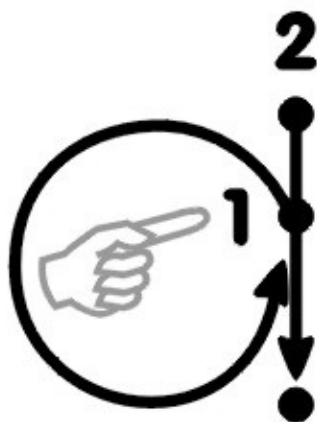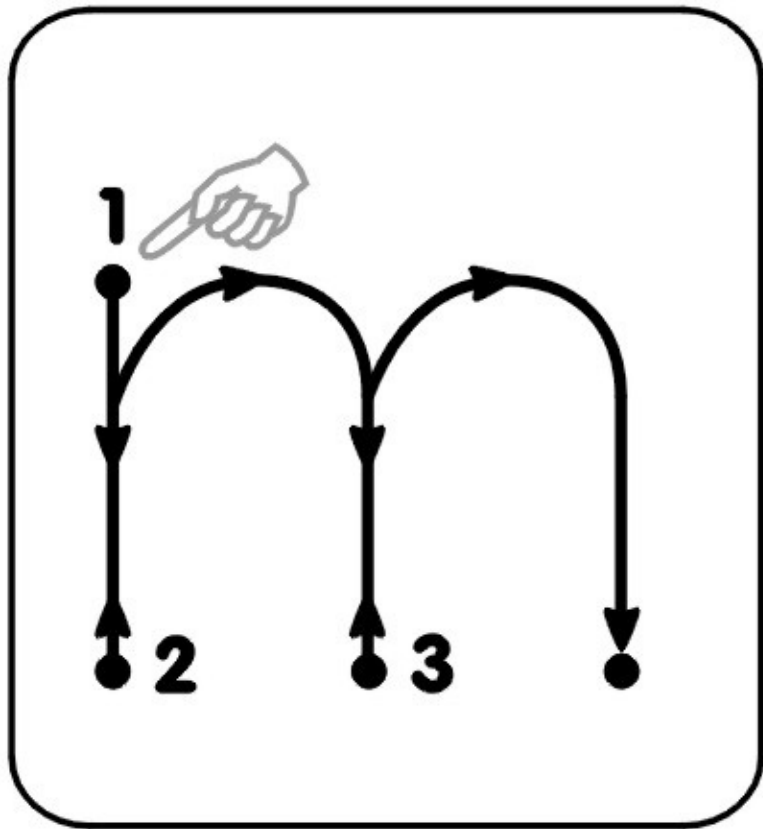2

1

A a

1 a p p l e

2 a p p l e s

apple

drawing area

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

m

2   **3**

drawing area

PLAY

Mm

1 monkey

2 monkeys

monkey

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

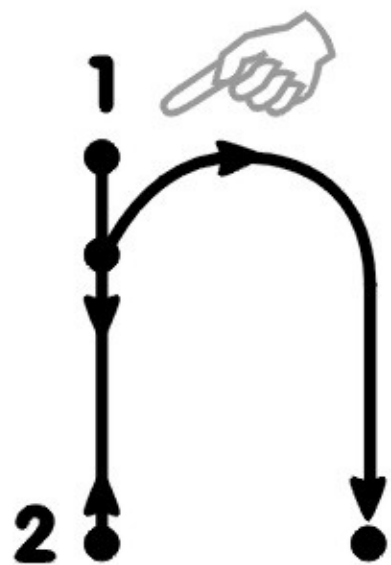**2**

Nn
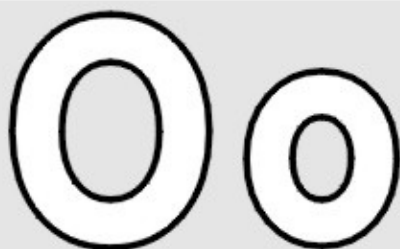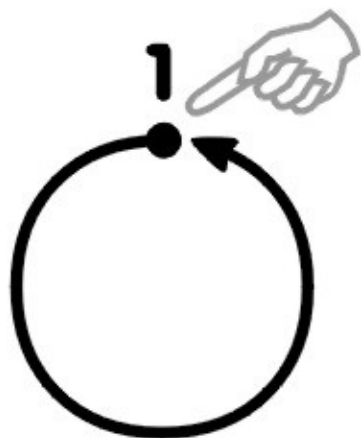
1 n u t

