

Baby Think It Over[®] Program



Operating Instructions

GENERATION

4

VERSION 4.7

The Baby
Think It Over[®]
Program
Operating
Instructions



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The Baby Think It Over[®] Program Operating Instructions

ABOUT THE COMPANY

Realityworks manufactures and markets Baby, the infant simulator created for the purpose of teaching teenagers about the responsibilities of parenthood. The infant simulator, plus its related materials, comprise the Baby Think It Over[®] Program.

At the heart of Baby is a microprocessor. This internal computer simulates the realistic cry of an infant at random intervals, 24 hours a day. Baby requires that the assigned student insert a care key in its back and hold it in place for up to 30 minutes. The care key is attached to a tamper-resistant, non-transferable wristband worn on the teen's wrist. Only the assigned student can quiet Baby.



Realityworks (formerly Baby Think It Over, Inc.) is the brainchild of Rick Jurmain. According to his wife, Mary Jurmain, "We were watching a TV show about teen pregnancy. It showed teens carrying eggs and sacks of flour to simulate caring for babies. Rick remarked that it didn't portray the crying, the middle-of-the-night feedings, and the colic. He said it was a lousy substitute for a baby."

Mary flippantly responded, "So why don't you

come up with something better?" Taking the offhand suggestion to heart, Rick tinkered in the garage for several weeks. By the end of 1993 he had created a rough prototype. It was a purchased vinyl doll with a cloth body. Mary designed a pocket in the back for an electronics box.

The positive response to Baby encouraged Rick and Mary to continue refining the design and to begin marketing the product.

Tremendous media response prompted appearances on *Oprah*, *The Today Show*, *Ricki Lake*, *CNN*, *CBS Morning News*, and the *BBC*. Newspapers and magazines across the country have covered the story. The Baby Think It Over[®] infant simulator was selected by *Fortune* magazine as one of its "Products of the Year." *Media and Methods* magazine gave an "Award Portfolio 2000" award to RealCare[®] Baby. *What's New in Home Economics* gave the infant simulator its "Award Portfolio" five times.

Realityworks now manufactures and markets Baby Think It Over[®] infant simulators, created to teach teens about the responsibilities of parenthood. The infant simulator, plus its related materials, comprise the Baby Think It Over[®] Program.

Realizing the company's unique ability to create hands-on educational tools that assist both the instructor and teen in the learning process, Realityworks has used the infant simulator as a springboard for other products that offer a new way of learning. The NICoteen[®] Program is the most recent educational product developed by Realityworks. The Program includes an interactive smoking simulation that demonstrates the physical, emotional, social, and financial consequences of a smoking addiction.

The company is headquartered at 2709 Mondovi Road, Eau Claire, WI 54701. For more information, call 715-830-2040 or 800-830-1416, fax 715-830-2050. On the internet, the Realityworks website is located at www.realityworksinc.com.

The purpose of the Baby Think It Over[®] Program is to provide an experience for



STATEMENT OF PURPOSE

young adults that simulates the parenting of an infant. The program explores the emotional, financial and social consequences of parenting. The Baby Think It Over Program

have children, but they are often a surprise to teens. Although teens are susceptible to peer pressure, they do not necessarily listen to the warnings of others until they experience the responsibilities of parenting for themselves.



Baby is a serious educational tool for young adults and is not intended as a toy for children. It is designed as an aid for educators, doctors, and other professionals to help young people make responsible, informed choices about parenting. ***It is NOT intended to promote abortion or to pressure pregnant teens into adoption instead of self-parenting*** We screen customers to the extent we are able to deter inappropriate use; however, the responsibility for proper use rests with the buyer. While the infant simulator provides a reasonably realistic simulation of parenting, there are significant differences between it and a real infant. Users should

be informed of these differences and a balanced picture of the pluses and minuses of parenting should be presented. Realityworks reserves the right to refuse the sale of its product to anyone.

1. Their demands are unpredictable, but must be met promptly.
2. They require a great deal of time and attention.
3. The responsibilities of parenting will change one's lifestyle profoundly.

These facts may seem obvious to adults who



OPERATING INSTRUCTIONS (Generation 4)

**Please read these instructions before
activating Baby Think It Over.**

Terminology

Baby Think It Over® infant simulator, and Baby -
terms for the computerized infant.

Baby Think It Over® Program and Program -
the combination of the three important components that make the Program work:

- Baby and Accessories
- Equipment
- Activities and Assignments

Parenting simulation -
the experience of caring for the infant simulator for a minimum period of 48 hours. An effective parenting simulation should include all three program components listed above.

Parent, Student or Teen -
the person who cares for Baby during the parenting simulation.

