

TRAVEL IN TIME WITH MATHEMATICS

4° LEVEL PIPO EN EL IMPERIO MAYA

CONTENTS



www.pipoclub.com

CD ROM

Access all the information
in the collection in this
format: product details,
technical service, learning
guides, shop, etc.

ONLINE

Now you can play with
Pipo
from any computer with
this online access.

DIGITAL

You can buy any Pipo
product and download it
directly to your computer.
Play without delay and
without needing a CD.

SCHOOLS

Pipo offers group licenses
for schools. Learn and
play with your classmates
in the Online section.

General Introduction.....	1
Introduction to "Pipo en el Imperio Maya" 4° Curso.....	2
To parents and educators.....	3
To Begin	4
Options	5
Configuration	5
City of Tikal:.....	5
Temple of the Volumetric Shapes	6
Quetzale's Fractions	6
The Polygon Canoe	6
Fraction Machine	7
Temple of the Palenque:	7
The Numbers Scarab	8
Roman Numerals	8
The Series Monkey..	9
Complete the Bridge	9
The City of Chichén Itzá:	10
Cuca's Coins.....	10
The Observatory Clocks.....	10
The Mayan Balance.....	11
Lengths in the temple of the Iguanas.....	11
Robot's Operations Manual:.....	12
Solve Addition.....	12
Solve Subtraction.....	12
Solve Multiplication.....	13
Solve Division.....	13
Print your worksheets.....	14
Mental Math:.....	14
Save the falling jars.....	15
The Wheels of the Feathered Serpent.....	15
The Red Serpent's Stones.....	16
Trap the Leaves.....	16
Theory, Test, and Problems:.....	16
Theory.....	17
Test	17
Problems	18
Scoring.....	18
The Labyrinths.....	19
Didactic Table.....	20
Credit.....	21

GENERAL INTRODUCTION

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.

PIPO EN EL IMPERIO MAYA



Pipo en el Imperio Maya is part of a new collection "Traveling Through Time with Mathematics". The collection is framed within current educational mathematics objectives focusing on primary level content. Mathematics content is presented in different eras in history in an informative and interesting manner. The mathematics in this CD is directed towards children between 9 and 10 years of age in about fourth grade.

Other titles in this collection address content from first to sixth grade and addresses elementary mathematics from 6 to 12 years of age.

CURSO	TÍTULO	EDAD
1º	Pipo en el Egipto Faraónico	6-7 años
2º	Pipo en la Grecia Clásica	7-8 años
3º	Pipo en la China Imperial	8-9 años
4º	Pipo en el Imperio Maya	9-10 años
5º	Pipo y los Vikingos	10-11 años
6º	Pipo en la Edad Media	11-12 años

This collection is dedicated exclusively to mathematics content. The games and activities complement each other and it is possible that some games in consecutive CDs will present similar content. The main difference in these situations will be the amount of time allotted for students to arrive at a solution. More time will be allocated for the lower level activity (see page 3).

Game length will vary in accordance to the child's individual ability and pacing. However, each activity does have a basic time limit to win the maximum number of points to be scored by each participant upon reaching a correct solution.

Each game is arranged into six sections with a total of 29 activities each programmed with clearly defined content objectives. Logical reasoning and mathematics content is all too often presented in complex formats that children find uninviting and overwhelming. This software was purposefully created in a form children could clearly understand and enjoy using while learning important mathematics content. Children are not just playing a game, they are enjoying an activity that is strengthening key mathematical content knowledge. With this in mind the intention is to activate and maximize the young child's incredible capacity for learning...a capacity far superior to that of an adults'.

PARENTS AND EDUCATORS

If the children get too intense in pursuit of their math explorer diploma, they could "perish" in their intent by becoming disheartened if the goal of the diploma is not quickly reached. Instead they could be encouraged to use the progress sheet to mark partial objectives. We can say, "Let see if you can complete level 3 of the fractions. When you have finished you can print the outcome." We need to remember that this is elementary school academic content which will take time to master if children are to truly learn from the activities. We can motivate the child to pursue the winning of "**precious stones**" which in essence means that the levels of difficulty will be increasing as content knowledge is being acquired.

This product is based on the following "small theory." It is important to understand that the games and activities are most useful mainly as a supplement supporting certain areas of the core grade level mathematics curriculum. It is not our intention to supplant the use of textbooks and other curricular resources. One manner of addressing concepts not easily addressed through the games is the test format which is also included as part of the program sequence. The test is divided into four sections and permits a review of all the theoretical content that is presented in all the games and activities.

It is important that children explore, investigate, and discover the options found in the games, making possible the development of natural interest and motivation, thus maximizing learning opportunities for each child.

Time control and scoring on the games: mastery of each one of the levels of a game, is achieved by obtaining 10,000 points. The points accumulate according to the number of completed exercises and how quickly they are solved. Children who play quickly and accurately can increase their level of difficulty faster, while those who need to do so will solve more exercises. The scoring system should not be utilized to compare the children one to another. The program has been designed in such a way that each child gets 10,000 points when he/she has solved a required number of exercises within a determined speed.

