

A Parent's Guide to using the
**Alphabert The Ready
to Read Robot™**
learning toy



FUNDAMENTALS OF READING



Dear Parent,

You know how important reading is to your child's future. If your child can read, your child can do anything. That's because reading is the foundation upon which all fundamental learning is built. A good beginning is absolutely essential.

That is why VTech designed the Fundamentals of Reading product line to help your child develop language skills, the skills crucial to learning how to read. Our age-appropriate activities will help your child feel successful every step of the way. In fact, we provide three levels of reading progression to help your child move from a beginning reader, to a growing reader, and finally to an advancing reader. Our curriculum begins with letters, letter sounds, and letter formation all the way through vowels, consonants, word recognition - even full sentences. With the Fundamentals of Reading product line, 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.

How Can You Help?

You've already started by showing you're interested in your child's reading development. By being a good role model, your child should see you read books, magazines and newspapers. Of course, there are other sources including billboards, grocery lists, recipes and street signs. What's most important is that reading is a fun, interactive experience that should be shared with your child daily.

We encourage you to play the activities in the Fundamentals of Reading product line together. You'll see first hand what progress your child is making. Children love positive reinforcement so praise your child's achievements. As your child embarks on the road to learning, he or she will encounter challenges. This is a natural part of the learning process. Please be patient and if your child needs help, be sure to provide it. Have fun. Remember, learning to read isn't a race. It doesn't matter who gets there first, it's simply "getting there" that really counts.

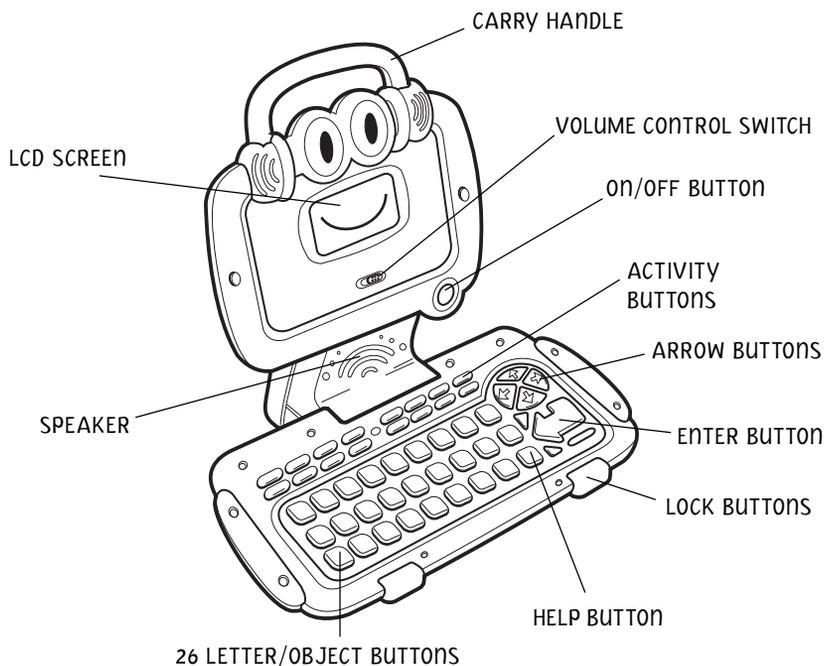
We wish you the best as you help your child get off to a great start in becoming a lifelong learner. As your child grows, count on VTech® to be there with fun, innovative learning toys to help your child do his or her best every step of the way.

We thank you for entrusting us with the responsibility of building your child's future. When your child can read, your child can do anything.

Sincerely,

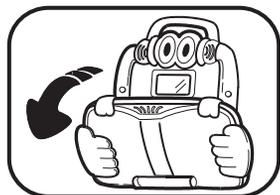
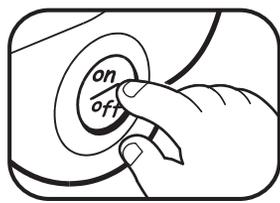
Your Friends at VTech®

ALPHABERT THE READY TO READ ROBOT™

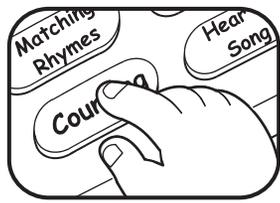


TO BEGIN PLAY

1. To begin play, press the **on/off** button or just open the keyboard. You will hear an opening short tune followed by “Hello! How are you?”



