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Reproduction of worksheets by the classroom teacher for use in the classroom and not for commercial sale is permissible. Reproduction of these materials for an entire school or school system is strictly prohibited.
Introduction

Congratulations! You and your students are about to discover the excitement of Hot Dots and the Talking Hot Dots Pen. With the suggested activities in this guide and your imagination, you can turn your classroom into a hands-on activity center. Bulletin boards and charts, worksheets and quizzes, and even picture books become powerful interactive instructional tools with Hot Dots. Plus, we’ve provided ten open-ended reproducible templates for you to create your own materials using Hot Dots.

Hot Dots and the Talking Hot Dots Pens help you vary how your students work. With Hot Dots and Talking Hot Dots Pens, your students can work in a whole group with your guidance, in small groups, pairs, or independently, and still get continuous learning reinforcement. Students will “zap” their way to learning fun and better skills!

Getting Started

How to Use Hot Dots Stickers

This kit contains over 5000 Hot Dot stickers. There are six sheets of 285 “hot” Hot Dots stickers and twelve sheets of 285 “cold” Hot Dots stickers. The hot Hot Dots make the pen produce speech, fun sounds, and a glowing green light. The cold Hot Dots make the pen produce speech, wrong-answer sounds, and a glowing red light. Most uses require more cold dots than hot dots.

Hot Dots are easy to use. Just peel a sticker from the sheet and stick it anywhere you want Hot Dots learning fun to happen—flash cards, books, posters, bulletin boards, chalkboards, wall maps, calendars, and even manipulatives! Hot Dots will stick to most surfaces and can be removed easily by just lifting them off.

How to Use the Talking Hot Dots Pen

The Talking Hot Dots Pen plays twenty cool phrases and fun sound effects and glows green and red for answer reinforcement.

Special Features

• Press this 3-position button to select the type of sounds you want to hear. Press to hear Speech, Sound Effects, or a mix of Speech and Sound Effects.

• Press this 3-position button on the front of the pen to choose volume level: low, high, or mute (no sound).

The window at the top of the pen glows GREEN for correct answers and RED for incorrect answers.

Using the Pen

1. Read a question.

2. Touch an answer dot by pressing the end of the pen on the center of the dot.

   If correct, the pen plays positive sounds and glows green.

   If incorrect, the pen plays wrong-answer sounds and glows red.

It’s a good idea to demonstrate how the Hot Dots and the Hot Dots Talking Pen work before letting students work independently. It is also important to show students the correct way to position the pen on a Hot Dot. Make sure the tip of the pen touches the center of the dot and that it sits flat on the surface of the Hot Dot.

Hot Dots Tips

• Make sure students have a hard surface under or behind any picture, worksheet, or poster on which the Talking Pen is used. The pressure a student places on the pen when touching a Hot Dot could poke a hole through the picture, worksheet, or poster unless it rests on a hard surface.

• Never laminate OVER Hot Dots. The Hot Dots will not register when they are covered by film or transparent adhesive paper.
Using Hot Dots with Classroom Materials

Hot Dots make it easy to create self-checking learning activities using your existing classroom materials. Apply **hot** and **cold** Hot Dots to worksheets, books, tests, charts, bulletin boards, flash cards, or other similar classroom aids. Here are some suggestions to get you started:

**Interactive Books**

Use Hot Dots on books from your classroom library to create a variety of interactive, self-checking readers.

- **Books-on-Tape:** Follow these steps to create tapes and self-correcting assessments for your listening center.
  1. Select a book and tape-record the story. Read the book slowly and clearly. If you have non-readers, be sure to say when to turn the page.
  2. Pause periodically in the story to ask simple questions that test for understanding. Questions can test skills such as recall, vocabulary, comprehension, and concepts such as shape or color recognition, counting, and size. Use a special sound (such as a bell) to signal the listener before a question is asked.
  3. Write the answer choices for each question on a self-stick note that you attach to the page. Place a **hot** dot next to the correct answer and **cold** dots next to incorrect answers. Limit questions to one per page.
  4. To answer each question, the student touches the Talking Pen to the correct answer.

For non-readers, apply Hot Dots directly to the pages. On a page showing various animals you might say, “Find the animals with tails.” Place **hot** dots on animals with tails and **cold** dots on animals without tails.

- **Beginning Reader Books:** Practice basic vocabulary such as color, number, or position words using beginning reader books. To review position words, for example, place **hot** dots below all the position words (such as *in* and *on*) in a story. Place **cold** dots below other words that do not describe a position. Give the student a Talking Pen. As he reads the book, have him touch the Hot Dots below all the position words.

