

1 apple

2 apples

drawing area

apple

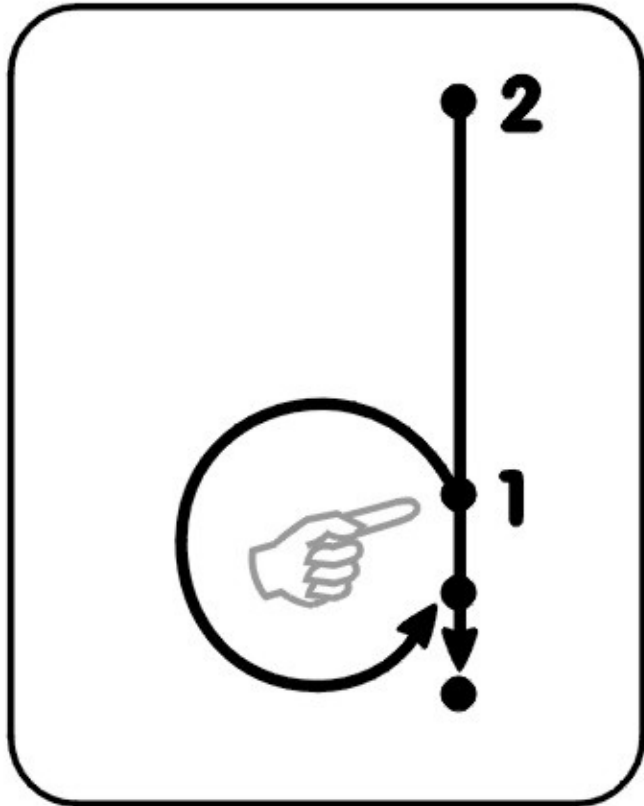
When tracing a letter:

- 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.

play



1 d o g

2 d o g s

drawing area

d o g

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

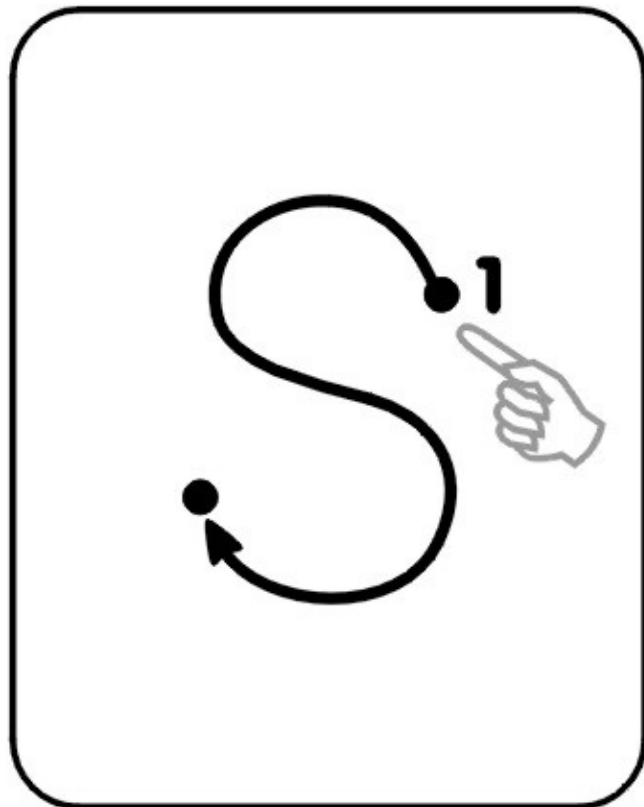
Tips for best performance
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- Avoid touching areas other than the lines

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1 snail

2 snails

snail

drawing area

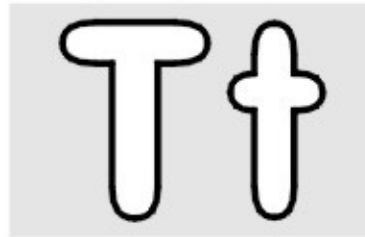
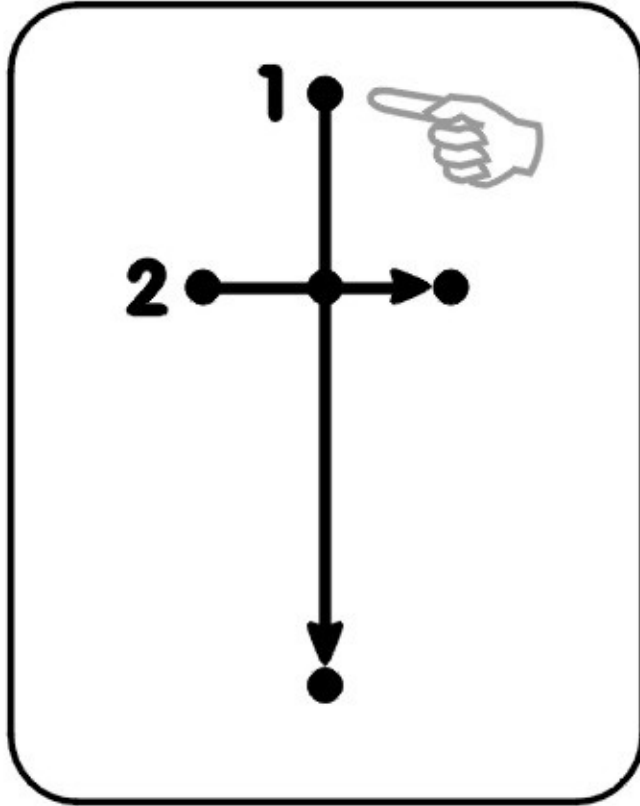
play

When tracing a letter:

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Tips for best performance

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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 tiger

2 tigers

drawing area

t i g e r

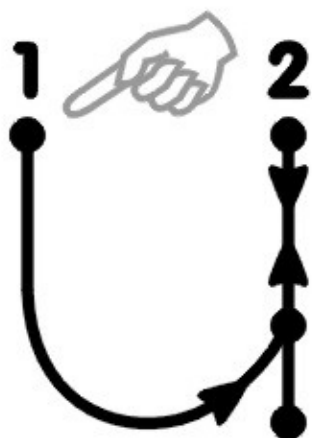
play

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



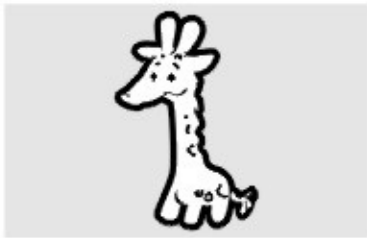
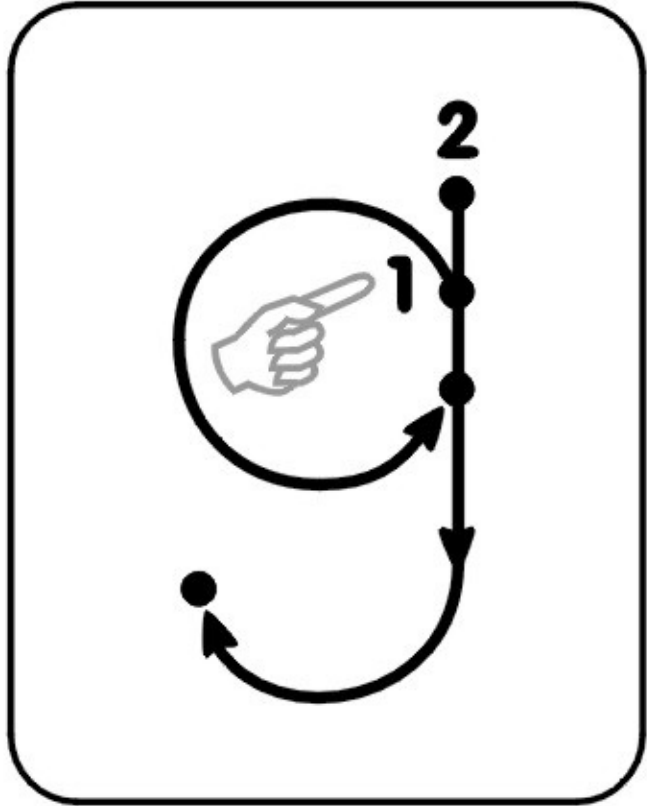
1 umbrella

2 umbrellas

drawing area

u m b r e l l a

play



1 giraffe

2 giraffes



g i r a f f e

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

Tips for best performance
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Tips for best performance

