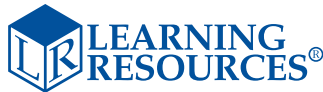




Use and Care Guide

ABC Chalk Talk!

Electronic Learning Chalkboard



For a dealer near you, call:
(847) 573-8400 (U.S. & Int'l)
(800) 222-3909 (U.S. & Canada)
+44 (0)1553 762276 (U.K. & Europe)

www.learningresources.com

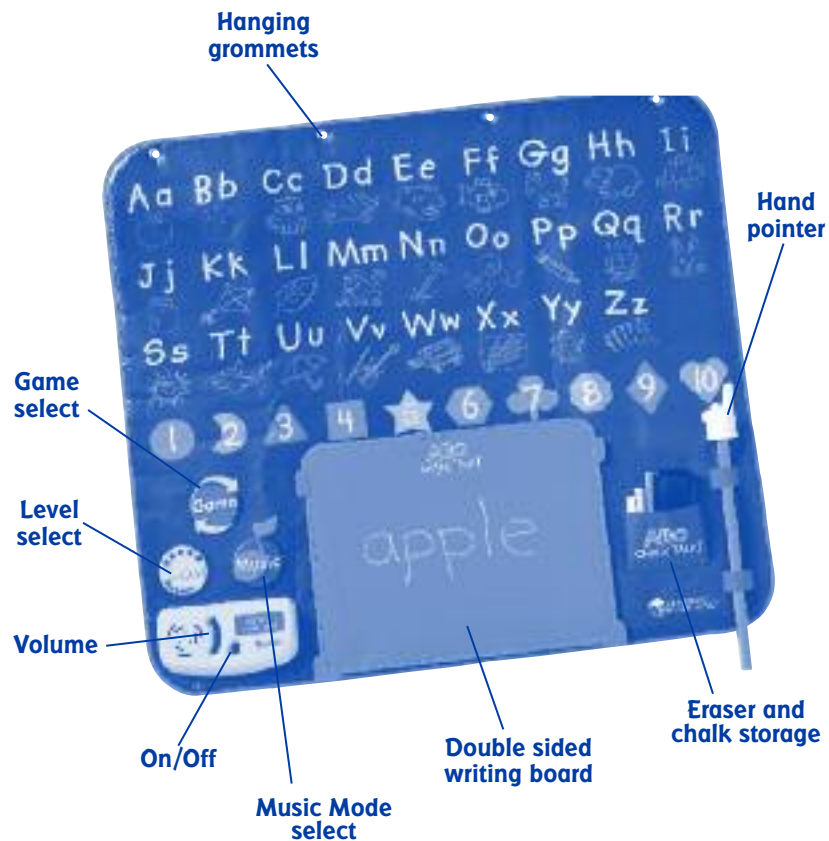
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Please retain our address for future reference.
Made in China. LPK6908-TG

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.



Smart Toys for Today's Kids!

Operating ABC Chalk Talk!™



Installing and Replacing the Batteries:

Requires: Phillips screwdriver
4 AA Batteries

Batteries should be installed or replaced by an adult. ABC CHALK TALK!™ requires 4 AA batteries (not included). The battery compartment is located on the bottom of the control unit (on the reverse side of the mat). To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery compartment door. Install batteries as indicated inside the compartment (see back of guide for additional notes on proper battery care).

How to Play:

ABC CHALK TALK!™ can be played either hanging on a wall or door, or laid flat on a floor or tabletop. To use the mat on a wall or door, be sure to fasten it securely using the holding grommets on the top of the mat. Once the mat is in position its time to learn and play!

The game is activated by sliding the ON/OFF (on the main unit) switch to the ON position. First, you'll hear a welcome sound, and then the announcement that "It's a great day to learn and play! Press the GAME button to get started!"

Choose any of the five games by pressing the GAME button. Each time the button is pressed, you'll hear the name of a new game. When you find the game you want, wait for a moment and that game will start.

To exit any game, or to start a new game, press and hold the "GAME" button to return to the game selection point.

If there is no response for 5 minutes, ABC CHALK TALK!™ will power down automatically.

Playing in Game Mode

GAME 1 - ALPHABET EXPLORERS

This activity helps teach the basics of letter and letter sound recognition. There are two levels of play. To toggle between the two levels, press the LEVEL button after selecting the game.