**Maps and Globes**

Use Hot Dots on your wall map or globe for great geography games. Place **hot** dots on a type of landform you want students to locate, such as islands. Place **cold** dots on other features (peninsula, lake, isthmus). Using the Talking Pen, have students take turns finding the islands. Hot Dots can also be used to identify any of these geography concepts:

- specific land forms (archipelago, peninsula, isthmus)
- topographical features (plain, desert, mountain range, plateau)
- capitals of countries
- bodies of water (bay, river, lake, sea)
- geopolitical facts (original 13 colonies, countries of the former USSR, former British colonies)
Quick Quizzes and Tests

Use Hot Dots to create answer keys for multiple choice and true/false tests. Just place hot dots next to the correct answers and cold dots next to the incorrect answers. After completing a test, students can check their own work or a classmate’s using the Talking Pen and the answer key.

Activity Pages and Worksheets

Stock a learning center with self-correcting activity pages and worksheets. Laminate the pages before applying Hot Dots so students can use them over again as “write and wipe boards.” Place hot dots next to all the correct answers and cold dots next to the incorrect answers. As students visit the center, they complete pages by marking answers as directed in the activities. For example, students might color all the mammals, circle the correct words, underline the correct sums, or choose the objects that don’t belong. When finished, students check their work by touching the Hot Dots next to their answers. The Talking Pen instantly tells them if their answers are right or wrong! Remind students to clean their boards so that classmates can use them.

Charts and Posters

Transform charts, posters, and bulletin board sets into interactive learning aids with Hot Dots.

1. Choose a skill, such as identifying animal characteristics.
2. On a chart or bulletin board set that features animals, place hot dots next to all the animals with a certain characteristic, such as fur. Place cold dots next to animals that do not have that characteristic.
3. On a self-stick note write the characteristic students should find. (Find all the animals that have fur.) Attach it to the chart.
4. Instruct students to use the Talking Pen to discover which animals have fur.

Use charts and posters to work with small groups on identifying:

• other animal coverings (scales and feathers)
• animal habitats (land, sea, air)
• similar shapes
• types of transportation (land, sea, air)
• machines by their power source (solar, steam, internal combustion)
• manufactured vs. natural items
Activities with Classroom Manipulatives

Hot Dots plus manipulatives equal real hands-on learning! Just stick Hot Dots on items you find around your classroom to create effective individual or small group instructional activities that reinforce important skills such as sorting, categorizing, sequencing, and counting.

Sorting and Categorizing

To use Hot Dots in sorting and categorizing activities, gather a set of items you want to sort (for example, letter tiles). To sort the tiles by capital and lowercase letters, place hot dots on all the capital letter tiles. Place cold dots on all the lowercase letters. Mix up the tiles. Have a student find all the capital letters and sort them into a separate pile. To check her choices, have her touch the Talking Pen to the Hot Dot on each tile she chose. (Don’t forget to have her check the other tiles, too. They should all “boing” if she sorted them correctly.) Also try sorting blocks by color and shape, and coins by denomination.

Sequencing

Practice sequencing skills with Hot Dots. To begin, arrange three items sequentially. For example, arrange three blocks from smallest to largest. Then place a hot dot on the next size block that would follow in the series and a cold dot on a block that would not come next. Ask the student to choose the block that comes next in the sequence. Have him check his answer with the Talking Pen. Other sequencing possibilities include lightest to heaviest, largest to smallest, darkest to lightest, and highest to lowest. These items can also be used:

- bolts, nuts, metal washers, keys
- paint chips from a hardware store
- cookie cutters, jar lids, corks
- sections cut from paper towel tubes
- magnetic numbers or letters
- number or letter tiles

Note: Young children should not be given items that present a choking hazard.

Counting

Practice counting skills with Hot Dots. Line up a row of five counters. Place a hot dot on the first counter and cold dots on the rest. Ask the student to count to one using the Talking Pen on the counters. When he presses the Hot Dot on the first counter, the pen will light up and make happy sounds or talk. Next move the hot counter to the second position in the row and ask the student to count to two. Repeat the activity with other numbers.

Here are more counting activities:

- ordinal numbers (first, third, fifth place)
- counting by 2s, 5s, 10s
- counting by odd or even numbers
Active Learning Games

Because you can stick Hot Dots just about anywhere, learning can take place indoors and out. Place Hot Dots on items around a room and go on a Hot Dot safari.

