Texas Instruments
Speak & Music™

Educational Product

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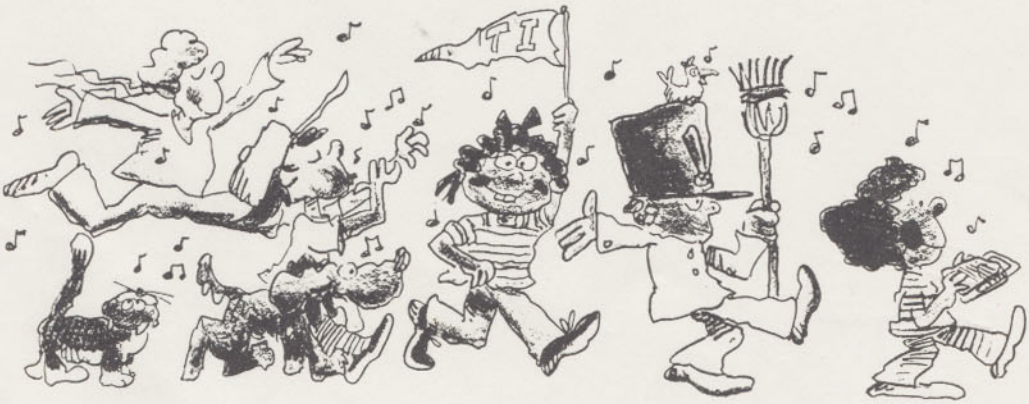
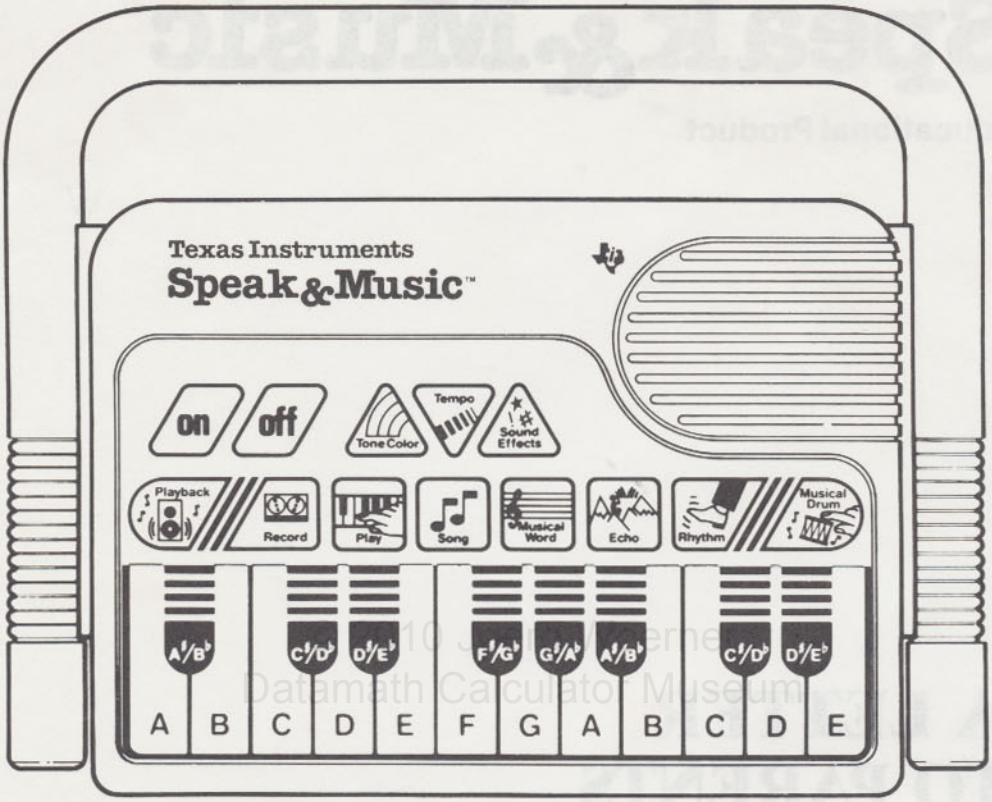
A LETTER TO PARENTS





10 Jul 2014 Clement
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LETTER TO PARENTS

Dear Parent,

Your Speak & Music™ unit is a musical electronic educational product with which your child can play music and simple musical games, and learn some basic musical concepts in the process. Designed for grades 1 through 5, this playful tool offers a wide range of activities for children. These activities include: recording original compositions; singing along with and learning preprogrammed songs; and recognizing and repeating note and rhythm patterns.

