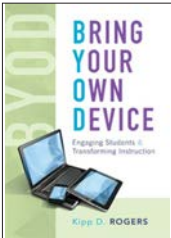


# DIGITAL Resources

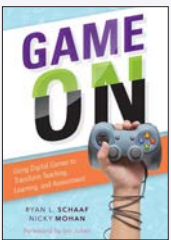


## Bring Your Own Device: Engaging Students and Transforming Instruction

Kipp Rogers

Utilize technology to put students at the center of learning. This book shows educators how to incorporate students' personal technology tools (cell phones, iPads, and laptops) into instruction. BYOD allows students to be active participants in their learning and helps teachers give them an authentic education that equips them with the skills required to be college, career, and citizenship ready.

**SOT1628 • \$41.25**



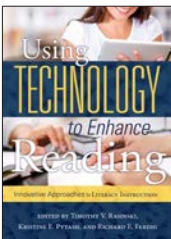
## Game On: Using Digital Games to Transform Teaching, Learning, and Assessment

Ryan L. Schaaf, Nicky Mohan

Discover how digital gaming can improve learning and prepare students for successful futures. The authors - both experienced educators and enthusiastic gamers - contend that students of the 21st century communicate and learn differently than previous generations. By incorporating digital games into lessons, student learning will more accurately reflect the interactive, engaging reality students experience outside the classroom and better prepare them for college and careers.

Learn why students of the digital generation require different learning and teaching methods than previous generations.

**SOT1321 • \$41.25**



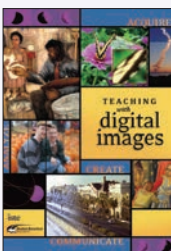
## Using Technology to Enhance Reading: Innovative Approaches to Literacy Instruction

Richard Ferdig, Kristine Pytash, Timothy Rasinski

Enhance students' reading abilities with technology. Discover how technological resources can improve the effectiveness and breadth of reading instruction to build student knowledge. Read real-world accounts from literacy experts, and learn how their methods can be adapted for your classroom. Explore how to foster improvement in student learning using a variety of tools, including interactive whiteboards, tablets,

and social media applications.

**SOT1925 • \$52.25**



## Teaching with Digital Images

Experienced practitioners and subject area experts demonstrate innovative uses for digital images, including data collection, scientific visualisation, mathematical analysis and digital storytelling. Kids love to take pictures with digital cameras, and the images they capture can be used to address curricular objectives in all of the core content areas. Introductory chapters discuss digital photography basics, image editing software, copyright issues and visual literacy. Digital image activities for maths, science, English and social studies come complete with tips, techniques and classroom management strategies.

**IST4008 • \$55.95**



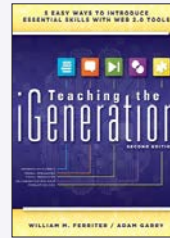
## This book is not about drama... it's about new ways to inspire students

Myra Barrs, Bob Barton and David Booth

This authoritative resource is full of simple strategies and texts that have been chosen for their ability to engage students, get them out of their chairs and let them learn actively and socially. The strategies begin with simple games and evolve into more complex learning opportunities. The model texts give teachers a great place to start and anecdotes from real classrooms put them into context. These classroom glimpses illustrate the real power that students can bring to their learning as they share

within groups and find ways to involve their audience. This book is not about Drama... is a must-read guide that shows teachers how to inspire students to experience, reflect, and express their ideas with confidence.

**BBP7712 • \$29.95**

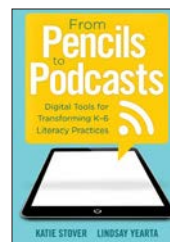


## Teaching the iGeneration (Second Edition): Five Easy Ways to Introduce Essential Skills With Web 2.0 \*Tools

William Ferriter, Adam Garry

Find the natural overlap between the work you already believe in and the digital tools that define today's learning. Each chapter introduces an enduring skill: information fluency, verbal persuasion, visual persuasion, collaborative dialogue, and problem solving. Then, the authors present a digital solution that can be used to enhance traditional skill-based instructional practices. A collection of handouts and supporting materials tailored to each skill and tool type ends each chapter.

**SOT1901 • \$48.40**

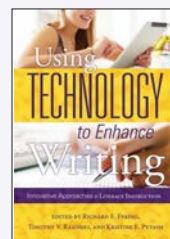


## From Pencils to Podcasts: Digital Tools for Transforming K-6 Literacy Practices

Lindsay Yearita, Katie Stover

Fully embedding technology into the curriculum is key to preparing students to meet the demands of the 21st century. The authors provide K-6 teachers with practical suggestions for incorporating technology into familiar literacy practices and illustrate ways technology can deepen students' literacy development. Each chapter includes information about easy-to-use technology tools, examples from real classrooms, and step-by-step instructions to get started.

