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55 Technology Projects for the Digital Classroom--Vol. I Classroom Connect Newsletter
Gerontological Nursing Competencies for Care From Curiosity to Deep Learning Internet Kids & Family Yellow Pages, 2001 Edition PC World An Introduction to Game Studies Psychotherapy for Families after Brain Injury Net-mom's Internet Kids & Family Yellow Pages Searcher Reading in a Participatory Culture The Amazing Lola Imagine Criminology The Jigsaw Puzzle Tops & Bottoms Joy of Zentangle K-8 Digital Citizenship Curriculum Life is Tremendous Photomosaics Legacy of Luna Cabal Dark Curse AgeEsteem Front-End Vision and Multi-Scale Image Analysis Print, Pattern, Sew To Live or to Perish Forever Annie Granite The Cult of LEGO Origins of Marvel Comics Frontier Investor Always a Princess (Disney Princess) Becoming Male in the Middle Ages Sew Very Easy Quilt Favorites Three-Dimensional Electron Microscopy of Macromolecular Assemblies Positive Intelligence Finding Serenity The Same Ax, Twice Books I Have Read & Books I Want to Read

The Amazing Lola" is based on a very real friendship between two cherished old friends... a fluffy, friendly dog named Casey and a rather remarkable little black cat named Lola. It's a tale for animal lovers of all ages, but perhaps best appreciated by 3-5 year-olds....especially when read aloud by Mom or Dad at story time. Create bold block prints for a completely custom wardrobe--print fabrics, customize patterns, and sew garments that truly express your own style. This book offers: • Clear

how-to instructions for carving motifs from soft blocks, plus 13 designs to get you started • A guide to printing on fabric and construct repeating patterns • 13 projects and full-size patterns for garments and accessories for a complete hand-printed wardrobe Infuse your everyday style with more color, more pattern, and more personality. Printmaker and textile designer Jen Hewett presents her distinctive process for block-printing yards of fabric with garment sewing in mind. Explore the process of designing and printing fabric through step-by-step instruction on carving blocks and printing pattern repeats. Hewett makes creating custom, hand-printed fabric approachable and doable. Inspired by her California home, Hewett's designs reference the plants and landscape around her through botanical motifs, organic shapes, and a bold graphic quality. Paired with a playful use of color, the pattern designs here offer the perfect place to start with block-printing. Once you've printed your fabric, it's time to sew. With sewing patterns for simple garments and accessories, you'll discover the play between fabric and finished project and work toward building a highly customizable wardrobe. With step-by-step photos, clear instructions, and full-size sewing patterns this is a complete guide to sewing clothes that truly reflect your style and personality. A wide-ranging inquiry into the nature and possibility of restoration. A great elixir to feel happy and healthy is to live your age with passion and purpose. The beauty and excitement for life that we associate with youth exudes from within. This same zest for living also keeps the rest of us attractive and dynamic. It's not a question of age but of age-esteem. How we feel about ourselves in relation to our age governs our well being. Living with passion and purpose promotes both quality and longevity. Bonnie Fatio provokes a positive image of age being synonymous with confidence and self-esteem. Threading inspirational real life vignettes, examples of people who model age-esteem, humor and facts she shares the Secrets of AgeEsteem and challenges you to take action. In The Cult