It is necessary to be aware that the points such as they are, are not important.

The games' goal is not that the students reach maximum scores. The goal is to reach 10000 points at a comfortable rate, that maximises the internalization of each sections' content knowledge and/or skills.

The speed of execution simply gives us an idea about how the game, and the program supports, or not, each student engaged in the activity. Student achievement is most important for if he/she persists with the game, success will eventually occur. All of the activities have several levels of difficulty that allow students to adapt to the game and while they acquire and internalize the content and/or skills. The levels not yet reached are shown in gray and cannot be downloaded until students are ready for that level.

It is very important that the individual child works through the activities without much help. Do not rush in to offer aid even if the child is about to make a mistake. Allow them to err and learn from their mistakes. Built into each activity is the opportunity to click on the F1 key for help. A brief summary of the game as well as "**General Help**" which includes information about:

1. The trip through time with Mathematics
2. Program function
3. Games
4. Generalities
5. Pedagogy for Parents and Educators

THEORY



In the games you will find this icon. Clicking upon it will link you to the page containing content support.



Time control and Scoring

HELP



Clicking on the F1 key will give you contextual help. Clicking on the heading will give you specific information on the topic.



TO BEGIN

To begin the game, two options are given: To play without changing the resolution or to play enlarging the screen. We recommend the second because it provides a better visualization of the images and facilitates its use to the participants

Play on normal screen



Play on wide screen.

Your Mission

To reach the enchanted **Temple** players must cross the cliffs. (F9). A **Bridge** must be built. Players will receive a board for the bridge, after every golden idol they complete.



Look for them in the labyrinth! (6 total idols)

Pipo starts his time machine and travels to the Imperial Mayan empire.

Our mission is to rescue all the jungle animals that have been placed under a spell by the gods of the underworld.

Upon landing players can click on the play button to begin the games, or go to the options screen, here brief summaries of all activities can be found.

If you have previously played click on your name to begin playing.

F5 options

Exit



Type your name in twice if you are a first time player. Then click on play.

Credits

Play

F1 Accesses general help, a short summary of the contents, functioning of the program, relation of the different activities in the game and some advice for parents and educators.

F5 Options, Visualization and brief explanation of the games.

F8 Accesses the configuration screen.

F9 Accesses the progress sheet or scores (of each child in each game).

LEVELS



Mastered levels are marked with a green check mark other levels appear in grey.

F9

City of Chichén Itzá

The Temple of Palenque

Robot's operations manual

Exit



City of Tikal

Theory, test and problems

Mental math

Each activity has a determined number of levels that need to be mastered to complete the mission. The game comes configured by default, in a progressive method, one level cannot be passed to another level before the previous one is mastered. In any case, there does exist the possibility of playing at any level, if the teacher or parent considers it to be appropriate. The adult can give this control by accessing the configuration screen and selecting that option (F8).

Precious Stones




We have to make a great effort because the cells in the labyrinth can only be opened with precious stones! We will get a stone for each level mastered.

The final goal of the levels system is that children obtain a cumulative understanding and advance their learning by delving deeply into skills and content. The majority of the games are configured in this way. Although there are other games in which increasing the level provides access to innovative activities in the same content, they are not more difficult, but the dynamic of the game changes at the conceptual level. After completing each one of the levels, through the points system (by reaching 10000 pts), The subject earns a precious stone that will be used to get a parchment piece. This will guide us directly to the final reward (consult page 18).

OPTIONS

F5

Click on the F5 key to take a quick look at the entire product.


Use the  to see all the games.

F9 Progress

Exit



Brief explanation of each screen.

Clicking on the green  will take you directly to selected screen.

CONFIGURATION

F8

The F8 key allows certain changes to the game.

The program allows possible changes to:

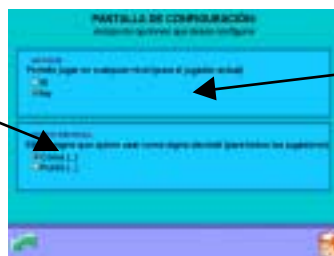
LEVELS:

The game comes configured as a progressive method, in a way that if the measure of a level is enhanced, it passes to the next one (always at the user's convenience, depending if Pipó asks for such a change). The game can also be configured to access any desired level (without a progressive method). This change only affects the selected player.

DECIMAL POINT:

The ability to activate the expression utilized in the specific educational system: Then the period or comma is configured automatically for all the players.

Decimal:
Point or Comma



Levels:
Progressive play or allow play at any level.

THE CITY OF TIKAL

This section engages players in 4 games dealing with content about fractions and geometric shapes:

Templo of the
Volumetric Shapes

The Fraction
Machine

Exit



The Polygon
Canoe

The Quetzale's
fractions

TEMPLE OF THE VOLUMETRIC SHAPES

SKILLS

Visual Memory
Form discrimination
Recognition
Categorization
Abstraction

Academic Objective:

Foster the recognition and comprehension of Geometric Shapes.

