



LITTLE SMART  
**Explore My School™**

**USER'S MANUAL**



*Dear Parent:*

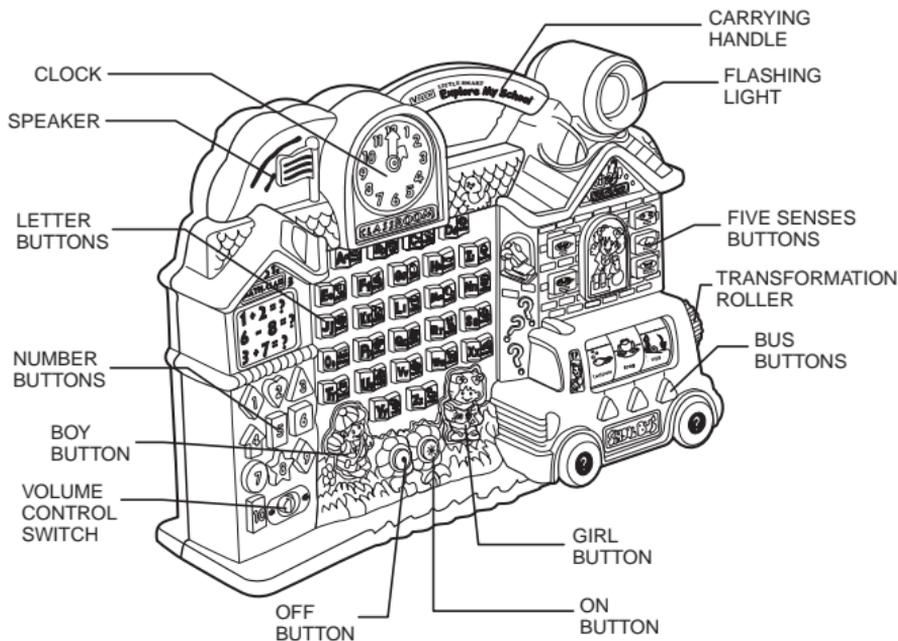
*At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.*

*When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.*

# INTRODUCTION

Thank you for purchasing the **VTech® LITTLE SMART Explore My School™** learning toy! 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 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **LITTLE SMART Explore My School™** learning toy is filled with fun learning to help preschoolers prepare for school. The mini school yard design introduces numbers, letters, phonics, time, the five senses, simple math and more in an engaging play environment. Each “classroom” teaches age-appropriate curriculum and is designed to give children a safe, fun environment to learn about school.



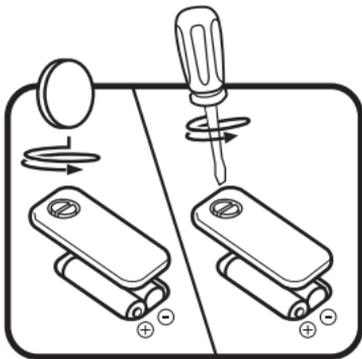
# INCLUDED IN THIS PACKAGE

- One VTech® LITTLE SMART Explore My School™ 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 open the battery cover.
3. 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.)
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 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.**

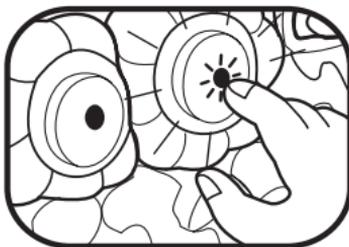
**NOTE:** If for some reason the product or an activity stops working, then please follow these steps:

1. Please turn the unit **off**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for about three minutes, then replace the batteries.
4. Turn the unit **on**. The unit will now be ready to play again.

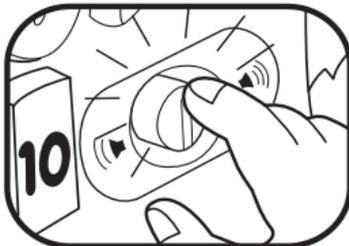
If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada and a service representative will be happy to help you.

# TO BEGIN PLAY

1. To begin play, press the **ON** button (☀️). You will hear a school bell sound effect and “Welcome!” followed by a cheerful short tune.



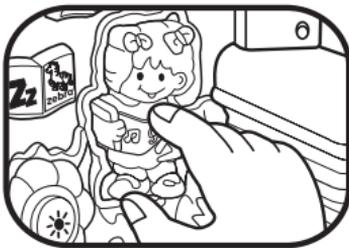
2. To adjust the volume, slide the **VOLUME CONTROL SWITCH** to the right for ( 🔊 ) **HIGH VOLUME** or to the left for ( 🔇 ) **LOW VOLUME**.



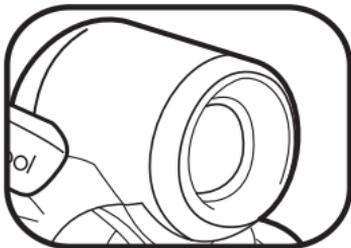
3. Press the **BOY BUTTON** to hear a random question.



