

Calling All Problem Solvers

Requirements:

CD is required. ♦ Work is saved to the “H” drive.

Login Procedures:

- Type in a unique user ID. (The ID must be less than 8 characters.)
- Click **Ok**

A message will appear if this is your first time. Click **First Time**. Click **Ok**. (If this is not your first time then click **Try Again**)

Type in your first and last name and then click **OK**. Your unique ID will be displayed and that is what you will use for this program.



Title Screen:

After the opening animation, you will see the Title Screen:

- **Map** – Shows you an entire picture of the park
- **Tour** – Explains each part of the park and how to play the game. Tour should be taken the first time a student uses the program.
- **Park** – Takes you to the park where all problems to be solved begin.
- **Exit** – Allows you to close the program.



Map



Park/Playground

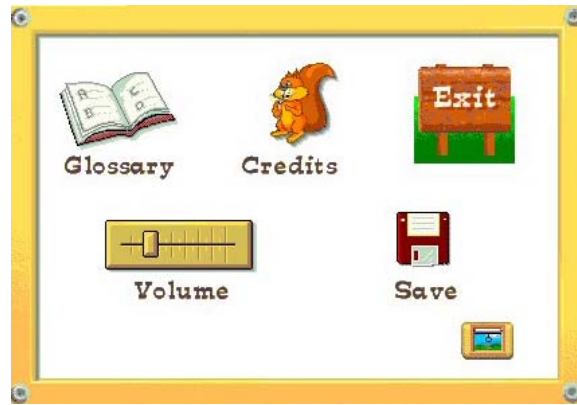




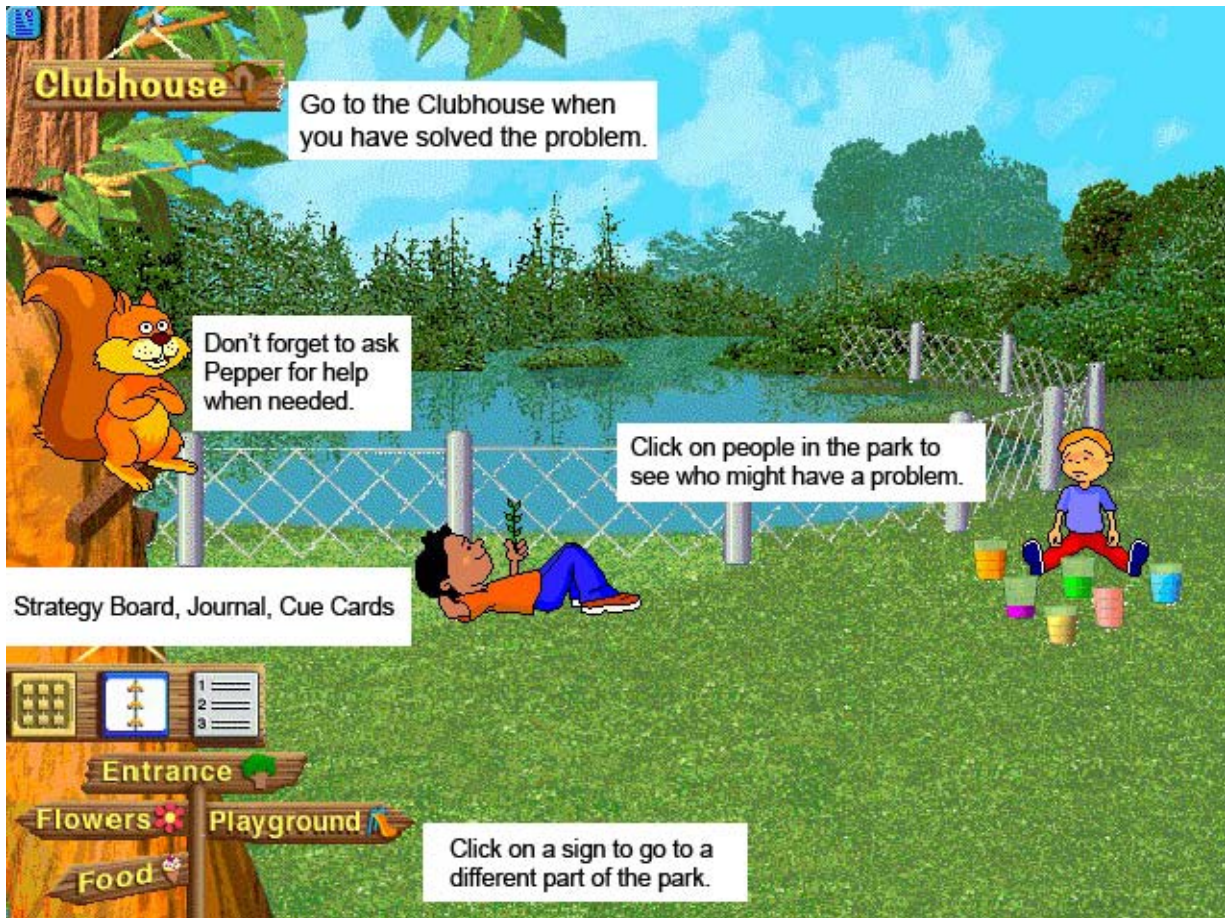
Options



Close Window



This is a typical scene at the **Lake**. All other locations in the park will be similar.



Clubhouse

Go to the Clubhouse when you have solved the problem.



Don't forget to ask Pepper for help when needed.

Click on people in the park to see who might have a problem.

