

A Guide to Using PHONICS FROM A TO Z!TM ANIMATED



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.

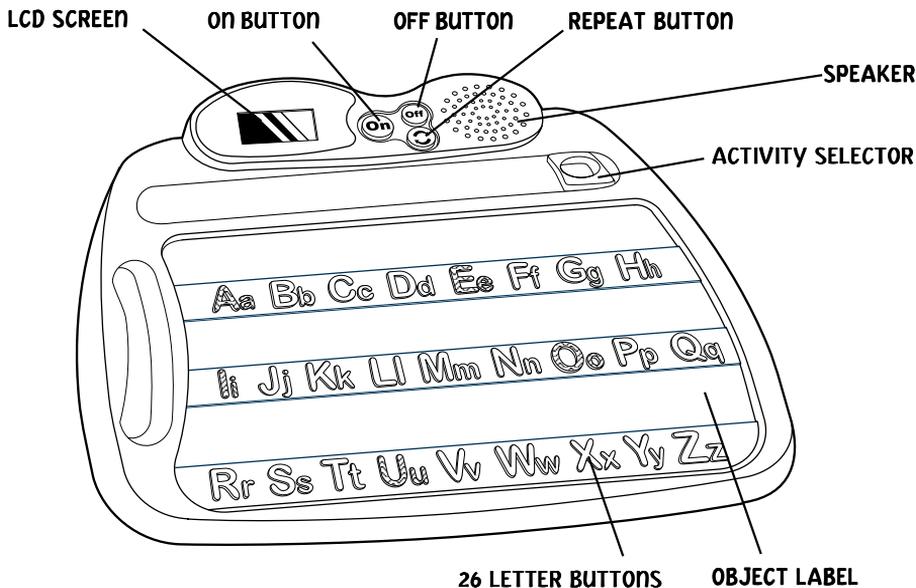
Sincerely,

Your Friends at **VTech®**

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

PHONICS FROM A TO Z![™]

ANIMATED



TO BEGIN PLAY

TO BEGIN PLAY

1. To begin play, press the **ON** button (**On**). You will hear an opening melody followed by, "Let the letter fun begin!"
2. Slide the GREEN activity selector to choose from the following activities:
 1. Learn the Letters
 2. Before & After
 3. Learn the Words
 4. Find It
 5. Spelling
 6. Vowels
 7. Word Builder
 8. Music Box
3. At the start of each activity, you will hear a brief introduction followed by a question or the phrase "Press a button." Press a letter to answer each question.
4. When finished playing, press the **OFF** button (**Off**). You will hear, "See you later!" followed by a short tune.
5. During game play, press the **REPEAT** button (**Repeat**) to hear the question again.

PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

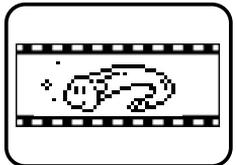
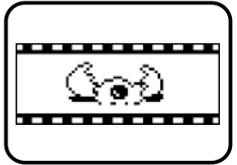
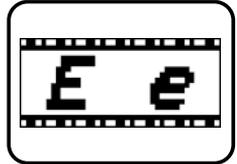
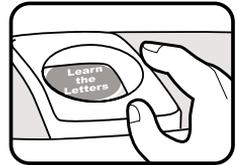
ACTIVITY 1 - LEARN THE LETTERS

This activity teaches the letters of the alphabet and their sounds. As a child presses a letter, he or she will hear the friendly voice identify the letter selected and its phonetic sound.

Learning Benefits for Your Child - The **Learn the Letters** activity reinforces both visual and auditory letter identification for all 26 letters of the alphabet.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to the activity “Learn the Letters.” You will hear, “Let’s learn the letters and their sounds.”
2. Press a letter button to hear the name of the letter, its phonetic sound, and an example of a word that begins with that letter. For letters that have more than one phonetic sound, examples of both sounds will be given. For example, when you press the letter E you will hear, “This is the Letter E. E says “EH” as in EGG, and “E” as in EEL.” The letters and pictures of the words will appear on the LCD screen for visual reinforcement.
3. You will hear the phrase “Press a button” after 30 seconds of inactivity.



PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

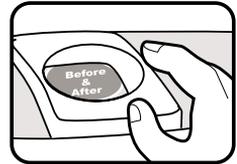
ACTIVITY 2 - BEFORE & AFTER

This activity asks a child to identify a letter that comes before or after a particular letter. The child will search buttons for the appropriate letter.

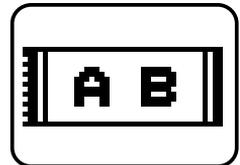
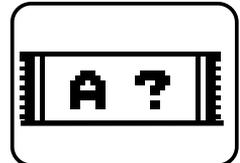
Learning Benefits for Your Child - The **Before & After** activity strengthens alphabetical order skills, reinforces the concept of before and after, and builds letter identification skills.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to "Before & After." You will hear the friendly voice say, "Let's learn before and after" and a short tune will play. Then you will hear a question, for example, "What letter comes after the letter A?" Press the letter B for the correct answer.



