

Make Pentominoes Scholastic

The 3rd Edition of Literacy & Learning in the Content Areas helps readers build the knowledge, motivation, tools, and confidence they need as they integrate literacy into their middle and high school content area classrooms. Its unique approach to teaching content area literacy actively engages preservice and practicing teachers in reading and writing and the very activities that they will use to teach literacy to their own students in middle and high school classrooms . Rather than passively learning about strategies for incorporating content area literacy activities, readers get hands-on experience in such techniques as mapping/webbing, anticipation guides, booktalks, class websites, and journal writing and reflection. Readers also learn how to integrate children's and young adult literature, primary sources, biographies, essays, poetry, and online content, communities, and websites into their classrooms. Each chapter offers concrete teaching examples and practical suggestions to help make literacy relevant to students' content area learning. Author Sharon Kane demonstrates how relevant reading, writing, speaking, listening, and visual learning activities can improve learning in content area subjects and at the same time help readers meet national content knowledge standards and benchmarks.

Martin Gardner's Mathematical Games columns in Scientific American inspired and entertained several generations of mathematicians and scientists. Gardner in his crystal-clear prose illuminated corners of mathematics, especially recreational mathematics, that most people had no idea existed. His playful spirit and inquisitive nature invite the reader into an exploration of beautiful mathematical ideas along with him. These columns were both a revelation and a gift when he wrote them; no one--before Gardner--had written about mathematics like this. They continue to be a marvel. This is the original 1992 edition and contains columns published from 1978-1979.

Chasing Vermeer (Scholastic Gold)Scholastic Inc.

Murderous Maths: The Brain-Bending Basics is full of facts, tricks and tips to give children a roller-coaster overview into the world of murderous maths. Updated for the relaunch of the primary national curriculum in autumn 2014, children can learn to become mathematical masters with simple explanations and hilarious characters.

Intellectual and attitudinal challenges
Enhancing Adolescent Learning and Literacy

Math-positive Mindsets

Constructing Multiplication and Division

The Calder Game

The Creative Teacher

When 13 high-value pieces of art are stolen from a secret museum, Calder, Petra and Tommy are grouped with two new companions to solve puzzles that are complicated by the clever Mrs. Sharpe.

Guess what -- Gary Paulsen was being kind to Brian. In Guts, Gary tells the real stories behind the Brian books, the stories of the adventures that inspired him to write Brian Robeson's story: working as an emergency volunteer; the death that inspired the pilot's death in Hatchet; plane crashes he has seen and near-misses of his own. He describes how he made his own bows and arrows, and takes readers on his first hunting trips, showing the wonder and solace of nature along with his hilarious mishaps and mistakes. He shares special memories, such as the night he attracted every mosquito in the county, or how he met the moose with a sense of humor, and the moose who made it personal. There's a handy chapter on "Eating Eyeballs and Guts or Starving: The Fine Art of Wilderness Nutrition." Recipes included. Readers may wonder how Gary Paulsen survived to write all of his books -- well, it took guts.

Explains how children between the ages of four and eight construct a deep understanding of numbers and the operations of addition and subtraction.

More American children recognize Super Mario, the hero of one of Nintendo's video games, than Mickey Mouse. The Japanese company has come to earn more money than the big three computer giants or all Hollywood movie studios combined. Now Sheff tells of the Nintendo invasion—a tale of innovation and cutthroat tactics.

Chasing Vermeer (Scholastic Gold)

Guts

The Danger Box

Folding Paper to Explore Geometry

What Award-Winning Teachers Do

Maths Scribble Book

From NYT bestselling author Blue Balliett, the story of a girl who falls into Chicago's shelter system, and from there must solve the mystery of her father's strange disappearance.Where is Early's father? He's not the kind of father who would disappear. But he's gone . . . and he's left a whole lot of trouble behind.As danger closes in, Early, her mom, and her brother have to flee their apartment. With nowhere else to go, they are forced to move into a city shelter. Once there, Early starts asking questions and looking for answers. Because her father hasn't disappeared without a trace. There are patterns and rhythms to what's happened, and Early might be the only one who can use them to track him down and make her way out of a very tough place.With her signature, singular love of language and sense of mystery, Blue Balliett weaves a story that takes readers from the cold, snowy Chicago streets to the darkest corner of the public library, on an unforgettable hunt for deep truths and a reunited family.

