Pipo is a collection of education games on CD-ROM that, through their presentation and the creative way they treat different themes, quickly capture children’s interest. The programs build up diferent areas of the school curriculum and the skills necessary for children's learning and development.

They have been created and coordinated by child psychology professionals, including contributions from teachers and specialists in each area. Clear, simple and very stimulating, they aim to let children word through the activities by themselves at their own pace and learn through play, encouraging and stimulating intuition, reasoning and creativity...

Although the child sees these games as just games and has fun trying to solve them, from a pedagogical point of view each one delivers a specific set of learning goals for children. They cover an extensive range of ages, going from 2 years old up to 8, 10 or even 12 years old. Children move forward at their own personal learning pace, depending on their age and prior knowledge.

Some programs also include the possibility of regulating the level of difficulty. These have proved to be very useful for children with learning difficulties or in special education. The educational contents of Pipo are complementary to the curriculum content for preschool and junior school and with the aims set up by current pedagogical practice.
The duration of each game will vary according to the speed of learning, needs and capabilities of each player.

The aim is not to play just for playing sake. Through this program, we aim to develop fully the incredible capacity for learning that children have - much greater than that of adults.

**GEOGRAPHY WITH PIPO**

*Geography with Pipo* is designed for children from 4 to 12 years old, nevertheless this product can be enjoyed by groups of other age, depending on the necessities and capacities of the player.

It is designed so that the children will learn all about Geography and its contents having fun and enjoyment at the same time. The main areas that are worked: map reading, continents and countries, time zones... also position in space, how to use a compass; all with multiple exercises that begin being very simple in level 1 and that become harder in the higher levels.

The program is structured in two blocks of games:

1. **The Geographical Games** to which you access from the world map.
2. **The Map Games** to which you access from a concrete geographical area.

Very stimulating games, which quickly catch the interest of the player. What we learn that appears at a later stage, they can always manipulate in some way and stimulate progressive understanding of the contents.

The duration of each game varies according to the progress in learning and motivation of the player. There is no time pressure and at any time it is possible to interrupt and leave the game.

**FOR PARENTS AND TEACHERS**

Pipo is designed for the player to *interact* with the computer as if it were a toy, with aim to learn and be amused at the same time. It is important that he explores, investigates, and discovers the options of the game, stimulating a greater interest, motivation and knowledge.

Control of progresses in the games: in order to pass the games you must reach to the 100% of the last level. In most games there are several levels, allowing to adapt the game to the learning level of each one and to promote the level as you acquire the contents. You get as many coins as the surpassed highest level. Also there is a point control at the rate of exercise resolution which continues working once you have solved the exercise.

It is necessary to be aware that the points, are not important. The aim of the game is not for the pupil to arrive at a maximum score, whereas, with more or less speed he reaches a (100%) state, in which the section contents are completely understood related to the section or game where he is.

For its simplicity we recommend to the smallest children:

- **Castle of points**: Joining the dots in order, will learn the continents.
- **Build your landscape**: The possibility of inventing a landscape.
- **Stickers**: Place shapes.
- **Colour**: Choose a colour for each country.
- **Insert countries**: Recognize and place shapes.
- **The flags**: Memory and make pairs.
From the first screen where Pipo appears, we can access the games clicking on the play button or on the option screen where a summary of all the activities in the programme can be seen.

Access to help of each screen. You can always go to general help, clicking on the 'General help' link.

Access to Scores. Users of Windows can access clicking on this icon.

In all the games you are able to click the question mark key to get a summary of each game. You can also connect to the general help.

THE WORLD MAP
If you have chosen to Play, we will enter the first screen of the game. This is the possible access to different games and activities. As the cursor moves over the world map, you can listen to melodies from different parts of the world.

From the world map, you have 2 options:

A) Click on the boat and go to the 9 Geographical Games.

B) Click on a zone of the world, travel to it... And once there, click on the train where 10 Map Games of the zone are hidden.

OPTIONS
Here you will get a global overview of the whole product.

Click on the arrows to see all the maps.

Click on the arrows to see the different games.

Brief explanation of each game.

Scores.