Instructor -
the adult supervising the students during the parenting simulation.

Electronics box -
the small computer that fits in the back of Baby Think It Over.

Care key -
the small plastic device worn on the teen's wrist to care for Baby.

Care Session -
caring for Baby by inserting and holding the care key in its back when it cries.

Rough handling event -
an instance of mistreatment of Baby, either deliberate or accidental, including dropping or hitting, that is recorded by the electronics box.

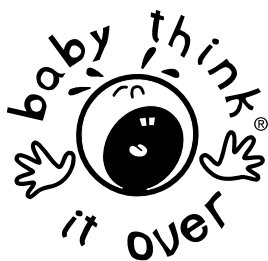
Neglect event -
failure to respond to Baby's crying for one minute or more. Neglect events are recorded by the electronics box.

Head support -
failing to properly support Baby's head, allowing it to fall back. Improper head support is not recorded by the Generation 4 electronics box. When the upgraded Generation 5 is available, it will monitor head support events.

Initial Inspection Unpack Shipping Cartons

- Contents should include:
- infant simulator(s), dressed in t-shirt and cloth diaper
 - plastic care keys
 - birth certificates
 - metal keys (inside the battery compartment of each electronics box)
 - wristbands
 - two-part video:
Part I. Some Decisions Last a Lifetime
Part II. Operating Instructions
 - Instructor Handbook
 - Student Handbook(s)
 - Operating Instructions

Note: The number of items may vary depending on type of package ordered.



Never lay the infant simulator on newsprint, printed paper, or new unwashed fabric, such as new blue jeans or new sweatshirts. The vinyl skin will soak up the ink or dye, and it is difficult or impossible to remove.

Remove Electronics Box

Grasp the ribbon at the top of the box and use it to pull the box loose from the hook and loop fasteners. Remove the electronics box from the back of the infant simulator.

Remove Metal Keys

Remove the electronics box lid (opposite from speaker) by sliding it toward the end with the metal lock. Do not pry or pull up on the lid. Remove the metal keys.

Battery Care

Type

- Alkaline

Average Life

- Alkaline - 12 days
- Temperament will also affect how long batteries last. A Baby set to cranky will deplete batteries faster than one set to easy.

Don't Mix

- Old batteries with new batteries
- Strong batteries with weak ones
- Alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries

Testing & Recharging

Low battery power will cause Baby to function erratically. You may want to use a battery tester before issuing Baby each time. Do not attempt to recharge non-rechargeable batteries.

Storage

Never store the batteries in Baby when not in use. Battery leakage can damage or destroy the electronics box. This damage is not covered by warranty. Don't let the battery terminals (ends) touch. Wrapping a rubber band around bundles of four AA batteries works well for organizing and storing them. Store in a cool, dry place.

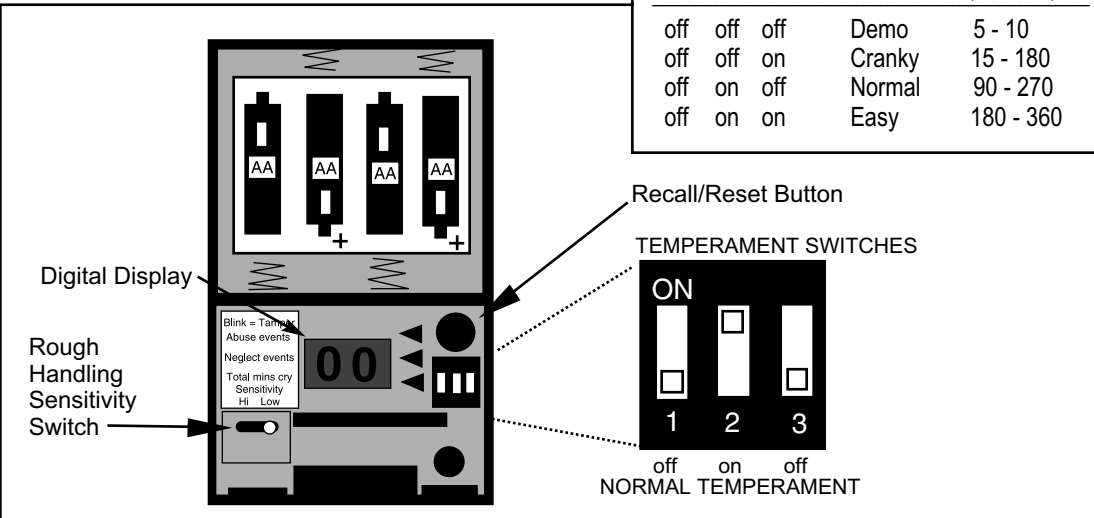
Other Care

Dispose of batteries properly. Check with local authorities for proper disposal in your area.

