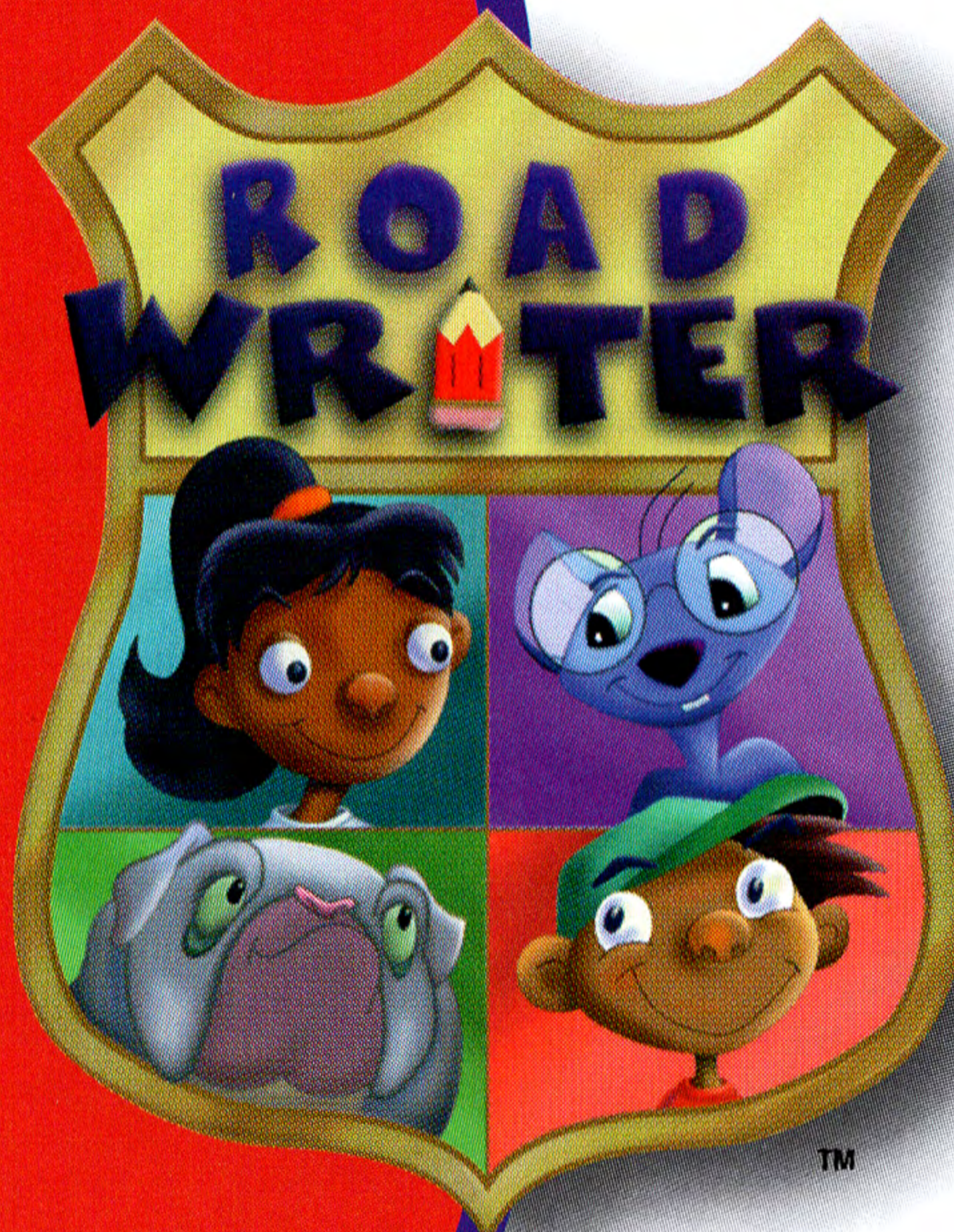




NTSC | U/C

Road Writer™


Lightspan Adventures



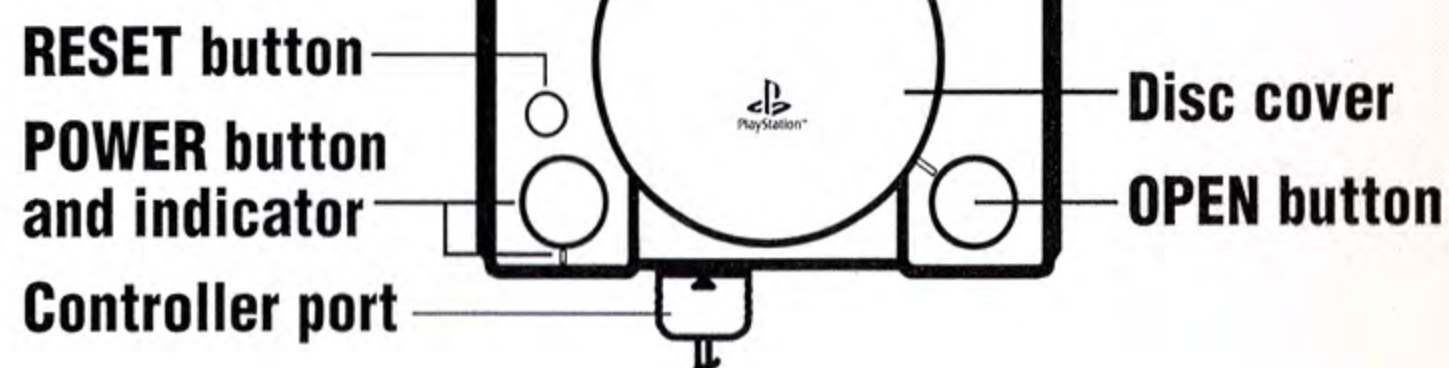
In this Lightspan Adventure, your child takes a road trip to four different locations to practice his or her writing skills. After successfully completing the writing activities, your child plays a racing game as a reward.

