

CONTENTS

Chapter One	The Microcomputer: What It Is and What It Ain't	1
	Computers and Microcomputers	2
	Past Performance	3
	The Breakthrough	3
	Mix and Match—Parts of a Computer System	4
	What Microcomputers Actually Look Like	6
	Capabilities	8
	Shortcomings	9
	The Bottom Line	9
	<i>References</i>	9
Chapter Two	What the Microcomputer Offers to Education	11
	Relevant Education	11
	An Opportunity for Great Teaching	12
	Increased Student Motivation	12
	Feedback	13
	Individualized Instruction	13
	The Case for Microcomputers	14
	A Change in Scope for Large Districts	14
	New Hope for Small Schools	15
	With Dreams Come Responsibilities	15
	<i>References</i>	16
Chapter Three	How to Get Started	17
	Build It or Buy It?	17
	What Configuration Do You Need?	18
	Where to Buy It	18
	Where to Put It	19

A Word about Security	19
One Class—One Computer	20
The Portable Computer	20
Directed Individual Activity	21
Free Access Computing	21
Student Computer Club	21
The Future	22
Student Reaction—and How to Exploit It	22
Teacher Reaction—and How to Overcome It	23
Plug It In and Go	24
<i>References</i>	24

Chapter Four Computer Science **25**

A Note on Computer Literacy	25
A Course in Computers and BASIC	26
Teacher's Notes on Computers and BASIC	29
List of Problems	48
Computer Puzzles	50
Notes on Building a Computer from a Kit	52
Suggested Topics for an Advanced Computer Course	53
<i>References</i>	53

Chapter Five Problem-Solving **55**

Where Calculators Fit	56
A Mixture of Mathematical Marvels	57
Everyday Life	61
Spectacular Science	63
An Argument for Program Documentation	67
Summing Up	69
<i>References</i>	70

Chapter Six Instructional Simulation **71**

What Is a Computer Simulation?	71
Why Use Simulations?	72
The Right Place and the Right Time	72
There Must Be a Catch	76
Available Materials	76
Developing Simulations—A Major Investment in Time	91
<i>References</i>	92

Chapter Seven	Games	94
	Why Games?	94
	Kinds of Games	97
	Sources of Games	97
	More Games	116
	<i>References</i>	117
Chapter Eight	Computer-Assisted Instruction (CAI)	118
	An Overview of CAI	119
	Back to Micro CAI	122
	And So It Goes . . .	136
	<i>References</i>	136
Chapter Nine	Administrative Computing in Miniature	138
	Student Information Program	139
	Test Scores Program	141
	Summary	148
Chapter Ten	Where to Go for Help	149
	Special Interest Groups and Publications	149
	Users Groups—Past and Present	154
	Bibliographies Available	155
	Clearinghouses	156
	Statewide Organizations	157
	A Final Routing to Chapter References	157
Chapter Eleven	Deciding What to Buy	158
	Discussion of the Classic Debates	158
	Today's Products	161
Appendix	Comparison of Systems	171
Index		175