AlphaBit's Letters 'n Lights™

AlphaBert's Learn-to-Read System™

Dear Parent,

At **VTech®**, we know how important learning to read is to your child's future. That's why we created **AlphaBert's Learn-to-Read System™** - a progressive line of interactive learning products uniquely designed to teach your child how to read, while making the experience fun and rewarding.

This progressive system eliminates the guesswork when selecting learning toys for your child. Learning to read is a step-by-step process, and **AlphaBert's Learn-to-Read System™** provides the necessary building blocks in focused stages. Each stage has its own unique learning milestone, and builds on existing skills with an extensive curriculum that is personalized to your child's age and ability.

Beginning Reader	→	Growing Reader	→	Advancing Reader

Beginning Reader Stage: teaches letters, letter sounds and letter-object associations

Growing Reader Stage: teaches blends, phonics to sound out words and simple spelling

Advancing Reader Stage: teaches independent reading, comprehension, grammar, vocabulary, creative writing

Most importantly, AlphaBert and his friends make learning to read fun, not frustrating. Your child will meet AlphaBert, Sprocket, AlphaBit, AlphaBetsy and AlphaBerto, the reading robots who love to learn and want your child to share their excitement and curiosity. AlphaBert & Friends are your child's learn-to-read coaches who provide encouragement to fill your child with confidence and pride.

As with all **VTech®** learning products, **AlphaBert's Learn-to-Read System™** incorporates advanced technologies that are easy-to-use and reinforce learning. Our hands-on, multi-sensory toys engage diverse learning styles and promote productive play.

Reading has the power to enlighten, entertain and develop young minds. We thank you for trusting **VTech®** with the important job of helping your child learn to read!

Sincerely,

Your Friends at **VTech®**

AlphaBert   **Sprocket**   **AlphaBit**   **AlphaBetsy**   **AlphaBerto**
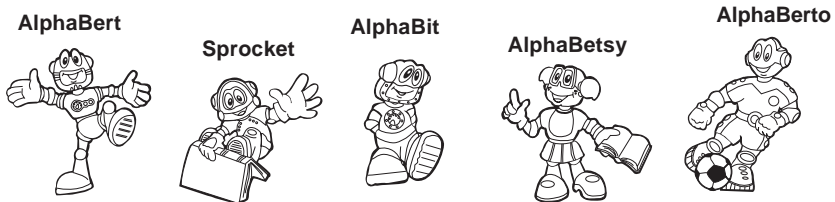
To learn more about **AlphaBert's Learn-to-Read System™** and other **VTech®** toys, visit www.vtechkids.com

AlphaBit's Letters 'n Lights™

ON/OFF BUTTON

LETTER BUTTONS

HELP BUTTON

LIGHT-UP SCREEN

REPEAT BUTTON

ACTIVITY SELECTOR

Learn the Letters
Learn the Sounds
Letter Order
Big 'n Small
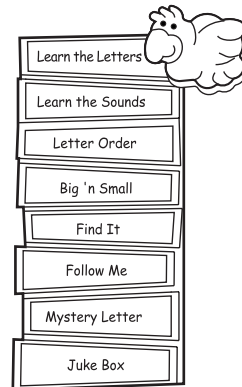Find It
Follow Me
Mystery Letter
Juke Box

TO BEGIN PLAY:

1. To begin play, press the **ON/OFF BUTTON**. You will hear a short opening tune followed by "Wanna crank out some letter fun? Pick a game."
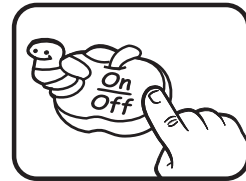
2. Select one of the 8 activities by sliding the activity selector. AlphaBit will guide you through each of the following activities:
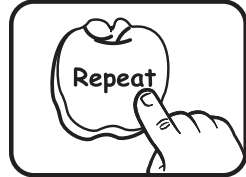
   1. Learn the Letters
   2 .Learn the Sounds
   3. Letter Order
   4. Big 'n Small
   5. Find It
   6. Follow Me
   7. Mystery Letter
   8. Juke Box

Learn the Letters
Learn the Sounds
Letter Order
Big 'n Small
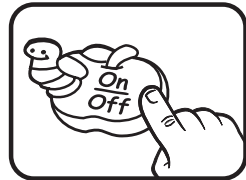Find It
Follow Me
Mystery Letter
Juke Box

