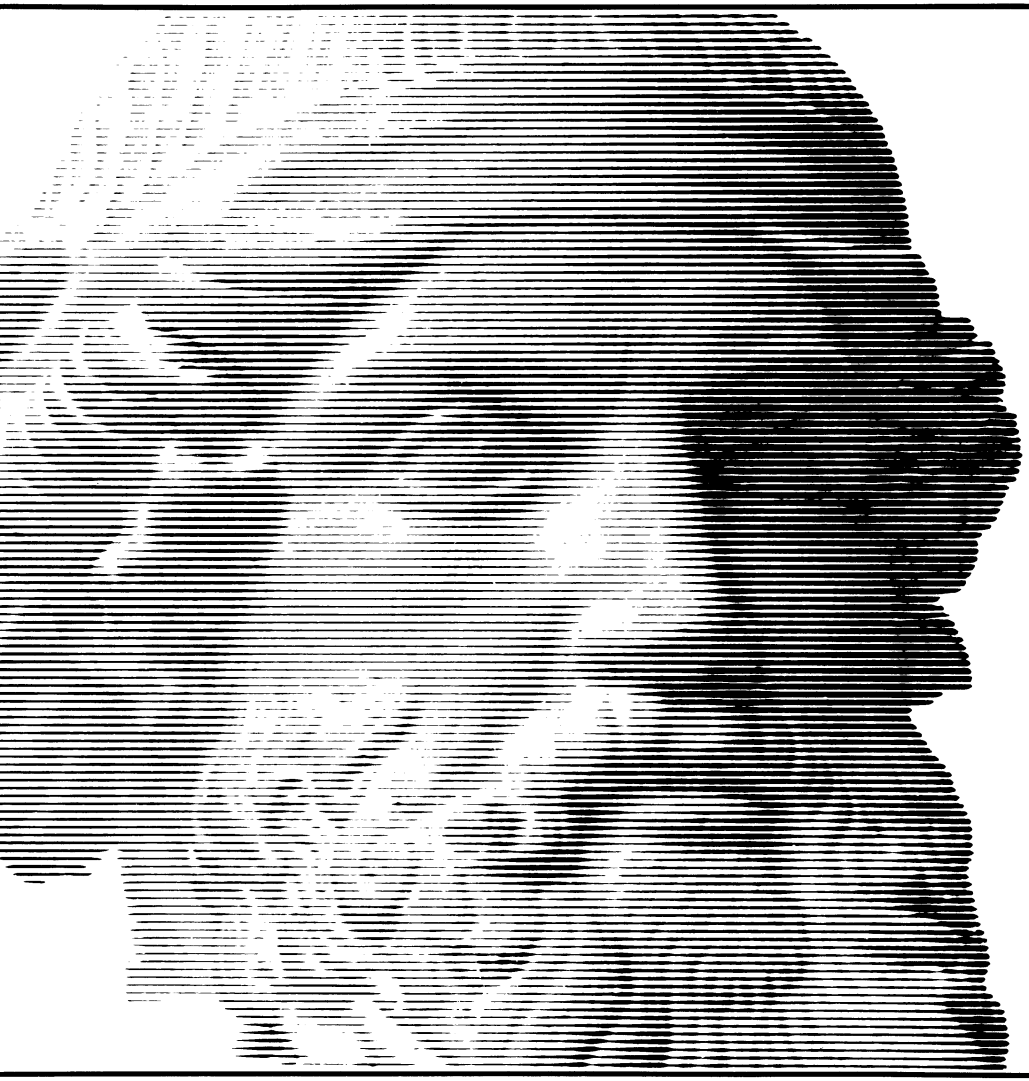
PLATO Homelink Program Titles

CONTROL DATA



PLATO® Homelink™

Ages 4-7

Alphabet: alphabet train
Alphabet: find the letters
Alphabet: follow the dots, dragon
Alphabet: follow the dots, flower
Alphabet: follow the dots, ghost
Alphabet: follow the dots, mitten
Alphabet: follow the dots, piggy
Alphabet: follow the dots, tea party
Alphabet: follow the dots, tree
Alphabet: follow the dots, umbrella
Alphabet: follow the dots, zoo
Alphabet: mouse trap
Alphabet: type missing letter in series
Alphabet: type the alphabet in order
Dates: learn about today's month and day
Graphics: an animated story
Graphics: a personalized valentine
Graphics: the twelve days of Christmas
How to respond: car races
How to respond: pick out the pictures
How to respond: tortoise and the hare
How to respond: type the letter
Matching: alphabet soup
Matching: are they the same?
Matching: basket drop
Matching: choose and point
Matching: flash cards
Matching: letters
Matching: match the letter
Matching: poker player
Matching: pot of gold
Matching: same and different
Matching: the witch's cauldron
Matching: Noah's ark
Memory: art museum
Memory: balloon clown
Memory: bubbles
Memory: butterflies
Memory: card dealer
Memory: disappearing letter
Memory: how many can you remember?
Memory: letter board
Memory: letter toss
Memory: loading dock
Memory: matching pictures
Memory: memory train
Memory: missing item
Memory: pick-out
Memory: shooting gallery
Memory: the fisherman
Memory: the mailman
Memory: ticket agent
Numbers: ant hill game
Numbers: beehive game
Reading: a story about PLATO
Reading: index of 39 easy stories
Reading: simple reading comprehension -
Reading: simple reading comprehension -
Typing: copy your signon name
Typing: type pairs of words - 1
Typing: type pairs of words - 2
Upper case, lower case: load the trucks
Word parts: building blocks
Word parts: flower petals
Word parts: horizontal detail
Word parts: initial sounds
Word parts: make the lists
Word parts: match the part
Word parts: pick the flower

Astronomy

Constellation study
Observe star movement
Orbit simulator
Stellar magnitudes
Zeiss: a model planetarium

Aviation

Aviation ground school
Reading the weather

Biology

Biogeochemical cycles
Cell growth: death phase
Cell growth: lag phase
Cell growth: stationary phase
Coleoptiles
Diffusion and osmosis
Flowering and photoperiod
Human digestive system
Physiological basis of learning
Population genetics
Structure and function of neurons

Business

Advertising game
Beginning typing
Business cycles
Business factors in society
Business futures
Decision tables: introduction
Income determination without government
Macroeconomics
Macroeconomics II
Payroll
Restaurant
Using computers in business
Wall street
What is the break-even point?

Chemistry

Acid-base titrations
Calculation of molecular weight
Chemical solutions
Crystals: basic concepts
Inorganic nomenclature
Inorganic nomenclature drills
Ionic bonding
Ion selective electrodes
