

goodtimer

the
**CLOCKMAKER'S
CREATION**

By Oliver Higgs and Adam Ashley
Illustrated by Brian Jachens

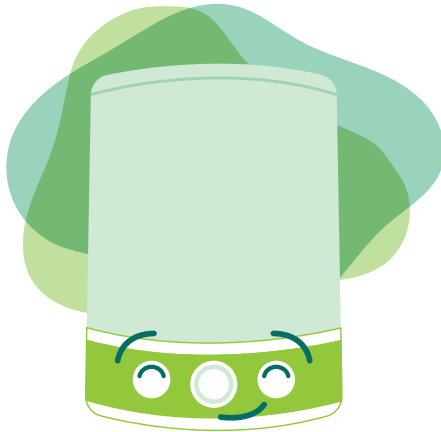


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www.gogoodtimer.com

To Amanda, my storytelling partner.
And to Graham and William—because every story is for you.

O H

For Steph, Thank you for the love, guidance and support
that has made this journey possible.
To my boys, You amaze and inspire me every day.
It's my greatest honor to be your dad.

A A

To my parents, my wife Ashley, and our future children.
I love you all so much.

B J



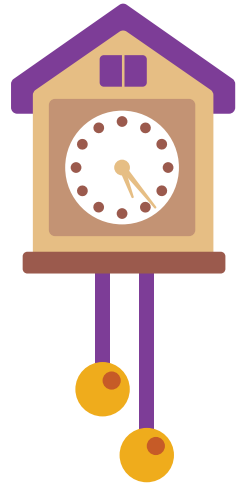


It may be something you have already learned, what it means when the hands of a clock slowly turn.

Telling time helps keep the day clear in your head. When to wake up, get dressed, go to school or to bed.

But have you ever wondered, perhaps speculated: Who makes all the clocks? And how are they created?





How do they build them? How do they know,
where to put all the pieces that make a clock go?

All the gears and springs and the widgets and winders.
The bells and alarms for wake-up reminders.

Clockmaking's more than a skill, it's an art.
It takes an expert to make them, or take them apart.





Today I will tell you about the most famous of clockmaking legends (but not what his name is).

I'll keep that a secret for now—just be patient.
But I *will* start by giving you key information.

This kindly old craftsman stands on his own,
as the greatest of clockmakers anyone's known.





He's designed and assembled clocks of all shapes and sizes.
Some of them plain, some with quirky surprises.

Mechanical, digital, clocks made of glass.
Grandfathers, cuckoos, with wood and with brass.

Small clocks you can carry or sit on a shelf.
Big clocks that you can't even move by yourself.

Clocks with long pendulums, constantly swinging.
Timepieces chiming, with bells loudly ringing.



His clocks are so perfect, superb and sublime.
And, of course, each and every one keeps perfect time.

You might think this clockmaker's always quite cheerful.
That with genius and skill, there's no need to be tearful.

But you're pretty smart, so you probably know:
there are some things you feel deep inside, but don't show.



In his workshop surrounded by clocks big and small,
hearing loud ticks and tocks from the clocks on his wall,

the clockmaker sat at his workbench and sighed.
His eyes filled with tears—and he quietly cried.

He'd spent so many years with his clocks and clocks only,
that alone in his workshop, he mostly felt...*lonely*.



His clocks could not talk, they just tick, dong and clank.
Their hands could not hold him, their faces were blank.

A clock's not a person, he thought with despair.
Then he stopped, his jaw dropped and he jumped from
his chair.

He'd had an idea, a true inspiration.
He could *use* his great skill for a special creation.





He scribbled some plans, did a dance and then smiled.
He could do it, he'd build it: his own clockwork child.

So he flipped the CLOSED sign at the front of the store,
and he picked up his tools from his special tool drawer.

He would make a great clock that was totally new.
It would light up and learn—and communicate, too.





I'll call it Goodtimer, he thought as he measured, thinking of good times they'd soon share together.

