

A Guide to Using Alphabert and Sprocket The Ready To Read Robots™



FUNDAMENTALS OF LEARNING

VTECH®

Dear Parent:

You know how important learning is to your child's future. No matter what path your child chooses in life, learning fundamental skills provides the building blocks for future success. A solid foundation is absolutely essential.

That is why **VTech®** designed the **FUNDamentals of Learning™** system. This integrated line of learning products focus on one of three key subject areas – Reading, Math or Language. **VTech's®** multi-sensory approach to diverse learning styles (incorporating auditory, visual and tactile stimulation) reinforces and complements the subject matter your child is learning, or will learn, in school. The **FUNDamentals of Learning™** system provides your child with interactive toys that stimulate, engage, and reward your child in productive play.

Above all, **VTech®** puts FUN into fundamentals! Children think they're playing, but they're actually learning. So their confidence grows, their self-esteem grows and their appetite for learning grows, too.

As a parent, you take the most critical role in establishing an active learning environment. We encourage you to participate in the **FUNDamentals of Learning™** system together with your child. You'll see first hand the progress your child is making. Have fun!

For 25 years, millions of parents, just like you, have trusted **VTech®** with the most important job in the world, helping their children learn and grow. As your child grows, count on **VTech®** to be there with fun, innovative, learning toys to help your child do his or her best every step of the way.

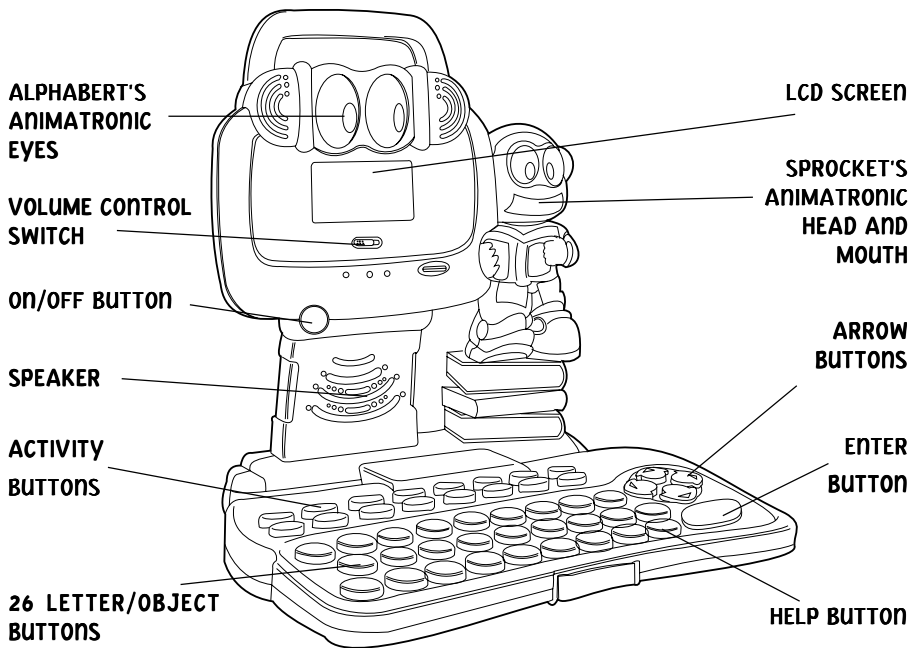
We thank you for entrusting us with the responsibility of helping prepare your child for his or her future successes. We look forward to developing your child's fundamental skills further while encouraging a lifelong love of learning.

Sincerely,

Your Friends at **VTech®**

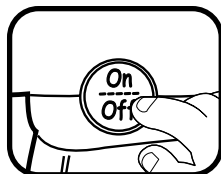
To learn more about the **FUNDamentals of Learning™** system and other **VTech®** toys, visit www.vtechkids.com.

ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™



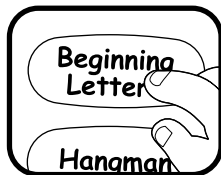
TO BEGIN PLAY

1. To begin play, press the **on/OFF BUTTON** or just open the keyboard. You will hear an opening short tune, and Alphabert and Sprocket will say, "Alphabert and Sprocket."

