WHO'S WHO AT THE ZOO cartridge

Dear Parent,

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Who's Who at the Zoo Parents' Guide

The Who's Who at the Zoo word cartridge adds over 170 reading words to the *Speak & Read*™ built-in word list. Exciting stories and fun-filled activities are included in the *Who's Who at the Zoo* book to help reinforce your child's reading skills. To install the Who's Who at the Zoo cartridge, refer to the "Cartridge Installation" section of this guide.

Exciting Activities

The Who's Who at the Zoo word cartridge is designed for the second-grade reading level and complements classroom reading instruction. Many of the cartridge words are associated with things you may see in a zoo and include frequently used words (sight words), contractions (**is** and **not** to make **isn't**), and words ending with **-s**, **-ing**, **-er**, **-ed**, and **-es**.

The *Who's Who at the Zoo* Book

The *Who's Who at the Zoo* book has three sections.

1. The first section, designed to be used with Picture Read, can help your child develop vocabulary and comprehension skills.

2. The "For You to Read" section presents a variety of fun-filled stories for your child to read.

3. The "For You to Do" section includes challenging activities to help your child practice his or her reading skills.

Activities to Do with Your Child

Help your child learn to use the Who's Who at the Zoo word cartridge for the first time. Explain to your child that he or she can turn the *Speak & Read* unit off or change activities when the unit asks a question or gives an instruction. Also, explain to your child that the unit does not always respond to keys instantly. For example, when correct answers are displayed, the keyboard is inactive for several seconds. This enables your child to examine the correct word and pair the written form to the sound.

You can help enrich your child's reading skills by following these suggestions.

1. Read to your child, and listen while your child reads to you.

2. Select a word from the *Speak & Read* vocabulary. Help your child think of other words that rhyme with, or begin and end like, words from the cartridge word list.

3. Help your child add the endings **-ing**, **-s**, and **-ed** to words.

4. If possible, take your child to the zoo. Talk about the animals you see and help your child read the signs at the zoo.

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Word List

The words in the cartridge are carefully selected to help your child learn to read. After installing the cartridge, turn the *Speak & Read* unit on, and press # CARTRIDGE SELECT once to access the cartridge word list.

an
animal
any
at
ate
baby
bear
bears
before
begins
behind
better
book
both
box
boy
boys
cage
cages
can
cave
caves
change
changed
changes
clean
could
couldn't
deer
did
didn't
do
does
doesn't
done
don't
drink
each
eat
eating
eats
elephant
elephants
empty
ends
enough
every
fast
faster
feed
feeding
feeds
find
food
fur
giraffe
girl
girls
give
glad
goes
gone
gorilla
guess
happen
has
he
heard
help
helper
helping
helps
he's
hold
hot
hungry
hurry
is
isn't
it
it's
kangaroo
knew
learned
like
liked
lion
lions
listen
looked
lost
many
met
monkey
more
need
needed
needing
needs
net
never
noise
parrot
party
peanuts
picture
pictured
popcorn
pulled
reach
reached
reaches
reaching
ready
ring
scratch
seal
see
she
she's
show
showing
shows
snake
some
stood
street
streets
swing
swinging
swings
teach
teacher
teaches
teaching
the
them
thin
thing
things
those
tiger
trash
tree
trick
tricks
tried
trunk
use
used
uses
very
walk
walking
walks
was
wash
washed
washes
washing
wasn't
watch
water
were
weren't
what
who
who's
why
wild
wish
wished
wishes
wishing
word
words
work
worker
working
would
wouldn't
zebra
zoo
zookeeper

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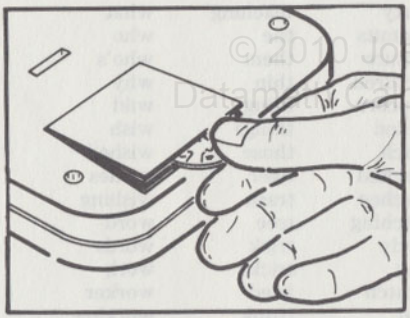
Battery Installation

With proper care and maintenance of the unit, the *Speak & Read* educational product can provide years of educational enjoyment for your child. Installing batteries is simple and easy.

