Electronic Learning Products



CODENTIEIC

<u>SmartGlobe</u>"Jr.

A World of Knowledge at your Fingertips









Dear Parent / Guardian,

Thank you for purchasing SmartGlobe[™] Jr. by Oregon Scientific. As a truly international company, all of us at Oregon Scientific take a personal interest in designing products that help children, our next generation, understand more about our global neighbours and the world we live in. The SmartGlobe[™] Jr. is an excellent first step to learning geography and provides a strong base in general knowledge. Build upon your child's natural curiosity with the SmartGlobe[™] Jr. and help your child learn more about the world we live in. Embark on the discovery today!

Table of Contents -

About Your SmartGlobe™ Jr.—	1
Getting Started	3
Activity Rules	4
Activities	5
Troubleshooting	11

About Your SmartGlobe[™] Jr.

Features

The unit features: • 10 Games: World Animals Sights Food Ideas Festivals Sports Music National Anthem Languages Clothes

Multimedia:

• Digital sound and animation

Display:

Large LCD screen

• Automatic shut-down

Interface:

• Interactive globe

activated by touch • Game selector slide

Audio: •3 volume selection Your SmartGlobe[™] Jr. is supplied with the following parts; please contact Oregon Scientific if any parts are missing.





1

Getting Started

Your SmartGlobe[™] Jr. base uses three "AA" alkaline batteries. Turn on the SmartGlobeTM Jr. by pressing the $\binom{On}{Off}$ button. At the end of a session, remember to turn off the power by pressing the same button.



• Avoid placing the unit under table lamps or near electrical

devices as the close range may affect the sensitivity of the product. When the unit is switched off do not place it near electrical devices or under table lamps as turning these electrical devices . on and off may switch the unit on automatically.

Battery Installation

- 1. Make sure the unit is turned off.
- 2. Turn the unit over so you will see the base. The battery enclosure is located at the base of the unit.
- 3. Using a coin, or a straight blade screwdriver, open the battery cover. :
- 4. Insert 3 "AA" size batteries. Note the correct polarity: (+,-).
- 5. Replace the cover.

Auto off

If there is no input on the unit after five minutes, the unit says goodbye and automatically turns itself off to conserve power. When you are ready to start playing again, just press the $\frac{On}{Off}$ button to turn the unit back on.

Storage & Care

To ensure that the product enjoys a long life, please follow these simple rules: Regularly examine the unit for damage to the cord, plug, enclosure and other parts. Always disconnect the power supply before cleaning. Keep the unit clean by wiping the exterior of the unit with a dry cloth. Avoid getting the unit wet. The unit should not be dismantled. Always store the unit away from direct sunlight, and high temperatures. Avoid leaving the unit in a car where it is exposed to direct sunlight.

The unit should not be subjected to extreme force or shock.

Activity Rules

Selection

There are 10 fun filled games in your SmartGlobe[™] Jr.



Activate these by 3 simple steps:

Learning with the SmartGlobe[™] Jr. is as easy as 1-2-3.



Make a game selection by sliding the game selector to stand on the chosen game.*



During the time in which the music jingle is played, turn the globe so that the chosen area faces you.



Following the prompt, make a selection by touching a place on the globe to hear fun facts on that subject in the chosen area.

* The game can be changed at any point by sliding the game selector to a new game.

The learning activities have been designed around 7 touch activated regions:

1) Asia 2) Europe 3) North America 4) South America 5) Australia 6) Africa 7) Arctic Circle. When one of these areas is touched in the discovery activities, it will first mention the continent or region then introduce a country within that area. The countries will be introduced at random each time the area is touched.

This globe was specially created with the child in mind, therefore, the globe operates on (child) finger touch sensor. If attempts are made to touch the globe with a palm or an adult hand, it may activate a place not intended by the player.



Caution

- 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.
- Batteries are to be inserted with the correct polarity. Remove batteries from the unit if the unit is not
- Remove all batteries when replacing. Do not dispose of batteries in fire.
- Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the
- product before being charged. Rechargeable batteries are only to be charged under
- adult supervision.
- Exhausted batteries are to be removed from the product. The supply terminals are not to be short-circuited.

3

Activities

At Oregon Scientific, we take pride in developing learning products parents can depend on to help their children learn in fun ways. Your SmartGlobe[™] Jr. will give your child a firm base in geography and general knowledge, which will only grow.

We have come up with a few suggestions to help guide you in building on that natural curiosity and developing that ever strong bond between parent and child. Explore with your child the wonderment that is the world!

Discussion points

World Animals

Animals have been carefully selected to show the diversity of the animal kingdom and fun facts narrated by Oree are sure to leave a lasting impression on your child.

Habitats and weather conditions:

Your child will learn that animals live in different habitats around the world.

Below are a select few with brief descriptions:

Desert - The Sahara Desert can get very hot, but it can also get very cold at night! It is hot and dry. Rainforest - receives the most rainfall in the world. It is hot and humid.

Forest - has many trees which provide great homes and food for many animals.

Mountain - a landform that extends above ground. Most of the world's major rivers are fed from mountain sources!

Savannah - a stretch of grassland where many grazing animals live. Arctic Circle - a very cold place where some people inhabit.

$\overset{\mbox{\tiny B}}{\longrightarrow}$ Zoo Trip: Go on a trip to the local zoo. Point out to your child the special things zoo keepers have done to make

the animals feel at home. Examples include perches for birds, branches with ropes for monkeys, colder temperatures for animals from the polar regions, and warmer temperatures for amphibians.

