

Fisher-Price
PowerTouch
 LEARNING SYSTEM
Library

Build your Power Touch™ library with these great books ... and many more!

Beginner Readers
 3-5 years

Reading readiness starts with fundamental skills, great stories and friendly characters



Intermediate Readers
 5-8 years

Reading skills advance with new challenges and more learning fun



School Skills
 6 years & up

Essential classroom skills are reinforced through fun activities at multiple grade levels



Each sold separately and subject to availability

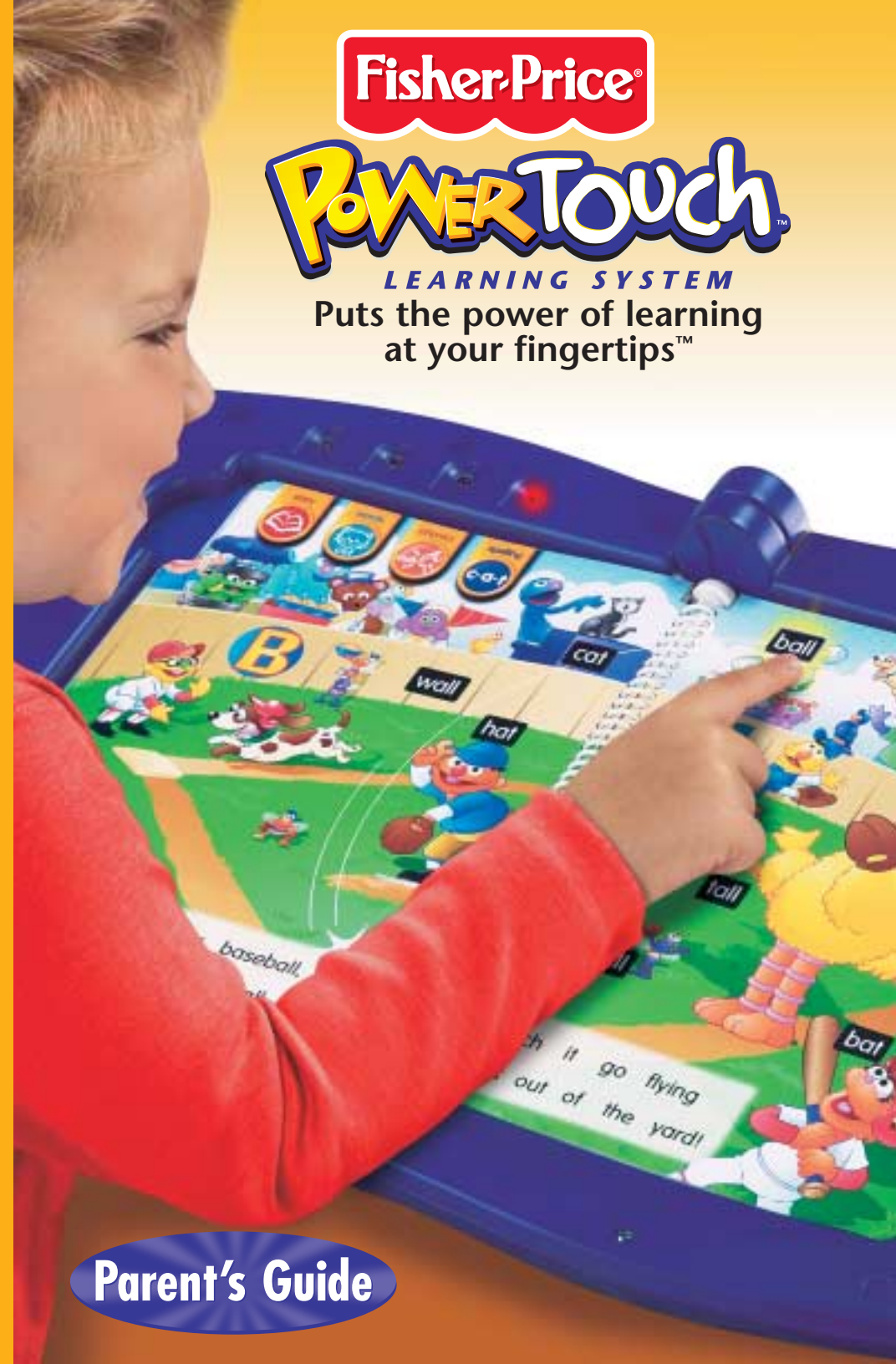
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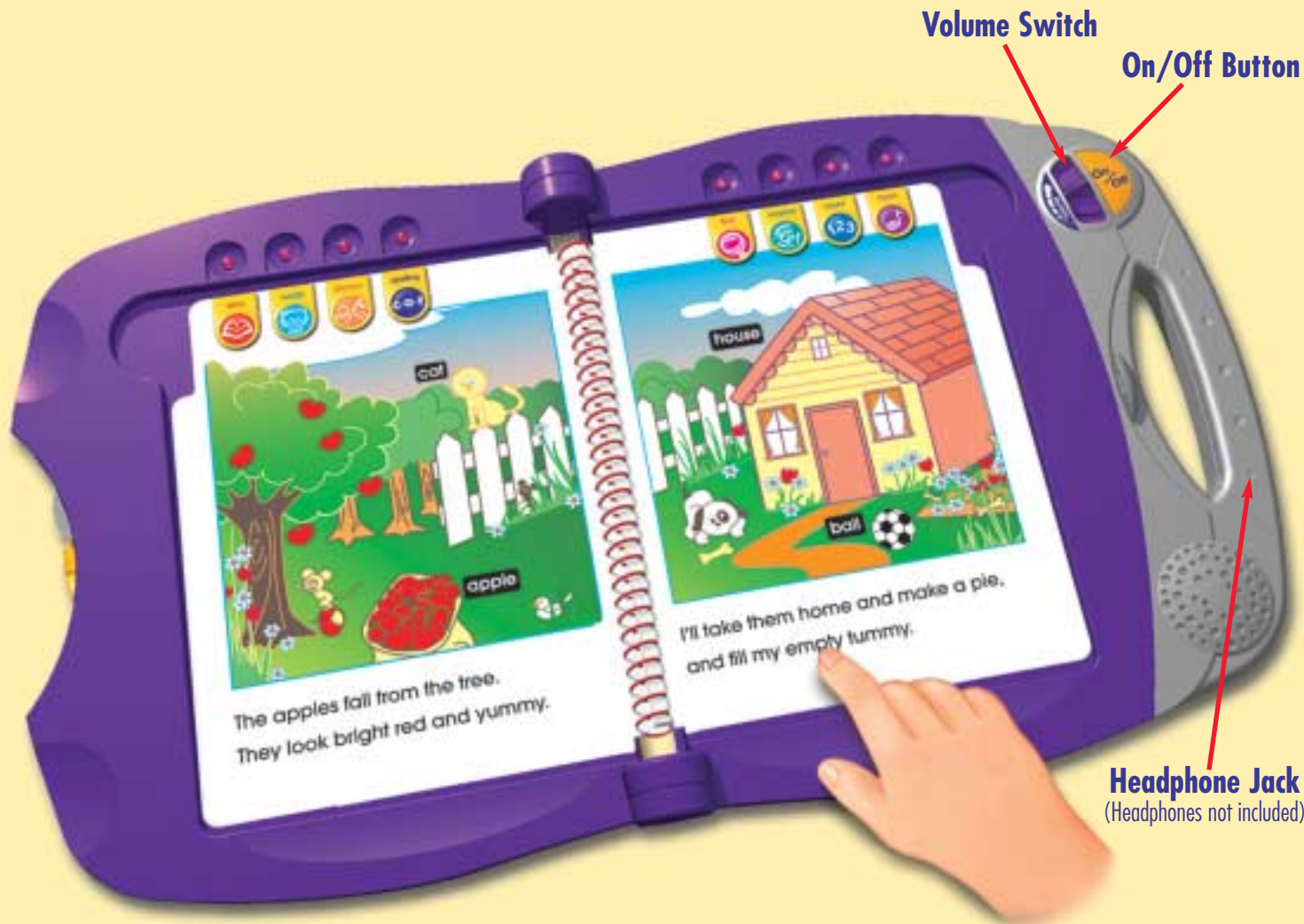
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Fisher-Price®
PowerTouch
 LEARNING SYSTEM
 Puts the power of learning
 at your fingertips™



Parent's Guide

Quick Start!



