



LITTLE SMART

Letter Fun™ With Phonics
USER'S MANUAL



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Dear Parent:

At VTech® we know that children have the ability to do great things.

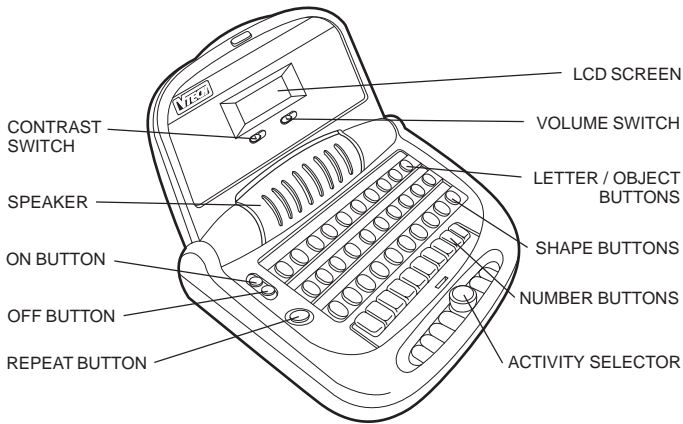
That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTECH® LITTLE SMART Letter Fun™ With Phonics** learning toy! This product is one of a family of **LITTLE SMART™** educational electronic learning products. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **LITTLE SMART Letter Fun™ With Phonics** learning toy is filled with fun learning activities to help preschoolers prepare for school.



INCLUDED IN THIS PACKAGE

- One **LITTLE SMART Letter Fun™ With Phonics** learning toy.
- One instruction manual.

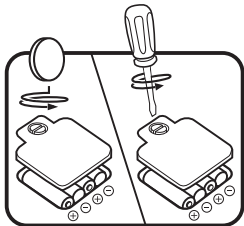
WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

BATTERY INSTALLATION

1. Make sure the unit is **Off**.
2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to loosen the screw.

Install 4 new 'AA' (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)

3. Replace the battery cover and tighten the screw to secure the battery cover.
4. After inserting the batteries, turn the unit on by pressing the **ON BUTTON**.



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 you are not going to use it for a long time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

NOTE: If the **LITTLE SMART Letter Fun™ With Phonics** learning toy suddenly stops working, the voice becomes faint or the sound seems weak, follow the steps below:

1. Turn the unit **off** for a moment, then back **on**.
2. Check to make sure the batteries are properly inserted.
3. Try inserting brand new batteries.

If, after following the above steps, you are still having a problem with the unit, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

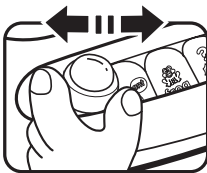
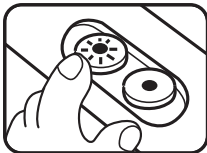
TO BEGIN PLAY

1. To begin play, press the **ON BUTTON** (☀).

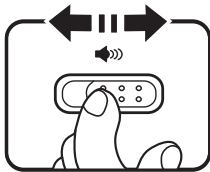
You will hear "Hello!" followed by a short tune.

2. Slide the **ACTIVITY SELECTOR** left or right to select one of the eight activities. When you have chosen an activity, the friendly voice will guide you through the activity.

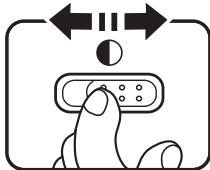
3. Press the **REPEAT BUTTON** to repeat the previous phrase or question.



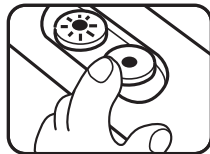
4. To adjust the volume, slide the **VOLUME SWITCH** to the right for the high volume position or to the left for the low volume position.



5. To adjust the contrast of the LCD screen, slide the **CONTRAST SWITCH** to the right for the high contrast position or to the left for the low contrast position.



6. To turn the unit off, press the **OFF BUTTON** (●). You will hear “Bye-bye!” followed by a short tune.



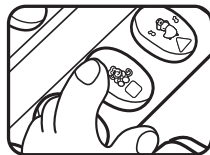
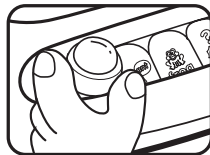
ACTIVITIES

A. Learn the Letters and Numbers



This activity introduces capital and small letters, objects, numbers and shapes.

1. Slide the **ACTIVITY SELECTOR** to the first position and you will hear “Let’s learn the letters and numbers.”
2. When any **LETTER**, **NUMBER**, or **SHAPE BUTTON** is pressed, the letter and object, number or shape will be displayed on the screen and then identified.

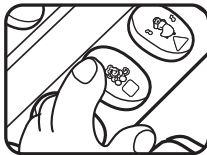
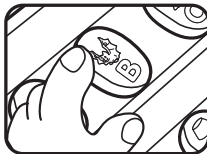
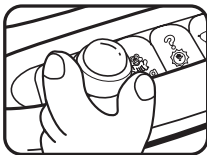


B. Learn the Sounds of Letters



This activity introduces the phonetic sounds of letters.

1. Slide the **ACTIVITY SELECTOR** to the second position. You will hear “Let’s learn the sounds of letters!” followed by a short tune.
2. When any **LETTER BUTTON** is pressed, the sound of the letter and the name of the object will be displayed on the screen and then identified.
3. When any **NUMBER** or **SHAPE BUTTON** is pressed, the music note or melody will be heard and a fun animation will appear on the screen.

