Talking Teacher™

Grows with Your Child!

**Word Pack Expansion Modules —
A Library of Learning Fun!
Each module adds 160 new words
to TALKING TEACHER'S vocabulary.**

SPELLING 1
Recommended for ages 6-7

SPELLING 2
Recommended for ages 7-8
Supplied FREE with this unit

SPELLING 3
Recommended for ages 8-9

SPELLING 4
Recommended for ages 10-11

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Talking Teacher™

2-in-1 Learning Fun

Parent's Guide

Dear Parent,

Congratulations. . .you just made a wise investment! TALKING TEACHER™ will provide your child with hours of exciting word and number learning fun. Kids will be captivated by the top-quality voice. It's a real playtime companion!

Don't forget! TALKING TEACHER™ can grow with your child! Word Pack Expansion Modules program TALKING TEACHER™ with entirely new, age-graded vocabularies. Please see the back cover for details on how to expand your games.

Read this book carefully to help your child enjoy TALKING TEACHER™ to the fullest! Enjoy!

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READY!

The following section describes how to make TALKING TEACHER™ ready to play.

GENERAL INFORMATION:

Your new TALKING TEACHER™ is a special learning tool presenting a series of activities that will aid in developing spelling and mathematical skills. The basic TALKING TEACHER™ has 10 modes or activities. You can select various levels of difficulty for certain modes. TALKING TEACHER™ has a basic vocabulary of over 165 words.

Your TALKING TEACHER™ will accept modules that will add words to its vocabulary (refer to the MODULES section).

TALKING TEACHER'S space-age hardware is entirely solid state, with a liquid crystal, eight-character, 14-segment display (LCD), a 36-key membrane keyboard, and a speech synthesizer.

BATTERIES

Use four "C" size batteries. Be sure to insert each battery observing the polarity as shown inside the battery compartment.

If TALKING TEACHER™ fails to operate after installing the batteries, recheck the battery polarity and make certain that all the batteries are making good contact with each other and with the battery-contact plate.

OPERATES ON 4 'C' ALKALINE BATTERIES (not included)

IMPORTANT:

REPLACE BATTERIES AT THE FIRST SIGN OF ERRATIC OPERATION.

USE ALKALINE BATTERIES FOR LONGER OPERATING TIME.

HIGH TEMPERATURES WILL DESTROY THE UNIT. DO NOT LEAVE UNIT IN DIRECT SUNLIGHT.
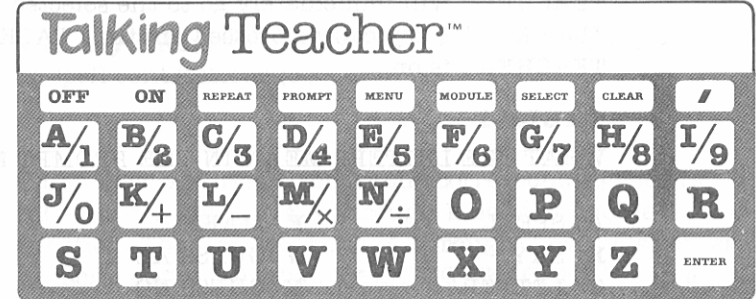
DO NOT PRESS HEAVILY ON THE LCD DISPLAY

CLEAN UNIT WITH A SOFT, DRY CLOTH. DO NOT USE ANY CLEANING AGENTS.

ALKALINES RECOMMENDED

⊖ "C" SIZE ⊕   ⊖ "C" SIZE ⊕

⊕ "C" SIZE ⊖   ⊕ "C" SIZE ⊖

OPEN
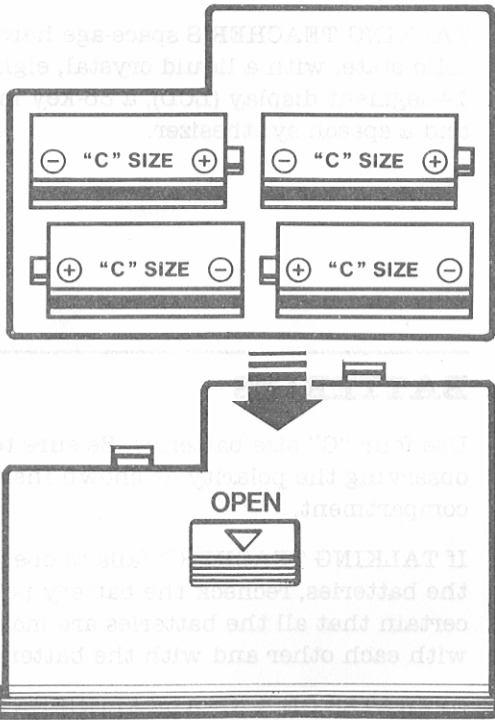
The following section will get you acquainted with TALKING TEACHER™ keyboard and describe some of TALKING TEACHER'S methods of helping you learn.

