

vtech[®]

Parent's Guide

Learn & Draw Activity Desk



VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...

vtech Baby

Toys that will stimulate their interest in different textures, sounds and colours

I am...

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months

Pre-School

Interactive toys to develop their imagination and encourage language development

I want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

3-6 years

Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

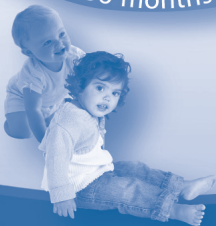
I need...

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

4-10 years



To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Thank you for purchasing the **Learn & Draw Activity Desk!**

The **Learn & Draw Activity Desk** features an interactive desk top with five interactive activity pages that introduce letters, phonics, writing, numbers, music and more. Practise telling the time with the play clock, or use the interactive projector to learn about the weather, parts of the body, shapes, colours and matching. The writing pad with a light up display teaches children how to write letters and numbers, stroke by stroke. Flip up the desk top and create a masterpiece using the blackboard or art station while listening to tunes on the music player.

INCLUDED IN THIS PACKAGE

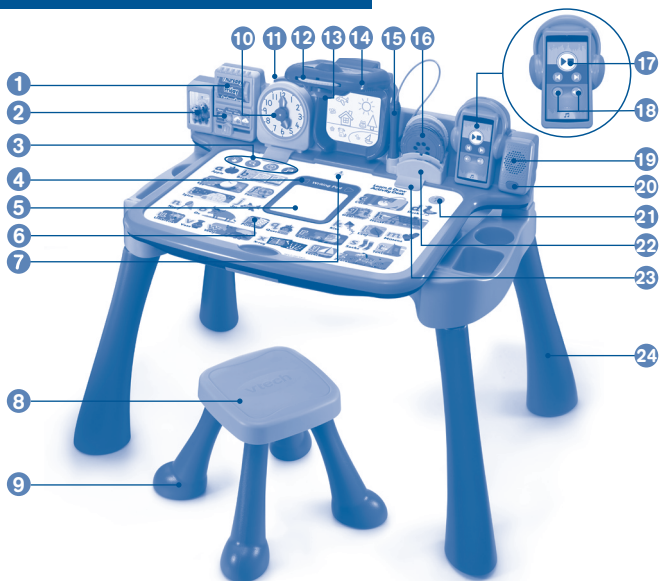
- **Learn & Draw Activity Desk**
- 2 Double-sided activity cards
- 4 Projection reels
- 1 Stool
- 1 Quick Start Guide

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 keep this parent's guide as it contains important information.

PRODUCT FEATURES



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

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 practise time concepts.
Letter and Number Selection Buttons	Press the ◀ ▶ 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 . Play with the Stylus on 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 Adjuster	Slide to adjust the focus of the projection.
Interactive Projector	Flip it up/down to open/close.
Stylus (only works with writing pad)	Practise 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 Reels Rack	Return the Projection Reels back to the Rack when they are not in use.
Clip	Use the Clip to hold your paper on the Touch Panel for tracing images when you play Picture Tracing (see the details about Picture Tracing in the later pages).

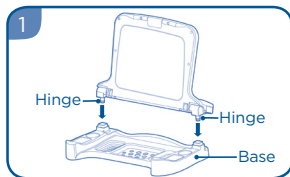
ASSEMBLY INSTRUCTIONS

With the **Learn & Draw Activity Desk** safety comes first. To ensure your child's safety, adult assembly is required.

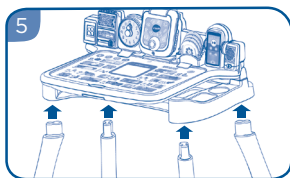
For the Desk

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.



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



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 34 kilograms.

Easily Transforms from an Activity Desk to an Art Station and Blackboard.

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

Art Station



Blackboard



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, colours, or other pointed objects on the Touch Panel or Activity Pages directly as it will damage them.

Activity Card Holder

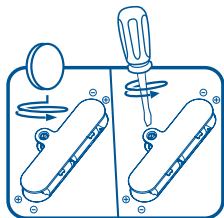
Flip up the touch panel to store your activity cards in the activity card holder.



INSTRUCTIONS

BATTERY REMOVAL AND INSTALLATION

- Make sure the main unit is turned **OFF**.
- Locate the battery cover on the back of the unit. Use a coin or screwdriver to loosen the screw. Then, remove the cover.
- If used batteries are present, remove these batteries from the unit 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.

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.

