



Educational
Insights®

GEOSAFARI JR

EI-8888
Ages 4+

Talking Globe™



Contents

- Globe
- Talking Pen



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

GeoSafari® Jr. Talking Globe™

Welcome, Globetrotters!

You and your child are about to begin an amazing adventure around the world, with tour guide Bindi Irwin!

With the GeoSafari Jr. Talking Globe, children explore and learn their way across the globe, locating continents, countries, capitals and major cities, USA states and capitals. Along the way you'll hear a lot of fun facts about the environment, and many different animals that live all around the world!



This guide provides an overview for set-up and use of the GeoSafari Jr. Talking Globe.

Also, be sure to download the Geography Activities Guide for games and activities. Go to www.educationalinsights.com/geosafarijrglobe

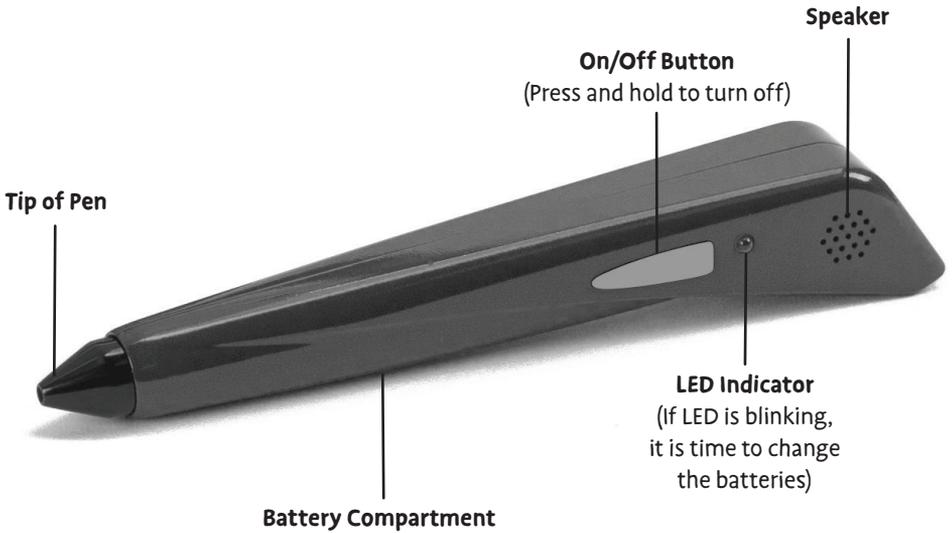
Let's Look at the GeoSafari Jr. Talking Globe

With the GeoSafari Jr. Talking Globe, children have a personal geography tour guide right at their fingertips! In addition to the globe's illustrations and colorful artwork, the GeoSafari Jr. Talking Globe offers three unique ways for children to learn and play:

- A teaching mode called **Explore** 
- A quiz/game mode called **Find It** 
- And a distance/measurement mode called **Measure It**



How to Use the Smart Pen



- **Press the orange On/Off button to turn it on.** (See Installing Batteries for details.)
- **The LED next to the On/Off button will indicate when the pen is on.** The pen will turn off automatically when not used for several minutes.
- **To use the pen, touch the tip to any place on the globe.** For best results, keep the tip flat to the globe's surface. Through the speaker on the pen, you and your child will hear interesting facts about that specific location.
- **Several different modes are available via the menu, found on the base of the globe.** Through these modes, your child can explore our earth in a number of exciting ways. (See page 6 for details.)
- **When you're done with the pen and globe, press and hold the orange button on the pen to turn it off.**

The GeoSafari Jr. Talking Globe

Specially designed to help children identify and pinpoint specific locations.

- The countries and oceans are loaded with pictures of animals and landmarks.
(See back of guide for listing)
- Countries, their capitals, and major cities are labeled.
- Capitals are marked with a 
- Cities are marked with a 
- Touch the tip of the pen to the surface to hear about that location.
- Pen storage area. Gently push in until a “click” is felt to secure the pen in place.



Using the Globe Control Panel

Using the pen, touch the control panel to change modes. Each mode helps children to discover the world in different ways.



Volume

Touch here to turn the volume up or down.

Measure It

Measure the distance between two cities. Choose to hear the results in miles, kilometers, or measured in silly ways.



Hint

Touch HINT whenever your child needs a little extra help.



Repeat

Touch REPEAT to replay the last audio clip.



Continents & Oceans

Touch here to explore or play a game about the continents & oceans.

Nature

Touch here to explore or play a game about nature & animals.

Countries

Touch here to explore or play a game about the countries of the world.

Cities & Capitals

Touch here to explore or play a game about capitals and major cities.

U.S.A. Cities & States

Touch here to explore or play a game about the U.S.A.

It's Easy to Play:

1. Turn on the pen.
2. Choose a mode. Follow the prompts.
3. Touch a location on the globe to learn more.

Three Ways to Play!

1. Explore

The Explore mode lets your child travel around the whole world with the touch of a pen!

With more than 10 hours of audio included, there is so much to learn! Find out about all 198 countries, 5 oceans, 7 continents, 20 major seas, and over 370 cities.

