

# LEARN ENGLISH WITH PIPO

A CREATIVE AND ENGAGING WAY TO LEARN ENGLISH

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## GENERAL INTRODUCTION

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



*At Pipo club on the Internet you will find program information*

*As well as free activities for children like 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 programs build up **different** areas of the school 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. They cover an extensive range of ages, going from 2 years old up to 8, 10 or even 12 years old. Children move forward at their own personal learning pace, depending on their age and prior knowledge. The duration of each game will vary according to the speed of learning, needs and capabilities of each player.

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

Some programs also include the possibility of regulating the level of difficulty. These have proved to be very useful for children with learning difficulties or in special education. The educational contents of Pipo are complementary to the curriculum content for preschool and elementary school and with the goals set by current teaching practice.

## APRENDE INGLÉS CON PIPO



*Aprende Inglés con Pipo* is primarily for children **3 to 10 years old**, none-the-less more important than age is previous English knowledge for this program can build on English previously learned by the child.

The main areas covered are: basic vocabulary - more than 25 themes- sentences and English grammatical structures, most current expressions- body parts, time to the hour, colors... In the same way the first language is learned in *Aprende Inglés con Pipo*, the child does not need to be reading to learn English. Con Pipo will stimulate auditory learning supported by appropriate visual images.

Being aware that **accents and pronunciation** are very important when learning a language, the ability to record, phrases and words, comparing them to a model ,thereby learning diction, has been made available. You can access this screen from virtually every game by clicking on the microphone icon.

This program is structured in three blocks:

1. **Vocabulary games: the submarine**
2. **Sentence games: the airplane**
3. **Special games: the bus.**

The stimulating games quickly capture the child's attention, even though the activity may be at a higher developmental level. Children will find a way to move through the game and will eventually internalize the skills and concepts focused in the activity.

The duration of each game will vary according to the speed of learning, needs and capabilities of each player. In addition some games have several levels of difficulty. There are no time limits and the game can be exited at any time.

### HELP



Click F1 key for help in context. For general program help click on question mark icon.



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.

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 or capacity for learning.

Most games have several levels allowing for a variety of entry points into the game. As children master skills and content they are able to move up when they are ready. The games all have the megaphone available if sentences need to be repeated.

**Level 1** concept practice

**Level 2** sentence will not repeat in Spanish, flags provide help.

**Level 3** flag help no longer available

**Level 4** no more written help, auditory help only

In some games as difficulty levels increase word difficulty also increases.

The **F1** key in all games provides access to a brief summary explanation of the game.

## Language Help



A general language help button has been made available. Playing with the "help" button activated provides you with help from Pipo. In this mode the youngest players can have fun and be successful playing and learning. Playing without "help" you hear only Cuca speaking in English.

Most important is that the children get a sense of what they hearing in English at a very young age, while their capacity for learning is greatest.

Recommended for the young child:

**Coloring:** Learning colors in English

**The Beach:** Learning body parts in English.

**The lambs:** Practice numbers in English.

**Dress Pipo and Cuca:** Learn articles of clothing in English.

**Pairs**

Normally, 3 year olds on their own initiative will not spend longer than half an hour with the computer therefore, in general it is not recommended that young children exceed that time with the games.

## TO BEGIN

From the very first screen Pipo gives you the option of going directly to "Play" or to the "Options", where you will find a summary of all the games.

First time players write your name here. Write it the same way twice.

EXIT



Credits

If your name is already on the list just click on it.

PLAY



F1

F8

F9

F5

Access help on each screen. Clicking on the green question mark will take you to general help.

Access to Configuration options (click at the same time keys "A" and "F8").

Access to scores.

Options.

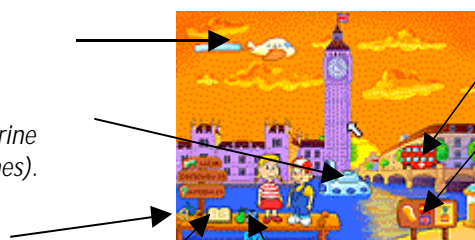
## IN LONDON

Click on "Play" and first game screen appears: a London scene. From here you will access the different games and activities.

The plane (Sentence games).

