

vtech®

User's Manual

Write & Learn Smartboard™



© 2004 VTECH
Printed in China
91-02075-001 (美)

Dear Parent,

*At VTech[®], we know how important the first day of school is for your child. To help prepare preschoolers for this important event, VTech[®] has developed the **Preschool Learning[™]** series of interactive toys.*

***Preschool Learning[™]** features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even break time! With **Preschool Learning[™]**, learning is fun from day one!*

At VTech[®], we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting VTech[®] with helping your child learn and grow!

Sincerely,

Your Friends at VTech[®]

*To learn more about **Preschool Learning[™]** and other VTech[®] toys, visit www.vtech.com*

INTRODUCTION

Thank you for purchasing the **VTech® Write & Learn Smartboard™**! Your child will love learning to write with the **VTech® Write & Learn Smartboard™** through music and 8 fun activities. Master letter and number formation, play music or just have fun with the letter recognition technology. Get practicing in the Smart Writer space and the board will intelligently recognize what you have written! Just pick a crayon and get writing!



INCLUDED IN THIS PACKAGE

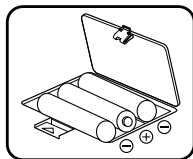
- One **VTech® Write & Learn Smartboard™**
- One instruction manual
- Twenty-six “Funny Page” activity sheets
- Ten “Activity Page” activity sheets
- Three VTech crayons
- One non-electronic writing stylus (if preferred, you can detach the writing stylus by removing the string)
- One removable transparent protective sheet

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 3 new “AA” (UM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the unit when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

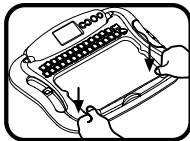
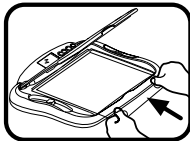
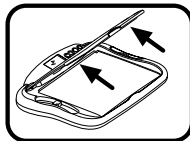
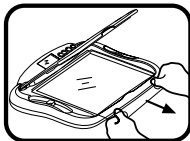
REMOVE DEMO TAG

The demo tag should be removed immediately when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

INSTRUCTIONS TO INSERT PAPER

Before playing with the **VTech® Write & Learn Smartboard™** learning toy for the first time, please remove the plastic transparent sheet which protects the electronic board.

1. Lift the plastic frame.
2. Insert a Funny Page or Activity Page into the desk.
3. Secure the piece of paper by clicking the frame holder back into place.

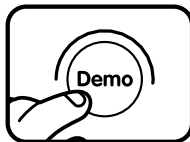


PRODUCT FEATURES

1. DEMO BUTTON

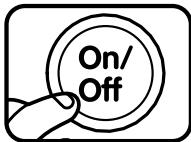
When the unit is off, press the **DEMO BUTTON** to enter the demo mode. This mode will provide you with a brief demonstration to explain the writing recognition feature and the learning activities.

When the unit is on, press the **DEMO BUTTON** to see and hear a short demonstration of the current activity.



2. ON/OFF BUTTON

To turn the unit on, press the **ON/OFF BUTTON**. Press the **ON/OFF BUTTON** again to turn the unit off.



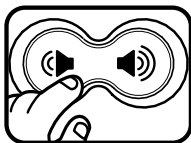
3. ACTIVITY SELECTOR

Slide the **ACTIVITY SELECTOR** to choose one of eight different learning activities.



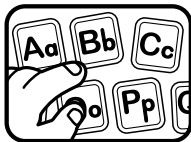
4. VOLUME CONTROL BUTTON

Press the **VOLUME CONTROL BUTTON** to adjust the volume. Press the button on the left-hand side to lower the volume, or press the button on the right-hand side to increase the volume.

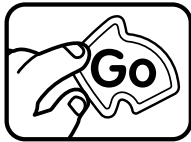


5. ACTIVITY BUTTONS

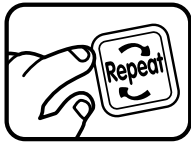
Letter Buttons - Press a letter button to answer a question, or to choose a letter to learn proper, step-by-step letter strokes.



Go Button - You will occasionally be asked to press this button to select an action within an activity.

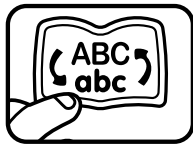


Repeat Button - Press this button to hear the instructions repeated.



6. ABC/abc BUTTON

Press this button to switch between uppercase and lowercase letters for playing activities.



7. LCD SCREEN

The LCD screen will display letter and number strokes using a step-by-step approach. Watch the screen to learn how to write letters and numbers correctly using the stroke order method. Once you write in the Smart Writer space, you will also see your letter or number appear on the screen!