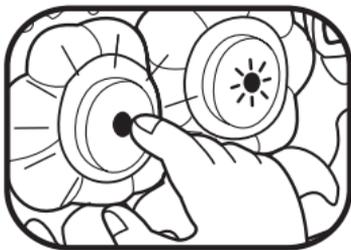
4. Press the **GIRL BUTTON** to hear a random melody.



5. The **LIGHT** in the observatory will flash with all sound effects, talking phrases, short tunes, and melodies.



6. To turn the unit **OFF**, press the **OFF** button (●).



## ACTIVITIES

### I. NUMBERS

1. Press a **NUMBER BUTTON** to hear the number identified. Then an equation question will be asked using the pressed number.

For example, press the number one button. You will hear “This is the number one” followed by “What is one plus two?”



2. Answer the question by pressing a number button.

a) If you press the correct number button, the learning toy will play a positive sound effect and say a positive phrase.

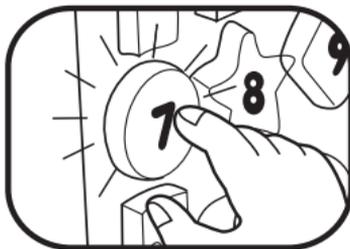
For example, press the number three button. You will hear children clapping followed by “Good, one plus two is three.” Then another random question will be asked.



b) If you press the incorrect number button, the learning toy will say a negative phrase and the question will be asked again.

For example, press the number seven button. You will hear “Oops, this is the number seven. Try again” followed by “What is one plus two?”

The correct answer will be given if you press the incorrect number 3 times.



3. Press the **BOY BUTTON** to hear a random question about numbers, for example, “Find the number one.”



4. Answer the question by pressing a number button.

- a) If you press the correct number button, the learning toy will play a positive sound effect and say a positive phrase.

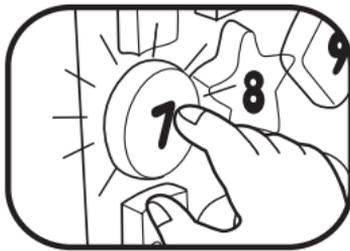
For example, press the number one button. You will hear children clapping followed by “Good, this is the number one.” Then another random question will be asked.



- b) If you press the incorrect number button, the learning toy will say a negative phrase and the question will be asked again.

For example, press the number seven button. You will hear “Oops, this is the number seven. Try again” followed by “Find the number one.”

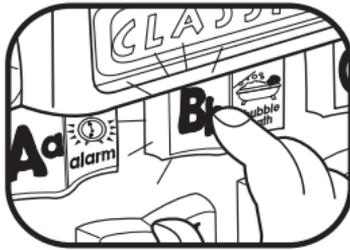
The correct answer will be given if you press the incorrect number 3 times.



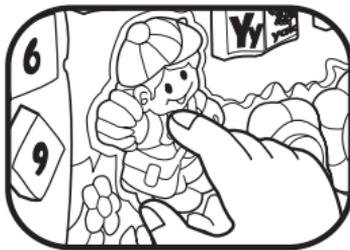
## II. LETTERS

1. Press a **LETTER BUTTON** to hear the letter identified followed by the sound of the letter.

For example, press the letter “B” button and you will hear “This is the letter B. The letter B says “buh.” For the vowels A, E, I, O and U, you will hear both the long and short vowel sounds. For letters C, G and Y, you will hear two or three sounds.



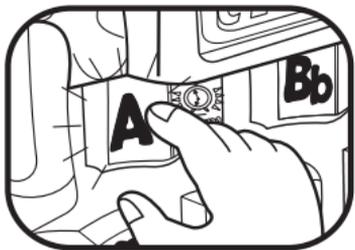
2. Press the **BOY BUTTON** to hear a random question about letters, for example, “Find the letter A.”



3. Answer the question by pressing a letter button.

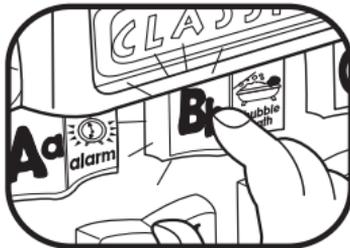
- a) If you press the correct letter button, the learning toy will play a positive sound effect and say a positive phrase.

For example, press the letter “A” button. You will hear children clapping followed by “Good, this is the letter A.” Then another random question will be asked.



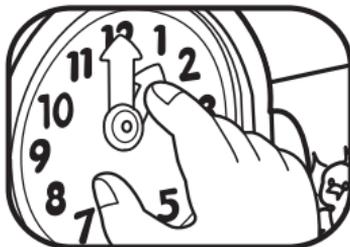
- b) If you press the incorrect letter button, the learning toy will say a negative phrase and the question will be repeated.

For example, press the letter B button and you will hear “Oops, this is the letter B. Find the letter A.” The correct answer will be given if you press the incorrect letter 3 times.



### III. TIME

1. Turn the **CLOCK'S HAND** to hear the positioned time identified. For example, turn the clock's hand to one o'clock. You will hear "This is one o'clock." You will be taught hourly time.



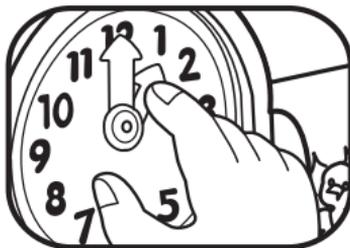
2. Press the **BOY BUTTON** to hear a random question about time, for example, "Find one o'clock."



