DISCOVER THE UNIVERSE WITH PIPO

HAVE FUN LEARNING AND TRAVELING THROUGH SPACE

CONTENTS

More Information at:

www.pipoclub.com

CD-RM

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

ONLINE

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

SCHOOL

Pipo offers group licenses for schools. Learn and play with your classmates online.

DIGITAL

Purchase and download any Pipo product directly to your computer and begin playing right away without a CD.

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 program builds on 5 different areas of the school's curriculum and the skills necessary for children's learning and development.

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

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

Programs are designed to serve an ample range of ages starting as early as 15 months through 12 years of age. Children's age, knowledge base, and personal rate of learning establish the child's individual pace as he advances through the program. In addition, the program's unique design and characteristics have been found to be extremely beneficial for children with learning disabilities and/or in special education programs.

Some programs also include the possibility of regulating the level of difficulty. The educational contents in Pipo are complementary to the curriculum content for preschool and elementary school and the goals are set within current teaching practice.

DISCOVER THE UNIVERSE WITH PIPO

Discover the Universe with Pipo is a fun and simple program which takes children through space. The space ship will "blast off" from Earth and they will travel with Pipo and Cuca as they explore the moon, solar system, and the galaxy. Through their travels they will learn and discover the secrets of the stars.

It is designed for children ranging from **5 to 12 years of age;** however, easier games like: puzzles, connect the dots, and coloring pages, are great for **4 year olds** and younger. Other activities encourage **adults** to join in and support children as they both learn fun astronomy facts. The program can be easily adapted to meet the ages, needs, and capacities of each individual.

Explanation Button

Click on this icon for additional help.

The program focuses on **11 themes** that are divided into 25 different activities. As children play the games they explore, understand, and learn various aspects of Astronomy such as: the constellation, rotation of the Earth, the Moon, etc.

Two main sections will provide links to the different themes. The first eight can be accessed through the Zoom Screen and the other three through the Astronomer's Book.

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

Highly stimulating games quickly catch children's interest. Some children may not have acquired the skills necessary to play the games; however, they can still manipulate the activities in a manner that promotes learning and allows them to internalize and master the preset objectives.

FOR PARENTS AND EDUCATORS

HELP BUTTON

Click on F1 for contextual help.

To print additional product support click on the 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.

As the game is played 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.

The majority of the games contain various levels of difficulty. Children, parents, and educators can modify the games to meet the needs and abilities of each players. By doing so, children advance to the next level and acquire the objectives at their own pace. Children should not strive to complete more than one Astronomer's Quiz per day. Depending on children's age, they should not spend more than 30 to 60 minutes on the games.

A brief explanation for each game can be obtained by clicking on the F1 key. Clicking on the General Help button will also provide assistance in the following areas:
1. General Information
2.Features for Discover the Universe With Pipo
3.Tips for Parents and Educators
4.Configuration Screen

TO BEGIN

Selection

This is the cursor that appears when you need to click on an object. The active part of the cursor is the mouse's nose so, make sure you touch the object with the nose.

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

Click on your name from the list.

Options F5
Exit

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

Play

F1 *Help*

F5 *Options*

F8 *Game Configuration - Type "A" and "F8" at the same time.*

F9 *Score page*

Pipo and Cuca's Spaceship

Click on Play and link into Pipo and Cuca's spaceship. From here link to any of the 11 Astronomy themes and interactive games. The mission is to apply your knowledge and explore the Universe.

Explore Button

Choose a theme from the Zoom Screen and link to it by clicking on the Explore Button.

From the Zoom Screen select and begin with your favorite theme.

Click on the Explore Button to link into your selection.

How do you want to travel? The speed of light? Or hop through Hyperspace?

Astronomer's Book

Eleven themes can be accessed through Pipo and Cuca's spaceship or through the Astronomer's Book. The themes are:

Zoom Screen takes you to the first 8 themes.


1. Constellations in the Northern and Southern hemispheres and the Zodiac


2. The Earth's Rotation (day and night), Geometric Concepts


3. The Moon (faces, the ocean, and eclipses)


4. The Earth's movement (seasonal calendar)

5. The Solar System


6. Comets, Asteroids and Meteors


7. The Galaxy (The Milky Way, life of a star)

8. The Universe


9. History – Who's who? (brief history over famous astronomers)


10. Tips for Young astronomers

11. Space Vehicles (a history of the most famous space vehicles)

The Astronaut's Book links you to the other 3 themes.



The games and explanations are two fundamental aspects provided in each screen. In order to resolve the games effectively, it is recommended to first click and listen to the robots' explanations before proceeding to the activities.

THE ROBOTS

The Robots


Inactive


Active

All of the games contain Robot icons which must be activated. To activate the Robots, click on them one by one and let them finish speaking to complete the activation process. Once activated, the Robots will provide important information and support about the activities.

The default setting for the games include a sequence in which to activate the Robots. Start the activation process with the first Robot that moves and then continue with the next one. Clicking on a Robot will cause an "explanation window" to appear on the bottom portion of the screen. Clicking on the window or on another inactive Robot will close the window.


Click on the Explanation Window to make it disappear.

The number of activated Robots on each screen will determine whether or not players can continue with the "Astronomer's Quiz." The default setting requires 70% of the Robots to be activated. Modifications can be made via the configuration screen.

OPTIONS

F5

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

CONFIGURATION

F8
Game Configuration - Type "A" and "F8" at the same time.

Typing both keys at the same time will prevent young children from changing the configuration.

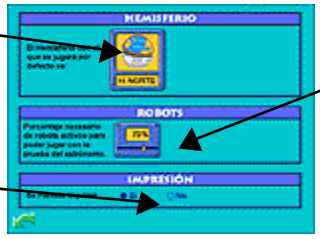
Access the configuration page by typing "A" and "F8" at the same time. The configuration page can be accessed from any screen. In this section the following can be configured:
1. The Northern and Southern hemispheres which are originally set on default can be configured to modified.

2.The percentage of Robots needed to take the Astronomer's Quiz. The default setting requires 70% of the Robots to be activated. This percentage can be changed at any time.

3.The Print Button can be modified and deactivated to prevent any unnecessary printing.

Configure the current hemisphere.