The submarine (Word games).

F1 Help



The Bus (Special games).

Special Buttons

F9 Scoring

Grammar

List of topics

## RECORDING

Click on microphone to record. For more information click on help.



With the microphone we can record our own voice, and compare it to the original to improve diction.

## SPECIAL BUTTONS



1.

2.

3.

1. **Microphone:** To record and listen.

2. **More or less help** in Spanish.

3. **The flags:** Pipo and Cuca will repeat in language you choose.

## OPTIONS

F5

The F5 key will access options screen.

Glossary  
List of activities  
Exit



Games and Activities  
Grammar  
Scores and Player progress record (F9).

GLOSSARY



### Glossary:

You will find hundreds of English words. Write in Spanish the word you need to know in English and Cuca will read it for you. Click on a word in the book, Pipo and Cuca will pronounce it for you.

The arrows: Move you forwards or back through the words.

Alphabet: Click directly on letter you need.



If the word is in Pipo's dictionary you will see it here.

Write the word you want here.

List of Activities



### List of Activities:

A list of all the themes in this program. Moving the mouse over the icons will reveal the game it represents.

Click on the theme and Pipo and Cuca will read it.

Exit



Here you will find the games in each theme.

To go to a game, click on a theme to see a selection of the games in that theme

GRAMMAR



### Grammar:

A brief overview of English grammar. An appendix directed to older children and parents.

The contents provides access to any section

Green arrow: return to home page



Return

Click here to turn page.

GAMES AND ACTIVITIES



### Games and Activities:

A general overview of entire program.

Click on these arrows to see the different game screens.

Click on the screen to access the game.



Brief description of the game on the screen.

Click here if you want to see other products in the collection.

## THE GAMES

By clicking on the submarine on the main screen(London) you will access the submarine where you will play vocabulary games: matched pairs, *the fish*, *lthe fleas* and *the word machine*.

On the airplane you will travel to a screen where you will practice sentences and play with: the turtles, *the dachsaunds*, and *jungle monkeys*.

**On the red bus** you will visit the city and focus on specific content: *the lambs* (numbers), *coloring* (colors), clothes (articles of clothing), body parts, ladybugs (prepositions and adverbs), *clocks* and *the family*.

## VOCABULARY GAMES: THE SUBMARINE



Access clicking on the submarine on the London screen. there the child will practice vocabulary, learning new words and practice familiar words.

### Theme selection:

These include areas familiar to the child, the park, the house... There are a total of 20 of 20 themes. Simply click on the picture or word.

Click on the theme you want.

You will see the themes appear here.

Total points for vocabulary games.



Cuca reads teh tital in English and it appears in Spanish on the submarine. If you have activated the help button, Pipo will repeat in Spanish

**The Fish**

Click on a word and this fish will appear to eat it.

**THE JELLYFISH**

Indicate the number of

times you have clicked on a word. After the 3rd time a happy face jellyfish will appear

### IN THE SEA:

Once the child has selected a theme, he/she will practice with the jellyfish before moving on to the game. Click on the unfamiliar words before playing the game.

The jellyfish

Change theme: Button.

Games



Score for this theme.

Theme title

Click on the word to see what happens!

Special buttons(pg3).

The bar at the bottom of the screen contains all the games in the theme: pairs, fish, fleas and word machine. These will change according to theme

## THE PAIRS

### Academic Objectives:

Match pictures

### How to play?

As you uncover the boxes remember where pictured object has appeared previously. If you can find the matching pair you get a point! If not the other player will get a turn to earn the point. Here you will practice and learn theme's vocabulary and strengthen memory and concentration ability.



## SKILLS

Visual and Auditory  
Memory  
Pronunciation  
Coordinating Vocabulary  
Visual skills  
Matching pictures to words  
Sound Discrimination  
Letter-sound relationship

Click on two boxes to find a pair

Microphone: Practice English pronunciation

Select a level.



Ships light-up on your turn.  
For each point won the ship moves up. The winner launches his/her ship first

### 4 difficulty levels:

**Level 1:** Objects appear and names are heard in English and Spanish.

**Level 2:** No picture. Word appears written in English and Spanish.

**Level 3:** Words appear written in English, you can ask Pipo for help.

**Level 4:** Only audio available.

## THE FISH

### SKILLS

Vocabulary  
Reading  
Word to Picture matching  
Recognizing English letter sound relation.

