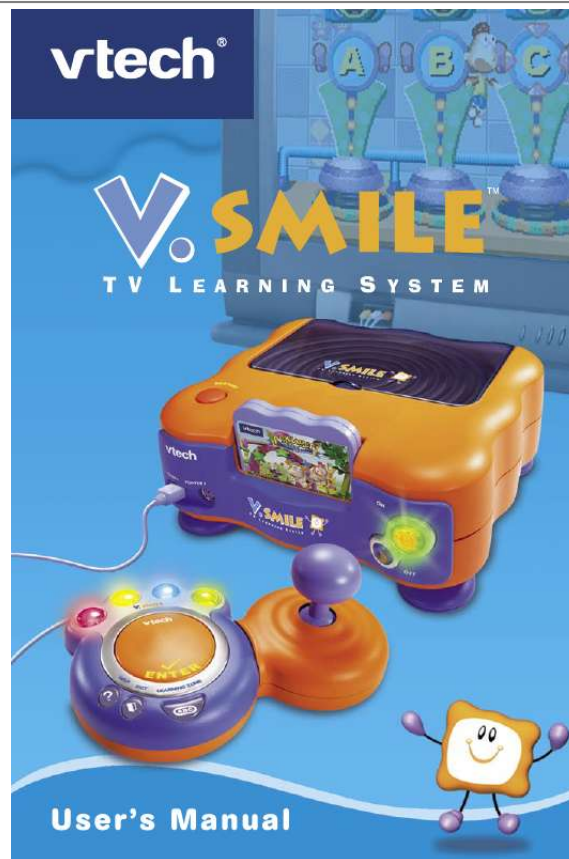




Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for VTECH V.SMILE TV LEARNING SYSTEM. You'll find the answers to all your questions on the VTECH V.SMILE TV LEARNING SYSTEM in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual VTECH V.SMILE TV LEARNING SYSTEM
User guide VTECH V.SMILE TV LEARNING SYSTEM
Operating instructions VTECH V.SMILE TV LEARNING SYSTEM
Instructions for use VTECH V.SMILE TV LEARNING SYSTEM
Instruction manual VTECH V.SMILE TV LEARNING SYSTEM



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Manual abstract:

At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can you feel confident in allowing your children to play these games, and still educate and entertain them in a healthy, ageappropriate manner? Our solution to this on-going debate is the V.Smile™ TV Learning System a unique video game system created especially for children aged 3 to 7. The V.Smile™ TV Learning System combines a kid-friendly design, ageappropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The V.Smile™ TV Learning System engages your child with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun. As part of the V.Smile™ TV Learning System, VTech® offers a library of game Smartridges™ based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 5-7) so that the educational content of the system grows with your child. At VTech®, we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. @@@@They are no longer asking if children should watch TV but, rather, which programs and on-screen activities should be part of their children's TV intake. The same balanced and structured approach to developing healthy eating habits translates to watching less, different and better television! This "TV diet" gives families a menu for regulating children's viewing, choosing "healthy" program content and reducing the quantity and potency of television consumed. So, what does a healthy, balanced "TV diet" look like? A well balanced diet is best.

.. Consider a healthy mixture of age-appropriate programming and activities that educate, engage and entertain! A variety of viewing and interactive experiences can turn a TV screen into an electronic classroom for learning and fun. Trim the fat.
. It is important to reduce children's sedentary behavior and eliminate unhealthy programs that contain violent, aggressive or disrespectful behaviors. Move out of the candy store... Parents are children's first teachers and their most powerful role models. It is difficult to improve children's viewing when parents are modeling other TV viewing behaviors. Consider adapting your own TV habits as a healthy example for your child. Plan menus and season to taste..

. Whenever possible, eliminate channel surfing and encourage the viewing of specific, pre-selected shows. The PG-TV ratings help parents make more informed selections that take into account the content and ageappropriateness of programs. For example, Y-7 shows are designed for 2 PARENT'S TV TIPS children 7 and older who can distinguish between fact and fantasy. A TVY7-FV rating indicates that "fantasy violence" is present in an episode of an animated program. Control couch potatoes... Children benefit from participation in movement, fitness activities and sports. These bodily actions are not only important for a child's physical growth and development but also to monitor their emotional stability, social skills and obesity.

Limit sedentary screen time and blend physical and mental pursuits, like active on-screen games and video activities, into the TV mix. Starvation diets don't work... Many parents have found that restricting all TV-time is an impractical, longterm strategy. It is possible, however, to set realistic limits that are welcomed by both parent and child! Make viewing a choice and not a habit. Eliminate some TV time by setting a few basic rules, such as restricting television during meals or before the day's homework is completed. News fast...

The realism of TV news can be overwhelming and scary for young children and reinforces their profound safety concerns. Exposure to TV news images, particularly without a context for scenes of terrible suffering, can cause vivid and long lasting fears. Food for thought... Whenever possible, connect viewing with learning. Many programs and characters are based on books and many on-screen subjects -- from geography to sports -- can inspire a lifelong interest in reading. Choose age-appropriate video activities that encourage interaction and challenge critical thinking. PARENT'S TV TIPS 3 Dr. Helen Boehm is the author of The Right Toys, Fearless Parenting and many magazine articles on parenting and responsible children's media.