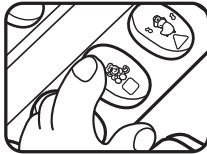
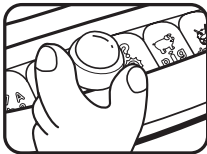


C. Learn the Objects



This activity introduces object identification and spelling.

1. Slide the **ACTIVITY SELECTOR** to the third position. You will hear “Let’s learn the objects!” followed by a short tune.
2. When any **LETTER**, **NUMBER**, or **SHAPE BUTTON** is pressed, the object, number or shape will be identified with its spelling and a fun animation will play on the screen.

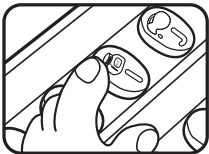
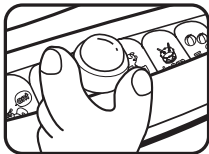


D. Where Is It?



This activity asks questions about letters objects, numbers and shapes.

1. Slide the **ACTIVITY SELECTOR** to the fourth position. You will hear “Where is it?” The unit will ask you to find a letter, object, number or shape randomly.
2. Find the answer and press the button. The friendly voice will confirm whether or not the pressed button was correct.
3. If an incorrect button is pressed, the friendly voice will encourage you to try again. After three incorrect answers, the voice will identify the correct answer.
4. After the correct answer is identified, a new question will be asked.

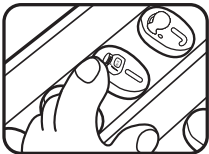
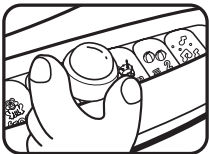


E. Find the Vowel



This activity introduces the vowels in words.

1. Slide the **ACTIVITY SELECTOR** to the fifth position. You will hear “Find the vowel, a, e, i, o, u. The vowels are red on your keyboard!” The unit will ask you to find the vowel in the word shown on the screen.
2. Find the answer by pressing the correct **LETTER BUTTON**. The friendly voice will confirm whether or not the pressed button was correct.



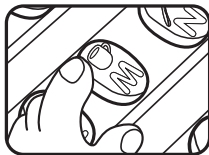
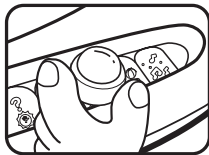
- If an incorrect button is pressed, you will be encouraged to try again and the question will be repeated. After three incorrect answers, the voice will identify the correct answer.
- After the correct answer is identified, a new question will be asked.

F. Missing Letter



This activity introduces beginning spelling with a missing letter activity.

- Slide the **ACTIVITY SELECTOR** to the sixth position. You will hear “Find the missing letter!” The voice will then ask you to find the missing letter in the word shown on the screen.
- Press the correct **LETTER BUTTON** to answer. The friendly voice will confirm whether or not the pressed button was correct.
- If an incorrect button is pressed, you will be encouraged to try again and the question will be repeated. After three incorrect answers, the voice will identify the correct answer.
- After the correct answer is identified, a new question will be asked.

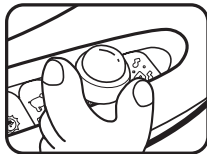


G. Counting

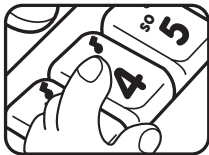


This activity introduces counting skills.

- Slide the **ACTIVITY SELECTOR** to the seventh position. You will hear “Counting!” The unit will ask you to count the shapes or the vowels shown on the screen.



2. Find the answer and press the correct **NUMBER BUTTON** to answer the question. The voice will confirm whether or not the pressed button was correct.
3. If an incorrect button is pressed, you will be encouraged to try again and the question will be repeated. After three incorrect answers, the voice will identify the correct answer.
4. After the correct answer is identified, a new question will be asked.

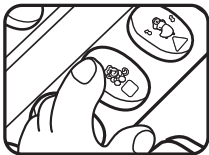
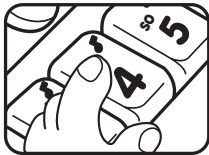
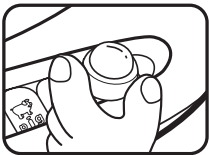


H. Music



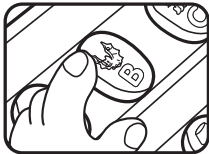
This activity encourages musical discovery.

1. Slide the **ACTIVITY SELECTOR** to the eighth position. You will hear "Let's play some music!"
2. Press a **NUMBER BUTTON** and a musical note will be heard. The **NUMBER BUTTONS** become a 10-note musical key pad.
3. Press a **SHAPE BUTTON** to hear a melody. There are four melodies.



Star Button	—	Clementine
Circle Button	—	On Top of Old Smoky
Square Button	—	Pop! Goes the Weasel
Triangle Button	—	Skip to My Lou

4. Press a **LETTER BUTTON** to hear a fun sound effect or a short tune. Press a **SHAPE BUTTON** before or after pressing a **LETTER BUTTON** to hear the melody in the fun sound effect or piano sound.



AUTOMATIC SHUT-OFF

To preserve battery life, the **LITTLE SMART Letter Fun™ With Phonics** learning toy will automatically turn off after several minutes without input. The unit can be turned on again by pressing the **ON BUTTON**.

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 or expose the unit to moisture.

IMPORTANT NOTE

Creating and developing preschool 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 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.



POWER SUPPLY:

RATING: DC 6V  1W

BATTERIES: 4 x 1.5V "AA" / UM-3 / LR6

DO NOT USE RECHARGEABLE BATTERIES

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 with 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 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver