



Googol 4/The Googol Counting Fair "Corral" and "Fun House"



Lightspan Adventures

NTSC U/C



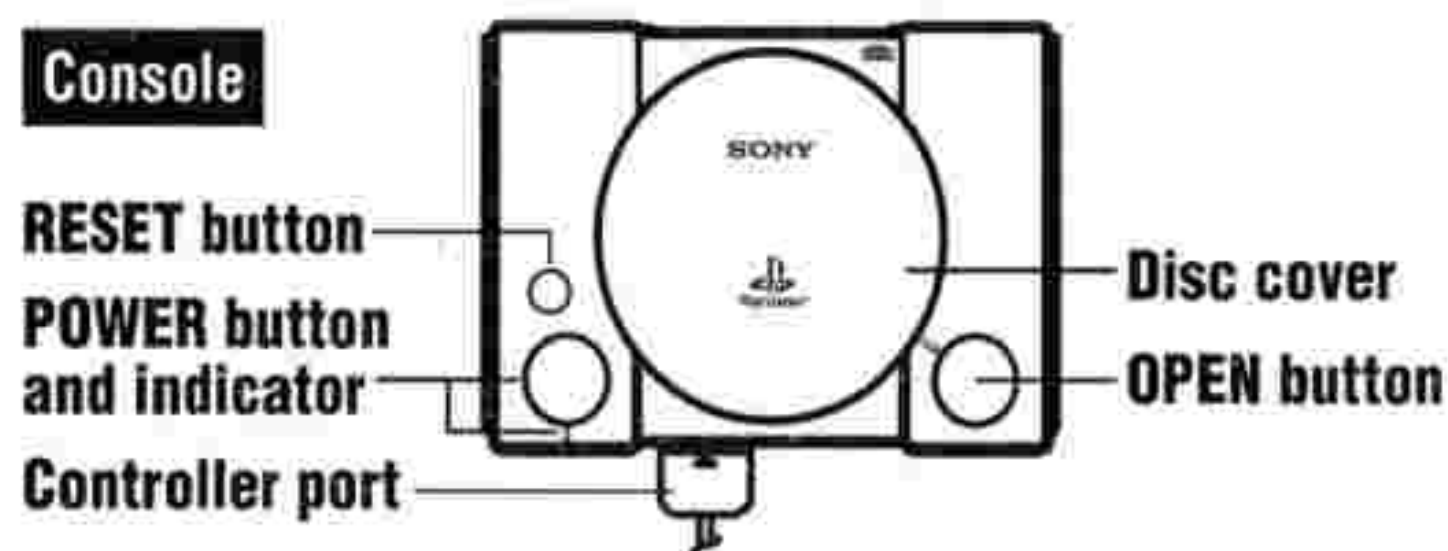
In this adventure of *The Secret of Googol*[®], your child will explore the "Corral" and the "Fun House" to get ready for a parade. Throughout *The Googol Counting Fair*, your child will practice several useful counting and number skills.