Battery Suggestions

Local merchants may choose to donate batteries as a low cost way to support the program. Fire departments, police departments, and other emergency services may be using equipment that requires daily or frequent replacement of batteries in their equipment. Batteries removed are usually barely used and can often be used for at least 3-4 days for the infant simulator. You may want to test removed batteries for remaining battery life.

Switch Settings			Mode	Sleep Time (Minutes)
1	2	3		
off	off	off	Demo	5 - 10
off	off	on	Cranky	15 - 180
off	on	off	Normal	90 - 270
off	on	on	Easy	180 - 360



The diagram shows the back of the electronics box. At the top is a battery compartment with four AA battery slots. Below it is a digital display showing '00'. To the left of the display is a 'Rough Handling Sensitivity Switch' with a slider. To the right of the display are three 'TEMPERAMENT SWITCHES' labeled 1, 2, and 3. Below these switches is a 'Recall/Reset Button'. A legend indicates that 'Blink = Training', 'Abuse events', and 'Neglect events' are shown on the display. The display also shows 'Total mins cry' and 'Sensitivity Hi Low'.



Activating Baby

A summary of the following instructions is also located on the inside of the electronics box lid and on the Quick Reference card.

1. Install Batteries

Install four AA batteries as shown in the diagram on page 5.

2. Select Baby Temperament

Baby Think It Over will go through a repeating cycle of sleeping, crying, and needing the care key. Set the crying range by selecting one of the temperament switch settings in the chart on page 5. For example, to set on normal mode, set the first temperament switch to the off position, the second to on, and the third to off. Use a paper clip, screwdriver, or care key to reposition the switches. When set on normal mode, Baby will cry for care every 90 to 270 minutes. As a rule, the longer Baby sleeps, the longer it will need the care key.

To demonstrate Baby's capabilities to your class or others, use demo mode. Baby will cry for care every 5 to 10 minutes and the care sessions will be much shorter.

3. Select Sensitivity

Select high or low sensitivity to rough handling using the **rough handling sensitivity switch** shown in the diagram on page 5. A high setting makes Baby more sensitive to rough treatment, such as hitting or dropping, while the low setting gives Baby less sensitivity. You can experiment with both settings by striking Baby's back with your hand to see how easily crying occurs. Select the setting you feel is most realistic.

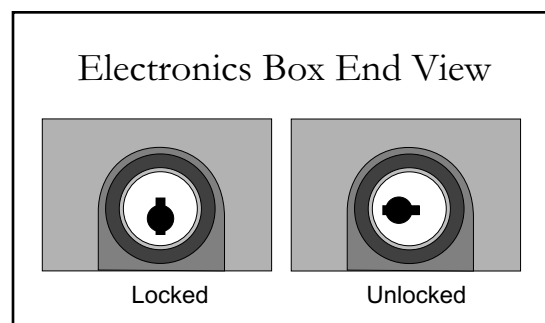
4. Reset the Memory

Hold the recall/reset button until all three triangles light simultaneously. Failure to hold the button long enough means the electronics box will not accept the new temperament setting. If Baby was last used on demo mode

in a classroom, it will be in demo mode each time it is activated unless the recall/reset button is held long enough to reset the memory.

5. Lock the Electronics Box

Replace the lid and lock it to prevent tampering by the student. The electronics box should now cry if positioned incorrectly.



6. Put the Electronics Box Back in Baby

This must be done within five minutes after inserting the batteries, or the electronics box will shut down (see page 8). Hold the electronics box with the speaker facing out and the metal lock toward Baby's feet. Push the electronics box inside the plastic tray until the surface of the box is flush with the surface of the tray. Baby may cry during this procedure. Turn Baby onto its back. Crying should stop within three seconds (unless it is handled too roughly, in which case 30 seconds will elapse before it is quiet).

7. Test Crying Response

Baby will cry within three seconds when placed on its stomach, upside down, or on its left side. Practice handling Baby to familiarize yourself with the positions it prefers. If it cries continuously for more than one minute, a neglect event will be recorded. If Baby is quiet, it may be considered asleep or content, and may be handled as long as proper positioning is maintained.



Operating Baby

Baby will cry for four reasons:

1. It is in the **wrong position**.
2. It needs the **care key**.
3. The care key is inserted when it **wants to be left alone**.
4. **Rough handling** occurred.

