

vtech[®]

Parent's Guide

Play Smart Preschool Laptop[™]



INTRODUCTION

Thank you for purchasing the **Play Smart Preschool Laptop™**

This laptop offers age-appropriate curriculum through 30 exciting activities. A friendly penguin encourages children as they learn uppercase and lowercase letters, phonics, spelling, math, shapes, animals, food, logic, music and more! You and your child can also personalize your experience by entering their name, age and favorite food, and by selecting a tune to play when the laptop powers on.



- ① 10 Number Buttons
- ② 26 Letter Buttons
- ③ Direction Keys
- ④ Enter Button
- ⑤ All About You Button

- ⑥ Music On/Off Button
- ⑦ Help Button
- ⑧ Settings Button
- ⑨ On/Off Button
- ⑩ Category Selector

INCLUDED IN THIS PACKAGE

- One **Play Smart Preschool Laptop™**
- One parent's guide

WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE:

Please keep this parent's guide as it contains important information.

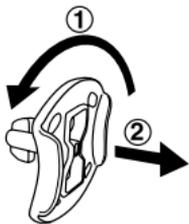
ATTENTION :

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

NOTE :

Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

Unlock the packaging locks:



- ① Rotate the packaging lock counterclockwise 90 degrees.
- ② Pull out the packaging locks.

NOTE:

The cord located on the front cover is not a part of this toy. This cord should be removed and discarded for your child's safety.



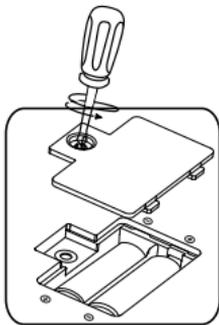
DEMO STRIP REMOVAL

When the product is taken out of the packaging, please remove the demo strip on the back of the unit to activate normal **Play** mode.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit.
3. Install 2 new AA Size (AM-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.



Note:

When the batteries are changed, all information stored in the All About You activity will be erased.

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, 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.

PRODUCT FEATURES

1. On/Off Button

Press the **On/Off** button to turn the unit **ON** and press it again to turn the unit **OFF**.

2. Settings Button

Press the **Settings** button to adjust the volume and screen contrast. Press the **Direction Keys** left and right to choose which item to adjust and then press the **Enter** button to confirm.

3. Help Button

Press the **Help** button to hear an instruction or question repeated.

4. Category Selector

Slide the **Category** selector to choose one of the five categories. Your child can explore words, phonics, numbers, shapes, animals, vegetables, fruit, logic, instruments, music and more!

5. All About You Button

Press the **All About You** button to personalize with your child's name, age, favorite food, wallpaper, opening tune and to create an avatar.

6. Direction Keys

Press the **Direction Keys** up or down, left or right to make selections.

7. Enter Button

Press the **Enter** button to confirm.

8. Music On/Off Button

Press the **Music On/Off** button to turn the background music off. Press again to turn the background music on.

9. Letter Buttons



Press the **Letter** buttons to learn letters or to answer questions about letters and letter sounds.

10. Number Buttons



Press the **Number** buttons to learn about numbers, counting, skip counting and more.

11. Leveled Learning

In some activities, after answering two or three questions correctly, the game automatically advances to the next level of difficulty. There are three challenging levels to explore.

12. Automatic Shut-Off

To preserve battery life, the unit will automatically turn off after 90 seconds without input. The unit will also automatically turn off when the batteries are very low. A warning will be displayed on the screen as a reminder to change the batteries. The unit can be turned on again by pressing the **On/Off** button.

ACTIVITIES

The **Play Smart Preschool Laptop™** offers a total of 30 fun activities in five categories plus an **All About You** activity.

Letters and Words Category A^BC

1. Exploring Letters

The penguin is going fishing. There are many letter fish swimming in the sea. Press the **Letter** buttons to explore each letter, the sound it makes and corresponding words.



2. Letter Order

The penguin needs to use the letter bridge to get to the other side of the river. Some letters on the bridge are shown in the correct letter order. There is one block that is out of order. Help the penguin complete the correct letter order. Press the **Direction** keys up or down to select the letter and then press the **Enter** button to confirm.



3. Letter Quiz

There are four letters on the screen. Follow the instructions to find the uppercase or lowercase letters. Press the **Direction** keys up or down and left or right to find the correct letter within 30 seconds.



4. Missing Letter

A word is shown on the screen with one letter missing. Help the penguin find the correct missing letter. The player can select from among three letter choices. Press the **Direction** keys left or right to select the letter and then press the **Enter** button to confirm.



5. Spanish Letters and Numbers

The penguin is going fishing. There are many letter fish swimming in the sea. Press the **Letter** buttons to explore each Spanish letter, the sound it makes and corresponding Spanish words. Press the **Number** buttons to explore each Spanish number and count the fish together.



6. Uppercase and Lowercase Letters

Help the penguin learn all about uppercase and lowercase letters by pressing the **Letter** buttons.



7. Beginning Letters

Help the penguin find the correct beginning letter. A word is shown on the screen with the beginning letter missing. The player can select from among three letter choices. Press the **Direction** keys left or right to select the letter and then press the **Enter** button to confirm.



8. Letter Sounds

Listen to the sounds coming from the penguin's cave, then find the letter that makes that sound. Press the **Direction** keys left or right to select the letter. Press the **Enter** button to confirm.



Numbers and Shapes Category

23

1. Exploring Numbers

The penguin is going fishing. There are many fish swimming in the sea to count. Press the **Number** buttons to explore each number and count the fish together.



2. Exploring Shapes

The penguin is learning about shapes. Press the **Direction** keys left or right to choose and then press the **Enter** button to learn about a shape and its related object.



