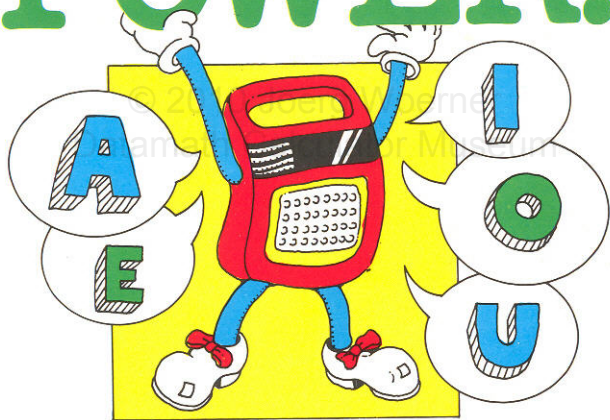




FUN WITH VOWEL POWER!™



Another fun
activity book
for -

Speak & **spell**™

For complete instructions for using Speak & Spell™, see "Fun With Words" or the accompanying Parents' Letter.

MY KEYS



Turns me on and tells me you want to spell some words.



Tells me you're ready to begin.



Tells me to check your spelling.



Lets you hear a word again.



Erases the letters in my window.



I'll repeat the same 10 words again.



I'll show you 10 words, ask you to say them, and then spell them.



I'll think of a letter and put it in my window.



I'll change the word in my window to code.



I'll think of a word and you try to guess it.



I'll give you one of the letters in the mystery word.





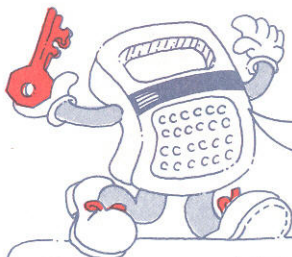
Puts an apostrophe in my window.



Turns me off.



When a new word list (called a *module*) is placed under my batteries, pressing  MODULE SELECT tells me to give you words from this new list. Pressing  MODULE SELECT again tells me to go back to my built-in word list.



MEET THE VOWELS!

Vowels are very special letters. They turn other letters into words. All words have at least one vowel.

Vowels can make many sounds. My Vowel Power module has a level for each kind of vowel.

LEVEL A – SHORT VOWEL WORDS

Most of the time when a vowel says a sound other than its name, it is a short vowel sound. For example,

class
help
switch
clock
much

LEVEL B – LONG VOWEL WORDS

When vowels say their names in a word, they are called long vowels. Like,

name
wheel
right
toast
unite

LEVEL C – 2-LETTER VOWEL WORDS

Sometimes two vowels (and y and w) work together to make a new vowel sound. Like,

oo – cook, smooth
oi, oy – point, toy
au, aw – cause, draw
ou, ow – cloud, clown

LEVEL D – VOWEL-R WORDS

When R follows a vowel, it changes the vowel's sound. Like,

smart
germ
third
snore
church

You'll be learning about and using all of these vowels as you have "Fun With Vowel Power."

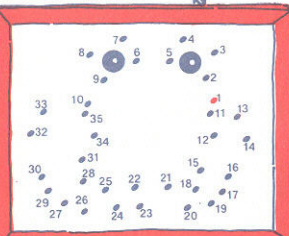
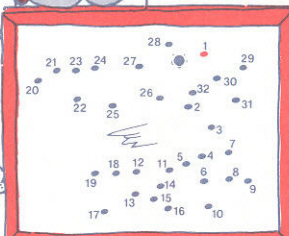


CAGE THE ANIMALS

Word List

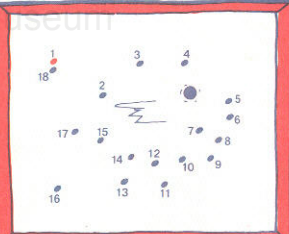
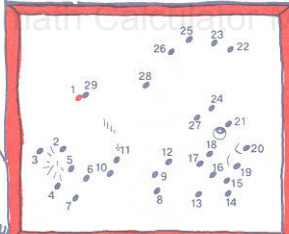
- ZRFM
- OFEEXM
- GBEOF
- AXNY
- CLDV
- EBFKBO
- NVLSV
- UXRS
- NSFVB
- ARI
- NBFU
- AORZ