Talking Teacher™

OFF   ON   REPEAT   PROMPT   MENU   MODULE   SELECT   CLEAR   /

A/1 B/2 C/3 D/4 E/5 F/6 G/7 H/8 I/9

J/0 K/+ L/_ M/× N/÷ O P Q R

S T U V W X Y Z ENTER

WHAT EACH KEY DOES:

OFF This key turns TALKING TEACHER™ off. TALKING TEACHER™ will not permit itself to be turned off until it is finished speaking.

ON This key turns TALKING TEACHER™ on and automatically sets the MENU mode. NOTE: When turn TALKING TEACHER™ on, hold the ON key until TALKING TEACHER™ responds with "HELLO".

REPEAT This key is very useful and when pressed TALKING TEACHER™ will repeat the current problem or word. You may use this key anytime you are entering your answer to listen to the problem or word again.

PROMPT

This key gives you a quick way to choose which game you want to play. After pressing the PROMPT key, TALKING TEACHER™ will ask you to "ENTER MODE." Press the letter key that corresponds to the mode you want to play (see Table 1), then press ENTER. TALKING TEACHER™ will immediately go to the selected mode. The PROMPT key can be pressed anytime TALKING TEACHER™ is on.

TABLE 1

WHAT THE LETTERS MEAN IN THE PROMPT MODE

A	SPELL	**F**	MAKE
B	SAY	**G**	GUESS AZ
C	LETTER	**H**	GUESS NO
D	ALPHABET	**I**	MATH
E	FIRST	**J**	COUNT

MENU

This key will place TALKING TEACHER™ in the MENU MODE. The MENU MODE causes TALKING TEACHER™ to display all the modes available to you. When the mode you want to play is displayed, press the ENTER key and that mode will be started. The MENU key can be pressed anytime TALKING TEACHER™ is on.

MODULE

This key will cause TALKING TEACHER™ to access an installed module for additional words. Refer to the manual supplied with each module for specific instructions.

SELECT

This key is used when TALKING TEACHER™ is in the MENU MODE to advance TALKING TEACHER™ to the next mode faster than the MENU MODE's usual rate of display.

CLEAR

This key allows you to erase any responses on the display that you have entered, until you have pushed the ENTER key. CLEAR lets you correct an answer without using up a "try." It is your electronic eraser.

'

This key enters an apostrophe character. You will need it to spell contractions (e.g., aren't).

A/1 through Z

These keys are used to enter the corresponding letters into the display. Keys A through N serve a double function. The first ten keys, A through J, will also enter numeric digits 0-9 when TALKING TEACHER™ is in a math mode. Keys K through N will also enter mathematical operators when TALKING TEACHER™ is in a maths mode.

ENTER

This key is used to tell TALKING TEACHER™ when an answer is completed and can be entered. In almost all modes of operation TALKING TEACHER™ requires that each answer be finalized by pushing this key.

SKILL LEVELS:

Skill levels refer to the five levels of difficulty that are programmed into most modes. When a MODE has been entered that provides levels of difficulty, TALKING TEACHER™ displays the message "LEVEL A" and says "set level." To select the desired level press a letter from A to E. A represents the easiest problems, while problems at levels B, C, D, and E grow increasingly difficult. Once the desired letter has been entered press ENTER. TALKING TEACHER™ will then present problems within the selected level of difficulty.

SCORING:

TALKING TEACHER™ will score your answers. TALKING TEACHER™ will always give you two attempts to answer a problem. If you enter two incorrect answers, TALKING TEACHER™ will give you the correct answer. After completing a problem set in any mode, TALKING TEACHER™ will display your overall score for that problem set.

The following section describes the ten MODES (activities) that TALKING TEACHER™ has to offer on its MENU.

SPELLING SCREEN [SPELL]

The object is to try and spell words that TALKING TEACHER™ pronounces. If after two attempts you have not succeeded in correctly spelling the word, TALKING TEACHER™ will show you the proper spelling. After five words have been presented, TALKING TEACHER™ will display your score.

To Play:

1. Turn on TALKING TEACHER™ by pressing the ON key. TALKING TEACHER™ will say "HELLO" and will display the titles for the 10 modes, one at a time.

   Note: When turning TALKING TEACHER™ on, hold the ON key depressed until TALKING TEACHER™ says "HELLO."

2. When the display shows the title of the mode you want to play, press the ENTER key.

   EXAMPLE: To play the SPELL mode, press the ENTER key when SPELL is displayed. TALKING TEACHER™ will then display LEVEL A and say "SET LEVEL."

3. To select the desired skill level, press either A, B, C, D, or E and then press ENTER. TALKING TEACHER™ will then present a word to spell.

