

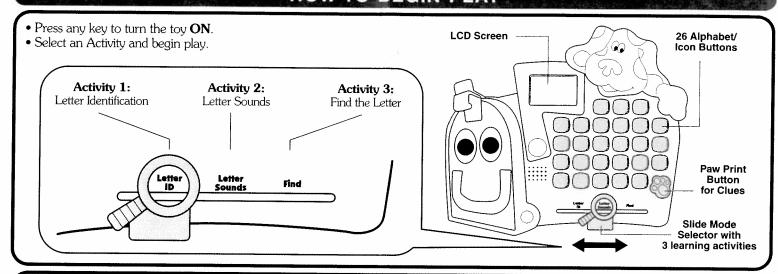
Learning Letters Mailbox

INSTRUCTION SHEET

Please keep these instructions for future reference as they contain important information.

The talking, interactive Blue's Clues Learning Letters Mailbox will introduce your child to a fun way of learning basic language skills. This multi-activity electronic learning aid teaches letter identification. letter sounds and find the letter with Mailbox's guidance.

HOW TO BEGIN PLAY



Activity 1:

This activity teaches the letters of the alphabet and associates a word for each letter identified.

- Slide Mode Selector to Activity 1.
- Animated Blue barks along on the LCD screen as Mailbox announces the game and prompts child to press any letter.
- The chosen letter appears on the screen. Mailbox identifies the letter and a word that begins with that letter while Blue dances around the letter on the LCD screen
- · An image of the word appears on the LCD screen.
- Press the Pawprint to repeat that letter.
- · Mailbox prompts child to press another letter to
- Slide Mode Selector can be changed at any time.

This activity introduces vowel and consonant sounds to begin teaching phonics.

Slide Mode Selector to Activity 2.

- Animated Blue on LCD screen barks along as Mailbox announces the game and prompts child to press a letter.

 The chosen letter appears on the screen. Mailbox
- identifies and gives the sound of the letter while Blue dances around the letter.
- Press the Pawprint to repeat the letter sound.
 Mailbox prompts child to press another letter to continue play.

 Slide Mode Selector can be changed at any time.

Activity 3:

This activity develops the skill of recall, logic and understanding.

- Slide Mode Selector to Activity 3
- Animated Blue on LCD screen barks along as Mailbox announces the game and prompts child to wess a letter.
- Mailbox prompts child to find a letter by giving a clue. If no response after 5 seconds, Mailbox prompts child to press the Pawprint to get another

- When a correct letter is pressed, Mailbox identifies the letter as it appears on the screen while Blue dances around the letter. Blue and Mailbox positively reward the child for choosing the correct letter.
- When an incorrect letter is pressed, Mailbox identifies the letter and encourages the child to try again. Mailbox repeats the question and prompts child to press the Pawprint for additional clues.
- After 3 incorrect tries (or the Pawprint has been pressed 3 times), the correct letter will appear on the screen. Mailbox will continue to positively reinforce the child until the correct letter is pressed.
- Mailbox asks a new question when the correct letter
- Slide Mode Selector can be changed at any time.

Sleep Mode:

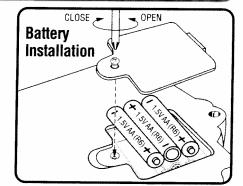
- If the toy remains inactive for 30 seconds, the unit will automatically turn off to preserve battery life.
- Press any key and the toy turns ON.

BATTERY INSTALLATION

CAUTION

- · Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before they are charged.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- · Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- · Only batteries of the same or equivalent type as recommended are to be used.
- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.

Should this product cause local electrical interference we recommend moving it away from other equipment.



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Posting and address should be returned for this reference. Packing and address should be retained for future reference.