Volume Switch

On/Off Button

Headphone Jack
(Headphones not included)

Let's Go

1. Install four "AA" **alkaline** batteries inside the unit.
2. Be sure the reset switch (located on the back of the unit) is in the **On** position.
3. Your Power Touch™ Learning System comes with two Starter Books that do not require a cartridge. Additional books (sold separately) come with a cartridge that is required for use.
4. With a Starter Book closed, and the cover upright, fit one end of the book binding into the top of the unit. Lower the other end of the binding into the bottom of the unit.
5. Press the **On/Off** button and slide the volume switch to a comfortable listening level.
6. Now, use your finger to touch words and pictures to hear stories, play games and much more!

Hint: The unit is equipped with a headphone jack for private listening. Be sure your headphones (not included) are equipped with a 3.5 mm pin.



2 Starter Books Included

(Additional books with cartridges sold separately.)

For Best Results

1. Use **one finger** to touch words and pictures on the pages.
2. Do not rest hands or arms on the pages. Each page is "touch sensitive" and the unit "reads" everything that touches the page.
3. Make sure the unit is flat and the book is securely placed in the unit.
4. If the unit does not function properly, slide the reset switch on the back of the unit **Off** and then **On** again.

The Power Touch™ Approach to Reading

Welcome to the Power Touch™ Learning System

This system offers storybooks with meaningful stories; rich, educational activities on every page along with School Skills books full of classroom activities! Best of all, the Power Touch™ Learning System uses a “hands on” approach to reading and learning. Many teachers encourage early readers to follow along with a finger while reading or listening to a story. The Power Touch™ Learning System uses the same approach to bring books to life. Your child can enjoy stories and guide his or her own learning by simply touching words and pictures on each page.

BECOMING AN INDEPENDENT READER

While your child can “read” the books independently, it is best if you introduce the Power Touch™ Learning System and explain how to use it. Your child will enjoy exploring the pages and reading along with you. Then, once your child has gained enough experience with the process of advancing through the pages, your child will enjoy reading and exploring independently!

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2 Starter Books Included!

The Power Touch™ Learning System includes two books for your child to get started! The Sesame Street™ storybook is perfect for non-readers and beginner readers, with favorite characters to introduce reading fundamentals. A complete library of beginner and intermediate storybooks is available and sold separately.



The School Skills book includes a curriculum appropriate for kindergartners, first and second graders. Additional School Skills books covering topics in key school subjects such as reading, math and science are sold separately.



Power Start Words™

All Power Touch™ storybooks include Power Start Words™. Power Start Words™ may be shown next to a corresponding picture or highlighted in the text on a page. So learning is fostered when you help your child make the connection between the written word, the picture and the spoken word.



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Reading Activities

Develop reading skills by advancing through four different levels.



Story—Listen to the story as it's read aloud.

Research indicates that reading aloud to your child is the single, most important activity that helps develop skills that are essential for reading success. It gives your child the opportunity to listen to patterned, predictable texts while enjoying the feel of reading and language.



Words—Touch individual words and pictures to hear them identified.

Pictures help convey the meaning of the story. Pointing to the words and hearing them read aloud fosters the understanding that the reading process goes from left to right. Touching and hearing the words helps children understand that letters grouped together form words.



Phonics—Touch a word to hear it sounded out.

Think of phonics as a system of sounds. Your child's awareness that speech is composed of identifiable units has been strongly related to later reading achievement.



Spelling—Touch a word and learn how it is spelled.

Recognizing that words are made of letters and remembering the order of those letters provides the basis for success in spelling.

Interactive Games

Experience the fun of learning with different activities on every page!



Find—Listen to the question and search for the object on the page.