3. Press the **HELP BUTTON** to receive clues to help find the correct answer.

4. Press the **REPEAT BUTTON** to hear the last phrase repeated.

5. To turn the unit **OFF**, press the **ON/OFF BUTTON**. You will hear "My gears are winding down" followed by a short closing tune.
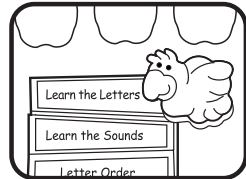

# AlphaBit's Letters 'n Lights™ - ACTIVITIES

ACTIVITY 1 - LEARN THE LETTERS
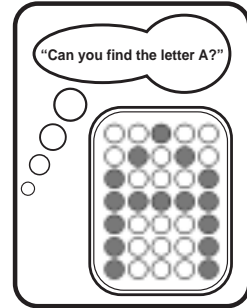
ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Learn the Letters**. You will hear a short tune followed by "Press the buttons to learn letters."

2. Press the **Letter** buttons to hear the letter and object identified. The corresponding letter will appear on the light-up screen showing the correct stroke order for both uppercase and lowercase letters.
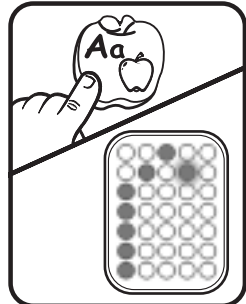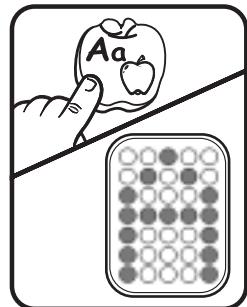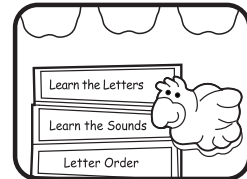
3. After 30 seconds without input, the unit will ask you to find a specific letter, "Can you find the letter A?" The unit will repeat the question every 10 seconds until the unit powers down.

"Can you find the letter A?"

4. You will have 3 chances to select the correct answer. When an incorrect answer is selected, you will hear "Feelin' rusty? Try again!" then the unit will repeat the question. After the third incorrect response, you will hear "Oops, I'll help you!" AlphaBit will show the correct answer on the light-up screen.

5. When a correct answer has been selected, you will hear "Yahoo! You're crankin' now!" A positive animation will play on the light-up screen.

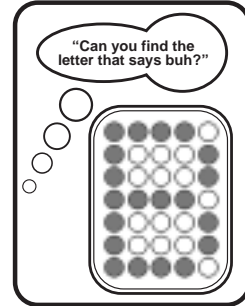6. Press the **Help** button to hear clues that will help guide you to the correct answer.

Help

ACTIVITY 2 - LEARN THE SOUNDS

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Learn the Sounds**. You will hear a short tune followed by "Press the buttons to learn letter sounds."

Learn the Letters
Learn the Sounds
Letter Order

2. Press the **Letter** buttons to hear the letter sounds identified. The corresponding letter will appear on the light-up screen.

Aa

3. After 30 seconds without input, the unit will ask you to find a specific sound, "Can you find the letter that says buh?" The unit will repeat the question every 10 seconds until the unit powers down.

4. You will have 3 chances to select the correct answer. When an incorrect answer is selected, you will hear "Feelin' rusty? Try again!" then the unit will repeat the question. After the third incorrect response, you will hear "Oops, I'll help you!" AlphaBit will show the correct answer on the light-up screen.

5. When a correct answer has been selected, you will hear "Yahoo! You're crankin' now!" A positive animation will play on the light-up screen.
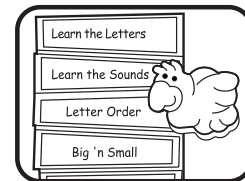
6. Press the **Help** button to hear clues that will help guide you to the correct answer.
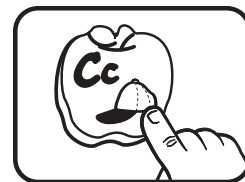

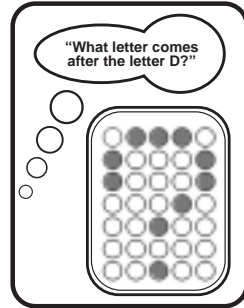## ACTIVITY 3 - LETTER ORDER

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Letter Order**. You will hear a short tune followed by "Press the buttons to learn letter order."

2. Press the **Letter** buttons to identify what letter comes before or after the selected letter. The light-up screen will show the letters in the correct sequence.

3. After 30 seconds without input, the unit will ask you to find a specific letter, "What letter comes after the letter D?" The unit will repeat the question every 10 seconds until the unit powers down.

"What letter comes after the letter D?"

