MegaTimer

Instruction Manual

MegaTimer

3:29

Student Selector
- Stop Watch
- Random
- Count Down

Start • Stop

Team Selector
- Time Date
- Alarm
- Temp

8 Teacher Tools in 1!

Student Selector — Time and Date

Team Selector — Alarm

Count Down — Temperature

Stop Watch — Random

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Table of Contents

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Welcome

Congratulations on the purchase of your MegaTimer by Kagan. This manual will help you use your MegaTimer quickly and effectively.

About Your MegaTimer

Use the Student Selector to randomly select a student to share. Press the Team Selector to pick a team to present. Use the Count Down timer to display how much time remains for students to complete their projects. Use the Stop Watch to challenge the class how long it takes to clean up. Need dice, a spinner, or random numbers for math? Just press the Random button. Set the Alarm to remind the class when it's time for a brain break. Press Temperature to check if the temperature is optimal for learning. And when you're not using the many features, it defaults to a giant Time and Date clock. Hang it up,

- 8 Teacher Tools in 1
- Jumbo, Easy-to-See Display
- Simple to Program and Use
- Stands on Desk or Hangs on Wall
- Brilliant Blue Backlight
- Batteries or Plug

carry it around, or place it on your desk with the retractable stand. Nowhere else will you find so many teacher tools packed into one digital timer. It's big. It's powerful. It's the MegaTimer!

Brief Overview

The 8 Teacher Tools

The MegaTimer has 8 different modes. Each mode may be used or entered by pressing the corresponding blue button. For operation of each mode, please refer to the corresponding section of this manual.

Student Selector (p.8)
Selects one student from the class or one student on each team.

Team Selector (p.9)
Selects one team in the class.

Time and Date (p.10)
Displays the time and date.

Alarm (p.11)
Triggers an alarm for a set time.

Count Down (p.12)
Counts down from a set time to 00:00 and triggers an alarm.

Stop Watch (p.14)
Counts up from 00:00 to time events.

Random (p.15)
Randomly selects a number from the set pool.

Temperature (p.16)
Displays the temperature in Fahrenheit or Celsius.

Main Features

Reset (back)

Top Display

Hang Hole (back)

Speaker

Main Display

FRI   6/23   **MegaTimer**
Kagan

12:37 PM

Battery Door (back)

Stand (side)

Mode Buttons

Student Selector
Stop Watch | Random | Count Down

Start • Stop

Team Selector
My Data | Alarm | Temp

Mode Buttons

Start/ Stop Button

Up Arrow

Down Arrow
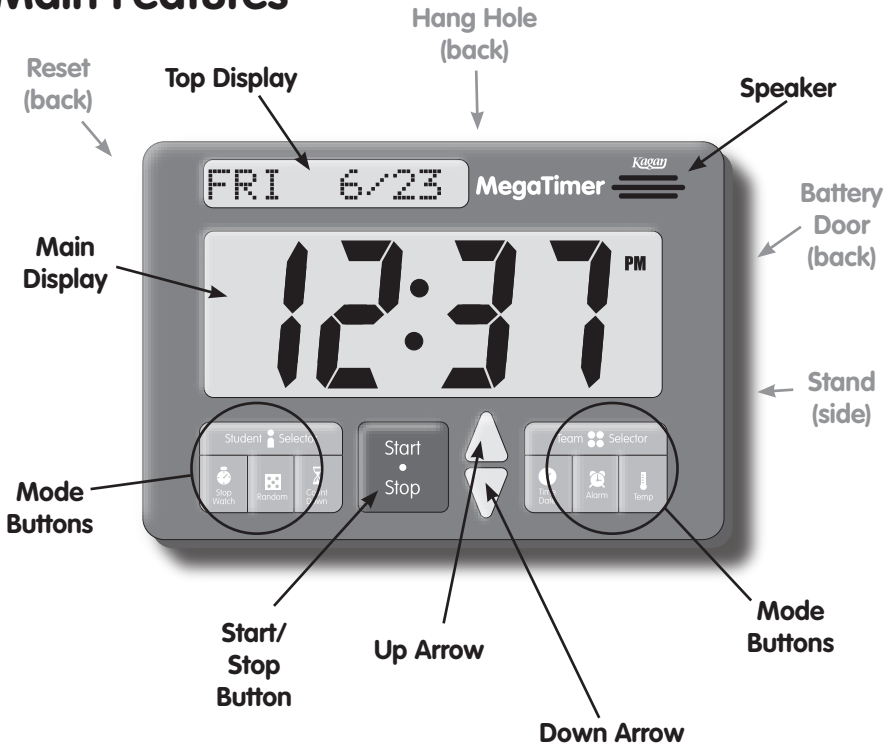
Side Controls

Volume Dial
Adjusts volume of alarms and sounds from high to off.

