

AbleNet BookWorm™ User Manual

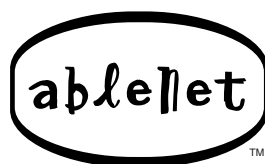
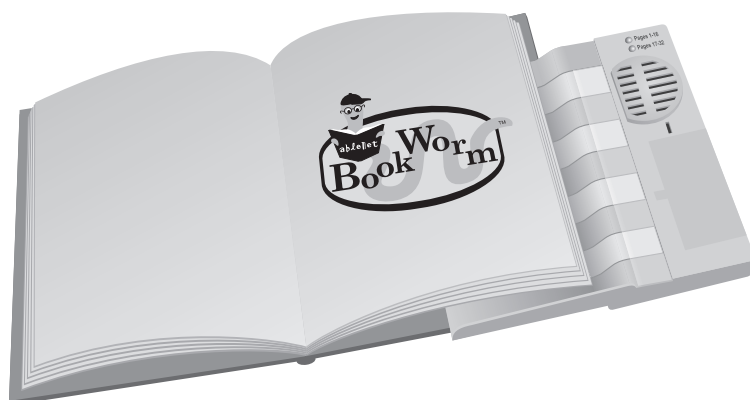


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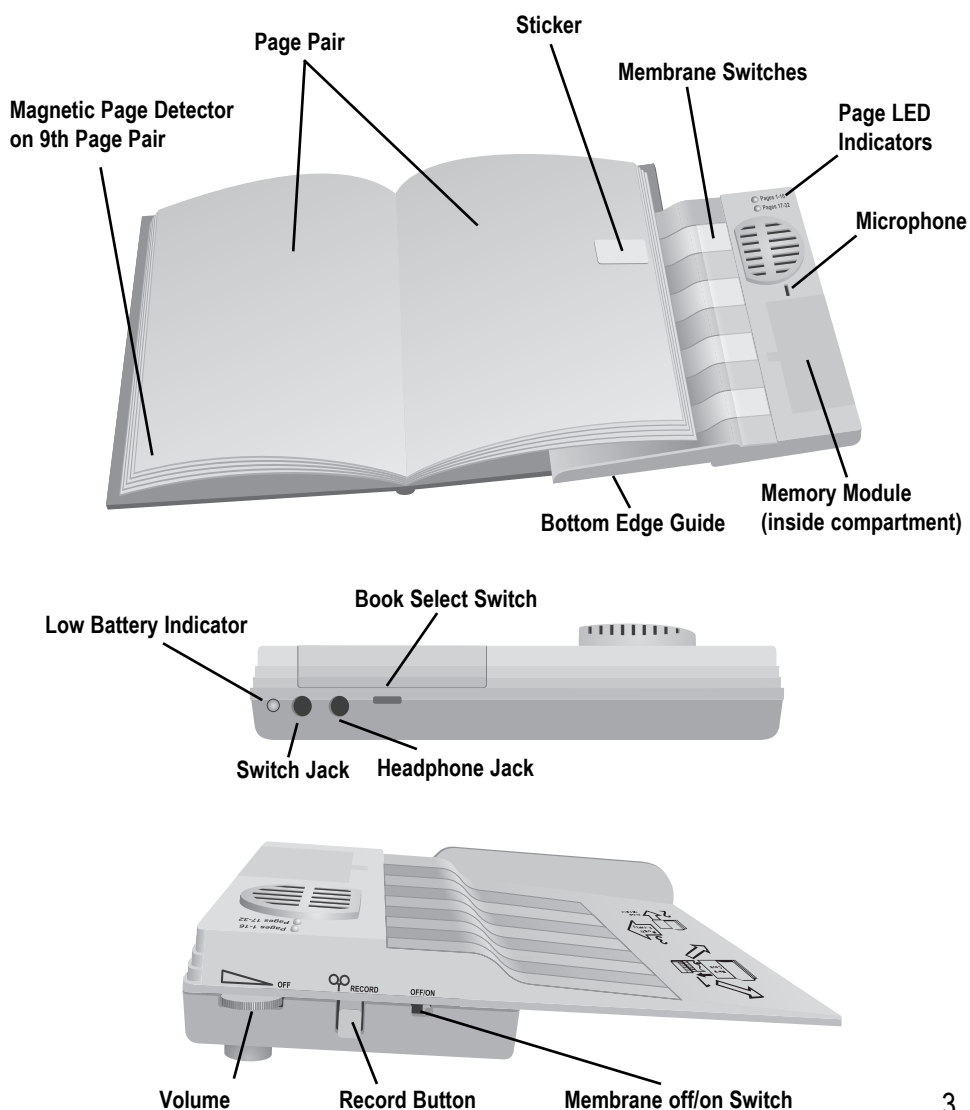
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Package Contents

