

# **Crosscountry** **CANADA** **PLATINUM**

Version 2.1.

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UNDERSTANDING THROUGH INVOLVEMENT

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**Introduction to  
Crosscountry  
CANADA Platinum**

## Introduction

**Crosscountry CANADA Platinum** is an interactive geography program, designed to teach and strengthen many different skills. Students become long distance truck drivers and are assigned commodities they must pick up on their journey through Canada. The program allows the student to have fun while they learn:

- Facts about Canada - Ranging from weather to terrain to cultural differences.
- Basic map reading and map interpretation skills.
- Budgeting problems, time and distance factors.

The program may be played on different levels.

- Younger children tend to use the program on a more superficial level. They learn basic facts related to map reading and the differences in terrain across the country. **Crosscountry CANADA Platinum** also teaches students where cities, provinces and territories are located, as well as where commodities are produced (such as wheat, beef, oil or clothing).
- Older children tend to use the program on a more complex level. They learn the facts, as well as methods for determining the fastest, cost effective route to their destination.

The game is an excellent tool to promote geographic literacy and broaden students' knowledge about Canada, while developing higher level thinking skills.

For more information about the Educational Objectives of Crosscountry CANADA Platinum, please turn to page 17.

# Chapter 1

## Getting Started

This chapter will cover the following topics:

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## Registration

Fill out and return your registration card as soon as you open the package. Once you register your Ingenuity Works product, you become entitled to use our technical support line. We will also send you update and new product information.

## Crosscountry CANADA Platinum package contains:

Wall map	1 per School Edition, 5 per Lab Pack or 10 per Site License
Reference Card	1 per School Edition, 5 per Lab Pack or 10 per Site License
Map Card	1 per package
CD-ROM	1 Crosscountry CANADA Platinum CD-ROM
Manual	The manual is included on the CD-ROM
Registration Card	1 per package (We can't provide technical support unless you register)
QuickStart	1 per package

If you are missing any of these materials call Ingenuity Works Inc. at 1-800-665-0667. If you are covered under a District License, call your district for the additional materials.

## System Requirements for Windows Systems (minimums)

- Windows 95 or 98
- Pentium system at 166Mhz
- 16 MB Free RAM (32 MB total)
- Display capable of 640\*480 resolution at 256 colours
- Sound Blaster or compatible sound card
- 8X CD-ROM drive
- DirectX version 7.x (included on CD-ROM) or higher
- QuickTime 4.0 (included on CD-ROM) or higher

## System Requirements for Macintosh (minimums)

- System 8.5 or higher
- Power Macintosh system at 120Mhz
- 16 Mb Free RAM
- Display capable of 640\*480 resolution at 256 colours
- 8X CD-ROM drive
- QuickTime 4.0 (included on CD-ROM) or higher
- Game Sprockets (included on CD-ROM)



## First Run Installation

### Windows 95/98

- Insert the CD-ROM Crosscountry CANADA Platinum. If your system is configured for CD-ROM "autostart", the instructions will start running on your screen in about 30 seconds. There will be a musical introduction and then one or all of these will occur:
  - a) A message may be displayed, indicating that you do not have QuickTime, or that you have an older version of QuickTime. You will have the option to update/install version 4.0. Click OK. (*You do not need to enter "name" and "registration number", click NEXT*).
  - b) A message may be displayed, indicating that you do not have DirectX or that you have an older version of DirectX. You will have the option to update/install version 7.0. Click OK and follow instructions.
  - c) Once installation of these programs is complete, a new "CCAN Platinum (truck) icon" will be created on your desktop. This is a 'shortcut' to the CD-ROM program. Close the "Explore" window to get back to your desktop.
  - d) Double-click on the new "CCAN Platinum (truck) icon" on your desktop and within 30 seconds you should see the truck and hear (2 horn blasts) as the game starts up.

Note: If you do not have "autostart" turned on in your computer and the CD-ROM does not start within 30-40 seconds, double click on 'My Computer' on your desktop. Double-click on your CD-ROM drive containing Crosscountry CANADA Platinum. Double click on the 'CCAN Platinum 2.1 (truck) icon'. The above steps a), b), c) will then occur.

Note: The above is for the "initial" run. After Quick Time and DirectX are updated, the next time you insert the CD-ROM, you can start playing using the already created CCAN Platinum icon on your desktop. If the shortcut icon is deleted off the desktop it will be created immediately each time insert you insert the CD-ROM.

### Macintosh OS 8.5 (and higher)

- Insert the CD-ROM Crosscountry CANADA Platinum. The Crosscountry CANADA Platinum folder appears on the screen showing all the files inside the folder. Double click on the CCAN Platinum 2.1 (truck) icon. There will be a musical introduction and if you do not have Quick time or you have an older version of QuickTime 4.0 then the instructions will ask you if you want to install/update your Quick Time 4.0. Click OK.  
If QuickTime 4.0 asks you for a "Name" and "Registration number" you can click on NEXT, to continue the install without filling this in.

Note: The above applies to the "initial" run of the game. After QuickTime has been installed/updated, you can insert the CD-ROM and double click on the CCAN Platinum 2.1 icon and the game will immediately start.

Note: If a message appears saying that you do not have Draw Sprockets or Game Sprockets installed, go to hyperlink <http://www.apple.com> www.apple.com website. Click on 'Support' then 'Downloads'. In the 'search' dialog box type **Game Sprockets**. You will be taken to the download page where you will select the appropriate Version for the OS you are running. Follow the instructions on the screen.

## How to Install Crosscountry CANADA Platinum to the hard drive.

**Note: CCANPlatinum was not designed for installation onto the hard drive due to its size. It will require approx 380MB of free disk space.**

**The following are the steps to do so, keeping in mind that there may be incompatibilities with some systems:**

Shortforms      DC = left double click of mouse  
apply to      RC = One right click of mouse  
**Windows users**      LC = One left click of mouse  
                         C: = (ref **only**-install on the drive/volume of your choice C: is std)  
                         E: = (ref only-if your CDROM drive is not E, **use appropriate drive letter**)

## **WINDOWS 95/98**

- Close any other programs running
- If this is the first time you are inserting the CD-ROM and your CD-ROM \*\*"autostart" feature is set to yes in your computer, the program will automatically check your system for QUICKTIME 4.0 and DIRECTX 7.0. If you have older versions of these programs or either of these programs is not currently installed, it will ask you whether to update or install now. Choose "OK" to resume.
- When installing QuickTime 4.0, it will ask for your "Name" and a "Registration Number". These are not required fields so click on the NEXT button to proceed.
- It will then create an icon shortcut on your desktop 'CCAN Platinum 2.1' (truck icon).
- Once the program has completed its musical interlude and any QuickTime or DirectX installs, close the window to get to your Desktop and drag the 'CCAN Platinum 2.1' icon, to the Recycle Bin. This shortcut icon is created when you insert the CDROM.
- Create a new folder on the (C:) drive and call it Ccanpl, (See Novice Steps below if your are not sure how to do this.

### **(Novice Steps for Creating a new folder)**

- a) DC on My Computer on the desktop
  - b) DC (C:) drive
  - c) LC File from menu, then New – Folder which will create a folder with name 'New Folder'
  - d) RC on the new folder name, select 'Rename' and type Ccanpl. This will rename the folder.
  - e) Close opened windows to go back to your desktop
- Inside the new folder "Ccanpl", copy the folders 'Crosscountry Canada Data', 'CCAN Platinum 2.1.exe', 'Scenerios' and "Equal Games Folder" from the CD-Rom. (Novices, see below).  
**(Novice Steps for copying above folders)**
    - a) RC on 'My Computer' on your desktop
    - b) LC on 'Explore' from the popup menu
    - c) On the left side of the exploring window that opens, LC on the plus sign (+) to the left of the (C:) drive.
    - d) On the left side of the screen LC on the **name** 'CCAN Platinum' on drive E: to view all folders inside this folder. These will appear on the right side of the window.
    - e) RC and hold the mouse button down over the folder 'Crosscountry Canada Data' which is on the right side and drag it on top of your new folder 'Ccanplat'. When over it (it will highlight), let go of the mouse and you will get a popup menu. Choose COPY HERE.
    - f) Repeat with "CCAN Platinum 2.1", "Equal Games Folder", and "Scenarios" folders.

- For the School Edition you should also copy the 'Scenario Editor' folder, which you can use to create your own custom scenarios. (**Home Edition users will need to call Ingenuity Works Inc. to purchase the Password to use this feature. If you have purchased the Scenario Editor, copy this folder into 'Ccanplat' also).**

- Remove the CD-ROM.
- Go into the folder 'Ccanplat' and DC on the icon with the truck on it to test if it is working. The program should start up and take you into the Start Game dialog box. You should hear two horn blasts. (see Novice steps for this.).

### **(Novice steps for testing if program is working)**

- a) RC on 'My Computer' on your Desktop. Select 'Explore' from the popup menu.
- b) LC on the (C:) drive. You should see your 'Ccanplat' file showing on the right side of the screen.

- c) DC on it and you should see the 3 or 4 files you have copied into this folder.
- d) DC on the 'Ccan Platinum 2.1.exe' icon (truck icon)
- e) If this works, you can exit the game and return to this folder to make yourself a "shortcut" on the desktop.

**(Novice stops for making a shortcut)**

- a) RC and hold the mouse button down over the 'CCAN Platinum 2.1' icon and drag the folder to your desktop. When over the Desktop, let go of the mouse button and select from the pop up menu 'MAKE A SHORTCUT HERE'.
- b) You should now see the same icon except with a small arrow under it to indicate that it is a shortcut for Crosscountry CANADA Platinum now located on your desktop.

You no longer need to insert the CDROM into the drive to play the game. It is now installed on your hard drive with a shortcut on your Desktop to start the Game.

**\*Note for no autostart:** If you do not have 'autostart' set to 'ON' in your computer, after 30-40 seconds, the program will not have started doing anything. You will then need to manually start the CD-ROM program by:

- RC on 'My Computer' on your Desktop.
- LC on 'Explore' from the popup menu
- LC on your CD-ROM drive which will have the Crosscountry CANADA Platinum program displayed.
- On the right side, under 'Name', you will DC on the 'CCAN Platin' icon to start the program and the Quick Time and DirectX installs above.
- Follow the instructions above.

## Macintosh

- Close any other programs running
- If this is the first time you are inserting the CD-ROM the program will automatically check your system for QuickTime 4.0. If you have an older version of QuickTime, you will be asked whether you wish to update QuickTime or install the newer version. Choose "OK" if you want to resume.
- When installing QuickTime 4.0, you will be asked to enter your 'Name' and a "Registration Number". These are not required fields so click on the NEXT button to proceed.
- Once the program has completed its musical interlude and installation of QuickTime, create a new folder on your hard drive and call it "Ccanpl".
- Inside the new folder Ccanpl, copy the folders 'Crosscountry Canada Data', 'CCAN Platinum 2.1.exe', 'Scenerios' and "Equal Games Folder" from the CD-ROM.
- **NOTE:** For the School Edition you should also copy the 'Scenario Editor' folder, which you can use to create your own custom scenarios. **(Home Edition users will need to call Ingenuity Works Inc. to purchase the Password to use this feature. If you have purchased the Scenario Editor, copy this folder into 'Ccanplat' also).**
- Remove the CD-ROM.
- Go into the folder 'Ccanplat' on your hard drive and DC on the icon with the truck on it to test if it is working. The program should start up and take you into the Start Game dialog box. You should hear two horn blasts.

You no longer need to insert the CD-ROM into the drive to play the game. It is now installed on your hard drive with a shortcut on your Desktop to start the Game.

**FILE SERVER INSTALLATION - NOTE:** Crosscountry CANADA Platinum is not designed to run from a remote server over a network. Do NOT install it onto a file server or attempt to run it across a network. If you need more copies of the CD-ROM, contact Ingenuity Works for special upgrade pricing. We can be reached toll free at 1-800-665-0667 from 9am to 5pm Pacific time.

# Chapter 2

## Game Instructions

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## 2. Game Instructions

### Playing the Sample Game

There is a Sample Game included on the CD-ROM, 'East1.dgc'. This is the fastest way to learn the basics of Crosscountry CANADA Platinum. The game starts in Labrador City and finishes in Halifax. There are 4 commodities to be picked up. This game may take you about 40 minutes to play.

- Insert the CD-ROM
- To play, double click on the CCAN Platinum 2.1 (truck) icon. The game will start and you should see a full screen truck and then hear two blasts of the horn.
- The "Set Up Your Game" dialog box appears. Click 'Open Scenario' then locate and click on "Scenarios folder" and 'East1.dgc' then click 'Open'.
- A "Dispatch Notice" appears showing a famous Canadian name (Samuel Hearne), your current location (Labrador City), the Delivery Destination (Halifax) and the First Commodity to pick up (Lumber). Click OK.
- When the truck's upper dash appears, click anywhere on the **Laptop computer**. Click on **Expense Report**. This will show you your expenses as they add up on your journey. The idea is to keep this total at a minimum. Click **OK**.
- Click on "**Inventory Log**". This will show what you have collected so far, the Destination City (Halifax) and the Next Commodity (lumber). Use this screen in case you forget your destination city or the commodity you next have to collect.

It will also show you a Bonus Commodity which the computer selects randomly. It will appear after your first commodity is loaded. You have the option of picking up the bonus commodity for a credit of \$750.00. If there is a city near to your planned truck route with this bonus commodity, you may want to collect it.

The report also shows that, if while you were sleeping in your truck, any of the commodities that you had loaded were **Stolen**. You will have to locate and re-load this commodity. Click **OK**.

