

Wireless Eggspert™ 2.4g

**The flashing, beeping, talking,
wireless game system!**

New 2.4 GHz
for the fastest,
most reliable
transmissions!

Teacher's Guide

Congratulations on choosing Wireless Eggspert! This "egg-citing" teaching aid enlivens classroom activities with just the press of a button. With its easy-to-use wireless format, there are no limitations – so you can use it anywhere. Using Wireless Eggspert's two modes, you'll find hundreds of ways to integrate it into your daily classroom activities.



This product includes:

- | | |
|--|-------------------|
| 1 Wireless Eggspert | 1 Teacher Remote |
| 6 Student Answer Buttons (pink, orange, yellow, green, blue, and purple) | 1 Teacher's Guide |

TWO WAYS TO USE WIRELESS EGGSPERT 2.4G

Wireless Eggspert's two unique modes ("Quiz Show" and "Wheel of Fortune") will help you integrate this motivational learning aid into your daily classroom activities.

"Quiz Show"

In this mode, you pose 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. On the TEACHER REMOTE, slide the TIMER switch to set a time limit (no limit, 5, 10, 20, or 30 seconds) for student to answer the question.
3. Select a "time out" sound by sliding the TONE/VOICE switch.
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 Wireless 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, reset Wireless Eggspert by pressing the CONTROL BUTTON on the TEACHER REMOTE. If time runs out before the student answers, reset Wireless Eggspert by pressing the CONTROL BUTTON.



TEACHER REMOTE

WIRELESS EGGSPERT

ANSWER BUTTON

CONTROL BUTTON

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Please refer to pages 4 and 5 for explanations and illustrations of Wireless Eggspert's special features.

"Wheel of Fortune"

In this mode, Wireless 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 egg color.
2. Set the TIMER on the TEACHER REMOTE.
3. Choose a sound on the TEACHER REMOTE: TONE or VOICE.
4. The teacher presses the 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 time runs out before the student answers, reset Wireless Eggspert by pressing the CONTROL BUTTON.



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WIRELESS EGGSPERT'S 2.4G'S SPECIAL FEATURES

Wireless Eggspert




Teacher Remote

Using the Teacher Remote, you can:

- Adjust the volume (VOLUME)
- Set question response times (TIMER)
- Select TONE or VOICE sound effects
- Choose PLAYER SELECT modes

PLAYER SELECT SLIDE SWITCHES

Each "egg" has a corresponding slide switch on the Teacher Remote that allows you to remove any egg from the activity or to preselect the winner of a "Wheel of Fortune" activity.

-  **Middle Position:** All eggs light and beep. ANY egg can be the last egg lit in "Wheel of Fortune."
-  **Left Position:** Turns off the egg during the activity so that it will not light or beep. Use when playing with fewer than 6 players.
-  **Right Position:** Preselects the last egg lit during a "Wheel of Fortune" activity. Only one switch can be in the right position at any time.

TONE OR VOICE SELECTOR

- Select TONE for beeps and rings during the activity.
- Select VOICE for spoken phrases announcing "time out" or last egg selected during "Wheel of Fortune."



WIRELESS EGGSPERT POWER BUTTON

Press to turn the Wireless Eggspert unit ON and OFF.

TEACHER REMOTE POWER BUTTON

Press to turn the Teacher Remote ON and OFF.

TIMER

Select "timer off" or "time out" after 5, 10, 20, or 30 seconds.

VOLUME

Select volume setting – Mute, (1) Low, (2) Medium, (3) Medium/High, and (4) High.

CONTROL BUTTON

Press to set the eggs in motion or to reset Wireless Eggspert.

To conserve batteries, Wireless Eggspert and the Teacher Remote will turn off after eight minutes of inactivity.

GETTING READY

Before starting, place batteries into Wireless Eggspert, Teacher Remote, and Student Answer Buttons (see Operating Wireless Eggspert with Batteries on p. 10). If using the AC adapter on Wireless Eggspert, insert the adapter plug into unit and then plug the adapter body into an outlet (see Operating Wireless Eggspert with an Adapter on p. 11).

1. Press the POWER BUTTON on Wireless Eggspert.
2. Press the POWER BUTTON on the Teacher Remote.

Note: If you turn on the Teacher Remote before Wireless Eggspert, the eggs on Wireless Eggspert will turn on and remain steady. Press the Teacher Remote's POWER BUTTON to turn it OFF then ON to retransmit the settings to Wireless Eggspert.

3. Set up the Teacher Remote:
 - Set TIMER
 - Choose VOLUME setting
 - Adjust PLAYER SELECT SLIDE SWITCHES (if desired)
4. Give each participating student (or group) a student ANSWER BUTTON (if playing in "Quiz Show" mode).

CLASSROOM ACTIVITIES WITH WIRELESS EGGSPT 24C

Practice math facts, spelling words, social studies content—just about anything related to classroom curriculum—with Wireless Eggspert.

