

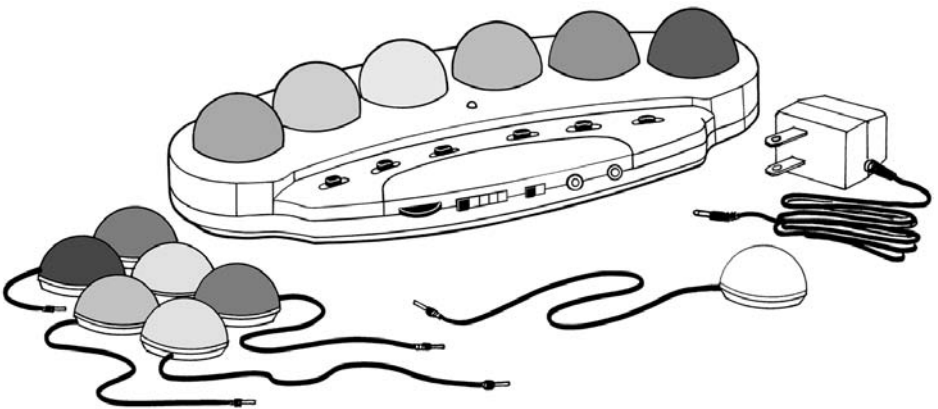
Eggspert™

Teacher's Guide



Eggspert™

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.



THIS PRODUCT INCLUDES:

- | | |
|--|--|
| (1) EGGSPERT | (1) Teacher Control Button (white)
attached to a 10-foot cord |
| (6) Student Answer Buttons
(in assorted colors), each
attached to a 10-foot cord | (1) AC adapter |
| | (1) Teacher's Guide |

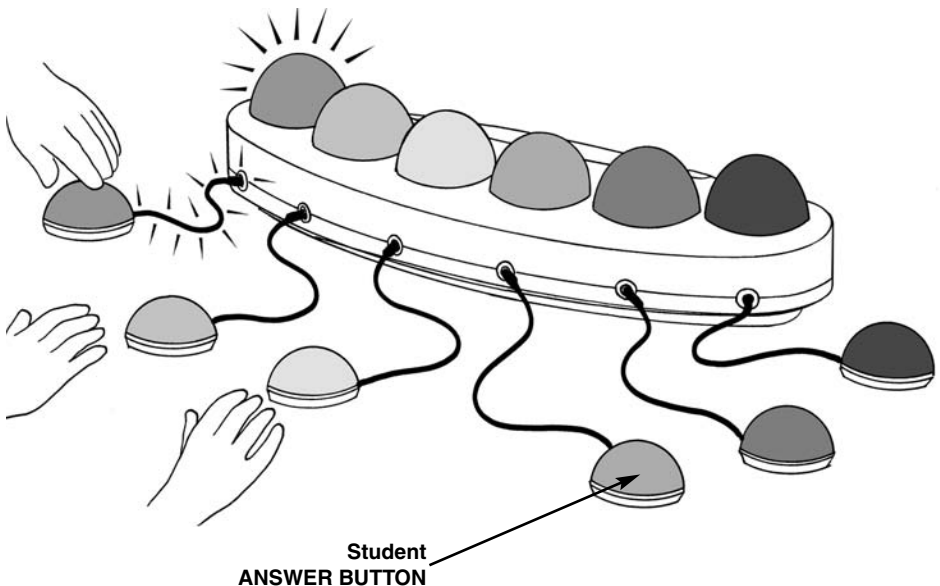
TWO WAYS TO

EGGSPERT's two unique modes ("Quiz Show" and "Wheel of Fortune" daily classroom activities. Please refer to pages 4 and 5 for explanation

"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 out" 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**.