Installing Batteries

The *Speak & Read* unit requires four "C" cell alkaline batteries. To install batteries, follow these steps.

1. Remove the battery compartment door by prying gently with a key, coin, or similar object.



2. Insert the batteries as shown in the illustration located inside the battery compartment.

3. Replace the battery compartment door.

Low Battery Information

The batteries in the *Speak & Read* unit provide approximately 15 hours of actual use. Replace the batteries if you observe any of the following difficulties while using your *Speak & Read* unit.

▲Erratic or dim display

▲Erratic performance

▲Imprecise word pronunciation or unusual and unexpected sounds or tones

▲No effect when keys are pressed

▲Unusual or inconsistent operation

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Cartridge Installation

Word cartridges expand the built-in vocabulary of the *Speak & Read* educational product. You can install a word cartridge easily by following the directions below.

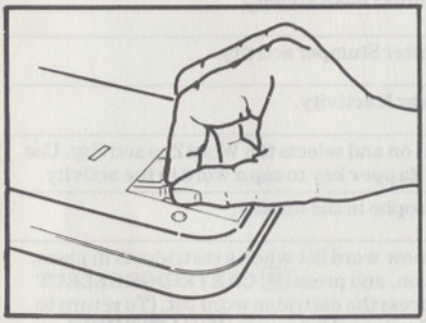
Installing Cartridges

To install a word cartridge, follow these steps.

1. Remove the battery compartment door by prying gently with a key, coin, or similar object.

2. Remove the batteries from the *Speak & Read* unit.

3. Insert the cartridge with the label facing up, as shown in the illustration.



Important: Firm pressure may be required to insert the cartridge the first time. Press the cartridge in as far as it will go to ensure that the battery compartment door will close correctly.

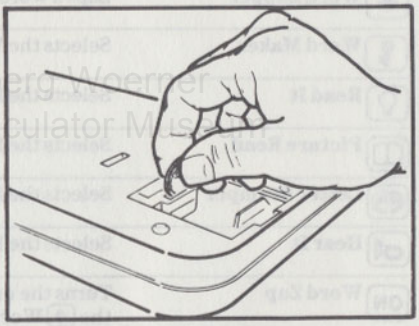
4. Replace the batteries as shown in the illustration located inside the battery compartment.

5. Replace the battery compartment door.

Removing Cartridges

If you wish to remove a word cartridge, follow the first two steps listed above. Then:

1. Remove the cartridge by prying gently with a key, coin, or similar object.



2. Replace the batteries and the battery compartment door.

Note: If you experience difficulty with a word cartridge after installation, remove and reinsert the word cartridge one or two times to ensure that it connects properly with the *Speak & Read* unit.

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Special Keys

Show your child the keys on the *Speak & Read* unit. The letter keys are in alphabetical order, and other keys serve special functions, such as selecting an activity and turning the unit on and off. If your child forgets to turn the unit off, the device has an *APD*™ (Automatic Power Down) feature which turns off the device after four minutes of non-use.

Key	Function
OFF **Off**	Turns the device off.
GO **Go**	Begins an activity or continues play in Hear It and Letter Stumper.
Replay	Repeats answers in Hear It, and instructions in Read It and Picture Read.
Word Zapper	Zaps a word during the Word Zap activity.
Word Maker	Selects the Word Maker activity.
Read It	Selects the Read It activity.
Picture Read	Selects the Picture Read activity.
Letter Stumper	Selects the Letter Stumper activity.
Hear It	Selects the Hear It activity.
ON **Word Zap**	Turns the unit on and selects the Word Zap activity. Use the **Word Zapper** key to zap a word in the activity.
Apostrophe	Puts an apostrophe in the display.
Module/Cartridge Select Key	Accesses the new word list when a cartridge is in place. Turn the unit on, and press **CARTRIDGE SELECT** one time to access the cartridge word list. (To return to the *Speak & Read* word list, press **CARTRIDGE SELECT** again.) **Note:** Some units are labeled **MODULE SELECT**, which has the same function as **CARTRIDGE SELECT**.
Erase	Erases an answer in the display if used before **ENTER** is pressed. It cannot be used with Word Zap and Letter Stumper.
Enter	Completes an answer. The *Speak & Read* unit then checks it automatically.