Backlight Switch
The MegaTimer comes with a brilliant blue backlight to use in dimly lit conditions or when the lights are off.
• On – Turns backlight on.
• Off – Turns backlight off.
Power adapter recommended for extended backlight use.

Display Switch
The LCD display may be turned off to conserve batteries while retaining settings.
• On – Turns displays on.
• Off – Turns displays off.

HI
OFF

ON
OFF

ON
OFF

DC
9V
400mA

⏻ Powering Up

You may use 6 AA batteries or a power adapter to power up your MegaTimer. Please refer to the Batteries or Power Adapter section for proper use.

Batteries

Battery operation requires 6 AA batteries.

■ **To Insert Batteries**
1. Press up on the tab of the battery door to remove the battery door.
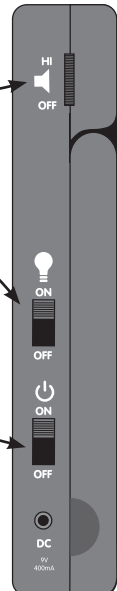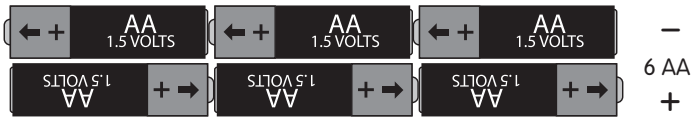2. Insert 6 AA batteries, 3 per row. Be careful to match the + and – ends of the batteries to the + and – indicated on the back of the MegaTimer (see diagram below).
3. Replace the battery door.

Battery Installation Diagram

← + AA 1.5 VOLTS	← + AA 1.5 VOLTS	← + AA 1.5 VOLTS	**–**
AA 1.5 VOLTS + →	AA 1.5 VOLTS + →	AA 1.5 VOLTS + →	6 AA **+**

Battery Saving Tips

- **Turn off the display when not in use.**
- **Backlight is not recommended for battery use; use a power adapter when using the backlight.**
- **Use a power adapter instead of batteries unless mobile use is required.**

Important Battery Information

- **Batteries should be installed and removed by an adult only.**
- **Do not dispose of batteries in fire. Batteries may explode or leak.**
- **Install batteries with the correct polarity (+ and –).**
- **Do not mix batteries (old and new; alkaline, standard, rechargeable; type).**
- **Do not attempt to recharge nonrechargeable batteries.**
- **To avoid leakage, remove batteries if not using for a long period.**
- **Replace the batteries at first sign of incorrect operation.**

Power Adapter

Power adapter operation requires DC 9V, 400MA power adapter, and 3.5mm tip (not included).

■ **To Use a Power Adapter**
    1. Plug the power adapter into an electrical outlet.
    2. Plug the power adapter tip into the DC input on the bottom right side of the MegaTimer (see diagram below).

Power Adapter Diagram

Input 110V plug

Output DC 9V, 400MA, 3.5mm tip
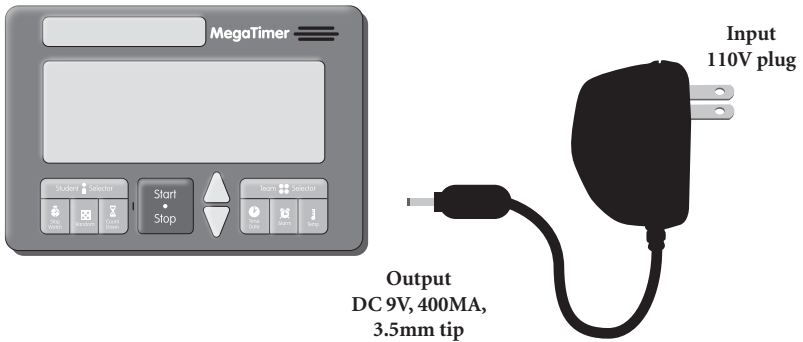
Important Power Adapter Information

