

IMAGINA Y CREA CON PIPO

STORY WORKSHOP and CREATIVE GAMES

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GENERAL INTRODUCTION

www.pipoclub.com



En el club de Pipo en Internet hay información actualizada sobre la colección.

Además de actividades gratuitas para los niños como colorear, puzzles, sopas de letras, 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 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 practices.

IMAGINE AND CREATE WITH PIPO



Imagine and Create with Pipo is primarily designed for children between the ages of **3 and 10 years** old. However, the games may be used by younger or older children depending on the needs and capacities of each individual.

Targeted areas and skills are centered on the following: creativity, writing, reading, vocabulary, spacial orientation, comprehension, visual and auditory memory ect....

These highly stimulating games quickly capture children's interest because the program allows them the opportunity to create their own games and illustrations, as well as, create their own adventures and become authors.

The Game is structured in two fundamental parts:

Worldwide Contest of CYBER STORIES

Pipo's Online Club annually convenes the "Worldwide Cyber Stories" contest to promote children's creativity and imagination via the computer and internet.

For more information visit:
www.pipoclub.com/espanol/ciberclub/home.htm

FANTASTIC PRIZES!

1. Storybook Workshop is dedicated to reading and creating stories. A wide variety of options are available for children to create their stories ranging from choosing their settings, text, or characters. They can even add sound or melodies.

2. Creative Games Section includes a wide variety of games such as: tangrams, creating musical melodies, coloring pages, matching objects, and even dressing Pipo and Cuca!

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.

FOR PARENTS AND EDUCATORS



Press F1 for contextual help.

For general help click on the question mark and click the print button for printing.



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 games will yield higher levels of interest, motivation and learning.

As the game is played, correct and incorrect responses are 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.

Imagine and Create with Pipo is an extremely useful didactic tool for parents and educators because it allows children to create their own stories which reinforces learning. Reading and writing activities are converted into fun learning games. Most games contain a variety of levels supporting student's individual learning needs while simultaneously, encouraging them to reach higher levels as they acquire and learn the content. Access a summary and clear explanation of all the games by pressing the F1 key or for general help/information on the product click on the question mark icon.

Information in this section may be printed and consists of: 1. General Information 2. Storybook Workshop 3. Tips for parents and educators, configuration and recording information 4. Screen help 5. Problems (general and with sound.)

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 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.

Choose your name from the list.

Credits

Exit



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

Play

F1
F8
F5

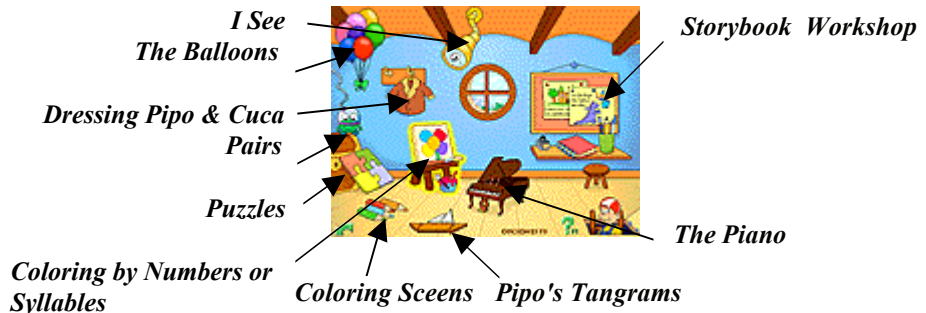
Help Button, also accessible by clicking on the green question mark.

Click "F8" and "A" at the same time to access the configuration page.

Options

Pipo's Attic

Click play and enter Pipo's attic. From here link to several different games and activities by simply pass the mouse over the designated areas.



OPTIONS

F5

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

Click on the arrows to view each game's screen.

Exit

F8 Access the configuration page.



Brief expalnation of each game.

Click to view Demos and other products in the collection.

CONFIGURATION

F8

Game Configuration -
Type "A" and "F8" at the same time. Typing both keys at the same time will prevent young children from changing the configuration.

Dictation Button
How fast do you want to hear the words?



Recording

Activate or deactivate printing options.

Dictation: A slow dictation setting is recommended for emergent readers or for children experiencing difficulties with reading. For children who are already reading, a normal dictation setting is recommended. This setting will help children develop reading fluency. Activate or deactivate the dictation button in the games. If activated the dictation speed can be changed from anyone of the games, "slowing-down or speeding-up" the pronunciation of words.