Hide-and-Seek Games

Use Hot Dots to help students find items that share a common characteristic, such as shape. For example, place hot dots on rectangular objects in the room (books, erasers, or window panes) and cold dots on a number of objects in the room that are NOT rectangular (clock or globe). Have teams of two to four students use Talking Pens to search for rectangular items marked with Hot Dots.

For more hide-and-seek fun, have students find:

- objects that begin with the same sound (book, bowl, bag)
- objects with numbers on them (clock, keyboard)
- things that are smooth, shiny, rough, plastic, or metal
- items with a particular type of pattern on them (stripes, dots, checks, plaid)

Learning New Words

To help students learn new vocabulary place Hot Dots on objects in the room. Select a noun such as cupboard. Place hot dots on all the cupboards and cold dots on a variety of other objects (drawer, sink, cup). Say the word and give a definition if necessary. Then let the search begin! This is great practice for students learning a second language.

Mixed-up Match Ups

Write words such as desk, chair, sink, book, globe, or window on self-stick notes. Place some of the self-stick notes on the correct items in the room. For example, place the word globe on the globe, but place some of the words on incorrect items. For example, place the word book on a stapler. On the correctly labeled items, place hot dots. On the incorrectly labeled items, place cold dots. Encourage students to read the notes and decide if the items are correctly labeled. Have them check their answers by touching the dot with the Talking Pen. Reinforce basic foreign language vocabulary in the same way.

Interactive Art

Use Hot Dots to make self-expression collages. Have each student look through magazines and catalogs and cut out pictures or words that describe him or her. Students might choose sports they play, music and movies they like, favorite pets, interesting hobbies—anything that reflects the things they like. Next have students cut out pictures and words that illustrate things they do NOT like such as pollution, certain colors or foods, fads, etc. Have students paste the words and pictures onto construction paper backgrounds to create collages. When the collages are complete, have students stick hot dots on the pictures and words that show things that they like and cold dots on the pictures and words that show things that they don’t like. Display the completed collages on the walls. Allow students to experience each other’s collages with the Talking Pen, discovering their classmates’ likes and dislikes.
Using the Reproducible Templates

This section contains ten reproducible templates for creating individual, small group, and whole class games and activities. Because the templates are open-ended you can use them to review and reinforce many different skills.

**Template Tips**
- Make copies of the templates so you can use them again and again. Save the master templates to use for future Hot Dots activities.
- For added durability laminate the templates before you apply the Hot Dots.
- Laminate blank templates and use them as write and wipe boards, simply changing the skills you want students to practice.

**Template 1** It's in the Bag!
Pack a whole lot of learning into this backpack each time you use it with students. Here’s how:

1. Choose the skill you want to review with students, such as identifying even numbers.
2. Write the directions in the name tag space.
3. Write correct answers inside the backpack. Place **hot** dots next to them.
4. Write incorrect answers inside the backpack. Place **cold** dots next to them.
5. Have students use the Talking Pen to find the correct answers.

This template is perfect for identifying:
- capital letters
- words with long or short vowel sounds
- odd numbers, numbers divisible by five, etc.
- parts of speech
- mammals, reptiles, amphibians
- misspelled words

**Template 2** Creative Cards
Use this template to create sets of activity cards and flash cards. Here’s how:

1. Reproduce several pages of the cards and cut them out.
2. Write a question or problem on each card. (Cards can be used horizontally or vertically.)
3. Write answer choices on the front or back of each card. Place a **hot** dot next to the correct answer and a **cold** dot next to the incorrect answer choices.
4. Add stickers or small pictures to the cards to increase their visual appeal. Students can use the cards independently or in small groups.

**Game Cards:** Turn activity cards into game cards to use with open-ended game boards. On the back of each card write a direction for moving ahead on the game board (for example: Move ahead two spaces). If the student answers the question correctly, he moves ahead that number of spaces.
**Template 3  Fishing Derby**

This simple game is perfect for reinforcing basic skills. To play Fishing Derby you’ll need a “fishing pond” box, your Talking Pens, and lots of fish cards.

**Making Fish Cards**

1. Reproduce several pages of fish cards on white or colored paper.
2. Write a question or math problem in the body of each fish.
3. Then write the answer choices.
   - Place a hot dot next to the correct answer choice.
   - Place a cold dot next to the wrong answer choices.
4. Cut out the fish cards.
5. Place all fish cards inside the box.

**How to Play**

A student goes “fishing” in the box by pulling out one fish card. She reads the question, chooses an answer, and checks her answer with the Talking Pen. If correct, she keeps her fish. If she chooses an incorrect answer, she throws her fish back into the “pond.” Then the next student goes fishing. Play continues for five or ten minutes or until the “pond” is empty. The winner of the derby is the student who catches the most fish.

**Template 4  Game Board**

Use this game board with the game cards from Template 2 to reinforce just about any skill. Here’s what to do:

1. Make a set of game cards (see page 6) using Template 2. Stack the game cards face down on a table beside the Talking Pen.
2. Each player places a game piece on START.
3. Player 1 takes a game card and answers it, checking his choice with the Talking Pen.
4. If his answer is correct, he moves ahead the number of spaces indicated on the back of the game card. If he is incorrect, he does not advance. The card is placed at the bottom of the pile.
5. Play alternates among the players until one player reaches the FINISH line.

Use the game board to reinforce skills such as:
- addition, subtraction, multiplication, and division facts
- word problems
- geography (state capitals, continents, bodies of water)
- important historical dates
- vocabulary words and their definitions
- synonyms, antonyms, homonyms, rhyming words
- analogies
- alphabetical order
**Template 5  Hot Dots Detective**

This open-ended “clues” game can be used for researching facts about almost anything. Here’s what to do:

1. Make a copy of the Hot Dots Detective template for each student.
2. Select a topic you want students to research, such as U.S. states. Write the direction on the “Case to be solved” line.
3. On each numbered line write a question that, when answered, will help identify a specific state.
4. Give each student a copy of the template, six hot dots, and twelve cold dots.
5. Have each student choose a state (or assign each one).
6. Each student finds the correct answer to each of the six questions and writes the answer on the template. A hot dot is placed next to each correct answer. Remind students to arrange the answers so that the correct answer isn’t always first.
7. Have each student fill the remaining lines on the template with incorrect answers and place a cold dot by each of them.

Now students are ready to put on their detective hats! Have them exchange worksheets and take turns using the Talking Pens to identify the correct answers or “clues.” Once they have all the facts straight, students should try to “solve the mystery.” Have students who prepared the cases check the solutions.

Here are some other cases to solve:
- famous people
- historical events
- countries
- animals
- famous landmarks

**Template 6  Time Cards**

Use the blank clock faces on this template to practice reading time.

1. Draw in the clock hands on each face to show a different time.
2. Write two possible answer choices in the digital clock boxes. Place a hot dot next to the correct time and a cold dot next to the incorrect time.
3. Cut the template apart to create cards.

Encourage students to work on the time cards individually or in pairs. These cards can be used with the game board (Template 4) for small group games.

EI-2763 Hot Dots Telling Time provides 50 double-sided flash cards that reinforce time-telling skills.
**Templates 7a and 7b  Turn-and-Learn Wheel**

Students can spin their way to skill success with these templates and Hot Dots.

1. Reproduce the top and bottom parts of the wheel and cut them out.
2. Decide on a skill you want students to practice, such as identifying mammals. Write the skill and directions on the top circle.
3. Write answer choices on each wedge of the bottom circle. For example, write two animal names in each section of the wheel. Place a **hot** dot next to the mammal. Place a **cold** dot next to the animal that is not a mammal.
4. Attach both parts of the wheel together using a paper fastener.
5. Have students use the Talking Pen to select answers on the wheel.

Make a variety of wheels or let students create their own. Here are some suggestions for other wheels:

- animal habitats (ocean, desert, tundra)
- parts of speech, compound words, words with short or long vowel sounds
- even or odd numbers
- math facts

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**Template 8  United States Map**

Review information about the United States using the map template and Hot Dots. Here's how:

1. Choose information you want to review, such as the locations of twelve midwestern states.
2. Place **hot** dots on these states. Place **cold** dots on eight other states. (For smaller states, place Hot Dots outside the map and draw a line from the Hot Dot to the state.)
3. Have students locate the midwestern states using the Talking Pen.
4. Then have them consult a map or atlas and complete their map by coloring and labeling the midwestern states.

