Mio Primo Libro Di Coding Per La Scuola Elementare Con E Book Con Espansione Online

From the editors of Brain Quest, America's #1 educational bestseller! This Big Fat Notebook makes it all "sink in" with key concepts, mnemonic devices, definitions, diagrams, and doodles to help you understand computer science. Including: Computing systems Binary code Algorithms Computational thinking Loops, events, and procedures Programming in Scratch and Python Boolean Expressions Web development Cybersecurity HTML CSS …and more! The Big Fat Notebook series is built on a simple and irresistible conceit—borrowing the notes from the smartest kid in class. Each book in the series meets Common Core State Standards, Next Generation Science Standards, and state history standards, and are vetted by National and State Teacher of the Year Award–winning teachers. They make learning fun and are the perfect next step for every kid who grew up on Brain Quest.

The Split Editions of Life offer 6 units of the Student's Book and 6 units of the Workbook together with all 12 videos from the Student's Book on one DVD as well as the complete Workbook Audio CD. Combo Split A is units 1 ee 6.

Questo libro prende in esame gli argomenti di geometria analitica della scuola secondaria di primo grado e mostra come tali elementi di geometria analitica possono essere costruiti con Scratch. Gli alunni, insieme a docente, possono apprendere i fondamenti della programmazione con l'utilizzo della piattaforma Scratch. Retta, parabola, poligoni, circonferenza, angoli, iperbole ed altri ancora, sono gli argomenti affrontati nel testo. Ogni progetto Scratch del libro è spiegato passo passo, proprio per dare la possibilità ai docenti e ai ragazzi, di poter ricostruire altri progetti similari e capire le potenzialità che possiedono diversi blocchi di Scratch. Questo testo è stato quindi pensato per i docenti di matematica, ha lo scopo di far loro utilizzare Scratch insieme agli alunni in modo che sperimentino loro stessi ciò che apprendono teoricamente; possano vedere come costruire un programma che realizzi ciò che stanno apprendendo con la geometria analitica. Questo libro prende in esame gli argomenti di geometria analitica della scuola secondaria di primo grado e mostra come tali elementi di geometria analitica possono essere costruiti con Scratch. Gli alunni, insieme a docente, possono apprendere i fondamenti della programmazione con l'utilizzo della piattaforma Scratch. Retta, parabola, poligoni, circonferenza, angoli, iperbole ed altri ancora, sono gli argomenti affrontati nel testo. Ogni progetto Scratch del libro è spiegato passo passo, proprio per dare la possibilità ai docenti e ai ragazzi, di poter ricostruire altri progetti similari e capire le potenzialità che possiedono diversi blocchi di Scratch. Questo testo è stato quindi pensato per i docenti di matematica, ha lo scopo di far loro utilizzare Scratch insieme agli alunni in modo che sperimentino loro stessi ciò che apprendono teoricamente; possano vedere come costruire un programma che realizzi ciò che stanno apprendendo con la geometria analitica.

The core idea for this book is the use of operative verbs as tools for designing space. These operative verbs abstract the idea of spatial formation to its most basic terms, allowing for an objective approach to create the foundation for subjective spatial design. Examples of these verbs are expand, inflate, nest, wist, lift, embed, merge and many more. Together they form a visual dictionary decoding the syntax of spatial verbs. The verbs are illustrated with three-dimensional diagrams and pictures of designs which show the verbs 'in action'. This approach was devised, tested, and applied to architectural studio instruction by Anthony Di Mari and Nora Yoo while teaching at Harvard University's Career Discovery Program in Architecture in 2010. As instructors and as recent graduates, they saw a need for this kind of catalogue from both sides - as a reference manual applicable to design students in all stages of their studies, as well as a teaching tool for instructors to help students understand the strong spatial potential of abstract operations.

Modelli e materiali da costruire per imparare a studiare meglio

Coding Projects in Python

Teaching Translation from Spanish to English

Guitar Music in Print and Books on the Art of Guitar

Hello ruby

The Guitarist's Resource Guide

An extraordinary biography. A gallery of astonishing work. The legacy of a madman. Philadelphia, the late 1870s. A city of gas lamps, cobblestone streets, and horse-drawn carriages—and home to the controversial surgeon Dr. Spencer Black. The son of a grave robber, young Dr. Black studies at Philadelphia's esteemed Academy of Medicine, where he develops an unconventional hypothesis: What if the world's most celebrated mythological beasts—mermaids, minotaurs, and satyrs—were in fact the evolutionary ancestors of humankind? The Resurrectionist offers two extraordinary books in one. The first is a fictional biography of Dr. Spencer Black, from a childhood spent exhuming corpses through his medical training, his travels with carnivals, and the mysterious disappearance at the end of his life. The second book is Black's magnum opus: The Codex Extinct Animalia, a Gray's Anatomy for mythological beasts—dragons, centaurs, Pegasus, Cerberus—all rendered in meticulously detailed anatomical illustrations. You need only look at these images to realize they are the work of a madman. The Resurrectionist tells his story.

