



NTSC U/C

Cali's Geo Tools™



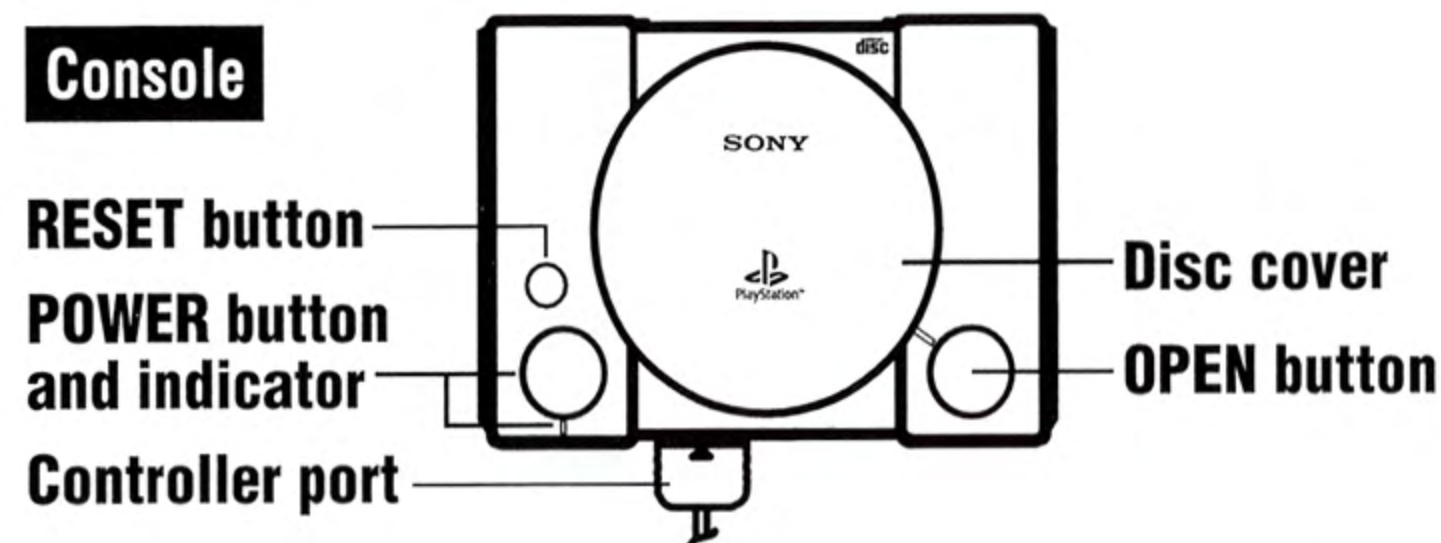
Welcome to Cali's exciting tool room! Using shapes, patterns, symmetry, and spatial relationships, these fun and challenging Lightspan activities give your child a chance to "shape up" his or her geometry.

LEARNING OBJECTIVES

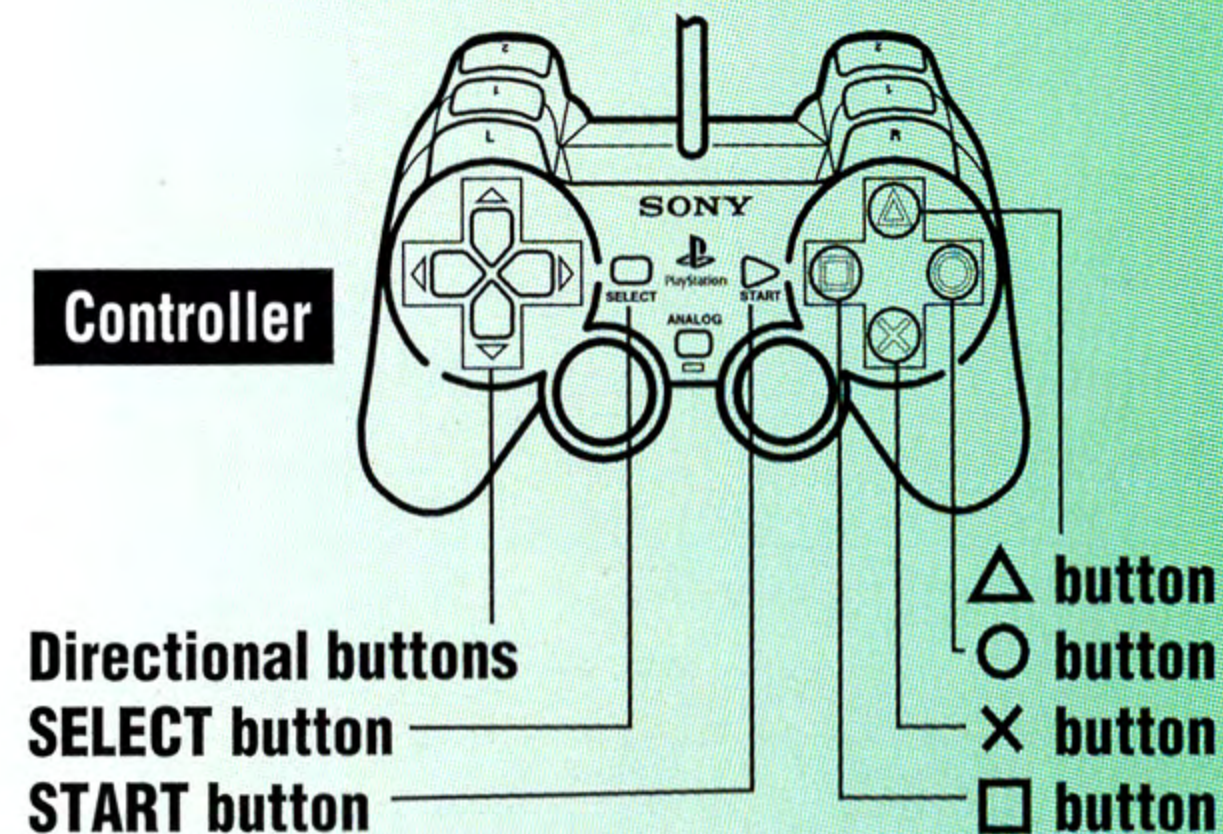
- Explore concepts of symmetry
- Develop spatial sense
- Identify and continue patterns of geometric figures
- Compare shapes
- Explore concepts of congruence
- Use problem-solving skills and strategies