- **Danger of electric shock.**
- **Power adapter should be plugged in and removed by an adult only.**
- **Use only the power adapter available from Kagan Publishing, (800) 933-2667, www.KaganOnline.com, or equivalent.**
- **Using an incorrect or defective power adapter may damage your MegaTimer.**
- **Unplug the adapter from the MegaTimer prior to unplugging the adapter from the wall.**
- **Regularly examine the power adapter for damage to the cord and/or plug.**
- **Do not attempt to use or repair a damaged power adapter.**
- **Discard a damaged power adapter immediately.**

Student Selector

The Student Selector randomly selects a student number from a set pool—up to a maximum of 99 students. Each repeated use randomly selects a new, unused student number to avoid repeated selections of the same student. After all student numbers have been selected, all student numbers become available again.

■ **To Use the Student Selector**
Press the Student Selector button. The selector randomly selects a number from the last set pool. Each press of the Student Selector button selects a new, unused number from within the set pool until all numbers have been selected.
(Note: For random instead of no-repeat random selection, use Random.)

■ **To Set the Student Selector**
1. Hold down the Student Selector button until the top display prompts, "SET S POOL."
2. Use the Up and Down arrows to set the new student pool.
3. Press Student Selector again to accept the new student pool.
(Tip: In the set state, hold down the Start/Stop button to clear the student pool to 2.)

■ **To Pick One Student in the Class**
Assign each student a number, starting with 1. Set the Student Selector pool to the number of students in the class. For example, if there are 30 students, set the student pool to 30. The Student Selector will pick a student number from 1 to 30.

■ **To Pick One Student on Each Team**
Assign each teammate a number starting with 1. Set the Student Selector pool to the number of students per team. For example, if there are 4 students on each team, set the student pool to 4. The Student Selector will pick a student number from 1 to 4.

Pick One Student in the Class to…
• Perform publicly for class: answer, share opinion, read, go first, perform task, etc.
• Perform class job
• Receive special recognition

Pick One Student on each Team to…
• Perform publicly for team: answer, share opinion, read, go first, perform task, etc.
• Perform a team role (Quiet Captain, Recorder, Materials Monitor)
• Make the team's decision
• Share the team's answer
• Lead the team

Team Selector

The Team Selector randomly selects a team number from a set pool—up to a maximum of 99 teams. Each repeated use randomly selects a new, unused team number to avoid repeated selections of the same team. After all team numbers have been selected, all team numbers become available again upon the next use.
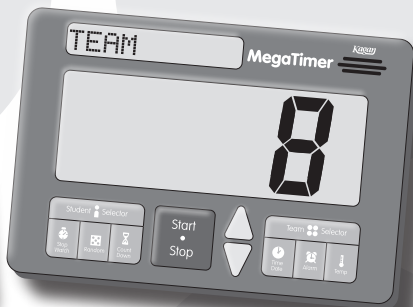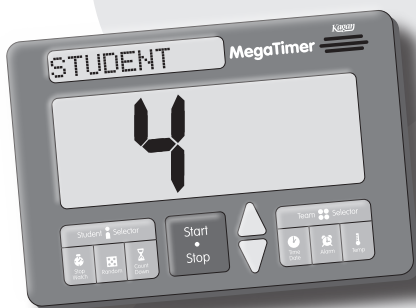
■ To Use the Team Selector

Press the Team Selector button. The selector randomly selects a team number from the last set pool. Each press of the Team Selector button selects a new, unused team number from within the set pool until all team numbers have been selected.

(Note: For random instead of no-repeat random selection, use Random.)

■ To Set the Team Selector

1. Hold down the Team Selector button until the top display prompts, "SET T POOL."
2. Use the Up and Down arrows to set the new team pool.
3. Press Team Selector again to accept the new team pool.

(Tip: In the set state, hold down the Start/Stop button to clear the team pool to 2.)

Pick One Team in the Class to…
• Share team's answer
• Summarize team's ideas
• Share team's list
• Present team's project
• Perform a task
• Go first

■ To Use the Student and Team Selectors Together

Press the Student Selector first. Have one student on each team with the selected number stand up. Press the Team Selector next. The standing student on that team is selected.