- Click on "**Commodity Info**". This allows you to view any movie, which will provide information about the specific commodity clicked on. Click on one of the movies to watch now or click CANCEL to go back to the game.
- Click on "**Help**" for the more detailed strategies and details of the game. Click **OK** to exit it.
- Under **MAPS**, you can look at any Province map (Alberta through Yukon Territory) at any time to help plan your journey.
- Click on the **CANADA** map to view the whole of Canada. Click on the **NEXT** button to see large red dots indicating the locations where you can pick up your commodity (Lumber in this case). You will need to use the 'Current' map to determine what the actual cities are (explained later).

Click on **SHOW ROUTES** button to see smaller red dots indicating the cities you have already traveled. You can now make the decisions regarding the best route to take to pick up the first commodity, keeping in mind that your destination city is Halifax.

If when you have checked the "Inventory Report" you notice that one of your commodities has been stolen, you can click on the **STOLEN** button here to show you where to go to pick up this commodity. You must fit this into your route plan.

After picking up your first commodity you will be told what "Bonus commodity" you will be offered to pick up. If you forget, check on the "Inventory Report". Click on the **BONUS** button on the CANADA map & you will see the locations that have the bonus commodity.

- Click on the **LAPTOP** button and then click on the **CURRENT LOCATION** map to decide your direction and click on the compass "point" on the direction that you need to go. Click on the **S** (south) point. The point will become highlighted to show it as selected.

Click **DASH** button to get to the upper dash of the truck or click on the **gas pedal icon** to the right of the compass. Dash takes you to your driving screen & waits for you to select an icon or hit the space bar to begin driving. The truck must be turned on to move. The gas pedal icon will start the truck driving immediately and again the truck must already be running.

- Since this is our first trip, we need to click on the **UP/DOWN** arrow icon on the Toolbar to get to the lower dash. Click on the **left seatbelt** to buckle up. (Your tickets will cost more if you do not have your seat belt done up). Click on the **Lights lever** to turn on the lights if it is dark out. Click on the **Wiper lever** if it is raining or snowing. Click on the **Ignition On** to start the truck. Click on the **gas pedal** or hit the **space bar** to start to drive. (If you have chosen an incorrect direction or there is something you have not remembered to do, you will see **MESSAGES** in the left bottom bar. Keep an eye on these for instructions). If you hit the space bar again while moving, the truck will stop. It acts as a toggle switch.
- While driving:
  - a) click on the **radio display** and then the left button for music.
  - b) click on the **clock display** to see the date (it is always July or Jan as a start date, depending on winter or summer scenario chosen).
  - c) click on the **speedometer** to speed but you may get a ticket when the police pull you over.
  - d) you could get a flat tire and you will need to click on the **Maintenance icon** to fix it or call a tow truck.
  - e) you could have an accident and you will have to **call the tow truck** (click on the cell phone display to select who you are calling, then click on the red button to call-an operator will announce that the truck is on the way).
  - f) you could run out of gas and have to call the tow truck to get gas.
  - g) a commodity could be stolen and you will have to call the police to try and get it back.
  - h) the truck could stop, so read the messages at the bottom-left of the screen.
- When you arrive at each city, you should check the Health icon on the toolbar. It will give you advice on eating and sleeping. You should check your gas by clicking on the **Gas** icon. Choose an amount of gas to purchase or click on **Cancel** to not purchase any at this time.

You will also have to watch your gas gauge as you travel, for an indication of how much you have left. It is costly to run out of gas on the highway.
- When you arrive at Baie Comeau click on the **Canada** map. You can see that you have moved south, closer to the commodity. Go to the **Current** map, click the SW point of the compass and click on the **Gas** pedal to the right. When you arrive in Quebec City, you will see your small dot on top of the large dot on the **Canada** map. Depending on the time of day, you may be able to click on the Load button and pickup your first commodity. If you are not within the loading hours, you may wait by clicking on the **Clock** icon. Once you have loaded the first commodity, a dialog box appears. Type the answer if you know it, or "get more hints", "give up", then "check answer". If you click on the laptop, and then "Inventory Log", you should see a **Bonus** commodity as well as the next commodity to pick up. Repeat the process for each city. If you can pick up the **Bonus** on your way, you will earn a \$750 credit.
- Once you have picked up all the commodities, you have to deliver them to your destination city, Halifax. Once you arrive in your destination city, you will have completed the game. You will see the truck do a drive by and then you will get an 'Congratulations' message on the bottom left of the screen.
- Study your Trip Summary (Expense Report). Did you make good choices?
- Further strategies are found in the Inventory Report – Help section.
- To **quit** the game, click on the **Open, Save & Volume icon** on the toolbar and select 'Quit'.
- Drive Defensively and have a Safe Trip.



## Starting a New (Random) Game

### Macintosh

- Double-click on the CCAN Platinum 2.1 icon which is displayed in the Crosscountry CANADA Platinum folder when the CD-ROM is inserted.

### Windows

- Double-click on the CCAN Platinum 2.1 shortcut icon to launch the program. This is the shortcut icon created on your desktop by the initial run of the CD-ROM. If you have trashed the icon, a new shortcut icon is created each time the CD-ROM is inserted.



This is the program icon.

CCAN Platinum 2.1

### Macintosh & Windows

- Select the number of players (1 or 2).
- Name the players. The program automatically names the players after famous Canadians, however if players wish to use their own names they can simply click on the famous names which will bring up a dialog box. Type your name and click OK.
- Select the number of commodities you would like to pick up, (a game will take approximately 8 - 10 minutes per commodity, per player).
- Click on the Play button to get a random game.

## Starting one of the Pre-designed Scenarios

### Macintosh

- Double-click on the CCAN Platinum 2.1 icon which is displayed in the Crosscountry CANADA Platinum folder when the CD-ROM is inserted.

### Windows

- Double-click on the CCAN Platinum 2.1 shortcut icon to launch the program. This is the shortcut icon created on your desktop by the initial run of the CD-ROM. If you have trashed the icon, a new shortcut icon is created each time the CD-ROM is inserted.



This is the program icon.

CCAN Platinum 2.1

### Macintosh & Windows

- Select the number of players (1 or 2).
- Name the players. The program automatically names the players after famous Canadians, however if players wish to use their own names they can simply click on the famous names which will bring up a dialog box. Type your name and click OK.
- Select the number of commodities you would like to pick up, (a game will take approximately 5 minutes per commodity, per player).
- Click on the "Open Scenarios" button and select one of the Scenarios.

## Saving a Game

### Macintosh and Windows 95/98

When you get to a City you have the option of saving the game as is.

- Click on the 'Open, Save, Volume icon on the toolbar at the bottom of the dashboard
- Click on the 'Save As' button

- Type in your name or any name you wish to save this game as. Remember that if one game already exists with the name 'Mysavedgame', and you save another as 'Mysavedgame', the second one will overwrite the first one.
- Check where it specifies that the game will be saved to.

## Resuming a 'Saved' Game

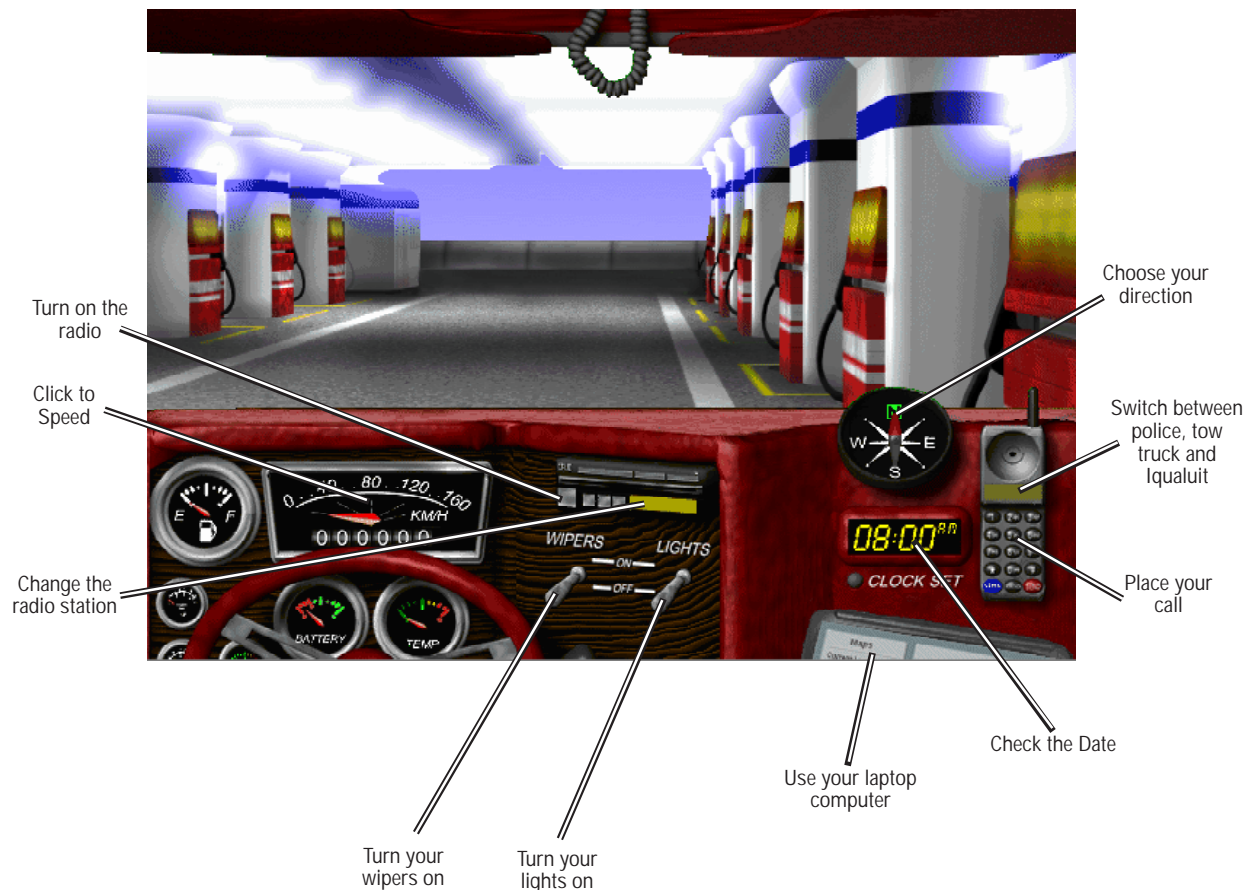
### Macintosh

- When the CD-ROM is inserted, from the dialog box, you can double-click on the 'CCAN Platinum 2.1' game icon.
- When the 'Set Up Your Game' dialog box appears, click on the 'Play' button then click 'OK'.
- Click on the 'Open, Save and Volume' icon on the toolbar and select 'Open Game' then select 'OK'
- Double-click on the game you want to re-open and it will start up exactly where you left off when you saved it.

### Windows 95/98

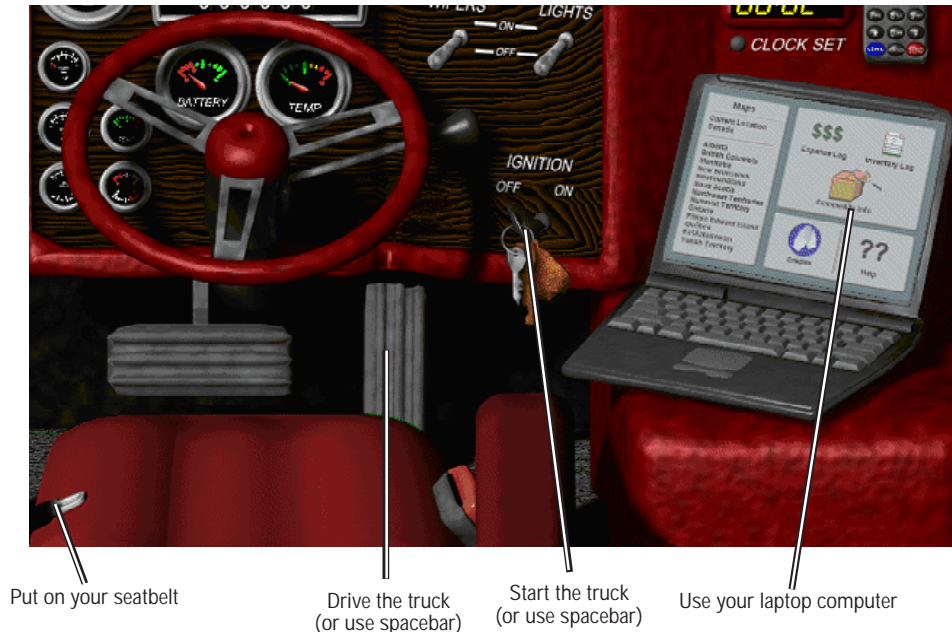
- When the CD-ROM is inserted, double click on the 'CCAN Platinum' icon on your desktop. Follow the 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> steps as shown above on the Macintosh instructions.

## Your (Upper) Dashboard

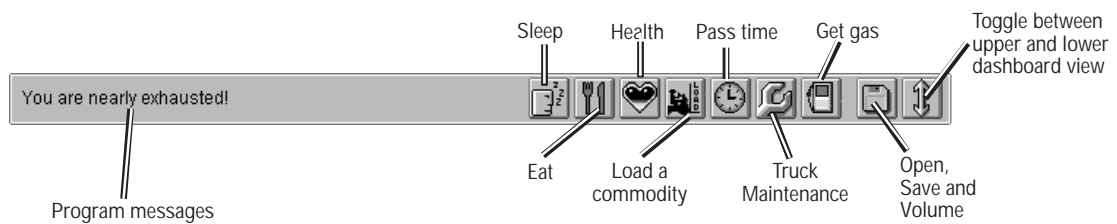




## Your (Lower) Dashboard



## Your Toolbar



## Basic Game Functions

### *Finding out where you are*

From your dashboard click on your laptop computer and choose **Canada**. Click on "SHOW ROUTES" button. The small red dots show where you are and clicking on "NEXT" button shows your relationship to the next commodity you must pick up. These are the large red dots.

