

Donald Crawford Mastering Math Facts

Aimed at undergraduate mathematics and computer science students, this book is an excellent introduction to a lot of problems of discrete mathematics. It discusses a number of selected results and methods, mostly from areas of combinatorics and graph theory, and it uses proofs and problem solving to help students understand the solutions to problems. Numerous examples, figures, and exercises are spread throughout the book.

From renowned educational psychologist, Robert Slavin, the Tenth Edition of this popular text translates theory into practices that teachers can use in their classrooms with deeper inquiry into the concept of intentionality and a thorough integration of standards. This new edition highlights the most current issues and emerging trends in the field of educational psychology, while continuing to have in-depth, practical coverage with a focus on the intentional teacher. An intentional teacher, according to Slavin, is one who constantly reflects on his or her practice and makes instructional decisions based on a clear conception of how these practices affect students. To help readers become intentional teachers, the author offers a set of questions to guide them and models best practices through classroom examples.

Praise for the first and second editions: "The Copyeditor's Handbook brims with valuable information, good advice, and helpful suggestions for novice copyeditors and experienced practitioners. It is comforting to know that current and future copyeditors will be able to turn to this handbook. I'm placing this work, which fills a huge gap in the literature, right beside my dictionary, and will highly recommend it to all my colleagues and students." —Alice Levine, Lecturer, The Denver Publishing Institute, and freelance editor "A definite 'must have' for the beginning to intermediate editor or author, and even the experienced editor. An indispensable reference tool." —Kim Hawley, President, The Chicago Book Clinic "This is the book that every teacher of editing has been waiting for: thorough, clear, authoritative, up-to-date, and sane." —Beth Luey, Director, Scholarly Publishing Program, Arizona State University "This book warms the cockles of the copyediting heart. It is thorough, useful, helpful, and smart. And it fills a huge vacuum." —Constance Hale, author of Sin and Syntax and Wired Style "An excellent resource. The Copyeditor's Handbook should sit on every business editor's shelf, next to the in-house style guide." —Erika Henik, Research Publications Manager, Banc of America Securities LLC "The first three chapters alone are worth the cover price. It's a book that acknowledges an assortment of vexing copyediting questions and offers multiple answers to most of them."—Gary Hernandez, Technical Communication "An excellent textbook to teach the essentials of copyediting. An excellent reference work for workplace writing."—Mark Armstrong, Business Communication Quarterly "Straightforward, sound advice for beginning or intermediate copyeditors working with pencil or online."—Priscilla S. Taylor, The Editorial Eye "Lays out the copyeditor's obligations with humor, style, and perspective."—Walter Pagel, Science Editor

This compelling book chronicles a young boy's journey from the horrors of Jamaican slavery to the heart of London's literary world, and reveals the unlikely friendship that changed his life. Francis Barber, born in Jamaica, was brought to London by his owner in 1750 and became a servant in the household of the renowned Dr. Samuel Johnson. Although Barber left London for a time and served in the British navy during the Seven Years' War, he later returned to Johnson's employ. A fascinating reversal took place in the relationship between the two men as Johnson's health declined and the older man came to rely more and more upon his now educated and devoted companion. When Johnson died he left the bulk of his estate to Barber, a generous (and at the time scandalous) legacy, and a testament to the depth of their friendship. There were thousands of black Britons in the eighteenth century, but few accounts of their lives exist. In uncovering Francis Barber's story, this book not only provides insights into his life and Samuel Johnson's but also opens a window onto London when slaves had yet to win their freedom.

The Culture of Education

Electronic Communication Across the Curriculum

The Fortunes of Francis Barber

The Art of Critical Making

The Stanford Mathematics Problem Book

Psychology

Combinatorial enumeration is a readily accessible subject full of easily stated, but sometimes tantalizingly difficult problems. This book leads the reader in a leisurely way from basic notions of combinatorial enumeration to a variety of topics, ranging from algebra to statistical physics. The book is organized in three parts: Basics, Methods, and Topics. The aim is to introduce readers to a fascinating field, and to offer a sophisticated source of information for professional mathematicians desiring to learn more. There are 666 exercises, and every chapter ends with a highlight section, discussing in detail a particularly beautiful or famous result.