Learn the fundamentals of Delphi to build a variety of solutions for many devices and platforms. Author Marco Breveglieri will provide you with an overview of Delphi, its principles, its environment, and its use of Object Pascal language so that you can harness its versatility. With Delphi Succinctly, the power of Delphi is at your fingertips.

The goal of this book is twofold. On the one hand we want to offer a discussion of some of the more important properties of the nominal projection, on the other hand we want to provide the reader with tools for syntactic analysis which apply to the structure of DP but which are also relevant for other domains of syntax. In order to achieve this dual goal we will discuss phenomena which are related to the nominal projection in relation to other syntactic phenomena (e.g. pro drop will be related to N-ellipsis, the classification of pronouns will be applied to the syntax of possessive pronouns, N-movement will be compared to V-movement, the syntax of the genitive construction will be related to that of predicate inversion etc.). In the various chapters we will show how recent theoretical proposals (distributed morphology, anti-symmetry, checking theory) can cast light on aspects of the syntax of the NP. When necessary, we will provide a brief introduction of these theoretical proposals. We will also indicate problems with these analyses, whether they be inherent to the theories as such (e.g. what is the trigger for movement in antisymmetric approaches) or to the particular instantiations. The book cannot and will not provide the definitive analysis of the syntax of noun phrases. We consider that this would not be possible, given the current flux in generative syntax, with many new theoretical proposals being developed and explored, but the book aims at giving the reader the tools with which to conduct research and to evaluate proposals in the literature. In the discussion of various issues, we will apply the framework that is most adequate to deal with problems at hand. We will therefore not necessarily use the same approach throughout the discussion. Though proposals in the literature will be referred to when relevant, we cannot attempt to provide a critical survey of the literature. We feel that such a survey would be guided too strongly by theoretical choices, which would not be compatible with the pedagogical purposes this book has. The book is comparative in its approach, and data from different languages will be examined, including English, German, Dutch (West-Flemish), Greek, Romance, Semitic, Slavic, Albanian, Hungarian, Gungbe.

This comprehensive guide offers advice on the types of surgery on offer and highlights the many diets that are required prior to surgery. Its main focus is on advice and recipes for after surgery to help the post-op patient maximise their best chance of long-term success with weight-loss and better health.

Mr. Cat's Crazy Day

Atomic Kotlin

The Lost Work of Dr. Spencer Black

A Frozen Guide to Blockly

Hello Ruby: Journey Inside the Computer

The Bariatric Bible

Il lapbook è un insieme dinamico e creativo di materiali che rientra nella sfera del learning by doing (imparare facendo), in cui l'alunno è al centro del proprio apprendimento. Nello specifico, si tratta della costruzione di cartellette di cartoncino di diverse dimensioni e formati che servono per contenere tutti gli elementi realizzati su un argomento. Questi elementi consistono in disegni, fotografie, brevi descrizioni, ecc., che vengono riportati su varie sagome dal nome di «template» e che andranno poi a costituire – posizionati all'interno del lapbook – dei minibook di diversi formati, da consultare per ripassare e consolidare le nozioni, arricchire man mano che lo studio procede, personalizzare come meglio si crede… Tutti i materiali vengono realizzati direttamente dall'alunno, seguendo le indicazioni dell'insegnante. Questo volume propone: • esempi di lapbook • le istruzioni per realizzarli • schemi di template da riprodurre o fotocopiare e ritagliare. Guarda il video di presentazione del libro realizzato dalle autrici PER SAPERNE DI PIÙ : Come imparare e studiare meglio con i lapbook

For both beginning and experienced programmers! From the author of the multi-award-winning Thinking in C++ and Thinking in Java together with a member of the Kotlin language team comes a book that breaks the concepts into small, easy-to-digest "atoms," along with exercises supported by hints and solutions directly inside IntelliJ IDEA! No programming background necessary. Summaries for experienced programmers. Easy steps via very small chapters ("atoms"). Free accompanying exercises/solutions within IntelliJ Idea. Gives you a strong Kotlin foundation. Kotlin is cleaner, more consistent and far more powerful than Java. Increase programming productivity with Kotlin's clear, concise syntax. Produce safer, more reliable programs. Kotlin easily interacts with Java. Effortlessly migrate by adding pieces of Kotlin to an existing Java project. Support for Windows, Mac and Linux. Free version of IntelliJ IDEA includes extensive Kotlin support. Book resources, live seminars, workshops and consulting available at AtomicKotlin.com.

