



Stay & Play 3—In Lonnie's Classroom



NTSC U/C



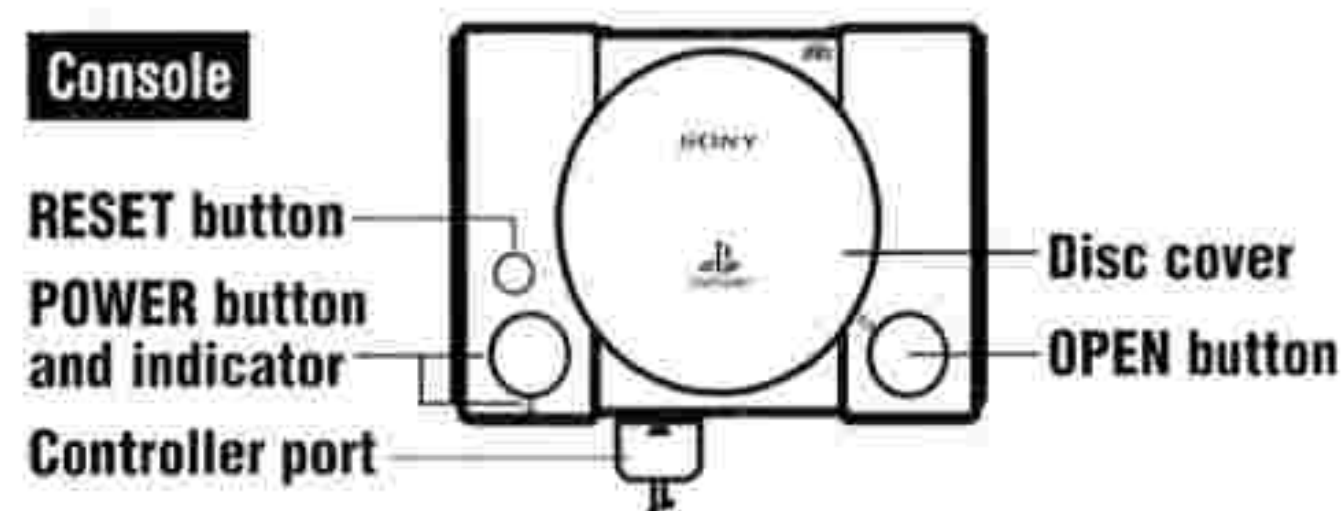
In this adventure, your child becomes a world explorer by building science, map geography, reading-comprehension, and vocabulary skills to complete various exciting expeditions around the globe.

LEARNING OBJECTIVES

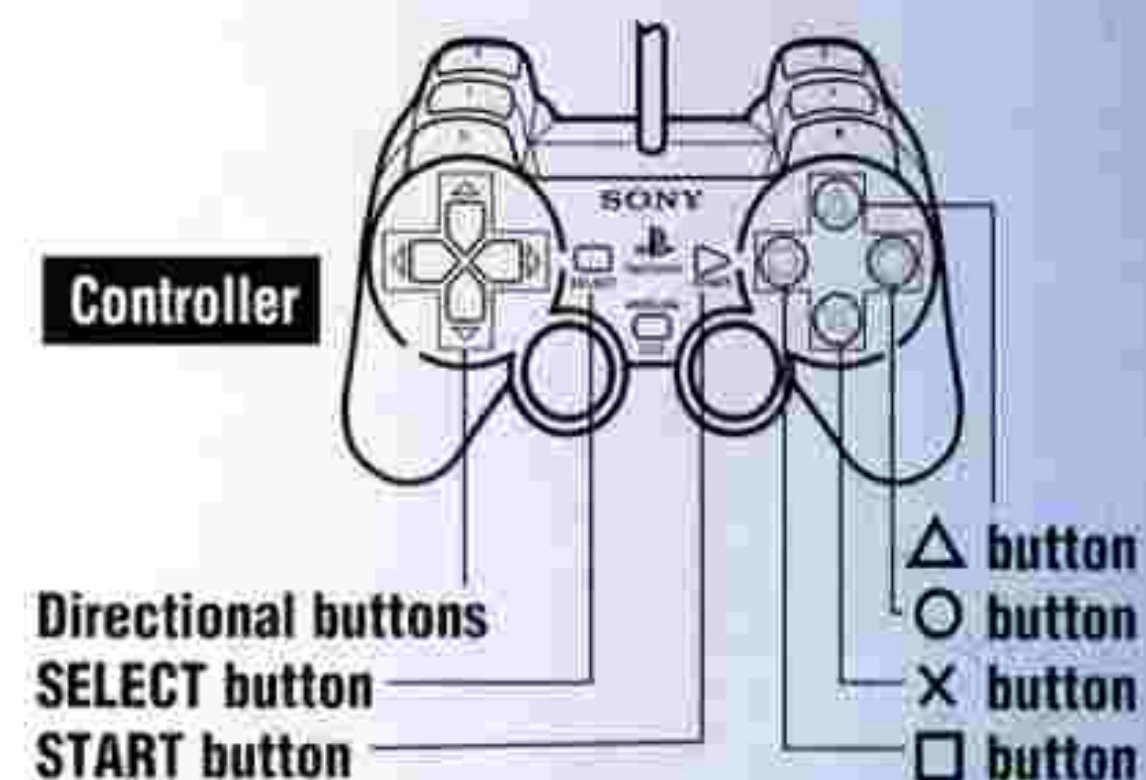
- Identify beginning, middle, and end sounds
- Sequence information
- Compare types of clocks
- Classify information
- Develop reading-comprehension skills
- Develop listening skills

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 the many activity screens. Scroll through the windows on the left using the arrows on the screen. 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 3—In Lonnie's Classroom

By completing six activities in Lonnie's classroom, your child can join Mars and Lonnie as they pretend to be world explorers. A world map shows your child's progress after completing each activity.

Have your child:

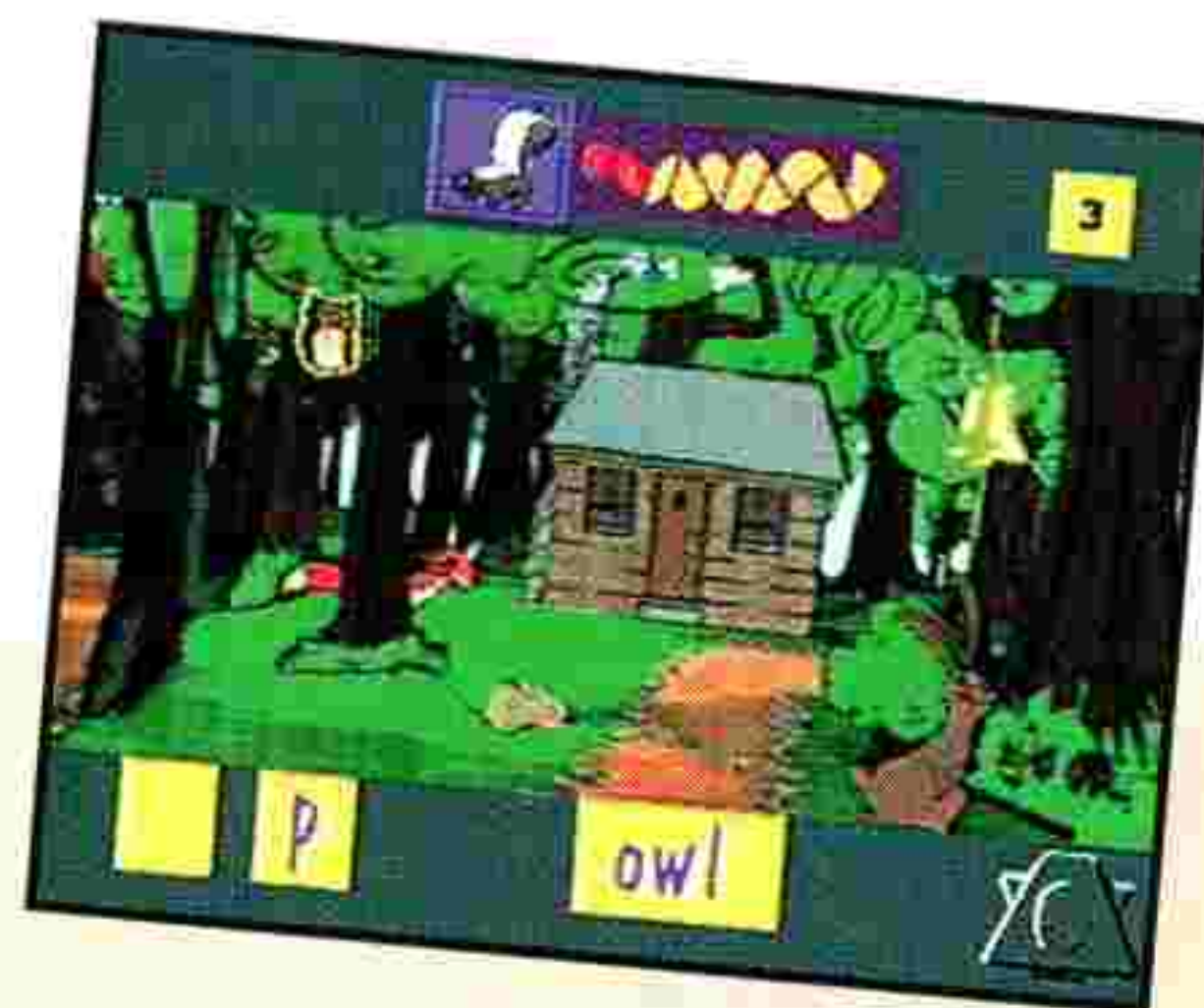
- click the **pictures** on the world map to find out more about the expeditions
- click one of the **curved arrows** in the top corners of the screen to start exploring the classroom