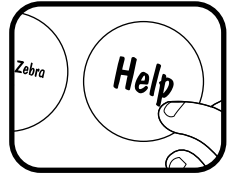


2. Press any **ACTIVITY BUTTON** to select from one of the sixteen activities. The friendly robots will guide you through each of the following activities:

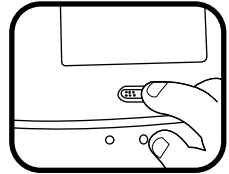
1. Learning Letters
2. Uppercase & Lowercase Letters
3. Alphabet Order
4. Sounds Of Words
5. Word Challenge
6. Beginning Letters



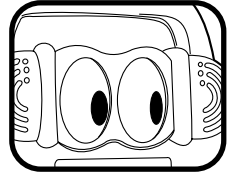
7. Missing Letters
 8. Missing Vowels
 9. Beginning & Ending Blends
 10. Rhyming Words
 11. Word Groups
 12. Word Scramble
 13. Letter Catch
 14. Hangman
 15. Memory Challenge
 16. Hear A Song
3. Press the **HELP BUTTON** to hear a question repeated and/or receive the answer to a question.



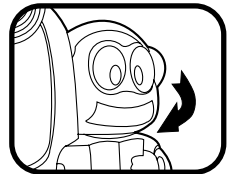
4. To adjust the volume, slide the **VOLUME CONTROL SWITCH** to the left for low volume or to the right for high volume.



5. Alphabert's eyes will turn to his pal Sprocket as he asks questions.

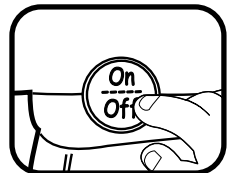


6. Sprocket's head will turn to Alphabert when Alphabert is asking a question.



7. Sprocket's mouth will move when he speaks.

8. To turn the learning toy off, press the **ON/OFF BUTTON** again or just close the keyboard.



ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ ACTIVITIES

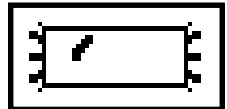
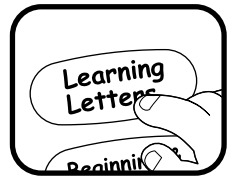
ACTIVITY 1 - LEARNING LETTERS

This activity introduces letter identification and letter sounds. Your child will also learn a word that begins with each of the 26 letters of the alphabet. For the letters A, C, E, G, I, O, and U, two words will be taught to represent two different sounds. Alphabert will identify the pressed letter. Then Alphabert will tell your child the name of an object that begins with that particular letter.

Learning Benefits for Your Child - The Learning Letters activity is presented to introduce your child to the 26 letters of the alphabet. Your child may explore at his or her own pace by choosing which letters to press. There are no specific instructions telling your child which button to press. This free exploration is very inviting and encourages your child to take risks by pressing letters he or she may not be too familiar with.

ACTIVITY INSTRUCTIONS:

1. Press the **Learning Letters** activity button. You will hear a sound effect followed by “Let’s learn the letters and their sounds. Press a button.”
2. Press a letter button to hear the letter identified followed by an object that begins with that letter. For example, press the letter “A” button and you will hear the letter name “A” and see A appear in uppercase and lowercase. Then you will hear “A says ‘Ah’ as in ape” and the corresponding object animation will appear on the LCD screen.



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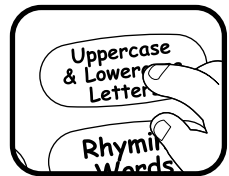
ACTIVITY 2 - UPPERCASE & LOWERCASE LETTERS

This activity strengthens uppercase and lowercase skills. Your child will differentiate between lowercase and uppercase letters. He or she will then have the opportunity to pair up the uppercase and lowercase letters.

Learning Benefits for Your Child - The Uppercase and Lowercase Letters activity is designed to familiarize your child with uppercase and lowercase letters.

