

MIS PRIMEROS PASOS CON PIPO

GAMES THAT STIMULATE LEARNING

CONTENTS

General Introduction.....	1
Introduction to Mis primeros pasos con Pipo.....	2
To parents and educators.....	2
To begin	3
Options	3
The Lake Toad's Home.....	4
The pencils.....	4
The Fish	4
The Alphabet.....	5
Sweet Tooth Bear's Home	5
The Hats.....	5
The Photo Album.....	6
Musical Mushrooms.....	6
Valley Dinosaur's House	7
The Clouds.....	7
The Balloons	7
The Butterflies	8
The Submarine Mouse's Home.....	8
The Bubbles	8
Trap the Fish.....	9
The Submarine Animals	9
The Smart Bee's House	10
The Castle.....	10
Visit Pipo y Cuca.....	10
The Puzzles.....	11
The Figures.....	11
Progress Page	12
Didactic Table.....	13
Credits	13

GENERAL INTRODUCTION

www.pipoclub.com



The Pipo club site on the internet provides information about the program.

In addition to free activities for children such as coloring, puzzles, alphabet soup, demos...

Pipo is a collection of educational games on CD-ROM that, through their presentation and the creative way they treat different themes, quickly capture children's interest. The program builds on 5 different areas of the school's curriculum and the skills necessary for children's learning and development.

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

Although the child sees these games as just games and has fun trying to solve them, from a teaching point of view each one delivers a specific set of learning goals for children.

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 practice.

MY FIRST STEPS WITH PIPO



My First Steps With Pipo is a program that introduces the world of computers to young children. All activities have been created so that children, in a fun way and without being aware, acquire skills toward effective learning. The program is aimed primarily at children between the ages of 1 and 4 years old; however, this product can be used for other ages depending on needs and capacities of each individual.

The program's style and functions promote and enhance children's capacity for learning in all areas and develop basic skills in: visual, oral, and auditory memory, numbers, image associations, graphomotor development, calculations, music, knowledge of physical anatomy, keyboard skills, imagination and creativity, and many more. Needless to say, My First Steps With Pipo promotes a vast array of multidimensional growth in many areas including mental, emotional, and social.

The product consists of 16 fun games, each with a recreational purposes and differentiated learning objectives. Access the games from the crossroads found in the Animal's Forest. The forest contains Pipo's animal friends who invite us to their homes to play. The Toad, Sweet Tooth Bear, and the Dinosaur are only a few.

The duration of each game varies depending on the level of difficulty, pace of learning, and motivation of the child. There are not any time constraints and children may discontinue a game at any time. 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.



Level 1 (green) is a very easy introductory level. Level 2 (orange) and 3 (red) are a little more challenging.

FOR PARENTS AND EDUCATORS

HELP



Press F1 for contextual help.

For General Help Click On The Question Mark.

AYUDA GENERAL

1. Cómo funciona el programa.
2. Generalidades.
3. Los juegos.
4. Consejos didácticos para padres y educadores.
5. Características generales del desarrollo infantil.
6. Etapas del desarrollo.

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. Learning will be an exciting experience when children discover the possibilities of the game themselves.

Normally, children between 2 and 4 years on their own initiative will not spend more than half an hour on the computer and it is recommended not to exceed this time.

If there are no impediments to use the mouse, it is recommended children begin using the mouse right away. Some children as young as 2 years of age are capable of manipulating the mouse and all children 3 years and up can quickly learn how to maneuver it around the screen. Hence, one of the priority objectives of this program is learning to control the mouse, which is the main focus in the Mouse in the Submarine game.

A brief explanation for each game can be obtained by clicking on the F1 key. Clicking on the General Help Button will also provide assistance in the following areas:

1. General Information
2. Features for My first Steps With Pipo
3. Didactic Advice for Parents and Educators
4. General Characteristics in Child Development
5. Phases of Development

TO BEGIN

Selection



This is the cursor that appears when you need to click on an object. The active part of the cursor is the index finger.

At the beginning of the game choose from playing on a regular screen or a wide screen. The wide screen will provide a better visual making playing the game much easier.

Play with a regular screen.



Play with a wide screen.

Pipo will appear on the first screen. From here link to the games by clicking on Play or click on the Option button to view a summary of all the games and activities.

