

TeachTimer II[®]

The Time Management Tool

STOKES PUBLISHING COMPANY • SUNNYVALE, CA



Contents

Features	3
Quick Guide	4
Keyboard	4
Side Switches	4
1. Clock Mode	6
2. Clock Mode Settings	6
3. Timer Mode	6
4. Timer Mode Settings	7-8
5. Chronograph Mode	9
6. Chronograph Mode Settings	9
7. Random Number Generation Settings	10
Random Number Generation Uses	10
Care and Handling	11
Precautions	11
AC/DC Power Adapter	11
Limited Warranty	12

TeachTimer II®

O P E R A T I O N M A N U A L

An excellent tool to improve students' time management skills.

The TeachTimer II® is a unique timer designed to project large numerals WITHOUT an overhead projector. It can also be placed on a desktop in a stand-up position for individual and small group viewing by using just the LCD display.

This timer was designed for you to use in timing tests, reading activities, lab experiments, or any other classroom event where you want your students to manage a specific set time without being interrupted by your announcements of time remaining.

In addition to its timing functions, the TeachTimer II has a random number generator to randomly select a number from a set pool to assist in classroom management.

F E A T U R E S :

- **TIMER Mode:**
 - Counts down to or up from zero.
 - Timing counts can be paused or repeated.
 - Adjustable pre-alarm audible warning before end of timing count.
 - Both audible and visual signal at end of timing count.
 - Optional automatic repeat timing as soon as time ends.
 - Optional reminder tone after elapse of each minute of time set.
- **CHRONOGRAPH Mode:**
 - Elapsed time can be read while timer keeps running by using Lap key.
- **CLOCK Mode:**
 - Displays time in 12 or 24-hour format.
 - Battery saver mode lets clock run with LCD display turned off.
- **RANDOM NUMBER GENERATOR Mode:**
 - Useful for selecting a student or team for participation in an activity and for math activities.
 - Randomly selects number from the set pool you select between 2-150.
 - Through use of auto repeat feature, you can determine if you want all numbers selected without any number being selected more than once; or, allow a number to possibly be selected more than once from your set pool.

TeachTimer II® Q U I C K G U I D E

K E Y B O A R D


ON/OFF key, (hold down for five seconds) turns TeachTimer II on and off...must be in Clock Mode to turn off. Also hides display in power-saver state of Clock Mode. This key does not control projection unit.

CLOCK, TIMER & CHRON keys enter the three timing modes of the TeachTimer II.

UP & DOWN ARROW keys set time in Clock and Timer Modes and select Pre-alarm timing.

CLEAR key clears display to zero in Timer and Chron Modes.

LAP key freezes display to show elapsed time in Chron Mode and enables Pre-Alarm timing selection.

 key reverses direction of count in Timer Mode and switches between 12 and 24-hour formats in Clock Mode.

SEC key displays or hides seconds digit in Timer Mode.

RESET key returns display to starting value of count for repeat counts in Timer Mode.

QK-SET key quickly sets Timer function to 5, 10, 15, 30, 45, or 60 minutes.

START key begins count in all modes.

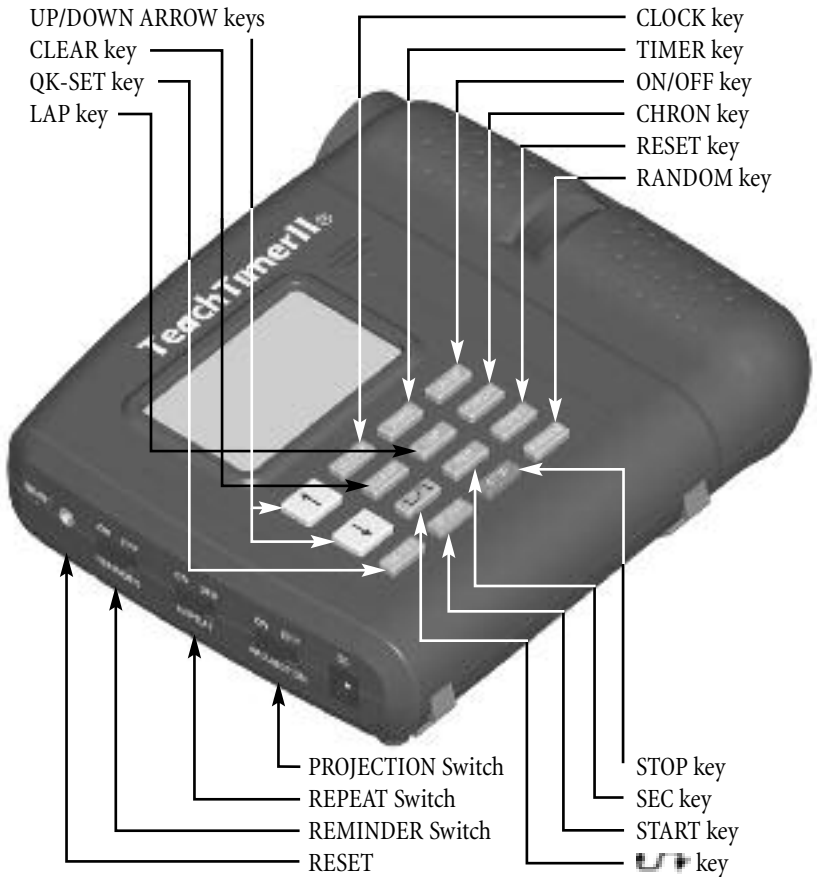
STOP key pauses count in Timer Mode and stops count in Chron Mode.