4. Press the letter(s) to enter your answer. When you have entered what you think is the correct answer, press the ENTER key. TALKING TEACHER™ will check your answer. If your answer is correct, TALKING TEACHER™ will say so and present the next word. If, however, your answer is incorrect, TALKING

TEACHER™ will give you a second chance. Enter your second answer in the same way you entered your first answer. If your second answer is still incorrect, TALKING TEACHER™ will supply the correct answer and proceed to the next word.

5. Step 4 will be repeated until five words have been completed. TALKING TEACHER™ then returns to the MENU MODE and offers you the chance to continue in the same MODE or to select another.

SAY IT / SPELL IT   [SAY   ]

The object is to spell the word that TALKING TEACHER™ says after the visual display has disappeared. This mode is for children just learning how to spell. It is played similarly to the SPELL mode except that TALKING TEACHER™ displays (for a short time) as well as speaks the word to be spelled. This mode can be used to provide a visual prompt to help young and new spellers.

LETTERS   [LETTER   ]

This mode improves letter recognition. As you push a letter key, TALKING TEACHER™ displays and says the letter for you.

To Play:

1. Turn TALKING TEACHER™ on.

2. Select the LETTERS mode as Step 2 described in the "SPELL" mode.

3. Press any letter you like. TALKING TEACHER™ will display and say the letter. Eight letters can be displayed. When you have pressed the ninth, it will replace the eighth, and so on.

4. To select another MODE, press the MENU key.

SAY LETTERS   [ALPHABET]

TALKING TEACHER™ will recite the alphabet for you while displaying each letter as it is said.

To Play:

1. Turn TALKING TEACHER™ on.

2. Select the SAY LETTERS mode.

3. TALKING TEACHER™ will recite the ABC's.

4. After completing the alphabet, TALKING TEACHER™ will return to the MENU MODE and will offer you the chance to continue in the SAY LETTERS mode or to select another.

STARTS WITH   [FIRST   ]

The object of this mode is to enter the first letter of the word TALKING TEACHER™ speaks.

To Play: See directions for SPELL mode.

MAKE WORDS   [MAKE   ]

TALKING TEACHER™ will say and display a word, but the displayed word will have one letter missing. Enter the missing letter to complete the word and you will be playing this mode.

To Play: See directions for SPELL mode.

WHICH LETTER   [GUESS AZ]

TALKING TEACHER™ picks a secret letter between A and Z. You must guess the secret letter. If your guess is wrong, you may have given yourself a clue about the secret letter. One letter in the display may change, reducing the range of possible letters to guess.

To Play:

1. Turn TALKING TEACHER™ on.

2. Select the WHICH LETTER mode by pressing the ENTER key when GUESS AZ is displayed. TALKING TEACHER™ will ask you to guess the secret letter.

3. Press the key to enter your guess for the secret letter, then press ENTER. TALKING TEACHER™ will tell you if you have guessed correctly. If you did not guess the secret letter, TALKING TEACHER™ will change the display to narrow the range of choices.

   EXAMPLE: TALKING TEACHER™ shows A to Z. You guess and enter "O." TALKING TEACHER™ says: "Incorrect, try again." The display changes and shows O and Z. You now know that the secret letter is between O and Z, so you would not guess F or any letter that precedes O in the alphabet. Continue entering letters until the secret letter is discovered.

4. When you have discovered the secret letter, TALKING TEACHER™ will show you how many guesses it took. TALKING TEACHER™ will return to the MENU MODE and will offer you the chance to continue in the WHICH LETTER mode or to select another.

WHICH NUMBER   [GUESS NO]

TALKING TEACHER™ picks a number between 1 and 99 and asks you to guess it. If your guess is wrong, you may have given yourself a clue about the secret number. After each wrong guess, one number may change on the display, reducing the range of possible guesses. When the secret number has been determined, TALKING TEACHER™ will display the number of guesses required to discover the secret number.

To Play: See instructions for WHICH LETTER.

MATH TABLES   [MATH   ]

The object is to determine the answer to math problems that TALKING TEACHER™ presents. You have two tries to enter the correct answer before TALKING TEACHER™ will give you the correct answer.

To Play:

1. Turn TALKING TEACHER™ on.

2. Select the MATH TABLES mode by pressing the ENTER key when MATH is displayed. TALKING TEACHER™ will then ask you to enter the desired skill level (refer to SKILL level section as described in Step 3 of SPELL MODE direction).

3. After setting the skill level, TALKING TEACHER™ will ask you to enter the desired maths operation (i.e., division, multiplication, addition, or subtraction). Select the desired operation by pressing the appropriate key and then press the ENTER key.