4. You will have 3 chances to select the correct answer. When an incorrect answer is selected, you will hear "Feelin' rusty? Try again!" then the unit will repeat the question. After the third incorrect response, you will hear "Oops, I'll help you!" AlphaBit will show the correct answer on the light-up screen.

5. When a correct answer has been selected, you will hear "Yahoo! You're crankin' now!" A positive animation will play on the light-up screen.

6. Press the **Help** button to hear clues that will help guide you to the correct answer.

Help

ACTIVITY 4 - BIG 'N SMALL

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Big 'n Small**. You will hear a short tune followed by "Let's learn uppercase and lowercase letters."

Learn the Sounds
Letter Order
Big 'n Small
Find It

2. AlphaBit will ask you to find a specific uppercase or lowercase letter, "Can you find the lowercase b?" The light-up screen will display the letter.
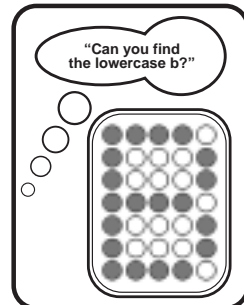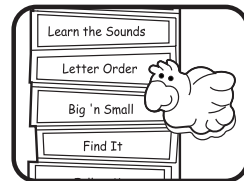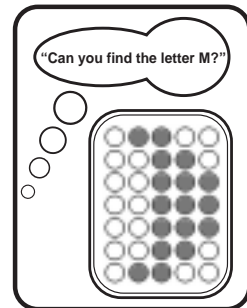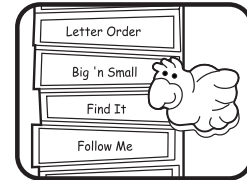

"Can you find the lowercase b?"

6

3. You will have 3 chances to select the correct answer. When an incorrect answer is selected, you will hear "Feelin' rusty? Try again!" then the unit will repeat the question. After the third incorrect response, you will hear "Oops, I'll help you!" AlphaBit will show the correct answer on the light-up screen.

4. When a correct answer has been selected, you will hear "Yahoo! You're crankin' now!" A positive animation will play on the light-up screen.

5. Press the **Help** button to hear clues that will help guide you to the correct answer.

ACTIVITY 5 - FIND IT

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Find it**. You will hear a short tune.

2. AlphaBit will ask you to find a specific letter, letter sound or object, "Can you find the letter M?" When you are asked to find a letter or letter sound, the light-up screen will display an image of the object that begins with the letter. When you are asked to find an object, the beginning letter in the word will be displayed.

3. You will have 3 chances to select the correct answer. When an incorrect answer is selected, you will hear "Feelin' rusty? Try again!" then the unit will repeat the question. After the third incorrect response, you will hear "Oops, I'll help you!" AlphaBit will show the correct answer on the light-up screen.

4. When a correct answer has been selected, you will hear "Yahoo! You're crankin' now!" A positive animation will play on the light-up screen.
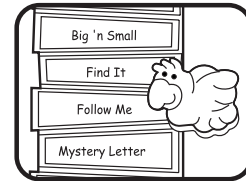
5. Press the **Help** button to hear clues that will help guide you to the correct answer.
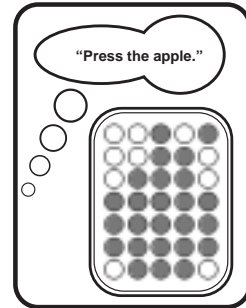
ACTIVITY 6 - FOLLOW ME

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Follow Me**. You will hear a short tune followed by "Follow Me."

2. AlphaBit will ask you to follow him by pressing the correct sequence of letters and objects. The letter or image will appear on the light-up screen as AlphaBit calls them out.

3. You will have 3 chances to select the correct answer. When an incorrect answer is selected, you will hear "Feelin' rusty? Try again!" then the unit will repeat the question. After the third incorrect response, you will hear "Oops, I'll help you!" AlphaBit will show the correct answer on the light-up screen.

4. If the correct answer is selected you will hear "Yahoo!" AlphaBit will ask you to find the next sequence.

5. Press the **Help** button to see clues that will help guide you to the correct answer.
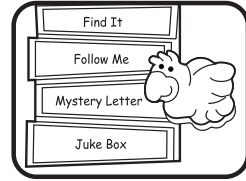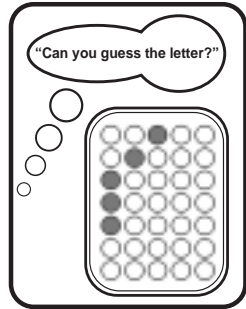
ACTIVITY 7 - MYSTERY LETTER
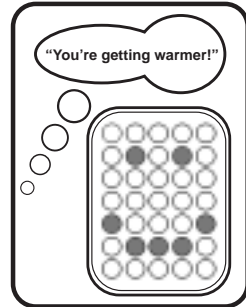
ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Mystery Letter**. You will hear a short tune.