Time and Date

The Time and Date mode displays the time of the day, the day, and the date. The Time and Date mode is the default mode. Other modes will return to the Time and Date mode when not in use.

■ To View the Time and Date
Press the Time/Date button.

■ To Set the Time and Date
1. Hold down the Time/Date button until the top display prompts, "SET HOUR."
2. Use the Up and Down arrows to set the hour.
3. Each press of the Time/Date button accesses the next field to set in the following sequence:
   - – Minutes, "SET MIN"
   - – Year, "SET YEAR"
   - – Month (blinks in top display)
   - – Day (blinks in top display)
   - – Stops blinking/sets
4. When the desired field is blinking, use the Up and Down arrows to set the field.

(Tip: To accept the set time without cycling through each field, press any other mode button.)

(Tip: In the set state, hold down the Start/Stop button to clear the time to 12:00 AM.)

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Alarm

The Alarm mode allows the user to set a time for an alarm to sound.

■ **To View the Alarm**
Press the Alarm button.

■ **To Set the Alarm**
1. Hold down the Alarm button until the top display prompts, "SET HOUR."
2. Use the Up and Down arrows to set the hour.
3. Press the Alarm button. The top display prompts, "SET MIN."
4. Use the Up and Down arrows to set the minutes.
5. Press the Alarm button to accept the set alarm.
(Tip: In the set state, hold down the Start/Stop button to clear the alarm to 12:00 AM.)

■ **To Toggle Alarm On/Off**
In the Alarm mode, press the Alarm button again. The alarm icon toggles on and off and the top display alternates between "ALARM ON" and "ALARM OFF."

(Note: When the alarm is on, the alarm icon remains present in other modes.)

■ **To Turn Off a Beeping Alarm**
Once the alarm is beeping, it may be turned off by pressing the Stop button. This returns the MegaTimer to the Time/Date mode.
(Note: The alarm will turn off automatically after 30 seconds.)

Count Down

The Count Down timer counts down from a preset time or from a set time to 00:00 and triggers an alarm. The display shows Minutes : Seconds with a maximum of 99 minutes : 59 seconds.

■ **To View the Count Down Timer**
Press the Count Down button. The last set countdown time is displayed.

■ **To Use Preset Count Down Times**
1. In the Count Down mode, press the Count Down button. Each press cycles through preset times in the following sequence:
   – 00:10 *(10 seconds)*
   – 00:30 *(30 seconds)*
   – 01:00 *(1 minute)*
   – 02:00 *(2 minutes)*
   – 04:00 *(4 minutes)*
   – 10:00 *(10 minutes)*
   – 15:00 *(15 minutes)*
   – 30:00 *(30 minutes)*
   – 45:00 *(45 minutes)*
   – 60:00 *(1 hour)*
2. Press the Start button to count down from the selected preset time.

■ **To Set the Count Down Timer**
1. Hold down the Count Down button until the top display prompts, "SET MIN."
2. Use the Up and Down arrows to set the minutes.
3. Press the Count Down button. The top display prompts, "SET SEC."
4. Use the Up and Down arrows to set the seconds.
5. Press Start to begin countdown or press the Count Down button to display the set countdown.
(Tip: If your desired countdown time is close to a preset, go to the preset time first to speed up setting your countdown time.)
(Tip: Hold down the Start/Stop button to clear Count Down to 00:01.)

■ **To Turn Off a Beeping Alarm**
Once the Count Down alarm is beeping, it may be turned off by pressing the Stop button.
(Note: The alarm will turn off automatically after 30 seconds.)

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■ **To Stop and Resume the Count Down Timer**
• Press the Stop button to stop the countdown.
• Press the Start button to resume countdown.

■ **To Reset a Running Count Down Timer**
1. Press the Stop button to stop the countdown.
2. Press the Count Down button to return to the last set time.
3. Press the Start button to begin the countdown.

