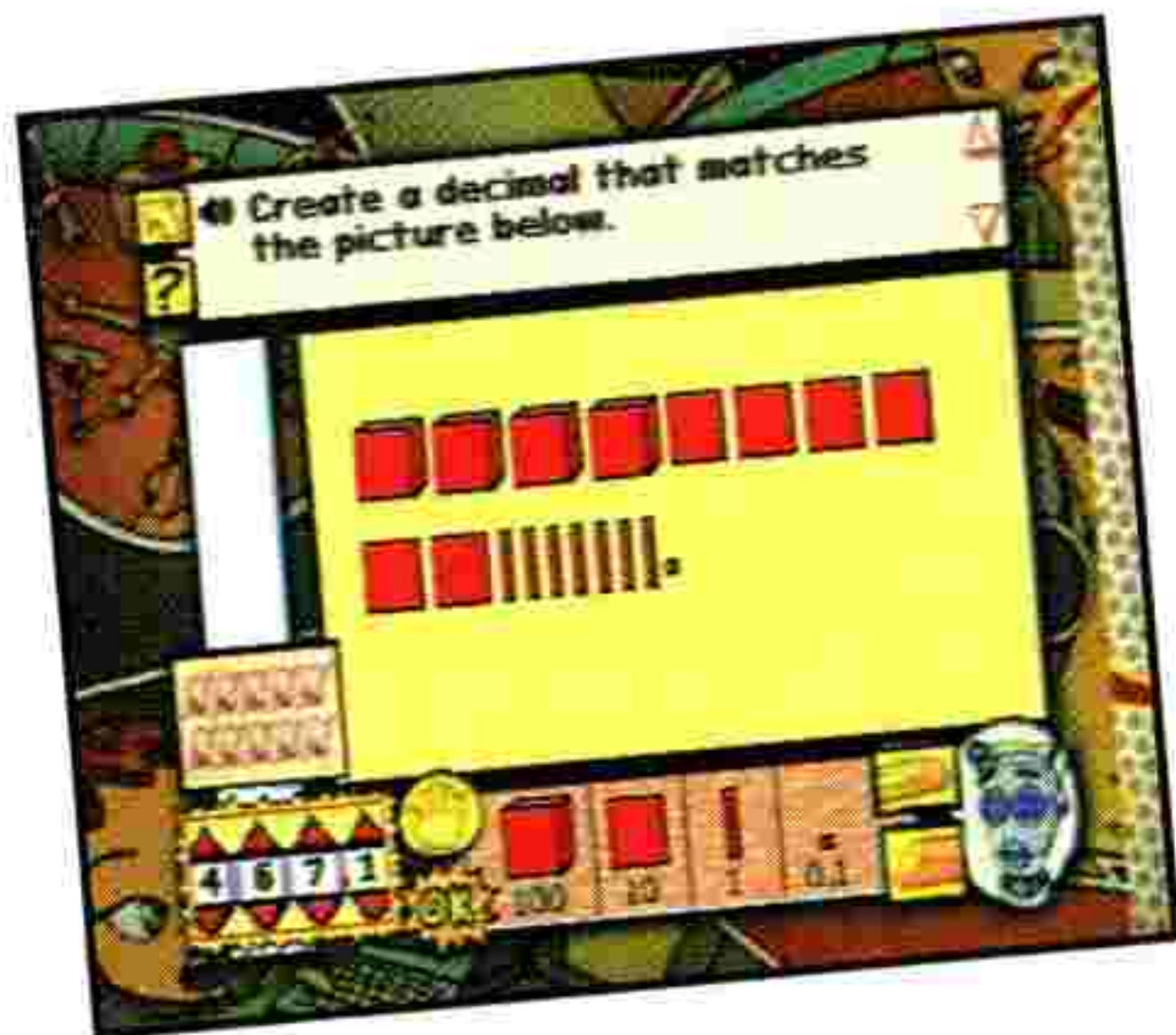
- click a **number** to begin a game at Level 1, 2, or 3
- click the **On/Off button** to turn the music on or off
- click the **television** to see the adventure beginning
- click **Exit** in the upper-left corner of the screen to return to the opening screen



The Tools

The four tools, or math activities, in this adventure give your child practice in mastering various skills. The following instructions are common to most of the tools. Have your child:

