

COME AND PLAY WITH PIPO

MORE THAN FIFTEEN GAMES FOR LEARN

INDEX

General Introduction	1
Come and play with Pipo	2
For Parents and Teachers.....	2
Options of Accessibility	3
To start	3
Options	4
The games	5
Colouring.....	5
The boat.....	5
The airplanes.....	6
The train.....	6
The trucks.....	7
The games of the scenes.....	7
The human body	7
The clock.....	8
The cat and the cheese	8
The fish.....	8
The rockets.....	9
The blackboard.....	9
The xylophone.....	10
The houses	11
The sounds of animals.....	11
Scores	12
Credits.....	13



SAVE THE FORESTS!
Pipo recommends that you don't print the whole guide unless it is necessary.

GENERAL INTRODUCTION

www.pipoclub.com



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

Plus free activities for children such as colouring, puzzles, crosswords and demonstrations.

Pipo is a collection of educational games in CD-ROM which capture very quickly the child's 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's 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's 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 years 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.

COME AND PLAY WITH PIPO



This product offers the possibility to play in any of these three languages

Come and play with Pipo is aimed at the smaller children of the household, starting from the age of two years and covering an ample range of ages from fifteen months to seven years of age. It is also aimed at children with learning difficulties and special educational needs, thanks to the variety and diversity of the contents and the easily adaptable hardware (see section Access Options).

The principal areas and abilities worked are: reading and writing, mathematics, music, informatics (use of the mouse), knowledge of the (human body, animals, telling the time etc.)

The programme is developed on the day to day environment of a small child, this makes it ideal for learning, as the **situations** are based on close familiar surroundings such as: the bedroom, the bathroom, the lounge, the kitchen, the garden, the school, the park, domestic animals and the beach.

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

At the beginning of each scene there is an animation of Pipo which makes the game more attractive, however the child can begin to play straightaway without the need to wait till it finishes.

They are **very stimulating** games which capture very quickly the child's 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.

FOR THE PARENTS AND TEACHERS



LOUDSPEAKER

To repeat the announcement

type

LETTER TYPE

Can be configured in Options.

On pressing the 'Question mark' an help a linea appears. If you want to see a general help for the product, press on 'General Help'.



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.

The game offers the possibility of playing in three different languages: Spanish, English and Catalan, in this way allowing the child to have a basic knowledge of other languages apart from their own. 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 key of the question mark.

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

This is recommended for the very small:

The Cat and the Cheese: This allows them to familiarise themselves with the use of the mouse, it is very simple and attractive. It is accessed from the mouse in 'The Kitchen'.

The Human Body: Recognises the different parts of the human body, and is accessed from the Cuca in 'The Bathroom'.

The Xylophone: Play by creating your own music, this is accessed from the radio on 'The Beach'.

Animal Sounds: Guess who emits which sound. This is accessed from the record player in 'The Domestic Animals'.

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. (See the section Access Options).

OPTIONS OF ACCESSABILITY



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 now 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.
- Come and play with Pipo, 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



"Come and play with Pipo" allows control by means of the keyboard.

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.

In the 'Train' game (words are keyed in), it is recommended that the adult indicates to the child the area where the key should be pressed to help in visual elimination, starting with a limited number of elements and once the child begins to recognise the letters of the keyboard, the help from the adult should progressively become more and more limited, until the child can play by themselves.

TO START

SELECTION



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

From the first screen where Pipo is presented, we can access the games by pressing on the button 'play', or go to the screen 'option' where we can see a rundown of all the games.



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 section Options).

Languages: To change the language of the game.

Scoring: A visual up-date of the child's progress (see section Scoring).

PIPO'S HOUSE

This is Pipo's house and from here you can visit all the different areas, all the scenes have something to do with the day to day life of a small child.



THE SCENES

In total there are nine scenes, and 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



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

Exit

Help

Button letter type: Capital, small-case or interlinked



On the interior bar of each scene, you can see the icons for the games together with a jar of cookies, in which the number 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 the key **options** 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 the different games.

Exit



Use the arrows to see the different games.

Printer settings, fonts and internet

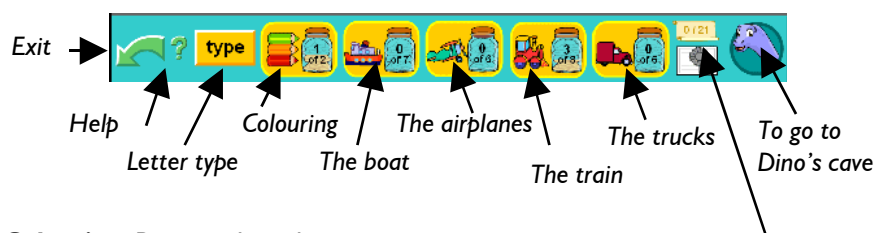
We have available a configured section where you can select:

- 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
- Option connection to Internet: To allow or not the connection to Internet to visit www.pipoclub.com.

