Davidson's Learning Center Series: 4th Grade

Hello! We're the Learning Voyage crew. Welcome to our DiscoverCraft. We floated just fine until bunches of Bobbily birds laid their eggs in our engine room. The "egg-stra" weight caused our craft to sink into the Swamps of Slimoozia! You can help "egg-stract" us from the swamp by practicing your reading and math skills in our "eggs-hibits." Each time you master a skill, you'll earn a token to go to the engine room and play a game to hatch those eggs. The Bobbily birds will then fly away, and the DiscoverCraft will lift off again!

DiscoverCraft

Signing In

- If you've never played before, click Add Name, type your name in the sign-in box, and click OK.
- If you have signed in previously, select your name from the list of players and click OK.

The Lobby

The three exhibit halls at the museum are Oceans, Ancient Treasures, and Space. Click on one to enter. Your progress will be tracked.

The Gravity Simulator

Let the gravitational force pull you into the fun of learning about solar systems and orbits. Your progress is not tracked here.

The Museum Map

Navigate to any exhibit or skill that you choose. See where you are, where you have been, and the progress you have made.

Lesson Panel

Learn and practice a skill before you do the problems in an exhibit. Open the Lesson Panel in the lobby to bring up a list of all the reading and math skills. Click one of the skill lessons to go directly to it.

Tool Panel

Just click on the handle in the upper right corner of the screen to bring down the Tool Panel. Here you can access the Lesson Panel, Achievement Report, Map, Calculator, Printer, Help, and Exit.
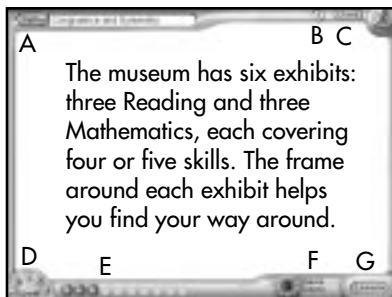
Tour Button

Click here for a guided tour of the museum.

Engine Room Hatch

Every time you master a skill, you'll earn a token to go to the Engine Room and play the Egg Drop game. If you clear the sand in time, you'll hatch those eggs and reduce the weight of our craft.

Exhibits and Frame

The museum has six exhibits: three Reading and three Mathematics, each covering four or five skills. The frame around each exhibit helps you find your way around.

A. Skills Button – Navigate to different skills within an exhibit.
B. Help Button – Click the ? button to turn your cursor into a question mark. Now click on the item for which you need help. Instructions will play. For help with other tasks, open the Tool Panel and click Help.
C. Close Button – Click to close an exhibit.

D. Levels Indicator – Each exhibit skill has multiple levels. When you master level 1, you advance to the next level until you complete them all. After completing a level, you may return to it for more practice.

E. Tally Marks – The tally marks show your score on a skill level. A star means you got a problem right on the first try. A check means you got it right on the second try. An X means you got the problem wrong. If you get the first five questions right in a skill level, you automatically advance to the next level. If you do not, either you get more problems or the Lesson Panel comes up to give you more help with the skill. Once you read the lesson carefully, you may return to finish the skill.

F. Game Tokens – See the number of tokens you have earned by mastering skills. To use the tokens to play the Egg Drop game, click on the

frame token or on the Engine Room hatch in the lobby.

G. Lesson Button – Click here to learn more about and practice a skill.

For Parents Only

View your child's progress in For Parents Only by pressing CTRL+ALT+F in Windows or ⌘+F on the Macintosh.

Parent's Achievement Report – Each child's progress is displayed by skill. See which skills have been mastered, the time spent, and lessons completed. To go directly to a particular skill, click on it and then click the Open Activity button.

Parent Letter – Feedback on your child's progress is provided in a customized letter. You'll see which areas have been mastered and which areas require more practice.

Tips – Engage your child in worthwhile activities that support the skills.

Parent Controls – These options allow you to set your child's mastery goal for each exhibit skill (default mastery is 80%), select a mode of play, add or delete users, and check and print out the progress of current users.

Modes of Play

1. Exhibit Activity Mode – This is the default mode. This mode begins as soon as you click on an interactive exhibit.

2. Lesson Mode – When using Lesson Mode, you must complete the lesson associated with a skill before you start practicing the skills in an exhibit. Go to the For Parents Only section to set this mode.

