



TEXAS INSTRUMENTS  
INCORPORATED

P.O. Box 10508  
Lubbock, Texas 79408

## Dear Parent,

Imagine your child bringing home a spelling book every night and enjoying each lesson. At the Texas Instruments Learning Center, we believe that spelling practice can be fun — so much fun that children can enjoy it as much as a game. That's what we had in mind when we created your *Speak & Spell*™ learning aid.

Like almost all electronic devices for children, *Speak & Spell* is fascinating and fun! But there's a big difference. *Speak & Spell* is designed, first of all, to help your child learn. From the first moment it was conceived, *Speak & Spell* was built around the objective of providing children with genuine learning in the critical skill area of spelling. *Speak & Spell* is the result of a very advanced technology called speech synthesis, which lets children hear a word pronounced correctly as they learn to recognize and spell it. Important additional phrases are included for praise and reinforcement, helping your child to actually want to learn to spell word after word. A bright, colorful book is included, packed full of activities in a game-like format, that adds to the learning fun.

To make *Speak & Spell* a valuable learning tool, we work closely with expert language arts educators. They are constantly helping us design a broad spelling system that's flexible enough to grow with your child and corresponds to what is usually being taught in the classroom. The *Speak & Spell* system also allows for progress at your child's own pace. More than 150 of the most critical stumbling blocks to spelling development — words your child has probably already had trouble with — are built into the *Speak & Spell* learning unit. But that's just the beginning.

Whole new vocabularies are available in modules that simply plug into your *Speak & Spell*. These are designed to sustain the challenge of *Speak & Spell* and maintain your child's interest. A number of these are available now; more are in development. These modules (sold separately) contain words that focus on specific spelling areas like verb endings, homonyms, plurals and possessives, and vowel problems. Grade level ranges are suggested for each module — to serve as a guide for your purchase — but the system of modules can be used in any sequence to provide valuable review, or an extra challenge for all children.

The Staff of the Learning Center here at Texas Instruments is committed to producing a growing family of products that use today's latest technologies to provide fun-filled learning for your child. These products offer an exceptional opportunity for you, also — to share your child's learning experiences. It is our hope that you'll enjoy *Speak & Spell* together with your child, and look for other learning aids from our growing family of Learning Center products.

REMOVE THIS LETTER

# Family of Modules

General Grade Range	Spelling Areas Commonly Covered in School	Available and Planned Speak & Spell Modules
2 - 4	vowel sounds in words	<b>Vowel Power™</b>
4 - 6	frequently used and commonly misspelled words	<b>Super Stumpers™ (4 - 6)</b>
7 - 8	frequently used and commonly misspelled words	<b>Super Stumpers™ (7 - 8)</b>
7 - 8	sound-alike words that are spelled differently	<b>Homonym Heroes™</b>
4 - 6	verbs that change their spellings when an ending is added	<b>Mighty Verbs™</b>
1 - 3	primary sight words — words frequently used in spelling, reading and writing	<b>Basic Builders™</b>
7 - 8	advanced vowel patterns	<b>Vowel Ventures™</b>
4 - 6	suffixes for adjectives and adverbs with variant spellings	<b>Magnificent Modifiers™</b>
4 - 6	plurals and possessives	<b>Noun Endings</b>

## IMPORTANT

Record the serial number from the bottom of the electronic learning aid and purchase date in the space below. The serial number is identified by the words "SERIAL NO." on the bottom case. Always reference this information in any correspondence.

### SPEAK & SPELL

<b>Model</b>	<b>Serial No.</b>	<b>Purchase Date</b>
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# Basic Operations

(See "Fun with Words" for additional details)



The **ON** key activates the device. Four tones let you know the device is ON and working — the window will show "SPELL A." Four levels of difficulty are available, and are selected by pressing **A**, **B**, **C**, or **D** when the window shows "SPELL A." "SPELL A" means that the *Speak & Spell* learning aid is ready and will select words from the Level A list. Difficulty increases from Level A through Level D. (See "Word List.")



Press **GO** to begin. Your child is directed to "spell \_\_\_\_." Your child should then press the letter keys to spell the word.



When the spelling of the word is complete, your child presses the **ENTER** key to have the spelling checked.

If the spelling is correct, your child is praised and asked to spell a new word. If the spelling is incorrect, the child will be asked to try again. If the child's second attempt is incorrect, the word is pronounced and the correct spelling shown.

After each group of ten words, the score is displayed. The voice tells how many words were spelled correctly on the first try, and how many were wrong.