Providing a thorough and comprehensive introduction to the study of photography, this second edition of Photography: The Key Concepts has been expanded and updated to cover more fully contemporary changes to photography. Photography is a part of everyday life; from news and advertisements, to data collection and surveillance, to the shaping of personal and social identity, we are constantly surrounded by the photographic image. Outlining an overview of photographic genres, David Bate explores how these varied practices can be coded and interpreted using key theoretical models. Building upon the genres included in the first edition – documentary, portraiture, landscape, still life, art and global photography – this second edition includes two new chapters on snapshots and the act of looking. The revised and expanded chapters are supported by over three times as many photographs as in the first edition, examining contemporary practices in more detail and equipping students with the analytical skills they need, both in their academic studies and in their own practical work. An indispensable guide to the field, Photography: The Key Concepts is core reading for all courses that consider the place of photography in society, within photographic practice, visual culture, art, media and cultural studies.

"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.

Avventure nel mondo del coding

Noun Phrase in the Generative Perspective

HELLO RUBY

Detour in Detroit

The Key Concepts

Wizardology

This book explains strategies, techniques, legal issues and the relationships between digital resistance activities, information warfare actions, liberation technology and human rights. It studies the concept of authority in the digital era and focuses in particular on the actions of so-called digital dissidents. Moving from the difference between hacking and computer crimes, the book explains concepts of hacktivism, the information war between states, a new form of politics (such as open data movements, radical transparency, crowd sourcing and "Twitter Revolutions"), and the hacking of political systems and of state technologies. The book focuses on the protection of human rights in countries with oppressive regimes.

Python for beginners - you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch - all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up - the only limit is your imagination! Create, Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection.

Teach kids as young as 5 years old the basic programming skills necessary to code, including sequencing and loops, without a computer. It's never too early to learn computer coding. My First Coding Book is a playful introduction to offline coding and programming that will give young children a head start. Filled with puzzles, mazes, and games to teach the basic concepts of sequences, algorithms, and debugging, this book will help children develop critical thinking, logic, and other skills to cement lifelong computer literacy, which is extremely valuable and sought-after in today's world. With its unique approach and colorful and creative imagery, My First Coding Book makes learning and fun one and the same and will have children playing their way to programming proficiency. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

Discover coding with Blockly with the help of friends from Frozen. Step-by-step instructions guide readers through exercises to teach sequencing, debugging, and more. Readers can try out the skills they learn in a code.org companion site--

The Absorbent Mind

Tense and Aspect in Italian Interlanguage

Hello World!

Newton and the Antigravity Formula

My Big Book of Sounds

Scratch a scuola. Geometria analitica secondaria primo grado

How lessons from kindergarten can help everyone develop the creative thinking skills needed to thrive in today's society. In kindergartens these days, children spend more time with math worksheets and phonics flashcards than building blocks and finger paint. Kindergarten is becoming more like the rest of school. In Lifelong Kindergarten, learning expert Mitchel Resnick argues for exactly the opposite: the rest of school (even the rest of life) should be more like kindergarten. To thrive in today's fast-changing world, people of all ages must learn to think and act creatively—and the best way to do that is by focusing on more imagining, creating, playing, sharing, and reflecting, just as children do in traditional kindergartens. Drawing on experiences from more than thirty years at MIT's Media Lab, Resnick discusses new technologies and strategies for engaging young people in creative learning experiences. He tells stories of how children are programming their own games, stories, and inventions (for example, a diary security system, created by a twelve-year-old girl), and collaborating through remixing, crowdsourcing, and large-scale group projects (such as a Halloween-themed game called Night at Dreary Castle, produced by more than twenty kids scattered around the world). By providing young people with opportunities to work on projects, based on their passions, in collaboration with peers, in a playful spirit, we can help them prepare for a world where creative thinking is more important than ever before.