1. Wrong Position

Baby likes to be on its back, right side, or upright. Putting Baby on its stomach, on its left side, or upside down will make it cry after a few seconds. It will continue to cry until it is held in a proper position. If left crying for longer than one minute, the computer will record one neglect event and add the number of minutes Baby cried to the total accumulated crying time. Crying which lasts less than one minute will not be recorded.

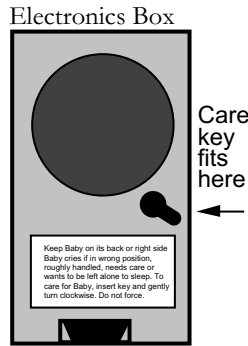
2. Caring for Baby

Baby always begins in the sleep part of its cycle. Baby will indicate entering the care session of its cycle by crying, even though it's correctly positioned.



To Care for Baby:

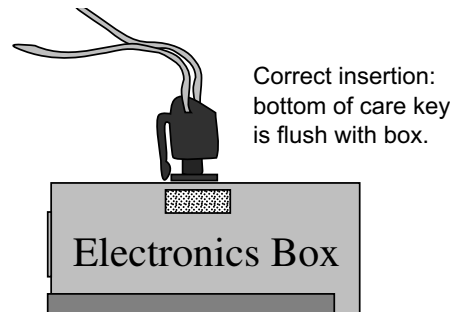
1. Hold Baby in your arms in a normal feeding position.



2. Insert the care key into the hole in the electronics box. (See diagram.)

Push down on it until the bottom of the care key cylinder is flush with the

electronics box surface. (See diagram.)



3. Gently turn the care key clockwise until you feel resistance (about 30 degrees).

4. Wait up to 3 seconds for Baby to stop crying.

5. Hold the care key in this turned position until Baby cries again (up to 30 minutes).

6. Remove the care key.

Instruct teens to **gently** turn the care key and wait up to three seconds for Baby to quit crying. If too much force is applied, the care key will break, preventing damage to the electronics box.

The Baby Think It Over[®] Program Operating Instructions



Driving Safety

Students who operate a vehicle during the parenting simulation are at increased risk of becoming involved in an accident because of sleep deprivation and the distraction of Baby's sudden crying. Alternate transportation arrangements should be made for over-tired students. Students should not use the care key and drive at the same time.

3. Wants To Be Left Alone

At the end of a care session, Baby will cry, indicating that it no longer needs care. Baby will also cry if you insert the care key when it doesn't need it. In either case, remove the care key and the crying will stop.

If the crying continues after removing the care key, it probably means that the care key slipped out of place before the care session was over. Re-insert the key and continue holding it in place until the care session is over.

4. Rough Handling

If Baby is handled too roughly, such as dropping or hitting it, it will cry for 30 seconds and cannot be quieted. The rough handling will be recorded as an abuse event.



Insuring Proper Participation

Wristbands & Care Keys

Tamper-resistant wristbands are used to insure that only the assigned teen will care for Baby. If the student cuts off the wristband during the assignment, you can detect the tampering. The teen may shower or bathe while wearing the care key and wristband, but should dry off the care key before inserting it in the electronics box. Attach the wristband and care key to the student by putting one end of the wristband through the loop of the care key elastic cord. Secure the wristband around the teen's wrist. The wristband should be loose enough for comfort, but snug enough not to slide over the hand. Clip the care key to the wristband or wrap the care key cord around the student's wrist to prevent the care key from dangling.

Care Key Safety

Serious injury may result if the care key or elastic cord become tangled in power tools or other machinery.

The student must not wear the care key while operating machinery. Never allow the care key to dangle from the wrist.

Automatic Shutdown

If the electronics box is removed from Baby for more than five minutes, the electronics box will shut down. Even if the student later puts the electronics box back in Baby, it will not reactivate. The data recorded until the time the electronics box was removed can still be displayed.

When you press the recall/reset button to view the data, **blinking numbers** on the digital display indicate that shutdown occurred.

Do not confuse this with the **blinking triangles** evident during regular data retrieval.

The automatic shutdown feature provides a “safety valve” for an angry, frustrated teen who may otherwise damage Baby. Knowing that removing the electronics box will quiet Baby within five minutes may remove the temptation to be destructive.

An automatic shutdown will also occur if the electronics box is installed upside down in Baby. Place the box in Baby’s back with the speaker facing out and the metal lock toward Baby’s feet.

Retrieving Data

A digital display allows you to evaluate the student’s care of Baby. When you **momentarily** press the recall/reset button inside the electronics box, three numbers will appear in succession on the digital display. Do not hold the button down for more than a moment or you will reset the memory and lose monitoring data.