ACTIVITY INSTRUCTIONS:

1. Press the **Uppercase and Lowercase Letters** activity button. You will hear a sound effect followed by “Let’s learn uppercase and lowercase letters.”
2. An uppercase letter will appear on the top line of the LCD screen and 3 lowercase letters on the bottom line. A flashing cursor will appear under the first letter. Alphabert’s eyes will turn to look at Sprocket and Sprocket’s head will look at Alphabert. Then Alphabert will say “Match the uppercase and lowercase letters.”
3. Press the letter on the keyboard to answer the question directly or press the left and right arrow buttons to choose the answer and press the Enter button to confirm the selection.
4. If the correct letter is chosen, you will see Alphabert’s eyes turn to Sprocket. Sprocket will say a positive response such as “Yeah! You’re cranking now!” The LCD screen will show you the uppercase and lowercase letters together.
5. If an incorrect letter is chosen the first time, you will hear a negative sound effect and Alphabert’s eyes will turn to look at Sprocket. Sprocket will say an encouraging phrase like “Oh, oh! Short circuit. Try again!” and the question will be repeated. If you answer incorrectly the second time, a negative phrase will be heard and Alphabert’s eyes will turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The LCD screen will show you the correct answer.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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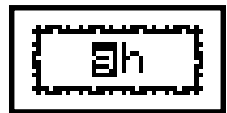
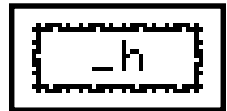
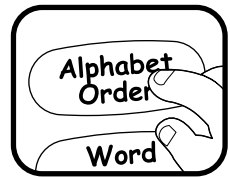
ACTIVITY 3 - ALPHABET ORDER

This activity strengthens alphabetical order skills. Your child will recognize that the letters of the alphabet are arranged in a certain order. He or she will have opportunities to tell which letter comes before or after certain letters. Your child will be asked specific questions such as, "What letter comes before the letter B?" He or she will then have the opportunity to look at the letter buttons and find that letter.

Learning Benefits for Your Child - The Alphabet Order activity is designed to familiarize your child with the alphabet. Your child will also be taught the concept of before and after. This activity provides opportunities for your child to identify letters of the alphabet on his or her own.

ACTIVITY INSTRUCTIONS:

1. Press the **Alphabet Order** activity button. You will hear a sound effect followed by "Let's learn before and after."
2. A letter and a blank space will appear on the LCD screen. Alphabert's eyes will turn to look at Sprocket. Sprocket's head will turn to look at Alphabert. Then Alphabert will ask a random question, for example, "What letter comes before the letter h?"
3. Press the letter on the keyboard to answer the question.
4. When a correct letter button is pressed, you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say a positive response such as "Yeah! You're cranking now!" and the correct letter will be identified.
5. When an incorrect letter is chosen on the first and second tries, you will hear a negative sound effect. Then you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like "Oh, oh! Short circuit. Try again!" and the question will be repeated. If you answer incorrectly a third time, a negative phrase will be heard and Alphabert's eyes will turn to look at Sprocket. Sprocket will say, "Are your gears stuck? Let us help!" The LCD screen will show you the correct answer.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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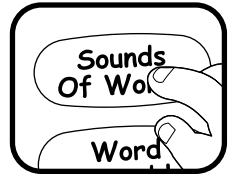
ACTIVITY 4 - SOUNDS OF WORDS

This activity introduces your child to sounding out words. Your child will be able to hear every letter sound within a given word when completing this activity. When your child presses a letter button, he or she will hear Alphabert slowly sound out the word for that given letter. Your child will be able to look at the letters of the word as it is being sounded out.

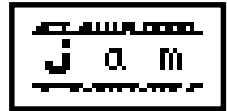
Learning Benefits for Your Child - The Sounds of Words activity is designed to help your child learn that letters make sounds and sounds put together make words. This activity provides many opportunities for your child to press any button he or she desires to hear a word sounded out. Your child may press a certain object button as many times as he or she desires. This activity is another free exploration activity to acquaint your child with the sounding out process.

ACTIVITY INSTRUCTIONS:

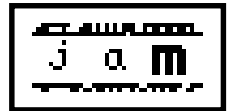
1. Press the **Sounds Of Words** activity button. You will hear a sound effect followed by "Let's see how to make words. Press a button."



2. Press a letter button to hear each individual sound of a word. For example, when you press the 'j' button for 'jam' you will hear, "juh, ahh, mmm" followed by the word "jam."



