

Barbie™



For Ages 4 & Up

B-School Writing Tablet™

Electronic Learning Aid

Product does not have INTERNET or data storage capabilities

Oregon  
S C I E N T I F I C

*Dear Parent/Guardian,*

Thank you for choosing the Barbie™ **3-School Writing Tablet™**.

Designed and engineered with extreme precision,  
the **3-School Writing Tablet™** is packed full of learning,  
offering stimulating writing games and activities that  
make an invaluable contribution to your child's development.  
The activities aim to further your child's skills in letter writing,  
number writing, counting, music, shape and animal drawings,  
as well as memory and logical reasoning.

Learning to write and draw has never been so easy and fun with Barbie®!

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Barbie  
• com™

# **Table of Contents**

<b>Chapter 1</b>	1
<b>Product Features</b>	
<b>Chapter 2</b>	3
<b>Starting the <math>\phi</math>-School Writing Tablet™</b>	
Deactivating the Try-me mode	3
Changing the Battery	3
Cleaning and Maintenance	4
<b>Chapter 3</b>	5
<b>Activity Rules</b>	
Special Keys Function	5
Recognition Feature	6
<b>Chapter 4</b>	7
<b>Activities</b>	
<b>Chapter 5</b>	15
<b>Troubleshooting</b>	

# Chapter 1

## Product Features

### 15 Writing -focused Activities

- 5 Letter / Vocabulary / Phonics / Spelling
- 4 Number / Counting / Logic
- 3 Shapes / Animal Drawing
- 3 Music

### Display

- Large LCD screen
- Animation

### Interface

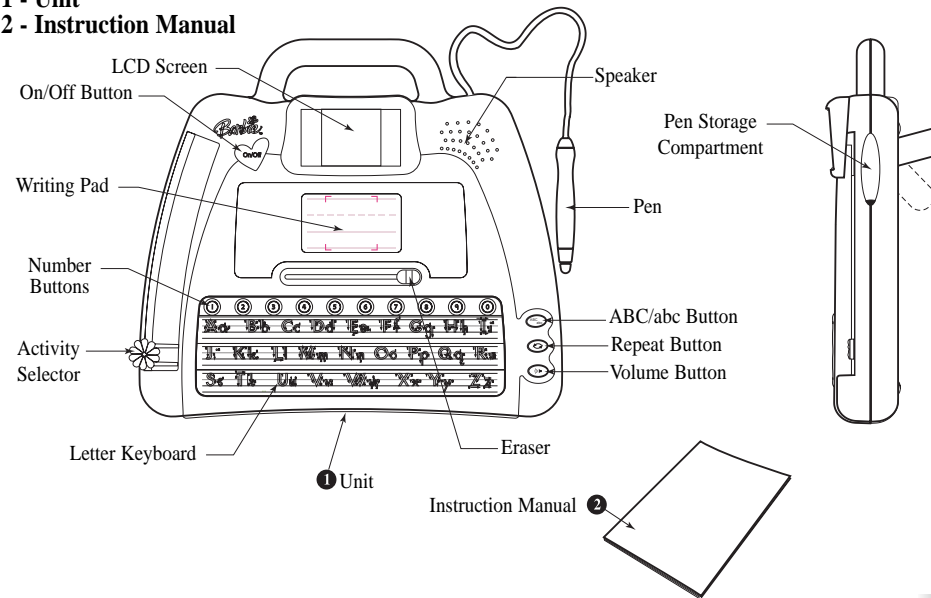
- A-Z membrane keyboard
- Number keys
- Writing pad with letter and number recognition
- Automatic shut-down