### Academic Objective:

Increase and acquire vocabulary.

Oral expression in English.

Bilingual Reading/writing . How

### How to play?

In this game look for the fish with the word spoken by Pipo in Spanish and corresponds with picture in the bottle.

Click on the fish with correct word.



The picture of object needed appears here.

For more information about this game click on F1.

### 4 levels of difficulty:

**Level 1:** For practice; Cuca helps you say the word in English.

**Level 2:** Cuca can help if you click on the flags.

**Level 3:** No more flag help

**Level 4:** No written text; move cursor over each fish to hear the word.

## THE FLEAS

### SKILLS

Vocabulary  
Memory Concentration  
Accent and pronunciation in English  
Matching words  
Translation  
Auditory perception  
Auditory Discrimination

### Academic Objectives:

Increase and acquire vocabulary in English .

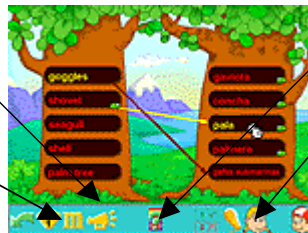
Learn to write words in English and Spanish.

### How to play?

The word in English on the tree to the right matches a Spanish word on the tree to the left. You must join the two words.

Megaphone: Repeat word

Choose capital or lower-case



Click on flag for help.

Microphone: Practice your pronunciation..

### 4 difficulty Levels:

**Level 1:** Practice.

**Level 2** find the pair by yourself, but if you need help click on the flag and Pipo will give you the answer

**Level 3:** No flag help.

**Level 4** Only audio support. No written help. Move over each word and Cuca will **tell you** the word.

## WORD MACHINE

### SKILLS

Vocabulary

Auditory perception

Reading English words

Accent and pronunciation

Letter sound relationship

Relate Picture to word

### Academic Objectives:

Increase and enrich vocabulary.

### How to play?

These machines conceal many objects. Find the one Cuca is asking you to find in English.

Click on the picture matching Cuca's request in English.



Practice the pronunciation at any time.

If you are wrong, Pipo will say the word in Spanish.

**4 levels** of difficulty:

**Level 1:** Practice, Pipo will help you in Spanish.

**Level 2:** Get help by clicking on the Flag.

**Level 3:** No flag help.

**Level 4:** No written help. Exercise in auditory discrimination and perception.

## SENTENCE GAMES: THE AIRPLANE



From the London screen click on the plane to access this block of games. In this section the child will learn many household phrases in English. While learning basic grammatical structures in English.

**Selection of theme:** You can choose a theme from among 9 available. You will then find specific phrases in each theme.

Click here for this theme:  
In the bathroom.

Player's name.



Translation of theme into Spanish.

### The evening:

First you practice the phrases by clicking on each one. Then go to the games to use them while playing. If you click on the **Radio button**, the reading in English and Spanish begins immediately.

Title of chosen theme

The plane has total points tally.

The balloons tell you how many times you have clicked on the

Change theme button

THE HELIUM BALLOONS

Indicate how many times you have clicked on a word. After the third time a balloon with Pipo's face appears.



Radio: Activates reading..

Games

Special buttons (pg 3):

Microphone: Practice pronunciation.

Flags: When you need help.

With more or less help in Spanish.

## THE TURTLES

### SKILLS

Vocabulary  
 English Grammar  
 Accent and pronunciation  
 Word relationships  
 Sequencing  
 Reading/Writing English  
 Letter-sound relation

#### Academic Objectives:

This game helps you with English syntax.

#### How to play?

Help the turtles complete the sentence.

Click on the word and drag to its place in the sentence.

Megaphone: repeat the sentence

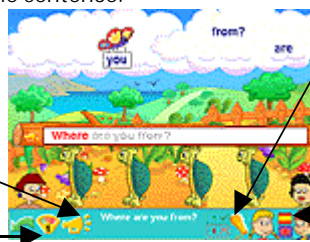
Select level.

