

## COME PLAY WITH PIPO

More Than 15 Learning Games New Edition - V.10

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### GENERAL INTRODUCTION

[www.pipoclub.com](http://www.pipoclub.com)



*Pipo's Club on the Internet has updated information about the collection. Also, activities for children can be downloaded at no cost, i.e. activities for coloring, puzzles, alphabet soup, demos.....*

Pipo is a collection of educational games on CD-ROM that immediately catch children's interest via the creative presentation and development of the themes engaging them on each CD. The games and activities are presented in developmentally appropriate programming best suited to the individual student's learning style and capability. Experts in the field of Child Psychology with the assistance of professional educators have worked to provide activities which will support the development of an independent child, playing by himself; using and stimulating their intuition, reasoning, and creative ability.

Although children perceive the games as simple he/she enjoys solving them. From a Pedagogical perspective each one of them responds to a specific plan of desired objectives. Programmed activities encompass a wide range of ages from 15 months, 3 years, 8, 10, up to 12 years old. Children can advance at their own pace according to their ages and individual capacity to learn. In addition some programs provide the ability to increase the level of difficulty for each individual. These characteristics and program options have also been found to be of great benefit to children with learning disabilities or in Special Education. The educational content of the Pipo programs is aligned to key basic understandings outlined in national and state mandated curriculum for elementary classrooms.

## VEN A JUGAR CON PIPO



*This program allows  
you to choose from  
English, Spanish and  
Catalan.*

**Ven a jugar con Pipo** was prepared specifically for young children, from 2 years old and up. The age range, however, appropriately comfortably encompasses children from **15 months to 7 years old**. 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.

The specific content areas and skills addressed in the CD are : reading and writing, mathematics, music, information skills (use of mouse), miscellaneous topics (human body, animals, time, etc.)

Program activities unfold in environments very familiar to the young child, this allows the young child to focus on the programmed learning objectives surrounded by familiar surroundings: the bedroom, the bathroom, the living room, the kitchen, the garden, the school, the park, pets, and the beach.

Children's age, knowledge base, and personal rate of learning establishes the child's individual pace as he advances through the each game in the program. There are no time limits and children may exit at any point during the game.

At the beginning of each scene there is an animation of Pipo that engages the children and if they wish they can immediately begin to play without having to wait for the animation to finish. The games are very stimulating and quickly catch children's interest. Skills are presented in higher more challenging levels; however, children can easily manipulate the activity so they can progressively internalize learning and content.

## PARENTS AND EDUCATORS



Megaphone icon  
Repeats statement

**letra**

Letter font button  
or click F5.

*Clicking F1 will take you  
to help screen*

*For general product help  
click on "Ayuda General"*



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.

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. Nonetheless, the program is extremely beneficial

for children who are learning a second language. Capital and lowercase letters, as well as, cursive letters can be used depending on the child's preference and needs. Changes can be made at any time by pressing the "Letter" button. Letter types are accessible by pressing Options F5. The Megaphone Button will repeat statements in each game.

### Recommended for youngest players:

**The Cat and the Cheese:** Basic introduction to use of the mouse. Entertaining and can be accessed by clicking on mouse in the Kitchen..

**Human Body:** Recognition of body parts, Access clicking on Cuca in "bathroom"..

**Xylophone:** Play and create your own music. Click on radio on the beach to

**The Sounds of the Animals:** Children will guess which animal emits each sound. Normally, children up to 3 years old, on their own initiative will not spend more than half an hour in front of the computer, it is not recommended 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

(see Options of Accessibility).

## OPTIONS OF ACCESSIBILITY



A Trackball mouse facilitates learning.



"Ven a jugar con Pipo" allows keyboard control

Whenever possible, it is recommended to play the games using of the mouse. If the child is very young or has some disability please, consider the following recommendations:

- "Trackball" mice exist in the market and facilitate learning by their ease of use. Most children 3 years and older are able to handle any type of mouse.
- "Come Play with Pipo" can be controlled and played by using the keyboard
- Use the "Tab" key and "Cursor" to move objects around the scene.
- Use the "Enter" key and the space bar to select objects and play the game

These options allow very young children who do not yet know to handle the mouse, or those who may have a motor skill disability, the capacity to play the games just like their peers. Young children may sit on the lap of an adult to become familiar with the keys needed to play with Pipo.

For typing word games like The Train, it is best to focus on a small group of letters on the keyboard at one time. Children will be able to differentiate and locate targeted letters by focusing on a zone or small group of keys; rather than searching through the entire keyboard. Once the child begins to recognize and locate all the letters on the keyboard, the aid of the adult should be gradually diminished. .