Here are some other concepts to review using the map and Hot Dots:

- other regions (New England, Southern, Rocky Mountain states)
- state capitals
- famous landmarks
- locations of important historical events

EI-2764 Hot Dots States and Capitals reviews states and capitals and their locations.
**Template 9  Aim to Win! Dart Board**

Students can be “on target” for almost any skill using Hot Dots and this template. Here’s how:

1. Choose a skill to reinforce, such as division.
2. Write three levels of questions or problems to practice the skill—basic, intermediate, advanced. (You will need more basic and intermediate questions.)
3. Fill in the dart board. Place basic questions in the outside ring, intermediate questions in the middle ring, and advanced questions in the inside ring.
4. Write the correct answer and an incorrect answer by each question. Place **hot** dots next to the correct answers and **cold** dots next to the incorrect answers.

**How to Play:**

Player 1 chooses a question by placing a counter or other small object on it. She answers the question and checks her choice with the Talking Pen. If correct, she gets the point value for that question. Outside ring questions earn one point, middle ring questions earn two points, inside ring questions earn three points. If incorrect, the player does not score. The next player takes a turn. Counters remain on the dart board whether a player answers correctly or not. Players keep track of their points. When the dart board is filled, the game is over. The player with the most points is the winner.

**Template 10  Mapping Grid**

Introduce and practice beginning map skills with Hot Dots and this grid template. Here’s what to do:

1. Place small stickers (such as different animals or toys) at intersections on the grid.
2. On the sides of the grid write the grid coordinates for each sticker.
3. Under each coordinate write the name of the correct animal found at that location and the name of an incorrect animal choice.
4. Place **hot** dots next to the correct animal choices and **cold** dots next to the incorrect animal choices.
5. Have a student read the grid and use the Talking Pen to select the answers.

**Variation:** Use all of the same kind of sticker, such as stars, and number them. Write the numbers on the sides of the grid. Under each number write a correct and an incorrect grid choice.
Case to be solved:__________________________________________________________

1. ......................................................................................................................
   • __________   • __________   • __________   • __________

2. ......................................................................................................................
   • __________   • __________   • __________   • __________

3. ......................................................................................................................
   • __________   • __________   • __________   • __________

4. ......................................................................................................................
   • __________   • __________   • __________   • __________

5. ......................................................................................................................
   • __________   • __________   • __________   • __________

6. ......................................................................................................................
   • __________   • __________   • __________   • __________

Can you solve the mystery?
Aim to Win!

SCORING
Outside Circle.....1 point
Middle Circle......2 points
Inside Circle.......3 points
Caring for Your Talking Hot Dots Pen

How to Install and Replace the Batteries
The Talking Hot Dots Pen requires 2 AAA batteries, not included. To install the batteries, use a coin to unscrew the battery cap on top of the pen. Turn coin in a counterclockwise motion until cap comes off. Install 2 fresh AAA batteries as shown in the diagram. Replace cap. Use coin to tighten the cap. Turn in a clockwise motion until cap is secure.

- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.

Cleaning Instructions
Clean the pen with a damp or dry cloth. Do not immerse or spray liquid or water on the pen.

Troubleshooting
If the Talking Hot Dots Pen does not work the first time you use it:
- Make sure you have installed the 2 AAA batteries.

If the Talking Hot Dots Pen does not work after using the pen successfully:
- Take out the batteries and reinsert them, making sure that they are sitting properly inside the battery compartment.
- Install fresh batteries.
- Make sure the battery cap is tightly secured.

If the Talking Hot Dots Pen still does not work:
- Make sure the tip of the Talking Hot Dots Pen is held straight up and down and is touching the center of the answer dot.

WARRANTY INFORMATION

Dear Customer,

Thank you for purchasing the Talking Hot Dots Pens. We’re certain that you and your students will enjoy the learning experiences offered by this electronic product.

Educational Insights products are guaranteed to function for one year. Educational Insights warrants each pen against factory defects in material and workmanship for one year from the date of purchase to the original retail purchaser only.

Educational Insights’ sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Educational Insights service center. This warranty does not obligate Educational Insights to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, or unauthorized alteration or repair.

This warranty does not cover any claim concerning worn-out or defective batteries.

If a Hot Dots Power Pen fails to operate satisfactorily during the first year after purchase, return it postage prepaid with your check or money order for $6.50 for handling and inspection. Be sure to include the product, proof of purchase, your name, address, and a brief description of the problem. Send this information to the factory service center listed below. If this pen is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

Canadian Customers:
Please call Customer Service (800.995.4436) for instructions on how to return defective pens. Charges are listed in U.S. dollars. Please send Canadian dollars in U.S. equivalent.

Service Center
Direct all returns to:
Educational Insights
Customer Service Dept.
2206 Oakland Parkway
Columbia, TN 38401-9901

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