#### 3 levels of difficulty:

**Level 1:** Practice. The sentence appears in gray and you must move words to the sentence.

**Level 2:** You have a model but it is on the bottom of the screen..

**Level 3** No model. Put the words in order without the written model



Now it is your turn, click on the microphone and listen to yourself in English.

## THE DACHSHUNDS

### SKILLS

Reading  
 Vocabulary  
 English expression and pronunciation  
 Auditory Discrimination  
 Auditory Memory

#### Academic Objectives:

Practice English syntax, pronunciation, and expression.

#### How to play?

Find the sentence in English that matches what Pipo is saying.

Click on the dog matching what Pipo is saying.

Levels Button.



As you move over the dog it will read you the sentence.

Practice the sentence.

#### 2 levels of difficulty:

**Level 1:** Written text help (You can see the sentence on the dog).

**Level 2:** Move the cursor over the dog to hear the sentence; no written help, Pipo will help if you are incorrect.

## THE JUNGLE

### SKILLS

English/Spanish Reading  
 Pronunciation/accent  
 Auditory Discrimination  
 Auditory Memory  
 Sentence matching  
 Comprehension

#### Academic Objectives

English/Spanish reading.

Familiarization with household phrases.

Learn grammatical structures in both languages. **How**

#### to play?

Find the sentence in Spanish that Cuca says in English.

This is just like the dog game but in reverse. You continue practicing the grammatical structures in both languages.



Microphone: Repeat sentence

Micro: To practice pronunciation in English.



When you move the cursor over the phrase Pipo reads it to you.

If incorrect Cuca will read it in English.

2 Levels of difficulty:

**Level 1:** At the bottom of the screen you will find the sentence in English to be matched with the corresponding sentence in Spanish.

**Level 2:** No written support. You will have to listen carefully to Cuca read in English.

## SPECIAL GAMES: THE RED BUS



From the London screen, click on the red bus, to access the special games. This section includes very different objectives; telling time, learning numbers, prepositions, family relationships, etc. They are all fun, begin with the one you like the most! Click on the bus window to go to the game of your choice.

**The lambs:** Cuca counts lambs before going to sleep, do you want to count with her?

**Color:** Learn colors in English

**Ladybugs :** to learn English adverbs and prepositions.



**Body Parts:** Playing on the beach you will learn the body parts.

**Clothing:** Cloth Pipo and his sister Cuca. ¡You can give them sunglasses!

**Clocks:** Can you tell time? Now you will learn!

**Family:** They are all Pipo's family but... Which one is his uncle?

## THE SHEEP

### SKILLS

Hand-eye Coordination

Visual Perception

Number-symbol relation

Auditory and Numeric Discrimination

### Academic Objectives:

Learn number sequence orally and written form in English.

### How to play?

Cuca always counts sheep when she can't sleep, in Spanish?, No, in English, you will have to figure out the number Cuca is counting.

Look for the lamb with the number of Cuca's count.

Changes difficulty level.



Microphone repeats count.

6 Levels of difficulty:

**Level 1:** Practice. Number you are seeking is written at bottom of screen.

**Level 2:** No written number. Work only with first ten numbers.

**Level 3:** Work with 10 to 20

**Level 4:** Work with 20 to 39

**Level 5:** Work with numbers to 99.

**Level 6:** Work with 3 digit numbers.

## CLOTHES

### SKILLS

*English reading*

*Pronunciation*

*Relate clothing name to wearing apparel*

### Academic Objectives:

Recognize different articles of clothing: girl and boy.

Enrich English vocabulary.

Place clothing on place where it belongs.

### How to play?

In this game you must dress Pipo and Cuca appropriately with clothing appearing in the closet. You can only use a clothing type once. There are two playing modes"

**Creative Mode:** Dress the characters according to your taste in clothes.

**Solving Mode:** Dress characters as directed.



*If you are wrong put the clothes in the laundry basket.*

*Change difficulty level.*

*Change game mode.*



*If you want to dress a girl click on Cuca's photo*

*The eraser eliminates all the clothes*

*Flag button.*

**4 Levels** of difficulty:

**Level 1:** Cuca speaks in English, Pipo translates to Spanish.

**Level 2:** Only Cuca speaks as usual in English, but by clicking on the flag, Pipo will help you in Spanish's

**Level 3:** No more flag help.

**Level 4:** No written words: Listen carefully to Cuca 's directions.

## COLORING

### SKILLS

*Match colors to written name*

*Hand-eye Coordination*

*Auditory Discrimination*

*Fine and Gross Motor Skills*

*Memorization*

### Academic Objective:

A fun way to learn the color names in English.