From your dashboard, click on your laptop computer and choose **Current Location**.

**Crosscountry CANADA Platinum** shows your position on a detail map by a large dot.

Note: Using the arrow keys on your keyboard will move the map all directions in order to view more of the map.

### *Choosing a direction*

Move the pointer to the compass and click on the point of the direction you want to travel.

You can travel in the direction indicated by any of the roads leading out of the city which you are currently in. When travelling, you can only turn around at a gas station.

### ***Driving the truck***

From the Lower Dashboard, click on the ignition on your dashboard. Now you should fasten your seatbelt. Click on the gas pedal (or hit the space bar) to drive. If your truck does not move, make sure to check your messages (lower left screen).

### ***Getting gas***

Click on the gas pump icon on the toolbar at the bottom of the dashboard to check current gas status. Then decide how much gas to put in the truck.

You can also see how much gas you have left by the gas gauge on your dashboard. You can always find a gas station in a city. Between cities, there is a chance of finding a gas station - but not always. If you run out of gas between cities use your cell phone to call for help.

Gas cost is \$0.60 per litre and the tank holds 1,138 litres. Gas from the tow truck costs \$0.80 per litre.

Fuel consumption varies depending on the terrain (better in flat areas and lower in the mountains). Speeding and driving through mountain terrain increases fuel consumption.

### ***Health***

You can check the state of your health by clicking on the "Health" icon (located on the toolbar).

### ***Eating***

Click on the 'Eat' icon on the toolbar at the bottom of the dashboard to go to a restaurant.

A meal will cost anywhere from \$8 - \$12.

Going without food for long periods increases the risk of having an accident. You can only eat in a city.

### ***Sleeping***

Click the 'Sleep' on the toolbar at the bottom of the dashboard, then choose where you want to sleep.

In the summer you can sleep in your truck, however if you are playing the game in the winter season, you can only sleep in the truck if the engine is running. This will waste gas and money. We recommend that you sleep in a motel in the winter. The price ranges from \$25-\$35 per night, which will be cheaper than running your truck for 8 hours.

Going without sleep for long periods increases the risk of having an accident. Sleeping can only be done in appropriate places like the truck or in a hotel.

### ***Dealing with unpleasant situations***

Depending on your behaviour, you may find yourself in a minor accident, stopped by a police officer or have a commodity stolen! It is always possible to get out of these situations but it will cost you time and money.

**Hints:** Your cell phone can be used to contact help. For stolen commodities call the Police (they may be able to get your stolen commodities back). For accidents or running out of gas, call the tow truck.

### ***Daily Expenses***

A charge of \$100.00 per day is automatically added to your expenses for general wear and tear

on the truck. The date can be seen by clicking on the clock (in the dashboard). Summer trips begin July 01, and Winter trips begin January 01.

### ***Picking up commodities***

Drive into the city containing the commodity you need. Warehouses are open from 6am - 10pm local time. If the warehouse is closed, you will have to wait, or come back in the morning. To wait, click on the "Clock" icon and choose the number of hours you wish to wait (remember you will use gas while waiting). You may then select whether you are picking up Stolen, Bonus, or Next commodity on your dispatch list. You are then assigned the next commodity to be picked up (if applicable). If it is between 6am and 10pm local time, then click on the 'Load' button on the toolbar at the bottom of the dashboard.

### ***Dealing with the weather***

If it starts to rain or snow, the truck will stop. Click the 'Wipers' switch on the dashboard to be able to continue. If you need to put chains on the tires, click the 'Truck Maintenance' button on the toolbar at the bottom of the dashboard.

The chance of rain and snow depends on the type of terrain and the time of year. For instance, snow is more probable during autumn driving in the Yukon than in western British Columbia.

*Hint: Putting on chains will reduce the probability of accidents during winter and on icy roads. However, chains are illegal in the summertime and you will probably get a ticket if you forget to take them off.*

### ***Dealing with darkness***

If it gets dark, click the 'Lights' switch on the dashboard.

Sunrise and sunset occur at the appropriate time depending on the season and where you are. In order to drive at night your lights must be on.

Darkness and bad weather affect the probability of an accident.

### ***Controlling the speed of the game***

If you need to pause the program during the driving animation (to examine objects or read road signs), hold the mouse button down. Once you are finished, release the mouse button. If you stop accidentally, move your mouse to the gas pedal and click on it or hit the space bar.

### ***Delivering the commodities***

After the last commodity has been collected, the player must deliver all collected commodities to the final destination city. The destination city name is always displayed on the Inventory Log Report (click on your laptop). The Inventory Report should be reviewed often, as it shows if any commodities have been stolen, what has been collected, or if you may pick up a bonus commodity along the way. When you drive into the **destination** city and you have all the commodities, you will see the congratulatory "drive by" and message. If any of the commodities have been stolen or have not been collected the player must go back and get them.

### ***Controlling the sound***

Click the "Open, Save and Volume" button on the toolbar at the bottom of the dashboard. Select "Set Sound Volume".

### ***Using the Cellular phone***

Click on the display area of the phone to select: tow truck, Police, or Iqualuit. Then click on any of the phone buttons to make the call.

### ***Iqualuit***

Picking up diamonds or Inuit Art may require a phone call to Iqualuit. Because there are not roads going into Iqualuit, you will have to order the goods with your cellular phone. You will only get an answer on the cellular phone if you dial Iqualuit and your NEXT commodity is one of the above commodities. Goods will then be delivered to Labrador City for you to pick up, but they will only be available after 30 hours have passed. If you try to load the commodity before waiting the 30 hours, a message will be displayed indicating that the product is not available in this city.

### ***Speeding***

You can speed by clicking on the speedometer display. Beware of the chance of a costly speeding ticket if the Police catch you.

### ***Messages***

Make sure to watch the messages on the bottom left of the screen. They give you important clues to why you are having truck troubles.

### ***Inventory Log***

Click on the Laptop and the Inventory Log. This report provides the information regarding your current trip. It shows what has been picked up, Bonus commodities you can pick up for extra credit, any commodities that have been stolen and where your Final Destination City is.

### ***Expense Log***

Click on the laptop and then Expense Log. This report provides the amount of expenses you have incurred on your trip so far. The lower the Expenses, the more profit you make on your trip.

### ***Stolen commodities***

If you sleep in your truck there may be a chance of someone stealing your commodities from your truck. If this occurs, if you immediately call the Police they may be able to return them. If not, you will have to find this commodity again and load it. You can find the locations of the stolen commodities by going to the Canada map and clicking on the 'Stolen' button.

### ***Bonus commodities***

After you pick up your first commodity, if you check your Inventory Report you will see a bonus commodity which will give you a \$750.00 credit if you can pick it up on your way. But it may not be worth the gas and the maintenance expense. (If your bonus commodity is Lobster for example, found on the East Coast and you are in the West with an Destination City of Calgary it would cost you more to travel to get the bonus credit.

### ***Movies***

Click on the Laptop, then Commodity Information to select a short movie about the commodity you are interested in learning about. You may choose to view the movie in full-screen or half-screen, by clicking the appropriate "radio" button. If the videos are not running smoothly in full-screen, try half-screen.

## Strategies for minimizing expenses

The winner in **Crosscountry CANADA Platinum** is the driver who has spent the least amount of money when the game concludes. Students should be allowed to discover the best strategies on their own. These tips may help:

- Fuel is the largest single expense. Fuel consumption is minimized by avoiding mountainous terrain and by not speeding, and choosing the correct route!
- Running out of gas between cities is expensive. The service truck will supply 360 litres of gas at \$0.80 per litre! Near the end of the game, the player should plan to purchase only enough gas so that the tank is nearly empty as you drive into the destination city. This is because fuel expenses are added when purchased. Any fuel left in the tank when the game ends is a wasted expense.
- Eating costs anywhere from \$8 - \$12. Going without food for too long will increase the probability of an accident.
- Sleeping in the truck saves on hotel bills, but before doing so, remember to turn off the headlights and the engine. In the wintertime, it is often too cold to sleep in your truck without the engine running. Therefore sleep in a motel and pay anywhere from \$25 - \$35 for a room. You will burn more than \$35 worth of gas by sleeping in the truck with the motor on.
- Speeding and going without food or sleep will minimize time spent on the road. This will cause a reduction in the daily wear charge (\$100 per day), but speeding runs the risk of getting a \$50 speeding ticket by the highway patrol and increases the chances of an accident. Going without eating and sleeping increases the chances of an accident. It is best to eat and sleep at regular intervals. Also, you should be aware that extreme fatigue can make the driver sleep so soundly, that he or she doesn't hear the truck being broken into and commodities being stolen. Check the message bar at the bottom of the screen when you wake up. The repair bills are reduced if the players have put on their seatbelts.
- Time your rest and food stops so that you arrive at the warehouse while it is open between 6am - 10pm. Otherwise you might have to wait up to eight hours to pick up a commodity. Picking up a bonus commodity will credit your expenses by \$750. The truck uses about 35 liters per 100 kilometres (57 litres per 100 kilometres if you are speeding or in mountains). A quick arithmetic calculation will determine if getting it will be worthwhile.
- If you need a commodity available in Iqaluit, Nunavut, order it in advance so that it will be in the Labrador City warehouse when you arrive. Otherwise you will have to wait for it to arrive.
- Ferry trips are only available at certain times each day, and some are closed in the Winter. You should plan your arrival to coincide with their departure schedule. Consult the large map to find out when they run.

# Chapter 3

## Using Crosscountry CANADA Platinum in your classroom

This chapter will cover the following topics:

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## 3. Using Crosscountry CANADA Platinum in your classroom

### Recommended classroom use

Crosscountry CANADA Platinum can be used in the classroom (grades 4 through 9) in a variety of ways:

- One player on one computer
- Two players or two groups of two on one computer
- Group activities

We recommend two players (or two groups of two) play on one computer. This is more fun because it introduces an element of competition.

**Crosscountry CANADA Platinum** picks starting and finishing cities and then calculates a game. The program makes these games reasonably equal in terms of kilometres travelled. If you would like to use games that are exactly equal, (named Equal Game 1 etc.) then you should turn to page 50 and read about the Equal games.

### You may want to laminate...

- **Crosscountry CANADA Platinum** Wall map
- Printout of the 'Commodity-City' reference table from page 46 of this manual.

### Educational Objectives

When used with a regular social studies/geography program including a textbook, direct instruction, class assignments, etc., **Crosscountry CANADA Platinum** is a valuable instructional tool that adds excitement and variety to the concepts and skills covered in class.

**Crosscountry CANADA Platinum** teaches many skills simultaneously. It teaches facts about the economic and political geography of Canada. Students learn basic skills related to map reading and map interpretation. **Crosscountry CANADA Platinum** provides a "real life" situation allowing students to understand the relationship between time, distance and money while they experience the life of a long distance truck driver.

For example, the dispatcher may offer the player a \$750 bonus to pick up a specified commodity. This decision is entirely up the player, however the gas it will take to pick up the commodity may cost more than \$750.

As each commodity is loaded, students may view an educational movie about the product.



### ***Skills and knowledge***

The following skills and knowledge will be reinforced by **Crosscountry CANADA Platinum**:

- Map reading, direction, interpreting symbols, calculating and estimating distances and locating information
- Political geography: locating cities, provinces, territories and commodities
- Spatial relationships and distances between cities, provinces and territories
- Economic geography: major national commodities and their relevance to the economy of Canada
- Physical geography: some knowledge of terrain
- Higher level thinking skills such as decision making, problem solving and strategy planning

***The social studies elements that Crosscountry CANADA Platinum supports are:***

- Distinguish among city, province, territory and nation
- Describe land forms and climates of various regions of Canada
- Identify major economic resources of regions of Canada
- Describe the physical, cultural, and economic features of Canada
- Describe the geographic regions of the country
- Locate places of historical significance in Canada
- Describe the role of major industries in the economic development of Canada

## **Methodology**

### ***Introductions***

Discuss the skill or concept being taught. Before introducing **Crosscountry CANADA Platinum**, your students should have basic knowledge of the geography of Canada. **Crosscountry CANADA Platinum** will extend students' knowledge of key geographic facts. The following vocabulary should be covered: region, province, territory, commodity, economy, direction, compass. You might consider using our **Crosscountry CANADA Platinum** Driver's License Activity to introduce the program to your students (see page 53).

### ***Demonstrate***

Show your students how to load the software into the computer and how to use the program. Demonstrate specific operations and instructions (such as Get gas, Turn wipers on, etc.) used in **Crosscountry CANADA Platinum**. Also, check to be certain that each student understands how the program works before they use it.



### **Motivate**

Set the goals. Then allow the students to use the software. Tell them what they should do and approximately how long they will have to accomplish the task. *For example*, “You will break your group into two teams. After 20 minutes, check to see that each team has picked up at least one commodity”. Depending upon the number of computers available, divide students into teams of competing trucking firms. The ideal group size is between two and four players per team. While Team 1 is playing their planned game at the computer, Team 2 is planning their game. The small maps and the route planning guide (which may be photocopied) are in Section 5 (page 51). These can be used to help plan their game.

### **Guide**

Guide students using the software. Once the class begins using the software, make sure you are there to help with any problems. This is an excellent time to observe individual student performance. Once a commodity has been assigned by the computer, the students should consult the printout of the 'Commodity-City' table (from page 48 of this manual) to find out where it is available. Transfer this information to the route planning guide. Consult the large map to find the current location of the truck. Students then locate the various cities which contain the needed commodity and estimate which one is closest. Calculators may be used to add up the distance between cities for an accurate measurement of the distance. Students then use this information to decide their route. The shortest route may not always be best.

We recommend that the large map be located away from the computer so that students transfer their route plan from the large map to the small map and use that for a reference when using the computer. This reinforces map reading and knowledge of the location of cities. The small map and route planning guide give the students a written record of game decisions so that they can see a relationship between their expenses and their route taken.

