Franklin®

BOOKMAN®

ELECTRONIC BOOK CARD

Merriam-Webster®

Speaking
FUN-damental™
Dictionary

USER'S GUIDE

SED-2050

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Contents

Merriam-Webster® Speaking FUN-damental™ Dictionary is made especially for you, a student in one of the elementary grades. It's easy and fun to use.
You will be able to find the definitions and hear the pronunciations of almost 50,000 words, see pictures of some words, play fun word games with moving pictures, find rhyming words, and see the plurals of nouns and the basic forms of other words.
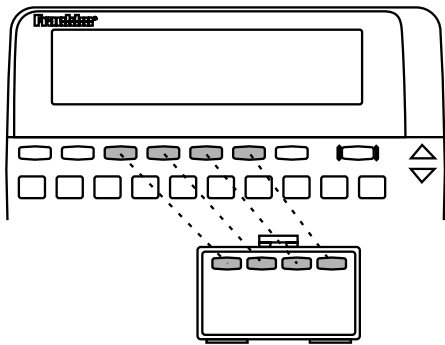
What the Keys Do

Red, Green, Yellow, and Blue

(FORMS) **(red)** Shows the forms of a word (noun, verb, etc.).

(SAY) **(green)** Says a word.

(GAMES) **(yellow)** Shows the games you can play.

(RHYME) **(blue)** Shows rhyming words.

▶ Using the Color Keys

When you are using this dictionary, the red, green, yellow, and blue keys do not do what is printed on the keys.

Instead, they do what is printed on the dictionary book card.

Other Keys

(BACK) Deletes the last letter or goes back to the previous screen.

(CAP) Makes a capital letter.

(CARD) Leaves the dictionary.

(CLEAR) Clears the screen and goes back to the *Type a word* screen.

(ENTER) Enters a word or starts a highlight.

(HELP) Shows help messages.

(MENU) Shows the menu.

(ON/OFF) Turns the BOOKMAN on or off.

(? *) Types a question mark to stand for an unknown letter in a word; with (CAP) types an asterisk to stand for a series of unknown letters.

(SPACE) Types a space or pages down.

Direction Keys
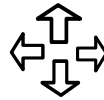
⇦⇧⇨⇩ Move in menus and games.

△UP Shows the previous screen.
▽DN Shows the next screen.
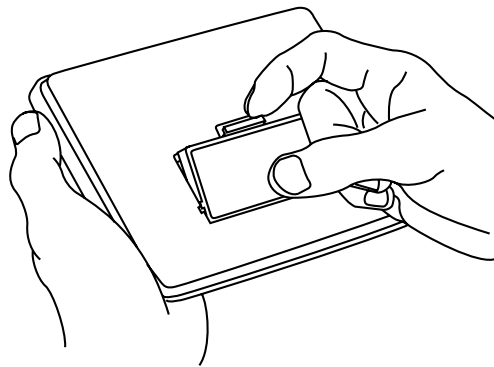
How to Get Started

Before you can use this dictionary, you have to put it in your BOOKMAN. Follow these steps.

1. Make sure your BOOKMAN is turned off.

This is important! You should never place a book card in your BOOKMAN when it is turned on. If you do, you may damage the book card.

2. Turn your BOOKMAN over.

3. Line up the dictionary book card with a hole on the back.

4. Press the book card into the hole.

5. Press (ON/OFF).

6. Press (CARD).

7. Press ⇨ **to highlight the *Speaking FUN-damental Dictionary*.**

8. Press (ENTER) **to start using the dictionary.**

▶ How Do I Get Around?

Moving around in your new dictionary is easy. Just use the arrow keys to high-light the choice you want, then press (ENTER).

▶ Who Turned My Dictionary Off?

To make your batteries last longer, your BOOKMAN is designed to shut off if it is not used in two minutes. Just turn the BOOKMAN back on and the screen you were working on last appears.

▶ Help is Always at Hand

If you are confused about how to do something, just press (HELP). A message appears that will help you.

▶ How It Works

To learn more about how to use this dictionary, press (MENU). *How It Works* is already highlighted, so press (ENTER). Use ⇩ to read the instructions. To stop, press (CLEAR).

▶ See It Work

To see a show about the *Speaking FUN-damental Dictionary*, press (MENU). Press ⇩ to highlight *See It Work* and then press (ENTER). To stop the show, press (CLEAR).

How to Change the Letter Size and Brightness

You can change the letter size of the words that appear on the screen. There are three settings.
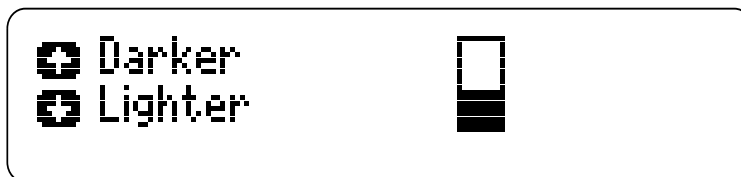
1. Press (MENU).

2. Use ⇩ to highlight *Change Letter Size*.

3. Press (ENTER) repeatedly until you find a letter size you like.

```
See It Work
Change Letter Size
```

4. Press (CLEAR) when you are done.

You can also change how bright the screen is, to make the dictionary easier to read.

1. Press (MENU).

2. Use ⇩ to highlight *Change Brightness*.

3. Press (ENTER).

```
✚ Darker
✚ Lighter
```

4. Use ⇧ or ⇩ to make the screen darker or lighter.

5. Press (CLEAR) when you are done.

How to Look Up a Word

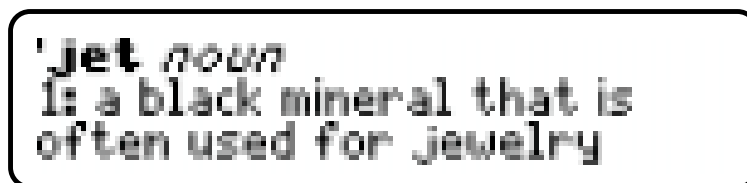It's easy to find the meanings of words with this dictionary. Let's learn how.

1. Press (CLEAR).

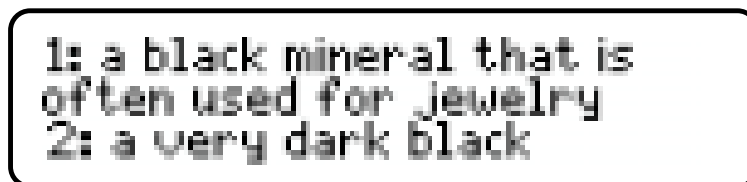**2. Type a word. For example, type the word *jet*.**

```
Type a word, then ENTER:
jet
```

To type numbers, hold (☆) and press the number keys.

3. Press (ENTER).

```
'jet noun
1: a black mineral that is
often used for jewelry
```

4. Use ⇩ to see more of the word's definition(s).

You can also see more by holding (CAP) and pressing ▽DN repeatedly.

```
1: a black mineral that is
often used for jewelry
2: a very dark black
```

Some words have more than one definition. Some definitions include examples and synonyms.

5. Hold (☆) and press ▽DN to see the word's next definition or the word that comes after your word in this dictionary.

6. Hold (☆) and press △UP to see the word's previous definition or the word that comes before your word in this dictionary.

7. Press (CLEAR) when you are done.

If You Misspell a Word

If you misspell a word, this dictionary automatically gives you a list of corrections.

1. Press (CLEAR).

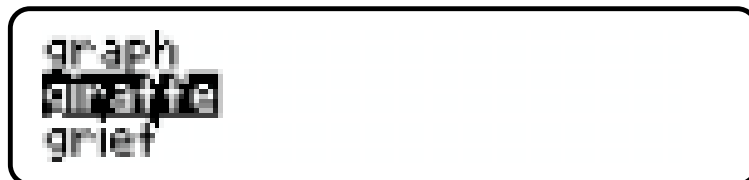**2. Type a misspelled word. For example, type *jiraph*.**

```
Type a word, then ENTER:
jiraph
```
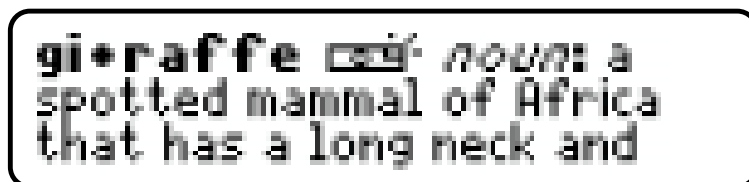
To erase a letter, press (BACK).

3. Press (ENTER).

The 📖 lets you know the dictionary is looking up the word.

4. Use ⇩ to highlight a correction, if needed.

```
graph
giraffe
grief
```

5. Press (ENTER) **to see its definition.**

```
gi•raffe      noun: a
spotted mammal of Africa
that has a long neck and
```

6. To go back to the spelling corrections, press (BACK).

7. Press (CLEAR) **when done.**

How to Hear Words

You can hear the pronunciations of most of the words in this dictionary. Let's learn how. Note: You can only hear words if you have a speaking BOOKMAN unit.

1. Press (CLEAR).

2. Type a word. For example, type *debris*.

> Type a word, then **ENTER**:
> debris

3. Press the green (SAY) **key to hear the word.**

4. Press (ENTER) **to see the word's definition.**

> de•bris *noun, plural* de•
> bris: the junk or pieces
> left from something broken

5. Press the green (SAY) **key to hear the word again.**

6. Press (ENTER) **to start a highlight.**

7. Use ⇨ **to highlight a word. For example, highlight *junk*.**

> de•bris *noun, plural* de•
> bris: the **junk** or pieces
> left from something broken

8. Press the green (SAY) **key to hear the highlighted word.**
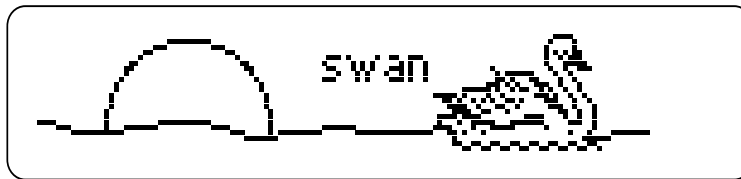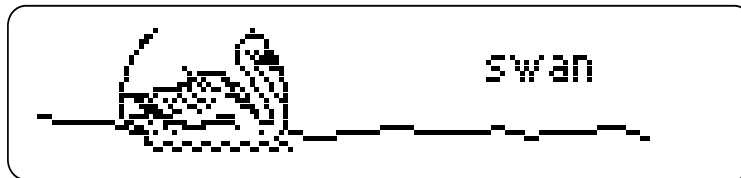
9. Press (CLEAR) **when you are done.**

How to See Pictures

Many of the words in this dictionary have pictures. If a word has a picture, a camera (⌷⌷⌷⁺) appears next to it. Some of the pictures even move. To see a picture, all you have to do is highlight the camera and then press ⏚ENTER⏚.

1. Press ⏚CLEAR⏚.
2. Type a word. For example, type *swan*.
3. Press ⏚ENTER⏚.

> **swan** ⌷⌷⌷⁺ *noun:* a usually white water bird with a long neck and a heavy body that

4. Hold ☆ and press ⏚ENTER⏚ to highlight the camera.
   Or press ⏚ENTER⏚ and then use ⇨ to highlight the camera.
5. Press ⏚ENTER⏚ to see a picture of the word.

6. Press ⏚ENTER⏚ to see the picture move again.
   You can hold ☆ and press ▽DN to see the next picture in this dictionary. Hold ☆ and press △UP to see the previous picture in this dictionary.
7. Press ⏚BACK⏚ to go back to the definition.
8. Press ⏚CLEAR⏚ when you are done.

What Does That Word Mean?

If you do not know the meaning of a word that you see in a definition, you can use your dictionary to help. Simply highlight that word and look up its definition.

1. **Press** (CLEAR)**.**
2. **Type a word. For example, type** *astronomer***.**
3. **Press** (ENTER) **to see its definition.**
4. **If you want to hear the word, press** (SAY)**.**
5. **Press** (ENTER) **to start a highlight.**
6. **Use** ⇨ **to highlight a word. For example, highlight the word** *astronomy***.**

as•tron•o•mer *noun*: a
person who is skilled in
astronomy

7. **Press** (ENTER) **to see the definition of the highlighted word.**

as•tron•o•my *noun*: the
science of celestial bodies
and of their motions and

8. **Press** (BACK) **to go back to the original definition.**
9. **Press** (CLEAR) **when you are done.**

It's Time to Rhyme

You can find words that rhyme with the word you type. Rhymes are words that sound alike.

1. **Press** (CLEAR)**.**
2. **Type a word. For example, type _sweet_.**
3. **Press** (ENTER)**.**

> **'sweet** _adjective_
> 1: pleasing to the taste
> 2: containing or tasting of

4. **Press the blue** ⌈RHYME⌉ **key to see a list of words that rhyme with your word.**
5. **Use** ⇩ **to highlight a word. For example, highlight _beet_.**

> athlete
> beat
> **beet**

6. **Press** (SAY) **to hear the rhyming word.**
7. **Press** (ENTER) **to see the word's definition.**

> **beet** _noun_: a leafy plant
> with a thick juicy root that
> is used as a vegetable or as

8. **Press** (CLEAR) **when you are done.**

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Plurals, Tenses, and Other Word Forms

You can find the different forms of words with this dictionary. You can find plurals of nouns, comparatives and superlatives of adjectives, basic verb tenses and parts of speech. Here's how.

1. Press (CLEAR).

2. Type a word. For example, type *mean*.

3. Press the red (FORMS) key.

4. Use ⇩ to highlight a word form.

```
mean (verb)
mean (noun)
mean (adjective)
```

5. Press (ENTER).

```
mean
meaner (more...)
meanest (the most...)
```

6. Press ⇩ to see more forms, if any.

7. Press (BACK) to go back to the previous screen.

8. Use ⇩ or ⇧ to make another choice. For example, highlight *mean (noun)*.

9. Press (ENTER).

```
mean
means (plural)
```

10. Press (CLEAR) when you are done.

How to Find a Letter in a Word

If you are unsure about a letter in a word, type a question mark in place of each unknown letter. You can type more than one question mark in a word. Try this example.

1. Press (CLEAR).

2. Type a word with ?'s. For example, type *p?rt*.
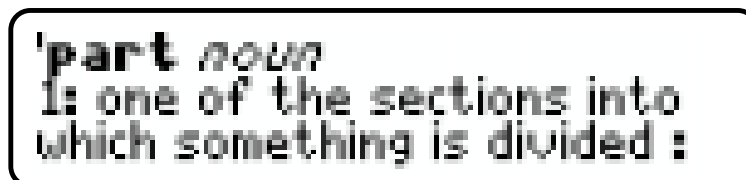
```
Type a word, then ENTER:
p?rt
```

3. Press (ENTER).

4. Use ⇩ to highlight a word, if needed.

```
part
pert
port
```

5. Press (ENTER) to see the highlighted word's definition.

```
'part noun
1: one of the sections into
which something is divided :
```

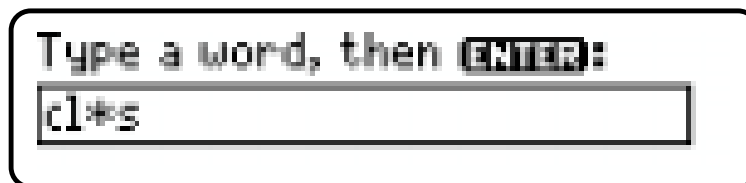**6. Press (CLEAR) when you are done.**

▶ Crossword Helper

You can also use question marks to help solve crossword puzzles and similar word games. For example, if the second letter of a five-letter word is h and the last letter is n, type ?h??n and press (ENTER) to see possible answers.

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How to Find a Series of Letters

You can also find the endings, beginnings, and other parts of words by typing an asterisk (✱). An asterisk stands for a series of letters.
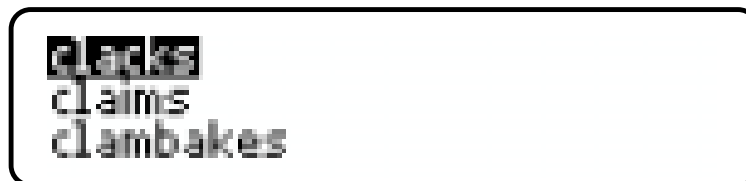
1. Press CLEAR.

2. Type a word with an ✱. For example, type _cl✱s_.

```
Type a word, then ENTER:
cl✱s
```

  To type an asterisk, hold CAP and press ? ✱.

3. Press ENTER.

```
claps
claims
clambakes
```

4. Press ⇩ to highlight a word.

5. Press ENTER to see the highlighted word's definition(s).

6. Press CLEAR when you are done.

How to Look Up Words in Other Books

You can look up words from the *Speaking FUN-damental Dictionary* in some other BOOKMAN books–for example, in the *Concise Columbia Encyclopedia.* You can also look up words from other BOOKMAN book cards in this dictionary.

> Note: You must have at least one book card installed in your BOOKMAN to look up words between books.

1. Press (CLEAR).
2. Type a word. For example, type *tiger*.

```
Type a word, then ENTER:
tiger
```

3. Hold ☆ **and press** (CARD).
4. Press ⇦ **to highlight the symbol of the other book.**

```
   CONCISE       Speaking
  COLUMBIA        FUN-
 ENCYCLOPEDIA   DAMENTAL
                DICTIONARY
```

> We are highlighting the *Concise Columbia Encyclopedia.*

5. Press (ENTER).

> You see your word from the *Speaking FUN-damental Dictionary*.

6. If needed, press (ENTER) **to look up the word in the other book.**
7. Hold ☆ **and press** (CARD) **to go back to the *Speaking FUN-damental Dictionary*.**

How to Play the Hangman Game

Hangman challenges you to guess a mystery word one letter at a time. The letters of the mystery words are hidden by question marks. You have a limited number of tries. Wrong guesses take your man one step closer to his doom!

1. **Press the yellow GAMES key.**
2. **Press ⇩ to highlight Hangman and then press ENTER.**

```
?????
#########  9
Make a letter guess
```
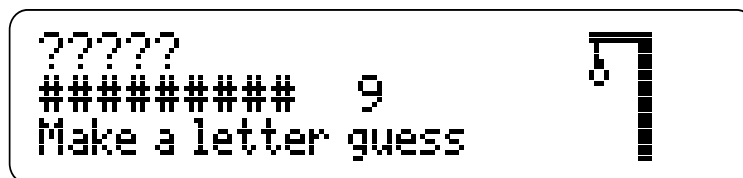
     9 = Number of guesses left.

3. **Type a letter you think is in the mystery word.**
4. **Keep typing letters until you win or run out of tries.**
     To see a hint, press ENTER. Note: If you ask for a hint, you will lose the round.
5. **Press ?* to see the word and end the round.**
6. **Press SAY to hear the word.**
7. **Press ENTER to see the definition of the mystery word.**
8. **Press BACK to go back to the game.**
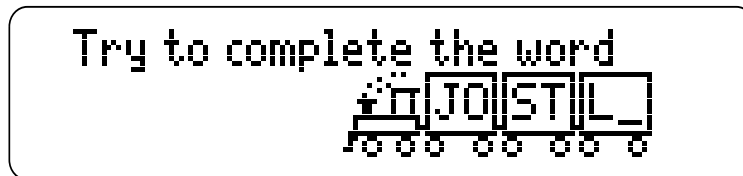9. **Press SPACE to start a new round.**

▶ How to Change the Skill Level of Hangman

The skill level determines how easy it is to win the game. The beginner level is easier to win than the Wizard level. To change the setting, first press the yellow GAMES key. *Set Skill Level* is already highlighted, so press ENTER. Then press ⇩ repeatedly to highlight the skill level you want to play and press ENTER. A check marks your choice.