How to play?

Find the shape indicated at bottom of screen, Click and drag to storage area.

Place the indicated shape here.

Levels icon



Time control

Scoring: Clicking on the time control icon is the same as clicking the F9 key.

6 Levels of difficulty:

Level 1: Polyhedron.

Level 2: Polyhedron attributes

Nivel 3: Prisms, pyramids and faces.

Nivel 4: Prisms, pyramids and bases.

Nivel 5: Round shapes.

Nivel 6: Geometric Shapes.

QUETZAL'S FRACTIONS

SKILLS

Handeye coordination
Logical mathematical reasoning
Comprehension and interpretation
Thinking

Academic Objective:

Stimulate the reading and discrimination of written fractions or graphic representations of fractions.

How to play?

Players must scare the Quetzal carrying the correct answer.

Click on the quetzal carrying the correct answer.

Levels icon

Theory button



Click on text if you need it repeated.

8 Levels of difficulty:

Level 1: Fractions with 1 as numerator.

Level 2: Fractions with 1 to 8 as numerator.

Level 3: Fractions with 1 to 10 as numerator.

Level 4: Equivalencies (I).

Level 5: Equivalencies (II).

Level 6: Fractions greater one.

Level 7: Decimals.

POLYGON CANOE

Academic Objective:

Foster recognition of polygons and their attributes, as well as geometric shapes and their attributes.

How to play?

SKILLS

Visual memory

Discrimination and recognition of figures

Categorization

Abstraction

Find the canoe with the figure indicated in the sentence at bottom of screen.

Theory button

Levels icon



Time control

Scoring and acces to progress screen

6 Levels of difficulty:

Level 1: Attributes of a polygon.

Level 2: Polygon names.

Level 3: Classification of triangles.

Level 4: Classification of quadrilaterals.

Level 5: Attributes of circles and circumference.

Level 6: Perimeter of a polygon.

FRACTION MACHINE

SKILLS

Logical mathematical reasoning

Agility and mental math

Composition and decomposition

Reproduction

Abstraction

Estimation

Academic Objective:

confidently carryout simple operations using fractions.

How to play?

You must find the specific pieces Pipo needs to seal the temple. The screen is divided into three parts.

The upper orange colored part, is for storage, the pieces to be manipulated appear here. Select a piece to place in the fraction machine. Once cut the unused pieces are stored here

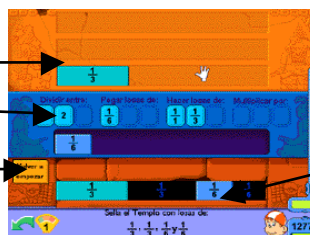
The blue part is the fraction machine. Cut, paste, mix and multiply the piece until you get the desired parts.

The black colored lower part, is where the correct pieces are placed.

Select a piece

Fraction machine

Click on "Volver a Empezar" if you cannot move forward and you need to begin again.



Place here the correct pieces.

7 Levels of difficulty:

Level 1: Decompose a whole (I).

Level 2: Add fractions with indicated stones.

Level 3: Add fractions (using cutting option).

Level 4: Decompose a whole (II).

Level 5: Transform by simplifying.

Level 6: Operations with fractions.

Level 7: Decompose a whole (III).

TEMPLE OF THE PALENQUE

Fostering deductive capacity of the child with 4 different games.



THE NUMBERS SCARAB

SKILLS

Handeye coordinación

Number recognition and seriation

Sequencing

Categorization

Composition and decomposition

Academic Objective:

Recognize 4 to 8 digit numbers and place value.

How to play?

There are two ways to play that change after every 3 activities:

1. Find the number: Find the number indicated in the yellow box Use the arrows to select the appropriate number.

Upper arrow: Click the next number will appear.

Lower arrow: Click and previous number appears.



Numeric expression you will need to find.

2. Write the number: Select one by one the words from the orange box and place them correctly at the bottom of screen according to the number in the boxes.

Numeric expression to be written.

Select the words and place them correctly here.



Indicated here is the place value of the digits to be written: ones, tens, hundreds

4 Levels of difficulty:

Level 1: 5 digit numbers (ten thousand).

Level 2: 6 digit numbers (hundred thousand).

Level 3: 7 digit numbers (million).

Level 4: 8 digit numbers (ten million).

ROMAN NUMERALS

SKILLS

Agility and mental math

Logical mathematical reasoning

Estimation

Abstract and/or deductive thinking

Academic Objective:

Foster recognition and discrimination of roman numeral numeration.

How to play?

Place the mask on the stone marked with the roman numeral corresponding to the number on the beam above the door.

Only one of three options is correct.

If you need help go to the theory section.



Time control and scoring

7 Levels of difficulty:

Level 1: Numbers 1 to 20.