RANDOM key enters the random number generating function.

S I D E S W I T C H E S

REMINDER switch enables/disables Timer ON reminder.

REPEAT switch enables auto repeat function in Timer Mode; and, in Random Number Generation Mode selects between only non-used random numbers or any number in selected pool range.



PROJECTION switch only controls ON/OFF of projection unit. For individual use, using only the LCD screen to view all functions, place the projection switch in the OFF position.


RESET clears all functions to factory set preset values.

To turn your TeachTimer II ON, hold down the ON/OFF key for five seconds. To turn the TeachTimer II OFF, hold down ON/OFF key for five seconds while in CLOCK Mode.

1. Clock Mode

The Clock Mode is the normal display mode. The TeachTimer II will return to this mode from an idle state in any other mode if no key is pressed for ten minutes. The Clock Mode has two states: normal and power-saver. In the power-saver state the display is blank although the clock continues to run.

2. Clock Mode Settings

- a. To set the time, first press the CLOCK key if unit is in another mode, hold down either ARROW key for three seconds; SET will appear in LCD. Clock time can then be adjusted with either ARROW key.
- b. To advance the clock digits more rapidly, press and hold either vertical ARROW key to activate the quick advance mode. Releasing the key will exit this mode.
- c. After setting the time, press the START key once to start the clock; SET will disappear from LCD. The colon will flash continuously, indicating that the clock is running.
- d. Press and hold the  key for several seconds to switch between 12 and 24-hour formats.

Note: In 12-hour format, projection display uses A and P for AM and PM shown in LCD display.

- e. To turn OFF hold down ON/OFF key for five seconds while in clock mode. The display goes blank but the clock continues to run in power-saver state. To turn ON, hold down the ON/OFF key for five seconds.




3. Timer Mode

The Timer Mode is a flexible mode that allows events to be timed by counting down to zero or up from zero. The seconds digits can be displayed or hidden. If the seconds digits are hidden, a dot at lower right will flash to show that the timer is counting. When the timer ends the count, the “Time’s Up!” icon will flash and an alarm beeper will sound three times. The maximum setting for the timer is 199 minutes and 59 seconds.

4. Timer Mode Settings

- a. To enter the Timer Mode from any other mode, simply press the TIMER key. To enter other modes from the Timer Mode, counts in progress must be stopped or cleared.
- b. Press the SEC key once to display or hide the seconds digit.
- c. Press and hold the UP-ARROW key to advance the minutes digit to the desired value. Press and hold the DOWN-ARROW key to reduce the minutes digits to the desired value. Press UP or DOWN-ARROW keys once to change display by one digit.
- d. With the seconds digits displayed, press and hold the UP-ARROW key to advance the seconds digits to the desired value. Press and hold the DOWN-ARROW key to reduce the seconds digits to the desired value.

- e. Press the  key once to switch between “count down to zero” and “count up from zero” formats.

Note: Projection display uses ▲ and ▼ symbols in place of COUNT UP and COUNT DOWN shown in LCD display.

- f. Set adjustable Pre-Alarm Signal (1 beep) by holding down the LAP key while depressing the UP-ARROW or DOWN-ARROW keys to select 0,1, 2,3, 4, or 5 minutes as your pre-alarm setting. Release LAP key when the desired pre-alarm time is displayed.

Note: Pre-Alarm may be set before or after you set the session time.

- g. Press the START key once to begin the count.
- h. To pause counting temporarily, press the STOP key once. A dot will appear at lower right to indicate that the count is paused.

(continued on page 8)



i. To resume the count, simply press the START key.



j. When the timer reaches the end of its count, the “Time’s Up!” icon will flash and an alarm will sound three times. Press the CLEAR key once to clear the flashing icon. The alarm will stop automatically.



k. The timer is now in idle. Simply press CHRON or CLOCK or RANDOM keys once to switch to other modes. In idle it is also possible to clear the display to zero by pressing the CLEAR key.



l. To repeat a count press the CLEAR key, then the RESET key and the timer will return to the beginning of the previous count. Press START to begin count.



m. AUTO REPEAT Mode...to have timer start the count again immediately, slide the AUTO REPEAT switch on the side of the timer to ON. **Ø** icon will appear to the left of the minute icon **M** in the display to indicate this mode is active. To stop this function, slide the AUTO REPEAT switch to OFF...if this is done while the timer is counting, the timer will keep counting to the end of your set time for the last time. In the OFF position the **Ø** will not be visible.



n. REMINDER Mode...to have the timer emit a single alarm beep every 60 seconds as your set time elapses, slide the REMINDER switch on the side of the timer to ON. **R** icon will appear at the top of the display to indicate this mode is active. To stop this function, slide the REMINDER switch to OFF and the icon will not be visible.