SRA Connecting Maths Concepts Comprehensive Edition has been revised for Levels A-F and students in Grades K-5. This program gives students who are at-risk of falling behind or who have already significantly fallen behind the chance to catch up and learn significant mathematics. New digital resouces accompany the program including Practice Software, Board Displays and eBook Teacher Guides and Presentation Books.

Direct Instruction MathematicsPearson

Providing information needed to design supplemental mathmatic instruction and to evaluate and modify commercially developed math programs, this fourth edition gives teachers systematic procedures and teaching strategies to augment mathematics instruction.

Adding Sense

A Game Theorist's Guide to Success in Business & Life

Psychological Tactics and Tricks to Win the Game

"Rise Above" Anxiety, Anger, and Depression (with Research Evidence)

Enhancing Academic Practice

The Discipline of Technology

High Stakes

The Third in Robert Greene's bestselling series is now available in a pocket sized concise edition. Following 48 Laws of Power and The Art of Seduction, here is a brilliant distillation of the strategies of war to help you wage triumphant battles everyday. Spanning world civilisations, and synthesising dozens of political, philosophical, and religious texts, The Concise 33 Strategies of War is a guide to the subtle social game of everyday life. Based on profound and timeless lessons, it is abundantly illustrated with examples of the genius and folly of everyone from Napoleon to Margaret Thatcher and Hannibal to Ulysses S. Grant, as well as diplomats, captains of industry and Samurai swordsmen.

Advances in favor of "high education standards" and "fair testing" of student achievement, but there is little agreement as to what these terms actually mean. High Stakes looks at how testing affects critical decisions for American students. As more and more tests are introduced into the country's schools, it becomes increasingly important to know how those tests are used—and misused—in assessing children's performance and achievements. High Stakes focuses on how it is used in schools to make decisions about tracking and placement, promotion and retention, and awarding or withholding high school diplomas. This book sorts out the controversies that emerge when a test score can open or close gates on a student's educational pathway. The expert panel: Proposes how to judge the appropriateness of a test. Explores how to make tests reliable, valid, and fair. Puts forward strategies and practices to promote proper test use. Recommends how decisionmakers in education should—and should not—use test results. The book discusses common misuses of testing, their political and social context, what happens when test issues are taken to court, special student populations, social promotion, and more. High Stakes will be of interest to anyone concerned about the long-term implications for individual students of picking up that Number 2 pencil, policymakers, education administrators, test designers, teachers, and parents. "Mesmerizing & fascinating..." —The Seattle Post-Intelligencer "The Freakonomics of big data." —Stein Kretsinger, founding executive of Advertising.com Award-winning | Used by over 30 universities | Translated into 9 languages An introduction for everyone. In this rich, fascinating — surprisingly accessible — introduction, leading expert Eric Siegel reveals how predictive analytics (aka machine learning) works, and how it affects everyone every day. Rather than a 'how to' for hands techies, the book serves lay readers and experts alike by covering new case studies and the latest state-of-the-art techniques. Prediction is booming. It reinvents industries and runs the world. Companies, governments, law enforcement, hospitals, and universities are seizing upon the power. These institutions predict whether you're going to click, buy, lie, or die. Why? For good reason: predicting human behavior combats risk, boosts sales, fortifies healthcare, streamlines manufactu conquers spam, optimizes social networks, toughens crime fighting, and wins elections. How? Prediction is powered by the world's most potent, flourishing unnatural resource: data. Accumulated in large part as the by-product of routine tasks, data is the unsalted, flavorless residue deposited en masse as organizations churn away. Surpris! This heap of refuse is a gold mine. Big data embodies an extraordinary wealth of experience from which to learn. Predictive analytics (aka machine learning) unleashes the power of data. With this technology, the computer literally learns from data how to predict the future behavior of individuals. Perfect prediction is not possible, but putting odds on the future drives millions of decisions more effectively, determining whom to call, mail, investigate, incarcerate, set up on a date, or medicate. In this lucid, captivating introduction — now in its Revised and Updated edition — former Columbia University professor and Predictive A World founder Eric Siegel reveals the power and perils of prediction: What type of mortgage risk Chase Bank predicted before the recession. Predicting which people will drop out of school, cancel a subscription, or get divorced before they even know it themselves. Why early retirement predicts a shorter life expectancy and vegetarians miss fewer flights. Five reasons why organizations predict death — including one health insurance company. How U.S. Bank and Obama for America calculated the way to most strongly persuade each individual. Why the NSA wants all your data: machine learning supercomputers to fight terrorism. How IBM's Watson computer used predictive modeling to answer questions and beat the human champs on TV's Jeopardy! How companies ascertain untold, private truths — how Target figures out you're pregnant and Hewlett-Packard deduces you're about to quit your job. How judges and parole boards rely on crime-predicting com decide how long convicts remain in prison. 182 examples from Airbnb, the BBC, Citibank, ConEd, Facebook, Ford, Google, the IRS, LinkedIn, Match.com, MTV, Netflix, PayPal, Pfizer, Spotify, Uber, UPS, Wikipedia, and more. How does predictive analytics work? This jam-packed book satisfies by demystifying the intriguing science behind the hood. For future hands-on practitioners pursuing a career in the field, it sets a strong foundation, delivers the prerequisite knowledge, and whets your appetite for more. A truly omnipresent science, predictive analytics constantly affects our daily lives. Whether you are a consumer of it — or consumed by it — get a handle on the power of Predictive Analytics.