The **REPLAY** key provides you with the same list of ten words again. (Pressing **GO** starts a list of ten new words.)



If your child wants to hear a word again, press **REPEAT**.



If your child makes a mistake or wants to try again before pressing **ENTER**, press **ERASE**.



Pressing the **SAY IT** key starts the SAY IT, SPELL IT activity. The window will show "SAY IT A." (Another level of difficulty can be selected by pressing **B**, **C**, or **D**.) This activity is designed to provide practice in reading, enunciating, and spelling words.

Press **GO** to begin. A word will appear in the window and your child will be instructed to "say it." After a short pause for the child to say the word, the word is pronounced. A new word then appears.

After ten words have been pronounced, your child will be directed to spell the same ten words. The spelling operation and scoring are the same as in the spelling activity.



**LETTER**  
Press the **LETTER** key. A letter is shown and pronounced. Letters are randomly selected each time **LETTER** is pressed. See "Fun With Words" activities for a variety of applications for the **LETTER** key.



**SECRET CODE**  
Press the **SECRET CODE** key to code or decode words and phrases. Simply key in a word, press **ENTER** and the word is coded. Key in a coded word, press **ENTER** and the word is decoded.



**MYSTERY WORD**  
Press the **MYSTERY WORD** key and a word from level C or D is selected. Dashes are displayed for each letter in the word. The player guesses a letter by pressing a letter key. If the letter guessed is one of the letters in the mystery word, tones will sound and it will appear in its correct position. If a letter guessed is not one of the letters in the mystery word, it will count as one incorrect guess. After seven incorrect letter guesses the correct word is displayed.



**CLUE**  
Used with the *Mystery Word* game, the **CLUE** key can be pressed to get one letter of the mystery word and its position. Using the **CLUE** key counts as two incorrect guesses.



The key is used to place an apostrophe in the window.

Additional word lists expand the available vocabulary. These modules fit into the back of the *Speak & Spell* learning aid. Consult your dealer for information on module availability.



**MODULE SELECT**  
When a module is in place, pressing **MODULE SELECT** will access the new word list. Press the **MODULE SELECT** key again and the device will go back to the built-in word list. If you press the **MODULE SELECT** key and a module is not in place, nothing happens.

One additional key deserves special attention. turns the device OFF. Note that, to conserve batteries, the *Speak & Spell* learning aid is designed to automatically turn itself off after approximately five minutes of non-use. However, considerable battery life savings can be realized if the device is turned off promptly after use.

## Word List

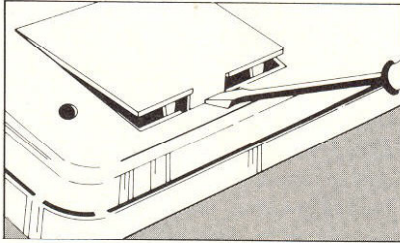
The vocabulary of the *Speak & Spell* learning aid is divided into four levels of difficulty: Level A is the easiest; Level D, the hardest. When the "SPELL" or "SAY IT" activities are played, *Speak & Spell* chooses ten words randomly from the level selected.

<b>Level A</b>	above angel answer calf does earth echo extra five for four	guess half health iron learn nine ocean once one oven	pint pull range says six ski sure swap talk ten	three to touch two view warm was wash word zero
<b>Level B</b>	another beauty beige blood bullet carry chalk child danger	early eight flood floor front guide haste heaven	linger mirror other priest ready rural school seven	squad squat sugar today union watch water yield
<b>Level C</b>	already believe built bushel comfort coming couple cousin enough finger guard	healthy heavy instead laugh measure mother niece outdoor period plague	police promise quiet ranger relief remove search shield should shovel	someone source statue terror trouble welcome wolves woman wonder worth
<b>Level D</b>	abscess ancient anything brother bureau butcher caravan circuit corsage couldn't courage	discover dungeon earnest feather greater jealous journey language laughter leisure	lettuce machine minute pierce pleasure plunger poultry quotient rhythm schedule	scissors shoulder serious stomach stranger surgeon tomorrow treasure workman yacht

### Battery Information

USE ALKALINE BATTERIES ONLY.  
FOUR "C" CELLS REQUIRED.

Remove the battery compartment door by prying gently with a small screwdriver, key, coin, or similar object. Be sure to insert the batteries as shown in the picture on the floor of the battery compartment.