5. Chronograph Mode

The Chronograph Mode is a useful mode that allows exact timing of sporting events, recess activities or other actions. The display can be frozen at any exact instant while the chronograph continues to run.

6. Chronograph Mode Settings

- a. To enter the Chronograph Mode from any other mode, simply press the CHRON key. To enter other modes from the Chronograph Mode, first stop the count then press desired mode key.

Note: Projection display uses running figure  in place of CHRONO shown in LCD display.

- b. Press the START key once and the chronograph will start running. The first 60 seconds are shown in 1/100 second intervals. Times beyond one minute are displayed in minutes and seconds.

- c. To freeze the display in order to read elapsed time press the LAP key. The display will freeze at that instant, the LAP icon will flash and the second indicator will flash, showing that the chronograph is still running.

- d. Press the LAP key once again to resume the chronograph display. Press the STOP key once to stop the chronograph. When the STOP key is pressed, the flashing dot will freeze and the LAP icon will disappear.

- e. When the LAP key is pressed for times above one minute the display will cycle between hours/minutes and seconds to give complete read-out of timed events. (See the two displays under e at right.) The display will cycle in the same manner when the STOP key is pressed and the chronograph has run for more than one minute. Press the CLEAR key to reset the chronograph to zero. The timer is now in idle. Press other mode keys to switch modes.



7. Random Number Generation Setting

This mode randomly selects a number from a set pool—up to a maximum of 150.

- a. To enter the Random Mode, press RANDOM key once. The default maximum number (150) and the SET icon will be displayed.
- b. To adjust the upper limit number, press the UP or DOWN key to the desired upper limit number. Quick advance feature works by holding either UP or DOWN key down continuously.
- c. Press START key once, a random number between 1 and the upper limit number you set will be generated. Each additional pressing of the START key will generate another number.
- d. If the AUTO REPEAT switch is OFF, pressing the START key will generate a number that has not been selected. Once all numbers have been selected, signaled by two beeps, all numbers will become available again. If the AUTO REPEAT switch is ON, a number may be generated that has already been selected.
- e. To change the upper limit, press the RESET key once. The previous upper limit setting will be displayed. Press the UP or DOWN key to select a new upper limit.



Random Number Generation Uses

- Randomly select a team or individual students for their participation in classroom activities. Set upper limit to number of teams or students in class.
- Use as dice. Single die: set upper limit to six. Pair of dice: set upper limit to 12.
- For a coin flip set upper limit to two.
- To use as a game spinner set upper limit to desired number of spinner outcomes.
- Generate random numbers for various math activities.
 - Practice place value; write numbers
 - Build numbers selected using manipulatives
 - Record numbers on number line
 - For basic operations (addition, subtraction, etc.) problems
 - Generate less than, greater than problems
 - And many more

Care & Handling of your **TeachTimer II**

Precautions

1. Use the DC Power Adapter whenever possible when unit is in projector mode... the four (4) AA batteries that power the projection unit have only a TWO (2) HOUR projected life span. These batteries are only for limited use when a power source for the Power Adapter is not available or is inconvenient.
2. Use only the Power Adapter supplied with this product, or equivalent.
3. Clean the LCD display window and the projection lens with a soft cloth to remove dust or fingerprints.
4. Do not use solvents to clean display, projection lens, or timer body.
5. As the LCD display window and projection lens are made of glass, take precautions to avoid dropping your TeachTimer II.
6. Store in a safe place so LCD display window and projection lens do not become scratched.

Batteries (included)

The TeachTimer II is powered by two sets of batteries. One CR2032 powers the LCD display and timer operation; four (4) AA batteries power the projection unit.

NOTE: These four (4) AA batteries should be considered ONLY as back-up or for short-term use. They can only provide approximately TWO (2) HOURS of projection time. When the CR2032 battery power drops below optimum operating level the symbols in the LCD will begin to dim.

To replace batteries remove the battery door on back of unit to access the four AA batteries. Remove the AA batteries to access the CR2032 battery.

AC/DC Power Adapter (included)

Plug the Power Adapter into an electrical outlet and then plug the power adapter tip into the DC input on the side of the TeachTimer II. Unplug the Power Adapter from the TeachTimer II prior to unplugging the adapter from the wall electrical outlet.

CAUTION: Using an incorrect or defective Power Adapter may damage your TeachTimer II.

L I M I T E D W A R R A N T Y

The TeachTimer II is warranted to be free from defects in material and workmanship for a period of one year from date of purchase. Should the TeachTimer II malfunction under normal operating conditions during the warranty period, return the TeachTimer II (postage paid) to Stokes Publishing Company, along with proof of date of purchase, and replacement will be made with same or similar model.

This warranty does not cover damage caused by improper usage, or by accident.

S T O K E S P U B L I S H I N G C O M P A N Y

1292 Reamwood Avenue • Sunnyvale, CA 94089 • (800) 550-5254

Fax: (408) 541-9149 • www.stokespublishing.com • Printed in China
