

FCC Requirements

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



For a dealer near you, call:
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(800) 222-3909 (U.S. & Canada)
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Use and Care Guide

Teaching Cash Register



For Ages
3+



Smart Toys for Today's Kids!®

Pretend & Play Teaching Cash Register

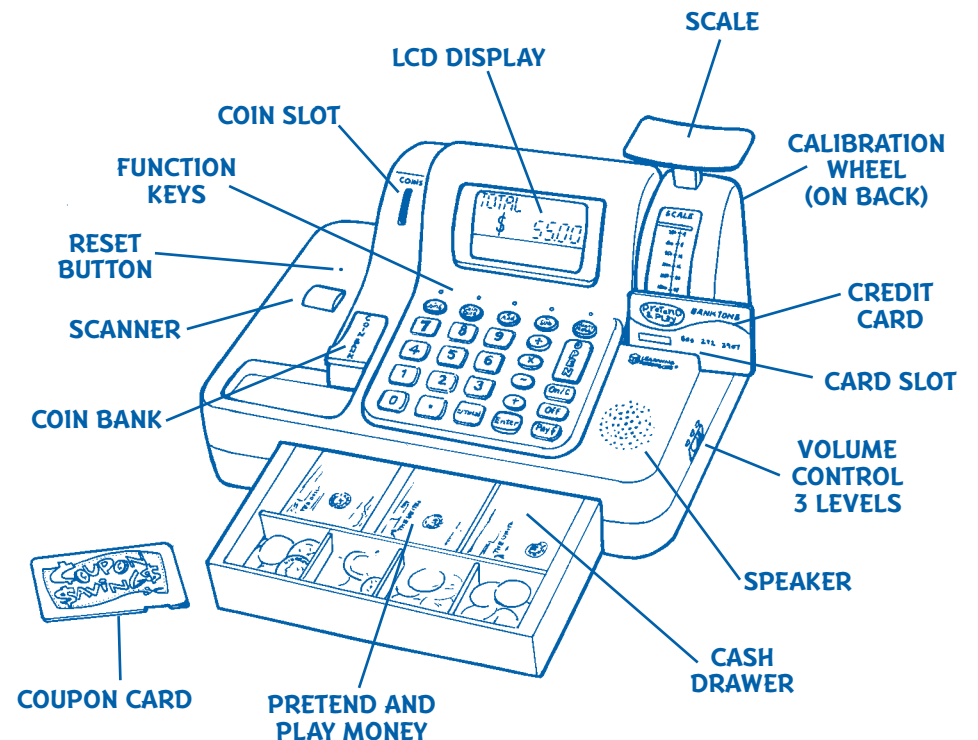
The Teaching Cash Register is a fun and exciting way for children to explore the concept of money while using their imaginations. This unique educational toy features games and play patterns that familiarize children, from pre-school on up, with the size and value of certain coins.

Children will naturally begin learning to add and subtract when they use the Teaching Cash Register for pretend play, as they buy and sell items from their pretend store.

Below is a picture of the Teaching Cash Register. All of the important features have been called out to make it easy to learn how to use this exciting toy. Please take a moment to look at the drawing and become familiar with the function keys and what they do. Each of the activities is described in detail later in this manual.

TABLE OF CONTENTS

TEACHING CASH REGISTER INFORMATION	1
GETTING STARTED	3
LET'S PLAY!	4
LEARNING ACTIVITIES	6
USE AND CARE	8
IMPORTANT BATTERY INFORMATION	9



ON/C - This button is used to turn **ON** the cash register. Press and hold to clear line items and transactions from the **LCD DISPLAY**.

OFF - This button will shut down the Teaching Cash Register at the end of play. There is also an automatic shut-off after five minutes of non-use, to conserve battery life.

RESET - Press this button if the Teaching Cash Register begins to behave erratically. Use the tip of a paperclip or pen to depress the button. If this doesn't solve the problem, please refer to the **USE AND CARE** section of this manual.

NUMBER KEYS - These are the main buttons that your child will use during play and learning activities.

FUNCTION KEYS - These keys are used to add or subtract items or amounts of money, to multiply amounts when buying several of one item, or to divide if an item is "2 for 1" and you only want one item.

