

Texas Instruments[™] Learning Path[™]

1991 Educational Products

Tools for learning



Follow the Texas Instruments Learning Path.

A step-by-step
introduction to the
Learning Path™ System
of TI educational products.

Now parents who want educational toys for their children can buy them with complete confidence that they are buying carefully researched, highly effective educational toys, simply by following the Texas Instruments Learning Path.

Our commitment. We at Texas Instruments share parents' commitment to their child's learning. That's why, more than a decade ago, we created the speaking educational products industry with Speak & Spell™, a product that has helped millions of children to develop spelling skills. And that's why, today, we have developed the Learning Path System. The system is a line of toys that addresses the specific phases of learning a child naturally experiences. Our toys include proven learning principles and appropriate educational content, plus long play value.

A firm foundation. Each toy supports the development needs of children. This allows children to prepare for and, ultimately, do better

in school. And with the Learning Path to follow, parents can move through the entire TI family of educational products confident that they're choosing the correct educational toys for their children.

Four learning phases. TI's products are grouped according to four childhood learning phases: First Learning, from birth to age 2; Discovery Learning, ages 2-3; Pre-School Learning, ages 3-6; and School Age Learning, ages 6-12. Products in each phase are appropriate for the child in educational content and style, plus provide hours of learning fun.

Designed by experts. Each product on the Learning Path is designed with the help of educational and learning experts to deliver the things children need to know, when they need to know them. Every product captivates, challenges and enables children to fully explore skills that are appropriate for their ages and developmental stages.

The Learning Path System

First Learning

Discovery
Learning

Pre-School
Learning

School Age
Learning



The Texas Instruments Learning Path™ helps children achieve their full potent

**Ages birth-2
First
Learning**

Encourages early language skills

Develops sensory and motor skills

Develops understanding of cause and effect

Promotes awareness of environment

Encourages exploration



Listen & Learn Sounds We Hear. Ages 6-36 months. Colorful 12-sided ball helps children identify objects by their unique sounds. Builds motor and cognitive skills.



Stack-A-Round Clown. Ages 12-36 months. "Clarence," the first stacking toy that talks, helps develop motor skills and teach about parts of the face.



Listen & Learn Farm Animals. Ages 6-36 months. Helps develop motor skills and teach about farm animals.



Listen & Learn Nursery Rhymes. Ages 6-36 months. A warm, friendly voice sings traditional nursery rhymes. Helps develop motor skills.



Talking Peek-A-Boo Zoo. Ages 9-36 months. Pop-up zoo animals help develop motor, memory and listening skills.

System ial!



Ages 2-3 Discovery Learning



Ages 3-6 Pre-School Learning

Introduces
socialization skills

Encourages color and
shape recognition

Promotes understanding
directions

Encourages creativity
and imagination

Encourages planning

Develops
manipulative skills

Promotes
real-world skills

Supports number, letter
and word recognition



Touch & Discover.

Ages 2-5. Disney characters help children learn the alphabet, numbers and more. Expandable. © The Walt Disney Company.



Touch & Tell. Ages 2-5. Friendly voice introduces objects' shapes, words and more. Rewards with music and sound effects. Expandable.



Save & Learn Bank. Ages 4-8. Promotes basic math and money-responsibility skills. Rewards with music and sound effects.



Super Speak & Read. Ages 3-7. Uses phonics and sight-reading to help children learn basic reading skills. Comes with reading books. Expandable.



Computer Fun. Ages 4-8. Familiarizes children with computers. Develops early math skills, reading readiness and more.



Words...To Go! Ages 3-6. Develops pre-reading skills with 20 fun activities.

Ages 6-12 School Age Learning

Develops
reading skills

Provides fun
through challenge

Promotes school-
subject learning

Promotes good
study skills

Develops
comprehension

Encourages
logical thinking



Time...To Go! Ages 4-8.
Develops time skills through
20 fun activities. Real working
alarm clock.



My Little Computer.
Ages 3-6. Introduces young
children to early learning sub-
jects and simple computer
skills. Expandable.



Passport to the World.
Ages 9 and up. Electronic
game of world travel ac-
quaints children with geo-
graphy, cultures and more.



Math...To Go! Ages 5-9. More
than 50,000 problems
develop three critical math
skills. It's a calculator, too.



