



Third Grade uses Adventures in Problem Solving in a simulation setting. The users work through solving problems in three regions of a national park. Each time a problem is solved, the user earns a badge. With each badge, the user is closer to becoming a Deputy Ranger.

No teacher setup is required however; the CD is required to run this program.

Student directions

Logging in: The first time a student opens the program and reaches the login screen, **he/she will need to type his/her first name.**

1. Type first name (or name and last initial) in the login box.
2. The first time a student accesses the program, a dialogue box will appear asking if this is the student's first time to login.
3. The student will need to click the First Time button in the dialogue box. The student will then need to create a unique user ID. The program does save the work of the student as he/she moves through the various levels and stages of the program. Therefore, a unique user ID is required.
4. After that first login, the student will need to remember his/her unique user ID and type that in each time. If the student mistypes his/her name, he/she can click Try Again to re-enter a unique user ID.

Software Notes: The students will be working with park rangers to help solve problems in a national park. The audio introduction and instructions guide the student throughout the program. The students will have access to a back pack containing helpful materials such as a calculator, notebook, Field Guide, table maker, graph maker, camera, ruler and other tools to use in solving problems. When a problem is solved, the user gets a badge. Each badge allows the user to move towards the final goal; becoming a Deputy Ranger.

Saving: This software saves the work of the student to the student H:\ drive.

Exiting the program:

1. Click the menu button in the upper left corner.
2. Click the Save button to save the work before exiting.
3. Click the Exit button.