2 n u t s

n u t

PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

O o

1 o w l

2 o w l s

PLAY

o w l

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

2

drawing area

O o

1 p i a n o
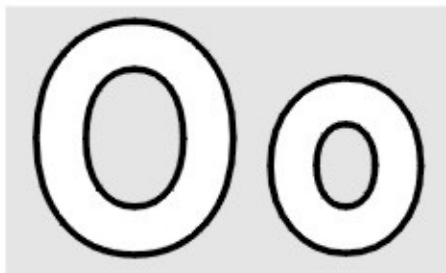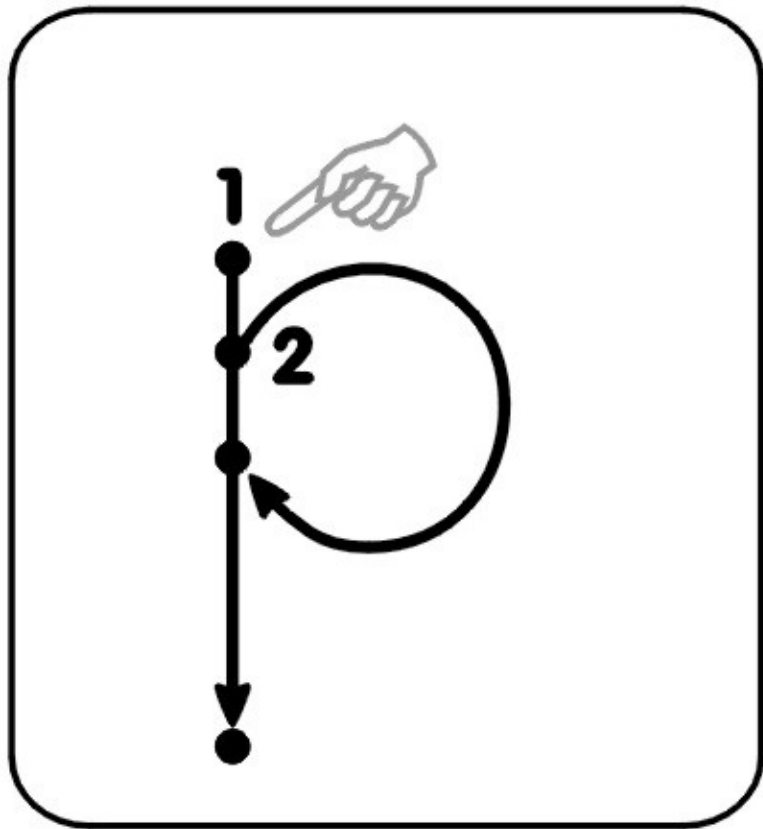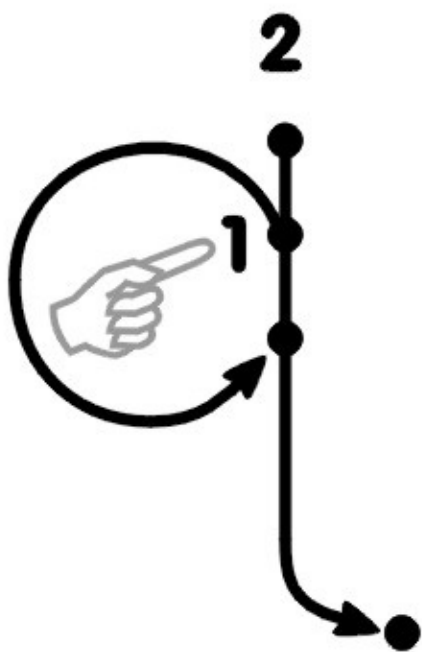
2 p i a n o s

