

LOS ANIMALES CON PIPO



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GENERAL INTRODUCTION

www.pipoclub.com

CD ROM
Access all the information in the collection in this format: product details, technical service, learning guides, shop, etc.

ONLINE
Now you can play with Pipo from any computer with this online access.

DIGITAL
You can buy any Pipo product and download it directly to your computer. Play without delay and without needing a CD.

SCHOOLS
Pipo offers group licenses for schools. Learn and play with your classmates in the Online section.

Pipo is a collection of educational games that quickly capture children's interest due to the presentation and the creative way the themes and content are treated. The games and activities support different areas of the curriculum and the development of skills necessary for children's mastery learning and development.

They have been created and coordinated by child psychologists and other professionals, including contributions from teachers and specialists in each content area.

The programs are clear, simple and very stimulating, they endeavor to let children work through the activities at their own pace as they learn through play, thus encouraging and stimulating intuition, reasoning and creativity...

Although the child sees these activities as just games and has fun trying to solve them, from a teaching perspective 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.

The duration of each game will vary according to the speed of learning, as well as the needs and capabilities of each player.

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

LOS ANIMALES CON PIPO

Los Animales con Pipo is a fun and engaging program which will provide children with many opportunities to discover and learn relevant information about the Animal Kingdom.



Although these programs were created for children 5 to 12 years old, and the content focus encompasses curriculum at the elementary school level, younger children can also comfortably play the games. They are able to experience key scientific concepts while engaged in stimulating activities, problem solving using trial and error strategies steadily progressing and internalising content.

Although there are some games which require some basic content knowledge and the ability to read, this product also contains games appropriate for the very young child. For example, the stickers activity in the **Climate Zones** section of the Themes is one of several games such as puzzles and matching pairs that do not have as a prerequisite prior knowledge or reading ability in order to successfully engage in the activities.

This product is organized into 20 sections: **13 themes and 7 climate zones** with each theme and climate zone divided into subsets of 8 games and 5 activities respectively. Children are exposed to many key ideas about the animals in the animal Kingdom. They find out why jellyfish strike, how birds fly, and the differences between mammals and other animal groups in the Animal Kingdom. In addition children have access to specific information about 140 individual animals via the Animal Dictionary included in the program.

Each player plays at their own learning pace. There is no time limit, which means that children solve the games according to their own level of interest and motivation.

FOR PARENTS AND EDUCATORS

It is important to keep in mind the range of this product: For this reason, we recommend using the product for short periods of time very often. In other words it is much better for children to play for a short while each day or a few times a week working on different games at the same time.

It is important that children explore, investigate and discover the possibilities of the game for themselves, as this generates the greatest interest, motivation and progress in their learning.

SCORE TALLY



Tally of percentages, total choices and errors.

Keeping track of student scores with a tally of game scores: to solve the games you must achieve 100% on the score bar. You should bear in mind that there are two levels of difficulty in some of the games. You have to score 100% in the second level to master the game (children can skip the lower levels if they want to). The percentage depends on the numbers of exercises solved as well as the mistakes made. The scoring system should not be used to compare one child with another. The program is designed so that children obtain 100% when they have solved enough exercises with sufficient consistency. The score tally tracks the number of exercises solved and is saved when the child has completed the game.

LEVELS

Some games have two levels. In this case it is only necessary to master the second level in order to win the card piece.



You should be aware that the scores in themselves are not important. The aim of the game is not that the player should get the maximum score but that, whether quickly or slowly, they should arrive at the situation (100%) where they understand the contents of the game they are playing. It is very important that children be left to look for the answers by themselves. When children are in difficulties, you should not rush in to give the solution. You should help as little as possible so that the children can arrive at the correct answer on their own. In other words, the children have to reflect on and thus learn from their mistakes.

In all the games you are able to click on the green question mark or the F1 key (for Windows users) to get a summary of each game and screen. You can also connect to the general help section, which can be printed if you wish, and where you will find a summary of the program's features.

HELP



Click F1 for help with program content.