For weeks he worked harder than ever before, barely sleeping, ignoring all knocks at the door.





And when he was done, the clockmaker cheered.
He charged up Goodtimer and grinned ear to ear.

But his grin quickly faded, replaced by a frown,
as Goodtimer soon began messing around.



It was clear very quickly that something was missing.
It had a sweet face, but it just didn't listen!

This clock didn't know how to follow the rules,
be polite or contrite, not to play with dad's tools.

Its behavior was spotty, perhaps even naughty.
It frightened the cat with some clockwork karate.





The confounded clockmaker soon understood:
his Goodtimer didn't know *how* to be good!

He tried a timeout, but soon found to his shock,
that timeouts don't work when they're used on a clock.

One thing was clear: the situation was grave.
Someone *had* to teach Goodtimer how to behave!



The poor, tired clockmaker let out a groan.
I don't think I can do it—at least not alone.

I need girls and boys, who can teach my new friend
how to be kind and thoughtful, how not to offend.



How to make good choices and follow the rules.
How to care and to share, both at home and at school.

How to say *thank you*, *you're welcome*, and *please*.
How to say *bless you* when someone has sneezed.



How to play nice with brothers and sisters and friends.
How to put all the toys away when playtime ends.

How to be a good listener, help mom or dad,
and to please use your words, not your hands, when
you're mad.



I know that if it sees kids doing these things,
it'll show them it's learning, with lights and with dings.

The clockmaker thought these things, then wrote them down.
And he sent out this book, and his clock to *your* town.



Can I tell you a secret? I hope you'll forgive me.
That famous clockmaker's no stranger: he *is* me.

The reason I didn't reveal his name,
is that I am that clockmaker—one and the same.



My name is Ernesto, I'm so pleased to meet you!
I built Goodtimer, and now I entreat you.

Now that you know my story, and have heard my confessions,
Will your family help Goodtimer learn some good lessons?