Left Wall

"Computer Game." While playing a board game to help a hungry animal find food, your child will enhance his or her vocabulary by identifying the missing letter from the beginning, the middle, or the end of words found along a trail through the forest. Have your child:

- click the **computer** on the table
 - click a number of players; then click **OK**
 - click to select which game to play; then click **OK**
- click to select which animal he or she wants to help find food; then click **OK**
 - click the **letter** that correctly completes the word and move it into place; then click again to place the letter
 - keep going until he or she reaches the other side of the forest to feed the hungry animal
 - click the **banner** to stay and play again, or click one of the **curved arrows** in the top corners of the screen to explore the rest of the classroom



"Seasons Poster." In this activity, your child will learn about the four seasons in various states by selecting items in a scene to match with the appropriate season. Have your child:

- click the **posters** on the bulletin board
- click a **season poster** to begin the activity
- identify the items in the scene that do not belong, then click the **items** to change them into things that do belong in the scene
- click the **camera** at the bottom of the screen to take a picture of the scene when finished
- click the **dot** to the left of the label at the top of the scene to hear it read aloud
- click one of the **curved arrows** in the upper corners of the screen to move on to the next scene, or when finished



Middle Wall

"Mystery Puzzle." In this activity, your child will put pictures or sentences in sequence to reveal a mystery picture. Have your child:

- click the **upright puzzle** to the left of the map
- click a **watch** to choose whether to time this activity
- click a **card** to select Level 1 or Level 2
- click any **puzzle piece** to begin
- notice the sequence of events taking place in the three pictures or the three sentences, and the numbers to the right of the pictures
- click one of the **numbers** and move it to match the correct step in the sequence shown; then click the **puzzle** in the lower-right corner of the screen
- click one of the **curved arrows** in the upper corners of the screen when finished



"Diorama." In this activity, your child will develop spatial skills through exploring the concept of a diorama by placing items inside one. Have your child:

- click the **room model** on the table to start
- click one of the **dioramas** to take a closer look
- click **items on the ruler** and drag to place them in the diorama
- click again to put them in place
- click the **pictures** to the right of the ruler to see your diorama in map view
- use the compass to rotate items
- use the eraser to erase items
- place six items to complete this activity



Right Wall

"Globe Model." In this activity, your child will learn about the layers that make up our Earth. Have your child:

- click the **globe model** to begin
- click a **magnifying glass** to see an interesting fact about our planet; or, click the **banana** in the lower-left corner of the screen to remove a layer of Earth's crust and see what is underneath
- keep going until all of Earth's layers have been "peeled back"
- click one of the **curved arrows** in the upper corners of the screen when finished



Right Wall (continued)

"Video Clock:" In this activity, your child will learn about telling time by comparing two different clocks. Have your child select at least six times from a 24-hour clock to discover something that takes place at each time. Have your child:

- click the **clock** to begin
- click a **time** on the clock; then click the **T.V. screen** to watch a video about what happens at that time
- keep going until he or she has selected at least six times and has watched six videos
- click one of the **curved arrows** in the upper corners of the screen when finished

Extending the Learning Experience

Family Activities

Arranging Furniture

Help your child build spatial skills by encouraging him or her to arrange toy furniture, or furniture pictures cut out from a magazine, around a shoebox "room." Encourage your child to tell you about the shoebox scene.

Sequence Photos

Gather photos of your child and other family members, then help him or her to arrange the photos in chronological order to create a "family time line."

Timely Activities

To help your child understand the concept of time, encourage family members to talk with him or her about which activities they usually perform at specific hours of the day. Have your child write out a schedule of daily activities, reading the clock him- or herself.

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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