

# Disney

User's Manual

## Winnie the Pooh Interactive Computer



Visit the Disney Web site at [www.disney.com](http://www.disney.com)

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**vtech**<sup>®</sup>

**Dear Parent,**

At **VTech**<sup>®</sup> we know that a child's imagination is a truly wonderful thing and needs to be developed and nurtured. That's why we created the **Winnie the Pooh**<sup>®</sup> **electronic learning series**<sup>™</sup> of interactive learning toys to stimulate children's imaginations, while also teaching vital preschool concepts such as the alphabet, numbers, shapes, colors and objects.

Through the use of unique technology and engaging child-directed role-play scenarios, **Winnie the Pooh**<sup>®</sup> characters magically come to life to guide children through learning activities. These engaging characters foster children's critical reasoning skills, enhance their fine motor skills and engage them in exciting role-play activities for endless hours of learning fun.

At **VTech**<sup>®</sup> 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**<sup>®</sup> with the important job of helping your child learn and grow!

Sincerely,

Your Friends at **VTech**<sup>®</sup>

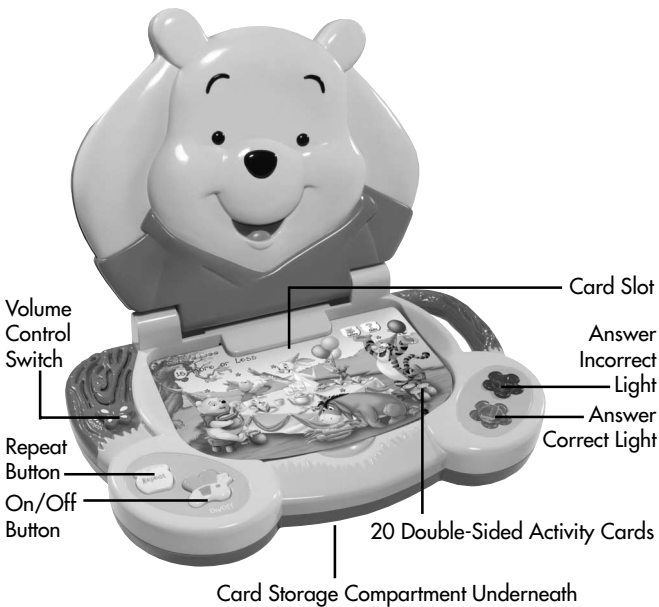
To learn more about **Winnie the Pooh**<sup>®</sup> **electronic learning series**<sup>™</sup> and other **VTech**<sup>®</sup> toys, visit

[www.vtech.com](http://www.vtech.com)

# INTRODUCTION

Thank you for purchasing the **VTech® Winnie the Pooh Interactive Computer** learning toy!

The **VTech® Winnie the Pooh Interactive Computer** introduces children to a world full of fun learning. With 20 double-sided activity cards your child will learn the alphabet, numbers, colors, logic and much more. **Winnie the Pooh** and his friends will make your child's learning experience friendly and fun!



# INCLUDED IN THIS PACKAGE

- One VTech® Winnie the Pooh Interactive Computer learning toy
- 20 double-sided activity cards
- One instruction manual

**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 turned **OFF**.
2. Locate the battery cover at the bottom of the unit. Use a coin to loosen the screw and open the battery cover.
3. Install 3 new "AA" (UM-3/LR06) batteries as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure.



### BATTERY NOTICE

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Different types of batteries or new and used batteries are not to be mixed.
- 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.

- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

**WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.**

## PRODUCT FEATURES

### ON/OFF BUTTON

Turn on your VTech® Winnie the Pooh Interactive Computer by pressing the **On/Off Button** located on the left-hand side of the unit. Press the button again to turn the unit off.



On/Off

### VOLUME CONTROL SWITCH

To adjust the volume, slide the **Volume Control Switch** located on the left-hand side of the unit. Slide up for higher volume and down for lower volume.



### REPEAT BUTTON

Press the **Repeat Button** to hear an instruction or question again.



### ANSWER CORRECT AND INCORRECT LIGHTS

When in **Quiz Mode**, the **Tick**  and **Cross**  **Lights** will flash to show whether your answer is right or wrong.