### Audio

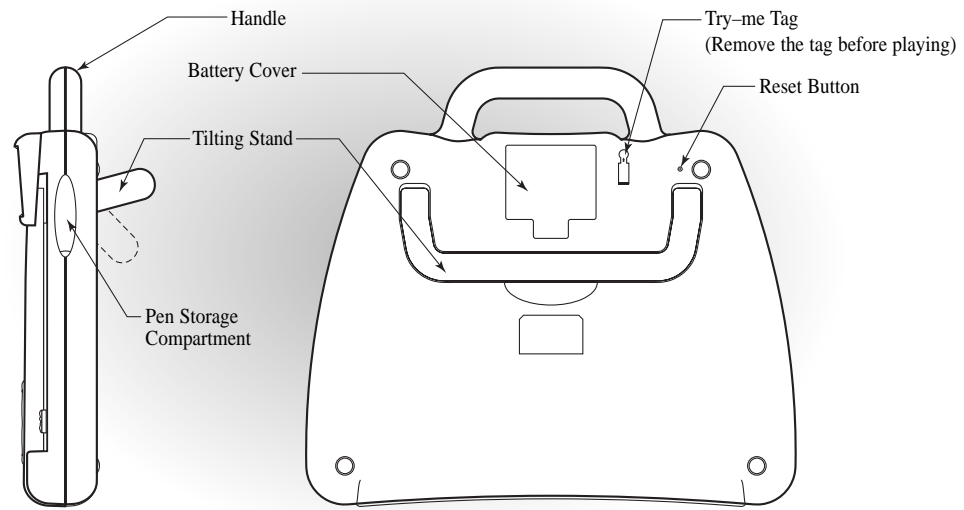
- The voice of Barbie®

The Barbie™ *β*-School Writing Tablet™ is supplied with the following parts. Please contact your retailer should any parts be missing.

- 1 - Unit
- 2 - Instruction Manual



**Unit**



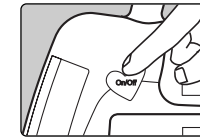
## Chapter 2

### Starting the *Barbie* School Writing Tablet™

#### Deactivating the Try-me mode

Before switching on the unit, remove the “Try-me” tag to end the “Try-me” mode to gain full access to the games. (See diagram on page 2.)

Turn on the *Barbie* School Writing Tablet™ using the on/off button located on the upper left of the unit. At the end of a session, remember to turn off the power by pressing the same button.



Press the on/off button

#### Auto-off

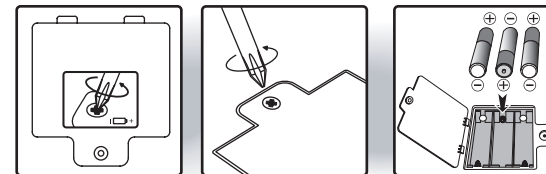
If there is no input on the unit for five minutes, the unit says goodbye and automatically turns itself off to conserve power. To start playing again, just press the on/off button to turn the unit back on.

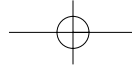
### Changing the Battery

The Barbie™ *Barbie* School Writing Tablet™ operates on 3 “AA” size batteries.

1. Make sure the unit is turned off.
2. Using a Phillips-head screwdriver, open the battery cover at the back of the unit.
3. Insert 3 “AA” batteries. (Note the correct polarity: +, -).
4. Replace the cover.

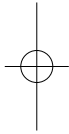
(The unit is automatically turned on as soon as the batteries are installed.)





### **Battery Cautions**

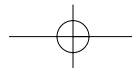
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Remove all batteries when replacing.
- Remove batteries from the unit if the unit is not going to be used for long periods.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.



### **Cleaning and Maintenance**

The unit should be regularly examined for damage to the enclosure and other parts. In the event of such damage, the unit must not be used until the damage has been repaired. Always disconnect the power supply before cleaning. Wipe the unit with a dry cloth.

- Do not get the unit wet.
- Do not dismantle the unit.



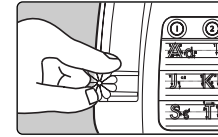


## Chapter 3

### Activity Rules

#### Selection

Select one of the 15 games by sliding the activity selector over the chosen game name. A list of the games is given in Chapter 4. A game can be changed at any point by sliding the game selector to a new game.



Slide the game selector

#### Attempts

The player will have three attempts to answer each question correctly in most games. After three incorrect answers, the  $\Phi$ -School Writing Tablet™ gives the correct answer and continues with the activity.

The player can write down the answer on the writing pad or enter the answer by pressing on the keyboard.

If there is no input for approximately 30 seconds, the  $\Phi$ -School Writing Tablet™ repeats the current question for the player to make another attempt.

### Special Keys Function

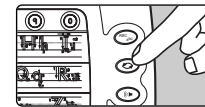
#### ABC/abc Button

Press this button to switch between uppercase and lowercase letters for playing activities.

ABC/abc  
Button



Repeat  
Button



#### Repeat Button

Press the repeat button to listen to the instructions of an activity again.

Volume  
Button



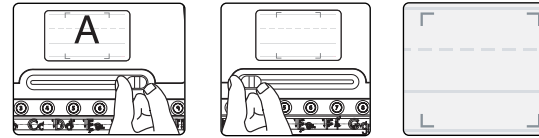
#### Volume Button

Press this button to adjust the volume.

## Recognition Feature

### Writing Pad Area

The writing pad area features recognition technology that can recognize a player's written attempt. The player's attempt will appear on the writing pad area as it is being drawn. To clear the writing pad area, use the eraser and slide it to the other end. **For proper recognition, press firmly on the writing pad area with the pen. Writing and drawing should be focused within the square brackets of the writing pad area.**



### LCD Screen

The LCD screen will display letter, number, and drawing strokes using a step-by-step approach. It will show how to write letters and numbers correctly using the stroke order method.

