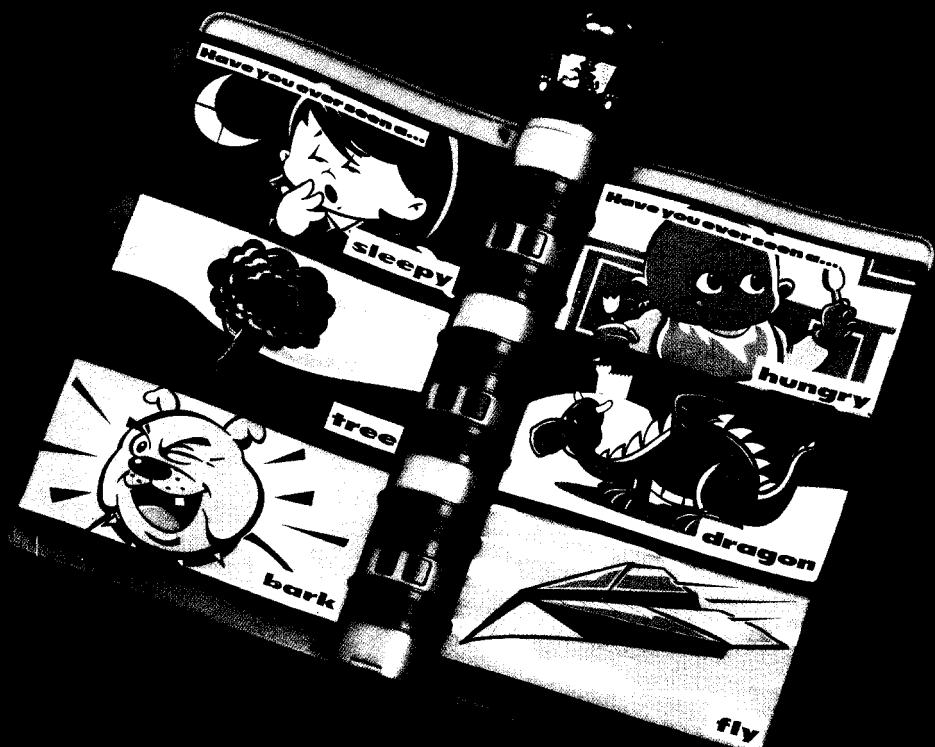


# A Parent's Guide to using the My Silly Mix 'n Match Pages™ learning toy



FUNDAMENTALS OF READING

**VTECH**®

## 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. You can also be 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.

