vtech®

Get Ready for School
Learning Desk™

INTRODUCTION

Thank you for purchasing the **Get Ready for School Learning Desk™**!
The **Get Ready for School Learning Desk™** features an interactive desk top with five interactive activity pages that introduce letters, writing, numbers, music and more. Practice telling time with the play clock, or use the interactive projector to learn about the weather, the human body, shapes, colors and matching. The writing pad with a light-up display teaches kids how to write letters and numbers, stroke by stroke. Flip up the desk top and create a masterpiece using the chalkboard or art station while listening to tunes on the music player.

INCLUDED IN THE PACKAGE

• **Get Ready for School Learning Desk™**
• 2 Double-sided activity cards
• 4 Projection reels
• 1 Stool
• 1 Quick Start Guide

WARNING
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE
Please save this instruction manual as it contains important information.
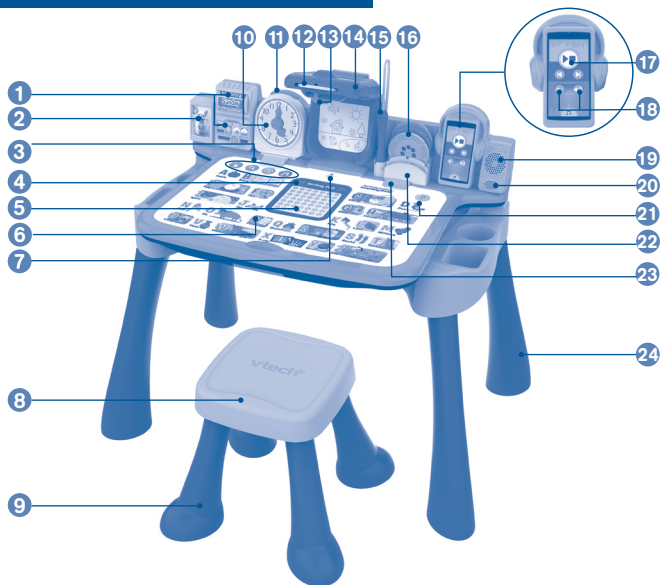
ATTENTION
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE
Il est conseillé de sauvegarder ce manuel d'instructions car il comporte des informations importantes.

1. Roller & Slider
2. Photo Frame
3. Activity Page Mode Icons
4. Letter and Number Selection Buttons
5. LED Display / Writing Pad
6. Touch Panel
7. Activity Card Slot
8. Stool Seat
9. Stool Legs
10. Pretend Clock
11. Clock Button
12. Projector Reel Slot
13. Projection Focus Adjustor
14. Interactive Projector
15. Stylus
16. Projection Reels
17. Music Player Controls
18. Volume Buttons
19. Speaker
20. Power Button
21. Help Icon
22. Reel Rack
23. Clips
24. Desk Legs

ASSEMBLY INSTRUCTIONS

With the **Get Ready for School Learning Desk™** safety comes first. To ensure your child's safety, adult assembly is required.
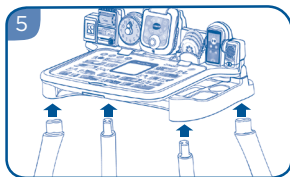
For the Desk

1. Place the base on a flat surface. Insert the touch panel into the base and press down on the hinges until you hear a click. Flip the touch panel down.

Caution: Do not place too much pressure directly on the touch panel.

1

Hinge

Hinge

Base

2

3

4

Touch Panel
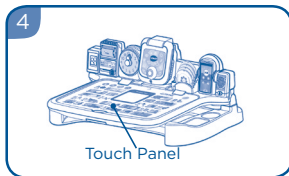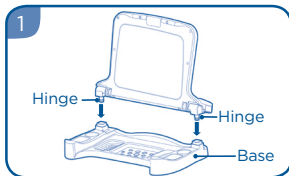
2. Fully insert the four desk legs into the slots on the bottom of the base.