Click on your name from the list.

Option F5

Exit



First time players, type your name twice, exactly the same.

Play



HELP

OPTIONS

PROGRESS

THE ANIMALS FOREST

Click on Play and the first screen of the game, The Animal's Forest, will appear. From the crossroads, link to the different games and activities to visit all of Pipo's animal friends.

Sweet Tooth Bear

Dinosaur From the Valley

Toad From the Lake



Mouse in Submarine

Smart Bee

Exit

OPTIONS

F5

Click on F5 to link into the options screen where a global view of the entire program can be seen.

Use arrows to view game and scenes.

F9 Progress

Exit



Brief explanation of games.

Click on window and link to selected screen.

THE LAKE TOAD'S HOME



Click on the toad and link into his home.

From Toad's house, play 3 simple and fun games while learning about the alphabet, numbers, and quantities.

Click here and link to the Fish Game



Alphabet Game

Pencils Game

THE PENCILS

SKILLS

Visual Motor Coordination

Gross Motor Skills

Visual and Auditory Memory

Discrimination

Concentration

Didactic Objectives:

Differentiate basic colors.

How do you play?

Click and color areas on picture.

Total number of candies obtained.

Change the level of difficulty.



Use the arrows to move back and forth through the pictures.

There are 3 Levels of Difficulty

Level 1: Click on an area and it will automatically get colored. Children will associate color with its pronunciation.

Level 2: Choose colors for each area and color.

Level 3: Color each area with the color indicated on the screen.

THE FISHES

SKILLS

Visual Motor Coordination

Gross Motor Skills

Visual and Auditory Memory

Memory

Mathematical-Reasoning

Concentration

Association

Didactic Objectives:

Associate numbers and quantities.

How do you play?

Click on the group fishes that corresponds with the number on the screen. change the level to add more fishes.

Change the level of difficulty.

Click on the megaphone to hear the question again.



Number of candies obtained.

There are 3 Levels of Difficulty

Level 1: Introductory level, Click on the fishes and count them with Pipo. (Quantities between 1-3).

Level 2: Quantities between 1 - 6.

Level 3: Quantities between 1 - 10.

THE ALPHABET

SKILLS

Visual Motor Coordination
Gross Motor Skills
Visual and Auditory Memory
Discrimination
Association
Pronunciation

Didactic Objectives:

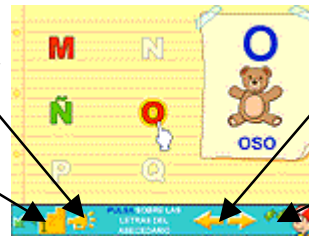
Learn the alphabet.

How do you play?

Click on the letters of the alphabet.

The megaphone will repeat the name of the letter.

Change the level of difficulty.



In Level 1, the arrows will move forward and back through the alphabet.

Number of candies earned.

There are 3 Levels of Difficulty

Level 1: Introductory level, click on the letters to hear the pronunciation.

Level 2: As letters appear randomly, place them on their corresponding place on the screen. Use the index finger, and click the position on the screen and the letters will automatically go to that position.

Level 3: Click on the letter you hear Pipo say.

SWEET-TOOTH BEAR'S HOME



[Link To Sweet-Tooth Bear's Home](#)

Sweet-Tooth Bear's home consists of three games from which children will learn musical notes, melodies, animal names, and parts of the face and body.

Link to the Musical Mushrooms



Link to the Photo Album

Link to the Hats

THE HATS

SKILLS

Visual Motor Coordination
Gross Motor Skills
Visual and Auditory Memory
Discrimination
Association
Pronunciation

Didactic Objectives:

Learn animal names and sound while acquiring vocabulary.

How do you play?

Each level is a different game. Click on the animals or hats.

Change the level of difficulty.

Click on the megaphone to hear the question again.



Name's of animals will appear.

Number of candies earned.

There are 3 Levels of Difficulty

Level 1: Click on a hat to discover the animal hiding inside of it.

Level 2: Listen to the animal sound and click on the corresponding animal.

Level 3: Pipo will say an animal's name. Pass the mouse over the hats and listen to the sounds to find the matching one.