Children's Achievement Report
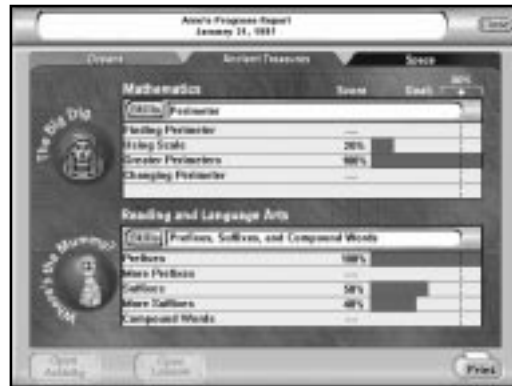
This is your child's own version of the Achievement Report. Open it by clicking the Tool Panel handle. Progress for each skill is organized by exhibit. Toggle through an exhibit's skills to see the scores. To go directly to a skill or lesson, click on it, then click the Open Activity or Open Lesson button at the bottom of the screen. Remember that whoever signed in will have his or her progress shown in the report.

Math Lessons

The Big Dig Skills

Perimeter
L 1: Finding Perimeter
L 2: Using Scale
L 3: Greater Perimeters
L 4: Changing Perimeters

Area
L 1: Finding Area
L 2: Creating Rectangles
L 3: Area of Rectangles
L 4: Using Scale
L 5: Area and Perimeter

Fractions
L 1: Writing Fractions
L 2: Fraction of a Number
L 3: More Fraction of a Number
L 4: Equivalent Fractions

Digit Dive Skills

Computation: Addition/Subtraction
L 1: Addition (No Regrouping)
L 2: Subtraction (No Regrouping)
L 3: Addition (One Regrouping)
L 4: Subtraction (One Regrouping)
L 5: More Addition and Subtraction

Computation: Multiplication
L 1: Multiplication Facts
L 2: 1-Digit Multipliers
L 3: More 1-Digit Multipliers
L 4: Place Value in Multiplication
L 5: Multiplying by Multiples of 10

Computation: Division
L 1: Division Facts
L 2: 1-Digit Divisors
L 3: Mental Math
L 4: Place Value in Division

Blast Off! Skills

Estimation: Add./Sub./Multiplication
L 1: Using Number Sense
L 2: Rounding
L 3: Estimating Sums and Differences
L 4: Number Sense in Multiplication
L 5: Estimating Products

Estimation: Division
L 1: Using Basic Facts to Estimate
L 2: Compatible Numbers
L 3: Estimating Quotients
L 4: Estimating with 2-Digit Divisors

Estimation: Fractions
L 1: Fractions of a Circle
L 2: Lesser Denominators
L 3: Greater Denominators
L 4: Estimating More Fractions
L 5: Estimating Mixed Numbers

Reading and Language Arts Lessons

Where's the Mummy? Skills

Prefixes, Suffixes, and Comp. Words
L 1: Prefixes
L 2: More Prefixes
L 3: Suffixes
L 4: More Suffixes
L 5: Compound Words

Subject/Verb Agreement
L 1: Identifying Subjects and Verbs
L 2: Subject/Verb Agreement I
L 3: Subject/Verb Agreement II
L 4: Subject/Verb Agreement III

Nouns
L 1: Singular and Plural Nouns
L 2: Recognizing Possessive Nouns
L 3: Using Singular and Plural Nouns
L 4: Using Possessive Nouns
L 5: Using Nouns

Shark Snacks Skills

Synonyms
L 1: Synonym Pairs
L 2: More Synonym Pairs
L 3: Synonyms in Sentences
L 4: Synonyms in Context

Antonyms
L 1: Antonym Pairs
L 2: More Antonym Pairs
L 3: Antonyms in Sentences
L 4: Antonyms in Context

Parts of Speech
L 1: Nouns
L 2: Verbs
L 3: Adjectives
L 4: Adverbs
L 5: Pronouns

Your Lucky Stars! Skills

Main Idea, Details, and Context Clues
l 1: Topic and Main Idea
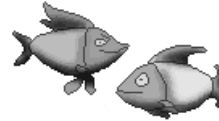L 2: Topic, Main Idea, and Details
L 3: Paragraph Unity
L 4: Context Clues