3. Counting Shapes

Count the shapes according to the instructions. Press the **Number** buttons to answer.



4. Skip Counting

Numbered fish are jumping out of the sea on the left and right of the penguin's fishing platform. Skip count by 2, 5 or 10 according to the instructions. The counter under the penguin reminds you of the number of fish you have caught. Press the **Direction** keys left or right to catch the numbered fish that comes next in the sequence. There are five fish to catch in each question.



5. Number Quiz

There are four numbers on the screen. Follow the instructions to pick a number that is bigger or smaller than a certain number. Press the **Direction** keys up, down, left or right to select the correct number within 30 seconds.



6. Number Order

The penguin needs to use the number bridge to get to the other side of the river. Some numbers on the bridge are shown in the correct order. There is one block that is out of order. Help the penguin complete the correct number order. Press the **Direction** keys up or down to select the number and then press the **Enter** button to confirm.



7. Bigger or Smaller

Big and small fish are jumping out of the sea on the left and right of the penguin's fishing platform. Catch the big or small fish according to the instructions. The counter under the penguin keeps track of how many fish you have caught. Press the **Direction** keys left or right to catch the fish. There are



five fish to catch in each question.

8. Count the Sounds

Count how many animal sounds come out of the penguin's cave, then press the **Direction** keys left or right to choose the number. Press the **Enter** button to confirm.



Animals and Foods Category



1. Animal Sounds

The penguin is using the laptop to learn about animals. Choose a picture to hear an animal's sound. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.



2. Animal Footprints

The penguin is learning about animals. Choose an animal picture to see its footprints. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.



3. Who Passed By?

Help the penguin identify the animal footprint. See the footprints and then choose the corresponding animal. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.



4. Who Makes the Sounds?

Help the penguin identify the animal sound. Listen to the animal sound and then choose the corresponding animal. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.



5. Vegetables and Fruits

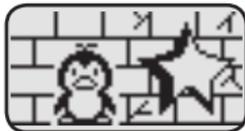
The penguin wants to bring some food back to his home. There are 10 kinds of fruits and vegetables shown on the screen one by one. Help the penguin to choose the correct foods according to the instructions. A counter is shown at the bottom right to keep track of the number of correct foods collected. Press the **Direction** keys left or right to choose and then press the **Enter** button to confirm.



Logic and Games Category

1. Fix the Wall

The penguin wants to fix his igloo. One of the walls has a shaped hole in it. Choose the correct shape to repair the wall. Press the **Direction** keys up or down to choose and then press the **Enter** button to confirm.



2. Fishing Journey

Let's go fishing with the penguin. Some fish are jumping out of the sea on the left or right side. Catch as many fish as possible in 30 seconds. Press the **Direction** keys left or right to catch them. Be careful to avoid the cans and bottles. When time is up, you will see the total number of fish you have caught.



3. Cross the Sea

Help the penguin cross the ice! Guide the penguin across the ice blocks to get to the other side within one minute. When an ice block appears, press the **Direction** keys up, down, left or right to make the penguin jump to the next ice block.



4. Odd One Out

There are four pieces of fruit and vegetables on the screen. Follow the instructions to pick the one that does not belong. Press the **Direction** keys up, down, left or right to select the one that does not match the others.



Music Time Category

1. Exploring Instruments

The penguin is learning about instruments. Choose a picture to learn the instrument name and hear its sound. Press the **Direction** keys to choose and then press the **Enter** button to confirm.



2. Music Quiz

There are four music notes on the screen. Each music note plays music from a different instrument. Listen carefully to each melody and follow the instructions to pick the correct answer. Press the **Direction** keys up, down, left or right to find the correct music note within 30 seconds.



3. Music Party

Choose a music style to start the party: Rock or Jazz. Press the **Direction** keys left or right and then press the **Enter** button to confirm a music style. Then press a **Number** button to select a melody to play. When the melody starts, the penguin will begin to dance. Press any **Letter** button to add fun sounds.



4. Music Festival

It's time for a music festival, and your child can choose a music style: Country or Reggae. Press the **Direction** keys left or right and then press the **Enter** button to confirm a music style. Then press a **Number** button to select a melody to play. When the melody starts, the penguin will begin to dance. Press any **Letter** button to add fun sounds.



All About You



Your child can personalize the **Play Smart Preschool Laptop™** by entering their name, age, preferred avatar, favorite food and more!



Name: Input your name and see it spelled. With most games, you can press the first letter of your name on the keyboard, and your name will show on the screen. Your name will also display when turning on your laptop.

Age: Input your age. Count it out loud with the penguin. With most games, you can press the number of your age on the keyboard to hear the age.

Avatar: Create your own avatar by changing the hair, eyes, nose and mouth.

Favorite food: Select your favorite food. With most games, you can press the first letter of your favorite food on the keyboard, and your food will show on the screen. The penguin will announce your favorite food.

Home screen wallpaper: Select your wallpaper and watch it display when turning on your laptop.

Opening tune: Select your opening tune and hear it play when turning on your laptop.

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 sources.
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 excess moisture or water.

TROUBLESHOOTING

If for some reason the program or activity stops working or malfunctions, then 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 back **ON**. The unit will 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link. A service representative will be happy to help you.



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.

Supplier's Declaration of Conformity

Trade Name: VTech®
Model: 1963
Product name: Play Smart Preschool Laptop™
Responsible Party: VTech Electronics North America, LLC
Address: 1156 W. Shure Drive, Suite 200, Arlington Heights, IL 60004
Website: vtechkids.com

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

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

**Visit our website for more
information about our products,
downloads, resources and more.**

vtechkids.com

Read our complete warranty policy online at
vtechkids.com/warranty