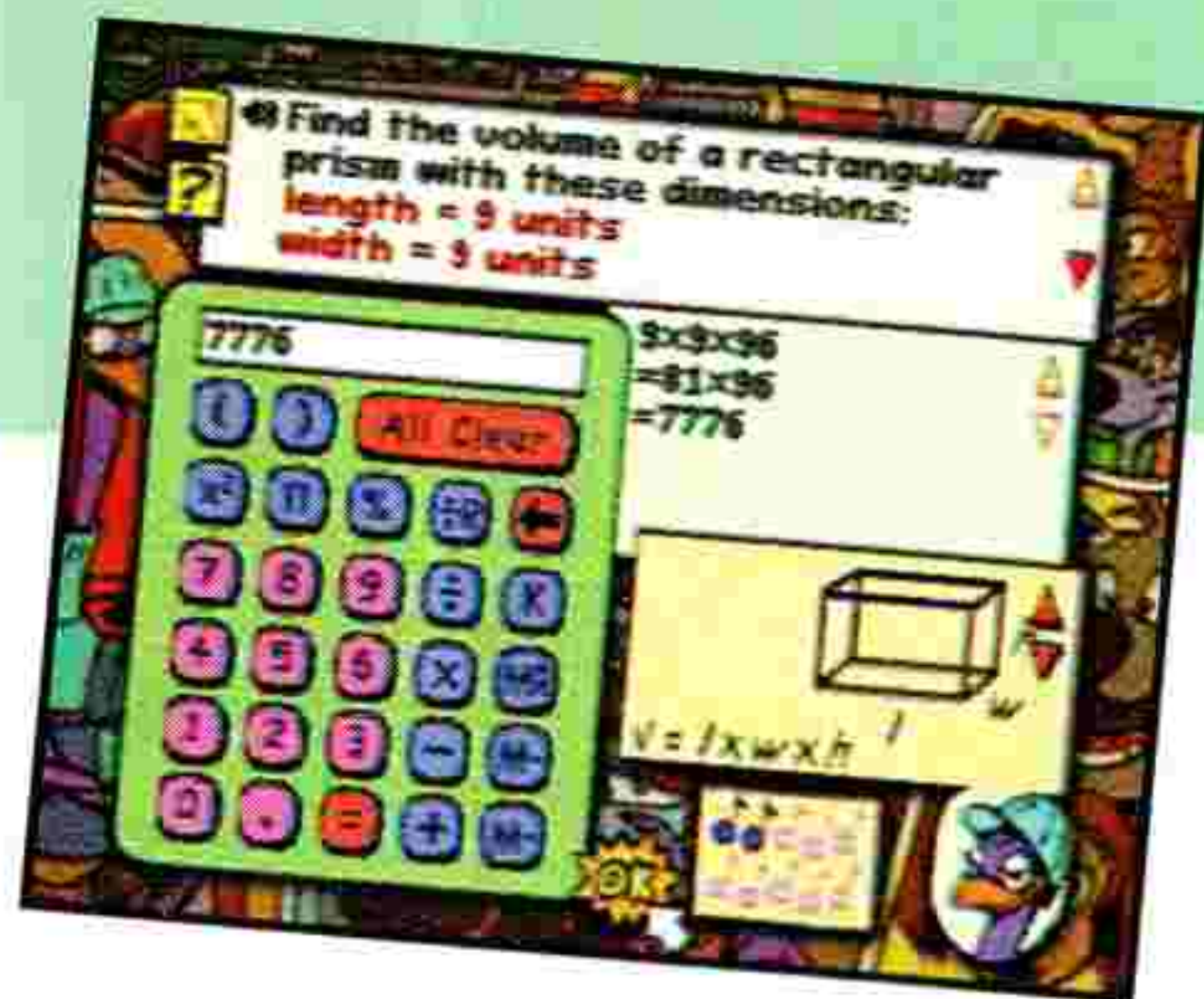
- click the **question mark** and then click a symbol to find out how any of the screen symbols function
- click the **arrow in the upper-left corner** to exit the tool
- click the **speaker** to hear a problem read aloud
- click the **character** in the lower-right corner of the screen for more help in using the tool
- note the **rectangular box of ten shapes**—either candy canes, musical notes, or planets; the shaded shapes show how many correct answers your child has earned



Base-10 Blocks

Your child will use blocks to help solve the answers to mathematics problems. Have your child:

- click a **block** from the block panel below, move it to the desired place on the screen, and click again; repeat for as many blocks as are needed to help solve the problem
- click the **hand** and then click a base-10 block to move the block on the mat
- click the **small eraser** and then click a base-10 block to erase one block at a time
- click the **large eraser** and then click anywhere on the block mat to remove all the blocks from the mat
- click the **arrows** above or below the number entry slots on the screen to enter a number answer
- click **OK** to register the answer