Cause and Effect
L 1: Recognizing Causes
L 2: Identifying Effects
L 3: Cause and Effect Relationships
L 4: Multiple Causes and Effects

Exhibits

Digit Dive

Fish for numbers to solve addition, subtraction, multiplication, and division problems. Drag the fish with the correct numbers into the empty spaces in the net. Press Check after each problem to check your work. If you answer correctly, you'll earn a tally mark and sea creatures will congratulate you. Dive in!
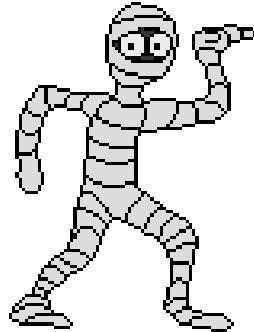
Shark Snacks

Help the shark eat the fish by finding the word that matches the synonym, antonym, or part of speech on the menu. Line up the shark with the correct fish by using the arrow keys. Press the space bar when you're ready to feed the shark. If you are correct, the shark will chomp the fish and you'll earn a tally mark.

Where's the Mummy?

Mummy Madness! You have entered the pharaoh's tomb. Here you will practice building words and sentences by placing bricks into empty slots in the wall. Bats, spiders, and snakes creep out to let you know if you've answered correctly. If you meet your mastery goal, a mummy will be revealed.

The Big Dig

Help the archeologists find buried treasure by solving perimeter, area, and fraction problems using the grid on the dig site. Watch your treasure carefully. A mummy on the loose has been stealing treasure from the tombs. You could be his next victim!

Your Lucky Stars!

Read paragraphs and sentences to answer questions about topic, main idea, details, or cause and effect. Pick a far-out space topic and read about it. When you finish reading, click on game host Mike Rochip to see the questions. If you answer correctly, you'll earn a star and the next question will appear. But watch out! If you're wrong, the panelist whose answer you selected will get slimed. If you meet your mastery goal, you'll win a fantastic prize!
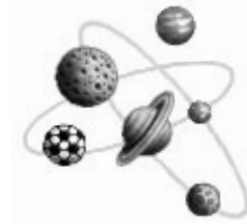
Blast Off!

Launch rockets by estimating numbers. Read the addition, subtraction, or fraction problems and decide which estimate is closest. If your calculations are correct, you'll launch the rocket into space. A correct answer clears meteors from the rocket's path. Estimate carefully—too many wrong answers and the mission will fail!

Gravity Simulator

In the Gravity Exhibit, click on the planets to learn more about our solar system or open the Fun Facts to learn more about gravity. Then, go to the Simulation Lab to make your own orbits and solar systems. To see a sample solar system in action, click on Open Sample, choose a sample orbit, then click Run. Click on Create Planet to make planets for your solar system. Click on Mass, Speed, and Direction to customize your planets. Drag them around the screen to place them where you want. Press Run to see gravity in action; press Pause to stop.

Egg Drop

When you master a skill, you'll earn a token to go to the engine room to hatch the Bobbily birds' eggs. Look at the key on the wall to find out which eggs hatch other eggs. When you're ready, press Start. Use arrow keys to move an egg above one that will hatch. To win, you must clear a whole column of eggs before time runs out. Happy hatching!
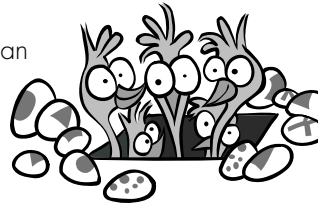
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TROUBLESHOOTING

If you do not find the answer to your question here, there is additional troubleshooting help at the support web site for the programs in the Davidson's Learning Center Series: http://lcs.cendantsoft.com

Windows 95

If you have any difficulty running this program:

1. Restart your computer.
2. Shut down any program that started up after you restarted your computer. Turn off any virus scanning programs, screen savers and any application programs.
3. Make sure the screen resolution is at 640x480 (best) or 800x600. If you have 8MB of RAM, you should use 640x480 to conserve memory. Set the number of colors to be displayed to 256. To change the Windows 95 screen resolution and color settings: Select the **Start** button, then **Settings** and **Control Panel**. In the Control Panel double-click the **Display** icon. In the Display box choose the **Settings** tab. Choose **256 Color** and **640 by 480 pixels**. Then click the **Apply** button and follow any further instructions.
   Note: You may have to restart the computer.
4. If you are experiencing video-related problems, it may be due to your video display driver. Contact your computer vendor to make sure that the driver you are using is the most recent release.