Finally, Grieve focuses on the misogynistic elements of the story and asks why the fall of Spain is figured as a cautionary tale about a woman's sexuality.

Impara le azioni della daily routine con questo simpatico e accattivante libro illustrato di Storytelling in inglese per bambini. Mr. Cat è un gatto irriverente e pasticcione che si caccia in mille guai. Si alza molto tardi la mattina, si fa la doccia di tutta fretta allagando il bagno, sparge latte e briciole ovunque a colazione e combina marachelle di ogni genere! Alla fine si addormenta subito: le sue giornate sono molto "busy"! Adatto ai bambini dai 3 agli 11 anni, "Mr Cat's Crazy Day" può essere utilizzato dagli insegnanti o dai genitori per insegnare il lessico e le strutture linguistiche relativi alle azioni della giornata. La componente divertente delle immagini e del testo lo renderanno molto apprezzato dai piccoli lettori! Le principali caratteristiche di questo libro sono: 33 pagine ricche di immagini allegre e tutte a colori; Scritto completamente in inglese di facile comprensione, anche per i più piccoli; Immagini grandi e correlate al testo, con parole chiave in GRASSETTO per fissare visivamente meglio i contenuti importanti; Un formato pratico e leggero, da portare sempre con te! E non solo... MATERIALE BONUS: acquistando questo libro e inquadrando il QR Code presente al suo interno, sarà possibile ottenere GRATUITAMENTE le FLASHCARDS di MR. CAT per coinvolgere ancora di più i bambini nel processo di apprendimento della lingua inglese. Non aspettare, torna su e acquistalo ORA! Have fun!

Back in the late 1600s, science was still in its infancy. If you dropped an apple it would fall to the ground, but nobody could explain why. That changed in 1687 when Isaac Newton, a professor at the University of Cambridge, published a book describing three laws of motion as well as a theory of universal gravitation. Newton also came up with a brand new field of mathematics, called calculus, to explain it all. The same equations that described the motion of a falling apple could also be used to describe the motion of planets orbiting the sun. It was revolutionary! Newton would go on to make new discoveries on the nature of light. But he also made mistakes; his fascination with alchemy, the hope of turning one element into another, was a tremendous waste of his genius. But science is not just about successful experiments--sometimes it takes a few failures to achieve success. Newton and the Antigravity Formula is a fast-paced, entertaining biography of the man who launched the field of modern physics. In addition to its lively story, it includes 190 illustrations, a glossary, and sidebars covering related topics, from the plague to the planets to the telescope.

An Irreverent Escapade

Il mio primo libro di coding. Scopri il mondo della programmazione senza dover usare il computer. Ediz. a colori

Everything You Need to Ace Computer Science and Coding in One Big Fat Notebook

Hello Ruby: Adventures in Coding

The Teacher's Getting-Started Guide

Imparare L'inglese Con Lo Storytelling Per Bambini Della Scuola Primaria

A leading educator discusses the importance of the first six years to a child's normal physical and emotional development

Presents a guide for beginners on the fundamentals of computer programming using the Python language.

Accessible to all students with a sound background in high school mathematics, A Concise Introduction to Pure Mathematics, Fourth Edition presents some of the most fundamental and beautiful ideas in pure mathematics. It covers not only standard material but also many interesting topics not usually encountered at this level, such as the theory of solving cubic equations; Euler's formula for the numbers of corners, edges, and faces of a solid object and the five Platonic solids; the use of prime numbers to encode and decode secret information; the theory of how to compare the sizes of two infinite sets; and the rigorous theory of limits and continuous functions. New to the Fourth Edition Two new chapters that serve as an introduction to abstract algebra via the theory of groups, covering abstract reasoning as well as many examples and applications New material on inequalities, counting methods, the inclusion-exclusion principle, and Euler's phi function Numerous new exercises, with solutions to the odd-numbered ones Through careful explanations and examples, this popular textbook illustrates the power and beauty of basic mathematical concepts in number theory, discrete mathematics, analysis, and abstract algebra. Written in a rigorous yet accessible style, it continues to provide a robust bridge between high school and higher-level mathematics, enabling students to study more advanced courses in abstract algebra and analysis.