Activate or deactivate print option.



Modify the number of Robots needed to take the Astronomer's Quiz.

THE CONSTELLATIONS

Use this button to switch between the Northern and Southern Hemispheres.

For a fun way to view the constellations, activate Pipo's telescope.

The Robots in this screen will teach you everything you need to know about the constellations. Click on the Robots, listen to what they say, and go play the games in this theme.

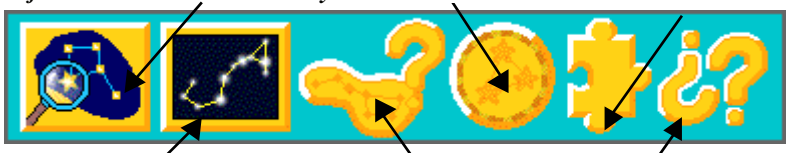
Click on the mega-phone to hear the explanations again.

What do the constellations look like in the Southern hemisphere? Click here and find out.

This Information Button will show you where to find the constellations in the sky.

Connect the Stars

Constellation Puzzles



Will let you know where to find the Zodiac signs.

Locate the Constellations

The Astronomer's Quiz

SEARCH FOR THE CONSTELLATIONS

In the explanation screen, Pipo will provide a series of tips to help locate the easiest constellations in the night sky. Each Robot will explain how to find a constellation simply click on the Robot with the corresponding name.

Click here to learn your position in space.

This icon will show us the hemisphere the constellation is located in.

Click on the robots or the constellation's name to hear the explanations

Use the arrows to find new constellations.

ZODIAC SIGNS

Did you know there is a Constellation that coincides with a Zodiac sign? There is a different Zodiac sign for each month of the year. Pipo and the Robots explain many interesting facts about the Zodiac signs, the constellations, and how they relate to the months of the years. It is recommended to listen to all the explanations provided by the Robots before beginning to play the games.

Click on the Robots to hear Pipo's explanation.

Pass the mouse over the constellations and the name of the corresponding month will light-up.

THE ZODIAC

Click here and link to the Zodiac Signs

SKILLS

- Image Association
- Visual Memory
- Visual Motor Coordinationl
- Spacial Perseption
- Concentration and Attention

Didactic Objectives:
Follow the sun through its annual path and learn about the 12 Zodiac signs, their shapes, and where to locate them in space.

How do you play?
Search for the constellations Pipo wants you to find.

Move the mouse to the right or left margin and the screen will move to help you find the constellation.

Click here to change the level.

Tally of correct and incorrect responses.

4 Levels of Difficulty:
Level 1: Use pictures at the bottom of the screen to locate 6 constellations.

Level 2:: Locate 12 constellations. Search for the constellations by moving the mouse to the left and right margins and the screen will move in that direction.Use pictures at the bottom of the screen to locate constellations.

Level 3: Seach for the constellation indicated at the botton of the screen without the use of visuals.

Level 4: Locate four constellations without any type of assistance. This can be quite challenging!

LOCATE THE CONSTELLATIONS

SKILLS

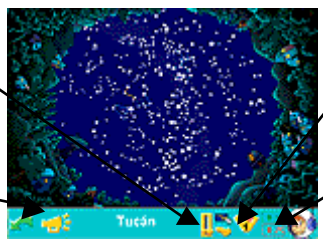
- Image Association
- Visual Memory
- Visual Motor Coordinationl
- Spacial Orientation
- Concentration and Attention

Didactic Objectives::
Learn the constellation's names, shapes, and locations in the Northern and Southern Hemisphere.

How do you play? There are two different game modes. **Location Mode**: Click on the screen until you find the constellation. **Placement Mode:** play by clicking on a constellation and place it on its designated area.

Select your game mode: Location or Placement mode.

Click on the mega-phone to hear the name of the constellation.



Click here to change the level.

Tally of correct and incorrect responses.

5 Levels of Difficulty:

Level 1: Find 5 constellations. They are outlined on the screen and their names appear at the bottom of the screen.

Level 2: Same as level one; however, the constellations are not outlined.

Level 3: Locate the constellations without any visual aids. **Level 4**

The hemisphere will spin and the constellation outlines are visible.

Level 5: The hemisphere will spin and the constellation outlines are not visible.

CONNECT THE STARS

SKILLS

- Visual Discrimination
- Visual Motor Coordination
- Spacial Orientation
- Fine Motor skills
- Number Series

Didactic Objectives:

Learn the history and mythology of several significant constellations.

How do you play?

Connect the numbered stars in order to create a picture of the constellation. There are eleven constellations to create.

This screen will help you place the constellation in the correct hemisphere.

This screen will indicate the hemisphere (Northern or Southern) the constellation is in.

Click on this button to see the mythological character representing the constellation and listen to Pipo tell its story.

Click on the arrows to begin another constellation picture.

Click on the megaphone to hear the name of the constellation.

THE PUZZLES

SKILLS

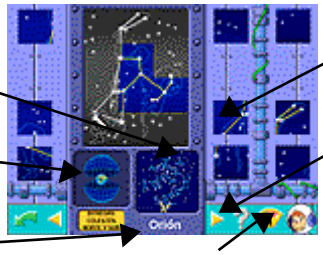
- Visual Discrimination
- Visual Motor Coordination
- Spacial Orientation
- Image association
- Visual Memory
- Abstract Reasoning
- Concentration
- Spacial and graphic perception
- Interpret Diagrams

Didactic Objectives:

Enhance spacial organization, abstract reasoning, visual perception….among others.

How do you play?

The game consists of completing the puzzle. Puzzle pieces are located on the sides of the screen and they are not in any particular order. Click on the piece to catch it and then click on it again to release it.



This screen will help you place the constellation in the sky.

Which Hemisphere are you in?

Constellation's name

Puzzle Pieces

Use the arrows to change the puzzle piece you are using.

Click here to change the level.

4 Levels of Difficulty:

Level 1: Place colored puzzle pieces over grey outlined background.

Level 2: Build the puzzle without the use of the grey background. For help, click on the question mark icon.

Level 3: All the puzzle pieces are randomly placed in the box. There is only one empty area and the puzzle piece you click on is automatically placed in it. Click on the question mark icon for help. It will let you know which puzzle piece you need.