Level 2: Numbers 20 to 100, and review.

Level 3: Numbers 1 to 100.

Level 4: Tens 100 to 500, and review.

Level 5: Numbers 1 to 500.

Level 6: Tens 500 to 1000, and review.

Level 7: Numbers 1 to 3000.

THE SERIES MONKEY

SKILLS

*Number recognition
and seriation*

Mental math

Sequencing

Abstraction

Comprehension

Generalization

Academic Objective:

Practice and review numbers in a series.

Foster mental calculation.

How to play?

Select the statue with the correct number series and place it on the temple roof.

Select the statue
with the correct
number series.

Levels icon

Theory button



Select the block with
the correct series and
place it here.

Time control

4 Levels of difficulty:

Level 1: Arithmetic series (+ - 2, 3, 4).

Level 2: Arithmetic series (+ - 5, 9, 11).

Level 3: Series of tens and hundreds.

Level 4: Series with decimals.

COMPLETE THE BRIDGE

SKILLS

*Abstract
thinking*

Deduction

Mental math

Composition

Abstraction

Academic Objectives:

Foster logical reasoning.

Learning to deduce series pattern.

Relating numbers with symbols ($>$, $<$, $=$).

How to play?

Complete the bridge with the green stones in the background. Use natural numbers, fractions or decimals, as well as the symbols for greater than ($>$), less than ($<$), equal ($=$), add ($+$), subtract ($-$), multiplication (\times) y division ($:$).

Place the green stones
where appropriate in
the dark holes.

Theory button

Levels Icon



Click on the text if
repetition is needed.

6 Levels of difficulty:

Level 1: Complete the number series.

Level 2: Number sentence using comparison symbols.

Level 3: Numbers and symbols " $>$ $<$ $+$ $-$ ".

Level 4: Numbers and symbols " $> < + - x :$ ".

Level 5: Fractions and symbols " $> < =$ ".

Level 6: Numbers, decimals and symbols " $> < =$ ".

THE CITY OF CHICHÉN ITZÁ

In this section we will work with money and measurement (Time, Length, Capacity and Mass).

The observatory *clocks*

Lengths in the Temple
of the iguanas



The Mayan balance

Cuca's coins

CUCA'S COINS

SKILLS

Logical mathematical
reasoning

Categorization

Mental math

Composition and
decomposition

Estimation

Concentration and
attention

Comprehension

Academic Objective:

Learn to use coins appropriately.

Learning to identify the value of a collection of coins.

How to play?

Place the exact amount indicated by Pipo behind Cuca. Must configure to U.S. currency (F8).

Place coins here

The Change Machine can
fractionize amounts
(available on some levels)



Place only cents
here.

Total of dollars and
cents

9 Levels of difficulty:

Level 1: 1 to 200 cents.

Level 2: 1 to 500 cents.

Level 3: 1 to 1500. Specific number of coins.

Level 4: 1 to 1500. Using selected coins.

Level 5: 1 to 1500. Specific number of coins.

Level 6: 1 to 1500. Using selected coins.

Level 7: 2 to 499. Asking for change (dollars).

Level 8: 2 to 199. Asking for change (cents).

Level 9: 2 a 499. Asking for change.

OBSERVATORY CLOCKS

SKILLS

Comprehension,
attention, and
Concentration

Short and long term
memory

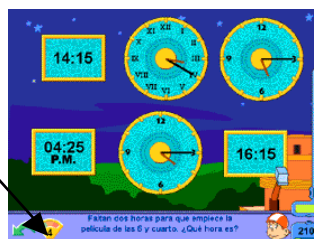
Objective:

Learn to recognize/tell time, analog and digital.

How to play?

Break the clocks displaying the time indicated by Pipo.

Levels button



Click on the Time con-
trol icon to access the
cliff and view progress.

SKILLS

Logical Mathematical reasoning

Estimation

Discrimination

5 Levels of difficulty:

Level 1: Time to the hour, quarter till, half hour, quarter after.

Level 2: Minutes (five by five).

Level 3: Hours and minutes.

Level 4: Hours of the day on the clock (I).

Level 5: Hours of the day on the clock (II).

On the last two levels the question posed by Pipo must be answered to determine the clocks to be broken.

MAYAN BALANCE

SKILLS

Handeye coordination

Mental math

Estimation

Deductive thinking

Personal strategies

Mathematical reasoning

Composition and Decomposition

Abstraction

Academic Objective:

Foster and stimulate Logical Mathematical capacity.

Manage conventional measuring instrument (balance scale).

How to play?