In all the games you are able to click on the green question mark or the F1 key (for Windows users) to get a summary of each game and screen. You can also connect to the general help section, which can be printed if you wish, and where you will find a summary of the program's features.

1. How the program works.
2. Games.
3. Tips for parents and Educators
4. General Information

TO BEGIN

Once the program is launched the first screen will ask the user if they wish to see the **demos and guides** for the particular program or to go **play**.

Your Mission



Help us find Piti!
You will find postcards from her throughout the ship. Help our friends solve all the games.

Program demos and Guides
Uninstall



Play "Los Animales con Pipo"

Our Mission

Piti,Cuca's pet, is a small very adventurous lizard. She has left home to explore the world, but our young friends miss her. So they have decided to go look for her. They will need the help of new crew members if they are to find her.**Piti has sent postcards** which can be found throughout the ship including clues guiding you to where she can be found (last 4 cards).

As soon as we have landed you may click on the **PLAY button** which will take us to the ship's control room. Once there you will be able to enter each of 7 climate zones and 13 themes related to the animals of the Animal Kingdom.

Piti's post cards



For every game mastered you will receive a card.

There are a total of 20 cards and the last 4 have the final clues to find Piti.

If your name is on the list just click and play.

Summary-F5
Exit



If this is your first time to play you will have to write your name twice the same way.

Credits

Play

Créditos

F1 Help. You will be able to have access to help in context by clicking on the F1 key on your computer. You will also find general help, brief game summaries, program information, relations between games, and some teaching tips.

F5 Summary. Visual sampling and brief information of all games and activities. de Windows pueden acceder de forma rápida pulsando la tecla F9.



Access to all students' scores in all sections. Windows users can access by clicking **F9** key.

To exit program from any location at any time:
Windows users: Click Alt + F4 simultaneously.
Mac users: Click Apple + Q simultaneously.

SHIP'S LABORATORY

Clicking on **Play** takes you to the ship's laboratory. This screen provides access to 13 themes related to the Animal Kingdom and 7 environmental settings. You will discover an almost limitless source of significant information about animals.

Use the arrows to select a climate zone.

Click on the picture to get to the clues screen.



Select a theme.

Animal Dictionary.

General Diagram: animal classification

LEVELS SYMBOL



Some of the games have two levels of difficulty. In this case it is sufficient to master level 2 in order to count as mastery of the game and receive the postcard clue.

Each section includes access to a certain number of activities. Each activity/game must be mastered prior to finding the postcard clue. Some games have two levels. In this case it suffices that only the 2nd level is mastered in order to receive the postcard clue moving the player to the objective.

Achieving 100% does not mean the game can not be revisited, it is simply a way to indicate that the child has internalized a minimum quantity of content and skills. Nevertheless they may continue playing the game as often as is desired and continue accumulating points, and strengthening knowledge and skills.

SUMMARY

Clicking on **F5** provides a quick overview of entire program

F5

Use the arrows to view all activities and games in the program.



Use the arrows to view all the themes and climate zones..

Scoring

Exit

This screen also provides permission for linking to the internet web page Pipo: www.pipoclub.com

THEMES

BUTTON BAR



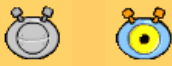
On the game bar you will find a piece of postcard with a tally of the number of clues collected so far.

Click, and you will access the clues screen where you can collect and complete the card collection. Come on there are 20 cards in all!

Clicking Content is structured into 13 themes:

1. Living things: Introduction
2. Animal Kingdom: Introduction to Animal Kingdom. Vertebrates and invertebrates.
3. Sponges
4. Cnidaria
5. Worms
6. Mollusks
7. Anthropods
8. Equinoderms
9. Fish
10. Amphibians
11. Reptiles
12. Birds
13. Mammels

ROBOTS



Inactive - Active

To complete the screen all robots must be heard. It is important to listen to the entire dialogue in order to activate the robot.

You must also click on all the inactive areas on the screen for further information .

Theme Presentation

Once a theme has been selected, an appropriate screen will appear. This screen will display a graphic representation of the selected theme. Included in the display will be a certain number of small robots. These robots provide information about the selected theme. It is recommended that you click on all the robots prior to moving on to the activities. Each robot activates one game.

