

# vtech®

## User's Manual

### Write & Learn™ Desk



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***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 **Ready, Set, School™** series of interactive toys.*

***Ready, Set, School™** 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 **Ready, Set, School™**, 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®*

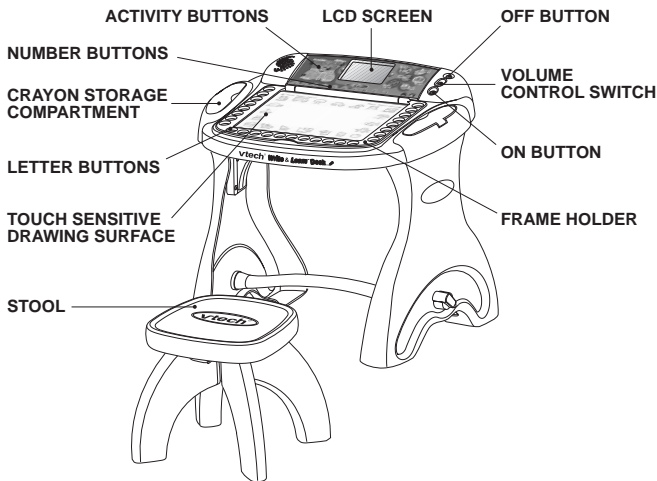
*To learn more about **Ready, Set, School™** and other VTech® toys, visit*

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

# INTRODUCTION

Thank you for buying the **VTECH® Write & Learn™ Desk** learning toy!

The **VTECH® Write & Learn™ Desk** learning toy is a fun and interactive desk. It offers 18 different activities, which include letter and number activity sheets, simple spelling, silly doodles drawings, coloring, and other funny pages such as music composer and a maze. So you can learn how to write letters and numbers, draw pictures and create fun music.



# INCLUDED IN THIS PACKAGE

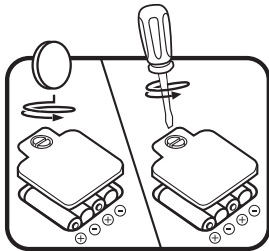
- One **Write & Learn™ Desk** learning toy
- One stool
- Eight activity sheets for the Funny Pages activities
- Two pieces of blank paper for drawing
- Three crayons (We suggest you use crayons and paper to play on the desk)
- One instruction manual
- One non-electronic writing stylus
- Desk and stool assembly instructions

**WARNING:** All packing materials, such as tape, plastic sheets, wire and tags are not part of this toy and should be discarded for your children's safety.

## GETTING STARTED

### BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screw.
3. Insert 4 new "AA" (UM-3/LR6) batteries, as illustrated. (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.



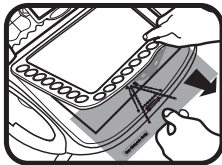
## BATTERY NOTICE

- 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 equipment 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.
- Only batteries of the same and equivalent type as recommended are to be used.

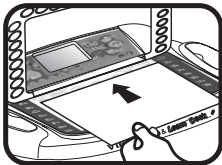
**Note:** We do not recommend the use of rechargeable batteries.

## INSERTING PAPER

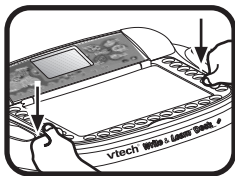
1. Remove the plastic transparent sheet before you play.



2. Insert a piece of paper onto the desk properly.



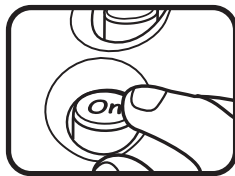
3. Secure the piece of paper by pressing down the sides of the frame holder.



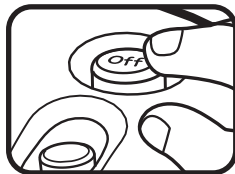
**Note:** Please put only one piece of paper on the desk at a time.

## PRODUCT FEATURES

1. **On** Press this button to turn the unit on.

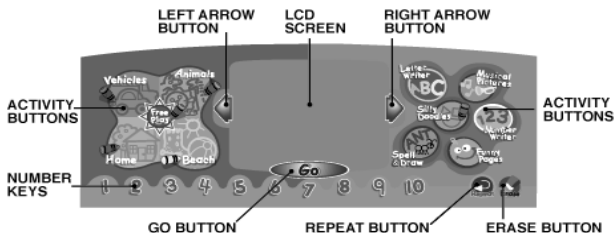


2. **Off** Press this button to turn the unit off.



### 3. NON-ELECTRONIC WRITING STYLUS


The non-electronic writing stylus comes attached to the unit. It cannot be used as a normal drawing crayon, but you can use it to trace on the desk and see your pictures appear on the LCD screen.





### 4. ACTIVITY BUTTONS

There are 11 activity buttons located on both sides of the LCD screen.