Question-and-Answer

This is a great way to reinforce content on any subject! 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 CONTROL BUTTON on the Teacher Remote.

Math Readiness-Counting And Charting

Press the 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 board depicting the findings. HINT: You can preselect a specific color by moving the Player Select Slide Switch on the Teacher Remote to the right position.

Math-Probability

Wireless 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 CONTROL BUTTON on the Teacher Remote to set the eggs in motion. Have students chart their results. This makes a great center activity. HINT: Set the volume switch to Low so as not to disturb other students in the class.

Language Arts-Phonics Fun

Assign a consonant to each colored egg (see example below).

Blue = B
Orange = S

Yellow = D
Pink = M

Green = T
Purple = L

Set the lights in motion by pressing the CONTROL BUTTON on the Teacher Remote. If the orange egg remains lit, all students must write down as many words beginning with the 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 Wireless Eggspert to play geography games. Assign continents to each of the egg colors (see below). Press the CONTROL BUTTON on the Teacher Remote 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
Green = Asia
Pink = Africa

Yellow = South America
Orange = Europe
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 egg color to each row. Press the CONTROL BUTTON on the Teacher Remote 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.

Physical Education-“Eggspert” Movements

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

Blue = hopping on one leg
Green = side kicks
Purple = jumping and twisting

Yellow = jumping jacks
Pink = running in place
Orange = toe touching

Press the CONTROL BUTTON on the Teacher Remote to select the first body movement. If the pink egg lights up, students begin running in place. Press the 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!

Wireless Eggspert Classroom Management

Wireless Eggspert is a great classroom management tool. Assign colors to the groups in your class: Blue, Orange, Purple, Yellow, Pink, and Green. Then when it's time to make a decision, let Wireless Eggspert choose. "Which row goes to lunch first?" Let Wireless Eggspert choose. "Who will read the next paragraph?" Let Wireless 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 CONTROL BUTTON on the Teacher Remote. If the last egg lit is green, for example, then that student is assigned to the green group. "What team are you on?" Let Wireless Eggspert choose. "What project group are you part of?" Let Wireless Eggspert choose.

Carnivals

When it comes time for the school carnival or a fund-raising event, Wireless 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 board. 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 Wireless Eggspert's colors. The participant presses the CONTROL BUTTON on the Teacher Remote, 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 a Wireless 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.

TROUBLESHOOTING

"When I turn on the Teacher Remote and Wireless Eggspert, the eggs light up and remain steady. Wireless Eggspert does not work when an Answer Button or the Control button on the Teacher Remote is pressed. What's wrong?"

You may have turned on the Teacher Remote before Wireless Eggspert (Wireless Eggspert should always be turned on before the Teacher Remote). Press the Teacher Remote's POWER BUTTON to turn it OFF then ON to retransmit the settings to Wireless Eggspert.

"One (or more) of the eggs on Wireless Eggspert doesn't light up. What's wrong?"

One of the slide switches may be in the wrong position on the Teacher Remote. Check the position of the slide switch of that egg. Make sure it is in the MIDDLE POSITION (ON).

If you position the slide switch to the left, it turns off the egg during game play so that it will not light or beep.

"Why is the same egg always chosen to answer in Wheel of Fortune mode?"

The slide switch for that egg may be in the wrong position on the Teacher Remote. Check the position of the slide switch for that egg. Make sure it is in the MIDDLE POSITION (ON).

If you position the slide switch to the right, Wireless Eggspert preselects that egg to be the last egg lit.

"The eggs light up, but there's no sound."

You may have the volume set to Mute. Slide the VOLUME switch on the Teacher Remote to increase the volume so that it is loud enough for everyone to hear.

"When I press the CONTROL BUTTON on the Teacher Remote to start the Wheel of Fortune mode, I hear a buzzer sound. What's wrong?"

1. One of the slide switches may be out of position. Check the position of the slide switch for each egg to be sure the slide switch is not in between positions.
2. You may have more than one slide switch in the right position. Only ONE switch can be in the RIGHT POSITION (SELECT), preselecting that egg to be lit and that player to answer a question.
3. You may have five or more slide switches turned OFF in the LEFT position. Check the position of the slide switches to make sure at least two eggs are active (both set to the MIDDLE (ON) position or one set to the MIDDLE (ON) and the other set to the RIGHT (SELECT)).

"My students don't have enough time to answer questions before they are timed out. Can I give them more time?"

