

Dear Parent,

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Datamath Calculator Museum

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Speak & Math™ Parents' Guide

The *Speak & Math*™ educational product is designed to provide positive reinforcement for basic mathematics while engaging your child in fun activities. Its unique *Solid State Speech*™ feature allows your child to hear and see numerical activities. Basic computation (addition, subtraction, multiplication, and division), number relationships, word problems, and problem solving skills can be practiced in an exciting way with the *Speak & Math* unit.

Activities built into the *Speak & Math* unit are based on the place value system which helps prepare your child for such mathematical concepts and operations as borrowing and carrying. The colorful *Math Talk* activity book contains numerous games and activities. The *Speak & Math* unit and *Math Talk* are designed to encourage parent-child interaction. A color-coded number band on each game serves as a guide to the level of difficulty. Your child can play many of the games alone or with friends.

The *Speak & Math* unit can be used by learners of all ages, although it is specifically designed to parallel the mathematics curriculum presented in grades 1 through 6. The three levels of difficulty built into the unit correspond to grades 1 and 2, 3 and 4, and 5 and 6, respectively. The *Speak & Math* educational product offers your child the opportunity to work at his or her own pace and level and to increase the difficulty of activities as he or she progresses through encouraging activities. Through these levels of difficulty, your child can enjoy many years of enjoyment.

Texas Instruments develops fun and exciting products through the expertise of educational developers. Texas Instruments is devoted to developing products that are educationally sound and fun for your child. The *Speak & Math* unit is only one of a family of educational products that provide rewarding and successful experiences. We hope that you and your child enjoy the delightful learning activities that make the *Speak & Math* unit such a unique learning tool.

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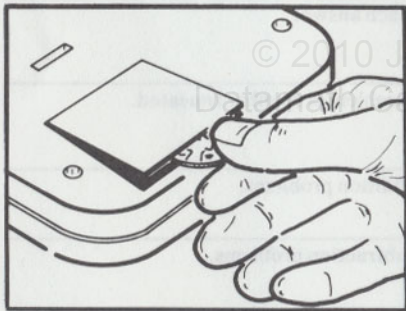
Battery Installation

With proper care and maintenance of the unit, the *Speak & Math* educational product can provide years of educational enjoyment for your child. Installing batteries is simple and easy. You can also use an AC Adapter to conserve batteries, and you can use headphones for private listening (see "Optional Accessories").

Installing Batteries

The *Speak & Math* unit requires four "C" cell alkaline batteries. To install batteries, follow these steps.

1. Remove the battery compartment door by prying gently with a key, coin, or similar object.



2. Insert the batteries as shown in the illustration located inside the battery compartment.
3. Replace the battery compartment door.

















Low Battery Information

The batteries in the *Speak & Math* unit provide approximately 15 hours of actual use. Replace the batteries if you observe any of the following difficulties while using your *Speak & Math* unit.

- ▲ Erratic or dim display
- ▲ Erratic performance
- ▲ Imprecise word pronunciation or unusual and unexpected sounds or tones
- ▲ No effect when keys are pressed
- ▲ Unusual or inconsistent operation

Special Keys

Several keys have special functions and control the basic operation of the *Speak & Math* educational product.

Key	Function
On 	The  key activates the unit. Three levels of difficulty are available and your child can select levels 2 or 3 by pressing  or  . If your child does not select a level, the unit automatically presents level 1 problems.
Go 	Your child presses this key to begin an activity or to continue with another set of five problems.
Enter 	Your child presses this key to check each answer.
Repeat 	Your child presses this key to hear a problem or number repeated.
	Your child presses this key to work addition problems.
	Your child presses this key to work subtraction problems.
	Your child presses this key to work multiplication problems.
	Your child presses this key to work division problems.
	Your child presses this key to make the GREATER THAN symbol appear in the display.
	Your child presses this key to make the LESS THAN symbol appear in the display.
	Your child presses this key to enter a decimal in the display. (Only for use in the Write It activity.)
Clear 	Your child presses this key to erase mistakes before pressing  ENTER.