5. Press the **GO** button  to confirm the selection or to pick something. You can find the **GO** button under the LCD screen.




6. Press these **ARROWS**   to show the previous or next menu option. The arrows are on the sides of the LCD screen.




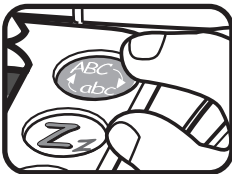
7. Press the **REPEAT** button  to hear the last instructions repeated.



8. Press the **ERASE** button  to erase the current drawing on the LCD screen and restart the drawing.



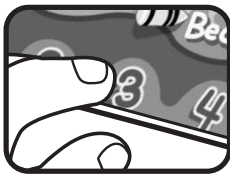
9. Press the **ABC/abc** button  to switch between uppercase and lowercase letters for the Letter Writer and Spell & Draw activities.





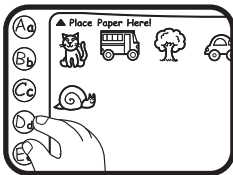
## 10. NUMBER BUTTONS

The number buttons are located under the LCD screen. Use these buttons in the Number Writer activity to learn how to write numbers.



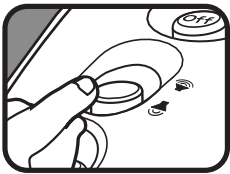
## 11. LETTER BUTTONS

The letters are located on the frame holder around the desk. They appear in alphabetical order from left to right. Use these buttons in the Letter Writer activity to learn how to write letters.



## 12. VOLUME CONTROL SWITCH

Adjust the volume by sliding the Volume Control Switch to the top to raise the volume and to the bottom to lower the volume.



## 13. SCREEN SAVER

If there is no input into the **Write & Learn™ Desk** for about two minutes, a screen saver will be activated. You will see some objects moving across the LCD screen to let you know the screen saver is active. Press any key or draw anything to go back to the previous screen.

## 14. AUTOMATIC SHUT-OFF

If there is no input into the **Write & Learn™ Desk** for about three minutes, the unit will automatically shut off to save power. After the unit has automatically shut off, you will need to press the On button again to restart the unit. We recommend that you turn the unit off when not playing with it. If the desk is not going to be used for an extended period of time, we recommend removing the batteries.

## ACTIVITIES


**WE RECOMMEND THAT YOU USE PAPER AND CRAYONS FOR ALL ACTIVITIES.**

**Press one of the Activity buttons to get into the following activities:**



### LETTER WRITER

Press one of the letters around the border of the desk. The unit will show you how to write the letter, then it will invite you to write the letter yourself. After you have written the letter, it will show you an object on the LCD screen that begins with that letter.

You can practice both uppercase and lowercase letters. Press  to change the letter case.




### NUMBER WRITER

Press one of the numbers under the LCD screen to learn how to write that number. The unit will show you how to write the number, then it will invite you to write the number yourself. After you have written the number, the desk will show you how to count up to that number.






## SPELL & DRAW


This activity introduces simple spelling. To choose a picture from the LCD screen, press the **GO** button . To see more choices, press the left or right arrows.

First, the unit will show you how to spell a word. It will then ask you to spell the word by writing the letters. After you have written the word, press the **GO** button. You will then be able to draw anything you'd like on the word to make it fun. When finished, press the **GO** button again and see your word and drawing dance on the LCD screen.

You can practice both uppercase and lowercase letters. Press  to change the letter case.



## ANIMALS


This activity shows you how to draw different kinds of animals. Scroll through the different animal pictures on the LCD screen by pressing the left or right arrows. To choose an animal from the screen, press the **GO** button .

Follow the steps shown on the LCD screen and then see what you drew. After you have drawn the picture, press the **GO** button to see it come to life on the LCD screen.





## BEACH FUN


This activity shows you how to draw different objects from the beach. Scroll through the different beach objects on the LCD screen by pressing the left or right arrows. To choose an object from the screen, press the **GO** button .



Follow the steps shown on the LCD screen and then see what you drew. After you have drawn the picture, press the **GO** button to see it come to life on the LCD screen.



## HOME

This activity shows you how to draw different objects from home. Scroll through the different home objects on the LCD screen by pressing the left or right arrows. To choose an object from the screen, press the **GO** button .




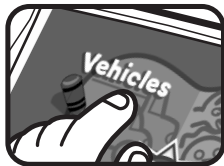
Follow the steps shown on the LCD screen and then see what you drew. After you have drawn the picture, press the **GO** button to see it come to life on the LCD screen.






## VEHICLES

This activity shows you how to draw different kinds of vehicles. Scroll through the different vehicles on the LCD screen by pressing the left or right arrows. To choose a vehicle from the screen, press the **GO** button . Follow the steps shown on the LCD screen and then see what you drew. After you have drawn the picture, press the GO button to see it come to life on the LCD screen.




