

# Learn Through Music

## INSTRUCTION SHEET

Please keep these instructions for future reference as they contain important information.

Thank you for purchasing the **Learn Through Music** system. The **Learn Through Music** interactive early learning system helps teach preschoolers fundamental lessons through the magic of music. The rhythm, rhyme and repetition of musical sounds and lyrics are time-honored and time-tested tools that capture children's attention and imagination and help them to absorb and remember basic concepts. Because music engages a child's entire self - mind, body and soul - putting lessons to music makes it fun and easy for children to retain new information.

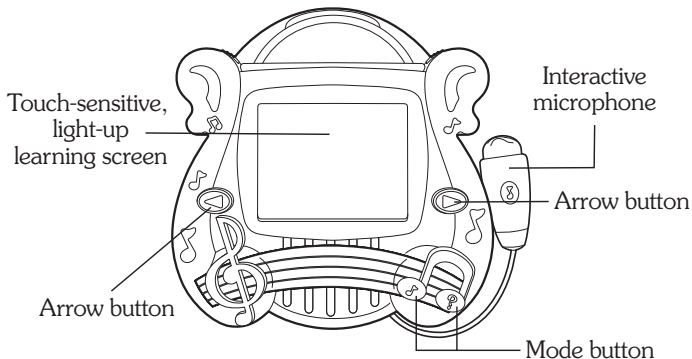
Each **Learn Through Music** cartridge features:

- Specific, age-appropriate learning lessons
- A wide range of lyrical & rhythmic activities
- A variety of visual & audio content
- Diverse curriculums based on beloved characters

### WHAT'S INCLUDED

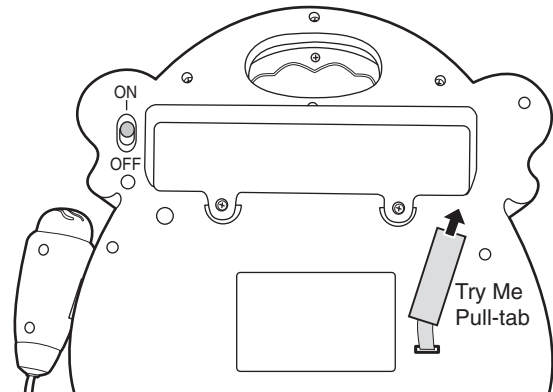
Your **Learn Through Music** system consists of two main components:

1. The main learning unit, which includes:
  - Touch-sensitive, light-up learning screen
  - 2 arrow buttons
  - 2 mode buttons (music note and question mark)
  - Interactive microphone
2. 1 **Learn Through Music** cartridge



### BEFORE YOU BEGIN

- Please remove and discard the "Try Me" pull-tab from the back of the main learning unit.
- Be sure the **ON/OFF** switch is in the **ON** position. The **ON/OFF** switch is also located on the back of the main learning unit.



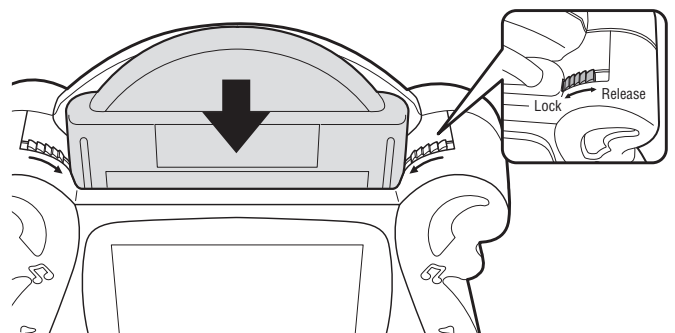
### HOW TO PLAY

- Insert the cartridge into the main unit as shown. Be sure you hear the cartridge "click" into place before you begin play.
- Press any button or touch the screen to begin play.
- The **Elmo's ABC Scavenger Hunt™** cartridge consists of 15 different play-screens.
- Each play-screen has two modes of play:
  - Music/Identify Mode** - press the **MUSIC NOTE** button to replay the music that you hear when you first arrive at each play-screen.
  - Question Mode** - press the **QUESTION MARK** button to hear and repeat questions.
- Press the arrow buttons to advance to the next screen or rewind to the previous screen.
- At any time you can press the button on the microphone to sing along!
- To remove or replace the learning cartridge, simply push the two slide buttons located on the sides of the cartridge outward to release the cartridge.

