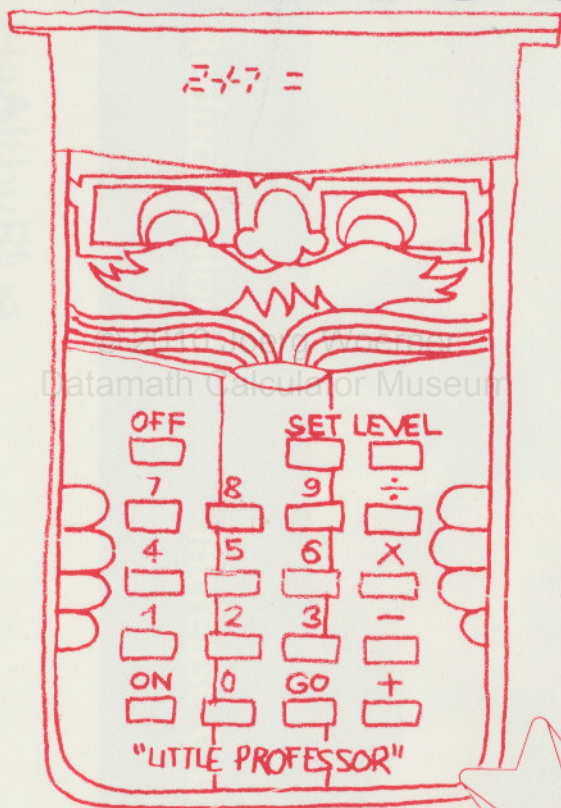
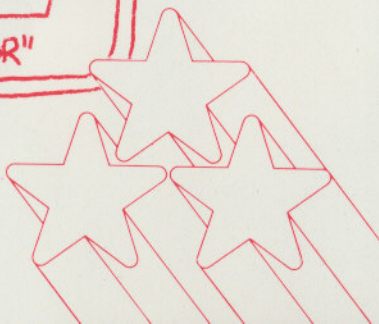


LITTLE PROFESSOR



TEXAS INSTRUMENTS



MEET THE LITTLE PROFESSOR.

The **LITTLE PROFESSOR** is designed for all age groups. Its four levels of problem difficulty allow selection of problems from the simplest arithmetic facts for beginners, to some "mind testers" for experts. It is suggested that an adult work with children as they learn the basic operating procedures.

The **LITTLE PROFESSOR** is especially well suited for a variety of parent/child activities, such as those outlined later in this book. A child can read the problem out loud as he or she solves it, providing extra reinforcement. Remember that the **LITTLE PROFESSOR** is fully safe and will never display an incorrect answer.

The **LITTLE PROFESSOR** was developed to make exploring and practicing addition, subtraction, multiplication and division more fun. Activities with numbers and math happen in an exciting and new way with this rugged, durable and versatile unit. It can be used at home, in the classroom - anywhere. The **LITTLE PROFESSOR** can make learning fun - for "students" of all ages.

The **LITTLE PROFESSOR** is easy to operate. It displays a problem. You enter your answer. It tells you if you're right or wrong, then moves on to another problem. After ten problems have been presented, your score (number right) is flashed in the display area.



PLAY AGAINST ME

2

Here's how the **LITTLE PROFESSOR** works. The **ON** key is located in the lower left corner of the unit. Pressing **ON** turns on the unit and the display shows "+ L1". The "+" symbol indicates the unit is set for addition problems and "L1" indicates level 1.

Each time you press the **LEVEL** key, the level increases to the next highest level and the display shows "L2", "L3" or "L4". You can also select problems involving any of the four basic math operations : addition, subtraction, multiplication or division.

Want to try your skill at addition? Press **SET** **+** to select addition. Then press **LEVEL** until level 1 is displayed "+ L1". Now press **GO** for the first problem to appear in the display. You enter your answer - just key it in using the number keys.



If your answer is correct, the **LITTLE PROFESSOR** moves on to the next problem. If you're wrong "EEE" is flashed in the display, and the **LITTLE PROFESSOR** gives you two more tries at the problem. If you're still wrong after two more tries, the **LITTLE PROFESSOR** then displays the problem with the correct answer and holds it for you to look at it. To move on to the next problem, press **GO**. After the tenth problem, the **LITTLE PROFESSOR** flashes your score.