If do not hear sound from the program while it is running:

1. Make sure the speakers are functioning properly. Check batteries or AC adapter and make sure the speaker is plugged into the correct port.
2. Check your volume control. (You can usually double-click the loud-speaker icon on your taskbar). Make sure all volumes are at least halfway up and that none are muted. Retry the program.
3. Try playing a sound file. Select the **Start** button, then **Settings** and **Control Panel**. In the Control Panel double-click the **Sounds** icon. In the Sounds control panel, go to the **Event** window and select an event that has a speaker icon to the left of it. Under **Name**: you will see the name of a .wav file. Click the right arrow to the right of the **Preview** window. If you do not hear a sound your system is not playing .wav files. Make sure your sound card and sound card drivers are installed properly. Contact your PC or sound card manufacturer.

If you hear sound but it skips, do the following:

1. In Control Panel, double-click **System**. Click the **Performance** tab. Click the **File System…** button, and select the **CD-ROM** tab. Set the **Supplemental cache size:** to Large. Match the **Optimize access pattern for:** to your CD-ROM. Click the **Apply** button.
2. In Control Panel, double-click **Multimedia** and choose the **Advanced** tab. Click the plus (+) to the left of **Media Control Devices**. Double-click **Wave Audio Device** and then click **Settings….** Increase the amount of buffering memory and click the **OK** button.
   Note: You may want to readjust both settings for optimum performance.

Windows 3.1x

If you have any difficulty running the program:

1. Restart Windows.
2. Shut down any program that started up after you restarted Windows. Turn off any virus scanning programs, screen savers and any application programs.
3. Make sure the screen resolution is at 640x480 (best) or 800x600. If you have 8MB of RAM, you should use 640x480 to conserve memory. Set the number of colors to be displayed to 256. If your system has less then 8MB of RAM or you still are having problems with disruption of video, change the number of colors displayed to 16.

If do not hear sound from the program while it is running:

1. Make sure the speakers are functioning properly. Check batteries or AC adapter and make sure the speaker is plugged into the correct port.
2. Check your volume control (you can usually double-click the loudspeaker icon on your taskbar). Turn up all volumes at least halfway and make sure that none are muted.
3. Try playing a sound file. In Windows Program Manager double-click the **Main** program group, then open **Control Panel** and **Sound**. In the

Sound box put a check mark in the box for **Enable System Sounds**. Under **Files:** make sure a .wav file is selected and click the **Test** button. If you do not hear sound your system is not playing .wav files. Make sure your sound card and sound card drivers are installed properly. Contact your PC or sound card manufacturer.

If the program is running slowly:

1. Close all open applications before entering the program.
2. Make sure you are running Windows in enhanced mode.
3. Make sure you have at least 10MB of free space on your hard drive while running Windows. Scandisk and Defrag the hard drive regularly.
4. To enhance program speed, we recommend using SMARTDrive a disk-caching program provided with Windows and DOS 5.0 (and higher).

Macintosh

If you experience lockups or freezing:

1. Quit all other programs and disable any screen savers.
2. Use the Extension Manager (in Control Panels) to disable all nonessential extensions. If you are running an operating system older than System 7.5, create a new folder called "Extensions (disabled)" in your System Folder and move all nonessential extensions from the Extensions folder to the new folder. Essential extensions include Sound Manager, printer extensions, and the extensions for your CD-ROM drive. Restart the computer.
3. Check your Memory control panel for Modern Memory Manager. If you see this option, turn Modern Memory Manager off and restart the computer.

If you receive an error message or an "Out of memory" message while running the program:

1. Turn on Virtual Memory in the Memory control panel. Restart your computer.
2. Turn off any screen savers or other utilities.
   Note: The application *At Ease* may cause various problems. If you experience problems running a program while *At Ease* is active, turn *At Ease* off and try running the program again.

Technical Support Options

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Internet: http://lcs.cendantsoft.com

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