

Talking Clever Clock™

Once the digital time is entered:

1. Ask children to show that time on the clock.
2. Press the *Answer* button to check their answer.
3. If the answer was correct, the clock will "Chime".
4. If the answer was incorrect, the clock will "Coo-coo". The clock on the display will show the correct position of the hands.

BATTERY INFORMATION

Caution:

- Use a screwdriver to remove screw from battery compartment on back of clock.
- Insert 3 new "AA" batteries. Be sure to insert batteries correctly according to (+) and (-) symbols on the battery compartment. Be sure to insert batteries with adult supervision, and always follow the toy and battery manufacturer's instructions.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium batteries).
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.

Please retain these instructions for future reference.



For a dealer near you, call:
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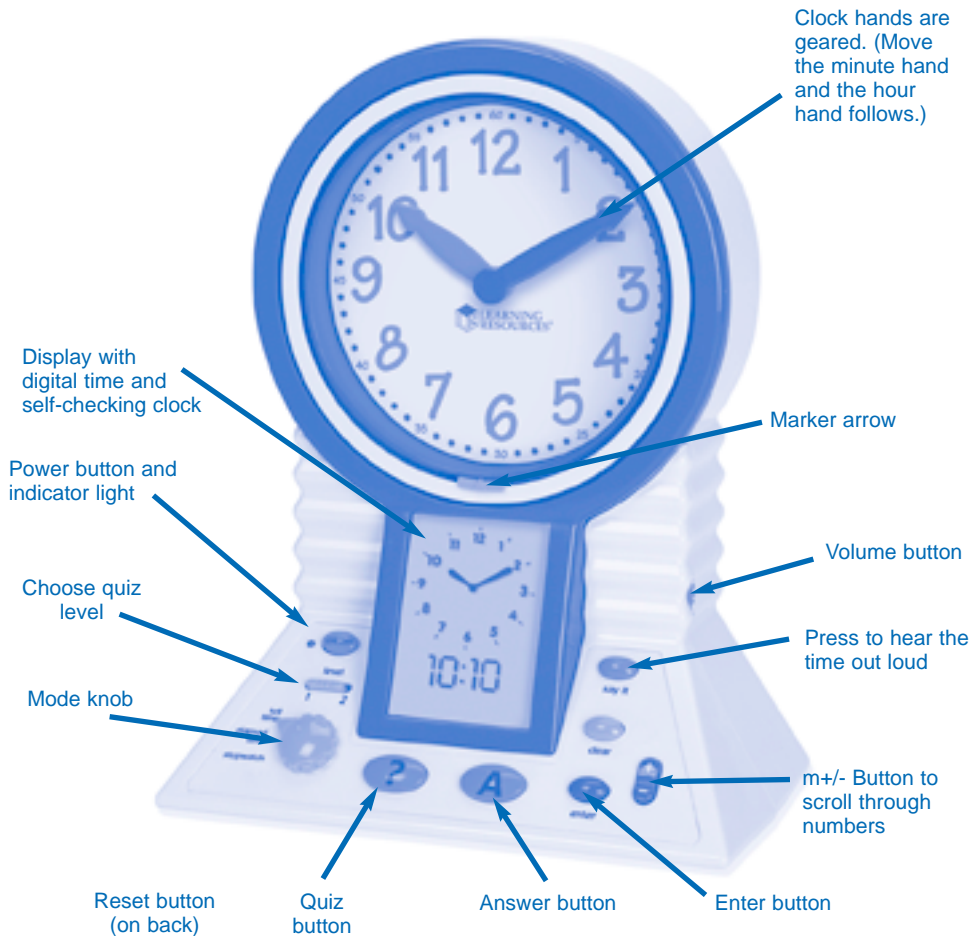


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Master time skills with the Talking Clever Clock™! Not only will you learn to tell time, you will also learn how to find the answers to questions related to time, such as "If I have to go home at 4:00, how much more time do I have to play at my friends house?" The self-checking quiz feature makes learning time fun!

Before you begin, insert 3 new "AA" batteries in the clock by using a screwdriver to open the battery compartment on the back of the clock. Insert batteries according to the markings in the compartment. See the back page of this guide for more battery information.



About the Clever Clock

On/Off button - Press this button to turn the clock on. To save batteries, the clock will automatically shut off after 3 minutes if no buttons are pressed.

Clock face - The minute markings on the clock face are blue to match the minute hand. The hour markings are red to match the hour hand. The clock hands are geared like a real clock, so only move the blue minute hand to change the time. The clock displays time in 5-minute increments (1:00, 1:05, 1:10 etc.). Be sure the minute hand is pointing directly to a number and not between two numbers in order for the digital display to be correct.

Reset button - If you have any problems with the display, use a pin to press the reset button.

Learn to Tell Time

Turn the mode knob to *Tell Time*.

Starting out

- Begin by practicing hours (1:00, 2:00), then half-hours (1:30, 2:30), quarter hours (1:15, 1:45) and finally 5-minute increments (1:05, 3:35).
- When telling time, always say the hour first (red number), and then say the minutes (blue number). Explain that 60 minutes is read as "o'clock."

What time is it?

1. Turn the clock hands to show a time (for example, 1:00).
2. Press the *Answer* button to display the digital time.
3. Press the *Say it* button to hear the time.
4. Try it again. Remember to start with hours, half-hours, and quarter hours.