LEARNING OBJECTIVES

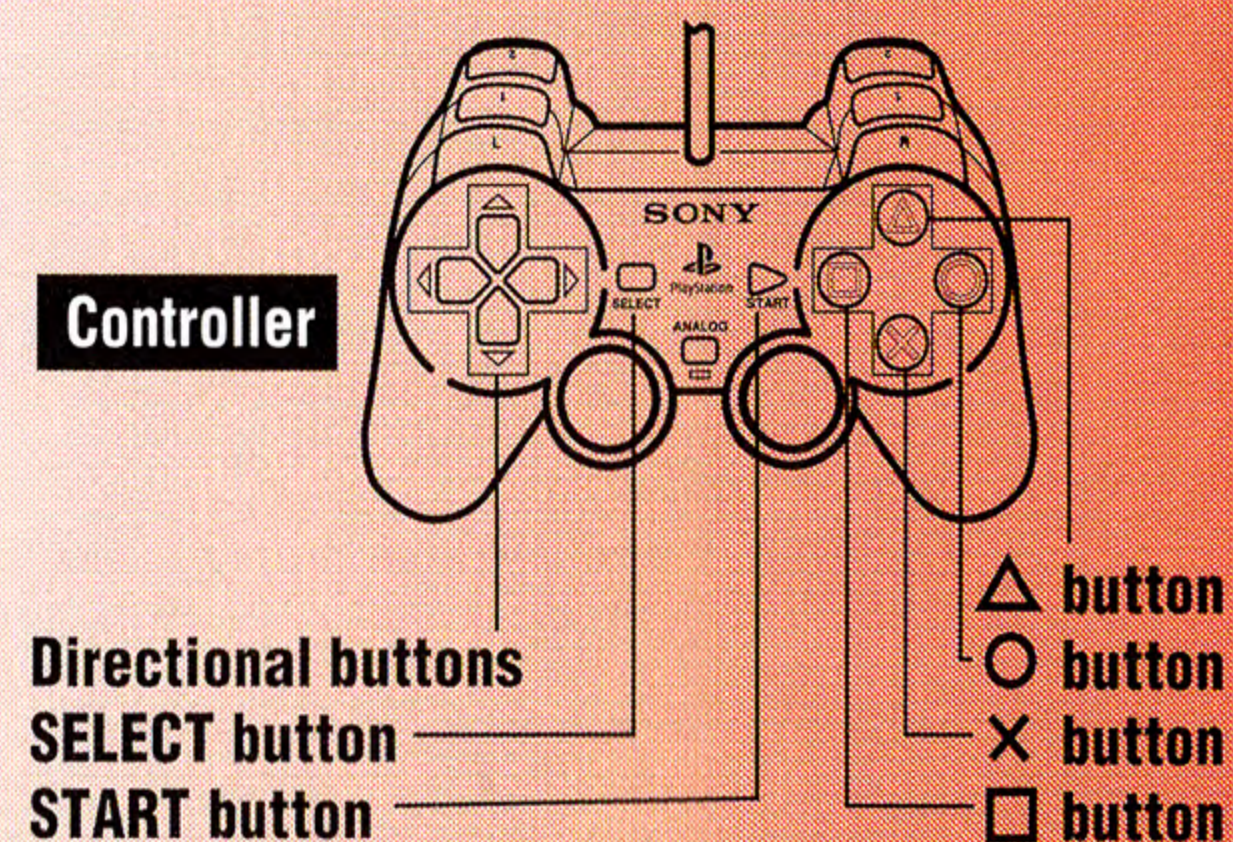
- Recognize the steps in the writing process
- Identify and write a variety of sentence types
- Practice spelling using phonics and decoding skills
- Use punctuation correctly in a sentence
- Apply rules of grammar to writing
- Write a variety of text types, including how-to, essay, letter, and story