Level 1

Explore the alphabet! Each press of the letter buttons identifies that letter by its name and sound. The unit will encourage you to continue pressing letters until its time to switch to a new activity.

Level 2

This level introduces quizzes to enhance the interactive play. Examples of questions in this activity include:

What letter makes the N sound?

What letter comes before the letter O?

What letter comes after the letter M?

After each question, press the appropriate letter to respond. Answer correctly and hear a reward sound. An incorrect response will be followed by a tone, and the encouraging words “Keep Trying!”

GAME 2 - SHAPE FINDERS

Shape Finders is a great way to learn and identify common shapes and colors. There are two levels of play. To toggle between the two levels, press the LEVEL button after selecting the game.

Level 1

This mode is for basic exploration. Press a shape on the number line to hear its name.

Level 2

This level introduces quizzes to enhance interactive play. Examples of questions in this activity include:

Can you find the BLUE CIRCLE?

Which shape is BLUE (color)?

What color is the CIRCLE?

After each question, press the appropriate shape to respond. Answer correctly and hear a reward sound. An incorrect response will be followed by a tone, and the encouraging words “Keep Trying!”

GAME 3 - NUMBER FUN

Number Fun introduces concepts of number identification and number order. There are two levels of play. To toggle between the two levels, press the LEVEL button after selecting the game.

Level 1

This mode is for basic exploration. Press a number on the number line to hear its name.

Level 2

This level introduces quizzes to enhance the interactive play. Examples of questions in this activity include:

Can you find the number 7?

What number comes after the number 6?

What number comes before the number 8?

After each question, press the appropriate number to respond. Answer correctly and hear a reward sound. An incorrect response will be followed by a tone, and the encouraging words “Keep Trying!”

GAME 4 - WRITE IT OUT

WRITE IT OUT is a fun way to practice writing the letters of the alphabet, and then using those letters to form whole words!

Level 1

The game will ask you to press any letter button. You'll hear that letter's name and be asked to practice writing the letter on the removable writing board.

While you write, one of 10 melodies will play. When you're done writing, press another letter for more practice.

Level 2

Now its time to practice writing out whole words. First you'll hear a word, and then hear it spelled out letter by letter. Use the removable writing board to practice writing each of the letters until the word is complete. While writing, one of 10 melodies will play. When the word is complete, you'll hear another word to spell.

GAME 5 - SPELLING BEE

This game is designed to help young learners gain confidence with spelling simple words.

Level 1

The level will concentrate on building 3 and 4 letter words. First the unit will call out a letter. Find that letter and press it on the mat. Now the next letter will be called out in sequence. Again, find that letter and press it. Letters will continue to be called out until the entire word is spelled.

Level 2

For more advanced spelling skill-building, this level will focus on spelling 3 and 4 letter words without assistance or prompts.

MUSIC MODE

Songs

To select this MODE, press the MUSIC button on the front of the mat.

Each of the number buttons will feature a different song. Press the button to hear that song. Each button press will start a new song/sound.

Each number button will feature a different song (as shown below):

1. ABC (traditional alphabet song)
2. 10 Little Numbers
3. Wheels On the Bus
4. Itsy Bitsy Spider
5. Frere Jacques
6. Pop Goes The Weasel
7. Take Me Out To The Ballgame
8. Three Blind Mice
9. Old Macdonald
10. Home On the Range

Create-A-Song

Each letter button on the mat is also a musical note! Press the notes to make fun sounds, or play one of the 10 pre-set songs (found in the color/number buttons).

The notes will play a scale in sequence, so that the first letter of the alphabet, "A" will be the start of an 8 note scale, and the letter "H" will be the last note of that scale. The letter "I" will be the first note of the next scale, with the letter "P" being the last note, etc. The last three letters will all play the last note of the 3rd scale.

To quite this mode, press the "GAME" button. You will be taken back to the game selection point.

If there is no response for 5 minutes, ABC CHALK TALK!™ will power down automatically.

Battery Care and Maintenance Tips:

- Use 4 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Batteries are to be inserted with the correct polarity.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Only batteries of the same or equivalent type are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- New and used batteries are not to be mixed.
- Please retain these instructions for future reference.