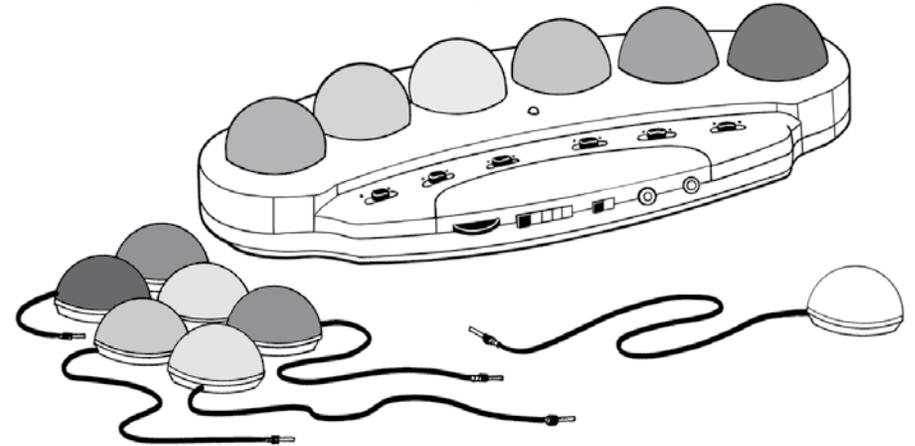


Eggspert® Classic

Teacher's Guide

Congratulations on choosing EGGSPERT®! This “egg-citing” teaching aid will stimulate learning and enliven classroom activities with just the press of a button. Using EGGSPERT’s two modes, you’ll find hundreds of ways to integrate EGGSPERT into your daily classroom activities.



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.

THIS PRODUCT INCLUDES:

- | | |
|---|--|
| (1) EGGSPERT | (1) Teacher Control Button (white) attached to a 4-foot cord |
| (6) Student Answer Buttons (in assorted colors), each attached to a 4-foot cord | (1) Teacher's Guide |



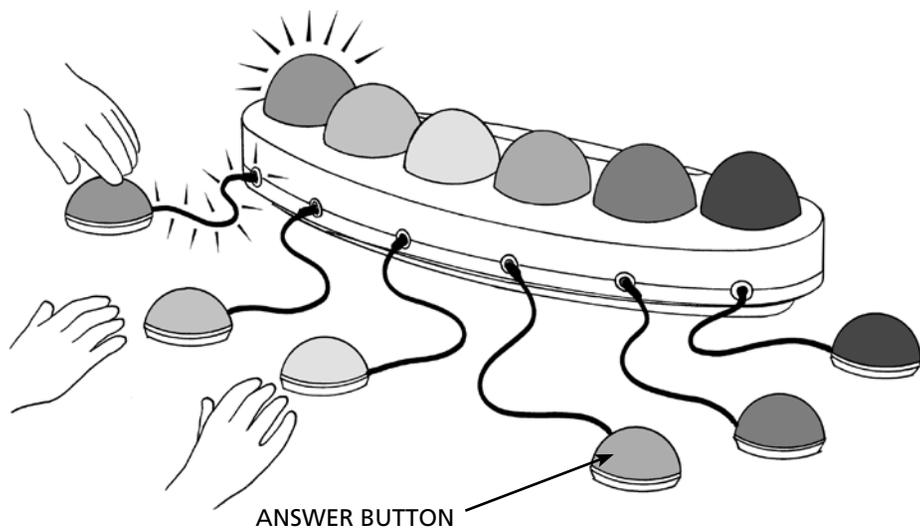
TWO WAYS TO USE EGGSPERT

EGGSPERT's two unique modes ("Quiz Show" and "Wheel of Fortune") will help you integrate this motivational learning aid into your daily classroom activities. Please refer to pages 4 and 5 for explanations and illustrations of EGGSPERT's special features.

"QUIZ SHOW"

In this mode, the teacher poses a question and the first student to press his or her "answer button" gets to answer.