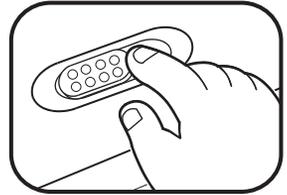
2. Press any **ACTIVITY BUTTON** to select one of the sixteen activities. The friendly robot will guide you through each of the following activities:



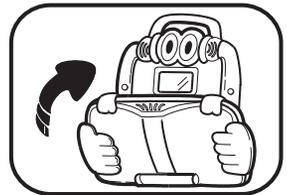
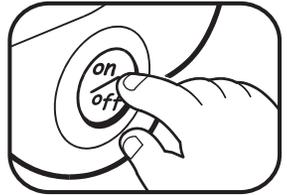
- | | |
|-----------------------------|---------------------|
| 1)Learn Letters | 4)Word Groups |
| 2)Alphabet Order | 10)Word Scramble |
| 3)Sounds of Letters | 11)Word Search |
| 4)Sounds of Words | 12)Letter Catch |
| 5)Missing Letters | 13)Hangman |
| 6)Missing Vowels | 14)Memory Challenge |
| 7)Matching Rhymes | 15)Counting |
| 8)Beginning & Ending Blends | 16)Hear A Song |

3. Press the **HELP BUTTON** to repeat a question 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. To turn the learning toy off, press the **ON/OFF** button again or just close the keyboard.



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ACTIVITIES

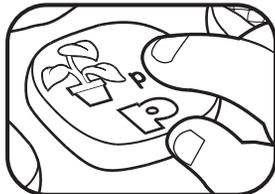
ACTIVITY 1 - LEARN LETTERS

This activity introduces letter identification. Your child will also learn a word that begins with each of the 26 letters of the alphabet. For the letters A, E, I, O, and U, two words will be taught to represent both the long and short vowel sounds of those letters. The friendly robot will say, "This is the letter _." Then the friendly robot will tell your child the name of an object that begins with that particular letter.

Learning Benefits for Your Child-The Learn 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 Learn Letters activity button. You will hear a sound effect followed by "Let's learn the letters. 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 "p" button and you will hear "This is the letter P. P is for plant" and the corresponding object animation will appear on the LCD screen.



How Can You Help?

- Encourage your child to find the beginning letter of his or her name as well as other names of family members. Ask your child to think of his or her friends' names or favorite toys, animals, etc. and guide your child in finding the beginning letters of those words on the letter buttons.
- Write some letters of the alphabet down on paper and encourage your child to find the matching letter on the learning toy. After your child presses the letter and hears the name of the letter, ask him or her what letter it was.
- Allow your child plenty of free time to explore this activity. Have your child touch and trace the letters of the alphabet on the learning toy. He or she should say the name of the letter while tracing it. Have your child say, "The name of the letter is _."

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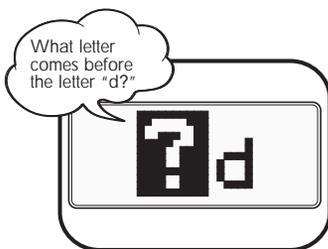
ACTIVITY 2 - ALPHABET ORDER

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.

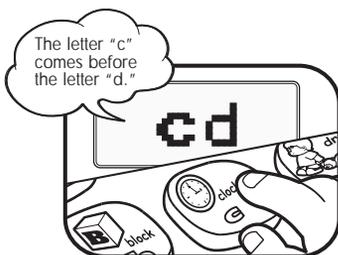
Learning Benefits for Your Child- The Alphabet Order activity is designed to familiarize your child with the alphabet. Your child will also be taught the concept of before and after. This activity provides opportunities for your child to identify letters of the alphabet on his or her own.

ACTIVITY INSTRUCTIONS:

1. Press the Alphabet Order activity button. You will hear a sound effect followed by "Let's learn before and after." Then the learning toy will ask a random question, for example, "What letter comes before the letter d?"



2. When a correct letter button is pressed, you will hear a positive response. For example, when you press the letter 'c' button, you will hear "The letter c comes before the letter d. Great job!"



3. When an incorrect letter button is pressed, you will hear an encouraging response. For example, when you press the 'n' button, you will hear "Uh-oh. Let's try again!" and the question will be repeated.
4. 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.

ALPHABET THE READY TO READ ROBOT™ ACTIVITIES

ACTIVITY 2 - ALPHABET ORDER (continued)

How Can You Help?

- While your child is playing this activity, encourage him or her to look at the letters while making his or her decision about the answer. Have your child tell you why he or she is choosing a certain letter for his or her answer.
- Your child should understand what the terms “before” and “after” really mean. To help your child grasp this concept, practice this skill with your child. You may wish to use objects that your child is familiar with (i.e. colored blocks, small toys). Lay three or four objects in a line and talk about before and after in regards to those particular objects.
- Talk about “before” and “after” in regards to events that have occurred throughout the day. For instance, ask your child, “What did you do before lunch?” or “What do we usually do after dinner?”

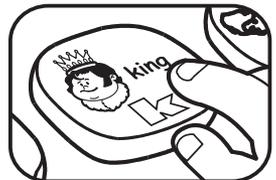
ACTIVITY 3 - SOUNDS OF LETTERS

This activity teaches sounds of the consonants and vowels. Your child will hear the correct pronunciation of each letter sound. He or she will recognize that the vowels A, E, I, O, and U can make two different sounds, both long and short, and consonants C, G, and Y can also make more than one sound. Every time your child presses a letter button, the friendly robot will tell your child the sound(s) that the letter makes.

