

# User's Manual

# Touch & Learn Storytime<sup>™</sup>



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Printed in China
91-002374-000-000 (2)

# Dear Parent,

Ever notice the look on your baby's face when they learn something new through their own discovery? These self-accomplished moments are a parent's greatest reward. To help fulfill them, VTech® created the Infant Learning® series of toys.

These unique interactive learning toys directly respond to what children do naturally – play! Using innovative technology, these toys react to baby's interactions, making each play experience fun and unique as they learn age-appropriate concepts like first words, numbers, shapes, colors and music. More importantly, VTecho's Infant Learning toys develop baby's mental and physical abilities by inspiring, engaging and teaching.

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, Julia Fitz

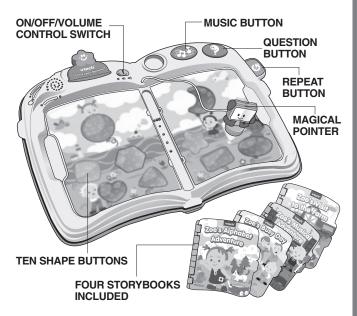
Julia Fitzgerald Vice President, Marketing VTech Electronics, NA

To learn more about the **Infant Learning**® series and other **VTech®** toys, visit www.vtechkids.com

# INTRODUCTION

Thank you for purchasing the VTech® Touch & Learn Storytime™ learning toy!

The VTech® Touch & Learn Storytime™ includes four interchangeable stories and a magical pointer. With one touch, toddlers become part of an enchanting story! On each page, toddlers will discover touch-sensitive words and colorful pictures. Cheerful melodies and songs keep toddlers entertained while learning shapes, letters, objects, animals, colors and more!



# **INCLUDED IN THIS PACKAGE**

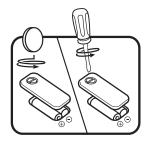
- One VTech® Touch & Learn Storytime™ learning toy
- Four storybooks
- One instruction manual

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 turned **OFF**.
- Locate the battery cover on the back of the unit. Use a coin or a screwdriver to loosen the screw.
- Install 2 new "AA" (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 and tighten the screw to secure.



## **BATTERY NOTICE**

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.

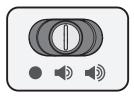
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries 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.

# PRODUCT FEATURES

# 1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit ON, slide the ON/
OFF/VOLUME CONTROL SWITCH
to the LOW VOLUME (♠)) position
or HIGH VOLUME (♠)) position.
To turn the unit OFF, slide the ON/
OFF/VOLUME CONTROL SWITCH
to the OFF (♠) position.



## 2. STORYBOOK STORAGE

For convenience, a storage compartment for all four activity books is located at the back of the product.

## 3. AUTOMATIC SHUT-OFF

To preserve battery life, the VTech® Touch & Learn Storytime™ will automatically power-down after approximately one minute without input. The unit can be turned on again by any input (except sliding the Off/Low/High selector switch).

# **ACTIVITIES**

- Slide the on/off/volume control switch to turn the unit on. You will hear an opening song and a phrase. The light will flash with the sound.
- Align the hinge and lock one of the four storybooks into the slot to begin playing and learning with the selected book. You will hear a sound effect, a phrase inviting you to open the book, followed by a short tune. The light will flash with the sound.
- Turn the book pages to hear a magical sound followed by the story being read aloud. The light will flash with the sound.
- Use your magic pointer to touch the magic sensor on the top portion of the page to hear the story read aloud or a sung song, depending on the storybook. The light will flash with the sound.

