Ready–or–Not Tot®
Standard

Ready-or-Not Tot® Parenting Simulators

Having a baby and being a parent is a wonderful thing. But there are a lot of things your students should consider before they are ready to become parents. How would having a baby now affect their short- and long-term goals? How does becoming a teen parent alter opportunities for furthering their education and fulfilling their career dreams? What does it cost to care for a child during the first year? For 18 years? A parenting simulation raises all these questions and more.

No matter what the educational philosophy of your program is, Nasco Ready-or-Not Tot Parenting Simulators will be a big help. These hands-on tools help teens experience the frustration and appreciate the patience required when caring for an infant. Whatever your budget, we offer a full range of simulators to help bring your program to life. Choose from four different ethnicities and four different models: Basic, Standard, Intermediate, and Enhanced/Drug-Affected. All models except for Basic provide programmed tending events that are unpredictable to students but easy for teachers to monitor.

NOTE: The Ready-or-Not Tot® is an educational tool and not a toy. It is intended for use by children over 12 years of age.

Standard Ready-or-Not Tot®

Parenting is <u>forever</u>, and it can happen whether you're <u>ready or not</u>!

Why Do Educators Love Nasco Ready-or-Not Tots?

- Offer three different tending programs typical of most babies to simulate normal baby-tending needs along with fussy periods.
- Cry, coo, and burp in response to appropriate care.
- Provide programmed tending events that are unpredictable to the student, but easy for the teacher to monitor, unlike other simulators.
- Programs are 48 hours long and run continuously.
- Include a "demo" option.
- Demand students' attention for periods of 5–30 minutes for each tending occurrence. There are 25–27 tending occurrences within each 48-hour time frame (7 total hours of care).

- Provide teacher with complete control of the childcare experience.
- Include a "panic" key for quieting difficulties without discontinuing the entire simulation.
- Alert teacher to a student's abuse, panic, or tampering with the control box.
- Anatomically correct, newborn-size simulator represents the average baby born to a teen mom — 5 lbs. 8 oz. and 20" long.
- Available in four ethnicities.

INTRODUCTION

Parenting requires a great deal of time and energy. The demands of caring for a baby keep a parent on duty 24 hours a day, seven days a week. Though the responsibilities of parenting are great, there are many rewards as well. Ready-or-Not Tot is the first interactive parenting simulator to simulate both the negative and positive aspects of caring for a baby. It is important that you thoroughly understand this instruction book before presenting Ready-or-Not Tot to your students. We recommend that you take the simulator through a full program to become familiar with the unit and how it operates.

Ready-or-Not Tot Component Parts

- 1   Simulator with diaper
- 1   Control box
- 1   Teacher key set (6 keys on ring, includes keys for Programs A, B, and C; Demo; Reset; and Self-Test)
- 1   Student key set (5 keys on ring, includes keys for Attention, Diaper Change, Feed, Burp, and Panic)
- 3   Master templates for Programs A, B, and C (for correcting Baby Care Tracking Sheets)
- 1   Instruction manual
- 1   9V battery

With Ready-or-Not Tot® Students Will Learn:

- Babies cry for different reasons and it can be frustrating trying to determine what type of care the baby needs.
- It is difficult to get a full night's sleep when there is a newborn around.
- Parents aren't free to go wherever they want, whenever they want, unless they can take the baby with them. Babysitting or day care is an option, but it can be expensive.
- Babies are cute and fun to play with. When treated properly, the coo of a baby will melt a parent's heart.
- Day or night, a baby's needs come before all else. Feeding, diapering, holding, and loving are all vital tasks.
- Babies add financial stress, even in the first year.

Your Ready-or-Not Tot simulator offers a variety of features to simulate the many aspects of caring for an infant. The simulator is perfect for child development, babysitting, and teen pregnancy prevention classes. It is also a good tool for giving parents-to-be a glimpse of how life will change when their baby arrives. This can better help them prepare for these changes. The Ready-or-Not Tot simulation allows an appropriate time to teach child abuse and what to do when a parent or caregiver feels they are losing control.