To start a new set of problems without changing operation or level, simply press **SET** **GO**. If you want to change the function or level, press **SET** or **ON**, press the desired operation key ($+$ $-$ \times or \div), and press **LEVEL** until the level of difficulty appears in the display. Then press **GO** to start the new problem set. Following these procedures with all four levels of difficulty and all four arithmetic operations will present a vast series of examples - spanning many grade levels of study in arithmetic.



JACKPOT.

Jackpot is for two or more players. Each will need many "counters" like buttons, pebbles, marbles or toothpicks.

To begin, push ON to turn on the **LITTLE PROFESSOR**. Each player pushes **SET** **+** **GO**.

Each player finds the sum (answer) to the problem on the **LITTLE PROFESSOR**. Count the answer out loud as you add this many counters to your jackpot. Others may help you. Be sure

to keep your jackpot separate from the other counters.

After five rounds, find your total jackpot by counting the things in your pile. The player with the most things is the winner.

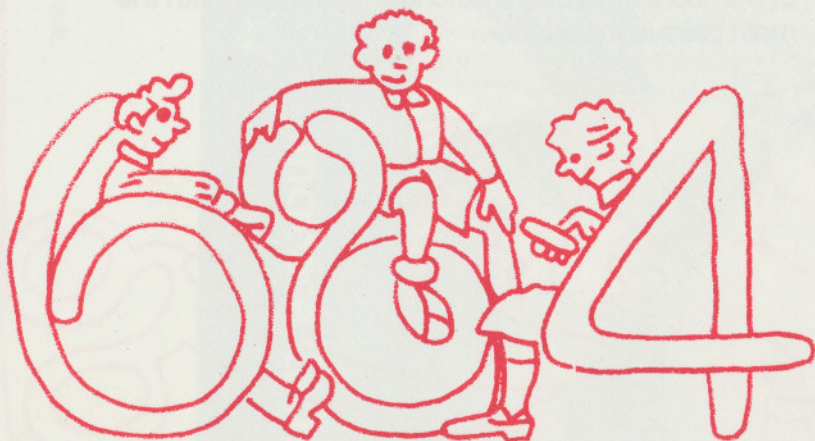
MATHEMATICAL CHAIRS

This is an activity for three or more players.

Push **[ON]** to turn on the **LITTLE PROFESSOR**. Then push **[SET]** and **[LEVEL]** so the display shows "+ L 2" for level 2. Now push an operation (+ , - , \times , or \div) and **[GO]**. All players sit in a circle.

Take turns finding the answers to the problem given. Keep passing the **LITTLE PROFESSOR** to the person to your left after your turn. If you miss a problem, you leave the circle. The last player left in the circle is the winner. After a while, try playing with the level of difficulty set to 3.

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Datamath Calculator Museum



FUMBLE

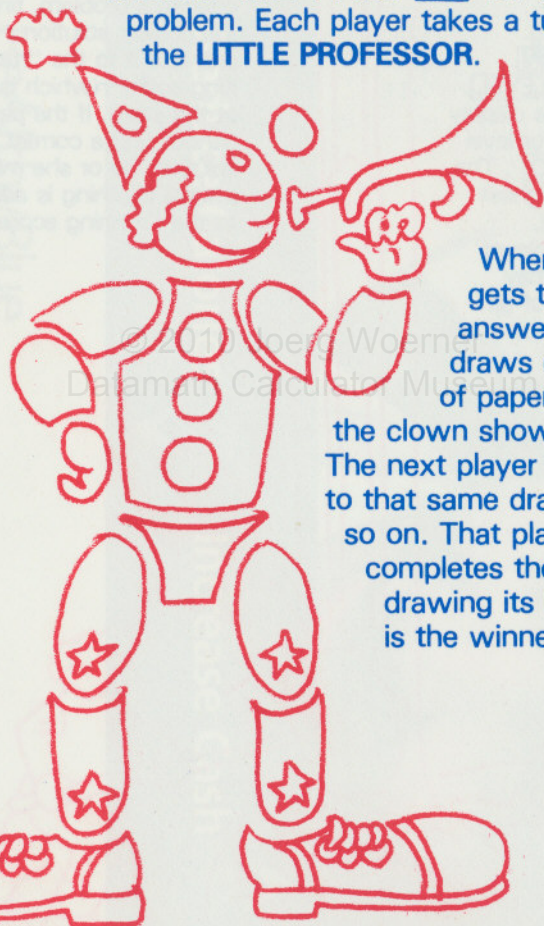
This is an activity for two or more players. Before your begin, cut out 18 1" squares of paper. Make two sets of squares, each numbered from 1 to 9. (There will be 9 pairs of numbered squares.) Put the pieces of paper face down in a pile, and without looking, place them one at a time face down on any flat playing surface.