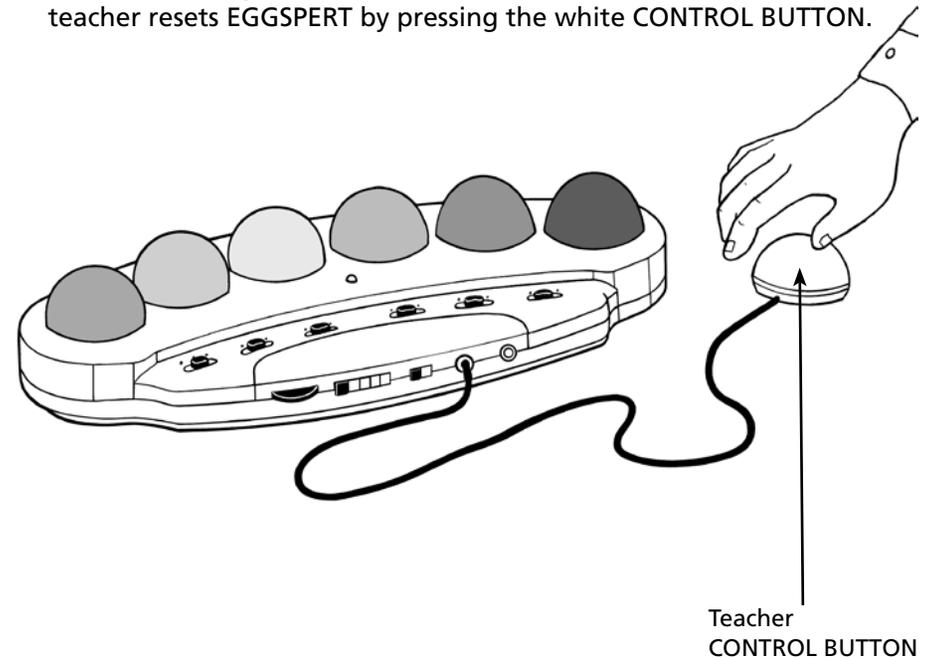
- 1 Give each student (or group of students) an ANSWER BUTTON.
- 2 Set a time limit (no limit, 5, 10, 20, or 30 seconds) for student to answer the question. (TIMER)
- 3 Choose "time's up" sound: tone or voice. (TONE/VOICE)
- 4 Now ask a question. ("Who was the first president of the United States?")
- 5 As soon as a student presses his or her button, the corresponding colored "egg" beeps and lights up. Then EGGSPERT will begin ticking down the time clock. That student then has the specified amount of time in which to answer the question. If the student answers before time runs out, the teacher resets EGGSPERT by pressing the white CONTROL BUTTON. If time runs out before the student answers, the teacher resets EGGSPERT by pressing the CONTROL BUTTON.



"WHEEL OF FORTUNE"

In this mode, EGGSPERT chooses who will answer a question! (Note: Student answer buttons are not needed for this mode.)

- 1 Assign each student (or group of students) an EGGSPERT color.
- 2 Set the TIMER.
- 3 Choose sound: TONE or VOICE.
- 4 The teacher presses the white CONTROL BUTTON to set the egg lights in motion. Eggs light and beep in sequence, gradually slowing until only one egg remains lit.
- 5 The student assigned to that colored egg must answer the question before time is up. If the student answers before time runs out, the teacher resets EGGSPERT by pressing the white CONTROL BUTTON.

