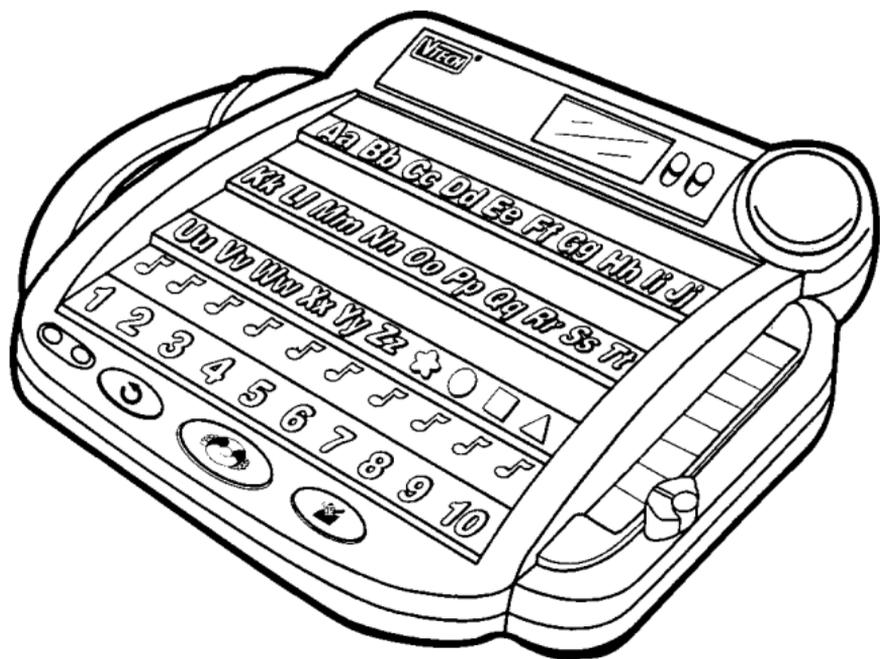


LITTLE SMART

Alphabet Picture DESK™

USER'S MANUAL

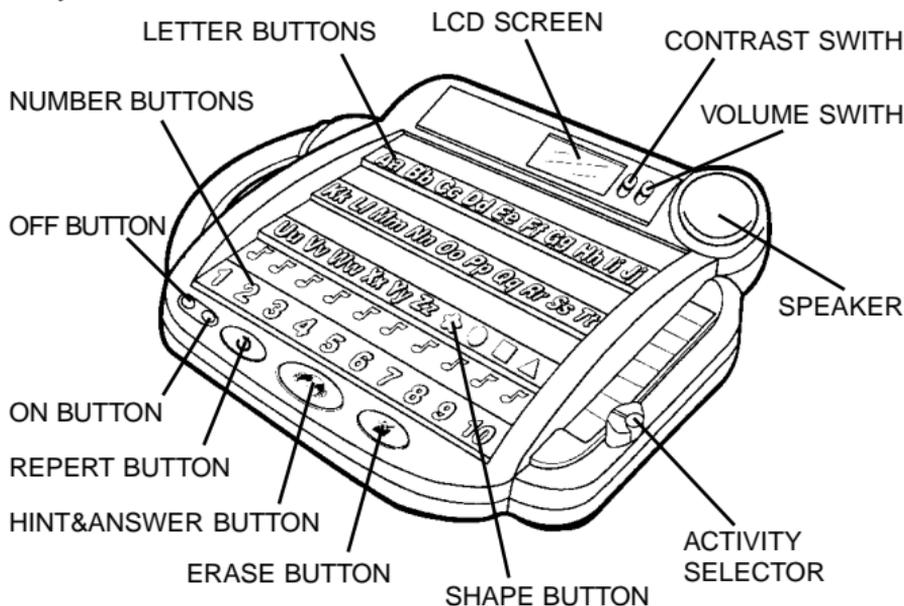


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INTRODUCTION

Thank you for purchasing the **VTECH® LITTLE SMART Alphabet Picture Desk™** learning toy! This product is one of a family of **LITTLE SMART™** educational electronic learning products. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at U.S:1-800521-2010,Canada:1-800-267-7377,U.K:01235 546810.

