

MATHEMATICS WITH PIPO

LEARN MATH WITH THE MOST ENTERTAINING GAMES

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GENERAL INTRODUCTION

www.pipoclub.com



Updated information on the Pipo collection can be found at pipoclub.com

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

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

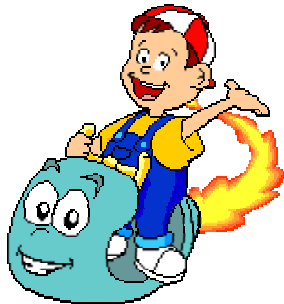
From a pedagogical point of view, children will perceive the activities as games and will amuse themselves as they solve the problems and master the planned detailed objectives.

Puzzles, coloring pages, word searches... can be downloaded free from Pipo's Club.

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.

The educational contents in Pipo complement the curricular contents in Infantile and Primary Education established by LOGSE (Law of General Arrangement of the Educative System) and comply with its laws. The Pipo collection has been accredited by the Department of Education in Spain.

MATHEMATICS WITH PIPO



Mathematics with Pipo was originally designed for children between the ages of 4 and 8 years. However, with a little help from an adult, 2 year olds may play and higher level games are appropriate for children 10 years and older. A variety of didactic concepts are targeted such as: counting, ordinal numbers, geometric shapes, measurement, money, and problem solving.

The program's objectives are centered on promoting and stimulating Mathematical Logic and developing children's attention span, coordination, memorization, and spacial organization.

Mathematics, along with logical reasoning, is an area that usually lacks stimulation for children. Mathematics with Pipo presents concepts in various creative and entertaining methods promoting student's maximum learning potential, which may be far greater than an adult's.

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

PARENTS AND EDUCATORS

F1: Help



F6



F6: Play the game in any of these three languages: Spanish, Catalan, English.

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 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.

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. In addition, the program is extremely beneficial for children who are learning a second language.

In addition, each game has various levels of difficulty. As children solve the problems, they acquire and internalize the skills needed to master the game and advance to the next level. The program will automatically advance to the next level when the previous one has been mastered.

Recommended games for younger children (easier levels): Coloring Pages, Connect The Dots, Puzzles, The Helicopter (number search), The Rollercoaster (patterns), The Crocodiles (estimation), The Adding Game (Coloring Pages, Connect the Dots, and Puzzles).

Children up to 3 years of age will not normally spend more than half an hour in front of the computer and it is recommended not to exceed this time. Children 2 years and under may play the games with the help of an adult and some may be ready to learn how to maneuver the mouse.

Children without medical impediments and children 3 years and older should use the mouse from the beginning. The Trackball Mouse, which is an alternative to the standard mouse, is easier to maneuver and is recommended for children with disabilities.



The Trackball Mouse makes learning easy.

TO BEGIN

SELECTION



This is the cursor that appears when you need to click on an object. Touch objects with the mouse's nose and click on them.

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

Click on you name from the list if you have played previously.

Exit



If this is your first time to play you must type in your name exactly the same 2 times.

Credits

PLAY

F1

Help Screen: view content summaries, program's functions, and didactic tips

F5

Options

F6

Change languages: Spanish, English, and Catalan

F7

Demo

F9

Scores

The Spaceship

Press the Play button and link into Pipo's spaceship. There are more than 20 games children will need to find. Games are grouped by objectives in 6 distinct and delightful sections.

Basic Mathematical Operations

Multiplication Tables

Pictorial Games



Logic Games

Quantity, Weight, Measurement and Money

The Smart Machine

Basic Mathematical Operations: Play and check your answers to addition, subtraction, multiplication, and division games

Multiplication Tables: multiplication practice

Pictorial Games: learn and review numbers using puzzles, coloring pages, and connect the dot games

Logic Games: increase logic and reasoning, practice mental math

Quantity, Weight, Measurement and Money: strengthen deductive thinking

OPTIONS

F5

.F5 Links to the Option screen where you can see a global view of all the games

Use the arrows to find the game you want to play. Click on the view button and link directly to the game.



