

the original  
**PreTend & Play** Calculator  
Cash Register

WITH **PLAY MONEY**



LER 2629



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**PreTend & Play** Calculator  
Cash Register

The Pretend and Play® Calculator Cash Register encourages children to learn basic math and calculator skills while it enhances imaginary play. This unique educational toy features a working calculator that will familiarize children, from pre-school age up, with the use of a calculator while they play. The large buttons on the keypad are easy for little hands to press and the cash draw is large enough to hold life-size bill and coins.

Children will naturally learn to add and subtract when they use the Calculator Cash Register for pretend and play, selling products in their "store", ringing up purchases and making change.



## Calculator Activities

### Calculator features:

- Calculator runs on solar power
- Extra large buttons for small hands to manipulate
- An eight digit display
- Error function to show entry mistakes
- Repetitive equal sign for multi-item purchases
- Negative function for teaching integers
- Student entered order of operations for learning skills

## Preschool Age Children

Preschool age children will appreciate the realism the working calculator adds to imaginative play. Although preschool age children are not developmentally ready to fully utilize all of the calculator features, playing with the Calculator Cash Register will help them become familiar with the keys and numerals on the calculator.

## Numerals 1 through 9

Enter the number one, and show children the one on the display. Then have children enter the number. Repeat with other numbers. Demonstrate how children can enter numbers larger than nine. As children becomes adept at copying your numbers, they will begin entering numbers of their own. Call out a number for children to enter on the calculator.

## Counting Pennies

Count out pennies from the cash drawer. Encourage children to enter the number of pennies you count out. With practice, children will be able to enter the amount of pennies that they have counted themselves.

## Beginning Addition

Use the calculator for beginning addition. Use pennies, blocks, or other counters to help children visualize the addition process. Group counters into piles that are less than ten. Count one pile and enter its total into the register. Count the other pile and add it to the first. Show children how the calculator added the two piles together. Push the counter piles together and check the calculator's addition.

## School Age Children

School age children are ready to begin working with the calculator. Use the calculator to augment basic math facts, not replace them.

## How Many

Use the multiplication feature of the calculator to determine how many fingers there are in the class-room. Count the children in the room and multiply by ten. Use the same method to calculate how many eyes there are in the classroom.

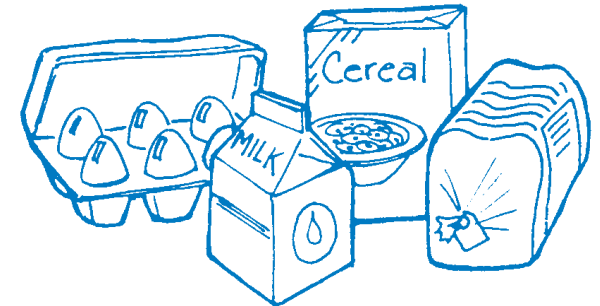
## How Old are We

Use the calculator to add the ages of everyone in the classroom.

## Let's Go Shopping!

### You Need:

Calculator Cash Register  
Money  
Empty grocery boxes and containers  
Play fruits  
Play foods  
Shopping bags  
Coupons



### To Play:

Create a "supermarket" by arranging products on shelves, the floor, on tables, or even on a row of chairs! Put prices on items for sale. (Keep prices in the single digits for young children. Use double digits and dollars for older children.) Make a shopping list and use coupons. Encourage children to take turns being shoppers or the check-out person. Both jobs are fun!

Use language to reinforce learning as you play: "Oh, you've bought 5 cans of peas!" or "I'm sorry, you gave me less money than I need. Could I please have a dollar more?" Don't limit your language to real life, use your imagination! This can be very entertaining (and educational) for all ages. Adult participation adds excitement and richness that can't be duplicated.

## Shoe Store

### You Need:

Calculator Cash Register  
Money  
Ruler  
Assorted men's, women's, children's and baby's shoes

### To Play:

Help children set up a shoe shop! Jumble shoes into a pile and let the children sort them into pairs and arrange them by size. Place the shoes on the floor or on shelves for viewing. Suggest prices for shoes based on their appearance and type. (Use single digit

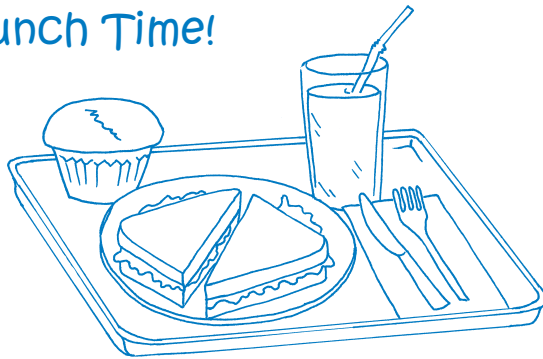
whole dollar amounts for younger children and larger denominations for older children.) Encourage children to take turns being customers, salespeople, or the check-out person.

