

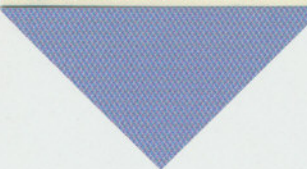
# TEXAS INSTRUMENTS LEARNING PATH™ 1992 EDUCATIONAL PRODUCTS

Tools for Learning

© 2010 Joerg Woerner  
Datamath Calculator Museum







# 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 potential

**Ages birth-2  
First Learning**

Encourages early language skills

Develops sensory and motor skills

Develops understanding of cause and effect

Promotes awareness of environment

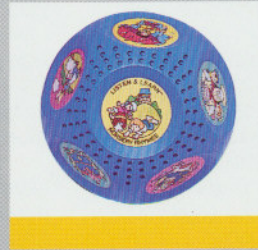
Encourages exploration



**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.



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



**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. *Spanish version also available.*



**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.



**Musical Shape & Sort.** Ages 9-24 months. The first electronic shape sorter that teaches basic shapes and colors. Develops hand-eye coordination, motor and auditory memory skills.



# System tial!

## 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, let  
and word recogniti



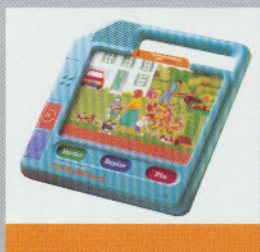
### Touch & Discover.

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.



### El Super Libro Mágico.

Ages 2-5. Helps pre-schoolers identify and learn colors, shapes, numbers, parts of the body, and more in Spanish language. Expandable.



### Talking Master Mouse Computer.

Ages 4 and up. The first "for kids only" computer with a mouse. Offers 24 activities featuring math, spelling, word games, music, and games.



### Computer Fun. Ages 4-8.

Familiarizes children with computers. Develops early math skills, reading readiness and more.



### Super Speak & Read. Ages 3-7.

Uses phonics and sight-reading to help children learn basic reading skills. Comes with reading books. Expandable.

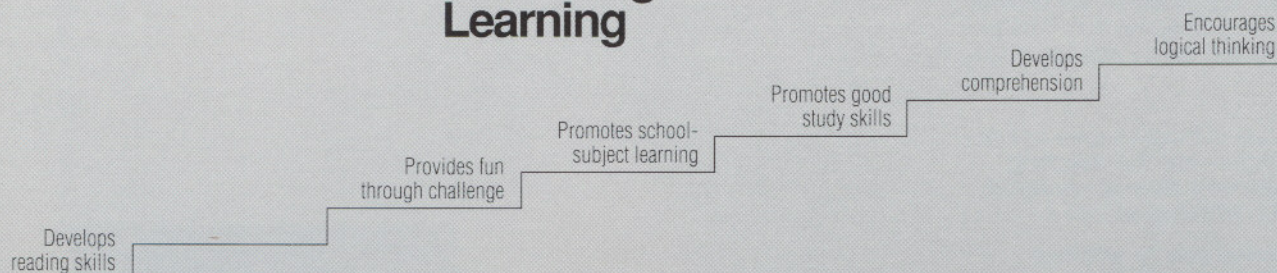


### Words...To Go! Ages 3-6.

Develops pre-reading skills with 20 fun activities. *Spanish version also available.*



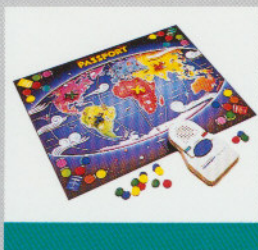
## Ages 6-12 School Age Learning



**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 subjects and simple computer skills. Expandable.



**Passport.** Ages 9 and up. Electronic game of world travel acquaints children with geography, cultures and more.



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



**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 visualize mathematical calculations while building basic math skills with eight fun activities. Over 250,000 problems. Expandable.



**El Loro Profesor.** Ages 6-11. Hear a word, spell it and see it displayed. Special expansion module makes it bilingual for Spanish language. Features almost 200 spoken and 400 non-spoken words.

## Table of Contents

	Page
First Learning	6-10
Discovery Learning	11-12
Pre-School Learning	13-17
School Age Learning	18-20
<i>Spanish Products</i>	
First Learning	21-22
Discovery Learning	23
Pre-School Learning	24
School Age Learning	25-27



6

# Musical Shape & Sort

Ages 9 to 24 months

**The first electronic shape sorter for infants and toddlers!** Musical Shape & Sort™ helps teach basic shapes and colors with two engaging activities.