Learning Benefits for Your Child-The Sounds of Letters activity introduces your child to the sounds of the letters of the alphabet. Your child will hear the correct pronunciation of each letter. He or she will learn that some letters even make two sounds. There are no specific instructions telling your child which button to press. This free exploration is very inviting and should encourage your child to take risks by pressing buttons that may be unfamiliar to him or her.

ACTIVITY INSTRUCTIONS:

1. Press the Sounds of Letters activity button. You will hear a sound effect followed by “Let’s learn the sounds of the letters. Press a button.”
2. Press a letter button to hear the sound(s) of each letter. For example, when you press the letter ‘k’ button, you will hear “K says kuh, Kuh is for king.”



ACTIVITIES

ACTIVITY 3 - SOUNDS OF LETTERS (continued)*How Can You Help?*

- *Encourage your child to say the letter sounds along with the learning toy. Your child could practice by saying, “The name of the letter is B. The sound of the letter is buh.”*
- *This skill takes lots and lots of practice. Remember to remain positive and praise your child when he or she can tell you the sound of a given letter.*
- *In everyday situations, have your child tell you what letter a certain object begins with. Repeat the word slowly for your child by really stressing the beginning letter. Have your child tell you what sound that letter makes.*

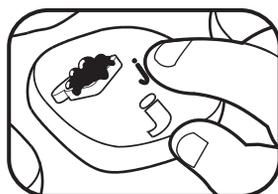
ACTIVITY 4 - SOUNDS OF WORDS

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 the friendly robot 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 the sounds of letters make a word. 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, ah, mmm” followed by the word “jam.”



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ACTIVITY 4 - SOUNDS OF WORDS (continued)

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

How Can You Help?

- Encourage your child to sound out the words with the friendly robot. Remind your child to look at the letters within the word while he or she is sounding out the word.
- Using the object words from the learning toy, write each of the words on cards. Have your child try sounding them out on his or her own. If your child does it correctly, have him or her illustrate the word on the back of the card. See how many your child can recognize.
- Using the cards mentioned above, lay two words out in front of your child and say the name of the word slowly for your child. Allow him or her to decide which word you have said. Check the back of the card for the correct illustration.

MISSING LETTERS

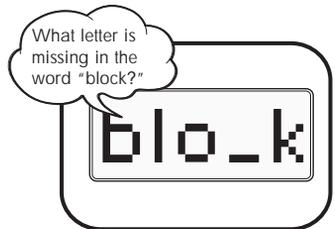
ACTIVITY 5 - MISSING LETTERS

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:

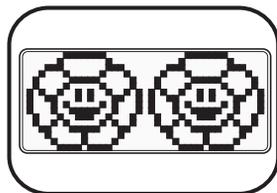
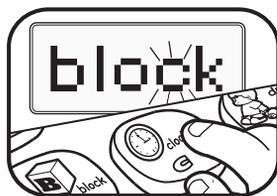
1. Press the Missing Letters activity button. You will hear a sound effect followed by “Can you find the missing letter? Let’s try!” You will then hear a question, for example, “What letter is missing in the word block?”



ACTIVITIES

ACTIVITY 5 - MISSING LETTERS (continued)

2. When the correct letter button is pressed, the answer will be heard, followed by a positive phrase. For example, for the question “b l o _ k”, if you press the letter “c” button, you will hear “C is the missing letter in the word block. Great job!” You will then see a rewarding animation on the LCD screen.



3. When an incorrect letter button is pressed, you will hear “Uh-oh. Let’s try again” and the question will be repeated.
4. When the Help button is pressed, the question will be repeated. If the Help button is pressed a second time, the answer will be identified.

How Can You Help?

- When your child is playing this activity, point out that the words being used are words from the objects pictured on the letter buttons. Remind your child to refer to those when necessary.
- Practice this activity without using the letter buttons by having your child guess what letter is missing from a word that you have written down. Use words from the objects on the learning toy. It may be helpful to provide choices of letters for your child.
- When reading a book to your child, choose a word that your child is familiar with and cover up one of the letters in that word. Ask your child to tell you what letter is missing. Continue in the same manner with more words.

ACTIVITY 6 - 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.

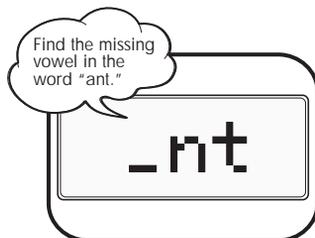
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ACTIVITY 6 - MISSING VOWELS (continued)

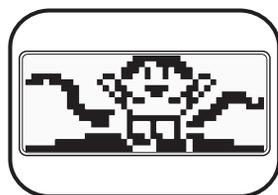
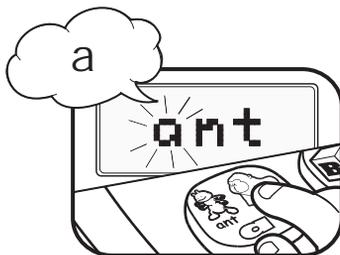
Learning Benefits for Your Child-The Missing Vowels activity provides a good review of vowel recognition. When choosing an answer, your child will have to decide between vowels and consonants using the letter buttons. This is a great way to see if your child can distinguish the two apart as well as know 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. Let’s find the missing vowel!” followed by a question, for example, “Find the missing vowel in the word ant.”