In a world of modern, involved, caring parents, why are so many kids aggressive and cruel? Where is intelligence hidden in the brain, and why does that matter? Why do cross-racial friendships decrease in schools that are more integrated? If 98% of kids think lying is morally wrong, then why do 98% of kids lie? What's the single most important thing that helps infants learn language? NurtureShock is a groundbreaking collaboration between award-winning science journalists Po Bronfe and Ashley Merryman. They argue that when it comes to children, we've mistaken good intentions for good ideas. With impeccable storytelling and razor-sharp analysis, they demonstrate that many of modern society's strategies for nurturing children are in fact backfiring—because key twists in the science have been overlooked. Nothing like a parenting manual, the authors' work is an insightful exploration of themes and issues that transcend children's (and adults') lives.

NurtureShock

A Handbook for Teaching and Learning in Higher Education

Testing for Tracking, Promotion, and Graduation

Context and Interest in a Grammar of Multimodal Meaning

Connecting Math Concepts Level A, Workbook 2

A Direct Instruction Approach

The 33 Strategies Of War

Social Science Learning in Schools: Perspective and Challenges locates the teaching and learning of social science within the larger perspective and aims of education. It emphasizes the need to take the teaching of social science beyond the confines of contemporary ideological debates, into the realm of pedagogical theory. It presents critical perspectives on curriculum design, textbook development and social science pedagogy. Discussions on pedagogy are situated in analyses of Eklayva's social science textbooks which were in use for over 15 years in government schools in Madhya Pradesh. The book explores the integral role of the teacher, importance of textbooks, and methods of social science enquiry in school teaching-learning. It interrogates integrated approaches to social science education, and notions of nationalism and identity. The book will serve as a seminal social science text for Indian elementary teacher education programmes. University departments of education, research institutions, NGOs and development organisations working in education, literacy and child development will find it an invaluable elementary education resource.

This book is a treasure trove of ideas you can use to turn a 'no' into a 'yes' almost instantly-in any sales situation."-Brian Tracy, speaker and author of Create Your Own Future and Change Your Thinking, Change Your Life Hogan is the master of persuasion. I urge you to persuade yourself to buy this book and everything he's ever written and recorded. It will help you understand yourself, understand others, and succeed. This information is bankable."-Jeffrey Gitomer, author of The Sales Bible, Little Red Book of Selling, and Little Red Book of Sales Answers There's more wisdom in this book than in 500 pages on the same subject. Whether you need to persuade your lover, your spouse, your boss, your clients, your friends, or yourself, this powerhouse collection of mind tricks and secrets will give you the upper hand. In today's competitive world, this is the persuasion wizard's manual you need to control circumstances and get what you want."-Dr. Joe Vitale, author of Life's Missing Instruction Manual and The Attractor FactorWhen you read Hogan's writing, it feels like you're getting sage advice from a master. Would you like other people to decide on their own (or so they think) to go along with your every whim? Then this is the book you've been looking for."-David Garfinkel, author of Advertising Headlines That Make You Rich There is more practical information on the dynamics of selling and communication in these pages than you could ever acquire in a lifetime on your own through trial and error. Take advantage of the authors' wisdom and read this book!""-Todd D. Bramson, Certified Financial Planner and author of Real Life Financial Planning