Calculator

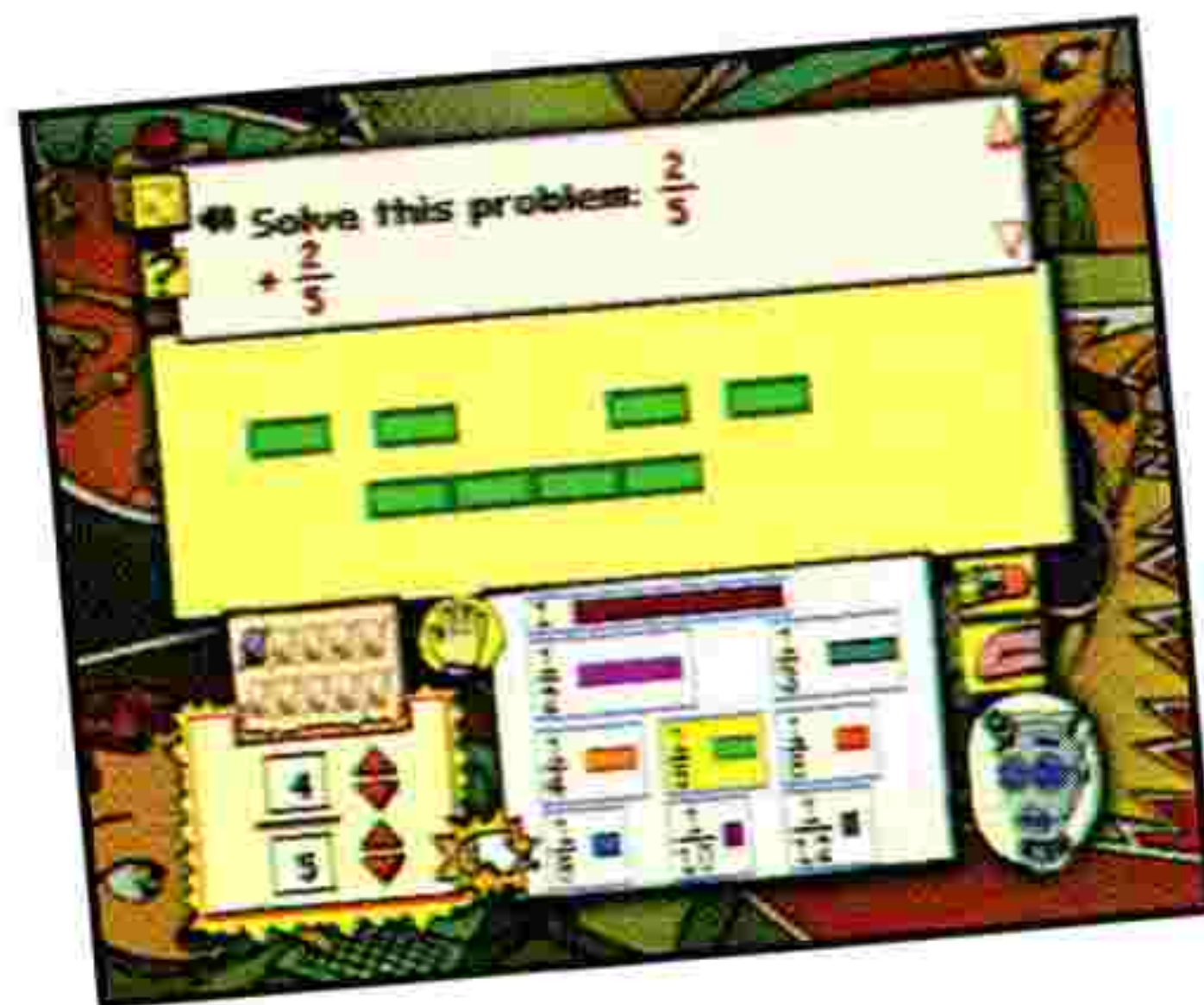
The calculator tool allows your child to practice the valuable skills of using a calculator by solving given problems. Have your child:

- click the **upper set of arrows** to scroll through the problem
- click the **calculator keys** to calculate the problem
- click the **middle set of arrows** to note the displayed calculations
- click the **lower set of arrows** to scroll through the formulas for help in solving the problem
- click **OK** to enter an answer

Fraction Strips

Your child can use Fraction Strips to solve problems that have to do with fractions. Have your child:

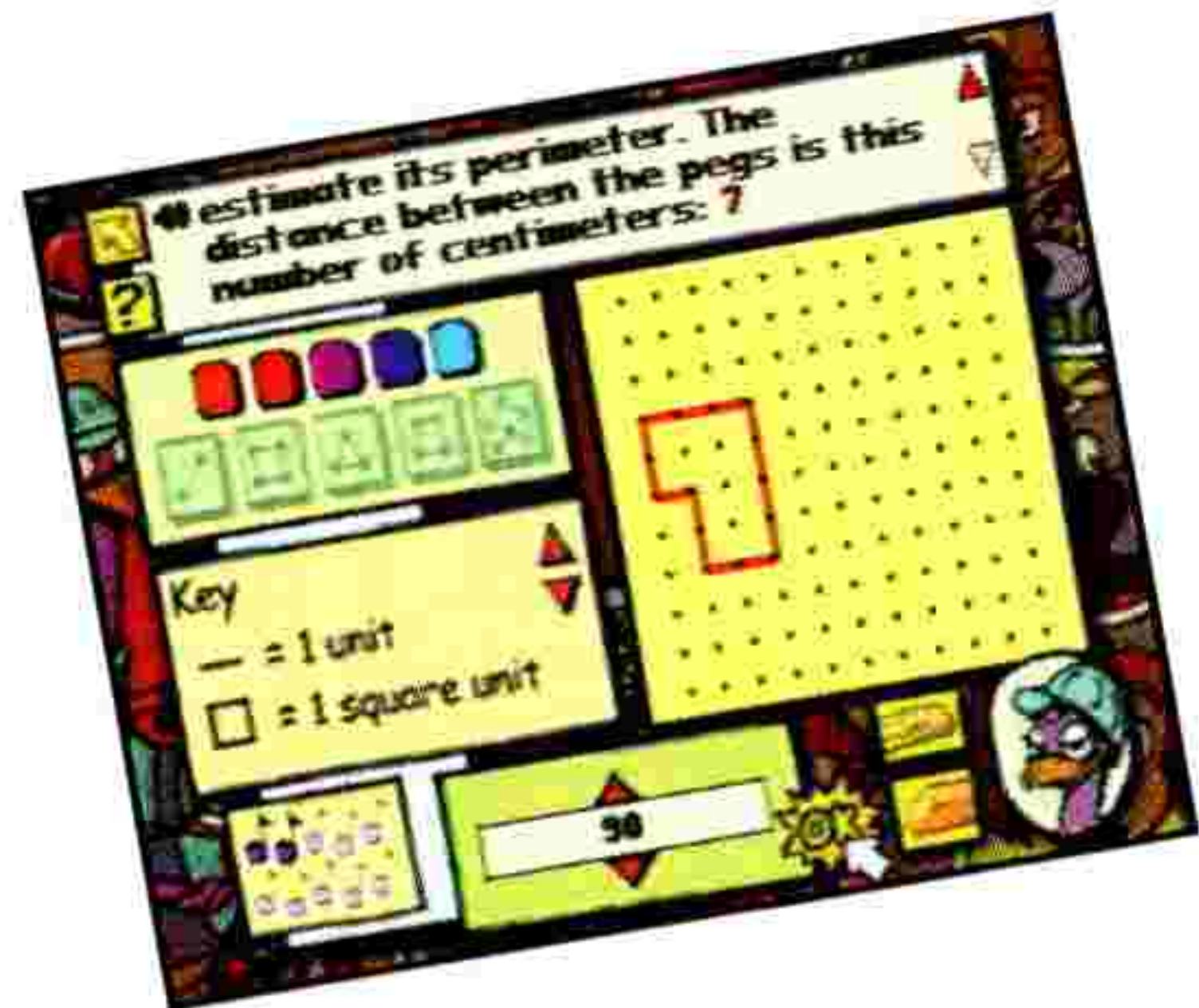
- click a **fraction strip** from the fraction strip panel below, move it to the desired place on the screen, and click again; repeat for as many fraction strips as are needed to help solve the problem
- click the **hand** and then click a **fraction strip** to position the fraction strip on the mat
- click the **upper-right set of arrows** to scroll through the problem
- click the **small eraser** and then click a fraction strip to erase one fraction strip at a time
- click the **large eraser** and then click anywhere on the mat to remove all the fraction strips from the mat
- click the **arrows** above or below the number entry slots on the screen to enter a number answer
- click **OK** to register the answer



Geoboard

Your child will use the drawing surface known as the Geoboard to solve problems that have to do with the shapes, sizes, and dimensions of geometric figures. Have your child:

- click the upper-right set of **arrows** to scroll through the problem
- note the highlighted **drawing tool** your child will use to draw the shape, when applicable
- click one of the **colored squares** to choose the color with which to draw a shape, when applicable
- click the **small eraser** and then click a shape to erase one shape at a time
- click the **large eraser** and then click anywhere on the screen to erase the shapes on the Geoboard
- click the **arrows** above or below the number entry slots on the screen to enter a number answer
- click **OK** to register the answer



To help your child warm up for the Geoboard game, have him or her look around the room and identify objects that have the same shape.

Extending the Learning Experience

Family Activities

Sandwich Slices

Make a whole sandwich for your child. Then, together, practice cutting the sandwich into various fractions. First, cut the sandwich in half, then into fourths, and so on.

Talking Triangles

On a sheet of paper, have your child draw two different triangles. Have your child explain to you what makes the triangles the same and what makes them different.

It's in the Bag

Have your child write several numbers containing decimals on several small squares of paper. Then, place the numbers in a paper bag. Have your child choose one number at a time from the bag, placing the numbers in order from least to greatest until all the numbers have been chosen.

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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CD #903433