Brief description of each game

Click here to see other products and demos

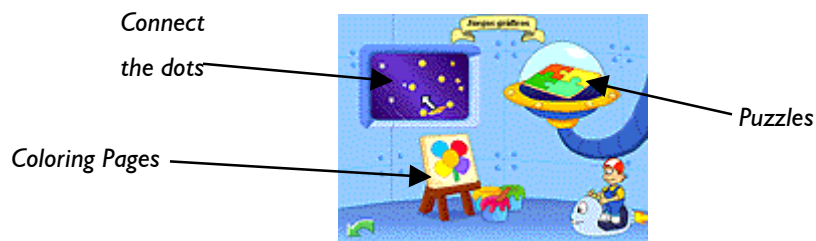
F9 scores

F7 Scroll through the program.

F6 Change languages: Spanish, English, and Catalan

PICTORIAL GAMES

Develop mental math and abstract/ logical reasoning skills by playing with fun puzzles, coloring pages, and connect the dot games.



CONNECT THE DOTS

SKILLS

Visual Motor Skills

Coordination Number
Recognition and Series

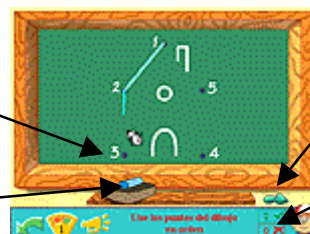
Fine Motor Skills

Academic Objectives: Recognize and learn the number system

How to play? Connect the dots in number order to form a picture

Click on the next number

Click to erase and start over



Click to get to the next drawing

Tally of correct and incorrect responses

3 levels of difficulty:

Level 1: Connect 5 dots to form a picture

Level 2: Connect 9 dots to form a picture

Level 3: Connect 20 dots to form a picture

When the child has completed all pictures in a level, the program will automatically start over.

COLORING PAGES

Academic Objective: Learn numbers through coloring

How to play? Color by numbers

SKILLS

Visual Memory
Number Sense
Visual and Motor Skills
Coordination
Fine/Gross Motor Skills

Erase colored areas by clicking on the eraser

Click here to change levels



Use the arrow to choose from 8 different coloring pages

Choose your colors

3 levels of difficulty:

Level 1: Clicking on a selected area will automatically color it and say the number

Level 2: Color by number

Level 3: Numbers will not be provided on the coloring page. Click over an area to hear the number and then click on the corresponding color bucket.

THE PUZZLES

SKILLS

Spatial Orientation
Concentration
Visual Memory
Fine/Gross Motor Skills
Recognition

Academic Objectives: Build spatial awareness, abstract/logical reasoning, and visual perception

How to play? Click and drag puzzle pieces to create a picture.

Choose levels of more difficulty by clicking on the



Click on the Help Button to see completed puzzle.

Use arrows to switch to another puzzle.

4 levels of difficulty.

Level 1: Click and drag puzzle pieces over grey background to create a picture

Level 2: Same as level 1; however, grey background will not be provided. Press Help to see completed puzzle.

Level 3: To begin, click on a puzzle pieces and it will move to a blank slate. Then you must decide which puzzles piece to click next in order to complete the picture.

Level 4: You may only move adjacent pieces to the blank slate. This level is very challenging even for the best of players.

Basic Mathematical Operations

SKILLS

Concentration
Mental Math
Logical Progression
Deductive Thinking
Reasoning
Estimations, Short and Long Term Memory

The structure of each game consists of many levels ranging from easy one digit problems to problems with 7 digits. Answers are provided and can be checked in all four mathematical operations.

Dirigibles: Learn division

Submarines: Learn multiplication



Rockets: Learn addition

Planes: Learn subtraction

ADDITION: ROCKETSHIPS

Academic Objective: Learn addition and build mental math skills

How to play? Click on the rocket that contains the sum to the addition problem or simply use the key board to type your answer and press the enter key. Or you may simply click on the “OK” button.



6 levels of difficulty:

Level 1: The sum is not higher than 5

Level 2: The sum is not higher than 10

Level 3: The sum is not higher than 20

Level 4: Sums will be in the “Tens” (10, 20, 30....)