Some robots also have a video as well as the audio.
Robots



Click on all areas needing color included on the screen.

Text being shared by robot.

Click on all available zones. They contain access to important information as do the robots.

HOW TO FIND THE CUES:

To master this screen 100% must be achieved. To accomplish 100% all robots must be activated to view the game screens (which will allow you to accumulate 100%).

To gain complete access children must click on all uncolored areas, and click on all the robots. In this manner you will gain all the information and important characteristics of the focus animal group .

All clues are accessed only after all robots have been heard . This ensures that children have the content knowledge necessary to achieve success on the game/activity.

THE GAMES:

Each screen leads the player to 8 games, where the content shared by the robots supports player success; such as animal recognition, important animal body parts, classification information, and other significant characteristics etc.



Each mastered game, climate zone, or theme will be marked with a green check mark.

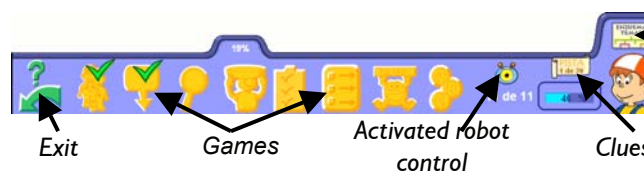


Find the cards scattered on the ship. 20 in all.



Inactive - Active

One game will be activated for each robot listened in entirety.



Classification Diagram

As the mouse crosses each game the individual's score is viewed. The green checkmark indicates 100%. However ability to play this game continues even after the 100% score and the accumulation of correct and incorrect answers continues to new scoring

STICKERS



Learning Objectives:

To understand content with visual support

How do you play?

Grab the sticker with the mouse by clicking on it then drag it to the corresponding image, drop sticker and move to next sticker.

SKILLS

- Discern images
- Fine Motor
- Shape Recognition

Place each sticker where it belongs.

Help



Correct, incorrect resulting percentage.

This game is perfect for the very young child, by simply matching forms and images with the audio support they will enjoy success while gaining new understandings.

PLACE THE CARDS



Learning Objectives:
Internalizing content via visualization .
Learning the characteristics of the animals in the Animal Kingdom.

SKILLS

- Visual discrimination
- Organizing information
- Concentration and Focus
- Short and long term memory

How do you play?
Select a card and place it where it belongs.

Click on the loudspeaker to listen to new sentence.
Help



Click on the card to be placed.

Correct, incorrect and percentage.

FIND



Learning Objectives:
Discriminar conceptos y reforzar los aprendizajes obtenidos.
Poner en práctica habilidades de atención, concentración y memoria.

How do you play?
Listen to find out what Pipo is asking you to find. Then show him where it is.
Each activity has four questions. Each series of 4 questions can be answered from among the four grey colored images. The first question can be answered from four options. The last question will have only one option.

SKILLS

- Visual discrimination
- Organization of information
- Concentration and focus
- Long and short term memory

Click on the loudspeaker if you want Pipo to repeat the sentence.
HELP



Select correctly from the greycolored options .

Correct, incorrect and percentage.

CLASSIFY



Learning Objectives:
Categorize each animal according to scientific designation. Develop a clear understanding of defining animal characteristics. Identify animals according to characteristics.

How do you play?

SKILLS

Categorization
 Visual Discrimination
 Comprehension
 Concentration and focus
 Short and Long term memory

The computer has crashed and all animal data has been lost. Help Neuron reprogram the system by replacing the animals in their appropriate categories according to their pertinent characteristics.

Classification diagram

Click on loudspeaker to listen to the sentence again.



Select the animal that matches the given description.

Correct, incorrect and percentages.

CATEGORIES



SKILLS

Categorization
 Visual Discrimination
 Short and long term memory
 Concentration and attention span
 Fine motor skills
 Reasoning

Learning Objectives:

Select correct answer from several options.
 Apply attention, focusing and memory skills.

How to play?

Each screen has five choices and only one is correct.
 Do not rush, study each word carefully, and select the word that best fits the theme.
 Click and select.

Levels symbol.

