



Fifth Grade uses Go West in a simulation setting. The users work through solving problems in the old west. The software is set in the late 1800s in Kansas. Each time a problem is solved, the user is closer to becoming a successful business owner, farmer or politician.

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 their neighbors in Kansas to start their own homestead in the late 1800s. The audio introduction and instructions guide the student throughout the program. The students will first have to decide which goal they would like to pursue: a business owner, a farmer or a politician. The students will have access to helpful materials such as a seed guide, a bank for loans and money transactions, a grain mill, and many neighbors with useful tips. As years go by on the plains, the user moves closer towards the final goal.

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

Exiting the program:

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