PLAY

p i a n o

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

2

1
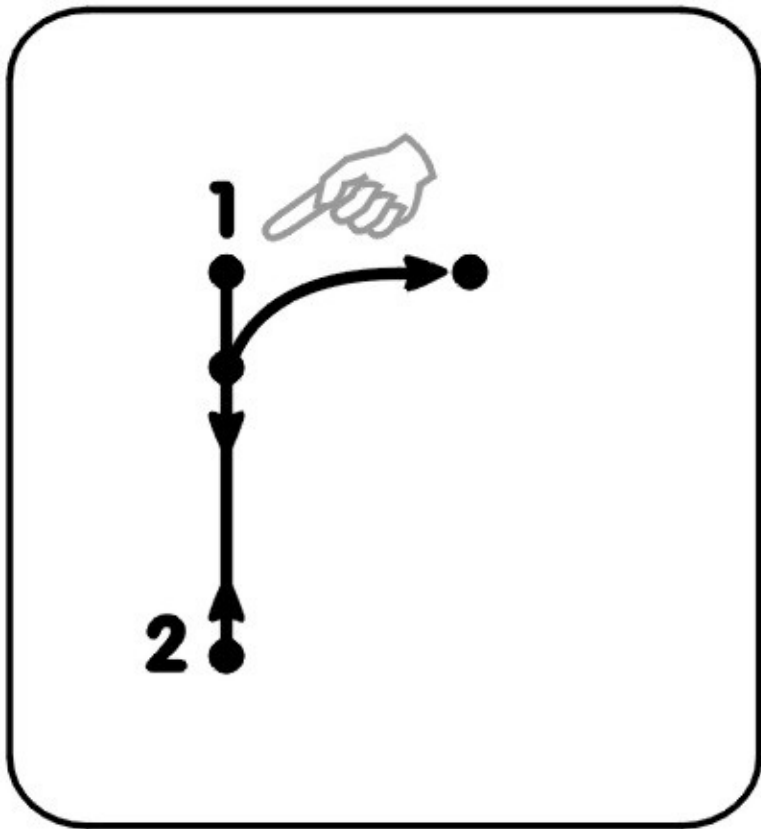

1 q u a i l
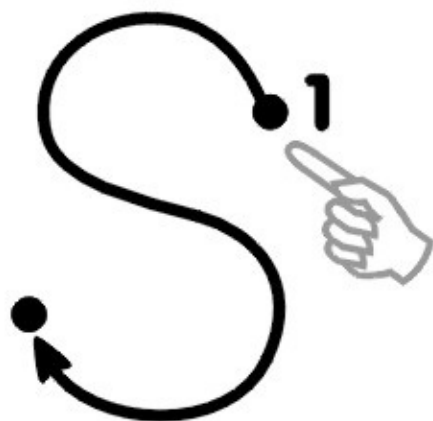
2 q u a i l s

O o

q u a i l

PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

2

R r

1 rabbit

2 rabbits

rabbit

PLAY

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

S

1

Ss

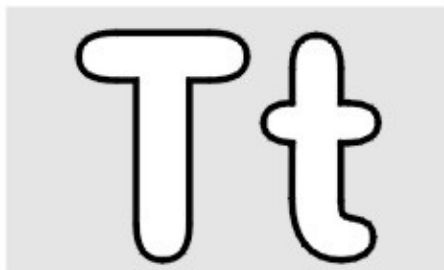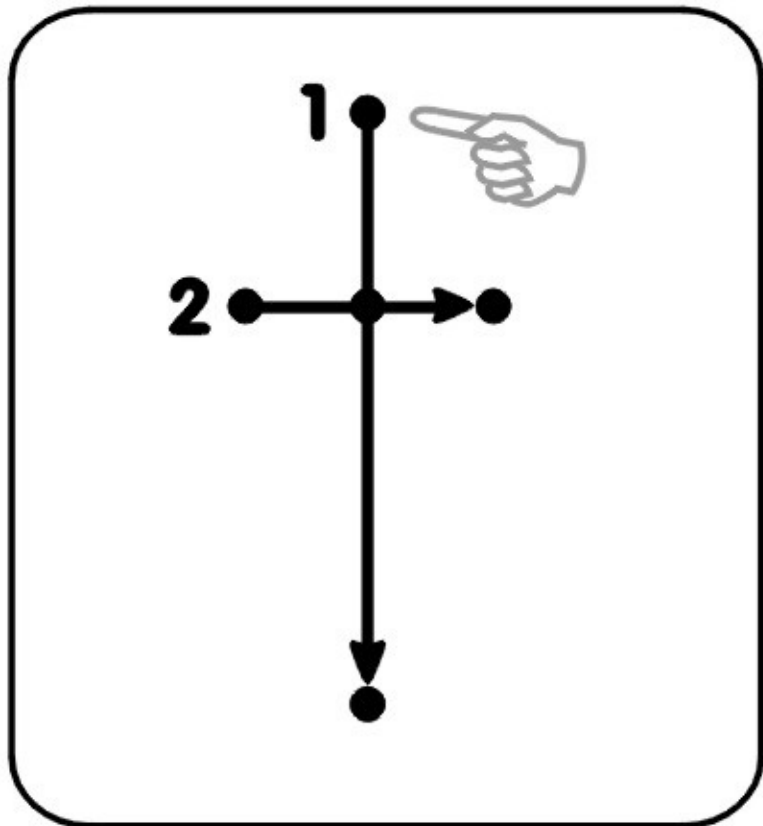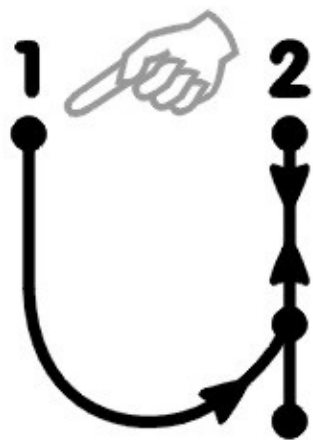1 snail

2 snails

snail

PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

2

drawing area

1 tiger

2 tigers

tiger

PLAY

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

drawing area

1   **umbrella**

2   **umbrellas**

umbrella

PLAY

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

drawing area

1   2

Vv
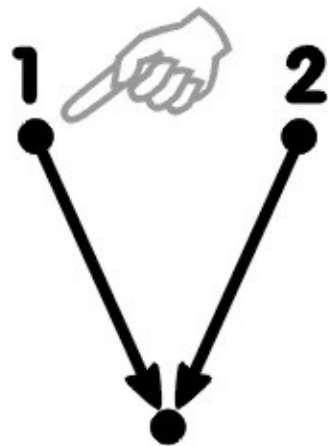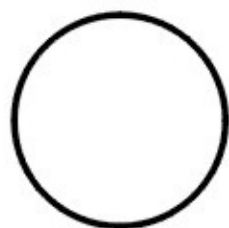
1 v a n