Exit.



Select the word related to the theme.

Correct, incorrect and percentages.

Two difficulty levels:

Level 1: Select 6 words that fit the theme. Basic Vocabulary.
 Level 2: Select 10 words that fit the theme. More conceptually challenging vocabulary.

RELATIONS



SKILLS

Discrimination
 Comprehension
 Reasoning
 Attention and memory

Learning Objectives:

Discriminate concepts and practice in context.
 Recognize conceptual relationships
 Reinforce reading comprehension skills.
 Apply concentration, focusing and memory skills.

How to play?

Carefully read the text on the lefthand column and match it to appropriate text on the right.

Click on the loudspeaker to listen to sentence again.

Exit.



Match the concepts on the right to those on the left

Correct, incorrect tally and percentages for game.

COMPLETE THE SENTENCE



SKILLS

Comprehension
Discrimination
Attention and memory
Concentration
Reasoning

Learning Objectives:

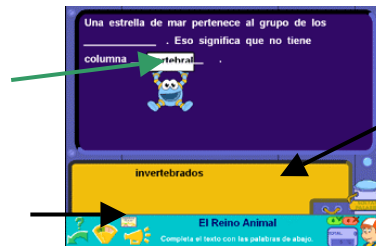
Development of reading comprehension and content knowledge.
Discriminate from diverse options.
Increase attention span, concentration and memory.

How to play?

Read carefully and complete the sentence by filling in the blank. Select the correct word click and drag to blank in sentence. Click again to place in blank, if it is correct it will remain in place, if incorrect it will return to bottom of screen and tally will reflect an incorrect response.

Select the word and place in the sentence.

Notebook symbol for Classification Diagram.



To drop word
Click on the yellow section or special area labeled "DROP WORD".

2 levels of difficulty:

Level 1: Place the words from the yellow section in the sentence.

Level 2: Select correct word to complete sentence. Some words have been placed to confuse players.

THE TEST



SKILLS

Reasoning
Discrimination
Concentration and attention
Memory/recall

Learning objectives:

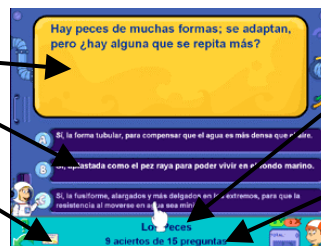
Develop reading comprehension.
Acquire and reinforce concepts and content gleaned from games.
Discriminate from diverse options a correct solution.
Apply and practice attention span, concentration and memory skills.

How to play?

Read the question carefully and choose from the three options.

Question
Possible answers.

Esquema de la Notebook symbol for access to classification diagram.



Theme content to be tested.
Tally of total questions correct out of total.

THE ENVIRONMENTS




Click on this icon in order to see the classification diagram of the Animal Kingdom.


Although these games are very straightforward in order that younger children can have success it is recommended that children complete the themes prior to engaging in the environmental activities, in this way their efforts will be more productive.

Having selected a climate zone from the ship's laboratory, you will travel to the selected environment. Once there you will learn about the animal population living in that particular zone.

One must be cognizant that the environments included in this program are not real, they can only represent the actual very complex biomes that exist on planet earth. The environments are only representations of actual places on earth. Only seven climate zones have been included:



Each mastered game or activity will be marked with a green check mark .

CARDS


For every game you will receive a card. Go to the card screen to review the clues.

1. Temperate Forest
2. Desert
3. Plains or Savannah
4. Boreal or Coniferous Forest
5. Ocean
6. Jungle
7. Tundra and Polar Regions

Refer to your field notebook to learn more about the animals in the climate zone.




Click on all the animals to activate and view all the cards.

Games

Animal Dictionary

THE ANIMAL DICTIONARY WITH PIPO

This screen will also take you to the animal dictionary where you will learn about the animals in the different climate zones.



Click on this icon to access the Animal dictionary with Pipo, where you will find all of the animals found in the different climate zones.

Description of some of the animals characteristics.




Use the arrows to move forward or back through the dictionary to find the animals alphabetically arranged.

To print click on this icon.

