

AGES
6+

instruction
manual



teach & talk™
ACTIVITY LAPTOP

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INTRODUCTION

Congratulations on your purchase of the Discovery Kids™ Teach & Talk Activity Laptop. This fun and educational item is sure to provide hours of interactive entertainment. Portable and easy to use, it guarantees countless hours of fun at home, in the car, and beyond.

Please read all instructions and warnings in this manual prior to using your new Discovery Kids™ Teach & Talk Activity Laptop.

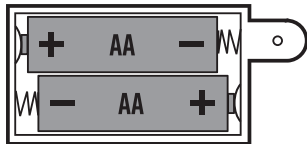
- Keep this instruction manual as it contains important information for future reference.
- This Laptop uses 2 "AA" batteries (not included). Alkaline batteries are recommended.
- Adult assembly and a Phillips screwdriver (not included) will be required for battery installation.

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BATTERY DIAGRAM

Insert batteries with the polarity as shown in the diagram.



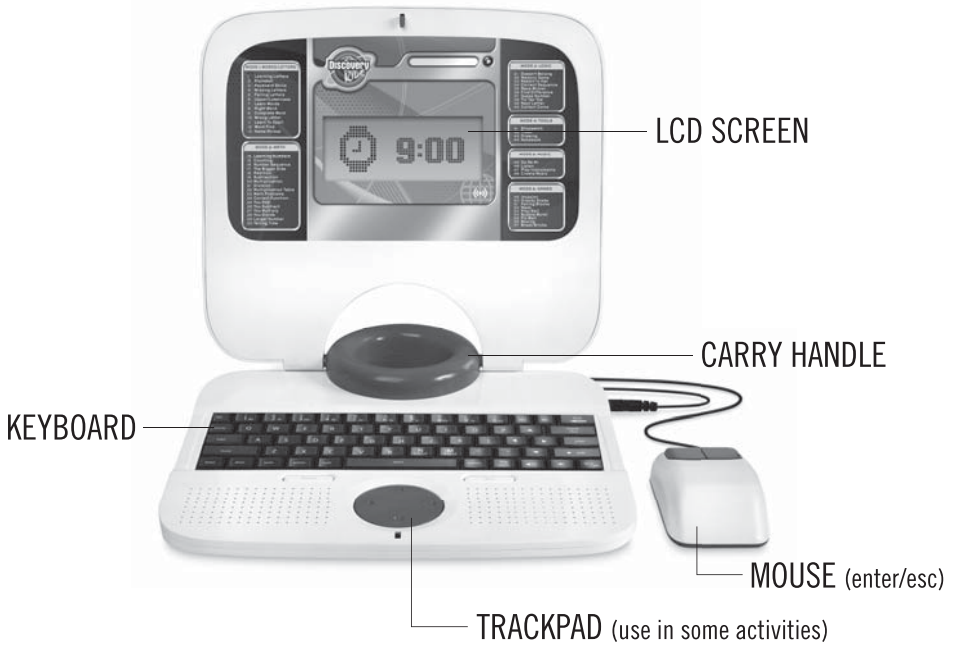
BATTERY WARNING:

- Do not mix alkaline, standard (carbon-zinc) and rechargeable batteries (Nickel Metal Hydride).
- Do not mix old and new batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the item before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries should be removed immediately and must be recycled or disposed of properly according to state or local government ordinances and regulations.
- The supply terminals are not to be short-circuited.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Do not dispose of batteries in a fire - batteries may leak or explode.

KEEP THIS MANUAL FOR REFERENCE AS IT CONTAINS IMPORTANT INFORMATION.

GETTING STARTED

CONTENTS



1. INSTALL BATTERIES

Adult supervision required to change/install batteries. Using a Phillips screwdriver, remove the bottom battery cover. Insert 2 “AA” batteries (not included). Replace the battery cover and tighten the screw. See the diagram on the last page for help.

2. TURN ON

Slide the round button on the lid towards you and lift lid up. Press the on/off key on the bottom right of the keyboard.

3. ADJUST SCREEN

Pivot the screen side-to-side or front to back to the position you prefer.