3. An object animation will appear on the LCD screen that corresponds with the object button that was pressed.



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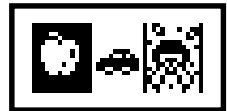
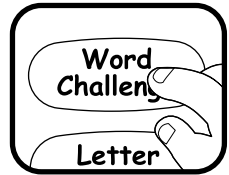
ACTIVITY 5 - WORD CHALLENGE

This activity challenges your child to match the words with the pictures.

Learning Benefits for Your Child - The Word Challenge activity is designed to familiarize your child with the words and their pictures.

ACTIVITY INSTRUCTIONS:

1. Press the **Word Challenge** activity button. You will hear a sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket's head will turn to look at Alphabert, and then Alphabert will ask "Can you find the object?"
2. A word will be shown in the middle of the LCD screen. Then three pictures will appear and a cursor highlighting the first picture will flash.
3. Press the left or right arrow buttons to choose the picture of the word.
4. When the correct picture is chosen, you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say a positive response such as "Woohoo! That's electrifying!" and the correct picture will be shown.
5. When an incorrect picture is chosen on the first try, you will hear a negative sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like "Oh, oh! Short circuit. Try again!" and the question will be repeated. If you answer incorrectly a second time, a negative phrase will be heard and Alphabert's eyes will turn to look at Sprocket. Sprocket will say "Are your gears stuck? Let us help!" The LCD screen will show you the correct picture of the word.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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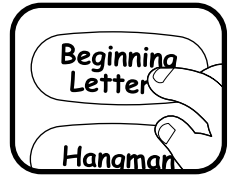
ACTIVITY 6 - BEGINNING LETTERS

This activity continues to reinforce consonant and vowel sounds. Your child will identify the word with the same beginning letter in the word groups.

Learning Benefits for Your Child - The Beginning Letters activity is created to help your child to familiarize a variety of words as well as gain confidence in listening for sounds of letters at the beginning of words.

ACTIVITY INSTRUCTIONS:

1. Press the **Beginning Letters** activity button. You will hear a sound effect followed by a random question such as “Can you find a word that begins with the ‘buh’ sound as in blimp?”
2. You will see three words scroll from the right to the left on the screen. When a word is in the middle of the LCD screen, it will be highlighted.
3. Press the Enter button to select the correct word when it is highlighted.
4. When the correct word is chosen, you will see Alphabert’s eyes turn to look at Sprocket. Sprocket will say a positive response such as “Woohoo! That’s electrifying!” The LCD screen will show the two words that have the same beginning letters together.
5. When an incorrect word is chosen on the first try, you will hear a negative sound effect and see Alphabert’s eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like “Oops. Try again!” and the question will be repeated. If you answer incorrectly the second time, a negative phrase will be heard and Alphabert’s eyes will turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The LCD screen will show you the two words that have the same beginning letter.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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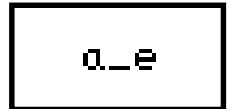
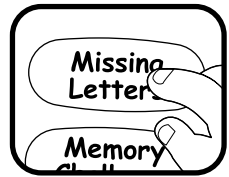
ACTIVITY 7 - MISSING LETTERS

This activity strengthens spelling skills. Your child must decide which letter is missing in order to complete the word. He or she must rely on the knowledge of letter sounds in order to complete this activity. Using the objects from the learning toy, your child will be asked to tell which letter is missing in order to complete the word. Your child may refer to the letter buttons for help.

Learning Benefits for Your Child - The Missing Letters activity provides opportunities for your child to spell words correctly. The main objective is for your child to recognize that there is a letter missing from the word. It also teaches your child how to correctly spell some short words.