SHORT VOWEL ANIMALS



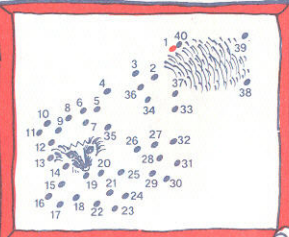
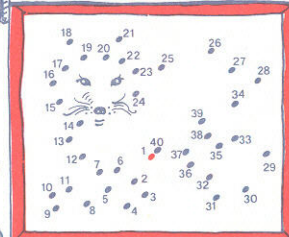
C

G



B

S



X

N



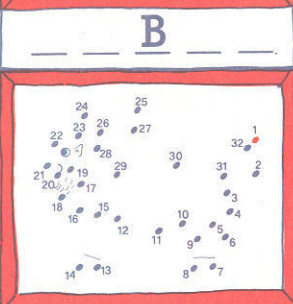
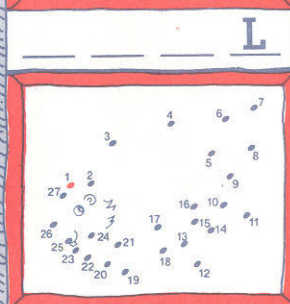
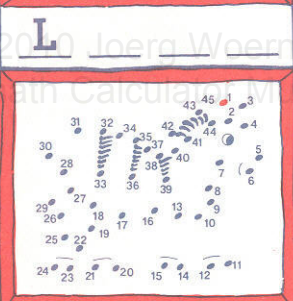
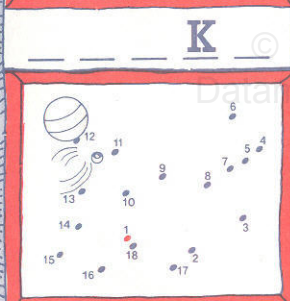
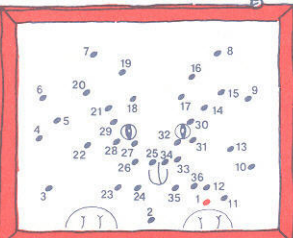
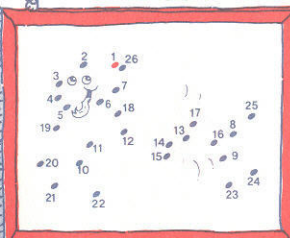
The animals are loose. I think they are hiding in the word list. Will you help me put them in their cages? Here's how:

1. Use the **SECRET CODE** key to find out what is in the word list. (Press my **ON** and **SECRET CODE** keys. Press the letter keys to spell the coded word, then press **ENTER**. I'll change the code

into the animal's name. Press **ERASE** before you do the next word.)

2. Say the animal name and listen for a long or short vowel sound. Then look in the long and short vowel cages for a letter clue to see where the animal lives.
3. When you find the right cage, fill in the animal's name.
4. Follow the dots to draw the animal.

LONG VOWEL ANIMALS



BE ON THE LOOK OUT FOR OIL!

You will need:

- two or more players
- a marker for each player (a penny or button will do)

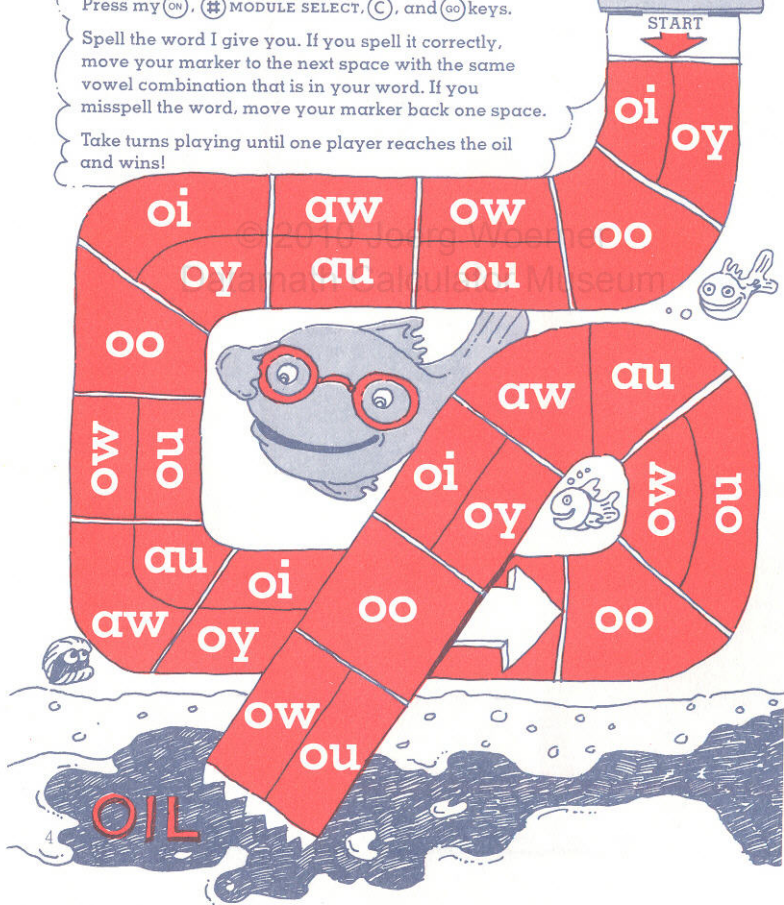
Can you be the first to reach the oil?

