

# vtech®

## User's Manual

### Write & Learn Spellboard Advanced™



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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 **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 exert 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*

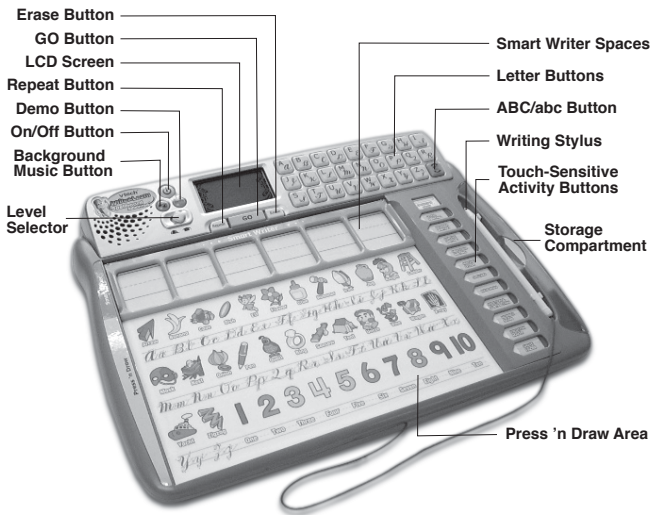
*[www.vtechkids.com](http://www.vtechkids.com)*

# INTRODUCTION

Thank you for purchasing the **VTech® Write & Learn Spellboard Advanced™** learning toy!

The **Write & Learn Spellboard Advanced™** teaches children how to print letters, print numbers, and even keeps them in the loop with cursive writing lessons! The smart LCD screen recognizes your child's handwriting and encourages their efforts as they perfect their penmanship. The **Write & Learn Spellboard Advanced™** teaches children how to spell 3 to 6 letter words along with 12 learning activities. So not only do children learn how to write, they can also engage in addition and subtraction, making equations, and fun games!

We all know how important it is to write, right? Let's begin!



# INCLUDED IN THIS PACKAGE

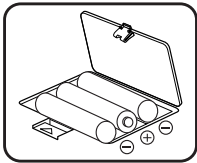
- One **VTech® Write & Learn Spellboard Advanced™** learning toy
- One instruction manual
- Twenty-six **Doodle 'n Draw** activity sheets
- 2 pencils

**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 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.**

## REMOVE DEMO TAG

The demo tag should be removed immediately when the product is taken out of the packaging. If the demo tag is still in position when you begin play, please remove it from the bottom of the unit to activate normal play mode.

## PRODUCT FEATURES

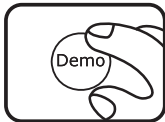
### 1. ON/OFF BUTTON

To turn the unit on, press the **ON/OFF BUTTON**. Press the **ON/OFF BUTTON** again to turn the unit off.



### 2. DEMO BUTTON

When the unit is on, press the **DEMO BUTTON** to enter the demo mode. This mode will provide you with a brief demonstration to explain the writing recognition feature and the learning activities.



### 3. BACKGROUND MUSIC BUTTON

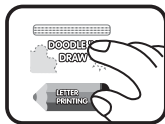
To turn the background music off, press the **BACKGROUND MUSIC BUTTON**.

Press the **BACKGROUND MUSIC BUTTON** again to play with the background music on.



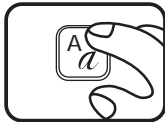
### 4. TOUCH-SENSITIVE ACTIVITY BUTTONS

Press one of the crayon-shaped activity buttons or the Doodle 'n Draw button to choose one of the 12 learning activities.



### 5. LETTER BUTTONS

Press a letter button to answer a question, or choose a letter to learn proper step-by-step letter strokes, depending on the activity selected.



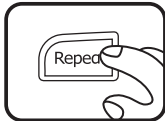
### 6. GO BUTTON

You will occasionally be asked to press the **GO BUTTON** to select an action within an activity.



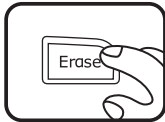
### 7. REPEAT BUTTON

Press the **REPEAT BUTTON** to hear the instructions repeated.



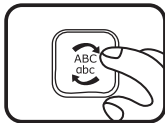
### 8. ERASE BUTTON

Press the **ERASE BUTTON** to erase any wrong input or your drawings from the LCD screen.





## 9. ABC/abc BUTTON

Press the **ABC/abc BUTTON** to switch between uppercase and lowercase letters for the letter writing activities.



## 10. LEVEL SELECTOR

There are two levels of difficulty in most activities, except **Doodle 'n Draw**, **Free Form Writing** and **Shape Finder**. Slide the **LEVEL SELECTOR** to choose from Level 1  or Level 2 .



## 11. SMART WRITER SPACES

There are six divided spaces for writing. As you write in each space, your writing will appear on the LCD screen. You can use these spaces to write letters, numbers, and words. Please only write one letter in each Smart Writer space.