Recording: Activate or deactivate the recording option. If recording make sure the recording button is available to set the recording speed. Recording with a microphone is very exciting and children will be encouraged to write more stories when they hear their recordings.

Printing: Finished stories may be printed to share with others. Or choose to print a screen to color with crayons.

STORYBOOK WORKSHOP

EMAIL YOUR STORIES
Pipo's online club permits you to download a program from which you can share your stories with your friends. For more information on Cyber Stories go to:

www.pipoclub.com/espanol/pipocuen/home.htm

The Storybook Workshop is an educational space where children can pair their intelligence with their imagination and create stories based on their own personal interests, thus children will be excited and motivated to write more. In addition, children will become familiar with many objects as they decide where to place them in the various settings. They will also have the option of adding sounds to various characters, objects, and/or words. The sounds will serve as reinforcement for reading and writing, as well as, the recognition of certain objects.

MY STORIES

In this section, create a new story or modify an existing one. Colored titles (in brown) can be modified. Those in grey are inaccessible.

Started Story

New Story



Stories that cant be modified.

Examples

Friend's Stories

Player's Name



Choose the DO NOT MODIFY option by pressing simultaneously the "A" and "F7" keys and changes cannot be made to your story.

To Start A New Story:

- Click on a title page with the word "New."
- Click on "New Story"

F7 DO NOT MODIFY this option will keep others from making changes to your story.

My Friend's Stories

Read your friend's stories if their name appears on the name list.

Stories with grey titles

These are stories that cannot be modified.



Examples

Two sample stories (with an orange title page and pink text) will provide children with many possibilities for creating a story. These stories can not be modified.

STORY'S TITLE PAGE

The title and author's name will appear along with a picture of an object that corresponds with the story.

Click the object that corresponds to your story.

View all your stories.

Print



The story's title.

Author's Name

Click on the arrow to start on the first page.

WITHIN THE STORY'S PAGE ...

SKILLS

Recognize objects by their name, form and sound

Spacial Orientation

Creativity

Reading

Pronunciation

The first page of the story will be blank. Use the tool bar located at the bottom of the screen to activate the many options available and begin creating your story.



Backgrounds

Characters

Text

Melodies

Pages

Mode Button

BACKGROUNDS

Add a background to your [scene](#). There are 20 to choose from: the beach (2), the bottom of the sea (2), snow, the castle, the country side, the bridge, [outer space](#), the kitchen, the dessert, the street, the island (2), the lake, the sky, the jungle...

Choose background.



Leave background blank.

Move and object and/or text:

Click on an object and move the mouse to the new location and click again. Click and drag method will not work.

CHARACTERS

First choose one of the 16 themes offered such as the: living room, bedroom, buildings, animals... Then choose a picture which will correspond with your story them and title.

Choose your theme.

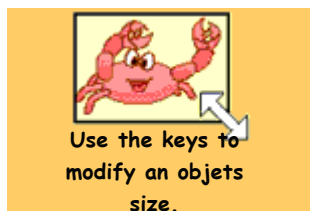
Control dictation speed



Click on the arrows to choose your character.

Use the arrows to view all the characters and objects in each theme. Pass the mouse over them to hear Pipo say their name. Choose and click over the one you want to appear on your title page.

When you add a character or an object the tools bar below will appear. Use the tool bar to modify the character or object.



Use the first row of buttons (from right to left) for the following:

- Add sounds.
- Use a microphone to record your voice or other sounds.
- Use the "plus or minus" signs to change the size of an object. The cursor and arrow keys can also be used to move or change the size of an object. To move an object click on it first and release it. Then move the mouse to the desired location and click on that spot. The object will move to that spot.
- Duplicate and objecty.
- Send an object to the back.
- Click on question mark for help.

TO RECORD

Recording feature works within the text and character options. Click on the specific character or text and hear your recording. Click on the microphone button and link to the recording page.



Click the recording button (REC) and begin recording after you hear the signal. Listen to your recording by clicking on "Play." Erase recording by clicking on the microphone with the "strike through."

By default, recording is set on normal speed, to change this option, type the "A" and F8" keys. For additional help press the Help Button.

Use the second row of buttons (from right to left) for the following:

- Add animation and movement.
- See and hear the object's name.
- Eliminate an object.

TEXT Change your text size from very small to very large. Use it to write short phrases or long compositions.