**SOT1420 • \$48.40**



## Using Technology to Enhance Writing: Innovative Approaches to Literacy Instruction

Richard Ferdig, Kristine Pytash, Timothy Rasinski

Sharpen your students' communication skills while integrating digital tools into writing instruction. Loaded with techniques for helping students brainstorm, plan, and organize their writing, this handbook troubleshoots issues students face when writing in a printed versus digital context and teaches them how to read in multiple mediums. You'll find tips for sharing writing, getting interactive feedback, incorporating grammar instruction, and more.

**SOT2083 • \$52.25**



## When Writing with Technology Matters

Carol Bedard, Charles Fuhrken

This book provides teachers with theory that supports the need for technology in classrooms and strategies on how to integrate technology into the English curriculum. This timely book addresses twenty-first century themes and targets current educational foci. This book demonstrates how to take advantage of the digital generation's affinity for technology in order to change and improve the writing process, empowering students to become better, more nuanced readers, writers and thinkers who are well prepared for the challenges of a digital world.

**SHP6692 • \$34.95**



## The Digital Principal

Janette Hughes and Anne Burke

Technology has changed the way we live and interact with each other. Although educational leaders do not have to be digital experts, The Digital Principal argues that they play an important role in creating and supporting professional learning communities that embrace technological innovation and promote systemic change. They are also instrumental in developing policies and creating a school technology plan that involves and supports teachers as they explore the use of key digital tools. From the basics of responsible digital behaviour and the potential for promoting social justice, this timely book establishes a framework for integrating technology into instruction and learning.

**BBP6340 • \$34.95**



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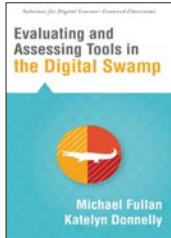


### Using Digital Games as Assessment and Instruction Tools

Ryan L. Schaaf

Combine hard work and deep fun in classrooms with digital game-based learning. Students of the always-on generation gain information through different tools and learn differently than generations before them. Discover how to incorporate digital games and use them to craft engaging, academically applicable classroom activities that address content standards and revitalize learning for both teachers and students.

**SOT1888 • \$24.75**



### Evaluating and Assessing Tools in the Digital Swamp

Michael Fullan, Katelyn Donnelly

Discover a powerful tool for navigating the ever-expanding digital swamp. The Digital Swamp Index will help educators wade through digital innovations in order to uncover tools that truly accelerate student achievement. Explore how to use the index to effectively implement technology and address the revolution occurring in education, which is generating a new nature of learning.

**SOT1857 • \$24.75**

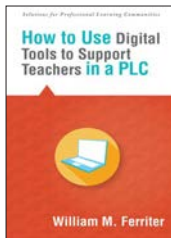


### Inspiring Creativity and Innovation in K-12

Douglas Reeves

Encourage a culture of innovation and creativity. Innovation and creativity are imperative to educational success and require the contributions of teachers, students, administrators, and policymakers. Explore the four essentials for developing a creative, mistake-tolerant culture; investigate teaching and leadership beliefs and practices that undermine creativity; and discover strategies for successfully navigating challenges that your team may face along the way.

**SOT1871 • \$24.75**

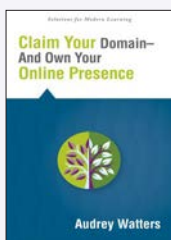


### How to Use Digital Tools to Support Teachers in a PLC

William M. Ferriter

Discover practical, applicable tips for infusing digital tools into your PLC. With this how-to guide, you'll explore how technology has changed the way groups share, cooperate, and take collective action-the three strategies the author identifies as being instrumental to PLC success. Each chapter includes a targeted list of digital tools your team can use daily to support your strategic goals.

**SOT1918 • \$24.75**



### Claim Your Domain- And Own Your Online Presence

Help protect student work-and more importantly-student identity. This powerful book puts learners at the forefront of education to ensure they control their schoolwork, content, and data. Dig deep into the digital revolution occurring in schools and classrooms, explore how to incorporate traditional instructional practices in the digital classroom, and understand the skills students need to be digitally literate.