How to Play the Word Train™ Game

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Each word must have at least four letters. Whoever types the last letter wins.

1. **Press the yellow** `GAMES` **key.**
2. **Use ⇩ to highlight *Word Train* from the games list.**
3. **Press** `ENTER`**.**
4. **Type any letter to start a word.**
   Now the train adds a letter. In the next round the train will start first.
5. **Continue typing letters after the train until a word is formed.**

```
┌─────────────────────────────────┐
│  Try to complete the word       │
│      ┌─┐┌─┐┌─┐┌─┐               │
│     [🚂][JO][ST][L_]            │
│      o o  oo  oo  o             │
└─────────────────────────────────┘
```

   Note: The word formed must be one in this dictionary's word list.
6. **Press** `ENTER` **to see the letters you can type in a boxcar.**
7. **Press** `? *` **to see the word and end the round.**
8. **Press** `SAY` **to hear the word.**
9. **Press** `ENTER` **after the game to see the mystery word's definition.**
10. **Press** `BACK` **to go back to the game.**
11. **Press** `SPACE` **to start a new round.**

▶ How to Change the Skill Level of Word Train

The skill level determines how easy it is to win Word Train. The beginner level is easier to win than the Wizard level. To change the setting, first press the yellow `GAMES` key. *Set Skill Level* is already highlighted, so press `ENTER`. Then press ⇩ repeatedly to highlight the skill level you want to play and press `ENTER`. A check marks your choice.

How to Play the Flashcards Game

Flashcards flashes words for you to define or study. Try reading the word to a friend or have the word read to you. Then try to spell or define the word.

1. Press the yellow GAMES key.

2. Use ⇩ to highlight *Flashcards* from the games list.

3. Press ENTER.

```
         blunders
    ENTER for definition
    SPACE to continue
```

4. Press ENTER again to see the word's definition.

```
'blun•der verb
1: to move in a clumsy way
2: to make a mistake
```

5. Press SAY to hear the word.

6. Press BACK to go back to the game.

7. Press SPACE to see another word.

▶ How to Change the Skill Level of Flashcards

The skill level determines how difficult the Flashcards word is to define. The beginner level uses words that are easier to define than the Wizard level. To change the setting, first press the yellow GAMES key. *Set Skill Level* is already highlighted, so press ENTER. Then press ⇩ to highlight the skill level you want to play and press ENTER. A check marks your choice.

How to Play the Picture Puzzler™ Game

Picture Puzzler challenges you to match words and pictures. You will be shown a picture for a little while and must try to come up with the matching dictionary word. Your total score is shown at the top left of the game screen. Each incorrect letter choice will deduct $10 from your prize amount.

1. Press the yellow (GAMES) key.

2. Use ⇩ to highlight *Picture Puzzler* from the games list.

3. Press (ENTER).

4. Type a letter you think is in the mystery word.

```
$380           prize $90
         zeppel-n
     Make a letter guess
```
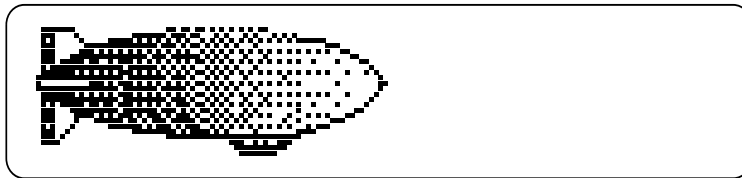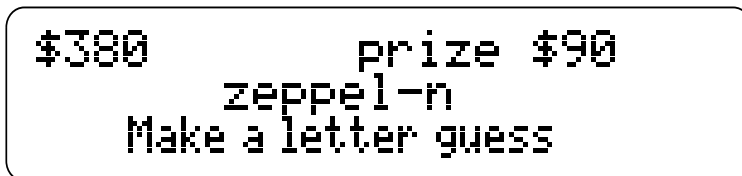
Keep entering letters until you win or run out of tries.