Super Speak & Spell.
Ages 6-12. Makes learning
vocabulary and spelling fun
for one or two players.
Words commonly taught in
school. Expandable.



Super Speak & Math. Ages
6-12. "Base 10" picture
method helps children visual-
ize mathematical calculations
while building basic math
skills with eight fun activities.
Over 250,000 problems.
Expandable.



Speak & Spell. Ages 6-14.
Hear a word, spell it and see
it displayed. Six activities for
greater fun! Expandable.



Speak & Math. Ages 6-14.
Add, subtract, multiply and
divide with more than
100,000 problems.

6

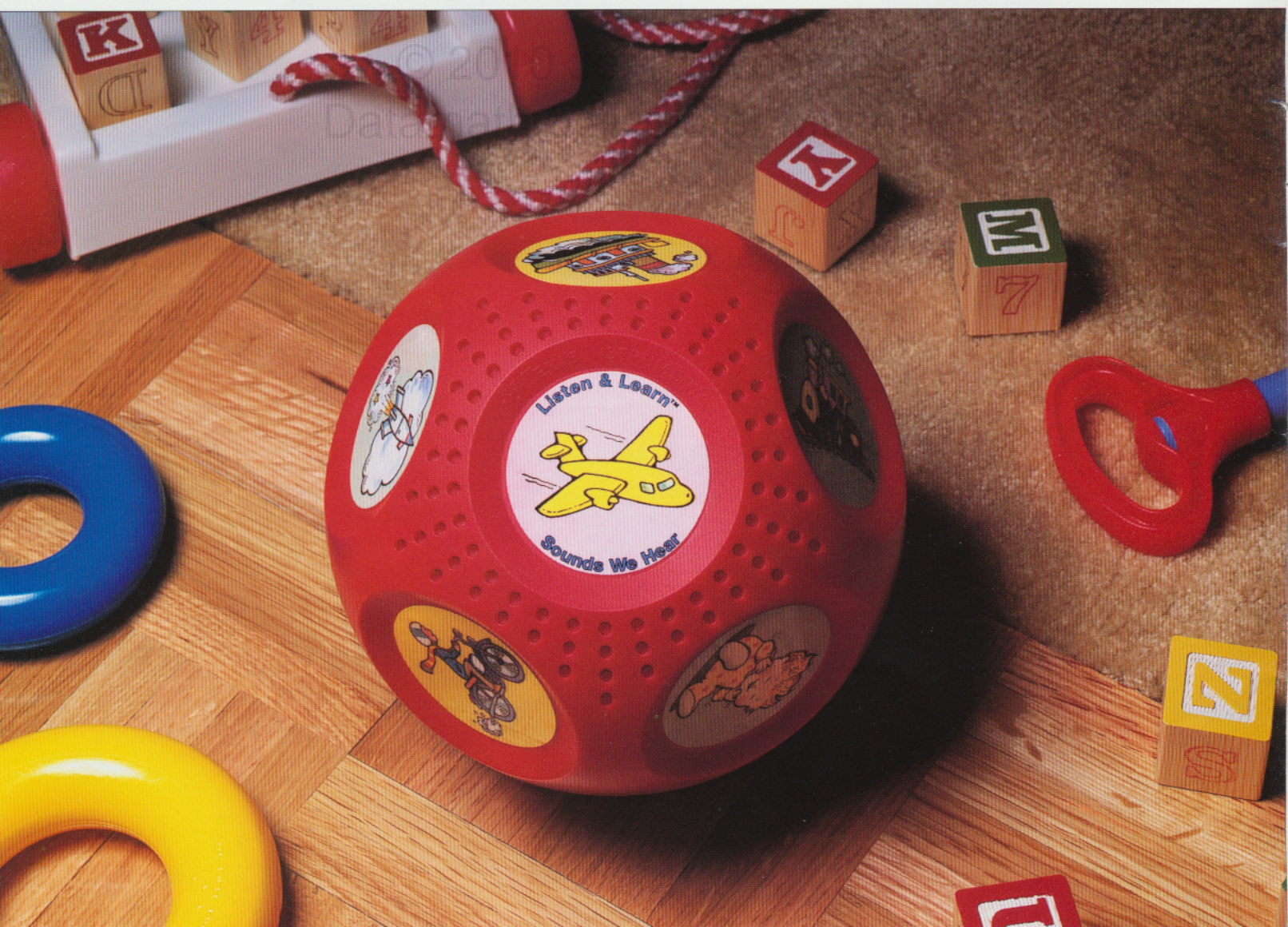
Listen & Learn Sounds We Hear

Ages 6 to 36 months

Texas Instruments has taken the sounds of a plane, train, rocket and even a baby's giggle and placed them in a bright-red, talking ball.