5

For the Stool

Insert the four stool legs into the slots on the bottom of the stool seat. Please make sure to fully insert the legs into the seat to ensure the stool is stable. Always make sure all four legs are fully inserted before your child sits on the seat. The recommended weight limit of the stool should not exceed 75 pounds.

Transforms from Desk to Art Station or Chalkboard.

To use the **Activity Desk** as an **Art Station**, flip up the touch panel and use the clip to hold paper on the chalkboard surface. You can also draw directly on the **Chalkboard** surface by using chalk.

Art Station

Chalkboard

Use a cloth to erase the chalk and wipe away any remaining chalk dust on the desk or activity cards.

CAUTION: Keep fingers away from the hinges or underneath the desk before lowering the touch panel.

WARNING : Do not use any pencils, pens, markers or other pointed objects directly on the Touch Panel or Activity Pages. Otherwise, it will damage them.

Activity Card Holder

Flip up the touch panel to store your activity cards in the activity card holder.
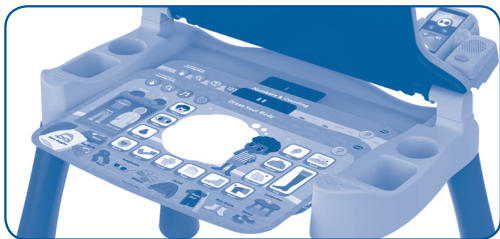
FEATURES	ACTION
Roller & Slider	Learn about days of the week and the weather (this part has no audio responses).
Activity Page Mode Icons	Use your finger to touch any of the **Mode Icons** on the activity page to play.
Pretend Clock	Turn the **Clock Hand** or press the **Clock Button** to explore and practice time concepts.
Letter and Number Selection Buttons	Press ◀ ▶ buttons to select the letters or numbers you would like to write.
LED Display / Writing Pad	Watch images and simple animations appear on the **LED Display.** Use the **Stylus** to play with the **Writing Pad** and learn how to write letters and numbers with proper stroke order.
Touch Panel	Listen to the game instructions and touch the correct objects on the activity page to play.
Activity Card Slot	Insert one of the activity cards into the **Activity Card Slot** to play.
Projector Reel Slot	Insert a **Projection Reel** into the **Projector Reel Slot** to play interactive activities or trace images and learn to draw.
Projection Focus Adjustor	Slide to adjust the focus of the projection.
Interactive Projector	Flip it up/down to open/close.
Stylus (only works with writing pad)	Practice writing letters and numbers by using the **Stylus** to trace the blinking lights.
Music Player Controls	Press the ▶️ button to play or stop the music, and press the ⏮ ⏭ buttons to hear the previous or next melody.
Volume Buttons	Press ◁ ◁ the buttons to decrease or increase the volume. There are five volume levels.
Power Button	Press the **Power Button** to turn the unit **ON**. Press the button again to turn the unit **OFF**.
Help Icon	Touch the **Help Icon** to hear hints or instructions.
Projection Reel Rack	Return the **Projection Reels** back to the **Reel Rack** when they are not in used.
Clip	Use the **Clips** to hold your paper on the **Touch Panel** to trace images while you play the **Picture Tracing** activity. (see the details about the Picture Tracing in the following pages).

GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

- Make sure the main unit is turned **Off**.
- Find the battery cover located on the back of the unit, use a coin or screwdriver to loosen the screw and then open the battery cover.
- Remove old batteries by pulling up on one end of each battery.
- Install 4 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended.)
- Replace the battery cover and tighten the screw to secure.
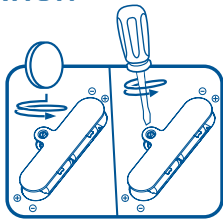
> ⚠ **WARNING:**
> Adult assembly required for battery installation.
> Keep batteries out of reach of children.
>
> ⚠ **ATTENTION :**
> Les piles ou accumulateurs doivent être installés par un adulte.
> Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.
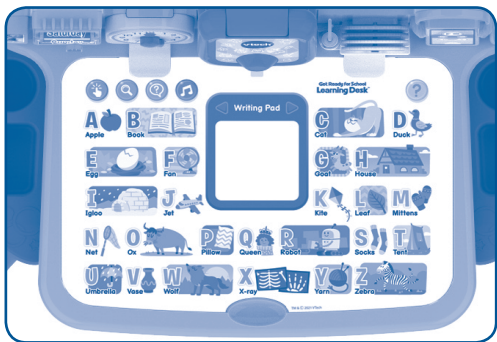
RECHARGEABLE BATTERIES:
- Remove rechargeable batteries from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

TO BEGIN PLAYING

Press the **Power Button** 🔘 to turn on the main unit.