The musical concepts that your child will practice with Speak & Music are fundamental rules of music that can be applied to other musical instruments, including the most basic instrument of all—the voice. These concepts are pitch differentiation, pitch relationships, and rhythm relationships.

Pitch is musical tone, and each note has a different pitch or tone. Your child will learn to recognize these differences as he or she plays with Speak & Music.

When composers put different notes together in a sequence, they use the relationship between pitches (for example, high A's tone is higher than F but lower than high C) to create music. As your child listens to the preprogrammed songs in Speak & Music and does the activities, he or she will begin to appreciate how pitch relationships are used in music.

By varying the rhythm or speed of a piece of music a composer can change the mood of the music. Speak & Music gives your child hands-on experience of these rhythm relationships.

Speak & Music has a piano-type keyboard with twenty keys covering the full chromatic scale for one and one-half octaves from A below middle C to E above high C. In addition to using the keys to play, record, and listen to their own songs, children can select different tone colorations to make the music sound as if it's being played on different instruments, select faster or slower tempos, and even incorporate wild sound effects—underwater sonar sounds or starship noises.

Children can also sing and learn to play twelve well-known preprogrammed songs. Three keys give access to games where the child repeats sequences of notes, plays different rhythm patterns, or echoes different parts of songs. Each game has several levels of difficulty.

The Solid State Speech™ feature gives your child easy and direct access to the activities and games in Speak & Music, so he or she can hear the instructions rather than having to read them.

Speak & Music comes with the Speak & Music Book, a colorful selection of musical learning activities for your child.

Making music is one of the most fun things to do, and Speak & Music offers a fun-filled and easy way to become familiar and comfortable with some basic musical concepts.

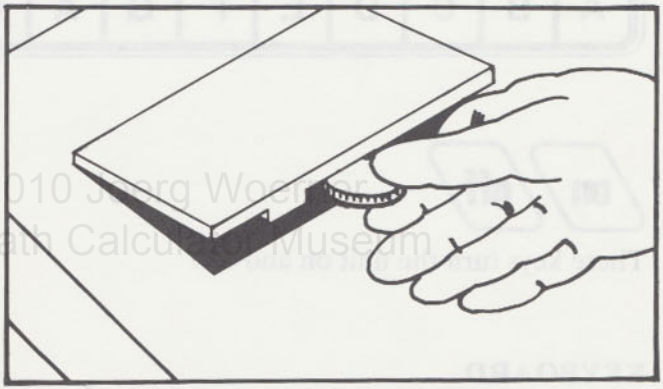
The Consumer Products Division of Texas Instruments is committed to increasing the Texas Instruments family of electronic educational products to give your family access to delightful learning experiences. We hope you and your child enjoy and learn from the games and activities in Speak & Music.

With proper care and maintenance, the Speak & Music electronic educational product can provide years of educational entertainment for your child.

Battery Information

Remove the battery compartment door by prying gently with a key, coin, or similar object. Be sure to insert the batteries as shown in the picture in the battery compartment.

If the unit does not work after you have inserted new batteries, check to make sure you have inserted the batteries correctly. Use alkaline batteries only. Four "AA" cells required.



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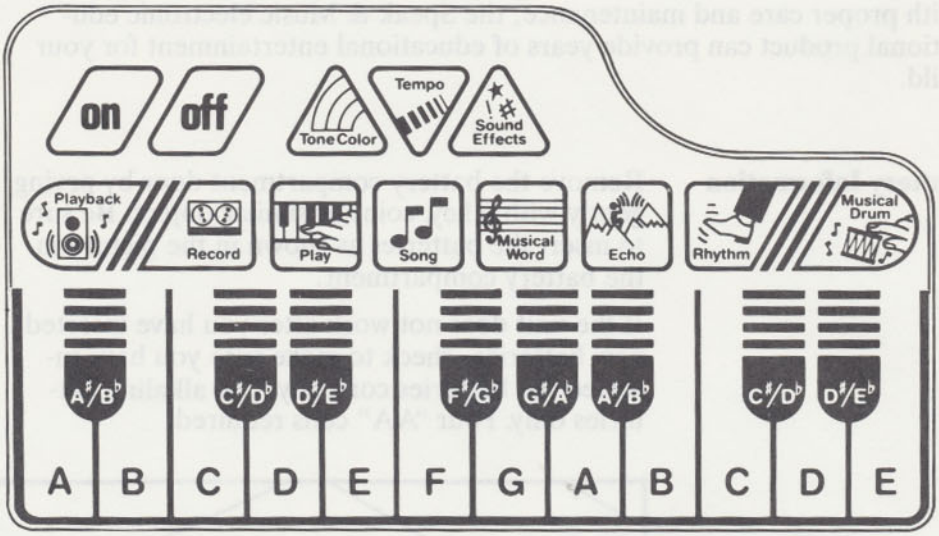
Low Battery Indication

