BEST LEARNING
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Learning Clock

INTRODUCTION

The smartest way to learn the time with the **Learning Clock**! Move the hands then press the circle button, and it will tell you the time! Or turn to Quiz Mode to challenge and test yourself! It also includes the night light function to put children to sleep with 10 classical pieces with a timer up to 60 minutes and 12 lighting options! (3+ years)



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INCLUDED IN THIS PACKAGE

- 1 **Learning Clock**

ADVICE

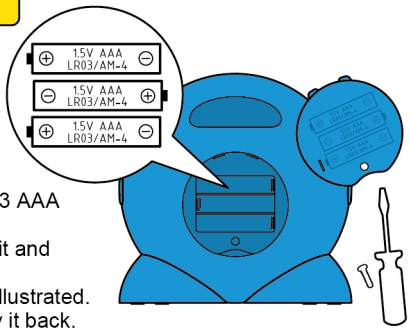
- For best performance, please make sure to turn the unit OFF before inserting or removing batteries. Otherwise, the unit may malfunction.
- All packing materials, such as tape, plastic, sheets, packaging locks, wire ties and tags are not part of this toy, and should be discarded for your child's safety.
- Please keep this user's manual as it contains important information.
- Please protect the environment by not disposing of this product with household waste.

⚠ WARNING!

- **CHOKING HAZARD. Small parts.** Not for children under 3 years.
- This toy produces flashes that may trigger epilepsy in sensitized individuals.

GETTING STARTED

Take the **Learning Clock** out of the storage slot.



Battery Installation

The **Learning Clock** operates on 3 AAA (LR03) batteries:

1. Locate the battery cover of the unit and open it with a screwdriver.
2. Insert 3 AAA (LR03) batteries as illustrated.
3. Close the battery cover and screw it back.

Start Playing

1. Once batteries are installed, switch on the power from ○ to 🔉 or 🔊 .
2. There are 2 levels of volumes to control.
3. Then switch and choose any one of the three modes to play.
4. To power **OFF**, just switch to ○ .

AUTO SHUT OFF

1. In **Time Mode** and **Quiz Mode**, once idle for 1 minute, it will auto shut **OFF**.
2. In **Sleep Mode**, it will auto shut **OFF** depending on your timer setting.
3. To wake it up, just press a button, switch a mode or move the hands.
4. We recommend switching the unit **OFF** when done playing with it.

THREE MODES TO PLAY

Choose any one of the modes to learn and play!

Time Mode

Explore each minute with movable hour-hand and minute-hand. Hands on the clock turn independently of each other without breaking!



01. Set Hours & Minutes

Simply turn the **hour-hand** and **minute-hand** freely to set the time on the clock that you want to learn.

02. Tell the Time

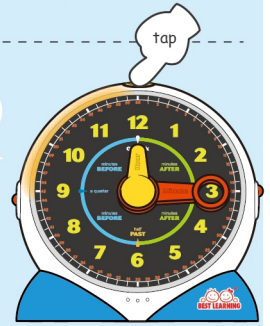
Press the **circle-button** , and it will tell you the time. 1

03. Hear More

Press the **circle-button** again, and it will read out the time in a more advanced way. 2

1 The time is twelve fifteen.

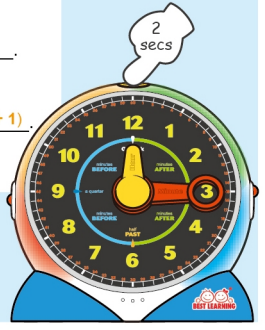
2 The time is a quarter after twelve.



04. Tips to Read the Clock

The unit of the **hour-hand** is 1 hour.
The unit of the **minute-hand** is 1 minute.

1. The time is (yellow No.) O'clock.
2. The time is (yellow No.) : (red No.).
3. The time is one minute after (yellow No.).
4. The time is (red No.) minutes after (yellow No.).
5. The time is a quarter after (yellow No.).
6. The time is half past (yellow No.).
7. The time is (60 – red No.) minutes before (yellow No. + 1).
8. The time is a quarter before (yellow No. + 1).
9. The time is one minute before (yellow No. + 1).



05. Change the Light Colors

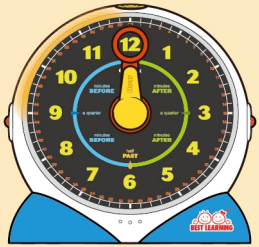
Press the **circle-button** for around 2 seconds to swap 4 color lights: red, orange, green, and blue.

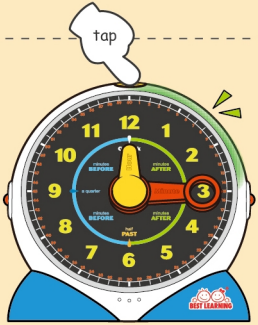
Quiz Mode

In this mode, it will ask you to set specific times on the clock with the movable hour-hand and minute-hand.