THE PHOTO ALBUM

SKILLS

Visual Motor
Coordination
Gross Motor Skills
Discrimination
Pronunciation
Visual Perception
Association

Didactic Objectives:

Learn facial and body parts and new vocabulary.

How do you play?

Click on the designated body part.

Change the level of difficulty.

Click on the megaphone to hear the question again.



Choose from working with the facial parts or the whole body.

There are 3 Levels of Difficulty

Level 1: Click on different body and facial parts to learn their names.

Level 2: Position the body and facial parts correctly on Cuca.

Level 3: Listen to the facial or body part mentioned by Pipo and click on the corresponding part.

MUSICAL MUSHROOMS

SKILLS

Gross Motor Skills
Auditory Memory
Discrimination
Sequencing

Didactic Objectives: Boost creativity and stimulate auditory sensibility by identifying musical notes.

How do you play?

Identify, repeat, sequence or reproduce a melody by clicking on the musical mushrooms. Click on the screen or use the keyboard. The letter keys "A-K" correspond to the musical mushrooms.

Choose a musical sound

Change the level of difficulty.



Click "Play" to hear the song.

Choose from six different melodies.

There are 3 Levels of Difficulty

Level 1: Free Style create your own melody or just listen to different instruments playing your favorite songs.

Level 2: Listen to 3 musical notes and try to repeat them in sequence. For help, look at the musical notes that appear on the tool bar at the bottom of the screen. Or Click the play button to hear the notes again.

Level 3: Reproduce a melody. The underlined note will serve as a guide and indicate the sequence.

DINOSAUR FROM THE VALLEY'S HOME



Link to
the
Dinosaurs's
Home

From the dinosaur in the valley's home, Pipo invites us to play 3 funfilled games which focus on new vocabulary, numbers, and colors.

Link to the Balloon
Game

Link to the Butter-
fly Game



Link to the Cloud
Game

THE CLOUDS

SKILLS

Gross Motor Skills

Visual Memory

Discrimination

Association

Pronunciation

Vowel Recognition

Didactic Objectives:

Learn the vowels.

How do you play?

Listen to Pipo say a vowel and click on the corresponding cloud.

Words will begin with the
vowel being played.

Click on the
megaphone to hear
the question again.



Change the level of
difficulty.

Number of candies
earned.

There are 3 Levels of Difficulty

Level 1: Introductory level, click on the clouds to learn the vowel names.

Level 2: Match the vowel in red text that appears on the screen with the matching cloud.

Level 3: Listen to Pipo say a vowel and click the matching one on the screen.

THE BALLONES

SKILLS

Visual Motor
Coordination

Gross Motor Skills

Differentiate Numbers

Mathological Reasoning

Visual and Auditory
Memory

Number Series

Concentration

Didactic Objectives: Learn to count to 10.

How do you play? Count the bubbles Cuca is carrying and click on the matching number. This is a fun and highly stimulating games that teaches or reinforces number concepts.

Change the level of
difficulty.

Click on the
megaphone to hear
the question again.



Number of candies
earned.

There are 3 Levels of Difficulty

Level 1: Introductory level, click the numbers in the sky and count the balloons with Cuca.

Level 2: Count the balloons Cuca is carrying and click on the matching number (1-5).

Level 3: Same as above but with numbers 1-10.

THE BUTTERFLIES

SKILLS

Visual Motor
Coordination

Gross Motor Skills

Color Discrimination

Visual and Auditory
Memory

Image Association

Concentration

Didactic Objectives:

Recognize and distinguish colors.

How do you play?

Listen to Pipo say a color and click on the butterfly with the matching color.

*Change the level of
difficulty.*

*Click on the
megaphone to hear
the question again.*



*Number of
candies earned.*

There are 3 Levels of Difficulty

Level 1: Introductory level, click on the butterfly and listen to the name of its color.

Level 2: Give the butterfly a matching color candy.

Level 3: Listen to Pipo say a color and click on the matching color butterfly.

THE SUBMARINE MOUSE'S HOME



Link to the Mouse In
The Submarine

From The Mouse In The Submarine screen, play three games with the same focus – learning how maneuver the computer mouse. It is recommended to play the games in sequence (1-3). First, play “The Bubbles” to learn how to control the mouse. Then play “Trap the Fish” and learn how to click while holding the mouse in a stationary position. Last, play “Animals Under the Sea” and learn how to do the above skills at the same time.