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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

drawing area



1

2

3

4

5

6

7

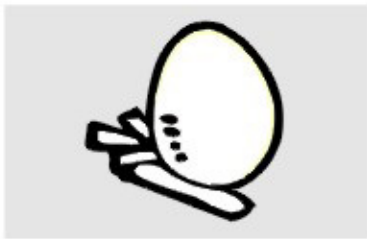
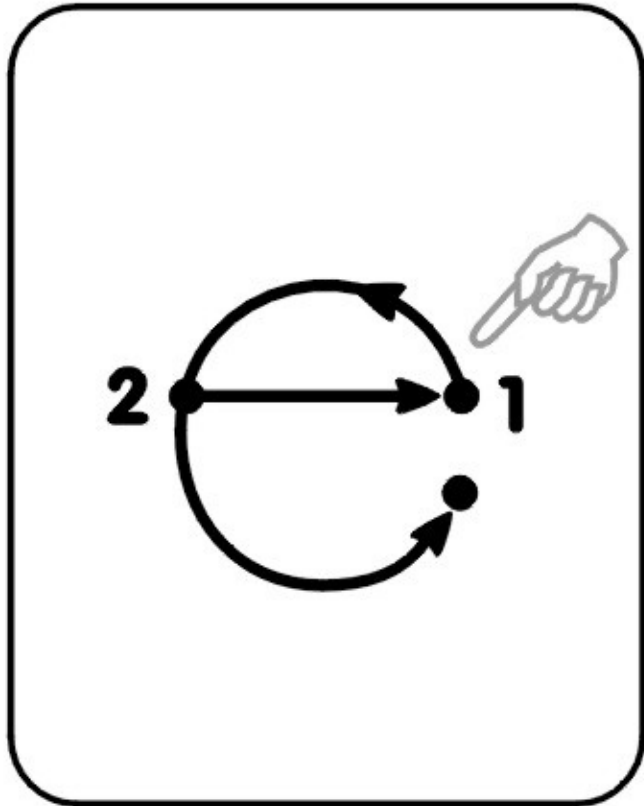
8

9

10

play

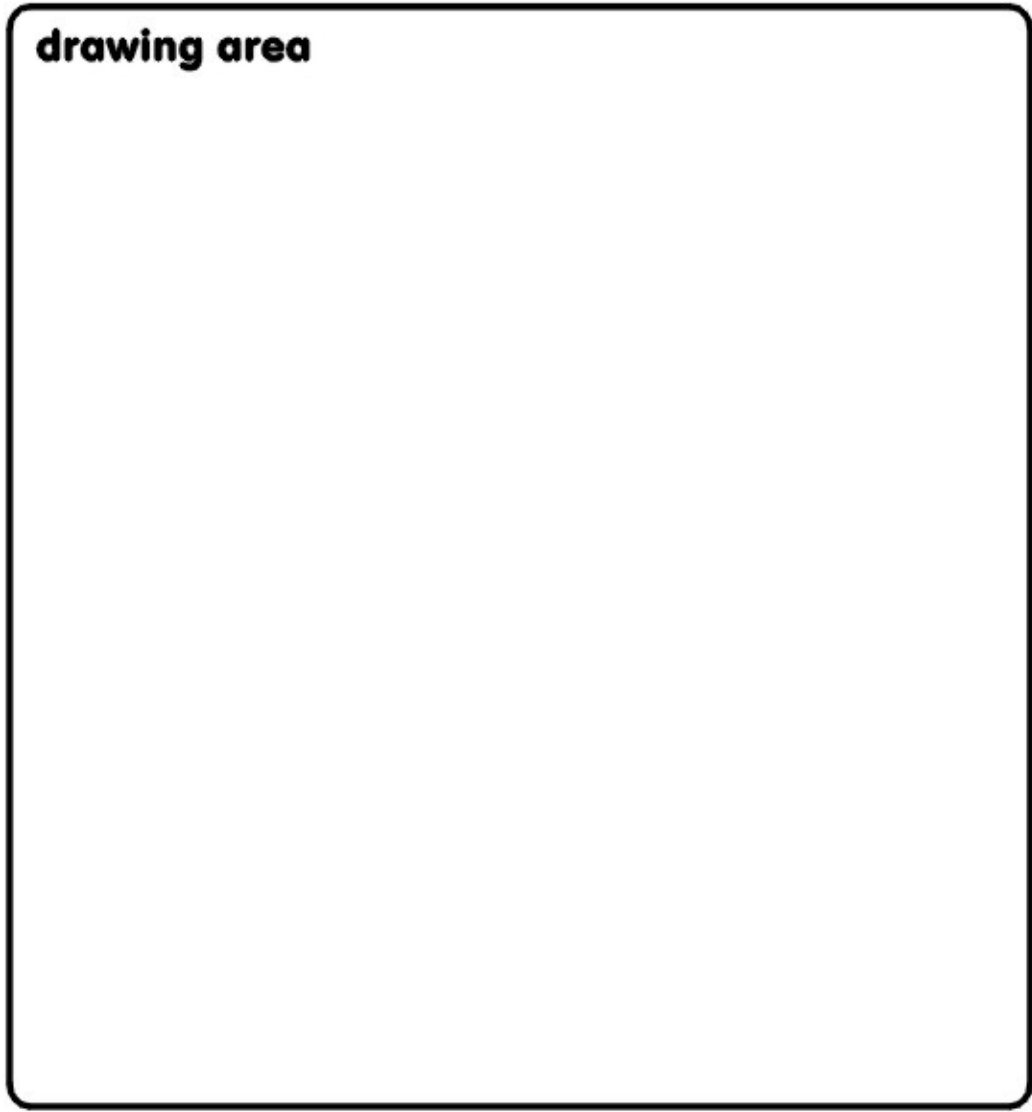
play



1 e g g

2 e g g s

drawing area



e

g

g

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.

play



1 c a r

2 c a r s

drawing area

c

a

r

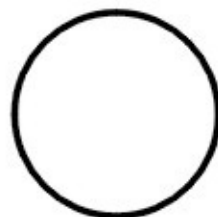
When tracing a letter:
- Avoid touching areas other than the lines

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.

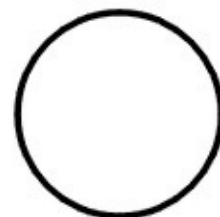
Tips for best performance

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.

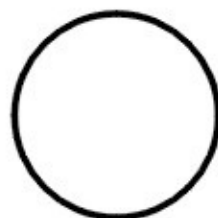
drawing area



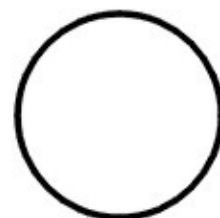
blue



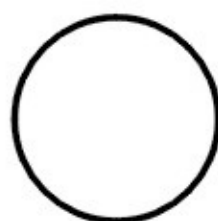
red



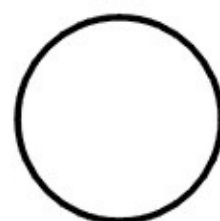
purple



orange



green



yellow

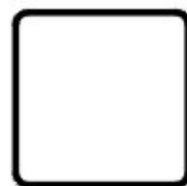
colours

play

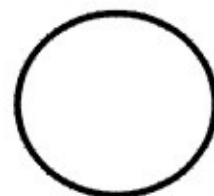
Tips for best performance

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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.