**SOT1680 • \$24.75**

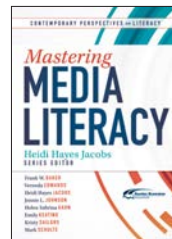


### From Inspiration to Red Carpet

William Bass, Christian Goodrich and Kim Lindskog

From Inspiration to Red Carpet: Host Your Own Student Film Festival is the perfect resource for teachers looking to improve their students' writing and digital literacy skills. The authors are technology integration specialists charged with helping teachers in their district make technology a fundamental part of learning and teaching. They took note of students' interest in digital media outside of school and realised that video production was an excellent way to get students engaged and using technology in the classroom.

**IST2989 • \$30.95**

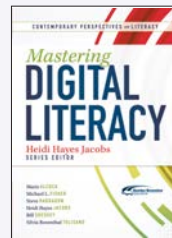


### Contemporary Perspectives on Literacy: Mastering Media Literacy

Schulte, Sailors, Keating, Kahn, Johnson, Edwards, Baker, Jacobs

Mastering Media Literacy displays the role media can play in merging technology and instruction to give students greater access to knowledge, make learning more meaningful and help students play a more active role in their education, providing tips for incorporating media literacy into the school curriculum. F-12 educators will learn how to use media literacy to enhance learning and create opportunities for deeper understanding of concepts and skills, current events and global issues; prepare students to thrive in a more visually saturated and technology-based world; teach students to evaluate the validity of media and information being shared through different mediums; and design rubrics that effectively evaluate content knowledge and knowledge of technology tools.

**SOT1246 • \$27.95**

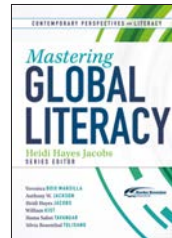


### Contemporary Perspectives on Literacy: Mastering Digital Literacy

Alcock, Hargadon, Tolisano, Sheskey, Fisher, Jacobs

Mastering Digital Literacy explores the wealth of digital tools, applications and technologies that extend learning far beyond the classroom walls. This book strongly makes the case for modernising our students' learning environment - and shows how to do it. Using this book, F-12 educators will learn how to successfully merge digital media with traditional instruction, select video games and align them to unit plans, build a class website and populate it with educational features, and create a social network for students. The integration of 21st century skills in the classroom is essential for empowering student to succeed in today's rapidly changing society.

**SOT1277 • \$27.95**

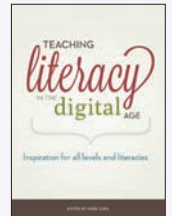


### Contemporary Perspectives on Literacy: Mastering Global Literacy

Tavangar, Tolisano, Jackson, Kist, Mansilla, Jacobs

This book explores how educators can cultivate globally literate learners while becoming globally connected themselves, examining ways to bring global issues into the classroom and personalise them using digital tools. The authors offer strategies for implementing global-awareness studies in the school curriculum, as well as creating new types of 21st century learning environments. Using this book, F-12 educators will understand how our changing world calls for global awareness; gain strategies and recommendations for making global issues relevant.

**SOT1253 • \$27.95**

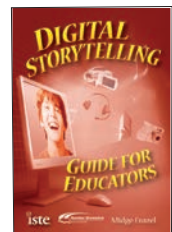


### Teaching Literacy in the Digital Age

Mark Gura

This book reveals how teachers are applying digital tools to help their students become powerful creators. Each activity in this book is tagged with a recommended level, main technologies used and literacy covered. You can easily adapt the majority of the activities for any level with minor modifications, including for students with special needs and English learners. Teaching Literacy in the Digital Age presents a body of practice that represents a snapshot of important trends in technology-supported literacy instruction.

**IST1970 • \$27.95**



### Digital Storytelling Guide for Educators

Midge Frazel

This book offers an overview of digital storytelling as well as its variations, including-portfolios, digital photo essays and scrapbooks. The many recommendations, overviews and explanations of digital storytelling tools, along with lists of additional digital storytelling resources, will help educators to apply this exciting technology in their classrooms. Educators will also discover the ways digital storytelling can be used for their own professional development. Providing detailed directions for preparation, production, and presentation, and rounds out with a discussion on creating rubrics and evaluating student work.

**IST5722 • \$37.95**



### Using Graphic Novels in the Classroom, Grades 4-8

Glen Bull and Lynn Bell

Graphic novels motivate reluctant readers, encourage reading of all types, and stimulate literary exploration. Using Graphic Novels in the Classroom introduces the genre of the graphic novel in context with other works of famous literature. It explores all of the considerations that go into the making of a graphic novel, including: dialogue and narration, conflict, perspectives, themes, building suspense and portraying emotion.