Level 4: There is only one empty area and the puzzle pieces around it are the only pieces that can be moved. This is a challenging level even for older students. Click on the question mark icon for help.

THE ASTRONOMER'S QUIZ

Astronemer's Quiz Button

Grey Color: quiz is inactive until the configured number of robots is collected.

Yellow Color: quiz is active.

There are 11 quizzes one for each theme.
Each question will come with three answer choices. If the correct answer is not known then consult the simulations (Robots). Once the answer is found return to the quiz to answer it. If an incorrect choice is made the question will reappear at the end of the test.
Pass the test with four errors or less. Each test passed will earn you a part of the spaceship you are building. A total of 47 pieces is needed to obtain the "Diploma of Galactic Explorer," 11 of which can be earned by passing the quiz in each of the 11 themes.

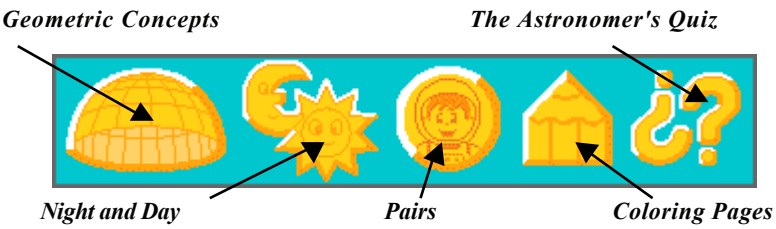
70% of the Robots need to be activated to access the quiz; however, the percentage can be modified by clicking on the configuration page.

Each of the 11 themes contain with an Astronomer's Quiz (the constellations, the Earth's rotation, the moon, ect…)

THE EARTH'S ROTATION

This is an explanatory screen on Earth's rotation. Important concepts are explained such as: Earth's axis and rotation, day and night, dawn and dusk, the moon, climate zones, Equator, time zones, etc.

After activating and listening to all of the Robots you will be able to link into Geometric Concepts and play these games: Night and Day, Pairs, Coloring Pages. An Astronemer's Quiz is also found in this section.



GEOMETRIC CONCEPTS

SKILLS

- Visual Discrimination
- Visual Motor Coordination
- Fine Motor skills
- Image Association
- Visual and Auditory memory

Didactic Objectives:
Learn several concepts by playing these games such as: Northern and Southern hemispheres/poles, the Earth's orbit, longitude and latitude axis, the Equator, areas, circumference, elipse ,... differentiate between various geometric bodies and images.

How do you play?
Listen to Pipo and he will let you know what content to select. After finding the geometric concept click on it and listen to its description.

Spacial Orientation

Abstract Reasoning

Comprehension and Attention

Conceptual Comprehension

Interpret Diagrams

Place the geometrical concept in its location

Click on the megaphone and listen to Pipo again

Click here to change the level.

3 Levels of Difficulty:

Level 1: Simply place each picture in its location.

Level 2: Listen to Pipo request a specific concept and click on it. For added help, five of the concepts are in color and the rest are grey.

Level 3: Select the concept Pipo requests without any help. All of the images are in color.

NIGHT AND DAY

SKILLS

Visual Memory

Visual Motor Coordination

Spacial Orientation

Abstract Reasoning

Conceptual Comprehension

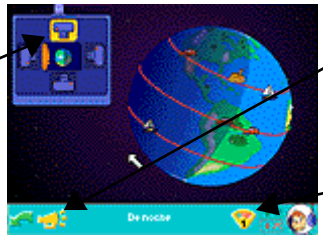
Temporal Perception

Didactic Objectives: Learn to differentiate between the morning and evening sky, the Northern and Southern Hemisphere, and the Equator...

How do you play?

Select the concept Pipo is requesting and place it in its correct location on the global map.

Click on the cameras to change the point of view.



Click on the megaphone to hear the question again.

Change the game level.

3 Levels of Difficulty:

Level 1: Play with the concepts of night and day, dusk and dawn.

Level 2: Play with the concepts of the Northern & Southern Hemisphere, and the Equator.

Level 3: Play with the Tropics of Cancer and Capricorn and the North and South Pole.

PAIRS

SKILLS

Image Association

Visual Memory

Visual Discrimination

Visual Motor Coordination

Spacial and graphic perception

Concentration and Attention

Didactic Objectives:

Match pictures from diverse theme in pairs.

How do you play?

Find all the pairs hiding in the spaceship. Two players can play (Pipo y Cuca). The player with the most lighted boxes wins. Targeted concepts are night and day, dawn and dusk.

Click over the windows to locate pairs.

Click here to change the level.

The player with the most lighted boxes wins.

2 Levels of Difficulty::

Level 1: Find six pairs.

Level 2: Find nine pairs.

COLORING PAGES

SKILLS

Concentration and Attention

Image Association

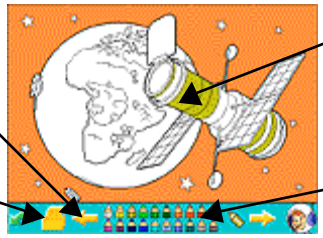
Fine Motor Skills

Visual Motor Coordination

Color Differentiation

Didactic Objectives:
Stimulate and develop creative and abstract thinking.
Associate images with related themes.

How do you play?
Choose a color pencil from the bottom of the screen and color the picture.



Click on the arrows to color a new picture.

Click here to print the picture and color with your own crayons.

To recolor an area, choose another color and color over it.

Choose your favorite color here.

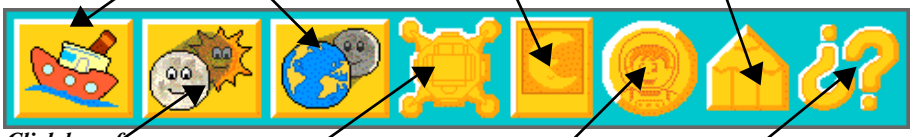
THE MOON

In this screen Pipo will teach all the essentials needed to know about the Phases of the Moon, force of gravity, and the Earth's surface. In addition he will provide an explanation of ocean tides, eclipses and moon landings.