### How to play?

Color the picture with the brush. Dip the brush into a color and pass over area to be colored in that shade.

*Note: Color for this zone is here.*

*To clear all the picture.*

*Change the level*

*Exit.*



*Microphone: To practice English pronunciation.*

*The arrows: take you to another picture to be colored.*

**3 Levels** of difficulty:

**Level 1:** For the youngest players. Learn color names in English. Cuca tells you the color names as you use the color on the picture.

**Level 2:** The picture is divided into specific color zones and color is written in the zone. Player color corresponding to written color to complete each zone.

**Level 3:** Written colors in zones disappear. Click on a zone and Cuca will tell you the color you need for that zone (in English).

## BODY PARTS

### SKILLS

*Hand-eye Coordination*

*Vocabulary*

*Pronunciation*

*Auditory Perception*

*Memory*

*Match words to pronunciation*

### Academic Objectives:

Enrich English vocabulary, written and spoken, while learning body parts.

### How to play?

Learn body parts while at the beach. Click on the body part Pipo and Cuca indicate. You can change Pipo's body focus (front, back or the face) by clicking on the cubes at the bottom of the screen.

*Cubes : to change Pipo's position.*

*Change level.  
Megaphone: Repeats question*



*This is the word you need to find.*

*Flag button: Repeat in language you choose.*

### 4 Levels of difficulty:

**Level 1:** To practice. Cuca identifies a body part in English and Pipo repeats it in Spanish

**Level 2:** Body parts to be identified are more difficult. Only Cuca identifies in English, but you can use flag button.

**Level 3:** No flag help therefore no translation possible.

**Level 4:** No written help. Audio only.

## THE CLOCKS

### SKILLS

*Numerical Sequencing*

*Telling time*

*Reading time using position*

### Academic Objective:

Learn to tell time in English.

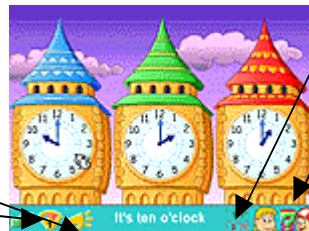
### How to play?

Select the clock displaying the correct time.

*Find the clock with the hour Cuca needs.*

*Microphone button:*

*Levels button*



*Here you can see tally of correct and incorrect responses.*

*Ask Pipo for help here.*

### 6 Levels of difficulty:

**Level 1:** Time on the hour. You can ask for help.

**Level 2:** Time "half" hour and "quarter" till the hour. You can ask for help.

**Level 3:** "Quarter after" and "half" hour, "quarter" till. You can ask for help.

**Level 4:** No help at all. Minutes introduced: " 10", " 15", " 20"...

**Level 5:** No help. Minutes after the hour introduced: " 15 after", "20 after" " 25 after".

**Level 6:** No help. All time concepts previously identified

## THE FAMILY

### SKILLS

Learn family relationships

Vocabulary

Pronunciation

Reading

Auditory perception

Match pictures to words

### Academic Objectives:

Learn family relationships.  
Increase English vocabulary.

### How to play?

This is Pipo and Cuca's family: parents, grandparents, cousins ... With them you will learn about family relationships. Study the photos carefully to learn who is who. Find the photo of the person Pipo and Cuca want you to find.



After level 3



### 6 Levels of difficulty:

**Level 1:** Practice; Pipo repeats in Spanish and Cuca speaks in English.

**Level 2:** Only English. Flag help if needed.

**Level**

**3** More difficult relationships appear nephew, uncle, wife, husband... Family tree appears after this level... The person's photo lights up if they are the focus.