2. When the correct letter button is pressed, you will hear the answer followed by a positive response such as “A is the missing vowel in the word ant. You got it!” You will then see a rewarding animation on the LCD screen.



3. When an incorrect letter button is pressed, you will hear “Uh-oh. Let’s try again!” and the question will be repeated.

4. When the Help button is pressed, the last question will be repeated. If the Help button is pressed a second time, the answer will be identified.

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ACTIVITY 6 - MISSING VOWELS (continued)

How Can You Help?

- *Remind your child that the vowels are displayed in a different color from the consonants on the letter buttons. Review the names of the vowels A, E, I, O, and U. Be sure that your child knows the sounds (both long and short) of the vowels.*
- *While reading books, magazines, signs, etc. to your child, draw attention to the vowels in words. Have your child tell you what the vowel is in a word.*
- *Using old magazines, have your child look for vowels in print. Help him or her cut out vowels. Next, organize all of the A's together, E's together, etc. and glue them onto cards which have been labeled for each of the vowels. Keep your child's learning toy nearby for this activity so he or she may refer to the vowel buttons when looking for vowels to cut out.*

ACTIVITY 7- MATCHING RHYMES

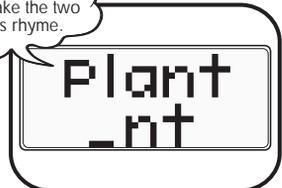
This activity challenges your child to make a rhyming word pair. Your child will discover that rhyming words have the same ending sound. He or she will be asked to add a missing letter to one of the two words that appear on the LCD screen in order to make the two words rhyme.

Learning Benefits for Your Child-The Matching Rhymes activity will help teach your child that certain word endings can be used to make a number of words that rhyme (i.e. ATE can be used to make the words gate, rate, and fate). 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. Other words in this activity are glue and zoo. These words rhyme, too, but are not considered to be in a word family since their endings are not the same.

ACTIVITY INSTRUCTIONS:

1. Press the Matching Rhymes activity button. You will hear a sound effect followed by "Some words sound the same. These words rhyme. Fill in the letter to make the two words rhyme."

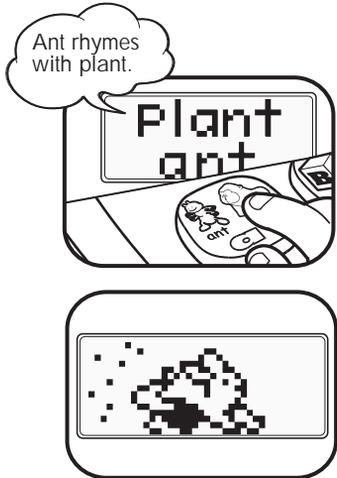
Fill in the letter to make the two words rhyme.



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ACTIVITY 7- MATCHING RHYMES (continued)

2. Press the letter buttons to fill in the missing letter to make the two words on the LCD screen rhyme.
3. If the correct answer is entered, the learning toy will identify the rhyming words followed by a positive phrase and a rewarding animation. For example, you will hear “Ant rhymes with plant. You got it!”



4. If the incorrect answer is entered, the learning toy will ask you to try again and the question will be repeated.
 5. When the Help button is pressed once, the last question will be repeated. If the Help button is pressed a second time, the answer will be identified.
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How Can You Help?

- *Familiarize yourself with word families as you play this activity with your child. While he or she is playing, see if your child can tell you what word family the words on the LCD screen belong to. Have your child think of another word to go with that family.*
- *Make word family wheels. Cut out two circles making sure one is smaller than the other. On the edge of the large circle write a word family (i.e. UMP). Carefully cut out a small space in front of the U in UMP. Next, using your smaller circle, write a letter(s) on the edge that could be used to form words in the UMP word family. Continue with additional letter(s) by moving the circle. Then position the smaller circle underneath the large circle so that you see a letter next to UMP. Use a paper fastener to hold the circles together. Move the wheel so new words can be seen. Let your child tell you the name of each word. Try to make another wheel with a different word family. Good luck!*
- *While reading to your child or while your child is reading to you, pick out words in the story that rhyme. Have your child tell you another word that could rhyme with that word. Have your child make up silly sentences using rhyming words.*

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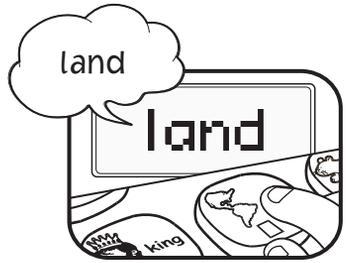
ACTIVITY 8 - BEGINNING & ENDING BLENDS

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. CR, BL, ST). A word will be pronounced and 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.