2 v a n s

v a n
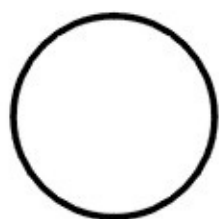
PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

BLUE

RED

PURPLE

ORANGE

GREEN

YELLOW

COLORS

drawing area

PLAY

When tracing a letter:
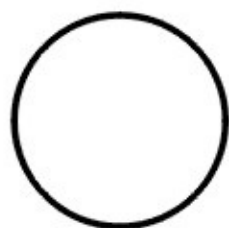- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
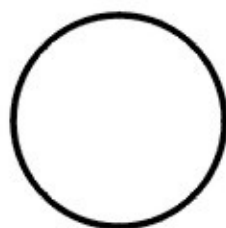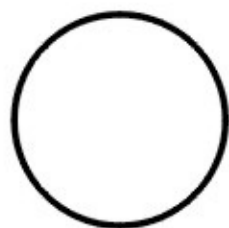3. If the unit does not respond properly, press the ON button and then the PLAY button.

SQUARE

CIRCLE

TRIANGLE

HEART

DIAMOND

MOON

RECTANGLE

STAR

S H A P E S

drawing area

PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
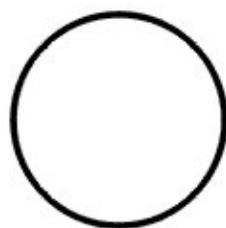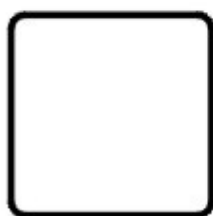3. If the unit does not respond properly, press the ON button and then the PLAY button.

1
2
3
4
5
6
7
8
9
10

drawing area

PLAY

1

2

Bb

1 b a l l

2 b a l l s

b a l l

When tracing a letter:
– Avoid touching areas other than the lines
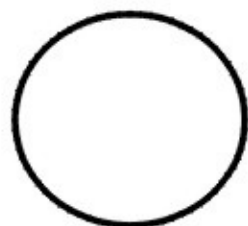
Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

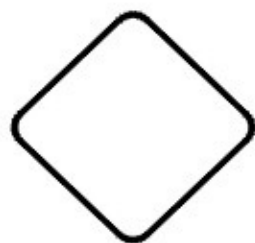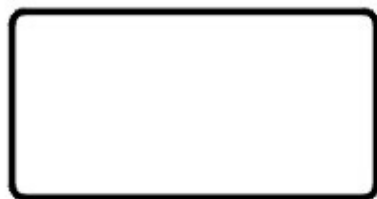When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1 2 3 4

W

Ww

1 w a t c h

2 w a t c h e s

watch

drawing area

PLAY

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.
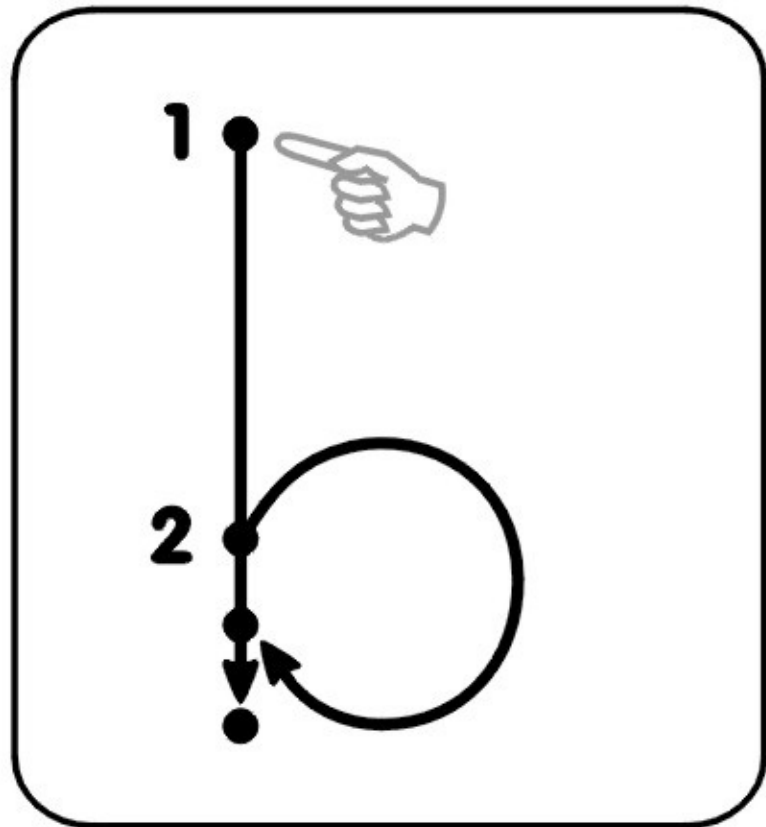
drawing area