**To get the best results from the *B-School Writing Tablet™*, please follow the stroke order method, and write with the same number of strokes as instructed on the screen and on the keyboard label. The unit will recognize correct entries as they appear on the LCD screen. Be sure to lift the pen between strokes as this will help the unit correctly recognize what is written.**

The letter and number stroke order method used, has been created through data gathered from educational resources and consultants, to produce the most common method suited for a child to learn.




# Chapter 4

## Activities


### The Alphabet

Teaches how to read and write letters:

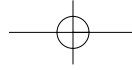
1. Select and press a letter on the keyboard to learn how to write a letter.
2. The **β-School Writing Tablet™** will teach letter writing one stroke at a time.
3. When the pen icon is on, it's the player's turn to practice writing on the writing pad.
4. If the letter is written correctly, the **β-School Writing Tablet™** will teach a word that begins with the same letter and play an animation of the word.
5. Press the  button to learn to write the letter in a different case.

### ABC Song

Teaches the concept of before and after with the "ABC Song":


1. The voice of Barbie® will sing the "ABC Song".
2. The song will stop at a certain point to ask the player to write out the next letter in the song.
3. Write the correct letter on the writing pad or press the keyboard to answer.
4. When the song is finished, the player can play the song once more. This time the player will be asked to find the letter that comes before or after a certain stop point.
5. Press the  button to play this game in a different case.





### Phonics Surprise


Teaches what sound each letter makes:

1. An animation of a vocabulary word will be played on screen.
2. The voice of Barbie® will ask the player which letter gives the sound of a word.
3. Write the correct letter on the writing pad or press the keyboard to answer.
4. Press the  button to play this game in a different case.



### What's Missing


Find the missing letter in the vocabulary word and practice letter writing and spelling:

1. An animation of a vocabulary word will be played on screen, followed by the spelling of the word.
2. A letter in the word will start to blink then disappear.
3. Find the missing letter in the word and write the answer on the writing pad or press the keyboard to answer.
4. Press the  button to play this game in a different case.



### Spell Time

Teaches how to spell and write:

1. Select and press a letter on the keyboard to learn how to write and spell a word.
2. The voice of Barbie® will say the chosen letter and then teach a word that begins with the same letter.
3. The LCD screen will show how each letter of the word is written a stroke at a time.
4. When the pen icon is on, it's the player's turn to practice writing on the writing pad.
5. Listen to the voice of Barbie® and write each letter out one by one.
6. Press the  button to learn to write the word in a different case.













### Fun with Shapes

Teaches how to draw basic shapes and create fun pictures:

1. Select and press a number on the keyboard to learn how to draw a shape.
2. The voice of Barbie® will say the chosen number and then teach the player how to draw a shape.
3. A demonstration of how the shape is drawn is shown on screen a stroke at a time.
4. When the pen icon is on, it's the player's turn to practice drawing on the writing pad.
5. For more complicated shapes drawing, the **®-School Writing Tablet™** will demonstrate each step and ask the player to follow the drawing a step at a time. When the player finished a drawing, it will appear on screen!



Lessons:

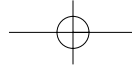
1.	Circle		6.	Diamond	
2.	Square		7.	Paw	
3.	Triangle		8.	House	
4.	Heart		9.	Camera	
5.	Rectangle		0.	Flower	

**Magic Number**

Teaches how to read and write numbers:

1. Select and press a number on the keyboard to learn how to write a number.
2. The **φ-School Writing Tablet™** will teach number writing one stroke at a time.
3. When the pen icon is on, it's the player's turn to practice writing on the writing pad.
4. The **φ-School Writing Tablet™** will be able to recognize your written attempt.
5. If the attempt is incorrect, the voice of Barbie® will let you know and encourage a correct attempt!

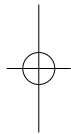




### Number Sing-A-Long

Teaches the concept of before and after with the “Number Song”:

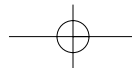
1. The voice of Barbie® will sing the “Number Song”.
2. The song will stop at a certain point to ask the player to write out the next number in the song.
3. Write the correct number on the writing pad or press the keyboard to answer.
4. When the song is finished, the player can play the song once more. This time the player will be asked to find the letter that comes before or after a certain stop point.

