

## TIME TRACKER® VISUAL TIMER

The Time Tracker Visual Timer® helps manage time in a new way. Lighted color sections give visual cues as to the amount of time remaining to complete a task. Each section represents a portion of time. You can program exactly how long each of the sections remains lit, or you can select the automatic setting and the Time Tracker will divide the time for you. Use the Time Tracker to time tests, practice sessions, study sessions, experiments, phone calls, speeches, or any timed activity.

## INSERT BATTERIES

You will need:

4 AAA batteries  
Phillips screwdriver

1. Turn the Time Tracker® over. Use the Phillips screwdriver to turn the screw on the battery door in a counterclockwise direction to loosen the screw.
2. Remove the screw and open the door.
3. Pull the clear tab sticking out of the backup battery compartment to activate backup batteries.
4. Insert the four AAA batteries, being careful to match the + and – ends of the batteries to the diagram inside the battery compartment.
5. Replace the battery compartment door and insert the screw. Tighten the screw by using the Phillips screwdriver to turn the screw in a clockwise direction until secure. Do not over-tighten the screw.

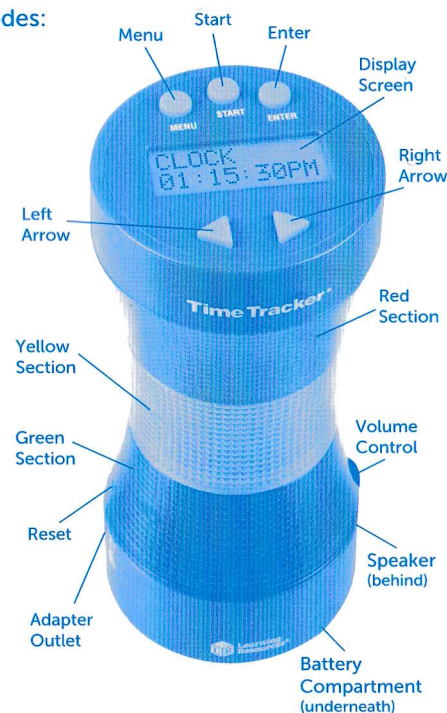
## GETTING STARTED

The Time Tracker has 3 modes:

**CLOCK** – Standard digital clock.

**TIMER** – Program exactly how long you want each color section to stay lit.

**AUTO TIMER** – Program the total amount of time. The color sections will automatically divide into 80% green, 15% yellow, and 5% red. For example, if you program 10 minutes as your total time, the green section will stay lit for 8 minutes, the yellow section for 1 minute 30 seconds, and the red section for 30 seconds.



**Before setting the time, please note:**

1. If you do not press a button within 30 seconds, you will exit the programming mode.
2. Press **MENU** at any time to go back to the previous step.
3. Once you have set the **TIMER** and/or Auto timer, those times will remain programmed in the unit until you change them. Once programmed, you can go directly to **STARTING** the **TIMER**.
4. There are audio alerts when the timer switches from green to yellow to red. Turn the volume all the way down to mute the sound.

## CLOCK

### To set the CLOCK:

1. Press **MENU** to scroll through: **CLOCK, TIMER, AUTO TIMER**.
2. When **CLOCK** appears on screen, press **ENTER**.
3. Use the **ARROW** ◀▶ buttons to choose 12 (standard) or 24 (military) time, then press **ENTER**.
4. Use the **ARROW** ◀▶ buttons to set the hours, then press **ENTER**. (Note: continue pressing the ◀▶ buttons to change from AM to PM.)
5. Use the **ARROW** ◀▶ buttons to set the minutes, then press **ENTER** to confirm. The clock will start running.

## TIMER

(input the exact amount of time you want each color section to light up)

### To set the TIMER:

1. Press **MENU** to scroll through: **CLOCK, TIMER, AUTO TIMER**.
2. When **TIMER** appears on screen, press **ENTER** to set or change the time. (Note: if you already set the timer and you just want to start it, press **START**).
3. Screen shows: **GREEN** and the green section will light up.
  - To input the amount of time you want the **GREEN** light to be lit up: press **ENTER** to scroll forward to hours, minutes, or seconds (press **MENU** to go backward).
  - Use the **ARROW** buttons to input the hours, minutes, and seconds. Press **ENTER** when you are done.
4. Repeat the above steps for yellow and red lights.
5. Screen will show **TIMER** with the total amount of time you input.
6. Press **START** to start the timer OR press **MENU** to return to digital clock mode.
7. To **STOP** timer, press and hold the **MENU** button.