Getting Started

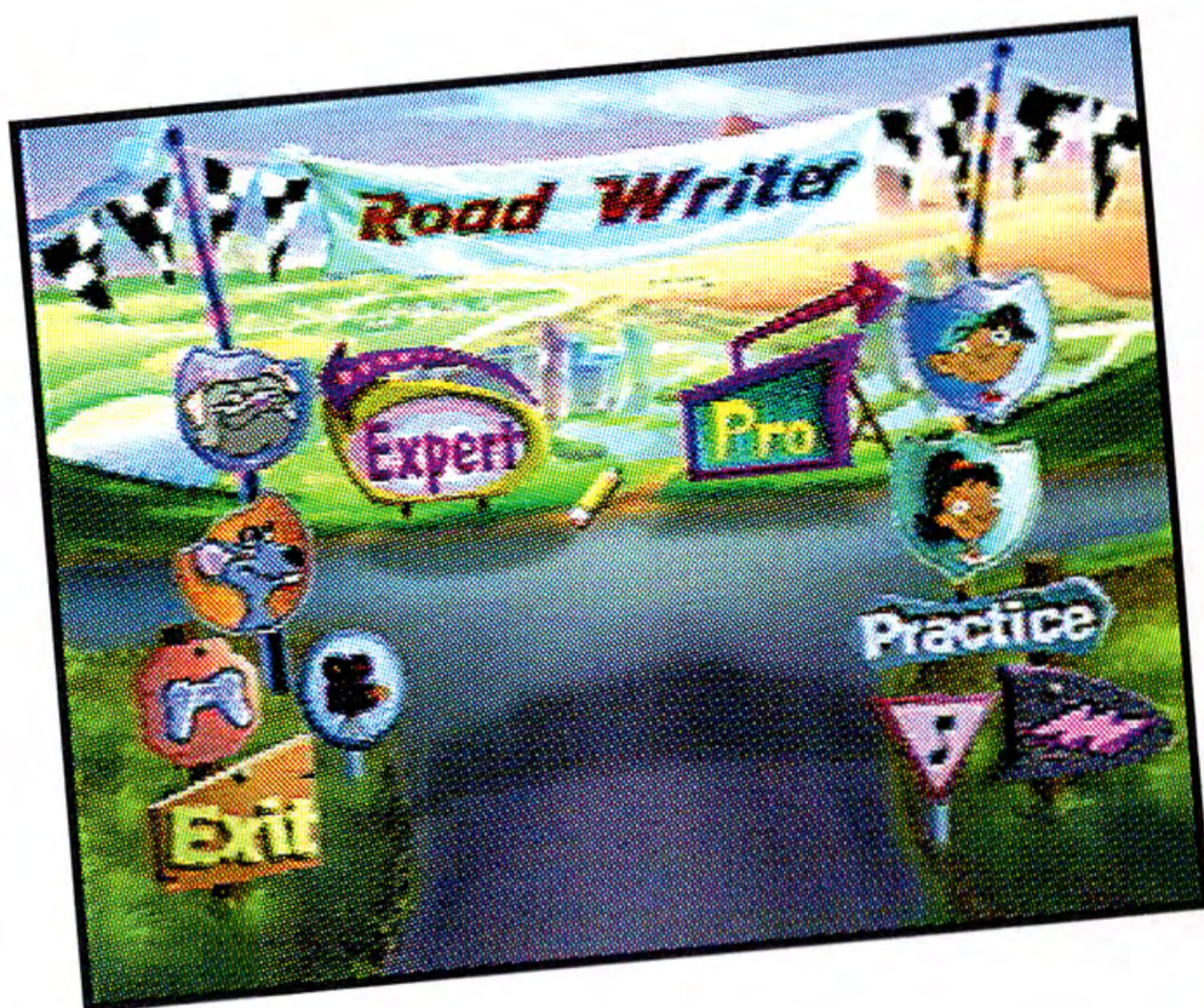
Console



Controller



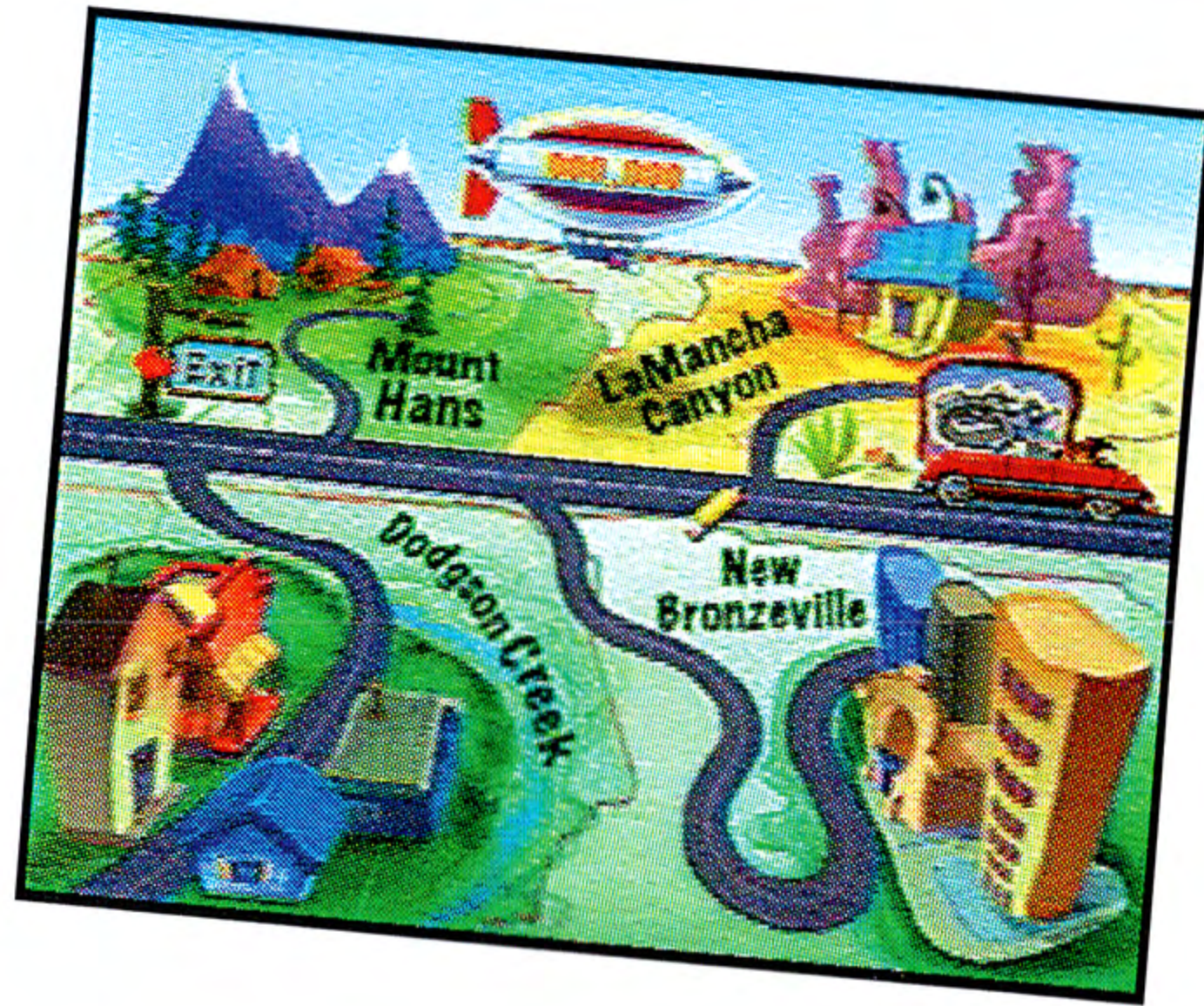
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the disc and close the disc door. Insert the game controller(s) and turn on the PlayStation game console. Follow the on-screen instructions 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 **Expert** to start the adventure.
- Click **Pro** to start a more challenging adventure.
- Click **Practice** to practice the games.
- Click a **character face** to hear that character's biography.
- Click the **game controller** to see how it works.
- Click the **movie projector** to see the opening video.
- Click the **musical note** to turn the music on or off.
- Click the **lightning bolt** to view the credits.
- Click the **u-turn sign** to go back one screen when playing the games.

Road Writer

