

Fisher-Price®

Play with Letters Desk


Model Number: 77821



Learning
Sensations™

www.fisher-price.com

Let's Go!

- 1 Press the power button .
- 2 Press one of the mode buttons:
Teach – Test – or Tickle.



Teach

Letters - Press the Teach button once and roll a tile. You'll hear the letter, its phonics, a related word and a fun sound.

Colors - Press the Teach button twice and roll a tile. You'll hear the color and the letter identified.



Test

Letters - Press the Test button once. Listen to the question. Find the tile with the correct letter and roll it.

Spelling - Press the Test button twice. Listen to the word and its proper spelling. Find each of the letters and roll them one at a time to spell the word.



Tickle

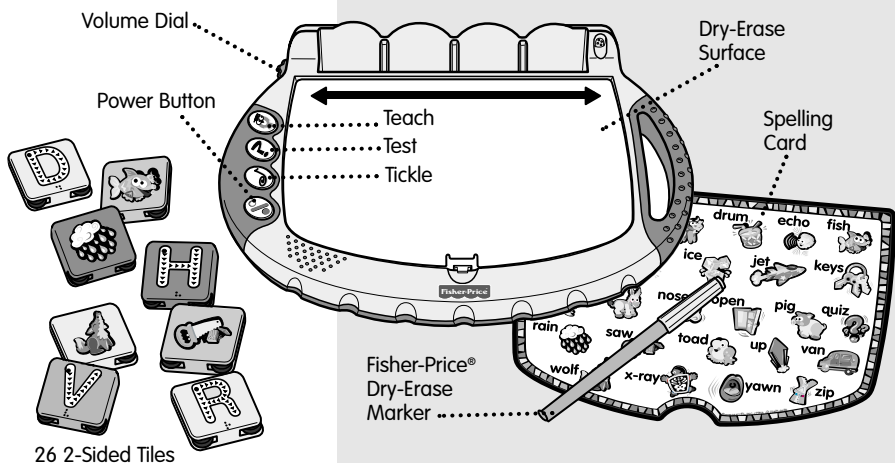
Roll any tile to create your own musical "letter rap".

Hint:

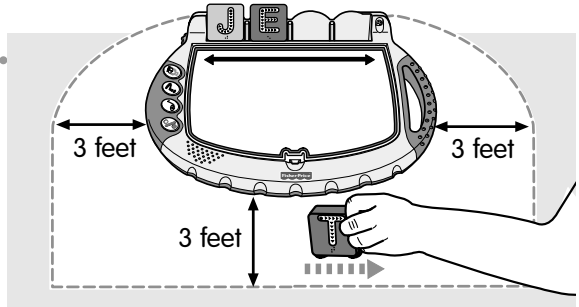
Be sure to roll the tile at least six inches on the desk. Use the line on the desk surface as a guide!

Notes

- Please keep this manual for future reference, as it contains important information.
- Adult assembly is required to replace the batteries. Tool needed for battery replacement: Phillips screwdriver (not included).
- When sounds from this toy become faint or stop working, it's time for an adult to replace the batteries!
- Requires four "AA" batteries for operation (included).
- Rotate the volume dial to a comfortable listening level.
- There are 26 letter tiles. One side has a raised letter of the alphabet along with the Braille letter. The other side has a picture of a word associated with that letter.
- The words shown in bold, italic quotes are sample responses. The toy may respond differently, depending on which tile is rolled.



Notes




- **If the desk does not recognize the tile rolled, check to see if:**
 - Tiles are rolled outside a zone of about three feet from the sides and front of the desk. Do not roll tiles behind the desk.
 - Your child is playing with the desk in a noisy room with clicking noises in the background. This toy recognizes the clicking sounds made from each tile as it is rolled. If there is another clicking or tapping noise in the background, the toy will not be able to identify the tile because of this interference. Make sure your child plays with this toy in a quiet room.
 - Your child rolls the tile while the toy is “talking”. Wait until the toy is finished “talking”.
 - Your child has rolled two tiles at the same time. Roll only one tile at a time.
 - Both wheels on the tile do not contact a surface when rolled.
- If the desk does not recognize the letter rolled, you will hear a tone. Simply re-roll the tile. This time, try rolling it slower.
- For best performance, roll the tiles on the desk surface.
- This toy features an automatic shut off, and will turn off if your child is not actively playing with it after about 15-30 seconds. You can also turn this toy off by pressing the power button **●/●**.

Hint:

Teach  and Test  each have two play modes. Press the Teach /Test  button for the first play mode; press again for the second play mode; press again to return to the first play mode!