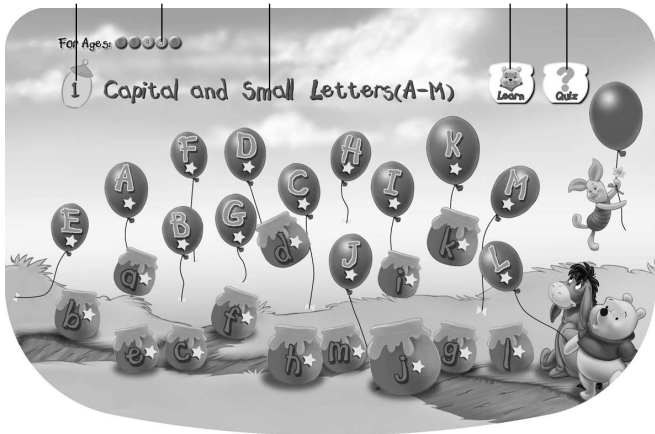
## CARD STORAGE COMPARTMENT

All 20 double-sided activity cards can be conveniently stored in the special compartment located at the bottom of the unit.



## CARD FORMAT

CARD NUMBER    AGE    ACTIVITY TITLE    LEARN MODE    QUIZ MODE



## AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Winnie the Pooh Interactive Computer** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **On/Off Button**.

## ACTIVITIES

- Press the **On/Off Button** to turn the unit on. Pooh will sing a song and ask you to choose a card.
- Press a letter on Pooh's tummy to hear it identified. Press a second time to hear the picture identified.
- Choose a card and insert it under the slot on Pooh's tummy.

Press the **Learn Mode** icon  or any star on the card to begin playing in **Learn Mode**.

Press the **Quiz Mode** icon  to begin playing in **Quiz Mode**.

**Note:** Please make sure that the card is fully inserted. If the activity is not working properly please remove the card and re-insert it in the correct position.

# Opening Song

1



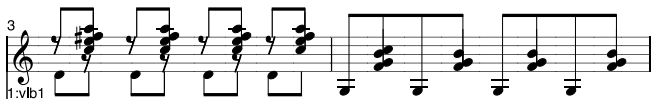
1:vlb1



5:vlf1

Oh hel - lo. I'm Pooh Bear, would you

3



1:vlb1



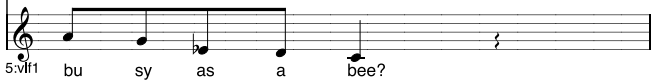
5:vlf1

like to learn with me?\_ Shall we learn all sorts of things and be as

5



1:vlb1



5:vlf1

bu sy as a bee?



## CARD ACTIVITIES

There are two modes on the 20 double-sided activity cards.

Learn Mode



Quiz Mode



In **Learn Mode**, press any star to begin play. In **Quiz Mode**, Pooh will ask you a question related to the activity. Press a star to input your answer.

The two modes are not available for the music activities - **Cards 31** and **32**.

When a card is inserted, **Learn Mode** is activated automatically.