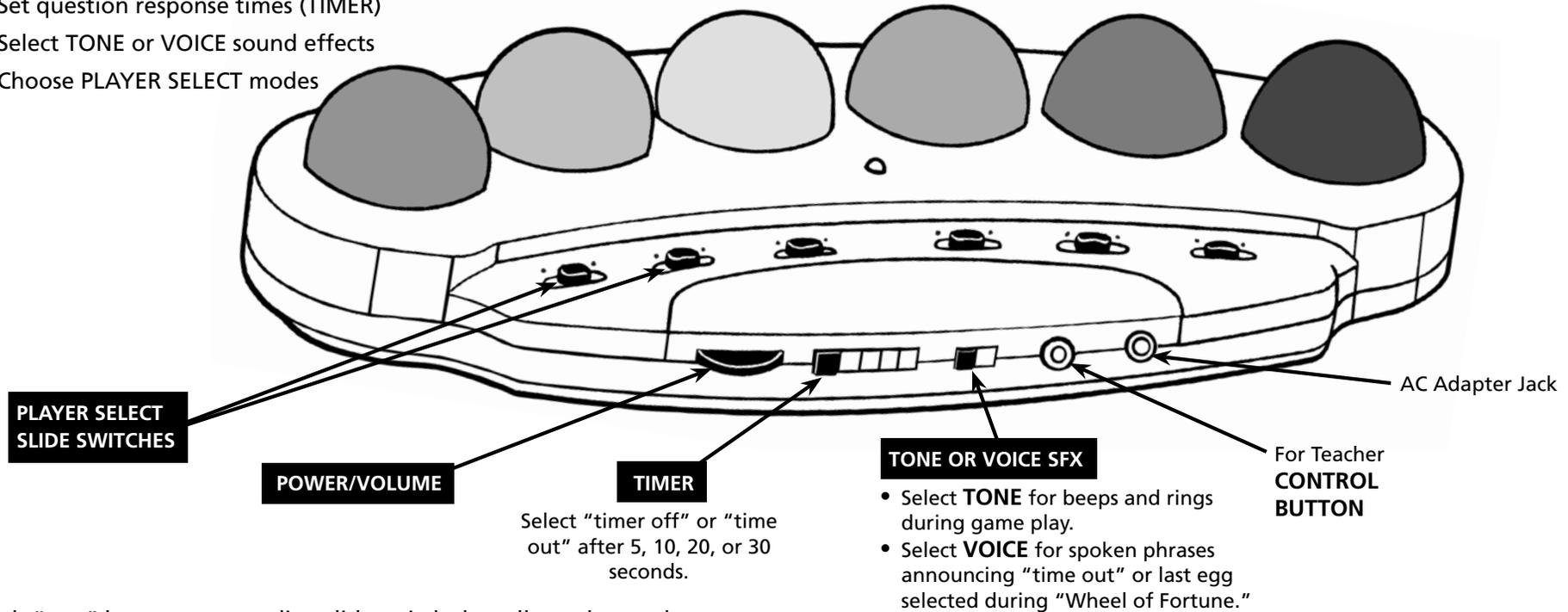


EGGSPERT'S SPECIAL FEATURES

TEACHER "CONTROL CENTER"

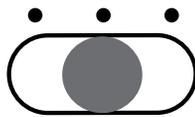
The CONTROL CENTER side of EGGSPERT should face the teacher. Using the controls, the teacher can:

- Turn machine on and set volume (POWER/VOLUME)
- Set question response times (TIMER)
- Select TONE or VOICE sound effects
- Choose PLAYER SELECT modes



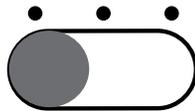
Each "egg" has a corresponding slide switch that allows the teacher to remove any egg from game play or to pre-select the winner of a "Wheel of Fortune" game.

MIDDLE POSITION: All eggs light and beep. ANY egg can be the last egg lit in "Wheel of Fortune."



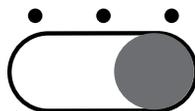
This is the default position.

LEFT POSITION: Turns off the egg during game play so that it will not light or beep.



Use when playing with fewer than 6 players.

RIGHT POSITION: Preselects the last egg lit during a "Wheel of Fortune" game.



Only one switch can be in the right position at any time.

GETTING READY

1. If using power from the optional AC adapter (sold separately), insert the adapter plug into the AC adapter jack on Control Center and then plug the adapter into an outlet. (Note: If using batteries, follow instructions on page 10.)
2. Set up the "Control Center."
 - Set **TIMER**
 - Select **TONE** or **VOICE**
 - Adjust **PLAYER SELECT SLIDE SWITCHES** (if desired)
3. Plug in the teacher's white **CONTROL BUTTON** (for all activities).
4. Plug student **ANSWER BUTTONS** into the corresponding input holes on the front of EGGSPERT (if playing in "Quiz Show" mode).
5. Give each participating student (or group) a student **ANSWER BUTTON**.
6. Turn **POWER/VOLUME** dial to **ON**. Adjust volume.

CLASSROOM ACTIVITIES WITH EGGSPERT

Practice math facts, spelling words, social studies content—just about anything related to classroom curriculum—with EGGSPERT.

QUESTION-AND-ANSWER GAMES

This is a great way to reinforce content! Pose a question to the students playing. The first student to press his or her ANSWER BUTTON sets the corresponding egg beeping and blinking. During the preset answer time, the student must answer the question. After answering the question, or when the timer runs out, the teacher resets play with a quick press of the white CONTROL BUTTON. Here are some content ideas:

READINESS: colors, numbers, shapes

MATH: math facts, math problems, story problems, math vocabulary, patterns, probability

LANGUAGE ARTS: spelling, vocabulary, grammar

SOCIAL STUDIES: geography terms, map and globe skills, vocabulary, famous people, historic dates and places

SCIENCE: vocabulary, science terms, picture recognition, content questions, plants, animals, human body

MATH READINESS—COUNTING AND CHARTING

Press the white CONTROL BUTTON to set the eggs in motion. If the last remaining egg is blue, ask all students wearing blue pants to stand up. Then create a graph on the chalkboard depicting the findings. **HINT:** You can preselect specific colors by moving the PLAYER SELECT SLIDE SWITCH on the desired color to the position on the right.