### **Summarize**

Have students discuss the strategies they used. Encourage groups to suggest different methods and procedures that would yield success. Remember, there is more than one way to solve most problems. Compare and calculate fuel efficiency near the end of the trip, but before driving into the destination city (since a full tank is necessary for an accurate determination of fuel efficiency.) In **Crosscountry CANADA Platinum**, gas costs \$0.60 per litre. Speeding and driving through mountain terrain increases fuel consumption.

### **Apply**

Apply skills and concepts to other situations. Extension activities provided at the back of this manual build upon the learning encouraged in **Crosscountry CANADA Platinum**.

## Group activity

We recommend **Crosscountry CANADA Platinum** group activities when you have only a small number of computers *or* as an introduction to the program.

### Materials:

- A computer
- A monitor located at the front of the class.
- A 'Game Scenario'. You can use an 'Equal Game' or use the **CCAN Platinum Scenario Editor** to make your own. These games are described on page 50.
- Printout of the 'Commodity-City' table from this manual (page 48), the map included with the program.

### Procedure

- Divide the class into two groups of 'trucking companies'.
- Pass out the 'work maps' to each student.
- Photocopy the Route Planning Guide and pass out to the students (see page 51. This is optional.)
- Enter instructions given by each team.

### Time Required

A 4 commodity mission will require about 40 minutes of actual play. A 10 commodity game takes about 1 1/2 hours.

Allow for 10 minutes at the end of a game to evaluate the choices made and discuss if the player(s) could have made more efficient choices. A good project would be for each student to write a short summary of their journey.

### Long games

An excellent mission is Equal Game 6 on page 50. It requires both teams to drive the same distance and travels through most of Canada. Shorter games are also available on page 50 'Equal Games'.

**Note:** Your position can be saved and restarted at any city.

### Running the program

Each team's decisions are entered by the teacher or selected student. You may divide responsibilities amongst the team members. Each team makes group decisions on when to eat, sleep and buy gas, which city to travel to next. You may assign the route planning to one student or group of students, or leave it as a group decision. Other members may be responsible for recording the routes taken, cities visited, their population, provincial location and features. When the game is over, a winning team will be declared.

## Small group or independent activity

We recommend **Crosscountry CANADA Platinum** small group activities when you have enough computers. Read the *Methodology* section of this chapter (page 18) before allowing the players to start **Crosscountry CANADA Platinum** on their own.

### Materials:

- One computer per student or small group.
- Printout of the 'Commodity-City' table from this manual (page 48), the map included with the program.

### Procedure

- Introduce the program, or follow the steps in the Driver's License Activity (see page 53. This is optional.)
- Photocopy the Route Planning Guide and pass out to the students (see page 51. This is optional.)
- Pass out the 'work maps' to each student.
- Have students launch the program and let **Crosscountry CANADA Platinum** set up a game or use a 'Game Scenario' (see page 39 for more information about the scenario editor program).
- After students have finished their game, have them save their trip summary. You may want to do one or more of the activities described in this manual.

### Time Required

A 4 commodity mission (2 players) will require about 40 minutes of actual play. A 10 commodity game takes about 1 1/2 hours.

## Focus on certain commodities or regions

The **CCANP Scenario Editor** allows you to reassign commodities to any of the 79 cities in **Crosscountry CANADA Platinum** plus add up to 8 of your own. *For example*, to reinforce a unit on agriculture, you would add your own agricultural commodities then assign them to cities where they are important to the local economy.

In a unit designed to focus on the geography of a particular region of Canada the 50 commodities would be reassigned to appropriate cities within that region.

Determining which cities to assign commodities to requires research and judgement. This can be made into a useful teaching activity if a student or small group is assigned the task. They will need to develop some rules for assigning commodities to particular cities. At the end of the activity a report could be written on any new commodities. Students (particularly older or gifted students) may be highly motivated when they know that their research will be used to teach other students.

## Cross-Curricular environment

Crosscountry CANADA Platinum contains economic statistics on total gross provincial product (GPP), manufacturing, agriculture, mining, service and government. The statistics are displayed on the maps (on your truck's laptop computer).

### **Teach Historical Events or Artifacts**

**Crosscountry CANADA Platinum** may be also be used to focus on history. Through the **CCANP Scenario Editor**, you may add up to 8 commodities of your own. If you want to change the focus from commodities to historical documents or artifacts, design a series of objects named Artifact 1 to Artifact 8. On a separate handout create a chart linking these objects to specific historic artifacts or events like the BNA Act (Charlottetown), the last spike (BC interior) or the Riel Rebellion (Saskatchewan). Then create a game scenario based on these artifacts or events using the **CCANP Scenario Editor**.

### **Teach Survival Math skills**

**Crosscountry CANADA Platinum** may be used to focus on math. Design a game scenario or just start **Crosscountry CANADA Platinum**, and have your students estimate the amount of gas that it will take them to get to their finishing city. Allow them to play the game, and then check their estimates.

Prior to starting their trip, have students estimate their expenses. Have them check their estimates after the game is played.

### **Teach Geographic History**

**Crosscountry CANADA Platinum** uses famous Canadians as default names in the program. Have your students research each name that appears.

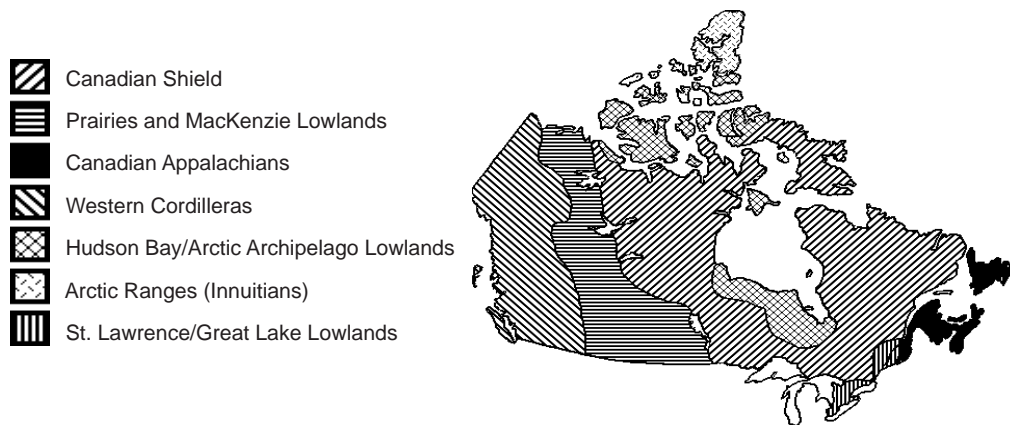
## **Activities to Develop Geographic Literacy**

Write a report on a **Crosscountry CANADA Platinum** commodity. Write a report on a commodity which is not in **Crosscountry CANADA Platinum** but should, in the student's opinion, be included in the program.

Discuss or write a report on water as it relates to cities and towns. What does water mean to different communities? Find cities or towns where water was not important in their formation or development. Are they a minority?

Using an outline map of Canada, draw where the various natural regions of Canada are and color them in. Make a table of the regions, their specific geographical features in that region and the kinds of activities which are done there.

There are many ways of dividing Canada into its regions. Here is a common regional breakdown:



What other ways might there be of dividing up Canada into regions?

Compare the lives of people living far from each other but in the same geographic setting. i.e. fishermen on the east and west coast; oil field workers in Alberta and those in Newfoundland.

Compare the characteristics of life on the farms of the interior plains with farms in similar areas of the world - Australia, American Midwest, the Ukraine, the interior of Argentina.

#### ***Activities for Emotional and Social development***

- Encourage students to participate in discussions of the importance of geography in shaping our lives.
- Encourage students to participate in discussions as to how the role of physical geography has changed over time. Is it more or less important to our lives now than in the past?
- Encourage students to discuss how all living things are influenced by geography. And how people act to influence geography.

#### ***Activities for Social Responsibility***

- Discuss the cultural activities that are related to specific geographical areas (i.e. sea festivals, agricultural fairs).
- Discuss how geography shapes the way communities are similar and different.

#### ***Activities for Physical Development and Well Being***

- Discuss the rules of the road from a truck driver's perspective i.e. specific difficulties in eating or sleeping.
- Discuss or write a report on the commodities in **Crosscountry CANADA Platinum** which can be serious health hazards if misused.

#### ***Social Knowledge***

- Invite a resource person from industry or government to tell about the importance of a local commodity.
- Invite an older person or local historian to tell about life in the early years of your community.
- Discuss how geography makes groups feel related or distant from each other. For example, why people in Maine feel closer to New Brunswick than New York? How does living on an island affect one's perceptions?

## The Great Crosscountry CANADA Platinum contest

This activity is an excellent way to get an entire class or grade involved. The contest works as an elimination tournament - over several weeks, pairs of students (or groups of two) play against each other with the winner advancing to the next round. To run the contest, you'll need a sign-up sheet for entrants and some prize for the winner.

A key element of a successful contest is to ensure that the most skilled team wins. To do this, use the Equal Game scenarios in Section 5 (page 50).

**Note:** These Equal Game scenarios are located in a folder called 'Equal games' in your **Crosscountry CANADA Platinum** folder.

Preliminary rounds are four commodity games and should be complete within 40 minutes. The last game has fourteen commodities.

Set up the computer(s) so that spectators can watch.

You might want to purchase two different sets of trucker's hats. Each team wears their hats as they play. This help build the team spirit. Consider awarding prizes to the team that wins.

### **Guide to *Crosscountry CANADA Platinum* Lessons**

These lessons offer a few examples of the many educational uses of *Crosscountry CANADA Platinum*. The lesson plans are organized into three units: Grades 4/5, Grades 6/7, Grades 8/9. Each unit consists of three lessons with generic learning objectives.

To complete the central activity or assignment in each lesson, students must have played the game, and most of the assignments also require trip logs.

Have students keep trip logs of their missions (see Trip Log template and Sample Trip Log). Creating these logs will help them keep track of where they're going, choose the best routes, be aware of time passing, pay attention to health factors (food, sleep) and generally make informed decisions.

The "Time" estimates for the lessons do not include the time students spend playing the game.

The scheduling of the game time (when students play the game) varies according to the procedures in the lessons. Sometimes the entire lesson is designed to be presented after a game session; sometimes the lesson requires a pre-game instruction period.

### **Game overview**

The player is a long-distance truck driver assigned commodities to pick up and deliver on a journey through Canada. The winner of the game is the driver who spends the least amount of money on a mission. Mission choices range from two commodities to twelve commodities. A four-commodity game takes about 40 minutes; a ten-commodity game takes about 90 minutes.

### Trip Log for Crosscountry CANADA Platinum

Total number of commodities to be picked up: \_\_\_\_\_

#### Dispatch Notice

Time and date: \_\_\_\_\_

Current location: \_\_\_\_\_

Delivery destination: \_\_\_\_\_

First commodity: \_\_\_\_\_

#### First Commodity Journey

Location choices: \_\_\_\_\_

My route choice: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Loaded first commodity at: \_\_\_\_\_ (date and time)

#### Dispatch Update

Next commodity: \_\_\_\_\_

Bonus commodity: \_\_\_\_\_

#### Second Commodity Journey

Location choices: \_\_\_\_\_

My route choice: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Loaded second commodity at: \_\_\_\_\_ (date and time)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Mission completed on: \_\_\_\_\_ (date and time), at \_\_\_\_\_ (place)

#### Expense Report

Gas: \_\_\_\_\_

Hotel: \_\_\_\_\_

Food: \_\_\_\_\_

Tickets: \_\_\_\_\_

Ferries: \_\_\_\_\_

Mishaps: \_\_\_\_\_

Wear: \_\_\_\_\_

Credits: \_\_\_\_\_

Total: \_\_\_\_\_



## Sample Trip Log

**Total number of commodities to be picked up:** 2

### Dispatch Notice

**Time and date:** 8 a.m., Sat. July 01

**Current location:** Whitehorse

**Delivery destination:** Vancouver

**First commodity:** aluminum

### First Commodity Journey

**Location choices:** Prince Rupert, BC or Sept. Isles, Que.

**My route choice:** Drove SE to Watson Lake on way to Prince Rupert

- Arrived in Watson Lake at 2:47 p.m.
- Checked health; 7 hours since eating so I stopped at a restaurant
- Checked gas; got \_ tank at 9:45 p.m.
- Drove towards Prince Rupert for a while; checked health and found I was exhausted (14 hours on road) so checked into a hotel and slept 8 hours.
- On the road again at 5:57 a.m., heading west to Prince Rupert.
- Arrived in Prince Rupert at 11:22 a.m. Checked health; decided to eat.

**Loaded first commodity on:** July 02 - 12:15 p.m.

### Dispatch Update

**Next commodity:** chocolate

**Bonus commodity:** salmon

### Second Commodity Journey

**Location choices:** Victoria or Toronto

**My route choice:** Took ferry south to Pt. Hardy on the way to Victoria

- Got on ferry headed to Pt. Hardy at 12:29 p.m., Ferry cost \$450, 19 hour sail.
- Arrived in Pt. Hardy at 10:46 a.m. Checked health; needed sleep so checked into hotel and slept 8 hours.
- Woke up at 7 p.m.; it was raining in Pt. Hardy. Chose SE route to get to Campbell River
- Arrived in Campbell River at 10:17 p.m. Checked gas; got \_ tank.
- Arrived in Victoria at 2:26 a.m. Warehouse wasn't open yet so I had to wait for 4 hours.