Listen & Learn™ Sounds We Hear is a colorful, 12-sided ball that helps encourage learning about everyday objects and their unique sounds as infants and toddlers take their first steps on the TI Learning Path.

- Encourages crawling as it rolls, helps develop eye-hand coordination.
- When the ball stops, a friendly female voice identifies the object on top, followed by its authentic sound: A train's whistle, a fire truck's alarm, a clock's tick.
- Activates automatically with motion and turns itself off when baby is finished playing. Convenient quiet switch for traveling.
- Also designed for safety: Secure battery compartment, no sharp edges or removable parts to swallow. Pictures won't peel off.



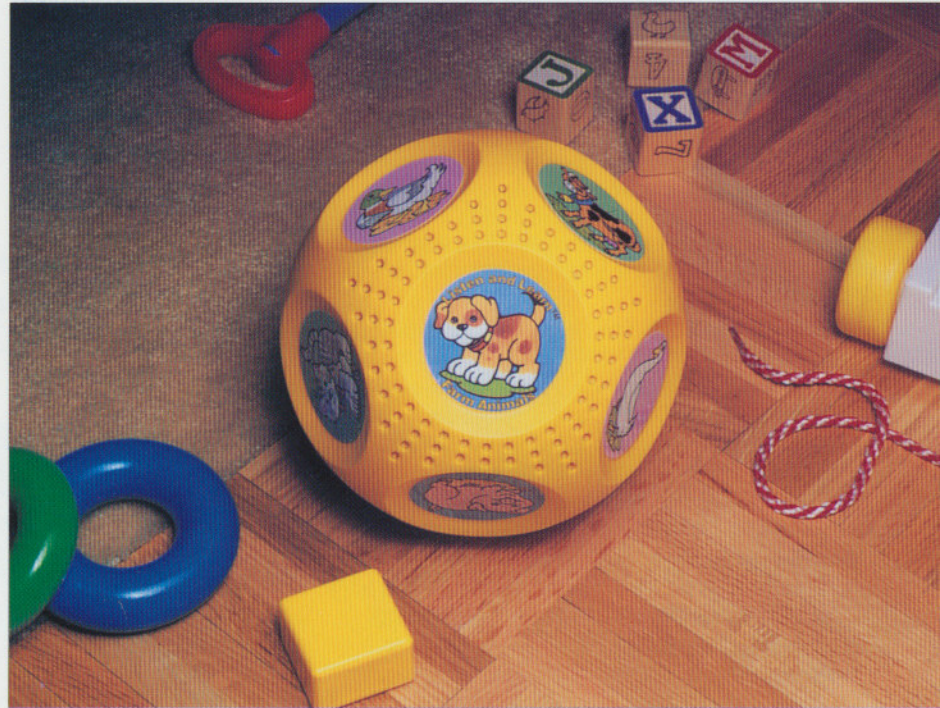
Listen & Learn Farm Animals

Ages 6 to 36 months

Texas Instruments features the sounds of farm animals in a bright-yellow, talking ball. Listen & Learn™ Farm Animals helps develop motor skills, teaches about farm animals as infants and toddlers continue along on the TI Learning Path.

- The 12-sided ball has brightly colored pictures of farm animals.
- When a child focuses on a picture on top of the ball, a friendly female voice identifies the farm animal on top.
- The child then hears the characteristic sound of that animal: A cow's moo, a pig's oink, a dog's bark, a sheep's baa.
- Activates automatically with motion and shuts itself off when baby is finished playing.
- Also designed for safety: Rugged and durable. Secure battery compartment. Pictures won't peel off.

Spanish, French, Italian and German versions available.