Teach

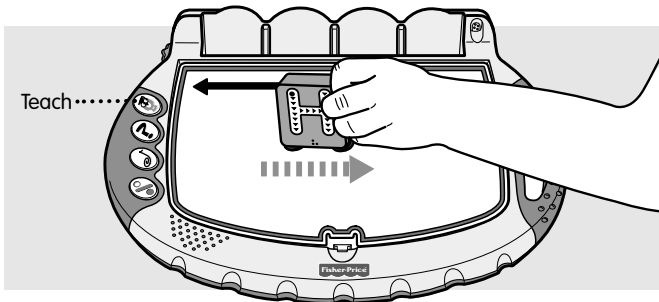
Letters

When you:	The Desk Responds:
Press the  Teach button once .	<i>“Let’s roll letters. Choose a letter and roll it back and forth.”</i>
Roll a tile.	The desk magically knows which letter is rolled. You’ll hear the letter, phonics, plus a related word and fun sound. <i>“H - Ha - Horn.”</i>
Roll the same tile again.	This time, you’ll hear a related word and the letter plus a fun sound. <i>“Horn - horn begins with the letter H.”</i>

Teach

Colors

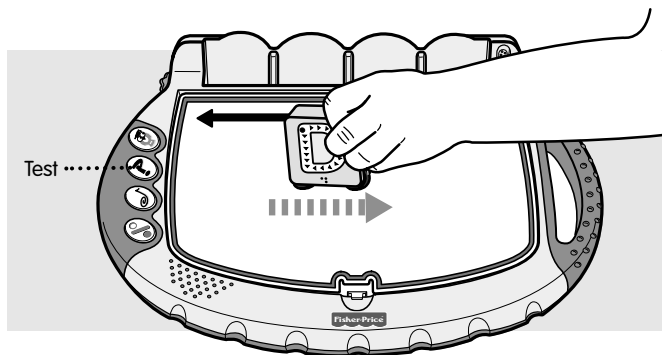
When you:	The Desk Responds:
Press the  Teach button twice .	<i>“Let’s roll colors. Choose a color and roll it back and forth.”</i>
Roll a tile.	The desk tells you the color rolled and the letter on that tile. <i>“You found the color green with the letter H.”</i>



Test

Letter Identification


When you:	The Toy Responds:
<p>Press the ? Test button once and listen to the question.</p> <p>Roll a tile.</p> <p>Hint: If your child rolls the wrong tile twice, the toy responds with a color clue!</p>	<p><i>“Get ready to roll. Find the letter D. Roll it!”</i></p> <p>Roll the correct tile and you’ll hear a positive response with a fun sound.</p> <p><i>“Alright! D – duh – Drum – ‘rat-tat-tat’.”</i></p> <p>If your child rolls the wrong tile, the desk tells your child what tile was rolled and asks the same question again.</p> <p><i>“P. Roll the letter D.”</i></p> <p>After rolling the wrong tile for the third time, the toy advances to the next question.</p>



Test

Spelling

When you:

Press the  **Test** button **twice** and listen to the question.

Roll the first tile.

Hint: If your child rolls the wrong tile twice, the toy responds with a color clue!

Roll the next tile(s).

Hint: Try placing the tiles in alphabetical order near the desk. This will help your child find each letter.

The Toy Responds:

**“Let’s spell a word: Jet.
J - E - T. Find the first letter
that spells the word Jet.
Roll it.”**

Roll the correct tile and you’ll hear a positive response.

“J - Alright! Find the letter E.”

If your child rolls the wrong tile, the desk tells your child what tile was rolled and asks the same question again.

“G. Roll the letter J.”

After rolling the wrong tile for the third time, the toy advances to the next question.

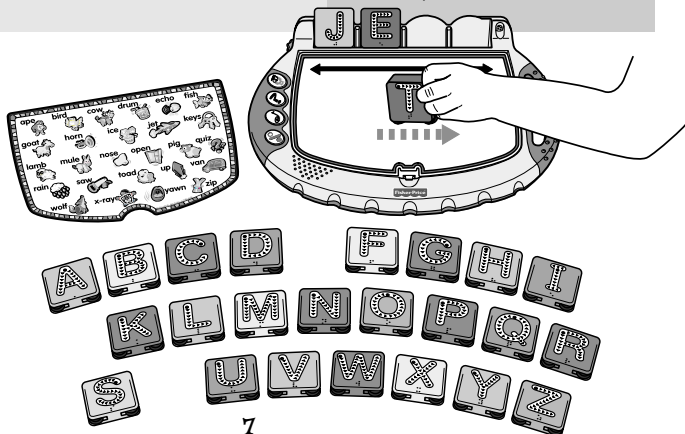
Roll the correct tile and you’ll hear a positive response.

“E - Alright! Find the letter T.”

If your child rolls the wrong tile, the desk tells your child what tile was rolled and asks the same question again.

“F. Roll the letter E.”

After rolling the wrong tile for the third time, the toy advances to the next question.



Tickle

When you:

Press the  Tickle button.