of LEGO, Wired's GeekDad blogger John Baichtal and BrickJournal founder Joe Meno take you on a magnificent, illustrated tour of the LEGO® community, its people, and their creations. The Cult of LEGO introduces us to fans and builders from all walks of life. People like professional LEGO artist Nathan Sawaya; enigmatic Dutch painter Ego Leonard (who maintains that he is, in fact, a LEGO minifig); Angus MacLane, a Pixar animator who builds CubeDudes, instantly recognizable likenesses of fictional characters; Brick Testament creator Brendan Powell Smith, who uses LEGO to illustrate biblical stories; and Henry Lim, whose work includes a series of models recreating M.C. Escher lithographs and a full-scale, functioning LEGO harpsichord. Marvel at spectacular LEGO creations like: -A life-sized Stegosaurus and an 80,000-brick T. Rex skeleton -Detailed microscale versions of landmarks like the Acropolis and Yankee Stadium -A 22-foot long, 350-pound re-creation of the World War II battleship Yamato -A robotic, giant chess set that can replay historical matches or take on an opponent -A three-level, remote-controlled Jawa Sandcrawler, complete with moving conveyor belt Whether you're a card-carrying LEGO fanatic or just thinking fondly about that dusty box of LEGO in storage, The Cult of LEGO will inspire you to take out your bricks and build something amazing. A boxed set of Disney Princess sturdy board books! The Disney princesses from The Princess and the Frog, The Little Mermaid, Cinderella, and Tangled each star in their very own sturdy board book. Little children ages 0 to 3 will love carrying this pretty boxed set of four books around by the convenient handle. It makes a great gift! This flexi-bound, covetable notebook for book lovers is published in association with the British Library and is illustrated with images from Olga Hirsch decorative papers from their collection. Organized alphabetically with plenty of writing space to note details and observations of books read, it also include listings for favourite books, websites and shops, and an events planner, plus sections for recording Book Group details and free

notes. Classic quotes on reading are scattered throughout, making this the perfect gift for any book lover. Chamine exposes how your mind is sabotaging you and keeping you from achieving your true potential. He shows you how to take concrete steps to unleash the vast, untapped powers of your mind. Whether caused by illness, accident, or incident, brain injury requires multi-tiered resources for the patient and considerable external care and support. When recovery is sidelined by depression, anger, grief, or turmoil, family members and the support network have critical roles to play and need their own guidance and compassionate therapeutic interventions. Psychotherapy for Families after Brain Injury offers theoretical frameworks and eclectic techniques for working effectively with adult patients and their families at the initial, active and post-treatment phases of rehabilitation. This practical reference clarifies roles and relationships of the support network in interfacing with the loved one and addresses the understandably devastating and sometimes derailing emotions and psychosocial adversities. The content promotes psychoeducation and guided exercises, delineates “helpful hints” and coping tools and proffers multimedia resources to overcome hurdles. Constructs of awareness, acceptance and realism for all parties are woven throughout, along with ideas to enhance the support network’s commitment, adjustment, positivity, hope and longevity. Case excerpts, instructive quotes from caregivers and nuggets of clinical advice assist in analyzing these and other topics in salient detail: The impact of brain injury on different family members. Treatment themes in early family sessions. Family therapy for moderate to severe brain injury, concussion and postconcussion syndrome. Family therapy after organic brain injury: stroke, anoxia, tumor, seizure disorders. Family group treatment during active rehabilitation. End-of-life and existential considerations and positive aspects of care giving. Aftercare group therapy for long-term needs. The hands-on approach demonstrated in Psychotherapy for Families after Brain Injury will

enhance the demanding work of a range of professionals, including neuropsychologists, clinical psychologists, rehabilitation psychologists, family therapists, marriage and family counselors, psychiatrists, behavioral/mental health counselors, clinical social workers, rehabilitation specialists such as speech-language pathologists, physical and occupational therapists, and graduate students in the helping professions. Zentangle(R) is an easy-to-learn method of pattern drawing that reduces stress while promoting creativity. This book will introduce readers to the basic theory of Zentangle and provide instructions for drawing over 100 tangle patterns from such Certified Zentangle Teachers as Suzanne McNeill, Sandy Steen Bartholomew, and Marie Browning. This beautiful book is filled with examples of Zentangle drawings as well as other art projects and compelling stories from those who have improved their well-being through Zentangle. Hare solves his family's problems by tricking rich and lazy Bear in this funny, energetic version of an old slave story. With roots in American slave tales, *Tops & Bottoms* celebrates the trickster tradition of using one's wits to overcome hardship. "As usual, Stevens' animal characters, bold and colorful, are delightful. . . . It's all wonderful fun, and the book opens, fittingly, from top to bottom instead of from side to side, making it perfect for story-time sharing."--Booklist