For longer stories choose the text box without a background.



Write on a scroll of paper.

Speech Bubbles

Adding text will cause the tool bar below to appear. The text tool bar will allow you to make changes to your text.



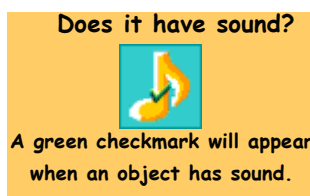
The first row of buttons provide the same functions as in the object's tool bar above.

Use the buttons in the second row (from right to left) to modify the following:

- Cursive Letters
- Bold Letters
- Letter size (click arrows up or down)
- Letter Type (T) choose from "TIMES" or "Arial"
- Text Color
- Eliminate text

MELODIES

Melodies can be added as a background sound. Choose from a variety of melodies which will be activated upon opening the story page.



A green checkmark will appear when an object has sound.

Four Melody types include a wide variety of sounds.



Use the cursor and arrow keys to select one.



MOVING FORWARD AND BACKWARD WITHIN THE PAGES

To read the next page, to create a new one, or to reread a previous one, click on the left or right arrow keys.

MODES TO VIEW STORIES

Two different modes offer different options:

Light Bulb Mode (greenish light bulb): Allows you to modify the story.

Video Mode (blue color): Allows you to read the stories and view the animated video.

All stories are created in the Light because this is the creation site. Add sounds, objects, characters, music, and as many pages as needed. Finally, view how all the objects move by switching to Video Mode. The Video Mode also allows you to print the story (if you have activated the printer button) and displays the dictation button (see configuration).

CREATIVE GAMES

These educational games encourage children to develop a wide range of skills such as: memory, reading, image association, spatial orientation, creativity and imagination.

THE BALLOONS

SKILLS

Recognize letters and words

Memory

Reading/Pronunciation

Manipulate Keyboard

Visual Motor Coordination

Didactic Objectives:

Differentiate between letters in order to form words.

How do you play?

The turtles hide the letters needed to form a word. Click the letters on the screen and if you choose correctly, the turtle will disappear to reveal the correct letter. Continue clicking letters on the screen until the word is completed. Completing the word will help Cuca reach her island destination. Each incorrect selection will cause one of Cucas's balloons to explode and after 8 incorrect selections...Cuca will fall in the water!

Alphabet

Choose your playing level.



The life preserver will help find words by providing clues. It will uncover some of the letters hiding behind the turtles.

There are 4 levels of difficulty.

Level 1: Words consist of many letters and the first letter is visible. Click on the life preserver for additional help.

Level 2: Words consist of many letters and the first letter is not visible. Help option is still available.

Level 3: Words have fewer letters and Help option is still available.

Level 4: Words have fewer letters and Help option is not available.

A VISIT WITH PIPO AND CUCA

SKILLS
Picture/Image
Association

Visual Motor
Coordination

Visual and Auditory
perception



Choose to dress Cuca or Pipo by clicking on their picture frame.

Didactic Objectives:

Learn about various clothing items and place them accordingly on Pipo or Cuca's body.

How do you play?

Use the garments in the wardrobe to dress Pipo or Cuca.

Click on a garment and then click on the body part it is worn on.

Mode Button

Print



The eraser removes all of the garments from the character's body. Or you can remove a single garment by "clicking" it into the clothes hamper.

Two game modes:

Creation Mode: Choose freely and dress your character.

Question Mode: Listen to the question and dress your character accordingly.

PUZZLES

SKILLS

Visual Memory

Short Term Memory

Spacial Orientation

Differentiation
between Shapes

Sequencing

Image Association

Gross Motor Skills

Visual Motor
Coordination

Didactic Objectives:

Develop visual and photographic memory by constructing puzzles.

How do you play?

Complete the puzzle by clicking on the puzzle pieces.

Change game levels.



Help Button

Use the arrows to
change screens.

There are 4 levels of difficulty.

Level 1: The completed picture will appear in a grayish background. Simply place the matching puzzle piece on the screen.

Level 2: Start with a blank screen the picture will not appear in background. Click on the puzzle pieces and place them where you think they fit best. (Click once on them to pick them up and click the place on the screen you want to place them on). The question mark will provide additional help.

Level 3: All the puzzle pieces will appear randomly on the screen. Move them around until the puzzle is complete. The puzzle piece you click on will move to the blank space.

Level 4: You can only move the puzzle pieces to a neighboring blank space. Very difficult!