While many professional translators believe the ability to translate is a gift that one either has or does not have, Allison Beeby Lonsdale questions this view. In her innovative book, she demonstrates how teachers can guide their students by showing them how insights from communication theory, discourse analysis, pragmatics, and semiotics illuminate the translation process. Challenging long-held assumptions, she establishes a fascinating framework on which to base the structure of a professional prose-translation class. Her original contributions to the question of directionatliy and to the specific strategies of tranlsating are applicable to not only the teaching of translation from Spanish to English, but to other teaching situations and to other pairs of languages as well. She also reviews the latest attempts in translation theory to define and contextualize ideal translator competence, student translator competence, and general translation strategies. Beeby Lonsdale completes her book by applying her conclusions to selecting and organizing the content of teaching translation from Spanish to English. She illustrates one or more of the basic translation principles through 29 teaching units, which are prefaced by objectives, tasks, and commentaries for the teacher, and through 48 task sheets, which show how to present the material to students.

Computer Programming for Kids and Other Beginners

Live Coding? What Does it Mean? An Ethnographical Survey on an Innovative Improvisational Approach
Photography
Worlds Beyond Words
The Eve of Spain
The Red Dots

With a wit as sharp as a vodka stinger and a heart as free as her spirit, Auntie Mame burst onto the literary scene in 1955–and today remains one of the most unforgettable characters in contemporary fiction. Wildly successful when it was first published in 1955, Patrick Dennis' Auntie Mame sold over two million copies and stayed put on the New York Times bestseller list for 112 weeks. It was made into a play, a Broadway and a Hollywood musical, and a fabulous movie starring Rosalind Russell. Since then, Mame has taken her rightful place in the pantheon of Great and Important People as the world's most beloved, madcap, devastatingly sophisticated, and glamorous aunt. She is impossible to resist, and this hilarious story of an orphaned ten-year-old boy sent to live with his aunt is as delicious a read in the twenty-first century as it was in the 1950s. Follow the rollicking adventures of this unflappable flapper as seen through the wide eyes of her young, impressionable nephew and discover anew or for the first time why Mame has made the world a more wonderful place. "Outrageous, hilarious, ribald, sophisticated, slapsatiric." The Denver Post

Vi presento Ruby, una bambina dotata di fervida immaginazione. Nel mondo di Ruby, tutto è possibile se ci si mette in testa di farlo. Mentre Ruby si imbarca nella sua avventura, attraverso la narrazione i bambini faranno conoscenza dei concetti base del coding. Grazie alle attività incluse in ogni capitolo, i futuri piccoli programmatori saranno entusiasti di mettere in pratica la loro immaginazione. "Il coding è l'alfabetizzazione del XXI secolo e le persone hanno urgente bisogno di saper parlare l'ABC della programmazione. Il mondo in cui viviamo è gestito sempre più dai software e serve una maggiore diversità tra le persone che li progettano."Linda Liukas

Empower tomorrow's tech innovators Our students are avid users and consumers of technology. Isn't it time that they see themselves as the next technological innovators, too? Computational Thinking and Coding for Every Student is the beginner's guide for K-12 educators who want to learn to integrate the basics of computer science into their curriculum. Readers will find Strategies and activities for teaching computational thinking and coding inside and outside of school, at any grade level, across disciplines Instruction-ready lessons for every grade A discussion guide and companion website with videos, activities, and other resources

Vi presento Ruby, una bambina dotata di fervida immaginazione. Nel mondo di Ruby, tutto è possibile se ci si mette in testa di farlo. Mentre Ruby si imbarca nella sua avventura, attraverso la narrazione i bambini faranno conoscenza dei concetti base del coding. Grazie alle attività incluse in ogni capitolo, i futuri piccoli programmatori saranno entusiasti di mettere in pratica la loro immaginazione. "Il coding è l'alfabetizzazione del XXI secolo e le persone hanno urgente bisogno di saper parlare l'ABC della programmazione. Il mondo in cui viviamo è gestito sempre più dai software e serve una maggiore diversità tra le persone che li progettano." Linda Liukas Visita il sito HELLORUBY.COM e scopri il mondo di Ruby!

Auntie Mame
Lifelong Kindergarten

Delphi Succinctly
Coding with Anna and Elsa
A Concise Introduction to Pure Mathematics

A red dot can be anything you want it to be! Let your child's imagination run wild with this cute little book. A red dot can be a strawberry, a flower, a balloon or even the nose of a clown! This simple story is sure to delight babies and toddler who will enjoy finding the red dot and then seeing what it becomes. This book is part of the Kika's First Books series, created by Altan for his young child. Kika's First Books are celebrating their 40th anniversary with new publications in English after being loved in Italy for generations. These sweet little books make excellent read alouds for the youngest listeners. Kika's First Books explore common childhood themes and experiences and are lots of fun for little ones. Xist Publishing is proud to present the Kika's First Books to a new generation of children. By bringing beloved stories from diverse cultures to new audiences, Xist Publishing celebrates childhood in all its beautiful forms. We hope your children will enjoy these stories and discover a lifetime love of reading and love for all the people and creatures of the world.