Basic Operations

Six exciting activities can help your child develop math skills. Each activity is available in three levels of difficulty.

Solve It

This activity enables your child to solve a variety of math problems. To use the Solve It activity, your child:

1. Presses **ON** to select Solve It.

Your child hears "Solve It, Level 1."

2. Presses **+**, **-**, **×**, or **÷** to select the type of math problem.

If your child does not select a type of math problem, the practice session begins with addition problems.

3. Presses **2** or **3** if he or she wishes to work at level 2 or 3 (harder problems).
4. Presses **GO** to begin.
5. Hears a problem stated and sees it in the display.
6. Presses the number keys to enter the answer.
7. Presses **ENTER** to check his or her answers.

If your child's answer is correct, he or she is given another problem. If your child's answer is incorrect, he or she is given a second try. If an answer is still incorrect, the correct answer is displayed. After five problems, your child's score is displayed. He or she can then press **GO** for the next problem set.

Mix It

In this activity, your child can practice a mixture of mathematical problems. To use the Mix It activity, your child:

1. Presses **ON** and **MIX IT**.

Your child hears "Level 1."

2. Presses **2** or **3** if he or she wants to work at level 2 or 3 (harder problems).

3. Presses **GO** to begin.

4. Hears an addition, subtraction, multiplication, or division problem and sees it in the display.

5. Presses the number keys to enter the answer.

6. Presses **ENTER** to check his or her answer.

If your child's answer is correct, the next problem appears in the display. If your child's answer is incorrect, he or she is given another try. If an answer is still incorrect, the correct answer is displayed. He or she can press **GO** for another problem. After five problems, your child's score is displayed. He or she can then press **GO** for another problem set.

Basic Operations (Continued)

Number Stumper

Number Stumper challenges your child to guess mystery numbers. To play the Number Stumper activity, your child:

1. Presses **ON** and **#** **NUMBER STUMPER**.

Your child hears "Number Stumper, Level 1."

2. Presses **2** or **3** if he or she wants to work at level 2 or 3 (harder problems).
3. Presses **GO** to begin.

Two zeros appear in the display.

4. Guesses the mystery number by pressing the number keys.

- ▲ Level 1 has a two-digit unknown number.
- ▲ Level 2 has a three-digit unknown number.
- ▲ Level 3 has a four-digit unknown number.

5. Presses **ENTER** to check his or her answers.

After each guess, two numbers appear in the right side of the display. The number in the left-hand position indicates the number of correct digits. The number in the right-hand position indicates how many of the correct digits are in the wrong place. Also, your child hears the *Speak & Math* unit say "Number right ____" and "Number in wrong place ____" to help him or her guess the mystery number.

Listed below are the number of guesses your child is allowed before the mystery number is displayed.

- ▲ Level 1: 8 guesses
- ▲ Level 2: 12 guesses
- ▲ Level 3: 15 guesses

Your child continues to try to guess the mystery number. If your child guesses the number before he or she uses all of his or her tries, the unit says "You've got my number!" Then, your child hears the number of tries he or she needed to guess the number and "Your score is ____." If your child does not guess the mystery number, he or she hears the unit say "____ tries. The number is ____."

Write It

In this activity, your child practices his or her "writing" of numerals. To use Write It, your child:

1. Presses **ON** and **2/4** **WRITE IT**.

Your child hears "Write It, Level 1."

2. Presses **2** or **3** if he or she wants to work at level 2 or 3 (harder problems).
3. Presses **GO** to begin.
4. Hears a number spoken.
5. Presses the number keys to "write" the number that he or she hears.

If a number contains a decimal point, he or she can use the **DEC** key to put the decimal point in the correct place.