COLOR THE SCEENS

Didactic Objectives:

Differentiate between colors. Release creative abilities.

SKILLS

Differentiate Colors
Visual Motor Coordination
Fine/Gross Motor Skills
Creativity

How do you play?

Choose a color from the screen below and color each section of the picture. Picture can be printed in black and white so children can color it using their crayons.

Color Pencils: Click on your favorite color and choose the area you wish to color.

Print the page to color with your crayons.



Use the arrows to color from 9 different pages.

PIPO'S TANGRAMS

SKILLS

Visual Memory
Short Term Memory
Spatial Orientation
Differentiation
Geometrical Shapes
Sequencing
Image Association
Gross Motor Skills
Differentiate Colors
Creativity

Didactic Objectives: Use geometric shapes to create figures and pictures.

How do you play? There are two modes for this game: Copy Mode and Create Mode.

Copy Mode: Copy and build the image that appears on the left side of the screen. Use the shapes that appear at the bottom of the screen.

Create Mode: Click on the Light Bulb button to create your own picture. You can create or modify up to 12 different pictures. Pictures on default setting are labeled "A" through "L". Personalize your pictures by giving them a name or try to figure out how one of Pipo's pictures was made by clicking the question mark.

Copy Mode - Level 3

Colors

Forms

Creation Button (light bulb)



Arrow keys will change shape's size.

Mirror will convert shapes to a horizontal position.

Curved arrow will change position.



Creation Mode

Click on the question mark and challenge your friends to figure out how you created your picture.

There are 3 levels of difficulty.

Level 1: Copy the picture that appears on the left.

Level 2: Find the matching piece and then add color.

Level 3: Tangrams must be rotated and place in the correct position. Select from the following functions: arrow keys, mirror, or arrows.

I SEE ...

SKILLS

Visual Discrimination
Image/Word Association
Vocabulary
Pronunciation
Visual/Auditory Memory

Didactic Objectives:

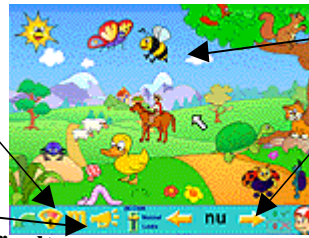
Ampliar vocabulario a través de la formación de palabras, a partir de las primeras letras y sílabas, representadas por una ilustración.

How do you play?

Debes adivinar la palabra que Pipo está pensando. Pulsa sobre el dibujo que creas que corresponde a la palabra que se inicia por la letra o sílaba indicada.

Choose to view words in lowercase or uppercase.

Click on the megaphone to hear the word again.



Click on the object that begins with "NU"

Use the arrow keys to switch to another screen.

There are 2 levels of difficulty.

Level 1: Look for the picture that begins syllable at the bottom of the screen.

Level 2: Look for the picture that begins with the letter at the bottom of the screen.

THE PIANO

SKILLS

Differentiate between sounds and rhythms.

Visual and Auditory Memory

Compose Melodies

Didactic Objectives:

Use musical notes to differentiate between sounds, rhythms, and melodies while developing musical sensibility and creativity.

How do you play?

Choose from a variety of options to create and compose your own melodies.

The musical instrument that being used.

Select a Melody

Save a Melody



Recording Machine

Help Button

Print a template

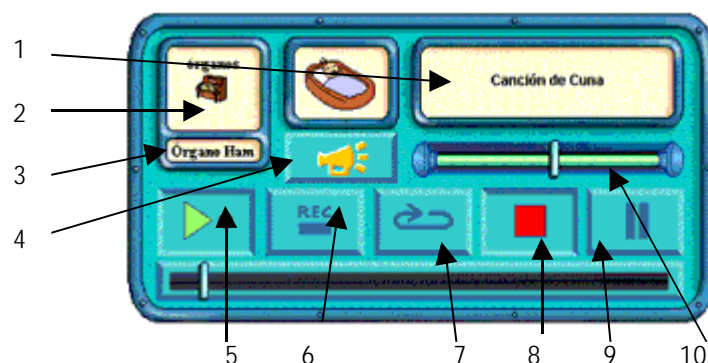
MELODY SELECTION:

Click on the Melody Button and choose from 10 melodies to learn. Click on the button with the hand for additional help.

RECORD MELODIES:

Create and record up to 14 songs. Sequence them in order from "A" to "N" and add a title. Choose an instrument from the left side of the screen to hear your song played. Modify or erase a song by recording over it.