Even the youngest child can play independently in this mode, as there is no reading required.

There are **five** different categories to choose from in the Explore mode. With the pen, touch one of the **Explore** buttons on the base of the globe.

EXPLORE:

- **Continents & Oceans** – This is the best place to begin. Learn about all 7 continents, 5 oceans, and the major seas.
- **Nature** – There are so many interesting animals and natural wonders on our Earth. Touch any country, or an ocean, to learn about animals that live there, the local terrain, climate, and more.
- **Countries** – All 198 countries are represented on the GeoSafari Jr. Talking Globe. Learn what makes each country interesting and unique.
- **Cities & Capitals** – Major Cities are represented by a ● dot and Capital Cities are represented by a ★ dot with a yellow star. Touch the pen to any of these cities to learn more.
- **U.S.A. Cities & States** – Explore each of the 50 states and their capitals.

2. **Find It** Q

The **Find It** mode is a fun way for your child to test his/her knowledge, and is a perfect follow-up to time spent in the EXPLORE mode. To begin, touch a **Find It** button on the menu within one of the five categories: **Continents** (easiest), **Nature**, **Countries**, **Cities & Capitals**, or **U.S.A. Cities & States**.

The games are not timed, so your child is not rushed and has time to think about his/her answers. A hint is automatically given if the right answer is not selected on the first try. Two points are awarded for answering correctly on the first try, and one point is given if the answer is correct the second time. Only two tries are offered per question, then the game moves ahead. Each game has five unique questions – different each time a game is played!

For early readers, this is a great opportunity to work with an adult to help identify some of the names written on various locations on the globe.

There are lots of cute animals waiting all around the globe to help out with hints!

3. **Measure It**

Find out the distance between any two cities on the globe. The pen will give audio prompts to select cities and will calculate distances. Learn how long it takes to fly between two cities.

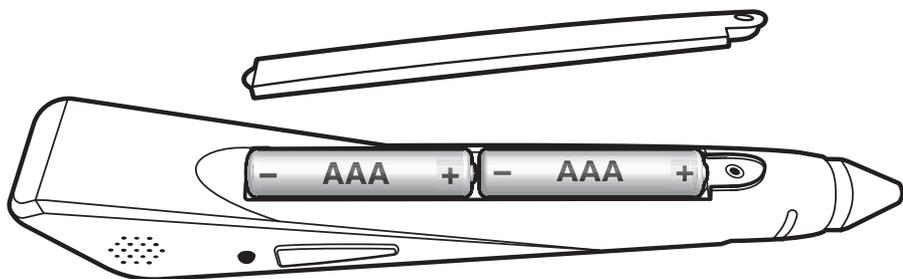
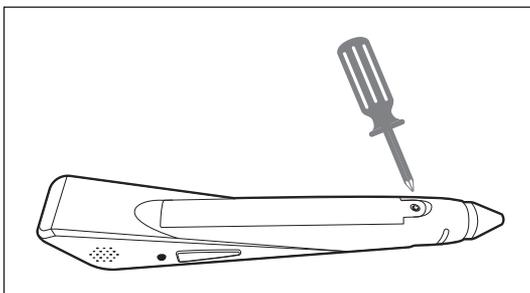
Hear the distance in **Miles**, in **Kilometers**, or you can tap **Surprise Me** – to hear silly ways of measurement like how many bananas it would take, laid end to end, to reach from one city to another, or how long it would take if someone rode their bike that distance!



Installing Batteries

To operate the pen, you must first install batteries. Follow these instructions to install batteries:

1. Use a screwdriver to carefully remove the screw on the battery door, located on the bottom of the pen.
2. Open the battery door.
3. Install 2 AAA batteries as shown in the diagram.
4. Close the battery door.
5. Use a screwdriver to secure the battery door.



Note:

- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- Only charge rechargeable batteries under adult supervision.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.

Caring for Your Globe

To keep the GeoSafari Jr. Talking Globe dust free, use a slightly water-dampened cloth. Do not spray anything directly on the globe, its base, or pen. Do not immerse in water.

This globe is printed with quality light-fast inks; however, it should be kept out of direct sunlight.

Never use your globe as a toy. Do not throw it in the air. Do not use force to make the globe turn. Treat it gently and it will last for years.

Troubleshooting

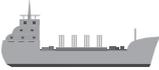
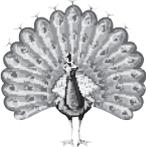
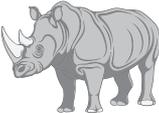
Scrapes and scratches on the surface of the globe, or the interface panel on the base of the globe will prevent the pen from properly reading that area. Be gentle with the surface of the globe and control panel.

- **No sound from pen?**
Be sure the pen is turned on properly, the button on the side of the pen is the on/off switch. Press the button on the side of the pen to turn it on.
- **Pen was on, now it's off?**
The pen will automatically turn itself off if not used for a period of time.
- **Red LED on the pen is blinking?**
If the LED is blinking, it is time to change the batteries.
- **Pen acting strange?**
Weak batteries can cause a variety of malfunctions. Always replace batteries with a fresh set. If your unit will not be used for a long period of time, remove the batteries to prevent possible corrosion.