The **LITTLE SMART Alphabet Picture Desk™** learning toy is filled with fun learning to help preschoolers prepare for school. The 8 full-filled activities and over 80 animations make learning fun and easy.



INCLUDED IN THIS PARCKAGE

- One **LITTLE SMART Alphabet Picture Desk™** learning toy.
- 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.*

BATTERY INSTALLATION

1. Make sure the unit is **Off**.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to loosen the screw.
3. Install 4 "AA" (UM-3/LR6) batteries following the diagram inside the battery box.
(The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs
- to avoid leakage.
- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries 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.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

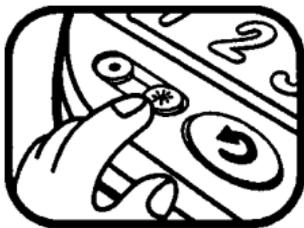
NOTE: If the **LITTLE SMART Alphabet Picture Desk™** learning toy suddenly stops working, the voice becomes faint or the sound seems weak, the problem may be low battery power. If this is the case, follow the steps below:

1. Turn the unit **Off** for a moment, then back **On**.
2. Check to make sure the batteries are properly inserted.
3. Try inserting brand new batteries.

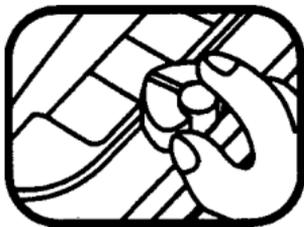
If, after following the above steps, you are still having a problem with the unit, please call our Consumer Services Department and a service representative will be happy to help you.

TO BEGIN PLAY

1. To begin play, press the **ON BUTTON** (☀). You will hear a short tune followed by Hello. Let's play"



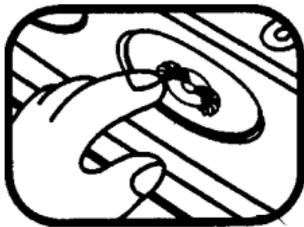
2. Slide the **ACTIVITY SELECTOR** up or down to select one of the eight activities, A friendly voice will guide you through each activity. Activities include: "Learn Letters, Numbers and Shapes", "Find Letters, Numbers, and Shapes", "Learn Before and After", "Learn some Words", "Learn the Picture", "Missing Letter", "Spelling", and "Music".



3. Press the **REPEAT BUTTON** to repeat the previous phrase or question.



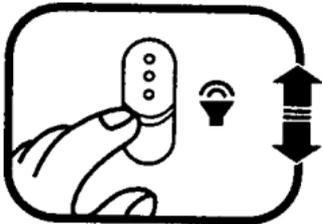
4. Press the **HINT & ANSWER BUTTON** for either a helpful hint or to have the question answered. (Note: not applicable in some activities.)



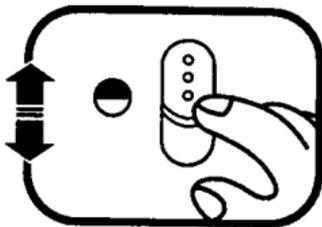
5. Press the **ERASE BUTTON** to delete the previous input. (for use in the “Spelling” activity.)



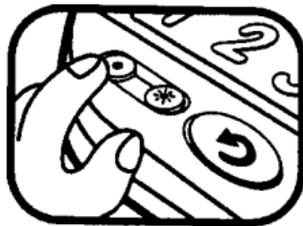
6. To adjust the volume, slide the **VOLUME SWITCH** up or down for the high volume or low volume.



7. To adjust the contrast, slide the **CONTRAST SWITCH** up down for high or low contrast.



8. To turn the unit OFF, press the **OFF BUTTON (●)**.



ACTIVITIES

A. Learn letters, Numbers and Shapes

This activity introduces the alphabet, 10 numbers and 4 shapes.