1   2

X x

1 x - ray

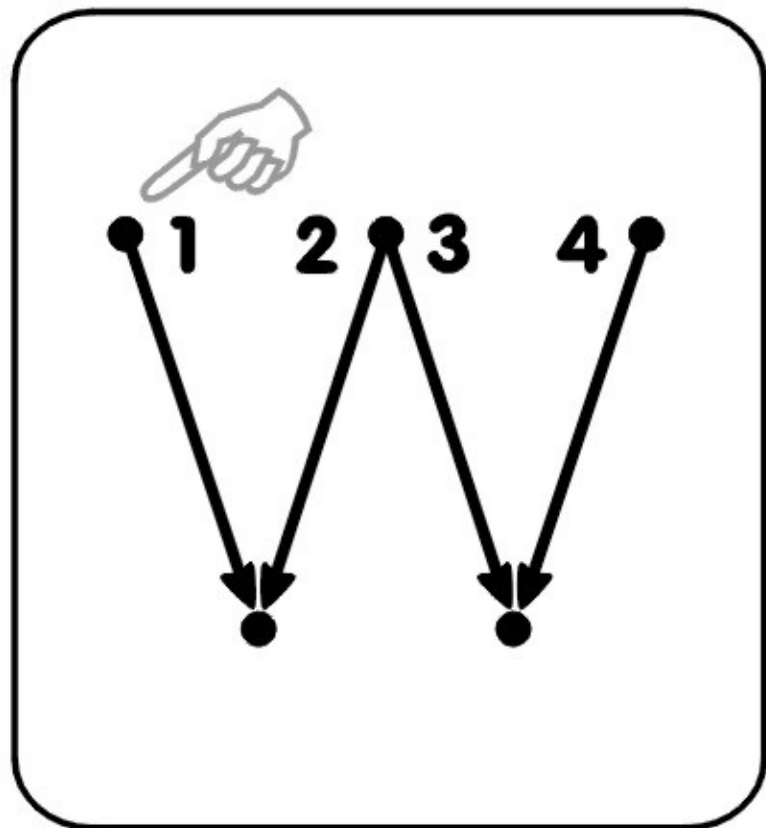2 x - rays

x - ray

PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

drawing area

1   2

Y y

1   y o - y o

2   y o - y o s

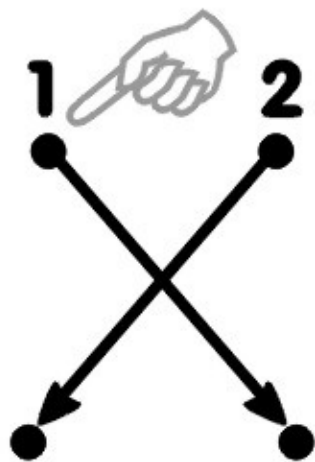**yo - yo**

PLAY

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1 **2**

3

Zz

1 zebra

2 zebras

zebra

drawing area

PLAY

Ee

1 e g g

2 e g g s

e g g

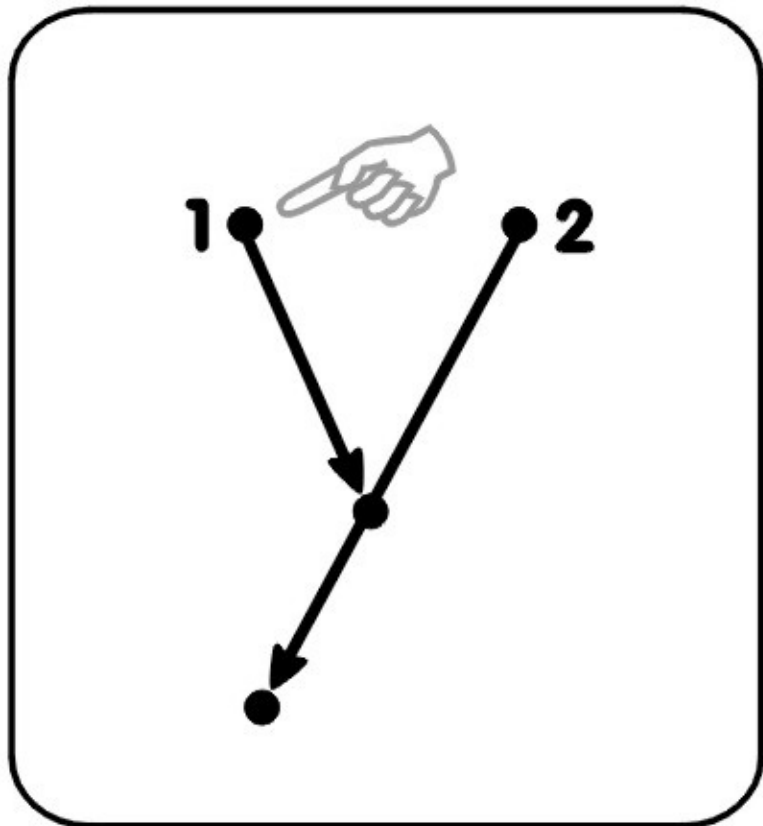**drawing area**
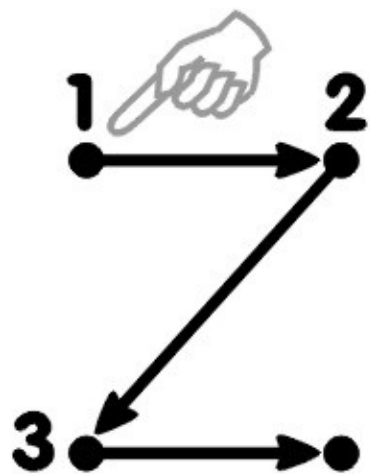
When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