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Basic Operations

Your child begins by pressing ON. He or she can either begin playing Word Zap immediately or can select any of the other five activities by pressing the key for that activity. To access the cartridge word list, turn the *Speak & Read* unit on, and press the # CARTRIDGE SELECT key once when the cartridge is in the unit. Then select the activity your child wants to play.

Word Zap

Word Zap encourages skills in sight-word recognition. There are three levels of speed. Level 1 is the slowest; Level 3, the fastest.

To use the Word Zap activity, your child:

1. Presses the ON **WORD ZAP/ON** key.
2. Sees ZAP 1 in the display and hears a tune and "Word Zap, Level 1."
3. Selects a speed level by pressing ON **WORD ZAP/ON** until the desired level appears in the display.
4. Presses GO **GO** to begin.
5. Hears "Zap (a word)."
6. Watches the display as three words appear, one at a time.
7. Presses the ✱ **WORD ZAPPER** key when the word appears in the display.

If the incorrect word is "zapped," your child hears a tone and sees the correct word displayed. After five groups of three words each, your child's score is displayed and spoken.

Note: The ↩ **REPLAY** and ⌫ **ERASE** keys cannot be used in Word Zap.

Hear It

Hear It allows your child to enter any word on the word list and hear it pronounced. (For the Word List, see page 3.)

To access Hear It, your child:

1. Presses the ✉ **HEAR IT** key.
2. Presses GO **GO** to begin.
3. Hears "Which word?" and sees a cursor in the display.
4. Enters the letter keys to spell the word he or she wants to hear.
5. Presses ↑ **ENTER** to complete the spelling.
6. Hears the word pronounced.

If your child enters a word that is not on the word list, he or she hears "Not found."

Note: Your child can press the ↩ **REPLAY** key to hear the same word repeated or the GO **GO** key to hear another word.

Letter Stumper

Letter Stumper uses three levels of difficulty to help your child develop memory skills. Level 1 asks your child to repeat a sequence of a maximum of five letters; Level 2, nine letters. Level 3 instructs your child to say the sequence of letters in reverse order and uses a maximum of six letters.

To play Letter Stumper, your child:

1. Presses the **LETTER STUMPER** key.
2. Sees STUMPER 1 and hears "Letter Stumper, Level 1."
3. Presses **LETTER STUMPER** until the desired level appears in the display.
4. Presses **GO** to begin a sequence.
5. Hears "Press the letters I say" and the first letter in the sequence.
6. Enters the letter key he or she hears and presses **ENTER**.
7. Hears another letter in the sequence if the first letter is correct.
8. Enters the letter keys for the first and second letters in the sequence and presses **ENTER**.

As long as your child answers correctly, he or she follows the same steps with each additional letter in the sequence. If your child presses an incorrect letter, the sequence ends. The correction and score (based on the number of letters remembered) is given.

Note: The **REPLAY** and **ERASE** keys cannot be used in Letter Stumper.

Picture Read

Picture Read helps your child develop vocabulary skills and word meanings. The first section in the *You Can Read!* book should be used with Picture Read.

To use Picture Read, your child:

1. Presses **PICTURE READ**.
2. Presses **GO** to begin.
3. Hears "Find picture number (a number). What word goes here? Say it. Press the letters." (The **REPLAY** key can be pressed to have the directions repeated).
4. Finds the picture number in the *You Can Read!* book.
5. Chooses one of three words in the *You Can Read!* book that goes with the picture.
6. Presses the letter keys to spell the selected word.
7. Presses **ENTER** to check his or her answer.

If your child's answer is incorrect, he or she gets a second chance. If his or her answer is still incorrect, the correct answer is displayed and spoken. Picture Read continues for five pictures. Then, your child's score is spoken and displayed.

Read It

Read It helps your child develop comprehension and word analysis skills. There are three levels of increasing difficulty. Your child can hear and see words in Levels 1 and 2, but can only see them in Level 3 to challenge skills.