FEATURES

✔ **Cries for Various Reasons**

Ready-or-Not Tot is programmed to cry when it is hungry, needs burping, needs a diaper change, wants attention, has been roughly handled in some way (dropped), or is positioned incorrectly. In order to quiet the simulator, students must first determine why it is crying. Students never know when the simulator will need them next.

✔ **Positive and Negative Feedback**

This parenting simulator doesn't just cry — it also coos pleasantly or burps to indicate when the student is providing the proper care.

✔ **Three Different Programs, Plus a Demo Option**

The teacher selects one of three different 48-hour programs when assigning the simulator to a student. Each program includes a realistic number of times that the baby must be fed, burped, diapered, or given attention. Programs will repeat until the teacher resets the program. The demo option provides an accelerated demonstration of all the simulator's features to teach the correct way to care for the simulator.

✔ **Realistic Infant Size and Weight**

The simulator weighs 5 lbs. 8 oz. and is 20" long.

✔ **Teacher Monitoring of Student Performance**

Students complete a Baby Care Tracking Sheet while caring for the simulator. At the end of the parenting simulation, the teacher can easily compare each student's recorded times and the care given with the Teacher Correction Template for the program being used. It's easy to tell at a glance whether or not the care was provided and recorded correctly.

✔ **Abuse Indicator**

If the simulator is roughly handled or dropped, it will start to cry immediately. This is not a programmed activity and will only happen if the simulator is abused. **The simulator will cry for one minute.** No key will stop the crying during this time. After the minute is up, the simulator can be quieted by inserting the attention key. When the simulator is abused, the abuse indicator light will start to flash. This light cannot be stopped by the student. The light can only be turned off by using the teacher reset key or removing the control box. The program will continue normally for the remainder of the parenting session.

✔ **Panic Key**

If the student cannot determine why the simulator is crying, this feature allows them to end the current care session without altering the remainder of the program or causing undue stress on the student. A tamper indicator light will flash and alert the teacher that the student has either panicked or tampered with the control box.

✔ **Tamper Indicator**

A tamper indicator light blinks if the control box has been tampered with in any way (See Figure 1) or if the student cannot figure out how to quiet the baby and uses the panic key. The light blinks until reset by the teacher, regardless of whether or not the control box has been removed from the simulator. The unit is designed so that the tamper light will come on when the electronic box is removed from the baby **OR** the battery voltage (power) drops low enough that the microprocessor on the circuit board resets. Either of these conditions will cause the tamper light to come on. If the battery power is low, the battery voltage can go low enough to cause the tamper light to come on and then (if the baby isn't crying) the battery will recover to a high enough voltage that the low battery LED doesn't come on for awhile. This masks the fact that the tamper light is on due to the battery being drained.

Figure 1

✔ **Self-Test Key for Teacher**

Allows the teacher to test the control box and make sure it is functioning properly.

✔ **Low-Battery Indicator**

The simulator has a low-battery indicator light to let the instructor know when the battery should be replaced. This reduces the possibility of the battery going bad during a training session. When the battery is getting low, the low-battery indicator light will come on and stay on until the battery is replaced. Normally, if the low-battery indicator light comes on during a 48-hour training session, there will be enough battery life left to complete the session.

✔ **Position Sensor**

The control box has a position sensor that monitors how the simulator is held or placed. If the simulator is held or placed incorrectly, it will cry until corrected. When the simulator is sleeping, it must be on its back or it will start to cry. When it is being held, it must be in an upright position or on its back or it will cry.

To allow for normal handling, the position sensor on the simulator features a 10-second delay. This means it will not start to cry until it has been incorrectly positioned for 10 seconds. The position sensor automatically disengages during feeding, burping, diaper change, and attention sessions to allow more freedom in handling.

✔ **Security**

The simulator has several built-in features to stop students from tampering with the control box or trying to bypass the proper procedures. If the **control box is removed** from the simulator for any reason, **the program will be completely terminated** and the tamper indicator light will start to flash. This light can only be reset by the instructor using the teacher reset key.

