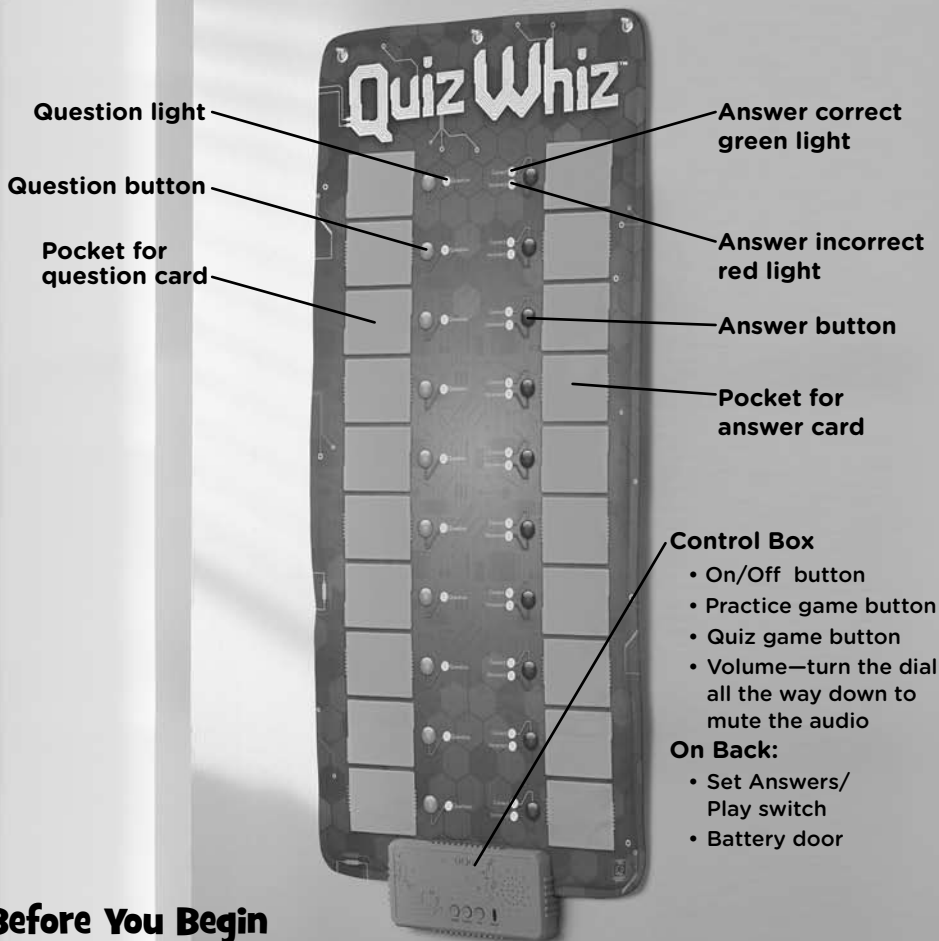


Quiz Whiz™

Transform ANY topic into an electronic game!

Guide



Control Box

- On/Off button
- Practice game button
- Quiz game button
- Volume—turn the dial all the way down to mute the audio

On Back:

- Set Answers/Play switch
- Battery door

Before You Begin

1. Load three AA batteries in the control box at the bottom of the chart. See the battery installation instructions at the end of this guide.
2. Hang Quiz Whiz™ on your wall low enough so that your shortest students can reach the top buttons. The chart must hang against a flat wall so that the buttons make contact with the wall when pressed. Use the grommets to hang Quiz Whiz on nails or on adhesive wall hooks that have been firmly attached to your wall.

3. Place cards in the pockets, questions on the left and answers on the right. You can use the provided quiz cards or create your own. See next page for suggestions for creating your own quiz cards. Store unused cards in the pockets on the back of the chart.

Programming Quiz Whiz™

1. Turn on Quiz Whiz by pressing the On/Off button on the control box at the bottom of the chart. Adjust the volume with the dial. You can mute the audio at any time by turning the dial all the way down.

2. Locate the switch on the back of the control box marked Set Answers/ Play. Slide the switch to Set Answers. Make sure the volume is turned up and Quiz Whiz will lead you through the following process with audio directions.