2. When the correct answer is entered, the answer will be confirmed, followed by a rewarding response. For example, you will hear "That's right! B comes after the letter A!" When an incorrect answer is entered, you will hear "Oops. Try again." If needed, press the REPEAT button to hear the question repeated. You will have three chances to enter the correct answer. After the third incorrect answer, the correct answer will be displayed and identified.



3. You will hear the phrase "Press a button" after 30 seconds of inactivity.

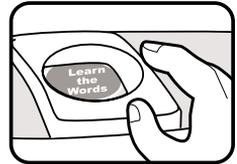
ACTIVITY 3 - LEARN THE WORDS

This activity introduces a child to words that begin with each letter of the alphabet, and it teaches the correct pronunciation of those words.

Learning Benefits for Your Child - The **Learn the Words** activity builds beginning phonetic skills by introducing words and their correct pronunciation. Letter and vocabulary building skills are also reinforced through this activity.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to "Learn the Words." You will hear "Let's learn some words" followed by a short tune. Then you will hear the instruction "Press a button."



2. Press a letter to hear the pronunciation of a word that begins with the letter selected. For letters that have more than one sound, press that letter again to hear a second word with a different initial letter sound. For example, press the letter A to hear the pronunciation of the word ACORN. Press the letter A again to hear the pronunciation of the word APPLE.



3. You will hear the phrase "Press a button" after 30 seconds of inactivity.



PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

ACTIVITY 4 - FIND IT

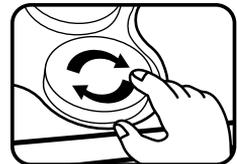
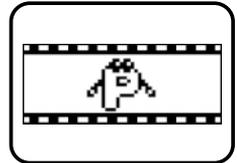
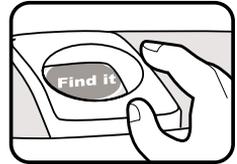
This activity reinforces letter identification and letter sounds. The friendly voice will ask your child to find a certain letter, letter sound or object. Your child must rely on the skills presented in the previous activities in order to play this activity.

Learning Benefits for Your Child - The **Find It** activity is presented to familiarize your child with the 26 letters of the alphabet and their phonetic sounds. Children will build their vocabulary, too.

FIND IT

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to “Find It.” You will hear the activity name followed by a short tune.
2. Find and press the letter that answers the questions asked. You will be asked questions such as, find a letter that makes a particular sound, locate a specific letter, or find the initial letter for a word. For example, you will hear “Find the letter that says ‘Kuh’” or “Find the foot.”
3. When the correct answer is entered, you will hear a rewarding tune and a confirmation of the letter selected. When an incorrect answer is entered, you will hear “Oops. Try again.” If needed, press the REPEAT button to hear the question repeated. You will have three chances to enter the correct answer. After the third incorrect answer, the correct answer will be displayed and identified.
4. You will hear the phrase “Press a button” after 30 seconds of inactivity.



PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

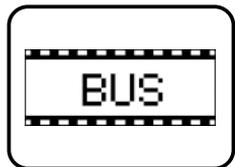
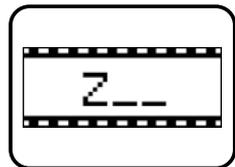
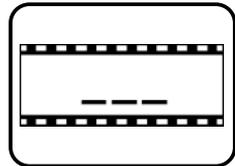
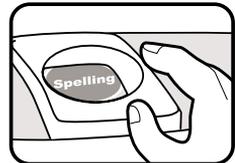
ACTIVITY 5 - SPELLING

This activity builds spelling skills. Your child will be asked to spell words for objects pictured on the screen. He or she will be able to determine how many letters there are in the word by the number of blanks on the screen.

Learning Benefits for Your Child - The **Spelling** activity reinforces phonics, letter identification, and word building skills.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to “Spelling.” You will hear the phrase “Let’s learn to spell” followed by a short tune. Then you will hear a name of a word and see a picture of it. Next, you will be asked to spell that word. For example, a picture of a bus will appear and the question, “Can you spell bus?” will be asked.
2. Press the letters in the proper order (from left to right) to fill in each blank and spell the word of the picture shown. When spelled correctly, a rewarding tune and a confirmation of the proper spelling will be heard and displayed. For example, you will hear “You’ve got it! BUS is spelled B U S.”
3. When an incorrect letter is pressed, the letter on the screen will automatically disappear and allow you to try again. For example, if the letter Z is pressed while spelling the word BUS, you will hear, “Oops. Try again.” Then the letter Z will disappear from the screen. You will have three chances to spell the word correctly. After three tries, the correct spelling will be displayed and identified.
4. You will hear the phrase “Press a button” after 30 seconds of inactivity.



SPELLING

PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

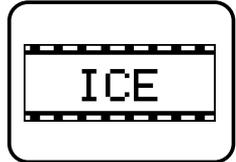
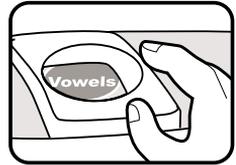
ACTIVITY 6 - VOWELS

This activity helps a child differentiate vowels from consonants. He or she will be asked to find the vowels in the words displayed.