Level 5: Same as level 4, only “Tens” will include a value in the ones place.

Level 6: Addition with 2 digit number, sum will not be over 100.

SUBTRACTION: AIRPLANES

How to play? Click on the rocket that contains the answer to the subtraction problem or simply use the key board to type your answer and press the enter key. Or you may simply click on the “OK” button.



8 levels of difficulty:

Level 1: Subtract without regrouping, minuend is not greater than 6

Level 2: Subtract without regrouping, minuend is not greater than 10

Level 3 & 4: Subtract with and without regrouping, minuend is not greater than 20

Level 5: Subtract without regrouping, subtrahend is a one digit number

Level 6: Same as above but with regrouping

Level 7: Subtract without regrouping, subtrahend is a 2 digit number

Level 8: Subtract with and without regrouping, minuend and subtrahend are 2 digits

MULTIPLICATION: SUBMARINES

Academic Objectives: Learn multiplication and build mental math skills

How to play? Click on the rocket that contains the answer to the multiplication problem or simply use the key board to type your answer and press the enter key. Or you may simply click on the "OK" button.



There are **8 levels of difficulty**. Practice multiplication problems up to 9

DIVISION: THE DIRIGIBLES

Academic Objectives: Learn division and build mental math skills

How to play? Click on the dirigible that contains the answer to the division problem or simply use the key board to type your answer and press the enter key. Or you may simply click on the "OK" button.



10 levels of difficulty:

Level 1: The divisor is 2 and the highest dividend is 6

Level 2: The divisor is 3 and the highest dividend is 9

Level 3: The divisor is 2

Level 4: The divisor is 3

Level 5: The divisor is 4

Level 6: The divisor is 5

Level 7: The divisor is 6

Level 8: The divisor is 7

Level 9: The divisor is 8

Level 10: The divisor is 9

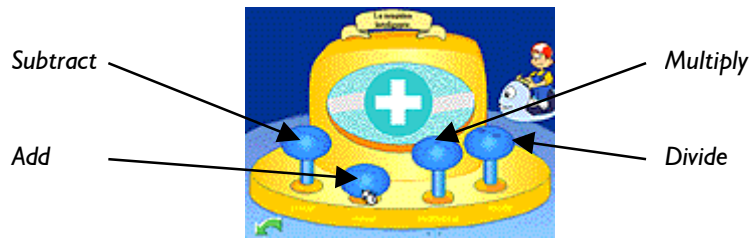
THE SMART MACHINE

SKILLS

Concentration
Attention Span
Mental Math
Deductive Reasoning Estimations
Short/Long Term Memory
Sequencing
Comprehension

The smart Machine is a fun and interactive program used to teach addition, subtraction, multiplication, and division. Select the mathematical operation by clicking on one of the levers.

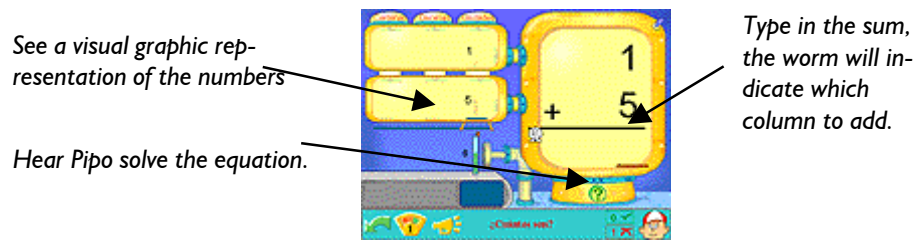
Deductive Reasoning
 Estimations
 Short/Long Term Memory
 Sequencing
 Comprehension



ADDING MACHINE

Academic Objectives: Add by joining several amounts together

How to play? Type the answer above the worm. If you need help click on the *Help* button located on the lower part of the screen.