Each player puts his marker at start. Decide who goes first.

Press my **ON**, **MODULE SELECT**, **C**, and **GO** keys.

Spell the word I give you. If you spell it correctly, move your marker to the next space with the same vowel combination that is in your word. If you misspell the word, move your marker back one space.

Take turns playing until one player reaches the oil and wins!



You will need two players and several markers (buttons, pennies, etc.). Decide who is at bat first. I'll be the pitcher.

When it is your turn at bat, press my **ON**, **#** **MODULE SELECT**, **D** and

OO keys. Each word you spell correctly is a hit. If the word has an ar - move

one base; er or ir - move two bases; or - move three bases; and ur - is a home run.

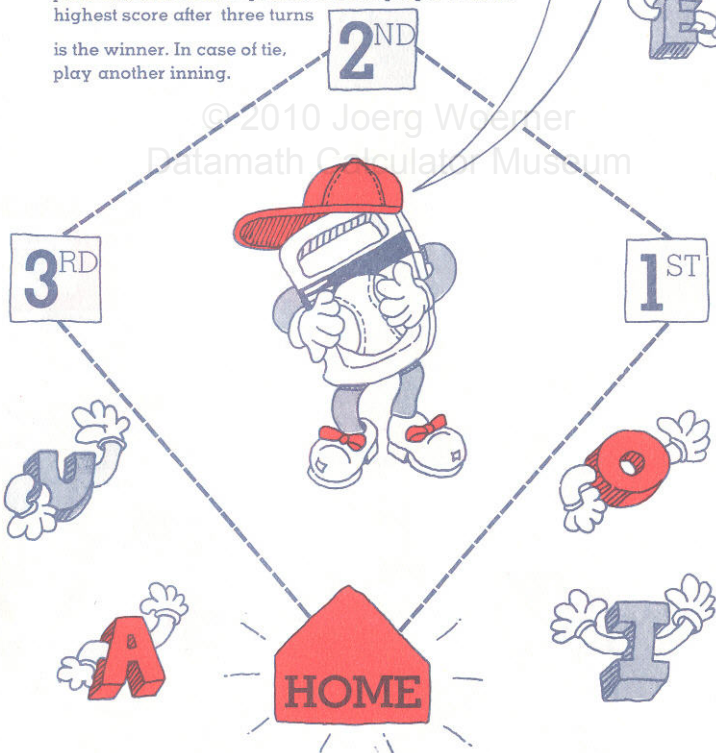
Use your markers as the men on base. If you misspell a word - it is an out.

Change turns after three outs or ten words (whichever is first). Count the number of markers that cross home