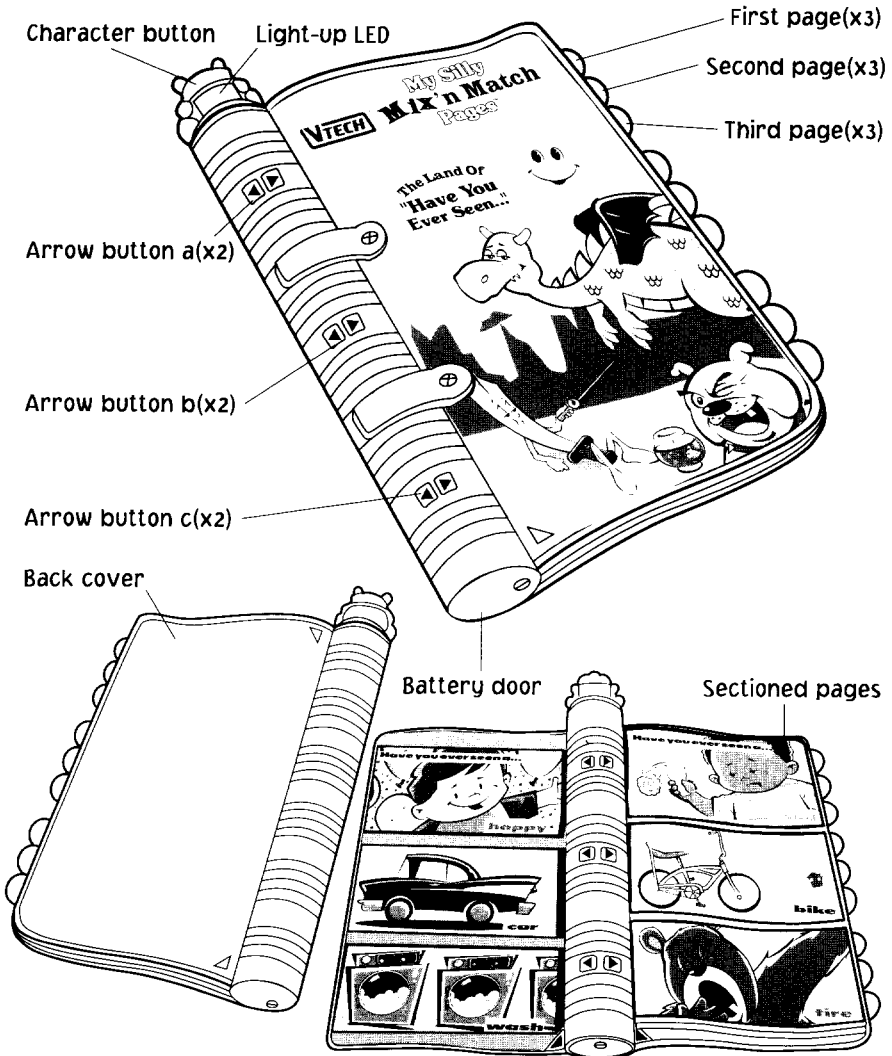
Sincerely,

Your Friends at **VTech®**

# MY SILLY MIX 'N MATCH PAGES™ INTRODUCTION

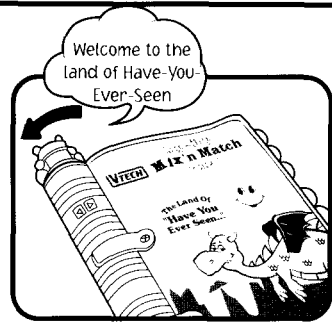
VTech®'s My Silly Mix 'n Match Pages™ is a fanciful interactive book designed to introduce your young scholar to the boundless world of books and instill within him or her a love for reading. Consisting of 8 three-segmented pages that can be arranged to create multiple silly sentences, My Silly Mix 'n Match Pages™ inspires creativity in a Beginning Reader's mind.

Your child will be drawn into the make-believe land of "Have-You-Ever-Seen..." where everyday objects come to life with new, exciting and silly characteristics. Pressing the bear travel buddy presents the child with various questions that test Beginning Reader curriculum such as letter identification, phonics and beginning letters. We, at VTech®, hope that you and your child enjoy your travels to the land of "Have-You-Ever-Seen...!"

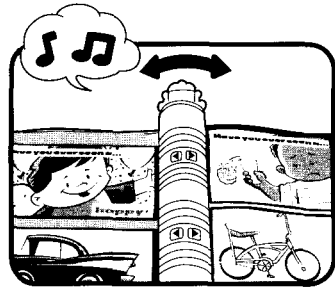


## TO BEGIN PLAY

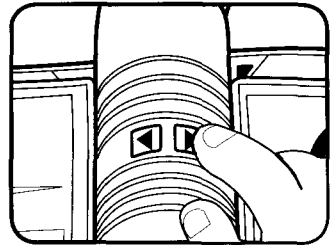
1. Open the book to turn the unit on. You will be greeted by a magical sound effect and "Welcome to the Land of Have-You-Ever-Seen" followed by a short tune. Instructions will ask you to "Turn the pages and press a blue button to begin meeting the silly creatures, or press the bear for a question".



2. Musical notes will play as you flip through the pages.



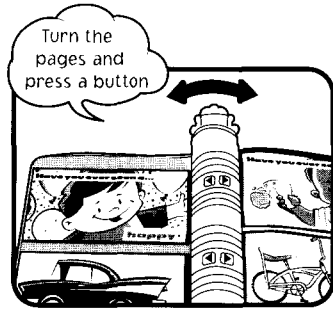
3. Each page section has a corresponding color-coded arrow button which can be used to hear the word voiced as well as an accompanying sound effect.