THE GAMES

From each scene you can access a series of General Games which appear on the top part 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 colors.

The boat: Vocabulary and count up to 10.

The airplanes: Listen and look for the word.

The train: Type the letters of the word.

The trucks: Read and choose the drawing.

Achievement certificate
of the scene

COLOURING

SKILLS

Discriminate between different colours

Creativity

Artistic capacity

Hand-eye coordination

Fine and rough motor skills

Learning aims:

Recognise the colours (by sight and sound)

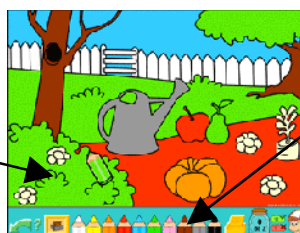
Stimulate the artistic capacity of the child.

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 change the colour as many times as you wish.

You can colour all the drawing with different colours



Select the color

THE BOAT

SKILLS

Recognition of numbers (up to ten)

Visual distinction

Sequence and serialization

Association of images

Logical-mathematical reasoning

Learning aims:

Recognise the images.

Learn the numbers from 1 to 10.

How to play?

You must recognise the figure which is flashing on the top bar and count how many times it is repeated in the boat.

You can press the objects which are repeated and Pipo will help you keep count, and after press the number on the bar .

If you already know the right answer just press directly on the correct number.

Please click if you know the right answer

Count the figures like this one



In the cloud, mark the ones you have counted

Pipa will help you to count

THE AIRPLANES

SKILLS

Recognition of words associated with images

Reading and pronunciation of words

Association of sound and illustration

Vocabulary

Discrimination of vision and hearing

Learning aim:

Associate images with words.

How to play?

On the top right-hand corner of the screen a drawing appears which Pipa has asked for. You must look closely at the word and the drawing and select the plane which contains the correct written word.

Even the children who cannot read can take note of the first letter, the vowels and the word that appears written in the bar.

Look for the words that correspond to the drawing



Look closely at the drawing

THE TRAIN

SKILLS

Recognition of letters

Manipulation of the keyboard

Associating images with words

Pronunciation

Learning aims:

Recognise the letters of the alphabet on the keyboard from words associated with an image.

Start to use the keyboard.

How to play?

On the screen a word appears and you have to press the letters on the keyboard. It is not necessary to press them in the same order as the word, although it is recommended.

Look for each letter on the keyboard of your computer. Situate them in the carriages of the train



To listen to the word again click on the loudspeaker

ADVICE

For the very young, it is important to help them find the letters by showing them the area of the keyboard where the letter can be found

On the top left-hand corner of the screen, a drawing appears which relates to the word which has to be written, to help in recognising and associating the image with the word.

THE TRUCKS

SKILLS

Recognition of words
 Reading and pronunciation
 Associating images with words
 Visual distinction
 Vocabulary

Learning aims::

Association of words and images.
 Learn new words and enrich your vocabulary.
 Develop the capacity to read with the help of images

How to play?

Look closely at the word which appears written on the publicity board and click on the drawing which it corresponds to.
 This is a reading exercise, so Pipo will not read the word which appears on the bar. If the child does not know how to read, then press the save lives button and Pipo will read it for you.

Select carefully the truck that contains the drawing we are looking for.



This is the word we are looking for

Save lives, to ask for help. Pipo will read the word

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 **nine surprise games**, the same as the scenes:

The human body (Cuca in "the bathroom"): the parts of the human body.

The clock (the clock in "the living room"): learn numbers and the time

The cat and the cheese (the mouse in "the kitchen"): use of the mouse

The fish (the computer in "the bedroom"): discriminate the vowels

The rockets (the balloons in "the park"): add up and take away

The blackboard (the blackboard in "the school"): shows the alphabet

The xylophone (the radio on "the beach"): learn the musical notes and create small tunes

The houses (the apple in "the garden"): exercise the memory by making pairs

The sound of the animals (recordplayer in "the domestic animals"): what does each animal do?

THE HUMAN BODY



You can access from the Cuca in "the bathroom"

Learning aims:

Recognise the visible parts of the human body
 Allows the child to learn about themselves, identifying their own body parts with the pictures

How to play?

We have to look for the part of the body Pipo asks for, and click on it inside the drawing. Pressing on the photographs to the left, we can select if we want to work with the face, or with the general parts of the body.
 The word that Pipo asks for appears in the bar.

To help with finding the answer, the active areas are marked when you move the mouse over them.

Click on the part of the body Pipo asks for



Here appears the written word which Pipo asks for

THE CLOCK



Access is from the clock in "the living room"

SKILLS

Numerical sequences
Fine motor skills
Hand-eye coordination
Logical-mathematical reasoning
Visual distinction

Learning aims:

Learn the time.

Recognise the series of numerical numbers by the hands of the clock.

How to play?

There are three ways to play:

You can play by taking the hands of the clock and situating them on the corresponding time that Pipo asks us for, using the arrows which appear on the top part of the clock (digital clock), or pressing directly on the numbers.

This game is for all ages, the very small practise with numbers moving forwards and backwards and turning the hands of the clock. The older children can relate to the hours and minutes with the corresponding hands of the clock and also learn how to read a digital clock

This is your objective:
Move the hands to coincide with the time
Here you can move the hour forwards and backwards and the hands will move



Drag along the arrows to obtain the hour

Here you can move the minutes forwards and backwards and the hands will move

THE CAT AND THE CHEESE



Access is from the mouse in "the kitchen".

SKILLS

Hand-eye coordination
Space orientation
Rough motor skills

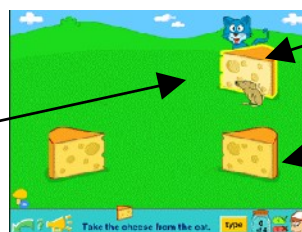
Learning aims:

Co-ordination of vision and movement in the use of the mouse.

How to play?

The child has to look very closely and click on the piece of cheese behind which the cat is hidden. This game is very useful for the child to help co-ordinate their movements with sound and light. The majority of the children under three years of age have no difficulties in the use of the mouse.

If you move over the cheese in which the cat can be found, this emits a different sound to all the rest



Press here to eliminate the cheese

If you pass the mouse over the cheese, this emits a sound and the cheese lights up

THE FISH



Access from the computer in "the bedroom"

SKILLS

Association of sound and illustration

Vowels distinction

Rough motor skills

Learning aims:

Recognition of vowels, by its illustration and sound.

How to play?

Click on the fish which contains the vowel that Pipo asks for.

This is a useful instrument for those children who are starting to learn to read or for those who wish to reinforce their learning in a very successful and lucid fashion.

Click on the vowel you hear and a bubble will carry it away



Press the loudspeaker and you can hear the vowel Pipo asks you for

Each of the fishes has five vowels; when pressing on the correct fish, a bubble appears which will help you to find the other vowels in the rest of the fish.

THE ROCKETS



Access from the balloons in "the park".

SKILLS

Logical-mathematical reasoning

Numerical sequences

Recognition of numbers

Hand-eye coordination

Learning aims:

Resolution of mathematical operations.

Resolve visually plus (+) and minus (-) sums .

How to play?

In each rocket there is a determined number of "aliens", in function to the sign that appears between the first two rockets, we need to add up or take away. You must carry out the operation and obtain the total number of "aliens" which you will find in the third rocket.

You must press the tubes of the third rocket: you can add (+) or take away (-) "aliens" from the result. If you know the answer, you can press the correct number in the bar below

This is a game aimed at children who are in the evolutionary stage of formal operations, this can potentiate the logical mathematical reasoning by means of plus and minus sums.

You can press these numbers to indicate the results



Press here to add "aliens"

Press here to take away "aliens"

THE BLACKBOARD



Access from the blackboard in "the school"

Learning aim:

Recognition of the letters of the alphabet.

How to play?

There are two ways to play :

Free Method :

The child is exposed to the stimulation of each letter. The child can press on all the letters as many times as they want to. They can also press on the vowels.

SKILLS

- Recognition of letters
- Recognition of syllables
- Association of sound and illustration
- Differentiate letters at the beginning of words
- Fine motor skills

It is recommended before moving onto the question mode that practise is made with all the letters in the free mode.

Question Method:

Pipo will ask for a letter of the alphabet, and you should press on the key. You can listen to the letter again by pressing on the "loudspeaker" button.

When clicking on the letter an image and a word which begins with the letter pressed will appear to the right hand side.

To obtain the cookies of this game you must play the "question method".

Marking the letters of the alphabet

Press hear to listen again to the letter asked for

To change the between the free method and question method



Here you can see a word which begins with the letter you have pressed

THE XYLOPHONE



Access from the radio in "the beach"

Learning aims:

Initiation and familiarisation in the learning of musical notes.

Stimulation and sensibility of listening to music .

How to play?

There are two ways to play: you can use the xylophone to create small tunes or play at reproducing tunes already heard

To create tunes:

You need to press on the keys of the xylophone to create the desired tunes or simply make it sound .