- The first number, which is displayed with the **green** triangle, indicates the number of times Baby was handled roughly. The display shows them as *abuse events*, but it is better to refer to them as rough handling events with the student. The term *abuse* implies willful mistreatment, and you cannot tell whether the rough handling was deliberate or accidental.
- The second number, which is displayed with the **yellow** triangle, is the number of times Baby’s crying was neglected for longer than one minute. This includes crying because of improper positioning, as well as crying for the care key. These are *neglect events*.
- The third number, which is displayed with the **red** triangle, shows the total minutes of neglect. This includes only whole minutes of crying and the first minute is not included. For instance, a crying period of five minutes and forty-eight seconds would register as one neglect and four minutes of crying time. The first minute is not included and the fraction of a minute is not included. If the display shows three neglects and eight minutes, the actual time cried was at

least eleven minutes. One minute must be added for each neglect event.

- If the numbers blink while being displayed, this indicates that the electronics box was removed from Baby’s back for more than five minutes, and an automatic shutdown occurred. The blinking numbers reflect Baby’s memory up to the time of shutdown.

The maximum number that can be displayed for any of the three readouts is 99. When 99 is exceeded, the readout stays at 99.

Maintenance & Repair

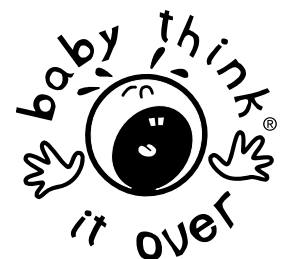
Never immerse Baby in water, even after removing the electronics box. Baby wipes work best for simulating a bath.

Never place Baby on newsprint or on new, unwashed clothing. The inks and dyes can stain the vinyl. If the vinyl becomes discolored after multiple uses, remove the electronics box and give the body a good scrubbing with a washcloth and a mild cleaning solution. You can also smear the body with petroleum jelly, place it in a warm, sunny area for several hours, and wipe it off with a damp cloth. Some brands of acne cleansing pads, hair spray, or nail polish remover may help remove tough stains, but these can also remove dye from Baby’s face and hair.

After cleaning, use baby oil to prevent the vinyl from cracking. Every six months, place a drop of baby oil (NOT a petroleum-based oil) in each body joint to prevent the vinyl from drying out. This will also allow the joints to rotate more easily and will help prevent tearing caused by dry joints.

Replacement wristbands, birth certificates, care keys, metal keys, rechargeable batteries, battery rechargers, and other supplies are available from Realityworks. Call 1-800-830-1416 for information on cost and availability.

The Baby Think It Over® Program Operating Instructions



Baby has a one-year warranty. If you experience any problems or have questions about your infant simulator, please call 1-800-830-1416 weekdays between 8 a.m. and 5 p.m., Central Time.

Repairs needed because of improper use or deliberate vandalism are not covered by this warranty. However, repair service is available for a reasonable charge.

TROUBLESHOOTING GUIDE

I just unpacked my order. I can't open the electronics box and it's rattling. Is the box broken?

No. The rattle is caused by the metal keys to your electronics box. Simply slide the lid toward the lock, then lift and remove the keys.

I have an older version. Is it possible to swap boxes between generations?

Generation 4 and Generation 5 electronics boxes will be interchangeable. Older models are not. The Generation 4 and Generation 5 electronics boxes are tan. Older generations are black.

The plastic care key I received looks different than the one I received with another Generation 4. Do I have the wrong version care key?

No. We have improved the design. In the past, students had a tendency to use too much force with the care key, and many boxes were returned to us for repair. The new care key is designed to break when excessive force is used, preventing damage to the electronics box.

I think that I have a defective electronics box. Every time I replace the batteries or turn the box on, the numbers flash on the readout: 00, 11, 22, and so on.

If the temperament switches are all set to On, your electronics box is set to the diagnostics mode. Change the switch settings and press the recall/reset button until all triangles light simultaneously to clear the diagnostics routine from memory.

Do batteries need to be charged before the first use? How do I know if the batteries in the electronics box are running low?

Always test the charge of your batteries before the first use. Replace if needed. Different types of batteries have different life-spans. For specific information on batteries, see page 5.

I installed the batteries and tested the crying. Everything seemed to be working but now it won't do anything at all. What's wrong?

The electronics box is programmed to shut down after being removed from the simulator's back for more than five minutes. If you don't put the electronics box in Baby within five minutes of activating, the box will also shut down. Open the electronics box, then press and hold the recall/reset button until all three triangles light simultaneously.

I installed the electronics box and it cried for a few minutes, but now it won't respond. Is it broken?

You probably installed the box upside down, triggering an automatic shutdown.

I hit the recall/reset button, but the numbers didn't clear.

You need to press and hold it until all three triangles light simultaneously.