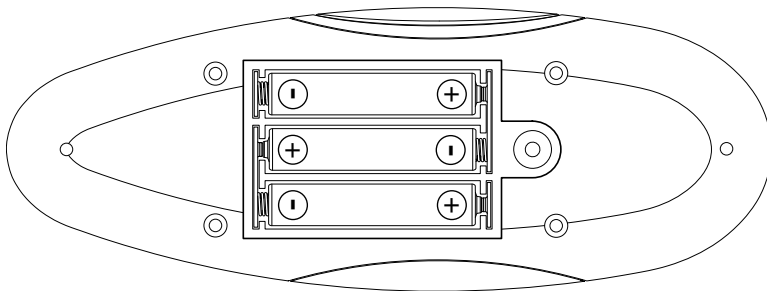
Yes! Set Wireless Eggspert's TIMER on the Teacher Remote to give students 5, 10, 20, or 30 seconds to answer questions in either "Quiz" or "Wheel of Fortune" modes. Or, turn the timer OFF and allow them as much time as they need.

OPERATING WIRELESS EGGSPT WITH BATTERIES

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

Battery Requirements:

- The Teacher Remote requires 3 AAA batteries.
 - Wireless Eggspt requires 4 AA batteries.
 - Each Student Answer Button requires 2 AAA batteries (12 AAA batteries are needed altogether).
1. Carefully open each battery compartment door (located on the bottom of Teacher Remote, Wireless Eggspt, and each Answer Button) by loosening the screw holding it in place.
 2. Install the required fresh batteries in the battery compartment, carefully following the diagram showing correct battery installation. A battery installation diagram is found inside each battery compartment.
 - Do not use rechargeable batteries.
 - Do not mix old and new batteries.
 - Do not mix different kinds of batteries: alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
 - Non-rechargeable batteries are not to be recharged.
 - Rechargeable batteries are to be removed from the product before being charged.
 - Rechargeable batteries are only to be recharged under adult supervision.
 - Only batteries of the same or equivalent type are to be used.
 - Batteries are to be inserted with the correct polarity.
 - Exhausted batteries are to be removed from the product.
 - The supply terminals are not to be short-circuited.
 - To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.
 3. Close the battery compartment door and tighten screw.
- Teacher Remote
 - Wireless Eggspt
 - Student Answer Buttons



Teacher Remote

Operating Wireless Eggspt with an Adapter

Using the optional AC adapter, the Wireless Eggspt unit 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 Wireless Eggspt.
 - Wireless Eggspt must only be used with the recommended AC adapter, (EI-8702) — sold separately at your local Educational Insights dealer or online at www.EducationalInsights.com.
 - 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.
 - Wireless Eggspt must not be connected to more than the recommended number of power supplies.

Caring For Wireless Eggspt

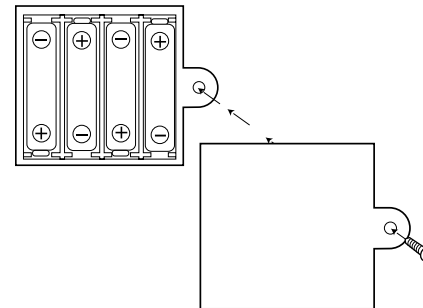
- If you are using Wireless Eggspt with an AC adapter, disconnect the AC adapter before cleaning. Clean Wireless Eggspt with a dry cloth. Do not immerse or spray any liquid or water on the unit.
- To clean the Teacher Remote and Answer Buttons, gently wipe with a damp cloth. Allow to dry before using. Do NOT immerse in water or other liquids.

Additional Answer Button Sets

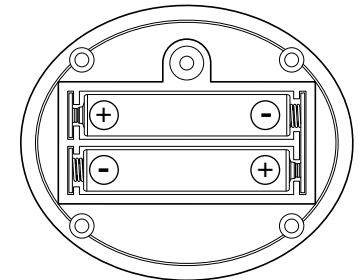
Want to play Wireless Eggspt with teams?

Now you can with additional sets of Wireless Eggspt Extra Answer Buttons (EI- 7882) – sold separately at your local Educational Insights dealer or online at www.EducationalInsights.com.

Each set includes six answer buttons (one of each Wireless Eggspt color). Simply assign student teams an egg color and hand each student their very own Answer Button. Instead of relying on a team captain to “buzz in” to answer a question, now more players can individually “buzz in” to answer and score for their team. Perfect for competitions, scholastic fairs, and review sessions.



Wireless Eggspt



Student Answer Buttons

WARRANTY INFORMATION

Dear Customer,

Thank you for purchasing Wireless Eggspert 2.4g. We're certain that you and your students will enjoy the learning fun offered by this product.

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.

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

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

If your Wireless Eggspert 2.4g fails to operate satisfactorily during the first year after purchase, return it postage prepaid to the address below. Be sure to include the product, your name, address, phone number and/or e-mail, a copy of your sales receipt or invoice, and a brief description of the problem. If the unit is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

Direct all returns to:
Educational Insights
Warranty Replacements
380 N. Fairway Drive
Vernon Hills, IL 60061

Customer Service:
(800) 995-4436 (U.S. & Canada) or
+44 (0)1553 762276 (U.K. & Europe)

Register your Math Slam unit at:
www.educationalinsights.com/productregistration

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into a different outlet from the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Note: The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

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