- Baby places one of three shapes—circle, square, or triangle—into the matching clear tube, watches it slide slowly down, and hears a fun whistling sound.
- Three color-coded activity switches release the shapes from the tubes and play a happy tune: "Twinkle, Twinkle," "Frere Jacques," or "Old MacDonald."
- Baby learns to recognize basic shapes and colors.
- Helps develop hand-eye coordination, motor and auditory memory skills.
- Designed for safety with shatterproof plastic, rounded edges, and "parent-only" battery compartment.





# Listen & Learn Farm Animals

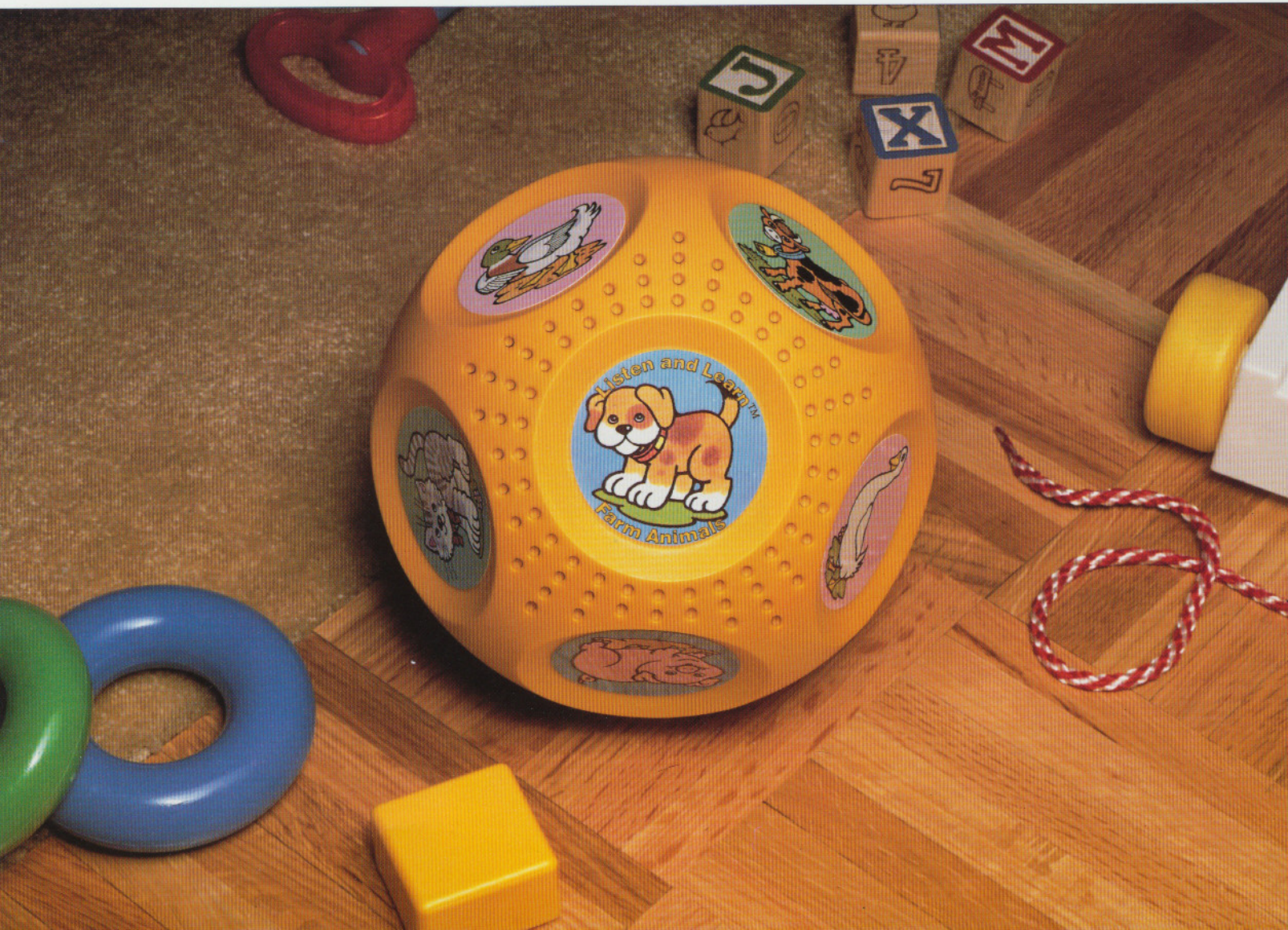
Ages 6 to 36 months

**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 version available.*





# 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.



© 2010 Joerg Woerner  
Datamath Calculator Museum



# 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 hand-eye 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.





# Talking Peek-A-Boo Zoo

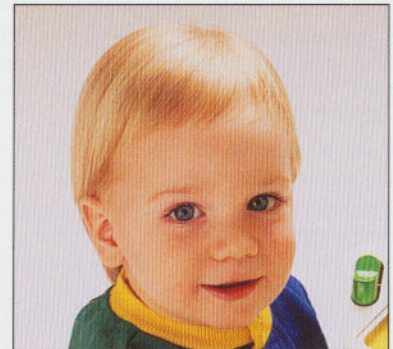
Ages 9 to 36 months

**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!

*Spanish version available.*





# 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.





# 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.

© 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.





# Talking Master Mouse Computer

Ages 4 and up

**The first "for kids only" computer with a mouse!** Talking Master Mouse Computer™ introduces the wonderful world of computers with math, pre-school spelling activities, word games, music and game activities. Real computer features, speech, music and 24 activities covering a broad range of topics offer hours of educational fun.

- When a child inserts one of the colorful activity cards into the big screen monitor, a friendly voice guides the play.
- Features a real "clicking" mouse that corresponds to one of four mousepads on the keyboard.
- Children use the mouse to select within the activities and indicate answers.
- The computer-style QWERTY keyboard familiarizes the child with real computer skills.
- 24 activities on 10 durable cards cover a broad range of pre-school activities with various challenge levels that allow Talking Master Mouse Computer to grow with a child.
- An ideal take-along toy, Talking Master Mouse Computer features an easy-grasp handle for portability plus activity card storage under the keyboard.