Traces works of the artist best known for his Blue Dog paintings, reproducing 256 paintings created during his forty-year career, and details his development with an analysis of the distinct phases of his work.

McRuffy Press Pentomino Puzzle Book is an 85 page collection of reproducible pentomino puzzles for grades K to 8. Some puzzles are simplified for younger students. Ideas for increasing or decreasing the difficulty level of the various puzzles are detailed.

Navajo Long Walk is the story of Kee, a young boy who traveled this long, arduous route with his mother, grandmother, sister and what few domestic animals they could bring. Over the four-year period, Kee learns to adapt to his inhospitable surroundings. Ultimately, Kee realizes the frailty of his people in the presence of the white soldiers and that to survive, they must find a way to get along with the white man. Ages 9-12

Out of the Wild Night

An Encyclopedia of Ideas to Energize Your Curriculum

The Organized Teacher's Guide to Being a Creative Teacher, Grades K-6, Third Edition

Collected Papers on Mathematics Education as a Design Science

Drita, My Homegirl

MORE Best Practices for Elementary Classrooms

Live up your lesson plans and energize your students! Winner of a Teacher's Choice Award! To keep your students engaged in the classroom, you have to get them excited about learning. This award-winning resource offers hundreds of creative ideas to reenergize your lesson plans for any subject across grades K-6. You'll find inspiration to help you wake up tired book reports and make math more fun. This new edition has been fully revised to align with the Common Core Standards. There's a host of reproducible content such as worksheets, project ideas, templates for journal pages included in the book and available online. From submarine sandwich book reports to graphic organizers to help incorporate writing into math curriculum, The Creative Teacher, Third Edition, has ideas and materials to add zing to your classroom plans as you incorporate the Common Core Standards. The Creative Teacher, Third Edition features:
•Content that aligns with Common Core standards•Reproducible, ready-to-use pages in the book and online•Prompts and tools to keep students motivated and engaged•Hundreds of creative ideas to live up your lessons, and more

Find out how to escape the evil clutches of Professor Fiendish, why maths could save us from the destruction of life on Earth, and meet Pythagoras, who got so upset about maths that he murdered someone. Plus, One Finger Jimmy and the rest of the gang are here to show how dangerous maths can be.

From the NEW YORK TIMES bestselling author of CHASING VERMEER and HOLD FAST THE PIECESThirteen extremely valuable pieces of art have been stolen from one of the most secretive museums in the world. A Vermeer has vanished. A Manet is missing. And nobody has any idea where they and the other eleven artworks might be . . . or who might have stolen them. THE PLAYERSCalder, Petra, and Tommy are no strangers to heists and puzzles. Now they've been matched with two new sleuths – Zoomy, a very small boy with very thick glasses, and Early, a girl who treasures words . . . and has a word or two to say about the missing treasure.The kids have been drawn in by the very mysterious Mrs. Sharpe, who may be playing her own kind of game with the clues. And it's not just Mrs. Sharpe who's acting suspiciously -- there's a ghost who mingles with the guards in the museum, a cat who acts like a spy, and bystanders in black jackets who keep popping up.With pieces and players, you have all the ingredients for a fantastic mystery from the amazing Blue Balliett.

An all-new mystery from the bestselling author of Chasing Vermeer and The Calder Game! A boy in a small town who has a different way of seeing. A curious girl who doesn't belong. A mysterious notebook. A missing father. A fire. A stranger. A death. These are some of the things you'll find within The Danger Box, the new mystery from bestselling author Blue Balliett. Open with care.

Good Night, Gorilla

Pieces and Players

Pentomino Puzzle Book

Integrating Literature in the Disciplines

The Art of George Rodrigue

Mathematical Recreations from *Scientific American* Magazine

If you take five squares of the same size and join them edge to edge, the resulting shape is called a pentomino. This book shows some of the possibilities, poses some problems and suggests fruitful lines of investigation.

