

Texas Instruments Educational Products

1981

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Help them discover the world of learning with the marvels of today's electronics.



Remember the excitement you felt the first time you read out loud... the pride you took in your first gold star for spelling... the achievement when you suddenly realized that multiplication was the same as addition — only faster? It was all part of that wonderful process of discovery called learning. Texas Instruments appreciates the joy of discovery. That's the idea behind the Texas Instruments Learning Center*. It's dedicated to the sound philosophy that good teachers and smart parents have known all along: learning can be fun!

Each of the learning aids in the growing Learning Center family brings a bright, new, fun approach to basic learning tasks. But learning is a serious business, too. Although our learning aids are all fun and fascination, they are not toys. Rather, each has been designed with the help of educators to meet strict educational criteria and standards. These criteria demand that each learning aid be based on specific learning objectives that support your child's progress in the critical basic skill areas such as reading, writing and arithmetic. They are not designed to take the place of a teacher, but can provide the supplemental drill and practice to enhance a student's progress in pre-school, elementary, high school and even college. At the Texas Instruments Learning Center, the learning always comes first.

For learning to be truly effective, it should also be fun. All Texas Instruments learning aids offer the built-in excitement and motivation to keep children intrigued and challenged.

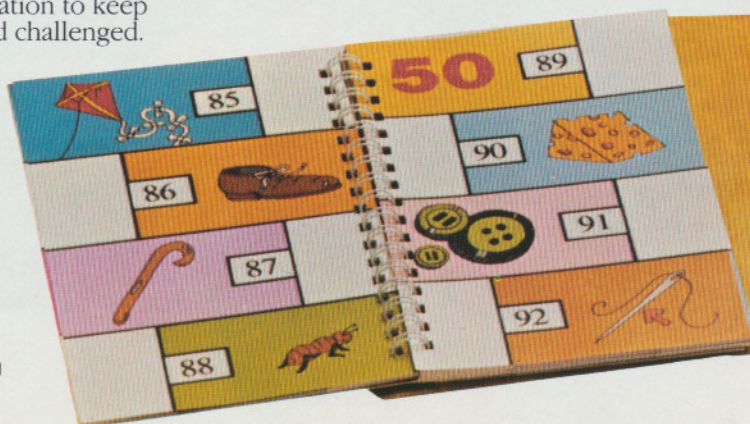
From the breakthrough Solid State Speech* technology of our talking learning aids to the razzle-dazzle electronic displays of DataMan, TI took the wonders of today's technology and applied them to time-honored methods of learning, such as flash-card "drills" and "repeat-after-me" exercises, to create effective, new ways to learn.

And more fun means more motivation to learn. All of the TI learning aids reward correct responses and correct wrong ones in positive ways that never ridicule, and then encourage students to try again. Electronic scoring can actually help a child — and a parent — see the progress. Many of the activities are designed as mind-teasing games that a child can play alone or with a friend. These games extend the teaching capabilities of the learning aids even further by reinforcing the basic skills taught in the fundamental practice sessions. When learning is this much fun, children are more apt to practice longer — and more often. They'll be less likely to tire of their new learning aids, too, because TI "programmed" each unit to offer several different levels of challenge that increase in difficulty as your child's skills grow.

Our talking learning aids even have a family of plug-in modules that extend their capabilities and let you tailor a home-study program to your child's specific needs. And all the learning aids come with bright, colorful activity books that add to the value of your

purchase with helpful hints for parents, exciting new games and additional activities to make learning even happier.

Texas Instruments Learning Center products are designed for children *and* parents to provide lasting value. Each learning aid has a one-year limited warranty. Made with sturdy, non-toxic plastic cases, each unit boasts happy, bright graphics and keyboards that are spe-





cially scaled to accommodate little fingers. Economical battery operation makes the learning aids totally portable, so that you can turn virtually any place—from the back seat of a car to grandma's house—into a bustling "classroom." They also turn off automatically after several minutes of non-use to prevent accidental battery drain. And all have the famous Texas Instruments solid-state reliability built right in.

Best of all, learning aids are patient, tireless and constantly attentive to every learner. They also offer an exceptional opportunity for you to share in your child's learning experiences. It is our hope that you'll discover the many exciting ways today's technology can bring valuable new educational experiences to your child's world of learning.

Now, many of these proven ways to

motivate children and to help them learn are being applied to TI learning products for teens and adults... like special calculators for secondary students and aids for learning foreign languages.



Remarkable talking machines build basics a whole new way.



Imagine a learning aid that spells out a word, letter by letter, then pronounces it correctly so your child can hear it in a warm, life-like human voice. Or a friendly, patient, private "tutor" that rewards your child's correct responses, amiably corrects wrong ones and always encourages another try.

These are just some of the wonders of modern learning made possible by Texas Instruments' breakthrough Solid State Speech* technology. More than 10 years in the making, Solid State Speech actually reproduces human speech electronically to respond to your child. There's no tape recording, no pull-string or record to wear out.

Our unique talking learning aids are specially designed to work together to help your child build a solid foundation in the critical skill areas of reading, spelling and arithmetic. Each uses time-proven learning techniques—such as flash card drills and fill-in-the-blanks—to provide genuine learning objectives in these basic areas. Additional plug-in solid state modules expand the capabilities of our talking learning aids for reading and spelling. All are designed to grow with your child's skills and let you build a flexible home study program.