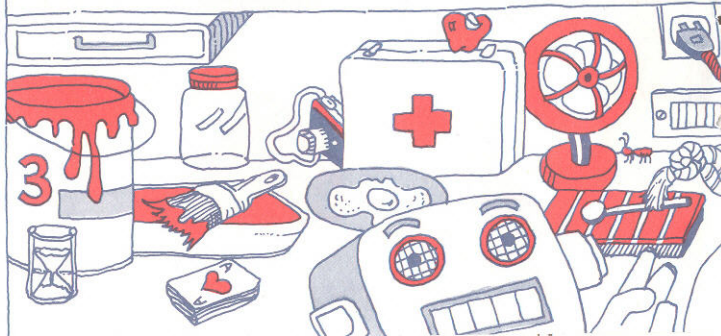
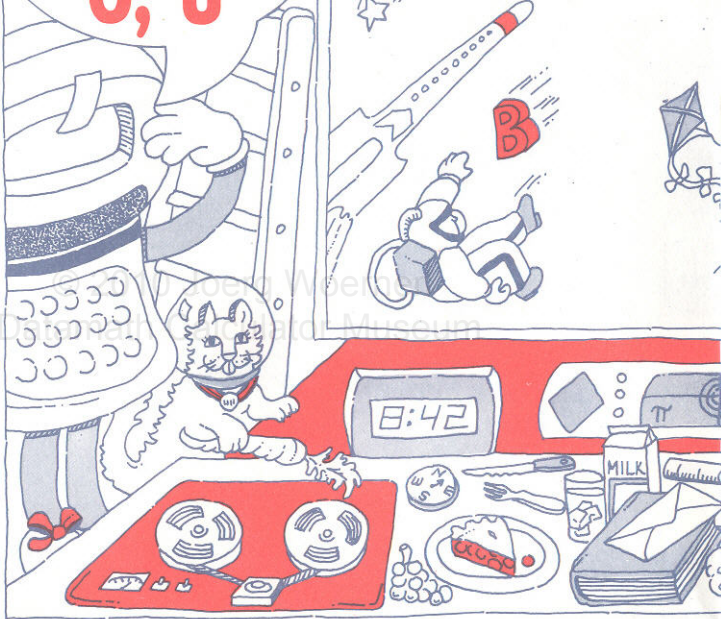
plate and add them to your score. The player with the highest score after three turns

is the winner. In case of tie, play another inning.

**BETTER
BATTERS
ARE
FIRST!**



I SPY
A, E, I,
O, U



FOLLOW THE WIZARD!

START

Name a word with aw in it!



Name 3 words with a short e sound.



Press 8 times. Make 3 words out of the letters.



Say a word that rhymes with light.

Name a word that has ar in it.



1ST

Press , , , and .

Say the words before I say them for you.



- AT. Put 3 different consonants in front of "-at" to make words.




Name 2 words that say o, then land on Earth.

You will need:

- two or more people
- a marker (a button or penny will do) for each player

Put your marker on START and decide who goes first.

When it is your turn, press my  LETTER key. If I give you a

consonant, move your marker one space. If I give you a vowel, move your marker two spaces.


Each time you land on a new space, do what it says. If you don't get the right answer, skip your next turn.

Take turns playing until one player reaches Earth and wins.

Name 2 words with the same vowel sound as FISH.

Press , , , and . Spell the words I give you.
Score 7 or better!



3

Press . Name 3 words that start with that letter.

Name 3 words with a long a sound.

Name 2 words with oi in them.

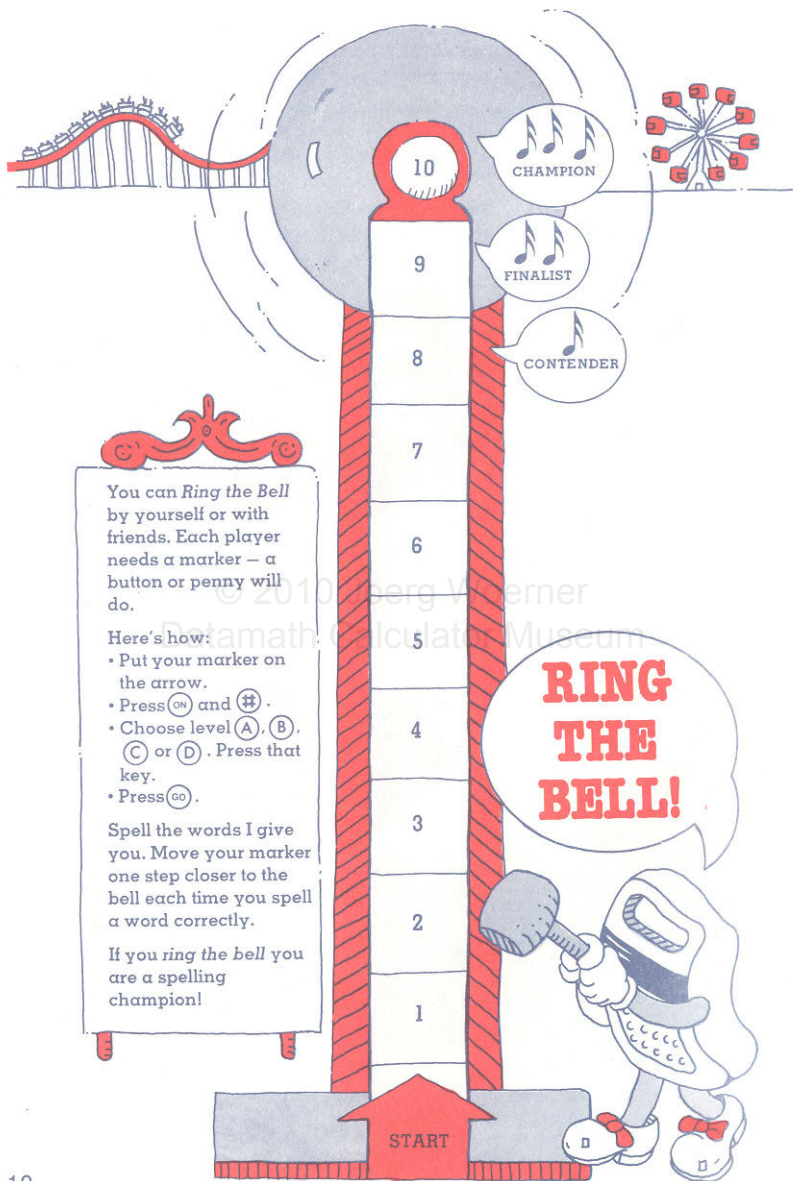
Name a word with or in it.

