Pipo is a collection of educational games in CD-ROM which capture very quickly the child interest due to its presentation and creativity in the treatment of the contents and different themes.

With these programmes different scholastic areas are developed and the necessary learning abilities of the child education.

They have been created and co-ordinated by professionals in Child Psychology and include the additional help of dedicated teachers and specialists in each educational area. Clear, easy and very stimulating, their aim is to allow the child to develop alone, learning games and favouring the stimulation of a series of activities in the child development, such as intuition, reasoning and creativity.

Even though the child perceives the games as simply games, and enjoys resolving them, from the point of view of a teacher, each one of them responds to a detailed plan of reaching objectives.

The majority cover a wide range of ages from fifteen months to two years, and from eight to ten years, even up to twelve year of age. In conjunction with their age and knowledge, each child can advance according to their own personal rhythm of learning. Because of its characteristics it has had a tremendous result especially in children with learning difficulties and special educational needs.
Play with Pipo in the city is designer for children from 3 to 7 years old, nevertheless this product can be enjoyed by groups of other age, depending on the necessities and capacities of the player.

The principal areas and abilities worked are: language, mathematics, writing, reading, vocabulary and visual memory.

The programme is developed on the day to day environment of a small child in the city, this makes it ideal for learning, as the situations are based on close familiar surrounding such as: the zoo, the street, the circus, the funfair, the supermarket, fruits and vegetables, aquatic animals and verbs.

They are very stimulating games which capture very quickly the child interest, even though the lessons presented are of a future evolution, they can always manipulate them and slowly progress memorising the contents and lessons learned.

The duration of each game varies according to the function of the child rhythm of learning and motivation. There are no time limits and the games can be interrupted and shut down at any given time.

The concept of Pipo was created so as the child can interact with the computer as if it were a toy, with the objective of learning and having fun at the same time. It is important that they explore, investigate and discover the options of the game allowing a greater interest, motivation and output in their learning.

The games count the hits and misses: the points are important as they serve as an incentive to motivate the child to continue playing, making them try harder to improve their learning, but you must keep in mind that they are not significant in themselves.

For the very small up to four years old it is recommended for them to play in their own maternal language or at least until they become familiar with the game. It is especially useful for children who are learning a second language.

According to preference and necessities of the child, you can use capital, low-case or interlinked letters, these can be changed at any given time by pressing the button ‘letter’. You can also configure this access on screen by pressing the “options button”.

On pressing the green question mark button a help line appears. If you want to see a general help for the product, press on ‘General Help’.

The ‘Trackball’ mouse makes learning easier.

When possible it is recommended to play making use of the mouse. You should keep in mind the following recommendations only if the child is very small or has any kind of movement difficulties:

- On the market there exits the mouse called ‘trackball’, which make learning easier due to its easy use, although the majority of children from three years upwards are capable of learning how to use any kind of mouse.
- Play with Pipo in the city, allows control by using the keyboard:
  - Using the **tabulator** and **cursor keys** the child can move between the objects of the scenes and the games.
  - The '**enter**' key and the **space bar** serve to press on the selected objects

This option allows the very young who are not yet able to use the mouse or those who have special learning difficulties due to mobility problems to play easily on equal terms.

For the very small it is suggested they play sitting on the lap of an adult, this will help them to familiarise themselves with which keys need to be pressed to play with Pipo.

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### TO START

From the screen where Pipo is presented, we can access the games by pressing on the button 'play', or go to the screen options.

You can choose to play with your nickname or with the name that appears in the register.

**Help**: Gives a brief rundown of the functions of the game, from here you can access the general helpline where you can consult some useful guidelines for parents and teachers.

**Options**: A general visit to all the contents and configurations of the game (see page 4, section Options).

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### PIPO’S CITY

Once you have clicked on "Play" the first screen of the game will appear: a view of Pipo's city. From here you can go to the different games and activities.

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### THE SCENES

In total there are eight scenes: the zoo, the street, the circus, the funfair, the supermarket, fruits and vegetables, aquatic animals and the park (verbs). In each one the child can explore and press on the objects, Pipo will show them how to pronounce and write. The children will feel the need to imitate Pipo, which helps make them improve their speech.

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**JAR OF COOKIES**

Here you can see the cookies you have won.

**THE WHALE**

When you have cookies, go to see the whale (see page 10).

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**THE FUNFAIR**

When you have cookies, go to see the whale (see page 10).
In the scenes Pipo will show you a lot of words, how to pronounce and write them.

Type of letter Button to change upper case, lower case and joined-up writing.

On the interior bar of each scene, you can see the icons for the games together with a jar of cookies, in which the numbers of cookies obtained and those which can be obtained are shown in that particular game.

As the player begins to obtain cookies the jar begins to colour itself in, this means it is filling up with cookies. By this way the child has a brief up-date of their progress in the games of each scene.

**Achievement certificate of the scene:** Only when you have surpassed all the games in the scene, you can access and print out the diploma of this section. The diploma also has the date when it was obtained printed on it.

**OPTIONS**

From here you can visualize all the possibilities that the programme has to offer. Allows a quick look and rundown of the contents of the game.