To use Read It, your child:

1. Presses [?] **READ IT**.
2. Sees READ IT 1 and hears "Read It, Level 1."
3. Presses [?] **READ IT** until the desired level appears in the display.
4. Presses [GO] **GO** to begin.
5. Hears "Which word? Press the letters."
6. Sees and hears a sentence with a word missing. (In Level 3, the words are only displayed.)
7. Sees three answer choices and selects the word that correctly completes the sentence. (The [↺] **REPLAY** key can be pressed to have the sentence and words replayed.)
8. Enters the letter keys to spell the word he or she selected.
9. Presses [↑] **ENTER** to check the answer.

If your child's answer is incorrect, he or she gets another chance. If his or her answer is still incorrect, the correct answer is displayed and spoken. Read It continues for five sentences. Then, your child's score is spoken and displayed.

Word Maker

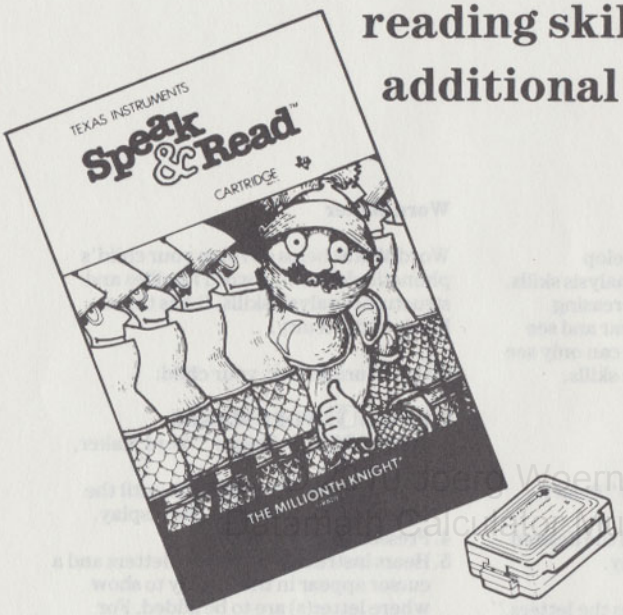
Word Maker helps develop your child's phonetic skills using word families and structural analysis skills. It has three levels of difficulty.

To use Word Maker, your child:

1. Presses [?] **WORD MAKER**.
2. Sees WORD 1 and hears "Word Maker, Level 1."
3. Presses [?] **WORD MAKER** until the desired level appears in the display.
4. Presses [GO] **GO** to begin.
5. Hears instructions and sees letters and a cursor appear in the display to show where letter(s) are to be added. For example, your child hears "Add (B) to AT. What word does it make? Say it. Press the letters."
6. Presses the letter keys to spell the new word.
7. Presses [↑] **ENTER** to check the word.

If your child's answer is incorrect, he or she gets another chance. If his or her answer is still incorrect, the correct answer is displayed and spoken. After Word Maker has presented 5 words, your child's score is spoken and displayed.

Expand your child's reading skills with additional cartridges!



A Dog on a Log Grade 1
Become familiar with those doggone words that rhyme and words with plural and possessive endings.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 132 words.

On the Track Grade 1
Practice using words that begin with consonant blends and you'll be on the right track to recognizing new vocabulary words.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 130 words.

The Seal That Could Fly Grade 2
Breeze through those troublesome long vowels and words ending in -er and -est.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 120 words.

The Third Circle Grade 2
Conquer those tricky r-controlled vowels -ir, -ar, -er and the suffixes -ful and -ly.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 150 words.

Who's Who at the Zoo Grade 2
Discover *Who's Who at the Zoo* by learning to use contractions and verb endings.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 170 words.

Sea Sights Grade 3
Ahoy! Welcome aboard to activities with syllables, word endings, and compound words.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 170 words.

The Millionth Knight Grade 3
Charge ahead to win the battle of silent letter combinations and suffixes.
This cartridge expands the built-in vocabulary of the *Speak & Read* unit by 130 words.

If you can't find the cartridges you want, you may obtain them directly from Texas Instruments. Call Consumer Relations at 1–806–747–1882 for information.