This collection of 24 essays explores what happens when proponents of writing across the curriculum (WAC) use the latest computer-mediated tools and techniques—including e-mail, asynchronous learning networks, MOOs, and the World Wide Web—to expand and enrich their teaching practices, especially the teaching of writing. Essays and their authors are: (1) "Using Computers to Expand the Role of Writing Centers" (Muriel Harris); (2) "Writing across the Curriculum Encounters Asynchronous Learning Networks" (Gail E. Hawisher and Michael A. Pemberton); (3) "Building a Writing-Intensive Multimedia Curriculum" (Mary E. Hocks and Daniele Bascellì); (4) "Communication across the Curriculum and Institutional Culture" (Mike Palmquist; Kate Kiefer; Donald E. Zimmerman); (5) "Creating a Community of Teachers and Tutors" (Joe Essid and Dona J. Hickey); (6) "From Case to Virtual Case: A Journey in Experiential Learning" (Peter M. Saunders); (7) "Composing Human-Computer Interfaces across the Curriculum in Engineering Schools" (Stuart A. Selber and Bill Karis); (8) "InterQuest: Designing a Communication-Intensive Web-Based Course" (Scott A. Chadwick and Jon Dorbolo); (9) "Teacher Training: A Blueprint for Action Using the World Wide Web" (Todd Taylor); (10) "Accommodation and Resistance on the (Color) Line: Black Writers Meet White Artists on the Internet" (Teresa M. Redd); (11) "International E-mail Debate" (Linda K. Shamoon); (12) "E-mail in an Interdisciplinary Context" (Dennis A. Lynch); (13) "Creativity, Collaboration, and Computers" (Margaret Portillo and Gail Summerskill Cummins); (14) "Collaboratory: MOOs, Museums, and Mentors" (Margit Misangyi Watts and Michael Bertsch); (15) "Weaving Guilford's Web" (Michael B. Strickland and Robert M. Whittnell); (16) "Pig Tales: Literature inside the Pen of Electronic Writing" (Katherine M. Fischer); (17) "E-Journals: Writing to Learn in the Literature Classroom" (Paula Gillespie); (18) "E-mailing Biology: Facing the Biochallenge" (Deborah M. Langsam and Kathleen Blake Yancey); (19) "Computer-Supported Collaboration in an Accounting Class" (Carol F. Venable and Gretchen N. Vik); (20) "Electronic Tools to Redesign a Marketing Course" (Randall S. Hansen); (21) Network Discussions for Teaching Western Civilization" (Mayyane Felten and Daniel F. Schultz); (22) "Math Learning through Electronic Journaling" (Robert Wolfe); (23) "Electronic Communities in Philosophy Classrooms" (Gary L. Hardcastle and Valerie Gray Hardcastle); and (24) "Electronic Conferencing in an Interdisciplinary Humanities Course" (Mary Ann Krajcnik Crawford; Kathleen Geissler; M. Rini Hughes; Jeffrey Miller). A glossary and an index are included. (NKA)

The authors of Thinking Strategically demonstrate how to apply the principles in game theory to achieve greater personal and professional successes, drawing on a diverse array of case studies to explain how to develop a win-oriented way of seeing the world.

Outliers

The True Story of the Jamaican Slave Who Became Samuel Johnson's Heir

Designing Effective Mathematics Instruction

The Copyeditor's Handbook

You Can Choose to be Happy

Freedom by the Sword

A Game Designer's Guide to Virtual Sensation

Designed as a self-study resource, this handbook guides readers through nine categories of instructional strategies proven to improve student achievement. Sections 1-9 address the nine categories of instructional strategies that can be applied to all types of content, at all grade levels, and with all types of students: Identifying similarities and differences; Summarizing and note taking; Reinforcing effort and providing recognition; Homework and practice; Representing knowledge; Learning groups; Setting objectives and providing feedback; Generating and testing hypotheses; and Cues, questions, and advance organizers. For each of the nine categories, exercises, brief questionnaires, tips and recommendations, samples, worksheets, rubrics, and other tools are provided. For elementary and middle school teachers, counselors, evaluators, and administrators.