5. Press (ENTER) to see the picture again.

6. Press (? *) to see the mystery word and end the round.

7. Press (ENTER) after a round to see the definition(s) of the mystery word.

8. Press (SAY) to hear the word.

9. Press (BACK) to go back to the game.

10. Press (SPACE) to start another round.
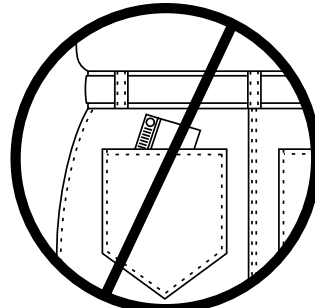
Note: Skill levels do not affect Picture Puzzler.
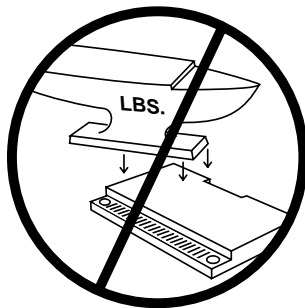
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How to Take Care of This Dictionary
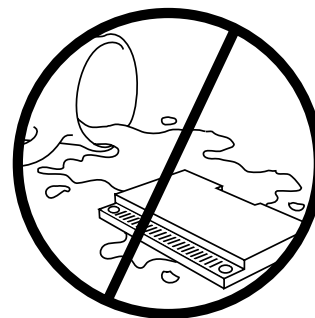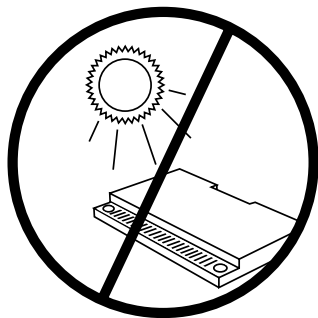
Do not touch the metal parts of the book card.

This is important! If you touch the metal parts of the card with metal objects or objects charged with static electricity, including your fingers, you might erase information or damage the book card.
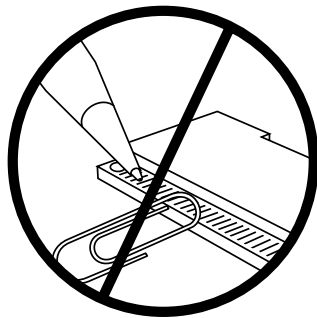
Do not put weight on the book card.

Do not leave the book card in hot, cold, or wet places.

How to Reset BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press (CLEAR) and then press (ON/OFF) twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN unit erases settings and information entered into its built-in book card, and in an installed book card.

1. Hold (CLEAR) and press (ON/OFF).
If nothing happens, try Step 2.

2. Use a paper clip to _gently_ press BOOKMAN's reset button.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, (ON/OFF), or by removing or replacing the batteries.

▶ Troubleshooting BOOKMAN

• Make sure your book card, if any, is installed correctly.

• Check that your book card's metal contacts are dirt- and dust-free.

Specifications

Model SED-2050

Speaking FUN-damental™ Dictionary, Merriam-Webster®

• size: 5.9 x 4.2 x 0.6 cm

• weight: 0.4 oz

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U.S. Patents 4,490,811; 5,113,340; 5,321,609; 5,218,536; 4,830,618; 5,396,606; 4,891,775; 5,333,313; 4,406,626; 5,229,936; 5,007,019; 5,153,831.

European Patent 0 136 379.

Deutsch Pats. M 9409743.7 and M 9409744.5

Patents Pending.

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