### Card 1

**Activity Title:** Capital and Small Letters ( A - M )

**Curriculum:** Alphabet (A - M)

**Age:** 4-5

**Description:** Teaches capital and small letters. In **Quiz Mode**, Pooh will ask you to find one of the letters.

### Card 2

**Activity Title:** Capital and Small Letters ( N - Z )

**Curriculum:** Alphabet (N - Z)

**Age:** 4-5

**Description:** Teaches capital and small letters. In **Quiz Mode**, Pooh will ask you to find one of the letters.

### Card 3

**Activity Title:** Counting

**Curriculum:** Math

**Age:** 3-4

**Description:** Teaches counting. In **Quiz Mode**, Pooh will ask related questions.

## Card 4

**Activity Title:** Time of the Day

**Curriculum:** Time concepts

**Age:** 3-4

**Description:** Teaches time concepts. In **Quiz Mode**, Pooh will ask related questions.

## Card 5

**Activity Title:** Find It

**Curriculum:** Shapes and Colors

**Age:** 3-4

**Description:** Teaches colors and shapes. In **Quiz Mode**, Pooh will ask you to find a colored shape.

## Card 6

**Activity Title:** Find the Hidden Shapes

**Curriculum:** Shapes

**Age:** 3-4

**Description:** Teaches shapes. In **Quiz Mode**, Pooh will ask you to find a shape.

## Card 7

**Activity Title:** Where Does it Come From?

**Curriculum:** Nature

**Age:** 3-4

**Description:** Teaches objects from nature. In **Quiz Mode**, Pooh will ask you to find an object by giving a hint.

## Card 8

**Activity Title:** Plants and Fruit

**Curriculum:** Plants and Fruit

**Age:** 3-4

**Description:** Teaches plants and fruit. In **Quiz Mode**, Pooh will ask you related questions.

## Card 9

**Activity Title:** Match Them Up

**Curriculum:** Weather and clothing

**Age:** 3-4

**Description:** Teaches weather and clothing. In **Quiz Mode**, Pooh will ask you to match the weather with the appropriate clothing.

### Card 10

**Activity Title:** Playtime for Every Season

**Curriculum:** Seasons **Age:** 3-4

**Description:** Teaches seasons. In **Quiz Mode**, Pooh will ask you to match the season and activity.

### Card 11

**Activity Title:** Beginning Letter

**Curriculum:** Spelling **Age:** 3-4

**Description:** Teaches beginning letters. In **Quiz Mode**, Pooh will ask you to find a word or a beginning letter.

### Card 12

**Activity Title:** Missing Letter

**Curriculum:** Spelling **Age:** 5-6

**Description:** Teaches words. In **Quiz Mode**, Pooh will ask you to match the missing letter with the correct word.

### Card 13

**Activity Title:** Match the Words

**Curriculum:** Vocabulary **Age:** 3-5

**Description:** Teaches words and objects. In **Quiz Mode**, Pooh will ask you to match the word with the object.

### Card 14

**Activity Title:** Big or Small

**Curriculum:** Size **Age:** 3-4

**Description:** Teaches big and small objects. In **Quiz Mode**, Pooh will ask you to find an object that is either big or small.

**Card 15****Activity Title:** Long or Short**Curriculum:** Length **Age:** 3-4**Description:** Teaches long and short objects. In **Quiz Mode**, Pooh will ask you to find an object that is either long or short.**Card 16****Activity Title:** More or Less**Curriculum:** Quantity **Age:** 3-4**Description:** Pooh will introduce the foods that they have for their picnic. In **Quiz Mode**, Pooh will ask you to find some food in relation to who has more or less.**Card 17****Activity Title:** Sounds of Nature**Curriculum:** Nature **Age:** 3-4**Description:** Teaches sounds of nature. In **Quiz Mode**, Pooh will ask you to find what makes the sounds.**Card 18****Activity Title:** Sounds of Instruments**Curriculum:** Music **Age:** 3-5**Description:** Teaches instruments and their sounds. In **Quiz Mode**, Pooh will ask you to match the instrument with the sound.**Card 19****Activity Title:** Vegetable or Fruit?**Curriculum:** Food **Age:** 3-5**Description:** Teaches vegetables and fruit. In **Quiz Mode**, Pooh will ask you to find a fruit or a vegetable.

## Card 20

**Activity Title:** Whose Is It?

**Curriculum:** Logic **Age:** 4-5

**Description:** Pooh will identify characters and their features. In **Quiz Mode**, Pooh will ask you to match the character with their feature.

## Card 21

**Activity Title:** Match the Time

**Curriculum:** Time **Age:** 5-6

**Description:** In this activity Pooh will teach the time and some activities. In **Quiz Mode**, Pooh will ask you to match the time with the clocks.

## Card 22

**Activity Title:** What Do We Eat?

**Curriculum:** Biology **Age:** 3-4

**Description:** Introduces animals and what they like to eat. In **Quiz Mode**, Pooh will ask you to match the foods with the animals.

## Card 23

**Activity Title:** Match the Paint

**Curriculum:** Colors **Age:** 3-4

**Description:** Teaches colors. In **Quiz Mode**, Pooh will ask you to match the color in the paintings with the color of the paint in the pots.

## Card 24

**Activity Title:** Missing Vowels

**Curriculum:** Vowels **Age:** 5-6

**Description:** Teaches vowels and words. In **Quiz Mode**, Pooh will ask you to match the missing vowel with the correct word.