Speak & Read* Preschool through grade 3

Speak & Read* is an amazing new learning aid that duplicates the human voice to build beginning reading skills. It introduces more than 250 of the most basic English words. Its challenging activities are based on a combination of the most important educational methods of reading development. Using fast paced "see it/hear it" techniques, children are encouraged to recognize words and alphabet letters on sight as they hear their correct pronunciation. Bright, fun activities, such as "Picture Read," develop vocabulary skills and word meaning, while "Read It" helps develop reading comprehension and the ability to draw conclusions from clues within the context. And, through its unique ability to talk, Speak & Read helps the child learn to build words with sounds and syllables through word families (cat/hat/sat).

Most of Speak & Read's activities and games are offered in three levels of difficulty, so that your child will continue to be challenged as his or her skills grow. And children are motivated to improve their skills with positive verbal reinforcement after each activity.

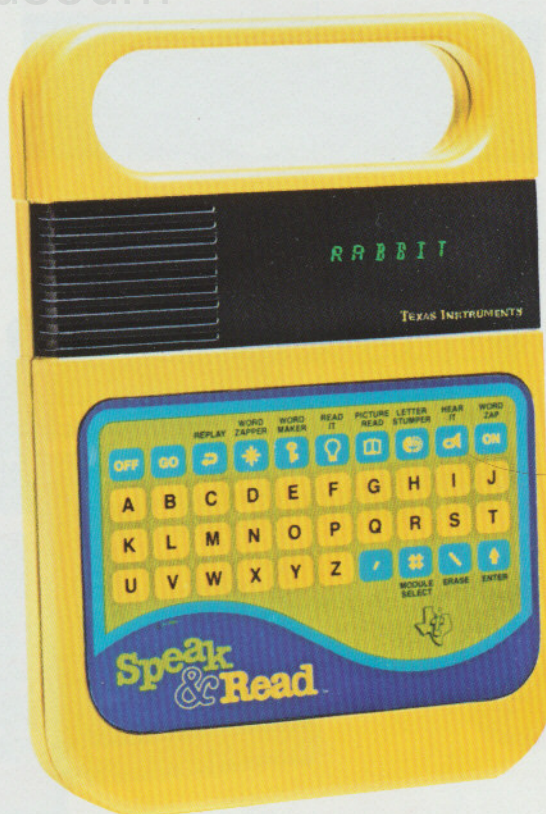
Speak & Read comes with a colorful 64-page activity-filled book, earphone and sturdy carrying case. Additional plug-in modules will soon be available to expand Speak & Read's capabilities even further. Each module will contain an additional word list to improve reading skills progressively through third-grade level.

Speak & Spell* Grades 1 through 8

The pioneer talking electronic learning aid, Speak & Spell* has captured the imagination of parents and teachers everywhere. And it has proven its remarkable teaching power in both homes and classrooms—thousands of times over.

A confidence builder, Speak & Spell helps motivate the student to become a better speller. Created with the guidance of leading educators, it involves the student in three ways—hearing the word, spelling the word, and seeing the word—thus helping to impress a word on the child's mind in a lasting manner.

Students progress at their own pace through a primary vocabulary of over 150 words in four levels of difficulty. These are common words which don't follow normal spelling rules, such as anxious, ocean and obey. In addition to spelling and pronunciation drills, Speak & Spell adds an extra dimension of fun with challenging word games that reinforce the learning. Speak &





Spell even keeps score — so your child is motivated to try harder, spell better.

Speak & Spell comes with a colorful 32-page activity book and an earphone to make learning a private experience. In addition, a whole family of optional plug-in Solid State Speech modules expand Speak & Spell's capabilities to fit your child's growing needs (see following page).

Speak & Math* Grades 1 through 6

The brand-new Speak & Math* makes learning basic math skills fun with exciting sight-and-sound activities — in-

cluding the remarkable new dimension of the human voice. Students combine the senses of sight, hearing and touch to help learn more than 100,000 mathematical problems in addition, subtraction, multiplication and division. Speak & Math even introduces beginning concepts in geometry and algebra.

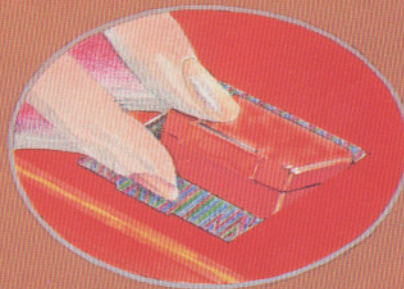
Its fast-paced problem-solving drills, like the mind-teasing "Number Stumper," help stimulate logical thinking and following directions while they improve retention of the basic "tables." "Word Problems" helps strengthen recognition of common spoken expressions used in math concepts, such as decimals, remainders and basic geome-

try. "Greater than/less than" helps the child compare totals rather than merely calculate them. And "Write It" helps sharpen the ability to write in numeral form spoken numbers such as nine and four hundred thirty-seven thousandths (that is, 9.437). Speak & Math always praises correct answers and encourages the child to try again when answers are wrong.

A colorful 32-page activity book adds to the fun and helps reinforce classroom instruction. And Speak & Math's large memory capacity provides a generous sampling of math problems taught in grades 1 through 6 in three levels of challenge, so that your child can continue to progress at his or her own pace.



Pop-in word modules expand your talking learning aids—Speak & Spell* and Speak & Read*.

