

GEO SAFARI[®] Phonics LAB[™]



INSTRUCTION GUIDE

Table of Contents

Introducing GeoSafari Phonics Lab	2
What will students learn?	2
Phonics Lab Learning Materials	2
Let's Look at GeoSafari Phonics Lab Features	3
How to Play	5
GeoSafari Phonics Lab Games	5
Game 1: The Alphabet Song	5
Game 2: Let's Learn the Alphabet	5
Game 3: "Lights Out" Alphabet Search	6
Game 4: Let's Learn the Sound Alphabet	6
Game 5: "Lights Out" Sound Search	6
Game 6: Secret Word Maker	7
Game 7: Word Explorer	7
Using GeoSafari Phonics Lab Word Cards	7
GeoSafari Phonics Lab Word List	8
Caring for GeoSafari Phonics Lab	9
Troubleshooting	9
How to Clean Phonics Lab	9
Adapter and Headphones	9
Battery Installation and Instructions	10
Warranty Information	back cover

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Introducing GeoSafari Phonics Lab

Learning to read is one of the most important skills your students will ever learn. Good readers become successful students, and phonics is one way to help students learn to read. *Phonics Lab's* activities are designed to introduce and reinforce alphabet and phonics skills. Using music, lights, and sounds, *Phonics Lab's* motivating, interactive learning games help students build their skills—and confidence—in a fun and entertaining way!

What will students learn?

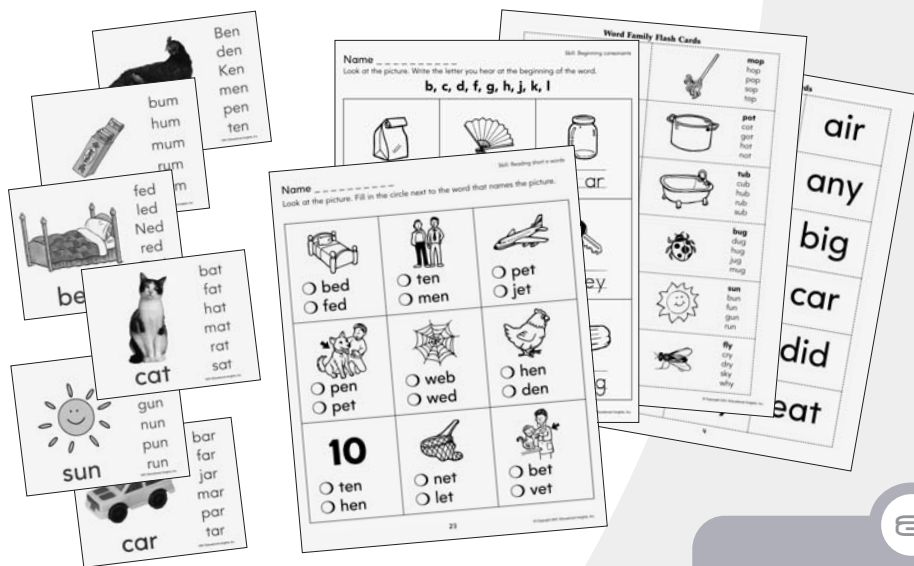
Phonics Lab's seven games teach students readiness, alphabet, and phonics skills—the building blocks of reading! The early reading skills taught by *Phonics Lab* include:

- Saying the alphabet in order, from *a* to *z*
- Recognizing and naming the letters of the alphabet
- Identifying the sound each letter makes
- Learning to read and spell simple three-letter words

Phonics Lab Learning Materials

Phonics Lab comes with materials to support and extend the skills introduced in its seven learning games. Twenty colorful, two-sided word cards reinforce students' familiarity with important word families (such as *at*, *an*, *et*, etc.) and with vocabulary categories (such as animals, food, and transportation). See page 7 of this guide for suggestions for using the word cards.

A 28-page reproducible book contains assessments, sight word cards, and simple storybooks that students can make and read themselves.



Let's Look at GeoSafari Phonics Lab Features

AC Adapter

Plug in the optional AC adapter here.
The Educational Insights stock number is EI-2642.

Game Buttons

Press a button to choose one of the seven learning games.

Letter Buttons

Press these buttons to learn letter names and letter sounds, make words, and answer questions. The buttons light up to reinforce learning and guide play. Raised, tactile letters highlight letter forms. Buttons are labeled with both lowercase and uppercase letters. Consonants are printed in blue and vowels in red for easy distinction.