The Civil War changed the United States in many ways—economic, political, and social. Of these changes, none was more important than Emancipation. Besides freeing nearly four million slaves, it brought agricultural wage labor to a reluctant South and gave a vote to black adult males in the former slave states. It also offered former slaves new opportunities in education, property ownership—and military service. From late 1862 to the spring of 1865, as the Civil War raged on, the federal government accepted more than 180,000 black men as soldiers, something it had never done before on such a scale.Known collectively as the United States Colored Troops and organized in segregated regiments led by white officers, some of these soldiers guarded army posts along major rivers; others fought Confederate raiders to protect Union supply trains, and still others took part in major operations like the Siege of Petersburg and the Battle of Nashville. After the war, many of the black regiments took up posts in the former Confederacy to enforce federal Reconstruction policy. Freedom by the Sword tells the story of these soldiers' recruitment, organization, and service. Thanks to its broad focus on every theater of the war and its concentration on what black soldiers actually contributed to Union victory, this volume stands alone among histories of the U.S. Colored Troops.

Based on Stanford University's well-known competitive exam, this excellent mathematics workbook offers students at both high school and college levels a complete set of problems, hints, and solutions. 1974 edition.

"With the collaboration of a number of dedicated teachers and their students, Susan Empson and Linda Levi have produced a volume that is faithful to the basic principles of CGI while at the same time covering new ground with insight and innovation." -Thomas P. Carpenter This highly anticipated follow-up volume to the landmark Children's Mathematics: Cognitively Guided Instruction addresses the urgent need to help teachers understand and teach fraction concepts. Fractions remain one of the key stumbling blocks in math education, and here Empson and Levi lay a foundation for understanding fractions and decimals in ways that build conceptual learning. They show how the same kinds of intuitive knowledge and sense making that provides the basis for children's learning of whole number arithmetic can be extended to fractions and decimals. Just as they did in Children's Mathematics and Thinking Mathematically, Empson and Levi provide important insights into children's thinking and alternative approaches to solving problems. Three themes appear throughout the book: building meaning for fractions and decimals through discussing and solving word problems the progression of children's strategies for solving fraction word problems and equations from direct modeling through relational thinking designing instruction that capitalizes on students' relational thinking strategies to integrate algebra into teaching and learning fractions. With illuminating examples of student work, classroom vignettes, "Teacher Commentaries" from the field, sample problems and instructional guides provided in each chapter, you'll have all the tools you need to teach fractions and decimals with understanding and confidence.

Social Science Learning in Schools

The U.S. Colored Troops, 1862-1867

Practice & Law

Psychology 2e

Schools of Curious Delight

Toward a Lean and Lively Calculus

Education for Life and Work

An introduction to research in education text, this book helps students to master the basic competencies necessary to understand and evaluate the research of others, and shows them how to plan and conduct original research.

Rev. ed. of Designing effective mathematics instruction / Marcy Stein, Jerry Silbert, Douglas Carnine, 3rd ed., 1997.

The images in this textbook are in grayscale. There is a color version available - search for ISBN 97811680922370. Psychology is designed to meet scope and sequence requirements for the single-semester introduction to psychology course. The book offers a comprehensive treatment of core concepts, grounded in both classic studies and current and emerging research. The text also includes coverage of the DSM-5 in examinations of psychological disorders. Psychology incorporates discussions that reflect the diversity within the discipline, as well as the diversity of cultures and communities across the globe.

