

Play With Pipo In The City

Many Learning Games

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General Introduction

www.pipoclub.com



www.pipoclub.com

Pipo's Internet Club

portrays a collection of realistic information.

Apart from free children's activities like coloring, puzzles, soups of letters, demos ...

Pipo is a collection of educational games in CD-ROM that quickly catch children's interest by presenting and addressing with creativity the content of different subjects. The program targets developing academic skills and abilities which are necessary for every child's learning evolution. The games have been created and coordinated by professionals in Infantile Psychology along with many other people dedicated to teaching and specializing in all educative areas.

Clear, simple and very stimulating, the programs allow children to independently develop academic skills through stimulating playful games, which develop children's intuition, reasoning, creativity...

From a pedagogical point of view, children will perceive the activities as games and will amuse themselves as they solve the problems and master the planned detailed objectives.

Programs are designed to serve an ample range of ages starting as early as 15 months through 12 years of age. Children's age, knowledge base, and personal rate of learning establish the child's individual pace as he advances through the program. In addition, the program's unique design and characteristics have been found to be extremely beneficial for children with learning disabilities and/or in special education programs.

Some programs also include the possibility of regulating the level of difficulty. The educational contents in Pipo are complementary to the curriculum content for preschool and elementary school and the goals are set within current teaching practices.

Play With Pipo In The City

Play With Pipo In The City is designed for children between the ages of 2 and 8 years of age. Nonetheless, this product can be used for children of other ages depending on their needs and strengths.



Targeted areas and abilities vary within the following subjects: language, mathematics, computer science (use of the mouse), writing, reading, vocabulary, spatial orientation, reading comprehension, visual memory, etc.

Ideal for learning, this program is created in settings a young child would be familiar with such as: the street, the amusement park, the circus and the supermarket. Highly stimulating games quickly catch children's interest. Some children may not have acquired the skills necessary to play the games; however, they can still manipulate the activities in a manner that promotes learning and allows them to internalize and master the preset objectives.

The duration of each game varies and is based on the individual's pace of learning and motivation. There are no pressures from trying to finish a game because there are no time constraints and games can be exited at any time.

For Parents and Educators

While the objective is simultaneously one of learning and fun, Pipo is designed so children can interact with the computer as if it were a toy. Allowing children opportunities to explore, investigate, and discover the options of the game will yield higher levels of interest, motivation and learning.

As the game is played correct and incorrect responses recorded. Scoring is important because the points earned serve as prizes and learning is reinforced. Children are motivated to continue with the game, and they are encouraged to surpass their own levels of learning. However, scores are not indicative of children's self-worth.

F6



The game can be played in any of these three languages

The game can be played in three different languages: Spanish, English, and Catalan. This option allows children to have basic knowledge of other languages apart from their own. It is recommended that children under 4 years of age play the games in their maternal language until they learn the game well.

Special Buttons



In addition, the program is extremely beneficial for children who are learning a second language. A choice of using Capital and/or lowercase letters is provided and can be switched at any time. A Megaphone Button, included in all the games, provides correct word pronunciations for the targeted vocabulary.

Click on F1 for Help



Children up to 3 years of age will not normally spend more than half an hour in front of the computer and it is recommended not to exceed this time. Children under 2 years of age may not know how to maneuver the mouse but may be able to use the keyboard with the help of an adult. Some 2 year olds may be ready to learn how to manoeuvre the mouse. By sitting on an adult's lap, young children can click on objects and listen to the words pronounced. This will encourage them to imitate Pipo and develop their diction (language skills). Children without medical impediments and children 3 years and older should use the mouse from the beginning.

To Start

Selections

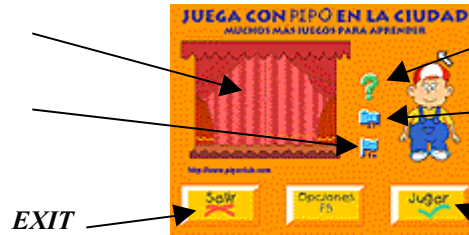
This is the cursor that appears when you need to click on an object. The active part of cursor is the mouse's nose so, make sure you touch the object with the nose.



From the first screen where Pipo appears, you can link to the games by clicking on the Play Button, or by selecting Options where you can see a summary of all the activities.

Credits

F6 Change Languages



F1 Help Screen

F7 Scroll through the program

EXIT

Play

F1

F1 Help, Provides a brief summary of the program's contents

F5

F5 Options

F6

F6 Configuration of languages: Castilian, English and Catalan

F7

F7 Program Demo, allows you to familiarize yourself with the program

PIPO'S CITY Click on PLAY and the first screen of the game will appear. It is a view of Pipo's city from where you may "link" to different games and activities.