## AUTO TIMER

(Input the total amount of time and the green light will automatically be on for 80% of that time, the yellow light for 15%, and the red light for 5%.)

### To set AUTO TIMER:

1. Press **MENU** to scroll through: **CLOCK, TIMER, AUTO TIMER**.
2. When **AUTO TIMER** appears on screen, press **ENTER** to set or change the time. (Note: if you already set the auto timer and you just want to start it, press **START**.)
3. Screen shows: **TOTAL TIME**.
  - To input the total amount of time: press **ENTER** to scroll forward to hours, minutes, or seconds (press **MENU** to go backward).
  - Use the **ARROW** ◀▶ buttons to input the amount of hours, minutes, and seconds. Press **ENTER** when you are done.
4. Screen will show **AUTO TIMER** with the amount of time you input.
5. Press **START** to start the timer OR press **MENU** to return to digital clock mode.
6. To **STOP** the timer, press and hold the **MENU** button.

## STARTING THE TIMER

1. Once you have set the timer, press **MENU** until **TIMER** or **AUTO TIMER** appears on screen.
2. Press the **START** button to start the timer.
3. To stop the timer at any point, press and hold the **MENU** button.
4. While the timer is running, you can press **START** to display how much time is remaining in the lit section. Press **START** again to return to total time remaining.

## USING AN ADAPTER

Important note: When using an adapter (LER 6989, sold separately at LearningResources.com), unplug the adapter from the Time Tracker® first, before unplugging the adapter from the wall. Unplugging the adapter from the wall first will reset the unit and your programming will be lost.



## Use and Care Instructions

- ✓ Do not submerge in water.
- ✓ To clean, wipe gently with a damp, soft cloth.

## RESET BUTTON

If the Time Tracker® isn't working correctly, use the end of a paper clip or similar small object to push the reset button, located in the small hole above the adapter jack.

## Replacing Batteries

Change the batteries when the sound becomes garbled or slows down, or when pressing a button does not trigger a response from the unit.

You will also need to replace the 2 "LR44" back-up batteries from time to time. These batteries maintain your clock and time settings should the regular batteries lose power and/or when you are replacing the regular batteries.

## To replace back-up batteries:

The back-up battery compartment is located inside the battery compartment (under the AAA batteries). Use a small Phillips screwdriver to turn the screw on the battery door in a counterclockwise direction to loosen screw. Remove the screw and open the door. Remove the 2 LR44 batteries. Insert two new LR44 batteries, being careful to match the + and - ends of the batteries to the diagram inside the battery compartment. Replace the battery compartment door and insert the screw. Tighten the screw by using a small Phillips screwdriver to turn the screw in a clockwise direction until secure. Do not over tighten the screw.

## IMPORTANT BATTERY INFORMATION

Please read and understand these additional battery usage instructions.

To ensure proper function:

- Battery installation and replacement should be done by an adult only.
- Do not mix old and new batteries.
- Do not mix alkaline, standard, or rechargeable batteries.

- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging (if removable).
- Only charge rechargeable batteries under adult supervision (if removable).
- Only use batteries of the same or equivalent type, as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Remove batteries if product is to be inactive for long periods of time, to avoid leakage.
- Do not short-circuit the supply terminals.
- Replace batteries at the first signs of erratic operation.

**WARNING: DO NOT DISPOSE OF BATTERIES IN FIRE.  
BATTERIES MAY EXPLODE OR LEAK.**

## IMPORTANT INFORMATION :



- The toy is not intended for children under 3 years old.
- The toy must only be used with the recommended transformer.
- The toy transformer is not a toy.
- Disconnect toy from transformer before cleaning the toy with liquid.
- Transformers used with the toy are to be regularly examined for damage to the chord, plug, enclosure and other parts, and that, in the event of such damage, the toys must not be used with this transformer until the damage has been repaired.



This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:  
(1) This device may not cause harmful interference,  
and (2) this device must accept any interference  
received, including interference that may cause  
undesired operation.