## 12. PRESS 'N DRAW AREA

Press letters, objects or numbers in the **Free Form Writing** activity to hear related responses.



## 13. OVERLAY

Press the cursive letters, objects or numbers to learn about them, depending on the activity selected.

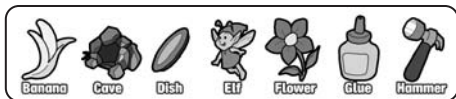
## Cursive Letters

Press the letters in the **Free Form Writing** activity to hear them identified. These letters are also available in the **Missing Letter**, **Spelling** and **Hangman** activities.



## 26 Objects

Press these objects in the **Free Form Writing** activity to hear them identified.



## Numbers (1~10)

The numbers on the overlay are available for these activities: **Number Writing**, **Addition & Subtraction** and **Equation Maker**.



## 14. LCD SCREEN

The **LCD SCREEN** will display letter and number strokes using a step-by-step approach. Watch the screen to learn how to write letters and numbers correctly using the stroke order method. Once you write in the Smart Writer space, you will see your letter or number appear on the screen!



## 15. 26 DOODLE 'N DRAW ACTIVITY SHEETS

These sheets are for use in the **Doodle 'n Draw** activity only.



## 16. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Write & Learn Spellboard Advanced™** will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON/OFF BUTTON**.

## IMPORTANT NOTE

To get the best results from your **VTech® Write & Learn Spellboard Advanced™**, please follow these important instructions:

### WRITING RECOGNITION FEATURE

The Smart Writer spaces are specially designed to teach you how to write using VTech's Writing Recognition Technology. These special spaces teach you to write the entire alphabet, numbers, and spelling words. Please focus your writing directly in these spaces!



For proper recognition, try to refrain from placing extra pressure on the Press 'n Draw area while writing.



FOR BEST RESULTS, WE RECOMMEND THE USE OF THE NON-ELECTRONIC WRITING STYLUS PROVIDED WITH THE PRODUCT TO PLAY THE ACTIVITIES.

## Letter & Number Stroke Order Based on the Zaner-Bloser Method

Print letters:

Aa Bb Cc Dd Ee Ff Gg Hh Ii  
Jj Kk Ll Mm Nn Oo Pp Qq Rr  
Ss Tt Uu Vv Ww Xx Yy Zz

Cursive letters:

Aa Bb Cc Dd Ee Ff Gg Hh Ii  
Jj Kk Ll Mm Nn Oo Pp Qq Rr  
Ss Tt Uu Vv Ww Xx Yy Zz

Numbers:

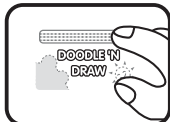
1 2 3 4 5 6 7 8 9 10

# ACTIVITIES

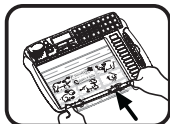
## 1. DOODLE 'N DRAW

This activity is designed to be played with the twenty-six **Doodle 'n Draw** activity sheets. These sheets include four categories: Spelling Bee/Doodle 'n Draw, Cursive Writing, Pattern Sequences, and Math.

1. Press the activity button “**DOODLE 'N DRAW**”.



2. Flip up the cover to place a **Doodle 'n Draw** activity sheet on the board.



3. Please make sure that the paper is properly inserted and then flip down the cover. You will then be instructed to press the red star on each sheet.

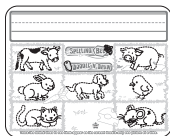


4. Press the red star on the sheet to start playing.



### Spelling Bee/Doodle 'n Draw Activity Sheets:

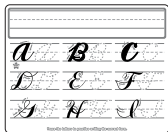
Insert any of the **Doodle 'n Draw** activity sheets to draw a total of ninety-eight different objects using the various sheets. Press the red star and you will automatically enter the Spelling Bee mode to learn an object and its spelling. You can also select “Spelling Bee” on the page to select this mode. Use the letter buttons to spell each word.



Press “Doodle ’n Draw” to trace the objects with the dotted lines. Doodle only one picture at a time. As you trace them, you will see your drawing appear on the screen!

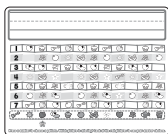
### Cursive Writing Sheets:

Learn how to write in cursive by tracing the twenty-six cursive letters in the correct order. When you are done, press the **GO** button to see your letter appear on the screen!



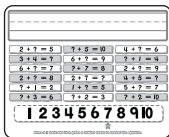
### Pattern Sequences Sheets:

Each question has a missing object within the pattern. You will need to complete the pattern by selecting the correct object. First, select one of the numbers to choose a pattern. Then four answer options will be displayed on the screen one by one. Press the **GO** button to select the correct object to complete the pattern.