Speak & Music provides up to three months of average operation when using alkaline batteries. If you observe any of the following indications, the batteries should be replaced.

1. Erratic performance.
2. Unusual and unexpected sounds or tones.
3. No effect when keys are pressed.
4. Unusual or inconsistent operation.
5. Very low volume level.



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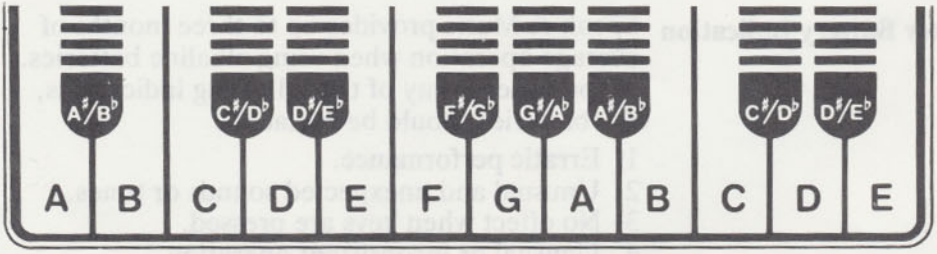
These keys turn the unit on and off.

KEYBOARD



The keyboard is like a standard piano keyboard, with the basic or diatonic notes (the white keys on a piano) down below, and the black keys (which are either sharps or flats) positioned between the yellow keys. (Some of the yellow note keys can be sharps and flats too, in addition to being basic notes.)

This key lets your child play Speak & Music like a keyboard instrument.

This key gives access to the twelve preprogrammed songs stored in memory.

This key sets up Speak & Music to record the song your child will play on the keyboard.

This key is used to play back the song your child last recorded.

This is a game in which your child repeats sequences of notes.

This game lets your child learn parts or all of a pre-programmed song or his or her own composition.

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In this game, your child copies different rhythms.

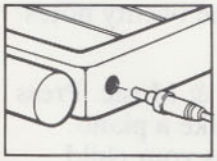
This key is used to play rhythms in the RHYTHM game.

This key gives access to different sounds to listen to and to put into compositions.

With this key, your child can change the tone (or voice) of the note being played, to make it sound like a different instrument.

This key changes the speed of songs being played.

HEADPHONE JACK



Optional headphones may be used in the headphone jack for quiet time play. The jack will accept the standard ⅛-inch miniature plug stereo headphone designed for portable cassette players and/or radios.

Show your child how to press ON [ ]. After a greeting, Speak & Music tells your child to press a blue key, one of the activity keys. If no key is pressed, Speak & Music automatically turns on the keyboard for PLAY mode. To return to PLAY after being in another mode, press PLAY [ ], not ON.

Press this key to turn the unit off. After several minutes of non-use, Speak & Music turns itself off automatically.

CHOOSING AN ACTIVITY

The activities are:

PLAY [ ]
SONG [ ]
RECORD/PLAYBACK [ ]
MUSICAL WORD [ ]
ECHO [ ]
RHYTHM [ ]

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After pressing any of these keys, listen to Speak & Music. The unit tells what activity your child has chosen and what to do next. In the teaching activities (ECHO, MUSICAL WORD, and RHYTHM), your child is also told the level of the activity. For example, in ECHO, your child will hear, "Echo, Level One, Play," and then hear a tone.

To change activities, press a different activity key or OFF. The last activity key pressed will be the activity in use.

PLAY lets your child play all of the twenty notes on the keyboard one at a time.