Access to Pipoclub.
GEOGRAPHICAL GAMES

**SHIP BUTTON**
Clicking on the boat, the bar changes and the buttons of the games appear.

**LEVELS BUTTON**
Most of the games display several levels progress. It is enough to solve the last level to win the game.

Each game won is marked with a green ok.

To these games you access pressing on the boat that is located in the world map bar. They are the following:

- **The satellites**: Learn the continents and the oceans.
- **Castle of points**: Join the dots to draw all the continents.
- **The labyrinth**: Orientation and direction concepts.
- **The helicopters**: Learn Rivers, Seas and Mountains from all over the world.
- **Build your landscape**: Position in space.
- **The puzzles**: Learn the continents.
- **The kites**: The most important geographical features.
- **The balloons**: The time zones of the world.
- **The compass**: The cardinal points. Navigate with the compass.

Learning aims:
Learn the oceans and the continents. Verify the rotation of the Earth.

How do you play it?
There are 4 levels of difficulty:
- **Levels 1 and 2**: The areas to select are visible at the beginning of the game.
- **Levels 3 and 4**: You must press on the rockets or a satellite to make the Earth turn.

**THE SATELLITES**

**SKILLS**
- Vocabulary
- Position in space
- Recognition of oceans and continents

Learning aims:
Learn the oceans and the continents. Verify the rotation of the Earth.

How do you play it?
Select the satellite or click the zone that Pipo wants.

With the rockets you will make the Earth turn and you will be able to see the satellite zones that indicate area not seen until now.

There are 4 levels of difficulty:
- **Levels 1 and 2**: The areas to select are visible at the beginning of the game.
- **Levels 3 and 4**: You must press on the rockets or a satellite to make the Earth turn.

**THE CASTLE OF POINTS**

**SKILLS**
- Hand-eye coordination
- Recognising numbers and series
- Fine motor skills
- Associating images with words

Learning aims:
Learn the shape of continents and their names. It is very useful to practice counting until 50.

How do you play it?
Click on the numbers following the order from one on.

Click the eraser button to remove the lines that you have made.

Percentages, choices and errors.
There are **2 levels** of difficulty:

**Level 1**: The numbers up to 30.

**Level 2**: You practice the numbers up to 50.

### THE LABYRINTH

**Skills**
- Discriminate space coordinates
- Hand-eye coordination
- Rough motor skills

**Learning aims:**
Learn to use the compass and to locate yourself in space coordinates: North, South, East, West, ahead, left, right.

**How do you play it?**
Positioning yourself with the compass you must find the three treasures hidden in the labyrinth. When you have them, look for the exit. You can move using the keyboard arrow keys of clicking on the sides of the compass. The map indicates where you are located and where the treasures are.

There are **5 levels** of difficulty:

**Levels 1, 2 y 3**: A map of the labyrinth serves as an aid to find treasures.

**Level 4**: There is a button to see the map, but you cannot see where you are.

**Level 5**: There is no map or footsteps. You guide yourself only with the compass.

### THE HELICOPTERS

**Skills**
- Planispherical positioning
- Hand-eye coordination
- Spacial positioning
- Discrimination of educational contents
- Memory (visual and aural)

**Learning aims:**
Learn to locate rivers, seas, mountains, deserts, gulfs, etc.
Locate the coordinates North, South, East and West.
Position in the world map.

**How do you play it?**
Click on the helicopter that Pipo indicates. According to the level, you must look for the helicopters in a zone of the world or in any place. The smallest children what will do with this game is associate the different rivers, seas, deserts... in the corresponding geographic zones.

There are **3 levels** of difficulty:

**Level 1**: All the helicopters are on the main screen and are visible, therefore, it is not necessary to go and look for them around the rest of the world. You can ask for help and Pipo will tell you the continent it is.

**Level 2**: You will have to move around the world in all directions if you want to find the river, gulf, etc. You can press the help button for a clue.

**Level 3**: Similar to level 2, but you can’t ask for help.
BUILD YOUR LANDSCAPE

**SKILLS**
- Spacial positioning
- Graphical representation on a square
- Creativity
- Fine motor skills
- Hand-eye coordination
- Visual perception

**Learning aims:**
To favour orientation in space.
Understanding and interpretation of maps.

**How do you play it?**
Two ways of playing: create freely your own landscape (A), or schematically plot on the map the landscape that is created (B), progressing from very simple to very complex.