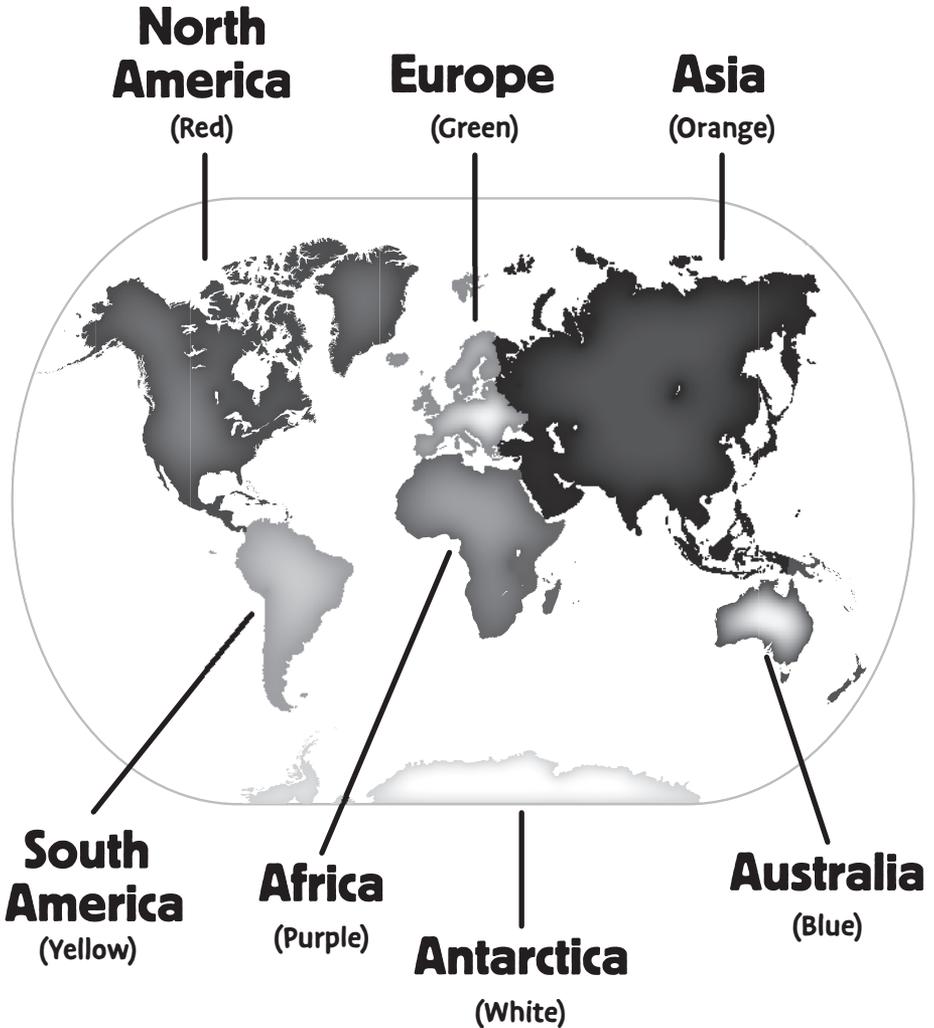
Picture Guide

Each of these animals and points of interest appears on the GeoSafari Jr. Talking Globe. Use this chart to help identify the pictures on the globe as you explore and play games.

				
Andean Condor	Baboon	Beaver	Blue Ship	Blue Whale
				
Bonobo Ape	Bull	Camel	Canada Goose	Clown Fish
				
Compass Rose	Crane	Crocodile	Dolphin	Eagle
				
Egyptian Sphinx	Eiffel Tower	Flamingo	Flying Squirrel	Giraffe
				
Great Wall of China	Humpback Whale	Kangaroo	Kiwi	Koala
				
Lemur	Lion	Lionfish	Llama	Mongoose

				
Narwal	Octopus	Orange Ship	Orca	Ostrich
				
Otter	Panda	Parrot Fish	Peacock	Penguin
				
Polar Bear	Porcupine	Puffin	Purple Ship	Python
				
Red Ship	Reindeer	Rhinoceros	St Basil's Cathedral	Scorpion
				
Siberian Husky	Squid	Starfish	Statue of Liberty	Swordfish
				
Taj Mahal	Tarantula	Volcano	Volcano Rabbit	Walrus
				
Wild Boar	Yak	Yellow Ship	Zebra	

Continents:



ATENCIÓN: PELIGRO DE ASFIXIA.

Piezas pequeñas. No se recomienda para menores de 3 años.

ATTENTION: RISQUE D'ÉTOUFFEMENT.

Petites pièces. Interdit aux enfants en dessous de 3 ans.

ACHTUNG: ERSTICKUNGSGEFAHR.

Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren.

Hecho en China.

Conserva el envase para futuras consultas.

Fabriqué en Chine.

Veuillez conserver l'emballage.

Hergestellt in China.

Bitte Verpackung gut aufbewahren.



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