**NOTE: If there is no cartridge inserted into the main unit you can still play:**

- Press the music button to hear songs.
- Press the screen to step through the songs note by note.
- Press the **QUESTION MARK** button to play follow the lights.

Look for other cartridges also available for use with the **Learn Through Music** system.



## THE STORY

Elmo is going on a scavenger hunt!

Elmo invites you to join him as he looks all over the neighborhood to find 3 specific letters. Throughout the adventure, you and Elmo will visit various Sesame Street friends and places in the neighborhood.

Along the way you will learn:

- letter identification
- ABC order
- phonics sounds
- letter/word/picture associations

The object of the game is to find the 3 letters.

Once you find each letter you put it in the butterfly net.

If you forget the 3 letters you were looking for, all you need to do is press the list for a reminder.

After all the letters are found, the scavenger hunt takes a surprising turn. Now you and Elmo need to look for pictures of words that begin with those letters!

**Frame 1** The first frame acts as the introduction to the game and provides the child with the list of letters that they will need to find.

**Frame 2** Shows Cookie Monster in Hooper's Store. It showcases the letters A, B & C.

**Frame 3** Showcases the letters D, E, F, & G at Gina's Veterinarian Office with Ernie.

**Frame 4** Showcases the letters H, I, J & K at a Picnic with Big Bird and Honkers.

**Frame 5** Showcases the letters L, M, N, & O outside the Mail-It Shop with Natasha & Oscar.

**Frame 6** Showcases the letters P, Q, R & S at a Puppet Show with Rosita.

**Frame 7** Showcases the letters T, U, V & W at a telephone booth outside a music store with Telly.

**Frame 8** Showcases the letters X, Y & Z in an animal parade with Zoe.

**Frame 9** Showcases the entire alphabet & the results of Elmo's Scavenger Hunt...but Uh oh! There's a surprise!!! Now you have to find a picture!

**Frame 10 thru 14** These frames help you find the word pictures in environments that are different from those used in Frames 2-8. Here, the word pictures are not visually associated with a letter, but rather the letter is spoken and you must find a picture of a word that begins with that letter.

**Frame 15** A celebration for finishing the scavenger hunt!

## TO PLAY AGAIN

To play again, press the right arrow button while on the 15th screen and the cartridge will rewind back to the beginning. Then press the screen or any button to start a new game.

Each time you play there will be 3 new letters for you and Elmo to find!

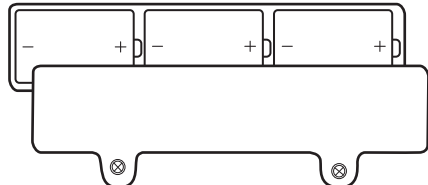
If you rewind to the first screen at any time during play, the game will reset.

Look for other cartridges also available for use with the **Learn Through Music** system:

## TOY SLEEP MODE

- If the toy is not played with for more than 10 seconds it will prompt the child to continue playing.
- If after another 10 seconds the child does not play with the toy, it will automatically shut-off to preserve battery life.
- Press any button or touch the screen to resume play.

## BATTERY REPLACEMENT



- Unscrew and lift cover away from back of product.
- Replace batteries as shown.

### Battery Safety Information

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy (product). Dispose of batteries safely. Do not dispose of batteries in a fire. The batteries may explode or leak.

- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy (product) before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

**Batteries included are for demonstration purposes only. For longer life use only alkaline batteries. Requires 3 "C" (LR14) batteries.**



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