2

Ff

1 f r o g

2 f r o g s

frog

drawing area

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
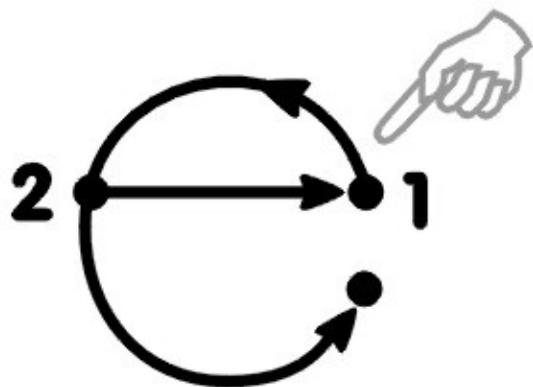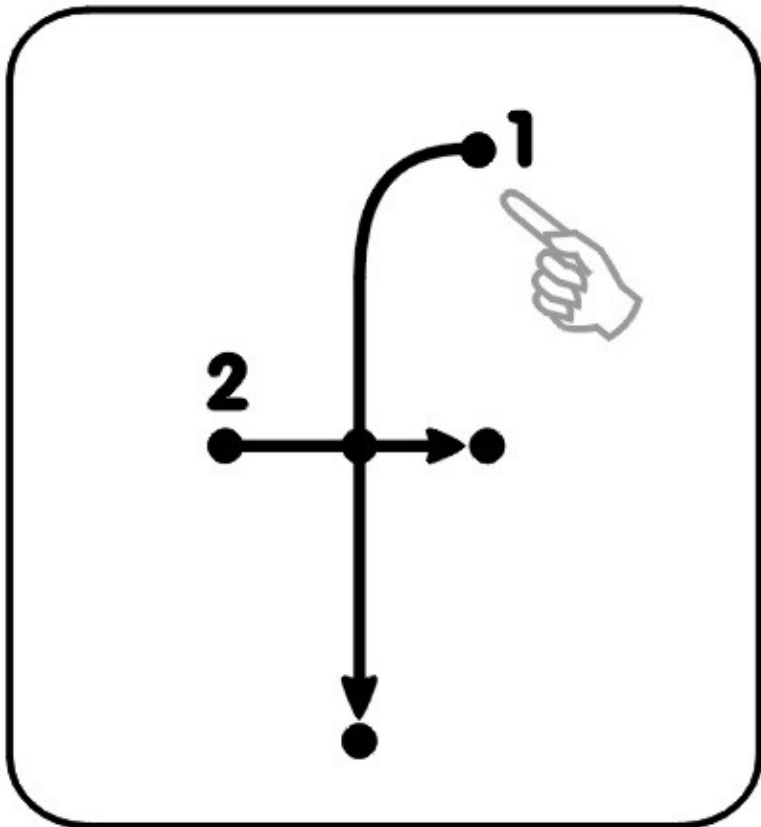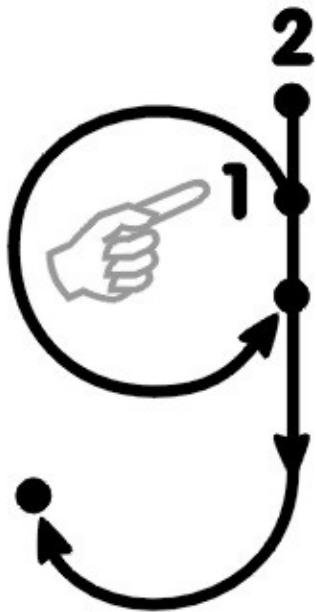3. If the unit does not respond properly, press the ON button and then the PLAY button.