The Amusement Park

The Street

The Supermarket



The Circus

The Zoo

To Exit Help - F1

THE SCENES

Altogether there are five scenes: the street, the circus, zoo, the supermarket and the amusement park. Children can explore each scene and click on the objects presented. Pipo will show them how to pronounce and write the objects presented. Children will be impelled to imitate Pipo, and as they do so, their diction (language skills) will improve.

Pipo will show you many words, how they're written and how to pronounce them



You will find a hidden game in each scene
These buttons will take you to other games

Languages

Change Letter Type



Language Button changes languages

F6 – Changes and Configures languages

You can hear vocabulary in one language or decide on a combination of languages.

Clicking on the flags in the first row will set the language you want to hear the words in.



Clicking on the flags in the second row will set the language you want to hear the translates words

If you do not wish to translate the words into another language, click on the same flag in both rows.

Options

F5

Clicking the F5 key will “link” to the screen of options where a global view of the product can be seen

Click through the arrows to scroll through the scenes. Click the “View Box” to go directly to a scene.



A brief description of each scene.

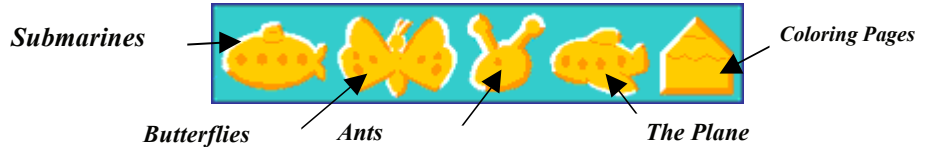
Click on these arrows to view all the games. Click the “View Box” to go directly to a game.

Exit

Click here to see other products and demos.

Basic Skill Games

Use the scene of Pipo’s City to link to other scenes. Following are the icons for the 5 Basic Skill Games that appear in the tool bar at the bottom of each scene.



The Submarines: learn new vocabulary

The Butterflies: Use syllables to form words.

The Ants: create phrases

The Plane: recognize letters

Coloring: Learn colors

Each scene will generate a group of vocabulary words to manipulate. The words will range from easy words to difficult unfamiliar words which children will learn and internalize as they play the game.

Submarines

Skills

Vocabulary

Reading and Pronunciation

Word

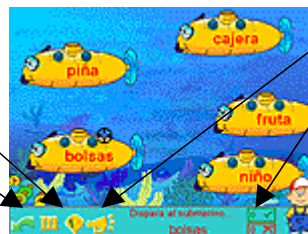
Letter-Sound Recognition

Didactic objective: Matching pronunciations to written words.

How do you play? Match the word Pipo says to its written form contained in the submarines.

Levels

Choose capital or lower case letters



Megaphone

Score Box

Two levels of difficulty:

Level 1: Submarines move at a regular pace.

Level 2: Submarines move fast.

Butterflies

SKILLS

Recognition of syllables, Visual/Motor Skills Coordination, Fine Motor Skills, Visual and Auditory Memory

Didactic objective: Use syllables to construct words.

How do you play? Click on the butterflies containing the syllables and drag them to the flower tops. You must arrange them in the correct order to match the word Pipo says.

Use the Megaphone to repeat the words.



The carnivorous plant will eat all the incorrect responses.

Two Levels of Difficulty:

Level 1: For additional help, the word spoken by Pipo will appear.

Level 2: The word will not appear on the screen.

The Ants

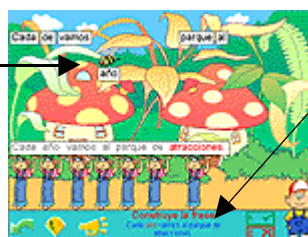
SKILLS

Word Recognition Reading and Pronunciation, Visual and Auditory Memory Sentence composition

Didactic Objective: Recognize and Differentiate words to compose sentences.

How do you play? Click on the words at the top of the page and place them in order to compose a sentence.

Use the bee to click on a word and position the word on top of the ants.



View the completed sentence here.

There are two levels of difficulty:

Level 1: To serve as a model the completed sentence will appear in grey letters.

Level 2: The sentence will not appear.

The Airplane

SKILLS

Letter recognition, Reading and Pronunciation, Visual and Auditory Memory and Differentiation, Visual and Motor Skill Coordination

Didactic objective: Recognize alphabet letters to form words.

How do you play? Click on the letters inside the spaceship and drag them to the windows on the airplane. Arrange the letters in order to build the word pronounced by Pipo.

Choose a level. Click here to choose from upper or lowercase letter.



Choose the letter in the spaceship and correctly place them in the airplane's windows.

There are two levels of difficulty:

Level 1: The word needing to be spelled will appear on the bottom portion of the screen.

Level 2: No help will be provided

Coloring

SKILLS

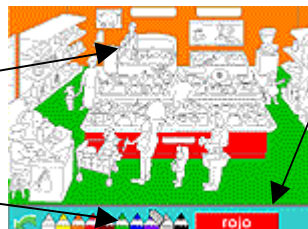
Color Recognition,
Creativity, Artistic Capacities, Visual and Motor Skill
Coordination

Didactic objectives: Differentiate between colors and recognize them through written form and shapes. The game stimulates artistic abilities and encourages children to reach their highest imagination potential.