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Datamath Calculator Museum

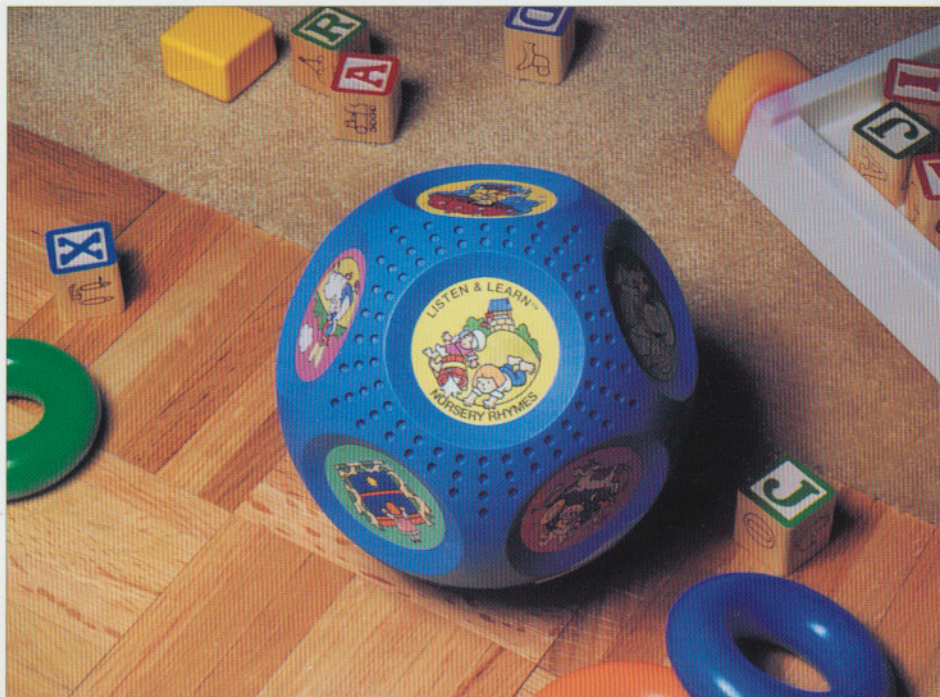


Listen & Learn Nursery Rhymes

Ages 6 to 36 months

This entertaining, singing ball could easily be an infant's first joy. Listen & Learn™ Nursery Rhymes is a bright-blue ball with colorful illustrations of nursery rhymes that will help stimulate learning as infants and toddlers take another step on the TI Learning Path.

- When infants and toddlers focus on the picture on top of the ball, they hear the corresponding nursery rhyme song or tune.
- Six rhymes are sung in a friendly female voice and six are played to music. All 12 are traditional favorites, e.g., "Jack & Jill," "Hey Diddle-Dee-Dee" and "London Bridge."
- This toy stimulates motor development. It is designed for infant handling and encourages crawling.
- Also designed for safety: Rugged and durable. Secure battery compartment. Pictures won't peel off.



Stack-A-Round Clown

Ages 12 to 36 months

Introducing "Clarence," the first electronic stacking toy. Stack-A-Round Clown™, the first electronic stacking toy that talks, helps infants and toddlers develop motor skills while learning about the features of the face and the concept of ordering.

- A child can stack soft rings and a hat over and over to make more than 1,000 faces.
- Clarence the Clown recognizes each ring and speaks a clever rhyme about each face part: "This is my chin which has a dimple. Say the word. It's very simple."
- Over 30 spoken phrases, sound effects and circus music capture baby's attention.
- Arrange the face parts in their natural order and receive either a big reward or a "This is a silly face" response for creative ordering.
- Designed for safety with soft rings and no sharp edges. Secure battery compartment.



Talking Peek-A-Boo Zoo

Ages 9 to 36 months

Fun, entertaining sound effects, whimsical character voices and music are combined in this unique pop-up toy. Talking Peek-A-Boo Zoo™ is loaded with personality and educational value.

- When a child activates a switch, up pops a colorful character — one of six zoo animals — as a friendly voice says, "Peek-a-boo, I see you!"
- Each animal makes an amusing sound and then introduces itself to the child in a whimsical voice.
- Talking Peek-A-Boo Zoo also has a "query mode," encouraging the child to guess which animal is hiding under each hand.

Talking Peek-A-Boo Zoo helps infants learn their colors, improve eye-hand coordination and develop memory skills and a knowledge of zoo animals. And it's loads of pop-up fun!