Press  and . Play one game of MYSTERY WORD.

Name a word with a long u sound and a word with a short u sound!

YOU WIN!

EARTH



You can *Ring the Bell* by yourself or with friends. Each player needs a marker – a button or penny will do.

Here's how:

- Put your marker on the arrow.
- Press **ON** and **#**.
- Choose level **(A)**, **(B)**, **(C)** or **(D)**. Press that key.
- Press **GO**.

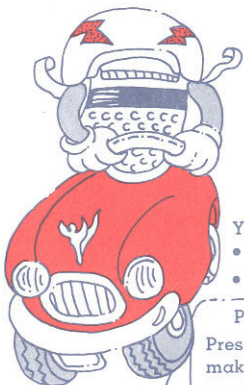
Spell the words I give you. Move your marker one step closer to the bell each time you spell a word correctly.

If you *ring the bell* you are a spelling champion!

**RING
THE
BELL!**

START

BE FAST OR LAST!



You will need:

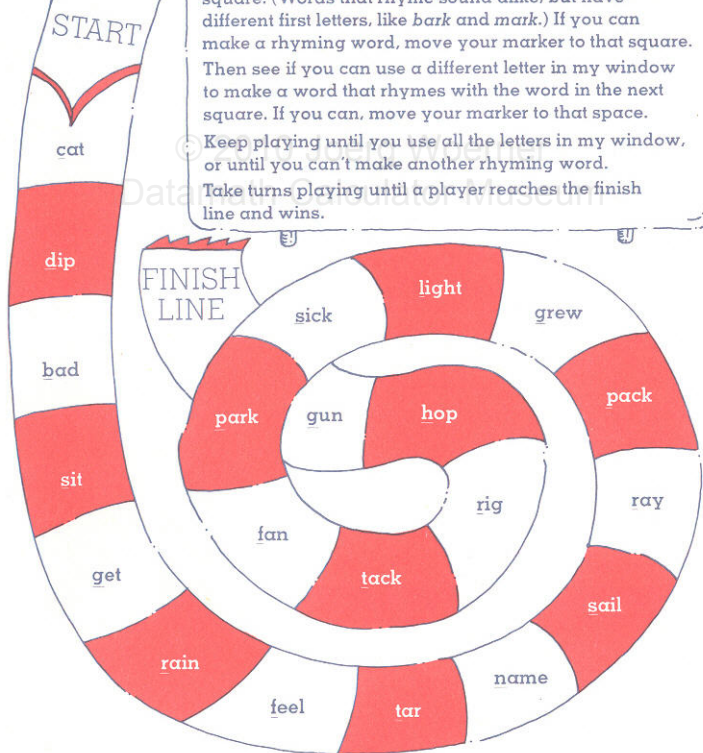
- 2 or more people
- a marker for each person (a button or penny will do)

Place the markers on **START** and decide who goes first.