8. AUTOMATIC SHUT-OFF

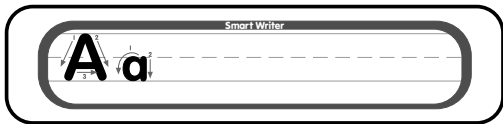
To preserve battery life, the **VTech® Write & Learn Smartboard™** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

IMPORTANT NOTE

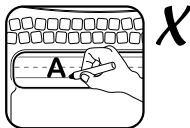
To get the best results from your **VTech® Write & Learn Smartboard™** please follow these important instructions:

WRITING RECOGNITION FEATURE

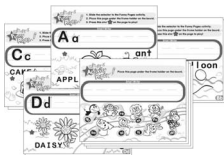
The “Smart Writer” space is specially designed to teach children to write using VTech’s Writing Recognition Technology. This special space teaches you to write the entire alphabet and numbers 1-10. Please focus your writing directly in this space!



For proper recognition, try to refrain from placing extra pressure on this space while writing.



FOR BEST RESULTS, WE RECOMMEND THE USE OF THE NON-ELECTRONIC WRITING STYLUS, THE CRAYONS, AND THE ACTIVITY SHEETS PROVIDED WITH THE PRODUCT TO PLAY THE ACTIVITIES.



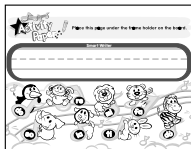
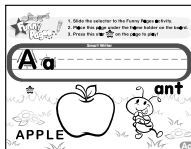
ACTIVITY FEATURES

Funny Pages Papers

For use in the “Funny Pages” activity.

Activity Papers

For use in “Number Writing”, “Counting Fun”, “Hidden Letter”, “Before & After”, “Missing Letter”, “Follow the Song” and “Free Play” activities.



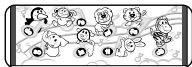
Smart Writer Space

Write a letter or number in this space to interact with the writing recognition technology.



Press 'n Learn Space

Press an animal or music note in all activities to hear a variety of responses.



Letter & Number Stroke Order Based on the Zaner-Bloser Method

A a B b C c D d E e

F f G g H h I i J j

K k L l M m N n O o

P p Q q R r S s T t

U u V v W w X x Y y

Z z 1 2 3 4 5 6 7 8 9 0

ACTIVITIES

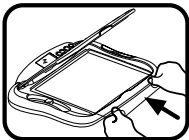
Funny Pages

1. There are 26 Funny Page activity sheets included, each one featuring a letter of the alphabet.

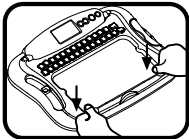
Slide the activity selector to **"Funny Pages."**



2. Place a Funny Page activity sheet on the board, making sure the paper is properly inserted.



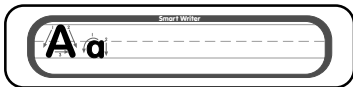
3. Lock the frame back down to secure the paper on the board. You will hear a sound effect and be instructed to press the red star on each page.



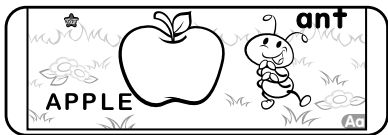
4. Press the red star **start** on the page to start playing.



5. On the LCD screen, you will see the letter strokes taught step by step. After you have watched the proper stroke order displayed, practice writing a letter in the Smart Writer space.



6. If you have written the letter correctly, you will hear a positive response such as “Wow! You wrote the letter A.” Once you have written a letter correctly, you will be instructed to press a picture on the Funny Page to learn additional curriculum.

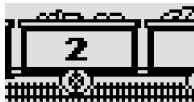
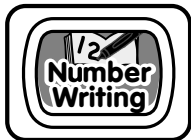


7. To keep practicing the same letter again, press the “Go” button.
8. If want to learn a different letter, open the frame and insert a new Funny Page. Follow the steps as above.

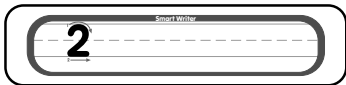
Number Writing

In this activity, you will be able to learn how to write numbers from 1 to 10. Use the Activity Paper to play this game.

1. Slide the activity selector to “**Number Writing.**”
2. You will see a number train going by on the LCD screen. Press the blue “Go” button when you see the number you want to write.



On the LCD screen, you will see the number strokes taught step by step. After you have watched the proper stroke order displayed, practice writing a number in the Smart Writer space.