In this adventure, your child will drive to different locations to practice his or her writing skills. When all four games at a particular location have been completed, he or she will play a racing game as a reward. When all the locations have been completed, your child will play a final racing game and then see a reward animation.



After clicking either **Expert** or **Pro**, have your child click **Saved Game** to enter a password and begin where he or she left off in a previous session. Or, have him or her click **New Game** to begin a new game.

Next, your child will go to the travel map. Have him or her click a location and then click the **Rally** sign to start the games.

“Prewriting Game”

In the “Prewriting Game,” your child prepares for his or her writing project. This game consists of two activities, Brainstorming and Outline.

Brainstorming

In this game your child brainstorms topic ideas by forming idea clusters. Have your child:

- note the topic in the center of the cluster and the topic selections at the bottom of the screen
- click **New Topic** to change the topic, if desired
- click the **up and down arrows** to scroll through the topic selections and then move the pencil to a selection and click
- move the selection to a **blank space** and click to place the selection in the space
- when all the blank spaces have been filled with topic selections, click **Done**



Outline

In this game, your child fills in an outline from a list of topic selections. Have your child:

- note the outline title and the subject headings
- click the **up and down arrows** to scroll through the topic selections and then move the pencil to a selection and click
- move the selection to the **blank line** and click when the line turns pink to place the selection on the line
- when all the blank lines have been filled with topic selections, click **Done**