*Type in the name of the animal you are looking for then click **FIND**.*

The dictionary is configured as a search engine and the child has to but input the name of the animal for which he needs information. If a child attempts to find common animals such as a dog or a cat he will not be successful. The dictionary contains 140 animals, a very minute representation of the actual total of animals in the animal kingdom. Therefore it is important to keep in mind that the animals in this dictionary are only those found in the program "Los Animales con Pipo".

It is also possible to access the dictionary by clicking with the mouse on a letter of the alphabet. The letters can be found on the bottom part of the dictionary page. The letters U, V, W and X are inactive because there are no animal names in this program beginning with those letters.

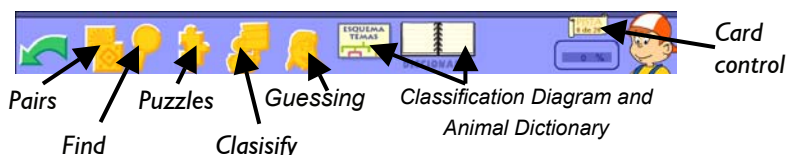


If you would like you could print data about each animal and create your own animal dictionary.

If so desired it is possible to print the information about each animal of interest to the child by clicking on the printer icon. A vertical orientation for the page being printed is recommended.

THE GAMES

Upon gaining access to the selected climate zone you will discover the types of animals to found in that zone. You will also discover certain facts about each animal; clicking on the animal will give you some information about the animal. Afterward you will use the



On this screen you will also be able to see your score as you pass the mouse over each of the game icons.

To access the clues screen you must first click and learn about all the animals on the screen.

MATCHING PAIRS



SKILLS

Association
Visual Memory
Image recognition
Concentration and attention
Spatial perception
Discrimination

Learning Objectives:

Reinforce all the data about the Animal Kingdom.

Develop memory, recall, and attention span.

How to play?

Find the matching pairs hidden in the tree bark.

Demonstrate your skill and good memory by finding the eight hidden pairs.

It is possible for two players to play :

One player can be Cuca and the other Neuron.

These characters will control the correct answers on the laptop and chalkboard respectively.

the first player must match two squares;

If he gets the pair he plays again.

If he is incorrect, it is the other players turn.

Click on the squares to find the matched pair.

Exit:



Look at the bar to find the animal and group it belongs to

You have found a clue card.

WHERE IS IT?



SKILLS

Visual discrimination
Information Organization
Concentration and Attention Span

Short and Long Term Memory

Learning objectives

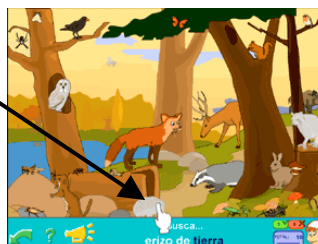
Learning to identify animals according to their environment.

How do you play?

Listen to Pipo and select all the animals he asks you to find. The activity is organized in sections with a series of questions directing you to identify certain animals. The animals being considered will be shaded in grey in order to support younger children. The choices will become easier as animals are identified, and the last animal remaining will obviously match the last animal Pipo asks to be identified.

Listen to Pipo and click on the animal Pipo asks you to identify.

Help



PUZZLES



Learning Objectives:

Develop visual memory.

To strengthen attention span and spatial organization.

How to Play?

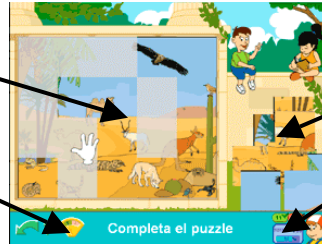
SKILLS

Re-creation of visual image
 Recognition of images
 Visual Discrimination
 Fine Motor
 Visual Memory

Complete the puzzle using the pieces found on the stone wall (to the right of the frame). Place the pieces on the puzzles to correctly complete the environment pictured.

Place the pieces on the framed puzzle picture.

Levels Icon.



You must take puzzle pieces from here

Tally of correct and incorrect answers.

HELP:LEVEL 2



Click for background to appear.

2 levels of difficulty:

Level 1: Complete the puzzle by placing pieces in the background.