### Math Sheets:

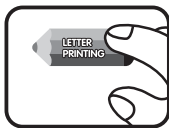
Select an addition or subtraction equation by pressing it. One of the numbers is missing. You will need to choose the correct number at the bottom of the sheet to complete the equation.



## 2. LETTER PRINTING

This activity will teach you how to print letters in both uppercase and lowercase forms.

1. Press the activity button “**LETTER PRINTING**”.
2. Choose a letter by pressing a letter button.
3. On the LCD screen, you will see the letter strokes taught step by step. Watch the LCD screen as it shows you the proper steps in forming a letter. Practice printing a letter in any of the Smart Writer spaces. If you have printed the letter correctly, you will hear a



positive response such as “What a smart writer! You printed the uppercase A”. Then you will be instructed to press another letter button. If you do not make your selection within a few seconds, the unit will automatically choose a letter for you.

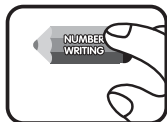


- If you do not print the letter correctly after three tries, the unit will encourage you to print a different letter.
- During your printing, you can press the **Repeat** button to see the letter formed again on the screen, or you can press the **Erase** button to erase your printing from the screen.
- If you are already familiar with printing letters, you may advance to Level 2 for additional practice!
- Press the **ABC/abc** button to switch between uppercase and lowercase printing.

### 3. NUMBER WRITING

This activity will teach you how to write numbers from 1 to 10.

- Press the activity button “**NUMBER WRITING**”.



- You will see numbers appear one by one on the LCD screen. Press the **GO** button when you see the number you would like to write. You can also press one of the numbers on the overlay.



- On the LCD screen, you will see the number strokes taught step by step. After you have watched the proper stroke order, practice writing a number in the Smart Writer spaces. If you have written the number correctly, you will hear a positive response such as “Great! You wrote the number 3.” Then you will be instructed to

press a number again. If you do not make your selection within a few seconds, the unit will automatically choose a number for you.

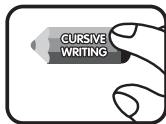


4. If you do not write the number correctly after three tries, the unit will encourage you to write a different number.
5. During your writing, you can press the **Repeat** button to see the number formed again on the screen, or you can press the **Erase** button to erase your writing from the screen.
6. If you already are familiar with printing numbers, you may advance to Level 2 for additional practice.

## 4. CURSIVE WRITING

This activity will teach you how to write cursive letters in both uppercase and lowercase forms. While we teach the Zaner-Bloser method of writing, the unit will also accept the D'Nealian method of writing for correct answers.

1. Press the activity button "**CURSIVE WRITING**".



2. Choose a letter by pressing a letter button.
3. On the LCD screen, you will see the cursive letter strokes taught step by step. Watch the LCD screen as it shows you the proper steps in forming a letter. Practice writing a letter in any of the Smart Writer spaces. If you have written the cursive letter correctly, you will hear a positive response such as "What a smart writer! You wrote the uppercase A". Then you will be instructed to press another letter button. If you do not make your selection within a few seconds, the unit will automatically choose one for you.



- If you do not write the letter correctly after three tries, the unit will encourage you to write a different letter.
- During your writing, you can press the **Repeat** button to see the letter formed again on the screen, or you can press the **Erase** button to erase your writing from the screen.
- If you already are familiar with cursive letters, you may advance to Level 2 for additional practice.
- Press the **ABC/abc** button to switch between uppercase and lowercase cursive writing.

## 5. FREE FORM WRITING

This activity allows you to practice writing any letters and numbers you would like, or you can draw anything you would like.

- Press the activity button “**FREE FORM WRITING**”.



- Press the letter buttons or any letters and numbers on the overlay to see them appear on the LCD screen. You can also begin practicing your writing in any of the Smart Writer spaces, and you will see your writing appear on the screen.
- Press the objects on the overlay and you will hear that object identified while seeing the letters appear on the screen.
- If you have written a letter or a number correctly, you will hear a positive response such as “What a smart writer!”



## 6. MISSING LETTER

In this activity, one letter in a word will be missing. You will need to fill in the missing letter to complete the word.

1. Press the activity button **"MISSING LETTER"**.



2. Find the missing letter of a word and press the letter button to answer. You may also write the letter in the Smart Writer spaces.



3. If you fill in the missing letter correctly, you will receive a positive animation and hear a positive response.
4. If you do not answer correctly after three tries, the unit will give you the correct answer.
5. Once you have mastered Level 1, you can advance to Level 2 for more challenging words.

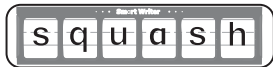
## 7. SPELLING

This activity teaches spelling of 3-6 letter words.

1. Press the activity button **"SPELLING"**.



2. You will be asked to spell a word. Press the correct letter buttons, or write all letters one by one in the Smart Writer spaces to answer.



