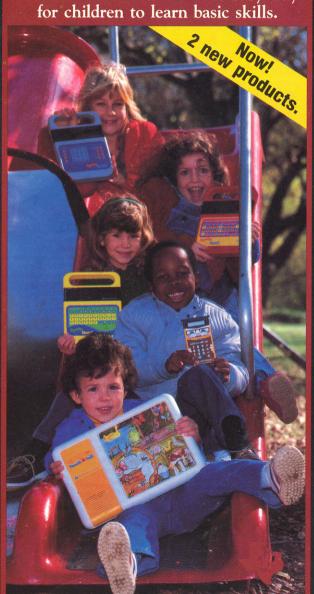
Fun and fascination . . . the easy way for children to learn basic skills.



Ages 2►5

Touch

Using brightly colored, interchangeable picture panels (2

panels, 4 different pictures) on a touch-sensitive surface, Touch & Tell gives preschoolers the kind of educational challenge they can enjoy. They learn to recognize and name a variety of colors, shapes, letters, numbers and familiar animals and objects. When a child touches a picture on one of the panels, a friendly voice identifies the object, asking the child to find other pictures. And to keep very young imaginations interested, musical tones and special sound effects add involvement. There is also a selection of additional topics for you to choose from.







Optional Touch & Tell™ Picture Panel Library

Title	Content	
Alphabet Fun	Helps children learn to identify letters of the alphabet and objects that begin with those letters. Also demon- strates the difference between small and capital letters.	
Animal Friends	Lions really roar and turkeys go gobble-gobble as your child learns the names and "voices" of farm animals, wild animals and baby animals like kittens, puppies, piglets and lambs.	
All About Me	Adds important words to young vocabularies by teaching the identification of articles of clothing, several types of toys, and parts of the body such as eye, ear, and nose.	
Number Fun	Teaches the recognition of numbers up to 30—and the concept of quantity for numbers from 1 to 8. Helps build a vocabulary capable of distinguishing between "two cats" and "four cats."	
Little Creatures	Develops greater knowledge of nature by introducing the names of small animals and their "houses"—in parks, woods and oceans. Teaches such associations as nest/bird and hive/bee.	
World of Transportation	The fire truck's siren and the rocket's rattling roar invite an exploration of methods of transportation—by land, sea, air, and space—from motorcycles to message-sending satellites.	

Ages 4>8

Speak & Read uses a friendly electronic voice and carefully planned activities to help children build reading skills.

More than 250 basic words are introduced through activities like "Word Zapper" and "Hear It," helping young children recognize letters and words alike. "Picture Read" develops vocabulary skills and establishes a sound appreciation of word meanings. "Read It" is a fun way to aid reading comprehension and logical thinking.



Speak & Read™ Cartridge Library

Title	Content	Ages
A Dog On A Log	Rhyming words such as log, dog, pig, big. Plural endings such as boxes, watches, hats, and trees.	6-7
On The Track	Consonant blends such as bl, br, cl, cr, dr, fl, fr, gr, pl, pr, sc, sh, sl, sk, sm, sp, st, sw, tr.	6-7
The Seal That Could Fly	Sound-alike vowel combinations such as ay and ai, ea and ee. Words ending in er and est.	7-8
The Third Circle	R-controlled vowels such as ir, ar, er, ur, or; and words with the suffixes ful and ly.	7-8
Who's Who At The Zoo	The contraction n't (don't, didn't, wasn't, isn't). Verbs ending in ed, er, s and es.	7-8
Sea Sights	Compound words such as shipmate, sunburn, seafood; words ending with er and est; and syllables.	7-8
The Millionth Knight	Silent letter combinations such as chalk, phone, limb; and suffixes less, ous, and able.	7-8

Ages 6►14

Speak & Spell tackles the usually dull, repetitious chores of spelling drills and turns them into lively, exciting games. Speak & Spell keeps children involved—and learning—three ways, using the senses of sight, touch and sound.

Progressing at their own pace, children "play" their way through a primary vocabulary of over 150 frequently used words which don't follow normal spelling rules. There are four levels of challenge.



Speak & Spell™ Cartridge Library

Title	Content	Ages
Basic Builders TM	Words like if, how, and as can be big problems. They can't be spelled phonetically.	7-11
Vowel Power TM	Vowel sounds are often irregular and create pronunciation as well as spelling problems.	7-11
Super Stumpers TM	Silent letters, "dropped" letters, y/i changes and double consonants.	9-12
Mighty Verbs TM	Adding s, ed, and ing to verbs that require doubling a consonant or changing y to i.	9-12
Vowel Ventures TM	Vowels can be troublesome—with so many alternate spellings.	11-14
Super StumpersTM	Advanced practice with silent letters, irregular spellings, multiple spellings.	11-14

Ages 6 ➤ 12



Using more than 100,000 random and preprogrammed problems, Speak & Math gives students valuable practice in addition, subtraction, multiplication and division. It uses numerical and word problems to keep students interested and involved, motivating them to find the correct answer.

Math games such as "Number Stumper" help stimulate logical thinking. "Greater than/less than" exercises build the ability to compare number values. And each type of learning activity has three levels of challenge to grow with the child's ability level.

Ages 5≥9



LITTLE PROFESSOR

TI's Little Professor mathematical tutor is a lively, kidsized learning aid that helps youngsters practice addition, subtraction, multiplication and division.

The Little Professor's 50,000 preprogrammed problems work the same way math flash cards do, presenting problems at four selectable levels of challenge.

An animated liquid crystal display rewards correct answers with a wiggle of the Professor's mustache and shooting stars, as well as displaying the problems and answers.

Ages 3►6

Little Maestro



Little Maestro can help your child learn about the differences in musical tones (pitch) and how they work together in simple melodies.

And it's fun!

There are 10 note-keys on a musical staff, so Little Maestro can be played like an instrument . . . and there are 10 sing-along songs in an electronic memory. Your child's own compositions can be recorded in the memory and played back again and again. There are sound effects, too. Games like "Hi/Low" and "Follow Me" add to the fun and the learning . . . and a friendly electronic "voice" provides simple instructions.







Speak & Music can help your child discover the magic in making music while learning important basic concepts, and it's all

fun! Three educational games challenge children to repeat note sequences, melodies, and rhythms. A pleasant electronic "voice" gives instructions and encouragement. A piano-type keyboard covers the full chromatic scale for 1½ octaves.

So children can learn to play—and record and replay their own tunes.

Youngsters change tempos, select tone colors, add sound effects . . . 12 songs prerecorded for games and sing-alongs.

Spelling BTM

Designed to provide hours of learning fun, the Spelling BTM helps teach the basics of spelling and reading. Five entertaining games provide challenging practice and recognition activities for over 250 words.



Two of the Spelling B games are based on the concept of word-picture association. Children practice naming, spelling, and reading using the brightly colored activity book. Other activities encourage logical and strategic thinking.

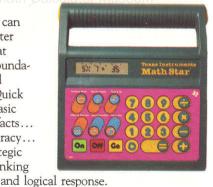
Spelling B keeps score and provides positive reinforcement for right answers. Three learning levels challenge children with progressively more difficult words.

Ages 6►11

Math Star™

The Math StarTM can help children master the basic skills that build important foundations for advanced mathematics . . . Quick

natics...Quick
recall of basic
math facts...
Accuracy...
Strategic
thinking



Designed to provide hours of learning fun, Math StarTM has seven different fast-action activities for one or more players.

Flashing stars provide positive reward and encouragement, and different levels of play challenge children to keep learning. The colorful activity book is filled with math games.

Interactive educational products make it easy and fun for your child to learn the basics.

From preschool to junior high . . .

Each TI educational product brings a bright, fun approach to learning—and each is based on specific learning objectives that can support your child's progress in the basic skills.

This combination of solid educational concepts and electronic fun and excitement interacts with children and keeps them intrigued and challenged. It's a unique opportunity to help build a firm foundation in spelling, pronunciation, vocabulary, reading, grammar, arithmetic, music, logical thinking, problem solving, and more.

TI's family of educational products includes a wide variety of optional plug-in cartridges . . . so your child can begin at the proper level and proceed at his or her

own pace.

Solid State SpeechTM technology reproduces human speech electronically. So a friendly voice can reward the right responses, gently correct mistakes, and encourage another try. Sturdy, non-toxic plastic cases are bright and colorful—with keyboards specially scaled for little fingers—and an automatic shutoff feature saves batteries.





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