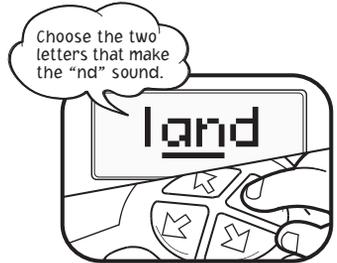
Learning Benefits for Your Child- The Beginning & Ending Blends activity is designed to help your child understand that both letters in a blend can still be heard when saying the word. Your child will be exposed to some L blends, R blends, N blends, and S blends. Your child should become more comfortable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

ACTIVITY INSTRUCTIONS:

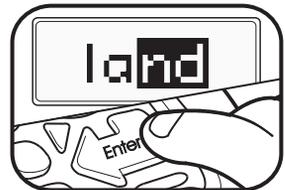
1. Press the Beginning & Ending Blends activity button. You will hear a sound effect followed by “Two letters combine to make a new sound. These letters are blends. Press a button.”



2. Press a letter button to find a word with a blend. If the word you select has a blend, it will be identified. Then the friendly robot will ask you to choose the two letters that make up the blend. If the letter button you selected does not have a word that has a blend, you will be asked to press a new button.



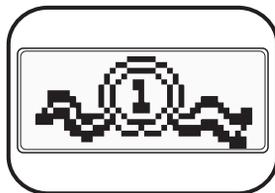
3. Press the left or right arrow button and the Enter button to choose the two letters on the LCD screen that make the blend sound.



ACTIVITIES

ACTIVITY 8 - BEGINNING & ENDING BLENDS (continued)

4. When the correct answer is entered, you will hear the blend followed by a positive phrase and a rewarding animation. For example, you will hear “Great job! ‘nd’ is the ending blend of land.”



5. When an incorrect answer is entered, the learning toy will ask you to try again.
6. Press the Help button once to hear the last question repeated. Press the Help button a second time to have the answer identified.

How Can You Help?

- *You can help your child think of words that start with the blends that he or she is exposed to in this activity. Have your child see how many words he or she can come up with. Make a list of all of the blends that your child learned from this activity.*
- *Have your child create sentences using blend words. Encourage your child to use more than one blend word in a sentence. He or she may wish to use a different color when writing the blend word.*
- *Create puzzle pictures with blends. Have your child write a word with a blend on an index card, leaving room on one half of the card for an illustration to go along with the word. Next, your child could draw a squiggly line to divide the blend word and the picture. Then he or she should cut on the line. Continue with about 9 more words. Mix all of the cards up, and try to match the illustrations to the words. Every time your child makes a match, he or she should say the word and tell what the blend is in the word.*

ACTIVITY 9 - 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.

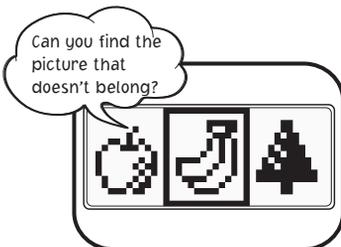
Learning Benefits for Your Child—The Word Groups activity helps your child with categorizing. Your child will have to decide what two of the objects shown have in common before excluding the other object.

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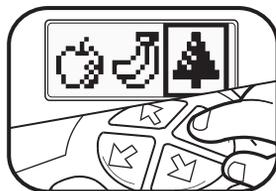
ACTIVITY 9 - WORD GROUPS (continued)

ACTIVITY INSTRUCTIONS:

1. Press the Word Groups activity button. You will hear a sound effect followed by “Can you find the picture that doesn’t belong? Let’s try!”
2. Three objects will appear on the LCD screen, for example, an apple, banana, and tree.



3. Press the left or right arrow buttons to choose the object that doesn't belong and then press the Enter button to enter your answer.



4. If the correct answer is chosen, you will hear a positive phrase. For example, if the tree is selected you will hear “You got it!” and then a rewarding animation will appear on the LCD screen.



5. If an incorrect answer is selected, the learning toy will ask you to try again and the question will be repeated.

6. Press the Help button once to hear the question repeated. Press the Help button a second time and the answer will be identified.

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ACTIVITY 9 - WORD GROUPS (continued)

How Can You Help?

- When you go grocery shopping, have your child categorize the items that you have bought. Are there fruits, vegetables, drinks, and meats?
- When playing with this activity, encourage your child to tell you what the two objects that go together have in common. Then ask your child to tell you a third object that could also belong with the group.
- Have your child choose a category that he or she is interested in. Have him or her look for or draw pictures of objects that would be related to that particular category. Your child may wish to label the pictures once he or she has drawn or cut them out. The pictures could all be glued on a large piece of paper. Have your child choose another category and begin again.

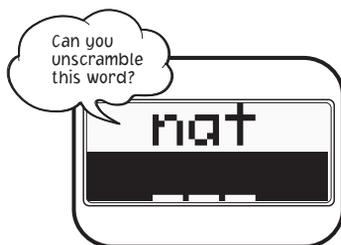
ACTIVITY 10 - WORD SCRAMBLE

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? Press a button to choose a letter.”
2. The picture of a word and the letters out of order will appear on the LCD screen.