- a. All 10 questions will light up and the chart will ask you to insert the question and answer cards if you have not already done so.
 - b. Press a question button. The button will flash to show that the question has been selected.
 - c. Press the correct answer for that question. The green light for that answer will flash briefly to show that it has been set as the correct answer for that question. Then the question light will turn off.
 - d. Continue with steps b and c until all the questions have been programmed with their correct answers.
 - It is not necessary to program all 10 questions. Make your quiz as long or short as you like.
 - Multiple questions can be programmed with the same answer. For example, you may have 10 questions but only two answers—true and false.
 - e. If you wish to change an answer for a question that has already been programmed, simply hold down the question button for 4 seconds until it begins to flash. Then, press the new answer for that question.
3. When you are finished programming all answers, slide the switch on the back of the control box to Play.
 4. If you change the quiz cards, repeat the steps above to reprogram Quiz Whiz. When you slide the switch back to Set Answers, it will erase all previous answers from Quiz Whiz's memory.
 5. If Quiz Whiz is turned off, it will "remember" the answers to the questions so it is not necessary to reprogram the unit when it is turned back on. This means you can leave the same quiz up until everyone has had a chance to take it. However, if the batteries are removed or replaced, it will be necessary to reprogram the answers.

Creating Your Own Quiz Cards

- Write your questions and answers on half of 3"x 5" index cards or paper. For sizing purposes, trace one of the cards provided.
- Create up to 10 questions and 10 matching answers.
- Make a true/false quiz simply by making only 2 answer cards—true and false.
- Students enjoy making their own quizzes. They learn the material better by writing their own question and answer cards. Plus, it's fun to quiz classmates!
- Rotate the quiz cards throughout the year to keep the quizzes current to what you are teaching. Here are some possible quiz topics: planets and their names, math facts, words and their definitions, countries and landmarks, bones and their names, mother and baby, etc.

Tip: Paste pictures or photographs onto the question and answer cards to make the quiz more visually interesting.

Playing Quiz Whiz™

Quiz Whiz has two games: Practice and Quiz. Press the Practice or Quiz button on the control box to switch games at any time.

Practice Game

In this game, a student can answer questions in any order and get instant feedback to find out if the answer is correct or incorrect. If incorrect, the student can immediately change the answer to try again.

1. Press the Practice button on the control box at the bottom of the chart.
2. Press the button next to any question.
The question light will illuminate.
3. Press the button next to your answer choice.



If *correct*, the green light will illuminate.

If *incorrect*, the red light will illuminate. You can press another answer until you find the correct one.

4. Continue with steps 2-3 until you have answered all of the questions. Repeat and review questions and answers at any time.

Quiz Game

In this game, the student must answer the questions in order, from top to bottom. The student finds out how many he/she got correct after answering all the questions.

1. Press the Quiz button on the control box at the bottom of the chart.
2. The first question light illuminates. Press the answer to this question. Both the red and green lights flash to indicate that the answer has been registered. Then, that question light turns off and the second question light illuminates.
3. Repeat step 2 until all the questions have been answered.
4. Once all the questions have been answered, the *correctly* answered question lights illuminate for 4 seconds.
5. One by one, the chart illuminates each question and the answer chosen. The chosen answer lights green if correct or red if incorrect. If incorrect, the correct answer *flashes* green.
6. The student can then press any question to study the answers.
7. Press the Quiz button on the control box at any time to start the Quiz over.



Quiz Whiz will turn itself off after 5 minutes of inactivity.

For the best operation, always use fresh alkaline batteries. Other battery types will have a shorter life.

1. Carefully open the battery compartment door located on the back of *Quiz Whiz* battery box by loosening the screw holding it in place.
2. Install three fresh AA (DC 1.5v) batteries in the battery compartment, following the diagram showing correct battery installation.
 - Do not use rechargeable batteries.
 - Do not mix old and new batteries.
 - Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
 - Non-rechargeable batteries are not to be recharged.
 - Rechargeable batteries are to be removed from the unit before being charged.
 - Rechargeable batteries are only to be charged under adult supervision.
 - Only batteries of the same or equivalent type as recommended are to be used.
 - Batteries are to be inserted with the correct polarity.
 - Exhausted batteries are to be removed from the toy.
 - The supply terminals are not to be short-circuited.
 - To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.
3. Close the battery compartment door and tighten the screw.
4. Turn on *Quiz Whiz* by pressing the On/Off Button.