TO TURN ON YOUR GOODTIMER



PRESS

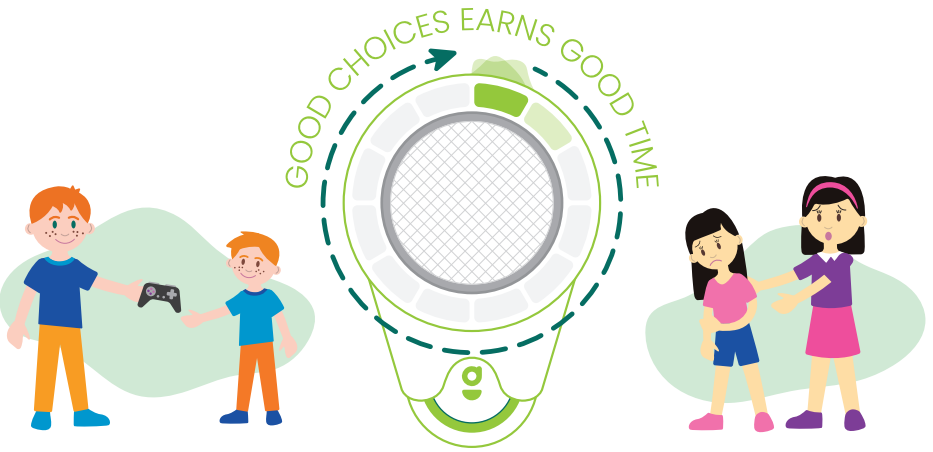


PLACE RIGHT
SIDE UP

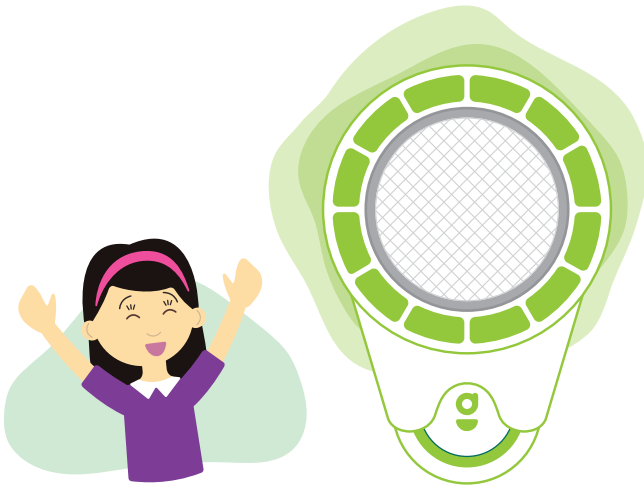
I'm hoping you'll do it, I'm sure that you could.
You've got what it takes to make Goodtimer good.

Under Goodtimer's base there's a button you press.
Turn it right-side-up, it lights up, set for success.

HOW TO EARN GOOD TIME



● ● ● TIME PASSES ● ● ●



More lights turn bright green when you're on the right track.
When it's upright in Good Time, it's getting the knack.


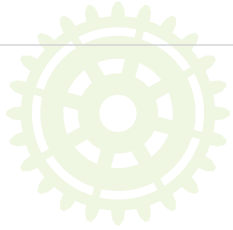



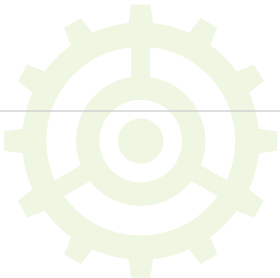

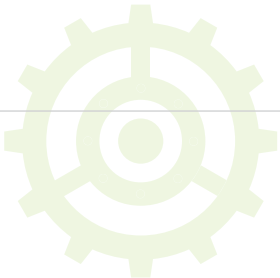



You'll be earning Good Time, that's all that it needs.
You'll set good examples, it'll follow your lead.



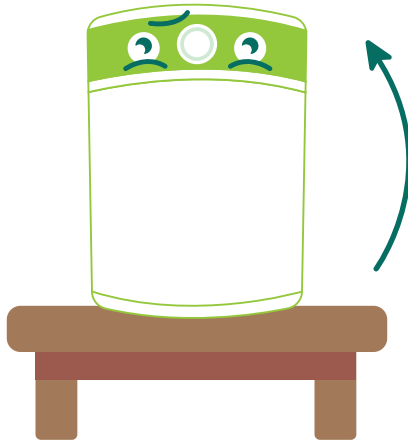
Your family will set some clear rules he can learn, like “Don’t hit your sister” and “Always take turns.”.

With your family's help, write *your* house rules below.
And as long as you follow them, Goodtimer glows.

FAMILY HOUSE RULES

<p>RULE 1) EXAMPLE: BE A FIRST TIME LISTENER.</p>	<p>RULE 2)</p> 
<p>RULE 3)</p> 	<p>RULE 4)</p>   
<p>RULE 5)</p> 	<p>RULE 6)</p> 
<p>RULE 7)</p> 	<p>RULE 8)</p> 
<p>RULE 9)</p> 	<p>RULE 10)</p> 

TO PAUSE GOOD TIME



FLIP GOODTIMER
UPSIDE DOWN

If you make a poor choice or there's trouble you've caused, you flip Goodtimer over—now Good Time is paused.

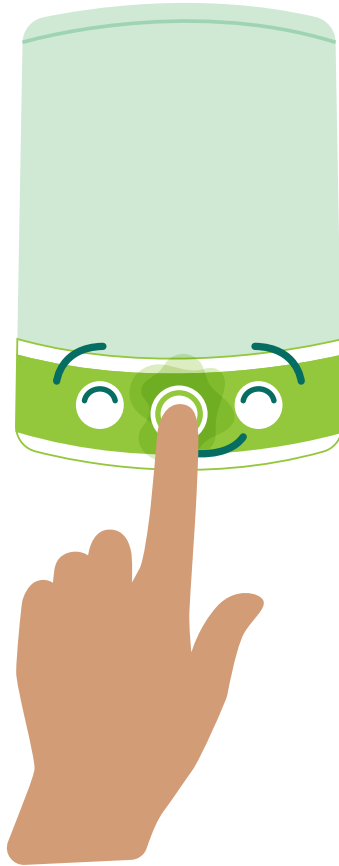
Goodtimer won't like it (and neither will you), but this helps you remember the things you should do.