ACTIVITY INSTRUCTIONS:

1. Press the **Missing Letters** activity button. You will hear a sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket's head will turn to look at Alphabert and then you will hear "Can you find the missing letter?"
2. You will see a word with a letter missing on the LCD screen.
3. Press a letter button to complete the word.
4. When the correct letter is inputted, you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say a positive response such as "Yeah! You're cranking now!" and then the word will be heard.
5. When an incorrect letter is inputted on the first and second tries, you will hear a negative sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like "Oh, oh! Short circuit. Try again!" and the question will be repeated. If you answer incorrectly the third time, you will hear a negative phrase and see Alphabert's eyes turn to look at Sprocket. Sprocket will say, "Are your gears stuck? Let us help!" The LCD screen will show you the correct answer.
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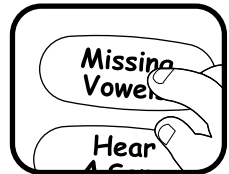
ACTIVITY 8 - MISSING VOWELS

This activity strengthens spelling skills by having your child decide which vowel is missing in order to complete a word. Your child will be shown a word with one blank space somewhere within the word. Your child must enter a letter, which is the missing vowel for the word.

Learning Benefits for Your Child - The Missing Vowels activity provides a good review of vowel recognition. When choosing an answer, your child will have to decide between vowels and consonants using the letter buttons. This is a great way to see if your child can distinguish them apart as well as know their sounds.

ACTIVITY INSTRUCTIONS:

1. Press the **Missing Vowels** activity button. You will hear a sound effect followed by “A, E, I, O and U are vowels.”
2. You will see a word with its vowel(s) missing on the LCD screen and Alphabert’s eyes will turn to look at Sprocket. Sprocket’s head will turn to look at Alphabert and Alphabert will say, “Can you find the missing vowel(s)?”
3. Press a letter button(s) to complete the word.
4. When the correct letter(s) is(are) inputted, you will see Alphabert’s eyes turn to look at Sprocket. Sprocket will say a positive response such as “Yeah! You’re cranking now!” and the missing vowel(s) will be heard.
5. When an incorrect letter is inputted on the first and the second tries, you will hear a negative sound effect and see Alphabert’s eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like “Oops. Try again!” and the question will be repeated. If you answer incorrectly the third time, a negative phrase will be heard, and Alphabert’s eyes will turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The correct answer will be shown on the LCD screen.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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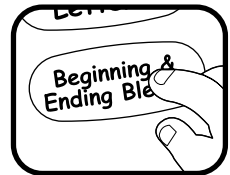
ACTIVITY 9 - BEGINNING & ENDING BLENDS

This activity strengthens phonetic skills by exposing your child to blends at the beginning and ending of words. Your child will learn that blends are made by combining two or more consonants to make a new sound (i.e. ST, FT, DR, FR). A word will be shown on the LCD screen. Your child will be asked to decide which letters in the word make up a particular blend. There may be a blend at the beginning of the word as well as the ending of the word.

Learning Benefits for Your Child - The Beginning & Ending Blends activity is designed to help your child understand that both letters in a blend can still be heard when saying the word. Your child will be exposed to some F blends, R blends, N blends, and S blends. Your child should become more comfortable with reading words that contain blends.

ACTIVITY INSTRUCTIONS:

1. Press the **Beginning & Ending Blends** activity button. You will hear a sound effect followed by “When two letters combine to make a new sound, they form a blend.”
2. You will see a word (for example you will see the word nest) and a flashing cursor under the middle two letters. Alphabert will ask a question, for example, “Can you find the blend ST?”
3. Press the cursor to select the blend and press Enter to identify the selection.
4. When the correct blend is chosen, you will see Alphabert’s eyes turn to look at Sprocket. Sprocket will say a positive response like “Woohoo! That’s electrifying!” and the blend will be highlighted and identified.
5. When you answer incorrectly on the first and the second tries, you will hear a negative sound effect and see Alphabert’s eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like “Oops. Try again!” and the question will be repeated. If you answer incorrectly on the third try, a negative phrase will be heard. Alphabert’s eyes will turn to Sprocket, and Sprocket will say, “Are your gears stuck? Let us help!” The correct blend will be highlighted and identified.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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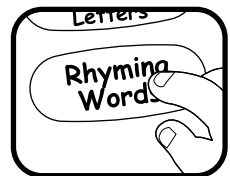
ACTIVITY 10 - RHYMING WORDS

This activity challenges your child to make a rhyming word pair. Your child will discover that rhyming words have the same ending sound. He or she will be asked to select the rhyming words from the word groups.