7 levels of difficulty (graphic visuals are used through level 4):

Level 1: Sums up to 10

Level 2: Sums up to 20

Level 3: Sums up to 99 without regrouping

Level 4: Sums up to 99 with regrouping

Level 5: Sums with 3 digits

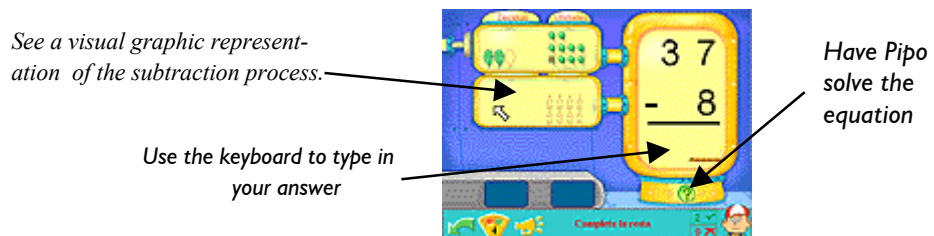
Level 6: Sums with 4 digits

Level 7: Sums with 6 digits

THE SUBTRACTION MACHINE

Academic Objectives: Learn to subtract by finding the difference between two amounts

How to play? Type the answer above the worm. If you need help click on the *Help* button located on the lower part of the screen.



7 levels of difficulty (graphic visual are used through level 4):

Level 1: Subtract single digit problems

Level 2: Subtract without regrouping, minuend is a 2 digit number and subtrahend is single digit

Level 3: Subtract with regrouping, minuend is a 2 digit number and subtrahend is single digit

- Level 4:** Subtract numbers smaller than 100
- Level 5:** Same as level 4 but without the Help button
- Level 6:** Subtract 3 digit number
- Level 7:** Subtract 5 digit numbers

MULTIPLICATION MACHINE

Academic Objective: Learn to multiply

How to play? Type your answer on the upper part of the worm. Help is available by clicking on the green question mark at the bottom of the screen. A multiplication table is also available on the right side of the screen.



4 levels of difficulty: the multiplier is always a single digit:

Level 1: Multiplicands 1 through 3, multiplying less than 100.

Level 2: Multiples 2 through 9, multiplying three digits

Level 3: Multiples 2 through 9, four multiplying digits

Level 4: Multiples 2 through 9, five multiplying digits

DIVISION MACHINE

Academic Objectives: Learn to divide and review multiplication facts.

How to play? Use your keyboard to type your answer. Help is available by clicking on the green question mark at the bottom of the screen. A multiplication table is also available on the right side of the screen.



4 levels of difficulty

Level 1: Dividend is 1 digit and divisor is between 2 and 5

Level 2: Dividend is 2 digits and divisor is between 2 and 9

Level 3: Dividend is 3 digits and divisor is between 2 and 9

Level 4: Dividend is 4 digits and divisor is between 2 and 9

MULTIPLICATION TABLES (THE BOAT)

Click on any of the boats and practice the multiplication tables for number contained in the boat. .

SKILLS

Long/Short Term Memory

Mental Math
Logical Progression

Comprehension
Interpretation

Categorization

Click on the boat for the multiplication table you want to practice.



Academic Objective: Learn and practice multiplication facts 1 through 10

How to play? Solve the problem and type in the answer. Ask the sailors for help by clicking on the arrows to reveal the math fact you are solving.

Click on the Sailor's arrows to find the answer.



If you know the answer type it here.

Click on Pipo to hear him say the multiplication fact.

There are 10 levels of difficulty. Practice multiplication problems up to 10

Quantity, Weight, Measurement and Money

A great variety of didactic objectives are presented in the next six games. All of the games are quite different from each other and are sure to ignite children's deductive thinking abilities.

The Martians

Scales

Coins



The Helicopters

Create Numbers

The Fish

The Helicopters: Read, write, and hear numbers up to 3 digits

The Martians: Build comprehension for addition, subtraction, multiplication, and division concepts

Create Numbers: Build four digit numbers differentiating place values

The Fish: Record and read measurements

Scales: Weigh and compare various objects

Money: Count money

THE HELICOPTERS

SKILLS

Number Sense

Visual and Motor Skill

Coordination

Psychomotor Skills

Academic Objective: Identify numbers up to 3 digits.

How to play? Hear Pipo say a number and click on the helicopter with that same number. The number can also be typed using the keyboard.

Click on the Megaphone to hear the number again.