*Link to the
Bubbles Game*



*Link to Animals
Under The Sea
Game*

*Link to Trap the
Fish Game*

THE BUBBLES

SKILLS

Visual Motor
Coordination

Fine/Gross Motor Skills
Concentration

Didactic Objectives:

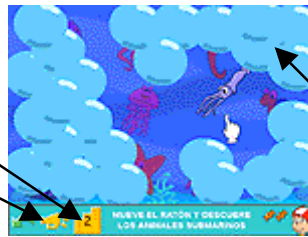
Learn how to move the mouse by
positioning it on the screen. Develop
Gross and Fine Motor Skills.

How do you play?

Eliminate the bubbles by passing the mouse over them.

Change the level of difficulty.

Click on the megaphone to hear the question again.



The screen is full of bubble, eliminate them to reveal the hidden animals.

There are 3 Levels of Difficulty

Level 1: Click on the bubbles to reveal the hidden animals. The bubbles are large to focus on gross motor skills.

Level 2: Bubbles are smaller requiring more controlled movements.

Level 3: Bubbles are small and there are many more.

TRAP THE FISH

SKILLS

Concentraion

Visual Perception

Differentiate Colors

Reproduction

Didactic Objectives:

Learn to move the mouse.

How do you play?

Click on the mouse to release a bubble from the canon. The bubble will capture the fish.

Change the level of difficulty.

Click on the megaphone to hear the question again.



Positioning the mouse is not neccessary, just click.

There are 3 Levels of Difficulty

Level 1: Capture 8 fish.

Level 2: Same as above but the fish and the bubble are much smaller.

Level 3: Catch the color fish indicated by Pipo.

ANIMALS UNDER THE SEA

SKILLS

Coordinación visomotriz

Motricidad gruesa

Reconocimiento de animales

Percepción Visual

Concentración y Atención

Didactic Objectives:

Control the mouse and click at the same

How do you play?

Click on the bubbles to reveal the hidden sea animals.

Change the level of difficulty.

Click on the megaphone to hear the question again.



Number of candies earned.

There are 3 Levels of Difficulty

Level 1: Click on a bubble to reveal the hidden animal. Click on it to make the bubble disappear.

Level 2: Search for the animal Pipo mentions. The bubbles are transparent so the animals are easy to find.

Level 3: The animal Pipo wants you to catch is moving through the water.

THE SMART BEE'S HOME



Play 4 different games from the Smart Bee's home. Skills will build abstract and deductive thinking.

Link to Visit Pipo & Cuca

Access the Puzzle Game



Access the Castle

Access the Shapes Game

THE CASTLE

SKILLS

Visual Motor Coordination

Gross Motor Skills

Differentiate Shapes

Pronunciation

Visual Perception

Visual Memory

Image Association

Concentration

Didactic Objectives:

Develop short term memory and learn new vocabulary.

How do you play?

Open the castle's gates to find matching pairs. Two players can play (Cuca & Pipo). A flag represents a correct response and the winner will be the player with the most flags.

Change the level of difficulty.



Number of candies earned.

There are 3 Levels of Difficulty

Level 1: Find four matching pair. Objects are outlined in white behind the gates.

Level 2: Find four pairs without visual support.

Level 3: Find six pairs without visual support.

VISIT CUCA AND PIPO

Didactic Objectives:

Learn new vocabulary.

How do you play?

Use the clothes in the wardrobe to dress Pipo and Cuca.

SKILLS

Visual Motor
Coordination
Gross Motor/Fine
Skills
Creativity
Pronunciation
Discrimination

Change the level of difficulty.

Click on the megaphone to hear the question again.



In levels 2 and 3, click on Pipo's or Cuca's picture frame to switch between them.

Number of candies earned.

There are 3 Levels of Difficulty

Level 1: Introductory level, Choose a garment, hear its name, and it will automatically place itself on the character's body.

Level 2: Dress Cuca or Pipo with whatever garments you choose.

Level 3: Dress the character's with the garment Pipo choose.