An Introduction to Game Studies is the first introductory textbook for students of game studies. It provides a conceptual overview of the cultural, social and economic significance of computer and video games and traces the history of game culture and the emergence of game studies as a field of research. Key concepts and theories are illustrated with discussion of games taken from different historical phases of game culture. Progressing from the simple, yet engaging gameplay of Pong and text-based adventure games to the complex virtual worlds of contemporary online games, the book guides students towards analytical appreciation and critical engagement with gaming and game studies. Students will learn to: -

Understand and analyse different aspects of phenomena we recognise as 'game' and play' - Identify the key developments in digital game design through discussion of action in games of the 1970s, fiction and adventure in games of the 1980s, three-dimensionality in games of the 1990s, and social aspects of gameplay in contemporary online games - Understand games as dynamic systems of meaning-making - Interpret the context of games as 'culture' and subculture - Analyse the relationship between technology and interactivity and between 'game' and 'reality' - Situate games within the context of digital culture and the information society With further reading suggestions, images, exercises, online resources and a whole chapter devoted to preparing students to do their own game studies project, *An Introduction to Game Studies* is the complete toolkit for all students pursuing the study of games. The companion website at www.sagepub.co.uk/mayra contains slides and assignments that are suitable for self-study as well as for classroom use. Students will also benefit from online resources at www.gamestudiesbook.net, which will be regularly blogged and updated by the author. Professor Frans Mäyrä is a Professor of Games Studies and Digital Culture at the Hypermedia Laboratory in the University of Tampere, Finland. The all-in-one K-8 toolkit for the lab specialist, classroom teacher and homeschooler, with a years-worth of simple-to-follow projects. Integrate technology into language arts, geography, history, problem solving, research skills, and science lesson plans and units of inquiry using teacher resources that meet NETS-S national guidelines and many state standards. The fifty-five projects are categorized by subject, program (software), and skill (grade) level. Each project includes standards met in three areas (higher-order thinking, technology-specific, and NETS-S), software required, time involved, suggested experience level, subject area supported, tech jargon, step-by-step lessons, extensions for deeper exploration, troubleshooting tips and project examples including reproducibles. Tech programs used are KidPix,

all MS productivity software, Google Earth, typing software and online sites, email, Web 2.0 tools (blogs, wikis, internet start pages, social bookmarking and photo storage), Photoshop and Celestia. Also included is an Appendix of over 200 age-appropriate child-friendly websites. Skills taught include collaboration, communication, critical thinking, problem solving, decision making, creativity, digital citizenship, information fluency, presentation, and technology concepts. In short, it's everything you'd need to successfully integrate technology into the twenty-first century classroom. See the publisher's website at structuredlearning.net for free downloads and more details. Presents twenty-five composite photographic images that unite the technology of image manipulation by computer with the art of photography, and discusses the techniques used in each "In an era where personalized learning has often come to be associated with isolated one-to-one device technology, we thirst for this personal, constructivist, collaborative approach to digital inquiry." --Stephanie Harvey From *Curiosity to Deep Learning: Personal Digital Inquiry in Grades K-5* reveals the powerful learning that results when you integrate purposeful technology into a classroom culture that values curiosity and deep learning. The centerpiece of this practical guide is Personal Digital Inquiry (PDI), a framework developed by Julie Coiro and implemented in classrooms by her co-authors, Elizabeth Dobler and Karen Pelekis. Clear, detailed examples offer ideas for K-5 teachers and school librarians to support their teaching. Personal emphasizes the significance of the personal relationship between teachers and students, and the role that students have in the learning process. Digital reflects the important role that digital texts and tools have come to play in both learning and teaching with inquiry. Inquiry lies at the core of PDI, because learners grow and change with opportunities to identify problems, generate personal wonderings, and engage in collaborative dialogue, making learning relevant and lasting. From *Curiosity to Deep Learning: Personal Digital*