Speaker

The high-quality digital “voice” says letter names, letter sounds, and hundreds of words. Music and sound effects provide encouraging feedback and guide learning.

Headphone Jack

Plug in any standard $\frac{1}{4}$ " jack headphones here.

On/Off Button

Press this button to turn the unit on or off. To conserve batteries, *Phonics Lab* will turn itself off after two minutes of nonuse.

Volume Button

Press this button to control volume level. There are three levels: low, medium, and high.

Help Button

Press this button to hear the game directions repeated.

Battery Compartment

Place 4 fresh AA batteries here for optimum performance.

How to Play

Before starting, place four AA batteries in the battery compartment, or plug in the AC adapter. See instructions on pages 9-10.

1. Turn *Phonics Lab* on by pressing the On/Off Button. *Phonics Lab* will greet you with an introductory sound-and-light “show,” and Game 1: “The Alphabet Song” will begin.*
2. Adjust the volume to the desired level by pressing the Volume Button. There are three volume levels: low, medium, and high.
3. Sing along with *Phonics Lab* in Game 1: “The Alphabet Song,” or press another Game Button to play one of the six other games. (See pages 5 through 7 for a complete description of each game.)
4. Switch games at any time by pressing a different Game Button. *Phonics Lab* guides students with spoken directions, music, and lights. Press the Help Button to have a game direction repeated.
5. Encourage students to turn *Phonics Lab* off when they are done playing. However, *Phonics Lab* will automatically shut off after two minutes of nonuse.

***Note:** *Phonics Lab* is factory-set to begin with Game 1: “The Alphabet Song” the first time it is used or after its power source is interrupted (for example, when the batteries are changed). Thereafter, *Phonics Lab* “remembers” the last game played and will begin with it when turned on.

GeoSafari Phonics Lab Games

Phonics Lab's seven games are designed to build beginning reading skills. The games are sequentially ordered, beginning with learning “The Alphabet Song” and ending with students creating their own three-letter words in Game 7's “Word Explorer.”



Game 1: The Alphabet Song

Students sing along with Phonics Lab to learn the ABCs!

What a great way to learn the alphabet—from *a* to *z*! As *Phonics Lab* sings its rendition of “The Alphabet Song,” each letter lights up. It’s a great way to reinforce letter names and alphabetical order, too!



Game 2: Let’s Learn the Alphabet

Students learn the alphabet as they light up the letters!

In this game, the student presses Letter Buttons to learn the names of the alphabet letters. To begin the game, the student presses any Letter Button. The letter flashes as *Phonics Lab* names the letter. As new letters are pressed, they light up and are identified. When all 26 letters have been pressed (and all of the lights are on), the game is over.



Game 3: “Lights Out” Alphabet Search

Students test their Alphabet I.Q. as they switch off the lights!

This game tests how well students know the names of the letters. At the start of this “lights out” game, all letters are lit. *Phonics Lab* asks the student to find a letter, for example, “Find the letter *c*.” If the correct letter is pressed, that light goes out. If an incorrect letter is pressed, the light stays on, and the question is repeated. If the student answers incorrectly again, the student is guided to the correct answer. Motivating messages encourage the student along the way until all the lights are out and every letter has been identified.



Game 4: Let’s Learn the Sound Alphabet

Students discover the Sound Alphabet as they light up each letter!

This game introduces students to the phonetic sounds of the alphabet. To begin the game, the student presses any Letter Button. The letter flashes as *Phonics Lab* names the letter, its phonetic sound, and a word that begins with that letter, for example, “The letter *d* makes the sound *duh* as in duck.” As new letters are pressed, they light up and are identified. Light all 26 letters to finish a game.

Note: *Phonics Lab* teaches the sound most commonly associated with each letter: the short vowel sounds, hard *c* and *g*, and the sound of *x* at the end of words.



Game 5: “Lights Out” Sound Search

Students check their Sound Alphabet I.Q. as they turn off the lights!

This game tests how well students know the phonetic sounds of the alphabet. At the start of this “lights out” game, all letters are lit. *Phonics Lab* asks the student to find the letter that makes a specific sound, for example, “Find the letter that makes the sound *duh* as in duck.” If the correct letter is pressed, that light goes out. If an incorrect letter is pressed, the light stays on, and the question is repeated. If the student answers incorrectly again, *Phonics Lab* guides the student to the correct answer. Fun messages encourage the student to continue playing until all the lights are out.