Change game level.



Set the helicopters speed using the lever (up is faster, down is slower)

6 levels of difficulty:

Level 1: Identify numbers 1 through 10 with graphic support.

Level 2: Same as level 1, without graphic support.

Level 3: Identify numbers 10 through 20 with graphic support.

Level 4: Identify numbers 20 through 50 with graphic support.

Level 5: Identify numbers 50 through 99 with graphic support.

Level 6: Identify numbers 100 through 999 with graphic support.

THE MARTIANS

SKILLS

Number Sense

Mental Math

Mathematical Reasoning

Sequencing

Fine Motor Skills

Problem Solving

Academic Objective: Reinforce the acquisition of mathematical concepts (addition, subtraction, multiplication, and division)

How to play: Hear Pipo say the number of Martians needed. Then click and drag them into the rockets. Clicking on the plus symbol “+” at the top of the screen will also place Martians in the rockets. Click on the “Thumbs Up” icon to see if you were correct.

The number of Martians in the rocket will appear here.



Click Here to increase the number of Martians inside the rocket.

Click on the Megaphone to hear Pipo again.

Click the Thumbs-Up icon when you have the answer.

5 levels of difficulty:

Level 1: Practice counting up to 10. Hear Pipo say the number of Martians needed (up to 10) and place them in the rockets.

Level 2: Addition practice. Hear Pipo say the equation (Ex. 5+3) and place the correct number of Martians in each rocket.

Level 3: Subtraction practice. Hear Pipo say the number of Martians needed to be removed from the rockets and place them inside the transporter.

Level 4: Multiplication practice

Level 5: Division practice.

CREATE NUMBERS

SKILLS

Abstract Reasoning

Deductive

Mental Math

Academic Objective: Learn greater than and less than concepts, number series, and place value of numbers up to 4 digits.

+ SKILLS

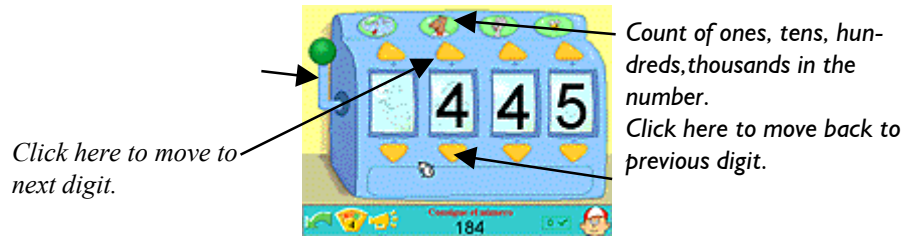
Composition and Decomposition

Sequencing

Visual and Motor Skills Coordination

How to play? Listen to Pipo say a number and use the number machine to place each digit in the correct place value box. Use the “Up or Down” arrows to increase or decrease a number.

Through “trial and error,” young children can find the solutions.



5 levels of difficulty:

Level 1: Create numbers up to 10.

Level 2: Create numbers up to 20.

Level 3: Create numbers up to 99.

Level 4: Create numbers up to 999.

Level 5: Create numbers up to 9999

THE FISH

SKILLS

Mental Math

Mathematical Reasoning

Visual and Motor Skill Coordination

Number Sense

Composition and Decomposition

Sequencing

Academic Objectives: Record and read measurements and practice adding and subtracting.

How to play? Click on a fish and place it at the over the far left side of the ruler. Read the measurement of the fish’s length and then place the fish in the cave labeled with the corresponding measurement

Click on the Mega-phone to hear the question again.

Change the level of the game here.



Only one of the caves is the correct

“How many centimeters does the fish measure?”

8 levels of difficulty:

Levels 1-3: A measurement number will be provided at the entrance of each cave.

Levels 4 and 5: Solve an addition problem to enter the cave.

Levels 6-8: Solve a subtraction problem to enter the cave.

THE SCALES

SKILLS

Mental Math

Composition and Decomposition

Mathematical Reasoning and Logic

Estimation

Comprehension and Interpretation

Memorization

Academic Objectives: Use a conventional method (scale) to weigh objects.

