



LER 6967
ELECTRONIC
FLASH
CARD



Learning Resources LER 6967 Electronic Flash Card Instruction Manual

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Learning Resources LER 6967 Electronic Flash Card



Multiplication Master Electronic Flash Card™

Got a minute? The Multiplication Master Electronic Flash Card™ is a great, hands-on way to practice multiplication facts.



How to Play

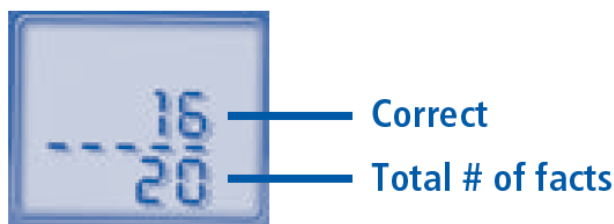
1. Press the Power button to turn the unit on or off.
 2. Press the Sound button to mute the sound. Press the Sound button again to restore the sound.
 3. Slide the Level Select switch to choose between Level 1 and Level 2.
- **Level 1** – This level allows beginners and younger players to practice the multiplication facts of any numbers from 0–12. To begin, select Level 1. Now, press any number, and then press the Enter button. Repeat this

process for any other numbers you'd like to practice. When you're ready to start, press the Enter button. The game will count down and start.

- **Level 2** – This level, featuring random facts within the 0–12 times table, is recommended for players looking for a real challenge! Simply press the Enter button to start the game. The Multiplication Master drill begins after a five-second countdown. You now have 60 seconds to solve as many multiplication facts as you can. Use the Number buttons to solve the facts. You'll hear a "positive" sound for a correct answer; the game makes a "negative" sound and displays an X for an incorrect answer. You have two chances to solve each multiplication fact. If you answer incorrectly twice, the correct answer will be displayed on the screen.

At the end of 60 seconds, the unit will display a score. The top number represents the number of facts solved correctly and the bottom number shows the number of facts encountered.

(Note: Answering a fact incorrectly twice counts as a wrong answer. If you answer incorrectly on the first try, but answer correctly on the second, your response is counted as a correct answer.)



To play again, press any button to return to the Level Select screen.

NOTE – To disable the 60-second timer, press and hold the zero ("0") button. The screen will display 000 000 and the timer will be disabled. This is a great way to practice solving unlimited multiplication facts. To restore the timer function, select a new game with the Level Select switch.

To save battery power, the Multiplication Master Electronic Flash Card™ will power down automatically if there is no activity after three minutes.

Battery Information

Installing or Replacing Batteries

WARNING! To avoid battery leakage, please follow these instructions carefully. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

Requires: 3 x 1.5V AAA batteries and a Phillips screwdriver

- Batteries should be installed or replaced by an adult.
- Multiplication Master Electronic Flash Card™ requires (3) three AAA batteries
- The battery compartment is located on the back of the unit.
- To install batteries, first, undo the screw with a Phillips screwdriver and remove the battery compartment door. Install batteries as indicated inside the compartment.
- Replace the compartment door and secure it with the screw. Battery Care and Maintenance Tips
- Use (3) three AAA batteries.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery

manufacturer's instructions.

- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix new and used batteries.
- Insert batteries with the correct polarity. Positive (+) and negative (-) ends must be inserted in the correct directions as indicated inside the battery compartment.
- Do not recharge non-rechargeable batteries.
- Only charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if the product will be stored for an extended period of time.
- Store at room temperature.
- To clean, wipe the surface of the unit with a dry cloth.
- Please retain these instructions for future reference.

Information to User

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 the receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the party for compliance could void the user's authority to operate the equipment.

Your opinion matters! Visit www.LearningResources.com to write a product review or to find a store near you.

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Made in China.

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FREQUENTLY ASKED QUESTIONS

What is the Learning Resources LER 6967 Electronic Flash Card?

The Learning Resources LER 6967 Electronic Flash Card is an educational tool designed to help children learn through interactive flashcards, enhancing their knowledge in various subjects.

What is the price of the Learning Resources LER 6967 Electronic Flash Card?

The Learning Resources LER 6967 Electronic Flash Card is priced at \$20.99, making it an affordable educational resource for children.

What are the dimensions of the Learning Resources LER 6967 Electronic Flash Card?

The product dimensions of the Learning Resources LER 6967 Electronic Flash Card are 10.9 inches in length and 8.75 inches in width.

How much does the Learning Resources LER 6967 Electronic Flash Card weigh?

The Learning Resources LER 6967 Electronic Flash Card weighs 6.3 ounces, making it lightweight and easy for children to handle.

What is the model number for the Learning Resources Electronic Flash Card?

The model number for the Learning Resources LER 6967 Electronic Flash Card is LER6967.

What is the recommended age for the Learning Resources LER 6967 Electronic Flash Card?

The Learning Resources LER 6967 Electronic Flash Card is recommended for children aged 7 to 10 years.

What type of batteries does the Learning Resources LER 6967 Electronic Flash Card require?

The Learning Resources LER 6967 Electronic Flash Card requires 3 AAA batteries for operation.

Who is the manufacturer of the Learning Resources LER 6967 Electronic Flash Card?

The Learning Resources LER 6967 Electronic Flash Card is manufactured by Learning Resources, a company known for creating educational products.

What subjects can be covered with the Learning Resources LER 6967 Electronic Flash Card?

The Learning Resources LER 6967 Electronic Flash Card can cover a variety of subjects, including math, science, language arts, and more.

How does the Learning Resources LER 6967 Electronic Flash Card enhance learning?

The Learning Resources LER 6967 Electronic Flash Card enhances learning through interactive quizzes, games, and instant feedback, making education fun and engaging.

What special features does the Learning Resources LER 6967 Electronic Flash Card have?

The Learning Resources LER 6967 Electronic Flash Card features interactive functions, sound effects, and a variety of learning modes to keep children engaged.

What makes the Learning Resources LER 6967 Electronic Flash Card a good gift option?

The Learning Resources LER 6967 Electronic Flash Card is an excellent gift for children interested in learning, as it combines fun and education in one interactive product.

Why is my Learning Resources LER 6967 Electronic Flash Card not turning on?

Ensure that the batteries are installed correctly with the right polarity. Check if the batteries are fresh and not depleted. If it still doesn't turn on, try replacing the batteries.

Why does my Learning Resources LER 6967 Electronic Flash Card have no sound?

Check the volume setting on the device to ensure it is not muted or set too low. If the sound is still not working, inspect the speaker for any obstructions or damage.

Why does my Learning Resources LER 6967 Electronic Flash Card shut off unexpectedly?

This could be due to low battery power. Replace the batteries with fresh ones. Additionally, check if the device has an auto-off feature and whether it's activating too soon.

VIDEO – PRODUCT OVERVIEW



[Download the PDF link: Interacting Resources LER 6967 Electronic Flash Card Instruction Manual 6967-Electronic-Flash-Card-Instruction-Manual.mp4](#)

REFERENCE: [Learning Resources LER 6967 Electronic Flash Card Instruction Manual -Device.Report](#)

References

- [User Manual](#)

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