Use the Control Panel to start and stop the Moon's movement and note how the Earth hides behind the moon in a lunar eclipse.

View the different phases of the moon.

Activate all of the robots before playing the games.



Click here for information on Ocean Tides

Click here for information on Lunar Eclipse

Moon's Phases

Color the picture.

Click here for information on a Solar Eclipse

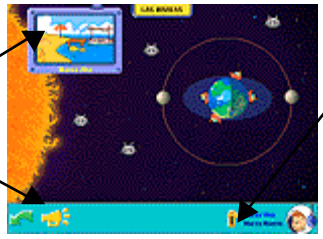
View the Moon's face.

Pairs

The Astronomer's Quiz.

OCEAN TIDES

Know the origins of an ocean tide? When does it occur and why?
The difference in the rise and fall of a tide? This section will provide all the answers so, activate the robots and listen to Pipo's explanations.



View how ocean tides appear during the day and at night.

Click on the megaphone and Pipo will repeat the explanations.

Click to learn about the rise and fall of an ocean tide.

SOLAR ECLIPSES

On this screen Pipo will teach all the essential concepts about solar eclipses. He will share information about what they are, the different types, their duration, and discuss annual eclipses.

Use the Control Panel to start and stop the Moon's movement and observe how the moon covers the sun to produce a solar eclipse.

View the different stages of a solar eclipse.

The camera will show you pictures of what the Moon and Sun look like from Earth.

Click on the megaphone and Pipo will repeat the explanations.

LUNAR ECLIPSES

On this screen Pipo will teach all the essential concepts about lunar eclipses. He will share information about what they are, frequency, duration, and discuss the Red Moon.

Use the Control Panel to start and stop the Moon's movement and observe how the Earth covers the moon to produce a lunar eclipse.

View the different stages of a lunar eclipse.

The camera will show you pictures of what the Moon looks like from Earth.

Click on the megaphone and Pipo will repeat the explanations.

THE MOON'S VISIBLE SURFACE

SKILLS

Visual Memory

Visual Motor Coordination

Spacial Orientation and Perception

Fine Motor Skills

Game Mode Button:

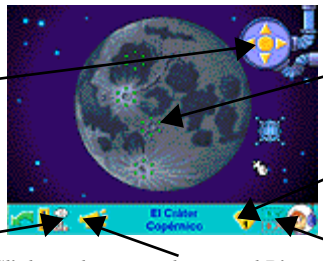
Mouse Mode

Keyboard Mode

Didactic Objectives:
Learn the different parts of the moon.

How do you play? Land the spaceship on the moon. Place it on the corresponding zone.

There are 2 game modes. For a lunar landing via the Mouse Mode, click on the designated zone on the moon. Or for the Keyboard Mode, use the arrow keys on the screen, or better yet, on the keyboard, to position the spaceship over the landing zone and then press on the spacebar to land.



Use the arrow keys to position the spaceship.

The green lights will help you find the landing zones.

Click here to change the level. .

Click on this button to choose between Mouse Mode or Keyboard Mode.

View the tally of correct and incorrect responses.

Click on the megaphone and Pipo will repeat the explanations.

4 Levels of Difficulty:

Level 1: The five landing zones are marked on the moon.

Level 2: The landing zones are the same as in level one, but they are not marked.

Level 3: Several landing zones are marked but only 5 of them are the right ones.

Level 4: None of the landing zones are marked.

PHASES OF THE MOON

SKILLS

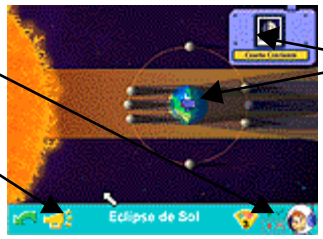
- Visual Memory
- Visual Motor Coordination
- Spacial Orientation and Perception
- Fine Motor Skills
- Identify Moon's Phases

Didactic Objectives:
Learn the different stages and phases of the moon.

How do you play?
Find and click on the phase of the moon Pipo is requesting.

View a tally of correct and incorrect responses.

Click on the megaphone to hear the question again.



Pass the mouse over the clouds and the camera will show you the name of the stage the moon is in.

3 Levels of Difficulty:
Level 1: Only play with the 4 most important phases: new moon, crescent moon, full moon, and a "wanning moon" (the last stage when the moon is not as bright.)

Level 2: Same as above plus the gibbous moon (when more than half of the moon is illuminated) and lunula moon (smaller than a crescent moon). The camera will provide additional support.

Level 3: Select from the various stages of the moon the stage requested by Pipo. The camera will help you find the correct stage.

THE EARTH'S MOVEMENT

In this screen Pipo will teach us all the essentials about the Earth, the four seasons, Equinox, Solstice...

Use the Control Panel to activate an animation of the Earth orbiting the sun. To see it step by step use the buttons on the side.

View the months, seasons, and the hemispheres in which they occur.

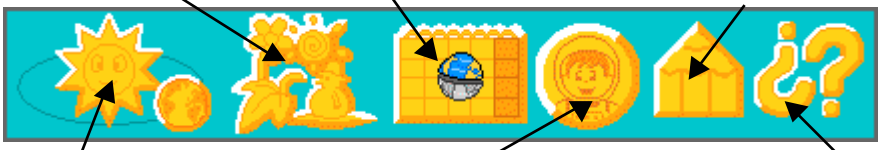
Activate all the robots before playing the games.

Click on the megaphone and Pipo will repeat the explanations.

Calendar of the seasons

Calendar of the months.

Coloring Pages



The Seasons

Pairs (see page 9)

Astronomer's Quiz

THE SEASONS

Didactic Objectives:
Lear the relationship between the Earth's rotation, seasons, and months.

How do you play?
Pipo will ask you to search for a particular season on the Earth.

SKILLS

- Visual Memory
- Visual Motor Coordination
- Spacial Orientation and Perception
- Fine Motor Skills
- Temporal Perception
- Gross Motor Skills

Pass the mouse over the different Earth's positions in space and view the season and its name in the upper right window on the screen.

Change the level.

View a tally of correct and incorrect responses.

Click on the megaphone to hear the question again.

Reconfigure the game to the Southern Hemisphere by typing "A" and "F8" simultaneously.

