Write & Learn Touch Tablet™
Dear Parent,

At VTech®, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, VTech® has developed the Preschool Learning™ series of interactive toys.

Preschool Learning™ features fun characters and inviting school themes that use technology to capture a child’s attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that’s both fun and highly engaging to maintain a child’s interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With Preschool Learning™, learning is fun from day one!

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. We thank you for trusting VTech® with the important job of helping your child learn and grow!

Sincerely,

Your friends at VTech®

To learn more about Preschool Learning™ series and other VTech® toys, visit www.vtechkids.com
INTRODUCTION
Thank you for purchasing the VTech® Write & Learn Touch Tablet™! The Write & Learn Touch Tablet™ is the perfect introduction to teaching preschoolers early drawing, writing and basic language skills in an interactive way! It features a touch screen that enables children to practice their tracing, drawing, and letter and number writing skills directly on the interactive screen, and also features fun sounds and animations that bring their writing to life. Learn to write right, a skill that lasts a lifetime!
INCLUDED IN THIS PACKAGE

- One VTech® Write & Learn Touch Tablet™ learning toy
- One instruction manual

WARNING:
All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child’s safety.

ATTENTION
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d’emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

NOTE: Please keep the user’s manual as it contains important information.

Unlock the packaging locks:

1. Rotate the packaging locks 90 degrees counter-clockwise.
2. Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is OFF.
2. Locate the battery cover on the bottom of the unit.
3. Open the battery cover.
4. Install 2 new “AA” (AM-3/LR6) batteries following the diagram inside the battery box.
5. Close the battery cover.
BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

IMPORTANT NOTICE

On rare occasions, the touch screen may need to be re-calibrated. If you see a small “x” appear on the top left of the screen, this means the screen may have shifted slightly and you need to adjust it back to the correct position before resuming play.

There are 4 coordinates on the screen. Starting from the 4 corners, touch each coordinate according to the instruction. Each coordinate will appear after the previous one is touched correctly. Use the stylus to touch each coordinate precisely.

After successful re-calibration, an “OK” will appear on screen and then return to the previous game or screen.

If you fail to touch any coordinate correctly, the process will return back to the calibration menu and wait for you to start over.
PRODUCT FEATURES

1. ON/OFF BUTTON
To turn the unit on, press the ON/OFF BUTTON. Press the ON/OFF BUTTON again to turn the unit off.

2. ACTIVITY BUTTONS
Press one of the six ACTIVITY BUTTONS to select an activity.

3. LETTER BUTTONS
Press the 26 LETTER BUTTONS to learn letters, phonics, letter-related animals, or the proper letter strokes, depending on the activity selected.

4. NUMBER BUTTONS
Press the 10 NUMBER BUTTONS to learn numbers or the proper number strokes, depending on the activity selected.

5. REPEAT BUTTON
Press the REPEAT BUTTON to hear the current instruction or animation repeated.

6. SETTINGS BUTTON
Press the SETTINGS BUTTON to adjust the volume, LCD contrast and screen calibration setting.

A. At the Volume adjust screen, you can select from the following: Touch the Left Arrow button to lower the volume. Touch the Right Arrow button to increase the volume. Touch the check mark to confirm your choice.
and move to the next setting (adjust LCD contrast).
B. At the LCD contrast screen, you can select from the following: Touch the Left Arrow button to make the contrast lighter. Touch the Right Arrow button to make the contrast darker. Touch the check mark to confirm your choice and move to next setting (adjust the screen calibration).
C. At the Calibration screen, you will see a check mark and X mark on the screen. Touch the check mark to adjust the screen calibration or touch the X mark to exit this menu. For details on re-calibrating the screen, refer to the “IMPORTANT NOTICE” on page 4.

7. MUSIC ON/OFF BUTTON
Press the MUSIC ON/OFF BUTTON to turn on or off the background music.

8. AUTOMATIC SHUT-OFF
To preserve battery life, the VTech® Write & Learn Touch Tablet™ will automatically turn off after several minutes without input. The unit can be turned on again by pressing the ON/OFF BUTTON.

ACTIVITIES

1. Free Draw
In Free Draw, you can draw anything you’d like on the touch screen. There are several icons at the bottom of the screen. Touch the erase icon and use the pen stylus to erase your drawing bit by bit, or touch the “X” mark to erase the whole drawing. Touch the stylus icon to resume drawing. When finished with your drawing, touch the check mark icon on the screen and the screen will bring your drawing to life with a fun animation and encouraging voice.
2. Shapes & Stories
This is a progressive learning activity. First, the screen will show a menu of shapes for you to select from. After selecting a shape by touching it, the unit will first teach you to draw some simple lines and then the shape you’ve chosen. After this, you’ll be shown some fun stories that use the shape you’ve selected in a variety of objects and you’ll be encouraged to draw those objects step by step.

3. Capital Letter Writing
In this activity, you can pick any of the 26 letters. After you’ve selected a letter, the unit will show you how to write that capital letter in a stroke by stroke format. Then, the capital letter will appear in dotted lines. Follow these dotted lines and trace the capital letter yourself. You have three chances to write the capital letter correctly. If you write it successfully, or after three tries, the unit will show a fun animation and teach the phonics sound of the letter.

4. Small Letter Writing
In this activity, you can pick any of the 26 letters. After you’ve selected a letter, the unit will show you how to write that small letter in a stroke by stroke format. Then, the small letter will appear in dotted lines. Follow these dotted lines and trace the small letter yourself. You have three chances to write the small letter correctly. If you write it successfully, or after three tries, the unit will show a fun animation and teach the phonics sound of the letter.

5. Number Writing
In this activity, you can pick any of the 10 numbers. After you’ve selected a number, the unit will show you how to write that number in a stroke by stroke format. Then, the number will appear in dotted lines. Follow these dotted lines and trace the number yourself. You have three chances to write the number correctly. If
you write it successfully, or after three tries, the unit will show a fun animation and teach the number or counting.

6. Guessing Game
This is a hide and seek activity. A capital letter or a number is covered up by an animal. Touch the animal to make him move so that you can get a quick look at the letter or number he’s hiding. When you think you know the letter or number, press the letter or number button to guess it. You have three chances to get it correct.

CARE & MAINTENANCE
1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to moisture or water.

TROUBLESHOOTING
If for some reason the program/activity stops working, please follow these steps:
1. Turn the unit OFF.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit ON. The unit should now be ready to play again.
5. If the product still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.
IMPORTANT NOTE:
Creating and developing VTech® products is accompanied by a responsibility that we at VTech® take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:
Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.