- 1 -BookWorm unit
- 1 -8 minute Memory Module--(already installed--additional modules sold separately)
- 1 -Sticker Set containing:
 - 1 set of 32 green reader stickers
 - 1 set of 32 purple reader stickers
 - 1 set of 4 magnetic page detectors
- 1 -User Manual

AbleNet BookWorm™

The AbleNet BookWorm is an ideal way to expose children of all abilities to literacy experiences. This unique literacy tool is a great way to open the world of books to individuals with severe and profound disabilities. Plus, it's easy to use for the educator or care giver, as well as for the end user. Simply record the individual's favorite stories into the Memory Module, up to four stories per module, so he or she can enjoy the stories over and over again at his or her own pace. The AbleNet BookWorm will be a delightful addition to your classroom or home setting.



Features

Book Clip

Located on the back of the BookWorm unit, the book clip holds the book in place.

Book Select Switch

The Book Select Switch enables you to choose the book you want to record or "read" on each Memory Module. When recording or "reading" your first book on a Memory Module, move the switch to "1". When recording or "reading" your second book, move the switch to "2". When recording or "reading" your third book, move the switch to "3". When recording or "reading" the fourth book, move the switch to "4".

External Switch Jack

An External Switch Jack is provided to allow a single switch user to "read" a book by activating the switch.

Headphone Jack

The Headphone Jack located on the side of the unit will accommodate any standard headphones with a 1/8" monoplug.

Magnetic Page Detector

A Magnet is placed on the bottom left-hand corner of the 9th Page Pair in each book that is recorded. When the page is turned, this detector tells the BookWorm whether the user is on Page Pairs 1-16 or Page Pairs 17-32.

Membrane On/Off

This turns off the Membrane Switches so they cannot be accidentally activated. The stickers must be pressed to "read" the recorded text.

Membrane Switches

When the book is attached to the BookWorm, the two-color Membrane Switches are located to the right of the book pages. The Membrane Switches act as a guide for placement of the Stickers. The Membrane Switches located to the right of an installed book may be directly activated to "read" recorded book. Picture Communication Symbols overlays can be inserted into a sleeve located over the Membrane Switches.

Memory Module

The Memory Module has a total of eight minutes of recording time. Up to four books can be recorded on each Memory Module. Because the recording time for each book is not pre-set, you can record books of any length, as long as they fit within the eight minutes of memory. For easy retrieval, it's a good idea to label each Memory Module with the titles of the books that are recorded on each Memory Module.

Page Pair

A Page Pair is defined as the left-hand and right-hand page of an open book. The first set of Page Pairs are typically pages 1-16. The second set of Page Pairs are typically pages 17-32.

Page LED Indicators (1-16 and 17-32)

The Page LED Indicators let you know whether you are recording or “reading” the first set of Page Pairs (1-16), or the second set of Page Pairs (17-32).

Record Button

When activated, it allows the BookWorm to move in and out of the record and the play mode.

Stickers

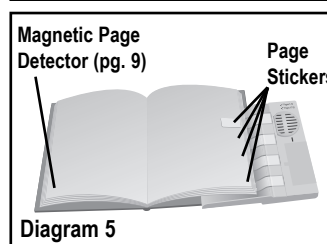
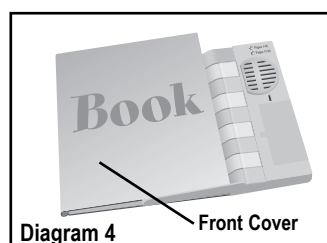
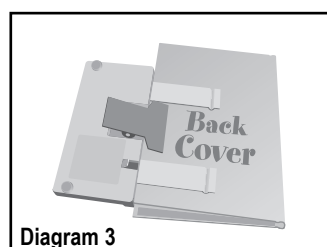
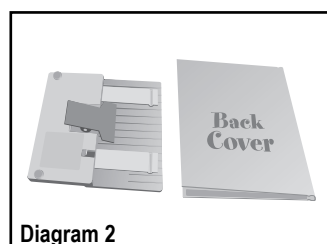
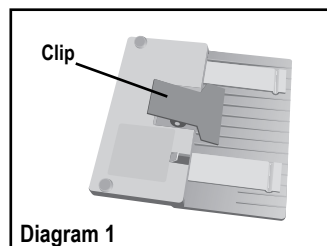
The Reader Stickers come in two colors to correspond to the colors of the Membrane Switches. Place the Reader Stickers on each right-hand page of the open book to indicate where the student should press to read the correct Page Pair.

Set-up and Use**Installing the Batteries**

1. Lay BookWorm on a flat surface face down.
2. Open the battery compartment door by pressing spring latch and lifting.
3. Install four AA batteries as indicated by the diagram inside the battery compartment door.
4. Close the battery compartment door.

