

vtech[®]

User's Manual

Build & Learn Workbench™



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Printed in China
91-02130-002(美)

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,

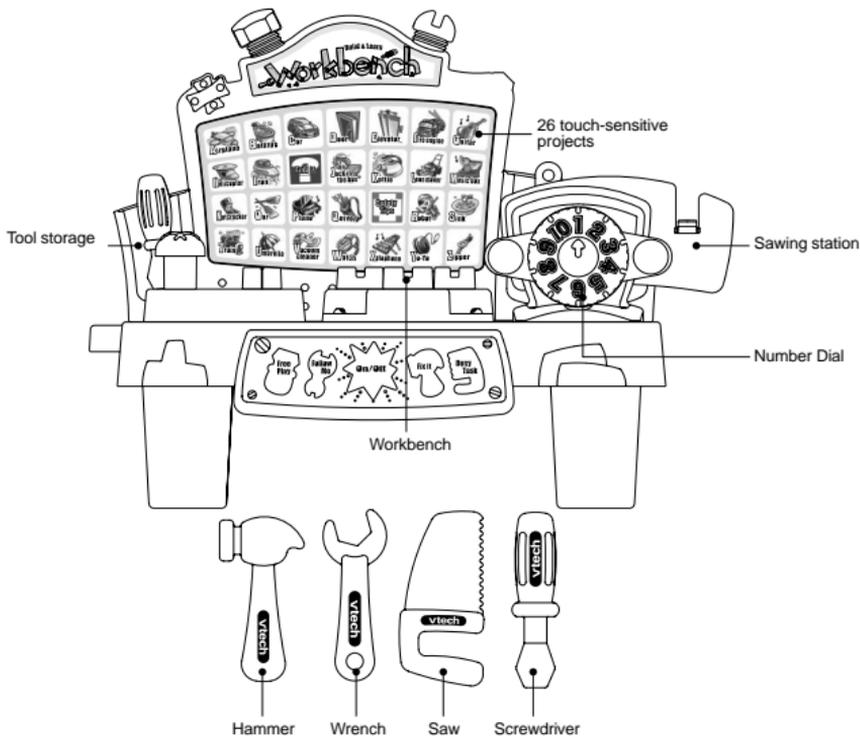
Your Friends at **VTech**®

To learn more about **Preschool Learning**™ and other **VTech**® toys, visit

www.vtech.com

INTRODUCTION

Thank you for purchasing the **VTech® Build & Learn Workbench™**. The **VTech® Build & Learn Workbench™** is an electronic workbench for children to learn and have fun while engaging in constructive role-playing activities. Children can have fun exploring the workbench in self-guided play, or choose from the interactive activities and learn about tools, colors, numbers, shapes, letters and vocabulary. Fun sounds and responses provide added fun!



INCLUDED IN THIS PACKAGE

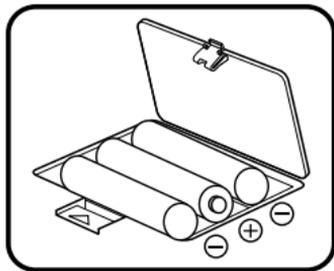
- One VTech® Build & Learn Workbench™ learning toy
- Four plastic workshop tools: screwdriver, wrench, hammer and saw
- One instruction manual

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.

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 3 new “AA” (UM-3/LR6) batteries into the compartment as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace 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 unit 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.

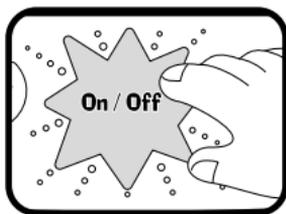
WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

TO BEGIN PLAY

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. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Build & Learn Workbench™** will automatically turn off after a while without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

ACTIVITY FEATURES

Safety Tips

Press the **Safety Tips** button anytime while playing and a helpful safety tip will be played.



Free Play Activity



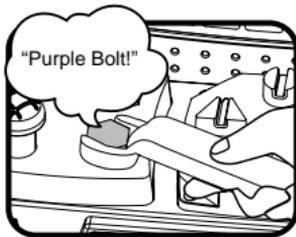
After the unit is turned on, it automatically enters the **Free Play** activity. While playing in another activity, you can quickly enter Free Play by pressing the **Free Play** button.