2 Levels of Difficulty:
Level 1: Lean about the spring and fall equinoxes and the summer and winter solstices.
Level 2: Same as above plus the four seasons.

THE SEASONAL CALENDAR

SKILLS

- Visual and Auditory Memory
- Gross Motor Skills
- Discrimination
- Conceptual Comprehension
- Temporal Perception

Didactic Objectives:
Learn how the four seasons are different in each of the hemispheres.

How do you play?
Use the cards in the middle of the screen to complete the calendar. Remember the season are opposites in each hemisphere.

Click here for help.

Use the megaphone button to repeat the question.

Click here to change the level.

Tally of points.

3 Levels of Difficulty:
Level 1: Use the grey background (picture support) to help you place the cards in the correct spot.
Level 2: Same as above but without picture support. Clicking on the question mark icon will provide help.
Level 3: No support of any type.

THE YEARLY CALENDAR

SKILLS

- Image Association
- Visual Motor Coordination
- Spacial Orientation
- Image association
- Visual Memory
- Abstract Reasoning
- Concentration
- Spacial Preception
- Interpret Diagrams
- Concentration and Attention

Didactic Objectives:
Learn the months of the year and understand their trimestrial seasons.

How do you play?
Place the cards on the corresponding locations on the calendar. There is a calendar for each of the hemispheres and each season lasts three months.

Picture representing the month.

Click on the megaphone to hear the question again.

Indicates which Hemisphere your in.

Click here to change the level.

2 Levels of Difficulty:
Level 1: Picture support will appear in grey background.
Level 2: No picture support.

THE SOLAR SYSTEM

This theme includes some of the most interesting concepts of our solar system such as: the planets, how asteroids are formed, positions of the Earth, the Sun, and the life of a star.

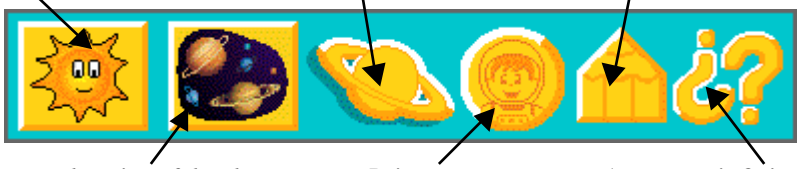
Activate all the robots and listen to the information they provide before playing the games.

Used Control Panel (play or stop) to rotate the planets in days, months or years. Use the side buttons to see it step by step .

Click here for information on the sun.

Solar System Stickers

Coloring Pages



For an explanation of the planets in the solar system click this icon.

Pairs

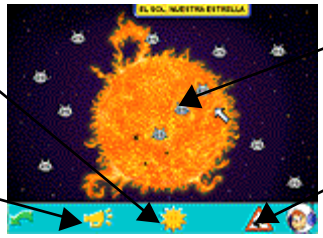
Astronomer's Quiz

THE SUN

Pipo and the robots provide information over the most essential components of the most important star, our Sun. In order to play the game successfully, activate all the robots and listen to the information they provide.

Click and link into the game.

Click on the mega-phone to listen to the information again.



Activate all the robots and listen to the information.

Warning Sign! Be careful with the sun.

PARTS OF THE SUN

Click on this button of the sun and link into the game.

SKILLS

Gross and Fine Motor Skills

Visual and Verbal Memory

Image Association

Visual Discrimination

Abstract Reasoning.

Spacial Perception

Didactic Objectives:
Learn the different parts of the sun.

How do you play?
Complete the illustration by inserting the correct pieces.

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

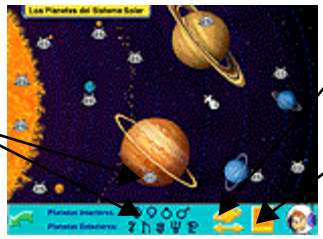
These are the dif-ferent parts of the sun you should know.

A tally of all correct and incorrect responses.

PLANTETS IN THE SOLAR SYSTEM

In this theme Pipo describes the differences and similarities between the planets of our solar system. The Robots offer us the most important information for each planet. The buttons that will lead us to the games and photos are located at the bottom of the screen.

Click on the robots to learn what these icons stand for.



.Click here to move into the games.

View photographs of the planets.

THE PLANETS

Click on this button and link into the game.

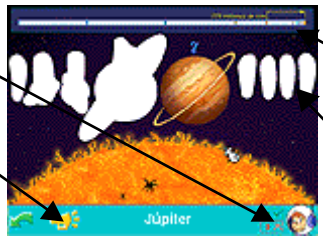
Didactic Objectives:
Learn the name, size, and representative symbols for the planets in our solar system.

How do you play?
The object of the game is to place each planet on its corresponding place on the screen. This game is similar to a game of stickers, which because of its simplicity, even the youngest children can solve it by trial and error. As the game is played several facts for each planet will be heard.

SKILLS

- Gross Motor Skills
- Image Association
- Visual and Verbal Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning

A tally of correct and incorrect responses can be viewed.
Click on the megaphone to hear the information again.



View the distance from the sun for each planet.

Arrange the planets in order.

PICTURES OF THE PLANETS

Click here and link into the game.

Didactic Objectives:
Identify the exterior and interior planets. Differentiate and place each planet in its correct position from the sun.

How do you play? Place the planets in their correct orbital position.

SKILLS

- Gross Motor Skills
- Image Association
- Visual Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning
- Spacial and graphic perception

Click on a planet's photograph and then click on the location you want to place it in. The photograph will move to that location.

.Click on the megaphone to repeat the question.

View number of correct and incorrect responses.

SOLAR SYSTEM STICKERS

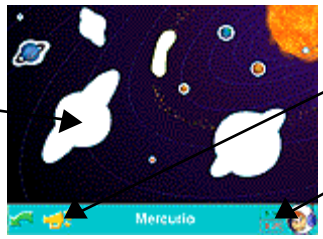
SKILLS

- Gross Motor Skills
- Image Association
- Visual Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning
- Spacial and graphic perception

Didactic Objectives:
Place the planets of our solar system in their orbital position and differentiate between their locations.

How do you play?
The object of the game is to place each planet on its orbiting position in the solar system. This game is similar to the Planet game because of its simplicity, even the youngest children can play. Once the planet is in its correct position you will hear its name pronounced.

