

HOMEWORK
Speller, Dictionary
& Calculator
WIZ
PLUS

USER'S GUIDE

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Cleaning, Storage, Problems

To clean this spelling corrector, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly on the spelling corrector. Don't use or store this dictionary in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with your unit, refer to the limited warranty.

Contacts

For registration and sales call 1-800-266-5626 (U.S. only) or visit us at www.franklin.com. Please have your product number (**HW-216**) and date of purchase handy when you call to register.

For customer service call 609-239-4333.

For technical support call 609-386-8997.


Key Guide

- abc** (red) Writes the selected word or words on the screen in cursive.
- CALC** (green) Goes to the calculator and Math Tutor.
- BACK** Erases a letter, takes you back one step, or stops the highlight.
- CLEAR** Clears your entry.
- ENTER** (dark purple) Enters words, starts a highlight, or selects items.
- GAMES** (orange) Shows the games menu which includes the Language Tutor.
- HELP** (purple) Shows help messages.
- LIST** (light blue) Shows the List menu. Lets you enter your name or see a demonstration.
- ON/OFF** (blue) Turns your dictionary on or off.
- SHIFT** Shifts the keys to type capital letters.
- ?*** Types a ? to stand for an unknown letter in a word, or shows Confusables®. With **SHIFT**, types a * to stand for one or more unknown letters in a word.
- ▲ Moves up, or makes the screen darker at the *Enter a word* screen.
- ▼ Moves down, or makes the screen lighter at the *Enter a word* screen.
- ◀ Moves the cursor or text to the left.
- ▶ Moves right, or types a space.

Getting Started


This product uses four AAA batteries. You should change the batteries when the screen contrast is too light even after adjustment.

Note: When you remove the batteries, stored information is erased.

- 1. Remove the battery compartment cover on the back of the unit.**
- 2. Install four AAA batteries.**
- 3. Press .**


The first time you turn your dictionary on, you will be asked to enter your name.

- 4. Type your name or nickname as you want it to appear in this dictionary.**

Or press  if you do not want your name to appear in this dictionary.

To type a space, press .

The first letter of each word you type in your name will automatically appear as a capital in this dictionary.

- 5. Press .**
- 6. Press  or  repeatedly to make the screen lighter or darker.**

Note: You can make the screen lighter or darker only when *Enter a word* is on the screen.

✓ To See Your Dictionary Work

You can see a brief demonstration about your dictionary. Press **(LIST)** (light blue) and use **▼** until *See Me Work* is on the screen. Press **(ENTER)** to see the demonstration. To stop the demonstration, press **(CLEAR)**.

✓ To See Your Name in This Dictionary

You can personalize your dictionary with your name or nickname. Then when you turn your dictionary on or win a game, it will greet you by name.

To enter or change a name, press **(LIST)** (light blue) and use **▼** until *Enter Your Name* is on the screen. Press **(ENTER)**, and use **(BACK)** to erase letters. Type your name or nickname as you want it to appear, and then press **(ENTER)** again.

✓ Follow the Arrows

The flashing arrows at the right of the screen show you which arrow keys you can use to see more.

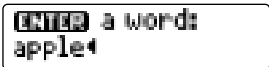
✓ About Automatic Shutoff

If you forget to turn off your dictionary, it will automatically turn off in about two minutes.

Looking Up a Word

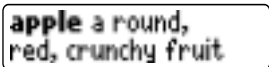
It is easy to find the definitions of words with your Homework Wiz[®]. Let's learn how.

1. Press **CLEAR**.
2. Type a word. For example, type *apple*.



To make a correction, press **←** and type your changes. To erase letters, use **BACK**. To type a space, press **➤**. You do not need to type capitals to find definitions, but if you want to, hold **SHIFT** and type a letter.

3. Press **ENTER** to find its definition.



4. Press **▼** repeatedly to see more of the word's definition, if needed.
5. Press **CLEAR** when you are finished.

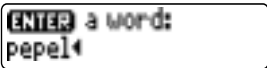
✓ Help is Always at Hand

You can view a help message at almost any screen by pressing **HELP** (purple). To go back to the previous screen, press **BACK**.

Correcting Misspellings

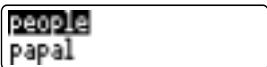
If you misspell a word, this dictionary automatically gives you a list of corrections.

1. Press **CLEAR**.
2. Type a misspelled word. For example, type *pepel*.



ENTER a word:
pepel

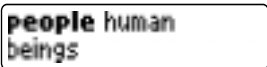
3. Press **ENTER**.



people
papal

Use ▼ to highlight a correction, if needed.

4. Press **ENTER** to see its definition.



people human
beings

5. To go back to the spelling corrections, press **BACK**.
6. Press **CLEAR** when you are finished.

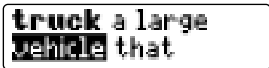
Jumping to a Word

If you do not know the meaning of a word that you see in a definition, simply highlight the word and then jump to its definition.

1. Press **CLEAR**.
2. Type a word. For example, type *truck*.
3. Press **ENTER**.
4. Press **ENTER** again to start a highlight.