ENTER KEY - Press this key to accept an entry.

LEARNING ACTIVITIES KEYS - Press any one of these keys to begin a learning activity.

COINS - Press this button to display the total of the coins in the COIN BANK.

COIN QUIZ - Play this fun game to learn the different coins and their values.

+ ADD - This game features three levels of addition activities.

- SUB - This game features three levels of subtraction activities.

MONEY MATCH - Play this game by listening to the amount and entering it with the number keys.

OPEN - This button opens the drawer on the Teaching Cash Register.

PAY \$ - Press this button after "ringing up" all your purchases to select how you want to pay.

COINS slot - A coin can be inserted into the slot at any time to hear it identified. See how much the coin is worth on the **LCD DISPLAY**.

COIN BANK - Lift this door to release all the coins and continue play.

SCALE CALIBRATION WHEEL - This wheel is located on the back of the register. Turn the dial until the guideline on the scale aligns with the first line on the graph. NOTE: This is a pretend scale and is not accurate.

GETTING STARTED

You will need:

3 C batteries

Phillips screwdriver

First, press the **OPEN** key on the cash register. When the drawer pops open you will find the Pretend & Play money as well as the **COUPON** and **CREDIT** cards. Remove them from the drawer and close the drawer.



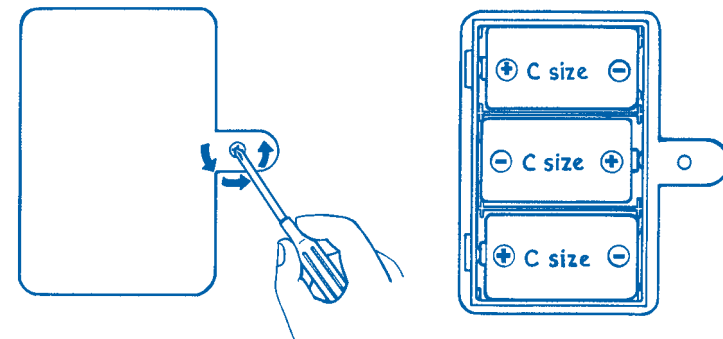
**PHILLIPS
SCREWDRIVER**

Installing the batteries:

Turn the Teaching Cash Register upside down. Using the Phillips screwdriver, turn the screw on the battery door in a counter-clockwise direction to loosen the screw. Remove the screw and open the door. Insert the three C batteries, being careful to match the + and - ends of the batteries to the diagram inside the battery compartment. Replace the battery compartment door and insert the screw. Tighten the screw by using your Phillips screwdriver to turn the screw in a clockwise direction until secure. Please read and understand the other important battery usage instructions later in this manual.

Calibrate the scale so that the indicator bar is lined up with the zero on the scale graph. Find the calibration wheel on the back of the unit. Turn the wheel until the bar is in the correct position.

Press the **ON** key to begin the learning activities. Now we are ready for learning fun!



LET'S PLAY!

Press the **ON** key. The Teaching Cash Register will greet you with a big **WELCOME**, lights and sounds!

Using the Teaching Cash Register for pretend play is not only lots of fun, but also educational. Read the instructions for each activity and game to understand how each one plays. This will allow you to explain them to your child in a way that he will easily understand. Please note that Levels 2 and 3 of each activity become increasingly difficult. All the games are intended to encourage your child to expand his knowledge, but please allow him to move ahead at his own pace, as too much pressure is sometimes counter productive.

Using the Teaching Cash Register to Scan and Enter Items

Quick Steps to Playing Store

- 1) Scan items.
- 2) Press **=/TOTAL** key.
- 3) Press **\$PAY** key.
- 4) Use the number keys to enter the amount paid or use the **CREDIT CARD**.
- 5) Press **OPEN** to open the drawer.

There are two ways to “ring up” items for sale. The first way is to pass them over the **SCANNER** for an automatic price. To do this, select any item to scan, and drag it slowly across the scanner button. The button will light up as the item passes over it. Be sure you press down on the item firmly enough to depress the button. As you pass the item over the button, the cash register will display a price for that item and it will say the price as well. If you pass the same item over the scanner twice, it will not ring up the same price each time. It is only for pretend play.