First Time Book Setup

1. Open the back cover of the selected book.
2. Grasp the BookWorm unit from the back and press the Book Clip (located underneath) until the clip is fully open. See diagram 1.
3. Slide the BookWorm unit onto the back cover of the book so that the back cover is positioned between the flat bottom surface and the clip. See diagram 2.
4. Slide the right edge of the selected book back cover all the way into the clip until you feel it hit the stop. Next, slide the back cover of the book downward until the bottom edge of the book cover touches against the bottom-edge guide of the BookWorm unit. See diagrams 2-3.
5. Turn the BookWorm over and close the book by flipping the inside pages over the flat top surface of the BookWorm unit. See diagram 4.
6. Open the book to the first Page Pair that you want to record. Beginning at the top of the book, place a page Reader Sticker on the right-hand page of the first Page Pair, aligning the Reader Sticker to the first (top) Membrane Switch. See diagram 5.
7. Turn the page, you are now on the second set of Page Pairs. Place a Reader Sticker on the right-hand page, aligning it with the second Membrane Switch from the top.
8. Continue this process for page pairs three through eight, placing the Reader Stickers on the right-hand side of the page, next to the corresponding Membrane Switch.
9. **Important!** On the ninth Page Pair, place a Magnetic Page Detector on the bottom left-hand corner of the left page by peeling back the adhesive backing of the detector and pressing it to the page. The Page Detector “tells” the book if you are on the first or second set of Page Pairs. See diagram 5.
10. Now, place a Reader Sticker on the right-hand page, aligning it to the first (top) Membrane Switch.

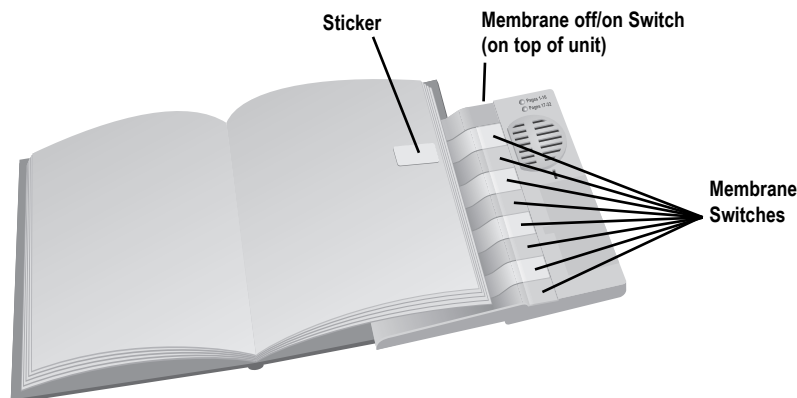


Note: Reader Stickers will become permanently attached if left adhered to page for an extended period of time.

11. Continue to place a Reader Sticker on each of the subsequent right-hand pages, aligning each to the corresponding membrane switch, until all of the right-hand pages of the book you wish to record have a Reader Sticker. Now, you are ready to record the adapted book.

Recording

1. Write the book title on the Memory Module's BOOK & TITLE label, 1-4.
You may need to write over an old one. (the Memory Module comes installed in the BookWorm).
2. To remove the memory module, see "Changing Memory Module" section (page 9).
3. Set the Book Select switch to match the book number you are recording (books 1-4).
For example, if you're recording your second book on the Module, move the switch to "2".
4. Turn unit on. The corresponding page indicator LED will light red, indicating you are ready to record.
5. Turn to the first Page Pair you wish to record.
6. Press the red Record Button on the top of the unit for three seconds and release. The red record light will come on.
7. Press and hold either the Sticker or Membrane Switch that aligns with the Sticker and read the text (Message) corresponding to the Page Pair. The Record light will blink indicating that a message is being recorded. For best results, speak 6"-8" away from the microphone.
When you have finished recording the Page Pair, release the Sticker or Membrane Switch.
8. Repeat Step 7 until all the Page Pairs are recorded.
9. Press the Record Button on the side of unit to stop recording. The red record light will go off.



Recording Tips

1. Since you will most likely be recording 2 pages at a time, you may want to pause between each page.
2. Speak closely to the microphone when recording in noisier environments.
3. The switch jack does not function while the unit is in the record mode.
4. When in the record mode, if no Membrane Switch is pressed within 20 seconds of the time you turn on the unit, it will return to the play mode.
5. To erase all recorded messages and clear the contents of the Memory Module, press and hold the Record Button for a period of 10 seconds. The Pages 1-16 and 17-32 LED indicator lights will both illuminate red for 3 seconds, indicating all recorded messages have been erased.

Playback–“Reading” a Book

Using Any of the Membrane Switches or Stickers

One at a time, press each of the Membrane Switches or the corresponding Sticker on the book to play back the recorded text. To disarm the Membrane Switches so the Stickers must be pressed to activate the messages, turn the Membrane On/Off located on the top of the device to the “off” position.