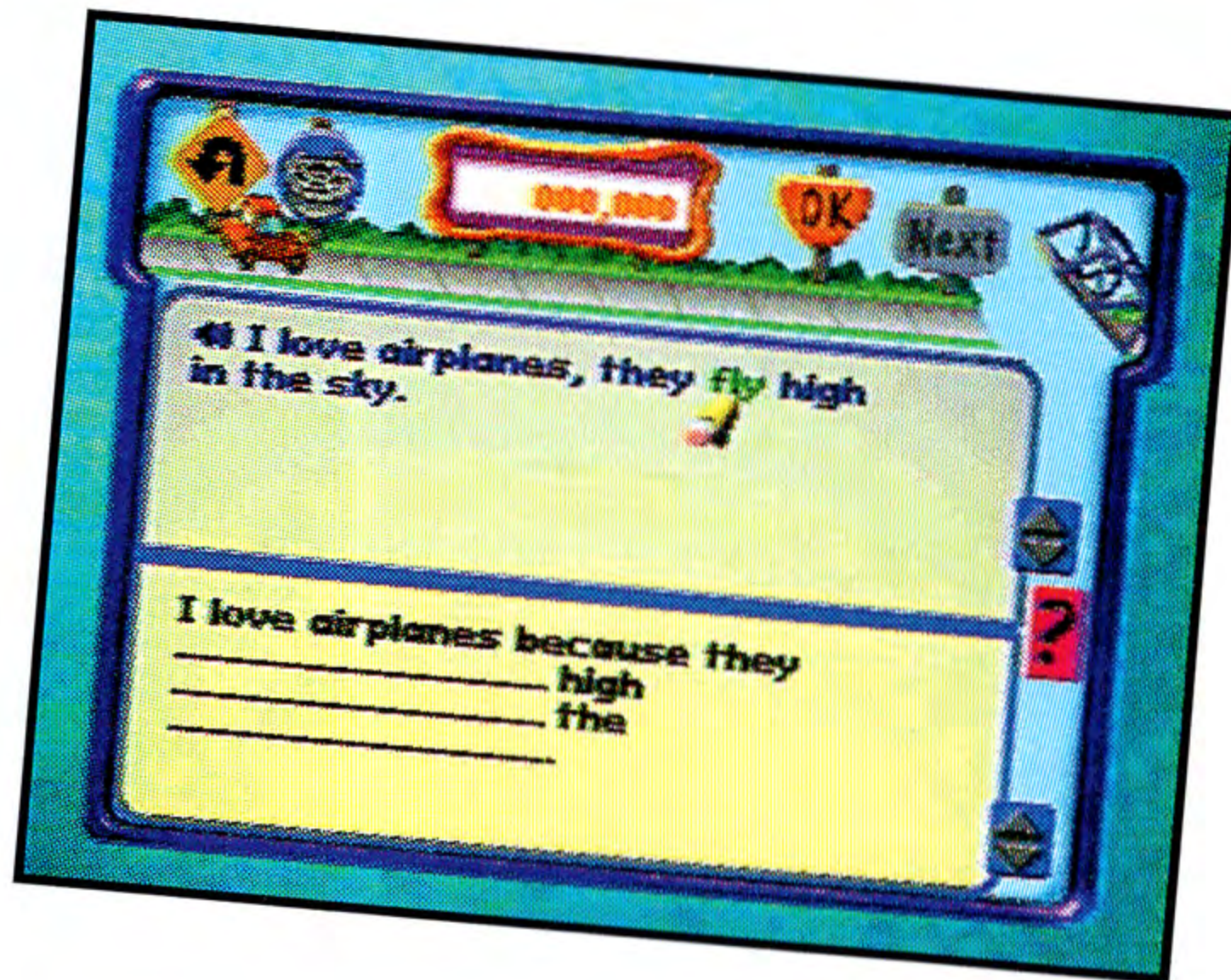
“Revising Game”

In the “Revising Game,” your child changes the text in different passages to make the appropriate changes to the passages. This game consists of two activities, Fill in the Blanks and Drag the Words.