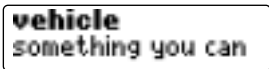
To turn off the highlight, press **BACK**.

5. Use the arrow keys to highlight a word. For example, highlight *vehicle*.



truck a large
vehicle that

6. Press **ENTER** to jump to the definition of the highlighted word.



vehicle
something you can

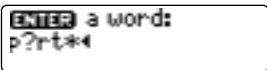
7. To go back, press **BACK**.
8. Press **CLEAR** when you are finished.

Finding Letters in Words

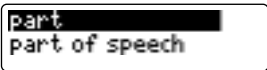
If you are unsure about how to spell a word, type a question mark (?) in place of each unknown letter. You can type more than one question mark in a word. You can also use ?'s to help you solve crossword puzzles and other word games.

To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for a series of letters. **Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words. Try this example.

1. Press **CLEAR**.
2. Type a word with ?'s and *'s. For example, type *p?rt**.



3. Press **ENTER**.

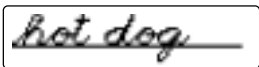


4. Use ▼ to highlight a word, if needed.
5. Press **ENTER** to see the definition of the highlighted word.
6. To go back, press **BACK**.
7. Press **CLEAR** when you are finished.

Writing Letters and Words

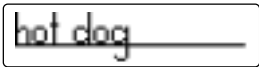
Your dictionary has a handwriting guide which can help you learn how to write letters and words in both cursive and manuscript printing. Note: While reading the definition of a word, you can see that word written in cursive or manuscript printing on the screen by pressing a key.

1. Press **CLEAR**.
2. Type one or more words. For example, type *hot dog*.
To type a space, press **➤**.
3. Press **abc** (red) to see your word(s) written on the screen in cursive.



To see the word(s) written in cursive again, press **ENTER**.
If the word is too long to fit on the screen, use **◀** or **▶** to see it.

4. Press **abc** (red) again to see your word(s) written on the screen in manuscript printing.



To see the word(s) written in manuscript printing again, press **ENTER**.

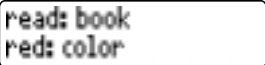
✓ Changing the Writing Speed

You can change the speed of the handwriting by pressing **LIST** (light blue), pressing **▼** until you see *Handwriting Speed*, and then pressing **◀** or **▶**.

Viewing Confusables®

Confusables are words that are spelled alike or words that people often confuse. When you see a question mark flash to the right of a word, that word has Confusables. Try this example.

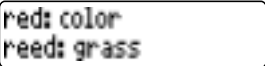
1. Press **CLEAR**.
2. Type *read* and then press **ENTER**.
Notice the flashing question mark.
3. Press **?***.



read: book
red: color

Each Confusable is followed by a word that explains its meaning.

4. Use **▼** to view more Confusables, if any.



red: color
reed: grass

5. To jump to the definition of a word, highlight it and press **ENTER**.
To learn how to highlight a word, read “Jumping to a Word.”
To go back, press **BACK**.
6. Press **CLEAR** when you are finished.

Saving Words for Study

You can create a personal list of up to 80 words for study and review. You can add words not in this dictionary, but they take up more space in your List.

To Add a Word

1. Press **CLEAR**.
2. Press **LIST** (light blue).
3. Use **▼** or **▲** until you see *Add a Word* and press **ENTER**.
4. Type a word and press **ENTER** to add it to your List.
If the word is not in this dictionary, you will be asked if you want to add it anyway. Use **▼** or **▲** to see your options and press **ENTER** to select one.

✓ Other Ways to Add Words

You can add a word to your List when you are reading its definition. You can also add a word by typing it at the *Enter a word* screen or highlighting it in text.

To add a word while you are reading its definition, press **LIST** (light blue) and then press **ENTER** to add the word.

To add a word at the *Enter a word* screen, first type a word and then press **LIST** (light blue). Press **ENTER** to add the word.

To add a word in text, press **ENTER** to start the highlight and use the arrow keys to highlight

Saving Words for Study

a word. Then press **LIST** (light blue) and press **ENTER** to add the word.

To See Your Words

1. Press **LIST** (light blue).
2. Use **▼** or **▲** until you see *See Your Words* and press **ENTER**.
3. Use **▼** or **▲** to highlight a word.
4. Press **ENTER** to see the definition of the highlighted word, or press **?** to see its Confusables, if any.

To Erase a Word

1. Press **LIST** (light blue).
2. Use **▼** or **▲** until you see *Erase a Word* and press **ENTER**.
3. Use **▼** or **▲** to highlight a word.
4. Press **ENTER** to erase the highlighted word.
Or press **BACK** to cancel.

To Erase Your List

Note: When you erase your List, all words in your List are erased.

1. Press **LIST** (light blue).
2. Use **▼** or **▲** until you see *Erase List* and press **ENTER**.
3. Press **Y** to erase your List, or press **N** to cancel.

Having Fun with Spanish and French

Have fun learning Spanish and French by reading the list of helpful phrases.