**Card 25****Activity Title:** Hide 'n Seek**Curriculum:** Logic**Age:** 3-4**Description:** Pooh and his friends are playing hide and seek. In **Quiz Mode**, Pooh will ask you to find a character in the woods.**Card 26****Activity Title:** Crossword Puzzle**Curriculum:** Vocabulary**Age:** 5-6**Description:** Pooh needs help with his crossword. In **Quiz Mode**, Pooh will ask you to match the word with the correct place to complete the puzzle.**Card 27****Activity Title:** Addition**Curriculum:** Math**Age:** 5-6**Description:** Teaches addition. In **Quiz Mode**, Pooh will ask you related questions.**Card 28****Activity Title:** Subtraction**Curriculum:** Math**Age:** 5-6**Description:** Teaches subtraction. In **Quiz Mode**, Pooh will ask you related questions.**Card 29****Activity Title:** Follow the Paths**Curriculum:** Problem solving**Age:** 4-5**Description:** Pooh and his friends are flying kites. In **Quiz Mode**, Pooh will ask you to match the kite with the character who is flying it.

### Card 30

**Activity Title:** Explore Our Continents

**Curriculum:** Basic Geography **Age:** 5-6

**Description:** Teaches continents of the world and related facts. In **Quiz Mode**, Pooh will ask you to find a continent by giving a hint.

### Card 31

**Activity Title:** Create a Song

**Curriculum:** Music **Age:** 3-6

**Description:** **Learn Mode** and **Quiz Mode** are not active in this activity. Create your own tunes by pressing the music notes. Press the instruments to hear your music played in their style.

### Card 32

**Activity Title:** Play a Tune

**Curriculum:** Music **Age:** 3-6

**Description:** **Learn Mode** and **Quiz Mode** are not active in this activity. Select a tune by pressing the stars on the discs.

### Card 33

**Activity Title:** Guess Who!

**Curriculum:** Problem solving **Age:** 4-5

**Description:** Pooh will give facts about what the characters are wearing or where they are. In **Quiz Mode**, Pooh will ask you to find a character by giving a hint.

### Card 34

**Activity Title:** Guessing Game

**Curriculum:** Problem solving **Age:** 4-5

**Description:** Pooh will identify some objects. In **Quiz Mode**, Pooh will ask you to find an object by giving a hint.

**Card 35****Activity Title:** Friends Match**Curriculum:** Observation **Age:** 3-4**Description:** You will see some pictures of Pooh and his friends. In **Quiz Mode**, Pooh will ask you to match the pictures that are the same.**Card 36****Activity Title:** Follow the Leader**Curriculum:** Logic **Age:** 4-5**Description:** You will see some patterns. In **Quiz Mode**, Pooh will ask you to match the space with the missing object to complete the pattern.**Card 37****Activity Title:** Puzzle Pictures**Curriculum:** Logic **Age:** 4-5**Description:** Pooh will identify some features that belong to the characters. In **Quiz Mode**, Pooh will ask you to match the puzzle piece with the space where it fits.**Card 38****Activity Title:** Puzzle Pictures**Curriculum:** Logic **Age:** 4-5**Description:** Pooh will identify some features that belong to the characters. In **Quiz Mode**, Pooh will ask you to match the puzzle piece with the space where it fits.**Card 39****Activity Title:** Amazing Maze**Curriculum:** Problem solving **Age:** 3-4**Description:** Pooh will identify some objects. In **Quiz Mode**, Pooh will ask you to find objects to help him follow the maze.



## Card 40

**Activity Title:** Amazing Maze

**Curriculum:** Problem solving

**Age:** 3-4

**Description:** Pooh will identify some objects. In **Quiz Mode**, Pooh will ask you to find objects to help him follow the maze.

## CARE & 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.
5. Remove the game card from the unit and store in the card compartment when the unit is not in use.

## TROUBLESHOOTING

If for some reason the program/activity stops working, 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 should now be ready to play again.
5. If the product still does not work, replace with a new set of batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

## IMPORTANT NOTE:

Creating and developing **Winnie the Pooh** electronic 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 1-877-352-8697 in Canada.

## FCC NOTICE:

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.

## Note:

This equipment induces a weak magnetic field that may affect watches, television sets or monitors. It is recommended to keep this unit away from metallic materials when playing.