

BEST LEARNING
5871
CONNECTRIX
JUNIOR
USER
MANUAL



BEST LEARNING 5871 Connectrix Junior User Manual

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BEST LEARNING 5871 Connectrix Junior



INTRODUCTION

Connectrix® JUNIOR is an exciting matching game full of questions and answers. Fun and competitive to learn alone or with parents and friends in Co-Operative MODE. Challenge another player in Versus Mode, the fastest answer wins! Filled with over 570 Q&A and learn about the alphabet, numbers, math, animals, shapes, colors, patterns, nature, the human body, and much more! (3+ years)



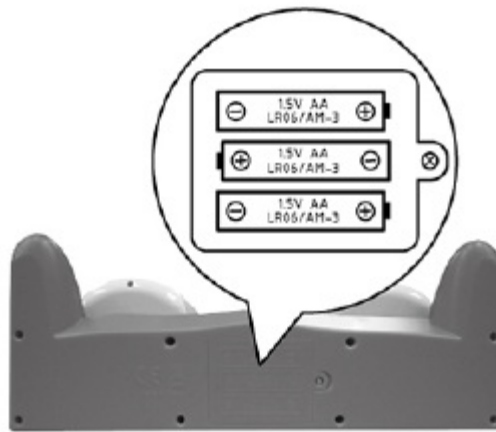
INCLUDED IN THIS PACKAGE

- 1 Connectrix® JUNIOR
- 48 lessons (24 cards)

ADVICE

- For best performance, please make sure to turn the unit OFF before inserting/removing batteries. Otherwise, the unit may malfunction. If this happens, and the unit does not respond when the ON/OFF button is pressed, remove the batteries and reinstall them.
- 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.

GETTING STARTED



Battery Installation

The Connectrix® JUNIOR operates on 3 AA (LR06) batteries.

1. Locate the battery cover on the back of the unit.
2. Open the battery cover with a screwdriver.
3. Insert 3 AA (LR06) batteries.
4. Close the battery cover securely.

• Switch ON & Choose the play mode

Choose the play mode, I for CO-OP Mode or II for VS Mode.

• Insert the lesson card & Input the card code

Insert the lesson card into the machine then input the code of the card with the controller and press enter.

FEATURES



• LED

Displays the progress while playing.



• CO-OP MODE

Play alone or together and test your knowledge.



• VS MODE

Play against a friend or family and see who wins!



• Erase

Erase the unwanted number.



• Score

Show your current score.



- **Timer**

Change the amount of time you have to answer.



- **Enter**

Confirm the input number or repeat the question.

LESSONS

1. Numbers
2. Addition
3. Subtraction
4. Alphabet A~M
5. Alphabet N~Z
6. Number Sequences
7. Spelling I
8. Spelling II
9. On the Farm
10. In the Sea
11. In the Desert
12. In the Savanna
13. In the Forest
14. In the Polar Region
15. Family Reunion
16. Shapes
17. Symmetry
18. 3D Shapes
19. Colors
20. Building Blocks
21. Puzzles
22. Climates
23. Transportation I
24. Transportation II
25. Fruits & Vegetables
26. Food Origins
27. Food for Animals
28. Matching Pairs
29. The Classroom
30. My Pets & Plants
31. Sports
32. Activities
33. Sport Equipment
34. Jobs
35. Hats

- 36. Body Parts
- 37. Matching
- 38. Time
- 39. Measuring Length
- 40. Opposites
- 41. Coordinates
- 42. Maze I
- 43. Maze II
- 44. Storage
- 45. Measuring Units
- 46. Patterns
- 47. Energy

CARE AND MAINTENANCE

- Keep products 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 the product to extreme temperatures.

BATTERY SAFETY

- Batteries are small parts and choking hazards to children and 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 a 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.	<ul style="list-style-type: none"> • Make sure batteries are correctly installed. • Make sure battery cover is securely attached. • 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 makes strange sounds, behaves erratically or makes improper responses.	<ul style="list-style-type: none"> • Clean battery contacts per above instructions. • Install new batteries.

Item No. 5871 Printed in China

CONFORMS TO CE EN71 ASTM F963

FREQUENTLY ASKED QUESTIONS

What is the BEST LEARNING 5871 Connectrix Junior?

The BEST LEARNING 5871 Connectrix Junior is an educational programming kit designed for children to learn coding and electronics.

What ages is the BEST LEARNING 5871 Connectrix Junior suitable for?

The BEST LEARNING 5871 Connectrix Junior is typically suitable for children aged 8 and above.

What are the dimensions of the BEST LEARNING 5871 Connectrix Junior?

The BEST LEARNING 5871 Connectrix Junior measures 11.61 x 2.56 x 4.02 inches.

How much does the BEST LEARNING 5871 Connectrix Junior weigh?

The BEST LEARNING 5871 Connectrix Junior weighs 13.4 ounces.

What batteries does the BEST LEARNING 5871 Connectrix Junior require?

The BEST LEARNING 5871 Connectrix Junior requires 3 AAA batteries.

Who manufactures the BEST LEARNING 5871 Connectrix Junior?

The BEST LEARNING 5871 Connectrix Junior is manufactured by Best Learning Materials Corp.

What are the two modes to play with the BEST LEARNING 5871 Connectrix Junior?

The BEST LEARNING 5871 Connectrix Junior features two modes of play, providing different ways for children to engage and learn.

What programming languages are supported by the BEST LEARNING 5871 Connectrix Junior?

The BEST LEARNING 5871 Connectrix Junior typically supports block-based programming languages like Scratch or Blockly.

Why won't my BEST LEARNING 5871 Connectrix Junior turn on?

Ensure the batteries are properly installed and fully charged. Check the battery connections for any corrosion or loose wires.

What should I do if the LEDs on my BEST LEARNING 5871 Connectrix Junior aren't lighting up?

Verify that the LEDs are correctly connected to the circuit. Check for any breaks in the wiring and ensure the connections are secure.

Why is my motor in the BEST LEARNING 5871 Connectrix Junior not working?

Confirm that the motor is correctly wired and receiving power. Inspect the motor for any physical damage or obstructions that might prevent it from functioning.

How can I fix a loose connection in my BEST LEARNING 5871 Connectrix Junior circuit?

Reconnect the loose wires securely, making sure they are firmly attached to the correct terminals. You may need to strip a small amount of insulation off the wire ends to improve the connection.

What do I do if the buzzer in my BEST LEARNING 5871 Connectrix Junior is not making any sound?

Check the polarity of the buzzer connections. Ensure the buzzer is properly connected and that there are no breaks in the circuit.

Why is my BEST LEARNING 5871 Connectrix Junior project not functioning as expected?

Review the project instructions carefully to ensure all components are connected correctly. Double-check the wiring and connections for any errors.

What should I do if the wires in my BEST LEARNING 5871 Connectrix Junior are frayed or broken?

Replace any damaged wires with new ones. Make sure to cut the wires to the appropriate length and strip the ends for proper connection.

VIDEO – PRODUCT OVERVIEW



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References

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