



CollinsEducational



NEW MEDIA

spacesafari

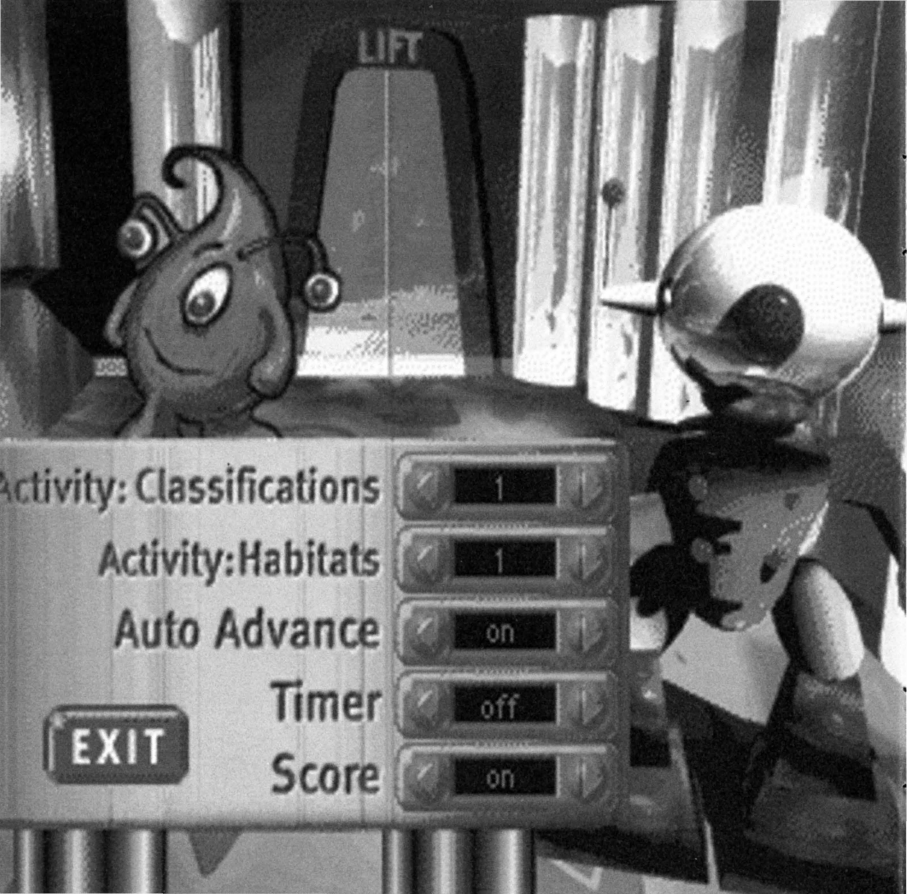
an interactive science investigation for ages 7 and over



★ habitats ★ classifications ★ animals and plants

PHILIPS

COMPACT DISC INTERACTIVE



Activity: Classifications

Activity: Habitats

Auto Advance

Timer

Score



1



1



on



off



on



EXIT

space safari

Space Safari is a stimulating interactive resource for ages 7 and over.

Developed in conjunction with Science teachers and advisors Space Safari covers elements of Life and Living Processes (National Curriculum, Science AT2) and Understanding Living Things and the Process of Life (Scottish 5-14 Guidelines, Environmental Studies).

Using high quality artwork of animals, plants and habitats, and superb audio, the technology brings to life habitats such as tropical rainforests and the seashore.

It also has a comprehensive visual, audio and text database of over 100 animals and plants.

Activities on the disc include:

- **Classifications:** classifying plants and animals
- **Habitats:** exploring habitats and placing animals and plants into suitable habitats
- **Food chains:** completing food chains and exploring feeding relationships

These activities are built into a thrilling 'Space Safari' scenario where the user helps Eeko, an alien on a spaceship, by classifying animals for transportation to a new world - the Planet Perfecta. The programme is designed to provide the maximum interaction, with a scoring system which encourages correct answers. A built-in database supports the development of referencing skills.