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 the **Marsmatron™** at the lower-right corner of the screen to turn the music on or off, see the adventure credits, or exit the adventure.

Cali's Geo Tools

Geometry becomes exciting when using three creative tools from Cali's tool room. Your child can explore shapes, build patterns and symbols, or draw animals. From the opening menu, use the pointer to choose either the "Symmetry Easel," the "Shape Pad," or the "Tangram."

"Symmetry Easel"

Every pattern that your child can imagine is mirrored by Cali's easel to make a symmetrical pattern. Everything that your child draws will be duplicated on the other side of the easel. Your child will explore the concepts of symmetry, develop spatial sense, and identify and continue patterns.





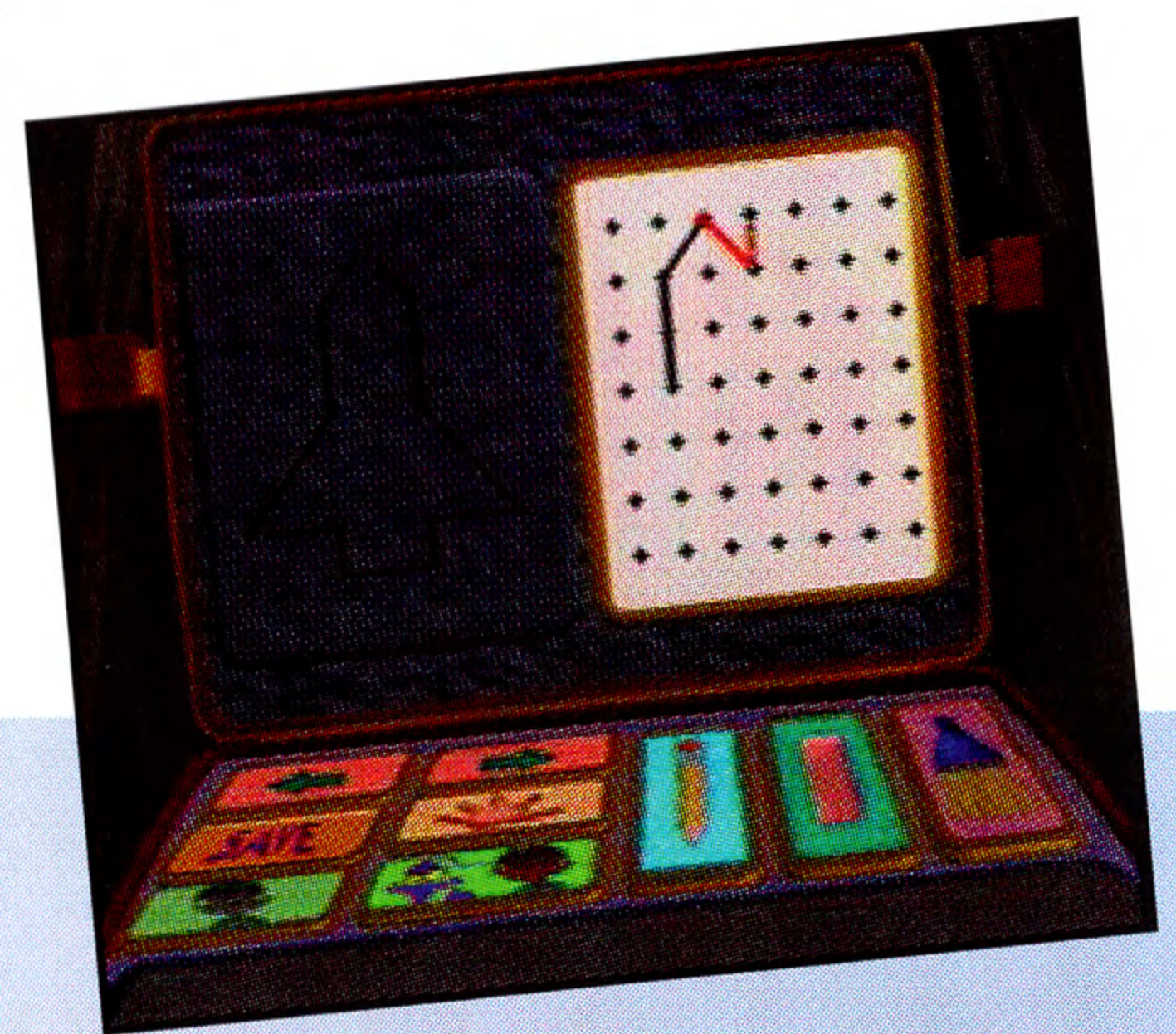
Have your child:

- create a pattern by using the **X button** to select a color, line pattern, and direction of symmetry (horizontal, vertical, or diagonal)
- click the **two arrows** at the lower-right corner of the screen to view Cali's predrawn designs
- click the **window** between the two arrows to copy Cali's design to the easel
- click the **pencil eraser** to erase part of a pattern or click the **rubber eraser** to erase the whole pattern
- click **oops** to undo the last change
- move the pointer to the upper-left corner of the screen until it turns into an arrow and then click the **X button** to exit and begin a new activity

"Shape Pad"

In this creative activity, your child will connect a series of dots to match Cali's pattern. Cali's patterns may include anything from geometric shapes, symbols, or numbers to the entire alphabet. Or your child can use his or her imagination to create an almost infinite number of original patterns! Have your child:

- click the **arrows** at the lower-left corner of the screen to view Cali's shapes and symbols
- click the **pencil** to select the drawing tool
- begin his or her design by using the **X button** to click a dot, move the pencil pointer to another dot, and click again to make a line segment; continue to draw line segments until the drawing is complete
- click the **hand** at the lower-left corner of the screen and then click his or her drawing; move the drawing to the left side of the screen and compare it to Cali's pattern



- click the **eraser** and then the Shape Pad to erase one line segment at a time
- click the **broom** and then the drawing pad to erase the whole drawing
- click the **single figure** at the lower-left corner of the screen to play with a friend or click the **figure with Cali** to play with Cali
- click **save** to save the drawing; this drawing will be discarded when your child leaves the Shape Pad activity
- move the pointer to the upper-left corner of the screen until it turns into an arrow and then click the **X button** to exit this activity and begin a new one



Select simple objects from around the room and challenge your child to duplicate on the “Shape Pad” the outline of the objects.

“Tangram”

Horse! Fish! Cat! Your child will use a variety of sizes of geometric shapes to complete a picture of his or her favorite animal. Along the way, your child will create complex shapes from simple ones, complete patterns of shapes, develop spatial sense, and use problem-solving strategies. Have your child:

- click **Cali** to hear instructions
- click **New** to view a new animal puzzle
- choose one of the **shapes** at the bottom of the screen and move it until it fits into the puzzle and then click again
- click the **top button** with the three arrows to rotate the shape
- click the **yellow flash** button to flip the shape
- click the **third button** from the top to peek at the solution
- click the **pattern** at the bottom-right corner on the screen to create his or her own pattern
- move the pointer to the upper-left corner of the screen until it turns into an arrow and then click the **X button** to exit the activity and begin a new one



When the puzzle is solved, your child will hear an animal sound and a rhyme.

Extending the Learning Experience

Family Activities

Food for Thought

Make a symmetrical sandwich. Cut a piece of bread in half. Arrange the sandwich fillings in symmetrical patterns on each side. You and your child can eat the sandwich in a symmetrical fashion, too, by taking bites first from one side and then the other.

Secret Messages

Make puzzles with your child. Encourage him or her to draw a picture or write a secret message and then cut it into shapes. Have another member of the family put the puzzle back together to reveal the picture or secret message.

On the Dot

Help your child create a "connect-the-dots" picture. Place a thin sheet of paper over a picture or design and have your child draw dots around the outline of the picture. Give each dot a number or letter to show the order. Have another family member connect the dots.

Symmetrical Snowflakes

Make a snowflake with your child! First fold a piece of paper into quarters or eighths and then allow him or her to cut symmetrical designs into the folds (e.g., cut a triangle into the fold of one side and then cut the same triangle into the other side). After your child has cut the design, unfold the piece of paper to see your special, symmetrical snowflake.

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 #903426