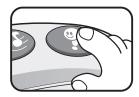


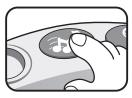




- 5. Use your magic pointer to touch one of the images on the lower portion of the page to hear the image identified followed by a related sound or a short tune, depending on the storybook. The light will flash with the sound.
- Press the question button to hear a random question related to the open pages. Use your magic pointer to answer the questions by touching the corresponding image on the lower portion of the page. The light will flash with the sound.
- 7. Press the **music button** when a book is inserted and opened to hear a random melody. While a melody is playing, touch the images on the bottom portion of the page to hear the related sound play over the melody. Please note, not every image has a related sound. In the music book, press on the fast and slow image to increase or decrease the tempo of the melody, or press the loud and soft image to increase or decrease the volume of the melody. Press the music button when no book has been inserted or a book is inserted, but closed, to hear a phrase, song or random melody. The light will flash with the sound.







- Press the repeat button to repeat the last response. The light will flash with the sound.
- Press the front or back cover of the book to hear a fun sound effect or a song. The light will flash with the sound.
- 10. When done playing with the storybook, lift up the bottom end of the book to remove the books. You will hear a sound effect, a song and a phrase. The light will flash with the sound.
- 11. When a storybook is not inserted, press the shape buttons to hear shapes identified followed by a short tune. The light will flash with the sound.
- 12. If there is no input after approximately 20 seconds, you will hear a sound effect and a random question. If there is still no input after another 20 seconds after that, you will hear a song. If there continues to be no input after another 20 seconds, you will hear "bye-bye" and the unit will automatically power down. The unit can be turned on again by pressing any button.



# **MELODY LIST:**

## Zoe's Alphabet Adventure Book

- 1. Little Boy Blue
- 2. While Strolling Through the Park
- 3. Here We Go Round the Mulberry Bush
- 4. Teddy Bears' Picnic
- 5. The Bear Went Over the Mountain
- 6. Home Sweet Home

# Zoe's Busy Day Book

- 1. Are You Sleeping?
- 2. Hot Cross Buns
- 3. Toyland
- 4. See Saw Margery Daw
- 5. Row, Row, Row Your Boat
- 6. Brahms' Lullaby

## Zoe's Musical Adventure Book

- 1. Twinkle, Twinkle, Little Star
- 2. Ode To Joy
- 3. Old MacDonald
- 4. Home On the Range
- 5. Yankee Doodle
- 6. The Entertainer

## Zoe's Visit to the Farm

- Happy Farmer
- 2. Chicken Reel
- 3. Bingo
- 4. Oh Where Has My Little Dog Gone?
- 5. The Farmer in the Dell
- 6. Peter, Peter Pumpkin Eater

## SONG LYRICS

## SUNG SONG 1 (to tune of "Polly Wolly Doodle")

It is storytime,

Come read your book.

There is so much to see and learn.

Come and meet new friends,

The adventure never ends,

There is always something new to explore.

# SUNG SONG 2 (to the tune of "Pat-a-cake")

It's time for Zoe to start her day!

She gets dressed as fast as she can.

She eats her breakfast and plays with her toys,

Then she likes to play at the park with her friends.

When the day ends, it's time for a bath,

Then Zoe climbs into bed and closes her eyes.

# SUNG SONG 3 (to the tune of "Twinkle, Twinkle, Little Star")

Listen to the children play,

In the symphony today.

Peaceful sounds now fill the air.

Grace and beauty everywhere.

Listen to the children play,

In the symphony today!

## SUNG SONG 4 (to the tune of "Old MacDonald")

There are four kids in the band.

E-I-E-I-O!

They are playing a country tune,

E-I-E-I-O!

With a quack, quack, here,

And a woof, woof, there.

Here a quack, there a woof, everywhere a quack, woof!

There are four kids in the band, playing happily!

## SUNG SONG (to the tune of "Yankee Doodle")

The kids are playing rock 'n roll, They're jammin' to the beat! Bang, bang, bang, bang, go the drums, Crash, crash, go the cymbals!

# **CARE AND MAINTENANCE**

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat source.
- Remove the batteries when the unit will not be in use for an extended period of time.
- Do not drop the unit on hard surfaces 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. 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 product still does not work, replace with a new set of 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 Infant 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

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.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA,

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