Using an External Switch

Plug an external switch into the switch jack on the side of the unit. Press the external switch to sequentially play through the messages.

Using the external switch and the Easy Access Buttons together:

Example 1: If Easy Access Button 1 is pressed, message 1 will play. If then the external switch is activated, message 2 will play and messages will continue sequentially from this point on.

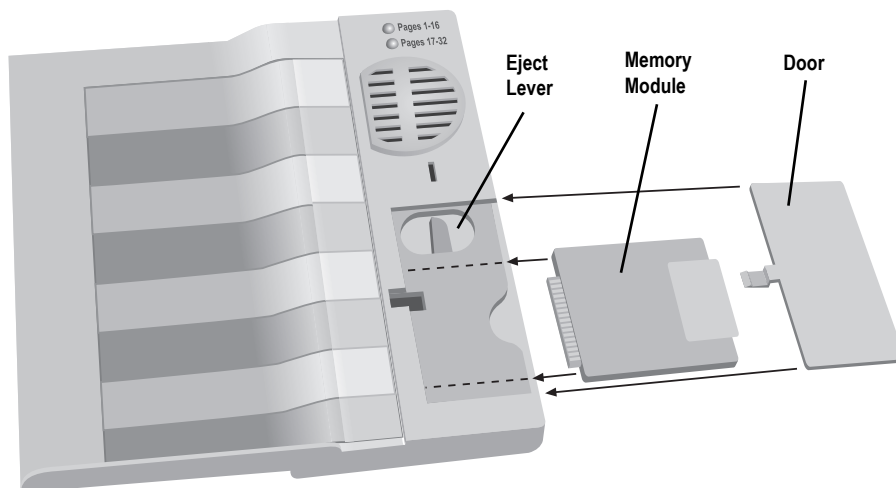
Example 2: If Easy Access Button 8 is pressed, message 8 will play. If then the external switch is activated, message 9 will play and messages will continue sequentially from this point on.

Playback Tips

1. Be sure to set your volume if you don't hear a message.
2. If no message is recorded, the associated Page LED Indicators (1-16 or 17-32) will illuminate yellow for 2 seconds.
3. Messages being "read"/played can only be interrupted by pressing the record button on the side of the unit.
4. When using an external switch, messages will play sequentially, always advancing to the next message. If the person activating the switch and the person turning the pages become out of sync, simply press the Membrane switch or Sticker for the Page Pair you would like it to read, and it will automatically reset the BookWorm to read that page.

Changing Memory Modules

1. Open the Memory Module compartment by depressing the arrow on the compartment door and sliding the door to the right.
2. Eject the Memory Module by pressing the Eject Lever.
3. Remove the Memory Module.
4. Insert the new Memory Module. Make sure it is firmly secured.
5. Replace the Memory Module compartment door by sliding it onto the unit and securely locking it in place.



Warranty

AbleNet offers a one-year warranty on all AbleNet products. Other manufacturer's products carry manufacturer's warranty. Warranty in full text is available upon request.

Guarantee

AbleNet offers a 30-day money back guarantee if our products do not meet your needs or expectations. Products must be in new condition to honor this service. Please call (800) 322-0956 for details. Please follow our repair/return policy when sending products back under our guarantee.

Repair/Return Information

All AbleNet manufactured communication aids are warranted for one year from the date of purchase. If documentation identifying the date of purchase is not supplied, the warranty period will be determined as one year from the manufacture date stamped inside the product. All products under warranty are repaired free of charge. Products no longer covered by warranty may be repaired for a nominal fee. All repairs are warranted for 90 days. Before returning a product for repair, please contact an AbleNet customer service representative for a Return Authorization Number (RA#) and repair charge, if applicable.

To return a product for refund or repair, please indicate the following with your product(s):

- Name and phone number
- RA#
- Return shipping address
- Brief description of problem (what the product is or isn't doing along with what has already been done to correct the problem) or reason for return
- Documentation showing purchase date (i.e., copy of packing slip, purchase order, or invoice)
- Check, money order, or purchase order for the amount of the repair
- Send the above to: AbleNet, Inc.
 Attention: (your RA#)
 1081 Tenth Avenue SE
 Minneapolis, MN 55414-1312
 USA

AbleNet Tools for Independence

AbleNet designs and markets tools for independence. Our products and services empower people with severe disabilities to participate more fully in daily activities at home, school, work and in the community. AbleNet's full line of innovative products help children and adults communicate and control electrical and battery-operated appliances, toys and devices. AbleNet also provides workshops, written materials, and information that support and assist families, teachers, therapists and care providers worldwide.

For more information on AbleNet products and services, contact:

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