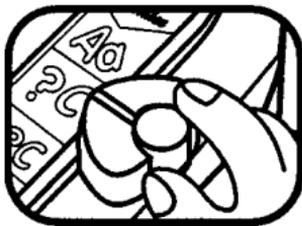
1. Slide the **ACTIVITY SELECTOR** to the first position. The voice will introduce the activity and say “Press a button.”
2. When any button is pressed, the letter, number or shape will be identified. For example, the letter “Aa” button will say “A”, the star-shaped button will say “star”, and the number five button will say “five.”



B. Find Letters, Numbers and Shapes

This activity challenges the child's memory through identification skills with letters, numbers and shapes.

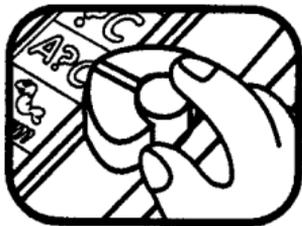
1. Slide the **ACTIVITY SELECTOR** to the second position. The voice will introduce the activity and ask a random question. For example: “Find the letter A.”
2. Find the answer by pressing a button on the keyboard. The friendly voice will confirm whether or not the pressed button is correct.



3. Press the **HINT & ANSWER BUTTON** to view a hint on the LCD screen, (No voice will be heard.) Press the **HINT & ANSWER BUTTON** again to have the voice identify the correct answer.
4. After 3 incorrect answers, the unit will identify the correct answer.
5. After the correct answer, a new question will be asked.

C. Learn Before and After

This activity reinforces the concepts of “Before and After” and “In-Between.”

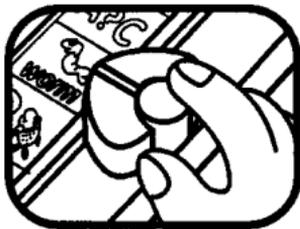


1. Slide the **ACTIVITY SELECTOR** to the third position, The voice will introduce the activity and ask a random question, for example: “What letter comes before the letter B?”
2. Press any letter or number button to input the answer. The friendly voice will indicate whether or not the selected answer was correct. If the answer was correct, the voice will reinforce the selection. For example: Yes, you are right. The letter A comes before the letter B.”
3. If an incorrect button is pressed, the friendly voice will encourage the child by saying: “Oh, oh, Try again.” The question will then be repeated. “What letter comes before the letter B?” After 3 incorrect answers, the voice will identify the correct answer.
4. Press the **HINT & ANSWER BUTTON** to view a hint on the screen. (No voice will be heard.) Press the **HINT & ANSWER BUTTON** twice to hear the correct answer.
5. After the correct answer, a new question will be asked.

D. Learn Some Words

This activity introduces the child to more than sixty words

1. Slide the **ACTIVITY SELECTOR** to the forth position. The voice will introduce the activity and say, "Press a button."
2. After a button is pressed, the spelling of the word, number or shape will scroll onto the LCD screen. Each letter will be identified. For example: "Car sound + Car is spelled c-a-r. Car."

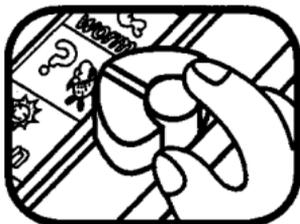


E. Learn the Pictures

This activity reinforces words and their beginning letters.

1. Slide the **ACTIVITY SELECTOR** to the fifth position, The friendly voice will introduce the activity and ask a random question. For example: "Where is the cat?"
2. Find the answer and press the beginning letter of that word. For example" Press ' C c ' for cat.

If the answer is correct, the friendly voice will reinforce the correct answer and identify the beginning letter. For example" "C+Very Good! This is the cat. Cat begins with C."
3. If an incorrect button is pressed, the child will be encouraged to try again. The question will be repeated. After 3 incorrect answers, the vice will identify the correct answer.