If the **battery is removed** from the control box, **the program will be completely terminated** and the tamper indicator light will start to flash. Again, this light can only be reset by the instructor using the teacher reset key.

To make sure the students are actually completing the assigned program, the instructor has students fill out the Baby Care Tracking Sheet, detailing what events took place and when they occurred. The instructor then uses the teacher correction template to easily check the completed Baby Care Tracking Sheet against the known program. There are no computer glitches or complicated reports to interpret.

TEACHER INFORMATION

Demo Option

There is a demo program for giving an accelerated demonstration of all the simulator's features. This program is very helpful to show the student what they will encounter and how to use the proper keys to respond to various events. In demo mode, the unit changes events every minute. It progresses from "Feed" to "Burp" to "Diaper Change" to "Attention," and repeats. The abuse and position sensors are active in demo mode. **NOTE:** During each event in the demo program, the keys must be inserted in the same sequence as the regular programs.

Self-Test Key

The simulator has the ability to perform self-diagnostics on itself to make sure everything is working correctly. **The control box must be in the simulator in order for the control box to function.** The self-test is performed by inserting the self-test key into the control box. If all tests are OK, the simulator will say "Self-Test OK." If the simulator does not respond, there is a problem. Contact your Ready-or-Not Tot® distributor.

Teacher Reset Key

When inserted, this key resets the control box to a neutral position, which turns the unit off. The teacher reset key should be inserted whenever the simulator is returned from a simulation and is not going to be immediately reprogrammed. This will extend the life of the battery.

Teacher Correction Template

Align the edge of the Teacher Correction Template (above) along the bottom of the time line on the Baby Care Tracking Sheet (p. 15), matching the beginning of the template for Day 1 with the beginning of the Baby Care Tracking Sheet for Day 1. Student responses should be relatively close to the markings on the template. Move the template to Day 2 to correct the second 24-hour period. The program repeats itself after 48 hours, so the template for Day 1 is used to correct Day 3, etc.

Teacher Tips

Always use a fresh or fully charged battery in the Ready-or-Not Tot before sending it home with a student. We recommend that a new, high-quality alkaline battery is used every time a simulator is sent out. The battery life is dependent on how long the baby cries during each session. If a student puts the baby in another room and doesn't hear it cry for a period of time, the strength of the battery is depleted, thus potentially ending the session or causing the tamper light to come on. The overall success depends on the student's attentiveness during the session.

<u>IMPORTANT NOTE</u>**: Please be aware there is a magnet in the body of the simulator, and there is a chance it could cause interference with a pacemaker or implanted electronic device.**

STUDENT INFORMATION

Diaper Change

1. At specific times, the simulator will cry to indicate a diaper change is needed.
2. The simulator will continue to cry until the student inserts the diaper change key. If the student inserts any other key, the simulator will continue to cry. Hold the key in for 1–2 seconds.
3. Upon insertion of the diaper change key, the simulator will stop crying and make a cooing sound to indicate that the correct action has been taken.

*(The diaper change period lasts about five minutes. Ten seconds before the end of this period, the simulator will coo. **The diaper change key must be reinserted to end this session.** If the key is not reinserted, the simulator will cry until it is. As with all the programmed events, the simulator will coo when the correct key is inserted.)*

Feed

1. At specific times, the simulator will cry to indicate that it needs to be fed.
2. The simulator will continue to cry until the student inserts the feed key. If the student inserts any other key, the simulator will continue to cry. Hold the key in for 1–2 seconds.
3. Upon insertion of the feed key, the simulator will stop crying and make a cooing sound to indicate that the correct action has been taken.

(The feeding period lasts about 20 minutes.)

Burp

1. Ten seconds before the end of the feeding period, the simulator will coo and then needs to be burped.
2. If the burp key is inserted within that 10-second period, the simulator will coo and begin the burping period. If the burp key is not inserted within 10 seconds, the simulator will cry until the burp key is inserted.