# 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™





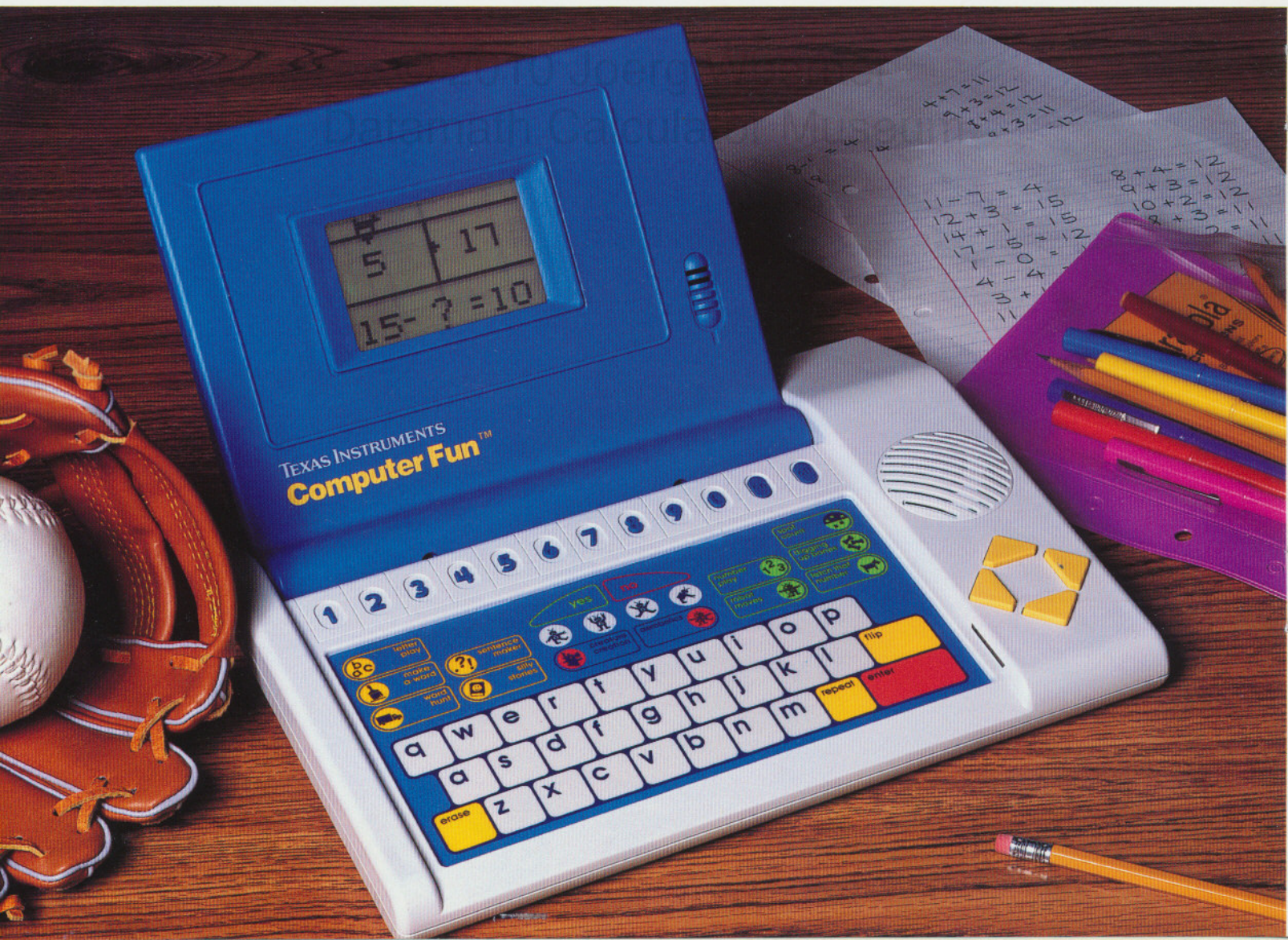
# Computer Fun

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, anywhere.** 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.*



© 2010 Joerg Woerner  
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.





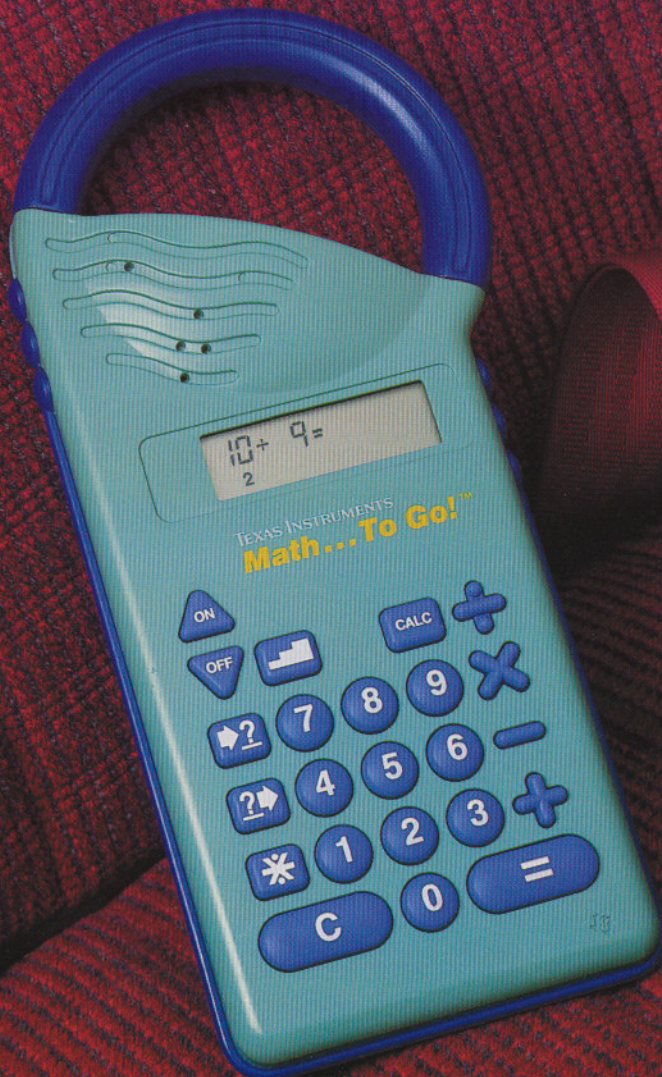
# Math...To Go!

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 250,000 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™





# Passport

Ages 9 and up

## The electronic talking game of world travel.

Passport™ 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.





# La Bola Mágica

Animales de Granja  
Ages 6 to 24 months

**Introduces twelve farm animals and their sounds in Spanish language.** La Bola Mágica™ helps develop motor skills, teaches about farm animals and amuses even young infants.