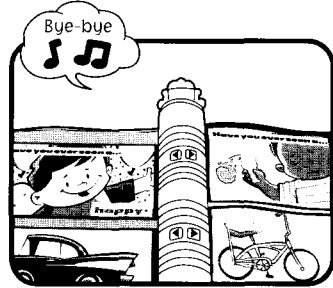
4. The bear character at the top of the book can be pressed to hear a question based on Beginning Reader curriculum.



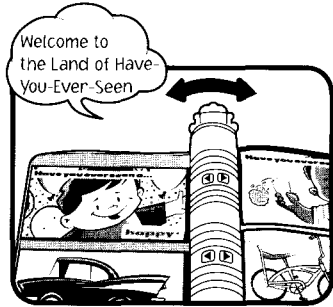
5. If there is no input for 4 seconds, you will hear one of the following: instructions to continue play, a short melody or a silly sentence.



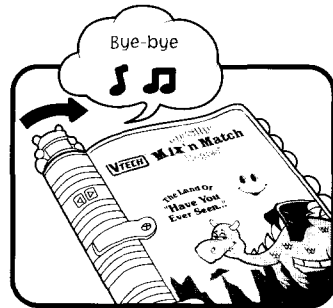
6. If there is no input for 2 minutes, you will hear "Bye-bye" followed by a short tune as the book enters sleep mode to conserve battery life.



7. To wake up from sleep mode, press a button or press the bear travel buddy. You will hear, a magical sound effect and "Welcome to the Land of Have-You-Ever-Seen" followed by a short tune. Then, you will be instructed to "Turn the pages and press a blue button or press the bear." This is followed by a short tune.



8. Close the book to turn the unit off. The book will say, "Bye-bye" and end with a short tune.



TO BEGIN PLAY

# MY SILLY MIX 'N MATCH PAGES™ ACTIVITIES

## ACTIVITY 1 - Silly Sentence Mode

This activity stimulates a child's creativity by inviting him or her to flip through the page sections to select three words that combine to complete a silly sentence about the magical beings in the land of "Have-You-Ever-Seen..." Each word is printed on a page section and is accompanied by a vibrant illustration for easy identification by any Beginning Reader. Accompanying color-coded buttons can be pressed to voice the words and associated sound effects.

Please note that while the child is essentially joining an adjective, a noun and a verb to complete the sentence, it is important to remember that this product is geared towards three to five year olds. The aim of the product is to inspire a love for reading and not to teach the more advanced lessons of grammar or sentence structure, which could overwhelm a young child. The parts of speech are only referred to for your convenience in reading this manual.

Silly Sentence  
Mode

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### ACTIVITY INSTRUCTIONS

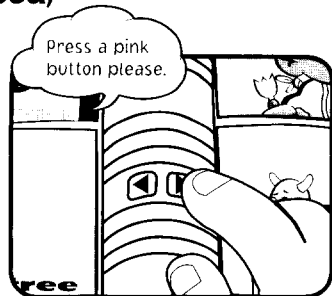
1. Open the book to the page sections that contain three words of your choice. Adjectives are found in the top sections and are color coded **BLUE**. Nouns are found in the middle section and are coded **PURPLE**. Verbs follow in the bottom page section and are coded **PINK**.
2. Press the **BLUE BUTTON** next to your chosen adjective to hear the selected page content followed by a corresponding sound effect. The book will then prompt you with "Can you press a purple button?"



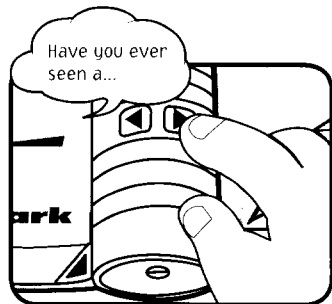
# MY SILLY MIX 'N MATCH PAGES™ ACTIVITIES

## ACTIVITY 1 - Silly Sentence (continued)

3. Press the **PURPLE BUTTON** next to your chosen noun to hear the selected page content, a corresponding sound effect and directions to "Press a pink button please."



4. Press the **PINK BUTTON** next to your chosen verb to hear the selected page content, a corresponding sound effect and the complete silly sentence that you have created. You will hear a magical sound effect and "Have you ever seen a..." followed by your 3 selected words. Once the silly sentence is read, you will hear a child's giggle sound effect followed by "That's silly!"