Learning Benefits for Your Child - The **Vowels** activity builds vowel identification and recognition skills.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to “Vowels.” You will hear the phrase “Let’s learn about vowels!” followed by a short tune. An object and its spelling will be displayed. You will be asked to find the vowel(s) in that word. For example, you will hear “Can you find the vowels in the word ICE?”
2. Press the appropriate vowel letter(s) to answer the question.
3. When the correct answer is entered, you will hear a rewarding tune and a confirmation of the answer: For example, you will hear “I and E. That’s right! I and E are the vowels in the word ICE.”
4. When the correct answer is entered, you will hear music and confirmation of the letter(s) selected. When an incorrect answer is entered, you will hear “Oops. Try again.” If needed, press the REPEAT button to hear the question repeated. You will have three chances to enter the correct answer. After the third incorrect answer, the correct answer will be displayed and identified.
5. You will hear the phrase “Press a button” after 30 seconds of inactivity.



PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

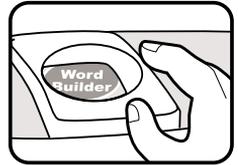
ACTIVITY 7 - WORD BUILDER

This activity develops spelling skills. Your child will be asked to spell three letter words. The word will be sounded out phonetically.

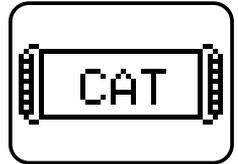
Learning Benefits for Your Child - The **Word Builder** activity teaches pronunciation of words and reinforces spelling skills.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to the activity “Word Builder.” You will hear the phrase “Let’s create a word” followed by a short tune and “Press three letters to create your own word.”



2. Press three letters in the correct letter order to spell a word. The letters will be identified on the screen as they are pressed. If spelled correctly, you will hear a rewarding tune and “Great word” followed by the pronunciation of the word. When the letters inputted do not spell a word, you will hear “Mmm. Not a word, but a nice creation! Press three letters to create your own word!”



3. You will hear the phrase “Press a button” after 30 seconds of inactivity.
-

PHONICS FROM A TO Z!™ ANIMATED ACTIVITIES

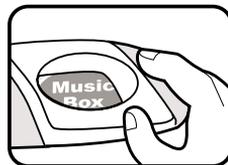
ACTIVITY 8 - Music Box

This activity enables your child to enhance his or her listening skills by pressing the letter keys to play various songs. A fun animation will be displayed on the screen while the song is played.

Learning Benefits for Your Child - The **Music Box** activity provides your child with an opportunity to have some fun while enhancing his or her creative skills.

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to “Music Box.” You will hear “Music time!” followed by a short tune and the phrase “Press a button.”



2. Press a letter button to hear a song. There are 26 different melodies in this activity. They include:
 - a) The Alphabet Song
 - b) Chopsticks
 - c) The Entertainer
 - d) Fur Elise
 - e) Good Night Ladies
 - f) Hey, Diddle Diddle
 - g) I've Been Working on the Railroad
 - h) Frere Jacques
 - i) Three Blind Mice

ACTIVITY 8 - Music Box (CONTINUED)

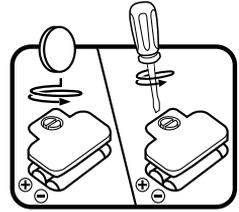
- j) In the Hall of the Mountain King
- k) London Bridge
- l) Mulberry Bush
- m) Dance of the Sugar Plum Fairy (Nutcracker Suite)
- n) Ring Around the Rosie
- o) Where, Oh Where Has My Little Dog Gone?
- p) Pop! Goes the Weasel
- q) Take Me Out to the Ball Game
- r) Alouette
- s) The Farmer in the Dell
- t) Turkey in the Straw
- u) Can Can
- v) Shoo Fly, Don't Bother Me
- w) Clementine
- x) Camptown Races
- y) On Top of Old Smokey
- z) Oh, Susanna

3. You will hear the phrase "Press a button" after 30 seconds of inactivity.

PHONICS FROM A TO Z!™ ANIMATED BATTERIES

BATTERY INSTALLATION

1. Make sure the unit is turned OFF.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to remove the battery cover.
3. Insert 2 new “AA” (UM-3/ LR6) batteries following the diagram inside the battery box.
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 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.*
- *Do not short circuit the supply terminals.*

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

AUTOMATIC SHUT-OFF

To preserve battery life, the **PHONICS FROM A TO Z!™ ANIMATED** learning toy will turn off automatically after 3 minutes without input. The unit can be turned on again by pressing the **ON** 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 should now be ready to play again.
-

PHONICS FROM A TO Z!™ ANIMATED MAINTENANCE

AUTOMATIC SHUT-OFF (CONTINUED)

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.

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 or try to dismantle it.
5. 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 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., 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 specification 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:

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



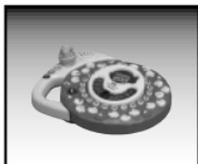
Alphabet Apple™
3 years and up
80-26800



Flip For Phonics™
3-5 years
80-29100



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



Fishing for Phonics™
4-6 years
80-39500



**Alphabet The Ready
to Read Robot™**
4-6 years
80-29400



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