Strategy Board, Journal, Cue Cards



Entrance

Flowers

Playground

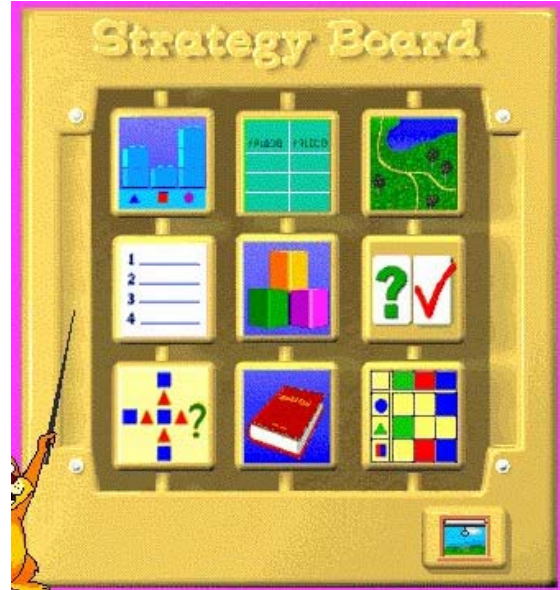
Food

Click on a sign to go to a different part of the park.

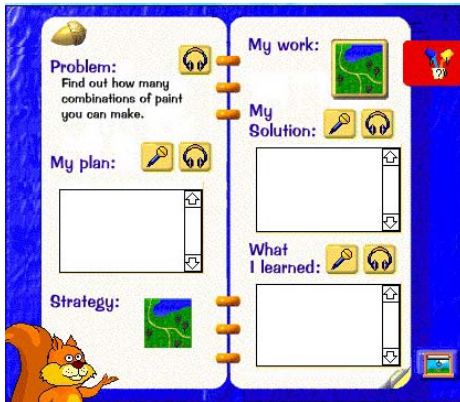
Strategy Board

The following strategies are available to solve problems. Some problems can be solved using several different strategies. Students are encouraged to choose the best strategy available.

Make a Graph	Make a Table	Make a Picture
Make an Organized List	Make a Model	Guess & Check
Make a Pattern	Look It Up	Think it Through

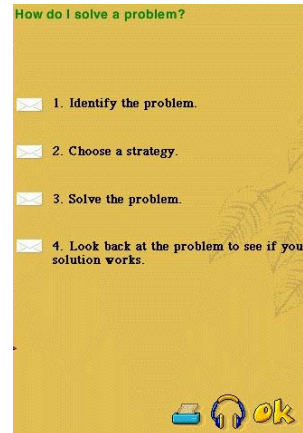


Journal




The problem is not done until the journal is filled in completely. Once this is done, you can go to the **Clubhouse** to check your work.

Cue Cards



Cue Cards will ask leading questions if you are having trouble with the strategies in solving the problems.

Exiting the Program

1. Click on Options  located at the top left of the screen.
2. Click on the Exit icon.
3. Click on Yes to answer, "Are you sure you want to leave the program."

NOTE: If you are in the middle of solving a problem, you will be asked if you want to save your work. If it is saved, you can resume the problem during your next session.