**Loaded second commodity on:** July 04 at 6:26 a.m.

- Boarded ferry at 7:30 a.m.; NE to Vancouver (ferry cost \$65)

**Mission completed on:** July 04 - 10:14 a.m., at Vancouver, BC

### I Expense Report

<b>Gas:</b>	\$340.80
<b>Hotel:</b>	\$80.00
<b>Food:</b>	\$51.00
<b>Tickets:</b>	\$0.00
<b>Ferries:</b>	\$515.00
<b>Mishaps:</b>	\$0.00
<b>Wear:</b>	\$200.00
<b>Credits :</b>	<u>\$0.00</u>
<b>Total:</b>	\$1186.50

## GRADES 4/5 UNIT

### Lesson 1: Canadian Commodities (Social Studies)

#### Educational Objectives

Students will

- locate information using a cross-reference resource
- understand vocabulary in economic context: goods, services, commodities
- demonstrate the ability to reorganize information

#### Time

2 hours

#### Procedure

1. Discuss the meaning of “the G.S.T.” (The Goods and Services Tax is a 7 % federal tax applied to almost every sale of good and services in Canada. It was instituted in 1991, and replaced the Manufacturers’ Sale Tax.)

Print “G.S.T.” on board; ask students what it stands for and whether they’ve paid it.  
Show examples of bills with GST costs included.

2. Ask students the difference between “goods” and “services.”  
Have students brainstorm examples of each.
3. Introduce the word “commodity.”  
Ask for definition. Dictionary: “Any article that is bought and sold.” Emphasize that commodities are movables, items that can be transported from one place to another.
4. Introduce topic of truck transportation.  
Ask students how products get to the stores from all over Canada and the world (air, water, rail, road).  
Ask which method of transportation is used the most in Canada and why.
5. Demonstrate how to use the Crosscountry CANADA Platinum “City-Commodity Cross Reference” card.
  - Explain the term “cross-reference.” Show some examples.
  - Ask students how the city-commodity card is a “cross-reference.”
  - Ask students to find the location of a product; then ask them to find what commodities are available in the capital city of their province.
6. Assignment: Have students use the city-commodity cross reference card and the “Canada Post Abbreviations” (p. 48 of the Crosscountry CANADA Platinum Resource Guide) to create a table showing all of the commodities produced in each province or territory.

Chart entry example:

Province or Territory	Commodities produced
British Columbia	aluminum, apples, beef cattle, canola, coal, copper, cranberries, gypsum, lumber, molybdenum, natural gas, pulp and paper, salmon, ship parts, software, whitefish, zinc

### **Assessment**

Collect the charts and check whether content is accurate and complete.

### **Extensions**

- Give students blank maps of their province or territory, and have them illustrate these maps with commodity pictures or symbols in the correct location.
- Have students keep a vocabulary list of any commodity names they don't understand. Some, for example, might not know what "software," "communications equipment," or "molybdenum" means. Tell them to use the dictionary to find definitions, and also let them know that during the game they can click on short videos that will give them more information about these commodities.

## GRADES 4/5 UNIT

### Lesson 2: Analysis of Trip Log and Expenses (Lifeskills)

#### Educational Objectives

Students will

- point out the impact of their decisions
- describe options for saving money and other resources

**Time:** 2 hours

#### Procedure

1. Preparation: To do this assignment, students need a detailed trip log and a copy of the expense report for at least one mission of Crosscountry CANADA Platinum.
2. Display (on transparency or handout) a sample trip log and expense report for one mission. Generate discussion about what this information reveals about the trip and the driver.

#### Sample questions:

- What is the biggest expense item?
  - Could the driver have avoided this big ferry expense? Should the driver have taken the ferry from Prince Rupert to Port Hardy? Would it have been cheaper to take the interior land route to Vancouver, and then take a ferry to Victoria to pick up the chocolate?
  - What does this list tell you about this trucker's driving habits or personality? (no tickets or mishaps therefore a safe, careful driver)
  - What's the lowest cost item? – Food was only \$51 for 3 days. Is this low, normal, or high? Did the driver eat enough? Was she risking her health and safety by eating so little? Maybe she packed food from home?
  - Are hotel costs for two nights high or low? Where do you stay on family trips? What's the cost of Motel 6? Hotel Vancouver?
3. Chart Assignment: Ask students to analyse and draw conclusions about their own trip logs and expense reports, and then present these conclusions in a chart format.

Note: Students could use calculators to translate gas total into mileage.

Example:

Item	Cost	What this reveals
Gas	\$ 340.00	566 road km in 3 days; didn't cover long distances each day; ferry reduced road mileage; a fairly easy trip
Hotel	\$80.00	driver stayed in inexpensive motels
Food	\$51.00	driver didn't eat much! – maybe she packed food from home?
Tickets	\$ 0.00	driver doesn't speed; good for safety and gas consumption
Ferries	\$515.00	expensive but saves wear on truck and driver; 19 hour ferry trip to Pt. Hardy gave driver chance to relax
Mishaps	\$0.00	driver follows health and safety rules
Wear	\$200.00	lower than if driver had taken land route to Vancouver

#### Assessment

Collect charts and look for evidence of students' ability to draw a valid and clearly stated conclusion about each item.

## GRADES 4/5 UNIT

### Lesson 3: Writing a Personal Letter (Language Arts)

#### Educational Objective

Students will create a personal and informational communication using logical sequences.

**Time:** 2 hours

#### Procedure

1. Preparation: Before introducing this lesson, collect and check each student's Trip Log. To do this writing assignment, students must have played at least one game of *Crosscountry CANADA Platinum* (either alone or as part of team) and kept a detailed record of experiences on the trip.
2. Conduct class discussion on the occupation of long-distance truck driver. Have students brainstorm what they consider would be the advantages and disadvantages of this job. List their suggestions on board or transparency.

Examples:

Advantages	Disadvantages
get to visit many parts of Canada	don't have time to sightsee, visit museums or enjoy festivals along the way
not stuck in an office	have to sit behind wheel for long hours
can listen to radio, play CDs; talk to fellow truckers on CB radios	can't ever totally relax while driving
can wear casual clothes	a fairly solitary working day; no co-workers
freedom – can take breaks when you want	long periods of separation from friends and family
get to eat at restaurants	restaurant food not always healthy; not much restaurant choice in remote locations

3. Ask students to suggest how the long-distance truck driver could keep in touch with people back home (telephone, e-mail, postcards, letters).
4. Have students write a short letter about the trip to a friend or family member. The letter should include both facts (where he went, what he saw along the way, what commodities he picked up, things he learned) and personal responses (surprised that so much chocolate was produced in Victoria; enjoyed the long ferry ride to Port Hardy – saw Beluga whales and many seabirds, met some interesting people, etc.).

Sample assignment:

*You've just finished your Whitehorse to Vancouver mission. Now, before starting your next long haul, you're taking a day off to relax and enjoy some of the sights of Vancouver.*

*Before you leave the hotel, write a short letter or e-mail message to a friend or family member. Include where you went, what you saw, what you learned, and what you enjoyed the most and the least.*

### **Assessment**

Collect students' letters and look for evidence of ability to organize information in a logical sequence, provide supporting detail, and express ideas in clear, correct sentences using appropriate and correctly spelled words.

### **Extension**

Students write their trip summaries in the form of a telephone conversation between themselves and someone back home. Emphasize that the dialogue should be informative (closely tied to what actually happened during the trip) and interesting (supported with some specific details, facts, descriptions). Two students perform this conversation in a question-and-answer format.

### **Assessment of Extension**

Observe oral presentations and look for clear links between the original Trip Log and the information and personal responses presented during the conversation.

## GRADES 6/7 UNIT

### Lesson 1: Communities and Commodities (Social Studies)

#### Educational Objective

Students will analyse the relationship between the development of communities and their available resources.

#### Time

4-6 hours

#### Procedure

1. Preparation: Set up a research centre containing materials on the location and development of Canadian natural resources.
2. Introduce the topic of how resources play an important role in the development of communities. Discuss the following terms, giving examples of each: natural resource, commodity, primary and secondary industry, raw material processing. Explain that sometimes the natural resource is the area's access to an energy source that allows economical processing or manufacturing.
3. Display the *Crosscountry CANADA Platinum* map. Discuss what factors might influence the type of commodities produced in a few of the towns on this map (density of population, skills, interests, culture, education of people living there, climate, terrain, history, natural resources).

Start with questions about your local area: "How do people earn a living in our town? What is this area known for? Why?"

4. Research activity: Divide class into small groups. Assign one of the commodity/location pairs on the cross-reference card to each group. Tell them to research and write a report on all of the reasons this commodity is available at that particular locations. Students should use prior knowledge, deductive reasoning and the research materials to find the answers. Have each group summarize its findings in a short report.

Note: This exercise will be more interesting and challenging if students choose products for which the answer isn't fairly obvious. For example, it's easy to explain why Kenora, Ontario produces lumber but why does Victoria produce chocolate?

#### Assessment

Collect students' completed reports and look for evidence of thorough and accurate causal analysis.

#### Extensions

- Organize a class field trip to the production site of a commodity produced in your region.
- Have students research and write a report on how changes in resources or attitudes and policies concerning resources have affected a community.

## GRADES 6/7 UNIT

### Lesson 2: Analysis of Team Trip Costs (Lifeskills)

#### Educational Objectives:

Students will

- practise co-operative decision making
- practise budgeting skills
- evaluate decisions they have made

**Time:** 3 hours

#### Procedure

1. Preparation: To do this assignment, students need to complete a detailed Trip Log for at least one *Crosscountry CANADA Platinum* team mission. They also need a copy of their mission's "Expense Report."

Before students play the team game, emphasize how success in the game (completing the mission at the lowest cost) depends on the truck driver's decisions. Discuss all of the factors that have a direct influence on costs (speed, seat belt use, food and sleep breaks, route choices, bonus commodities). Tell the teams to keep these factors in mind as they make group decisions during the journey.

2. After students have completed the team missions, demonstrate how a Trip Log and Expense Report can reveal opportunities for cost reduction.
  - Show Sample Log (Whitehorse to Vancouver trip) and Expense Report on overhead transparency.
  - Tell students to pretend they work in the trucking company's accounting department. Ask them to assess the log and expense report for cost effectiveness, making recommendations about how costs could have been reduced.
  - Give examples of recommendations based on sample log/report:  
Driver should have slept *during* the long (19 hour) ferry ride from Prince Rupert to Port Hardy. This would have saved time (no need to sleep in hotel in Pt. Hardy), money (no hotel cost; no hours charged to "wear" time for truck).  
Driver should have picked up the bonus commodity (salmon) offered in the "Dispatch Update." It was probably available on the way to Victoria and would have reduced total costs with little extra time or mileage. (The money for bonus commodities is subtracted from gas expenses.)
3. Have each team analyse its Trip Log and Expense Report to find ways to reduce costs. Then ask students to summarize their cost-cutting recommendations in a list. Each point on this list should include the original decision or action, the recommended decision or action, and an explanation of how this recommendation would reduce costs. If they can find no room for improvement, have them justify each major decision, showing how it was the most economical choice.

#### Assessment

Collect students' lists and check for evidence of valid cause-effect analysis linked to specific decisions

#### Extension

*Math:* Have students calculate and compare the percentage of total expenses for various items such as gas, food, mishaps.



## GRADES 6/7 UNIT

### Lesson 3: Renewal Resources (Science and Social Studies)

#### Educational Objectives

Students will

- develop critical thinking skills through differentiation
- locate and record information from a variety of sources
- organize information into a presentation

**Time:** 3 hours

#### Procedure

1. Preparation: Set up a research centre on the topic of renewable resources. Students should have completed at least one four-commodity *Crosscountry CANADA Platinum* trip.
2. Introduce the topic of natural resources. Have students brainstorm a list of natural resources in their province or territory.
3. Introduce concept of “renewable and “non-renewable.”
  - Hold up a pencil.
  - What is this pencil made of?
  - Where do these materials come from?
  - Are they renewable? (wood is renewable; graphite is non-renewable).

Establish criteria for “renewable” and “non-renewable” (usually an inorganic, non-living substance; cannot be replaced once it is used up).

4. Explore and qualify “renewable” concept. Are forest resources automatically renewable? Why?
5. Review what students may already know about conservation and ecosystems, focusing on how a change in any element usually affects the whole system.
6. Have students identify the commodities picked up on their four-load trip as renewable or non-renewable.
7. Have students choose one of the renewable commodities (or a commodity that *depends* on a renewable resource) and research what is being done in one region of Canada to ensure this resource will continue to be available in the future.

#### Assessment

Collect reports and look for evidence of accurate and thorough content presented in a clear, well-organized format.

#### Extension

*Language Arts:* Have students read newspapers for a week and clip any articles discussing conservation. Ask them to consider whether there’s a “green” or “anti-green” bias in an article. Words chosen for headlines can be revealing: “Logging giant threatens Cathedral Grove on Vancouver Island.”

## GRADES 8/9UNIT

### Lesson 1: Canadian Settlement Patterns (Social Studies)

#### Educational Objective

Students will assess how settlement patterns were influenced by geographical, historical, and economic factors.

**Time:** 3-4 hours

#### Procedure

1. Preparation: Set up a research centre with atlases, books and a list of relevant websites.
2. Display *Crosscountry CANADA Platinum* map on overhead projector. Explain that this is the map the students will use to plan their routes as they pick up and deliver commodities across the country. Point out the routes and cities shown in your province. Choose two or three of these communities; ask students to offer explanations for the location of each city or town.
3. Have students brainstorm a list of all of the factors that could play a role in determining the location of a community. Encourage them to be as specific as possible. Possible factors could include:
  - Historical
  - economic (resources)
  - political
  - geographical (landforms, climate)
  - social
  - religious.
4. Introduce the concept of “primary” and “secondary” causes. Explore how the factors influencing settlement patterns are usually interrelated in a complex matrix of geographical, historical, and social causes.
5. Have students play a game, recording cities they visit along the way, in the order they visit them (this will give them a record of the routes they took). Have them read and take notes on the GPP (Gross Provincial Product) statistics provided along the way. (After clicking on “local maps,” players will see a box displaying economic statistics on that province’s products.) This information will help them understand location factors.
5. Research activity: Have students choose one of the cities on their trip and find information on why that city is located in that particular spot. Tell them to consult historical, political, resource and landform versions of maps in atlases as well as books and community websites.
6. Report assignment: Have students present their findings in an expository essay or a multimedia report entitled “Why Town X Exists.”