Click on the arrows to see all the scenes in the product.

Brief explanation of each game.

Configuration options: printer, letter type and Internet.

We have available a configured section where you can select:

- **Option letter type:** If you want the button letter type available on any screen or if you want to select a letter type by defect it is not changeable.

- **Option printer button:** We can define and activate if wished the print button in the colouring, scoring and diploma screens. This way we can avoid the unnecessary waste of paper.

**THE GAMES**

From each scene you can access a series of general games which appear on the bottom of your screen. The vocabulary which is practised in each one depends on the actual scene where we find ourselves. There are five as follows:

- **Colouring:** Practice the colours.
- **The castle (I spy...):** Associating images with words.
- **The airplane:** Recognition of letters and make words from letters.
- **The butterflies:** Make words from syllables.
- **The submarines:** Recognition of words and learn new vocabulary.
COLOURING

Learning aims:
- Recognise the colours (by sight and sound).
- Stimulate the artistic capacity of the child.
- Promotes language, imagination and creativity.

How to play?
Consists in colouring in the scene. You must click on the colour you want to use to colour in and then click on the part of the drawing you want to colour.

- You can colour all the drawing with different colours.
- Eraser button: to begin again.
- Select the colour.
- Printer:

To obtain the cookies from the game, colour in all the pictures twice. Once you have obtained all the cookies you can change the colour of the pictures as many times as you wish.

THE CASTLE (I SPY...)

Learning aims:
- Learn how to spell different words.
- Associate pictures with words.

How to play?
Select the drawing that starts with the letter you hear.

There are two ways to play:
- With help. Help by seeing it written when you pass the mouse over the drawing.
- Without help. You don't see the written word.

- Loudspeaker button.
- Button letter type: Capital, small-case or interlinked.
- Choose the way to play.
- Cookies, choices and errors.

THE AIRPLANE

Learning aim:
- Recognize letters to form words.

How to play?
Select the letters from the sky and place them in the correct order in the windows of the airplane. You can also place the letters using the keyboard.

There are two ways to play:
- With help. The word you have to write will appear in the lower part of the screen and you can see the image of the word you have to form.
- Without help. You have only aural clues.
For younger children it is important to help them look for the letters by showing the area in the sky or the keyboard where they appear.

We recommend that an adult indicates the area of the keyboard where the desired letter is found starting with a small number of choices. This will help with visual discrimination. Once the child begins to recognise the letters of the keyboard, the adult can reduce their help gradually until the child can do this alone.

**THE BUTTERFLIES**

**SKILLS**
- Recognition of syllables
- Hand-eye coordination
- Fine motor skills
- Hearing and visual memory

**Learning aim:**
Make words from syllables.

**How to play?**
Form the word that Pipo says using the syllables on the butterflies. Choose the syllable by clicking on the card held by the butterfly and take it to the string with the clothes pegs. Click again to let it go.

There are **two ways** to play:
- **With help.** The word to form will appear in the lower part of the screen.
- **Without help.** You have only aural clues of the word.

Press the loudspeaker to listen to the word again. You can get rid of the syllables that you don't need by feeding them to the carnivorous plant.

**THE SUBMARINES**

**SKILLS**
- Vocabulary
- Reading and pronunciation
- Recognition of words
- Association of sound and illustration

**Learning aim:**
Recognition of written words through their pronunciation.

**How to play?**
Click on the submarine which contains the word Pipo has asked for.

There are two **ways** to play:
- **With help.** The word Pipo is asking for will appear.
- **Without help.** You have only aural clues of the word.

Choose the way to play. Cookies, choices and errors.
**THE GAMES OF THE SCENES**

There is a **surprise game** hidden in each scene which the child has to discover by themselves. It is indicated by the **magic wand** when you move over it with the cursor, you only have to click and start to play.

In total there are **eight surprise games**, the same as the scenes:

- **The mouse** (from the mouse poster in the street): Introduces addition.
- **The frogs** (from the frog in the zoo): Introduces subtraction.
- **The sea-horse** (from the sea-horse poster in the supermarket): Identify the numbers and their numerical sequence.
- **The ants** (from the ant in fruits and vegetables): Make sentences from words.
- **The helicopters** (from the ticket office in the funfair): Recognize numbers.
- **The birds** (from the birds in the circus): Game that exercises the memory.
- **The blackboard** (from the starfish in the aquatic animals): Joint the dots so that it forms a drawing.
- **The turtles** (from the turtle in the park): Make words and using the keyboard.

**THE MOUSE**

**Learning aim:**
The concept and operation of addition.

**How to play?**
You have to calculate how many little cheeses the mouse has in total. If you click on the cheeses, Pipo will tell you the number in each pile. Count all the little cheeses and find the result.

There are **2 levels** of difficulty:
- **Level 1**: The maximum answer to the sum is 10.
- **Level 2**: The maximum answer to the sum is 20.

To collect all the cookies in this game, you will have to complete both levels.

**THE FROGS**

**Learning aim:**
Concept and operation of subtraction.

**How to play?**
Click on the frogs so that they dive into the water and you will get the result of the subtraction, then write it. Click on the frogs so that they dive into the water and you will get the result of the subtraction, then write it.