Kinetics...of semicarbazone formation
Math skills for chemistry
Metric system
Naming acids and bases
Naming compounds with multivalent...
Naming ions and salts
Optical activity: introduction
Purification of organic compounds
Scientific notation
Separation of cations in solution
Structure of atoms
Titrations: introduction

Computer science

Analog computer
Binary search
Block structuring in programming
Boolean algebra
Boolean expressions
Bottom-up analysis of expressions
BASIC: editor, compiler, and executor
BASIC: looping structures
BASIC: sequence index
Coder: machine code
Computers: introduction
Computer science: introduction
Compute: number-crunching routines
Conversational information system
COBOL: data division
COBOL: editing pictures
COBOL: identification division
COBOL: index of 4 lessons
COBOL: introduction
COBOL: procedure division
CPU intro: basic 6000/cyber cpu overview
CPU intro: cond test and branching instr.
CPU intro: floating point data operations
CPU intro: fundamental concepts
CPU intro: integer data operations
CPU intro: return jump instruction
CPU intro: the increment unit
CPU Compass: simulator
Data flow diagrams
Doodle programming lab
Drills on structure
FORTRAN IV: matrix multiplication
FORTRAN: character manipulation
FORTRAN: do statements
FORTRAN: do statement introduction
FORTRAN: format statement
FORTRAN: introduction
FORTRAN: intro to arithmetic
FORTRAN: intro to do-loops
FORTRAN: multi-dimensional arrays
FORTRAN: nested do loops
FORTRAN: one-dimensional arrays
FORTRAN: sample activities
FORTRAN: subprograms
FORTRAN: subroutines
FORTRAN: welcome to fortread
Input words/output words
Integrated circuit technology
Inverters, gates, and flip-flops
IBM os jcl: introduction to lesson sequence
IBM os jcl: intro. delimiter statements
IBM os jcl: the exec statement
IBM os jcl: the job statement
IBM os jcl: the DD statement
ILLOGO: introduction
INTEL 8080
INTEL 8080 simulator
Lexical analysis
Linear programming: introduction
Logic circuit: introduction
Machine language processing
Minicomputer simulator
OS/360/370 JCL
Payroll
Programming activities
Programming concepts: introduction
Programming, art of: introduction
Programming: introduction
PDP-8/L
PL/1 arrays
PL/1 arrays (advanced)
PL/1 data structures
PL/1 do loops
PL/1 drills
PL/1 edit statements
PL/1 input/output
PL/1 introduction
PL/1 picture specification
PL/1 procedures
PL/1 strings
PL/2d: a pattern designing language
Robocar: intro to computer programming
Robocar: programming sequence
Robocar: the backtrack algorithm
Sorting
Structure
Structure of a computer....
SNOBOL4: introduction
Terminals: overview
Top down programming
Turing machines
TUTOR: display generation options
TUTOR: editing text
TUTOR: introduction
TUTOR: introduction to on-line AIDS
TUTOR: more editing directives
TUTOR: use of function keys
TUTOR: using the search directives
TUTOR: using the PLATO author languag
TUTOR: HELP sequences
Using computers in business
What is simulation? Why use it?