A distinguished psychologist and nationally known authority on children's development, play, and media, Dr. Boehm headed Public Responsibility and Network Standards at MTV/Nickelodeon and was Vice President of the Fox Children's Network. INTRODUCTION Thank you for purchasing the VTech® V.Smile™ TV Learning System! The V.Smile™ TV Learning System is a unique video gaming system created especially for younger players.

@@@@@ - Remove the battery cover. · Insert 3 "C" size batteries as illustrated. @@@@ - Do not mix different types of batteries. Do not mix new and used batteries. · Only use batteries of the recommended or equivalent type.

@@@@ - Do not short-circuit the supply terminals. · Do not use more batteries than recommended. @@ We recommend the use of a VTech® 9V AC/DC adaptor. · Make sure the unit is turned OFF. @@ · Plug the AC adaptor into a wall socket.

NOTE: The use of an adaptor will override the batteries. @@ · Only use the recommended adaptor with the toy. · The transformer is not a toy. · Never clean a plugged-in toy with liquid. @@@@@@@@@@@@@@@@@@ - Connect the white and red plugs on the V.

Smile™ cable to the white and red audio input terminals on your VCR. CONNECTING THE JOYSTICK Plug the joystick into the PLAYER 1 joystick port located on the front panel of the main unit. TO BEGIN PLAY · Make sure the unit is turned OFF. · Insert a Smartridge™ into the Smartridge™ slot on the front of the main unit. The Smartridge™ should lock into place. Please use care when removing the Smartridge™ from the slot. · Turn on the TV. · Set your TV input mode to accept input from the port to which V.Smile™ is connected. In many cases this will involve setting the TV to "video" mode; however, since all TVs vary, please refer to your TV or VCR manual for further details.

· Turn the V.Smile™ TV Learning System on by pressing the ON Button. 7 PRODUCT FEATURES ON Button OFF Button RESTART Button Storage Compartment Press this button to turn the unit ON.



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Press this button to turn the unit OFF. Always do this before removing a Smartridge™. Press this button when the unit is ON, to start the game over from the beginning. You can store up to six Smartridges™ inside the storage compartment when they are not in use. JOYSTICK FUNCTIONS Color Buttons Joystick HELP Button EXIT / PAUSE Button LEARNING ZONE Button ENTER Button 4 Color Buttons EXIT Button HELP Button LEARNING ZONE Button ENTER Button Press this button to make a choice, or to perform certain game actions. Use these buttons to choose answers in certain activities, or to perform certain game actions. Press this button to exit or pause a game.

Press this button to hear helpful hints in certain games. Press this button to enter the Learning Zone play mode. INSTRUCTIONS 8 The V.Smile™ joystick accommodates both right- and left-handed players. To switch the joystick to the left- or right-hand side of the buttons: - Pull the knob on the underside of the joystick as shown, to release the lock.

- Turn the joystick around to the other side until you hear a locking sound. INSTRUCTIONS / CARE & MAINTENANCE / WARNING 9 CARE & MAINTENANCE 1. Keep your V.Smile™ clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.

2. Keep it out of direct sunlight and away from direct sources of heat. 3. Remove the batteries when not using it for an extended period of time. 4. Avoid dropping it. NEVER try to dismantle it. 5. Always keep the V.Smile™ away from water.

6. The AC adaptor should be regularly examined for by third parties that may arise through the use of this software. VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss. Company: VTech® Electronics North America, L.L.C.

Address: 1155 West Dundee Road, Suite 130, Arlington Heights, IL 60004 USA Phone : 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada NOTICE:

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.

11 DEVELOPMENTAL BENEFITS Language Development & Phonics Introduces the alphabet and letter sounds. Word Building Expands vocabulary through ageappropriate words. Spelling & Advanced Phonics Introduces age-appropriate spelling words to enhance reading readiness. Cognitive Development Stimulates critical thinking skills through challenging memory and logic games. Science Facts Introduces early science concepts through exploration of various environments and associated vocabulary. @@@@Musical Creativity Enhances music skills and creativity with music and sound activities. Basic Math Skills Enhances basic math skills, including counting, number identification and arithmetic. Discovery & Exploration Two different learning modes heighten curiosity and encourage exploration at a child's own pace. Independent Play Interactive games and instructional voice prompts allow children to control the pace and difficulty of play. Letter Names & Sounds Teaches letters and their sounds, the building blocks of reading.

Visualization & Memory Engaging graphics and visualization activities help build memory skills. Problem Solving Develops logic skills and strategic thinking through various gaming situations. DEVELOPMENTAL BENEFITS 12 Expand your V.Smile Smartridge™ library with these great games for never-ending fun! Ages: 3-5 - Counting - Letters - Phonics - Numbers - Colors & Shapes - Basic Vocabulary Ages: 4-6 - Spelling - Math Computation - Patterns & Logic - Music - Vocabulary - Time-Telling Skills Ages: 5-7 - Vocabulary - Problem Solving - Spelling - Advanced Math - Geography - Art & Creativity Each sold separately and subject to availability. 2004 © VTech Printed in China 91-02078-002 .



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