Once you fix the problem, or you make amends,
then it's time to turn Goodtimer over again.

Keep making good choices, once it's been awoken.
When you've earned enough Good Time, it'll give you a token!

TO RETRIEVE A TOKEN



PRESS
GOOD TIME BUTTON
WHEN GLOWING

When Goodtimer's nose glows, don't be concerned.
Just press it to find out the tokens you've earned.

TO RETRIEVE A TOKEN











2 OR MORE TOKENS ARE TYPICALLY EARNED PER DAY
DEPENDING ON YOUR CHILD'S PERFORMANCE
AND THE DEVICE LEVEL (SEE REFERENCE GUIDE).

Your tokens are special, they celebrate learning.
And you can collect and spend tokens you're earning.

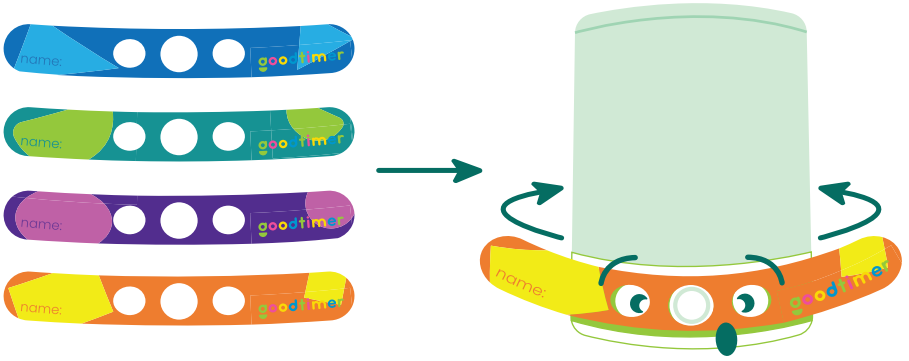
You and your family decide how they're spent,
Perhaps for a small treat or special event.

TOKEN SHEET

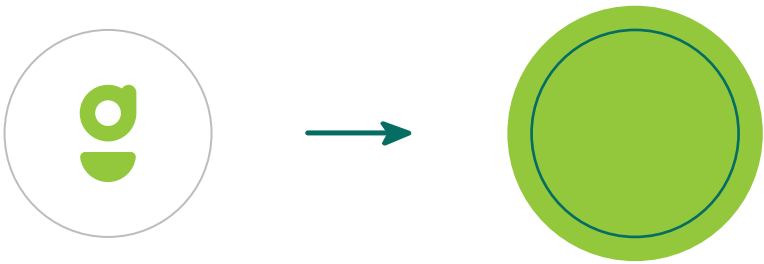
Tip: Print and insert image for children unable to read.

<p><u>3</u> TOKEN(S) FOR: EXAMPLE: ONE HOUR OF SCREEN TIME.</p>	<p>___ TOKEN(S) FOR:</p> 
<p>___ TOKEN(S) FOR:</p> 	<p>___ TOKEN(S) FOR:</p> 
<p>___ TOKEN(S) FOR:</p> 	<p>___ TOKEN(S) FOR:</p> 
<p>___ TOKEN(S) FOR:</p> 	<p>___ TOKEN(S) FOR:</p>
<p>___ TOKEN(S) FOR:</p> 	<p>___ TOKEN(S) FOR:</p> 

GOODTIMER STICKERS



TOKEN STICKERS



I've given you stickers, to help as you go.
You can put them on Goodtimer—make it your own!