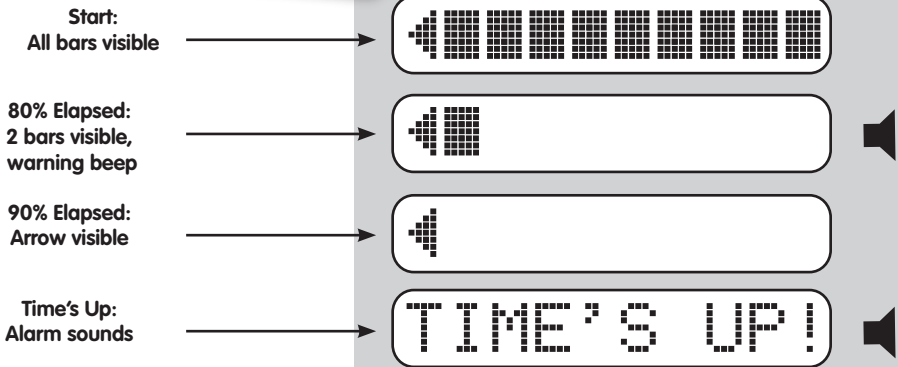■ **To Repeat the Last Completed Countdown**
1. Once the alarm is beeping, press the Stop button to stop the alarm.
2. Press the Start button to restart the countdown from the last set time.

(Note: The Count Down timer does not run in the background. It defaults to the last set countdown time when entering the Count Down timer from any other mode.)

Visual Display and Warning Sound
The top display visually depicts the time remaining. Each bar turns off after an additional 10% of the total time has elapsed. After 80% elapsed time, a warning beep sounds and the last two bars blink slowly. After 90%, the arrow blinks quickly. At 00:00, the alarm sounds and the top display reads, "TIME'S UP!"

Start:
All bars visible

80% Elapsed:
2 bars visible,
warning beep

90% Elapsed:
Arrow visible

Time's Up:
Alarm sounds

Stop Watch

The Stop Watch counts up from 00:00. The display shows Minutes : Seconds up to a maximum of 99 minutes : 59 seconds.

To View the Stop Watch
Press the Stop Watch button, which displays 00:00.

To Start the Stop Watch
Press Start button when Stop Watch displays 00:00.

To Stop and Resume the Stop Watch
• Press Stop button to stop the Stop Watch.
• Press the Start button to resume timing.

To Clear the Stop Watch
1. Press the Stop button to stop the Stop Watch.
2. Press the Stop Watch button again to clear the Stop Watch to 00:00.

To View the Last Stopped Time
While stopped, press the Stop Watch button to toggle between 00:00 and last stopped time. Top display reads, "LAST TIME."
(Note: This operation is deactivated prior to recording a Stop Watch time and while the Stop Watch is running.)

To Resume the Last Stopped Time
While viewing the Last Time, press the Start button.

(Note: The Stop Watch does not run in the background. It resets to 00:00 when entering the Stop Watch from any other mode.)
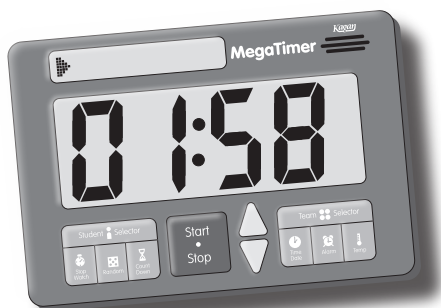
Random

The Random mode randomly selects a number from a set pool—up to a maximum of 9,999.

■ **To Use Random**
Press the Random button. A random number is selected from the last set pool. Each press of the Random button selects a random number.

■ **To Set Random**
1. Hold down the Random button until the top display prompts, "SET R POOL."
2. Use the Up and Down arrows to set the new random pool.
3. Press Random to accept the new random pool.
(Tip: In the set state, hold down the Start/Stop button to clear the random pool to 2.)

Random Ideas

Dice, Coins, Spinners
• Single Die – Set pool to 6.
• Pair of Dice – Set pool to 12.
• Coin Flip – Set pool to 2.
• Spinners – Set pool to the desired number of spinner outcomes.

Random Student and Team Selectors
Use the Random mode for a random, instead of a no-repeat random algorithm for selecting students and teams.
• Student Selector – Set pool to the number of students in the class or on each team.
• Team Selector – Set pool to the number of teams in the class.

**Random Number Generator**
Generate random numbers for math:
– Perform addition, subtraction, multiplication, and division problems
– Record or graph outcomes for probability and statistics
– Practice place value
– Record numbers on number line, plot coordinates on plane
– Review less than, greater than
– Write numbers or word problems
– Build numbers with manipulatives

Temperature

The Temperature mode displays the temperature as Fahrenheit or Celsius. The top display indicates whether the temperature is in Fahrenheit or Celsius.