LEARNING OBJECTIVES

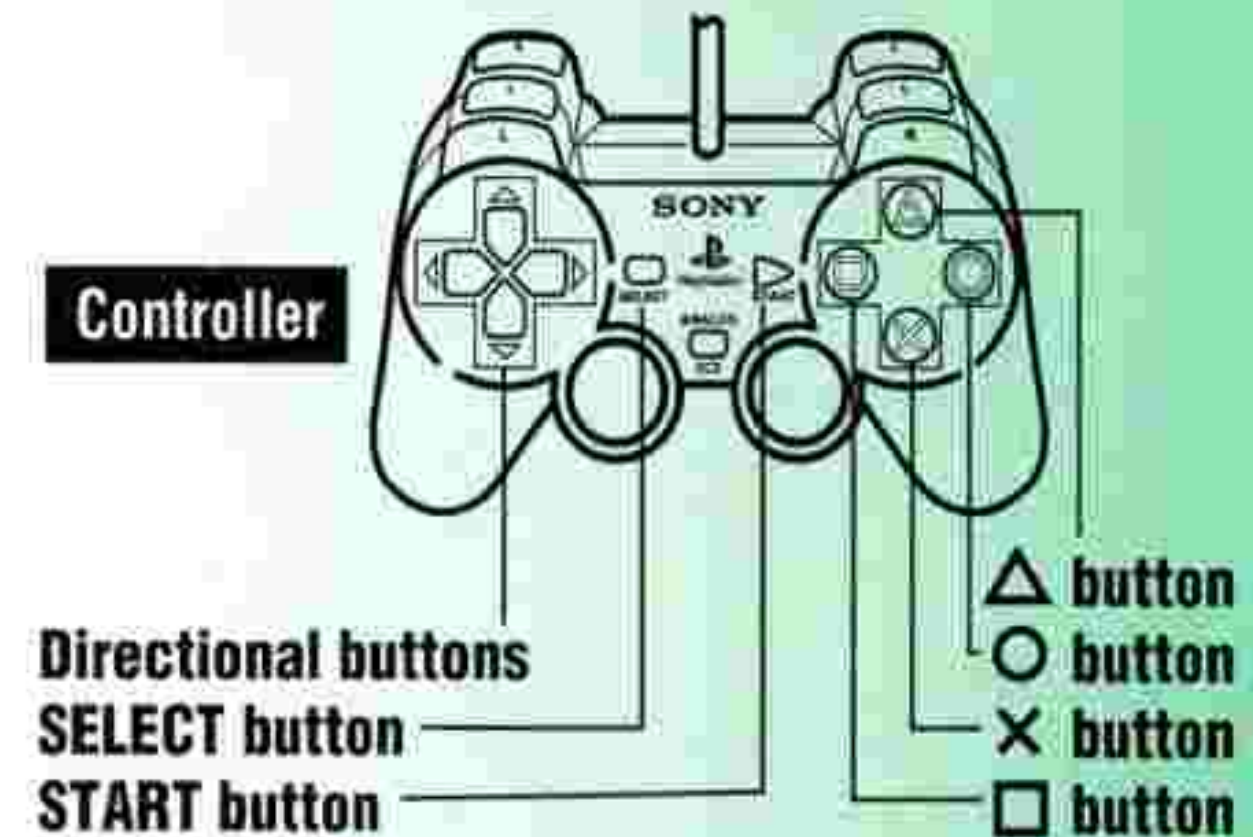
- Apply the concept of number groups to real-world situations
- Practice one-to-one relationships
- Use a number line to work with ranges of numbers
- Build an understanding of various number representations
- Read and interpret charts

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.
- At the opening screen, click the **Golden Apple TV** to view the introductory story.
- Click the **speakers** to play the Googol music video.
- To begin playing the games, click the **Map** and then the picture of the "**Corral**" or the "**Fun House**." Notice that the pointer sometimes turns into an infinity symbol (this looks like a sideways figure eight) or a small hand. When this happens, click to begin an activity or to perform a task.