Touch & Discover

Ages 2 to 5

Mickey Mouse, Donald Duck and pals guide children through eight self-paced, interactive games.

- Touch & Discover™ is the first electronic educational toy to synthesize the voices of Mickey Mouse and other famous Disney characters.
- Helps develop early learning skills in language, vocabulary, numbers, recognition, matching and visual discrimination.
- Four double-sided overlays supply eight activities, captivating a child in the learning process.
- Easy to use. Children can play without extensive parental supervision.
- Touch a picture and Touch & Discover responds with fun Disney voices, tunes and exciting sound effects. It asks questions, rewards correct answers and even keeps score.



Look for these expansion packs:
 - New Discoveries™
 - Advanced Discoveries™
 (Each includes 16 new activities.)

English version also available with Spanish instructions.

Spanish version available.

© The Walt Disney Company



Touch & Tell

Ages 2 to 5

Musical tones, sound effects and an engaging voice add excitement to early learning. Touch & Tell™ is perfect for early learners because it's so simple for children to master on their own.

- The child places a colorful picture panel on the touch-sensitive surface and touches a picture. Cows go "moo." Cars go "beep beep."
- A friendly voice identifies the picture and asks the child to find another.
- Correct answers are rewarded to encourage learning.
- Musical tones and special sound effects encourage children to continue learning for hours.
- Two double-sided pictures are packaged with each Touch & Tell.



Look for these expansion packs:

- Alphabet Fun
- Number Fun
- All About Me
- Little Creatures
- World of Transportation
- Animal Friends



English version also available with Spanish instructions.



My Little Computer

Ages 3 to 6

My Little Computer™ teaches children a variety of early learning skills.

- Twelve colorfully illustrated, double-sided activity cards contain 24 activities and more than 100 questions.
- Helps teach shapes, colors, letters, numbers, sequencing, occupations, music and much more.
- Contains mazes, multiple-choice and matching questions and memory games.
- Uses computer-like keys to enter answers and change patterns of lights on the board. Correct answers are rewarded with musical fanfares and flashing lights.
- Activities are designed with increasing levels of difficulty so that the challenges grow as the child grows.



Look for these expansion packs:

- Activity Pack 1
- Activity Pack 2



Super Speak & Read

Ages 3 to 7

Imaginative sight and phonics activity books develop pre-school reading skills with a fun, talking, interactive educational toy.

- Super Speak & Read™ uses phonics and sight-reading, the teaching methods most preferred by educational experts.
- Helps children relate letters and letter patterns to their sounds. Helps them build words and complete sentences.
- Press a touch-sensitive surface to interact with a friendly female voice which guides, asks questions and praises.
- Includes four colorful activity books, including more than 30 games for hours and hours of learning.
- Fun reading activities, including rhyming words, opposites, simple spelling, story-making and more.



Look for these expansion packs:

- Reading Library I™
- Reading Library II™



Save & Learn Bank

Ages 4 to 8

A talking activity bank helps children discover how much fun learning math can be! Save & Learn Bank™ emphasizes counting, addition, subtraction, coin identification, relative value of money and making change.

- Builds basic math skills through four fun activities developed by math experts.
- Keeps a running total as coins are added and removed.
- Rewards children for saving money with amusing pig language: "You're really bringing home the bacon."
- Introduces children to simple word problems involving buying apples, apple pies and apple tarts.
- Fun pig sound effects reward correct answers: "Pigabunga!"
- Child can personalize bank with supplied decals.



Computer Fun

Ages 4 to 8

Computer Fun™ helps children discover how much fun computers can be while teaching essential pre-school skills.

- Computer Fun is friendly in every way: High-quality animated graphics and fun sound effects. The computer that speaks with the friendly voice of a child.
- True computer features with touch-sensitive keyboard, scrolling screen and directional cursor keys that move objects on an easy-to-read display.
- Has a built-in microphone and two-word voice recognition that responds to a child's spoken responses.

Computer Fun has 12 self-paced games that help develop early math skills, reading readiness and simple computer programming knowledge. And with animated robots and creatures, learning has never been more fun!



Words...To Go!

Ages 3 to 6

Children practice pre-reading basics at their own pace, anytime, anyplace. Words...To Go!™ comes with 10 double-sided cards, presenting 20 fun activities.