B The amazing body:

Different animals are good at doing different things, such as kangaroos at jumping, penguins at swimming. Ask what your child can do, with his/her body.

Turn it into something fun by placing the words in the song "When you're happy and you know it." You can substitute 'clap your hands' with: stomp your feet, skip to the beat, hop around, jump about, dance with joy, jog along, walk about, sprint to me. Please ensure there is plenty of space for your child.

Pretend play:

Develop your child's imagination, role-playing skills, introduce new verbs and revise what was learnt by using the game "Simon says". Examples include "jump like a kangaroo", "dance like a crane", "hug like a koala", "wobble like a penguin", "soar like an eagle". Build on this and include other animals like "hoot like an owl", "buzz like a bee", "prowl like a tiger"



Sights

Natural and man-made sights are equally important. Apart from being tourist attractions, these sights often symbolise a country's ideologies, and history.

Discuss about sights with your child. These don't have to be famous landmarks, but can also be local sights or places they enjoy visiting.

The rainforest really is a treasure trove of animals, insects and plants. Discuss with your child about the different animals that live there. Some exciting examples include the ocelot, cougar; sloth, anteater, tapir, bats, anaconda, strawberry poison frog (one of the smallest frogs in the world), macaws, egret, and piranha.













5







Certain types of food are common around the world, but have been adapted to suit local tastes. In this section, food that is commonly known and relevant to children have been chosen. Most children will have had firsthand experience with these.



Trying new food, an important lifelong lesson:

Explain to your child that while this may not be the food we eat everyday, or have never even tried it before, it does not mean that it is not yummy. Afterall, this is the favourite food in some countries! So, why not try it and see what it is all about. 'If you never try it, you will never know'. Broaden this idea to other foods as well.



(BB) Balanced Meal:

Food Pyramid / My Pyramid (USDA, 19th April, 2005).

Explain that the body is happiest when we eat well, we feel fresh and we are strong to fight off diseases. You can briefly explain that there are categories of food and we should aim to eat from every group. 1) Grains, 2) Vegetables, 3) Fruits, 4) Oils (from fish, nuts, and vegetables),



5) Milk / Dairy products, 6) Meat and Beans. Apart from eating well, we should do exercise and not eat too much junk food.



Teach the types of cutlery:

What you eat / drink from: Plate, bowl, dish, cup

What you eat with: Knife, fork, spoon, chopsticks

Where chopsticks are used, bite-size food is served so that picking them up is easy and ready to pop into the mouth!





Ideas

Inventions have made great contributions to our lives, by making it easier, fun, or by opening up new opportunities or unchartered territory.

In this game, an array of exciting inventions have been selected for their relevance to children.*



Festivals

Get a taste of local celebrations in this game. This introduction encourages understanding and cultural sensitivity. Despite the differences in the celebrations, one will quickly see that they share a common theme of family, sharing, and thankfulness.

Discuss with your child festivals that friends or neighbours celebrate which are different from your own. Usually these festivals are open to the public, and often inviting others to join in the fun. Try and arrange an outing, and prepare your child by discussing traditions, ornaments, etc prior to going.



*Special thanks to The LEGO Group for their generous permission to feature their name, "LEGO®" trademark, the LEGO[®] Bricks and the LEGO[®] Minifigure on this product.

*LEGO is a trademark of the LEGO Group, used HERE AND IN THE PRODUCT with special permission. ©2007 The LEGO Group.



Being active is fun and healthy. Sports can teach achievement as well as playing part of a team. Discover the sports enjoyed around the world.



Sportsmanship – an ethos of life:

It is important to foster a sense of good sportsmanship - to treat everyone with respect. This respect and appreciation then transfers to other areas of life. Help your child understand that winning is not everything, that they should have fun. The real winners are those who continue despite difficulty, all the while behaving with dignity. Small actions like congratulating the opposing side is not easy to do but is crucial.



Music

Music is the global language of the world. Regional music is brought alive with lively and fun animation by a touch on the globe.

B Just pour some rice into an empty bottle and shake away. Try experimenting with different content (such as beans) and see what noises you can make.



National Anthem

Learn about National Anthems and flags around the world.

(B) Find out more about your flag – the history and the symbolism behind it. Teach your child which country they live in and their nationality.



Languages

It is fun to make friends around the world. Learn how to say hello in different places, the name of the languages and where they are spoken.

Using the well known simple cut out men (decorated differently), you can explain to your child that while we may all look a bit different, dress a bit different, speak a bit different,

we are actually the same people and share the world together.

The differences simply make the world a more interesting place to live in.



Clothes

Clothes associated with different countries have been selected to show diversity, function, ceremonial importance as well as their continued use.



Weather and clothes:

Talk to your child about different clothes and their important function. Discuss with your child the four seasons and the weather associated with each.

Then discuss which clothing is associated with the different seasons. Some examples of clothing are: woolen hats, mittens, sunglasses, jackets, swim suits, raincoats, and umbrellas.











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 authorised service representative at 0871 222 1966, 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.

In an environment prone to static discharge, the unit may malfunction. To reset, remove 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 EN62115.

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

Oregon Scientific (UK) Ltd. Unit 1, Switchback, Gardner Road, Maidenhead, Berkshire SL6 7RJ. Hotline number: 0871 222 1966 Email: Technical@oregonuk.com Website: www.oregonscientific.co.uk

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

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.
- · It may contain small parts due to abuse and/or damage to the unit.
- Not suitable for children under 3 years.



DISPOSAL

Do not dispose this product as unsorted municipal waste. Collection of such waste separately for special treatment is necessary.