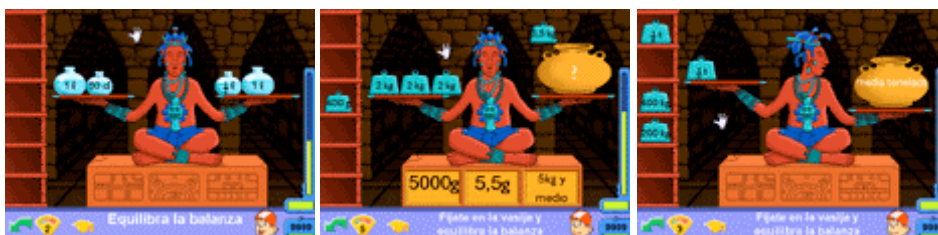
Jars or weights will be placed on either side of the balance as necessary. Focus on measurement units for Mass (T, kg, g) and Capacity (l, dl, cl), including use of decimals.

3 ways to play at each level:

A- Balance the scale with weights, using all the articles.

B- Figure out the weight or volume of the jar, balance the scale and select the correct result.

C- Balance the scale taking into account the **weight or volume** of the jar.



5 Levels of difficulty:

Level 1: Kg y g.

Level 2: l, dl y cl.

Level 3: Kg, g y Tons (decimals).

Level 4: l, dl y cl (decimals).

Level 5: Weight and volume (Weights can be placed on either side of the scale).

LENGTHS IN THE TEMPLE OF THE IGUANAS

SKILLS

Agility and Mental math

Mathematical reasoning

Abstraction

Handeye coordination

Discrimination

Academic Objectives:

Learn measurement units for length and abbreviations.

Learn to create equivalencies, make estimations and carryout conversions within the metric system.

How to play?

Place the 4 Mayan tablets that appear on the screen, click and drag each one to the correct pace on the wall, use the following symbols as a guide equal (=), greater than (>) less than (<).

Sequencing

Categorization

Composition and decomposition

Order the lengths taking into account the measurement symbols.

Theory button



Click here to see your progress page.

ROBOT'S OPERATIONS MANUAL

SKILLS

Concentration and attention

Agility and mental math
Logical deductive progress

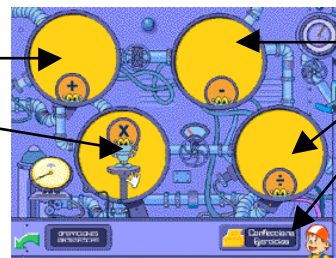
Reasoning Abstraction

Sequencing

This section provides practice with four basic mathematical operations (addition, subtraction multiplication and division). You are also provided the ability to personalize paper and pencil exercises printable for each student. Fractions and calculations into the seventies are included.

Solve the addition

Solve the Multiplication



Solve the subtraction

Solve the Division.

Create your own worksheets

SOLVE THE ADDITION

TRADING

Three ways to work with trading ("las Llevadas"):

1. They appear automatically. the computer does the computation and places in the equation.
2. You place. If you need to trade use the cursor to place in the equation.
3. Mental trading is not placed in equation.

Click on N°

At times it is faster to use the numbers to the right of the keyboard. Activate with BLOQ NUM keys.

Academic Objective:

Learn to add.

How to play?

The robot is out of energy you must solve the problems correctly to reenergize him.

Note the option activated for trading in the "las Llevadas" box. Levels icon



Time control

7 Levels of difficulty:

Level 1: 3 and 4 digit addition.

Level 2: 4 and 5 digit addition.

Level 3: Addition with several addends of 3 and 4 digit.

Level 4: Addition with several addends of 5 digits. **Level**

5: Adding 1 digit number to a decimal.

Level 6: Adding 2 digit number to a decimal.

Level 7: Varied digit whole numbers added to a decimal.

Trading can vary at every level, if pertinent this option can be modified.

SOLVE THE SUBTRACTION

Click on N°

To use the numbers to the right of the keyboard activate with BLOQ NUM

Academic Objective:

Learn to subtract.

How to play?:

The robot is out of energy you must solve the problems correctly to reenergize him.

TRADING

Three ways to work with trading ("las Llevadas"):

1. They appear automatically. the computer does the computation and places in the equation.

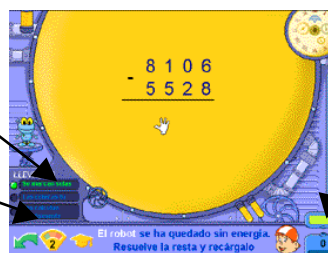
2. You place. If you need to trade use the cursor to place in the equation.

3. Mental trading is not placed in equation.

Note

the option activated for trading in the "las Llevadas" box.

Levels icon



Time control. Click here to see your progress page.

6 Levels of difficulty:

Level 1: Subtraction with 3 and 4 digits.

Level 2: Subtraction with 4 digit.

Level 3: Subtraction with 4 and 5 digits.

Level 4: Subtraction with 5 digits.

Level 5: Subtraction with 1 digit and a decimal.

Level 6: Subtraction with 2 digits and a decimal.

The program has three possible ways to carryout Trading and the three options will vary at each level. Teachers (parents) can also change the modes if pertinent.

SOLVE MULTIPLICATION

Academic Objective:

Learn to multiply.

How to play?