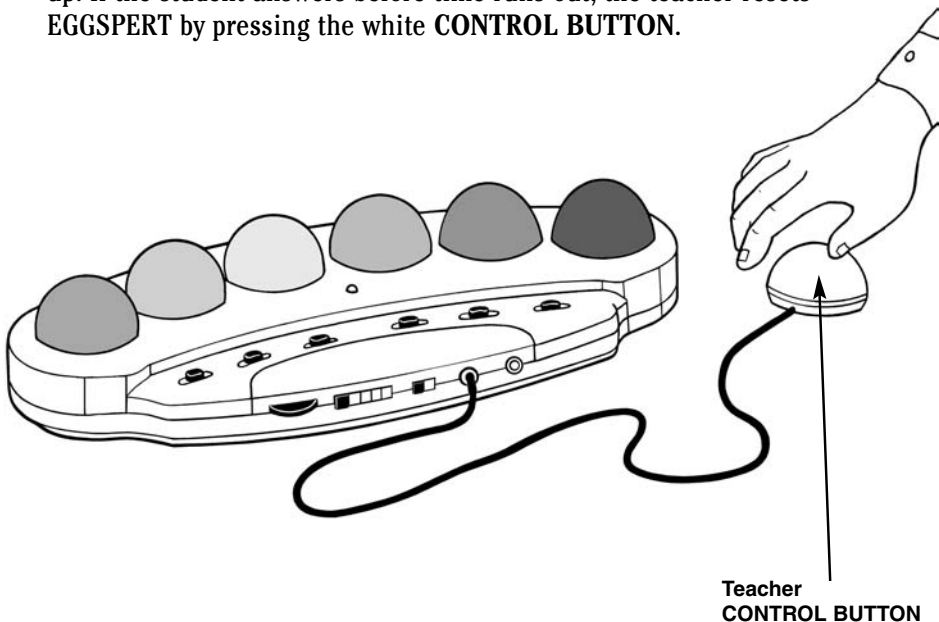
USE EGGSPERT

) will help you integrate this motivational learning aid into your lessons and illustrations of EGGSPERT's special features.

“Wheel of Fortune”

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

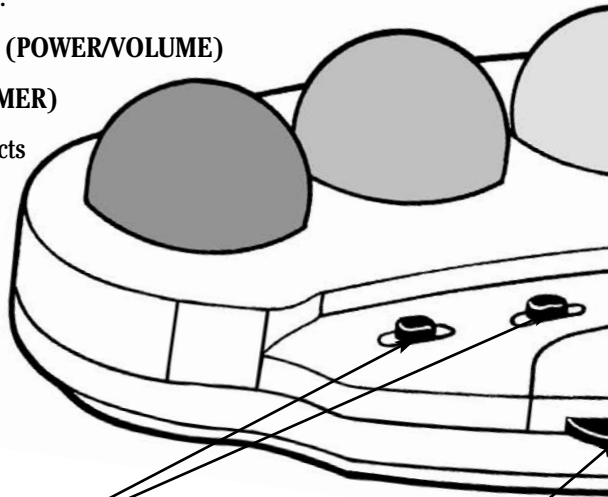
1. Assign each student (or group of students) an EGGSPERT color.
2. Set the **TIMER**.
3. Choose sound: **TONE** or **VOICE**.
4. The teacher presses the white **CONTROL BUTTON** to set the egg lights in motion. Eggs light and beep in sequence, gradually slowing until only one egg remains lit.
5. The student assigned to that 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**.



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



Power/Volume

Player Select Slides

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 in "Wheel of Fortune."



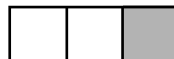
This is the default position.