Disposal of batteries and product



The crossed-out wheellie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in the Batteries and Accumulators Regulation.

The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product or batteries responsibly.

VTech® cares for the planet.

Care for the environment and give your toy a second life by disposing of it at a small electricals collection point so all its materials can be recycled.

In the UK:

Visit www.recyclenow.com to see a list of collection points near you.

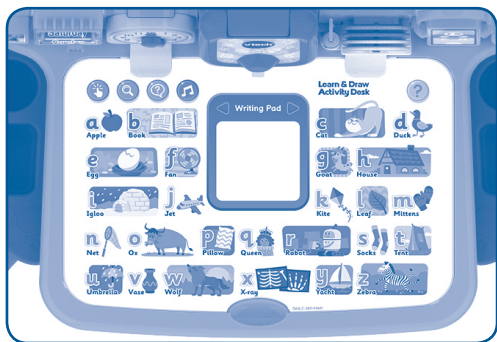
In Australia & New Zealand:

Check with you local council for kerbside collections.

TO BEGIN PLAY

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:

- Make sure you do not touch the **Touch Panel** or place other objects (except the activity card) on the **Touch Panel** when turning on the main unit.
- 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 playing 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 use 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 stop using 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 using the **Writing Pad**.
- Do not place any objects inside the stylus holder while using the **Writing Pad**. Otherwise, the object will be recognised 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**.

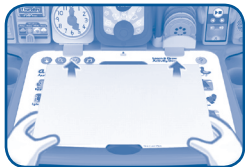
Projector

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

Picture Tracing

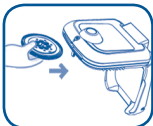


Learn to draw by tracing the outline of the projected image.



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 colour 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.
- The brightness of the projector complies with UK/EU toy safety regulations designed to protect you child's eyes. For best performance the projector should be used away from bright lights and direct sunlight.

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 colour matched **Activity Page** in the **Activity Card Slot** (i.e. the red framed **Shapes & Colours 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 centred on the desk top, turn the **Projection Reel** to centre it.
- If the projection image is not clear, slide the **Projection Focus Adjuster** 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 the **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 practise time concepts.

Roller & Slider



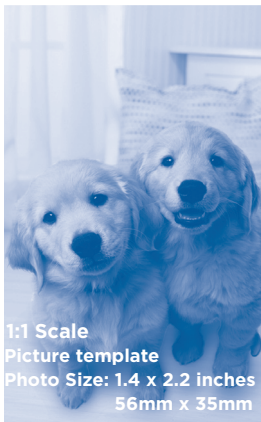
Use the **Roller** and the **Slider** to learn about days of the week and the weather.

NOTE: This activity does not have audio responses.

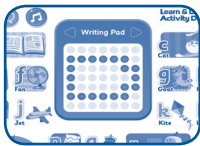
Photo Frame



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



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 operation.

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, phonics, numbers, music, shapes, colours, the human body and more. Refer to the table below for details.

Alphabet & Letter Sounds	
	 <p>Touch & Learn Touch the letters and objects to learn the alphabet, words and letter sounds.</p>
	 <p>Searching Fun Listen to the clues and find the correct letters or objects on the page.</p>
	 <p>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.</p>
	 <p>The Alphabet Song Play the Alphabet Song game. When the music stops, touch the next letter to continue the song.</p>
	<p>Teaches: Letters, Letter Sounds, Letter Order, Vocabulary</p>

Numbers & Counting	
	 <p>Touch & Learn Touch the numbers and objects to learn the numbers and the concept of counting.</p>
	 <p>Searching Fun Listen to the clues and find the correct numbers on the page.</p>
	 <p>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.</p>
	 <p>The Counting Game Count the lights in the LED Display and touch the number on the page to answer.</p>
	<p>Teaches: Numbers (1-15), Counting, Number Order, Vocabulary</p>

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.

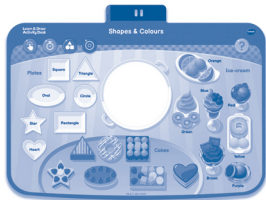


Jam Session

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 & Colours



Touch & Learn

Touch the plates, cakes and ice cream to learn about shapes and colours.