- Cards can be stored in the handy built-in compartment.
- Place a card on the toy's touch-sensitive surface and Words...To Go! is ready to play.
- Letter recognition, beginning and ending letters, rhyming words and sight words are all covered.
- Children can choose from seven different pre-reading skills.
- A liquid-crystal display prompts each activity, and musical tunes reward correct responses.

Words...To Go! uses phonics and sight-reading to develop vocabulary and spelling skills.

Spanish version available.



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Datamath Calculator Museum



Time...To Go!

Ages 4 to 8

Time...To Go!™ is a fun, portable introduction to the world of minutes and hours...offering hours of educational play.

- Children learn to set the digital clock and alarm.
- Time...To Go! adds and subtracts time and relates a.m. and p.m. to the time of day or night.
- Children develop a better understanding of relative concepts such as "before and after" and "earlier and later."
- Time...To Go! is a real, working alarm clock with built-in stand; children can place it on their bedside table.
- Includes 20 different activities with 10 colorful, double-sided cards.
- Correct answers are rewarded with musical tunes and fun sound effects.

Time...To Go! helps children learn how to read clocks and understand time.



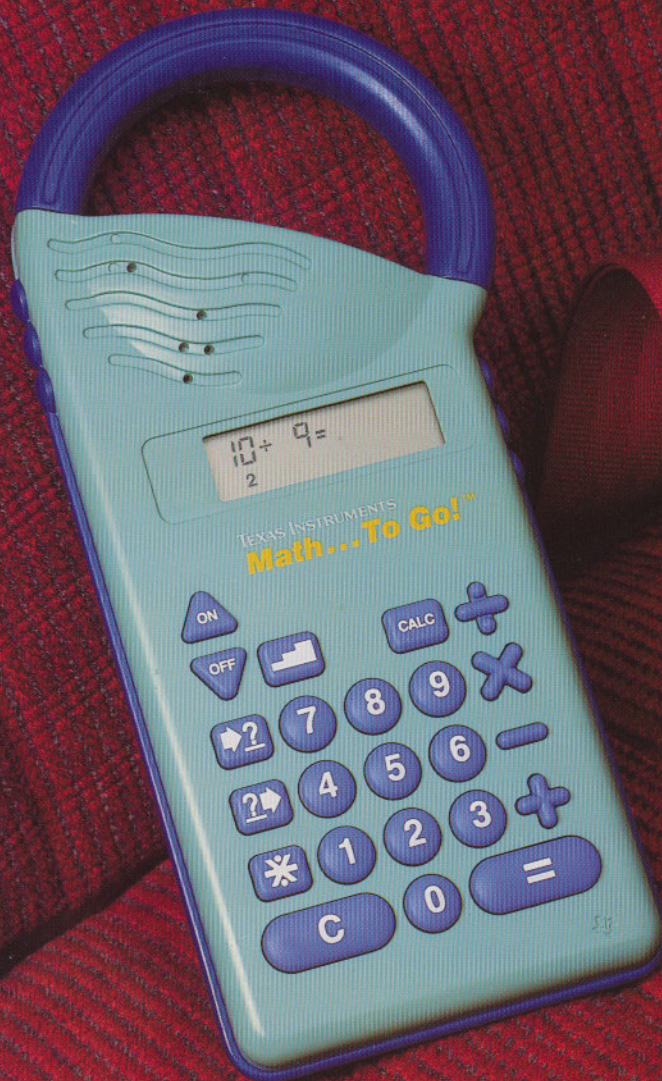
Math...To Go!

Ages 5 to 9

Colorful, compact and portable, Math...To Go!™ helps children have fun as they sharpen their basic arithmetic and pre-algebra skills.

- Over 50,000 math problems, on three challenge levels.
- Children develop skills in equation solving, math tables and critical-thinking problems while practicing addition, subtraction, multiplication and division.
- Math...To Go! keeps score and rewards correct answers with musical tunes and graphics on an easy-to-read liquid-crystal display.
- A real calculator, with specially designed keys that make it easy to use.
- Seven-character display allows children to use Math...To Go! to complete school lessons.

Spanish version available.



Super Speak & Spell

Ages 6 to 12

Super Speak & Spell™ helps children practice spelling and build vocabulary at their own pace. Makes learning vocabulary and spelling fun.