drawing area



square



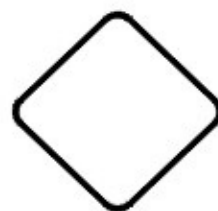
circle



triangle



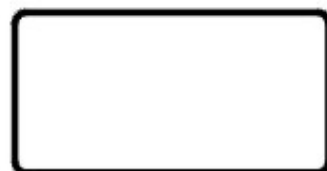
heart



diamond



moon



rectangle



star

shapes

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

one

2

two

3

three

4

four

5

five

6

six

7

seven

8

eight

9

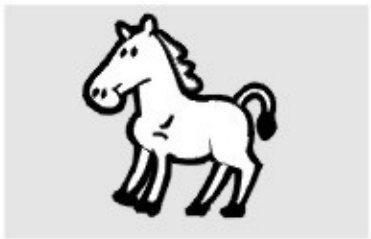
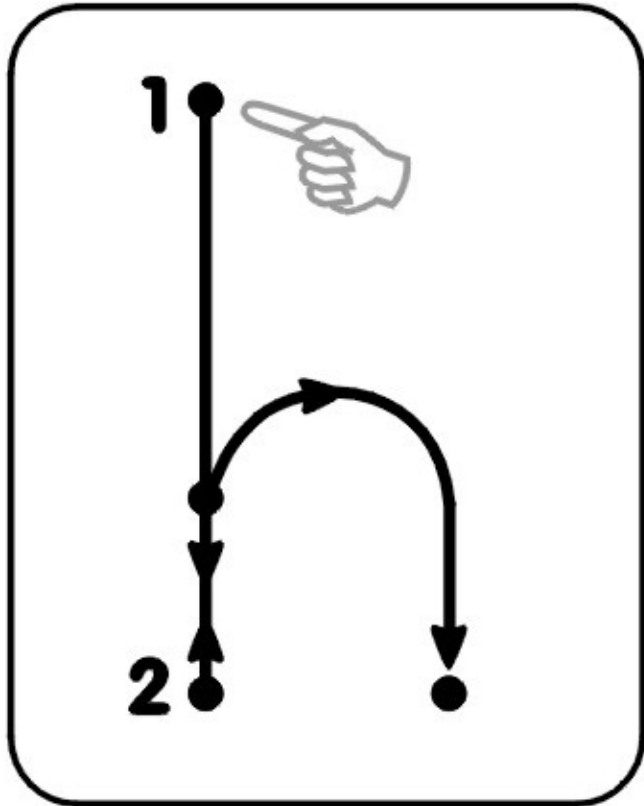
nine

10

ten

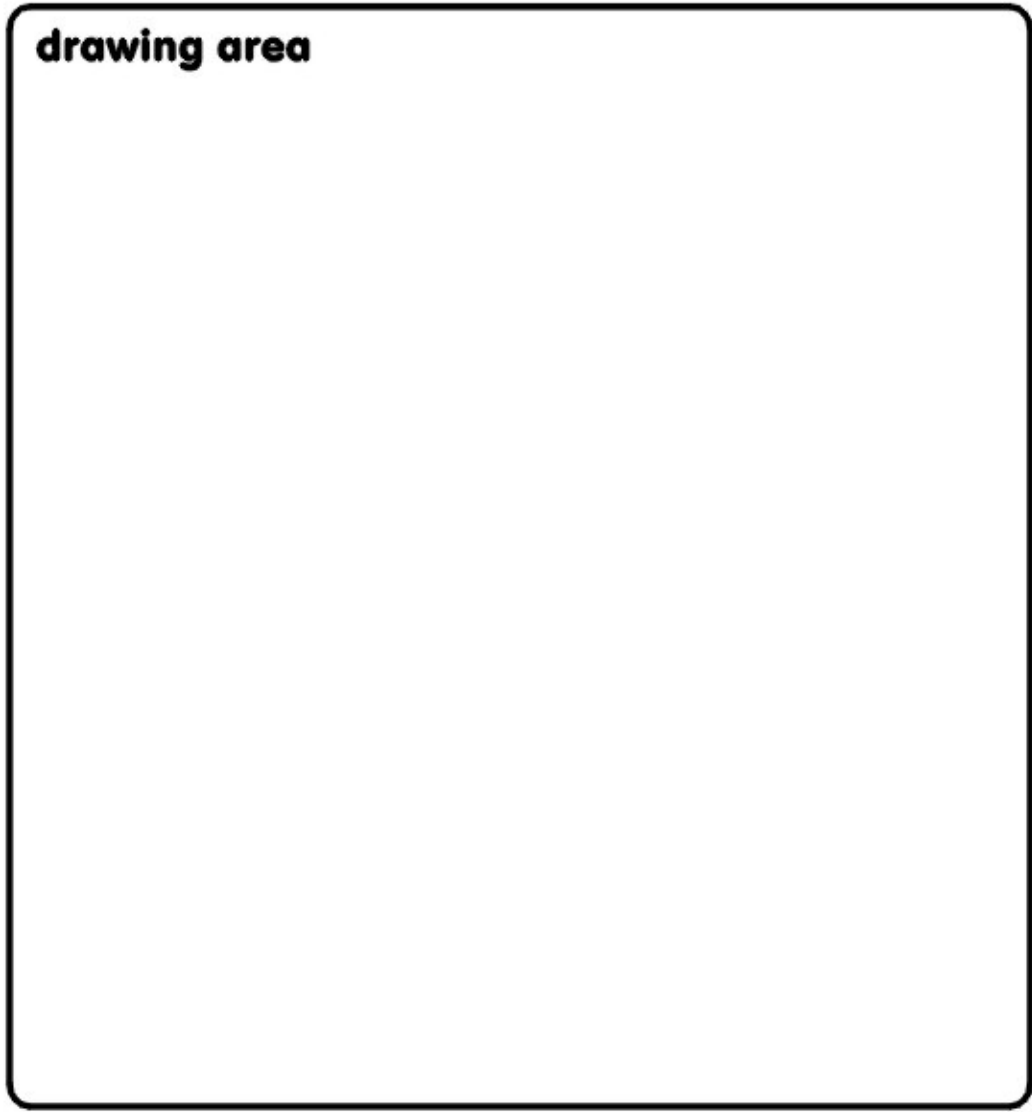
numbers

play



1 horse

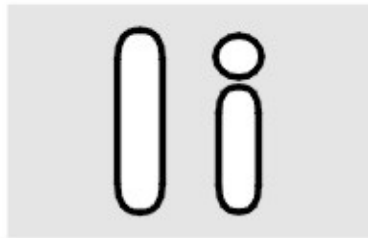
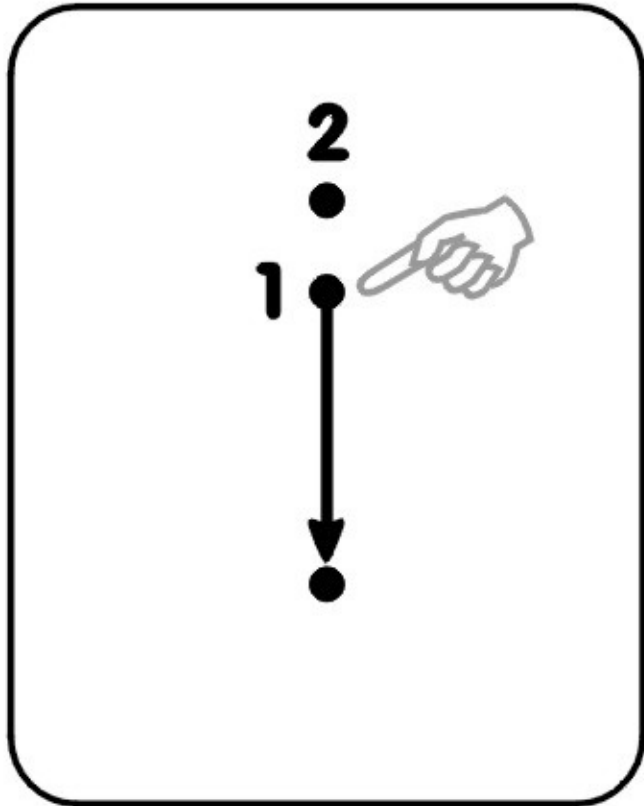
2 horses