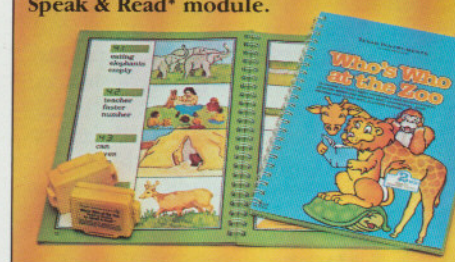


The TI Learning Center's growing families of plug-in Solid State Speech* modules for Speak & Spell and Speak & Read add a valuable dimension to the usefulness and longevity of the units. Like the learning aids themselves, these word modules are designed under educators' guidance to maintain your child's interest as his or her skills grow and to offer a learning system that's flexible enough to correspond to and reinforce what is usually being taught in the classroom. Small enough to hold in the palm of a hand, each module simply slips into the back of your learning aid and offers a whole new vocabulary list that focuses on a specific language arts learning prob-

lem. Modules for Speak & Spell, for instance, can help children master troublesome spelling areas such as homonyms, verb endings, vowel patterns and more. Modules for Speak & Read contain additional word lists which further reading skills and develop word and sentence comprehension progressively through the third-grade level.

This easy, expandable approach lets you build a broad home study program while it offers you an exceptional opportunity to share and shape your child's learning experiences. Grade level ranges are suggested for each module to serve as a parent's guide (see corresponding chart), but the sys-

A colorful book comes with each Speak & Read* module.



tem of modules can be used in any sequence to provide valuable review or an extra challenge. And all modules come with colorful, illustrated activity books that stimulate learning and make it more fun for children—and parents.



*Trademark of Texas Instruments



Family of Modules for Speak & Spell*

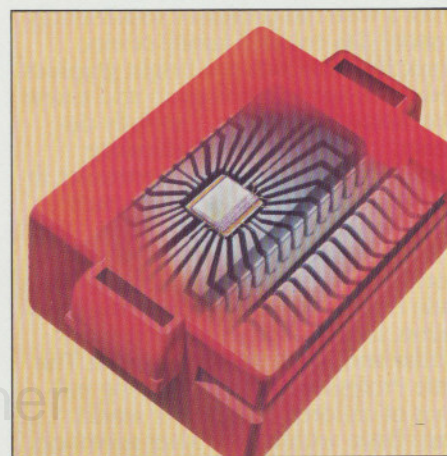
Module	Learning Objectives	General Grade Range
Basic Builders*	Concentrates on the early spelling of basic words to help make future reading/writing assignments less troublesome. Special emphasis on confusing words that can't be sounded out, like <i>know</i> and <i>little</i> , and abstract concepts, such as <i>why</i> and <i>away</i> .	2-3
Vowel Power*	Helps students recognize and manage the different vowel patterns that form the basic building blocks of the entire English language, such as <i>pitch</i> , <i>paint</i> and <i>taught</i> . Offers four different vocabulary categories in 140 words.	2-3-4
Super Stumpers* 4-6	Tackles problem words that frequently stump 4th, 5th and 6th graders. Highlights irregular spellings, silent letters, double consonants and other common stumbling blocks, such as <i>nickel</i> , <i>reason</i> and <i>swimming</i> .	4-5-6
Mighty Verbs*	Focuses on active verbs that change spelling according to tense, troublesome verb forms and changes in verb endings: <i>dry</i> , <i>dries</i> and <i>drying</i> .	4-5-6
Noun Endings	Focuses on the difference in meanings and spellings of plurals, singular possessives, and plural possessive noun forms, like <i>farmers</i> , <i>farmer's</i> and <i>farmers'</i> .	4-5-6
Magnificent Modifiers*	Compares spellings and meanings of endings for adjectives and adverbs such as <i>ready</i> and <i>readily</i> . Shows students how to form modifiers: <i>fast</i> , <i>faster</i> , <i>fastest</i> .	4-5-6
Vowel Ventures*	Practice in troublesome vowel combinations that represent long vowel sounds such as <i>chalet</i> , <i>steeple</i> and <i>plateau</i> .	6-7-8
Super Stumpers* 7 & 8	Zeros in on the words 7th and 8th graders use often — and often misspell, like <i>mortgage</i> , <i>campaign</i> and <i>audience</i> . Helps prepare students for the more difficult writing assignments they'll face in high school.	7-8
Homonym Heroes*	Words that sound alike but are different in spelling and meaning, such as <i>their</i> , <i>there</i> and <i>they're</i> . Familiarizes students with both the spelling and definition of homonyms to help them quickly associate the right word with the right spelling.	7-8

Family of Modules for Speak & Read*

Each module introduces beginning reading skills for specific grade level. A colorful book, accompanying each module, offers reading exercises in word and sentence comprehension, word recognition and word formation through sight and sound.

Module	Learning Objectives	General Grade Range
Who's Who at the Zoo*	Word exercises and stories center on a zoo theme. Includes practice with contractions, using <i>is</i> and <i>not</i> , and word endings, such as <i>ing</i> , <i>ed</i> , <i>er</i> , <i>s</i> and <i>es</i> .	2
Sea Sights*	Word activities and stories focus on seaside theme. Includes exercises with syllables, word endings, and compound words, such as <i>shipmate</i> , <i>sunburn</i> , <i>seafood</i> .	3
Dog on a Log*	Familiarizes 1st graders with rhyming words, like <i>bit-fit</i> , words with plural endings, such as <i>box-boxes</i> , and words with possessive endings, like <i>mother's</i> and <i>sister's</i> .	1
A Seal That Could Fly*	Shows 2nd graders how to read words with comparative endings: <i>long</i> , <i>longer</i> , <i>longest</i> .	2
The Ghost in the House**	Acquaints 3rd graders with prefixes, such as <i>retold</i> and <i>unkind</i> .	3

*Available March 1981



TI's Solid State Speech*: a technological milestone.

