

PLAY WITH PIPO IN THE CITY

LOTS OF GAMES TO LEARN

INDEX



www.pipoclub.com

*In Pipo's Internet Club
there is up-dated
information about
the collection.*

*Plus free activities
and demonstrations!*



SAVE THE TREES!

*Pipo recommends that you
don't print the complete
guide unless you need to.*

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GENERAL INTRODUCTION

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CHOOSE THE MOST
APPROPRIATE FORMAT:

CD-ROM
ONLINE
DIGITAL/DOWNLOAD

SCHOOLS

Pipo offers license
deals for schools.
Learn and have fun with
your classroom friends.

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



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.

FOR PARENTS AND TEACHERS

SPECIAL BUTTONS



To repeat the enunciation.

type

To change the type of letter.

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".

The button 'loudspeaker' will repeat the announcements of each game.

Normally the children up to three years by their own initiative will not spend more than half an hour in front of the computer, in general it is not recommended to surpass this time of dedication. The children under the age of two, are still not able to use the mouse, but can play with the keyboard with the help of an adult. The children will feel the need to imitate Pipo, this will make them try harder to improve their speech and writing abilities.

If there are no reasons not to, it is better if the child learns to use the normal mouse right from the beginning (some two year olds are able to use it and from three years old all children can).

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'.



OPTIONS OF ACCESSIBILITY



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 exists 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 means of the keyboard.

- 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.

TO START

SELECTION



This is the cursor which appears when an object is click able. The active part is the index finger. To select anything we must indicate with it.

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 E1

Help

EXIT



Credits

Options

Learnign guide

PLAY

BUY



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).

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.

The funfair

The street

The zoo

Fruits and vegetables

Gayle the whale



Aquatic animals

The circus

The supermarket

The park (verbs)

Scores 

THE WHALE



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

JAR OF COOKIES



Here you can see the cookies you have won.

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.



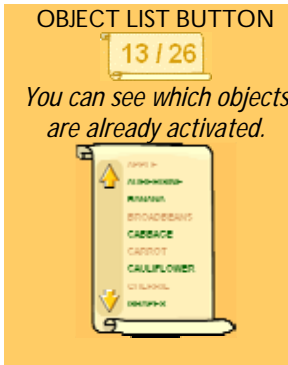
In the scenes Pipo will show you a lot of words, how to pronounce and write them.

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



These five buttons of the bar are the games and the cookies collected in each game.

There is a surprise game hidden in each scene.



You can see which objects are already activated.

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.

Exit



Brief explanation of each game.

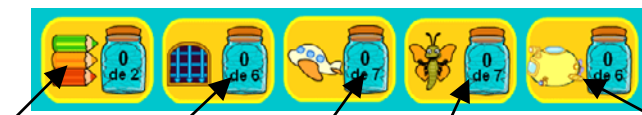
Configuration options: printer, letter type and Internet.

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

The castle

The airplane

The butterflies

The submarines

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

SKILLS

Recognition of colours
Creativity
Artistic capacity
Hand-eye coordination
Fine and rough motor skills

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...)

SKILLS

Vocabulary
Reading and pronunciation
Recognition of words
Association of sound and illustration

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

SKILLS

Recognition of letters
Reading and pronunciation
Memory
Discrimination of vision and hearing
Hand-eye coordination

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.

Button letter type:
Capital, small-case or
interlinked.
Help – F1-



You don't need to type
the letters in order.

Choose the way to play.

With help, you see
the word here.

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.

Loudspeaker button.

Help – F1- and button
letter type: Capital, small-
case or interlinked.



Choose the way to play.

Cookies, choices
and errors.

THE GAMES OF THE SCENES



When the magic wand appears this means that you have found one of the surprise games.

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



You can access from the cheese poster in "the street."

SKILLS

Calculation
Mathematical reasoning
Numerical sequences
Recognition of numbers

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.

You can use the numbers on the keyboard or click on the numbers in the upper part of the screen.

Choose the level.



In the bar you can see the enunciation and the operation.

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



You can access from the frog in "the zoo"

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 use the numbers on the keyboard or click on the numbers in the upper part of the screen.



You can only get rid of the total number of those that leave.

SKILLS

Calculation
Mathematical reasoning
Numerical sequences
Recognition of numbers

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.