horse

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

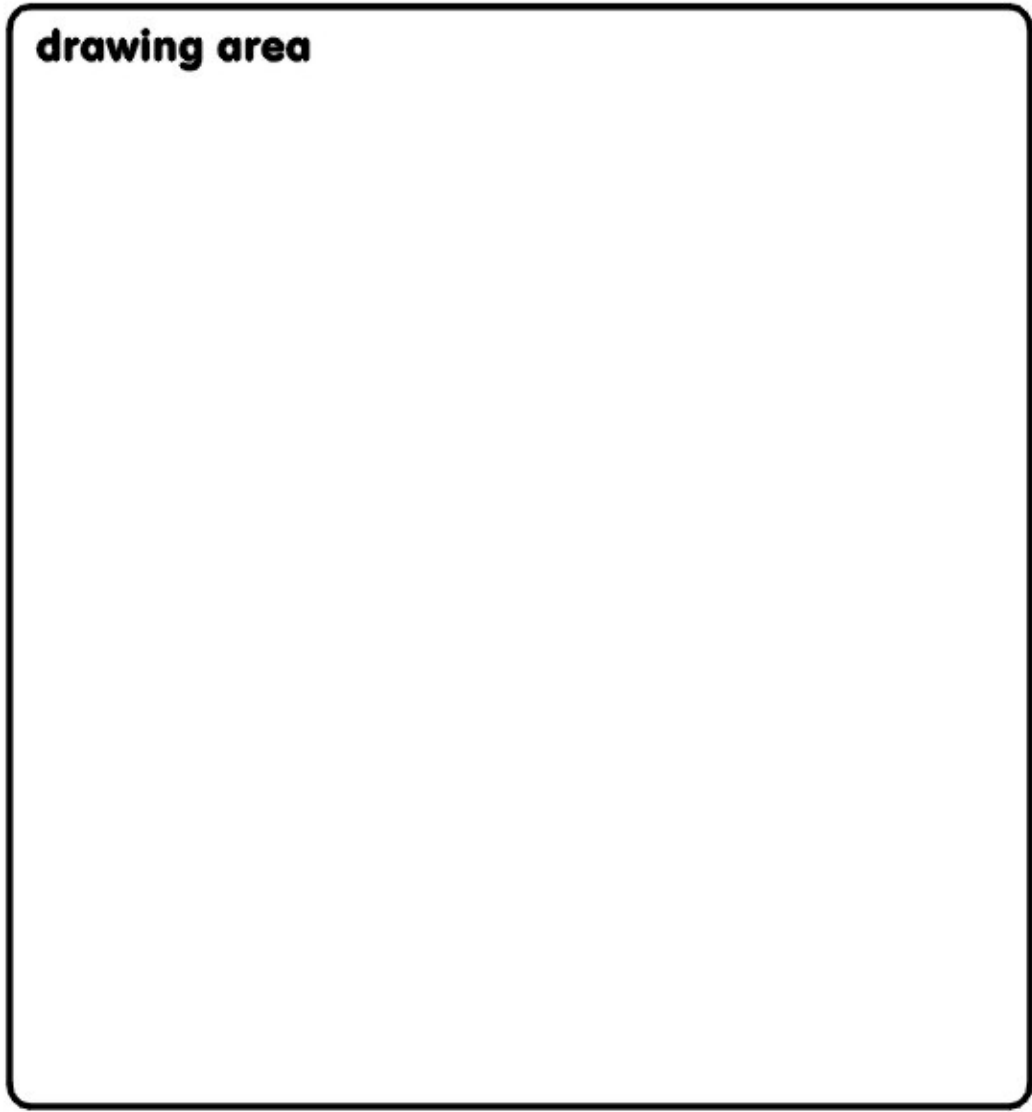
Tips for best performance
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1 ice-cream

2 ice-creams

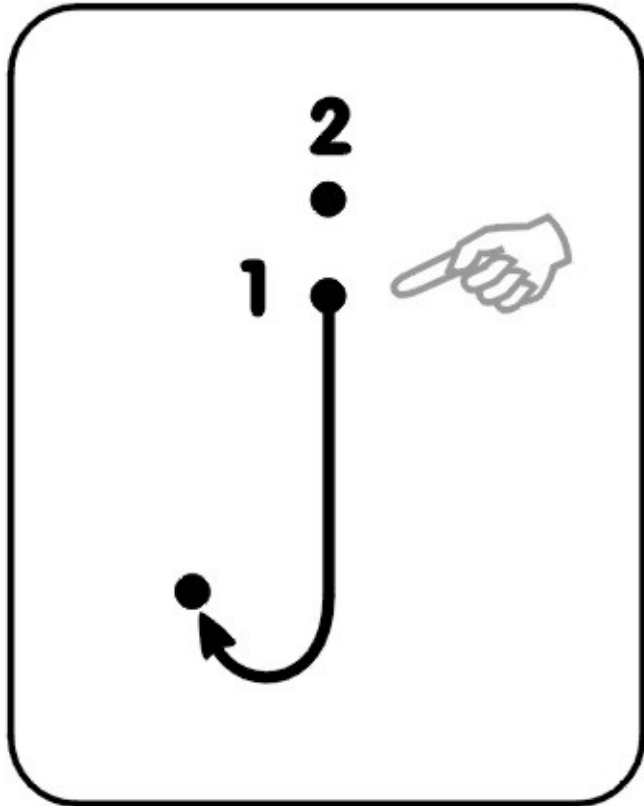
drawing area



ice-cream

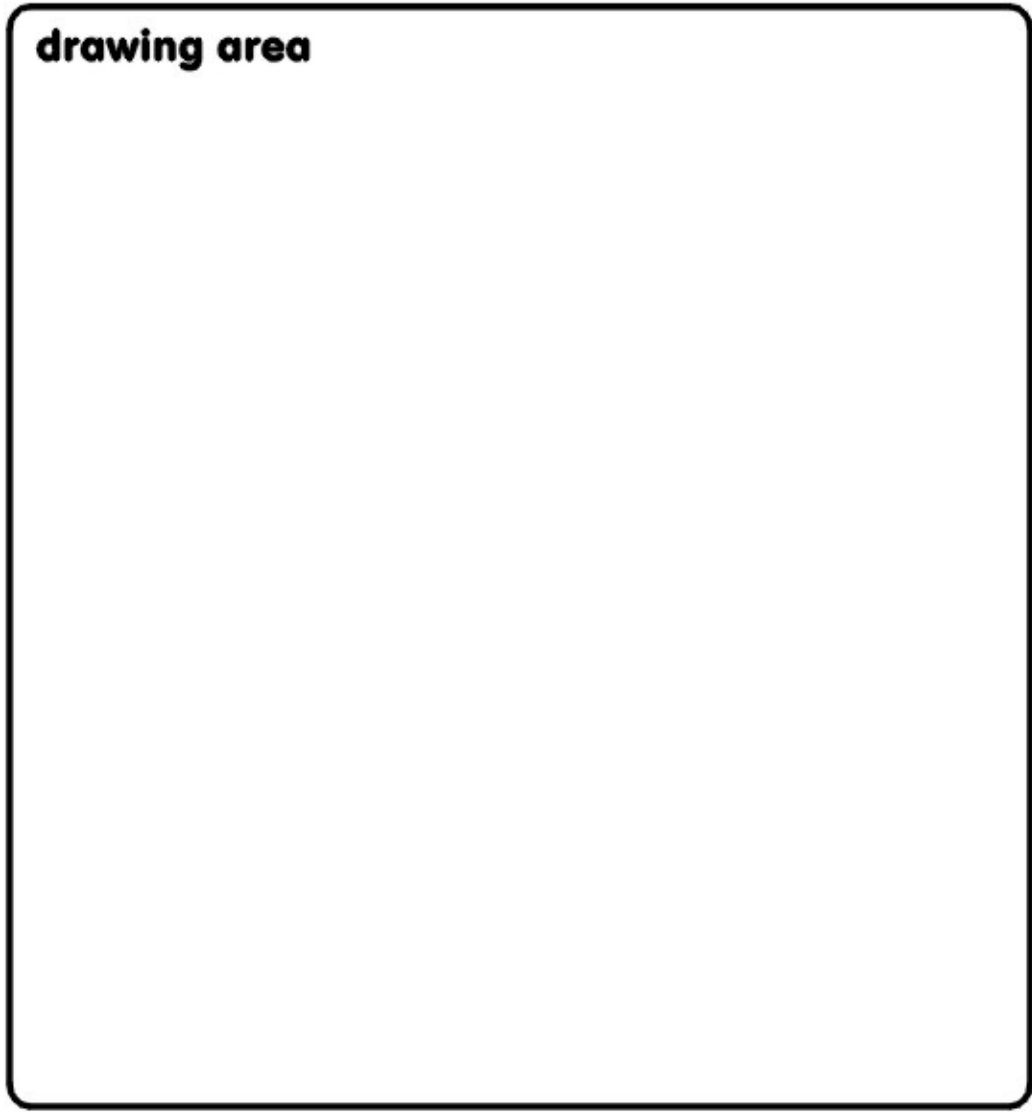
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3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 j a r