This draw-in activity book is packed with puzzles to solve, ideas to discover and objects to design. It explores some of the fundamental concepts that mathematicians use every day using just the contents of a pencil case. Illustrations: Full colour throughout

Chasing Vermeer joins the Scholastic Gold line, which features award-winning and beloved novels. Includes exclusive bonus content! When a book of unexplainable occurrences brings Petra and Calder together, strange things start to happen: Seemingly unrelated events connect; an eccentric old woman seeks their company; an invaluable Vermeer painting disappears. Before they know it, the two find themselves at the center of an international art scandal, where no one is spared from suspicion. As Petra and Calder are drawn clue by clue into a mysterious labyrinth, they must draw on their powers of intuition, their problem solving skills, and their knowledge of Vermeer. Can they decipher a crime that has stumped even the FBI?

In this sequel to Randi Stone's Best Classroom Practices, award-winning elementary teachers showcase their best strategies for classroom management, instruction, involving parents, and making inclusion work.

On the Origin of Good Moves

Reggio-Inspired Mathematics

Problem Solving Through Recreational Mathematics

More Murderous Maths

Gentle Reads: Great Books to Warm Hearts and Lift Spirits, Grades 5-9

The Proceedings of the 12th International Congress on Mathematical Education

The way a beginner develops into a strong chess player closely resembles the progress of the game of chess itself. This popular idea is the reason why many renowned chess instructors such as former World Champions Garry Kasparov and Max Euwe, emphasize the importance of studying the history of chess. Willy Hendriks agrees that there is much to be learned from the pioneers of our game. He challenges, however, the conventional view on what the stages in the advancement of chess actually have been. Among the various articles of faith that Hendriks questions is Wilhelm Steinitz's reputation as the discoverer of the laws of positional chess. In The Origin of Good Moves Hendriks undertakes a groundbreaking investigative journey into the history of chess. He explains what actually happened, creates fresh perspectives, finds new heroes, and reveals the real driving force behind improvement in chess: evolution. This thought-provoking book is full of beautiful and instructive "new" material from the old days. With plenty of exercises, the reader is invited to put themselves in the shoes of the old masters. Never before has the study of the history of chess been so entertaining and rewarding.

From the New York Times-bestselling team behind Chasing Vermeer comes another thought-provoking art mystery featuring Frank Lloyd Wright's Robie house--now in After Words paperback! Spring semester at the Lab School in Hyde Park finds Petra and Calder drawn into another mystery when unexplainable accidents and ghostly happenings throw a spotlight on Frank Lloyd Wright's Robie House, and it's up to the two junior sleuths to piece together the clues. Stir in the return of Calder's friend Tommy (which creates a tense triangle), H.G. Wells's The Invisible Man, 3-D pentominoes, and the hunt for a coded message left behind by Wright, and the kids become tangled in a dangerous web in which life and art intermingle with death, deception, and surprise. Fascinating approach to mathematical teaching stresses use of recreational problems, puzzles, and games to teach critical thinking. Logic, number and graph theory, games of strategy, much more. Includes answers to selected problems. Free solutions manual available for download at the Dover website.

When an unobservant zookeeper goes home, all the animals he thinks he has left behind in the zoo follow him. On board pages.

Literacy and Learning in the Content Areas

Connecting Mathematics and Mathematics Education

Murderous Maths: The Brain-Bending Basics

Hold Fast

Puzzle Shapes to Make You Think

Fractal Music, Hypercards and More...

A poignant story about the difficulties of leaving everything behind and the friendships that help you get through it. Fleeing war-torn Kosovo, ten-year-old Drita and her family move to America with the dream of living a typical American life. But with this hope can Drita find her place at school and in her new neighborhood when she doesn't speak any English? Meanwhile, Maxie and her group of fourth-grade friends are popular in their class, and make an effort to ignore Drita. So when their teacher puts Maxie and off to a rocky start. But sometimes, when you least expect it, friendship can bloom and overcome even a vast cultural divide.

All the challenges in this entertaining puzzle book are the same. Fold the corner of the paper to a given dot and find the folded area. A small move of the target dot can drastically change the logic needed to find the solution to the challenge. The problems become progressively, with possible solutions involving Pythagoras' and similar triangles as well as trigonometry and algebra. However, insights learnt from earlier challenges can help with those that follow. If at any point the challenge becomes too great, the answers ruler and directly calculating the area. The book encourages curiosity, a "find out what you can" approach that creates interesting and varied solution strategies. The aim is that deep thinking and geometrical reasoning can come out of exploring and discussing ages (10 years and over). Thus, for teachers the book provides a rich source of challenges that have a similar appearance, yet hide an obvious method and require students to choose how to approach the problem. Comparing solution methods when checking highlight some fascinating facts linked with these simple folds.