- Four spelling activities and four vocabulary activities — each developed by leading educators.
- High-quality speech-synthesis technology ensures excellent voice quality.
- Computer keyboard aids computer readiness.
- Super Speak & Spell rewards correct answers with spoken words of praise and musical tunes.
- Teaches prefixes, suffixes, contractions, abbreviations, word endings, sound-alike words and visual memory.



Look for these expansion packs:

- Sounds of Spelling™
- Spell Challenge™
- Words Around Us™
- Words, Words, Words!™



Super Speak & Math

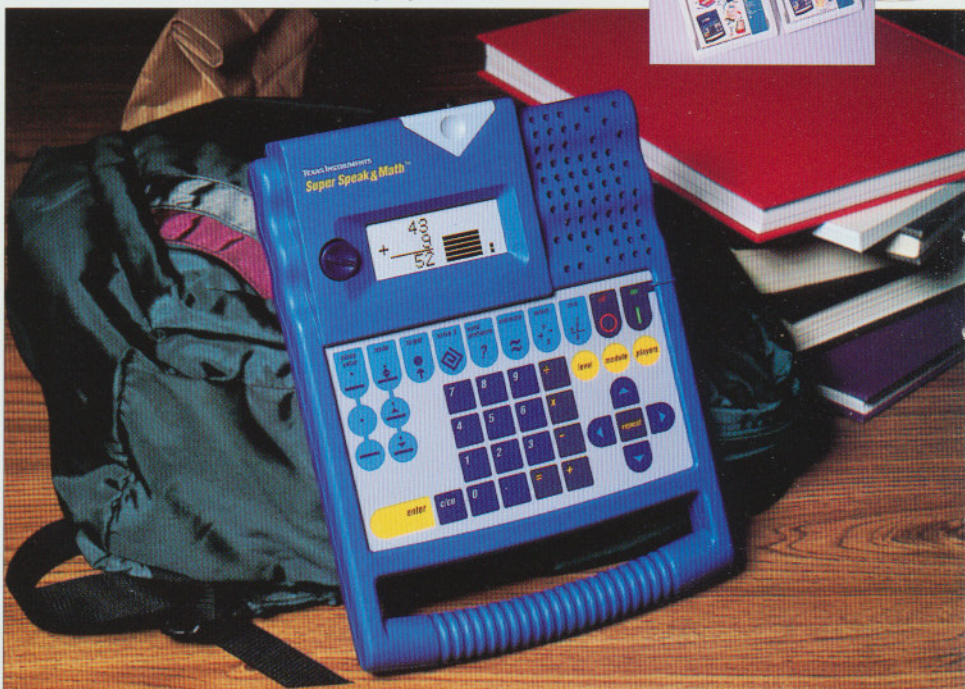
Ages 6 to 12

Super Speak & Math™ develops an understanding of important basic math concepts. Makes mastering math fun. It features:

- Over 500,000 problems.
- Extensive music and fun video arcade sound effects.
- Large, three-line liquid-crystal display that helps children visualize the "Base 10" picture method.
- Easy-to-use, calculator-like keyboard with color-coded activity keys.
- High-quality speech-synthesis technology that ensures excellent voice quality.
- Three levels of difficulty so children learn at their own pace.
- Automatically turns off to save batteries.

Look for these expansion packs:

- Math Teasers™
- Everyday Math™



Speak & Spell

Ages 6 to 14

A friendly voice helps children learn basic spelling skills. Created by educators and made popular by millions of enthusiastic children, Speak & Spell™ is the classic educational toy.

- Children "play" their way through a primary vocabulary of 150 frequently used words.
- Four levels of challenging play allow Speak & Spell to be useful through about the 8th grade.
- Comes with three built-in games that teach spelling and word recognition.

Speak & Spell is the classic educational toy that teaches basic spelling skills. Educators helped create it, and millions of children have made it popular.

Chinese/English bilingual versions available.

English version also available with Spanish instructions.