MATH—PROBABILITY

EGGSPERT can be used to generate data on probability. For example, pose a probability question to your students: “In 20 consecutive spins, how many times will each egg be the last egg lit?” Press the white CONTROL BUTTON to set the eggs in motion. Have students chart their results. This makes a great center activity. **HINT:** Turn the volume to its lowest position so as not to disturb other students in the class.

LANGUAGE ARTS—PHONICS FUN

Assign a consonant to each colored egg (see example below).

Blue = **B** Yellow = **D** Green = **T** Orange = **S** Pink = **M** Purple = **L**

Set the lights in motion by pressing the white CONTROL BUTTON. If the orange egg remains lit, all students must write down as many words beginning with letter *s* as they can before the timer runs out. Do the same for short and long vowel sounds and ending consonants.

GEOGRAPHY—MAP READING

Use EGGSPERT to play geography games. Assign continents to each of the egg colors (see below). Press the white CONTROL BUTTON to set the eggs in motion. If the yellow egg is the last lit, ask a student to find a specific place in South America (country, mountain range, river, city, etc.). **HINT:** You may wish to set the timer for easier questions, but not use the timer for more difficult ones.

Blue = **North America** Yellow = **South America**
Green = **Asia** Orange = **Europe**
Pink = **Africa** Purple = **Australia**

SCIENCE—HUMAN BODY

Put the names of the major bones of the body on flash cards and place them in a box. Seat students in six rows, assigning a different EGGSPERT color to each row. Press the white CONTROL BUTTON to set the eggs in motion. The first person in the row of the chosen color picks a flash card from the box and must identify its location on a drawing of the skeleton. Rows get points for correct answers.

JUST FOR FUN!

EGGSPERT CLASSROOM MANAGEMENT

EGGSPERT is a great classroom management tool. Assign EGGSPERT's colors to the groups in your class: Blue, Orange, Purple, Yellow, Pink, and Green. Then when it's time to make a decision, let EGGSPERT choose.

"Which row goes to lunch first?" Let EGGSPERT choose.

"Who will read the next paragraph?" Let EGGSPERT choose.

Need to create baseball teams or project groups? Select two to six colors, depending on the number of teams or groups you need to create. Each student comes forward and presses the white CONTROL BUTTON. If the last egg lit is green, for example, then that student is assigned to the green group.

"What team are you on?" Let EGGSPERT choose.

"What project group are you part of?" Let EGGSPERT choose.

CARNIVAL GAMES

When it comes time for the school carnival or a fund-raising event, EGGSPERT can be a valuable resource. Here are some examples:

Trivia QUIZ SHOW Booth: For this activity you can have from two to six contestants at a time. Give each participant a colored ANSWER BUTTON. Ask a question. The first person to press the button and answer correctly wins the round. Keep score. The participant with the highest score after 5 or 10 questions wins a prize. (**HINT:** Using questions from commercial trivia games saves set-up time.)

Spin and Toss: For this activity you'll need to create a backdrop (from wood or heavy cardboard) into which you've cut six holes of various sizes. Color the outside of each circle one of the EGGSPERT colors. The participant presses the white CONTROL BUTTON, setting the eggs in motion. If the yellow egg lights up and begins blinking, the participant must throw a tennis ball through the yellow hole before the timer runs out.

Spin and Throw: This activity is similar to Spin and Toss. Just substitute balloons and darts or colored cups floating in a swimming pool pond for the backdrop and ball.

"Teacher, May I?": Assign each participant an EGGSPERT color and have them line up, shoulder to shoulder. Set the eggs in motion. If the green egg remains lit, all "green" participants must follow the teacher's directions ("Take one giant step forward"). Play continues until the first person crosses the line.

TROUBLESHOOTING

"One (or more) of the eggs on Eggspert doesn't light up.

What's wrong?"

One of the slide switches may be in the wrong position. Check the position of the slide switch of that egg. Make sure it is in the MIDDLE POSITION (ON).

If you position the slide switch to the left, it turns off the egg during game play so that it will not light or beep.

"Why is the same egg always chosen to answer in Wheel of Fortune mode?"

The slide switch for that egg may be in the wrong position. Check the position of the slide switch for that egg. Make sure it is in the MIDDLE POSITION (ON).

If you position the slide switch to the right, Eggspert preselects that egg to be the last egg lit.

"The eggs light up, but there's no sound."

You may have the volume set to Mute. Rotate the ON/OFF dial toward ON to increase the volume so that it is loud enough for everyone to hear.