Pentominoes drive puzzle fans wild-and a complete set of these versatile tiles is packaged with every copy of this fun-filled book! These 12 unique shapes, each formed by 5 squares joined edge to edge, must be fitted together to match specific patterns-from the Great Square to the Pentomino. Erich Shargbarger is a mathematician by education, a computer engineer by trade, and a puzzle wizard by personal choice. His website (www.erichshargbarger.org) features his astounding creations with Lego bricks, among other marvels. Book comes with a full set of instructions and a gift.

This new mystery from bestselling author Blue Balliett is now available in After Words paperback!When Calder Pillay travels with his father to a remote village in England, he finds a mix of mazes and mystery . . . including an unexpected Alexander Calder sculpture strangely drawn to the sculpture, while other people have less-than-friendly feelings towards it. Both the boy and the sculpture seem to be out of place . . . and then, on the same night, they disappear! Calder's friends Petra and Tommy must fly out to help untangle the twists and turns than a Calder mobile . . . with more at stake than first meets the eye.

Pentomino Puzzles

The Wright 3

Home Learning Year by Year

Professor Fiendish's Book of Diabolical Brainbenders

How Nintendo Conquered The World

Game Over

This volume recommends some 500 positive, heart-warming stories for young readers—stories of the human spirit and what it can accomplish; stories of loving families surviving crises in positive ways; historical tales full of quick-witted people (especially girls); fairy tales with strong women; true stories of survival; and more. These gentle and uplifting reads span every genre—from science fiction and fantasy, to mysteries, realistic fiction, biographies, and nonfiction. They are Accelerated Reader titles, Reading Counts titles, and Junior Library Guild selections. Primarily intended for grades 5 to 9, this is a list of reading suggestions for the young adult who wants a great read but does not want to be offended. Grades 5-9.

*Criminal mastermind and evil genius Professor Fiendish has finally achieved his ultimate goal-a Murderous Maths book all to himself. and in a desperate attempt to warp the brains of readers everywhere he has filled it with utterly diabolical puzzles. Dare you face the challenge of... *the terrible writhing tongue tank of Fastback? *breadsticks at dawn with the gangsters? *the ultimate horror of the bottom of Fiendish's fridge? Pit your wits against everyone's favourite arch-enemy and see if you can solve the evil Professor's brain benders. Can you survive the Megavolt Vaults, the Darts of Doom or a game of Pass the Poison? Remember, it's not called Murderous Maths for nothing.*

Written by three highly experienced educators and authors of the bestselling The Organized Teacher A valuable resource for new or experienced teachers, providing more material than any other book for the price Contains highly illustrated reproducible 8-1/2 x 11 worksheets and other materials for immediate classroom use

This booklet documents our school district's collaborative inquiry project looking at how Reggio-inspired practices can inform and enhance primary mathematics teaching and learning.

1001 Instant Manipulatives for Math

Pentominoes

Guiding Children's Learning of Mathematics

Young Mathematicians at Work

Origami Dots

This book enables Western scholars and educators to recognize the roles and contributions of shadow education/hakwon education in an international context. The book allows readers to redefine the traditional and limited understanding of the background success behind Korean schooling and to expand their perspectives on Korean hakwon education, as well as shadow education in other nations with educational power, such as Japan, China, Singapore, and Taiwan. Kim exhorts readers and researchers to examine shadow education as an emerging research inquiry in the context of postcolonial and worldwide curriculum studies.

This Open Access book features a selection of articles written by Erich Ch. Wittmann between 1984 to 2019, which shows how the "design science conception" has been continuously developed over a number of decades. The articles not only describe this conception in general terms, but also demonstrate various substantial learning environments that serve as typical examples. In terms of teacher education, the book provides clear information on how to combine (well-understood) mathematics and methods courses to benefit of teachers. The role of mathematics in mathematics education is often explicitly and implicitly reduced to the delivery of subject matter that then has to be selected and made palpable for students using methods imported from psychology, sociology, educational research and related disciplines. While these fields have made significant contributions to mathematics education in recent decades, it cannot be ignored that mathematics itself, if well understood, provides essential knowledge for teaching mathematics beyond the pure delivery of subject matter. For this purpose, mathematics has to be conceived of as an organism that is deeply rooted in elementary operations of the human mind, which can be seamlessly developed to higher and higher levels so that the full richness of problems of various degrees of difficulty, and different means of representation, problem-solving strategies, and forms of proof can be used in ways that are appropriate for the respective level. This view of mathematics is essential for designing learning environments and curricula, for conducting empirical studies on

truly mathematical processes and also for implementing the findings of mathematics education in teacher education, where it is crucial to take systemic constraints into account