To add an amount using the number keys, press the “+” sign, a number key to enter the amount, and then the **ENTER** key. If you wish to subtract an amount, such as a coupon or an item that your customer doesn't want, press the “-” first, and then the amount you wish to subtract, and the **ENTER** key. That amount will be subtracted from your total.

When you finish “ringing up” your order, press the **=/TOTAL** key. The total amount of the items (less anything you subtracted) is displayed on the screen. Now it is time to pay for your items.

Press the **PAY\$** key and you'll be asked “Cash or Charge.” If a **COUPON CARD** is used, now is a good time to pass it into the slot although you can use it at any time. An amount for the coupon will be displayed and that amount will be subtracted from your total bill. If you wish to charge a purchase, insert the **CREDIT CARD** into the slot. To pay cash for a purchase (this is great practice), enter an amount of money and press the **ENTER** key to accept the amount. The Teaching Cash Register will display any change to give back, or if not enough money was received, the register will announce how much more is owed. Try it!

Helpful Hints to Understanding the Teaching Cash Register

IMPORTANT NOTES:

- Wait for the Teaching Cash Register to stop speaking before inserting coins. Coins will not be recognized if you insert them while the register is speaking.
- When “**CB OPEN**” is displayed on the screen, this means that the door to the **COIN BANK** is not latched properly. Press down firmly on the latch to close the door. The unit will not respond when the door is open.
- The register rounds numbers during division to two decimal places.
- To make the play pattern intuitive for younger shopkeepers, the register is programmed to recognize any single button press as a total dollar amount. For instance, when you press the number “5” and **ENTER**, the register will show the amount as \$5.00. As you child grows and learns, he can use the decimal key to enter any amount he wishes, including cents!
- Although this cash register has addition, subtraction, multiplication and division keys, it is not intended for use as a full-function calculator. The multiplication key and the division key only work for very specific functions and at certain times during play. You can use them to multiply or divide an item, or amount, before you press the **ENTER** key, if you are buying more than one of an item, or buying a single item that is priced two-for-one. To do this you would either enter the price of the item or scan the price and then press the “**x**” key. The top line of the display will indicate that the cash register is ready to multiply. Now enter the number of like items you have and press the **ENTER** key. The register will then tell you the total for all the items. The method is the same for division. Once an item is scanned or a price is entered, press the “**÷**” key. The top line of the display will indicate that the cash register is ready to divide. Enter the number of items that you are buying and the correct total will be displayed.

LEARNING ACTIVITIES

There are four learning activities built in to the Teaching Cash Register. Each of the activities features three levels of difficulty to keep the learning stimulating and fresh. Play and explore each of the activities so that you can determine which level is right for your child. Please remember these activities are to encourage your child to learn new skills, so don't push them if a level seems too difficult. The concepts presented in Levels 2 and 3 are for older children.

As your child explores the activities, the Teaching Cash Register will give him positive reinforcement for correct answers, and gently encourage him to try again when he gives incorrect answers in addition, **SUBTRACTION & MONEY MATCH** games. If an incorrect answer is entered two times in a row, the Teaching Cash Register will give your child the correct answer and move on to the next question.

COIN QUIZ - This activity will help children learn the value and identify different coins. There are three levels of difficulty. The game will always start in Level 1. If your child is already familiar with coins and needs more of a challenge, press the **COIN QUIZ** key twice to reach Level 2. For the most difficult challenge, press the **COIN QUIZ** key three times to reach Level 3. Then press the **ENTER** key to begin the activity.

IMPORTANT NOTE: Please wait for the Teaching Cash Register to stop speaking before you insert coins. Coins will not be recognized if you insert them while the register is speaking.

Level 1 - At this level, the Teaching Cash Register will ask your child to find and insert a specific coin.