#### Assessment

Read essays or observe multimedia presentations, checking for accurate, thorough content showing valid cause-effect analysis.

#### Extensions

*History*: Have students make connections between early fur trade routes and trading posts and modern roads and cities.

*Physical geography*: Have students research how landforms and climate have influenced the development of their province or territory.

## GRADES 8/9 UNIT

### Lesson 2: Biogeoclimatic Zones (Science)

#### Educational Objective

Students will compare and contrast the major biogeoclimatic zones of their province or territory.

**Time:** 4 hours

#### Procedure

1. Preparation: Set up a research centre that includes:
  - atlases with specialized maps (landforms, vegetation zones, mineral resources, agriculture lands, forestry, population distribution)
  - books, articles on regional ecosystems.
2. Have students play a two- or four-commodity game within their own region. Tell them to record details about each leg of the trip (cities, compass directions, mileage, type of landscape they're driving through).
3. Introduce the term "biogeoclimatic zone." Review what the students may already know about this topic. Conduct a class discussion on the elements that make up such a zone: climate, geology, landforms, plants, and animals.
4. Discuss how the location of communities, commodities, and transportation routes on the *Crosscountry CANADA Platinum* map have been influenced by the natural environment. Have students brainstorm elements within biogeoclimatic zones (mountains, flood areas, swamps, conservation area, farmlands, forests, mineral deposits, rivers, lakes, rainfall).  
Start with the CANADA map. Review what students know about climate and landforms in the various regions of Canada.  
Then focus on your region. How is our town and the commodities it produces influenced by its biogeoclimatic zone and how, in turn, does our town affect this zone?
5. Activity: Divide class into co-operative learning pairs. Have students colour-code, on a map, the major biogeoclimatic zones of their province or territory. Ask them to add a description of each zone: climatic conditions, geological features, and plant and animal life that would inhabit these areas.
6. Follow-up discussion: When students have completed the maps, ask them how their research provided new insights about the locations of communities, commodities and roads. Ask them to consider whether past planners have made some mistakes. If they had been the settlement or transportation planners, what would they have done differently?

#### Assessment

- Collect maps and look for evidence of accurate and thorough content.
- Show the class the best versions, pointing out the major features.

#### Extension Activity

- Your legislature wants to improve the province's income from trade and tourism. To this end, they've decided to build more roads. Propose one new highway route that might produce new revenue without damaging ecosystems. Support your proposal with specific references to resources and biogeoclimatic zones.
- In the game, the winner is the driver who spends the least amount of money. Ask students to consider the relationship between economic choices and environmental choices. Can saving money be compatible with saving the environment? Have students research some examples of development issues involving economic and environmental choices.

## **GRADES 8/9 UNIT**

### **Lesson 3: The Occupation of Long-Distance Truck Driver (Career Skills Awareness)**

#### **Educational Objective**

Students will explain how personal interests, attributes, and strengths are related to transferable skills.

**Time:** 2 hours

#### **Procedure**

1. Preparation: Students should have played at least one four-commodity game of *Crosscountry CANADA Platinum* before this lesson begins. They need to have some virtual experience with the challenges facing long-distance truck drivers in order to analyze the skills this job demands.
2. Introduce the topic of how people choose careers that suit them. Have students brainstorm definitions for the terms: interests, attributes, strengths, and transferable skills. Discuss these words in the context of occupation.
3. Remind students that the winner in the *Crosscountry CANADA Platinum* game is the driver who has the lowest expense total at the end of the mission. Ask questions to generate cause-effect analysis about how one could keep costs down on such a road trip. What specific choices or actions help the driver save money? (Don't speed; eat and sleep regularly, choose routes that save gas, time and wear on truck; pick up bonus loads when it's economical to do so; arrive at warehouse when it's open; wear seat belt.)
4. Ask students to identify what personal interests, attribute, and strengths would contribute to the skills needed by a professional long-distance truck driver.
5. Have students create personal inventories of their own interests, attributes, and strengths.
6. Ask students to assess how well their personal inventories match the career directions they are considering.

#### **Assessment**

During the class discussion of skills needed by truck drivers, look for evidence of logical analysis. Collect the students' personal inventories and job matches. Look for thorough content (specific abilities and traits supported by specific examples) in the inventories. Look for valid compare-contrast analysis of personal profiles and job characteristics.

#### **Extensions**

Interview a professional truck driver about the nature of his or her job.

Interview a trucking company employer about what she or he looks for when hiring drivers.

Identify a job you would probably dislike, given your personal profile, and explain why.

# Chapter 4

## The Scenario Editor

This chapter will cover the following topics:

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Remove Saved Games .....	41

## 4. The Scenario Editor (For School Version ONLY)

**The Scenario Editor allows you to:**

- Make your own Commodity Table. In commodity tables of your own, you can reassign the 50 commodities amongst the 79 cities and towns and/or add up to 8 commodities of your own.
- Set up a game “Scenario” by specifying the Starting City, finishing City, Season, Commodity table to use and commodities to be collected.

Note: For a discussion of educational uses of the Scenario Editor see pages 21 to 22.

### Launching the Crosscountry CANADA Scenario Editor

#### Windows 95/98

- Insert the CD-ROM
- Right-click once on the desktop icon ‘My Computer’ then left-click once on ‘Explore’ from the popup menu.
- Under ‘All Folders’ left-click on your CD-ROM drive on the name ‘CCAN Platin’. This will display all its folders/files on the right side under ‘Name’.
- Double-click on the folder (on the right side of the window) ‘Scenario Editor’ then double-click on the icon ‘CCAN Scenario Editor.exe’ to start up the Scenario Editor.
- At this point you can instead, right-click once on this icon, select ‘Create Shortcut’ and click ‘Yes’ to create a shortcut icon on your Desktop. You will then be able to insert the CD-ROM anytime and click on either the ‘Start Game’ icon or the ‘CCAN Scenario Editor’ icon on your desktop.
- Type the Password.

#### Macintosh

- Insert CD-ROM
- Double-click on the folder ‘Scenario Editor’ inside the folder that opens on your screen.
- Double-click on the icon ‘CCAN Scenario Editor’
- Type the Password

A window like the one below will appear:



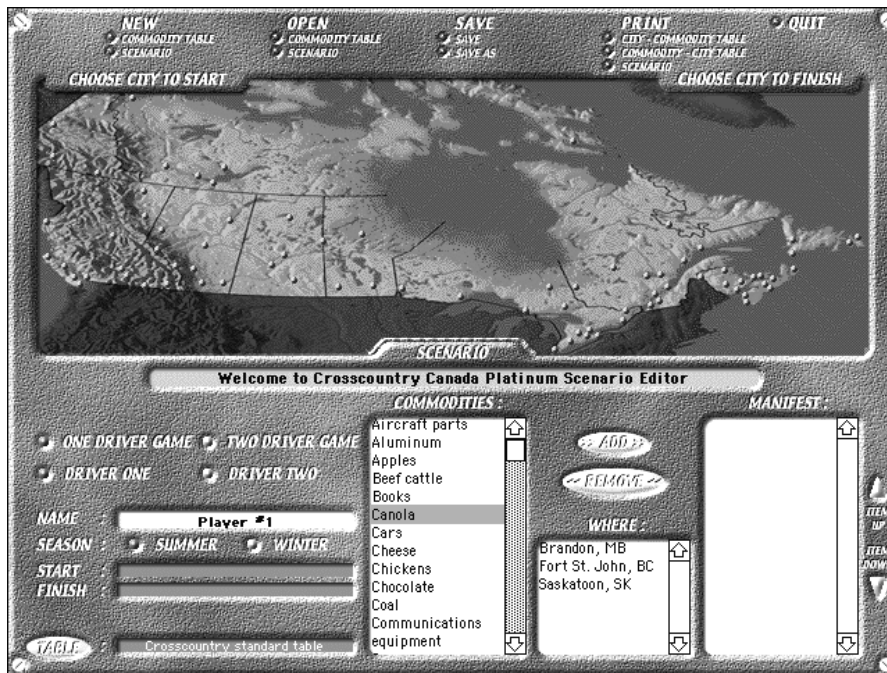


## New Game Scenarios

Allows you to create a scenario for the Player to use which specifies the name of the driver, starting city and finishing city, the season and the number of players (1 or 2 Player Game).

- Click on 'New Scenario' either from the top of the screen or from the red button bar at the bottom.

The following screen appears:



- Select the 'One Driver Game' or 'Two Driver Game' button
- If you selected the 'One Driver Game', leave the 'Driver One' button selected and click in the 'Name' box if you want to enter a different name from the default name. (The default name is a famous Canadian).
- Select the 'Season' you would like to use on this trip

## Selecting the Start and Finish Cities

- There are two ways to select cities:
  - If you know where the desired city is located on the map, just click once on the city dot on the map. Choose 'Start' from the small popup menu that appears. The city name will appear in the appropriate field below. Then click on the city you wish to finish in. Choose 'Finish' from the small popup menu. The city name will appear in the appropriate field below.
  - Or
  - Click on the tabs 'Choose City to Start' or 'Choose City to Finish' in the upper corners of the map and a list of all the cities appears. Select the city from the Start list then the Finish list and the city name will appear in the appropriate field below.
  - If you selected the 'Two Driver Game', click on the 'Driver Two' radio button and repeat the above steps for the second driver.

## Select a Commodity

- Select the commodities from the 'Commodities' box that you would like to add into this game for pick-up. There are two ways to do this:
  - Run the pointer over the cities on the map and in the box under the map, you will see the city name and it's commodities. You can then determine what commodities you want to load along the way from Start City to Finish City
  - Or
  - Click on the commodity in the 'Commodities' box and it will show you the cities that have this commodity.
- Click on the 'Add' button to add the commodity to the manifest. It will appear in the 'Manifest' box.

**Note:** The manifest can have no commodities, in which case the player will simply have to travel from the starting city to the destination city to complete the game. The manifest can have up to 25 commodities.

#### Removing commodities from your manifest

- Select the name of the commodity you want to remove from your manifest. Then click on the 'Remove' button.

#### Changing the order of your commodities in your manifest

- Commodities are assigned to players in the order they are listed in the manifest. To change the order, select a commodity then click on the 'Item up' button or the 'Item down' button.
- Select the 'Save As' button at the top of the Editor. It will ask you to type in a filename. Enter any name with the ending .dgc. For example, call it 'Myname.dgc'.
- In the 'Save in' file, select the folder you want to save the new scenarios to. Leave the 'Save as type' as Crosscountry Scenario files
- Click on 'Save'
- To cancel, click on 'Quit' and 'Don't Save'.

#### Editing a Scenario

- Make sure that you are running the Scenario Editor program. Then select 'Scenario' from the 'Open' menu at the top of the panel. Select the name of the Scenario that you want to open. Click 'OK'.

#### Removing Saved Games or Tables

Windows:

- Open 'My Computer', then locate and select the saved scenarios/tables that you want to remove
- Drag them into the recycle bin on your desktop

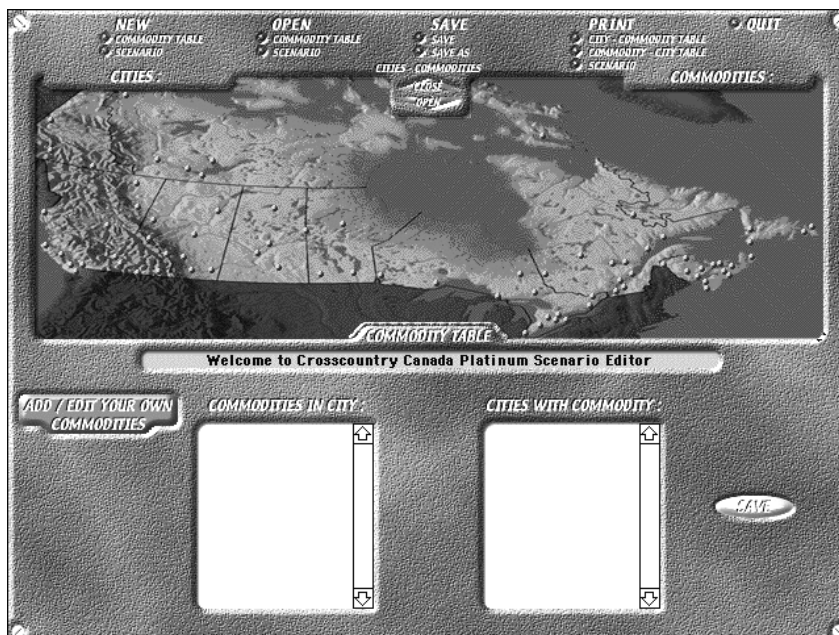
Macintosh

- From your desktop (Finder), select the saved scenarios/tables that you want to remove. Drag them into the trash on your desktop and empty the trash

#### New Commodity Table

- Open the Scenario Editor as described above and choose 'New Commodity Table' button or "Commodity Table" from under the "NEW" menu.

The following screen appears:





- Click on 'Add/Edit Your Own Commodity' button and 8 empty boxes appear
- Type the commodity(s) you want to add to any existing Cities
- When all are entered click 'OK'
- Click 'Open' on the small green/red 'Close/Open' button which is located in the middle top of the map  
(Two tables appear with a 'Link' button between them. One is 'Cities' and one is 'Commodities')
- Click on the city you want to add the new commodity to
- Click the commodity you have just added from the table on the right
- Click the 'LINK' button
- Click 'Save' and when dialog box appears, enter your new table name  
Note: Windows users must keep the **.coc** extension at the end of the name. Mac users may want to keep the same extension in case they want to play the games on a Windows machine at a later date.
- Select the folder in which you would like to save your new Table.
- Click 'Quit' button.

