

Tote N' Teach™

Electronic Learning Aid



Barbie™

For Ages 5+

Barbie™ Tote N' Teach™

Dear Parent/Guardian

Thank you for choosing the Barbie™ Tote N' Teach™. Designed with fun in mind, the Tote N' Teach™ is packed full of learning, offering stimulating games and activities that make an invaluable contribution to your child's development.

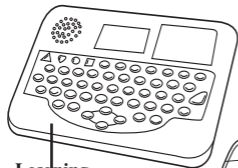
The activities to help further your child's skills cover vocabulary, memory, logic, mathematics and spelling.

The Barbie™ Tote N' Teach™ encourages independent learning and creativity. Learning with Barbie® is so much fun!

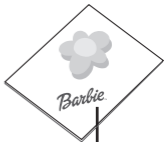
About Your Tote N' Teach™

The Barbie™ Tote N' Teach™ is supplied with the following components; please contact your retailer if any are missing:

- Learning computer
- Instruction manual
- Bag



**Learning
computer**



**Instruction
manual**



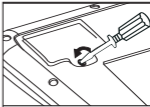
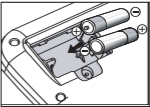
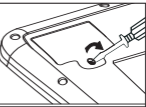
Bag

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Getting Started

Your Barbie™ **Tote N' Teach™** operates on 2 “AA” batteries (included).

Battery Installation

- 1) Unzip the learning computer compartment of the bag and remove the unit.
- 2) Make sure the unit is turned off.
- 3) Using a small Phillip's head screw driver, unscrew the battery cover on the back of the unit. Do not take the screw all the way out of the cover. 
- 4) The cover should drop out if you hold the unit upside down. If it does not, raise the battery cover with your fingernail and pull it out and up. 
- 5) Insert the 2 “AA” batteries, taking careful note of the correct polarity. 
- 6) Replace the cover and screw back into place.

Caution

- Different types of batteries or new and used batteries are not to be mixed.
- Only use batteries of the same or equivalent type.
- Remove batteries from the unit if the unit is not going to be used for a long period of time.

- 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 and/or remove the batteries before cleaning. Wipe the unit with a dry cloth.

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

Auto-off

If there is no input on the unit for 5 minutes the unit will automatically say goodbye and turn itself off to conserve power. When you are ready to start playing again just press the “On/Off” button to turn the unit back on.

Blackout Screen or Abnormal Display

Reset the unit by pushing the reset button located on the back of the unit. Use a pencil to do this.

Starting the Barbie™ Tote N' Teach™

Turn on the **Tote N' Teach™** by pushing the “On/Off” button at the top right of the keyboard.

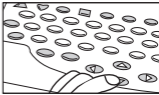
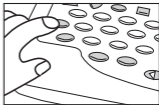
Remember to turn the unit off when you have finished by pushing the same button.

The Cursor Keys

The four-way cursor buttons are used during some activities for control and for submitting your answer.

Settings

Press the “Settings” button to adjust the volume or screen contrast on the settings screen. Use the up and down cursor buttons to move the highlight between the volume and contrast. Use the left and right cursor buttons to adjust the settings. Press “Enter” to return to the Game Code entry screen when you have finished.



Activity Rules

Game Selection

There are 20 awesome activities in the **Tote N' Teach™**.

When you turn the unit on you will be asked to input a game code using the number keys. The game codes are written to the right of the screen. Remember to put a zero in front of the single digit numbers.

You can press the “Game Code” button (bottom left on the membrane keypad) at any time to choose a different activity.

Attempts

You have three attempts on each question. After three incorrect answers, the **Tote N’ Teach™** will reveal the correct answer. This feature applies to the following games: Flower Fun, Butterfly, Magic Spell, Word Quiz, Math Dash, Remember This, Jewel Box and Fun Facts. If there is no input after about 15 seconds, the **Tote N’ Teach™** will repeat the instruction prompt.

Levels

Most of the activities have different levels. If you score 85 points or more at the end of a round of 10 questions, you will go to the next higher level of difficulty. If you score less than 50 points, you will go to an easier level.

Erase Button

The “Erase” button will erase your last entry. (Unless the answer is automatically submitted).

Shape and Number Buttons

The number buttons 1 to 4 are shaped as a triangle, a heart, a circle and a square. For the game “Shape Decoder” where you need to use shapes to input your answer, these buttons will function as shape buttons.