■ **To View the Temperature**
Press the Temperature button.

■ **To Toggle between Fahrenheit and Celsius**
Press the Temperature button again.

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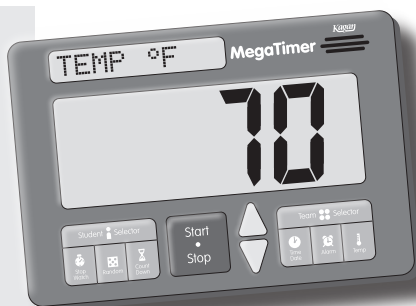
Care Instructions

Cleaning
Clean your MegaTimer with a soft, moist (but not wet) cloth.

Care
To protect your MegaTimer, avoid:
- Submerging in water
- Excessive heat or cold
- Food and drink spillage
- Sharp objects
- Dropping or hitting

Troubleshooting

- **MegaTimer is acting erratically.**
  - Replace batteries.
  - Press the RESET button on the back using a paper clip.

- **Nothing appears on display.**
  - Insert batteries or plug into power adapter.
  - Switch display to "ON."

- **Uses batteries quickly.**
  - Don't use backlight without power adapter.
  - Turn off the display when not in use.

- **Backlight is dim or off.**
  - Use a power adapter.

- **Can't hear sounds or sounds too loud.**
  - Use the volume control dial on the side.
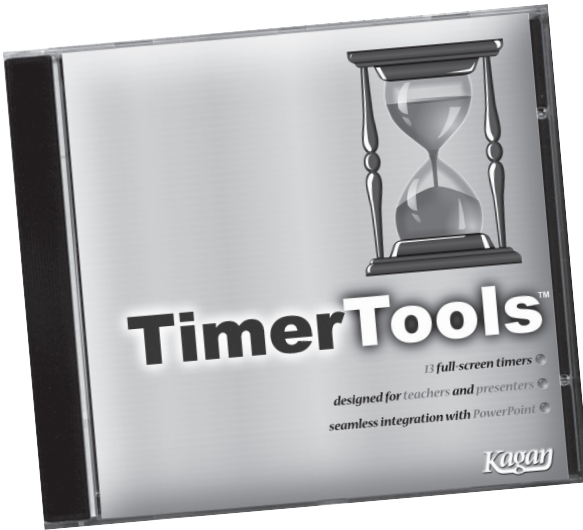
TimerTools Software
Projectable Timers for Teachers and Trainers

Imagine this: You are doing a PowerPoint presentation and with one click, your whole screen turns into a huge hourglass to let your learners know how much time they have left to discuss an issue. Or, your class computer rings a "Time's Up!" alarm letting students know it's time to switch gears. Excitement mounts as your class or workshop participants race against the TimerTools stopwatch, attempting to break their prior record for a challenging task. It's all possible with TimerTools. TimerTools is the Swiss army knife for teachers and presenters: 13 essential tools in one! Whether you are presenting to a small class or a huge audience, TimerTools is your perfect solution for every presentation need: hourglass, analog clock, digital clock, alarm clock, multiple customizable alarms, seconds countdown timer, turn timer, interval timer, digital stopwatch, analog stopwatch, and split timer. Each attractive, scalable, customizable timer tool is super easy to use. Ideal for computer presentations or to turn your whole computer into a suite of powerful timing tools. For PC and Mac.
• Site license available.

SelectorTools Software
Projectable Selectors for Teachers and Trainer

Keep everyone actively involved! Click a button to randomly select a student in the class by name. Spin a spinner to pick which teammate will share the team's answer. Roll a die to pick a student on each team to go first. Press Go and randomly select the next team to present. SelectorTools offers 14 attractive selectors: Color Selector, Color Spinner, Name Selector, Next Team, Number Selector, Partner Picker Spinner, Role Assigner, Role Timer, Roll the Die, Student Selector Spinner, Student & Team Selector Spinners, Team Selector Spinner, Team Sequencer, and Who's Up? This collection of selectors will give you the tools you need to crank-up active engagement. Instead of calling on one student at a time, pick one student in each pair or team to answer or perform. With random selectors, anyone can be picked at any time, so tuning out is not an option. Pump up the interaction in your classroom and keep everyone involved. Selecting students and teams has never been so fun or easy. For PC and Mac.

• Site license available.

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