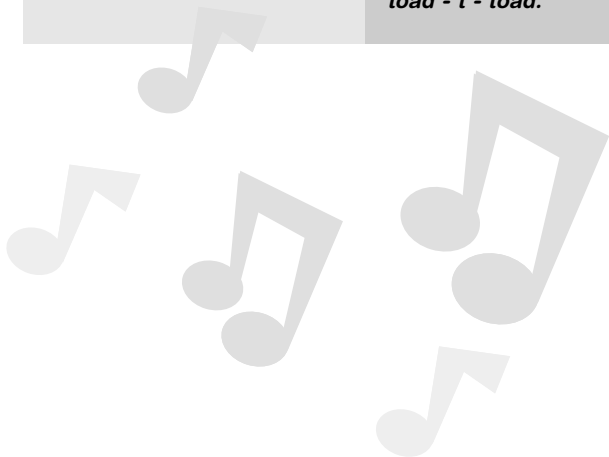
Roll a file.

The Toy Responds:

“Let’s do the letter rap.”
(The music starts.)

The desk knows which file is rolled and you’ll hear a related word and the letter – all to the beat of the music!

***“Toad - t - t - t -
toad - t - toad.”***



Your Child Is Learning!

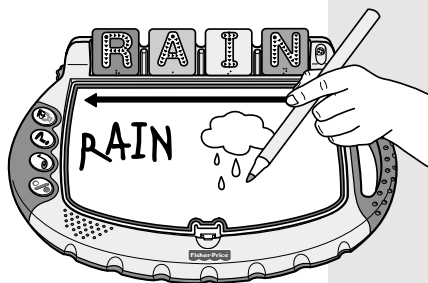
Letter Identification	Introduces the entire alphabet – A to Z.
Phonics	Phonics helps your child with beginning reading.
Word Association	Each letter has a related word, so your child is exposed to 26 vocabulary words.
Colors	There are six different color tiles.
Braille Alphabet	Your child can feel a Braille letter on each tile.
Listening Skills	Your child listens to the toy prompts and responds accordingly.

Writing and Drawing

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Hint:

To remove dry-erase marker from the skin, simply use soap and water.



- Your child can practice how to make letters by tracing the raised letter on each tile.
- Then, your child can use the dry erase marker (included) to write the letter or draw a picture on the desk surface!



Note: Be sure to let dry erase markings dry at least 15 seconds before touching.

- Use paper towel to erase the drawing surface.

IMPORTANT! To completely remove dry-erase marker residue from the drawing surface, wipe it with a damp cloth after each use. Dry-erase marker images left on the drawing surface for extended periods of time should also be removed this way.

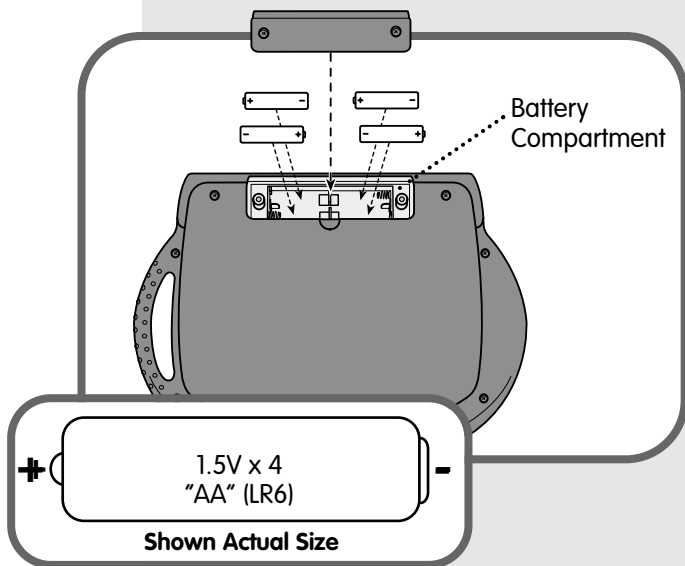
- Use only the Fisher-Price® dry-erase marker with this product. Never use regular or permanent markers because they cannot be erased and will damage the drawing surface.
- Never use the Fisher-Price dry-erase marker on any other surfaces. The markings may not erase from porous surfaces such as cloth, unfinished wood, matte finish paint, wallpaper, vinyl, etc.

IMPORTANT! Use only the Fisher-Price dry-erase marker included. Not all dry-erase markers are made especially for children. To purchase Fisher-Price dry-erase markers, please call Fisher-Price Consumer Relations at 1-800-432-KIDS.

Battery Replacement

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For best performance, we recommend replacing the batteries that came with this toy with four, new **alkaline** "AA" (LR6) batteries.



Hint:

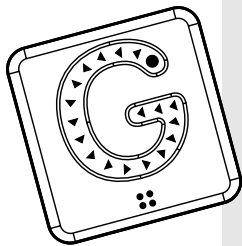
We recommend using **alkaline** batteries for longer battery life.