Measure children's feet with a ruler. You may want to make a chart to record foot size. The fit of the shoes is not as important as the opportunities for language enrichment and number reinforcement. "Those shoes are too big!" "I think these shoes are too small for you, but they might fit your baby sister." Children will appreciate your humor as you try to wear a pair of shoes that is obviously too small or too large. Help the check-out person ring up the amount owed and make change.

## Lunch Time!

### You Need:

Calculator  
Cash Register  
Money  
Paper plates  
Magazine photos of food or children's drawings of their favorite foods



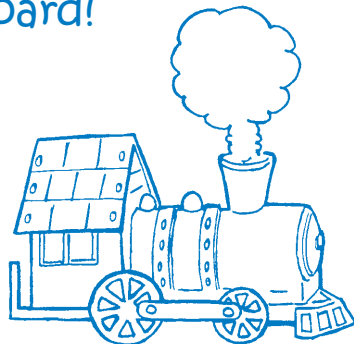
### To Play:

Set up cafeteria! Price food items with realistic values, for example drinks and desserts should cost less than main courses. Arrange the food on a long table. Children can select their food, put it on their paper plates, and pay at the cash register.

## All Aboard!

### You Need:

Calculator  
Cash Register  
Money  
Local map  
Tickets  
Row of chairs



### To Play:

Create a train station! Use the map to decide where your railroad will go. Plot the route for the imaginary train and make tickets with prices based upon destinations!

Decide who will be passengers, who will be the ticket seller, the conductor, and the engineer. Children may want to have attendants who pass out snacks or magazines. Let their imaginations make up the play. The ticket seller, attendants and vendors are responsible for collecting money and making change. The conductor gets the important job of calling out "All Aboard!" The more children are involved in planning their journey, the more fun it will be!

## Weigh it, Stamp it, Mail it!

### You Need:

Calculator  
Cash Register  
Money  
Envelopes from opened mail  
Trading stamps or stickers  
Small boxes wrapped in brown paper  
Scale for weighing letters and packages  
Rubber stamps  
Pretend mail box



### To Play:

Children love to send and receive mail, and they will really enjoy creating their own post office! There are letters to be written, stamps to be purchased, change to be made, packages to weigh and deliver; it's a game that can incorporate reading, writing, and math!

Encourage children to create their own roles. Some children might want to write letters or notes that need to be weighed, stamped, and delivered. Create prices for various services, for example extra speedy delivery will cost more. Make sure that all children receive some mail.

# Pretend & Play Calculator Cash Register

## Care and maintenance:

- No assembly is required. •
- Periodic cleaning with a clean dry cloth is recommended. •
- Store at room temperature. •
- Do not expose to moisture, heat or direct sunlight. •

## Instructions for replacing the battery

The beeping sound for the calculator is powered by a 1.5V (G13/LR44) button cell battery (included). This battery does not effect the calculator functions. Should the beep sound stop working, replace the battery as shown here.

1. Battery should only be replaced by an adult.
2. Remove the small locking screw and battery cover on the bottom of the cash register.
3. Remove the used button cell battery.
4. Insert one new 1.5V G-13/LR44 button cell or equivalent. Make sure the "+" positive pole of the battery faces up (as indicated on the battery compartment of the cash register.) Use only the type of battery specified here.
5. Replace the button cell battery cover and replace small locking screw so that small children cannot tamper with the battery.
6. Do not use rechargeable batteries.
7. The supply terminals are not to be short-circuited.



**LER2640**  
**Pretend & Play®**  
**Talking Scanner**



**LER2665**  
**Pretend & Play®**  
**Teaching Telephone**



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1.5 V  
1.35 W

This toy has been type tested to the electrical safety standard HD271. Do not use rechargeable batteries.



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Please retain our address for future reference.  
LRM2629-MTG  
Made in China

**WARNING:**  
**CHOKING HAZARD - Small parts.**  
Not for children under 3 years.

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