How to play? There are three different modes to play this game.

+ SKILLS

Abstraction
Sequencing
Comprehension
and Interpretation
Memorization

Choose the game mode here: 1, 2, or 3. Each one has different levels.



Click on the weights and drag them onto the scale

This Trash Can will eat any left over weights.

A) Place and balance the weights on the scales.

6 levels of difficulty:

Level 1: There are 3 weights and their total weight is 8

Level 2: There are 4 weights and their total weight is 8

Level 3: There are 3 weights and their total weight fluctuates between 1 and 20.

Level 4: There are 4 weights and their total weight fluctuates between 1 and 20.

Level 5: There are 4 weights and their total weight fluctuates between 50 and 99.

Level 6: There are 5 weights and their total weight fluctuates between 50 and 99.

B) Balance the scale by placing the weights on one side and the box of candies on the other side. Determine how much the box of candies weigh and use the keyboard to type your answer.

Click on the Megaphone to hear the question.

To change levels click here.



Type your answer in the White box

Check your answer here.

6 levels of difficulty:

Level 1: Two one digit addends whose values do not exceed 10.

Level 2: Various one digit addends whose values do not exceed 10

Level 3: Various one digit addends whose values are between 7 and 16.

Level 4: Various addends with values between 7 and 20.

Level 5: Two addends whose value to not exceed 50.

Level 6: Three addends whose value to not exceed 50.

C) Place weights on both sides of the scale and then estimate the weight of the box of candies.

Type how much you think the box weighs.



Pipo will automatically tell you if your answer is correct.

5 levels of difficulty:

Level 1: There are 2 weights and their total weight can be up to 10.

Level 2: There are 3 weights and their total weight can be up to 10.

Level 3: There are 2 weights and their total weight can be up to 20.

THE COINS

SKILLS *Mental*

Math

Composition and
Decomposition
Mathematical Reasoning and
Logic

Estimation

Comprehension and
Interpretation

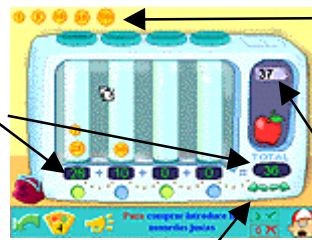
Memorization

Academic Objectives: Add coins and calculate the exact price of various items.

How to play? Place coins in the Money Machine to buy your favorite items.

This is the amount of money you have entered.

Click on the buttons below to hear how much money is in each tube.



Choose the coins you need and place them in the machine. Remember! Enter the correct amount

Look here for the cost of each item.

Use these arrows to select different items

5 levels of difficulty:

Level 1: Cost of items is not higher than 9.

Level 2: Cost of items is not higher than 20.

Level 3: Cost of items fluctuates between 10-50.

Level 4: Cost of items fluctuates between 20-100.

Level 5: Cost of items fluctuates between 100-600.

LOGIC GAMES

these playful, amusing and stimulating games: 'The Crocodiles', 'The Bees', and 'The Roller Coaster'.

The Crocodiles

The Bees



The Roller coaster

THE CROCODILES

SKILLS

Logical Reasoning

Sequencing

Comprehension and
Interpretation

Estimation

Mental Math

Academic Objective: Build logical reasoning.

How to play? Calculate the number of jumps Pipo needs to make to get to the other side of the river. Various answers are valid just be careful because the crocodiles are very hungry!

Click on this button to change levels.



Click on the correct number of jumps on the lily pads to get to a safe place.

5 levels of difficulty:

Level 1: The number of jumps fluctuates between 1 and 10.

Level 2: The sum of an addition problem is the number of jumps needed. Pipo will help you just pass the mouse over the equation.

Level 3: Same as level 2, but without Pipo's help.

Level 4: The answer to the subtraction problem is the number of jumps needed. Pipo will help you just pass the mouse over the equation.

Level 5: Same as level 4, but without Pipo's help.