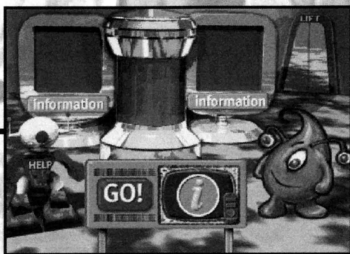
finding your way around **space** safari



the flight deck



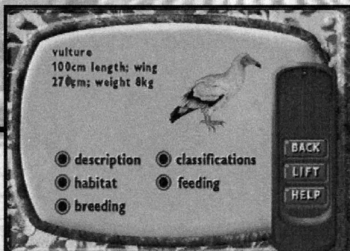
the lift



the transporter room

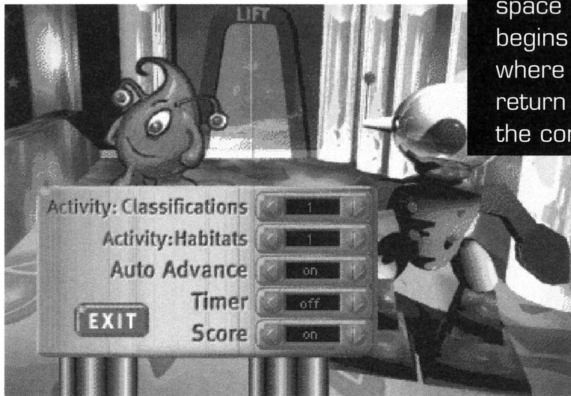


the cargo hold



the library of living things

The flight deck is where your space safari begins and where you can return to set the controls



• the flight deck

Activity: Classification

Click on the arrows to select the required activity level for the classifications exercise

- 1 living/non living
- 2 plant/animal
- 3 walker/floater/burrower/swimmer/flyer/wiggler
- 4 fur or hair/feathers/scales/wet skin/gills/no backbone
- 5 fish/amphibian/reptile/bird/mammal/invertebrate

the flight deck

Activity: Habitats

Click on the arrows to select the required activity level for the habitats exercise

1 choose between two possible habitats for the living things

2 choose four living things to go into each habitat and complete the food chain

Auto Advance

On move from one activity level to the next automatically

Off remain on the same activity level

Timer

On allows you to choose to work against the clock when classifying animals or plants.

Change this to **Off** if you want more time to think.

You can see how much time you have left in the computer.

Score

On allows you to keep a score of how well you're doing

You can see what your score is in the computer.

The Help Droid

If you do not know what to do select the Help Droid

Lift

Click here to select the required activity

Exit

Click here when you're ready to stop playing Space Safari

Wherever you
are you can use
the lift if you
want to go
somewhere else



- **the lift**



the lift

Transporter Room : Classifications

Click on Transporter Room : Classifications to start the classifications exercise at the level selected on the Flight deck.

Cargo Hold : Habitats

Click on Cargo Hold : Habitats to start the habitats exercise at the level selected on the flight deck.

Library of Living Things

Click on Library of Living Things to find out about classifications, habitats and about all the plants and animals in the adventure.

Flight Deck : reset controls

Click on Flight Deck: reset controls to return to the flight deck and select a new level or change the Timer, Score or Auto Advance options.

Objects are
beamed up here
for classification
before being
transported to
the cargo hold



- **the transporter room**

A detailed illustration of a jungle scene with various plants, trees, and vines, serving as a background for the text.

the transporter room

A selection of objects is beamed up into the Transporter room. To find them safe places in the hold for their long journey they have to be sorted into groups or classifications given by the computer. You help Eeko the alien to do this. As each plant, animal or object arrives, look at the classifications which the computer offers, and click on the one you think is right. Click on the correct classification and it will be beamed down to the right hold.

When there are three things to classify, first, click on the object you want to classify, then click on the classification you think is right. Repeat this until all three objects have been classified.

The Help Droid

The Help Droid will tell you how to work the activity if you're not sure.