Touch Panel

Touch any object on the activity page to explore. Touch any of the **Activity Page Mode** icons in the upper left corner of the page to play additional activities. Touch the **Help** icon in the upper right corner of the page to hear hints or instructions.

NOTE

- The **Touch Panel** (except the **Activity Page Mode** icons and the **Help** icon) will not be responsive to touch while using the **Writing Pad**.
- The **Touch Panel** (except the **Help** icon) will not be responsive to touch while using the **Picture Tracing** activity.
- Make sure you are touching the **Touch Panel** with your finger and are not using the **Stylus** or other objects.

Writing Pad

To play the **Writing Pad**, ensure the activity pages are removed. Remove the **Stylus** from the stylus holder and touch the **Writing Pad** or the arrow buttons.

To quit the **Writing Pad**, place the **Stylus** back in the stylus holder.

When the **Stylus** is not in use, place it back in the stylus holder. Be careful not to pull on the stylus wire too firmly.

NOTE

- To ensure proper usage of the **Writing Pad**:
  - use only the **Stylus** to play.
  - no **activity page** is inserted.
  - nothing is in the **Activity Card Slot**.
  - the **Projector** is not engaged in the **Picture Tracing** activity.
- The **Touch Panel** (except the **Activity Page Mode** icons and the **Help icon**) will not be responsive to touch while playing the **Writing Pad**.
- Do not place any objects inside the stylus holder while playing the **Writing Pad**. Otherwise, the object will be recognized as the **Stylus** placed in the stylus holder and the **Writing Pad** activity will quit.
- If the **LED Display** is covered, do not use the **Stylus** to draw on it. The sensitivity of the **Stylus** may be affected, and it may not work properly.
- Direct sunlight may impact the sensitivity of the **Stylus**.

Projector

The projector has two activity modes, Picture Tracing and Projector Games. The **Projection Reels** are required.
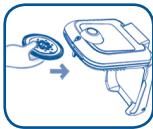
Picture Tracing

Learn to draw by tracing the outline of the projected image.

Tips: Place a piece of paper over the **Touch Panel** using the **Clips** to hold it in position.

To play in Picture Tracing mode, open the **Projector** and then insert one of the yellow **Projection Reels** to the **Projector Reel Slot**. The **Projector** will light up and project an outlined image. Please ensure all **Activity Pages** are removed. Place a piece of paper over the **Touch Panel** using the **Clips** to hold it in position. Use any color crayon or marker (not included) to trace the lines or draw the picture. You can turn the **Projection Reel** left or right to project another image to trace or draw.

There are two yellow **Projection Reels** for the **Picture Tracing** activity. One is to project simple outlined images. Another one is to project advanced outlined images.

Melodies will play during the **Picture Tracing** activity. You can stop or change the music by using the **Music Player Controls**.

To quit the **Picture Tracing** activity:

• remove the **Projection Reel** from the **Projector Reel Slot**.

• or flip down the **Projector**.

NOTE

• Avoid drawing directly on the **Touch Panel** or the **Activity Pages**. Use washable, non-permanent markers or crayons on drawing paper (not included) during the **Picture Tracing** activity to prevent the **Touch Panel** or the **Activity Pages** from permanent staining.

Projector Game

To play in Projector Game mode,open the projector and insert a red or blue projector reel into the **Projector Reel Slot**. Insert the corresponding color matched **Activity Page** in the **Activity Card Slot** (i.e. the red framed **Shapes & Colors Activity Page** should match to the red projector reel). The **Projector** will light up and display an image onto the **Activity Page**. Turn the **Projection Reel** to the left or right to display another image.
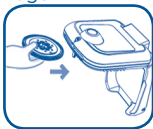
If the **Projector Game** quits while playing another activity, touch the **Projection Reel Mode** icon on the **Activity Page** or turn the **Projection Reel** to re-start.