## TO BEGIN

### SELECTION



This cursor appears when it is on an object that can be clicked upon to give you access to another screen. It is the right hand index finger. Use to select an option.

Pipo gives you the option to begin playing the games on the first screen. Or you can choose Option (F5) where you will view a brief summary for each game.



**F1 Help:** you will find a brief summary for each game. This site also has helpful information for parents and educators.

**F5 Options:** Will take you on a general visit to all areas of the program and outline the game (see Options).

**F6 Languages:** Will change the language of the game.

**F9 Scores:** Will provide a visual summary of the child's progress (see Scores section).

## Pipo's House

Here is Pipo's house and from here you can enter each scene..

Domesticated animals

The bedroom

The living room

The garden



The school

The park

The bathroom

The kitchen

The beach

## THE SCENES

Altogether there are nine scenes. Children can go exploring and click on the various objects. 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.

In each scene Pipo teaches you many words, how to pronounce and write them.

Exit

Help



These five buttons on the bar stand for games and cookies won in each game.

Letter button: Upper-case, lower-case, cursive.

## DIPLOMA The Scene



You may print the diploma and color it.

## Cookie Jar



Here you can see how many cookies you have won.

The bar located on the lower part of each scene will show the game icons and the cookie jars. The jars show the number of cookies that have been gathered and the number of cookies that still need to be gathered. As the user gathers more cookies, the jar changes colours indicating that the jar is nearly full. The cookie jar provides a brief summary of the child's progress in of each of the games.

Diploma Scene: When you have mastered all the games in each scene you will earn a printable diploma. The diploma records the date in which it was obtained and reflects the child's accomplishments. In this manner each child will have a record of success for each activity mastered.

## OPTIONS

The **F5** key takes you to the screen where you will have a quick look at all the games in the program via a brief summary and a graphic of the scene displayed for the corresponding activity.

Click on the arrows to see the different scenes

Exit



Use the arrows to see the different games.

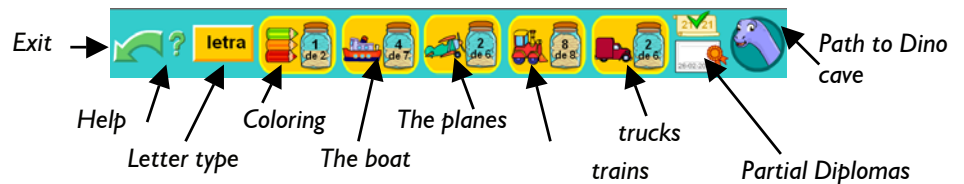
Configuration options  
Options : print, letter font type and Internet.

**The configuration key allows you to choose from the:**

- Font option: The font button is accessible from any screen and if desired a default letter style can be set.
- Printing Option: the printing option is only available in three screens: coloring, scores, and diplomas. This feature helps children conserve paper.
- Connection to Internet Option : allows or prevents an Internet connection to [www.pipoclub.com](http://www.pipoclub.com)

## GENERAL GAMES

A series of Basic Skill Games can be reached from any scene. All games appear in the tool bar on the bottom of the screen. Each of the 5 games focuses on a particular set of skills as follows:



Colors: Discrimination of color

The Boat: Vocabulary and counting up to 10

The Planes: Matching pictures with written words

The Train: Type targeted words

## COLORING

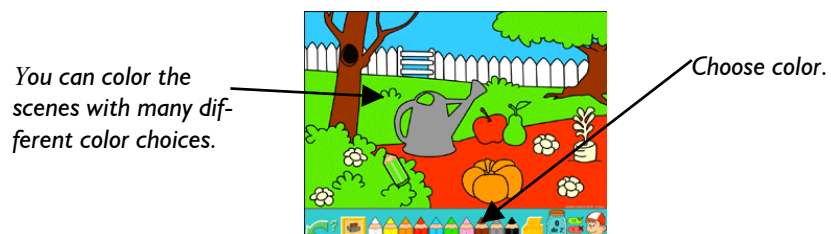
### **Skills:**

Discrimination of colors  
Creativity  
Artistic Capacity  
Visual and motor coordination  
Fine and gross motor skills

**Academic objectives:** Recognize colors (by visual and auditory form). Stimulate the artistic capacity of the child.  
Connects language, imagination and creativity.

### **How do you play?**

Color the scene by first clicking on the desired color and then drag color to the section of the scene you want to color. Colors can be changed as many times as desired.



## THE BOAT

### Skills:

*Recognition of numbers (up to 10) Visual Discrimination Sequencing and Series Image Recognition Mathematical Logic and Reasoning*

### Academic objectives:

Conserving Images.  
Learning numbers 1 to 10.