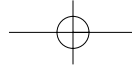


### Counting

Develops counting skills and teaches shapes recognition:

1. The voice of Barbie® will introduce a shape, and then a number of this shape will appear on screen one by one. The player is asked to count them and write down the correct answer on the writing pad. The player can also press the correct number button to answer.
2. At level 2, the shapes will appear in different sizes. Remember, shapes are still shapes no matter the size.
3. At level 3, a mixture of different shapes will be shown. Listen carefully to the voice of Barbie® to see which shapes are to be counted.

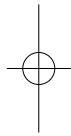




### More or Less

Teaches number values:

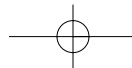
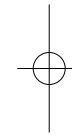
1. Two numbers will appear on screen on a balance.
2. The voice of Barbie® will ask the player to find the bigger or smaller number.
3. Write the correct number on the writing pad or press the keyboard to answer.
4. The correct answer will become highlighted and the scale will tip towards the greater number.



### Animal Drawing











Teaches how to draw 10 different animals and hear the sounds they make:

1. Select and press a number on the keyboard to learn how to draw an animal.
2. The voice of Barbie® will say the chosen number and then teach the player how to draw an animal.
3. A demonstration of how the animal is drawn is shown on screen a stroke at a time.
4. When the pen icon is on, it's the player's turn to practice drawing on the writing pad.
5. The **φ-School Writing Tablet™** will demonstrate the drawing first, then repeat each step and ask the player to follow the drawing a step at a time. When the player finished the drawing, it will appear on screen and make a sound!






Lessons:

1	Bird		6	Lion	
2	Cat		7	Mouse	
3	Dog		8	Owl	
4	Fish		9	Pig	
5	Horse		0	Whale	

**Animal Mystery**

Develops logical reasoning by identifying an object from a partial view:

1. The object of this game is for the player to guess which animal is being drawn on screen from as few clues/lines as possible.
2. To answer, write down the first letter of the name of the animal that is being drawn or press the correct letter on the keyboard to give the answer.
3. Try to guess the answer before the drawing is completed.
4. If the player has guessed the answer correctly, the voice of Barbie® will ask the player to try and spell out the name of the animal.
5. The LCD screen will show how each letter of the word is written a stroke at a time.
6. When the pen icon is on, it's the player's turn to practice writing on the writing pad.
7. Listen to the voice of Barbie® and write each letter out one by one.
8. Press the  button to play this game in a different case.



### Fun Sounds


Teaches animal sounds and reinforces memory skills:

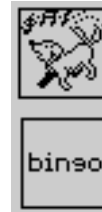
1. An animal sound is played. The player needs to identify the correct animal that makes that sound. The player will be given three possible answer choices to pick from.
2. Write down the number that represents the correct animal or press the correct number on the keyboard to answer.



### Bingo Song


Sing-a-long to the “Bingo Song” and practice letter writing:

1. The voice of Barbie® will sing the “Bingo Song”.
2. The song will stop at the chorus to ask the player to write out the next letter in the song.
3. Write the correct letter on the writing pad or press the keyboard to answer.
4. Press the  button to play this game in a different case.



### Creative Playground

Develops creativity in this free play activity:

1. Practice letter writing on the writing pad or have fun in drawing and create fun pictures.
2. When the abc icon is on, practice lower case letter writing. To switch to practice in another case, press the  button. When the ABC icon is on, practice upper case letter writing.
3. Press a letter or number on the keyboard to see the correct way to write a letter or number.
4. Practice drawing pictures of animals and see them appear on screen!



## Chapter 5

### Troubleshooting

Developing learning products is a responsibility that we at Oregon Scientific take very seriously. We make every effort to ensure the accuracy and appropriateness of the information which forms the value of our products. However, errors can sometimes occur. It is important for you to know that we stand behind our products and we encourage you to call our Consumer Services Department with any problems and/or suggestions that you might have. Our service representative will be happy to help you.

Before contacting an authorized service representative at 1-800-853-8883, carry out the following simple checks. It may save you the time of an unnecessary service call.

#### **No display**

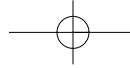
Are the batteries installed properly?  
Do the batteries need replacing?

#### **Black-out screen or abnormal display**

Disconnect the power supply by removing batteries for at least 10 seconds before connecting the power supply again.

Conforms to safety requirements of ASTM F963, EN71 Parts 1,2 and 3 and EN50088.

In an effort to continually improve our products, the actual screen display on the product may differ slightly from the diagrams shown.



**Oregon Scientific, Inc.**

19861 SW 95th Place  
Tualatin, OR 97062, USA  
Hotline: 1-800-853-8883

**Warning:**

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:**

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.

“ This Class B digital apparatus complies with Canadian ICES-003.”

“ Cet appareil numérique de la class B est conforme à la norme NMB-003 du Canada”

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