3. If you spell the word correctly, you will hear a positive response and the spelling will be repeated.



- If you do not answer correctly after three tries, the unit will give you the correct spelling of the word.
- Once you have mastered Level 1, you can advance to Level 2 for more challenging spelling words.

## 8. HANGMAN

In this activity, you will be asked to guess a word from the list in the following chart.

3 letter words	4 letter words		5 letter words		6 letter words	
ape	ball	neck	arrow	queen	artist	valley
boy	body	nest	drill	shirt	carrot	violin
cat	boot	nose	eagle	tiger	doctor	winter
cow	cave	ring	earth	torch	finger	zigzag
egg	chef	road	elbow	tulip	garden	zipper
elf	coat	rose	fruit	uncle	island	
fox	dock	swan	goose	wheel	jacket	
hay	duck	tent	grape	wrist	knight	
jet	face	vine	heart	zebra	lizard	
jug	fall	wasp	house		nickel	
map	fish	weed	igloo		noodle	
mug	gate	week	lemon		parrot	
paw	gift	x-ray	nurse		seesaw	
tea	goat	yarn	onion		spring	
tie	hair		panda		squash	
toe	iron		pilot		summer	
tub	king		purse		turkey	
yam	mask		quail		umpire	

1. Press the activity button “**HANGMAN**”.



2. You will be asked to guess a word. Press the letter buttons or write a letter in one of the Smart Writer spaces to answer.

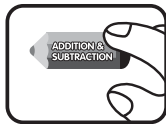


3. If you guess and write the word correctly, you will hear a positive response and the word will be repeated.
4. If you do not answer correctly after several tries, the unit will give you the correct word.
5. Once you have mastered Level 1, you can advance to Level 2 for more challenging words.

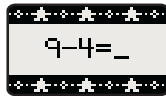
## 9. ADDITION & SUBTRACTION

This activity teaches addition and subtraction skills.

1. Press the activity button “**ADDITION & SUBTRACTION**”.



2. You will be asked to find the answer to an addition or subtraction equation. Press the numbers on the overlay, or write a number in one of the Smart Writer spaces to answer.

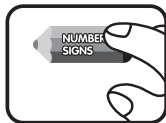


3. If you answer the equation correctly, you will hear a positive response and the answer will be repeated.
4. If you do not answer correctly after three tries, the unit will give you the correct answer of the equation.

5. Once you have mastered Level 1, you can advance to Level 2 for more challenging math equations.

## 10. NUMBER SIGNS

1. Press the activity button **"NUMBER SIGNS"**.

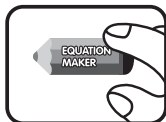


2. You will be asked to compare two equations using greater than, less than or equal to. Write the correct sign (" $>$ ", " $<$ ", or " $=$ ") in any of the Smart Writer spaces, or press the **GO** button to select the signs when you see them scroll across the screen.
3. If you answer the sign correctly, you will hear a positive response and the entire equation will be repeated.
4. If you do not answer correctly after two tries, the unit will give you the correct sign.
5. Once you have mastered Level 1, you can advance to Level 2 for more challenging sign equations.



## 11. EQUATION MAKER

1. Press the activity button **"EQUATION MAKER"**.



2. You will see an equation with three numbers missing at the bottom of the LCD screen, while three numbers are listed at the top of the screen. You will need to put these numbers in the correct sequence to create an equation.
3. Press the numbers on the overlay, or write one of the three numbers in any of the Smart Writer spaces to create the equation.

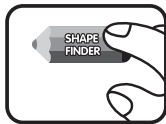


4. You can also press the **GO** button to confirm your answer when you see the numbers highlighted. Press them in the correct order to create an equation.
5. If you create an equation correctly, you will hear a positive response and the entire equation will be repeated.
6. If you do not answer correctly after three tries, the unit will give you the correct equation.
7. Once you have mastered Level 1, you can advance to Level 2 for more challenging equations.

## 12. SHAPE FINDER

This activity challenges you to find missing pieces in order to complete an object.

1. Press the activity button “**SHAPE FINDER**”.



2. You will see an object with a missing piece flashing on the screen.



3. Then you will see three answer choices to complete the missing piece. Press the **GO** button when you see the correct piece.



4. If you answer the question correctly, you will hear a positive response.
5. If you do not answer correctly after two tries, the unit will give you the correct missing piece.

## CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Drawing directly on the board is not recommended. Do not scrub the surface as it could cause damage.
3. Do not use sharp-ended objects to write on the surface of the board.
4. Avoid using excess pressure on the board.
5. Keep the unit out of direct sunlight and away from any direct heat sources.
6. Remove the batteries when the unit is not in use for an extended period of time.
7. 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. 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 now be ready to play again.
5. 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.

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