**A. Free Creation:** Choose the elements from the inferior part that you like best (rivers, highways...) locate them on the map and they will appear in your landscape.

**B. Find a Solution:** Here you must find out, which elements are part of the landscape, click on them in the inferior bar and take them to their place in the grid of the map.

Choose the elements and place them on the map. You can mix one from the left with one from the right.

Choose the game mode: Creation or Resolution.

There are **4 levels** of difficulty:

**Level 1 and 2:** The landscapes are easier to construct.

**Level 3 and 4:** These are more complex landscapes, containing a greater number of pieces as well as combined pieces.

THE PUZZLES

**SKILLS**
- Spacial positioning
- Visual perception
- Discrimination of images
- Temporary organization
- Association and sequence of images
- Visual memory

**Learning aims:**
Increase the visual or photographic memory to position in space.
Learn the shape of continents.

**How do you play it?**
The game consists in completing the puzzle.

Click on the help button to see the complete puzzle.

Click on the loudspeaker to hear Pipo repeat the word.

There are **3 levels** of difficulty:

**Level 1:** It consists in fitting the coloured pieces on the gray background. A game for 3 years old and on.

**Level 2:** Here you must fit the pieces without the model. If you need help, press the question mark and you will see the complete puzzle.

**Level 3:** There is an empty zone only and the piece that you press fits in it.
## The Kites

**Learning aims:**
Learn the most important geographical features such as: beach, mountain range, bay, isthmus, range...

**How do you play it?**
This game consists of clicking on the kite that indicates the part of the landscape that Pipo requests. Next to words familiar to the player, other less well-known words appear that he will soon memorise.

*You can click on the kite or click on the drawing.*

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## The Balloons

**Learning aims:**
Learn to calculate the time zone anywhere in the world.

**How do you play it?**
The Earth rotates on its own axis once every 24 hours. The result of this is days and nights. When the sun illuminates a zone of the world, it is day, whereas in the zones where the solar rays do not reach, it is night. You have to click on the basket that has the correct hour.

*The ruler help you find the correct hour.*

*Choose the basket that has the correct hour.*

There are 4 levels of difficulty:

**Level 1:** It is necessary to read the time in the strip corresponding to the globe that Pipo asks you. The ruler is placed correctly, therefore we can use it to read the right time.

**Level 2:** The same as level 1, but it is different in that the number of hours between the reference globe and the one where the hour is requested is much greater.

**Level 3:** The inferior ruler that indicates the hour in each zone is not in its place. The player must put it at the right time pressing the arrows on the side. A special sound lets you know when it is correct.

**Level 4:** Here you do not have the inferior ruler, it is necessary to tell the time that is shown on the green globe, with the help of the day and night areas and those you have learned in the previous levels.

*In the dark zone it is night and in the light zone it is day.*

*With this arrows we move the ruler.*

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## The Compass

**Learning aims:**
Learn the cardinal points (N, S, E, W, NE, NW, SE, SW).
To learn to direct yourself handling a compass.

**How do you play it?**
You have to click on the correct point.
There are 8 levels of difficulty:

**Level 1 and 2:** Here you learn the four essential cardinal points (N, S, E, W). With the help of the graphs in level 1 and without in level 2.

**Level 3 and 4:** Here you learn the 8 cardinal points. With the help of the graphs in level 3 and without in level 4.

From level 5, the airplane does not go towards the north, so the player must turn the steering wheel or orient himself with the north which is indicated by the compass.

**Level 5 and 6:** You practice the 4 essential cardinal points. With and without, the help of graphs.

**Level 7 and 8:** You practice the 8 cardinal points. With and without help.

**WAYS TO SEE A MAP**
When we have already arrived at a zone, in this case Europe, it is possible to see the map in 3 ways: physical, political and a mixed view. At the bottom part of the screen there is a button that changes the mode.

**Political map**
Here you locate the geographical area on the Earth’s globe.

The airplanes to move around the world.

**Physical map**
Clicking on the different objects and areas, Pipo tells us its name.

**Way to See button.**
Clicking on a country Pipo tells us the name, the capital, appearing its flag in the bottom part. In this case, it is Spain and at the bottom, its flag.