Inquiry in Grades K-5 shows you how to integrate inquiry with a range of digital tools and resources that will create a dynamic classroom for both you and your students. Learn quilting basics from a YouTube sensation and practice your skills with 12 fun projects suitable for all skill levels. Her instructional videos have inspired thousands to start sewing. Now for the first time, sew-lebrity Laura Coia shares written patterns for the most loved video tutorials on her "Sew Very Easy" YouTube channel! Learn the basics of quilt making, from cutting and pressing to borders and finishing. Then practice your skills with a dozen beautiful projects—quilts you'll come back to time and time again—all suitable for beginners and beyond. This highly acclaimed criminology text presents an up-to-date review of rational choice theories, including deterrence, shaming, and routine activities. Three-Dimensional Electron Microscopy of Macromolecular Assemblies is the first systematic introduction to single-particle methods of reconstruction. It covers correlation alignment, classification, 3D reconstruction, restoration, and interpretation of the resulting 3D images in macromolecular assemblies. It will be an indispensable resource for newcomers to the field and for all using or adopting these methods. Key Features * Presents methods that offer an alternative to crystallographic techniques for molecules that cannot be crystallized * Describes methods that have been instrumental in exploring the three-dimensional structure of * the nuclear pore complex * the calcium release channel; * the ribosome * chaperonins Presenting a series of essays about the cancelled television program "Firefly," discussing the cult appeal of its characters, the difficulties of its plot, and the conflict between its creator and television executives which caused its run to be short-lived. Many approaches have been proposed to solve the problem of finding the optic flow field of an image sequence. Three major classes of optic flow computation techniques can be discriminated (see for a good overview Beauchemin and Barron |Beauchemin19951): gradient based (or

differential) methods; phase based (or frequency domain) methods; correlation based (or area) methods; feature point (or sparse data) tracking methods; In this chapter we compute the optic flow as a dense optic flow field with a multi scale differential method. The method, originally proposed by Florack and Nielsen [Florack1998a] is known as the Multiscale Optic Flow Constraint Equation (MOFCE). This is a scale space version of the well known computer vision implementation of the optic flow constraint equation, as originally proposed by Horn and Schunck [Horn1981]. This scale space variation, as usual, consists of the introduction of the aperture of the observation in the process. The application to stereo has been described by Maas et al. [Maas 1995a, Maas 1996a]. Of course, difficulties arise when structure emerges or disappears, such as with occlusion, cloud formation etc. Then knowledge is needed about the processes and objects involved. In this chapter we focus on the scale space approach to the local measurement of optic flow, as we may expect the visual front end to do.

17. 2 Motion detection with pairs of receptive fields

As a biologically motivated start, we begin with discussing some neurophysiological findings in the visual system with respect to motion detection. "Gerontological Nursing: Competencies for Care, Fourth Edition focuses on caring for the elderly by employing a holistic and interdisciplinary approach. The text follows the framework of the core competencies for baccalaureate nursing education published by the American Association of Colleges of Nursing (AACN) and the John A. Hartford Foundation Institute for Geriatric Nursing. This framework is structured to ensure nursing students attain the recommended knowledge to achieve the competencies necessary to provide excellent care to older adults."--Page 4 de la couverture. Where are the next decade's greatest investment opportunities? Veteran investor Marko Dimitrijevic argues that they can be found in frontier markets, which account for seventy-one of the world's seventy-five fastest-growing economies and 19 percent of the world's GDP. Yet many