**Note:** If you press any **PURPLE** or **PINK BUTTON** without pressing a **BLUE BUTTON** first, you will hear the word on the selected page section, its corresponding sound effect and instructions to press the other two color buttons.

### HOW CAN YOU HELP?

- After your child is familiar with the game play, encourage him or her to tell you what the creatures in his or her silly sentences would look like. For example, what would a sleepy car look like if it was washing? You may even ask your child to draw a picture of his or her favorite silly sentence that he or she created while playing this game.

# MY SILLY MIX 'N MATCH PAGES™ ACTIVITIES

## ACTIVITY 1 - Silly Sentence (continued)

### HOW CAN YOU HELP?

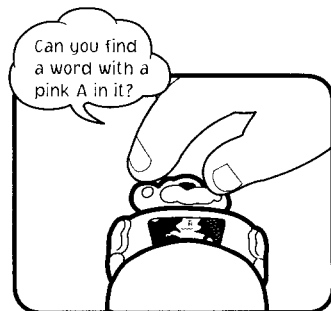
- Together with your child, think of some other words that could be used to make up silly sentences. Try using theme-related words such as: beach, holidays, school, vacation, and food. For descriptive words, pick ones that your child is familiar with such as: excited, sad, happy, or even colors. Finally, think of action words such as run, jump, whistle, and ski. You could then use index cards to write each of the words down. Be sure to color code the top of the cards for each group: blue for adjectives, purple for nouns and pink for verbs. (Remember that at this age, it is not important to understand the grammatical rules governing parts of speech. Color coding is primarily meant for facilitating game play.) Make three piles, one for each word group. Take turns making silly sentences by choosing one card from each pile. Mix them up and start over again!
- Read many silly stories with your child to further inspire a love for reading. Read aloud and encourage your child to follow along with the text.

## ACTIVITY 2 - CURRICULUM QUESTIONS MODE

This activity challenges your child to go beyond the silly sentences to learn Beginning Reader curriculum. By pressing the bear, your child will be asked questions about letter identification, letter order, phonetic letter sounds, word and object identification and matching objects to their sound effects. Questions will only pertain to the page sections that are open at the time that the bear is pressed. Please note that some questions will have multiple possible answers.

### ACTIVITY INSTRUCTIONS:

1. Open to the page sections of your choice.
2. Press the **BEAR BUTTON** to hear a random question.

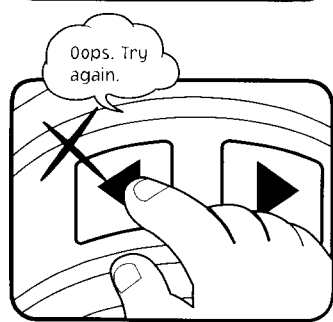
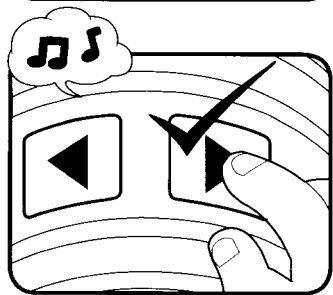
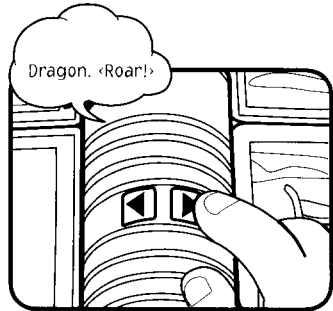




## MY SILLY MIX 'N MATCH PAGES™ ACTIVITIES

### ACTIVITY 2 - CURRICULUM QUESTIONS MODE (continued)

3. Respond to the question by pressing the **ARROW BUTTON** associated with the page section that contains the answer. If you answer correctly, the unit will give a positive response, the selected page content, a corresponding sound effect and a familiar melody. An incorrect answer will elicit a negative response. After two incorrect answers to the same question, the book will direct you to the correct answer. After three incorrect answers, the book will tell you the answer.