Level 2: Complete the puzzle without visual support.

Focus on the puzzle pieces with a border to facilitate placement.

If you are still having problems click on the lifesaving ring and the background will appear for as long as you keep the mouse on key.

CLASSIFY



SKILLS

Categorization
 Visual Discrimination
 Comprehension
 Concentration and attention span
 Short and long term memory

Learning Objectives:

Internalize the classification of each animal.

Gain a clear and defining idea for each animal.

Discriminate from the given characteristics and match to animal described.

How to play?

Help our friends Cuca and Neuron classify the animals appearing on their signs.

Read the characteristic on the information bar and select the animal it describes.

Read the characteristic from the information bar.

Click on the loudspeaker if you need the sentence repeated.



Click on the sign picturing the animal being described.

Get 100% and receive another piece of the clue to Piti's whereabouts.

G U E S S



SKILLS

Visual discrimination
 Shape recognition
 Deductive thinking
 Visual memory
 Attention Span

Learning objectives:

Strengthen attention and memory.

Foster capacity for reflection and reasoning.

Definir y deletrear la respuesta correcta, a partir de alguna característica (pistas).

Examine and define characteristics and match to correct response.

How to Play?

Have you carefully studied the animals in this environment? Cuca must cross the bridge, but she cannot do so until you guess which animal is hiding on the cliff.

Click on the clues and you will find information to help you identify the hidden animal.

Levels Icon



You have three tries to guess the hidden animal.

take note of the shape of the animal on the rock.



It is important to encourage the children to use the provided clues. It adds another pedagogical dimension to this game.

You have 8 tries to guess the hidden animal before the bridge collapses. Furthermore, you have two clues you could use even though using a clue counts as an incorrect try (and a rope supporting the bridge breaks). However, you would access a very useful clue.

2 levels of difficulty:

Level 1: Ashadow outline of the animal appears on a rock on the cliff.

Level 2: No visual support.

SCORING

This program maintains and tracks scores for multiple students which helps children sustain motivation and enthusiasm.

For windows users the **F9 key**, takes you directly to the scoring screen where you can easily track students on any and all games.

SCORING

Access clicking on following icon:



For quick access Windows users can click on the **F9 key**.

Select the theme or climate zone for which you need scores.



Scores for themes.

Scores for

climate zones.

Parents and/or teachers can access scores and review child's progress on all themes. scores can be printed indicating individual names and date scores were achieved. Please note that the printed hard copy is an exact copy of what is seen on the monitor screen. Therefore, this is available as a record for all themes for all players.

PITI'S CARDS

The cards collected along the way also reflect the players' progress and scores for the games in which they engaged. However for children this manner for recording progress is more interesting and motivating than simply noting drab numbers and percentages.

The clue cards screen can be accessed with the icon representation of a card and by clicking on Piti's picture from the ship's laboratory.

On this screen children can arrange the clues on the parchment after dragging and dropping from counter where they have accumulated. The more games mastered translates into more card clues. There are 20 cards with stories Piti shares from her travels. The last 4 cards provide information about Piti's whereabouts. It is necessary to access the last clue before the player can proceed to find the missing Piti.

REARRANGING THE CARDS

Access this screen by



clicking on the tally counter icon.



2. Ship's laboratory picture.

Complete all Piti's cards. You need the last 4 to find her.

Click on the tally icon to get the cards you have won.



You will be reunited with Piti only after you have earned the 20th card.

DIPLOMA

When you find the 20th card you will be able to find Piti and you will receive a diploma for your effort. A Zoological Explorer Diploma

As a reward for your hard work Pipo will bestow you with the "Los Animales con Pipo" Zoological Explorer Diploma. The diploma will have your name and the date you were successful in locating Piti.

Congratulations! You found Piti!

As a reward you will receive a Zoological Explorer Diploma

Exit



You can print your diploma in color on a color printer or print it in black and white for you to color later.

DIPLOMA ICON



As soon as you have won your diploma this icon will appear on the button for the game where Piti was found. You can click on the diploma icon any time you wish to see your Zoological Explorer Diploma

CREDITS

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