*(The burping period lasts about 10 minutes. Ten seconds before the end of this session, the simulator will burp. **The burp key must be reinserted to end this session.** If the key is not reinserted, the simulator will cry until it is. As with all the programmed events, the simulator will coo when the correct key is inserted.)*

Attention

1. At specific times, the simulator will cry to indicate that it is unhappy and needs attention.
2. The simulator will continue to cry until the student inserts the attention key. If the student inserts any other key, the simulator will continue to cry. Hold key in for 1–2 seconds.
3. Upon insertion of the attention key, the simulator will stop crying and make a cooing sound to indicate that the correct action has been taken.

*(The attention period lasts about 15 minutes. Students do not know this duration in advance. At 10 seconds before the end of this period, the simulator will coo. **The attention key must be reinserted to end this session.** If the key is not reinserted, the simulator will cry until it is. As with all the programmed events, the simulator will coo when the correct key is inserted.)*

Panic

If for some reason the student cannot figure out how to quiet the simulator and panics, there is a panic key that can be inserted to quiet the simulator and terminate the present programmed event (Figure 2). When the panic key is inserted, the tamper indicator light will start to flash. Only the teacher reset key can stop this light from flashing. The panic key will only terminate the present session (feed, diaper change, attention). For the next programmed event, the simulator will function normally, but the tamper indicator light will continue to flash until reset by the instructor. This is a good time to discuss child abuse and parental frustration.

Figure 2

OPERATING INSTRUCTIONS

Suggestion: When using the simulator during the school day, be sure to inform other faculty members about Ready-or-Not Tot® before assigning it to students. The crying and cooing can be disruptive to other classes. Other faculty members will be more cooperative if they are aware of the reasons for this educational activity, as well as the simulator's operations. These faculty members can be important allies to the success of this activity.
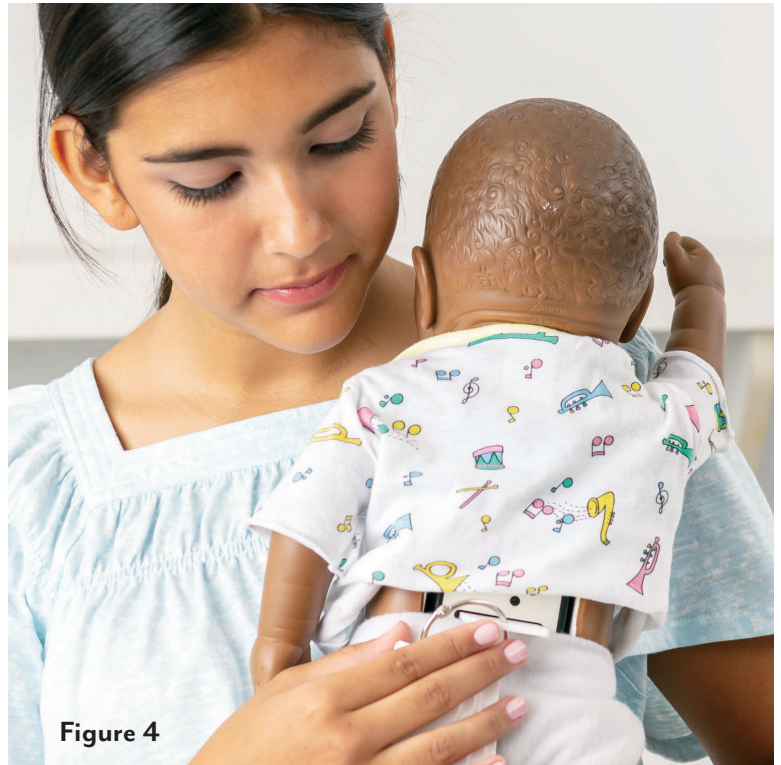