Consumer credit

Four c's of credit
Personal credit evaluation
Rights of the credit consumer
Women and credit

Games

100 Yard Dash
Addition and subtraction: beehive game
Addition: space port game
Aerospace engineering games
Airfight
Backgammon
Bingo
Coconut story: a math puzzle
Concentration
Coordinates: sea battle game
Coordinates: tic-tac-toe
Coordinates: torpedo game
Crossword puzzles
Decimals: darts
Deer hunt
Dice game: probability
Drag strip
Empire
Estimation: obstacle course game
Fractions: basketball game
Fractions: darts
Fractions: high wire game
Fun: a collection of games and activities
Go
Make a sentence
Mazewar
Mental arithmetic: mathreact
Moria
Number guessing: bagels game
NIM
Planetary excursion module (PEM)
Projectile mountain game
Racing games
Roll'em
Signed numbers: ant hill game
Spelling: hang a spy
Spelling: ordeal of the hangman
Token solitaire
Wall street
Ye olde, original racetrack

General interest

Astrology
Beginning typing
Biorhythm theory
Calendar
Computer jokes
Crossword puzzles
Debugs: typing drill
Graphics: a personalized valentine
Graphics: the twelve days of Christmas
Handwriting and some of its secrets
Teaching: first year on the job

Language

Basic English grammar: index of 17 lessons
Chinese characters: introduction
Common nouns
Complex sentences with adjective clauses
Complex sentences with adverbial clauses
Compound sentences
Compound sentences 1
Crossword puzzles
Direct and indirect objects
Floating adverbs: how to punctuate them
Four advanced verb tenses
French: build your own verb exercises
French: la geographie de la France
French: practice exercises with numbers
French: série linguistique appliquée
Gerund (subjects,objects,sentence repair)
Infinitive subjects, objects....
Irregular verbs: 1
Irregular verbs: 2
Irregular verbs: 3
Irregular verbs: 4
Latin: index of 31 composition lessons
Latin: index of 40 grammar lessons
Make a sentence
Noun clauses
Prepositional phrases
Pronouns
Proper nouns
Semicolon...Lesson 2
Spanish: general information
Spanish: index of 178 study modules
Spelling and speed-reading
Spelling: hang a spy
Spelling: ordeal of the hangman
Subjects and predicates
Subjunctive present and past
Verbs: introduction
Word power: index of 71 lessons

Mathematics

Analysis of variance
Boolean algebra
Boolean expressions
Coconut story: a math puzzle
Collecting terms in math sentences
Collecting terms in math sentences: II
Collecting terms with squares
Compute: number-crunching routines
Curve fitting by cubic splines
Dice game: probability
Factoring quadratic polynomials
Function plotter
Graphing linear equations
Graphing: the lines y=b and x=c
Graphing: the line ax+by+c=0
Graphing: the line y=mx+b
Graphing: the y-intercept
Group theory
Heuristics
Inequalities
Making up open sentences
Math skills for chemistry
Metric system
Mini-calc program: calculator functions
Monte carlo methods
Numerical analysis utlity
Numerical quadrature methods
Practice with linear graphics
Prime factorization
Probability: introduction
Quadratic equations
Reading slope from a graph
Scientific notation
Set theory
Solving open sentences
Solving quadratic equations
Systems of equations
True, false, and open sentences
Writing equations for lines