Press my **LETTER** key 8 times. Use one of the letters to make a word that rhymes with the word in the next square. (Words that rhyme sound alike, but have different first letters, like *bark* and *mark*.) If you can make a rhyming word, move your marker to that square. Then see if you can use a different letter in my window to make a word that rhymes with the word in the next square. If you can, move your marker to that space.

Keep playing until you use all the letters in my window, or until you can't make another rhyming word.

Take turns playing until a player reaches the finish line and wins.



CAN YOU UNLOCK THE DOOR TO SPELLING?

I've forgotten how to open the door to spelling. Will you help me?

Here's how:

- Use a red crayon, marker, or pencil to color all the squares that have consonants.
- Use a yellow crayon, marker or pencil to color all the squares that have vowels.

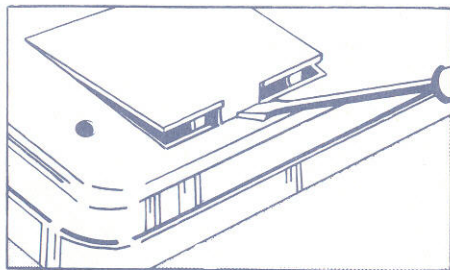
The secret to tell you how to unlock the door to spelling will appear.



Q	W	R	T	Y	P	S	D	F	E	O	A	I	G	H	J	K	L	Z	X	C	V
B	O	I	U	N	M	Q	W	R	U	T	Y	P	S	D	F	G	H	A	I	E	J
K	A	L	E	Z	C	V	B	N	I	A	U	M	Q	W	R	T	Y	P	O	S	D
F	O	U	I	G	H	J	K	L	O	X	C	V	B	N	M	Q	W	R	U	T	Y
P	U	S	A	D	F	G	H	J	U	A	E	I	K	L	Z	X	C	E	O	A	V
B	N	M	Q	W	R	T	Y	P	S	D	F	G	H	J	K	L	Z	X	C	V	B
N	M	Q	W	E	U	I	O	R	T	Y	P	S	D	A	D	F	U	G	H	J	K
L	Z	X	C	A	V	B	E	N	M	Q	W	C	R	E	T	Y	I	P	S	D	F
G	H	J	K	I	L	Z	U	X	C	V	B	N	M	I	Q	W	O	R	T	Y	P
S	D	F	G	O	H	J	I	K	L	Z	X	C	V	O	B	N	A	M	Q	W	R
T	Y	P	S	U	A	I	E	D	F	G	H	J	K	U	I	O	E	L	Z	X	C
V	B	N	M	Q	W	R	T	Y	P	S	D	F	G	H	J	K	L	Z	X	C	V
E	U	I	O	A	U	I	O	A	E	I	O	A	E	U	O	A	E	U	I	O	A
B	N	M	Q	W	R	T	Y	P	S	D	F	G	H	J	K	L	Z	X	C	V	B
N	E	U	I	O	M	Q	A	U	I	O	W	R	T	Y	P	S	D	F	G	H	J
K	A	L	Z	U	X	E	U	I	O	A	E	C	V	B	N	M	Q	W	R	T	Y
P	U	I	O	A	S	E	O	D	F	E	I	O	U	A	I	E	O	A	U	E	D
F	E	A	G	H	J	I	A	K	L	O	E	A	I	O	U	A	U	I	O	Z	X
C	O	V	I	B	N	A	E	I	O	U	E	N	M	E	Q	I	W	A	R	T	Y
P	I	S	D	A	F	G	O	E	I	A	H	J	K	L	Z	X	C	V	B	N	M
Q	W	R	T	Y	P	S	D	F	G	H	J	K	L	Z	X	C	V	B	N	M	Q

Battery Information

Four "C" size alkaline batteries are required. If another type of "C" size batteries are used, remove them immediately after they are discharged or when storing your *Speak & Spell* to prevent possible damage from leakage.



Remove the battery compartment door by prying gently with a small screwdriver, key, coin, or similar object. Follow the instructions on the floor of the battery compartment.

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Datamath Calculator Museum

Low Battery Indication

Speak & Spell will provide approximately 15 hours of actual use when using alkaline batteries. If you observe any of the following indications, the batteries should be replaced :

1. Erratic or dim display;
2. Erratic performance;
3. Imprecise word pronunciation, or unusual and unexpected sounds or tones;
4. Pressing the keys has no effect;
5. Unusual or inconsistent operation.