The Solid State Speech* technology that gives the talking learning aids and plug-in modules their voice is a unique TI innovation. This remarkable invention electronically duplicates human speech on a single chip of silicon. And the speech maintains human inflection, tone and fidelity.

When the Speak & Read*, Speak & Spell*, Speak & Math*, or Language Tutor is keyed to speak, it takes a word from its computer-like memory, processes it through a single tiny integrated circuit (the chip) and speaks electronically through a standard speaker system.



Razzle-dazzle electronics light up learning with fast-paced excitement.

From a wise old professor to a friendly "robot," TI's colorful family of electronic learning aids use bright graphics and space-age technology to add a new dimension to learning. Carefully designed under educators' guidance, these learning aids apply electronics in meaningful new ways to help teach genuine skills.

A landmark contribution to the world of electronic learning aids, TI's Little Professor* was a pioneering innovation. Its popularity has been spectacular and, since its introduction, The Little Professor has been helping millions of children around the world learn basic arithmetic. Other members of our learning aids family, from the musical Spelling B* to our brand new Math Marvel*, continue the same "learning can be fun" philosophy that made the Little Professor so popular with children and parents alike.

The Little Professor*

Preschool through fourth grade

Designed to help children to explore basic mathematics, the Little Professor* combines the excitement of a space-age game with the time-proven flash card approach to math education. Its preprogrammed problems—over 16,000 in all—offer children problems in addition, subtraction, multiplication and division in four levels of difficulty. It gives the questions. The child gives the answers. It gives the score.

Included with the Little Professor is "Fun with Math Facts," a colorful activity book designed to provide young children with enjoyable early experiences with mathematics. Its challenging games and tasks are organized into increasing levels of difficulty to grow with your child's needs. An optional adapter is available.

DataMan*

Grades one through six

DataMan* brings fun and excitement to math drills and practice for youngsters. Its imaginative design and dazzling "scoreboard" antics help encourage students to practice longer and to develop positive attitudes about mathematics.

DataMan leads youngsters through the basic four functions of math with an intriguing variety of activities and math strategy games. Fast-paced brain-teasers, such as: "Electro Flash" (math tables), "Wipe Out" (a hot potato race). And "Missing Number" ($4 \times 3 = []$ or $4 \times [] = 12$). These sharpen math skills and lay the groundwork for future concepts in algebra. And DataMan's memory lets you enter up to 10 problems to give your child extra practice in problem areas.

A timer adds moving light and extra mental challenge. DataMan always gives the child a second try before displaying the correct answer, then rewards top scores with its spectacular "light show."

A 24-page illustrated activity book accompanies DataMan. Students can read

the exciting story of DataMan alone or with parents and enjoy its many exciting math games. An optional adapter is available.

Math Marvel*

Grades one through six

Created in the tradition of the Little Professor, Math Marvel* is more advanced and far more versatile. This exciting new learning aid offers fast-moving, timed activities and games to encourage children to increase their speed, accuracy and range in solving math problems and to expand their powers of reasoning. Math Marvel challenges ambitious students and helps sharpen skills of students who have experienced difficulty in learning math.

Math Marvel generates more than 40,000 problems through a series of seven fast, fun-filled games and activities. It stores the problems that are answered incorrectly. This allows the child to review the ones missed and gain additional practice.





And, to make learning math even more fun, Math Marvel is musical! Happy tones accompany each new activity and an upbeat musical tune plays after good scores. Math Marvel never shows an incorrect response; instead, it gives the child two tries to answer a problem correctly, then provides the correct answer and motivates the child to go on to the next problem.

Math Marvel's memory capabilities allow a parent, teacher or child to enter up to 10 practice problems—for extra review or an added challenge. An accompanying illustrated activity book suggests additional games and activities as well as helpful hints for parents. AC adapter optional.

Spelling B* Preschool through grade three

Spelling B* is an innovative learning aid that makes spelling picture-book easy. The child sees an object pictured in the colorful Spelling B book and learns to spell its name. This word/picture association is designed to create a lasting impression and to help children build their spelling vocabularies fast while having fun.

Spelling B has three levels of difficulty plus special pre-spelling activities (such as "Starts With") for younger children and games (such as "Mystery Word") for all ages. The picture book has 264 carefully selected and tested pictures of familiar objects. And through Spelling B's "Scramble," children or parents can store up to five words at a time for extra practice on particularly troublesome words.

Happy musical tunes and melodies add a whole new dimension of fun to learning spelling. Each of Spelling B's activities has its own sound effects, and a longer melody rewards correctly spelled words and good scores. There's even a raspberry sound following misspelled words. These delightful sound effects keep interest high as children improve their skills.

Spelling B comes in an attractive and sturdy vinyl bookjacket which protects both the unit and the picture book. An optional AC adapter allows you to use Spelling B without batteries at home or in school.