The robot is out of energy you must solve the problems correctly to reenergize him. There are three ways to handle trading:

1. They appear automatically. the computer does the computation and places in the equation.

2. You place. If you need to trade use the cursor to place in the equation.

If you need to trade use the cursor to place in the equation.

Note

the option activated for trading in the "las Llevadas" box.

Levels icon



Time control

Click here to see your progress page.

Click on N°

At times it is faster to use the numbers to the right of the keyboard. Activate with BLOQ NUM keys.

5 Levels of difficulty:

Level 1: Multiplication 3 digit by 1 digit.

Level 3: Multiplication 3 and 4 digits by 2 digits.

Level 4: Multiplication 5 digit by 2 digit

Level

5: Multiplication 3 and 4 digit by 3 digit

The program has three possible ways to carryout Trading and the three options will vary at each level. Teachers (parents) could also change the modes if pertinent.

SOLVE DIVISION

Academic Objective:

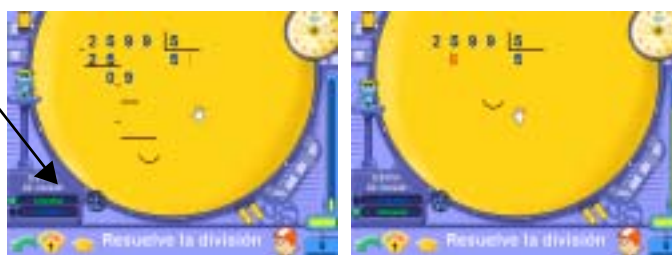
Learn division.

How to play? The robot is out of energy you must solve the problems correctly to reenergize him. There are two ways to divide, except on levels 6 and 7, where you must use the abbreviated method. When an answer is incorrect it appears in red.

A- **Extended form:** The subtraction is worked out and appears on screen.

B- **Abbreviated form:** Subtraction is done by mental calculation only.

Note the **Di-
vision mode**
activated.



7 Levels of difficulty:

Level 1: Division 4 digit by 1.

Level 2: Division 4 digit by 2.

Level 3: Division 5 digit by 2.

Level 4: Division 6 digits by 2.

Level 5: Division 4 digit by 3.

Level 6: Division 5 digit by 3.

Level 7: Division 6 digit by 3.

PRINT YOUR OWN WORKSHEETS

SKILLS

*Concentration and
Attention*

Agility and Mental math

Logical

Deductive Process

Reasoning

*Composition and
Decomposition*

*Handeye Co-
ordination*

Psychomobility

Estimation

Academic Objectives

Foster development of personal strategies.

Practice basic skills and operations (add, subtract, multiplication and division)

How to play?

If traditional paper and pencil practice is deemed necessary personalized worksheets can be printed.

Once conceptual understanding is in place the computer is to be used appropriately to practice basic operations skills. Do not abuse use of the computer. Having learned the basic operation skills, **the computer can serve as a way to practice those skills.** However once having learned the skills it is helpful to practice via the more traditional paper and pencil method.

Options: rows, columns,
and how many problems
on the page.

Select the operation to
be practiced here.



Select an appropriate
level here.

finally click on the
yellow box to view
and print your practice
page.

MENTAL MATH

Main objective is using the composition and decomposition of number to carry-out rapid mental calculations within four different games with a focus on the four basic operations.

Save the falling jars.

Wheels of the feathered serpent.



The red serpent's stones.

Trap the leaves.

SAVE THE FALLING JARS

Academic Objective:

Practice adding and mental calculations.

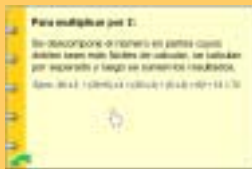
How to play?

Find the correct jar as quickly as possible.

HINT



Some of the levels have a Hints button with advise as to how to solve the equation more quickly.



Look at the jars choose the correct one.

Levels icon



Scoring:

Click here to go to the cliff to check your progress in the labyrinth.

9 Levels of difficulty:

Level 1: Adding 1 digit numbers.

Level 2: Adding 2 and 1 digit numbers

Level 3: Adding tens.

Level 4: Adding tens and 2 and 3 digit numbers.

Level 5: Adding 200, 300, 400,...

Level 6: Adding 9, 11 and 19 to two digit numbers.

Level 7: Adding 99 and 101 to 3 digit numbers.

Level 8: Adding numbers ending in 9.

Level 9: Adding to two digit numbers.

THE FEATHERED SERPENT'S WHEELS

Academic Objective:

Learn to subtract and do mental calculations.

How to play?

Find the shield with the correct answer as quickly as possible.

HINT



Some of the levels have a Hints button with advise as to how to solve the equation more quickly.

Theory button

Levels icon



If a Hints button is available it can be found next to the theory icon.

7 Levels of difficulty:

Level 1: Subtract 1 digit from 2 digits.

Level 2: Subtract 2 digits without trading.

Level 3: Subtract tens and hundreds.

Level 4: Subtract numbers with 0 in common.

Level 5: Subtract 9, 11 and 19 from 2 and 3 digit numbers.

Level 6: Subtract 99 and 101 from 3 digit numbers.

Level 7: Subtract 2 digit numbers with trading.

THE RED SERPENT'S STONES

HINTS



Some of the levels have a Hints button with advise as to how to solve the equation more quickly.



Academic Objective:

Practice multiplying and mental calculations.

How to play?

Select the stone with the correct answer.

Hints button



9 Levels of difficulty:

Level 1: 2 and 3 multiplication tables.

Level 2: 4 and 5 multiplication tables..

Level 3: 6 and 7 multiplication tables..

Level 4: 8 and 9 multiplication tables.

Level 5: Multiply numbers with 0.

Level 6: Doubling two digit numbers.

Level 7: Multiply by 20.

Level 8: Multiply by 5.

Level 9: Multiply by 11.

TRAP THE LEAVES

HINTS



Some of the levels have a Hints button with advise as to how to solve the equation more quickly.



Academic Objective:

Practice division and mental calculations.

How to play?

Trap the leaf with the correct answer as quickly as possible.

If a Hints button is available it can be found next to the theory icon.



8 Levels of difficulty:

Level 1: Divide by 2 and 3.

Level 2: Divide 4 by 5.

Level 3: Divide 6 by 7.

Level 4: Divide 8 by 9.

Level 5: Divide a number ending in 0.

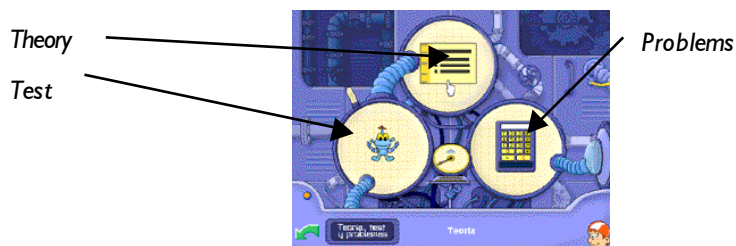
Level 6: Divide numbers ending in 0.

Level 7: Divide by numbers 2 through 20.

Level 8: Divide with numbers 0 through 5.

THEORY, TEST, PROBLEMS

Access the Tests on the time machine, the Problems and the Theory, essential activities needed to enter the enchanted Temple and end the evil spell



THEORY

SKILLS

Short and long term memory

Comprehension

Concentration and attention

Reproduction

Academic Objective:

Foster capacity and stamina for problem solving.

How to play?

The activity is presented with a brief content guide, which summarizes pertinent content. Content reviewed in this manner is noted on their progress grid with a green check mark. To be awarded the diploma and to earn the precious stones found in the theory section students must read the review. The green check mark will appear after a reasonable amount of time has passed for the reading to have occurred.



It is not recommended that the student read the theory summary all at once, it is best read at the beginning of a new activity, or when in doubt if taking a test.

TEST

SKILLS

Concentration and attention

Estimation

Abstraction

Comprehension

Deductive

thinking

Academic Objective:

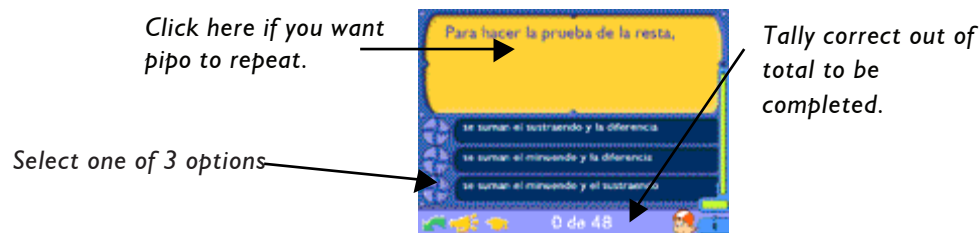
Internalize content theory

How to play?

Choose one of the four options Pipo gives you. There are no levels on the tests, but you can see how many more you need to master the section.



After choosing the desired section, the program will return to a screen where you will find a problem and three possible responses. It is not necessary to complete the test all at once, the program will recall the last question you completed correctly.



PROBLEMS

SKILLS

Comprehension

Interpretation

Logical mathematical

Reasoning

Attention and deductive thinking

Composition and decomposition

Academic Objective:

Solving simple problems, applying basic operations. Fostering development of personal strategies

How to play?

Having selected between simple or complex problems put to use everything you have learned to solve the problems.

Calculations are done with a calculator and recorded on the ship's log. The final answer is recorded on the results zone. Click on the green arrow if you think you have found the correct answer. If correct, Pipo will give you access to the Units option.

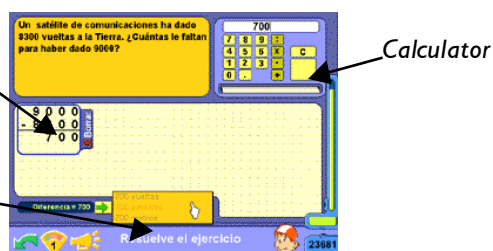
In the problem solving process we have tried to differentiate between computation and appropriate application to a problem situation. Many activities have already engaged students in basic computation practice. For this reason in the problem solving section the focus is on appropriate application.