6. Presses **1** **ENTER** to check his or her answers.

If your child's answer is correct, the next problem appears in the display. If your child's answer is incorrect, he or she is given a second try. If an answer is still incorrect, the correct answer is displayed. He or she can press **GO** for another problem. After five problems, your child's score is shown. Then, your child can press **GO** for another problem set.

Greater/Less

Greater/Less enables your child to practice using greater than and less than symbols. To use the Greater/Less activity, your child:

1. Presses **ON** and **GT** **GREATER/LESS**.

Your child hears "Greater Than/Less Than, Level 1."

2. Presses **2** or **3** if he or she wishes to work at level 2 or 3 (harder problems).
3. Presses **GO** to begin.
4. Listens and looks as numerals are spoken and displayed.
5. Presses the **1** **GREATER/THAN** key or the **2** **LESS/THAN** key to enter the correct symbol in the display.
6. Presses **1** **ENTER** to check his or her answers.

If your child's answer is correct, the next problem appears in the display. If your child's answer is incorrect, the correct answer is displayed. He or she can press **GO** for another problem. After five problems, the display shows your child's score. He or she can then press **GO** for another problem set.

Basic Operations (Continued)

Word Problems

This activity helps your child practice his or her skills in using place value. For example, with the place value system, the number 35 has a 3 in the tens position and a 5 in the ones position. To play Word Problems, your child:

1. Presses **ON** and **▣** **WORD PROBLEMS**.

Your child hears "Word Problems, Level 1."

2. Presses **2** or **3** if he or she wants to work at level 2 or 3 (harder problems).
3. Presses **GO** to begin.
4. He or she listens carefully to the problem.

This activity utilizes the place value system. For example, your child might hear a problem such as "How many ones are in 15?" There is 1 in the tens position and 5 ones. Therefore, your child's answer would be 5.

5. Presses the number keys to enter the answer.
6. Presses **1** **ENTER** to check his or her answer.

If your child's answer is correct, the next problem appears in the display. If your child's answer is incorrect, he or she is given another try. If your child's answer is still incorrect, the correct answer is displayed. After five problems, your child's score is shown. Then, he or she can press **GO** for another problem set.

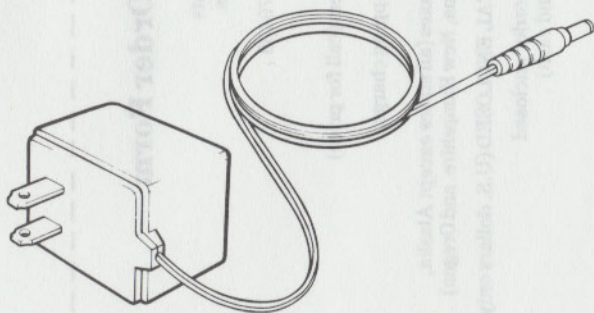
Optional Accessories

Your *Speak & Math* unit includes jacks for headphones and an AC 9199A adapter.

You can use a pair of standard 1/8-inch miniature plug stereo headphones, designed for commonly available portable cassette players and radios. Texas Instruments does not stock or sell stereo headphones as an accessory.

If you are unable to locate the AC9199A adapter at your local retailer, contact Consumer Relations at 1-806-747-1882. You can also order the adapter with the order form located on the next page.

Caution: Use only the AC9199A adapter with the product. Any other adapter may damage the product.



AC9199A Adapter

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Accessory Order Form

Mail To: Texas Instruments
Accessory Orders
P.O. Box 53
Lubbock, Texas 79408

Please send me:

Quantity _____ AC9199A adapters (call for price) \$ _____

Handling and shipping charges \$ _____ 3.00

State and local taxes (all states except Alaska,
Delaware, Montana, New Hampshire, and Oregon) \$ _____

TOTAL ENCLOSED (U.S. dollars only) \$ _____

Check or money order enclosed
(Please do not send cash)

Name _____

Address _____

City _____

State _____

Zip _____

In Case of Difficulty

If you experience difficulty with your product, the following instructions should help you analyze and possibly correct the problem without returning the unit to a service facility.