The expression of time is fundamental in communication and languages have developed a variety of means to encode temporal relations. When learning a new language, learners are often faced with the challenging task of discovering a new system of temporal relations. The present study investigates the development of tense and aspect marking in the interlanguage of L3 Italian learners enrolled in university language courses. It examines how the tense-aspect system develops in the interlanguage and how the acquisition process is shaped by factors such as the lexical aspectual value of the predicates and discourse grounding. The data indicate that both lexical aspect and discourse grounding influence the distribution of verbal morphology in the interlanguage. Semantically congruent pairings of lexical aspect, verbal morphology and discourse grounding are used more frequently and appropriately than less prototypical combinations. The acquisition process is also influenced by the learner's L1, which was mostly German in the context of the present study. The study can be used as a guide for curricular decisions in language teaching, and for projecting further research on the development of tense-aspect marking in multilingual learners.

Il mio primo libro di coding. Scopri il mondo della programmazione senza dover usare il computer. Ediz. a coloriMy First Coding BookPacked with Flaps and Lots More to Help you Code without a Computer!Penguin

What exactly is a computer? How does it work? What is it made of? Learn all this and more with Ruby! In Ruby's world anything is possible if you put your mind to it—even fixing her father's broken computer! Join Ruby and her new friend, Mouse, on an imaginative journey through the insides of a computer in search of the missing Cursor. From bits and logic gates to computer hardware, in Journey Inside the Computer, Ruby (and her readers!) will learn the basic elements of the machines that power our world. Then future kid coders can put their knowledge and imaginations to work with fun activities. Praise for Linda Liukas and the Hello Ruby series: "[Linda Liukas] wants kids to understand and embrace basic computer logic, so that they later formulate code in the same effortless and creative way they build structures with LEGO." —The Wall Street Journal "Hello Ruby by Linda Liukas is half picture book and half activity book rolled into one adorable package. What I love about it is that it introduces programming without requiring a computer at all." —GeekMom.com

The Complete Middle School Study Guide (Big Fat Notebooks)
Cultivating Creativity through Projects, Passion, Peers, and Play
The Book of the Secrets of Merlin
My First Coding Book
Resistance, Liberation Technology and Human Rights in the Digital Age
Operative Design

Ding dong! Flush! Moo! Roar! What's that sound? Press the buttons to find out! Listening is an important part of language development, and Twirl's first sound book will engage very young children as they explore sounds and words found in familiar settings, and perhaps some not-so-familiar ones. The 20-button sound panel includes 100 sounds and words: each button accompanies a spread where the actions, objects, and animals are named, followed by the appropriate sounds. From sounds in the home and on the street to sounds in the jungle and even in the ocean, little ones will be able to quickly identify sounds and name the animals and objects that make them. Big sounds for little ears!

Merlin the wizard challenges readers to become wizards like himself by deciphering clues hidden in his guide to wizardry.

Between February 2013 and November 2014 I visited Detroit six times, for a total of 77 days. After three years living in Brooklyn, I found in Detroit what I had been looking for when I left Italy and crossed the Atlantic Ocean. Space, both physical and for the imagination. That is why it only took me two days to decide to write my first book. An emotional and practical book about the city, mapped through a series of encounters with its people. I raised the money needed to start the project, managed to drive an automatic car and learned how to fix a bike tire. Over the course of two years I have collected stories, ideas and feelings, set within what seems to be a real movement of urban resistance. I trained my eye to observe silent urban landscapes, on which huge blocks of sky and abandoned buildings impose themselves, and I realized that fear and fascination for decay quickly take second place. It has been like developing a way of seeing that is more like a way of listening, toward a world which can be complex and harsh at times, but also full of an energy that only appears when determination and potential meet. I invited an artist, Antonio Rovaldi, to join me and illustrate this journey. This is the result of our work. (F.B.)

Myths of Origins in the History of Christian, Muslim, and Jewish Conflict
Packed with Flaps and Lots More to Help you Code without a Computer!
A Catalog of Spatial Verbs
My First Book: Numbers (Traditional Chinese)
The Resurrectionist
Computational Thinking and Coding for Every Student