Briefly describes Admiral Rickover's complex personality, explains how he helped create the nuclear Navy, and traces the development of nuclear powered vessels

The Power to Predict Who Will Click, Buy, Lie, or Die

Rickover and the Nuclear Navy

Perspective and Challenges

Covert Persuasion

Principles and Practices

New Thinking About Children

Fractions and Decimals

Americans have long recognized that investments in public education contribute to the common good, enhancing national prosperity and supporting stable families, neighborhoods, and communities. Education is even more critical today, in the face of economic, environmental, and social challenges. Today's children can meet future challenges if their schooling and informal learning activities prepare them for adult roles as citizens, employees, managers, parents, volunteers, and entrepreneurs. To achieve their full potential as adults, young people need to develop a range of skills and knowledge that facilitate mastery and application of English, mathematics, and other school subjects. At the same time, business and political leaders are increasingly asking schools to develop skills such as problem solving, critical thinking, communication, collaboration, and self-management - often referred to as "21st century skills." Education for Life and Work: Developing Transferable Knowledge and Skills in the 21st Century describes this important set of key skills that increase deeper learning, college and career readiness, student-centered learning, and higher order thinking. These labels include both cognitive and non-cognitive skills—such as critical thinking, problem solving, collaboration, effective communication, motivation, persistence, and learning to learn. 21st century skills also include creativity, innovation, and ethics that are important to later success and may be developed in formal or informal learning environments. This report also describes how these skills relate to each other and to more traditional academic skills and content in the key disciplines of reading, mathematics, and science. Education for Life and Work: Developing Transferable Knowledge and Skills in the 21st Century summarizes the findings of the research that investigates the importance of such skills to success in education, work, and other areas of adult responsibility and that demonstrates the importance of developing these skills in K-16 education. In this report, features related to learning these skills are identified, which include teacher professional development, curriculum, assessment, after-school and out-of-school programs, and informal learning centers such as exhibits and museums.

Through a wide range of examples, from literature to social media, the book explores how meaning and communication interact.

Dearborn's Practice and Law supplements are the premier source for current and detailed information about state real estate license laws and regulations. These state specific supplements work in conjunction with any of Dearborn's best selling principles texts, including: "Modern Real Estate Practice, Real Estate Fundamentals, or "Mastering Real Estate Principles.

REVEL™ for Communicating in Small Groups: Principles and Practices balances the principles of small group communication with real-world applications. With an emphasis on practical examples, technology, and ethical collaboration, REVEL for Communicating in Small Groups helps readers enhance their performance in groups and teams, while giving them insight into why group and team members communicate as they do. REVEL is Pearson 's newest way of delivering our respected content. Fully digital and highly engaging, REVEL offers an immersive learning experience designed for the way today's students read, think, and learn. Enlivening course content with media interactives and assessments, REVEL empowers educators to increase engagement with the course, and to better connect with students. NOTE: REVEL is a fully digital delivery of Pearson content. This ISBN is for the standalone REVEL access card. In addition to this access card, you will need a course invite link, provided by your instructor, to register for and use REVEL.

The Art of Strategy

The Story of Success

A Handbook for Classroom Instruction That Works

Communicating in Small Groups

Discrete Mathematics

Rhode Island School of Design on Creative Practice

Extending Children's Mathematics

Dr. Stevens' research identifies specific learnable beliefs and skills—not general, inherited traits—that cause people to be happy and successful.

Describes the world's leading approach to art and design taught at Rhode Island School of Design At Rhode Island School of Design students are immersed in a culture where making questions, ideas, and objects, using and inventing materials, and activating experience all serve to define a form of critical thinking—albeit with one's hands—i.e. "critical making." The Art of Critical Making, by RISD faculty and staff, describes fundamental aspects of RISD's approach to "critical making" and how this can lead to innovation. The process of making taught at RISD is deeply introspective, passionate, and often provocative. This book illuminates how RISD nurtures the creative process, from brief or prompt to outcome, along with guidance on the critical questions and research that enable making great works of art and design. Explores the conceptual process, idea research, critical questions, and iteration that RISD faculty employ to educate students to generate thoughtful work Authors are from the faculty and staff of the Rhode Island School of Design, which consistently ranks as the number one fine arts and design college in the United States The Art of Critical Making shows you how context, materials, thought processes, and self-evaluation are applied in this educational environment to produce creative, individual, and meaningful works.

This reading program identifies at-risk children in kindergarten and grade 1 and provides intervention to improve reading achievement.

