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IMPORTANT BATTERY INFORMATION

IMPORTANT BATTERY INFORMATION

Please read and understand these additional battery usage instructions.

To ensure proper function:

Battery installation and replacement should be done by an adult only.

Do not mix old and new batteries.

Do not mix alkaline, standard or rechargeable batteries.

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the product before being charged (if removable).

Rechargeable batteries are only to be charged under adult supervision (if removable).

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the product.

Remove batteries if product is to be inactive for long periods of time, to avoid leakage.

The supply terminals are not to be short-circuited.

Replace batteries at the first signs of erratic operation.

WARNING: DO NOT DISPOSE OF BATTERIES IN FIRE. **BATTERIES MAY EXPLODE OR LEAK.**

IMPORTANT INFORMATION:



♦ -- • MAX. 6V D.C. 300mA

- \bullet The toy is not intended for children under 3 years old. \square
- The toy must only be used with the recommended transformer.
 The toy transformer is not a toy.
 Disconnect toy from transformer before cleaning the toy with liquid.
- Transformers used with the toy are to be regularly examined for damage □ to the chord, plug, enclosure and other parts, and that, in the event of such
- □damage, the toys must not be used with this transformer until the damage

□has been repaired.







Use and Care Instructions

- ✓ To protect your Time Tracker™ Visual Timer:
- ✓ Do not submerge the unit in water.
- ✓ Prevent spilling food or beverages on the unit.
- ✓ To clean, wipe gently with a barely damp, soft cloth
- ✓ Do not throw the unit and do not push sharp objects through the speaker holes or LCD display screen.

Replacing Batteries

Change the batteries when the sound becomes garbled or slows down, or when pressing a button does not trigger a response from the unit.

You will also need to replace the 2 "LR44" back-up batteries from time to time. These batteries maintain your clock and time settings should the regular batteries lose power and/or when you are replacing the regular batteries.

To replace back-up batteries:

The back-up battery compartment is located inside the battery compartment (under the AA batteries). Use a small Phillips screwdriver to turn the screw on the battery door in a counterclockwise direction to loosen screw. Remove the screw and open the door. Remove the 2 LR44 batteries. Insert two new LR44 batteries being careful to match the + and – ends of the batteries to the diagram inside the battery compartment. Replace the battery compartment door and insert the screw. Tighten the screw by using a small Phillips screwdriver to turn the screw in a clockwise direction until secure. Do not over-tighten the screw.



The Time Tracker Visual Timer™ and clock helps manage time in a new way. Bright, long-lasting lights give visual cues as to the amount of time remaining to complete a task. The Time Tracker is divided into three lighted sections, each representing a portion of time. You can program exactly how long each of the sections remains lit, or you can select the automatic setting and the Time Tracker will divide the time for you. For added emphasis, you can add a sound effect to play each time a section changes colors (choose from six different sound effects). Use the Time Tracker to time tests, practice sessions, study sessions, experiments, phone calls, speeches, or any timed activity.

INSERT BATTERIES

You will need:

4 AA batteries Phillips screwdriver

- Turn the Time Tracker[™] over. Use the Phillips screwdriver to turn the screw on the battery door in a counterclockwise direction to loosen the screw.
- 2. Remove the screw and open the door.
- 3. Pull the clear tab sticking out of the backup battery compartment to activate backup batteries.
- Insert the four AA batteries, being careful to match the + and - ends of the batteries to the diagram inside the battery compartment.
- Replace the battery compartment door and insert the screw. Tighten the screw by using the Phillips screwdriver to turn the screw in a clockwise direction until secure. Do not over-tighten the screw.

PAUSING THE TIMER

- 1 Press both buttons at the same time to **PAUSE**.
- 2. Press the **START** to resume.

STOPPING THE TIMER

1. Press and hold the **MENU** button to stop the timer.

CHECK TIME REMAINING IN EACH SECTION

- Press START to display how much time is remaining in the lit section.
- 2. Press START again to display total time remaining.

RESET BUTTON

If the unit begins to behave in an erratic manner, use the end of a paper clip or similar small object to push the reset button located in the small hole above the adapter jack.

USING AN ADAPTER

Important Note: When using an adapter with the unit, unplug the adapter from the unit first, before unplugging the adapter from the wall. Unplugging the adapter from the wall before you unplug it from the unit will reset the unit and your programming will be lost.

- 1. Plug the adapter into the jack located on the right side of the unit.
- 2. Plug the adapter into the wall.

The power adapter, Model No. LER2901, can be ordered from Learning Resources by calling 1-888-489-9388 or through online at www.learningresources.com.

SET AUTO TIMER

- 1. Press and hold **START** and **ENTER** buttons at the same time for 3 seconds.
- 2. Press Duttons until SET AUTO appears on the display.

SET AUTO

- 3. Press ENTER.
- 4. Total Time: (Enter the total amount of time. It will automatically split between green, yellow and red lights). Use ◀▶ buttons to scroll through numbers and ENTER to accept.

TOTAL TIME 00:00:00

5. **Sound?**: Do you want a sound effect at the start of the green light?

SOUND ? YES/NO

- 6. **Yes/No**: Use **♦** buttons to move cursor and **ENTER** to accept.
- 7. If yes, use **I** buttons to scroll through sounds and **ENTER** to accept.
- 8. Repeat steps 7 and 8 for yellow and red sections.
- 9. Press MENU.

STARTING THE TIMER

- After you set Manual and/or Auto time, press MENU (the display will show CLOCK).
- Use buttons to choose MANUAL TIMER or AUTO TIMER and ENTER to accept.
- 3. Press the **START** button to start the timer.



section for 1 minute 30 seconds, and the red section for 30 seconds.

Battery Compartment

The Time Tracker has six different sound effects. You may program a sound effect to be used before one, two, or all three of the colored sections. The sound effects are:

Begin! Siren Buzzer
Bell Ticking Clock Time's Up!

Before setting the time, please note:

green section will stay lit for 8 minutes, the yellow

- 1. If you do not press any key for 20 seconds, the unit will exit the programming mode.
- 2. Press **MENU** at any time to go back to the previous step.
- Once you have set the Manual and/or Auto timer, those times will remain programmed in the unit until you change them. Once programmed, you can go directly to START TIMER.

SET CLOCK

 Press and hold START and ENTER buttons at the same time for 3 seconds. SET CLOCK? ▶

2. SET CLOCK?: Press ENTER.

SET HOUR 12H/24H

3. 12H/24H: (choose 12hr or 24 hr) Use
◆▶ to move curser. Press ENTER to accept.

SET HOUR 0<u>0</u>:00:00AM

4. **Set time**: Use **♦** buttons to scroll through numbers **♦** (hrs:min:sec) and **ENTER** to accept.

SET MIN 12:0<u>0</u>:00AM

5. AM/PM: Use **b** buttons to move curser and **ENTER** to accept.

12:10:0<u>0</u>AM SET AM/PM

SET SEC

AMZPM

 Press MENU or continue to the set manual and/or auto timer next, using the ◀▶ buttons.

SET MANUAL? ▶

SET MANUAL TIMER

- 1. Press and hold **START** and **ENTER** buttons at the same time for 3 seconds.
- 2. Press **◆** ▶ buttons until **SET MANUAL** appears on display

SET MANUAL? ▶

- 3. Press ENTER.
- Section Green: Enter amount of time (hrs:min:sec) the green section will be lit. Use ◀▶ buttons to scroll through numbers, and ENTER to accept.

SCTN GRN 0<u>0</u>:00:00

5. **Sound?**: Do you want a sound effect at the start of the green section?

SOUND ? YES/NO

- 6. **Yes/No**: Use **◆** ▶ buttons to move cursor, and **ENTER** to accept.
- If yes, use buttons to scroll through sounds, and ENTER to accept.

SOUND ? BEGIN

- 8 Repeat for the yellow and red sections.
- 9. You may continue to **SET AUTO**, or skip to **STARTING THE TIME**.