Game 6: Secret Word Maker

Phonics Lab has 120 secret words for students to uncover!

In this game students learn how to spell over 120 three-letter words.

Phonics Lab asks the student to press three letters that make up a secret word. For example: “Press the letters *c-a-t* to make the secret word.”

As the correct letters are pressed, the student hears each sound blended together (*cuh-aah-tuh-cat*) to form the secret word! If incorrect letters are pressed, *Phonics Lab* gently guides the student to the secret word using lights and sounds. As with all of its games, *Phonics Lab* offers motivating messages and encouragement throughout game play.

Game 7: Word Explorer

Students spell hundreds of three-letter words!

How many three-letter words can students spell? *Phonics Lab* has a word list of more than 500 words—everything from *act* to *zoo*! When a word in the *Phonics Lab* Word List is spelled, the student hears the correct spelling and the word. For example: “*D-o-g* spells *dog*!” If the student presses three letters that don’t make a “real word” or that make a word not found in the word list, *Phonics Lab* prompts the student to try another word. Fun feedback and special sound effects encourage students to experiment with word formation. The *Phonics Lab* Word List is included on page 8 of this guide for easy reference and in your reproducible book.

Note: Some inappropriate words are unavailable for students to spell.

Using GeoSafari Phonics Lab Word Cards

There are two kinds of word cards—word family (phonogram) cards and word category cards. Here are some ways to use the cards:

- Have students read the words on a card, checking their decoding by entering each word (in Mode 7: Word Explorer) on *Phonics Lab* after reading it.
- Use the words on a card in sentences.
- Use the words on a card in simple stories.
- Have students use the cards as models to make their own word cards with other word families or categories. They can use the *Phonics Lab* Word List as a reference and illustrate their cards if they wish.

GeoSafari Phonics Lab Word List

ace	Ben	cur	fad	Gus	jar	lop	oak	pun	sit	urn
act	bet	cut	fan	gut	jaw	lot	oar	pup	six	use
add	bib	dab	far	guy	jay	low	oat	pus	ski	van
ado	bid	dad	fat	gym	Jeb	lox	odd	put	sky	vat
ads	big	Dan	fax	had	Jed	lug	ode	rag	sly	vet
adz	bin	day	fay	hag	Jen	mad	off	ram	sob	vex
aft	bit	deb	fed	Hal	jet	man	oil	ran	sod	via
age	boa	Del	fee	ham	jib	map	old	rap	son	vie
ago	bob	den	fen	hap	jig	mar	one	rat	sop	vim
aid	bog	dew	few	has	Jim	mat	opt	raw	sow	vow
ail	boo	did	fez	hat	job	Max	orb	ray	sox	wad
aim	bop	die	fib	hay	Joe	may	ore	red	soy	wag
air	bow	dig	fig	haw	jog	Meg	our	rib	spa	wan
ale	box	dim	fin	hem	jon	Mel	out	rid	spy	war
all	boy	din	fir	hen	jot	men	owe	rig	sty	was
alp	bra	dip	fit	her	joy	met	owl	rim	sub	wax
amp	bud	doe	fix	hew	jug	mew	own	rip	sue	way
Ana	bug	dog	flu	hex	jut	mid	pad	rob	sum	web
and	bum	don	fly	hid	Kay	mix	pal	rod	sun	wed
ant	bun	dot	fob	him	keg	mob	Pam	roe	sup	wee
any	bur	dry	foe	hip	Ken	mom	pan	rot	tab	Wes
ape	bus	dub	fog	his	key	moo	par	row	tad	wet
apt	buy	dud	for	hit	kid	mop	pat	rub	tag	who
arc	bye	due	fox	hog	Kim	mow	paw	rue	tan	why
are	cab	dug	fry	hop	kin	mud	pay	rug	tap	wig
ark	cad	dun	fun	hot	kip	mug	pea	rum	tar	win
arm	cam	duo	fur	how	kit	mum	peg	run	tax	wit
art	can	dye	gab	hub	koi	nab	pen	rut	tea	woe
ash	cap	ear	gad	hue	lab	nag	pep	rye	Ted	wok
ask	car	eat	gag	hug	lad	nan	per	sad	ten	won
asp	cat	ebb	gal	hum	lag	nap	pet	sag	the	woo
ate	caw	eel	gap	hut	lap	Nat	pew	Sam	tie	wow
auk	cay	egg	gas	ice	law	nay	pie	sap	Tim	wry
ave	cob	ego	gay	icy	lax	Ned	pig	sat	tin	yak
awe	cod	eke	gel	ilk	lay	net	pin	saw	tip	yam
awl	cog	elf	gem	ill	lea	new	pip	say	toe	yap
axe	con	elk	get	imp	led	nib	pit	sea	tog	yea
aye	coo	elm	gib	ink	lee	nil	ply	see	tom	yen
bad	cop	emu	gig	inn	leg	nit	pod	set	ton	yes
bag	cot	end	gin	ion	Len	nod	pop	sew	too	yet
ban	cow	eon	gnu	ire	let	nor	pot	she	top	yew
bar	coy	era	gob	irk	lid	not	pow	shy	tow	you
bat	cry	ere	god	its	lie	now	pox	Sid	toy	zap
bay	cub	err	goo	ivy	lip	nub	pro	sin	try	zip
bed	cud	eve	got	jab	lit	nun	pry	sip	two	zoo
bee	cue	ewe	gum	jag	lob	nut	pub	sir	tub	
beg	cup	eye	gun	jam	log	oaf	pug	sis	tug	