Push **ON**, **SET**, \div , and **LEVEL** twice so the display shows " \div L 3" for level 3. Now push **GO**. Each player works the problem showing on the **LITTLE PROFESSOR**. If you get it wrong, you miss your turn. If you get it right, you turn over two pieces of paper and try to pick two that are marked with the same number. Show them to everyone. If they are the same, keep them. If they're not, turn them back face down and remember where they are. It may help you on your next turn. Each player takes turns until all 9 pairs of numbers have been matched. The player with the most pairs is the winner.



CLOWNING AROUND

This is an activity for two or three players. Push **ON** to turn on the **LITTLE PROFESSOR**. Then push **SET** **x** and **LEVEL** so the display shows "xL2". Push **GO** for the first problem. Each player takes a turn with the **LITTLE PROFESSOR**.



When a player gets the right answer, he or she draws on a sheet of paper a part of the clown shown here. The next player adds to that same drawing, and so on. That player who completes the clown by drawing its last part is the winner.

NIM

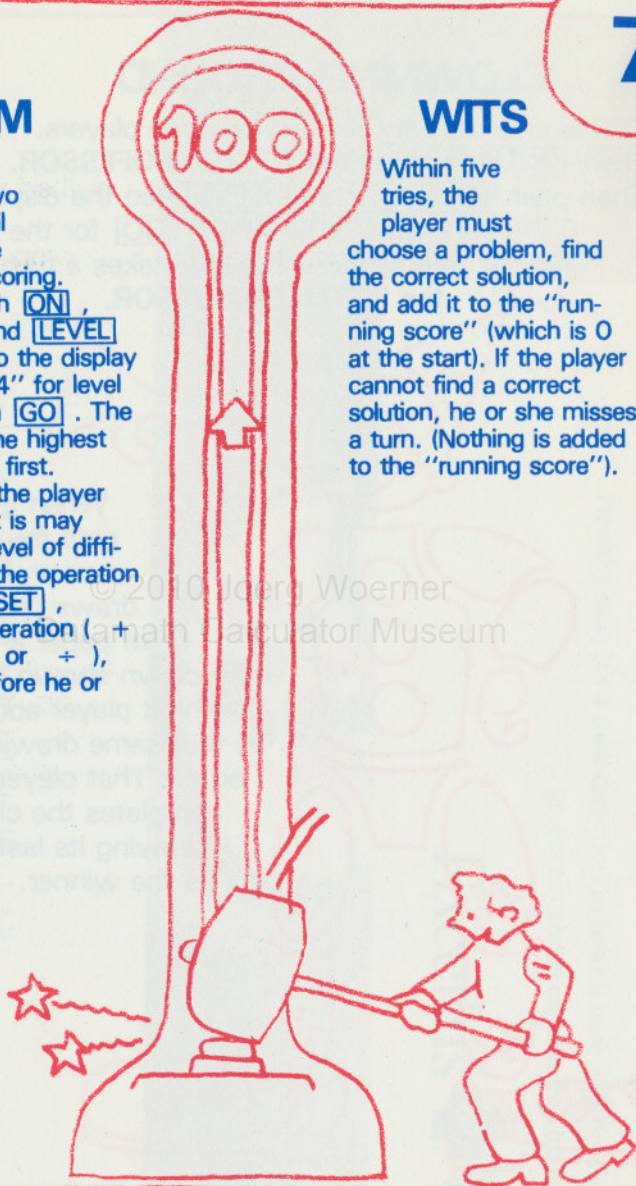
This is an activity for two players. Pencil and paper are needed for scoring.