Try *Quiz Level 1* (quarter hours) before moving on to times in 5-minute increments.

Quiz time!

Choose level

Level 1 – quiz on times in quarter hours (1:00, 2:15, 3:30, 4:45, etc)

Level 2 – quiz on times in 5-minute increments (1:05, 2:25, 4:50, etc)

1. Press the *Quiz* (?) button. A digital time will appear on the display and the clock will ask you to show that time - for, example "Show 1:15."
2. Turn the blue minute hand until the clock shows 1:15.
3. Press the *Answer* button to check your answer.
4. If your answer was correct, the clock will "Chime."
5. If your answer was incorrect, the clock will "Coo-Coo." Then the clock on the display will show you the correct position of the hands. Move the hands to match the display clock, and press the *Answer* button.
6. Press the ? button for a new question—time and time again!
7. Press the *Clear* button to get out of quiz mode.

Solving Time Problems

Turn the mode knob to *Time Problems*.

Starting out

- Elapsed time (amount of time passed) is a very challenging concept to learn. Use the Clever Clock™ to help you solve these time problems.
- In this mode, the digital display shows you how many hours and minutes have passed. For example, the display pictured on the next page shows that between the start time (1:00) and the stop time (2:30), 1 hour and 30 minutes have passed.
- Start by practicing hours (1:00 to 4:00) then half-hours (2:00 to 3:30), quarter hours (3:15 to 5:45) and finally 5 minute increments (1:10 to 2:35).

Display in Time Problems Mode.



How much time has passed?

Sample question: If you start reading at 3:00 and finish at 5:00, how long did you read?

1. Press *Enter*. The word "start" will be flashing.
2. Turn the minute hand until the clock shows 3:00.
3. Press *Enter*; 3:00 will be entered as the start time on the display.
4. Line up the green marker arrow on the rim of the clock with the minute hand. (In this example, the green arrow would point to the 60 minute mark.)
5. Now, "Stop" will be flashing. Turn the minute hand until the clock shows 5:00, counting up 1 hour each time the minute hand meets the green marker arrow.
6. Press *Enter*; 5:00 will be entered as the stop time on the display.
(Note - if you make a mistake when entering a time, press *Clear* and start over.)
7. How many hours did you count?
8. Press the *Answer* button to see if you are correct. The display will show 2:00 (2 hours have passed).
9. Press *Enter*, and try another problem. Remember to start with hours, then half-hours and so on.

Try Quiz Level 1 (quarter hours) before moving on to times in 5-minute increments.

The Clever Clock™ can also help you answer the question “What time will it be?”

Sample question: If the soccer game starts at 1:00 and lasts for 1 hour and 30 minutes, what time will it end?

1. Follow the directions on page 5 to enter 1:00 as the start time.
2. Line up the green marker arrow with the minute hand.
3. Turn the minute hand 1 hour and 30 minutes ahead.
4. The time on the clock should be the answer to the question.
5. Press the *Answer* button to see if you are correct. The elapsed time should show 1 hour and 30 minutes. (See picture below.)



Elapsed time displayed here.
(This shows the elapsed time is 1 hour and 30 minutes.)

Quiz Time!

Choose level

Level 1 – quiz on quarter hours (1:00, 2:15, 3:30, 4:45, etc)

Level 2 – quiz on times in 5 minute increments (1:05, 2:25, 4:50, etc)

1. Press the *Quiz* (?) button. A Start time and Stop time will appear on the display.
2. Set the clock hands to the Start time, and line up the green marker arrow with the minute hand.
3. Turn the minute hand until the clock shows the Stop time. Be sure to count the hours and minutes as you turn the hand.
4. Enter the amount of time you counted (the elapsed time). Use the *Enter* button to move the cursor to the correct position.

Press the +/- button to find a number, then press *Enter*.

(Note: to re-enter a number, press *Enter* until the incorrect number is flashing and re-enter the correct number. If you are entering 1 hour, be sure to enter a 1 in the second space; _ 1: 0 0.)

5. Press the *Answer* button to check your answer.
6. If your answer was correct, the clock will "Chime."
7. If your answer was incorrect, the clock will "Coo-Coo." Press *Enter* to correct the elapsed time.
8. Press the ? button for a new problem.
9. Press *Clear* to get out of quiz mode.

Stopwatch feature

A stopwatch measures elapsed time. It is usually used to measure elapsed time for activities that only take a few minutes or less. To use the stopwatch feature:

1. Turn the mode knob to *Stopwatch*.
2. Press the ? button to start counting up.
3. Press the ? button again to stop counting up.
4. Press the ? button again to continue counting up OR press *Clear* and start over.

Use the stopwatch to measure how long it takes you or a friend to:

- Write your name 5 times.
- Hop across the room and back again on one foot.
- Say the Alphabet. (How about backwards!)

Note to Parents and Teachers –

You can enter a specific digital time and have children show that time on the clock.

Turn mode knob to *Tell Time*.

Enter a digital time (this is similar to setting a digital clock):

1. Press the *Enter* button to move the cursor to the correct position.
2. Press the +/- button to scroll through the numbers.
3. Press the *Enter* button again to enter the number.
4. If you entered an incorrect number, press the *Enter* button until the incorrect number is flashing and re-enter.