"When I press the CONTROL BUTTON to start the Wheel of Fortune mode, I hear a buzzer sound. What's wrong?"

1. One of the slide switches may be out of position. Check the position of the slide switch for each egg to be sure the slide switch is not in between positions.
2. You may have more than one slide switch in the right position. Only ONE switch can be in the RIGHT POSITION (SELECT), preselecting that egg to be lit and that player to answer a question.
3. You may have five or more slide switches turned OFF in the LEFT position. Check the position of the slide switches to make sure at least two eggs are active [both set to the MIDDLE (ON) position or one set to the MIDDLE (ON) and the other set to the RIGHT (SELECT)].

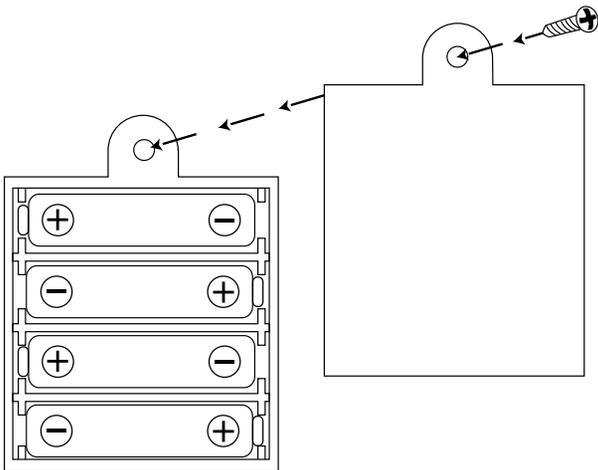
"My students don't have enough time to answer questions before they are timed out. Can I give them more time?"

Yes! Set Eggspert's TIMER to give students 5, 10, 20, or 30 seconds to answer questions in either "Quiz" or "Wheel of Fortune" modes. Or, turn the timer OFF and allow them as much time as they need.

OPERATING EGGSPERT WITH BATTERIES

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

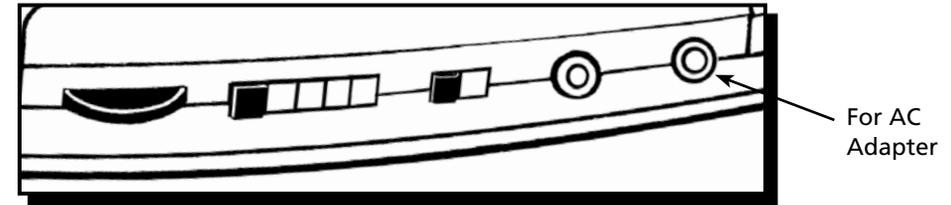
1. Carefully open the battery compartment door located on the bottom of EGGSPERT by loosening the screw holding it in place.
2. Install four fresh AA-cell (DC 1.5v) batteries in EGGSPERT's battery compartment, carefully following the diagram showing correct battery installation. This diagram is found inside the battery compartment.
 - Batteries must be inserted with the correct polarity.
 - Do not mix old and new batteries. Do not mix 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.
 - Exhausted batteries are to be removed from the unit.
 - Rechargeable batteries are to be removed from the unit before being charged.
 - Rechargeable batteries are only to be charged under adult supervision.
 - To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.
3. Close the battery compartment door and tighten screw.



OPERATING EGGSPERT WITH THE ADAPTER

With the optional AC Adapter, EGGSPERT can run indefinitely without batteries. To use the unit with the adapter, follow these instructions:

1. Plug the end of the adapter cord into the AC adapter jack, located on the right side of EGGSPERT's Control Center.



- EGGSPERT must only be used with the recommended AC adapter, available from your authorized Educational Insights® dealer. The Educational Insights stock number is EI-8702.
 - 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 this AC adapter until the damage has been repaired.
 - The AC adapter is not a toy.
2. Carefully plug the adapter body into an electric outlet.
 - EGGSPERT must not be connected to more than the recommended number of power supplies.
 - Disconnect EGGSPERT from the AC adapter before cleaning.

CARING FOR EGGSPERT

- Clean EGGSPERT with a dry cloth. Do not immerse or spray any liquid or water on the unit
- To clean CONTROL and ANSWER BUTTONS, remove cords from Control Center. Do NOT remove them by pulling on the cords. Gently wipe buttons with a damp cloth. Allow to dry before reinserting cords into Control Center.
- Carefully insert BUTTON plugs into EGGSPERT.
- Do NOT immerse CONTROL and ANSWER BUTTONS in water or other liquids.