- The 12-sided ball features brightly-colored pictures of farm animals.
- The child rolls or turns the ball to hear a pleasing melody. When the ball stops, it identifies the animal on top and speaks the animal's sound.
- Activates automatically with motion and shuts off when baby is finished playing.
- Convenient "quiet switch" allows Mom to turn the ball off for travel or storage.
- Designed for safety with durable plastic, pictures that won't peel off, and "parent-only" battery compartment.
- Spanish language package. Bilingual (Spanish/English) instructions included.





22

# El Zoo Mágico

Ages 9 to 36 months

**Fun, entertaining sound effects, whimsical character voices that speak in Spanish and music are combined in this unique pop-up toy.** El Zoo Mágico™ is filled with personality and educational value.

- When a child activates a switch, up pops a colorful character—one of six zoo animals—and a friendly voice speaks in Spanish!
- Each animal makes its sound and then introduces itself to the child in a whimsical voice.
- El Zoo Mágico also has a "query mode," encouraging the child to guess which animal is hiding under each hand.
- Helps infants learn colors, improves eye-hand coordination and develops memory skills.
- Spanish language package. Bilingual (Spanish/English) instructions included.





# El Super Libro Mágico

Ages 2 to 5

**Helps pre-schoolers identify and learn colors, shapes, numbers, parts of the body, and more in Spanish language.**

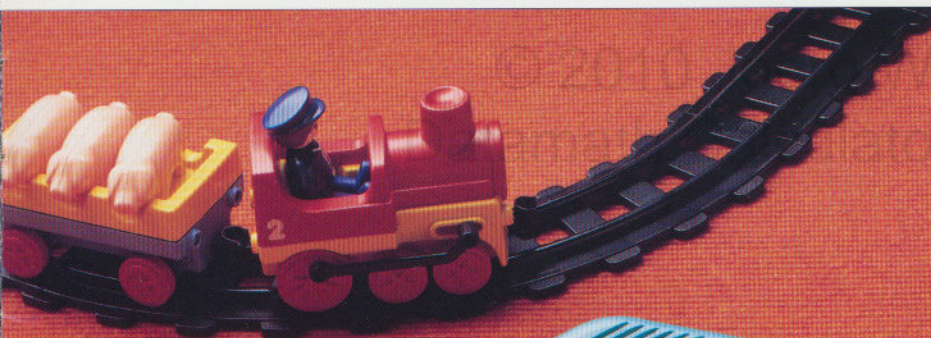
- Helps develop early learning skills in Spanish language, vocabulary, number recognition, matching and visual discrimination.
- 12 activities, plus Explore and Query modes, keep children motivated for hours and allow them to learn at their own pace.
- Convenient and colorful overlays can be used easily by children without parental supervision.
- Overlays store conveniently in the back of the toy and a handle allows for easy portability.



## El Super Libro Mágico™ Expansion Module I

Ages 2 to 5

- 10 new activities on 5 double sided overlays increase learning fun.
- Expands learning principles in the main unit.
- Cards store conveniently in the back of the toy.





# Professor ABC

Ages 3 to 6

**Helps children practice pre-reading basics—anytime, anyplace—with 20 fun activities in Spanish.** Professor ABC™ includes 10 activity cards that store in a handy, built-in compartment.

- Place a card on the toy's touch-sensitive surface, press the "sun" key and Professor ABC is ready to play.
- Teaches letter recognition, beginning and ending letters, rhyming words, sequencing, and more.
- Children choose from seven different pre-reading skills.
- Musical tunes reward correct responses.
- Large handle and lightweight design for portability.
- Multilingual package. Multilingual instructions included.