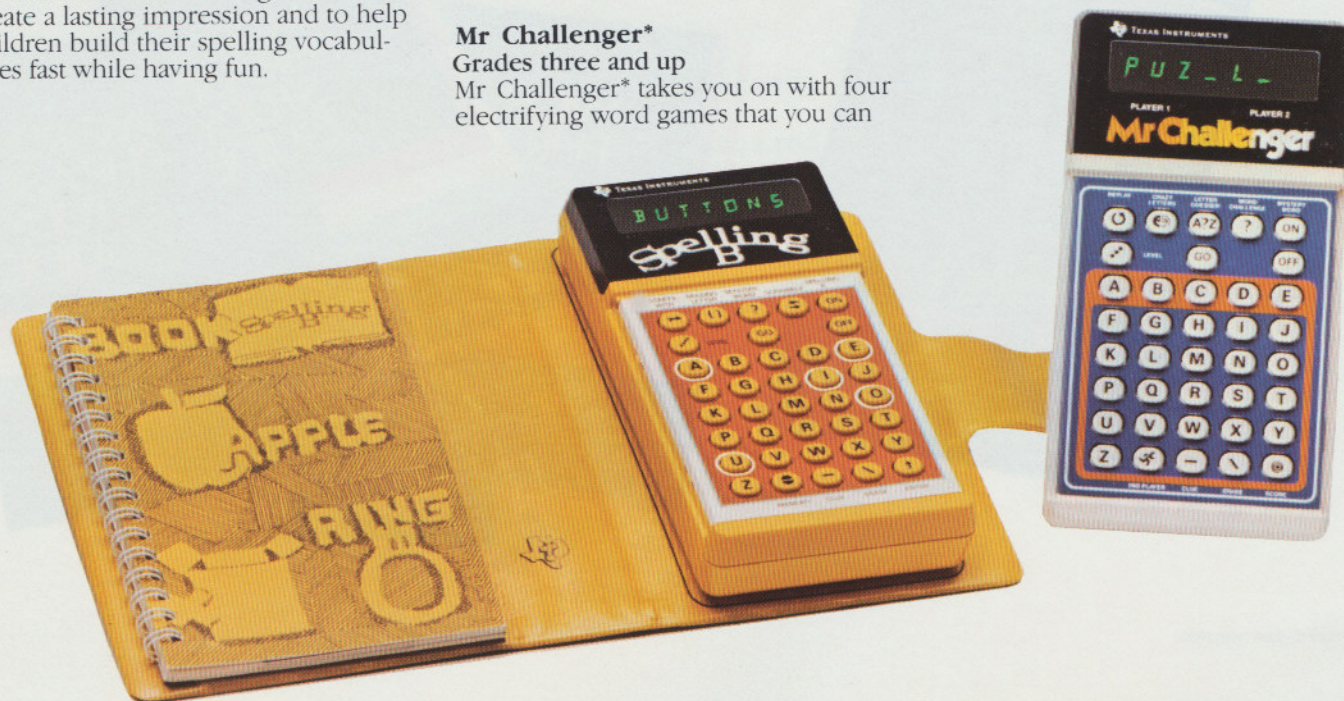
Mr Challenger* Grades three and up

Mr Challenger* takes you on with four electrifying word games that you can

play by yourself or with a friend. Simple guessing games that can stump anybody. Memory stretchers that'll fool you into fooling yourself. Riddles of pure logic that'll take you in circles.

Mr Challenger's exciting musical effects, flashing computer letters and hurry-up timer challenge you to make the right moves fast! Play Mystery Word (with 500 of the most hard-to-guess words), Word Challenge, Crazy Letters and Letter Guesser—all age-old word games with some exciting new twists. Three levels of challenge let kids compete with adults. It automatically keeps score and even lets you enter your own words to challenge your friends. And, although Mr Challenger is lots of fun, you might be surprised at how it can help sharpen word skills and quick-thinking.

Handheld and battery operated, Mr Challenger is a perfectly portable game you can play anywhere. Optional AC adapter available.



Electronic language aid for an easy first step into a foreign language.

For the beginner. For the linguist who wants to brush up on old skills. For the traveler. TI's Language Tutor makes developing a basic command of a foreign language as easy as *un, deux, trois*. It's specially designed to give you the words and phrases you're likely to need most, with special features that have you quickly using and creating your own helpful phrases and sentences.

Language Tutor Talking language aid

Want to learn to speak a foreign language? You can with TI's language aid that talks. It can both show you foreign words and tell you how to pronounce them. Through Solid State Speech* technology, the Language Tutor can actually speak words, phrases and sentences to aid you in proper pronunciation. Want to study sentences and phrases? Verbs, idioms, and specialized vocabulary lists? The Language Tutor shows proper spellings, even complete sentences, in an easy-to-read display.