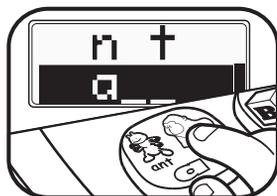


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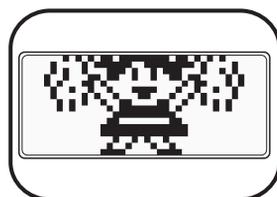
ACTIVITIES

ACTIVITY 10 - WORD SCRAMBLE (continued)

3. Press the letter buttons 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. If the answer is correct, you will hear a positive phrase and the word will be spelled and identified, followed by a rewarding animation on the LCD screen.



5. If the answer is incorrect, the learning toy will ask you to try again.
6. Press the Help button once and one of the scrambled letters will be placed in the correct blank space within the word.

How Can You Help?

- Together with your child, make up your own scrambled words with vocabulary words that are familiar to your child.
- Prepare a list of simple words for your child to unscramble. Do not show your child the list. Next create a set of alphabet cards by using index cards. Choose a word from the list. Tell your child what word he or she will be unscrambling. Then pull out the letters from your alphabet cards that are needed to spell the word. If you need two of a certain letter, prepare an additional card. Scramble the cards up and have your child unscramble the cards in order to spell the word.
- Make a fishing game with your child. Using scrambled words from the learning toy, write each scrambled word on a paper fish. Next, print the unscrambled words on index cards using the same words. Your child must pick up a scrambled fish and match it with the unscrambled fish. Be sure to check that a pair has been made.

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ACTIVITIES

ACTIVITY 11 - WORD SEARCH

This activity reinforces spelling skills by asking your child to look for words on the LCD screen within a field of letters.

Learning Benefits for Your Child- The Word Search activity allows your child to apply the skills learned in the previous activities to find hidden words. Spelling simple words is the focus of this activity.

ACTIVITY INSTRUCTIONS:

1. Press the Word Search activity button. You will hear a sound effect followed by “Let’s see how many words you can find.”

Let’s see how many words you can find.



et imeu?
wet for?

2. Next, the friendly robot will say “Press the arrow buttons and the enter button to choose a word.” Move the cursor on the LCD screen by pressing the arrow buttons. To select a word, press the enter button on the first and the last letter of that word.



et imeu!
wet for?

3. A fraction will appear on the right side of the LCD screen. The bottom number of the fraction indicates the total number of words that can be found on the LCD screen for each particular word search. The top number indicates the actual number of words that have already been found.
4. When a hidden word is found, you will hear a sound effect followed by a positive phrase such as “You got it.”

5. When all of the hidden words are found, you will hear a positive phrase followed by a rewarding animation. Then the learning toy will identify all of the answers one by one.



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ACTIVITIES

ACTIVITY 11 - WORD SEARCH (continued)

- When the Help button is pressed once, the learning toy will identify one of the hidden words. If there is only one answer that has not been found, and you press the Help button, the learning toy will show you all of the answers one by one.

How Can You Help?

- Create your own word searches with your child, using some of the words in the learning toy. Your child may wish to refer to the object buttons when looking for hidden words.
- Play with this activity with your child by seeing who can find a word first!
- Many newspapers have word searches included in them. Practice these together with your child to find new words that your child might be unfamiliar with.

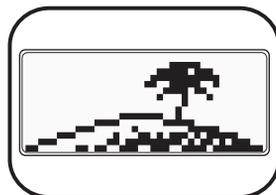
ACTIVITY 12 - LETTER CATCH

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. Your child will be asked to spell the word that identifies the picture on the LCD screen. The letters for each word will move across the LCD screen. Your child will have to catch the letters in the proper spelling 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:

- Press the Letter Catch activity button and you will hear a sound effect followed by “Let’s catch the letters and spell the word.”

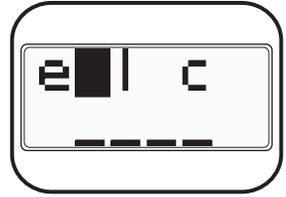


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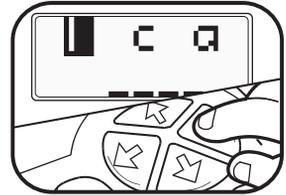
ACTIVITIES

ACTIVITY 12 - LETTER CATCH (continued)

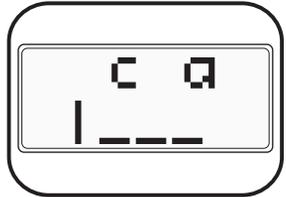
2. An object animation will be shown on the LCD screen. Then, the friendly robot will ask you to catch the letters on the LCD screen in the correct order to spell the word of the object shown.



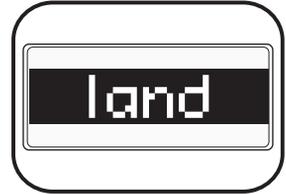
3. Use the left and right arrow buttons and the Enter button to catch the correct letters to make the word.



4. If the correct letter is caught in the correct order, the letter will be placed in the correct blank space. If the incorrect letter is caught, you will be asked to try again.



5. Once you have caught all of the correct letters in the correct order, the learning toy will spell out the word. The object animation will appear on the LCD screen followed by a positive phrase such as “Great job!”