Figure 3

Figure 4

Ready-or-Not Tot Programs

A program consists of three types of events: diaper change, feeding and burping, and attention. There are three regular program options in the Standard version: A, B, and C. Each program is 48 hours long and consists of approximately 24 different events. Each of the programs has fixed times at which events occur. These times are known to the instructor (see Programs and Teacher Correction Template), but not the student, so the instructor can compare the completed Baby Care Tracking Sheet to actual events. Each program will continue to repeat if training sessions of longer than 48 hours are utilized. A fourth program, demo mode, gives an accelerated demonstration of the simulator's features. Programs are selected by the instructor inserting one of the four program keys into the control box (Figure 3). **NOTE: The control box must be in the simulator in order for it to function.**

NOTE: To insert the key, hold it straight and push in (Figure 4). **Do not** jiggle it back and forth. When inserted, even the correct key must be held in place for **one to two seconds** before the simulator responds. A cooing sound is given off any time a correct key is inserted during the program. This not only lets the student or instructor know that the key is inserted correctly, but it also gives positive feedback that the proper action has been taken.

When the simulator is in any of these four program modes, it will start crying for the following reasons:
• Needs a diaper change   • Abuse (dropped)
• Needs to be fed or burped   • Wants attention
• Incorrect position (must be placed on back)

If the student does not respond to the simulator, it will continue to cry until the battery dies.

Battery Installation

The control box is powered by one 9V alkaline battery. **Be careful when replacing the battery to avoid damage to the battery connectors.** To insert the battery, remove the control box from the simulator by pulling on the black ribbon extending out of the back of the box. With the control box removed, find the battery compartment door located on the back of the control box. With your thumb, press down and up to remove door. Install the battery, making sure that the battery replacement ribbon is placed into the compartment. Replace the battery door and reinsert the control box into the simulator. When placing the control box in the simulator, be sure that the ribbon tab is at the head end and is extending out of the simulator. This will allow for easy removal in the future. After installing a new battery, you will see that the tamper/panic indicator light is flashing. When the control box is reinserted into the simulator, insert the teacher reset key into the slot at the bottom of the control box to stop the light and reset the unit. We recommend removing the battery for storage. **The control box must be in the simulator in order for the control box to function.**

Before Giving the Ready-or-Not Tot® to a Student

1. Insert a fresh or fully charged battery in the control box and install the box in the simulator. **NOTE:** Even rechargeable batteries lose their ability to hold a charge after awhile. **It is strongly recommended that a high-quality alkaline battery (or a fully charged battery if using a rechargeable battery) is placed in the unit at the beginning of <u>every</u> session.** The battery life is dependent on how long the baby cries during each session. This depends on the student's attentiveness during the session. If a student puts the baby in another room and doesn't hear it cry for a period of time, the strength of the battery is depleted, thus potentially ending the session or causing the tamper light to come on.
2. Insert the self-test or demo key to make sure the control box recognizes key insertion.
3. Insert any program key. After baby coos, place the baby on its stomach. The baby should cry within 10 seconds. This will ensure that the abuse feature is responding.
4. If all of these functions work, the control box is functioning properly.

Parental Consent Form/Permission Slip

This reproducible form (p. 13) ensures that both parents and students understand they are financially responsible for any damage due to abusive handling or for the loss of the simulator while it is in their possession.

Baby Care Tracking Sheet

The reproducible Baby Care Tracking Sheet (p. 15) is designed to allow students to keep track of the type of care required by the simulator, and when the care was given. The sheet allows enough space for a simulation of up to three days in length. If a simulation is longer, a second Baby Care Tracking Sheet will be needed. Students will need to have a watch with them at all times in order to correctly complete the response sheet.

Each time line on the Baby Care Tracking Sheet represents a 24-hour period. Each vertical line is one hour. Insert the program key at the top of the hour (8:00, 9:00, 10:00, etc.) and have the student identify that time at the beginning of their Baby Care Tracking Sheet. Then, go through the rest of the time line and enter times in sequence, so it will be easier when the student is providing care later.