4. If you successfully complete several numbers in a row, the learning toy will invite you to press the pictures within the “Press ‘n Learn” space to hear some silly sounds! If you just want to learn another number, press the blue “Go” button, or if the toy sits idle for a few seconds, it will return to the “Number Writing” activity.

Counting Fun

In this activity, you will be asked to count objects from 1 to 10. Use the Activity Paper to play this game.

1. Slide the activity selector to “**Counting Fun**.”
2. Objects will appear on the LCD screen. Count the number of objects and write it in the Smart Writer space.
3. If you successfully answer several questions in a row, the learning toy will invite you to press the pictures within the “Press ‘n Learn” space to hear some silly sounds! If you want to continue the “Counting Fun” game, press the blue “Go” button, or if the toys sits idle for a few seconds, it will return to the “Counting Fun” activity.



Hidden Letter

In this activity, you will be asked to find a hidden letter in the picture. Use the Activity Paper to play this game.

1. Slide the activity selector to “**Hidden Letter**.”
2. You will see a picture on the LCD screen. Look for a letter hidden in the picture. Press the correct letter button or write the letter in the Smart Writer space.



4. If you successfully answer several questions in a row, the learning toy will invite you to press the pictures within the “Press ‘n Learn” space to hear some silly sounds! If you want to continue playing the “Hidden Letter” game, press the blue “Go” button, or the toy sits idle for a few seconds, it will return to the “Hidden Letter” activity.

Before & After

In this activity, you will be asked questions about alphabet order. Use the Activity Paper to play this game.

1. Slide the activity selector to “**Before & After.**”
2. You will be asked to find a letter that comes before or after another letter. Press the correct letter button or write the letter in the Smart Writer space to answer.
3. If you successfully find several letters in a row, the learning toy will invite you to press the pictures within the “Press ‘n Learn” space to hear some silly sounds! If you want to continue playing the “Before & After” game, press the blue “Go” button, or if the toy sits idle for a few seconds, it will go back automatically.



Missing Letter

In this activity, you will be asked to find the missing letter from the beginning of a word. Use the Activity Paper to play this game.

1. Slide the activity selector to “**Missing Letter.**”
2. You will be asked to find the beginning letter of a word. Press the correct letter button or write the letter in the Smart Writer space to answer.



3. If you successfully find several letters in a row, the learning toy will invite you to press the pictures on the “Press ‘n Learn” space to hear some silly sounds! If you want to continue playing the “Missing Letter” game, press the blue “Go” button, or if the toy sits idle for a few seconds, it will go back automatically.

Follow the Song

In this activity, you will be asked to find the next letter in the ABC song as you hear it sung. Use the Activity Paper to play this game.

1. Slide the activity selector to “**Follow The Song.**”
2. You will hear the ABC song being sung, then suddenly the song will stop. Find the letter that comes next. Press the correct letter button or write the letter in the Smart Writer space to answer.
3. After you have completed the song, the learning toy will invite you to press the animals on the “Press ‘n Learn” space to hear some sing-along tunes. Each animal plays a different song:
 - 1) Penguin - The Farmer In The Dell
 - 2) Monkey - When The Saints Go Marching In
 - 3) Lion - The Entertainer
 - 4) Tiger - You Are My Sunshine
 - 5) Elephant - If You're Happy And You Know It
 - 6) Dog - One, Two, Three, Four, Five
 - 7) Rabbit - Pop! Goes The Weasel
 - 8) Zebra - William Tell Overture
4. If you want to continue playing the “Follow the Song” game, press the blue “Go” button, or if the toy sits idle for a few seconds, it will go back automatically.



Free Play

In this activity, you can practice writing any letter or number you like. Use the Activity Paper to play this game.

1. Slide the activity selector to **“Free Play.”**
2. Press the letter button that you want to practice to see how it is formed on the LCD screen. You can also just begin practicing your writing in the Smart Writer space.
3. If you successfully write several letters in a row correctly, the learning toy will invite you to press the pictures within the “Press ‘n Learn” space to hear some silly sounds! If you want to continue playing in “Free Play”, press the blue “Go” button, or if the toy sits idle for a few seconds, it will go back automatically.



CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Drawing directly on the board is not recommended. If it gets crayon on it, wipe it with a tissue or damp cloth. Do not scrub the surface as it could cause damage.
3. Do not use sharp-ended objects to write on the surface of the board.
4. Avoid using excess pressure on the board.
5. Keep the unit out of direct sunlight and away from any direct heat sources.
6. Remove the batteries when the unit is not in use for an extended period of time.
7. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, then please follow these steps:

1. Turn the unit OFF.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **Preschool Learning™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.