### How to play?

Identify image flashing on bottom bar and count number of times it appears on boat.

Click on the matching images and Pipo will help you count them. Then go to bottom of the screen and select the digit that matches the count.

You can click on the answer at any time you feel you know the right count.

Click if you know the answer.

Count the images that match this one.



You will find the amount counted on the cloud.

Pipo will help you count.

## THE AIRPLANES

### SKILLS

*Matching word to image*

*Reading fluency*

*Letter-sound relationship*

*Vocabulary*

*Visual and auditory discrimination*

### Academic objectives:

Match words with images.

### How to Play?

Pipo wants you to match the image found on the top right hand section of the screen. Look carefully at the words and the image then select the plane carrying the word matching the image. Even children who are not yet reading can practice beginning letter recognition well as practice with vowels. They can also see the correct word at the bottom

Find the word matching the image.



Pay close attention to the image pictured on the screen.

## THE TRAIN

### SKILLS

*Letter recognition*

*Keyboarding*

*Letter image relationship*

*Pronunciation*

### Academic objectives:

Recognizing the letters of the alphabet on the keyboard from words matching an image on the screen.

Beginning keyboarding skills.

### How to play?

A word will appear on the screen and you will have to type the corresponding letters using the computer keyboard. Although it is recommended it is not required to type the letters in the same order as found on the word.



### HINT

The young child will need help finding the right keys maybe pointing out the area on the keyboard where they can look for the letter.

Look for each letter on your keyboard. It will print on one of the railway cars.



To hear the word again click on the megaphone

On the upper part of the screen you will find an image matching the word to be typed, to support the recognition and matching of the image and word to be typed.

## The Trucks

### SKILLS

Word Recognition

Reading pronunciation

Word to pictured image relationship

Visual Discrimination

Vocabulary

#### Academic objectives:

Word to image pictured association.

Vocabulary enrichment learning new words.

Developing literacy skills with support from pictured images

#### How to Play?

Carefully study the word appearing on the billboard and click on the matching picture.

This is a reading activity therefore, Pipa will not read the word on the billboard out loud. If the child is not reading yet, clicking on the lifesaver will prompt Pipa to read out

Carefully select the truck with the correct word .



This is the word we need.

Lifesaver is for help. Pipa will read.

## THE GAMES IN THE SCENES



When the magic wand appears you have found a mystery game.

There is a mystery game hidden in each scene that the child will have to discover on by themselves. The magic wand will appear when the cursor moves over the spot where the mystery game can be accessed.; just click and play.

There are **9 mystery games**, as many as there are scenes.

**The human body**, (Cuca in the bathroom): parts of the body. **The clock**(clock in "living room"): learning numbers and time.

**Cat and the Cheese** (the mouse "in the kitchen"): using the mouse.

**The fish** (the computer "in the bedroom"): vowel recognition.

**The spaceships** (the balloons in "the park"): adding and subtracting.

**The chalkboard** (chalkboard in "the school"): learn the alphabet.

**The xylophone** (radio at "the beach"): learn the notes and create simple melodies.

**The houses** (apples in "the garden"): memory exercises matching pairs. **Animal sounds**(the gramophone in "pets"): what is each animal doing?

## THE HUMAN BODY



Access through Cuca in "bathroom".

### SKILLS

Visual discrimination  
Hand-eye coordination  
Identification

#### Academic objectives:

Recognizing visible body parts.

Allows child to become familiar with own body matching personal body parts with pictured images.

#### How to play?

We must find the body part Pipo is asking us to find and click on it's picture. Clicking on the photos to the left we can choose to work with only the face or the whole body. The word Pipo is asking us to find is on the bottom bar.

To help you find the answer, moving the cursor over the area where it can be found activates that area.

Click on the part  
Pipo has asked you  
to find.

Click on the photos  
click on the photo of  
the face  
or the whole body.



Here you will find  
written the body part  
Pipo wants you to find.

## THE CLOCK



Access through the clock  
in "the living room".

### SKILLS

Number sequence  
Fine motor skills  
Hand-eye coordination  
Logical mathematical reasoning  
Visual discrimination

#### Academic Objectives:

Learning time to the hour.

Recognizing numbers using the clock face.

#### How to play?

3 ways to play:

Play by moving the clock hands to the position on the clock matching the hour Pipo indicates; using the arrows appearing next to the digital hour below the analog clock; or clicking directly on the numbers.

This game works with all ages, the very young practice numeration...counting forward and backward moving the clock hands around the clock. The older child will relate hours and minutes to the corresponding hands and they will learn to read digital time.

Your objective is to  
move the hands to  
hour indicated here.