**Level 4:** More new terms: father-in-law, brother-in-law...

**Level 5:** Nothing written, still have flag help.

**Level 6:** Includes all previous content with no help.

## LADYBUGS

### SKILLS

Orientation

Vocabulary

Pronunciation

Oral Expression

Discriminate situation in context

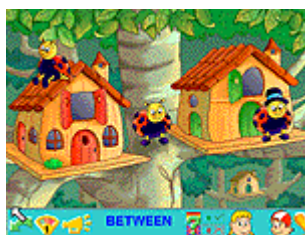
Auditory Perception

### Academic Objective:

Learn most common adverbs and prepositions.

### How to play?

Find the ladybug Pipo and Cuca are looking for.



If you do not understand click on the flags.

### 4 Levels of difficulty:

**Level 1:** Practice. The word or sentence appears in English and Spanish.

**Level 2:** Cuca speaks only English, but Pipo can help if you click on the flags.

**Level 3:** No Flag help.

**Level 4:** Practice with oral English. No more written help.

## SCORING

F9

Clicking on the F9 key takes you to the scoring section.

The program can track and monitor scores for up to 99 players, this feature can keep children engaged and motivated.

Progress is recorded according to levels and scores in all games attempted by each player.

### General scoring screen:

To find scores for a specific game, select the section where the game is found: the *Sentence games* (airplane), *Special games* (red bus) or *Vocabulary* (submarine).

Total scores only for *Juegos de Frases*.

Cumulative score for all the *Juegos Especiales*.



Total scores for all games.

Score for all *Juegos de Vocabulario*.

Name of player.

### Scoring for *Juegos del Avión*

These are the scores for the *Frases* section. You can see the scores for each theme by clicking on the text.

Click on the bar to directly access the game.

Scores for each game.

Exit.



Move the cursor over the score bars and a brief explanation of the game will appear.

Scores for each theme.

Total scores.

### Scoring for *Juegos del Autobús*

these scores are for all games in *Juegos Especiales*

Click on the bar to directly access the game.

Scores for each game.



Move the cursor over the score bars and a brief explanation of the game will appear.

### Scoring for *Juegos del Submarino*

These are the scores for the *Vocabulario* section. You can see the scores for each theme by clicking on the text.

Click on the bar to directly access the game.

Scores for each game.

Exit



List of all themes

Scores for each theme

Total scores.



## TABLA DIDÁCTICA

		HABILIDADES										
		MEMORIA VISUAL Y/O AUDITIVA	LECTURA Y/O PRONUNCIACIÓN	VOCABULARIO	COORDINACIÓN VISOMOTRIZ	PERCEPCIÓN VISUAL Y/O AUDITIVA	ASOCIACIÓN GRAFÍA-SONIDO	ASOCIACIÓN PALABRA Y/O IMAGEN	DISCRIMINACIÓN SONIDO-GRAFÍA	DISCRIMINACIÓN AUDITIVA	SECUENCIACIÓN	COMPENSIÓN LECTORA
JUEGOS	PAREJAS											
	PECES											
	PULGAS											
	MÁQUINA DE LAS PALABRAS											
	TORTUGAS											
	PERROS SALCHICHA											
	SELVA- MONOS											
	OVEJITAS											
	ROPA											
	COLOREAR											
	PARTES DEL CUERPO											
	RELOJES											
	FAMILIA											
MARIQUITAS												

## CREDITS

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Produced by: CIBAL Multimedia S.L.

Original idea and direction: Fernando Darder

Original graphical creation: Eva Barceló

Melodies: Pedro Darder

Graphical design, illustration and animation: Eva Barceló, Javier

Liébana,

Miquel Albertí

Pipo's voice Spanish: Aina Cortés

Cuca's voice English: Frances McMahon

Programming: Fernando Darder, Miguel Ángel Ferri, Marc Puig, Alicia

González,

Juan Gabriel Covas

Sound technician: Pedro Darder, Miguel Ángel Ferri, Marc Puig

Psychopedagogical consultant: Fernando Darder, Mónica Pablos

Contents revision: Catherine Cobb

Contents learning guide: Mónica Pablos

English translation: Lesley Ann Daniels

Commercial direction: Domingo Sanz

Commercial department and management: Pilar Gómez, Domingo Sanz

Collaborators: Carlos Darder, Aina Darder, Toni Darder, Pilar Gómez,