The Computer

Select the Computer to look at the Library of Living Things - you may want to do this to help you complete an activity.

Lift

Click here to return to the Lift and select a new activity or go to the Flight Deck.

Beam the plants
and animals
down to their
new homes
from here



- **the cargo hold**

the cargo hold

Spaceship Safari is orbiting the Planet Perfecta, where six habitats have been specially created. The plants and animals on board need to be beamed down into their new homes. Eeko needs your help to choose the best habitat for each plant or animal.

At level 1, you'll be asked to choose between two possible habitats for the living things. Click on the information button to find out about the habitat.

At level 2, you'll choose four living things to go into each habitat. Click on the habitat picture to cycle through a choice of habitats. Then click on the four living things that would be happiest living in that habitat. When you've chosen correctly, you'll be asked to show Eeko how a food chain works by putting the animals and plants into the correct order in the chain. Click on each living thing, and then on the position in the food chain where you think it should be.

The Help Droid

The Help Droid will tell you how to work the activity if you're not sure.

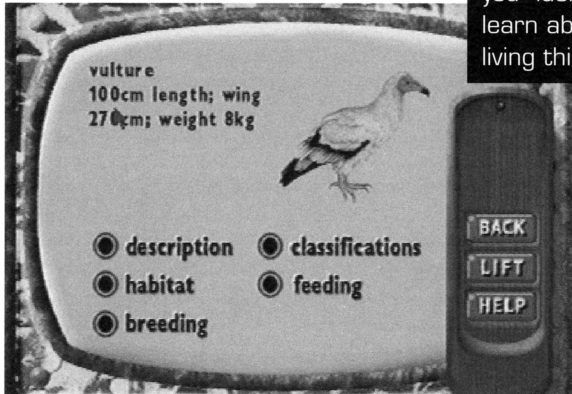
The Computer

Select the Computer to look at the Library of Living Things - you may want to do this to help you complete an activity.

Lift

Click here to return to the Lift and select a new activity or go to the Flight Deck.

Eeko's spaceship library will help you identify and learn about living things



- the library of living things

the library of living things

Living Things click here for a list of all the living things in the space ship, then click on each one to find out more about it. You can hear its name; you can click to find out about its classifications, its preferred habitat, get a description of it, and find out about how it breeds and feeds.

Classifications click on each classification to learn about it, and then see a list of all the objects that can be classified using that classification. Then select an object to get a description of it, find out more about its habitat, breeding and how it feeds.

Habitats click on habitats to find out about the habitats and what lives there. Then select each habitat to explore it - hear and see what it looks like, and find out where in the world it can be found. You can also see a list of the animals and plants that live in each habitat.



click on this symbol when it appears to pause the commentary



click on these symbols to move around the list of objects



select back to take you back to the previous screen



select lift to return to the lift and select a new activity



select help for further information on how to use the Library of Living Things



The Compact Disc Interactive System brings a new experience to television: interactive programming using digital video and superior sound reproduction that audiences have come to expect from the Compact Disc medium. In using CD-i discs, viewers will operate a remote controller for three basic functions:

- **Cursor movement** Allows the viewer at designated times to position the cursor anywhere on the screen to select a program activity, or in any other way select an active zone or object on the screen.
- **Action Button One** Identified by one dot •, this button is used to initiate a given program activity selected by the cursor.
- **Action Button Two** Identified by two dots • •, this button may either duplicate the functions of Action Button One or offer additional functionality.

To locate the cursor and action buttons on your remote controller, please refer to the Instruction Manual of your CD-i player. Please note: functions may vary according to the title played. For more information, you may select special "Help" programs available on most CD-i titles.

In storing and handling your CD-i program, you should apply the same care as with conventional Compact Discs. No further cleaning is necessary if the Compact Disc is always held by the edges and is replaced in its case directly after playing. Should your CD-i disc display artifacts or playback problems, please remove it from the player and wipe it with a clean and lint-free, soft, dry cloth, always in a straight line from centre to edge. No solvent or abrasive cleaner should ever be used on the disc.