You can give it a name—any name that you choose.
Write its name on the sticker, it's all up to you.

TO ADJUST BRIGHTNESS



TOUCH
CONTACT RING

TO ADJUST VOLUME



PRESS
LEFT OR RIGHT
BUTTONS

You can lock it for travel, make its light dim or bright.
Make it loud or stay quiet, by your bedside at night.

There's more reading for grownups in the back of this book,
with links and some info, if they want to look.

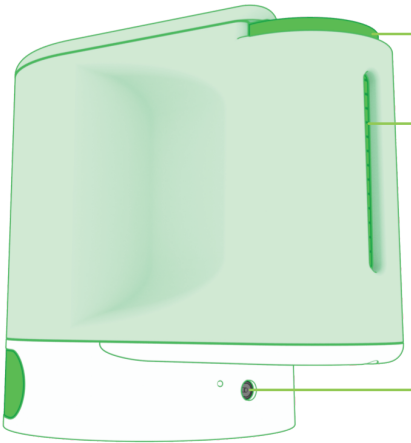


But you? You have everything you need to know. Your Goodtimer friend's here—you're all set to go.

I hope it will help your whole family feel proud, as it learns what's expected and what is allowed.

Good luck and have fun—use your new clock with pride. Because good times are best with a friend by your side.

REFERENCE GUIDE

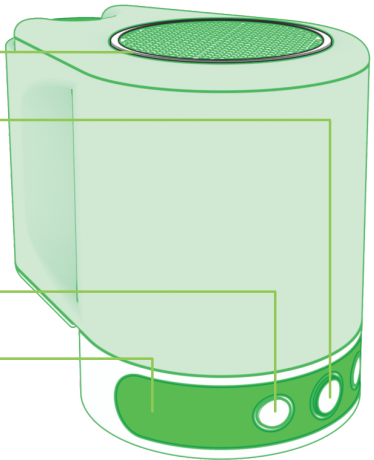


Insert and remove tokens

Tokens remaining

Device is pre-charged.
Battery life: ~50 hours of continuous use on highest brightness setting.

Insert charger when low battery light is red. Light turns green when charging and off when fully charged.



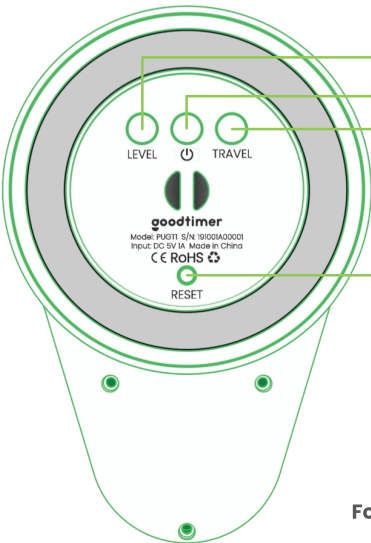
Touch contact ring to change brightness

When glowing, press to redeem token(s)

3 hrs of Good Time required to earn 1 token on level 1;
12 hrs on level 10

Press left/right buttons to decrease/increase volume

Apply sticker here



Press to change difficulty setting

Press and hold to turn on/off

Short press to activate/deactivate travel mode. When in travel model, long press contact ring to activate and deactivate Good Time.

Press and hold to reset device to factory settings

goodtimer



Goodtimer is an interactive new device from Plus Up that encourages young children to form good habits using positive reinforcement. Developed in collaboration with leading parenting experts, Goodtimer helps both kids and adults set, practice and reinforce family rules and promote patterns of good behavior.

The Clockmaker's Creation tells the story of how Goodtimer came to be—and why this very special little clock needs your help to learn how to behave! It's the book that families read together. In these pages, you'll read about Ernesto, the clockmaking genius who created Goodtimer, and about the fun that kids and their Goodtimer can have as they learn and grow together.