Level 2 - At this level, the register will ask your child to insert a specific amount of money. For example, it might ask for \$0.37. The child would need to find the correct combination of coins to add up to \$0.37. Coins can be in any combination that the child likes as long as they add up to the amount on the screen. When your child feels confident of the amount, press the **ENTER** button to compare. If he didn't insert the correct amount, he will be given another chance. The Teaching Cash Register will give positive reinforcement for the correct answer and move to the next question.

Level 3 - In this level, the register will ask your child to insert a specific amount of money, but it will specify a coin that cannot be used.

The following activities reinforce basic math skills. Please select the appropriate level for your child.

ADD +

Random addition problems will appear on the screen. Press the number keys and then **ENTER** key to answer the problems. When you are finished playing the game, press the **=/TOTAL** key to see how many correct answers you achieved. Pressing the **=/TOTAL** key ends the game.

Level 1 - Practice adding single-digit numbers.

Level 2 - Practice adding double-digit numbers without carrying.

Level 3 - Practice adding double-digit numbers with carrying

SUB -

Random subtraction problems will appear on the screen. Press the number keys and then the **ENTER** key to answer the problems. When you are finished playing the game, press the **=/TOTAL** key to see how many correct answers you achieved. Pressing the **=/TOTAL** key ends the game.

Level 1 - Practice subtracting single-digit numbers.

Level 2 - Practice subtracting double-digit numbers. No borrowing is necessary in this level.

Level 3 - Practice subtracting double-digit numbers and borrowing may be necessary.

MONEY MATCH

Listen for the amount, press the number keys to match the amount, using a decimal where necessary, and then press the **ENTER** key to check your answer.

Level 1 - Practice entering whole dollar amounts.

Level 2 - Practice entering cents using the decimal key.

Level 3 - Practice entering dollar and cent amounts using the decimal key.

USE AND CARE

To protect your Teaching Cash Register, follow these instructions:

- ✓ Prevent spills of food and beverages on the unit.
- ✓ Do not submerge the product in water. If the product needs to be cleaned, wipe gently with a barely damp soft cloth.
- ✓ Do not throw or kick the product, and do not push sharp objects through the speaker opening or LCD screen.
- ✓ Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Using the RESET button

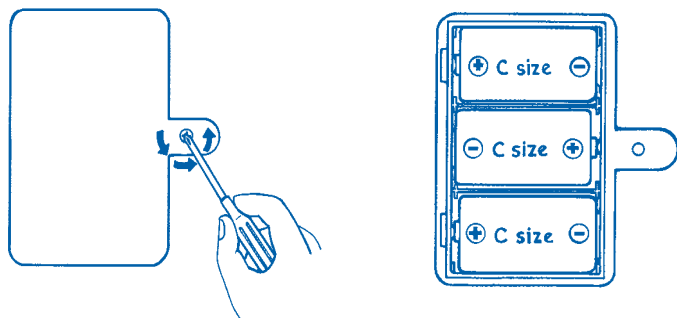
If the register begins to act in a strange manner, press the **RESET** button located just above the scanner. To press, use the tip of a paperclip or a pen to depress the button. If the problem persists, try fresh batteries.

Battery Replacement

Change the batteries when the sound becomes garbled or seems to be slowing down during play, or when pressing a button does not trigger a response from the unit.

To replace batteries:

Open the drawer and remove all the contents. Turn the Teaching Cash Register upside down. Using the Phillips screwdriver, turn the screw on the battery door in a counter-clockwise direction to loosen the screw. Remove the screw and open the door. Insert three (1.5V) C batteries, being careful to match the + and – ends of the batteries to the diagram inside the battery compartment. Replace the battery compartment door and insert screw. Tighten screw by using your Phillips screwdriver to turn the screw in a clockwise direction until secure.



Important Battery Information

To ensure proper function:

Battery installation and replacement should be done only by an adult

Do not dispose of batteries in fire. Batteries may explode or leak.

Do not mix old and new batteries.

Do not mix alkaline, standard or rechargeable batteries.

Non-rechargeable batteries are not to be charged.

Rechargeable batteries are only to be charged under adult supervision (if removable).

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the toy.

Remove batteries if toy is to be inactive for long periods of time, to avoid leakage.

The supply terminals are not to be short-circuited.

Replace batteries at the first signs of erratic operation.