**TCR5845 • \$19.95**



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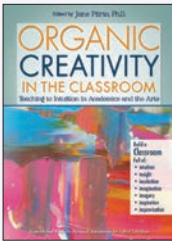


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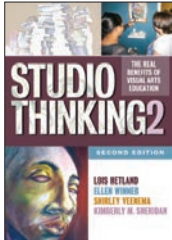


### Organic Creativity in the Classroom

Jane Piirto

This innovative collection of essays explores approaches to teaching creativity from the perspectives of experienced educators and artists. The 23 authors share teaching stories and helpful strategies that can be used to encourage students to become more creative within specific domains. The authors include master teachers, curriculum theorists, holistic educators and award-winning practitioners of writing, mathematics, science, humanities and social sciences, literature, languages, the arts, educational psychology, gifted education, school counselling and school administration, among other domains, who incorporate creativity and intuition into their classrooms.

**PRU7088 • \$76.95**



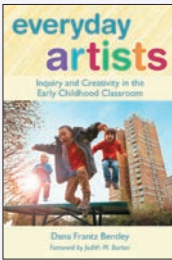
### Studio Thinking 2, Second Edition

Lois Hetland, Ellen Winner, Shirley Veenema and Kimberly Sheridan

Capitalising on observations and conversations with educators who have used the Studio Thinking Framework in diverse settings, Studio Thinking 2 features new material, including the addition of Exhibitions as a fourth Studio Structure for Learning (along with Demonstration-Lecture, Students-at-Work and Critique); explanation and examples of the dispositional elements of each Habit, including skill, alertness (noticing appropriate times to put skills to use), and inclination (the drive of motivation to employ skills); a chart aligning Habits to the English and Mathematics Common

Core; descriptions of how the Framework has been used inside and outside of schools in curriculum planning, teaching and assessments across arts and non-arts disciplines; and new examples of student art.

**TCP0713 • \$32.95**



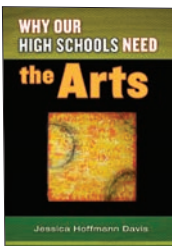
### Everyday Artists

Dana Frantz Bentley

For the young child, art is a way of solving problems, conceptualising the world and creating new possibilities. This book is about young children engaging in the art of world-making. Art, not in the traditional sense, but rather as constituting a powerful tool of everyday thinking. Everyday Artists addresses the disconnect that exists between the teaching of art and the way young children actually experience art. In doing so, this book questions commonly held notions and opens up exciting new possibilities for art education in the early childhood classroom. Bentley uses vignettes of children's everyday activities - from

block building to clean-up to outdoor play - to help teachers identify and scaffold the genuine artistic practice of young children.

**TCP0744 • \$37.95**



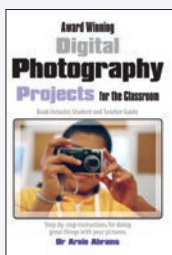
### Why Our High Schools Need the Arts

Jessica Hoffmann Davis

Why Our High Schools Need the Arts addresses the alarming dropout rate in secondary schools and presents a thoughtful, evidence-based argument that increasing arts education in the secondary school curriculum will keep kids in school. This resource features the compelling voices of teachers and their adolescent learners to demonstrate how courses in the arts are relevant and valuable to students who have otherwise become disenfranchised from school. The introduction to Why Our High Schools Need the Arts features a history of the performing arts in secondary schools, a background as to how the arts help

children in the early stages of their cognitive development, as well as an overview of the chapters and content addressed in the text.

**TCP3252 • \$29.95**



### Award Winning Digital Photography Projects for the Classroom, Teachers Edition

Dr Arnie Abrams

The Award Winning Digital Photography Projects for the Classroom, Teachers Edition features 64 ideas and projects for using digital imaging in the classroom, as well as both the student and teacher guides to all the projects. Some of the projects are productivity ideas, others are curriculum-based projects, with each one identified by year level. None of the projects described within Award Winning Digital Photography Projects require expensive camera equipment of difficult

techniques. The last chapter includes tips on how to import images into the computer and insert them into iMovie, Microsoft PowerPoint and web pages. This resource also features an extensive chapter on how to take better pictures.

**VIS0992 • \$49.95**



### Award Winning Digital Video Projects for the Classroom, Teachers Edition

Dr Arnie Abrams

The Award Winning Digital Video Projects for the Classroom, Teachers Edition features 64 ideas and projects for using digital video and digital imaging in the classroom, as well as both the student and teacher guides to all the projects. Some of the projects are productivity ideas, others are curriculum-based projects, with each one identified by year level. None of the projects described within Award Winning Digital Video Projects require expensive camera equipment of

difficult techniques. The step-by-step instructions will work with a variety of software, including iMovie, Premiere Elements, Movie Maker and Corel VideoStudio.