THE BEES

SKILLS

Mental Math

Mathematical Reasoning

Visual and Motor Skill

Coordination

Number Sense

Composition and Decomposition

Sequencing

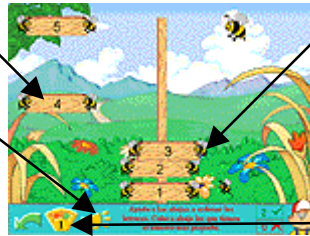
Generalization and Number Series

Academic Objectives: Practice and review number series and basic mathematical operations

How to play? Help the bees place the signs on the post in number order from lowest to highest.

Choose a sign by clicking on it.

Click on the Megaphone to hear the question.



To remove a sign from the post, click on it and move it to another place.

Click here to switch to a different level.

15 levels of difficulty:

Level 1 - 7: Numbers on signs range from 1 to 9999

Level 8 - 10: Signs have addition problems on them.

Level 11: Signs have subtraction problems on them.

Level 12: Signs have a combination of addition and subtraction problems on them.

Level 13: Signs have multiplication problems on them.

Level 14: Signs have division problems on them.

Level 15: A mixture of all four basic mathematical equations is on the signs.

THE ROLLER COASTER

SKILLS

Mental Math

Composition and Decomposition

Mathematical Reasoning and Logic

Estimation

Comprehension and Interpretation

Memorization

Concentration

Differentiation of geometric shapes

Academic Objective: Use abstract and deductive reasoning to complete patterns.

How to play? Choose from the pattern pieces in the sky to finish the sequence of patterns on the train. Pattern pieces are presented in flats and solids.

Click on the pattern piece and drag it into the traincar.

Choose to play with flat or solid geometric shapes.



Throw selections made in error in the trash

6 levels of difficulty:

Level 1 and 2: Sequence two objects based on color and form

Level 3: Sequence three objects in relation to a category.

Level 4: Sequence various objects in relation to a category

Level 5: Same as level 4, but a more difficult

Level 6: The highest level of difficulty

SCORING

F9

Click on F9 to link into the score screen.

The program can recognize the names of up to 99 players. Children are constantly motivated to improve by reviewing and tracking their progress. Once on the screen, children are able to view a brief description of each game, the levels they have mastered, and a bar graph depicting their scores for all the games.

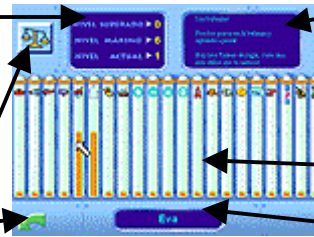


Click on any of these boxes and directly link to the game you have selected.

Explanation of levels in each game : mastered levels, highest level, current level.

A special icon is provided for each game.

Exit



Pass the mouse over the score bars and see a brief description of each game.

Bar on graph for each game.

Player's name

TABLA DIDÁCTICA

		HABILIDADES																
		JUEGOS																
		Coordinación Visomotriz	Motricidad Fina y/o Gruesa	Reconocimiento Numérico y Seriación	Memoria CP y/o LP (Corto /Largo Plazo)	Memorización Visual y Fotográfica	Discriminación (formas, figuras...)	Orientación Espacial	Concentración y Atención	Reproducción	Composición y Descomposición	Agilidad y Cálculo Mental	Razonamiento Lógico-Matemático	Pensamiento Abstracto y/o Deductivo	Estimación Resultados	Interpretación y/o Categorización	Abstracción	Secuenciación y/o Comprensión
Juegos Gráficos	Unir Puntos																	
	Colorear																	
	Los Puzzles																	
Operaciones Matemáticas Básicas	Sumar: Los Cohetes																	
	Restar: Los Aviones																	
	Multiplicar: Los Submarinos																	
	Dividir: Los Dirigibles																	
La Máquina Inteligente	La Máquina de Sumar																	
	La Máquina de Restar																	
	La Máquina de Multiplicar																	
	La Máquina de Dividir																	
	Las Tablas de Multiplicar																	
Cantidades, Pesos, Medidas y Monedas	Los Helicópteros																	
	Los Marcianos																	
	Crear Números																	
	Los Peces																	
	Las Balanzas																	
	Las Monedas																	
Juegos Lógicos	Los Cocodrilos																	
	Las Abejas																	
	La Montaña Rusa																	

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