2. AlphaBit will say, "Can you guess the letter?" The light-up screen will begin writing a letter one dot at a time. You need to try and guess what letter is being made before it has been completed.

3. If your guesses are close or getting closer to the correct answer, you will hear "You're getting warmer!" If your guesses are getting further away or are past the correct answer, you will hear "You're getting colder!" You can continue guessing until the correct letter is found or the letter is complete.
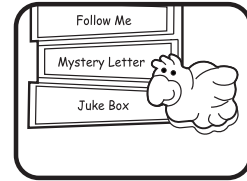
4. Press the **Help** button to hear clues that will help guide you to the correct answer.

ACTIVITY 8 - JUKE BOX

ACTIVITY INSTRUCTIONS:

1. Slide the activity selector to **Juke box**. You will hear a short tune followed by one of two phrases, "Crank up the tunes!" or "Twist your gears!"

2. Press the **Letter** buttons to hear pre-programmed melodies. There are 13 different melodies in this activity, they include the following:

A, N - The Entertainer

B, O - Sailing Sailing

C, P - Take Me Out to the Ballgame

D, Q - Sing a Song of Sixpence

E, R - Mexican Hat Dance

F, S - Funiculli, Funiculla

G, T - Glow Worm

H, U - Home on the Range

I, V - Wheels on the Bus

J, W - Sailor's Hornpipe

K, X - Daring Young Man on the Flying Trapeze

L, Y - Chicken Reel

M, Z - Alouette

If there is no input after 30 seconds a random melody will play. The light-up screen will display a character that dances along with the melody.

3. Press the **Help** button while a melody is playing to hear a random sound effect play overtop of the melody.

AlphaBit's Letters 'n Lights™ - BATTERIES

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.

2. Locate the battery cover on the back of the unit. Use a coin or screwdriver to loosen the screw.

3. Install 4 new "AA" (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)

4. Replace the battery cover and tighten the screw to secure the battery cover.
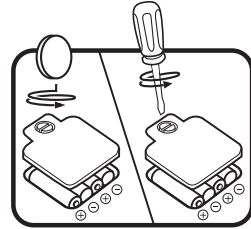
BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the learning toy when it will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® AlphaBit's Letters 'n Lights**™ learning toy will turn off automatically after about 3 minutes without input. The unit can be turned on again by pressing the on/off button.

Note: If for some reason the program/activity stops working, please follow these steps:

    1. Please turn the unit off.

    2. Interrupt the power supply by removing the batteries

    3. Let the unit stand for a few minutes, then replace the batteries

    4. Turn the unit on. The unit should now be ready to play again.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

AlphaBit's Letters 'n Lights™ - MAINTENANCE

CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.

2. Keep the unit out of direct sunlight and away from any direct heat source.

3. Remove the batteries when the unit is not in use for an extended period of time.

4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.


IMPORTANT NOTE:

Creating and developing **AlphaBert's Learn-to-Read System**™ is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235-546810 in the U.K., with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with 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 the receiving antenna.
• Relocate this product with respect to the receiver.
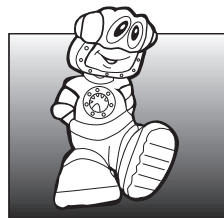• Move this product away from the receiver.

NOTE

Look for more great products
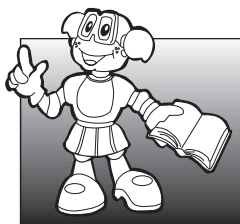# in AlphaBert's Learn-to-Read System™…coming soon!
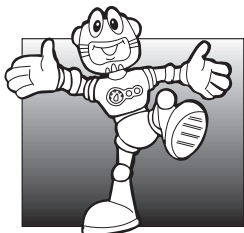
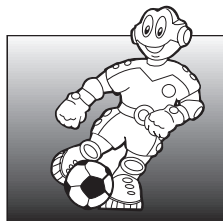**AlphaBert**   **Sprocket**   **AlphaBit**
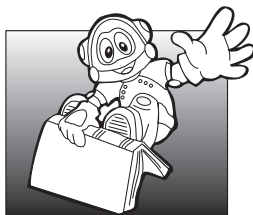
AlphaBetsy   **AlphaBerto**

**Our helpful Consumer Services staff
is available to answer product
questions and to assist in finding
the retailer nearest you**

USA
1-800-521-2010
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www.vtechuk.com

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