In Case of Difficulty

If you experience difficulty with your product, the following instructions should help you analyze and possibly correct the problem without returning the unit to a service facility.

If You Experience a Problem

The following steps may help you correct difficulties you may experience with your educational product.

1. Check to make sure that the educational product is ON.
2. Check for low battery indications:
   - ▲Erratic or dim display
   - ▲Indistinct word pronunciation or unusual and unexpected sounds or tones
   - ▲Unusual or inconsistent operation
   - ▲No response when the keys are pressed
3. If a word cartridge is being used, remove and reinsert the cartridge to be sure it is connected properly.
4. If the display is blank and pressing the keys has no effect, remove all batteries and reinstall them. If proper operation is not restored, replace the batteries.
5. If the batteries are new and properly installed, review the operating instructions to be certain that the operating steps are followed correctly.

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Service Information

If the solutions suggested by "In Case of Difficulty" do not correct a problem you may have with the cartridge, please contact Consumer Relations to discuss the problem.

For Service and General Information

If you have questions about service or the general use of the cartridge, please call Consumer Relations at:

1–806–747–1882

Please note that this is a toll number, and collect calls are not accepted.

You may also write to the following address:

Texas Instruments Incorporated
Consumer Relations
P.O. Box 53
Lubbock, Texas 79408

Please contact Consumer Relations:

- Before returning the cartridge for service
- For general information about using the cartridge

Express Service

Texas Instruments offers an express service option for fast return delivery. Please call Consumer Relations for information.

Accessories

If you are unable to purchase product accessories (such as the AC9199A adapter) from your local dealer, you may order them from Texas Instruments. Please call Consumer Relations for information.

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Returning a Cartridge for Service

A defective cartridge will be either repaired or replaced with the same or comparable reconditioned model (at TI's option) when it is returned, postage prepaid, to a Texas Instruments Service Facility.

Texas Instruments cannot assume responsibility for loss or damage during incoming shipment. For your protection, carefully package the cartridge for shipment and insure it with the carrier. Be sure to enclose the following items with the cartridge:

- ▲ Your full return address
- ▲ Any accessories related to the problem
- ▲ A note describing the problem you experienced
- ▲ A copy of your sales receipt or other proof of purchase to determine warranty status

Please ship the cartridge postage prepaid; COD shipments cannot be accepted.

In-Warranty Repair

For a cartridge covered under the warranty period, no charge is made for service.

Out-of-Warranty Repair

For an out-of-warranty cartridge, a flat-rate fee by model is charged for service. Estimates are not provided prior to repair; to obtain the service charge for a particular model, please call Consumer Relations before returning the cartridge to the Service Facility.

Texas Instruments Service Facilities

U.S. Residents
(U.S. Postal Service)
Texas Instruments
P.O. Box 2500
Lubbock, Texas 79408

U.S. Residents
(other carriers)
Texas Instruments
2305 N. University
Lubbock, Texas 79415

Canadian Residents Only
Texas Instruments
41 Shelley Road
Richmond Hill, Ontario L4C 5G4

One-Year Limited Warranty

This Texas Instruments one-year limited warranty extends only to the original consumer purchaser of the product.

Warranty Duration

This Texas Instruments consumer product is warranted to the original consumer purchaser for a period of one (1) year from the original purchase date.

Warranty Coverage

This Texas Instruments product is warranted against defective materials and construction. This warranty covers the electronic and case components of the product or software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this device or cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and the accompanying book materials ("the Programs"). **The warranty is void if the product has been damaged by accident or unreasonable use, neglect, improper service, or other causes not arising out of defects in materials or construction.**

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above one-year period. Texas Instruments shall not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states or provinces do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Warranty Performance

During the above one (1) year warranty period, your defective product will be either repaired or replaced with a reconditioned comparable model (at TI's option) when the product is returned, postage prepaid, to a Texas Instruments Service Facility.

The repaired or replacement unit will be in warranty for the remainder of the original warranty period or for six (6) months, whichever is longer. Other than the postage requirement, no charge will be made for such repair, adjustment and/or replacement.

TI strongly recommends that you insure the product for value prior to mailing.

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