**VIS1227 • \$49.95**



### Award Winning Digital Storytelling Projects

Dr Arnie Abrams

This revised Australian edition of Award Winning Digital Storytelling Projects assists Year 2-10 students in the creation of effective digital storytelling and provides support to teachers during the implementation process. This book offers practical ideas on how to apply digital storytelling in schools, with worksheets and lesson plans to accompany each story template. Templates are available as downloadable resources, along with folders of images, music and sound effects to get

students started on their projects. Story templates are provided to get students started on the writing process and cover a wide range of year levels, curriculum learning areas and writing styles. Stories can be built using video or slideshow software, such as iMovie, PowerPoint and Corel VideoStudio.

**VIS7267 • \$39.95**



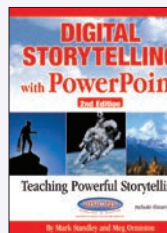
### Digital Storytelling with iMovie: Teach Powerful Storytelling with the Australian Curriculum 2nd Edition

Mark Standley and Skip Via

Storytelling is an important part of learning, and today's technology allows students and staff to tell their stories in powerful ways. Digital storytelling allows students to demonstrate their understanding of a particular topic, assists with staff development, creates publicity for the school and can be used to build learning communities around the world. This revised Australian edition provides practical ideas and

lessons to apply digital storytelling in schools, and assists teachers to meet curriculum standards across a broad range of learning areas. Ideas are shared about storytelling in information literacy, knowledge management and critical thinking.

**VIS7311 • \$39.95**



### Digital Storytelling with PowerPoint, Second Edition

Mark Standley and Meg Ormiston

Digital Storytelling with PowerPoint helps teachers learn how to create, teach and coach storytelling with students across the curriculum. You'll find broad ideas about storytelling in information literacy, knowledge management and critical thinking. You'll also find very practical ideas about using PowerPoint software in digital storytelling for curriculum nights, ABCs and student portfolios. This book provides practical ideas and lessons to apply digital storytelling in

schools. It includes broader strategies for teaching powerful storytelling, and useful downloadable resources and examples of digital storytelling in education.

**VIS7328 • \$39.95**



### Digital Storytelling with Windows Movie Maker

Mark Standley and Meg Ormiston

Today's technology allows students and staff to tell stories in powerful ways. Digital Storytelling with Windows Movie Maker helps teachers learn how to create, teach and coach storytelling with students across the curriculum. You'll find broad ideas about storytelling in information literacy, knowledge management and critical thinking. You'll also find very practical ideas about using Windows Movie Maker software in digital storytelling for curriculum nights, parent

nights, media literacy, project-based learning and staff development. This book takes users step by step through the software to apply good digital storytelling practices and activities. You'll find plenty of resources about Windows Movie Maker and digital storytelling for your family, your students and your school.

**VIS7335 • \$39.95**



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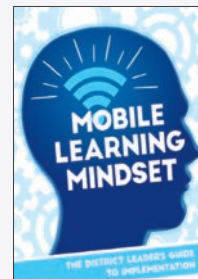


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# MOBILE LEARNING MINDSET

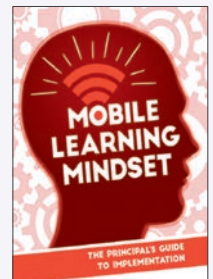
The **MOBILE LEARNING MINDSET** series offers practical knowledge and strategies for successful implementation of K-12 BYOD programs and 1:1 initiatives. This series provides district leaders, principals, teachers, and educational coaches with the information they need to make any mobile learning program a success. The next generation of learners must be able to think critically about real-world problems and come up with creative solutions. Each focusing on a different area of focus for anyone implementing or supporting a mobile device initiative.

## THE DISTRICT LEADER



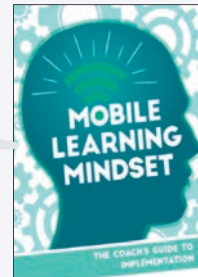
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## THE PRINCIPAL



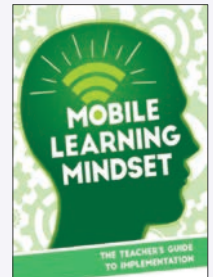
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IST4008	Teaching with Digital Images	\$55.95	
PBP6340	The Digital Principal	\$34.95	
PBP7712	This book is not about drama...	\$29.95	
TCR5845	Using Graphic Novels in the Classroom, Grades 4-8	\$19.95	
TCR5845	Using Graphic Novels in the Classroom, Grades 4-8	\$19.95	
SHP6692	When Writing with Technology Matters	\$34.95	
TCP3252	Why Our High Schools Need the Arts	\$29.95	
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