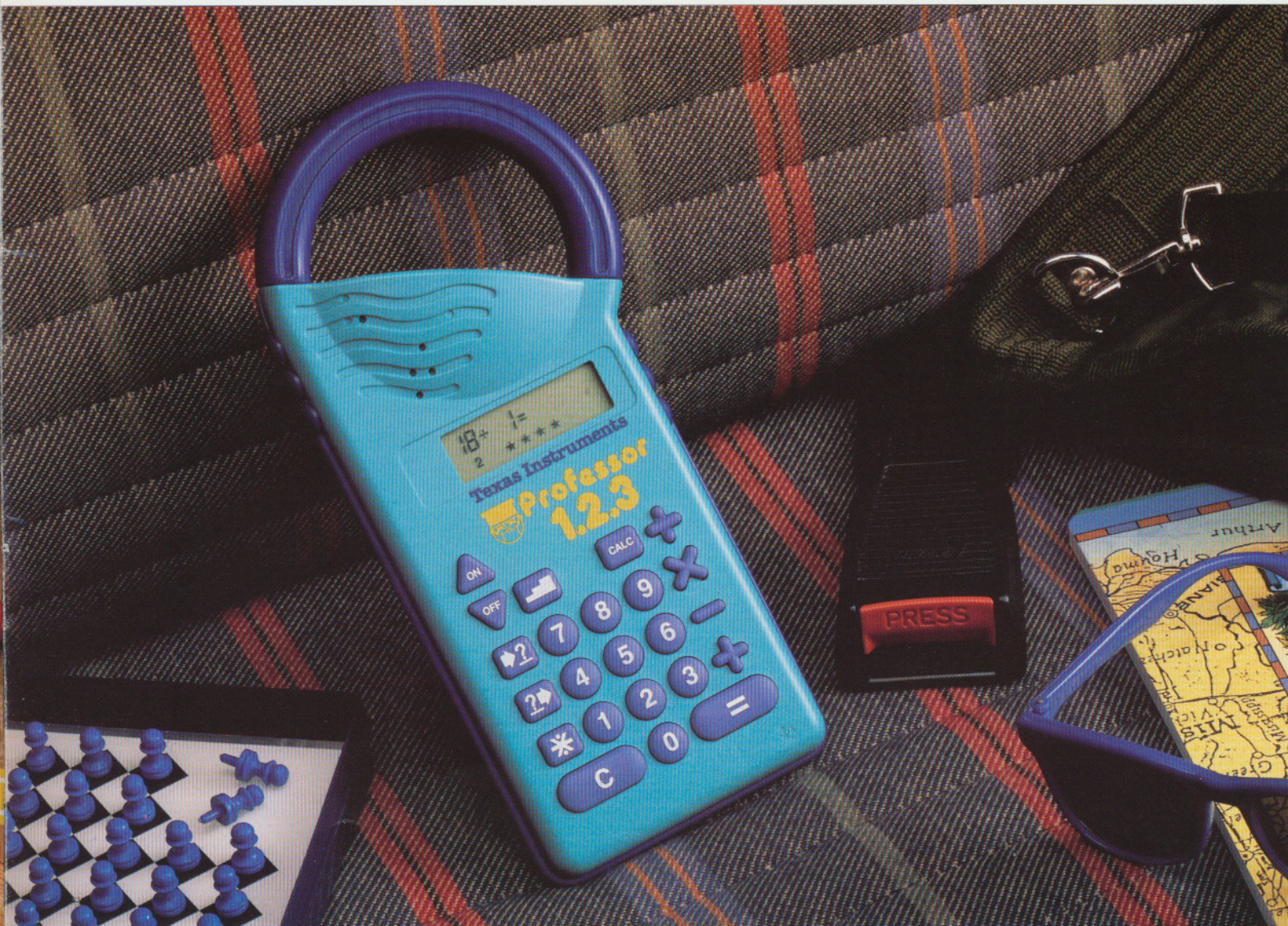


# Professor 1-2-3

Ages 5 to 9

**Colorful, compact, and portable... with activities that help children sharpen basic math and pre-algebra skills.** Features over 50,000 problems in three challenging levels.

- Children develop skills in equation solving, math tables, and critical-thinking problems while practicing addition, subtraction, multiplication and division.
- Keeps score and rewards correct answers with musical tunes and graphics on the easy-to-read LCD display.
- It's a real calculator, too, with specially designed keys that make it easy to use.
- Large handle and lightweight design for portability.
- Multilingual package. Multilingual instructions included.





NEW FOR  
1992

26

# El Loro Profesor

Ages 6 to 11

**The exciting Spanish language successor to the world-famous Speak & Spell™.** Features concepts that made the original a favorite toy—and makes it even better. And El Loro Profesor™ can become bilingual, with a special expansion module.

- 9 activities provide hours of enjoyment.
- 4 levels of challenge keep pace with the child's expanding knowledge.
- 10-character display with accented letters designed especially for the Spanish language.
- Larger vocabulary — almost 200 spoken and 400 non-spoken words.
- Programmable — allows the child to select words and store them in changeable memory. Up to 60 characters may be entered.
- Features easy-to-use, computer-style QWERTY keyboard.
- Video game sound effects add to the fun.
- Handle for portability.