CURRICULUM  
QUESTIONS MODE

#### HOW CAN YOU HELP?

This activity will select random questions covering the following areas: Letter Identification, Letter Order, Phonetic Letter Sounds, Word/Object Identification, and Matching Objects to their Sound Effects. Listed below you will find activities that you can do with your child to help with each of these skills.

#### Letter Identification:

- Make a game out of learning letters! While driving in the car or riding the bus, play an "I Spy" type of game where you say, "I spy the letter M." Your child has to look around and tell you where he or she can find the letter M. Continue with different letters of the alphabet.

## MY SILLY MIX 'N MATCH PAGES™ ACTIVITIES

### ACTIVITY 2 - CURRICULUM QUESTIONS MODE (continued)

#### HOW CAN YOU HELP?

- Write the letters of the alphabet down on a sheet of paper using both upper and lowercase. Keep this sheet handy when playing this activity. If your child is asked to find a word with a blue p in it and can't seem to find it, have him or her check the alphabet that you have written down. Perhaps, your child is only able to identify the uppercase P and needs to find a lowercase p. By looking at your sheet, he or she should be able to tell that P and p are the same letter. Now he or she is ready to answer the question.
- You may wish to have your child play a matching game with upper and lowercase letters. Make a set of cards: one with upper and one with lowercase. Now you are set to play a memory matching game!
- Read ABC books to your child. There are many ABC books at the library. Expose your child to the letters of the alphabet as much as possible. Keep a poster of the alphabet on your refrigerator door. (It helps if there is a picture to go with each letter—for example: A for apple, B for ball, etc.) Every time your child opens the refrigerator, have him or her say a different letter. You'll be surprised to hear just how many times that refrigerator is opened in a day!

#### Letter Order:

- In order to be successful while playing this activity, your child must know what the words "before" and "after" really mean. Practice this skill with your child. You may wish to use objects that your child is familiar with (i.e., colored blocks, small toys, etc.) Lay three or four objects out in a line and talk about before and after in regards to those particular objects. This should help your child understand the concept of before and after.
- Sing the alphabet song with your child. Learning the alphabet to a tune can make it much easier to remember and more entertaining!
- Together with your child, look through old magazines, newspapers, and catalogs and help your child cut out the letters of the alphabet. After you have found all of the letters, mix them up and lay them in front of your child. Next, ask your child to glue them on one by one onto a large piece of paper in alphabetical order. While he or she is doing this, be sure to ask questions using the words before and after while determining the correct sequence of letters.

#### Phonetic Letter Sounds:

- When the game asks your child to find a word that begins with the 'buh' sound, have your child repeat the sound 'buh' before choosing the word. Next, encourage him or her to say all six words before making his or her decision.
- In everyday situations, have your child tell you what letter a certain object begins with. Repeat the word slowly for your child by really accentuating the beginning letter. Then ask your child to tell you what sound that letter makes. Once your child becomes comfortable identifying the beginning letter sound, try asking him or her to identify the ending letter sound.

# MY SILLY MIX 'N MATCH PAGES™ ACTIVITIES

## ACTIVITY 2 - CURRICULUM QUESTIONS MODE (continued)

### HOW CAN YOU HELP?

- Most importantly, please remember that this skill requires a lot of practice. Remain positive and praise your child when he or she can tell you the sound of a given letter.

### Word/Object Identification:

- Allow your child plenty of time to get used to the vocabulary in this game. The more he or she plays with this game, the more recognizable the words will become.
- Using the words from the game, see if your child is able to match the word to the picture that goes along with it. Write each word from the game down on separate cards. Next, have your child draw a set of picture cards to go with each word. Then play a matching game by putting together the word with the correct picture. Your child could then say a sentence using that particular word.
- Play a bingo game with your child. Create a bingo card and fill in the card with words from this game. The first few times you play you may want to put a picture clue in each grid space. Once your child feels comfortable with the game, make a card with words only. Then, you become the caller and say a particular word and your child must locate it on his or her grid and cover it with a marker (i.e., paper square, fruit snack, small candy, etc.). Be sure he or she calls BINGO when he or she gets 5 in a row! You may choose to play four corners or diagonally also. After your child shouts BINGO, he or she must then read back to you the words that were covered.