If You Experience a Problem

The following steps may help you correct difficulties you may experience with your educational product.

1. Check to make sure that the unit is ON.
2. Check for low battery indications:
 - ▲ Erratic or dim display
 - ▲ Indistinct word pronunciation or unusual and unexpected sounds or tones
 - ▲ Unusual or inconsistent operation
 - ▲ No response when the keys are pressed
3. If the display is blank and pressing the keys has no effect, remove all batteries and reinstall them. If proper operation is not restored, replace the batteries.
4. If the batteries are new and properly installed, review the operating instructions to be certain that the operating steps are followed correctly.

Service Information

If the suggestions in "In Case of Difficulty" do not correct the problem, please call or write Consumer Relations to discuss the problem.

For Service and General Information

If you have questions about service or general product operation, call Consumer Relations at:

1-806-747-1882

Please note that this is a toll number, and collect calls are not accepted.

You may also write to the following address:

Texas Instruments Incorporated
Consumer Relations
P.O. Box 53
Lubbock, Texas 79408

Please contact Consumer Relations:

- ▲ Before returning the product for service.
- ▲ For general information about using the product.

Express Service

Texas Instruments offers an express service option for fast delivery. Please call Consumer Relations for additional information.

Accessories

If you are unable to find accessories at your local dealer (such as the AC9199A adapter), you may order them from Texas Instruments. Please call Consumer Relations for information.

Returning a Product for Service

A defective educational product will be either repaired or replaced with the same or equivalent reconditioned model (at TI's option) when it is returned postage prepaid to a Texas Instruments Service Facility.

Texas Instruments cannot assume responsibility for loss or damage during incoming shipment. For your protection, carefully package the unit for shipment and insure it with the carrier. Enclose your full return address, any accessories related to the problem, and a note describing the problem you experienced. Also, please enclose a copy of your sales receipt or other proof of purchase to determine warranty status.

Please ship the package postage prepaid; C.O.D. shipments cannot be accepted.

In-Warranty Service

For an educational product that is covered under the warranty period, no charge is made for service.

Out-of-Warranty Service

For an out-of-warranty product, a flat-rate fee by model is charged for service. To obtain the service charge for your unit, please call Consumer Relations **before** returning the unit to the Service Facility.

Texas Instruments Service Facilities

U.S. Residents (U.S. Postal Service)

Texas Instruments
P.O. Box 2500
Lubbock, Texas 79408

U.S. Residents (other carriers)

Texas Instruments
2305 N. University
Lubbock, Texas 79408

Canadian Residents Only

Texas Instruments
41 Shelley Road
Richmond Hill, Ontario L4C 5G4

One-Year Limited Warranty

This Texas Instruments one-year limited warranty extends only to the original consumer purchaser of the product.

Warranty Duration

This Texas Instruments consumer product is warranted to the original consumer purchaser for a period of one (1) year from the original purchase date.

Warranty Coverage

This Texas Instruments product is warranted against defective materials and construction. This warranty covers the electronic and case components of the product. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this device ("the Hardware"). This limited warranty does not extend to the programs contained in the product or the accompanying book materials ("the Programs"). **The warranty is void if the product has been damaged by accident or unreasonable use, neglect, improper service, or other causes not arising out of defects in materials or construction.**

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above one-year period. Texas Instruments shall not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states or provinces do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Warranty Performance

During the above one-year warranty period, your defective product will be either repaired or replaced with a reconditioned comparable model (at TI's option) when the product is returned, postage prepaid, to a Texas Instruments Service Facility. The repaired or replacement unit will be in warranty for the remainder of the original warranty period or for six months, whichever is longer. Other than the postage requirement, no charge will be made for such repair, adjustment and/or replacement.

TI strongly recommends that you insure the product for value prior to mailing.

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