To begin push **ON**, **SET**, **\times** and **LEVEL** three times so the display shows " \times L4" for level 4. Then push **GO**. The player with the highest product goes first.

If desired, the player whose turn it is may change the level of difficulty and/or the operation by pushing **SET**, **LEVEL** or operation ($+$, $-$, \times , or \div), and **GO** before he or she plays.

WITS

Within five tries, the player must choose a problem, find the correct solution, and add it to the "running score" (which is 0 at the start). If the player cannot find a correct solution, he or she misses a turn. (Nothing is added to the "running score").



APPENDIX

IN CASE OF DIFFICULTY.

1. Check that the **ON** key has been pushed to turn on the **LITTLE PROFESSOR**.
2. If display fails to light, check for an improperly inserted or discharged battery.
3. Review operating instructions to be certain problems are performed correctly.

If none of the above procedures corrects the difficulty, return the **LITTLE PROFESSOR PREPAID** and **INSURED** to the applicable **SERVICE FACILITY** at the back of this book.

Texas Instruments cannot assume any responsibility for loss or damage to uninsured shipments.

Please include information on the difficulty experienced with the **LITTLE PROFESSOR** along with your name, address, city, state, and zip code. The shipment should be carefully packaged and protected against shock and rough handling.



One-Year Warranty

1. (A) The *Little Professor* from Texas Instruments is warranted to the original purchaser for a period of one (1) year from the original purchase date -under normal use and service - against defective materials or workmanship.

This warranty is void : if the unit has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

During the above one-year period, the unit or its defective parts will be repaired, adjusted and/or replaced with a reconditioned model of equivalent quality ("RECONDITIONED"), at manufacturer's option, without charge to the purchaser when the unit is returned, prepaid and insured, with proof-of-purchase date, to Texas Instruments.

UNITS RETURNED WITHOUT PROOF-OF-PURCHASE DATE WILL BE REPAIRED AT THE SERVICE RATES IN EFFECT AT THE TIME OF RETURN.

In the event of replacement with a reconditioned model, the replacement unit will continue the warranty of the original product or 90 days whichever is longer.

IMPORTANT : Before returning your unit for repair, carefully review service and mailing instructions in this manual.

(B) IN THE CASE OF A CONSUMER TRANSACTION THIS CONDITION SHALL NOT AFFECT THE STATUTORY RIGHTS OF THE PURCHASER AS DEFINED IN THE CONSUMER TRANSACTIONS (RESTRICTIONS ON STATEMENTS) ORDER 1976 (AS AMENDED).

2. (A) Save as expressly provided in condition 1, Seller shall be under no liability of whatsoever kind, howsoever caused whether or not due to the negligence or wilful default of Seller or its servants or agents arising out or in connection with the units. All conditions, warranties or other terms, whether express or implied, statutory or otherwise, are hereby expressly excluded.
- (B) Except where the contract between Seller and the purchaser for the sale and purchase of the units is an international supply contract having the characteristics specified in section 26 of the Unfair contract terms Act 1977, nothing contained in this condition 2 shall exclude or restrict :
- (I) Any liability of Seller for breach of its implied undertakings at title, and
- (II) Where the purchaser deals as consumer within the meaning of the Unfair contract terms Act 1977, any liability of Seller for breach of its implied undertakings as to conformity of the units with description or sample or as to their quality or fitness for a particular purpose.

TEXAS INSTRUMENTS

WARRANTY CARD

PROOF-OF-PURCHASE DATE



Date

Retailer Stamp

Model _____ 1 ☐ MR. 2 ☐ Miss, Mrs. 3 ☐ Company

Last Name _____ First Name _____ Company _____

Address _____

Town _____ P. O. Code _____ Country _____

Please describe failure



KEEP

KEEP THE ATTACHED CARD (Proof-of-purchase date)
IMPORTANT : The applicable warranty conditions are those described in this Owner's Manual.

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