6. Press the Help button and one letter will be placed in its appropriate place in the word. When there is one blank space left, and the Help button is pressed, the learning toy will identify the answer.

ALPHABET THE READY TO READ ROBOT™

ACTIVITIES

ACTIVITY 12 - LETTER CATCH (continued)

How Can You Help?

- After your child has caught all of the correct letters, have him or her tell you the meaning of the word, and then use the word in a sentence. This is a great way to check for comprehension of the word.
- Have your child write some of the words from this activity down on paper. Your child may wish to use paint, crayons, markers, etc. to show the words he or she is able to spell.
- Your child could practice reading the words that he or she can now spell. Together with your child, say the name of the letters in the word and then say the name of the word.

ACTIVITY 13 - HANGMAN

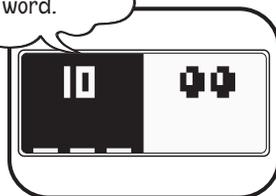
This activity challenges your child to use his or her knowledge of letters and letter sounds in order to play this classic word game. Your child must try to guess a letter to fill in the blanks until the word is completed.

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.

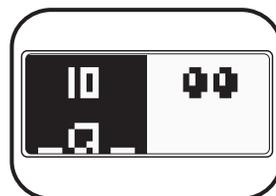
ACTIVITY INSTRUCTIONS:

1. Press the Hangman activity button and you will hear a sound effect followed by “Time for hangman. Guess the word.”

Guess the word.



2. Press a letter button to choose a letter. Two robot eyes and the blank spaces for the word will be shown on the LCD screen. You will have 10 chances to guess the word. The chance indicator will appear in the upper left corner of the LCD screen.

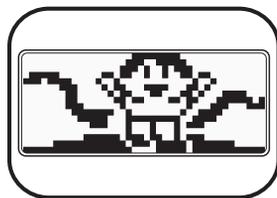


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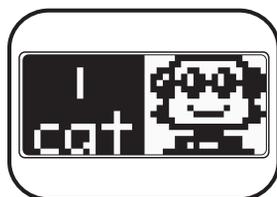
ACTIVITIES

ACTIVITY 13 - HANGMAN (continued)

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, the friendly robot will say a positive phrase such as “You got it!” followed by a rewarding animation.



4. If you press a letter that is not in the word, you will hear an invalid sound and the number of chances will decrease. Then a part of the robot's body will be added.



5. Press the Help button once and the learning toy will identify one correct letter. If you use the Help button, your number of chances will decrease. If you press the Help button with one blank space left, the learning toy will identify the answer.

How Can You Help?

- *Play this activity with your child by taking turns. Be sure to explain how this game is played if your child is unfamiliar with the format.*
- *Have your child create his or her own Hangman game using words that have not been shown in this activity. Perhaps, you could help create a list of words that may be appropriate for your child to choose from.*

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ACTIVITIES

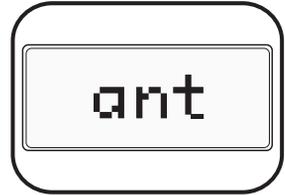
ACTIVITY 14 - MEMORY CHALLENGE

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 the robot said them.

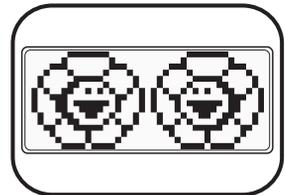
Learning Benefits for Your Child-The Memory Challenge activity allows your child to sharpen his or her listening skills while trying to identify objects in proper sequence. Your child will develop problem-solving strategies as he or she creates a way of remembering the order in which the objects were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

ACTIVITY INSTRUCTIONS:

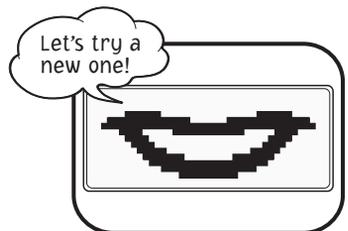
1. Press the Memory Challenge activity button and you will hear a sound effect followed by "Can you follow me? Let's try!"
2. The learning toy will ask you to press an object, for example, "Press ant."



3. Press the correct object button and the learning toy will add another object for you to follow. For example, you will hear "Press ant and flag." If you press the correct sequence, you will hear a positive phrase and a rewarding animation will appear on the LCD screen.



4. If an incorrect sequence of buttons is pressed, the learning toy will show you the correct sequence and ask you to try a new sequence of objects.



ALPHABET THE READY TO READ ROBOT™

ACTIVITIES

ACTIVITY 14 - MEMORY CHALLENGE (continued)

- Press the Help button once and the last 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.

How Can You Help?

- Allow your child to retell a story that he or she has read, or that you have read to him or her. Be sure that your child can tell the story in the correct sequence.
- While you are reading to your child, be sure to ask questions regarding events that happened before. Also, have your child predict what he or she thinks will occur next.
- Think about daily activities that you do together with your child (i.e. getting ready for school, preparing meals, playing games, watching movies). Use these opportunities to discuss sequence of events.