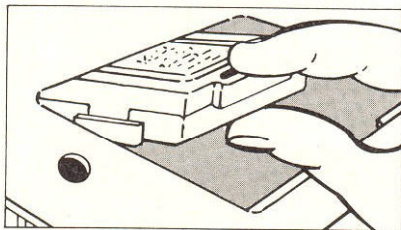
#### Low Battery Indication

The *Speak & Spell* learning aid provides approximately 15 hours of actual use when using alkaline batteries. If you observe any of the following indications, the batteries should be replaced.

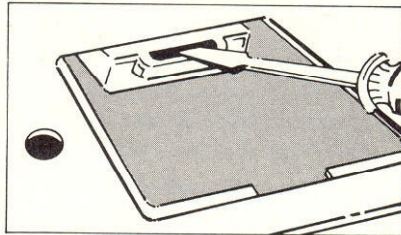
1. Erratic or dim display;
2. Erratic performance;
3. Imprecise word pronunciation, or unusual and unexpected sounds or tones;
4. No effect when keys are pressed;
5. Unusual or inconsistent operation.

### Module Information

The batteries must be removed before inserting or removing a word module. When inserting a word module into your *Speak & Spell* learning aid, be sure to press the module in as far as it will go. This ensures that the battery compartment door will close correctly.



**IMPORTANT:** BE SURE TO HOLD THE MODULE WITH THE LABEL VISIBLE WHEN INSERTING MODULE (SEE ILLUSTRATION). FIRM PRESSURE MAY BE REQUIRED TO INSERT THE MODULE THE FIRST TIME. IF YOU HAVE PROBLEMS, REMOVE AND INSERT THE MODULE ONE OR TWO TIMES TO ENSURE THAT THE MODULE CONNECTS PROPERLY WITH THE *SPEAK & SPELL* LEARNING AID.



### Adapter Information

The electronic learning aid will operate with the Texas Instruments AC9160 (for school models) or AC9199 (for home models) AC Adapter. Plug the adapter into a standard 115-120V AC outlet and connect to your *Speak & Spell* learning aid. The batteries are automatically disconnected when the adapter is attached.

### Earphone Operation

The *Speak & Spell* learning aid is furnished with an earphone for private listening.

## Service Information

### *In Case of Difficulty*

In the event that you experience difficulty with your product, the following instructions will help you to analyze the problem. You may be able to correct the problem without returning the unit to a service facility. If the suggested remedies are not successful, contact the Consumer Relations Department by mail or telephone (refer to the "If You Need Service Information" section).

1. Check to make sure that the learning aid is ON. If the optional AC adapter is used, be sure it is connected to a live outlet.
2. Check for low battery indications:
  - a. erratic or dim display
  - b. indistinct word pronunciation or unusual and unexpected sounds or tones
  - c. unusual or inconsistent operation
  - d. no response when the keys are pressed.
3. If a word module is being used, remove and insert the module to be sure it is connected properly.
4. If display is blank and pressing the keys has no effect, remove all batteries and re-install. If operation is not restored, replace the batteries.
5. If the batteries are new and properly installed, review the operating instructions to be certain that operating steps are followed correctly.

Your *Speak & Spell* device may occasionally turn on in the "SAY IT" mode instead of the "SPELL A" mode. When this happens, you should press the **⌘** MODULE SELECT key and then the **ON** key again. Press **GO** to start the activity.

If none of the preceding procedures corrects the difficulty, return the product PREPAID to the applicable SERVICE FACILITY listed in this information guide. For conditions and terms of in-warranty repairs, refer to the Warranty. An optional exchange service is also available (a handling fee is required) in some locations.

For your protection, the product should be sent insured; Texas Instruments cannot assume responsibility for loss or damage during shipment.

Please include information on the difficulty experienced with the unit, as well as return address information including name, address, city, state, and zip code. Also include the optional word module or optional AC adapter if in use when the difficulty occurred. The shipment should be carefully packaged and adequately protected against shock and rough handling.

### *If You Need Service Information*

If you need service information about the *Speak & Spell* electronic learning aid, write the Consumer Relations Department at:

Texas Instruments Incorporated  
P.O. Box 53  
Lubbock, TX 79408

or call Consumer Relations at 800-858-1802 (toll-free within all contiguous United States, except Texas) or 800-692-1353 (toll-free within Texas). If outside contiguous United States call 806-747-3841. (We regret that we cannot accept collect calls at this number.)

## TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

The following mail-in addresses apply to in-warranty repair of products as referenced in the Warranty. An optional exchange service is also available in some locations as indicated in these instructions, however, a handling fee may be required. Out-of-warranty products will be repaired or replaced with the same or equivalent reconditioned model (at TI's option) for a flat fee based on the latest repair rates, which will not exceed 50 percent of the latest suggested retail price. Because our Service Facility serves the entire United States, it is not feasible to hold units while providing repair estimates. To obtain the charges for a particular model call our toll-free number listed in the previous section.

### *U.S. Residents:*

Texas Instruments Repair Service  
P.O. Box 2500  
Lubbock, TX 79408  
  
Texas Instruments Repair Service  
2305 North University Drive  
Lubbock, TX 79415

### *Canadian Residents Only:*

Geophysical Service Incorporated  
41 Shelley Road  
Richmond Hill, Ontario L4C5G4  
Telephone: (416)884-9181

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service  
831 South Douglas Street  
El Segundo, CA 90245  
Telephone: (213) 973-1803

Texas Instruments Consumer Service  
6700 Southwest 105th  
Kristin Square, Suite 110  
Beaverton, OR 97005  
(503) 643-6758

## EXCHANGE SERVICE CENTERS


If your learning aid requires service, instead of returning the unit to your dealer or to a service facility for repair, you may elect to exchange the learning aid for a factory-reconditioned learning aid of the SAME MODEL (or equivalent model specified by TI) by bringing the learning aid in person to one of the exchange centers which have been established across the United States. No charge will be made for the exchange with proof of purchase during the first 90 days. The exchanged unit will be in warranty for the remainder of the original warranty period or for 6 months, whichever is longer. A HANDLING FEE WILL BE CHARGED FOR EXCHANGE AFTER 90 DAYS FROM THE DATE OF PURCHASE. Out-of-warranty exchanges will be charged at the rates in effect at the time of the exchange.

To determine if there is an exchange center in your locality, look for Texas Instruments Incorporated Exchange Center in the white pages of your telephone directory or look under the Calculator and Adding Machine heading in the yellow pages. Please call the exchange center for availability of your model. Write the Consumer Relations Department for further details and the location of the nearest exchange center.

## SPEAK & SPELL





# Enrichment Activities

"Fun With Words" is included with your *Speak & Spell* talking learning aid. This book was developed to introduce additional activities designed to help your child improve language skills. Descriptions of each activity follow.

- **Letter Perfect** (page 18) helps your child identify the letters seen in *Speak & Spell*'s window with the letters taught in school.
- **My Favorite Things** (page 19) reinforces initial letter sounds and assists in vocabulary development.
- **Now For Letter Shopping** (pages 20-21) is like playing a bingo game. The letters on the Lingo board should be covered when your child spells a word correctly. This activity allows two children to practice spelling together while playing a game.
- **I Spy – A to Z** (pages 22-23) helps build awareness and perception as well as providing practice in identifying objects.
- **Alphabet Soup, Please** (page 24) gives your child practice in spelling, aids in vocabulary building, and reinforces similarity of word formations and word building.
- **Shoot for the Last Letter** (page 25) is a vocabulary builder. The *Speak & Spell* learning aid selects a letter and the player must think of a word that starts with that letter and ends with one shown on the dartboard.
- **On to a Treasure Hunt** (pages 26-27) turns *Mystery Word* into a game for several children. It aids in spelling and recognition of frequently used letter combinations.
- **Letters to the Bottom of the Sea** (pages 28-29) is an activity for two children that can help in practicing spelling and in building vocabulary.
- **Who am I?** (page 30) is a crossword puzzle activity that uses the  SECRET CODE key. When the puzzle is complete, the child finds the answer to the questions "Who Am I?"
- **It's a Letter Party** (page 31) is another spelling and vocabulary-building activity. It encourages word-building and mastery of longer words.
- **How Well Are You Doing?** (page 32) is for keeping a record of your child's accomplishments with the basic spelling activity.

### Early Childhood Activities With Speak & Spell

The *Speak & Spell* learning aid can also be used with younger children — with your supervision.

- **Make the Alphabet:** Press the  SECRET CODE key. Have your child press  and say "A" along with the *Speak & Spell* electronic voice. Then press  and say "B." Show your child that pressing the  ERASE key clears the window and permits more letters to be entered.
- **The Spelling Basics:** Show your child how to spell his or her name, mother's or father's name, your street name, or a friend's name with the learning aid. Work with your child to make up your own *Speak & Spell* activities and games!