Learning Benefits for Your Child -The Rhyming Words activity will help teach your child that certain word endings can be used to make a number of words that rhyme. Your child will be able to recognize that the ending letters do not change, only the beginning letters change. Your child will be able to spell many words by recognizing rhyming words. Rhyming words may also be referred to as being part of the same word family.

ACTIVITY INSTRUCTIONS:

1. Press the **Rhyming Words** activity button. You will hear a sound effect followed by “When two words sound the same, they rhyme.”
2. You will see a word on the top of the LCD screen and Alphabert will ask a random question. For example, he will ask “Can you find the word that rhymes with lamp?”
3. You will see three words (for example wand, stamp, and hat) scrolling from the right to the left. When a word is in the middle, it will be highlighted. Press the Enter button when the correct word is highlighted to answer the question.
4. When the correct word is chosen, you will see Alphabert’s eyes turn to look at Sprocket. Sprocket will say a positive response such as “Yeah! You’re cranking now!” and the correct word will appear on the LCD screen.
5. When you answer incorrectly on the first try, you will hear a negative sound effect and see Alphabert’s eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like “Uh, oh! Short circuit. Try again!” and the question will be repeated. If you answer incorrectly on the second try, you will hear a negative phrase and see Alphabert’s eyes turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The correct answer will appear on the LCD screen.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



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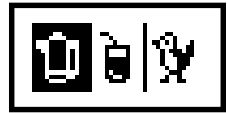
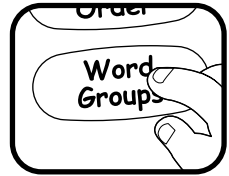
ACTIVITY 11 - WORD GROUPS

This activity increases problem-solving skills by asking your child to decide which object from a group of objects doesn't belong with the others. Your child will have to decide which one of the three pictures doesn't belong with the others.

Learning Benefits for Your Child - The Word Groups activity helps your child with categorizing. Your child will have to decide what two of the objects shown have in common before excluding the other object.

ACTIVITY INSTRUCTIONS:

1. Press the **Word Groups** activity button. You will hear a sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket's head will turn to Alphabert, and Alphabert will ask "Can you find the object that doesn't belong?"
2. You will see three pictures on the LCD screen and a cursor highlighting the first picture.
3. Press the right and left cursor buttons to select the object that doesn't belong and press the Enter button to enter your answer.
4. When the correct picture is chosen, you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say a positive response such as "Woohoo! That's electrifying!"
5. If an incorrect picture is chosen on the first try, you will hear a negative sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like "Oh, oh! Short circuit. Try again!" and the question will be repeated. If you answer incorrectly on the second try, you will hear a negative phrase and see Alphabert's eyes turn to look at Sprocket. Sprocket will say, "Are your gears stuck? Let us help!" The LCD screen will show you the correct picture.
6. When the Help button is pressed once, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.



ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ ACTIVITIES

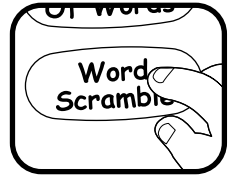
ACTIVITY 12 - WORD SCRAMBLE

This activity strengthens spelling skills by asking your child to put scrambled letters in proper sequence to correctly spell a word. Picture clues will be given as your child tries to unscramble short words.

Learning Benefits for Your Child - The Word Scramble activity is designed to help your child apply the skills learned in previous activities using knowledge of letters, letter sounds, and forming words.

ACTIVITY INSTRUCTIONS:

1. Press the **Word Scramble** activity button. You will hear a sound effect followed by “Can you unscramble this word?”



2. The picture of a word and the letters out of order will appear on the LCD screen.



3. Press the letter button of the letters you see on the LCD screen in the correct order to make a word. Once you press a letter, it will automatically be placed in the blank spaces on the LCD screen.

4. When you put the letters in the correct order, you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say a positive response like “Yeah! You're cranking now!” and the correct word will be identified.



5. When you answer incorrectly on the first and second tries, you will hear a negative sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like “Oops! Try again!” and the question will be repeated. If you answer incorrectly on the third try, a negative phrase will be heard and Alphabert's eyes will turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The LCD screen will show you the correct word.

6. Press the Help button once and one of the scrambled letters will be placed in the correct blank space within the word.

ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ ACTIVITIES

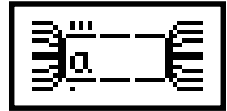
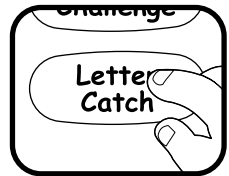
ACTIVITY 13 - LETTER CATCH

This activity allows your child to practice spelling in a fun manner. He or she will practice spelling short words by catching the letters of words in the correct order.

Learning Benefits for Your Child - The Letter Catch activity is designed to have your child practice spelling short words. Your child will have opportunities to apply the skills taught throughout this learning toy.

ACTIVITY INSTRUCTIONS:

1. Press the **Letter Catch** activity button. You will hear a sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket's head will turn to Alphabert, and Alphabert will ask, "Can you spell the word?"
2. You will see an animation of an object. Then some blocks representing the length of the word will appear. Letters will scroll across the LCD screen from the top to the bottom.
3. Press the letters on the keyboard to spell the word directly or press the cursor to select letters and press the Enter button to confirm your selections.
4. When you answer correctly, you will see Alphabert's eyes turn to look at Sprocket. Sprocket will say a positive response such as, "Woohoo! That's electrifying!" and the correct word will be identified.
5. When you answer incorrectly on the first and second tries, you will hear a negative sound effect and see Alphabert's eyes turn to look at Sprocket. Sprocket will say an encouraging phrase like "Oh, oh! Short circuit. Try again!" and the question will be repeated. If you answer incorrectly on the third try, Alphabert's eyes will turn to look at Sprocket. Sprocket will say, "Are your gears stuck? Let us help!" The LCD screen will flash the correct word for you.
6. Press the Help button and one letter will be placed in its appropriate place in the word. When there are two blank spaces left, and the Help button is pressed, the learning toy will identify the answer.



ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ ACTIVITIES

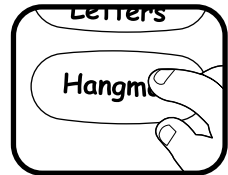
ACTIVITY 14 - HANGMAN

This activity challenges your child to use his or her knowledge of letters and letter sounds in order to play this classic word game. Your child must try to guess a letter to fill in the blanks until the word is completed.

Learning Benefits for Your Child - The Hangman activity encourages your child to use his or her knowledge of letters and their sounds in order to spell words correctly.

ACTIVITY INSTRUCTIONS:

1. Press the **Hangman** activity button. You will hear a sound effect followed by “Let’s play hangman.”



2. Press a letter button to choose a letter. You will have 10 chances to guess the word. The chance indicator will appear in the upper left corner of the LCD screen.



3. If you press a letter in the word, it will be identified and placed in the appropriate blank space. Once you have guessed the word, Sprocket will say a positive phrase such as “Yeah! You’re cranking now!”

4. If you press a letter that is not in the word, you will hear a negative sound effect and the number of chances will decrease. Then a part of Sprocket’s body will be added. If you lose all 10 chances, a negative phrase will be heard, and Sprocket’s body will appear. Then Alphabert’s eyes will turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The LCD screen will show you the correct word.



5. Press the Help button once and the learning toy will identify one correct letter. If the Help button is pressed a second time, the answer will be identified.

ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ ACTIVITIES

ACTIVITY 15 - MEMORY CHALLENGE

This activity strengthens sequencing skills. Your child will have an opportunity to test his or her memory as he or she is asked to determine which object the friendly robot has said. Objects will be added one at a time to increase the difficulty of the game. Your child will have to press the object buttons in the order that Alphabert said them.

Learning Benefits for Your Child - The Memory Challenge activity allows your child to sharpen his or her listening skills while trying to identify objects in proper sequence. Your child will develop problem-solving strategies as he or she creates a way of remembering the order in which the objects were presented.