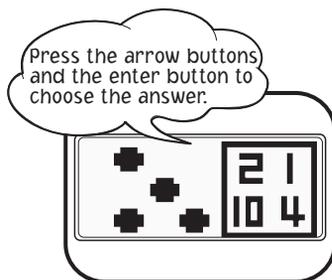
ACTIVITY 15 - COUNTING

This activity helps your child learn how to count. Your child will use visual clues to help him or her determine the correct number of objects pictured.

Learning Benefits for Your Child-The Counting activity is presented to teach your child about number/object association. Your child will benefit from being able to count the pictured objects.

ACTIVITY INSTRUCTIONS:

- Press the Counting activity button and you will hear a sound effect followed by "Let's learn to count."
- Objects will be shown on the LCD screen along with four answer choices.

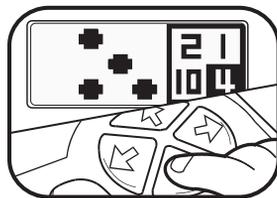


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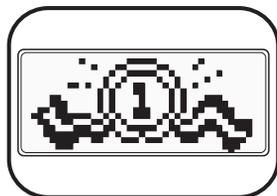
ACTIVITIES

ACTIVITY 15 - COUNTING (continued)

3. Count the object(s). Then, press the arrow buttons to choose the answer and press the Enter button to enter your choice.



4. When the correct answer is entered, the learning toy will say a positive phrase and a rewarding animation will appear on the LCD screen.



5. When an incorrect answer is entered, the friendly robot will ask you to try again.

6. Press the Help button once and one of the four answer choices will be eliminated. If the Help button is pressed when there are only two choices left on the LCD screen, the learning toy will identify the answer:

How Can You Help?

- *Provide plenty of opportunities for your child to count various objects. Your child may enjoy counting with coins, marbles, beans, etc.*
- *While reading stories with pictures, if the pictures allow, have your child look for certain objects in the pictures and count how many there are of that particular object.*
- *Once your child can count beyond 10, have him or her continue to use real objects to count. See if your child can group by tens. Then have your child count by tens and add the remaining number to see how many are in all.*

ALPHABET THE READY TO READ ROBOT™

ACTIVITIES

ACTIVITY 16 - HEAR A SONG

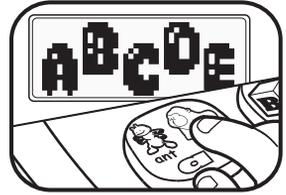
This activity allows your child to hear various popular children's melodies.

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.

HEAR A
SONG

ACTIVITY INSTRUCTIONS:

1. Press the Hear a Song activity button and you will hear a sound effect followed by "Time for some music."
2. Press any letter button to hear a dual-tone 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. The Alphabet Song | n. Mary Had A Little Lamb |
| b. My Bonnie Lies Over the Ocean | o. Old MacDonald Had A Farm |
| c. Camptown Races | p. Pease Porridge Hot |
| d. Did You Ever See A Lassie? | q. Polly Wolly Doodle |
| e. Farmer in the Dell | r. Row, Row, Row Your Boat |
| f. Frere Jacques | s. Sailing, Sailing |
| g. Here We Go Round the Mulberry Bush | t. Shenendoah |
| h. Hickory Dickory Dock | u. Sing A Song of Sixpence |
| i. Old King Cole | v. Skip to My Lou |
| j. It's Raining, It's Pouring | w. Take Me Out to the Ball Game |
| k. Jack and Jill | x. The Wheels on the Bus |
| l. Little Miss Muffet | y. Three Little Kittens |
| m. London Bridge | z. Pop! Goes the Weasel |

How Can You Help?

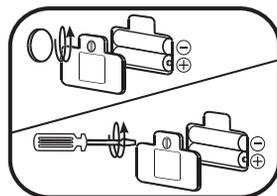
- Provide plenty of time for your child's creative expression. Ask your child to think of new words that could go along with the melody of the song. Ask your child to share his or her new creation with others!
- Have your child draw or paint a picture about a melody from the learning toy. Your child may wish to draw or paint a series of pictures that tell about the song.
- Ask your child if he or she recognizes the melody being played. Encourage your child to sing along if he or she knows it. If the melody is unfamiliar to him or her, but familiar to you, be sure to teach the song to your child.

ALPHABERT THE READY TO READ ROBOT™

BATTERIES

BATTERY INSTALLATION

1. Make sure the unit is off.
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to open the battery cover; Install 2 new “AA” (UM-3/LR6) 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 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.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

AUTOMATIC SHUT-OFF

To preserve battery life, the **ALPHABERT THE READY TO READ ROBOT™** learning toy will turn off automatically after several 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 to 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.

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 Reading 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 specifications in Subpart 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 Reading product line



Alphabet Apple™
3 years and up
80-26800



Flip For Phonics™
3-5 years
80-29100



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



Language Laptop™
5-8 years
80-26000



**Phonics Reading
Center™**
5-8 years
80-26100

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

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

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

UK
01235-546810