Place planet stickers on their corresponding locations.



Click on the megaphone to hear the question again. View a tally of correct and incorrect responses.

COMETS, ASTEROIDS, AND METEORS

Activate the robots on the screen and listen to the information they provide about comets, asteroids, and meteors.

Use the control panel, click on Play or Stop, to view the path of a comets.

Use the side buttons to view the path "step by step.".

Remember to activate all of the robots.

Click to listen to information on meteor showers.

Coloring Pages

Parts of a Comet

Pairs

Astronomer's Quiz

METEOR SHOWERS

Information in this section centers on more facts about meteor showers: Why do they happen which are the most important, and what is a falling star? The robots, once activated, will provide the answers and much more.

Click on the megaphone and Pipo will repeat the in-formation.

View an animated video of a meteor shower from the Earth's view point.

Pass the mouse over the celestial map and the name of each section will appear.

PARTS OF A COMET

SKILLS

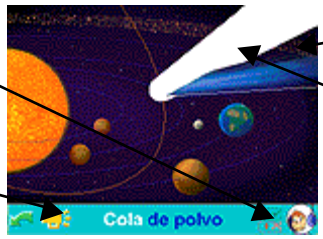
- Gross Motor Skills
- Image Association
- Visual Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning
- Spacial and Graphic Perception

Didactic Objectives:
Differentiate visually and verbally the parts of a comet.

How do you play?
Locate and place the different parts of a comet (along with other elements) on the celestial map. Focus on various shapes and forms.

View a tally of correct and incorrect responses.

Use the megaphone to repeat the question.



Place the corresponding comet part on the map.

THE GALAXIES

The Galaxy is an essential area of astronomy. Learn about the Milky Way, types of galaxies and their parts (i.e. the nucleus), and how they move. This information will help and reinforce an understanding of the multitude of concepts covered in this theme.

Click here to view the Galaxy from several viewpoints. Select from a "top down", lateral, or Earth's viewpoint.

Remember to activate t6he robots!

Click this box for information about the life of a star.

Coloring Pages

Types of Galaxies

Pairs

Astronomer's Quiz

THE LIFE OF A STAR

Learn about the different stages in a star's life from its creation to its death. Click on the robots see the different stages of a star and to learn about: a Nebula, Supernova, and a White Dwarf Star.

Click on the robots or on the name of each phase to activate and listen to the information.

Click on the arrows to move through the stages.

Click on the megaphone and hear Pipo repeat the information.

THE LIFE AND DEATH OF A STAR

Click here and link into the game.

SKILLS

- Gross Motor Skills
- Image Association
- Visual and Verbal Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning
- Spacial and graphic perception

Didactic Objectives:
Understand and differentiate between the various parts and phases (life through death) of a star.

How do you play?
Place the images on the screen in the correct order.

Click on the megapone to hear the information again.

Click here to change the level

View a tally of correct and in-correct responses.

3 Levels of Difficulty:
Level 1: Images will appear in grey backgound for support

Level 2: Images do not appear in background. Locate their placement by reading the lables or if needed click on the question mark icon to view the correct placement.

Level 3: Visual and textual help is not provided.

TYPES OF GALAXIES

SKILLS

- Gross Motor Skills
- Image Association
- Visual and Verbal Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning
- Spacial and graphic perception

Didactic Objectives: Visually and verbally differentiate between the parts of a Galaxy and the various existing types.

How do you play?
This is a classic game of matching shapes. Place the correct shape on the celestial map.

Click on the megaphone to hear the information again.

Place each galaxy on its corresponding place.

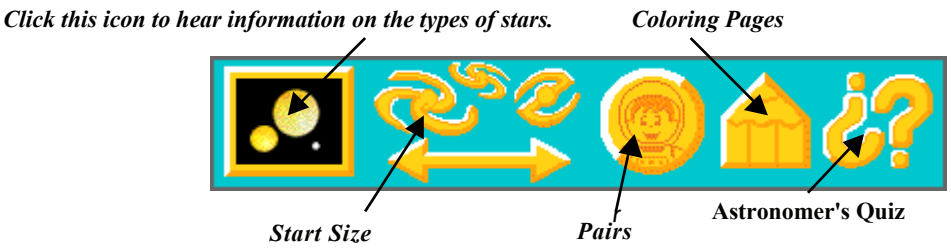
View tally of points.

THE UNIVERSE

The robots will teach you everything you need to know about the general features of the Universe. Learn the definition of the Universe, its birth, neighboring Galaxies, and how the universe may be in the future.

Click on the megaphone to hear the information again.

Activate the robots to start playing the game.



TYPES OF STARS

Click here and link into the game.

Learn about stars: the different types, colors, brightness, and magnitude. It is important to activate all of the robots on the screen because they provide very important information necessary to play the games. Remember, 47 spaceship pieces are necessary to build the spaceship and to obtain the Astronomer's Galactic Diploma. Eleven of them will be earned by activating the robots.

TYPES OF STARS GAME

SKILLS

Gross Motor Skills

Image Association
Visual and Oral Memory

Visual Discrimination

Visual Motor Coordination

Abstract Reasoning

Spacial and Graphic Perception

Didactic Objectives:
Differentiate visually and orally between the various types of stars.

How do you play?
This is a classic game of matching shapes. Place the correct shape on the celestial map to complete the illustration.

THE SIZE of the UNIVERSE

SKILLS

Gross Motor Skills

Image Association
Visual and Oral Memory

Visual Discrimination

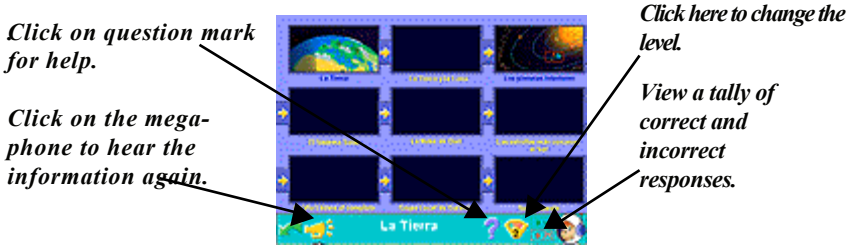
Visual Motor Coordination

Abstract Reasoning

Spacial and Graphic Perception

Didactic Objectives::
Learn the Earth's size and location in the Universe.