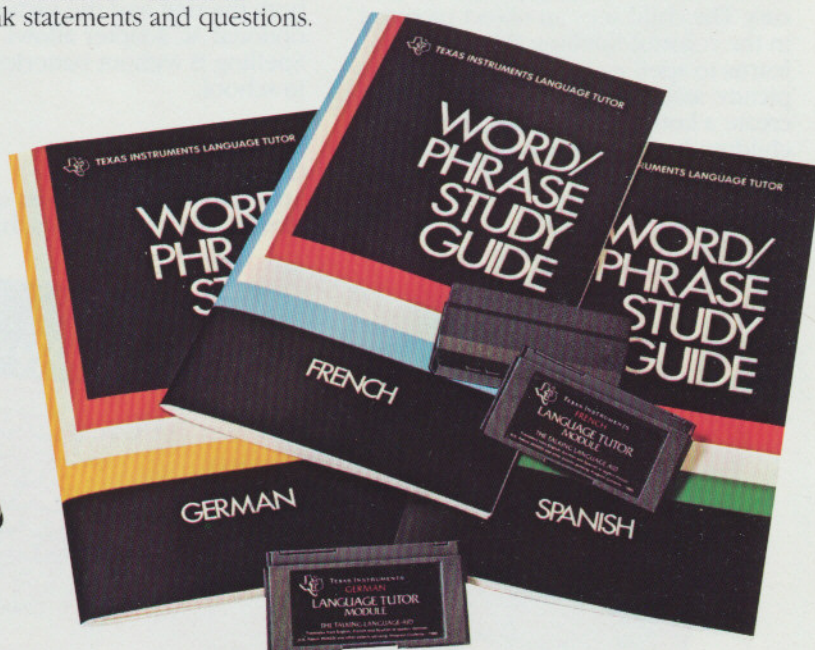
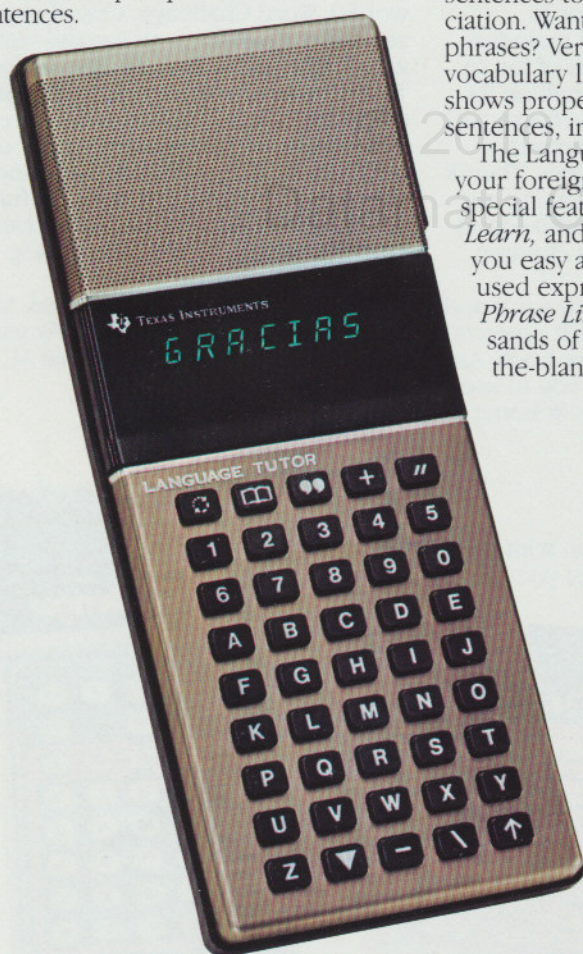
The Language Tutor lets you build your foreign language vocabulary with special features: *Phrase*, *Phrase Link*, *Learn*, and *Translate*. *Phrase* gives you easy access to many commonly used expressions and statements. *Phrase Link* lets you build thousands of comments with fill-in-the-blank statements and questions.

Learn helps you build vocabulary in 16 useful categories such as food, travel, medicine, etc. *Translate* gives a translation for words letter-by-letter.

Translations are easy with the number codes listed in the *Word/Phrase Study Guide*. Select a phrase from the guide, enter the number in the Language Tutor and hear the phrase spoken and see it displayed.

Plug-in modules are available in Spanish, French, German and English. The module of your choice is included with the Language Tutor.

The Language Tutor is useful for those who want to become acquainted with a new language and for those who want to brush up existing language skills. The Language Tutor comes in its own padded, vinyl case, so it can travel with you anywhere. And there's also an AC adapter.



*Trademark of Texas Instruments



Build your foreign language vocabulary with plug-in modules.

Texas Instruments designed the Language Tutor to accommodate different language modules. The modules, which pop into the back of your unit, are available in French, German, Spanish and English. The talking Language Tutor offers modules with TI's Solid State Speech* technology. The Solid State Speech modules let your Language Tutor show you and tell you how to pronounce a word. Accompanying each module is a *Word/Phrase Study Guide* which makes it easy to find the words and phrases you need. It also includes a grammar and pronunciation section.

Language Tutor Modules

Module	Contents
Spanish	Gives over 600 Spanish words and phrases that can be combined with approximately 50 sentences to make over 3,000 statements and questions. Contains a vocabulary translated by Spanish linguists and spoken in a Mexican dialect that's understood in most Latin American countries.
French	Provides over 600 French words and phrases and 50 sentences. Consists of a vocabulary translated by native French linguists which is understood in most French-speaking regions. Pronunciations are in a Parisian dialect.
German	Offers over 600 German words and phrases and 50 sentences. Vocabulary translated by native German linguists. Pronunciations are in High (standard) German by a native German speaker.
English	Includes over 600 British words and phrases and 50 sentences. Accompanying book designed for Spanish-speaking people who want to learn English.