Mathematical Operation Buttons

There are two operation sign buttons. One of the buttons has the plus and minus signs on it and the other button has the times and divide signs on it. For the games where you need to use these buttons: “Sign Up” and “Calculator”, the buttons will toggle the signs. For example, when you press the “+/-” button once, the plus sign will appear and when you press it again the minus sign will appear.

Answer Button

If you need help you can press the “Answer key” to see the correct answer to the current question. You will not score anything for that question.

Game Code Button

Press the “Game Code” button at any time to return to the game code entry screen.

Help Button

Press the “Help” key to get a clue for the question. Not all games have the help function.

Repeat Button

Press the “Repeat” key to hear the game instructions again.

Activities

01 Flower Fun

Guess the hidden word.

1. The **Tote N' Teach**™ displays a number of blank spaces in the middle of the screen representing the hidden letters of a word.
2. Select a letter by pressing any letter button.
3. If the letter is in the word, it will appear in the correct place in the word. If the letter is not in the word one of the flowers will fall down from the top of the screen and the wrong letter will appear there.
4. Keep guessing until the word is spelled or you run out of flowers.



02 Butterfly

Practice your spelling.

1. Butterflies fly across the screen revealing a word with all the letters mixed up.
2. Work out the correct spelling of the word and key it in using the letter keys.



03 Magic Spell

Use the wand to delete the extra letter in the word.

1. The **Tote N' Teach**™ shows a word with an extra letter.

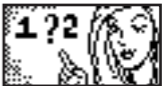
2. Work out which letter is incorrect.
3. Move the wand over the letter either by pressing the left and right cursor keys or by pressing the letter button. (If there is more than one of the same letter press the letter key repeatedly and it will move between them.)
4. Press “Enter” to remove the letter.



04 Sign Up

Choose the correct operation sign to complete the equation.

1. An incomplete equation appears on the screen.
 2. Choose the correct operation sign to complete the equation. You can do this by highlighting the sign at the bottom of the screen with the left and right cursor keys.
 3. You can also choose a sign by pressing the correct operation sign button. Press the “+/-” button toggles to highlight between the plus and minus signs on the screen. Press the “ \times/\div ” button toggles to highlight between the multiplication and division signs on the screen.
 4. Press the “Enter” button to submit your answer.
 5. Lower levels only have plus and minus equations.
- Ω Higher levels can operate all signs.



05 Math Dash

Test your math skills by answering the equations.

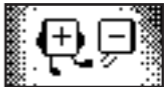
1. The **Tote N' Teach™** displays an equation.
2. Work out the answer, and key it in using the number buttons.
3. The answer is automatically submitted when you key in the last digit.



06 Calculator

Make creative calculations!

1. Key in an equation using the number and mathematical sign buttons.
2. Key in the first number of the equation and press one of the sign buttons.
3. If you press the “+/-” button you can toggle between the plus and minus signs. If you press the “x/÷” button you can toggle between the times and divide signs.
4. Key in the last number in the equation and press the “Answer” button or the “Enter” button to see the result.
5. Clear the screen by pressing the “Erase” button.



07 Remember This

Find the matching shape pairs.

1. The **Tote N' Teach™** shows a set of shapes. There are two of each shape.

2. The shapes are covered by square tiles. Try to remember the positions of the shapes.



3. Highlight the tile you want to uncover using the cursor keys. Press the “Enter” button to uncover the shape.
4. Select the second shape in the pair using the same method. If the shapes match they will remain uncovered, otherwise they will be hidden again.
5. Continue matching the pairs until they are all uncovered. After you correctly select the second to last pair, the last pair will be automatically uncovered.

08 Jewel Box

Test your memory skill and repeat the tone sequence.

1. The screen shows a set of four gems in a cross shape.
2. The **Tote N' Teach™** will play a single tone and one of the gems will flash. You have to repeat the tone by pressing the cursor key that corresponds to the position of the flashed gem.
3. The **Tote N' Teach™** will then repeat the sequence and add a new tone at the end. Try to repeat the tone sequence by pressing the cursor keys in the correct order.



09 Piece of Cake

Move the cake layers to a different plate.

1. The screen is divided into three columns. A cake with layers is shown on the left of the screen. You have to move the cake, one layer at a time, to a different part of the screen.
2. Move the star with the left and right cursor buttons.
3. Press the “Enter” button to pick up the top layer.
4. Move the layer with the left and right arrow buttons.
5. Press the “Enter” button again to drop the layer.
6. You cannot place a larger layer on top of a smaller layer.
7. The game is complete when you have re-assembled all the cake layers in a different place.



10 Shape De-coder

Guess the secret shape pattern.

1. The **Tote N' Teach**[™] makes up a pattern of four shapes.
2. Make a guess by keying in a row of four shapes using the shape buttons.
3. When you enter the last shape, the **Tote N' Teach**[™] will tell you how good your guess was by putting diamonds in the four spaces in the right-hand column.
4. A black diamond means that one of the shapes in your guess is in the right place.



5. A white diamond means that one of the shapes in your guess is the correct shape but in the wrong position.
6. If you get a blank, then one of the shapes in your guess is not in the pattern that the **Tote N' Teach™** made up.
7. Use the clues **Tote N' Teach™** gives you to guess the pattern correctly. You have 10 guesses.
8. When you get to your fifth guess the screen will scroll up. You can use the up and down arrow keys to go back to see your previous guesses.

11 Word Quiz

Spell the animated word.

1. The **Tote N' Teach™** shows an animation and asks you to spell the word you saw animated.
2. Key in the word using the letter keys. If you key the wrong letter it will not appear. If you key three wrong letters the correct answer will be revealed.



12 Surprise Show

Break blocks to reveal a picture.

1. A picture is hidden behind some blocks.
2. When you press any button the ball will start to move towards the blocks. If the ball hits a block, the block will disappear.
3. Using the left and right cursor keys, control your paddle to stop the ball from falling off the bottom of the screen.



4. You have three balls to try to break all the blocks.

13 River Jump

Help the frog cross the lake using the moving logs.

1. Control the frog with the cursor keys.
2. Try to reach the frog's home at the top of the screen, by moving the frog onto the logs.
3. Try not to fall into the water.



14 Caterpillar Craze

Guide the hungry caterpillar to the food.

1. Control the caterpillar with the cursor keys.
2. Don't let the caterpillar touch the sides of the screen, itself or any obstacles.
3. Move the caterpillar over the small piece of food, and it will grow longer when it reaches the food.
4. After you have successfully fed the caterpillar enough times you will move to a higher level with more obstacles on the screen.



15 Fun Facts

Work out the shapes equation.

1. The **Tote N' Teach™** shows an equation made up of shapes.
2. Work out the answer and key it in using the number buttons. The answer is automatically submitted when you key in the last digit.



3. If you press the “Help” button the shapes will be replaced with numbers.

16 Bee Prepared

Find the flowers without disturbing the bee!

1. The **Tote N' Teach™** shows a grid of clouds on the screen. One of the clouds is flashing.
2. Move the flashing highlight with the cursor keys to select a cloud you want to remove.
3. Press the “Enter” button to remove the cloud.
4. If there is a bee under the cloud you will lose a life.
5. If there is a number under the cloud it tells you how many bees are in the squares next to the numbered square. Use these clues to work out where all the bees are.
6. Try to uncover all the flowers without disturbing the bees.



17 Art Attack

Create cool artwork!

1. The screen shows a drawing area on the left and a set of drawing tools on the right.
2. Move the arrow cursor using the cursor keys.
3. Press the “Enter” button when the arrow cursor is over a tool to select it.



4. Move the arrow back to the drawing area and press the “Enter” button to draw with the selected tool.
5. You can erase your drawing using the eraser tool at the bottom right of the toolbar.

18 Balloon Drop

Guide the balloon to the landing site.

1. Control the balloon with the cursor keys.
2. Guide the balloon down to a flat landing area.



19 Shop Till You Drop

Pick up all the items of clothing without repeating your path.

1. The screen shows a grid of clothes. One of the items is flashing.
2. Move around the screen using the cursor buttons. As you do this the clothing items will disappear.
3. Try to pick up all the items without moving onto a blank space or a clothes hanger.



20 Melody Mania

Listen to pre-recorded melodies.

1. Listen to different melodies by pressing the number keys.



Consumer Services

At Oregon Scientific we take the development of learning products very seriously. Our goal is to provide you with products of the highest quality and best value. We take every step to ensure that the information in our products is accurate and appropriate. However, errors 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 1-800-853-8883 with any problems and/or suggestions that you might have. Our consumer service representatives will be happy to help you.

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"



WARNING:

CHOKING HAZARD – Small parts.
Not for children under 3 years.

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