THE PUZZLES

SKILLS

Visual Motor
Coordination
Gross Motor Skills
Differentiate Shapes
Reproduction
Visual Perception
Visual and Photographic
Memory
Spatial Logic
Composition
Concentration

Didactic Objectives:

Review number series 1-10, vowels, and learn new vocabulary.

How do you play?

Complete one of 15 puzzles.

Change the level of difficulty.



Move forward or backward to see all the puzzles.

Number of candies earned.

There are 3 Levels of Difficulty

Level 1: The puzzle has four sections. Click on a background and the puzzle piece will automatically show up.

Level 2: The puzzle has 6 pieces and each piece must be selected for placement.

Level 3: Same as above but with 9 pieces.

SHAPES

SKILLS

Visual Motor
Coordination
Gross Motor Skills
Differentiate Shapes
Pronunciation
Visual Perception
Visual Memory
Image Association
Concentration

Didactic Objectives:

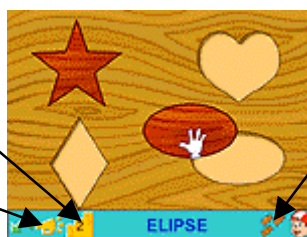
Place basic geometric shapes and forms in their correct location. Learn new vocabulary and pronunciation.

How do you play?

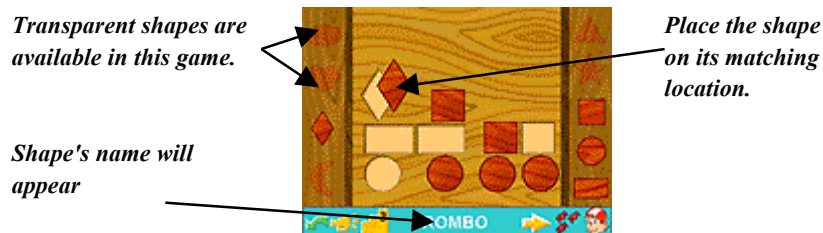
Place the shapes in their corresponding locations.

Change the level of difficulty.

Click on the megaphone to hear the question again.



Number of candies earned.



There are 3 Levels of Difficulty

Level 1: Introductory level, click on the shapes to learn their names.

Level 2: Place the shape on its matching location.

Level 3: Place the shape Pipa mentions over its corresponding place on the screen.

PROGRESS PAGE



Button F9

Click on F9, only available in some screens, and link to Progress Page. The program can recognize up to 99 player's names and provide progress results for each of them. This feature constantly motivates children to continue playing and surpass their previous scores.

PROGRESS PAGE

A detailed view of children's progress in each section and level can be obtained by clicking on the Progress Page. Once on the page pass the mouse over the animal's corresponding sign to see the games in that section along with the number of candies earned.



All games display the quantity of candies earned. The Progress Page can be used to motivate children because they can view their progress. The candies are great incentives because children will be encouraged to reinforce and accelerate their learning.

Link to a specific game by clicking on the corresponding icon.



Player's Name

View the games in each section.

Exit

Brief explanation of each game.

Each level has a corresponding color.

Level 1: Green

Level 2: Orange

Level 3: Red

TABLA DIDÁCTICA

		HABILIDADES															
		Coordinación Visomotriz	Motricidad Gruesa y/o Fina	Memoria Visual	Memoria Auditiva	Creatividad	Discriminación	Asociación	Pronunciación	Secuenciación y/o Seriación	Concentración y Atención	Razonamiento Lógico Matemático	Composición y Descomposición	Orientación Lógica Espacial	Percepción Visual y/o Auditiva	Reproducción	Reconocimiento
JUEGOS																	
Casa del Sapo del Lago	Los Lápidos																
	Los Peces																
	El Abecedario																
Casa del Oso Goloso	Los Sombreros																
	El Álbum de Fotos																
	Las Setas Musicales																
Casa del Dinosaurio del Valle	Las Nubes																
	Los Globos																
	Las Mariposas																
Casa de Ratón Submarino	Las Burbujitas																
	Atrapa el Pez																
	Los Animales Submarinos																
Casa de la Abeja Sabia	El Castillo																
	Viste a Pipo y Cuca																
	Los Puzzles																
	Las Figuras																

CRÉDITOS

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