Introduction -- To school or not to school -- Anything leads everywhere -- The three R's, plus: some general principles -- Preschool -- Kindergarten -- Grade one -- Grade two -- Grade three -- Grade four -- Grade five -- Grade six -- Grade seven -- Grade eight -- High school: an overview -- Grade nine -- Grade ten -- Grade eleven -- Grade twelve -- Epilogue: Moving on.

Ghosts are alive on the island of Nantucket. You can hear them in the wind, and in the creaks of the old homes. They want to be remembered. And, even more, they want to protect what was once theirs. The ghosts seem to have chosen a few local kids to be their messengers -- and to help save the island. But in this mystery, the line between those who haunt and those who are haunted is a thin one -- and the past and the present must come to terms with one another in order to secure the future.

How to Design a Creative and Comprehensive Homeschool Curriculum

365 Teasers to Keep Your Brain in Shape

Navajo Long Walk

Growing a Child's Mind Without Losing Yours

A Skeptic's Guide to Getting Better at Chess

Shadow Education and the Curriculum and Culture of Schooling in South Korea

This thorough and practical guide to teaching mathematics for grades K-6 is a perfect combination of a math methods text and resource book for pre-service and in-service elementary school teachers. The text's organization uses the Common Core State Standards as its overarching framework. Over 275 lesson activities reinforce the standards and include many examples of cooperative learning strategies, take-home activities, and activities using technology such as apps. Content chapters first develop a math topic, and then extend the same topic, providing foundational material that can be used throughout the elementary grades. Other useful features highlight misconceptions often held about math operations and concepts, ways to be inclusive of various cultural backgrounds, and key technology resources.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book comprises the Proceedings of the 12th International Congress on Mathematical Education (ICME-12), which was held at COEX in Seoul, Korea, from July 8th to 15th, 2012. ICME-12 brought together 3500 experts from 92 countries, working to understand all of the intellectual and attitudinal challenges in the subject of mathematics education as a multidisciplinary research and practice. This work aims to serve as a platform for deeper, more sensitive and more collaborative involvement of all major contributors towards educational improvement and in research on the nature of teaching and learning in mathematics education. It introduces the major activities of ICME-12 which have successfully contributed to the sustainable development of mathematics education across the world. The program provides food for thought and inspiration for practice for everyone with an interest in mathematics education and makes an essential reference for teacher educators, curriculum developers and researchers in mathematics education. The work includes the texts of the four plenary lectures and three plenary panels and reports of three survey groups, five National presentations, the abstracts of fifty one Regular lectures, reports of thirty seven Topic Study Groups and seventeen Discussion Groups.

The Second Edition of this practical and comprehensive resource offers a multitude of ways to incorporate literature into teaching and learning across a range of disciplines. Future and practicing teachers, librarians, instructional coaches, and school leaders can implement the ideas within this text to improve the literacy skills and knowledge of students, while also addressing standards and curricular goals of various content areas. The new edition recognizes a paradigm shift from content areas to disciplines, reflecting the specific ways reading and writing are used in different fields of study. Updated with current research and practices, the volume recommends and evaluates books in different genres and categories, with chapters on informational books; fiction; biography and memoir; poetry; and hands-on and how-to books. For every category, Kane provides a rationale, instructional strategies, and author studies, as well as lists and descriptions of books related to curricular areas. With a wealth of activities and new BookTalks, this Second Edition is greatly revised and features expanded attention to technology, digital learning, diversity, and culture. Using this text will create opportunities for deep discussions and will stimulate students' interest and motivation to read and learn. Integrating Literature in the Disciplines helps educators identify books that fit with any subject to enhance the creative and affective dimensions of school life; encourages interdisciplinary connections; and increases the depth and relevance of lessons. It is ideal for professional development and serves as a tool for Readers' Advisory to match books with readers throughout the school day and beyond.