### Matching Objects to their Sound Effects

- Play a game of "What Am I?" with your child. Ask your child to make a sound and then you will have to guess the sound. Now it's your turn to make a different sound for your child to guess. Animal sounds and transportation sounds are just a few ideas to get you started.
- Make a tape recording of everyday sounds (i.e., telephone ringing, clock chiming, cars passing by, horn beeping, doorbell ringing, etc.) and play it back for your child. See if he or she is able to identify the sounds on the tape. A tape with various sounds may also be found at your local library.
- Remind your child that sometimes sounds can be very helpful. For example, the sound of a smoke detector is very important. Together with your child, think of other examples of important helpful sounds.

## MY SILLY MIX 'N MATCH PAGES™ INCLUDED IN THIS PACKAGE

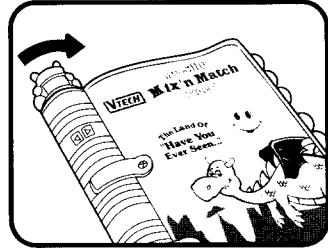
- One VTECH® My Silly Mix 'n Match Pages™ learning toy
- One instruction manual

**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.

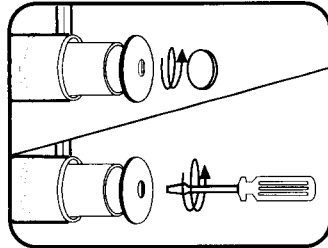
### BATTERIES INSTALLATION

#### BATTERY INSTALLATION

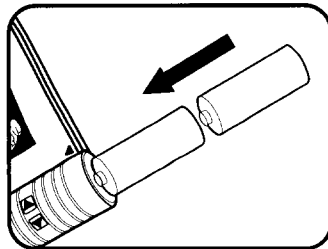
1. Make sure the unit is turned OFF.



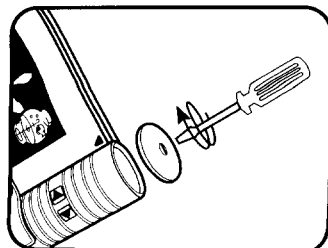
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.



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.



# MY SILLY MIX 'N MATCH PAGES™ BATTERIES

## BATTERY INSTALLATION

### 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.*
- *Do not short circuit the supply terminals.*

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

## AUTOMATIC SHUT-OFF

To preserve battery life, the VTECH® My Silly Mix 'n Match Pages™ learning toy will automatically turn off after 2 minutes without input. Pressing a button or the bear will turn the unit on again.

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**NOTE:** If for some reason the program/activity stops working, then please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes; then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.

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. and a service representative will be happy to help you.

## 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.

# MY SILLY MIX 'N MATCH PAGES™

## CARE AND MAINTENANCE

### CARE AND MAINTENANCE

#### IMPORTANT NOTE

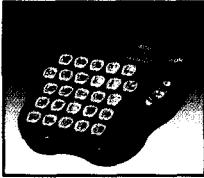
*Creating and developing the Fundamentals of Reading product line is accompanied by a responsibility that we at VTECH® take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you 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:

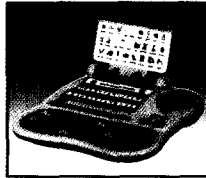
This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with 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

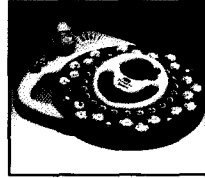
# Look for these additional products in the Fundamentals of Reading product line



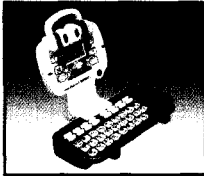
**Alphabet Apple™**  
3 years and up  
80-26800



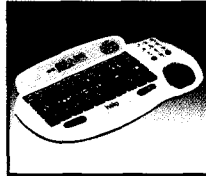
**Flip For Phonics™**  
3-5 years  
80-29100



**Fishing for Phonics™**  
4-6 years  
80-34500



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



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



**Record 'n Learn™ Pad**  
5 years and up  
80-40700

**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](http://www.vtechkids.com)

**CANADA**  
**1-800-267-7377**  
[www.vtechcanada.com](http://www.vtechcanada.com)

**UK**  
**01235-546810**



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