2 j a r s



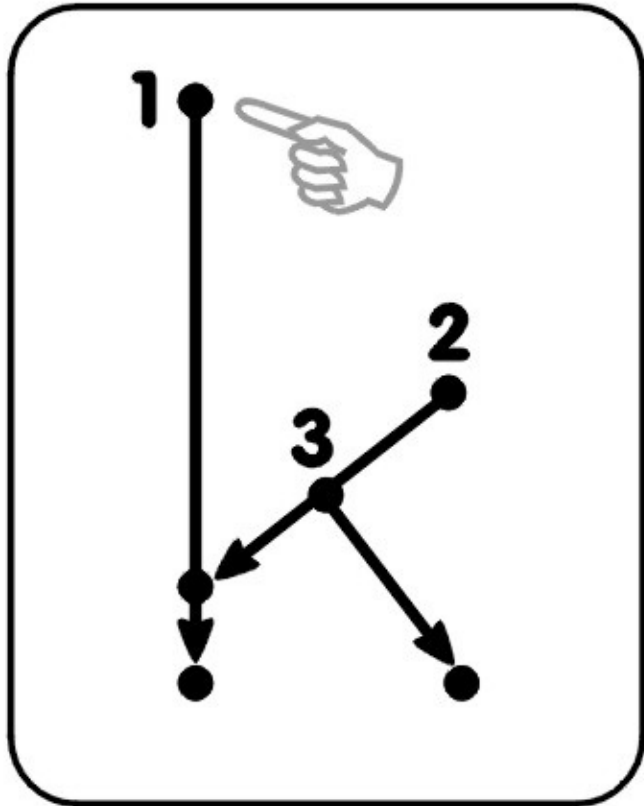
j

a

r

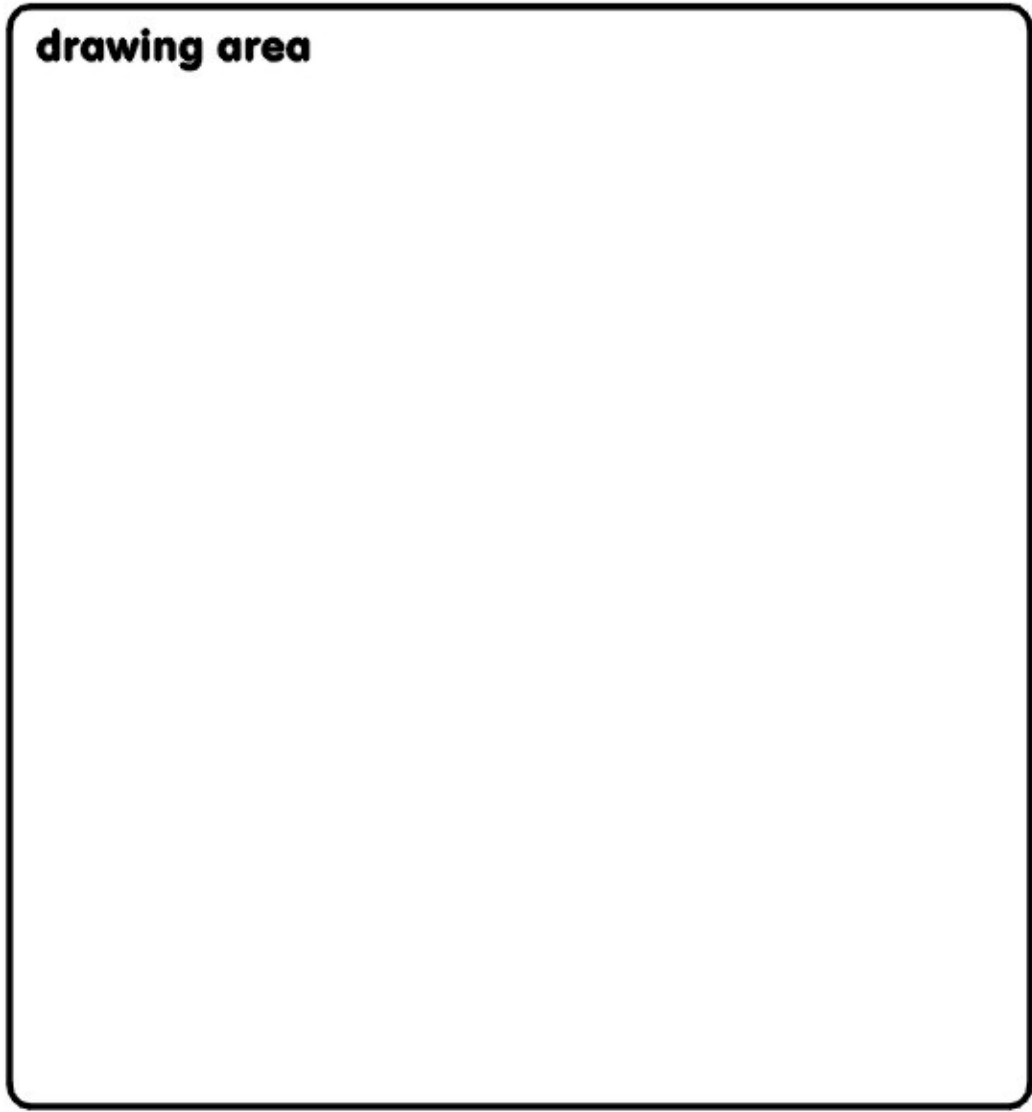
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3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 kangaroo

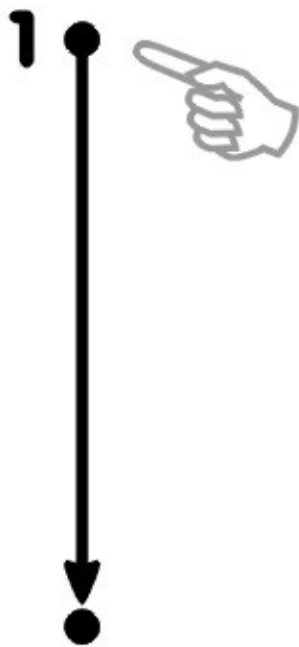
2 kangaroos



kangaroo

When tracing a letter:
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Tips for best performance
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1 l e m o n

