

# Magic Moves™

With 90 fun, creative commands, twinkling light shows, and a variety of musical styles, Magic Moves™ electronic wand gets kids up and moving, exercising their bodies, their creativity, and their listening skills!

## Getting Started

Before you play, install 3 AAA batteries in the battery compartment on the back of Magic Moves™ according to the instructions in this guide.

## Let's Look at Magic Moves™

### Light Shows

Twenty-six different colorful, twinkling light shows motivate active engagement.

### Play Button

Press to play one of 90 different commands and its music and light show. If you press the Play Button while the music is playing, the music stops. Press the Repeat Button to play the same tune, or press the Play Button to play the next command.

### Speaker

Twenty-six unique tunes feature a variety of musical styles.

### Repeat Button

Press to repeat the last command and tune.

### Power and Volume Switch

Turn the unit on by moving the switch to the right to choose the desired volume level: low and high. Move it to the left to turn it back off. **Note:** The wand will turn off after two minutes of nonuse.

### Surprise!

Special commands are played at intervals, enlivening the game. The commands: "Freeze," "March," and "Let's Dance" come *without* a button press. So, don't rush to push the Play Button as soon as a tune is over or you might miss the fun. "Let's Dance" has three different style tunes each with its own beat: "Techno," Afro-pop, and Latin salsa. *Surprise!*



## Before You Begin

Talk to children about “magic wands” and how they transform things. Tell them that they are going to pretend to be different animals, like frogs and dinosaurs, and different things, like trees and toy tops. Talk about how those animals and things move. Invite children to show you their interpretations of the movements.



## TIP

There is no right or wrong way to move! While you may wish to play and move with children, encourage them to sneak, strut, and stomp in their own way. Some movement words, such as slither, may be unfamiliar to children. Associating an unfamiliar word with a familiar animal helps children build vocabulary.

Demonstrate how Magic Moves™ works (see **Let's Move**). Press the Play Button and move to the music. Press the Repeat Button, and encourage children to move with you. Try this several times. With a younger or more inexperienced child or group of children, you may want to take an active role in leading the group.

With an older child or more experienced group of children, let children take turns being the “magician” to transform the group.

## Let's Move!

Magic Moves™ is simple to use.

1. Slide the switch on the back of the unit to power on and choose the desired volume level. A lively musical introduction and light show invites children to play.
2. Press the green Play Button. One of the 90 commands and its accompanying tune and light show will play. If you wish to hear the tune again, press the Repeat Button.

## TIP

Magic Moves™ is an active, high-energy game. It is designed to develop gross motor skills, creative expression, and listening skills. Allow plenty of room for children to move about freely and safely. Remind users who wave the wand to do so gently.

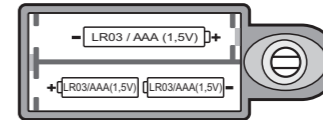
## Caring for Magic Moves™

Keep food and beverages away from Magic Moves™. Take care not to spill liquid of any kind on the wand, and do not submerge it in water. You may clean the wand's surface with a soft, very slightly damp cloth. If Magic Moves™ is not operating properly, insert fresh batteries.

## Battery Installation and Information

1. Open the battery compartment door by carefully loosening the screw with a coin.
2. Install three fresh AAA batteries following the illustration inside the battery compartment.
  - Do not use rechargeable batteries.
  - Do not mix old and new batteries.
  - Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
  - Do not recharge nonrechargeable batteries.
  - Remove rechargeable batteries from the toy before recharging.
  - Only charge rechargeable batteries under adult supervision.
  - Only use batteries of the same or equivalent type as recommended.
  - Insert batteries with the correct polarity.
  - Remove exhausted batteries from the unit.
  - Do not short circuit the supply terminals.

- To prevent corrosion and possible damage to the product, we recommend removing the batteries from the unit if it will not be used for more than two weeks.
- 3. Close the compartment door and tighten the screw.



**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.
- Consult the dealer or an experienced radio/TV technician for help.

**Note:** The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.



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