How do you play? Begin by clicking on a desired color and then click the area of the picture you choose to color. You may change colors as many times as you want.

You may use a variety of colors.

Click here to choose a color.



The name of the color will appear here.

Scene Games



The magic wand will appear when you have found one of the hidden games

There is a hidden game in each scene which children should find on their own. Pass the cursor over the objects in the scene and when you pass it over the hidden game the cursor will change into a magic wand. Then all you have to do is click and you will move into the hidden game.

There is a total of 5 hidden games:



The Rabbit: (the link is located in the circus) provides syllable practice

The Snakes: (the link is located in the park) uses the multiplication table

The Little Mouse: (the link is located in the street) provides addition practice

The Frogs: (the link is located in the zoo): provides subtraction practice

The Fish: the link is located in the supermarket) practice counting.

The Little Mouse



Link into this game through the cheese cart on the street.

Didactic objective: Interpret and solve addition problems.

How do you play? Add to calculate the pieces of cheese the mouse has.

You can click on the numbers at the top of the page or type the numbers on your keyboard.

Change the level of difficulty.



You can see the question Pipo is asking.

Score Box

SKILLS

Calculate, Numerical Sequencing,
Mathematical Reasoning

There are two levels of difficulty:

Level 1: The maximum sum of the problems will be 10.

Level 2: The maximum sum of the problems will be 20.

The Frogs



SKILLS
 Calculation
 Numerical Sequencing
 Mathematical Reasoning

Didactic Objectives Interpret and solve subtraction problems

How do you play There is a special number of frogs on the Lily pads and when you click on a frog it will dive into the water The number of remaining frogs is the answer to the subtraction problem

You can click on the numbers at the top of the page or type the numbers on your keyboard.



Clicking on the frogs will cause them to jump off the Lily Pad. You can only eliminate the number that needs to be subtracted.

There are two levels of difficulty:

Level 1: The answer to the problem is not higher than 10.

Level 2: The answer to the problem is not higher than 15.

The Fishes



SKILLS
 Mathematical Reasoning & Logic,
 Numerical sequencing
 and identification

Didactic Objective: Identify numbers and sequential order through 10.

How do you play? Count from left to right the number of jumps the seahorse needs to makes to reach the fish. The numbers in the jellyfish will indicate the number of times the seahorse will jump. Click on the jellyfish for the correct number of jumps.

Megaphone
 Change Levels

Exit



Click on a jellyfish and the seahorse will jump.

Scores

There are two levels of difficulty:

Level 1: You need to free 5 fish within 15 bubbles and the numbers range from 1 – 15.

Level 2: You need to free 6 fish within 25 bubbles and the numbers range from 1-25.

The Rabbit



Didactic Objective: Recognize and differentiate between syllables.

How do you play? Pipo will pronounce a syllable and you must find the matching syllable among the bombs.

Use the Megaphone to hear the question.
 Use upper or lower case letters.



The bomb will explode when touched revealing the rabbit hole.

SKILLS

*Recognize syllables,
Letter – sound
association*

There are two levels of difficulty:

Level 1: For additional support the syllable will appear in the window below.

Level 2: Help is not provided.

The Snakes



Link into this game through the Amusement Park Entrance.

Didactic Objectives: Use the multiplication table to solve problems.

How do you play? Click on the apples and the follow the arrows to answer of the multiplication problem.

Clicking on the snakes head will cause them to recite multiplication facts.



This is the multiplication equation we are to solve.

SKILLS

Calculations, Number Recognition, Mathematical Reasoning.

There are two levels of difficulty:

Level 1: Multiply small numbers.

Level 2: Multiply large numbers.

TABLA DIDÁCTICA

		HABILIDADES												
JUEGOS		COORDINACIÓN VISOMOTRIZ	RAZONAMIENTO MATEMÁTICO	CREATIVIDAD	VOCABULARIO	MEMORIA VISUAL Y/O AUDITIVA	RECONOCIMIENTO DE LETRAS, SILABAS Y PALABRAS	CAPACIDAD ARTÍSTICA	RECONOCIMIENTO DE COLORES	MOTRICIDAD FINA Y/O GRUESA	CALCULO	ASOCIACIÓN SONIDO-GRAFÍA	RECONOCIMIENTO DE NÚMEROS Y SERIACIÓN	PRONUNCIACIÓN Y LECTURA
SUBMARINOS														
LAS MARIPOSAS														
LAS HORMIGAS														
EL AVIÓN														
EL LÁPIZ														
LA RATITA														
LAS RANAS														
LOS PECES														
EL CONEJO														
LAS SERPIENTES														

CRÉDITOS

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