Here you advance  
or move back the hour  
and the clock hands will  
move.



Drag the arrows to  
get the time.

Here move the  
minutes forward or back  
and the hands will move  
accordingly.

## THE CAT AND THE CHEESE



Access through mouse in  
"kitchen".

#### Academic Objectives:

Using the mouse to develop hand-eye coordination.

#### How to play?

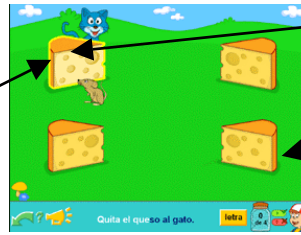
The child must be observant and click on the cheese hiding the cat. This game helps the child coordinate his movements with visual and sound cues. Most 3 year old children are capable of using any type of mouse.



## SKILLS

Hand-eye coordination  
Spatial Visualization  
Gross motor skills

If you move the cursor over the cheese where the cat is hiding you will hear a different sound.



click here to take the cheese.

When you move past the other cheeses they will light up and another sound will be heard.

## THE FISH



Access through computer in "bedroom".

### Academic Objective:

Vowel recognition, guided by written and oral cues.

### How to play?

Click on the fish labelled with the letter indicated by Pipo. this game is useful for emergent readers and those students needing practice with vowels.

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



If you click on the megaphone you can hear Pipo say the vowel.

Each fish on the screen is labelled with one of five vowels. when the correct one is selected a bubble will float it away...making it easier to find succeeding vowels.

## SKILLS

Link graphic and sound  
Vowel discrimination  
Gross motor skills

## THE SPACESHIPS



Access through the balloons in "the park".

### Academic Objectives:

Solving numerical equations.

Practice with addition and subtraction using visual support.

### How to play?

Each ship carries a certain number of "extraterrestrials", depending on the symbol between the ships you will either add or subtract. Solve the equation and note answer on third ship

On the 3rd ship click on the addition (+) or subtraction (-) symbols to add or take away "extraterrestrials" for the answer. If you do not need to manipulate the extraterrestrial symbols to find the answer you can click on the correct answer at the bottom of the screen immediately.



Click here to add extraterrestrials.

Click on these numbers to note answer

Click here to take away ex-

## SKILLS

Logical mathematical reasoning  
Sequencing and numeration  
Number recognition  
Hand-eye Coordination

## THE CHALKBOARD



Access through chalkboard in  
"the school"

### SKILLS

*Letter recognition*  
*Syllable recognition*  
*Letter sound relationship*  
*Beginning sound discrimination*  
*Fine motor skills*  
*Creativity*

#### Academic Objective:

Recognising the letters of the alphabet.

#### How to play?

Two ways to play:

##### Free Mode:

Child works with all the letters, clicking on as many as desired for as many times as desired. They can also click on syllables formed by letters including vowels.

It is recommended that all letters be practised in free mode before moving to Question Mode..

##### Question Mode:

Pipo indicates a letter and you must click on the letter. The letter can be repeated by clicking on the megaphone.

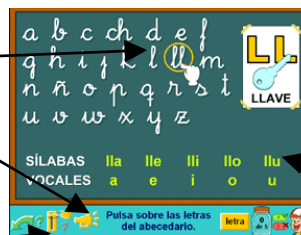
Clicking on the correct letter will prompt the appearance of the letter along with a picture of an object whose name has target letter as a beginning sound.

To win the cookies for this game you must play the "question" mode.

Indicates letter  
of the alphabet.

Click here to have  
letter repeated.

To change between "free"  
and "question" modes.



Here you will a word  
with the beginning sound  
of the selected letter.

You will also see the  
syllables formed with  
the target letter.

## THE XYLOPHONE



Access through radio  
at "the beach".

### SKILLS

*Recognition of musical notes*  
*Fine motor skills*  
*Visual memory and/or auditory*  
*Creativity*

#### Academic Objectives:

Awareness and beginning recognition of musical notes. Support of emerging auditory discrimination.

#### How to play?

You can play two different ways: Use the xylophone to create simple melodies or reproduce a melody you hear.

##### Create a simple melody:

Press upon the xylophone keys to hear your melody or simply the sound for each key.

To clear the last note click "erase note" (pencil); to delete entire melody click on "eraser". To listen to your melody, click on "play".

You can change the instrument used to play your melody: electric guitar classic guitar clarinet, piano, etc.

Accessibility criteria: Use the following keyboard keys to activate xylophone notes... all keys on row including A, S, D.



You can use your computer keyboard as you would a piano key board.

### Reproduce computer generated melody:

Click on the melodies button to choose from among 6 melodies. This is basically a sound/visual memory game and children learn the beginning pieces of six songs.