- Locate the battery compartment on the back of the toy.
- Loosen the screws in the battery compartment door with a Phillips screwdriver.
- Lift to remove the battery compartment door.
- Insert four "AA" (LR6) **alkaline** batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screws with a Phillips screwdriver. Do not over-tighten.

Battery Tips

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- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage this toy. Dispose of batteries safely.
- Never short circuit the battery terminals.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the "Battery Replacement" instructions are to be used.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.
- Do not dispose of batteries in a fire. The batteries may explode or leak.



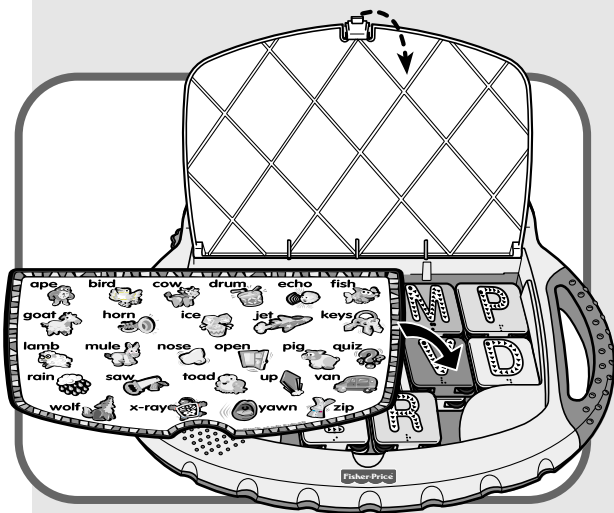
Clean-up

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- Lift the desk surface. Place all of the tiles, the spelling card and the dry-erase marker in the storage compartment and close the desk surface.

Hint:

Be sure you replace the cap tightly on the Fisher-Price® dry-erase marker to prevent it from drying out when not in use.



Care

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- Keep water, sand and dirt off of this toy.
- Keep this toy away from direct sunlight and excessive heat.
- Wipe this toy and the letter tiles with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy or the letter tiles.
- This toy has no consumer serviceable parts. Please do not take this toy apart.
- Do not drop this toy on a hard surface.

Consumer Information

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Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to:

Fisher-Price, Inc.
Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

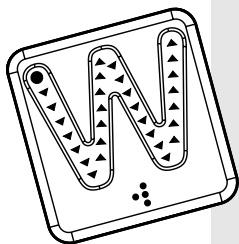
For other countries, outside the United States:

Canada: call 1-800-567-7724, or write to:
Mattel Canada Inc, 6155 Freemont Blvd., Mississauga,
Ontario L5R 3W2.

Great Britain: telephone 01628 500303.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,
Locked Bag #870, Richmond, Victoria 3121 Australia.
Consumer Advisory Service 1300 135 312.

New Zealand: 16-18 William Pickering Drive,
Albany 1331, Auckland.



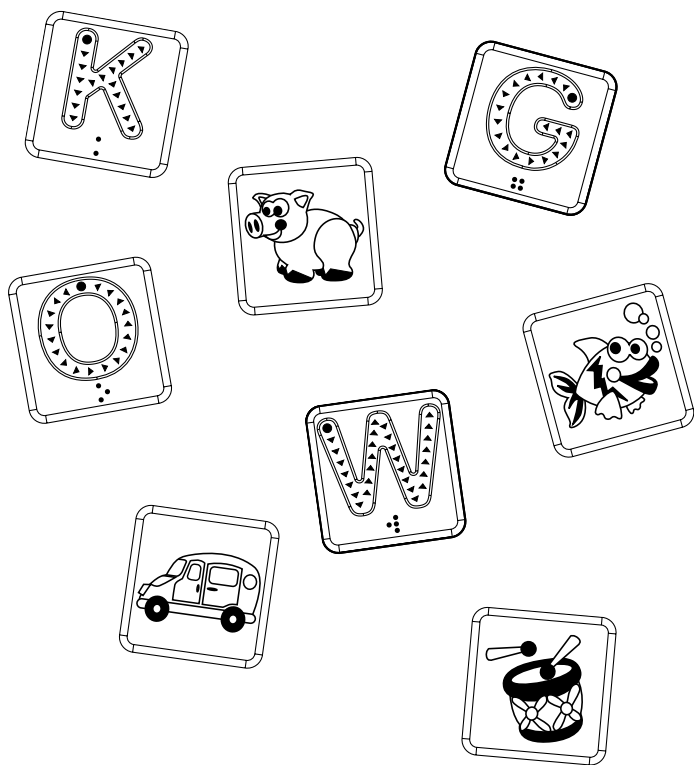
FCC Statement (United States Only)

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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.

CAUTION: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



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