4. TALKING TEACHER™ will display and say a problem for you to solve.

5. Enter your answer and press the ENTER key. TALKING TEACHER™ will announce whether your answer is correct and go on to the next problem. If, however, your answer was incorrect, TALKING TEACHER™ will give you another try. If your answer is still incorrect on the second try, TALKING TEACHER™ will supply the correct answer.

6. Repeat Step 5 until five problems have been completed. TALKING TEACHER™ then display your score. TALKING TEACHER™ will return to the MENU MODE and will offer you the chance to continue in the MATH mode or to select another.

COUNT   [COUNT   ]

TALKING TEACHER™ will count to 200. The skill level determines the increment used: A = 1's, B = 2's, C = 5's, D = 10's, and E = 20's.

To Play:

1. Turn TALKING TEACHER™ on.

2. Select the COUNT Mode by pressing the ENTER key when COUNT is displayed.

3. Select a skill level by pressing a letter that corresponds to the way you want to hear the numbers counted. Press ENTER.

4. TALKING TEACHER™ will count to 200. TALKING TEACHER™ will return to the MENU MODE and will offer you the chance to continue in the COUNT mode or to select another.

MODULES

GENERAL:
TALKING TEACHER's educational opportunities can be expanded through the installation of modules in TALKING TEACHER's battery compartment. To avoid damage to TALKING TEACHER™ , use only TALKING TEACHER's Word Pack Expansion Modules.

INSTALLATION:
TALKING TEACHER's modules are installed by removing the battery compartment door, removing the batteries, installing the module (see diagram below), replacing the batteries, and replacing the door. The modules must be inserted with the finger notch (see diagram below) upward (closest to the battery compartment door). A gentle push is necessary to connect the module to TALKING TEACHER's circuitry, but don't push too hard!

REMOVAL:
TALKING TEACHER's modules are removed by removing the battery compartment door, removing the batteries, removing the module (using the finger notch on the module), installing a different module if desired, replacing the batteries, and replacing the door.

NOTE: No harm is done to either TALKING TEACHER™ or the module by leaving the module in TALKING TEACHER™ when TALKING TEACHER™ is turned off.
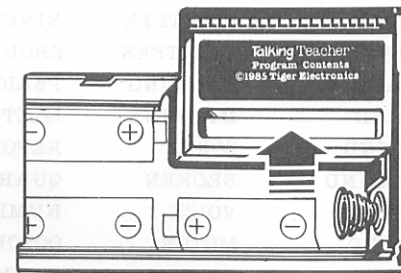
TALKING TEACHER™
MAINFRAME WORD LIST (165 WORDS)

LEVEL A	LEVEL B	LEVEL C	LEVEL D	LEVEL E
EAT	LETTERS	WATER	DECEMBER	SHORT
HAT	DAY	UNDER	LARGE	PRIVATE
WHAT	TODAY	COPPER	PLAYER	TOTAL
THAT	MONDAY	ANSWER	ESCAPE	LOCAL
GREAT	PLAY	WEATHER	HUNDRED	FINAL
FIRE	FIRST	AVERAGE	DIVIDED	GENERAL
MORE	DATE	POLICE	STOPPED	EXPRESS
MAN	BALL	BREAK	EARLY	AUGUST
CAN	SPELL	DEVICE	JULY	INTEREST
RUN	SMALL	MINUTE	REPLY	ATTEMPT
YES	HALF	SIMPLE	PLUS	FEBRUARY
COUNT	EAST	FEMALE	MINUS	MISSING
THIN	LOST	TIMES	O'CLOCK	CALENDAR
GO	RAIN	WHEEL	CLOCK	SELECT
WAS	FALSE	FOOT	ATTACK	PURCHASE
OFF	DOWN	RADIO	DRINK	RETURN
ZERO	NAME	TEN	EIGHTH	RIGHT
ONE	GAME	ELEVEN	TWENTY	WRONG
TWO	VOLUME	TWELVE	THIRTY	MEDICINE
THREE	TIME	THIRTEEN	FORTY	ACTION
FOUR	LEFT	FOURTEEN	FIFTY	LOCATION
FIVE	YOUR	FIFTEEN	SIXTY	POSITION
SIX	AIR	SIXTEEN	SEVENTY	QUESTION
SEVEN	ROAD	STEP	EIGHTY	GALLON
EIGHT	TEAM	EIGHTEEN	NINETY	EQUALS
NINE	HAND	NINETEEN	SHOULD	THOUSAND
ME	SAND	SPELLING	PERIOD	COMMAND
BAG	KIND	MACHINE	MIXTURE	SLOW
OLD	BLIND	ZONE	REPORT	PICTURE
COLD	BEHIND	BROKEN	QUARTER	MEASURE
HOLD	THIRD	VOICE	NUMBER	FEATURE
GOOD	WORD	MOTOR	OCTOBER	SECRET
HELLO	BOOK	BOTTOM	PAYMENT	ELECTRIC