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



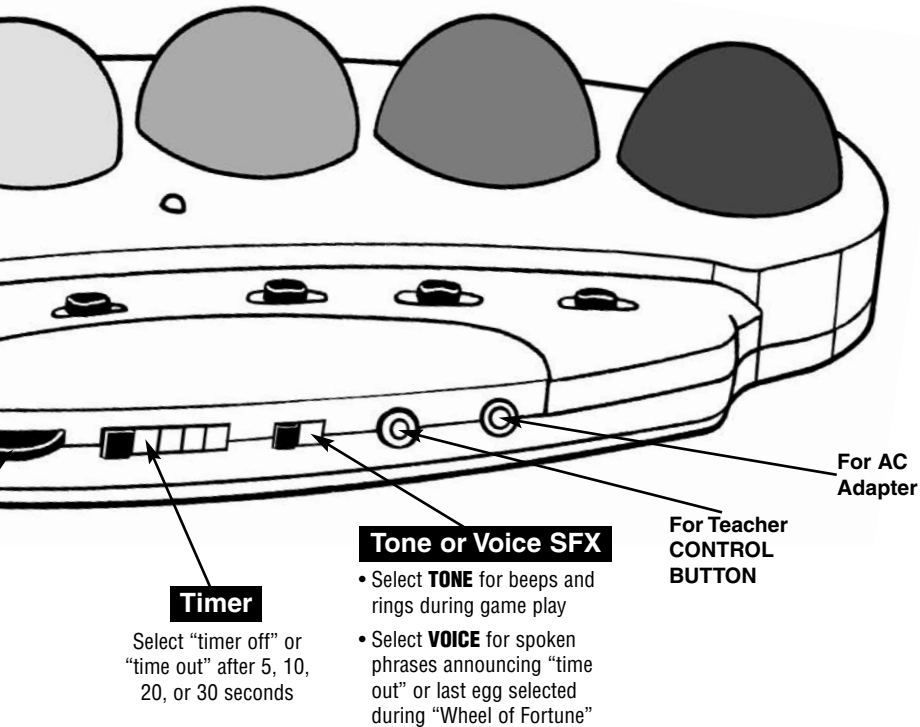
Use when playing with less than 6 players

RIGHT POSITION: Pre-selects the last egg lit during a "Wheel of Fortune" game.



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

SPECIAL FEATURES



GETTING READY

1. If using power from the **AC adapter**, insert the adapter plug into the Control Center and then plug the Power Module 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 SLIDES** (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.

Practice math facts, spelling words, social studies content—just about

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 pre-select specific colors by moving the Player Select slide 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.

EGGSPERTS WITH EGGSPERT

anything related to classroom curriculum—with EGGSPERT.

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.

MORE CLASSROOM ACTIVITIES

COLORING TO EGGSPERT

Have your students create artwork using EGGSPERT as a prompt. Using the six colors on EGGSPERT, have students draw to the music. When the light lands on the yellow egg, all students must draw with their yellow crayons. When the light lands on green, students use their green crayons to color. Use the timer (or the music) to determine the length of time students draw with one color.

PHYSICAL EDUCATION—“EGGSPERT” MOVEMENTS

Assign a different body movement to each color and watch EGGSPERT lead your students in a rousing exercise regimen.

Blue:	hopping on one leg
Yellow:	jumping jacks
Green:	side kicks
Pink:	running in place
Purple:	jumping and twisting
Orange:	toe touching

Press the white CONTROL BUTTON to select the first body movement. If the pink egg lights up, students begin running in place. Press the white CONTROL BUTTON again after 20 seconds. Students continue running in place until the new egg color lights up—and they change movements. Continue for several minutes to get full advantage of this unique exercise activity.

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 on a chalkboard. 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.

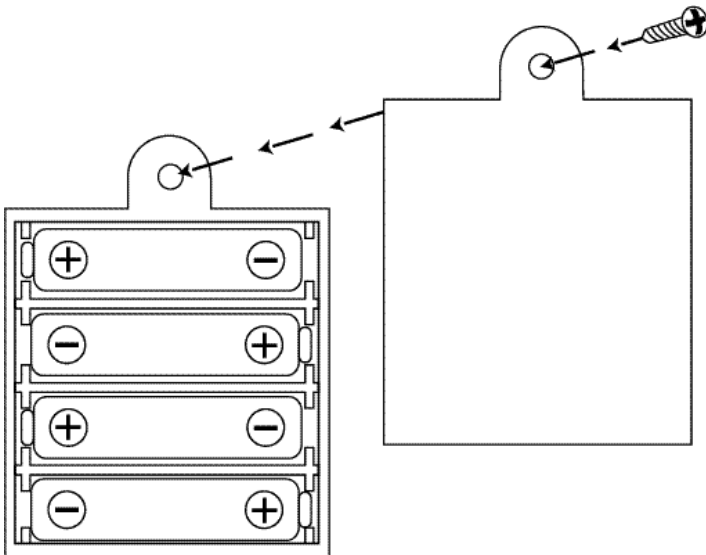
Spin and Throw: This activity is similar to Spin and Toss. Just substitute balloons and darts or colored cups floating in a swimming pool pond for the backdrop and ball.