Fill in the Blanks

Your child will fill in the blank spaces in a passage of text with the grammatically correct forms of words. Have your child:

- click a **blank line** to see the word choices for that line
- move the **pencil** to the correct word choice so that the word changes color, and click
- move the word to the appropriate blank line and click when the line turns pink
- repeat for all the remaining blank lines and click **OK** when the revision is complete
- click **Next** to go to the next revision activity



Drag the Words

Your child changes a passage of text to make it correct. Have your child:

- read the text at the top of the screen; then determine which of the words at the top must be moved to the blanks below to make the text on the lower half of the screen correct
- click a **word** from the text at the top of the page and move it to a blank line; when the line turns pink, click the word to place it
- fill in all the blanks with the correct words, and click **OK**
- click **Next** to go to the next revision screen



“Proofreading Game”

In the “Proofreading Game,” your child searches for capitalization, spelling, and punctuation errors in text on a monitor screen and uses a keyboard to make corrections. Have your child:

- note the **words highlighted in white**; these are the entries that need to be corrected

Note. Incorrect words are highlighted in white only in the Expert track; in the Pro track, your child must find the errors in the paragraphs.

- click a **white word or letter** to place it on the keyboard display below the text
- click the **keys** on the keyboard to re-form the word so that it fits correctly in the text and click **OK**

“Writing Game”

In the “Writing Game,” your child writes his or her own piece, edits the piece with others, and publishes what he or she has written. Have your child:

- click the **arrows** by Topic, Audience, Purpose, and Tone to choose the characteristics of the writing piece, and then click **Set**
- click **Exit** to begin writing

Note. To see a sample piece before beginning to write, have your child click **Sample**; click the **X button** to put the sample away



- click the **keyboard keys** to write the piece
- click the picture of the **game controller** to see some keyboard shortcuts
- click the **arrow** in the upper-left corner at any time to exit the “Writing Game”

Your child can place whole words on the screen by first choosing from a list of topic selections. To place a word, have your child:

- click the **arrows by the top word** in the bar in the lower-left part of the screen to see topic selections
- click **a word** to place it on the screen

Next your child uses a checklist to check his or her work with others. Have your child:

- click **Peer Edit** to edit his or her work
- click the **boxes** by the items on the checklist
- click **Done** after all the items on the list have been checked to submit the writing piece

Lastly, have your child copy down his or her final piece on a sheet of paper to save it, and then click **Publish** and **Submit** to submit his or her work.

The Racing Game

After all four games at a location have been successfully completed, your child plays a Racing Game as a reward. The object of the Racing Game is to avoid running out of points before time expires by clicking bonus objects and dodging penalizing objects. Have your child:

- click the signpost that reads **To Contest 30 miles** to go to the Racing Game
- use the **controller buttons** to maneuver the car, as follows:
 - press the **up button** to move the car up
 - press the **down button** to move the car down
 - press the **right button** to make the car go forward and speed up
 - press the **left button** to slow the car down or to brake
- avoid running over **potholes and oil slicks** so as not to lose points

Note. Airplanes periodically fly across the screen carrying banners that contain the titles and authors of children's books. After a banner has passed by, bonus objects related to the book appear on the road. Your child gains points by running over these objects.



Extending the Learning Experience

Family Activities

Make a Dictionary

Make a booklet for your child by stapling together several sheets of lined paper. Have your child label and create a cover for his or her own personal dictionary. Then, as he or she reads, have your child write words in the dictionary with possible meanings for each word.

Write a Story

Have your child choose one of his or her favorite books. Ask your child to open the book to any page to find and write down all the compound words he or she finds on the page. Then, help your child write a story using all the compound words listed.

Advice Column

Have your child imagine that he or she has been chosen to write an advice column for young children. Help your child think of several questions that he or she thinks a younger child might ask. Have your child write them down on paper. Then, encourage your child to write responses to the questions.

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.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. © Copyright 2000 Lightspan, Inc. All rights reserved. Lightspan Adventures is a trademark of Lightspan, Inc. Printed in the U.S.A.

LIGHTSPAN™
Achieve Now

A Product of Lightspan, Inc.
CD #907127