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, Colours, Matching, Vocabulary

Dress Your Body	
	 <p>Touch & Learn Touch the page to learn about the parts of the body, clothes and accessories.</p>
	 <p>Searching Fun Listen to the clues and find the correct part of the body or object on the page.</p>
	 <p>Music Play When the music stops you'll be asked to find a body part. See if you can find it!</p>
	 <p>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.)</p>
	<p>Teaches: Parts of the body, Clothes & Accessories, Weather, Outdoor/Indoor Activities, Vocabulary</p>

TROUBLESHOOTING

Problem	Possible Solution(s)
The main unit does not turn ON .	Reload the batteries to reset the Learn & Draw Activity Desk . 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 recognised.	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 .

<p>The main unit is ON but the Touch Panel does not respond.</p>	<p>Make sure you are not playing with the Writing Pad or Picture Tracing. The Touch Panel (except the 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 Projector for the Picture Tracing activity.</p>
<p>The Touch Panel gives an incorrect response.</p>	<p>Make sure you are touching the Touch Panel with one finger and not touching it in any other way.</p>
<p>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.</p>	<p>Make sure you do not play with the unit next to a window or in direct sunlight. Direct light may impact the sensitivity detection of the Writing Pad.</p> <p>Place the Stylus back in the stylus holder when it is not in use.</p>
<p>The Writing Pad does not work.</p>	<p>Make sure you use the Stylus to play the Writing Pad.</p> <p>Make sure no objects are in the stylus holder.</p> <p>Make sure no Activity Pages are inserted.</p> <p>Make sure nothing is in the Activity Card Slot.</p> <p>Make sure you are not using the Projector for the Picture Tracing activity.</p>
<p>The Writing Pad activity is entered automatically not by the Stylus touching the Writing Pad or taking the Stylus out of the stylus holder.</p>	<p>Make sure you do not play with the unit next to a window or in direct sunlight. Direct light may impact the sensitivity detection of the Writing Pad.</p> <p>Place the Stylus back in the stylus holder when it is not in use.</p>

The Projection Reel inserted is not recognised.	Make sure the Projection Reel is fully inserted.
The Projection Reel is fully inserted, but the Projector - Picture Tracing or Projector Game does not start.	<p data-bbox="363 106 972 176">Make sure nothing other than the Projection Reels are inserted into the slot.</p> <p data-bbox="363 176 972 278">To play the Picture Tracing activity, make sure no Activity Page is inserted and the Yellow Projection Reel is fully inserted.</p> <p data-bbox="363 278 972 489">To play the Projector Games, make sure the matched colour framed Activity Page and the matched colour Projection Reel are fully inserted: Red framed Shapes & Colours page + Red Projection Reel. Blue framed Dress Your Body page + Blue Projection Reel.</p> <p data-bbox="363 489 972 528">Make sure the projection image is centred.</p> <p data-bbox="363 528 972 569">Make sure the Projector is open.</p> <p data-bbox="363 569 972 637">Re-insert or turn the Projection Reel and try again.</p>
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.	<p data-bbox="363 797 972 889">Make sure the Stylus is placed back in the stylus holder when it is not in use.</p> <p data-bbox="363 889 972 984">Make sure no capacitive objects are on the Touch Panel.</p>
The main unit gives an incorrect response.	<p data-bbox="363 984 972 1057">Reload the batteries to reset the Learn & Draw Activity Desk.</p> <p data-bbox="363 1057 972 1122">Batteries may be exhausted. Please replace with a new set of batteries.</p> <p data-bbox="363 1122 972 1217">Humidity may cause interference with the Learn & Draw Activity Desk. Please be sure the desk is in a dry area.</p> <p data-bbox="363 1217 972 1308">Make sure you do not touch the Touch Panel or place other objects (except the activity card) on the Touch Panel when turning on the main unit.</p>

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 (surgical spirit or nail vanish remover) 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.

CONSUMER SERVICES

Creating and developing **VTech**[®] products is accompanied by a responsibility that we at **VTech**[®] 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 call our Consumer Services Department with any problems and/or suggestions that you might have. A service representative will be happy to help you.

UK Customers:

Phone: 0330 678 0149 (from UK) or +44 330 678 0149 (outside UK)

Website: www.vtech.co.uk/support

Australian Customers:

Phone: 1800 862 155

Website: support.vtech.com.au

NZ Customers:

Phone: 0800 400 785

Website: support.vtech.com.au

Product Warranty/ Consumer Guarantees

UK Customers:

Read our complete warranty policy online at vtech.co.uk/warranty.

Australian Customers:

VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED - CONSUMER GUARANTEES

Under the Australian Consumer Law, a number of consumer guarantees apply to goods and services supplied by VTech Electronics (Australia) Pty Limited. Please refer to vtech.com.au/consumerguarantees for further information.

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