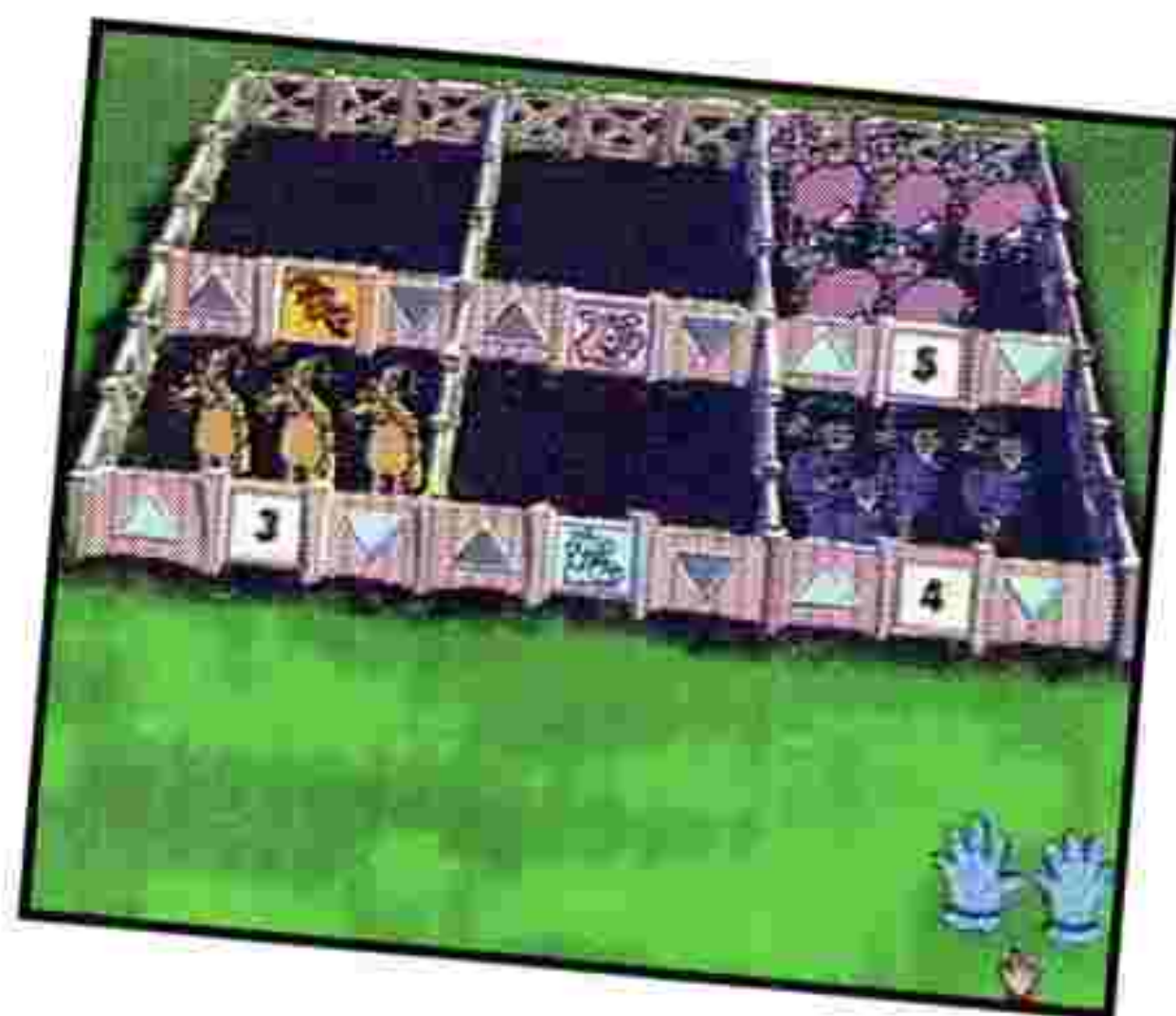
- There are three game levels that provide your child with increasing challenges. Select **Level 1, 2, or 3**.
- The **Marsmatron™** at the bottom-right corner of each game screen allows your child to return to the opening screen, see other places in Googol, or note which games have been completed.
- For help at any time, click **Cali** at the lower-right corner of the screen.
- To leave a game or return to the previous screen, click the **arrow** that appears at the top corners of the game screen.

The Googol Counting Fair—“Corral” and “Fun House”

Your child will join Alana and Ben on a trip to *The Googol Counting Fair*, where all the activities and games involve counting, working with groups of numbers, and recognizing how number relationships work. Upon entering either the “Corral” or the “Fun House,” your child will select a level of difficulty.

“Corral”

In the “Corral,” your child will learn how to sort and classify animals before counting them and then practice various number skills while getting them ready for a parade. When your child completes an activity, click the gloves at the lower-right portion of the screen.



Sort the Animals

In this activity, your child will sort various animals and separate them into groups. Have your child:

- click the **barn door** on the left by the feed bags to enter the corral
- notice the animal picture on each pen, click an **animal**, and then click the **pen** in which it belongs
- click the **gloves** after putting all the animals in the correct pens

Count the Animals

In this activity, your child will count and label each group of animals. Have your child:

- count the animals in each pen
- click the **arrows** on the front of each pen to show how many animals are in that pen
- click the **gloves** after entering all the numbers

Feed the Animals

In this activity, your child will determine the total number of bags of food that are needed to feed each group of animals. Have your child:

- click the **bags of feed** on the left wall of the barn
- click an animal and note at the top of the screen the number of bags needed to feed one of those animals
- click a **scoop of feed** for each bag needed to feed all the animals in that group
- click the **bag** below the picture of the animal when he or she has the correct number of bags
- click the **gloves** when all the animal groups have been given the correct number of bags



Water the Animals

In this activity, your child will determine the total number of buckets of water each group of animals needs. Have your child:

- click the **barn door** on the right to get to the watering area
- click an animal and note at the top of the screen the number of buckets needed for one of those animals
- click a **faucet** for each bucket of water needed for all the animals in that group
- click the **bucket** below the picture of the animal when he or she has the correct number of buckets
- click the **gloves** when all the animal groups have been given the correct number of buckets

Groom the Animals

In this activity, your child will match the tools needed to groom each animal. Have your child:

- click the **shuttered window** in the middle of the back barn wall
- click an animal on the left shutter door and note the grooming tools to the right of the animal
- click the tools on the right door to groom that animal
- click the **arrow** in the top corners of the screen when finished grooming to return to the barn