Mathematics, elementary

Addition and subtraction: beehive game
Addition and subtraction: bills and checks
Addition and subtraction: signed numbers
Addition: carrying
Addition: space port game
Addition: using an easier problem--review
Addition: using an easier problem--1
Addition: using an easier problem--2
Addition: using an easier problem--3,4
Addition: using an easier problem--4
Coordinates: sea battle game
Coordinates: tic-tac-toe
Coordinates: torpedo game
Dates: number names for today
Decimals: darts
Equivalent fractions
Equivalent fractions: boxes
Equivalent fractions: generalized
Equivalent fractions: naming
Estimation: obstacle course game
Fractions: basketball game
Fractions: darts
Fractions: high wire game
Fractions: like and unlike denominators
Fractions: notation
Fractions: rocket target practice
Fractions: simplest terms
Fractions: splash! game
Fractions: units
Graphing: experimenting with hyperbolas
Graphing: experimenting with linear graphs
Graphing: lines and crossing points
Graphing: locating points on a plane
Mental arithmetic
Mental arithmetic: mathreact
Mixed fractions: practice

Mixed numbers: answer format
Mixed numbers: notation
Mixed numbers: with pizza
Multiplication: area
Multiplication: fractions
Multiplication: mixed numbers
Multiplication: practice with pictures
Multiplication: using bills and checks
Number facts: pinball game
Number facts: practice
Number guessing: bagels game
Number guessing: probability game
Number line: introduction
Number patterns: tips for guessing
Place value: candy factory
Place value: sticks and bundles
Signed numbers: ant hill game
Skip counting
Vocabulary: whole number, fraction

Medicine

Cardiac cycle
Structure and function of neurons
Ultrasonic blood flow measurement

Music

Keyboard drill
Musical terms for student conductors

Nutrition

Activity, health & body size
A nutrition plan
Basic nutrition
Buying foods
Carbohydrates
Careers in nutrition
Digestive organs and their functions
Energy
Food practices
Food & exercises
Lipids
Macrominerals
Microminerals
Nutritional imbalance
Preparing foods
Proteins

Physics

Aerospace engineering games
Circuit simulations: current vs time
Compton effect
Doppler effect
Internal force (civil engineering)
Linear momentum in collisions
Momentum
Nuclear reactions
Projectile mountain game
Quantum numbers in physics
Some types of forces
Waves and particles

PLATO topics

Animeditor, version 2.0
Bibliography of PLATO articles
Computer-assisted instruction
Computer-assisted instruction: quiz
How to animate notes
Multi-user CB radio
TUTOR: display generation options
TUTOR: editing text
TUTOR: introduction
TUTOR: introduction to on-line AIDS
TUTOR: more editing directives
TUTOR: use of function keys
TUTOR: using the search directives
TUTOR: using the PLATO author languag
TUTOR: HELP sequences
Writing computer-based lessons

Safety

Careers in accident prevention
Safety: avoiding accidents with guns
Safety: avoiding injury
Safety: carbon-monoxide poisoning
Safety: combustion
Safety: poisons
Safety: preventing fires
Safety: preventing poisoning
Safety: preventing CO poisoning
Safety: ways to prevent falls
Safety: why fires happen

Simulations

Advertising game
Circuit simulations: current vs time
Restaurant
Teaching: first year on the job
Traffic simulation
What is simulation? Why use it?

Social science

Community development consultant
Population dynamics
Population growth and projection

Spelling

Spelling and speed-reading
Spelling: hang a spy
Spelling: ordeal of the hangman

Youth

Activity, health & body size
A nutrition plan
Buying foods
Careers in accident prevention
Careers in nutrition
Food practices
Food & exercises
Nutritional imbalance
Preparing foods
Safety: avoiding accidents with guns
Safety: avoiding injury
Safety: carbon-monoxide poisoning
Safety: combustion
Safety: poisons
Safety: preventing fires
Safety: preventing poisoning
Safety: preventing CO poisoning
Safety: ways to prevent falls
Safety: why fires happen