Click on N°

At times it is faster to use the numbers to the right of the keyboard. Activate with BLOQ NUM keys.

Click erase to eliminate unwanted operations.

Label your response



4 Levels of difficulty:

Level 1: Addition, subtraction problems.

Level 2: Addition, subtraction, multiplication problems.

Level 3: Multiplication and division problems.

Level 4: Problems with varied operations .

SCORING

SCORING



F9 key

This program differentiates all students and provides progress reports and scores for each student. This helps students maintain the motivation to continue improving skills in order to move forward.

THE CLIFF of THE ENCHANTED TEMPLE

The **F9** key gives you direct access to **THE CLIFF of THE ENCHANTED TEMPLE**.

Our mission is to rescue all the jungle animals that have been placed under a spell by the gods of the underworld. To complete your mission you must build a bridge to cross the cliff to the enchanted temple.

You receive a plank for the bridge after completing a golden idol. For this you will need to maneuver the labyrinth using your precious stones.

Each labyrinth represents a set of activities.

Progress page.



Complete an idol to receive a plank for the bridge.
(total 6).



LOS LABYRINTHS

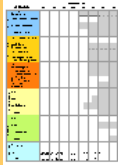
To obtain the golden idols you must open all the cells in the labyrinth using the precious stones won upon mastering levels in each activity.

Open the cells using the precious stones you have won in the games.



At the end of each path in the labyrinth you will find a part of one of the 6 golden idols.

PROGRESS PAGE



Parents and educators have access to an organized graph complete with each students scores and progress

The precious stones, labyrinth, and bridge planks are merely a representation of the students accomplishments and progress. However, for students the stones are very motivating and engaging. Parents and educators have access to current scoring/progress reports they can print. Each has the student's name, the date, and the most current scores, including levels mastered marked with a green check mark. Parents can access this section through the lower right hand corner of the screen.

When you complete the bridge you will have broken the evil spell. With mastery of the program Pipo will present students with a Explorador Matemático 4° curso diploma..

DIPLOMA

Once you have rescued the jungle animals you will receive a "Diploma de Explorador Matemático de 4° curso with your name and the date you completed the program.



You can print the diploma in color or in black and white to color yourself.

TABLA DIDÁCTICA

HABILIDADES

JUEGOS		COORDINACIÓN VISOMOTRIZ	MOTRICIDAD FINA Y GRUESA	RECONOCIMIENTO NUMÉRICO Y SERIACIÓN	MEMORIA VISUAL Y FOTOGRÁFICA	MEMORIA CP O LP (CORTO/LARGO PLAZO)	MEMORIZACIÓN VISUAL Y FOTOGRÁFICA	DISCRIMINACIÓN (FORMAS, FIGURAS, NÚMEROS)	CONCENTRACIÓN Y ATENCIÓN	REPRODUCCIÓN	COMPOSICIÓN Y DESCOMPOSICIÓN	AGILIDAD Y CÁLCULO MENTAL	RAZONAMIENTO LÓGICO MATEMÁTICO	PENSAMIENTO ABSTRACTO O DEDUCTIVO	ESTIMACIÓN DE RESULTADOS	INTERPRETACIÓN O CATEGORIZACIÓN	ABSTRACCIÓN	SECUENCIACIÓN O COMPRESIÓN
TIKAL	LOS CUERPOS VOLUMÉTRICOS																	
	LAS FRACCIONES DE LOS QUETZALES																	
	LA CANOA DE LOS POLÍGONOS																	
	LA MÁQUINA FRACCIONADORA																	
PALENQUE	EL ESCARABAJO DE LOS NÚMEROS																	
	LOS NÚMEROS ROMANOS																	
	EL MONO DE LAS SERIES																	
	COMPLETA EL PUENTE																	
CHICHÉN ITZÁ	LAS MONEDAS DE CUCA																	
	LOS RELOJES DEL OBSERVATORIO																	
	LA BALANZA MAYA																	
	LAS ESTELAS DE LAS IGUANAS																	
CUADERNO ROBOT	RESUELVE LAS SUMAS																	
	RESUELVE LAS RESTAS																	
	RESUELVE LAS MULTIPLICACIONES																	
	RESUELVE LAS DIVISIONES																	
	IMPRIME TUS HOJAS DE EJERCICIOS																	
CÁLCULO MENTAL	SALVA LAS FIGURAS QUE CAEN																	
	LAS RUEDAS DE LA SERPIENTE EMPLUMADA																	
	PIEDRAS DE LA SERPIENTE ROJA																	
	ATRAPA LAS HOJAS																	
	TEORÍA																	
	TEST																	
	PROBLEMAS																	

CREDITS

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