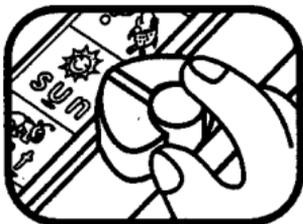


4. Press the **HINT & ANSWER BUTTON** for a hint. Press the **HINT & ANSWER BUTTON** twice to hear the answer.
5. After the correct answer, a new question will be asked.

F. Missing Letter

This activity allows children to practice early spelling skills. (Note” words with hyphens and six letters or more will not be a part of this activity.)

1. Slide the **ACTIVITY SELECTOR** to the sixth position. The friendly voice will introduce the activity and ask a random question. For example “What letter is missing in boat?” the screen will display “bo_t” after the boat animation.



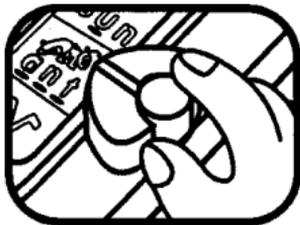
2. Find the answer and press the correct letter button. For example: press ‘ A a ’ button. The friendly voice will confirm if the selected answer was correct. If correct, the voice will reinforce the correct answer. For example, “Yes. You are right! A is the missing letter.”
3. If the selected answer was incorrect, the friendly voice will encourage the child to try again. For example, “Oh, oh! Try again, What letter is missing in boat?” The screen will display “bo_t” after the boat animation.
4. After 3 incorrect answers, the voice will identify the correct answer by saying: “A is the missing letter.” The screen will display “boat.”
5. By pressing the **HINT & ANSWER BUTTON**, a hint will flash on the screen. (No voice will be heard.) Press the **HINT & ANSWER BUTTON** twice to have the answer identified verbally.

6. After the correct answer, a new question will be asked.

G. Spelling

This activity reinforces spelling skills by having the child combine letters to make a word. (Note: words with hyphens and six letters or more will not be a part of this activity.)

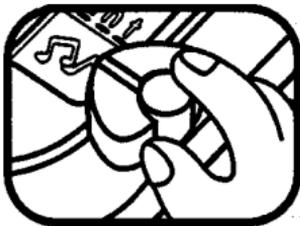
1. Slide the **ACTIVITY SELECTOR** to the seventh position. The friendly voice will introduce the activity and ask a random question. For example: "How do you spell 'sun'?"
2. Find the answer by pressing the correct letter buttons in the correct order to correspond with the picture. For example: press the 'S s', 'U u', 'N n' for the word 'sun.' The friendly voice will read and spell the word that is chosen. For example: "Sun is spelled s-u-n."
3. If a button is mistakenly pressed, the **ERASE BUTTON** will delete the last input. Once the last letter is input it cannot be erased. The unit will recognize if the entire spelling is correct.
4. Press the **HINT & ANSWER BUTTON** once, the first letter will show up on the screen, Press this button twice, the second letter will then show up, and so forth.
5. After 3 incorrect answers, the voice will identify the correct answer.
6. After the word has been correctly spelled, a new question will be asked.



H. Music

This activity stimulates musical discovery.

1. Slide the **ACTIVITY SELECTOR** to the eighth position. The voice will identify the activity and say "Press a button."
2. Press a **Number Button** and a musical note will be heard. The numbers become a 10-note musical key pad.
3. Press a **Shape Button** to hear a melody. There are four melodies ---"The Alphabet Song", "If You're Happy", "The Bus Song", "I know an Old Lady Who Swallowed a Fly."
4. Press a **Letter Button** to hear funny sound effects. Press a **Shape Button** before or after pressing a **Letter Button** to hear the fun sound effects in a melody.



AUTOMATIC SHUT-OFF

To preserve battery life, the **LITTLE SMART Alphabet Pictur Desk™** learning toy will automatically turn off after several minute with outinput. The unit can be turned on by pressing the **On Button**.

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 preschool 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 U.S: 1-800-521-2010, Canada: 1-800-267-7377, U.K: 01235 546810 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 Part 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 a 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:

- Reorient the receiving antenna
- Relocate this product with respect to the receiver
- Move this product away from the receiver