SPECIFIC

TALKING LEARNING AIDS

	SPEAK & READ*	
Learning purpose	Reading drill	M
Grade levels	Preschool-3	1
Basic operations	• 6 operations for building phonics, sight vocabulary and reading comprehension skills	•
Expandable with plug-in modules	yes	n
Capacity	Over 250 words plus plug-in expandability	
Levels of difficulty	3	3
Tries at correct answer	2	2
Score given after	5 words	5
Special functions/features	• 64-page activity book • Pronunciation/reading practice • Musical tones and verbal reinforcement • Earphone • Carry case	• • • • •
Built-in learning games	2	1
APD™ automatic power down	yes	y
Batteries	4-C cells (not included) Optional AC 9199 adapter	4 C
Size (inches)	9.9 × 6.9 × 1.3	9
Weight (unit with batteries)	1.2 lbs.	1

OTHER LEARNING AIDS

	LITTLE PROFESSOR*	DATAMAN*	
Learning purpose	Math drill	Math drill	M
Grade levels	Preschool-4	1-6	1
Primary operation	• It presents random problem • Child gives answer • It indicates right or wrong	• It presents random or pre-planned problem • Child gives answer • It indicates right or wrong	• • •
Capacity	Over 16,000 random problems	Over 40,000 random problems plus design your own problems	l
Levels of difficulty	4	2	2
Tries at correct answer	3	2	2
Score given after	10 problems	10 problems	1
Special functions/features	• 32-page activity book	• 24-page activity book • Math tables, and user entered problems • "Light Show" display	• • •
Built-in learning games	N/A	3	2
APD™ automatic power down	YES	YES	y
Battery	9 V alkaline (not included).	9 V alkaline (not included). Optional AC 9182 adapter.	9 C
Size (inches)	5.0 × 3.1 × 1.2	5.8 × 3.4 × 1.2	6
Weight (unit with battery)	6 oz.	6 oz.	7

LANGUAGE AID

	LANGUAGE TUTOR
Languages	Spanish, French, German, En
Solid State Speech* feature	yes
Modules available per language	1
Approximate words per module	3000 words/phrases
Basic operations	Pronounces and displays for sentences.
Batteries	4 AA batteries (not included)
Size (inches)	8.0 × 3.4 × 1.3
Weight (unit with batteries)	13 oz.
Included	• Carry case • Translation guide • AC adapter and earphone

SPECIFICATIONS

TALKING LEARNING AIDS

	SPEAK & READ*	SPEAK & MATH*	SPEAK & SPELL*
Learning purpose	Reading drill	Math drill	Spelling drill
Grade levels	Preschool-3	1-6	1-8
Basic operations	• 6 operations for building phonics, sight vocabulary and reading comprehension skills	• 5 operations for building skills in problem solving, reasoning and abstract concepts	• 5 operations for building spelling and word recognition skills
Expandable with plug-in modules	yes	no	yes
Capacity	Over 250 words plus plug-in expandability	Over 100,000 random and preprogrammed problems	Over 150 words plus plug-in expandability
Levels of difficulty	3	3	4
Tries at correct answer	2	2	2
Score given after	5 words	5 problems	10 words
Special functions/features	• 64-page activity book • Pronunciation/reading practice • Musical tones and verbal reinforcement • Earphone • Carry case	• 32-page activity book • Spoken problems • Greater than/less than practice • Practice in writing spoken numbers • Earphone	• 32-page activity book • Pronunciation practice • Musical tones and verbal reinforcement • Earphone
Built-in learning games	2	1	3
APD™ automatic power down	yes	yes	yes
Batteries	4-C cells (not included) Optional AC 9199 adapter	4-C cells (not included) Optional AC 9199 adapter	4-C cells (not included) Optional AC 9199 adapter
Size (inches)	9.9 × 6.9 × 1.3	9.9 × 6.9 × 1.3	9.9 × 6.9 × 1.3
Weight (unit with batteries)	1.2 lbs.	1.2 lbs.	1.2 lbs.

OTHER LEARNING AIDS

	LITTLE PROFESSOR*	DATAMAN*	MATH MARVEL*	SPELLING B*	MR CHALLENGER*
Learning purpose	Math drill	Math drill	Math drill	Spelling drill	Word games
Grade levels	Preschool-4	1-6	1-6	Preschool-3	3 and up
Primary operation	• It presents random problem • Child gives answer • It indicates right or wrong	• It presents random or pre-planned problem • Child gives answer • It indicates right or wrong	• It presents random or pre-planned problem • Child gives answer • It indicates right or wrong	• It displays number • Child looks up picture and spells word • It indicates right or wrong	• It presents blanks for missing word • Child guesses letters in word • It indicates right or wrong
Capacity	Over 16,000 random problems	Over 40,000 random problems plus design your own problems	Over 40,000 random problems plus design your own problems. Also stores problems answered incorrectly.	• 264 picture words • Additional words via "Scramble" game.	500 stored words plus add your own words.
Levels of difficulty	4	2	2	3	3
Tries at correct answer	3	2	2	2	N/A
Score given after	10 problems	10 problems	10 problems	5 words	Every activity
Special functions/features	• 32-page activity book	• 24-page activity book • Math tables, and user entered problems • "Light Show" display	• 24-page activity book • Stores missed problems for additional review • Musical tones • Math tables and user entered problems	• 78-page activity book • User entered words • Musical tones and melodies	• Musical tones • Includes timer and second player feature on some activities • Comes with colorful poster
Built-in learning games	N/A	3	2	4	4
APD™ automatic power down	YES	YES	YES	YES	YES
Battery	9 V alkaline (not included).	9 V alkaline (not included). Optional AC 9182 adapter.	9 V alkaline (not included). Optional AC 9182 adapter.	9 V alkaline (not included). Optional AC 9182 adapter.	9 V alkaline (not included). Optional AC 9182 adapter.
Size (inches)	5.0 × 3.1 × 1.2	5.8 × 3.4 × 1.2	6.3 × 3.4 × 1.1	6.6 × 4.6 × 1.7 (including book and case)	6.3 × 3.4 × 1.1
Weight (unit with battery)	6 oz.	6 oz.	7 oz.	12 oz. (including book and case)	7 oz.