In Case Of Difficulty

1. Check to make sure that *Speak & Spell* is on.
2. Check the low battery indications.
3. If display is blank and pressing the keys has no effect, remove all batteries and re-install. If 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.
5. Refer to paragraph 2, page 3, "Module Select".

If none of the preceding procedures corrects the difficulty, return your *Speak & Spell* prepaid and insured to the applicable Service Facility.

For your protection, the learning aid must be sent insured. Texas Instruments cannot assume any responsibility for loss of or damage to uninsured shipments.

Please include information on the difficulty experienced with the learning aid, as well as return address information including name, address, city, state and post code. The shipment should be carefully packaged and adequately protected against shock and rough handling.

Word List

The *Vowel Power* vocabulary is divided into four categories. Level A is short vowel words, Level B long vowel words, Level C contains 2-letter vowel words, and Level D Vowel-R words.

When the **#** MODULE SELECT key is pressed and the "SPELL" and "SAY IT" activities played, *Speak & Spell* will choose ten words randomly from the level chosen.

Level A

back	clock	lunch	shed
bath	crash	match	six
bell	crutch	much	smack
brick	desk	neck	steps
brush	drink	pitch	switch
cash	flag	plunge	tennis
catch	flash	ranch	went
chest	impact	robin	wreckage
chin	itch	scratch	yell
class	king		

Level B

amuse	jail	shape	strain
argue	kite	shine	three
beehive	name	skylight	toast
cane	nine	slide	true
dream	paint	smoke	unite
five	right	snow	wheel
high	scold	soap	

Level C

bound	found	noise	shawl
cause	gown	noun	shout
choice	haunt	ounce	sound
cloud	house	point	spoil
clown	join	pound	stout
cook	look	rough	tall
couch	moist	saw	taught
count	mouse	scout	toy
down	mouth	scowl	yawn
draw			

Level D

barge	fear	scarf	steer
bird	first	score	storm
card	germ	shore	third
chart	hurt	short	thirst
church	near	silver	torch
churn	nerve	smart	urge
clear	north	snore	worm
corner	nurse	spare	yard
dirt	roar	spear	year
doctor	scare		

TEXAS INSTRUMENTS



Last Name
Familiennaam
Nom
Cognome
Achternaam
Efternaam
Sukunimi
Ultimo nome
Appellidos

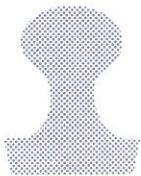
First Name
Vorname
Prénom
Nome
Voornaam
Fornavn
Etunimi
Primeiro nome
Nombre

Address
Adresse
Indirizzo
Adres
Gatuadress
Osote
Endereco
Dirección

Town
Ort
Villè
Città
Stad
By
Kaupunki
Ciudad/Vila
Ciudad

P.O. Code
Postleitzahl
Code Postal
Codice Postale
Postcode
Postnr.
Postnummer
Codigo postal
D. Postal

Country
Land
Pays
Paese
Maa
Pais



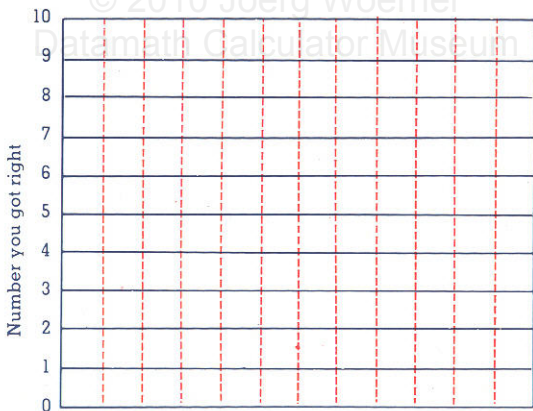
Date, Datum, Data:
Päivämäärä, Dato, Fecha

LET'S CHART YOUR PROGRESS!

Here's a special page to help you keep track of your spelling scores.

When you finish spelling ten words, write the level you used (A, B, C, or D) on the line at the bottom of the graph. Then find the number of words you spelled correctly on the left side of the graph. Follow the dotted line to color a bar from the bottom of the graph to the number you got right.

This bar graph will help you see how well you are doing.



Level you used

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