3. Answer the question by turning the clock's hand to the suggested time.

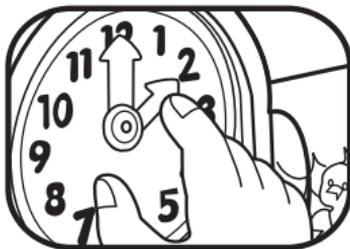
- a) If the clock's hand is turned to the correct time, the learning toy will play a positive sound effect and say a positive phrase.

For example, turn the clock's hand to one o'clock. You will hear children clapping followed by "Good, this is one o'clock." Then another random question will be asked.



- b) If the clock's hand is turned to the incorrect time, the learning toy will say a negative phrase and the question will be repeated.

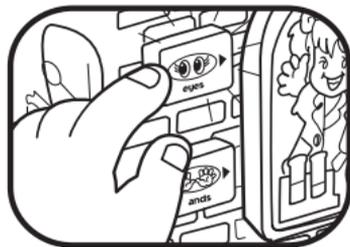
For example, turn the clock's hand to two o'clock. You will hear "Oops, this is two o'clock. Find one o'clock." The correct answer will be given after 3 tries.



#### IV. THE FIVE SENSES

1. Press any of the **FIVE SENSES BUTTONS** to hear the sense identified followed by a random question.

For example, press the **EYES BUTTON**. You will hear "I see with my eyes. What looks big? Press a letter."



2. Press a letter button to answer the question.

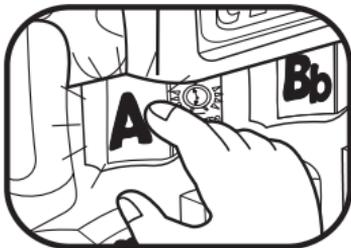
- a) If you press the correct letter button, the learning toy will say a positive phrase.

For example, press the **E-ELEPHANT BUTTON**. You will hear "Good! You are right. This looks big." Then another random question will be asked.



- b) If you press an incorrect letter button, the learning toy will say a negative phrase and then repeat the question.

For example, press the **A-ALARM BUTTON**. You will hear “Oops, this sounds loud. Try again” followed by “I see with my eyes. What looks big? Press a letter.” The correct answer will be given after 3 tries.



3. Press the **BOY BUTTON** to hear a random question about the five senses, for example, “Find the nose.”



4. Answer the question by pressing one of the **FIVE SENSES BUTTONS**. The learning toy will identify that button first and then ask a new question.

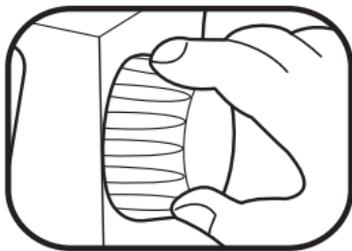
For example, press the **NOSE BUTTON**. You will hear “I smell with my nose. What tastes good? Press a letter.”



## V. LIFE CYCLES

1. Turn the **TRANSFORMATION ROLLER** to any of the 4 life cycles and you will hear a short tune. Then the learning toy will ask you to put the pictures in the right order.

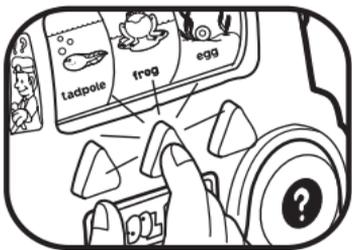
For example, turn the roller to one of the transformation positions. You will hear “Put the pictures in order. Press the buttons in the right order.”



2. Press the three **BUS BUTTONS** one by one to put the pictures in the right order. You will hear a short tune for every bus button you press.

a) If you put the pictures in the right order, the learning toy will play a positive sound effect and say a positive phrase. The three lights will flash together twice and a reward sound effect will be heard.

For example, if the order is correct, you will hear children clapping followed by “Good! You are right.”



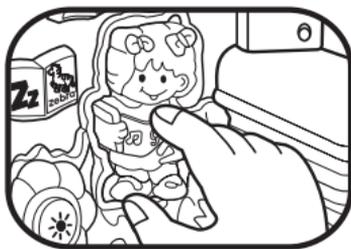
- b) If you put the pictures in the incorrect order, the learning toy will play a negative sound effect and say a negative phrase, and the question will be repeated.

For example, if the order is incorrect, you will hear “Oops, nice try. Put the pictures in order. Press the buttons in the right order.”

## VI. MUSIC

1. Press the **GIRL BUTTON** in any activity, and you will hear children cheering followed by one of the 10 built-in melodies.

- Wheels On the Bus
- Billy Boy
- Skip to My Lou
- Pop! Goes the Weasel
- Clementine
- And the Green Grass Grew All Around
- Oh Susanna
- Polly Wolly Doodle
- This Old Man
- ABC Song



## AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® LITTLE SMART Explore My School™** learning toy will automatically turn off after several minutes without any input. After the unit has automatically shut-off, it can be turned on again 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 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada 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:

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver