



**P A R E N T S !**

**H**

HELP YOUR CHILD

DISCOVER THE FUN

OF LEARNING!

TEXAS INSTRUMENTS



## FOLLOW THE LEARNING PATH™ WITH TEXAS INSTRUMENTS

The TI Learning Path is a system of electronic educational toys that addresses children's natural learning phases. Each toy supports the developmental needs of the child. This allows children to prepare for and, ultimately, do better in school. And, with the Learning Path to follow, parents can move through the entire TI family of educational products confident that they're choosing the correct educational toys for their children.

TI's products are grouped according to four childhood learning phases: First Learning, from birth to age 2; Discovery Learning, ages 2-3; Pre-School Learning, ages 3-6; and School-Age Learning, ages 6-12.

Each product on the Learning Path is designed with the help of educational and learning experts to deliver the things children need to know, when they need to know them. Every product captivates, challenges and enables children to fully explore skills that are appropriate for their ages and developmental stages.

For more information, please write to:

Texas Instruments Incorporated, P.O. Box 53, Lubbock, Texas 79408

or call 1-800-TI-CARES

Learning Path, Speak & Spell, Stack-A-Round Clown, Listen & Learn, Talking Peek-A-Boo Zoo, Touch & Tell, Touch & Discover, My Little Computer, Computer Fun, Save & Learn Bank, Super Speak & Read, Words... To Go!, Time... To Go!, Super Speak & Math, Speak & Math, Super Speak & Spell, Math... To Go! and Passport To The World are trademarks of Texas Instruments Incorporated.



SCHOOL AGE LEARNING

AGES  
**6-12**

**SUPER SPEAK & MATH**  
AGES 6-12. OVER 250,000  
PROBLEMS DEVELOP  
CONCEPTUAL MATH SKILLS  
USING THE "BASE 10"  
PICTURE SYSTEM.



**MATH... TO GO!**  
AGES 5-9. 50,000+ PROBLEMS  
DEVELOP THREE  
CRITICAL MATH SKILLS.



**SPEAK & SPELL**  
AGES 6-14. HEAR A WORD,  
SPELL IT AND SEE IT  
DISPLAYED.



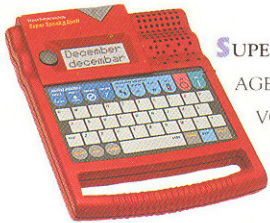
Encourages  
logical thinking

Develops  
comprehension

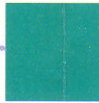
Promotes  
good study  
skills

Promotes  
school-subject  
learning

Provides fun  
through  
challenge



**SUPER SPEAK & SPELL**  
AGES 6-12. MAKES LEARNING  
VOCABULARY AND SPELLING FUN.



**NEW**

**PASSPORT TO THE WORLD**  
AGES 9 AND UP. THE ELECTRONIC GAME OF WORLD TRAVEL.  
OVER 10,000  
FUN QUESTIONS.



**SPEAK & MATH**  
AGES 6-12.  
HOURS OF MATH FUN WITH  
OVER 100,000 PROBLEMS.



PRE-SCHOOL LEARNING

AGES  
**3-6**

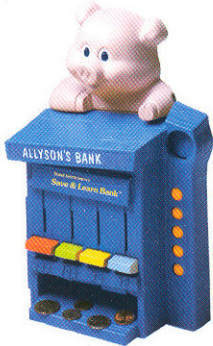
Develops  
reading skills

Supports number,  
letter and word  
recognition

Promotes  
real-world skills

Develops  
manipulative skills

Encourages  
planning



**NEW**

**SAVE & LEARN BANK**  
AGES 4-8. FUN-FILLED ACTIVITIES  
HELP TEACH BASIC MATH  
AND MONEY  
RESPONSIBILITIES.

**WORDS... TO GO!** AGES 3-6. DEVELOPS  
PRE-READING SKILLS WITH 20 FUN ACTIVITIES.



**SUPER SPEAK & READ**  
AGES 3-7. PHONICS & SIGHT-READING  
HELP CHILDREN LEARN BASIC READING SKILLS.

**TIME... TO GO!**  
AGES 4-8. DEVELOPS  
TIME SKILLS WITH  
20 FUN ACTIVITIES.



**MY LITTLE COMPUTER**  
AGES 3-6. INTRODUCES  
CHILDREN TO SIMPLE  
COMPUTER SKILLS.



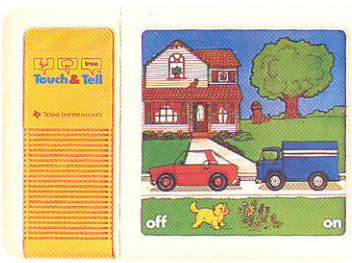
**COMPUTER FUN**



AGES 4-8. INTRODUCES  
COMPUTER FEATURES,  
EARLY MATH SKILLS,  
AND READING READINESS.



**TOUCH & TELL**  
AGES 2-5.  
FRIENDLY VOICE  
INTRODUCES  
OBJECTS, SHAPES,  
WORDS, AND  
MORE.



**TOUCH & DISCOVER**  
AGES 2-5. DISNEY CHARACTERS  
HELP CHILDREN LEARN THE  
ALPHABET, NUMBERS AND MORE.  
© The Walt Disney Company



Encourages  
creativity and  
imagination  
  
Promotes  
understanding  
directions  
  
Encourages  
color and shape  
recognition  
  
Introduces  
socialization  
skills

**LISTEN & LEARN NURSERY RHYMES**  
6-36 MONTHS. SINGING NURSERY  
RHYMES AND MUSICAL TUNES.



**TALKING PEEK-A-BOO ZOO**  
9-36 MONTHS. POP-UP ZOO  
ANIMALS HELP DEVELOP  
MEMORY SKILLS, AND  
HAND-EYE COORDINATION.



**LISTEN & LEARN FARM ANIMALS**  
6-36 MONTHS. A FRIENDLY VOICE  
INTRODUCES FARM ANIMAL VOICES.

**FIRST LEARNING**

Encourages  
exploration and  
early language  
skills  
  
Promotes  
awareness of  
environment  
  
Develops  
understanding of  
cause and effect  
  
Develops sensory  
and motor skills



**NEW**

**STACK-A-ROUND CLOWN.** 12-36 MONTHS.  
THE FIRST ELECTRONIC STACKER FOR INFANTS AND TODDLERS.



**LISTEN & LEARN SOUNDS WE HEAR**  
6-36 MONTHS. FAMILIAR OBJECTS  
AND FUN SOUNDS.

**NEW**



**TEXAS INSTRUMENTS  
LEARNING PATH GROWTH CHART**

For More Information About Our Products Call 1-800-TI-CARES