While in Free Play, the following responses are heard:

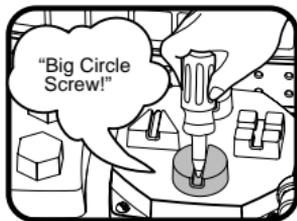
- 1) Use the **Hammer** to pound on the two nails. You will hear a sound effect for each one and some fun and educational phrases.



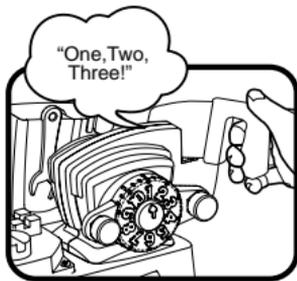
- 2) Use the **Wrench** to turn the two bolts. You will hear a sound effect for each one and some fun and educational phrases.



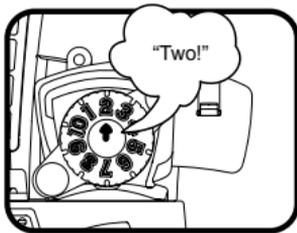
- 3) Use the **Screwdriver** to turn the four screws. You will hear a sound effect for each one and some fun and educational phrases.



- 4) Use the **Saw** to saw the wood on the sawing table. As you saw the wood, you will hear a sawing sound and numbers will be counted out loud each time you saw.



- 5) Turn the **Vice dial** to any number and it will say the number.



- 6) Press the buttons on the **Alphabet Board**, you will hear corresponding letter name follow by the object's name.



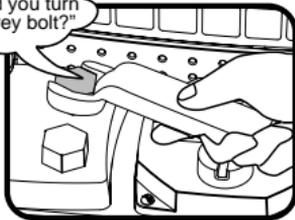
Follow Me Activity



Press the **Follow Me** button to get into this activity.

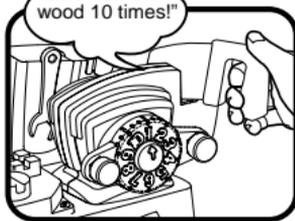
1. After you hear: “1, 2, 3 follow me,” you will be asked to complete task using your tools.

“Could you turn the grey bolt?”



2. Follow the instructions and successfully finish the task. If you make a mistake you'll be able to try again. After three incorrect responses, a new task will be asked.

“Let's saw the wood 10 times!”



Fix It Activity



Press the **Fix It** button to get into this activity.

1. After you hear: “Ready for a building project? Let's go,” you will hear the sound of an object, and then you'll be told that the object is broken... and you have to fix it! Listen to the instructions, and complete each task in order.

“First, turn the dial to the number 9!”



2. After you have finished a project, you will hear that the object is fixed and a rewarding song will play. Then a new project will be given.



3. If you can't finish the steps within the time limit or any step is done incorrectly three times, it will move on to the next project and you can start again.

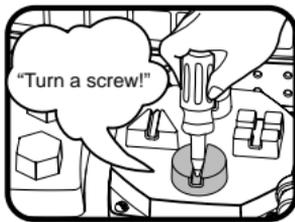


Busy Task Activity



Press the **Busy Task** button to get into this activity.

1. After you hear: "Let's see how fast you can work! Ready?" you'll be given a series of tasks to complete as fast as you can.



2. Each time you complete a series, the next series gets even faster. So prepare to work quickly!



3. If you can't finish the steps within the time limit or any step is done incorrectly three times, you'll start over from the previous level.



Find It Activity

Press the **Find It** button to get into this activity. This button is located on the **Alphabet Board**.



- 1) You will be asked to find either:
- a letter (A-Z)
 - the beginning letter of a certain object
 - an object, based on listening to its sound effect



- 2) You have to answer the question by pressing one of the buttons on the **Alphabet Board**. If you can't answer within the time limit, or you answer incorrectly three times, a new question will be asked.



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.

TROUBLESHOOTING

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

1. Interrupt the power supply by removing the batteries.
2. Let the unit stand for a few minutes, then replace the batteries.
3. Turn the unit back **ON**. The unit will now be ready to play again.
4. If the unit 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 **Preschool Learning™** 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:

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