How do you play?
Place each image in its corresponding location.



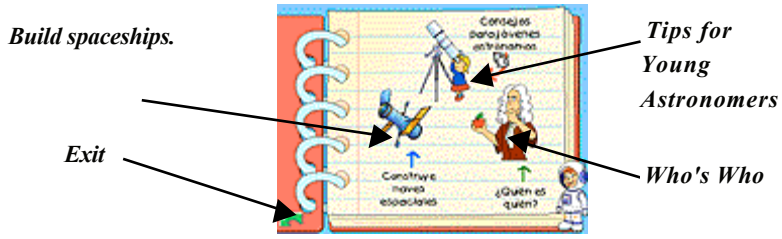
3 Levels of Difficulty:
Level 1: Pictures will be set in a grey background for support.

Level 2: Images do not appear in background. Locate their placement by reading the labels or if needed click on the question mark icon to view the correct placement.

Level 3: No support provided.

THE ASTRONOMER'S NOTEBOOK

Use the Astronomer's book to access the following: Who's Who?, Space Vehicles, and Tips for Young Astronomers.



TIPS FOR YOUNG ASTRONOMERS

Several practical tips for observing the night sky are provided. The procedure to activate the information is the same, click on the robots and listen to the information they provide.

TIPS FOR OBSERVING THE SKY

Click here and link into the game.

SKILLS

Gross Motor Skills

Image Association Visual and Verbal Memory

Visual Discrimination

Visual Motor Coordination

Abstract Reasoning

Spacial and Graphic Perception

Didactic Objectives:
Learn how the objects below relate to the tips for Young Astronomer's.

How do you play?

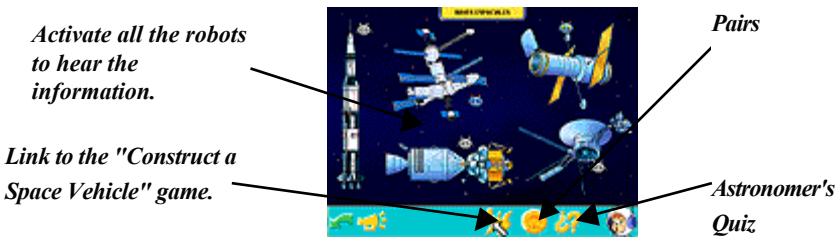
Select the object below that graphically represents the concept of the advice (tips) provided.

2 Levels of Difficulty:
Level 1: Make a selection from the list of names and click on the corresponding object.

Level 2: Pipo will choose a concept and you need to click on the corresponding object.

SPACE VEHICLES

The focus of this theme is to learn the function of the world's most distinguished space vehicles such as: Saturn V, the Hubble Telescope, Voyager Space Probe, and the Apollo XI lunar module.



CONSTRUCT A SPACE VEHICLE

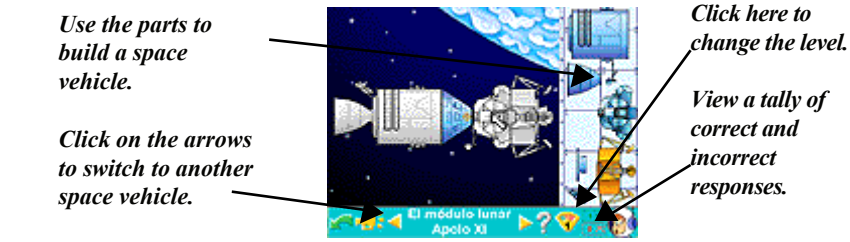
Click on this icon from the Space Vehicles page and link into the game.

SKILLS

- Fine Motor Skills
- Spacial Orientation
- Image Association
  Visual and Verbal Memory
- Visual Discrimination
- Visual Motor Coordination
- Abstract Reasoning
- Spacial and Graphic Perception
- Concentration and Attention

Didactic Objectives:
Build spacial organization, abstract reasoning, visual perception ect.....

How do you play?
Use the parts on the left-hand side to build 5 space vehicles. The parts are not in any particular order. Select a part by clicking on it and then click on it again to release it in it's proper location.



3 Levels of Difficulty:
Level 1: The space vehicle's parts will appear in a grey background for support.

Level 2: Grey background will not be provided. Click on the question mark for help.

Level 3: Support not available.

WHO'S WHO?

This section features Astronomy's most distinguished figures and accomplishments such as: Aristotle, Ptolemy, Copernicus, Kepler, Galileo, Newton, Herschel, Einstein, Galle, Tombaugh, Armstrong, Gagarin, Sputnik, MIR, Pathfinder and many more. Click on the Robot to start learning about them.

Distinguished People and Events in Astronomy

Click here from the Who's Who screen and link into the game.

SKILLS

Gross Motor Skills

Image Association Visual and Verbal Memory

Visual Discrimination

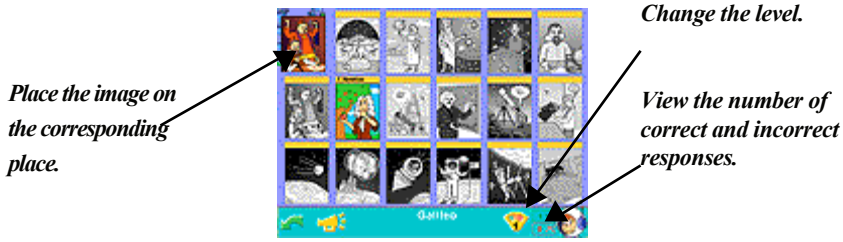
Visual Motor Coordination

Abstract Reasoning

Spacial and Graphic Perception

Didactic Objectives:
Learn, understand, and differentiate among several significant figures and facts in astronomy's history.

How do you play?
Listen to the information provided and match it with the correct image.