Press ON [ ] to turn on Speak & Music. Press PLAY [ ], then play the keys like a piano. Each note will sound for as long as your child presses the key.

Press SONG to listen to any of the twelve songs preprogrammed in Speak & Music.

Press ON [ ], then choose SONG [ ]. Speak & Music tells your child to pick a song, which he or she can do by pressing one of the yellow keys. Keys and corresponding songs are listed below. The keys start out low on the left side of the keyboard, ending up high on the right side.

List of Songs and Keys

(low)	A	It's a Small World
	B	Hush, Little Baby
	C	She'll Be Comin' Round the Mountain
	D	Jingle Bells
	E	On Top of Old Smoky
	F	Frère Jacques
	G	Clementine
(high)	A	The Pink Panther
	B	Skip to My Lou
	C	Yankee Doodle
	D	Do-Re-Mi
	E	Oh, Susanna

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Change songs either during or after a song by pressing another yellow key. To leave the SONG activity, choose another activity key or OFF.

RECORD lets your child play and record a song of approximately 60 notes.

Press ON [ ]. Press RECORD [ ], and Speak & Music tells your child to "Record." Pressing the first note begins the storing sequence. Both notes and rests (the pauses between notes) are recorded. Rest and note lengths are limited to allow more notes to be recorded.

When your child has completed his or her piece, tell him or her to press PLAYBACK [ ] to hear it. If your child tries to record more notes than the memory can hold, Speak & Music tells him or her to press PLAYBACK [ ]. He or she can also select a different activity key or OFF. The song that is saved will stay in memory until recording of a different song is started (by pressing RECORD [ ] and one note), or until the batteries run down.

To leave RECORD, choose another activity, PLAYBACK, or OFF.

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This game tests your child's musical memory by asking him or her to repeat a sequence of notes. There are three levels of difficulty.

Press ON [ ]. Press MUSICAL WORD [ ] and listen. Speak & Music tells your child that he or she is at Level One and asks the child to play a note. To reach Levels Two and Three, press MUSICAL WORD [ ] once to advance to each level. If MUSICAL WORD is pressed at Level Three, Speak & Music goes back to Level One and requests a note.

When your child has pressed a note, Speak & Music says "Play," plays a short sequence of notes surrounding the note he or she played, then tells him or her to try it. If your child is unsuccessful, he or she can take another turn. Speak & Music allows five tries at copying a sequence of notes. If your child still can't repeat the sequence, Speak & Music suggests trying another sequence.

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Level One requires your child to remember three notes with only steps and repeats included (a step is the next note up or down from a note). Speak & Music uses only the yellow note keys in the MUSICAL WORD activity. Level Two requires your child to remember four notes over a larger range of notes. Level Three requires your child to remember five notes over the full range of the yellow note keys on Speak & Music.

This game challenges your child's awareness of pitch relationships and ability to recall musical sequences by asking him or her to learn segments of the preprogrammed songs note by note. There are four levels of difficulty.

Press ON [ ], then press ECHO [ ] and listen. After introducing the activity, Speak & Music plays a note. Play that note or press ECHO [ ] again to move to the next level. When the unit is at Level Four, pressing ECHO [ ] will return the unit to Level One. When your child has played the note, the instrument gives the first note again followed by the next note of the sequence. Play both notes. The notes are added one at a time until your child hears, and plays, the whole segment.

If a wrong note is played, Speak & Music lets your child try four more times. For the first note, Speak & Music will help your child by telling him or her to "Try a higher note," or "Try a lower note." After your child plays the first note correctly, he or she must listen to the relative pitches of the notes played. If he or she can't get the right note after five tries, Speak & Music starts the game all over again.

Levels Two and Three also give segments of the preprogrammed songs to learn, but each level is more difficult than the last. At Level Four, a whole song is played in sections. When your child reaches Level Four (by being in Level Three and pressing ECHO), Speak & Music says "Play a note or press playback."

If a note is played at Level Four, Speak & Music gives your child a preprogrammed song to play a segment at a time. If he or she presses a wrong note when playing the segment back, Speak & Music asks the child to "Listen and try again" at the end of the segment. (To help your child, tell him or her to look at the sheet music for the preprogrammed song chosen.)