When the simulator cries, the students should mark the time and type of care needed on the corresponding line of the time line. This is done after they have quieted the simulator. Write "A" above the mark if the simulator required attention, "B" for burp, "D" for diaper change, or "F" for feeding. Students **do not** record the time when they have finished the tending cycle. Only the time at the beginning of a cycle, when the simulator cries, is recorded.

If you want to have students address how they felt at different times during the session, use the Care Log on p. 17.

Babysitting/Day Care

Just as in real parenting, occasionally a student may not be able to care for the simulator for a portion of the assigned time. Babysitting is a very realistic option within this simulation. However, in choosing a babysitter, the student needs to make sure that the babysitter is responsible for providing the correct care and recording it on the Baby Care Tracking Sheet. This allows you to teach how a parent must choose a responsible childcare provider when they choose babysitting or day-care services. If the student has utilized a babysitter for part of the simulation, have them note on the time line the length of time that the babysitter was used. If the student tabulates the cost of the babysitting services as well, a more realistic picture of parenting is achieved.

Cleaning the Simulator

Ready-or-Not Tot® is made of vinyl, which can be absorbent. It should not be set on printed materials of any kind (newspapers, magazines, etc.), as the inks can permanently stain the simulator.

To keep the simulator as clean as possible, it is recommended that it remain dressed at all times. Newborn-size baby clothes and diapers will fit the simulator. You can find appropriate clothing and specialized diapers for Ready-or-Not Tot at nascoeducation.com.

To clean most smudges, wash with a damp, soapy washcloth and rinse. DO NOT IMMERSE THE SIMULATOR IN WATER! When cleaning the simulator, be careful not to expose the control box to water. Always remove the control box from the simulator before cleaning. For stubborn stains, Nasco Cleaner is recommended (search LF09919 on nascoeducation.com).

PROGRAM A

Time	Time from last event	Event	Duration in minutes
0:00	0 minutes	Reset	0
0:20	20 minutes	Diaper Change (1)	5
3:55	215 minutes	Feed (1)	30
5:48	108 minutes	Attention (1)	15
6:22	34 minutes	Diaper Change (2)	5
8:46	144 minutes	Feed (2)	30
9:58	72 minutes	Diaper Change (3)	5
12:49	171 minutes	Feed (3)	30
13:40	51 minutes	Attention (2)	15
17:55	255 minutes	Feed (4)	30
18:42	47 minutes	Diaper Change (4)	5
22:30	228 minutes	Feed (5)	30
24:52	142 minutes	Diaper Change (5)	5
26:35	95 minutes	Attention (3)	15
27:49	74 minutes	Diaper Change (6)	5
29:32	103 minutes	Feed (6)	30
31:20	76 minutes	Diaper Change (7)	5
32:12	52 minutes	Feed (7)	30
36:50	278 minutes	Diaper Change (8)	5
37:23	33 minutes	Feed (8)	30
39:10	107 minutes	Attention (4)	15
41:19	129 minutes	Diaper Change (9)	5
43:56	157 minutes	Feed (9)	30
46:21	145 minutes	Diaper Change (10)	5
47:42	81 minutes	Feed (10)	30

TOTAL MINUTES: 410
TOTAL TENDING HOURS: 6.83

PROGRAM B

Time	Time from last event	Event	Duration in minutes
0:00	0 minutes	Reset	0
2:25	145 minutes	Feed (1)	30
3:18	53 minutes	Diaper Change (1)	5
4:50	92 minutes	Feed (2)	30
5:37	47 minutes	Diaper Change (2)	5
7:10	93 minutes	Diaper Change (3)	5
8:55	105 minutes	Attention (1)	15
10:48	113 minutes	Feed (3)	30
14:00	192 minutes	Feed (4)	30
14:56	56 minutes	Diaper Change (4)	5
16:42	106 minutes	Attention (2)	15
18:10	88 minutes	Feed (5)	30
18:58	48 minutes	Diaper Change (5)	5
22:40	222 minutes	Attention (3)	15
23:50	70 minutes	Attention (4)	15
26:48	168 minutes	Feed (6)	30
27:54	76 minutes	Diaper Change (6)	5
29:42	108 minutes	Feed (7)	30
34:30	288 minutes	Diaper Change (7)	5
37:12	162 minutes	Feed (8)	30
39:50	158 minutes	Feed (9)	30
40:56	66 minutes	Diaper Change (8)	5
44:20	204 minutes	Feed (10)	30
46:25	125 minutes	Diaper Change (9)	5
47:50	85 minutes	Attention (5)	15