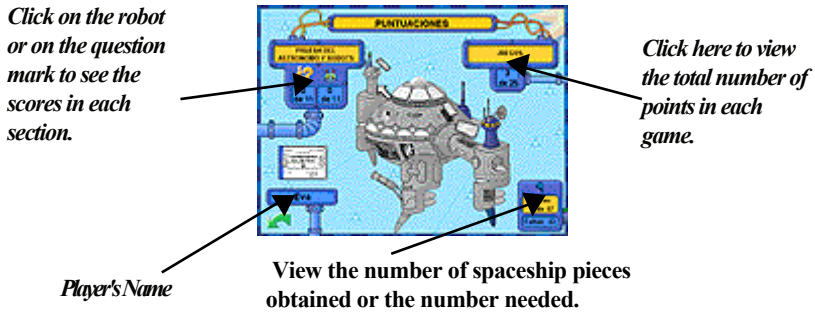
2 Levels of Difficulty:
Level 1: Use the grey background to place the images correctly in the appropriate box.
Level 2: Image support is not provided. Read the labels for help.

SCORING

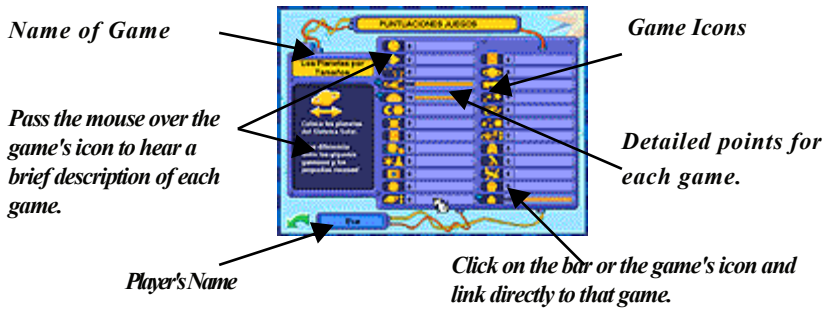
Type F9

Click on F9 to access the score page. The program will recognize up to 99 player's names and will keep a record of their points and progress, which will motivate children and constantly encourage them to improve.

GENERAL SCORE PAGE
This is a summary page of the 11 themes in the spaceship. From here you can see a count of the number of spaceship pieces that have been earned and for a more detailed explanation view individual's points and progress in all of the games and Astronomer's quizzes.

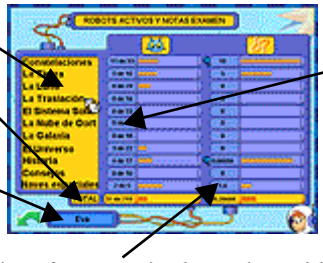


POINTS FOR EACH GAME



ACTIVE NUMBER OF ROBOTS AND SUMMARY OF QUIZZES

View the number of robots that have been activated and the points earned in each of the Astronomer's Quizzes.



Title of themes.

Name of player.

Total number of points: robots and quizzes.

Click on the theme's name or on the total number of robots and link directly to that game's screen.

Click on the points for a particular quiz and link directly to that quiz.

DIPLOMA

Collect all the pieces for the spaceship and receive the Galactic Astronomer Diploma. The date you completed the game and you name will appear on it.

GALACTIC ASTRONOMER'S DIPLOMA

To master the game the player must obtain the Galactic Astronomer's Diploma. This is done by earning 47 spaceship pieces which are earned in the following manner:

11 pieces are earned by activating all of the robots in each of the themes. By default, the requirement is 70%; however, this can be reconfigured in each theme.

11 piece are earned by passing each of the Astronomer's Quiz. Each quiz must be passed with a minimum of 3 errors or less.

25 piece are earned by surpassing each of the 25 games with a minimum of 70%.

Exit

r

.Print in color or black and white.

Print the Diploma in color or in black and white so children may use their crayons to color. Before printing set your printer to print on "Landscape" to ensure printing the complete format of the diploma.

TABLA DIDÁCTICA

	JUEGOS	HABILIDADES																		
		Memoria Visual	Memoria Auditiva	Memoria Verbal	Discriminación Visual	Discriminación Conceptual	Coordinación Visomotriz	Motricidad Fina	Motricidad Gruesa	Percepción Temporal	Percepción Espacial General	Percepción Espacial Gráfica	Concentración y Atención	Orientación Espacial	Reconocimiento	Razonamiento Abstracto	Comprensión Conceptual	Organización Temporal	Asociación de Imágenes
Las Constelaciones	El Zodíaco	■			■		■				■		■						■
	Localiza las Constelaciones	■			■		■				■		■						■
	Unir Estrellas				■		■	■						■	■				
	Los Puzzles	■			■		■				■	■	■			■			■
La Rotación de la Tierra	Conceptos Geométricos	■		■	■		■					■	■	■		■	■		■
	La Noche y el Día	■					■			■				■		■	■		
	Las Parejas	■			■		■					■	■						■
	Colorea el Dibujo					■	■	■					■		■				
La Luna	La cara visible de la Luna	■					■	■			■			■					
	Elige la Luna correcta	■				■	■							■					
La Traslación de la Tierra	Las Estaciones	■				■	■		■	■	■			■					
	El Calendario de las Estaciones	■	■			■			■	■							■		
	El Calendario de los Meses	■			■		■		■		■		■	■		■		■	■
El Sistema Solar	Las Partes del Sol	■		■	■		■	■	■		■	■				■			■
	Los Planetas	■		■	■		■		■		■	■				■			■
	Las Fotos de los Planetas	■			■		■		■		■	■				■			■
	Pegatinas del Sistema Solar	■		■	■		■		■		■	■				■			■
Nube de Oort	Las Partes del Cometa	■			■		■		■		■	■				■			■
La Galaxia	Vida y Muerte de una Estrella	■		■	■		■		■		■	■				■			■
	Tipos de Galaxias	■		■	■		■		■		■	■				■			■
El Universo	Los Tipos de Estrellas	■		■	■		■		■		■	■				■			■
	Tamaño del Universo	■		■	■		■		■		■	■				■			■
Cuaderno del Astrónomo	Consejos para observar el Cielo	■		■	■		■		■		■	■				■			■
	Construye Naves Espaciales	■		■	■		■	■			■	■	■	■		■			■
	Personajes y Hechos Históricos	■		■	■		■		■		■	■				■			■

CRÉDITOS

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