

■ Understanding the Curriculum Structure

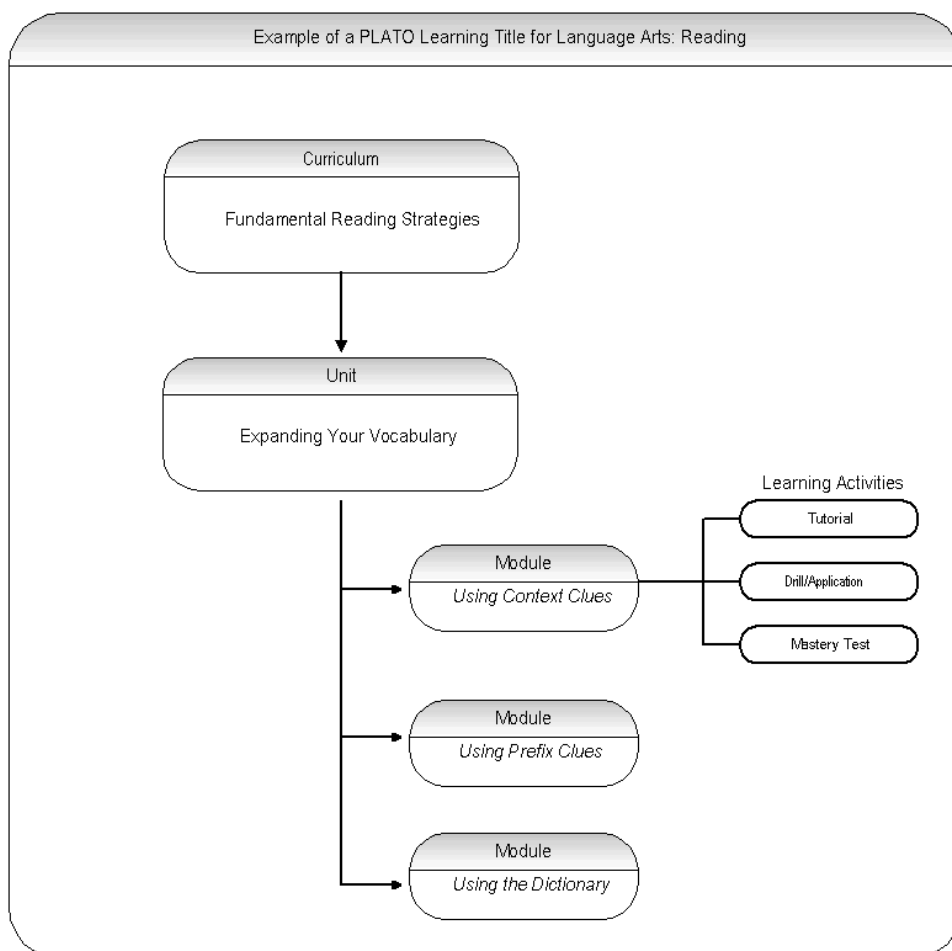
■ Reviewing a Sample Structure

■ Understanding Learning Activities

Understanding the PLATO Learning Curriculum in a Learning Path

- PLATO Learning titles are subject-based, sequential learning activities. Titles are divided by units, each of which consists of several modules. A module refers to the set of learning activities that addresses a targeted learning objective.
- A learning path contains the most appropriate instructional modules from a library of PLATO Learning titles to target the learner's area of need. Learning paths may include one or more instructional modules, or an entire unit, from a given PLATO Learning Title.
- With a prescriptive assessment, the learning path assigns particular modules across many titles to target each learner's area of need. Without an assessment, teachers would assign the entire title, and learners would work through all the modules in a title.

Sample Structure of a PLATO Learning Title for Reading, Language Arts



Understanding Curriculum Learning Activities

The curriculum included in the PLATO Learning Test Packs prescriptions, or learning paths, may include different learning activities based on the nature of the subject matter and the skills that learners need to acquire. These variances reflect the need to accommodate the content for specific skills that students are learning.

Typical Learning Activity Design	Other Designs
Tutorial Application/Drill Mastery Test	Various combinations of the following: Tutorials, Applications, Drills, Practices, Mastery Tests, Offline Activities, Reviews, or Skill Builders

Tutorial	The part of a module that contains the instruction. The tutorial always shows completion; it never shows mastery or score.
Application/Drill	The part of a module that contains practice, reinforcement, or drill. Applications always show completion and occasionally show a score but will never show mastery.
Practice	An activity that builds skill similar to an Application but not presented in a typical module structure. Practice lessons will show completion and score (when available) and occasionally will show mastery.
Skill Activity	Single lessons that contain instruction, reinforcement, and assessment all in one lesson rather than having the parts shown in a module. These activities are generally scored.
Student Materials	Work sheets that a student needs to print and answer offline to complete certain PLATO Learning activities.
Mastery Test	The part of a module that proves mastery of the module objective; sometimes scored, though usually only mastery is reported with no score; always shows mastery and completion. Mastery is normally set at 80%.
Offline Activity	The printable part of a module that supports the module objective. Some are scored by the teacher using the Answer Keys available online; the teacher marks completion. Others are readings only with no student input required; the student marks these complete within the activity.