TOTAL MINUTES: 420
TOTAL TENDING HOURS: 7.00

PROGRAM C

Time	Time from last event	Event	Duration in minutes
0:00	0 minutes	Reset	0
0:50	50 minutes	Diaper Change (1)	5
1:25	35 minutes	Feed (1)	30
2:40	75 minutes	Diaper Change (2)	5
4:40	120 minutes	Feed (2)	30
5:27	47 minutes	Attention (1)	15
8:38	191 minutes	Diaper Change (3)	5
9:55	77 minutes	Feed (3)	30
11:37	102 minutes	Diaper Change (4)	5
14:55	198 minutes	Attention (2)	15
15:50	55 minutes	Feed (4)	30
17:10	80 minutes	Diaper Change (5)	5
20:50	220 minutes	Feed (5)	30
22:19	89 minutes	Attention (3)	15
23:52	93 minutes	Diaper Change (6)	5
24:58	66 minutes	Diaper Change (7)	5
27:39	161 minutes	Feed (6)	30
28:29	50 minutes	Diaper Change (8)	5
30:59	150 minutes	Attention (4)	15
33:05	126 minutes	Feed (7)	30
34:02	57 minutes	Diaper Change (9)	5
37:10	188 minutes	Feed (8)	30
39:02	112 minutes	Diaper Change (10)	5
41:12	130 minutes	Attention (5)	15
42:27	75 minutes	Feed (9)	30
45:27	180 minutes	Diaper Change (11)	5
47:57	150 minutes	Feed (10)	30

TOTAL MINUTES: 430
TOTAL TENDING HOURS: 7.16

Ready-or-Not Tot® Parental Consent Form

Dear Parent(s)/Guardian(s):

In order to provide students with a realistic idea of the demands of parenting, your child, _____, will be participating in a parenting simulation project as part of our _____ class. This project involves caring for a lifelike electronic parenting simulator for a period of _____ day(s). The simulator cries, coos, burps, and needs its diaper changed periodically throughout the day and night. Your child will be responsible for providing proper care as if this were a real baby. The simulator should be with them at all times except in emergency situations when a reliable babysitter can be utilized.

In order for this to be a positive learning experience for your child, we ask your support in helping to monitor student participation while they are at home. Your insistence that they alone care for their simulator will help to impress upon them the tremendous demands that a baby places on a parent's time, energy, and social life.

The Ready-or-Not Tot is an educational tool and not a toy. It is intended for use by children over 12 years of age.

We are fortunate to have been able to purchase these interactive parenting simulators. With proper care, they should last many years. Your child will be responsible for any damage that occurs as a result of abusive handling or for the loss of the simulator.

<u>IMPORTANT NOTE</u>: Please be aware there is a magnet in the body of the simulator, and there is a chance it could cause interference with a pacemaker or implanted electronic device.

Thank you for your support during this valuable parenting simulation project. Please sign the permission slip below and have your child return it to their teacher by ____/____/____. Please contact _____ by phone _____-_____-_____ or email _____ if you have any questions or concerns.

✂ -

Ready-or-Not Tot® Permission Slip

I give my child, _____, permission to participate in the interactive parenting simulation using the Ready-or-Not Tot. I understand that my child is financially responsible for any damage due to abusive handling or for the loss of the educational simulator. I am also aware there is a magnet in the body of the simulator, and there is a chance it could cause interference with a pacemaker or implanted electronic device.