The important literacy skill of reading comprehension is strengthened as your child listens to and remembers the objects or words to search for on the page. The eye movements used for this kind of searching are similar to what occurs in the process of reading, offering additional early reading benefits.



Count—Count the objects on the page.

In addition to reading skills, children are introduced to basic math concepts such as number identification, counting, shape identification and size comparison. Since many math problems involve reading, combining math skills with reading skills is an important learning benefit for young children.



Surprise—Play a variety of games.

Surprise activities reinforce many of the skill building exercises introduced throughout each book. Games help your child with problem-solving, word discrimination, matching, categorization and many more developmental skills!



Music—Hear songs or play notes and music to create masterpieces!

Children delight in listening to and playing familiar jingles. Research has shown music enhances learning opportunities for children as they explore the sounds of language through exposure to games and rhythmic activities.



Ways to Build Literacy Skills

Before Reading

- Introduce your child to the title of the book. Touch each word in the title. Ask your child to repeat it. Encourage your child to touch the words and hear the title read again and again.
- Ask your child to think about the title and then tell you what the story might be about. You might ask, "What do you think will happen with the characters in the story?"

While Reading

- Help your child explore the different reading modes on each page. For example, while in the spelling mode, encourage your child to say each letter out loud as it is heard.
- Encourage your child to recognize letter sounds. In the phonics mode, help your child notice that each letter has its own sound or sounds (as in hard and soft "c"). Ask your child to touch each letter to hear its sound and then ask your child to repeat each sound out loud. Your child can then join the sounds together to read the entire word and you can point out the different sounds.
- Create excitement around reading! Ask your child, "What do you think will happen next in the story?"

After Reading

- Ask your child to tell you about the story you just read together. Ask questions like, "What happened first? Next? What happened after that? What happened at the end of the story?"
- Now it's time for fun! Touch any of the Interactive Games on any page on the right side.
- Your child can touch any of the words in a book in a different order to create new, fun sentences!
- Encourage your child to use the Power Touch™ reading approach with any book. Ask your child to point to the words while you read them aloud.



Extend the Learning with Sesame Street™

Ernie's Neighborhood

Imagine with Ernie!

- Ernie imagines all of the things he could do as he walks around the neighborhood. As you read this story with your child, point to various objects and talk about what each object is and how it is used.
- Talk about what other things a baker, a ballplayer, a farmer and an artist might need in order to do their jobs.
- Ask your child to draw a picture and describe it to you. Then write a description about your child's drawing.

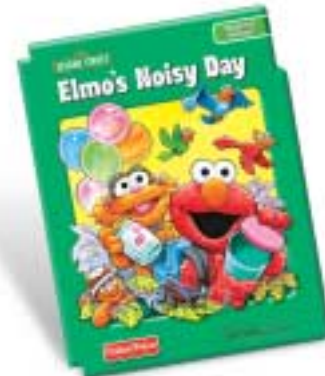


(Book Included)

Elmo's Noisy Day

Listen with Elmo and Zoe!

- Elmo and Zoe go on a sound search and collect many noises in boxes and jars! As you read this story with your child, pause and listen to the sounds around you. What does your child hear? See if you can find any of the same sounds that Zoe and Elmo found.
- Suggest that your child draw pictures of objects in your home that make sounds (e.g., telephone, clock, etc.). Then write the names of these objects. Encourage your child to place these pictures and names next to the objects they represent just like Zoe and Elmo did!



(Book and cartridge sold separately)

Elmo's Big Surprise

Rhyme and Count with Elmo!

- Elmo is planning a big surprise party! As you read this story with your child, pay close attention to the rhyming on each page. When you come to a rhyme, stop and encourage your child to repeat the words that sound the same. What other words sound the same?
- While decorating, Zoe is holding a bunch of balloons. How many is she holding? What else is there around your home that your child can count? How about counting tee shirts in a drawer, or magazines in a rack?