LANGUAGE AID

LANGUAGE TUTOR

Languages	Spanish, French, German, English
Solid State Speech* feature	yes
Modules available per language	1
Approximate words per module	3000 words/phrases
Basic operations	Pronounces and displays foreign words, phrases and sentences.
Batteries	4 AA batteries (not included)
Size (inches)	8.0 × 3.4 × 1.3
Weight (unit with batteries)	13 oz.
Included	• Carry case • Translation guide • AC adapter and earphone

More ways to learn with Texas Instruments products.

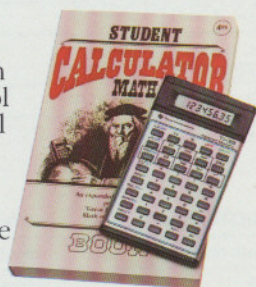
Starbursts of colors and a galaxy of games make the learning last long.

TI-30 and TI-35 Student Math Kits

The TI-30 and TI-35 Student Math Kits are unique problem-solving kits of math tools. As skills grow through high school to college and into career, these kits will continue to meet all but the more advanced math challenges.

Basic to the TI-30 Student Math Kit is the powerful 48-function TI-30 slide rule calculator. Plus the key to mastering its full potential easily and quickly, "The Great International Math on Keys Book." This valuable 224-page book is filled with useful formulas for school, home, science and business as well as puzzles and games that make math fun.

The TI-35 Student Math Kit offers the powerful 54-function slimline TI-35 calculator with its additional statistical functions and bright liquid crystal display. Its key, "The Student Calculator Math Book," is included. This expanded version of "The Great International Math on Keys Book" offers even more information on calculator math and the role it plays in everyday life.



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A Texas Instruments Home Computer can help you find and file, collect, collate and correlate your income, your out-go, your most intriguing what-ifs. It offers easier, faster, better ways to keep track of your money and keep your money on track. And that's only part of the story. There's also a growing selection of programs for family education and entertainment. TI offers you a wide choice of Solid State Software* command modules, each of which gives your TI Home Computer an entirely different capability.

Accept this reassuring thought: You can use the TI-99/4 Home Computer the first time you try. That's the big difference we designed into our home computer. With Solid State Software Command Modules that let you load a program in six seconds—maybe less. With constant, step-by-step instructions built right in, that flash to the screen to tell you what to do next.

From the very beginning, we designed with one thing in mind: making the first home computer that's really easy to live with—the TI Home Computer.

Due to the difficulty in photographing electronic readouts, displays represented here are simulated.

For more information on TI consumer products, such as watches, calculators, and the home computer, contact:

Texas Instruments
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Lubbock, Tex. 79408

At the Texas Instruments Learning Center*, we consider all the ways a child learns and design our products for the *total* learner. That's why we developed a helpful array of activity books and related materials to work with and enhance our learning aids and plug-in solid-state modules. These bright, fun-filled books are an important part of your purchase, because they can enrich and extend your child's learning program in several important ways.

Intriguingly illustrated with whimsical scenes and characters, the activity books challenge youngsters to further the skills they have begun to develop with their learning aids. Filled with

games, stories, mysterious solve and all kinds of activities, each book shows exciting new ways he or she can have more learning fun with a TI product. Many of the games can be played with other friends—or a help-along which helps motivate the child to learn harder and helps the child understand where his or her learning level is in comparison to others. These down-to-earth, fun approaches encourage children to develop positive attitudes toward learning.

These games and activities help the child learn late new skills to the child's level so that he or she can see the usefulness. And they bring the child's learning from information from anything—math, science, history, and beyond it! Children can play a math race against the clock with DataMan*, for in-



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Starbursts of colors and a galaxy of games make the learning last longer.

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Intriguingly illustrated with whimsical scenes and characters, the activity books challenge youngsters to further the skills they have begun to develop with their learning aids. Filled with

games, stories, mysterious problems to solve and all kinds of additional activities, each book shows your child exciting new ways he or she can have more learning fun with a learning aid. Many of the games can be played with other friends—or a helpful parent—which helps motivate the child to try harder and helps the child gain an understanding of where his or her skill level is in comparison to others. This down-to-earth, fun approach also encourages children to develop positive attitudes toward learning.

These games and activities often relate new skills to the child's world, so that he or she can see their value and usefulness. And they bring in new information from anything under the sun—and beyond it! Children can take a math race against the orbits of the planets with DataMan*, for instance, and

learn their positions along the way. They can even journey to the bottom of the sea with Speak & Spell*: the player who makes the longest words reaches the submarine first and wins.

Finally, you as a parent are an important part of the way your child learns, and we've included important information especially for you with each of our products. The Parents' Letters and activity books offer helpful hints on how to use the learning aids most effectively. And they'll show you ways that you can help extend the learning process and make it more vivid and meaningful to your child. Most important, they'll show you how you can share and enjoy your child's enthusiasm as he or she discovers the exciting world of learning.

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