investors ignore them. Fueled by new access to technology and information, frontier markets are emerging even faster than their predecessors, making them an essential component of a globally diversified portfolio. In *Frontier Investor*, Dimitrijevic shows through colorful case studies, compelling charts, and fascinating travel anecdotes that it is not only possible but prudent to invest in these unfamiliar and undervalued options. Dimitrijevic explains how frontier markets such as Nigeria, Panama, and Bangladesh are poised to follow the similar paths of Chinese, Indian, and Russian markets, which were considered exotic two decades ago. He details a strategy for how and where to invest, directly or indirectly, to profit from frontier growth. Dimitrijevic covers the risks, political and otherwise, of these markets, the megatrends that promise exciting investment opportunities in the coming years, and the prospects for countries beyond the frontier, including Myanmar, Cuba, and even Iran. Rich with experience and insight, *Frontier Investor* opens up a whole new world—and worldview—to investors. Building on the groundbreaking research of the MacArthur Foundation's Digital Media and Learning initiative, this book crosses the divide between digital literacies and traditional print culture to engage a generation of students who can read with a book in one hand and a mouse in the other. *Reading in a Participatory Culture* tells the story of an innovative experiment that brought together playwright and director Ricardo Pitts-Wiley, Melville scholar Wyn Kelley, and new media scholar Henry Jenkins to develop an exciting new curriculum to reshape the middle- and high-school English language arts classroom. This book offers highlights from the resources developed for teaching Herman Melville's *Moby-Dick* and outlines basic principles of design, implementation, and assessment that can be applied to any text. Originally created as an educational tool for children in the 1700s, jigsaw puzzles developed into a national craze during the Great Depression. A renowned puzzle expert pieces together the origins of this

beloved pastime and examine the minds of such famous puzzlers as Queen Elizabeth II, Bill Gates, and Stephen King. Includes illustrations and photos. 0-425-19820-0\$22.95 / Penguin Group #1 New York Times bestselling author Christine Feehan freezes the blood in this fiercely sensual Carpathian novel... Born into a world of evil and ice, Dragonseeker Lara Calladine is a child of three species yet belonging to none. She walked her chosen path alone, trusting no one. For beyond the frozen hell of her youth were even greater dangers. Today, an expert in the study of ice caves, Lara searches for the source of her nightmares. Nicolas De La Cruz can help her. Though centuries of hunting and killing have taken their toll, he longs to feel sensual love without the hunger for blood. As Lara and Nicolas search the treacherous Carpathian landscape, their tenuous trust shifts into an undeniable passion. But their mysterious pasts share a secret that could destroy them both... INCLUDES BONUS CONTENT! This songbook of 14 songs from the much-loved Broadway musical and classic motion picture, Annie has been expertly arranged for piano and voice. This is the eBook version of the original, official edition. Including all-time favourites from Charles Strouse and Martin Charnin such as Tomorrow and It's The Hard-Knock Life. Contents: Annie Easy Street I Don't Need Anything But You I Think I'm Gonna Like It Here It's The Hard-Knock Life Little Girls Maybe A New Deal For Christmas N.Y.C Something Was Missing Tomorrow We'd Like To Thank You, Herbert Hoover You Won't Be An Orphan For Long You're Never Fully Dressed Without A Smile 9 grade levels. 17 topics. 46 lessons. 46 projects. A year-long curriculum that covers everything you need to discuss on internet safety and efficiency. Digital Citizenship—probably one of the most important topics students will learn between kindergarten and 8th and too often, teachers are thrown into it without a roadmap. Well, here it is—your guide to what our children must know at what age to thrive in the community called the internet. It's a roadmap for blending all pieces into a cohesive, effective

student-directed cyber-learning experience that accomplishes ISTE's general goals On December 18, 1999, Julia Butterfly Hill's feet touched the ground for the first time in over two years, as she descended from "Luna," a thousand-year-old redwood in Humboldt County, California. Hill had climbed 180 feet up into the tree high on a mountain on December 10, 1997, for what she thought would be a two- to three-week-long "tree-sit." The action was intended to stop Pacific Lumber, a division of the Maxxam Corporation, from the environmentally destructive process of clear-cutting the ancient redwood and the trees around it. The area immediately next to Luna had already been stripped and, because, as many believed, nothing was left to hold the soil to the mountain, a huge part of the hill had slid into the town of Stafford, wiping out many homes. Over the course of what turned into an historic civil action, Hill endured El Nino storms, helicopter harassment, a ten-day siege by company security guards, and the tremendous sorrow brought about by an old-growth forest's destruction. This story--written while she lived on a tiny platform eighteen stories off the ground--is one that only she can tell. Twenty-five-year-old Julia Butterfly Hill never planned to become what some have called her--the Rosa Parks of the environmental movement. She never expected to be honored as one of Good Housekeeping's "Most Admired Women of 1998" and George magazine's "20 Most Interesting Women in Politics," to be featured in People magazine's "25 Most Intriguing People of the Year" issue, or to receive hundreds of letters weekly from young people around the world. Indeed, when she first climbed into Luna, she had no way of knowing the harrowing weather conditions and the attacks on her and her cause. She had no idea of the loneliness she would face or that her feet wouldn't touch ground for more than two years. She couldn't predict the pain of being an eyewitness to the attempted destruction of one of the last ancient redwood forests in the world, nor could she anticipate the immeasurable strength she would