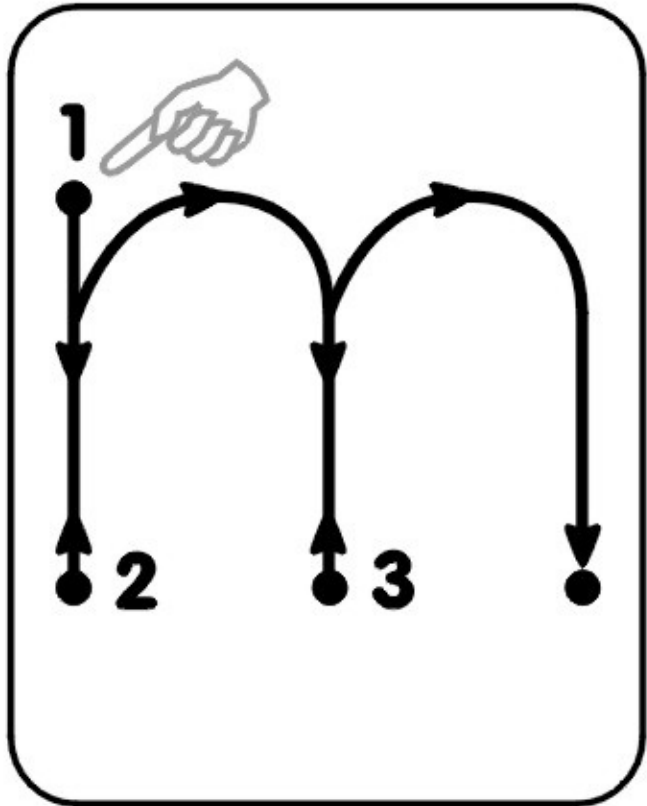
2 l e m o n s

l e m o n

drawing area

Tips for best performance

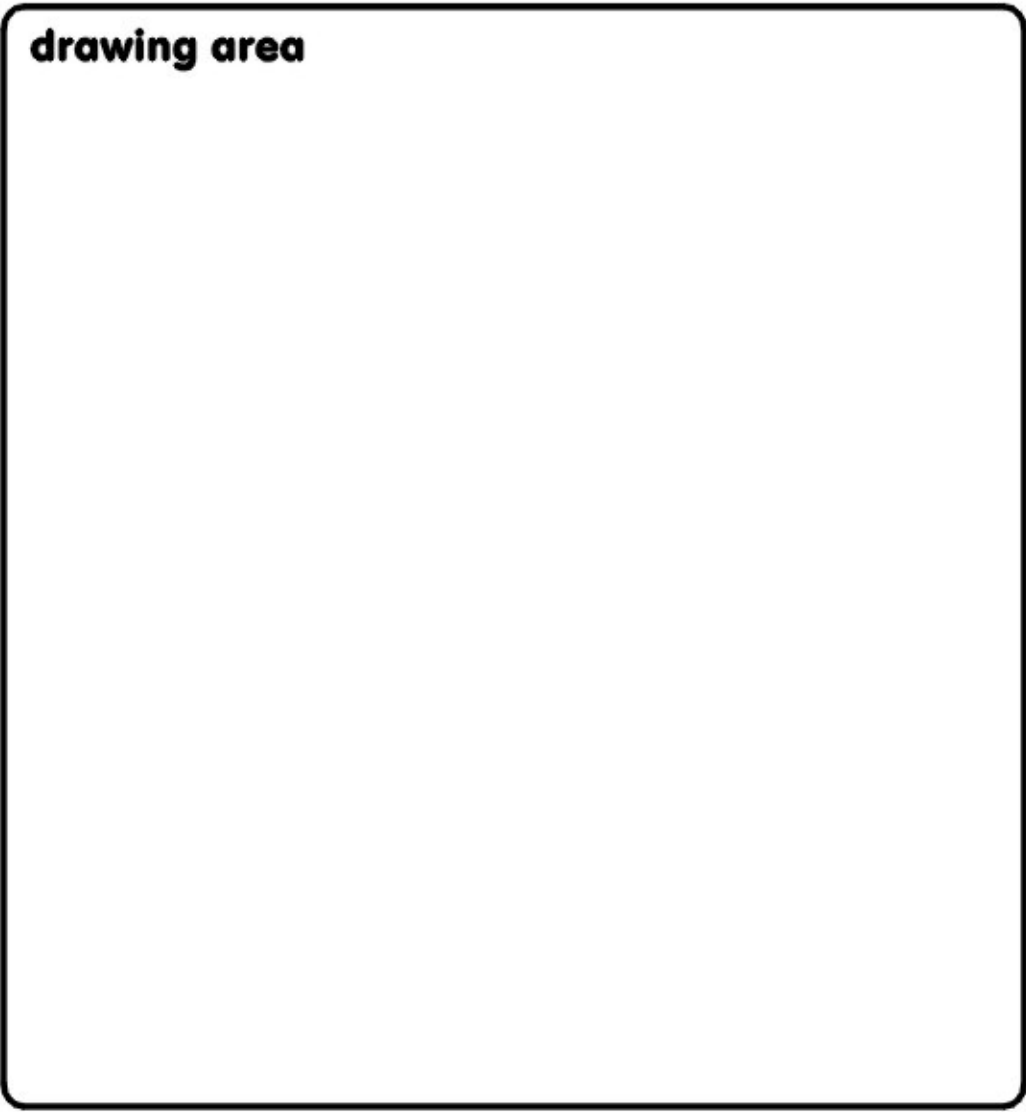
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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 monkey

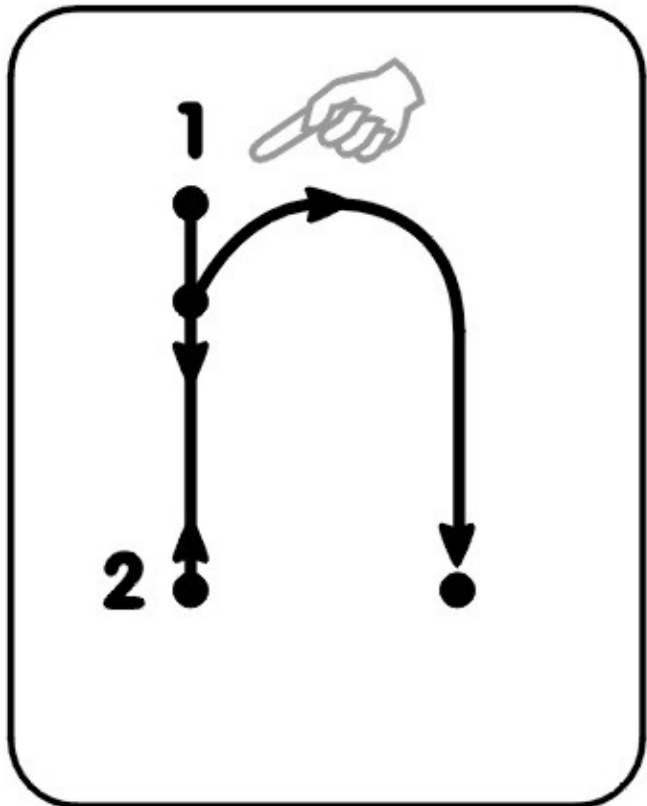
2 monkeys

monkey



When tracing a letter:
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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 n u t

2 n u t s



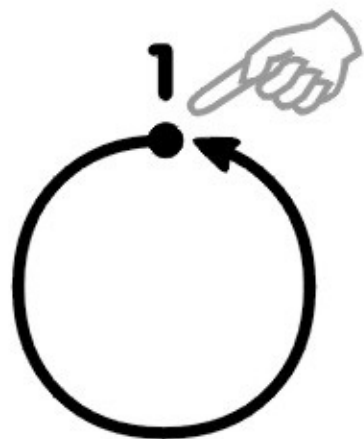
n

u

t

When tracing a letter:
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Tips for best performance
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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 o w l

2 o w l s

o

w

l

drawing area

Tips for best performance

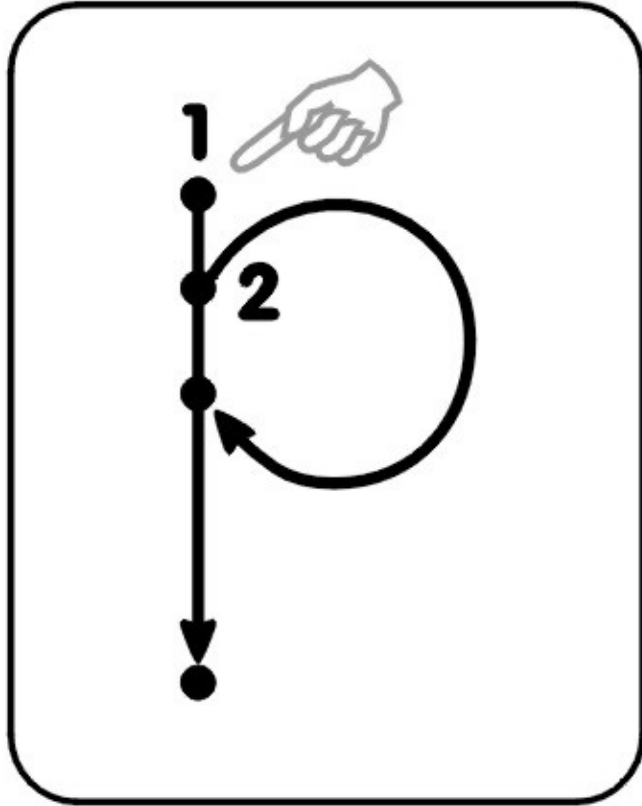
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Tips for best performance

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1 p i a n o

2 p i a n o s

drawing area

p i a n o

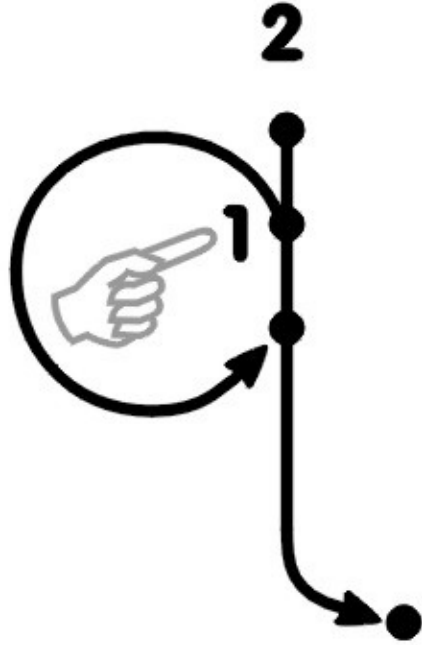


When tracing a letter:

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Tips for best performance

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1 quail

2 quails

drawing area

quail

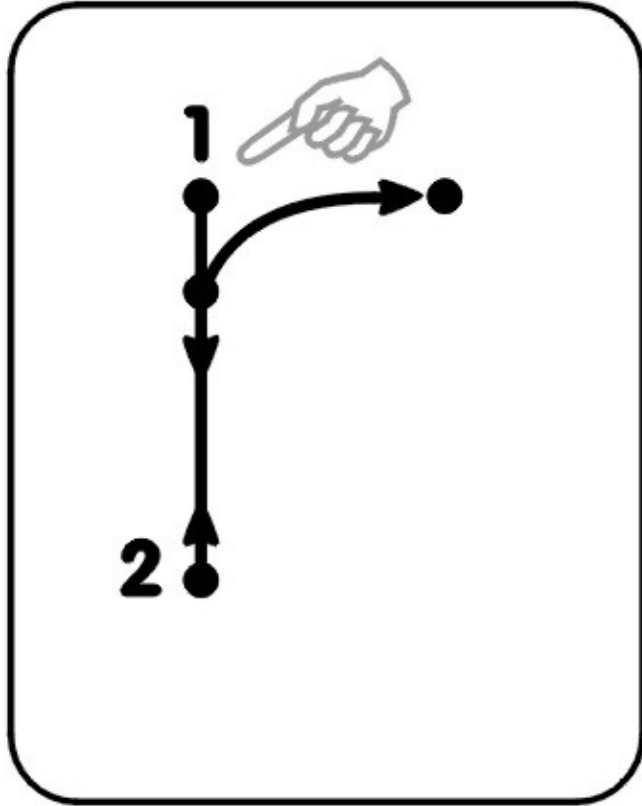


When tracing a letter:

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Tips for best performance

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1 rabbit

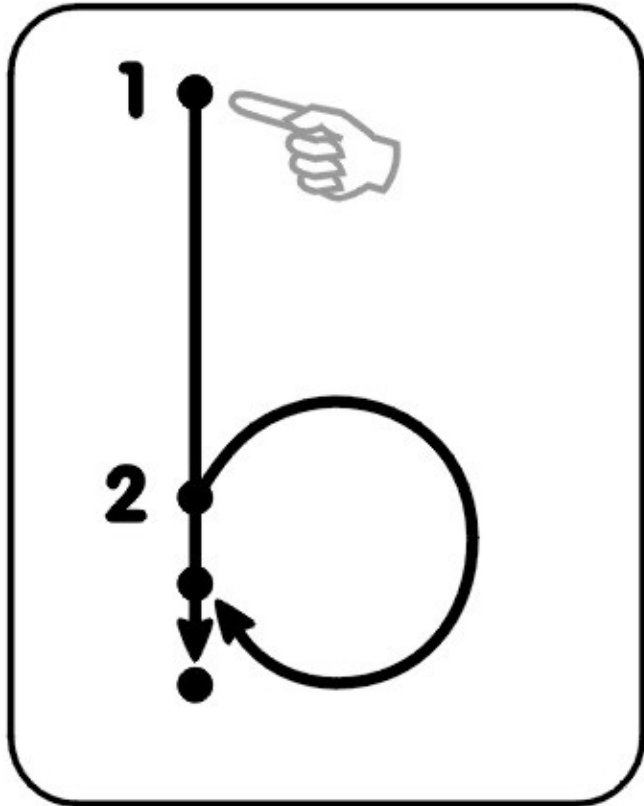
2 rabbits

drawing area

r a b b i t



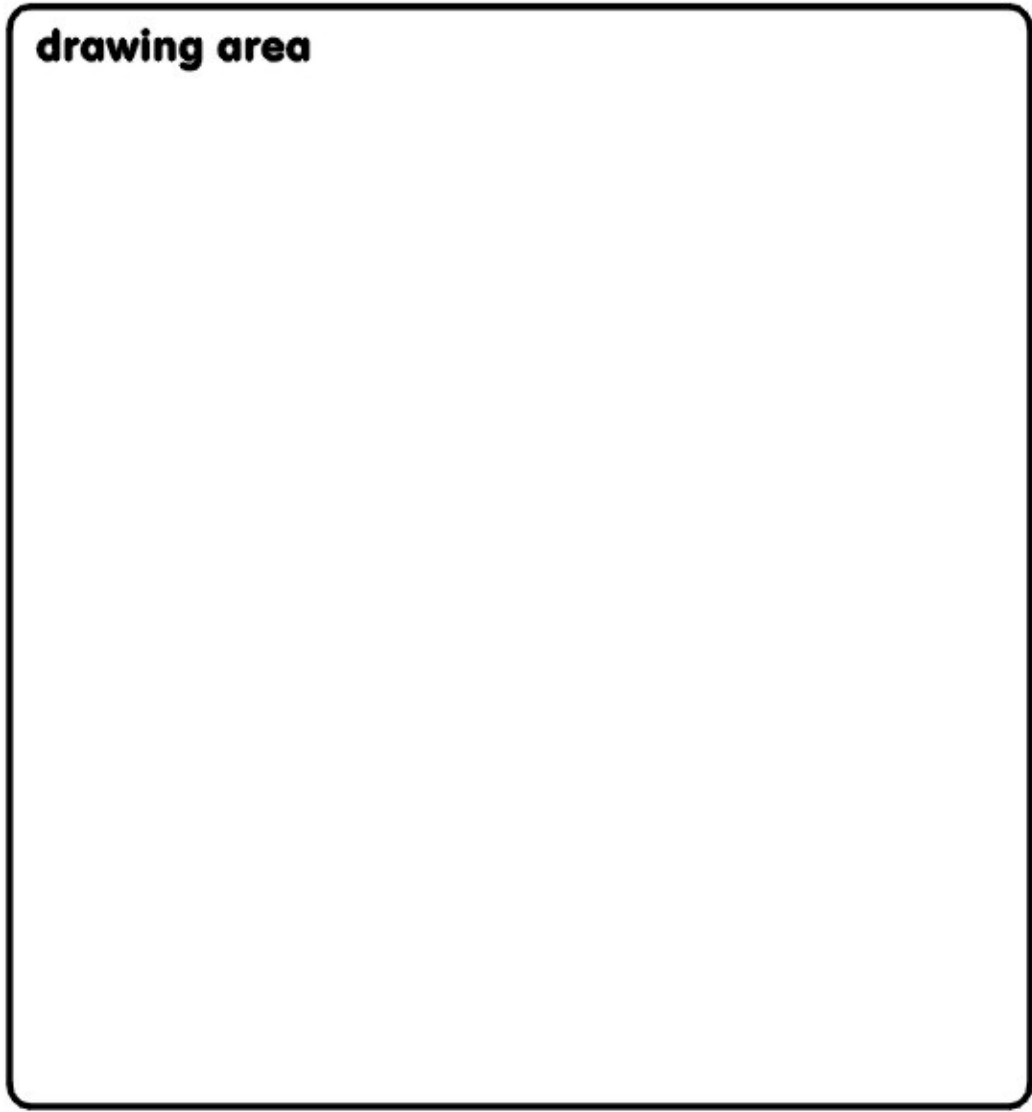
play



Bb

1 b a l l

2 b a l l s

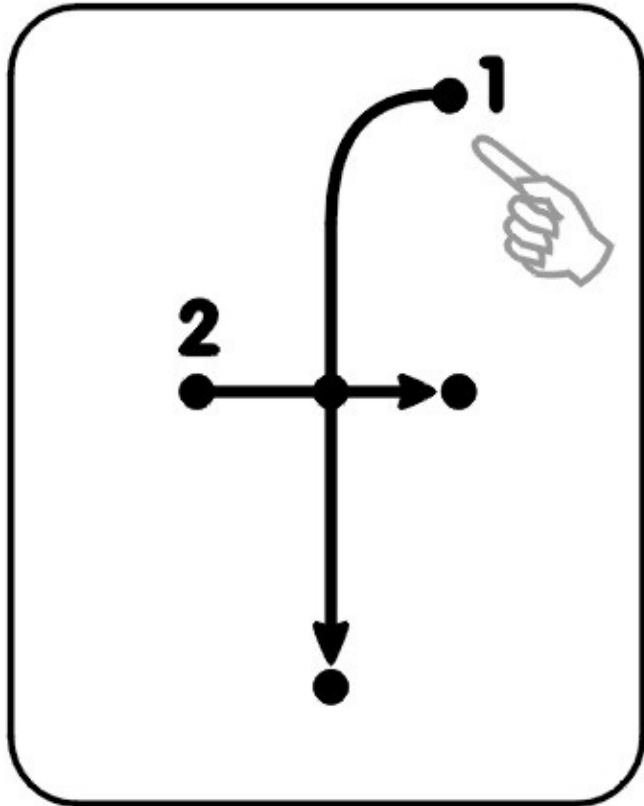


b a l l

When tracing a letter:
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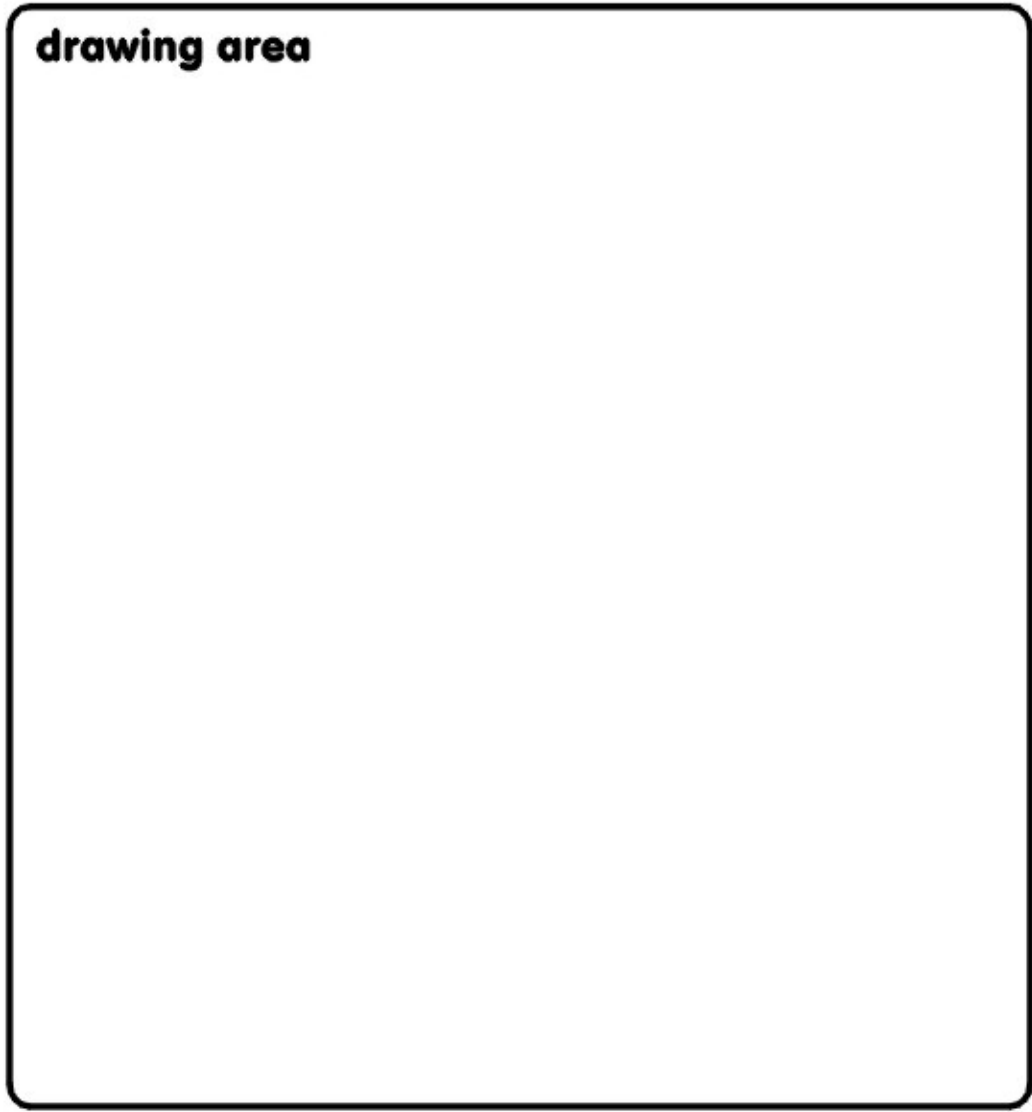
play



1 frog

2 frogs

drawing area



f

r

o

g

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

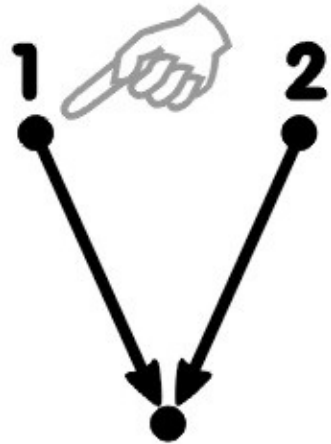
1. Insert the game sheet securely into each corner of the unit, then press PLAY button.
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3. If the unit does not respond properly, press the ON button and then the PLAY button.

When tracing a letter:

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Tips for best performance

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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



1 v a n

2 v a n s

drawing area

v a n

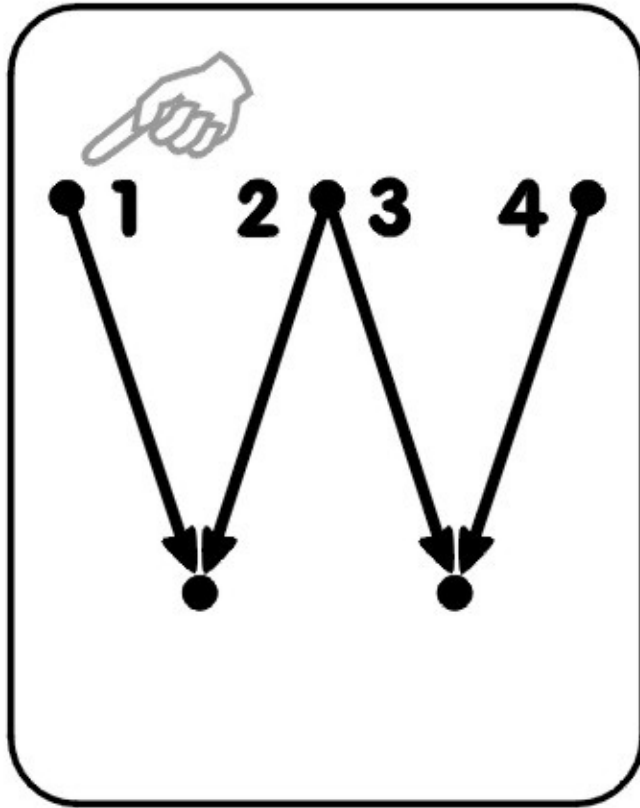


When tracing a letter:

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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 watch

2 watches

watch

drawing area

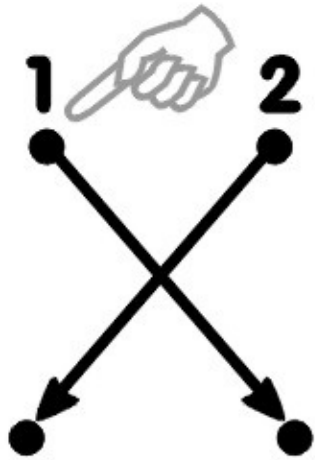
play

When tracing a letter:

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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 x - ray

2 x - rays

x - ray

drawing area

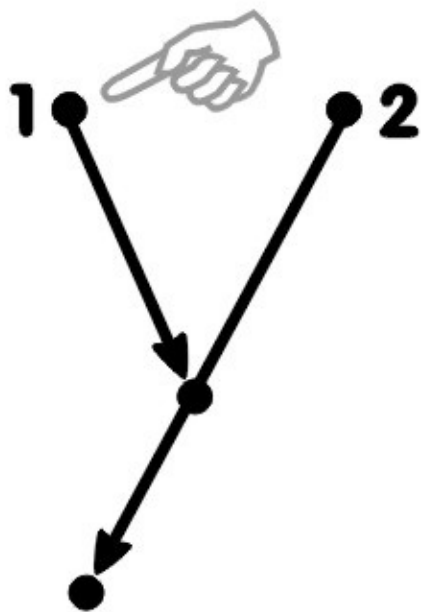
play

When tracing a letter:

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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 yo-yo

2 yo-yos

drawing area

yo-yo

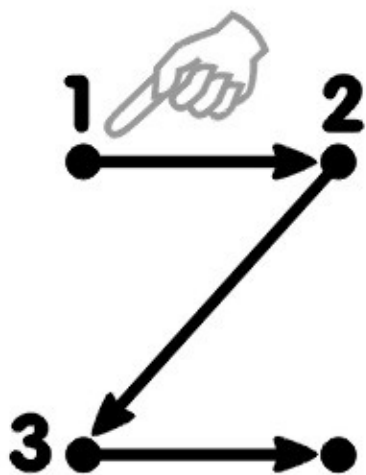
play

When tracing a letter:

- Avoid touching areas other than the lines

Tips for best performance

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2. Use crayons.
3. If the unit does not respond properly, press the ON button and then the PLAY button.



Zz

1 zebra

2 zebras

zebra

drawing area

play