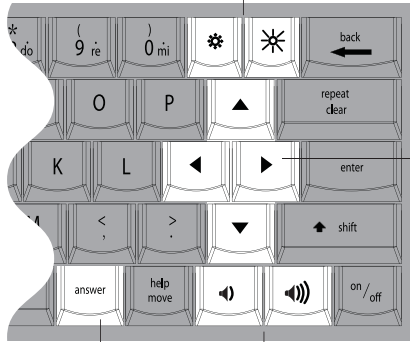
4. SELECT AN ACTIVITY

Press the Words, Math, Logic, Tools, Music, or Games keys to select a category. After you select a category, press the up and down arrow keys to select the activity you want and quickly press the enter key.

* You can also press the esc key and use the up and down arrow and enter keys to select a category of activities.

KEY FUNCTIONS

ADJUSTS SCREEN BRIGHTNESS

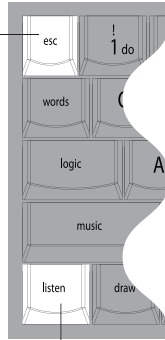


ACTIVITY ARROWS

GIVES ANSWERS

ADJUSTS VOLUME


EXITS ACTIVITY



PLAYS MELODY

KEY SYMBOLS

The symbols below indicate if the activity has skill levels and show the keys used in each activity.

 This activity has skill levels. Press the up and down arrow keys to select level of difficulty and press enter. 1-easy, 2-difficult, 3-most difficult.

 USE ARROW KEYS

 USE LETTER KEYS

 USE THE ENTER KEY

 USE NUMBER KEYS

 USE THE REPEAT KEY

 USE THE BACK KEY

 USE THE SHIFT KEY

 USE THE DRAW KEY

WORDS

1. LEARNING LETTERS

Press the arrow keys and the computer says each letter. You can also press the letter keys.

2. ALPHABET

Press a letter and it appears in upper and lower case. Press the repeat key to do it again.

3. KEYBOARD SKILLS

Objective- Press the letter shown on the screen. Press the repeat key and the computer will say the letter again.

4. MISSING LETTERS

Objective- Press the letter that is missing from the alphabetical order and then press enter. Press the back key to delete the letter and try again.

5. FALLING LETTERS

Objective- Press the letters that are falling to make them disappear.

6. UPPER/LOWER CASE

Objective- Press the letter that is the opposite case of the letter shown and press enter. Press the shift key to switch from upper to lower case. Press the back key to try again.

7. LEARN WORDS

Press the up and down arrow keys and the computer will say the word that is highlighted. Press the enter key to see a picture of the word.

8. RIGHT WORD

Objective- Select the word that matches the picture by pressing the up and down arrow keys and enter. Press the repeat symbol to hear the word again.

9. COMPLETE WORD

Objective- Press the letter that is missing from the word. Press the repeat symbol to hear the word again.

10. WRONG LETTER

Objective- Select the letter that doesn't belong in the word by pressing the left and right arrow keys and press enter. Press the repeat symbol to hear the word again.

11. LEARN TO SPELL

Objective- Press the correct letters to spell the word and press enter. Press the back key to try again. Press the repeat symbol to hear the word again.

12. WORD FIND

Objective- Spell the word in the right order by pressing the arrow keys. Press the repeat symbol to hear the word again.

13. NAME ANIMAL

Objective- Find the correct picture that matches the word by pressing the left and right arrow keys, and then pressing enter. Press the repeat symbol to hear the word again.

MATH

14. LEARNING NUMBERS

Press the up and down arrow keys to show numbers 1 through 9 on the screen and the computer will say each number. Hit enter and the number is displayed. Press a number and the computer says it.

15. COUNTING

Objective- Press the number of objects and then press enter. Press the back key to try again.

16. NUMBER SEQUENCE

Objective- Press the number that is missing and press enter. Press the back key to try again.

17. THE BIGGER SIDE

Objective- Pick the bigger side by pressing the left and right arrow keys and press enter.

18. ADDITION

Objective- Press the answer to the problem and press enter. Press the back key to try again.

19. SUBTRACTION

Objective- Press the answer to the problem and press enter. Press the back key to try again.

20. MULTIPLICATION

Objective- Press the answer to the problem and press enter. Press the back key to try again.

21. DIVISION

Objective- Press the answer to the problem and press enter. Press the back key to try again.

22. MULTIPLICATION TABLE

Press a number and then press enter. The computer says the multiplication table of that number. The multiplication table must complete 1-9 before another number can be selected.

23. MATH PROBLEMS

Objective- Press the answer to the problem and then press enter. Press the back key to try again.