gain or the life lessons she would learn from Luna. Although her brave vigil and indomitable spirit have made her a heroine in the eyes of many, Julia's story is a simple, heartening tale of love, conviction, and the profound courage she has summoned to fight for our earth's legacy. Cabal is the story of Boone, a tortured soul haunted by the conviction that he has committed atrocious crimes. In a necropolis in the wilds of Canada, he seeks refuge and finds the last great creatures of the world - the shape-shifters known as the Nightbreed. They are possessed of unearthly powers-and so is Boone. In the hunt for Boone, they too will be hunted. Now only the courage of this strange human can save them from extinction. And only the undying passion of a woman can save Boone from his own corrupting hell... This novella is the basis for the Major Motion Picture - Nightbreed. Shares the story of Granite, a dog raised by Susan Butcher to become the leader of her sled dog team, discussing his weakness as a puppy, the potential she nurtured in him, the injury and illness that nearly killed the dog, and his heroic feat in leading Susan and the team through a blizzard to victory in the Iditarod race. Imagine art that permeates society, challenging conventional thinking and standard morals to their core. What if this art was created by Christians? In this revised and expanded edition of a contemporary classic, Steve Turner shares his bold vision for Christians in the arts. If Jesus is Lord of all of life and creation, then art is part of his cultural mandate. Lists and reviews Web sites covering art, science, pets, recreation, codes and ciphers, dinosaurs, games, history, careers, math, pen pals, religion, education, sports, toys, and weather. "The next best thing to having a vast reference library--and the librarian--in your own home."--San Diego Minion Tribune. A family-friendly resource providing more than 3,500 reviewed and approved children's and family Web sites, plus helpful parenting and Net safety tips. Renowned author Jean Armour Polly is the creator of the identity and brand NetMom, under which she consults with America Online, Disney

Online, and many other major Internet interests. Companion Web site supplements content and provides additional related Internet links. Engages children by offering Internet-related trivia questions, along with opportunities to explore possibilities career ideas, and more. A gritty, lively, and revelatory look inside the crucial and volatile nation of Pakistan *In To Live or to Perish Forever*, Nicholas Schmidle takes readers to Pakistan's rioting streets, to Taliban camps in the North-West Frontier Province, and on many surprising adventures as he provides a contemporary history of this country long riven by internal conflict. With the intimacy and good humor available only to the most fearless and open-eyed reporters, Schmidle narrates what was arguably the most turbulent period of Pakistan's recent history, a time when President Pervez Musharraf lost his power and the Taliban found theirs, and when Americans began to realize that Pakistan's fate is inextricably linked with our own. In February 2006 Schmidle had traveled to Pakistan hoping to learn about the place dubbed "the most dangerous country in the world." It was while there that he befriended a radical cleric (who became an enemy of the state and was killed), came to crave the smell of tear gas (because it assured him that he was sufficiently close to the action), and in the end, was deported by the Pakistani authorities, managed to get back into the country, and was chased out a second time. First published in 1997. Most work in gender studies has focused on women. This volume brings together various forms of gender theory, especially feminist and queer theory, to explore how men made cultures and culture made men, in the Middle Ages.

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