2

1

Gg

1 giraffe

2 giraffes

giraffe

drawing area

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

drawing area

C c

1 c a r

2 c a r s

c a r

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1 ONE **2** TWO **3** THREE **4** FOUR

5 FIVE **6** SIX **7** SEVEN

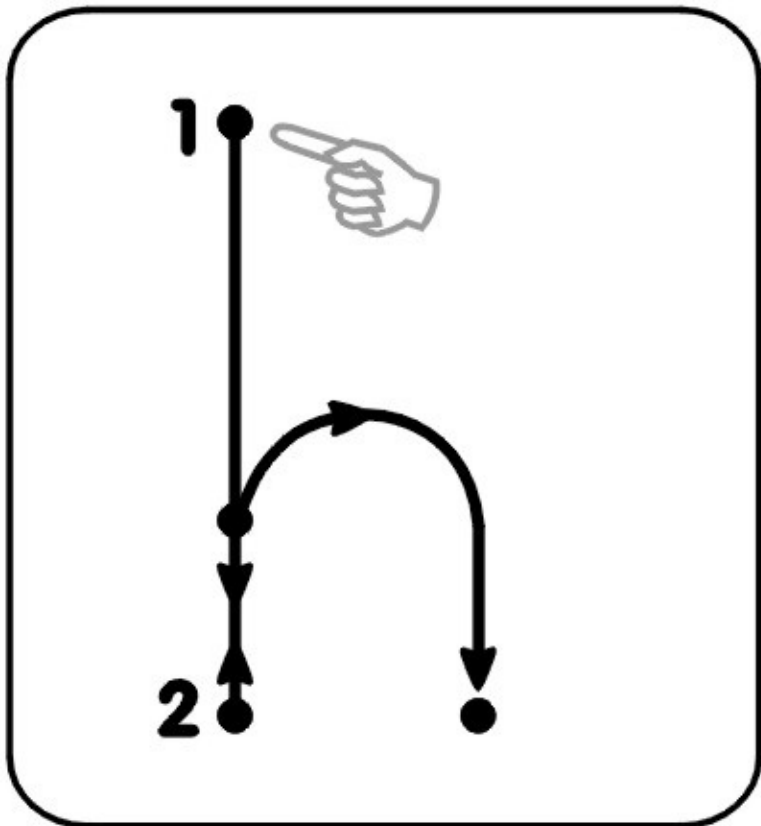**8** EIGHT **9** NINE **10** TEN

NUMBERS

drawing area

PLAY

1 •

2 •

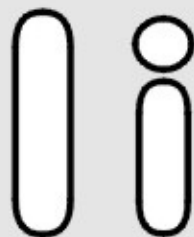**H h**

1 horse

2 horses

horse

drawing area

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

2

1

drawing area
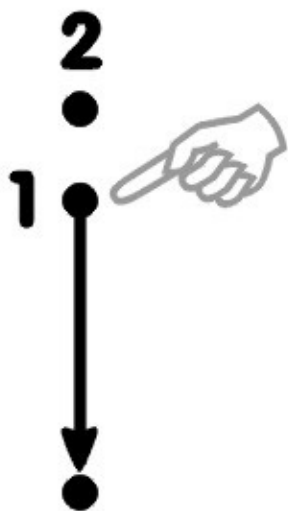
1 ice-cream

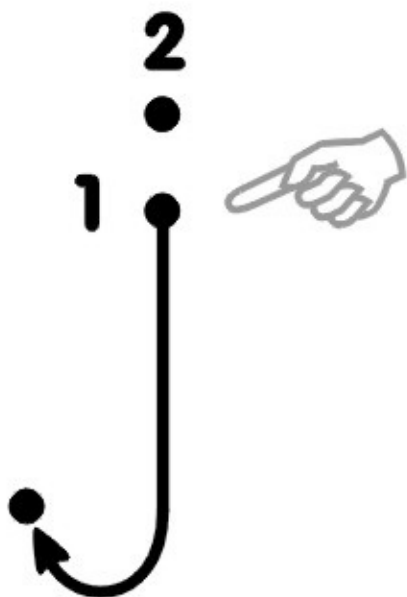**2 ice-creams**

icecream

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

2