24. CORRECT FUNCTION

Objective- Choose the correct math symbol by pressing the left and right arrow keys and press enter.

25. YOU ADD

Objective- Press the answer to the problem and then press enter. Press the back key to try again.

26. YOU SUBTRACT

Objective- Press the answer to the problem and then press enter. Press the back key to try again.

27. YOU MULTIPLY

Objective- Press the answer to the problem and then press enter. Press the back key to try again.

28. YOU DIVIDE

Objective- Press the answer to the problem and then press enter. Press the back key to try again.

29. LARGER NUMBER

Objective- Choose which answer is higher or if the answers are equal by pressing the left and right arrow keys, and press enter.

30. TELLING TIME

Objective- Choose the clock time by pressing the up and down arrow keys, and press enter.

LOGIC

31. DOESN'T BELONG

Objective- Select the shape, number, or letter that does not fit in the group by pressing the arrow keys, and then enter.

32. MEMORY GAME

Objective- Choose the matching pairs by pressing the arrow keys, and then enter.

33. RABBIT IN HAT

Objective- Choose the correct hat the rabbit is in when the hats stop moving by pressing the left and right arrow keys, and then enter.

34. CORRECT SEQUENCE

Objective- Choose the order the objects are shown on the screen by pressing the left and right arrow keys, and then enter.

35. RACE WINNER

Objective- Choose the order of the objects finishing the race by pressing the left and right arrow keys, and then enter.

36. FIND DIFFERENCE

Objective- Choose the picture that is different by pressing the left and right arrow keys, and then enter.

37. GUESS NUMBER

Objective- Choose the number that fits based on how the other numbers relate by pressing the left and right arrow keys, and then enter.

38. TIC TAC TOE

Objective- Get three in a row against the computer by pressing the arrow keys, and then enter.

39. NEXT LETTER

Objective- Choose the correct letter that relates to the letters on the other side by pressing the left and right arrow keys, and then enter.

40. COLLECT COINS

Objective- Collect the coins in a continuous chain by pressing the arrow keys.

TOOLS

41. STOPWATCH

Press enter to start and stop the clock. Press repeat to reset the clock.

42. TIMER

Press the enter and up and down arrow keys to set a time. Press the repeat key to start and stop the timer.

43. DRAWING

Press the arrow keys to draw. Press the draw key to start a line and the repeat key to stop it.

44. NOTEBOOK

Use the keyboard to type a paragraph. Press the arrow keys to move from line to line and the back key to delete letters. Press the shift key to switch from lower case to upper case.

MUSIC

45. DO RE ME

Press the number keys to hear the musical note.

46. LISTEN

Press the up and down arrow keys to choose songs to listen to.

47. PLAY INSTRUMENTS

Press the left and right arrow keys to choose an instrument, and then enter. Hit esc to select another instrument.

48. CREATE MUSIC

Press the number keys to create a song, and press enter to play the song.

GAMES

49. INVASION

Objective- Fire at the falling objects by pressing the left and right arrow keys, and then enter.

50. GREEDY SNAKE

Objective- See how long you can make the snake by pressing the arrow keys and eating the dots. Avoid hitting the maze or outside edges. When the snake eats each dot, it gets longer.

51. FALLING BLOCKS

Objective- Try to get complete rows of dots by rotating the falling shapes. As each shape is falling, press the left, right, and down arrow keys to move it and the up arrow key to rotate it as it falls.

52. MAZE

Objective- Move the dot through the maze by pressing the arrow keys.

53. PLAY BALL

Objective- Move the paddle side to side and hit the ball without letting it hit the ground by pressing the left and right arrow keys.

54. BUBBLE BURST

Objective- Burst the bubbles by pressing the arrow keys to move the circle. When a bubble is in the circle, press enter and it will burst.

55. FIX WALL

Objective- Don't let the ball get out. Press the arrow keys to move the paddle along the outer wall. When the ball hits the wall and makes a hole, move to that spot and hit enter to fix the hole.

56. BOXING

Objective- Land punches to lower the computer's power level to 0 and win. Press the arrow keys to move your boxer and the M and N keys to punch. C= the computer's power level. U=your power level.

57. BREAK BRICKS

Objective- Hit the ball and break the wall. Press the enter key start. Press the arrow keys to move the paddle side to side.