“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.

OPERATING EGGSPERT WITH BATTERIES

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

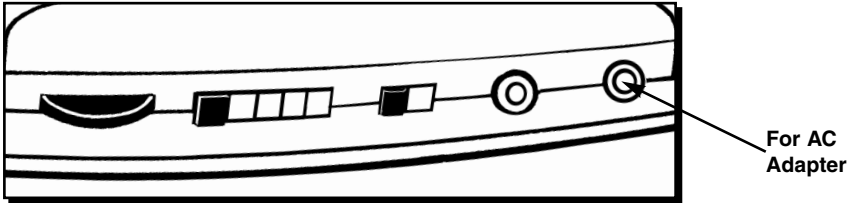
1. Carefully open the battery compartment door located on the bottom of EGGSPERT by loosening the screw holding it in place.
2. Install four fresh AA-cell (DC 1.5v) batteries in EGGSPERT's battery compartment, carefully following the diagram showing correct battery installation. This diagram is found 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.
3. Close the battery compartment door and tighten screw.



OPERATING EGGSPERT WITH THE ADAPTER

Using the 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 included AC adapter.
 - 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. Gently wipe BUTTONS with a damp cloth. Allow to dry before reinserting cords into Control Center.
- Carefully insert BUTTON plugs into EGGSPERT. Do NOT remove them by pulling on the cords.
- Do NOT immerse CONTROL and ANSWER BUTTONS in water or other liquids.

WARRANTY INFORMATION

Dear Customer,

Thank you for purchasing EGGSPERT. We're certain that you will enjoy the learning experiences offered by this product.

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

Educational Insights's 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 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.

If EGGSPERT 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. Be sure to include the product, your name, address, and a brief description of the problem. Send this information to the factory service center listed below. If this unit is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

OUT OF WARRANTY SERVICE POLICY

If EGGSPERT requires service after expiration of the one-year, limited-warranty period, Educational Insights will service or replace it with a reconditioned unit—at our option—upon receipt of the unit and your check or money order for \$25.

SERVICE CENTER—Direct all returns to:

Educational Insights, Inc.
Customer Service Dept.
380 N. Fairway Drive
Vernon Hills, IL 60061
(800) 995-4436

CANADIAN CUSTOMERS

Please call Customer Service (800-995-4436)
for instructions to return defective units.

Charges are listed in U.S. dollars.

Please send Canadian dollars in U.S. equivalent,
plus \$6.50 for postage and handling fee.

HOW TO REPLACE A LIGHT BULB

In the event that a light bulb goes out, you may buy a replacement 6 VDC to 6.3 VDC; 100 mA; mini base light bulb at your local hardware store, or you may order a set of six replacement bulbs from Educational Insights by mail (see form below).

To replace an old light bulb, carefully remove its color eggshell. Unscrew the old light bulb counterclockwise. Screw in the new light bulb clockwise until it is tightly fastened. Once the new light bulb is firmly in place, reattach the color eggshell.



Replacement Light Bulbs Order Form

Item

EI-7880L Set of 6 replacement bulbs \$7.50/set (includes shipping and handling)

Quantity and Cost

EI-7880L _____ set(s) @ \$7.50 each = \$ _____

Note: CA and IL residents must add sales tax

Payment Methods: (check one)

Check Money Order
(make payable to Educational Insights)



Card No.: _____ Signature: _____

Expiration Date: _____ Date: _____

Please ship my order to the following address (please print clearly):

Name: _____

Address: _____ Unit No. _____

City: _____ State: _____ Zip: _____

Daytime Phone: _____

To order by phone, call (800) 995-4436.

Credit Card Orders - Billing address
(if different from above):

To order by mail, send this form to:
Educational Insights, Inc.

380 N. Fairway Drive
Vernon Hills, IL 60061

www.EducationalInsights.com



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