To erase the last note you must use the button "erase note" (pencil); to erase all the tune and begin again you must press the button "erase"

If we want to listen to the tune we have created you must press the button "play". We can change to the instrument we want to use to play the tune: electric guitar, classical guitar, clarinet, flute, piano etc.

Criteria of accessibility : You can use the notes of the xylophone from the keyboard using the letters of the line A, S, D...

SKILLS

- Recognition of musical notes
- Fine motor skills
- Hearing and visual memory
- Creativity

To reproduce the tunes:

Press the button tunes and we can select between six different ones.

This is a game of sound and memory where the child can learn to play various songs



You can print out the template to use the keyboard of your computer as a piano

Listen to what you have recorded

Methods "create" and "reproduce"



Erase all the tunes

Select an instruments

Erase the last note

THE HOUSES



Access by the apple in "the garden".

SKILLS

Hearing and visual memory
Hand-eye coordination
Reading and pronunciation
Associating images with words
Visual distinction

Learning aims:

Discriminate between the repeated images.
Hearing and visual memory .

How to play?

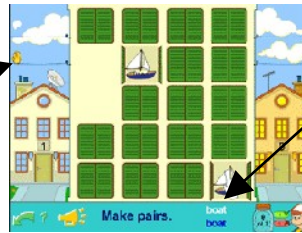
The games consists in uncovering the windows of the house and join together the drawings which are repeated.

With this game, the child can develop their hearing and visual memory by means of easily recognisable drawings very close to their vocabulary.

Two players can play this game; the lateral houses symbolize each player. It is the turn of the player whose house is lit up.

The pairs obtained are counted in the form of birds, the winner is the one who has the most amount of birds on the electric cable.

The pairs obtained are counted in the form of birds



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

THE SOUNDS OF ANIMALS



Access by the record player in "the domestic animals"

SKILLS

Hearing and image association
Vocabulary
Reading and pronunciation

Learning aim:

Association of animal images with the sounds they emit.

How to play?

Consists in associating the sound that is heard on the loudspeaker with the animal it corresponds to. The farm animals present an ideal situation to recognise the animals by the sounds they make.

When you press on an animal its name appears



Click on the animal that corresponds to the sound you hear

Press the loudspeaker to listen to the sound again of the animal we are looking for

SCORES



Press the blue key 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.



Bring the cookie to Dino's mouth and he will take care of eating it

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

TOTAL: 4 OF 308		SCORES	
SCENE	COOKIES	SCORE	PERCENTAGE
THE CAVE	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%
THE BEACH	0/10	0/100	0%

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 **childs progress** in each game, referring on a whole to the complete product, there is a screen for scoring, this is accessed through Pipo's house, Dino's cave 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.

THE DINOSAUR

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.

When some cookies have been obtained, you can visit the cave where Dino is trapped. On the bottom bar, a jar appears with all the cookies that have been obtained up to that time.

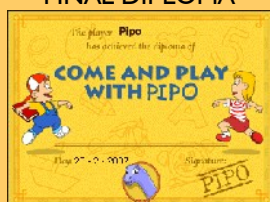
The cookies must be given to Dino so he can grow big and strong and leave the cave, to do this you must press on the jar. With just one click collect all the cookies and move them next to Dino's mouth and he will take care of eating them.

As we keep giving biscuits to Dino, we can see how he grows and increases his weight on the scales .



You can print the diploma in color or black and white

FINAL DIPLOMA



This is the Diploma that the child will obtain on finishing the game COME AND PLAY WITH PIPO

Dino has to push this stone to be able to leave the cave



Press on the jar to collect all the cookies

On the scales you can see how much Dino grows

At the end of the game and when Dino 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 save Dino, helping him to grow so as he can leave the cave.

CREDITS

Copyright © 1996-07.
Cibal Multimedia.

Total and/or partial
reproduction, adaptation,
or translation without prior
permission in writing is
forbidden, except where
permitted by the laws of
author rights.

Legal deposit:
PM 1998 - 95
ISBN 978- 84-920902-0-4

All rights reserved.

<http://www.pipoclub.com>

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

Contents learning guide: Marina Perelló, Alicia González

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

Sound technician: Pedro Darder, Alicia González, Marc Puig

Pipo's voice: Aina Cortés

Dino's voice: Mary Ramírez

Melodies: Carlos Cristos, Pedro Darder

Music / Effects: Pedro Darder

Psychopedagogical consultant: Fernando Darder, Marina Perelló

Learning guide design: Eva Barceló

General direction: Domingo Sanz

Commercial department and management: Domingo Sanz, Pilar Gómez,

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