To quit the **Projector Games**:
• remove the **Projection Reel** from the **Projector Reel Slot**.
• or flip down the **Projector**.
• or touch any of the **Mode Icons** in the **Activity Page** to play other activities.

NOTE
• When the **Projection Reels** are not in use, place them back in the **Reel Rack**.
• Do not insert anything other than the **Projection Reels** into the **Projector Reel Slot**. Otherwise, it will damage the **Projector**.
• Keep the film area of the **Projection Reels** clean and do not damage the film with sharp objects.
• To ensure the projection image is visible, do not use in a bright area.
• If the projection image is not centered on the desk top, turn the **Projection Reel** to center it.
• If the projection image is not clear, slide the **Projection Focus Adjustor** to adjust the image.
• If the **Projector** does not light up, turn or re-insert the **Projection Reel**.
• To ensure the projected images and related activities are properly working, fully insert the **Projection Reels** into the **Projector**.
• The **Touch Panel** (except the **Help** icon) will not be responsive to touch while playing **Picture Tracing** activity.
• The **Writing Pad** (except the **Arrow buttons**) will not be responsive to the **Stylus** while playing the **Picture Tracing** activity.

Music Player

There are 22 playful and 11 classical melodies on the **Music Player**. The **Music Player** will play each melody one by one. The **Music Player** will stop after all songs have played. You can pause/play or go forward/back by using the controls on the **Music Player**.

Pretend Clock

Turn the **Clock Hand** or press the **Clock Button** to explore and practice time concepts.

Roller & Slider

Use the **Roller** and the **Slider** to learn about days of the week and the weather.

NOTE: This activity does not have audio responses.

Photo Frame

Use the picture template to determine the correct size for the photograph or art you would like to disply. Once the image is properly sized, place it in the **Photo Frame**.

Picture template
Photo Size: 1.4 x 2.2 inches
1:1 Scale

Battery Status

When the batteries are almost exhausted, the unit will show an empty battery icon on the **LED Display** for a few seconds and then may automatically power off. New batteries should be inserted before further use.

Automatic Shut-Off

To preserve battery life, the main unit will automatically turn off after about two minutes without input.

When using the **Projector** for the Picture **Tracing activity**, the main unit will automatically turn off after about 10 minutes without activity.

NOTE

• The unit might not automatically shut off if the **Stylus** or any capacitive objects are placed on the **Touch Panel**. Please place the **Stylus** back in the stylus holder when it is not in use. Also, please do not place any capacitive objects on the **Touch Panel** if the unit is not in use.

ACTIVITY CARDS

To play an activity card, insert it into the **Activity Card Slot.**

• Please insert only one activity card at a time. Inserting more than one activity card may damage the cards or the desk and may result in incorrect card detection.

• Do not try to insert anything other than the activity card into the **Activity Card Slot**. To avoid any interference, please keep the area clean and free from debris.

• Keep the activity cards on a flat surface when not in use. Do not bend or fold the activity cards.

• Please wipe away any dust or chalk residue from the activity card before inserting it into the **Activity Card Slot**.

There are five fun interactive pages that cover fundamental skills such as letters, numbers, music, shapes, colors, the human body and more. Refer to the table below for details.