## SILLY DOODLES

This activity allows you to make fun, silly pictures. Follow the instructions that you hear and you'll create your own new, silly picture. After you have drawn the picture, press the **GO** button  to see it come to life on the LCD screen.



## MUSICAL PICTURES

This activity allows you to listen to your favorite melodies while drawing along to the music. Scroll through the different melodies on the LCD screen by pressing the left or right arrows. To choose a melody from the screen, press the **GO** button .



If you draw faster, the tempo of the song and the animation will speed up. If you draw slower, the tempo and animation will slow down.



- Freres Jacques



- Hey Diddle Diddle



- I've Been Working  
on the Railroad



- Sugar Plum Fairy



- Blue Danube Waltz



- Happy Birthday



- Itsy Bitsy Spider



- William Tell Overture




## FREE PLAY

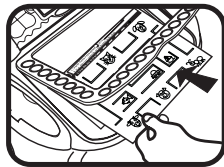
This activity allows you to draw anything you'd like. After you have drawn the picture, press the **GO** button to see it come to life on the LCD screen.



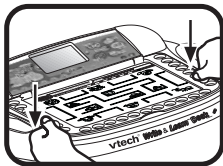
## FUNNY PAGES


There are eight Funny Pages for additional creativity and learning. These contain a music composer page, a maze page, an alphabet tracing page, a number and shape tracing page, and four coloring pages.

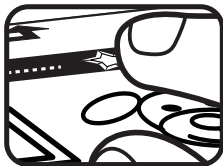
1. Press the "Funny Pages" icon  on the desk.
2. Put a funny page on the desk. Make sure the paper is properly inserted.



- Secure the funny page by pressing down the sides of the frame holder.




4. Press the white star  on the page to start playing.



## Funny Page - Music Composer

This activity sheet contains a piano keyboard

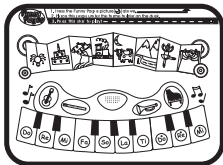


 for music composition. You can select any one of the instruments to compose your own song. Press the guitar



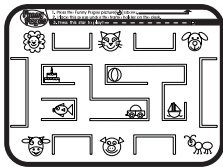
to choose the instrument.

To listen to the music, press one of the pictures from the banner.



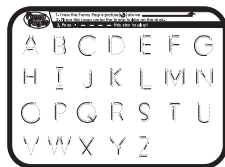
## Funny Page - Maze

This activity sheet contains a maze. You will be asked to start at a specific location in the maze and then find your way to an object or an animal. Use the crayon to draw the path through the maze.



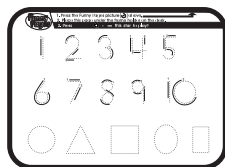
## Funny Page - Alphabet Tracing

This activity sheet contains the alphabet to help you practice writing letters using proper strokes. You can trace the letters on the page and then see them appear on the LCD screen



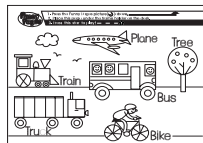
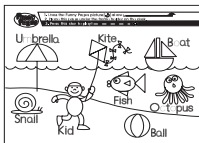
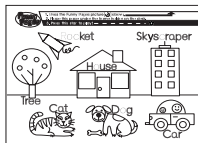
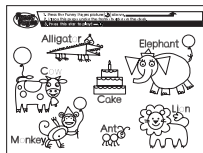
## Funny Page - Numbers and Shapes

This activity sheet contains numbers and shapes to help you practice writing numbers using proper strokes. You can also have fun tracing shapes. After you trace them on the page, you will see them appear on the LCD screen.



## Funny Pages - Coloring

There are four fun activity sheets for coloring. Place one of the coloring pages on the desk and color the objects however you'd like. When you color them in, you'll also see them come to life on the LCD screen.





## CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Do not draw on the desk surface directly. Use paper and crayons when playing with the desk.
3. It is not recommended to draw on more than one spot on the desk at the same time.
4. Remove the batteries when the unit is not in use for a long period of time.
5. Do not drop the unit on hard surfaces.
6. Do not expose the unit to moisture or water.
7. Do not sit on the desk.
8. Do not use any sharp object to draw or write on the drawing surface of the desk.

## TROUBLESHOOTING

If the program 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 you find that the picture appearing on the LCD screen looks strange:

1. Make sure there is only one area of the desk being touched at any time.
2. Check if you have put your other hand on the desk while drawing, or if you are putting too much pressure from your wrist on the desk.

If you find that nothing appears on the LCD screen while you are drawing:

1. Make sure you have put only one piece of paper onto the desk.
2. Make sure you are drawing on the piece of paper and using a crayon.
3. Make sure you are applying enough pressure on the paper with your crayon.

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.

### IMPORTANT NOTE:

Creating and developing **Ready, Set, School™** products is accompanied by a responsibility that we at **VTECH®** take very seriously. We make every effort to ensure the accuracy of the information that 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 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