# Chapter 5

## Game Materials

**This chapter will cover the following topics:**

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Crosscountry CANADA Platinum Driver's License Application Form .....	55
Official Driver's License .....	58

## 5. Game Materials

### Things you may copy/print

The following materials may be copied or printed when needed for classroom use.

- **City - Commodity Cross Reference**

A complete listing of all 79 cities and the commodities available in each. This is the **Crosscountry CANADA Platinum standard** commodity table which the program uses as the default.

- **Commodity - City Cross Reference**

A complete listing of all 50 products and the cities where they can be found. This corresponds to the commodity table **Crosscountry CANADA Platinum Standard**, which the program uses as the default.

- **Canadian postal abbreviations**

- **Equal Games**

A listing of predetermined game scenarios that are equal in distance.

- **Route Planning Guide**

A sheet to help you plan your journey across Canada by filling in city names and commodity locations, as well as the distances from one city to another.

- **Extension activities**

A list of some interesting and unusual festivals, and facts about Canada.

- **Crosscountry CANADA Platinum Driver's License application form and certificate**

## City - Commodity Cross Reference

	City Name	Commodities
1.	Argentia, NF	
2.	Baie Comeau, QC	
3.	Banff, AB	
4.	Bathurst, NB	lead, silver, zinc
5.	Brandon, MB	canola, cheese, chickens, eggs, milk, wheat
6.	Calgary, AB	beef cattle, swine
7.	Campbell River, BC	salmon
8.	Channel-Port-aux-Basques, NF	whitefish
9.	Charlottetown, PE	ship parts
10.	Chibougamau, QC	copper, gold, lumber, silver, zinc
11.	Chicoutimi, QC	chickens, corn, eggs
12.	Corner Brook, NF	gypsum, pulp and paper
13.	Cranbrook, BC	coal, gypsum
14.	Dawson, YT	gold, silver
15.	Digby, NS	scallops
16.	Drummondville, QC	apples, cars
17.	Edmonton, AB	natural gas
18.	Edmundston, NB	pulp and paper
19.	Flin Flon, MB	zinc
20.	Fort McMurray, AB	coal, crude oil
21.	Fort Nelson, BC	lumber, natural gas
22.	Fort Providence, NT	
23.	Fort Simpson, NT	furs
24.	Fort St. John, BC	canola, coal
25.	Fredericton, NB	communications equipment
26.	Grande Prairie, AB	honey, pulp and paper
27.	Halifax, NS	gypsum
28.	Hamilton, ON	cars
29.	Hay River, AB	inuit art, whitefish
30.	Inuvik, NT	furs, inuit art
31.	Iqaluit, NU	diamonds, inuit art
32.	Jasper, AB	
33.	Kamloops, BC	beef cattle, copper, molybdenum
34.	Kelowna, BC	apples, wine
35.	Kenora, ON	lumber
36.	Key Lake, SK	uranium
37.	Kingston, ON	hockey equipment
38.	Kitchener, ON	beef cattle, cars
39.	Labrador City, NF	iron
40.	Lethbridge, AB	aircraft parts, communications equipment
41.	London, ON	aircraft parts, apples, corn
42.	Medicine Hat, AB	wheat
43.	Moncton, NB	potash
44.	Montréal, QC	aircraft parts, books, communications equipment, software

45.	Nanaimo, BC	pulp and paper
46.	New Glasgow, NS	tires
47.	Niagara Falls, ON	wine
48.	Ottawa, ON	communications equipment, maple syrup
49.	Port Hardy, BC	
50.	Prince Albert, SK	natural gas
51.	Prince George, BC	lumber
52.	Prince Rupert, BC	aluminum, salmon
53.	Québec, QC	cheese, maple syrup, wine
54.	Regina, SK	communications equipment
55.	Roberval, QC	
56.	Rouyn-Noranda, QC	gold
57.	Saint John, NB	lobster, potatoes, ship parts
58.	Saskatoon, SK	beef cattle, canola, potash, swine, wheat
59.	Sault Ste. Marie, ON	pulp and paper
60.	Sept-Îles, QC	aluminum, quartz
61.	St. John's, NF	crude oil
62.	Sudbury, ON	gold, lead, nickel, silver, zinc
63.	Summerside, PE	potatoes
64.	Sydney, NS	coal, crude oil
65.	Thompson, MB	copper, nickel
66.	Thunder Bay, ON	pulp and paper
67.	Timmins, ON	copper, gold
68.	Toronto, ON	books, chocolate, communications equipment
69.	Trail, BC	lead, silver, zinc
70.	Trois Rivières, QC	hockey equipment, milk, titanium
71.	Truro, NS	milk
72.	Vancouver, BC	cranberries, ship parts, software
73.	Victoria, BC	chocolate
74.	Watson Lake, YT	furs
75.	Whitehorse, YT	copper, lead
76.	Windsor, ON	cars, corn, milk
77.	Winnipeg, MB	communications equipment
78.	Yarmouth, NS	lobster
79.	Yellowknife, NT	diamonds, gold

## Commodity - City Cross Reference

COMMODITY	CITIES AVAILABLE
1. Aircraft parts	Lethbridge, London, Montréal
2. Aluminum	Prince Rupert, Sept-Îles
3. Apples	Kelowna, London, Drummondville
4. Beef cattle	Calgary, Kamloops, Kitchener, Saskatoon
5. Books	Montréal, Toronto
6. Canola	Brandon, Fort St. John, Saskatoon
7. Cars	Drummondville, Hamilton, Kitchener, Windsor
8. Cheese	Brandon, Québec
9. Chickens	Brandon, Chicoutimi
10. Chocolate	Toronto, Victoria
11. Coal	Cranbrook, Fort McMurray, Fort St. John, Sydney
12. Communications equipment	Fredericton, Lethbridge, Ottawa, Toronto, Montréal, Regina, Winnipeg
13. Copper	Chibougamau, Kamloops, Thompson, Timmins, Whitehorse
14. Corn	Chicoutimi, London, Windsor
15. Cranberries	Vancouver
16. Crude oil	Fort McMurray, St. John's, Sydney
17. Diamonds	Yellowknife, Iqaluit
18. Eggs	Brandon, Chicoutimi
19. Furs	Fort Simpson, Inuvik, Watson Lake
20. Gold	Chibougamau, Dawson, Rouyn-Noranda, Sudbury, Timmins, Yellowknife
21. Gypsum	Cranbrook, Corner Brook, Halifax
22. Hockey equipment	Kingston, Trois Rivières
23. Honey	Grande Prairie
24. Inuit art	Hay River, Inuvik, Iqaluit
25. Iron	Labrador City
26. Lead	Bathurst, Sudbury, Trail, Whitehorse
27. Lobster	Saint John, Yarmouth
28. Lumber	Chibougamau, Edmundston, Fort Nelson, Kenora, Prince George
29. Maple syrup	Ottawa, Québec
30. Milk	Brandon, Trois Rivières, Truro, Windsor
31. Molybdenum	Kamloops
32. Natural gas	Edmonton, Fort Nelson, Prince Albert
33. Nickel	Thompson, Sudbury
34. Potash	Moncton, Saskatoon
35. Potatoes	Saint John, Summerside
36. Pulp and paper	Corner Brook, Edmundston, Grande Prairie, Nanaimo, Sault Ste. Marie, Thunder Bay
37. Quartz	Sept-Îles
38. Salmon	Campbell River, Prince Rupert
39. Scallops	Digby
40. Ship parts	Charlottetown, Saint John, Vancouver
41. Silver	Bathurst, Chibougamau, Dawson, Sudbury, Trail
42. Software	Vancouver, Montréal
43. Swine	Calgary, Saskatoon
44. Tires	New Glasgow
45. Titanium	Trois Rivières
46. Uranium	Key Lake
47. Wheat	Brandon, Medicine Hat, Saskatoon
48. Whitefish	Channel-Port-aux-Basques, Hay River
49. Wine	Kelowna, Niagara Falls, Québec
50. Zinc	Flin Flon, Bathurst, Chibougamau, Sudbury, Trail

## Canadian Postal Abbreviations

ALBERTA	AB	NORTHWEST TERRITORIES	NT
BRITISH COLUMBIA	BC	ONTARIO	ON
MANITOBA	MB	PRINCE EDWARD ISLAND	PE
NEW BRUNSWICK	NB	QUEBEC	QC
NEWFOUNDLAND	NF	SASKATCHEWAN	SK
NOVA SCOTIA	NS	YUKON TERRITORY	YT
NUNAVUT TERRITORY	NU		

### Equal Games

Crosscountry CANADA Platinum comes with a folder of (6) pre-constructed scenarios that are designed to be precisely equal in expense, if correct decisions are made. These are located in your Crosscountry CANADA Platinum folder in the Equal Games folder. These are ideal for use with the 'Great Crosscountry CANADA Platinum Contest'.

<u>Game</u>	<u>Season</u>	<u>Starting City</u>	<u>Destination City</u>	<u>Commodities</u>
1	Summer	Rouyn, QC Prince Rupert, BC	Prince Rupert, BC Fredericton, NB	Aircraft parts, Zinc Natural Gas, Wine
2	Summer	Jasper, AB Bathurst, NB	Rouyn, QC Flin Flon, MB	Honey, Swine Beef, Copper
3	Winter	Watson Lake, YT Halifax, NS	Vancouver, BC Hamilton, ON	Molybdenum, Coal Gold, Apples
4	Summer	Victoria, BC Yarmouth, NS	Chibougamau, QC Victoria, BC	Furs, Milk Salmon, Pulp & P
5	Summer	Banff, AB Watson Lake, YT	Sudbury, ON Trail, BC	Honey, Lead Furs, Aluminum
6	Winter	Victoria, BC  Digby, NS	St. John's, NF  Prince Rupert, BC	Honey, Wine, Uranium, Cars, Nickel, Comm. Equipment, Lead Comm. Equipment, Lobster, Cars, Wheat, Natural



## Route Planning Guide

Name \_\_\_\_\_ File Name \_\_\_\_\_ Date \_\_\_\_\_

Starting City \_\_\_\_\_ Commodity Table \_\_\_\_\_

Destination City \_\_\_\_\_ Month \_\_\_\_\_

	Cities Available	Km to City
Commodity _____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity _____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity _____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity _____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____
Commodity _____	_____	_____
Current Location _____	_____	_____
	_____	_____
	_____	_____

## Extension Activities

### ***Every month there's something fun to do in Canada!***

Here is a list of some of the interesting and unusual festivals. Using a highway map, plot the route you would use to go from one to the other. How many kilometers would you have to drive? Which are the five nearest to you?

**January** - Ring in the new year at the Polar Bear Swim in Vancouver, BC. Join 2,000 or so fanatics at English Bay. Have a warm house to go afterwards.

**February** - Get your picture taken with 'Bonhomme Carnaval' at the Québec Winter Carnival in Québec City, QC.

**March** - Celebrate the end of winter in Yellowknife, NT at the 3-day Caribou Carnival festival. What celestial event marks the end of winter?

**April** - Visit Narcisse, MB near Winnipeg and witness the mating of red-sided garter snakes. Tens of thousands form a frenzied, writhing carpet for up to three weeks before they suddenly vanish into the marsh.

**May** - Celebrate the birthday's of Queen Victoria and Queen Elizabeth II on the Victoria Day holiday. When was this holiday first celebrated?

**June** - On June 24, celebrate Québec's distinct culture and provincial holiday on Saint Jean Baptiste Day.

**July** - Get your cowboy boots and take in the world famous Calgary Exhibition and Stampede.

**August** - Take in the musical play ANNE OF GREEN GABLES at the Charlottetown Summer Festival. Started in 1965, the festival has become Prince Edward Island's most popular tourist attraction.

**September** - Enjoy the last weekend of summer, take in a parade or picnic on Labour Day -- the first Monday in September. The day honours the contribution of organized labour and has been celebrated since 1872.

**October** - Visit Churchill, MB and see the polar bears migrate to their wintering grounds on the ice of Hudson Bay. How much can a polar bear weigh?

**November** - Take in the last bit of the annual Shaw Festival at Niagara-on-the-Lake, ON. It is the only festival dedicated to the works of George Bernard Shaw and his contemporaries.

**December** - Have your camera ready and go to Nathan Phillips Square in Toronto for the annual Ice Sculpture Competition. Teams of professional and amateur sculptors will turn blocks of ice and snow into three dimensional ice art.

## Did you know?

Biggest Province:	Québec 1,540,681 sq. km
Smallest Province:	Prince Edward Island 5,660 sq. km
Largest City:	Toronto, ON 3,645,800 people
Largest Island:	Baffin, NT 507,451 sq. km
Highest Community:	Lake Louise, AB 1,540 m
Longest River:	Mackenzie, NT 4,241 km
Largest lake entirely in Canada:	Great Bear Lake, NT 31,328 sq. km
Deepest Lake:	Great Bear Lake, NT 614 m

Highest mountain:	Mount Logan, YT 5,951 m
Highest temperature:	Midale and Yellow Grass, SK reached 45°C on July 5, 1937
Lowest temperature:	Snag, YT reached -63°C on February 3, 1947
Warmest City:	Victoria, BC has a mean annual temperature of 10.4°C
Coldest City:	Yellowknife, NT has a mean annual temperature of -5.4°C
Sunniest City:	Saskatoon, SK averages 2,450 hours of sunshine per year
Heaviest snowfall in one day:	Lakelse Lake, BC had 118.1 cm on Jan. 17, 1974
Strongest Wind:	Cap Hopes Advance on the Ungava peninsula in Québec experienced winds of 203 km per hour on November 18, 1931

### Other things to think about!

- Regina was originally known as Pile O' Bones - or Oskunah-lasis-Take in the Cree language. It was renamed Regina in honour of Queen Victoria.
- The CN Tower in Toronto, ON is the world's tallest free standing structure. Next door is SkyDome - the first stadium to have a retractable roof.
- Canada has the longest coastline of any country in the world. It's 243, 972 km which is almost 2/3 of the way to the moon!
- In Canada, male life expectancy at birth is 74.7 years. Female life expectancy is 81.7 years.
- Canada has 8,890 km of international border -- all with the United States.
- According to recent census figures, the average Canadian family had 3.1 members and an annual income of \$53,459.
- The number of frost free days ranges from 4 in Alert, NT to 216 in Vancouver, BC

### Crosscountry CANADA Platinum Driver's License

As this activity is written, it will be most appropriate with upper elementary students. Feel free to add or omit steps in the activity to fit the sophistication and ability of your class.