### *El Loro Profesor Expansion Modules*

*Easy-to-use, plug-in modules allow for future expansion by adding new games, activities, and vocabulary. Available separately.*

*Module I — Adds more than 150 words to build Spanish vocabulary.*

*Module II — Teaches over 150 English vocabulary words, making El Loro Profesor bilingual.*



© 2010 J. Berner  
atamath.com



# Texas Instruments Field Sales Offices

For more information,  
call 1-800-TI-CARES

## California

1920 Main Street  
Suite 900  
Irving, CA 92714  
(714) 660-8192

353 Sacramento Street  
Suite 460  
San Francisco, CA 94111  
(415) 781-9470

## Florida

2950 NW 62nd Street  
Fort Lauderdale, FL 33309  
(305) 973-8502

## Georgia

5515 Spalding Drive  
Norcross, GA 30092  
(404) 662-7924

## Illinois

515 W. Algonquin Road  
Arlington Heights, IL 60005  
(708) 640-2954

## Kansas

7300 College Blvd.  
Suite 150  
Overland Park, KS 66210  
(913) 451-4511

## Massachusetts

950 Winter Street  
Suite 2800  
Waltham, MA 02154  
(617) 895-9219

## Michigan

33737 W. Twelve Mile Road  
Farmington Hills, MI 48331  
(313) 553-1660

## Minnesota

11000 West 78th Street  
Eden Prairie, MN 55344  
(612) 828-9360

## New York/New Jersey

485 U.S. Route 1 South  
Parkway Towers Bldg. E.  
Iselin, NJ 08830-3087  
(908) 750-1050

## New York (Upstate)

2851 Clover Street  
Pittsford, NY 14534  
(716) 385-6770

## North Carolina

8 Woodlawn Green  
Suite 100  
Charlotte, NC 28217  
(704) 522-5486

## Ohio

4340 Glendale Milford Road  
Suite 120  
Cincinnati, OH 45242  
(513) 563-0026

## Pennsylvania

670 Sentry Parkway  
Suite 200  
Blue Bell, PA 19422  
(215) 941-7550

## Texas

P.O. Box 650311  
MS 3934  
Dallas, TX 75265  
(214) 917-7585

## Virginia

2980 Fairview Park Drive  
Suite 1100  
Falls Church, Virginia 22042  
(703) 849-1426

## Washington

5443 Ballard Avenue NW  
Suite 101  
Seattle, WA 98107  
(206) 781-2171

## Special Markets/Premium Sales

P.O. Box 650311  
MS 3917  
Dallas, TX 75265  
(214) 917-1614

## Canada—British Columbia

90-10451 Shellbridge Way  
Richmond, British Columbia,  
Canada V6X 2W8  
(604) 278-4871

## Canada—Ontario

41 Shelley Road  
Richmond Hill, Ontario,  
Canada L4C 5G4  
(416) 884-9181

## Canada—Quebec

9460 Trans Canada Highway  
St. Laurent, Quebec,  
Canada H4S 1R7  
(514) 336-1860

## Latin America

P.O. Box 650311  
MS 3943  
Dallas, TX 75265  
(214) 917-7113  
Fax (217) 917-7544

## Asia—Pacific

P.O. Box 655303  
MS 8321  
Dallas, TX 75265  
(214) 997-5481  
Fax (214) 997-5488

## Consumer Relations

P.O. Box 53  
Lubbock, TX 79408  
1-800-842-2737

™ Learning Path, Listen & Learn, Musical Shape & Sort, Stack-A-Round Clown, Talking Peek-A-Bou Zoo, Touch & Discover, New Discoveries, Advanced Discoveries, Touch & Tell, Talking Master Mouse Computer, My Little Computer, Super Speak & Read, Reading Library I, Reading Library II, Computer Fun, Math... To Go! Time... To Go! Words... To Go! Super Speak & Spell, Sounds of Spelling, Spell Challenge, Words Around Us, Words, Words, Words!, Super Speak & Math, Math Teasers, Everyday Math, Passport, La Bola Mágica, El Zoo Mágico, Professor ABC, Professor 123, El Super Libro Mágico, and El Loro Profesor are trademarks of Texas Instruments Incorporated.

Texas Instruments reserves the right to make changes in the materials and specifications of products without notice.

©1992 Texas Instruments Incorporated  
Printed in U.S.A.  
04-0298  
CI 1135



© 2010 Joerg Woerner  
Datamath Calculator Museum

