



Title: Earth Scout

Grade: 1-5

Overview: Let's explore the earth! Students "fly" their own rocket from Trudy's backyard to many interesting locations. In the Discover Mode, students take pictures with the rocket's camera to print and color. In the Question and Answer Mode, Astro-mouse and Melvin challenge students to find and photograph specific locations.

My Learning Objectives:

Locate selected continents and oceans on the globe

Demonstrate relationships between a globe and a world map

DISCOVER MODE

1. Click the Rocketship to enter Earth Scout from the Main Room.
2. Click a green arrow in the rocket's window to fly the rocket around the earth.
3. Click directly on the earth to fly closer and hear information about a continent or an ocean. Click again to hear the continent or ocean information repeated.
4. Click a circled image icon to land and hear information about a landmark. (Circles are visible only when the rocket is close to a continent.) Click again to hear the landmark information repeated.
5. Click the Up arrow above the rocket window to blast off from earth into outer space.
6. Click the Camera to take a photograph of any view from the rocket window.
7. Click the Printer to print a coloring book outline of any view from the rocket window.
8. Click the character in the picture frame for the Question and Answer Mode, or click Trudy to return to Trudy's Main Room.

QUESTION AND ANSWER MODE

1. Click the character in the picture frame to enter the Question and Answer Mode.
2. Astro-mouse challenges you to take a photograph of a specific location. To hear the challenge again, click Astro-mouse.
3. Fly to the location and click the Camera. If you fly to the wrong location, Astro-mouse will ask you to try again.
4. You can select the level of Astro-mouse's challenge.
5. Click the small image of the earth to take a picture of a continent or ocean. For example:
 - "Please go to Africa and take a picture."
6. Click the small image of a continent to take a picture of a landmark (with a location hint). For example:
 - "Please go to Africa and take a picture of the Nile River."
7. Click the small image of a landmark to take a picture of a landmark (with no location hint).
 - "Please take a picture of the Nile River."
8. Click the empty picture frame for the Discover Mode, or click Trudy to return to Trudy's Main Room.