The One Best System presents a major new interpretation of what actually happened in the development of one of America's most influential institutions. At the same time it is a narrative in which the participants themselves speak out: farm children and factory workers, frontier teachers and city superintendents, black parents and elite reformers. And it encompasses both the achievements and the failures of the system: the successful assimilation of immigrants, racism and class bias; the opportunities offered to some, the injustices perpetuated for others. David Tyack has placed his colorful, wide-ranging view of history within a broad new framework drawn from the most recent work in history, sociology, and political science. He looks at the politics and inertia, the ideologies and power struggles that formed the basis of our present educational system. Using a variety of social perspectives and methods of analysis, Tyack illuminates for all readers the change from village to urban ways of thinking and acting over the course of more than one hundred years.

Elementary and Beyond

A Guide for Book Publishing and Corporate Communications

Theory and Practice

Early Reading Intervention

Scientific Research in Education

Introduction to Research in Education

Creativity in the Classroom

First Published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Researchers, historians, and philosophers of science have debated the nature of scientific research in education for more than 100 years. Recent enthusiasm for "evidence-based" policy and practice in education€ now codified in the federal law that authorizes the bulk of elementary and secondary education programs€ have brought a new sense of urgency to understanding the ways in which the basic tenets of science manifest in the study of teaching, learning, and schooling. Scientific Research in Education describes the similarities and differences between scientific inquiry in education and scientific inquiry in other fields and disciplines and provides a number of examples to

illustrate these ideas. Its main argument is that all scientific endeavors share a common set of principles, and that each field“including education research“develops a specialization that accounts for the particulars of what is being studied. The book also provides suggestions for how the federal government can best support high-quality scientific research in education.

From the bestselling author of *Blink* and *The Tipping Point*, Malcolm Gladwell's *Outliers: The Story of Success* overturns conventional wisdom about genius to show us what makes an ordinary person an extreme overachiever. Why do some people achieve so much more than others? Can they lie so far out of the ordinary? In this provocative and inspiring book, Malcolm Gladwell looks at everyone from rock stars to professional athletes, software billionaires to scientific geniuses, to show that the story of success is far more surprising, and far more fascinating, than we could ever have imagined. He reveals that it's as much about where we're from and what we do, as who we are - and that no one, not even a genius, ever makes it alone. *Outliers* will change the way you think about your own life story, and about what makes us all unique. Gladwell is not only a brilliant storyteller; he can see what those stories tell us, the lessons they contain' Guardian 'Malcolm Gladwell is a global phenomenon ... he has a genius for making everything he writes seem like an impossible adventure' Observer 'He is the best kind of writer - the kind who makes you feel like you're a genius, rather than he's a genius' The Times

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (rhythm signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Game Feel

Direct Instruction Mathematics

Predictive Analytics

EL-HI Textbooks in Print

With Hints and Solutions

Developing Transferable Knowledge and Skills in the 21st Century

A Course in Enumeration

The fourth edition of this well-known text continues the mission of its predecessors "to help teachers link creativity research and theory to the everyday activities of classroom teaching. Part I (chs 1-5) includes information on models and theories of creativity, characteristics of creative people, and talent development. Part II (chapters 6-10) includes strategies explicitly designed to teach creative thinking, to weave creative thinking into content area instruction, and to organize basic classroom activities (grouping, lesson planning, assessment, motivation and classroom organization) in ways that support students' creativity. Changes in this Edition: Improved Organization -- This edition has been reorganized from 8 to 10 chapters allowing the presentation of theoretical material in clearer, more manageable chunks. New Material "In addition to general updating, there are more examples involving middle and secondary school teaching, more examples linking creativity to technology, new information on the misdiagnosis of creative students as ADHD, and more material on cross-cultural concepts of creativity, collaborative creativity, and linking creativity to state standards. Pedagogy & Design "Chapter-opening vignettes, within-chapter reflection questions and activities, sample lesson ideas from real teachers, and end-of-chapter journaling activities help readers adapt content to their own teaching situations. Also, a larger trim makes the layout more open and appealing and a single end-of-book reference section makes referencing easier. Targeted specifically to educators (but useful to others), this book is suitable for any course that deals wholly or partly with creativity in teaching, teaching the gifted and talented, or teaching thinking and problem solving. Such courses are variously found in departments of special education, early childhood education, curriculum and instruction, or educational psychology.

Game Theory Through Examples

Maryland Real Estate

Educational Psychology