Here it names the area where you are.

The piggy bank with the coins you have. Click on it, to go to the shop.

Clicking different objects, monuments, animals, etc, sometimes, a short explanation activates. Click on the box to hide.

**MAPS**

**THE AIRPLANES**
Click on the airplanes to move around the world. You can also back to the world map and choose an area.

**WAY BUTTON**
This button allows the interchange of the three ways to see the geographical area: political, physical and mixed.

**PRINTER BUTTON**
Print the map of the area. You can write down the name of its countries, their capitals and paint them as you wish.

From the world map access to each one of the 15 geographical areas in which the Earth has been divided:

- Western Europe
- Eastern Europe
- Scandinavia
- Russia & Eastern countries
- Far East
- Central Asia
- North Africa
- Southern Africa
- Middle East
- Southeast Asia
- Oceania
- North and Central America
- South America
- Arctic
- Antarctica

**WAYS TO SEE A MAP**

- **BACK TO THE WORLD MAP**
- **THE AIRPLANES**
- **THE AIRPLANES**
- **WAY BUTTON**
- **PRINTER BUTTON**
- **MAPS**
**MAP GAMES**

To these games you access by clicking on the train button, in a geographical area. They are the following:

- **Stickers**: Place the stickers in their place.
- **Place countries**: You will learn to place all the countries on the map.
- **The hummingbird**: Learn all the countries of the world.
- **Colour**: Have a good time colouring the maps of the whole world.
- **The hot-air balloon**: Locate and learn the most important cultural representations.
- **The stork**: You will learn which is the capital of each country.
- **The flags**: Place the flags in their countries.
- **Navigate**: Navigate through the whole planet and learn longitude and latitude.
- **The kittens**: Revise the capital of each country.
- **Pairs**: Make pairs with the flags.

**STICKERS**

**Skills**
- Visual distinction
- Hand-eye coordination

**Learning aims:**
Know countries of the world better, their important monuments, fauna, and population. Discriminate and place the shapes.

**How do you play it?**
The aim is to place each sticker where belongs. The characteristics of this game make it very suitable for the smallest children, since it can be considered as an assembly in a silhouette of the map.

**SPECIAL AREAS**
From the polar regions (Arctic and Antarctic) it is only possible to access 2 games: stickers and hot-air balloon.

**Help button**
Click so that the sticker fits in its zone.

**Exit**
PLACE COUNTRIES

**Learning aims:**
Learn the names of the countries in the world, their dimensions and form.
Locate the countries in the corresponding geographical area.
To recognize the flags of each country.

**How do you play it?**
Drag the shape of the country to it. Youngsters can play at recognizing forms and so fit them in.

There are **2 levels** of difficulty:

**Level 1:** The limits of each country are made clearer.

**Level 2:** The countries are fitted to the physical map.

THE HUMMINGBIRD

**Learning aim:**
Learn the countries, where they are located and the flag.

**How do you play it?**
You must look for the country that Pipo says.

There are **2 levels** of difficulty:

**Level 1:** As an aid, there are four possible countries selected, they are marked with flowers.

**Level 2:** The aid of the flower no longer appears.

COLOUR

**Learning aim:**
Learn the names of the countries, capitals and their location on the map.

**How do you play it?**
Colour the countries of the world.

Here you choose the colour you prefer.
THE HOT-AIR BALLOON

**SKILLS**
- Images distinction
- Hand-eye coordination
- Fine and rough motor skills
- Memory

**Learning aims:**
Learn the most well-known monuments, fauna and geography of each part of the world (the most important cultural representations in each zone of the planet).

**How do you play it?**
Click with the hot-air balloon’s rope where Pipo tells you.

This is the zone where you must click to anchor the hot-air balloon.

Choose the level.

Loudspeaker button to repeat the word.

Percentages, choices and errors.

There are 3 levels of difficulty:

**Levels 1 and 2:** Pipo helps you illuminating several possibilities.

**Level 3:** There is no illuminated option (this level is advisable once a certain information has been acquired about the zone).