1

j a r

1 j a r

2 j a r s

j a r

When tracing a letter:
– Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

2

3

Kk

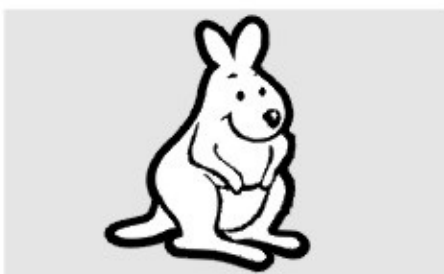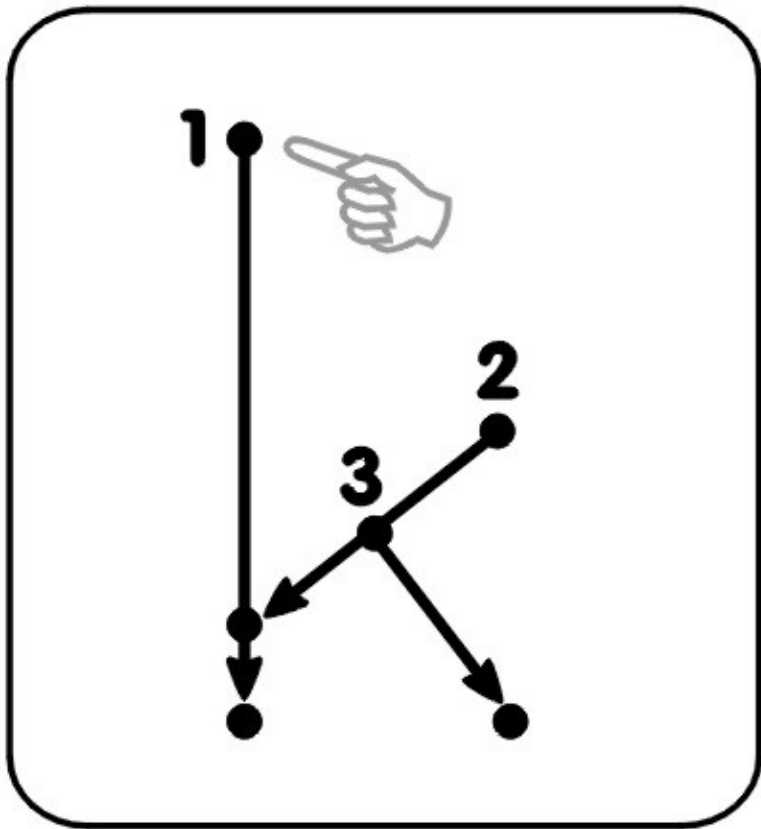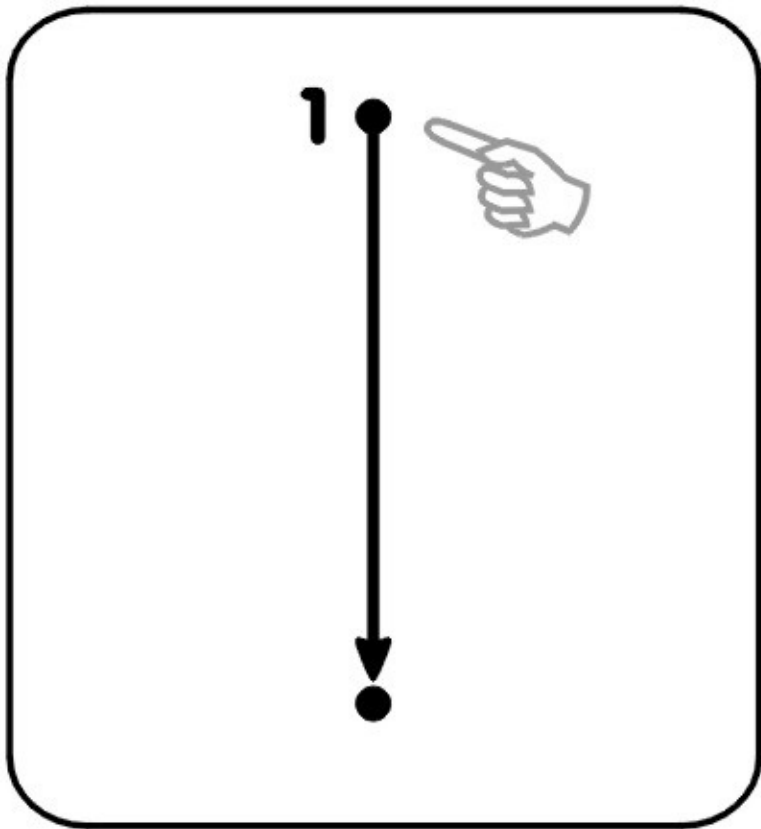1 **kangaroo**

2 **kangaroos**

kangaroo

drawing area

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

1

PLAY

Li
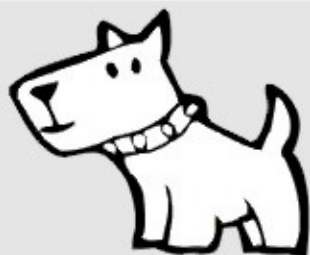
1 lemon

2 lemons

lemon

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

2

1

Dd

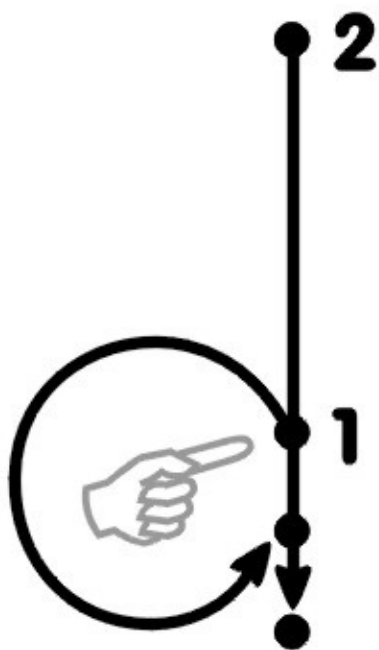**1 d o g**

2 d o g s

d o g

drawing area

When tracing a letter:
- Avoid touching areas other than the lines

Tips for best performance
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.