THE SEA-HORSE



You can access from the sea-horse in "the supermarket"

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.

Loudspeaker button.

Choose the level.

Exit.



Click on one of the jellyfish so that the little seahorse jumps that number of times.

Cookies, choices and errors.

SKILLS

Logical-mathematical reasoning
Numerical sequences
Recognition of numbers

There are **2 levels** of difficulty:

Level 1: You have to free 5 fish trapped in 15 bubbles.

Numbers up to 15 will appear.

Level 2: There are more bubbles. You have to free 6 fish trapped in 25 bubbles.

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

THE ANTS



You can access from the ant in "fruits and vegetables"

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.



Level 1: Here you can see the sentence.

SKILLS

Recognition of words
Reading and pronunciation
Make sentences

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.

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.



You can access from the ticket office in "the funfair"

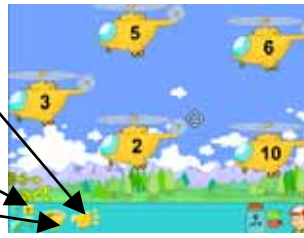
SKILLS

Numerical recognition and distinction
Hand-eye coordination
Fine motor skills

loudspeaker button:
to listen to the number again.

Type of letter button

Choose the level



When you click on the correct helicopter, it will go away and then it will be easier to find the numbers.

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.

THE BIRDS



You can access from the birds in "the circus"

SKILLS

Hearing and visual memory
Hand-eye coordination
Reading and pronunciation

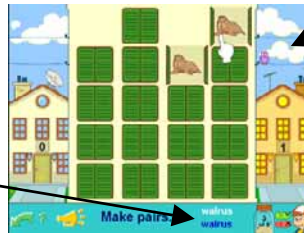
Learning aims:

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.



The amount of correct pairs is identified by birds.

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.

THE BLACKBOARD



You can access from the starfish in "aquatic animals"

SKILLS

Numerical sequences
Recognition of numbers
Fine motor skills

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.

THE TURTLES

Learning aim:

Recognize letters to form words.



You can access from the turtle of "the park"

SKILLS

- Recognize words and letters
- Reading and pronunciation
- Use the keyboard
- Hand-eye coordination

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.

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.

SCORES



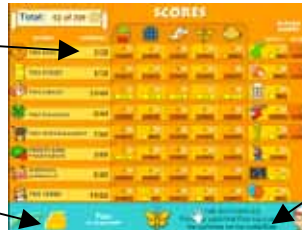
Press this button to access the scoring screen.

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.

Printer button

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.

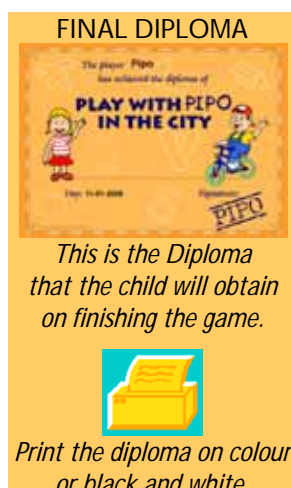
GAYLE THE WHALE

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.



Bring the cookie to Gayle's mouth and she will take care of eating it.

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.



Click on the jar to collect a cookie.

On the scales you can see how much Gayle the whale grows.

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.

CREDITS

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Produced by: CIBAL Multimedia S.L.

Original idea and direction: Fernando Darder

Original graphical creation: Eva Barceló

Graphical design, illustration and animation: Eva Barceló, Javier Liébana, Miquel Albertí

Programming: Fernando Darder, Miguel Ángel Ferri, Marc Puig, Alicia González, Juan Gabriel Covas

Sound technician: Pedro Darder, Alicia González, Marc Puig

Pipo's voice (Spanish and Catalan): Aina Cortés

Pipo's voice (English): Frances Mc Mahon

Gayle's voice: Mary Ramírez

Melodies: Carlos Cristos, Pedro Darder

Music / Effects: Pedro Darder

Psycho pedagogical consultant: Fernando Darder, Marina Perelló

Learning guide design: Eva Barceló

Learning guide contents: Alicia González, Marina Perelló

General direction: Domingo Sanz

Commercial department and management: Domingo Sanz, Pilar Gómez

Collaborators: Toni Darder, Aina Darder, Carlos Darder, Pilar Gómez, Inés Soliveres