(Book and cartridge sold separately)

Additional Features & Tips

Cartridge Port



Headphone Jack
(Headphones not included)

1. Your child can learn the alphabet and enjoy interactive games **even without a book**. Touch any of the letters, reading activities or interactive games on the unit.
2. Additional books can be purchased (sold separately) for use with the Power Touch™ Learning System. Each book comes with a cartridge. Insert the cartridge into the cartridge port on the unit.
3. The unit is equipped with a headphone jack for private listening. Be sure your headphones (not included) are equipped with a 3.5 mm pin.
4. Use **one finger** to touch words or pictures.
5. If the unit does not function properly, slide the reset switch on the back of the unit **Off** and then back **On** again.
6. Replace all four batteries with four, fresh "AA" **alkaline** batteries when: sounds become faint or there are no sounds at all (and volume is all the way up); or the toy does not function properly.
7. This toy features an automatic shut-off, and will turn off if your child is not actively playing with it after a few minutes. You can also turn the toy off by pressing the **On/Off** button on the unit.
8. Make sure the unit is used on a **flat surface**.
9. The unit may not recognize the book page if the book is not properly positioned in the unit.

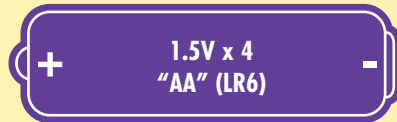
Troubleshooting Guide

Problem	Solution
I've touched a picture or word and the unit doesn't recognize it correctly.	<ul style="list-style-type: none"> • Try touching the word or picture again. Use only one finger so that you don't activate other objects on the page. • The book may have been placed upside down in the unit. Turn the book around and replace it in the unit. • The book may not be lying flat in the unit. Be sure the book binding is properly inserted into the unit and the book is flat in the unit. • A book is being used with the wrong cartridge (additional books only). Match the title on the book cover with the title on the cartridge. • Battery power may be weak. Replace all batteries with fresh, alkaline batteries. Do not mix old and new batteries. • You may need to reset the electronics in the unit. Slide the reset switch Off and then back On again.
You hear many sounds at the same time.	<ul style="list-style-type: none"> • Use only one finger so that you don't activate other objects on the page. Be sure hands and arms are not resting on the page.
The sound quality is faint or there is no sound at all.	<ul style="list-style-type: none"> • Adjust volume by sliding the volume switch. • The unit may have shut off automatically (after a few minutes). To turn back on, simply press the On/Off button. • You have headphones (not included) plugged into the unit. The speaker does not project sound when a headphone pin is inserted into the headphone jack. • The batteries are dead or weak. Replace all batteries with fresh, alkaline batteries. Do not mix old and new batteries.
The unit functions erratically and On/Off button does not work when pushed.	<ul style="list-style-type: none"> • Battery power is weak and you will need to reset the electronics. Slide the reset switch on the back of the unit to the Off position. Replace all batteries with fresh, alkaline batteries. Do not mix old and new batteries. Slide the reset switch to the On position.
LEDs on unit do not light.	<ul style="list-style-type: none"> • The batteries are dead or weak. Replace all batteries with fresh, alkaline batteries. Do not mix old and new batteries.

Battery Installation & Information

Installation

- An adult must install batteries. Tool needed for battery installation: Phillips screwdriver (not included). Requires four "AA" (LR6) **alkaline** batteries for operation (batteries not included).
- Locate the battery compartment on the back of the unit.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Lift to remove the battery compartment door.
- Insert four "AA" (LR6) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- **Always use alkaline batteries for longer battery life.**
- Be sure the reset switch is in the **On** position.



SHOWN ACTUAL SIZE

Battery Compartment

Reset Switch



Back View

Battery Safety Information

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy. 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. 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 before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.





Questions?

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Or, write to:

Fisher-Price, Inc.
Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants to the original purchaser that the Power Touch™ Learning System is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

Care

- Always store this toy in its closed position. Never place heavy objects on this toy while it is open.
- This toy is not intended for use outdoors.
- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Please do not take this toy apart.
- Do not drop this toy on a hard surface.
- Keep this toy away from direct sunlight and excessive heat.
- Keep water, sand and dirt off this toy.

FCC Statement (United States Only)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.