#### **Materials required:**

- Complete **Crosscountry CANADA** Platinum package.
- A variety of maps of Canada.
- Access to an encyclopedia, other source material on Canadian commodities and cities.
- Source material on the rules of the road - check with your local motor vehicle branch.
- Class set of '**Crosscountry CANADA** Platinum Driver's License' photocopied from the manual.
- Class set of '**Crosscountry CANADA** Platinum Driver's License' application forms.
- Vision chart (see the school nurse).
- Large screen monitor.

***Before you start:***

Make sure that you have a basic familiarity with the program. You should know the following:

- How to start the truck.
- How to check to see what commodity you need.
- How to drive.
- How to get gas.
- What to do when you get tired, hungry, darkness falls, run out of gas, etc.

Your computer resources, and the age and ability of your students will determine whether or not you need to divide the class into teams and how large they need to be. It is often preferable with younger students to have teams of a 'driver' and a 'navigator'. Then two teams play against each other at the computer.

Talk to the school nurse or health resource person about appropriate ways to measure vision and to enlist their support in performing the evaluation.

***Getting Started:***

- Explain the purpose of **Crosscountry CANADA Platinum**
- Explain that students will be allowed to use it on the target date provided they have completed the application form.
- Show the students the software using the large screen monitor, making sure to point out the important items noted above.
- Pass out copies of the 'Application Form'.

Students can complete the forms over a period of several days, although you may want to schedule specific times for the vision test and library research.

Once the students complete the 'Application Form' review it and determine if it merits the awarding of a 'Driver's License'. Don't worry too much about the technical aspects of interacting with the program - students should use their application form to test their theories when they encounter specific situations in the program.

## Crosscountry CANADA Platinum - Driver's License Application Form

Name of applicant:

\_\_\_\_\_

Class \_\_\_\_\_ Examiner \_\_\_\_\_

Complete the activities below and return this form to your examiner. Successful applicants will be awarded a **Crosscountry CANADA Platinum** driver's license.

1. Choose a commodity from **Crosscountry CANADA Platinum** and write a paragraph on its importance to us - for good and bad. Try to find out some interesting statistics about it.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

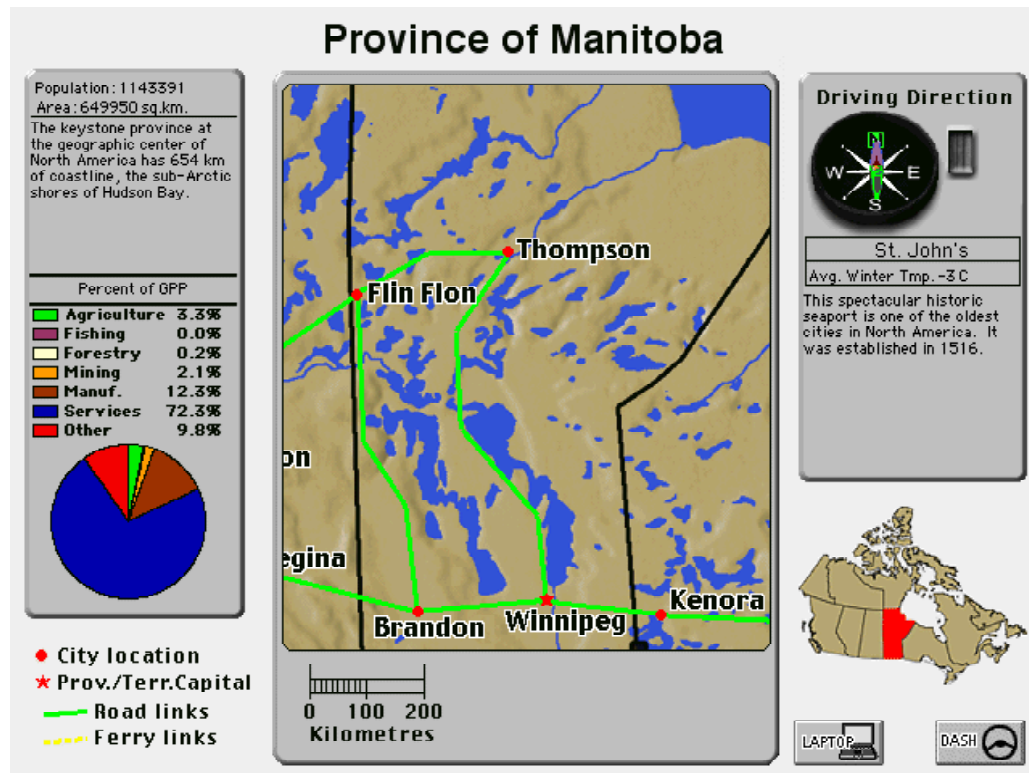
2. Choose a city or town from **Crosscountry CANADA Platinum** and write a paragraph on the things that make it important. Try to find out its population, its major industries and some interesting things to do there.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3. Write a description of **Crosscountry CANADA Platinum** and the goal of the program.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

4. Below is one of the maps which you will see when you are playing **Crosscountry CANADA Platinum**. Answer the following questions about travelling.



What direction of travel will take you from:

- i) Brandon to Flin Flon \_\_\_\_\_
- ii) Thompson to Winnipeg \_\_\_\_\_
- iii) Kenora to Winnipeg \_\_\_\_\_

5. Vision is important. Record the results of your vision test below.

Uncorrected: Left Eye \_\_\_\_\_ Right Eye \_\_\_\_\_

Corrected: Left Eye \_\_\_\_\_ Right Eye \_\_\_\_\_

6. Look at the dashboard below and answer the following questions.



- i) It's getting dark soon. What should you do when darkness falls so that you can keep on driving?  
\_\_\_\_\_
- ii) If it starts to rain, what do you need to do?  
\_\_\_\_\_
- iii) You are getting low on gas. What should you do if you can't find a gas station and you run out of gas before you get to the next city?  
\_\_\_\_\_
- iv) What are the two options you may choose from if you get a flat tire?  
\_\_\_\_\_

Official

Driver's  
License



**This license is awarded to:**

\_\_\_\_\_

Having diligently completed the required study and performed the prescribed exercises. With all the rights, honors, and prerogatives so pertaining.



\_\_\_\_\_

Date

\_\_\_\_\_

Examiner



# Chapter 6

## Appendices

**This chapter will cover the following topics:**

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## Troubleshooting for Macintosh Systems

The following is a list of basic checkpoints to consider if you run into problems:

***PROBLEM: I get an error message that says "There is not enough memory to open Crosscountry CANADA Platinum".***

- The minimum Application memory size should not be set less than 16,000K. If your system does not have this much spare RAM, you will have to get more RAM (Hardware) to run. To change the minimum Application memory size, select the program icon on the hard drive, then select 'Get info' from the File menu. Change your memory requirement to as much as you can afford to spare. The more memory you give it, the better it will run.
- Perhaps there is another program running in the background. Quit any other programs (except Finder) and try again.

***PROBLEM: No sound***

- If anything is plugged into the external headphone jack on the back of the Macintosh, the internal speaker is automatically disconnected.
- The system 'Sound' control panel may be set to zero volume. The volume level set on the Crosscountry CANADA Platinum 'Volume Preference' only overrides the system setting if it is lower than the 'Sound' control panel setting.

***PROBLEM: I'm getting the message "Some documents could not be opened. Try opening the document from within the application."***

- You sometimes get this message if you try to launch a file from your desktop when the application that it launches is already active. Go to the menu in the upper right corner of the screen and choose the appropriate application (Crosscountry Canada Platinum or CCANP Scenario Editor), then use the regular method of opening files.

***PROBLEM: The animation is sluggish or it pauses while driving, for periods up to a minute***

- Make sure your hardware meets the minimum system requirements (see page 2).
- Perhaps there is another program running in the background. Quit any other programs (except Finder).
- If your computer is connected to a network, it is possible that someone has logged onto your computer and is transferring data to/from the hard drive in the background. You will have to wait until the transfer is finished.

***PROBLEM: The program seems to be ignoring the volume setting.***

- The system 'Sound' control panel may be set to zero volume. The level set on the Crosscountry CANADA Platinum Volume setting only overrides the system setting if it is lower than the system.
- The system may have a non-Apple control panel such as 'SoundMaster', which takes control away from the standard settings. Crosscountry CANADA preferences won't work with non-standard control panels.
- If anything is plugged into the external headphone jack on the back of the Macintosh, the internal speaker is automatically disconnected.

## Technical Support

If you have read the previous 'Troubleshooting' section and could not find a solution, please check out our technical support web pages at: [www.ingenuityworks.com](http://www.ingenuityworks.com) . If you still can not find a solution, or you do not have internet access, please contact Ingenuity Works Inc.'s technical support department.

The solutions to most problems are listed in the preceding 'Troubleshooting' section. Some difficult situations may require help from someone nearby who knows computers well. Consult your resident expert, if you have one, or one of your local computer dealers. They can probably help.

From 9:00 am to 5:00 pm Pacific time, Ingenuity Works Inc. offers technical support for our customers. Be prepared to tell us your computer model (Pentium II@233, Mac 7200/120, iMac, Mac G3/266, etc), program version number, System Software version number, and exactly what you were doing when the problem occurred. We also need to know the exact wording of any error message that is being displayed.

www: [www.ingenuityworks.com](http://www.ingenuityworks.com)  
email: [support@ingenuityworks.com](mailto:support@ingenuityworks.com) (please include name and phone number)  
FAX: (604) 431-7996  
Phone: 1-800-665-0667 extension #1312 (toll free from US and Canada)  
(604) 412-1555 extension #1312  
Office hours are 9am to 5pm Pacific time

## Warranty information

Ingenuity Works Inc. guarantees that the media (CD-ROM) will be free from defects for a period of one year from the date of purchase.

To make sure that the CD-ROM is really the problem, please check the 'troubleshooting' section of this manual before proceeding.

Within one year, and provided that we have proof of purchase (registration card, first page of manual, or the original CD-ROM), we will send a replacement at no charge.

After one year from the date of purchase, you may order a replacement CD-ROM for the greater of \$10.00 (including S&H) or the update fee which may apply. Update information is automatically sent to all registered users. If you have not already done so, please mail your registration card.

## School Editions, Lab Packs and Licensing

A School Edition includes the right to run the program on one computer and materials for one computer. The manual on the CD-ROM contains suggestions for classroom use.

Lab Packs include the right to run the program on five computers and materials for five computers.

All Ingenuity Works Inc. products are available as a single building Site License. The license includes 30 CD-ROMs, and the right to purchase more for use in the school at a reduced rate. Call Ingenuity Works Inc. or your dealer for pricing.

All Ingenuity Works Inc. products can be licensed on a District wide basis. Call Ingenuity Works Inc. or your dealer for pricing.

## Preview Policy

Ingenuity Works Inc. recognizes that educators need to evaluate software before buying it. You can evaluate School Editions of our products for 30 days by sending your request on school letterhead or purchase order. Make sure to indicate that you want the material on a 30 day preview basis. After 30 days, you have the option of purchasing the software, upgrading it to a 'License' or returning it.

## Bibliography and Resources

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### ***Population figures***

The population figures were obtained from 1990 estimates for Census Metropolitan Areas and Census Agglomerations, except for the Ottawa-Hull CMA. The population for Hull was taken from the sum of 1990 estimates for the Hull, Gatineau, Papineau and Pontiac Census Divisions. Ottawa was taken from the sum of 1990 estimates for the Prescott-Russell and Ottawa-Carleton Census Divisions.

Reliable statistics for the smaller towns required some digging. The figure for Argentia, NF was obtained from the Argentia Chamber of Commerce. Banff's population was obtained by calling the City Hall in Banff. Cape Tormentine's population was obtained from Shirley - the woman who did the last census. Cassiar's was obtained from the Cassiar Mining Corporation, Digby's from the City Hall, Jasper from the Jasper Parks Board Office. Port aux Basques and Niagara Falls figures were taken from the 1986 census.

Figures may be rounded up to the nearest thousand.

### ***Commodity assignments***

The 50 commodities were taken from three major commodity groups - agricultural, manufactured, and minerals.

Assignment of the agricultural commodities to a particular city is difficult because production is regional and not concentrated in cities. Assignment to a city was made by first determining which provinces were the largest producers of an agricultural product, examining the regional distribution of that commodity within the province and assigning it to a city within that region.

The manufactured commodities were selected from the standard classification system used by the Manufacturing Industries of Canada. Cities were ranked by their production of a particular manufacture. The total dollar contribution to the Canadian economy was the basis for assigning a commodity to a city.

Minerals were selected based on whether or not Canada is an important world producer of that mineral. As mining is not usually done in major centers, assignment to a city was based on the regional characteristics of production.

The program includes a customizing feature which allows you to add eight commodities of your own and reassign the existing commodities to different cities. This will be useful if you want to focus on the products of a particular region or the distribution of certain products throughout Canada.

Chapter **7**  
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