RECORDING MACHINE:



1. View song title

2. Choose the family of instruments you want to play your song: pianos, banjos, guitars....

There are 10 melodies to learn from.



Create and record up to 14 melodies.



3. Choose the type of organ: harmonized, percussion, rock, church, accordion, or harmonica.
4. Silence Button: melody can be silenced so that only the musical keys played can be seen.
5. Play: Click to hear music.
6. Rec: Click to begin recording.
7. Repetition: Activate this button to hear the song repeatedly and uninterrupted.
8. Stop: stops the sound.
9. Pause: pause the recording or the playing of a song.
10. Velocity of Reproduction: Regulate melody's "tempo."

COLORING BY NUMBERS OR SYLLABLES

SKILLS

Visual and Auditory Memory

Short Term Memory

Spacial Orientation

Differentiation between Shapes

Sequencing

Letter sound relationship

Syllable

Pronunciation

Graphic Sound Relationship

Didactic Objectives:

Associate colores with corresponding numbers and syllabled números.

How do you play? Use the corresponding numbers and syllables to color the picture.

Click on the eraser to remove colored areas.

Change the playing level.



Change mode to color with numbers (1-10) or syllables.

Use arrow keys to change sceens.

There are 3 levels of difficulty.

Level 1: Area will automatically get colored when clicked upon.

Level 2: Click on the color that has the corresponding number or syllable.

Level 3: Syllable and numbers will not appear. To color click on a particular area and listen to the number or syllable pronounced and then use the paintbrush to click on the corresponding color to paint that area.

PAIRS

SKILLS

Image Association

Visual Memory

Pronunciation

Vocabulary

Visual Motor

Coordination

Didactic Objectives:

Develop visual memory by finding matching pictures.

How do you play?

Click on the boxes to find matching pictures. Matches disapear from the screen and boxes will light up for each correct pair. Two players can play as indicated by the green and red extraterrestrial.

SELECT A THEME



Select from 9 themes:
aquatic animals,
domestic and wild
animals,
fruits, vehicles, or in
the park, bathroom,
kitchen, or beach,

Now the green extraterrestrial is active.

Choose the dictation speed (fast or slow).

There are 2 levels of difficulty.

Level 1: Match 6 pairs.

Level 2: Match 9 pairs.



A box will light-up for each correct answer. The winner is the one with the most lighted boxes.

Select a playing theme.

TABLA DIDÁCTICA

JUEGOS	HABILIDADES													
	RECONOCIMIENTO DE OBJETOS	RECONOCIMIENTO DE FORMAS Y FIG. GEOMÉTRICAS	ASOCIACIÓN DE OBJETOS Y PALABRAS	VOCABULARIO	MEMORIA VISUAL	RECONOCIMIENTO DE LETRAS, SILABAS Y PALABRAS	CAPACIDAD ARTÍSTICA	RECONOCIMIENTO DE COLORES	ORIENTACIÓN EN EL ESPACIO	CREATIVIDAD	DISCRIMINACIÓN DE SONIDOS	RECONOCIMIENTO DE NÚMEROS	PRONUNCIACIÓN	MEMORIA AUDITIVA
TALLER DE CUENTOS														
LOS GLOBOS														
VISTE A PIPO Y A CUCA														
LOS PUZZLES														
COLOREA LAS ESCENAS														
EL TANGRAM DE PIPO														
VEO, VEO...														
EL PIANO														
RESUELVE Y COLOREA														
LAS PAREJAS														

CRÉDITOS

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Producido por: CIBAL Multimedia S.L.

Idea original y dirección: Fernando Darder

Creación gráfica original: Eva Barceló

Diseño gráfico e ilustración: Eva Barceló, Guillermo Cantarín

Elaboración contenidos guía didáctica: Yolanda Ocete

Authoring y programación: Fernando Darder, Miguel Ángel Ferri

Técnico sonido: Miguel Ángel Ferri

Locución castellano: Ana Cortés

Locución inglés: Frances McMahon

Música / Efectos: Pedro Darder

Asesoramiento psicopedagógico: Fernando Darder

Diseño guía didáctica: Eva Barceló

Traducción al inglés: Frances McMahon

Dirección comercial: Domingo Sanz

Colaboradores: Juan M. Crespi, Celia Herrero, Javier Yáñez, Miguel Juan, Antònia Calafat