Caring for GeoSafari Phonics Lab

Troubleshooting

If *Phonics Lab* is not working properly, replace the batteries with a fresh set. Weak batteries can cause a variety of malfunctions. To prolong battery life, encourage students to turn off *Phonics Lab* with the On/Off Button when they are not using the unit. If *Phonics Lab* will not be used for a long period of time, remove the batteries to prevent possible corrosion.

How to Clean Phonics Lab

If you are using the AC adapter, disconnect it before cleaning *Phonics Lab*. Clean your *Phonics Lab* with a slightly damp or dry cloth. Do not immerse *Phonics Lab* in water. Do not spray liquid of any kind on *Phonics Lab*.

Adapter and Headphones

Operating Phonics Lab with the Adapter

With the optional AC adapter, *Phonics Lab* can run indefinitely without batteries. Follow these steps for using the adapter with *Phonics Lab*:

1. Plug the end of the adapter cord into the AC adapter jack located on the top left side of *Phonics Lab*.
 - *Phonics Lab* must only be used with the recommended AC adapter, available from your authorized Educational Insights dealer. The Educational Insights stock number is EI-2642.
 - The AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use the AC adapter until the damage has been repaired.
 - Disconnect *Phonics Lab* from the AC adapter before cleaning.
 - The AC adapter unit is not a toy.
2. Carefully plug the adapter body into an electrical outlet.
 - *Phonics Lab* must not be connected to more than the recommended number of power supplies.
 - *Phonics Lab* is not suitable for children under three (3) years of age.

Operating Phonics Lab with the Headphones

A headphone jack is included. Any standard $\frac{1}{4}$ " jack headphones may be used. Headphones are also available from your authorized Educational Insights dealer. The Educational Insights stock number is EI-3915. With headphones, a student can enjoy *Phonics Lab*'s lively learning games without disturbing others. Simply plug the cord from the headphones into the headphone jack located on the top right side of *Phonics Lab*.

Battery Installation and Instructions

For the best operation, always use fresh alkaline batteries. Other battery types will have a shorter life.

1. Carefully open the battery compartment door located on the bottom of *Phonics Lab* by loosening the screw holding it in place.
2. Install four fresh AA-cell (DC 1.5v) batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found inside the battery compartment.
 - Batteries must be inserted with the correct polarity.
 - Do not mix old and new batteries. Do not mix different types of batteries: alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
 - Remove exhausted batteries from the unit.
 - The supply terminals must not be short-circuited.
 - Non-rechargeable batteries must not be recharged.
 - Do not use rechargeable batteries.
 - Only batteries of the same or equivalent type as recommended are to be used.
3. Close the battery compartment door and tighten the screw.
4. Turn on the unit by pressing the On/Off Button.

Note: *Phonics Lab* has a battery-saving automatic shut-off feature and will turn itself off after 2 minutes of nonuse.