1. Press **GAMES**.
2. Press **▼** or **▲** until you see *Fun with Spanish* or *Fun with French* and then press **ENTER**.
3. Press **▼** or **▲** to scroll through the list of phrases and press **ENTER** when the one you want is highlighted.



Hello!
¡Hola!

The English phrase will be shown followed by either the Spanish and French translation, depending on which list you picked.

4. Press **CLEAR** when finished.

Changing Games Settings

You can play six fun word games using your dictionary. You can choose which Skill Level (Easy or Hard) to play and which Game Words (All or Your List) to use.

1. Press **GAMES** (orange).
2. To change the skill level, use ▼ or ▲ to see **Skill Level** and then use ◀ or ▶ to switch between settings.
The check marks your current setting.
3. To change the game words, use ▼ or ▲ to see **Game Words** and then use ◀ or ▶ to switch between settings.

✓ Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the difficulty of the computer opponent in Tic-Tac-Toe, and the number of letters in Jumble, Flashcards, and Guess That Word. Tic-Tac-Toe 2-Player is unaffected by the skill level.

✓ Understanding the Game Words

If you choose to play with *All*, the game words will be chosen at random from the dictionary. If you choose *Your List*, the game words will be chosen from the words in your List.

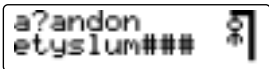
Note: Words in your List that have capital letters, punctuation or spaces will not appear as game words.

Playing the Games

To Play Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time.

1. Press **GAMES**, if needed.
2. Use **▼** or **▲** to see *Hangman* and then press **ENTER**.
3. Type letters you think are in the word.



4. To reveal a letter, press **ENTER**.
Or you can hold down **SHIFT** and press **?***.
5. To give up and reveal the word, press **?***.
6. To find the definition of the word, press **ENTER**.
To go back to the game, press **BACK**.
7. Press **▶** to play a new round.

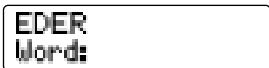
To Play Jumble

Jumble scrambles the letters of a mystery word and you must unscramble all the letters to form a word.

Note: When you are playing Jumble using *Your List*, only words that are in this dictionary's word list will appear as game words.

Playing the Games

1. Press **GAMES**, if needed.
2. Use **▼** or **▲** to see *Jumble* and then press **ENTER**.
3. To shuffle the letters, press **ENTER**.
Or you can hold down **SHIFT** and press **?***.

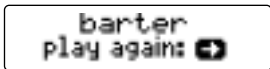


4. Type your guess and press **ENTER**.
5. To give up and reveal the word, press **?***.
6. To find the definition of the word, press **ENTER**.
To go back to the game, press **BACK**.
7. Press **▶** to play a new round.

To Play Flashcards

Flashcards flashes words for you to spell or say.

1. Press **GAMES**, if needed.
2. Use **▼** or **▲** to see *Flashcards* and then press **ENTER**.



3. To see the word's definition, press **ENTER**.

Playing the Games

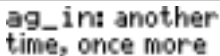
To go back to the game, press **(BACK)**.

4. Press **▶** to play a new round.

To Play Guess That Word

In Guess That Word, you must type the missing letters in the mystery word.

1. Press **(GAMES)**, if needed.
2. Use **▼** or **▲** to see *Guess that Word* and then press **(ENTER)**.



ag_in: another
time, once more

To read the definition of the mystery word, press **▼**, if needed.

3. Use **▶** or **◀** to select a missing letter and type the letter that you think goes there.
4. Continue typing letters until the word is complete, or press **(?*)** to give up and reveal the word.

✓ To See Your Score

Your score appears after each round of most games until you change games or until you exit the game.

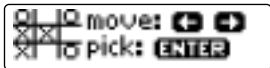
5. Press ► to play a new round.

To Play Tic-Tac-Toe

In Tic-Tac-Toe, your challenge is to get three X's in a row before your computer opponent can get three O's in a row.

1. Press **GAMES**, if needed.
2. Use ▼ or ▲ to see *Tic-Tac-Toe* and then press **ENTER**.
3. Use the arrow keys to move your X to the spot that you want and press **ENTER**.

The computer will place its O.



4. Continue playing until one side wins or the round ends in a tie.
5. Press ► to play a new round.

✓ To Play Tic-Tac-Toe 2-Player

Tic-Tac-Toe 2-Player is the same as regular Tic-Tac-Toe except that you play with a friend instead of against the computer.

One player plays X and the other plays O.

Using the Calculator

You can use the Homework Wiz calculator to check your arithmetic homework.

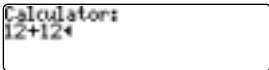
1. Press **CALC**.

2. Type a number.

The keys Q-P will automatically type the number 1-10.

3. Press **+**, **-**, **x** or **÷** to add, subtract, multiply or divide.

4. Type another number.



5. Press **ENTER** to make your calculation.

To make another calculation, press **CLEAR**.

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Product Information

FCC Notice:

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.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Specifications

Model: HW-216 • Dimensions: 14 x 9.5 x 2 cm • Weight: 4 oz.

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Patents Pending.

ISBN 1-56712-559-x

This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be reestablished by pressing **(ON/OFF)**.

Your Notes

Your Notes