THE STORK

**SKILLS**
- Association
- Distinction
- Memory
- Hand-eye coordination

**Learning aims:**
Learn the capitals of the countries.
Learn the names of the countries and their location on the map.
Associate the country with its flag.

**How do you play it?**
You must look for the country that corresponds to the capital that Pipo says.

Take the stork to the country that has the capital that Pipo says.

Attention! You must press with the stork’s beak on the country.

With the trees, Pipo indicates several possible countries (Help).

This is the flag of the country you are looking for.

There are 2 levels of difficulty:

**Level 1:** The trees help emphasizing several possibilities. Look at the flag that appears on the inferior bar; it is the flag of the country that you are looking for.

**Level 2:** There is no aid with the trees.

PAIRS

**SKILLS**
- Memory
- Visual distinction
- Images association

**Learning aims:**
Learn the flags of each country.
Develop memory (visual and aural).

**How do you play it?**
It is a game that improves memory in which you can only see two images simultaneously. 2 players can take part: the grandfather and the grandmother.

Click on two of the windows, if they are even, you already have a pair.

Each character represents a player.

The one who has more choices, wins.
Learning aim:
Learn the flags of the countries and their location.

How do you play it?
Place the flag on its country. The active point is the end of the mast.

Attention!
Look at the base of the mast which indicates the country.
Here you locate the geographical area on the Earth’s globe.

There are 3 levels of difficulty:

Level 1: You have the help of the whirlwinds that indicate the possible options. In addition, the country to which it belongs is indicated on the bar.

Level 2: You only have the help of the whirlwinds, the one of the country is no longer there.

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Skills
Memory
Associating images
Visual distinction

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Learning aims:
Learn to direct yourself in all directions. Towards the North, South, East and West. Concepts of longitude and latitude.

How do you play it?
You have to reach the globe that Pipo tells you.

Look well, you are in these coordinates.
You can move pressing on the controls of the Wind Rose or with the keyboard cursor arrows.

There are 4 levels of difficulty:

Level 1: You have to reach a globe. Press on the wind rose or the arrows of the keyboard.

Level 2: You must know the countries to reach the globe that Pipo tells you.

Level 3: Once you arrive at the globe, you will have to indicate both longitude and latitude in which it is found.

Level 4: Place yourself in the longitude and latitude coordinates that Pipo tells you.

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Skills
Position and location in space
Discriminate space coordinates
Visual coordination

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Learning aims:
Learn the capitals.

How do you play it?
Choose the cat that has the capital of the country written on its rocket.

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Skills
Memory
Visual distinction
Associating capitals with their countries.
The programme keeps a record of all of the players progress and scores, which keeps the children constantly motivated to improve.

On the different score screens the levels that have been passed are indicated as well as the progress in different games.

**General screen of scores:**
In order to consult your progress and the scores of each game, you must choose the zone where the game is.

**Press the blue key to access the scoring screen:**

**COINS**
You will receive a coin for each level you solve.
Use the coins to purchase pieces of your airplane in the shop.

**Geographical Games scores:**
When passing the cursor over the bar the progress at the different levels appears.
Percentage of each game.

**Map Games scores:**
Brief explanation of each game.
Percentage of each game by area.

**THE SHOP:**
The coins represent the advance and progress of the players in the game, but in a more attractive form, amusing the players confronted with a flat representation of numbers and/or percentage.

It is possible to access to the Shop clicking on the **Piggy bank**.

On this screen all the pieces for the construction of the Airplane can be purchased. For this, the player will have to drag the coins from the Piggy bank to the spending machine and introduce them through the slot. After that you will have to select the piece that you wish to purchase using the yellow arrows and clicking the "buy" button.
The pieces purchased in the Shop are kept in the garage. In order to place each piece you must drag it from the bookcase to its corresponding place in Pipo’s plane.

The Airplane is semitransparent. When the pieces are put into place these become coloured. Click on this button to return to the shop.

You can assemble and dismount the pieces as many times as you wish.

Use the arrows to select the piece.

Enter the garage clicking on this button.

Drag the coins to this opening.

Click on this button to buy.

Drag the pieces from the bookcase to the Airplane.

The Garage

When you insert the last piece of the Airplane you will receive a diploma.

You can print your diploma in color or in black and white.

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