Alphabet & Letter Sounds		
		Touch & Learn Touch the letters and objects to learn the alphabet, words and letter sounds.
		Searching Fun Listen to the clues and find the correct letters or objects on the page.
		Letter Guessing Look at the **LED Display** and guess what letter is being written and touch the same letter on the page to answer. Guess as many as you can before time runs out.
		The Alphabet Song Play the Alphabet Song game. When the music stops, touch the next letter to continue the song.
	Teaches: Letters, Letter Sounds, Letter Order, Vocabulary	

Numbers & Counting		
		Touch & Learn Touch the numbers and objects to learn the numbers and the concept of counting.
		Searching Fun Listen to the clues and find the correct numbers on the page.
		Number Guessing Look at the **LED Display** and guess what number is being written and touch the same number on the page to answer. Guess as many as you can before time runs out.
		The Counting Game Count the lights in the **LED Display** and touch the number on the page to answer.
	Teaches: Numbers (1-15), Counting, Number Order, Vocabulary	

Music Jammer		
		Touch & Learn Touch the page to learn about instruments and different music styles.
		Searching Fun Listen to the clues and find the correct instrument on the page.
		Jam Session Play along and create your own music. Touch a music style to select the type of music to be played, and touch an instrument in the third row to change the sound of the keyboard.
Teaches: Creativity, Instruments, Music Styles, Vocabulary		

Shapes & Colors		
		Touch & Learn Touch the plates, cakes and ice-cream to learn about shapes and colors.
		Beat the Clock Find the correct cakes and ice cream as fast as you can before time runs out.
		Shape Match Match the plates and the cakes that have the same shape.
		Projector Game Look at the projected dessert image and listen to the clues to find the correct objects on the page. (To play this game, insert the Red Projection Reel to the Projector Reel Slot of the opened Projector.)
Teaches: Shapes, Colors, Matching, Vocabulary		

Dress Your Body		
		Touch & Learn Touch the page to learn about the human body, clothes and accessories.
		Searching Fun Listen to the clues and find the correct part of the body or object on the page.
		Head, Shoulders, Knees and Toes Play the song. When the music stops, touch the correct part of the body to continue the song.
		Projector Game Look at the projected weather or outdoor/indoor activity image and listen to the clues to find the correct part of the body or object on the page. (To play this game, insert the Blue Projection Reel to the Projector Reel Slot of the opened **Projector**.)
	Teaches: The Human Body, Clothes & Accessories, Weather, Outdoor/Indoor Activities, Vocabulary	

TROUBLESHOOTING

Problem	Possible Solution(s)
The main unit does not turn **ON**.	Reload the batteries to reset the the main unit. Please refer to the **Battery Installation** section for instructions.
	Batteries may be exhausted. Please replace with a new set of batteries.
The activity card inserted is not recognized.	Make sure that only one activity card is inserted into the slot.
	Make sure the activity card is the only object in the slot, and that it is fully inserted. It should be firmly placed in the recessed **Touch Panel**.

	Make sure you are not playing the **Writing Pad** or **Picture Tracing**. The **Touch Panel** (except the **Mode icons** and the **Help icon**) will not be responsive to touch while playing the **Writing Pad**. The **Touch Panel** (except the **Help icon**) will not be responsive to touch while using the **Projector** for the **Picture Tracing** activity.
The main unit is **ON** but the **Touch Panel** does not respond.	Make sure you are touching the **Touch Panel** with one finger and not touching it in any other way. Also, make sure you are not using the **Stylus** or other objects on the **Touch Panel** at the same time.
The **Touch Panel** gives an incorrect response.	Make sure you are touching the **Touch Panel** with one finger and not touching it in any other way.
The **Touch Panel** activity is interrupted by the **Writing Pad** instruction voice but the voice is not triggered by the **Stylus** touching the **Writing Pad** or taking the **Stylus** out of the stylus holder.	Make sure you do not play the unit next to a window or in direct sunlight. Direct light may impact the sensitivity detection of the **Writing Pad**.
	Place the **Stylus** back in the stylus holder when it is not in use.
The **Writing Pad** does not work.	Make sure you use the **Stylus** to play the **Writing Pad**.
	Make sure no objects are in the stylus holder.
	Make sure no **Activity Pages** are inserted.
	Make sure nothing is in the **Activity Card Slot**.
	Make sure you are not using the **Projector** for the **Picture Tracing** activity.
The **Writing Pad** activity is entered automatically not by the **Stylus** touching the **Writing Pad** or taking the **Stylus** out of the stylus holder.	Make sure you do not play the unit next to a window or in direct sunlight. Direct light may impact the sensitivity detection of the **Writing Pad**.
	Place the **Stylus** back in the stylus holder when it is not in use.