Listen to what you have recorded.  
"Create" and "reproduce" modes



Erase entire melody.

Select an instrument

Erase last note. note.

## THE HOUSES



Access through the apple in "the garden".

### SKILLS

Visual/Auditory memory

Hand-eye coordination

Reading and pronunciation

Discrimination visual

### Academic Objectives:

Discrimination of repeated images.

Visual and auditory Memory.

### How to play?

In this game children need to remember images uncovered one by one in the windows in order to pair matching images.

Children develop visual and auditory memory interacting with simple images easy to recognise and very similar to their own vocabulary .

Two players could play; each house to the side of the game board represents one player. The player's turn is indicated by the lighted house.

Pairs made are represented by birds on the power line., The player with the most pairs and birds wins the game.

Pairs won are represented by birds.



The word naming the object appears here and the child can practice reading..

## ANIMAL SOUNDS



Access through the gramophone in "domesticated animals"

### SKILLS

Auditory discrimination related to images

Vocabulary

Reading Pronunciation

### Academic Objectives:

Matching picture of animal with the sound they make.

### How to play?

Match the sound emitted from the megaphone to the animal making the sound. The animal farm is the ideal location to get to know the animals via the sounds they make.

When you click on an animal its name .

Click on the megaphone to have the sound repeated if this will help you find it.



Click on the animal matching the sound you hear.

## SCORING



Click on the F9 key to access the scoring screen.

This product is programmed to monitor each child's scores and progress through the activities. This helps keep the children interested and motivated

It is important to note that the scores as such are not of primary importance. What is most important is the experience, content knowledge, and skills being developed as children "play". Nor is the data provided appropriate for comparing one child to another. If one child happens to have more points than another this is merely an indication that he has played more often. Do not expect a child to gain 100% the first time he plays an activity and do not push him to do so as quickly as in this manner can only serve to wear out the child and what could be a motivating enrichment turns into tedium and the child is bored.

Here can be seen the total number of cookies won by each player.

Printer icon



For an explanation of a game move the cursor over the game and a brief summary will appear.



Move the cookie to Dino's mouth and he will eat it.

For a general view of each child's progress a scoring screen is available through La Casa de Pipo, la Cueva de Dino or by clicking on the F9 key (only Windows users).

On this screen can be found a brief summary of each game (as cursor) passes over the name, percentages from games played and the number of cookies gained to date.

### The dinosaur

Children have been provided with a clear and clever way to track their own progress. Each game has a cookie jar that will be filled with cookies as they have success with each game. It is possible to gain more than one cookie in each game.

When the child has some cookies he can visit Dino in the game and use the cookies to feed him. There will be a cookie jar on the bar at the bottom of the screen with all the cookies currently accumulated.

Dino must be given the cookies so he can grow and escape from the cave. To get a cookie, click on the jar and drag the cookie to Dino. He will take care of eating it.

As Dino eats and grows his increasing weight appears on the scale..



Click on printer icon to print in color or black and white.

### DIPLOMA FINAL



This is the diploma the child receives upon completing VEN A JUGAR CON PIPO

Dino must push away this rock in order to escape.

Click on the jar to get a cookie.



The scales will indicate how much Dino has grown.

Program activity ends when the child has successfully completed all the games and Dino has been rescued from the cave. A diploma is given to the child crediting him/her with the achievement.

## TABLA DIDÁCTICA

JUEGOS	HABILIDADES													
	RECONOCIMIENTO DE LETRAS, PALABRAS O SÍLABAS	ASOCIACIÓN DE IMÁGENES Y/O PALABRAS	VOCABULARIO	LECTURA Y PRONUNCIACIÓN	ASOCIACIÓN SONIDO-GRAFÍA	MOTRICIDAD FINA Y/O GRUESA	MEMORIA VISUAL Y/O AUDITIVA	DISCRIMINACIÓN VISUAL Y/O AUDITIVA	COORDINACIÓN VISOMOTRIZ	SECUENCIACIÓN Y SERIACIÓN	RAZONAMIENTO LÓGICO-MATEMÁTICO	CREATIVIDAD	MANIPULACIÓN DEL TECLADO	RECONOCIMIENTO NÚMEROS
EL TREN														
EL BARCO														
COLOREA														
LOS AVIONES														
LOS CAMIONES														
EL CUERPO HUMANO														
EL RELOJ														
EL GATO Y EL QUESO														
LOS PECES														
LOS COHETES														
LA PIZARRA														
EL XILÓFONO														
LAS CASAS														
LOS SONIDOS DE LOS ANIMALES														

## CREDITS

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