01. Listen to the Question

It will release a question randomly, and ask you to set that specific time on the clock.





02. Match the Correct Time

Turn the **hour-hand** and **minute-hand** to match the correct time of that question.

03. Enter Your Answer

Press the **circle-button** to enter your answer to see if it is correct. Red light flashes for wrong answer; green light flashes for correct.



04. It Reads Out the Answer

After **three** wrong tries, it will tell the last entered answer that you have tried. Let's do better next time!

Oops! The time that you answered is twelve forty-five.

Sleep Mode

As a musical night light to put children to sleep with 10 classical pieces with a timer up to 60 minutes and 12 lighting options.



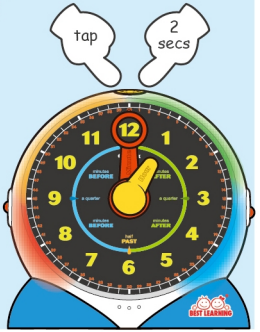
01. Music Setting by Hour-hand

- Play a total of 10 classical pieces by turning the **hour-hand** from '1' to '10'.
- Turn the **hour-hand** to '11' to play all the music.
- Turn the **hour-hand** to '12' for mute.
- The music list:

1. J.S.Bach – Prelude and Fugue No.1 *(3'48")*
2. L.V.Beethoven – Piano Sonata No.5, Op.10, No.1, 2nd Mvt. *(6'30")*
3. L.V.Beethoven – Piano Sonata No.14, Op.27, No.2, 1st Mvt. *(6'00")*
4. F.F.Chopin – Nocturne, Op.27, No.2 *(5'03")*
5. F.F.Chopin – Mazurka, Op.33, No.4 *(5'18")*
6. F.Liszt – Liebestraum No.3 *(4'09")*
7. W.A.Mozart – Piano Sonata No.12, 2nd Mvt. *(4'26")*
8. W.A.Mozart – Piano Sonata No.16, 1st Mvt. *(4'22")*
9. F.Schubert – Impromptus, Op.posth.142, No.3 *(11'15")*
10. P.I.Tchaikovsky – The Seasons, Op.37a, May *(3'16")*
11. Play all the music in order *(54'07")*
12. Music OFF

02. Light Setting by Circle-button

Press the **circle-button** to choose a total of 12 light settings. Tap – to change the colors or turn off the light. Press for 2 seconds – to make the lights flash around.



03. Timer Setting by Minute-hand

You can set a timer up to 60 minutes by turning the **minute-hand** from '1' to '60'.

The original source for the 10 classical pieces used in this product is from: **www.piano-midi.de**
by: **Bernd Krueger**.

The timbre of the 10 classical pieces used in this product have been transformed from the original. This work is licensed under the Creative Commons Attribution-ShareAlike 3.0 Germany License. To view a copy of this license, please visit
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or send a letter to **Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.**

CARE AND MAINTENANCE

- Keep product away from foods and beverages.
- Clean with a slightly damp cloth (cold water) and mild soap.
- Never submerge the product in water.
- Remove batteries during prolonged storage.
- Avoid exposing product to extreme temperatures.

BATTERY SAFETY

- Batteries are small parts and choking hazards to children, must be replaced by an adult.
- Follow the polarity (+/-) diagram in the battery compartment.
- Promptly remove dead batteries from the toy.
- Dispose of used batteries properly.
- Remove batteries from prolonged storage.
- Only batteries of the same type as recommended are to be used.
- **DO NOT** incinerate used batteries.
- **DO NOT** dispose of batteries in fire, as batteries may explode or leak.
- **DO NOT** mix old and new batteries.
- **DO NOT** mix alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH) batteries.
- **DO NOT** recharge non-rechargeable batteries.
- **DO NOT** short-circuit the supply terminals.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

TROUBLESHOOTING

Symptom	Possible Solution
Toy does not turn ON or does not respond.	• Make sure batteries are correctly installed. • Make sure battery cover is secured. • Remove batteries and put them back in. • Clean battery compartment by rubbing lightly with a soft eraser and then wiping with a clean dry cloth. • Install new batteries.
Toy turns ON or makes a sound by itself.	This may be caused by static electricity, which is more common in dry conditions or on carpet. The toy is not damaged and returns to normal operation on its own. If needed, switch the toy OFF and ON again, or remove the batteries, wait a few seconds, then reinsert them.
Toy makes strange sounds, behaves erratically or makes improper responses.	• Clean battery contacts per above instructions. • Install new batteries.

CONFORMS TO
CE EN71
UKCA
ASTM F963