Look for these expansion packs:

- Basic Builders™
- Mighty Verbs™
- Magnificent Modifiers™
- Vowel Ventures™
- Vowel Power™
- Super Stumpers™



Speak & Math

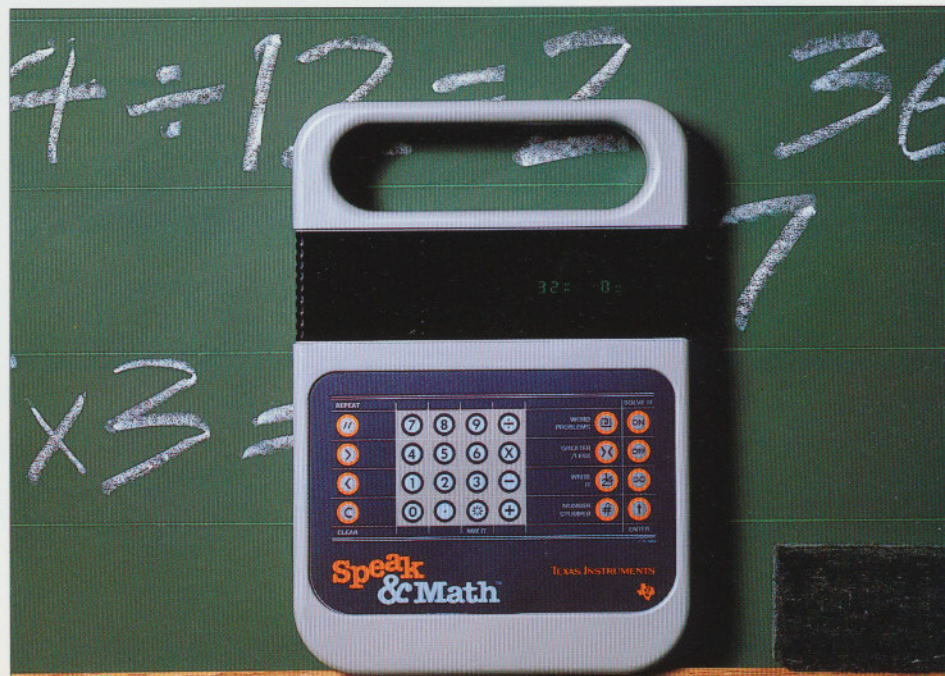
Ages 6-14

A friendly voice teaches basic math concepts and skills. Fun math games make for hours of challenging play and learning.

- Speak & Math™ is programmed with more than 100,000 random problems and stimulating math games.
- Practice in addition, subtraction, multiplication and division.
- An encouraging voice keeps children interested and involved.
- Uses numerical and word problems.
- Problems increase in difficulty as the child progresses.

When it comes to valuable learning tools for school age children, count on Speak & Math.

English version also available with Spanish instructions.



Passport to the World

Ages 9 and up

The electronic talking game of world travel.

Passport to the World™ takes children on an exciting adventure, racing from region to region answering questions about the world and its people. The first player to fill a passport with stamps wins!

- Over 10,000 questions about 25 topics acquaint players with geography and foreign cultures.
- A friendly electronic flight controller directs each journey, asks questions and understands answers.
- Detours, overbooked flights, free trips, lost luggage and other elements of chance add excitement to the game.
- For two, three or four players. Fun for parents and children.



Fascinating questions about 25 topics:

- Countries
- Famous places & people
- Languages
- Oceans
- Inventions
- and much more



The balloon was first used in:

- Egypt?
- France?
- Brazil?



To buy this game in Japan you would need:

- Rupees?
- Shillings?
- Yen?

Game includes:

- Large gameboard 19" x 24"
- Electronic flight controller
- 4 airplane pawns
- 24 passenger stamps
- Easy store game box





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" Learning Path, Speak & Spell, Listen & Learn, Stack-A-Round Clown, Talking Peek-A-Boo Zoo, Touch & Discover, New Discoveries, Advanced Discoveries, Touch & Tell, My Little Computer, Super Speak & Read, Reading Library I, Reading Library II, Save & Learn Bank, Computer Fun, Words...To Go!, Time...To Go!, Math...To Go!, Super Speak & Spell, Sounds of Spelling, Spell Challenge, Words Around Us, Words, Words, Words!, Super Speak & Math, Math Teasers, Everyday Math, Speak & Spell, Basic Builders, Mighty Verbs, Magnificent Modifiers, Vowel Ventures, Vowel Power, Super Stumpers, Speak & Math and Passport to the World are trademarks of Texas Instruments Incorporated.

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