ACTIVITY INSTRUCTIONS:

1. Press the **Memory Challenge** activity button and you will hear a sound effect followed by “Follow me.”
2. The learning toy will ask you to press an object, for example, “Press Up.”
3. Press the correct object button and the learning toy will add another object for you to follow. For example, you will hear “Press Up and Eagle.” You must press “Up” followed by “Eagle.” It will continue to add a new word for each correctly inputted sequence until the entire 6-word sequence has been said.
4. If an incorrect sequence of buttons is pressed, Alphabert’s eyes will turn to look at Sprocket. Sprocket will say, “Are your gears stuck? Let us help!” The LCD screen will show you the correct sequence.
5. Press the Help button once and the entire question will be repeated. If you are still having difficulty repeating the sequence, press the Help button again and the learning toy will identify it.



ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ ACTIVITIES

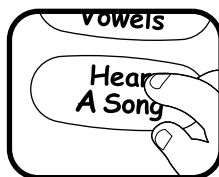
ACTIVITY 16 - HEAR A SONG

This activity allows your child to hear various popular children's melodies.

Learning Benefits for Your Child - The Hear A Song activity provides your child with an opportunity to have some fun while developing better listening skills.

ACTIVITY INSTRUCTIONS:

1. Press the **Hear A Song** activity button and you will hear a sound effect followed by "Let's jam."



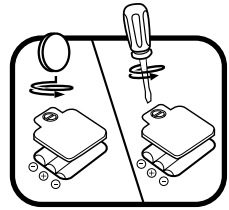
2. Press any letter button to hear a melody. The learning toy will play the melody and fun animations will appear on the LCD screen. There are 26 songs to choose from. Press the following letter buttons to hear the corresponding melody:

- | | |
|-------------------------------|--|
| a. It's Raining, It's Pouring | n. Take Me Out to the Ball Game |
| b. Jack and Jill | o. The Wheels on the Bus |
| c. Little Miss Muffet | p. Three Little Kittens |
| d. London Bridge | q. Pop! Goes the Weasel |
| e. Mary Had A Little Lamb | r. The Alphabet Song |
| f. Old MacDonald Had A Farm | s. My Bonnie Lies Over the Ocean |
| g. Pease Porridge Hot | t. Camptown Races |
| h. Polly Wolly Doodle | u. Did You Ever See A Lassie? |
| i. Row, Row, Row Your Boat | v. Farmer in the Dell |
| j. Sailing, Sailing | w. Frere Jacques |
| k. Shenendoah | x. Here We Go 'Round the Mulberry Bush |
| l. Sing A Song of Sixpence | y. Hickory Dickory Dock |
| m. Skip to My Lou | z. Old King Cole |
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ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ BATTERIES

BATTERY INSTALLATION

1. Make sure the unit is turned **off**.
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to open the battery cover. Install 3 new “AA” batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
3. Replace the battery cover and tighten the screw to secure the battery cover.



BATTERY
INSTALLATION

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 learning toy when it 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.*

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ BATTERIES

AUTOMATIC SHUT-OFF

To preserve battery life, the **ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™** learning toy will turn off automatically after two minutes without input. The unit can be turned on again by pressing the **ON/OFF** button.

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

1. Please 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 on. The unit will now be ready to play again.
-

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

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.

ALPHABERT AND SPROCKET THE READY TO READ ROBOTS™ MAINTENANCE

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

IMPORTANT NOTE:

Creating and developing the Fundamentals of Learning product line 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 call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a class B computing device in accordance with the specifications in Sub-part J of 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause 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:

1. Reorient the receiving antenna.
 2. Relocate this product with respect to the receiver.
 3. Move this product away from the receiver.
-

Look for these additional products in the Fundamentals of Learning product line



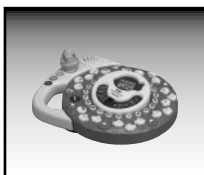
Alphabet Apple™
3 years and up
80-26800



Flip For Phonics™
3-5 years
80-24100



**Bubble Gum Phonics
Fun™**
4-6 years
80-41300



Fishing for Phonics™
4-6 years
80-34500



**Alphabert The Ready
to Read Robot™**
4-6 years
80-24400



Get A Grip!™ Phonics
4-8 years
80-41400

**Our helpful Consumer Services staff
is available to answer product
questions and to assist in finding
the retailer nearest you**

USA
1-800-521-2010
www.vtechkids.com

CANADA
1-800-267-7377
www.vtechcanada.com

UK
01235-546810
www.vtechuk.com