Graph the Animals

In this activity, your child will develop more matching skills by creating a graph for each animal in each group. Have your child:

- click the **chart** on the right wall of the barn
- click the space above each animal that he or she has been working with, starting at the bottom of the empty space
- click from the bottom up, until the number of rectangles above each animal matches the number by each animal's picture
- click the **gloves** when he or she has graphed all the animals
- click the **rooster** in the barn to complete the "Corral" games

"Fun House"

Inside the wacky "Fun House," your child will practice working with ranges of numbers, use various number representations, and complete grouping activities. Have your child click the **front door** to enter the "Fun House" foyer.



Gears and Gadgets Room

By clicking the **gear-shaped door** on the right wall, your child will see the ways that a number can be used, represented, or changed. Have your child click any **number** on the wall to see what happens

Mystery Number

The Mystery Number machine displays a number line that spans 0–20, 0–50, or 0–100. Your child must listen to the hints until he or she can choose the correct number. Have your child:

- click the **Mystery Number machine** in the Gears and Gadgets Room to begin the game
- click a **number** on the number pad and then click **OK**; note the number range on the number line for a limit of where to start
- listen to whether the mystery number is more than or less than the number displayed
- select additional **numbers** until he or she guesses the correct number
- click the **curved arrow** at the top corners of the screen to return to the Gears and Gadgets Room



If your child sees Louie running through a **porthole** on the wall, he or she can follow Louie into a different room.

Clown Room

Have your child click the **door with the clown picture** in the "Fun House" to play the Concentration Games that demonstrate ways to represent the same numeral.



Concentration Game—Words and Concentration Game—Domino or Tally

In Concentration Game—Words, your child will practice matching written and Arabic forms of the same number. In Concentration Game—Domino or Tally, your child will match Arabic numerals to domino representations of the same number.

Have your child:

- click the **tiles** on the left or right wall to begin the game
- click a **tile** and notice the number behind it
- click **another tile** to match the number behind the first tile
- continue matching **tiles** until they have all been removed

Clown Costume

In this activity, your child will practice one-to-one relationships while selecting various items and accessories to help create the clown's costume. Have your child:

- click the **mannequin** in the Clown Room
- click in the closet to choose a **clown costume**
- click the **accessories** on the shelf and then click the **clown's costume** to place items where they should go

Candy Room

Have your child click the candy cane door in the "Fun House" to go to the the Candy Room. In the Candy Room, your child will learn about number group multiples of 10, estimate and count spilled candy in groups, and organize candy into ordered groups.



Candy Machine

In this activity, your child will organize candy into boxes of three, four, or five candies each.

Have your child:

- click the **candy boxes with dots** in the Candy Room
- click the candy box size that can package all the candies without having any candies left over
- click the **blue lever** to take as many candies out of the candy machine as are needed to fill the box
- click the **pink lever** to fill the box with the candies
- click the **yellow lever** to put the box onto the conveyor belt
- continue to box candies for every number given

Candy on the Floor

This activity shows how quickly multiplying by 10 can create a mountain of candy! Have your child click the **jellybeans** and **peppermints** on the floor to watch them multiply.

Jars of Candy

This activity allows your child to estimate the number of candies on a tray and then group and count them. Have your child:

- click the **hanging candy dispensers** on the left wall of the Candy Room
- guess the number of candies on the tray without counting them and enter that number by clicking the **blue arrows** on the lower-right corner of the screen; then click **OK**
- click a number on the bottom of the screen to choose a group size; continue to click the number until all possible groups have been formed and the candies counted
- compare his or her estimate to the final count

Extending the Learning Experience

Family Activities

Counting Coins

Have your child count a handful of pennies, nickels, or dimes. Then, he or she can arrange them into groups of 5 or 10 and quickly add up the amount of money.

Numbers in the Dirt

Have your child use a stick to scratch a number in the dirt. Then ask him or her to scratch next to it several different ways to represent that number (e.g., Roman numeral, written, tally form, or domino form).

Estimate Jelly Beans

Ask your child to estimate the number of candies in a small bag of jelly beans (or any candy). Then, have him or her count to verify the estimate. Next arrange the candy into groups of 10, pointing out how much faster it is to count the candy in groups.

Sorting Junk

Empty the contents of a jar or a junk drawer and ask your child to sort and classify the objects, for example, paper clips, screws, washers, or nails.

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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