The **Projection Reel** inserted is not recognized.	Make sure the **Projection Reel** is fully inserted.
	Make sure nothing other than the **Projection Reels** are inserted into the slot.
The **Projection Reel** is fully inserted but the Projector - **Picture Tracing** or **Projector Game** does not start.	To play the **Picture Tracing** activity, make sure no **Activity Page** is inserted and the **Yellow Projection Reel** is fully inserted.
	To play the **Projector Games**, make sure the matched color framed **Activity Page** and the matched color **Projection Reel** are fully inserted: Red framed Shapes & Colors page + Red Projection Reel Blue framed Dress Your Body page + Blue Projection Reel
	Make sure the projection image is centered.
	Make sure the **Projector** is open.
	Re-insert or turn the **Projection Reel** and try again.
The **Picture Tracing** or **Projector Game** gives audio responses unmatched to the projection.	Make sure the matched **Projection Reel** is fully inserted in the **Projector**.
The main unit has no automatic shut off even though no operation has been made for more than about 10 minutes.	Make sure the **Stylus** is placed back in the stylus holder when it is not in use.
	Make sure no capacitive objects are on the **Touch Panel**.
The main unit gives an incorrect response.	Reload the batteries to reset the main unit.
	Batteries may be exhausted. Please replace with a new set of batteries.
	Humidity may cause interference with the main unit. Please be sure the unit is in a dry area.

If for some reason the unit stops working or malfunctions, please follow these steps:
1. Turn the unit **Off**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **On**. The unit should now be ready to use again.
5. If the unit still does not work, replace with a new set of batteries.

CARE & MAINTENANCE

1. Please store and use in dry areas.
2. Keep the unit clean by wiping it with a slightly damp cloth.
3. Keep the unit out of direct sunlight and away from any direct heat sources.
4. Remove the batteries if the unit will not be in use for an extended period of time.
5. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.
6. Store the activity cards flat inside the desk when not in use. Do not bend or fold the activity cards.
7. Keep the activity cards clean by wiping them with a slightly damp cloth.
8. Do not use any pencils, pens, markers or other pointed object directly on the **Touch Panel** or **Activity Pages** to prevent damage.
9. Avoid drawing on the **Touch Panel** or the **Activity Pages** directly. Use washable, non-permanent markers or crayons on drawing paper (not included) during the **Picture Tracing** activity to prevent the **Touch Panel** or the **Activity Pages** from permanent staining.
10. Do not try to insert anything other than the activity card into the **Activity Card Slot**. To avoid any interference, please keep the slot area clean and free from debris.
11. Please wipe away any dust or chalk residue from the activity card before inserting it into the **Activity Card Slot**.
12. Do not try to insert anything other than a **Projection Reel** into the **Projector Reel Slot**.
13. Keep the **Projection Reel** film clean and do not damage the film with sharp objects.
14. If the **Projection Reel** film is dirty or dusty, use a lens cloth dampened with alcohol to gently wipe away the dirt and dust from the film. Do not wipe the film with water or other cleaning agents, that can scratch the film.

TECHNICAL SUPPORT

If for some reason the unit stops working or malfunctions, please follow these steps:

1. Turn the unit **Off**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **On**. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or by going to our website **vtechkids.com** and filling out our Contact Us form located under the **Customer Support** link. Creating and developing VTech products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

NOTE

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 party responsible for compliance could void the user's authority to operate the equipment.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name:	VTech®
Model:	5409
Product Name:	Get Ready for School Learning Desk™
Responsible Party:	VTech Electronics North America, L.L.C.
Address:	1156 W. Shure Drive, Suite 200
	Arlington Heights, IL 60004
Website:	vtechkids.com

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

CAN ICES-003(B)/NMB-003(B)

Visit our website for more information about our products, downloads, resources and more.

vtechkids.com

vtechkids.ca

Read our complete warranty policy online at
vtechkids.com/warranty
vtechkids.ca/warranty