If PLAYBACK [ ] is pressed, Speak & Music plays the song the child last recorded, segment by

segment, and tells him or her to repeat it. If he or she hits a wrong note, Speak & Music repeats the segment four times until it's played the right way, or until another activity mode is chosen.

This game exercises your child's skill at remembering and matching rhythms.

Turn on Speak & Music by pressing ON [ ]. Press RHYTHM [ ]. After Speak & Music says, "Rhythm, Level One. Listen and try it with the Musical Drum key," the instrument plays three notes. Your child tries to repeat the rhythm by pressing MUSICAL DRUM [ ] three times in the same pattern. If he or she does it successfully, Speak & Music suggests trying another pattern. If your child doesn't repeat the pattern as it was played (this includes both note lengths and the rests in between), he or she can have four more tries. If your child does not repeat the pattern correctly after five tries, Speak & Music gives a new rhythm to try.

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Level Two plays four notes in a rhythm. Level Three plays a melody of five notes and your child has to press MUSICAL DRUM [ ] in the same rhythm.

SOUND EFFECTS gives access to twelve different sounds, ranging from video game effects to helicopter noises.

Press ON [ ]. Press SOUND EFFECTS [ ], then press any of the yellow note keys from A to E. Each note has a corresponding special sound effect. Press SOUND EFFECTS [ ] a second time to return the notes to their normal sound. This way, your child can put sound effects into a composition he or she is recording. Pressing another activity key will also return the yellow note keys to their normal sound.

SOUND EFFECTS can be used in PLAY and RECORD activity modes.

TONE COLOR changes the voice of the note to be played, to make it sound as if it's being played on a different instrument. There are four different colors.

Press ON [ ]. Press TONE COLOR [ ], and Speak & Music plays a few notes in one of the colors. Press TONE COLOR [ ] again to hear the next color, and so on through all the colors and back to the first one.

When your child chooses a tone color, all the notes for all activities will be played in that color.

TONE COLOR can be activated in all modes. When your child changes color in RECORD mode, all the notes already recorded, as well as the notes he or she is about to record, will change color.

Speak & Music offers a choice of tempo, the speed or rate at which notes are played. There are four different tempos.

Press ON [ ], then choose SONG or PLAY-BACK. Press TEMPO [ ]. Each time your child presses TEMPO, the tempo is increased one level. After the highest level, Speak & Music goes back to the slowest speed. Your child will hear the difference in tempo when a recorded or pre-programmed song is played back. The tempo stays at the chosen level until changed or until the product is turned off.

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.

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

If none of the preceding procedures corrects the difficulty, refer to "Service Information" on page 14 for additional information.

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If the suggestions in "In Case of Difficulty" do not correct the problem, please call or write Consumer Relations to discuss the problem.

For Service and General Information

If you have questions about service or general product operation, call Consumer Relations **toll-free** within the United States at:

1-800-TI CARES (842-2737)

From outside the United States, call 1-806-741-4800. (We cannot accept collect calls at this number.)

Or you may write to:

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

Please contact Consumer Relations:

- Before returning the product for service.
- For general information about using the product.

Express Service

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

Returning a Product for Service

A defective educational product will be either repaired or replaced with the same or equivalent 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 unit for shipment and insure it with the carrier. Enclose your full return address, any accessories related to the problem, and a note describing the problem you experienced. Also, please enclose a copy of your sales receipt or other proof of purchase to determine warranty status.

Please ship the package postage prepaid; C.O.D. shipments cannot be accepted.

In-Warranty Service

For an educational product that is covered under the warranty period, no charge is made for service.

Out-of-Warranty Service

For an out-of-warranty product, a flat-rate fee by model is charged for service. To obtain the service charge for a particular model, call Consumer Relations at 1-800- TI CARES (842-2737) before returning the product to the Service Facility. A representative will gladly quote the flat-rate fee you will be charged. Please do not send the product to the Service Facility prior to calling for the applicable service fee.

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 Electronic Educational Product 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. These components include all semiconductor chips and devices, plastics, boards, wiring, and all other hardware contained in this device (the "Hardware"). This limited warranty does not extend to the programs contained in the product and in 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 limitations 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 Texas Instruments consumer product will be either repaired or replaced with a reconditioned comparable model (at Texas Instruments' 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 months, whichever is longer. Other than the postage requirement, no charge will be made for such repair or replacement. Texas Instruments strongly recommends that you insure the product for value prior to mailing.

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