_____   _____

Parent/guardian signature   Date

_____

Please print name above

Baby Care Tracking Sheet

Name _____

DAY 1

HOUR 1 _____

DAY 2

HOUR 1 _____

DAY 3

HOUR 1 _____

Your Ready-or-Not Tot baby requires tending and will cry for three different reasons: to be fed and burped, to have a diaper changed, or to receive attention. When your baby cries, choose a care key and insert it into the control box.

On the chart above, write the time and

- "A" for attention
- "B" for burp
- "D" for diaper change
- "F" for feed

next to the time that corresponds with the time you began giving care. Each line equals one hour. Do not mark the chart at the end of the tending cycle.

INSTRUCTIONS FOR RESPONDING TO READY-OR-NOT TOT®

- **Attention Key** – "Coo" signals correct key. Reinsert attention key when you hear the simulator coo again at the end of the attention period.

- **Diaper Change Key** – "Coo" signals correct key. Reinsert diaper change key when you hear the simulator coo again at the end of the diapering period.

- **Feed Key** – "Coo" signals correct key. Insert burp key when you hear the simulator coo again at the end of the feeding period.

- **Burp Key** – "Coo" signals correct key. This key will only be used in conjunction with the feed key and is inserted twice. Insert burp key when you hear the simulator coo at the end of the feeding period. Reinsert burp key when the simulator burps at the end of the burping period.

- **Panic Key** – Use **only** if your simulator's crying cannot be stopped. *Use as a last resort only!* Your simulator's panic light will remain on for the remainder of your session.

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Ready-or-Not Tot® Care Log

Name _____   Teacher _____

Class _____   Date _____   Page _____

A = attention   **B** = burp   **D** = diaper change   **F** = feed

Start Time	End Time	Care	What was I doing?	How was I feeling at the time?
2:30 p.m.	2:37 p.m.	F	Taking a math test.	I needed to concentrate on the test.
6:30 p.m.	6:50 p.m.	D	Just finished dinner.	I got out of dishes, the baby coos, it's fun.
12:15 a.m.	12:40 a.m.	F	Sleeping.	Frustrated. I need to sleep. Be quiet baby.

Other Comments:

Ready-or-Not Tot® Troubleshooting Guide

Problem	Possible Solutions
The control box won't do anything. It won't work.	• Is the box in the simulator? It will not operate if it is not in the simulator. • Is the box upside down? The Ready-or-Not Tot label must face out with the strap handle end toward the head. • Is the battery firmly in place? • Try inserting a new battery. • Does the self-test key work after inserting a new battery? If not, then the box does need to be returned.
The keys don't work. I can't get it to stop crying.	• Insert key in straight and push hard until it is in all the way. Hold the key for 2–3 seconds. • Do not jiggle the key or insert it crooked. • Is it on its stomach? Turn it on its back.
It won't stop crying after the one minute for abuse.	• Is it in the demo program? This mode doesn't work well for demonstrating abuse. In the demo program, the tending times happen every 1–2 minutes. If the simulator is abused, the one-minute cry will go into the next tending session and, consequently, the simulator will not respond to the attention key to stop the abuse. It instead needs the key for the next tending session. • Did you wait one minute? The attention key needs to be inserted after the simulator has cried for one minute.
The simulator is getting very dirty.	• Wash with dish soap and warm water. • Nasco Cleaner (LF09919) is also recommended for cleaning the Ready-or-Not Tot. • Once clean, put clothing on the simulator to prevent the skin from getting dirty.
The simulator doesn't cry when put on its stomach.	• Did you wait 10 seconds? • Is a program set up? If the simulator is shut off (the reset key was used), it will not cry for any reason. A program must be set.
Instead of a "coo," the simulator said "Self-Test OK" when I inserted the program or the reset key.	• Hold the key in straight and don't jiggle it back and forth. Jiggling may allow it to catch another sensor and cause this type of reaction.

Nasco Standard Ready-or-Not Tot®

WA18306	White Male
WA18307	White Female
WA19646	Black Male
WA19647	Black Female
WA18308	Brown Male
WA18309	Brown Female
WA19015	Asian Male
WA19016	Asian Female