You can only get rid of the total number of those that leave.
There are 2 levels of difficulty:

**Level 1**: The answer to the subtraction is not more than 10.

**Level 2**: The answer to the subtraction is not more than 15.

To collect all the cookies in this game, you will have to complete both levels.

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**THE SEA-HORSE**

**Learning aim:**
Identify the numbers up to 25 and their numerical sequence.

**How to play?**
You have to count from the right to the left how many jumps the seahorse must make to reach a fish. For this, you have to click on one of the three jellyfish in the middle.

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**THE ANTS**

**Learning aim:**
Recognize and distinguish words to make sentences.

**How to play?**
Click on the words that are in the upper part of the drawing and put them in the correct order to make a sentence.

To pick up a word click on it and carry it to the ants. Click again to let it go.

There are 2 ways to play:

**With help**: The phrase you have to make is written on the ants.

**Without help**: The phrase is not written on the ants. If you click on each ant, it will tell you its word.

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**THE HELICOPTERS**

**Learning aim:**
Identify numbers from 1 to 20.

**How to play?**
Click on the helicopter which contains the number Pipo has asked for.
There are 2 levels of difficulty:

**Level 1**: Identify numbers from 1 to 10.

**Level 2**: Identify numbers from 10 to 20.

To collect all the cookies in this game, you will have to complete both levels.

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**THE BIRDS**

**Learning aims**
Develop memory, attention span and concentration. Associate the words with his pictures.

**How to play?**
This game consists in uncovering the windows of the house and pairing together the same figures which may appear in the different windows.

The names of the objects appear so as the child can practise their reading.

You can play in pairs. The lateral houses symbolize each player, and when lit up indicate their turn to play. If the player guess correctly, they play again. If they don't, the turn passes to the other player. The amount of correct pairs are identified by birds, and the winner is the one who achieves the most pairs.

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**THE BLACKBOARD**

**Learning aim**: Practice number sequences.

**How to play?**
Join the dots in order and you will discover the hidden pictures.

Press the ‘Eraser’ button to remove the lines that you have made.

Cookies, choices and errors.

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**THE TURTLES**

**Learning aim**: Recognize letters to form words.
How to play?
Help Cuca reach the island. To do it, we are going to play hangman. Each turtle is hiding a letter. Click on the letters on screen or use your keyboard. When you guess a letter correctly, the turtle will disappear and Cuca will move forward a little. If you guess a letter wrong, a balloon will burst. You have 8 guesses altogether. Don’t let Cuca fall!

When you guess a letter correctly Cuca will move forward a little.

Click the lifebelt and it will reveal a letter for you if you find the word hard. But be careful! A balloon will explode each time you click the lifebelt.

The words that appear in the game are not those of the scene, but rather a list of specific, simple and short words. When you solve the word, you will see the picture on the poster. This is useful when learning a second language.

We recommend that an adult indicates the area of the keyboard where the desired letter is found starting with a small number of choices. This will help with visual discrimination. Once the child begins to recognise the letters of the keyboard, the adult can reduce their help gradually until the child can do this alone.

The programme follows up the progress and scores of each player. This keeps the children constantly motivated to improve and continue playing.

You must keep in mind that the score in itself is not important, the real importance is in the attainment of the games in each one of the scenes.

Don’t be misguided by the scores: to have a lot of points does not mean the child knows more than others who have less points it just means they have played more times. It is important that you do not expect the child to achieve a one hundred percent score in all the games of the scenes. By doing this the only thing you will achieve is to put pressure on the child and instead of the game being a form of motivation will become boring to the child.

Here you can see the total number of cookies obtained in each scene.

If you want to see an explanation about the game on the bar, pass over the games with the mouse.

To have a general vision of the child progress in each game, referring on a whole to the complete product, there is a screen for scoring, this is accessed through Pipo’s city, Gayle’s beach or by pressing the key F9 (only for the users of windows).

In this screen you can visualize a breakdown of each game (on passing over the cursor), the percentage of games that the child has played and the cookies that have been obtained in each one.

**GAYLE THE WHALE**
For the children a visual control has been prepared. In each game there is an empty jar of cookies that the child will need to fill up by resolving the exercises given. More than one cookie can be obtained in each one of them.

**SKILLS**
Recognize words and letters
Reading and pronunciation
Use the keyboard
Hand-eye coordination
When some cookies have been obtained, you can visit the beach where Gayle the whale can be found. On the bottom bar, a jar appears with all the cookies that have been obtained up to that time.

The cookies must be given to Gayle the whale so she can grow and reach the ocean, to do this you must press on the jar. With just one click collect the cookie and move them next to Gayle's mouth and she will take care of eating it.

As we keep giving cookies to Gayle the whale, we can see how she grows and increases her weight on the scales.

When Gayle the whale has eaten up all the cookies she will be big enough to swim to the ocean where the whales are.

At the end of the game and when Gayle the whale has eaten all the cookies, you can obtain your **Final Diploma**, this accredits that the child has played all the games and has been able to help Gayle the whale to grow and reach the ocean.