

Piano and Laylee

5 Early Learning Adventure Books

Understand safety and ethical issues around technology use at home and at school.



SET OF 5
IST7786

\$55.95

The titles in the **Piano and Laylee Learning Adventures Series** are invaluable resources for educators and parents wanting to introduce digital citizenship concepts to children aged 5–9. Designed to be read to and shared with early readers, the books follow the adventures of two adorable puppies who learn how to be safe and responsible using technology. These petite books (A5) are perfect for classroom lessons on digital citizenship or for starting conversations at home. Charming, full-colour illustrations help children grasp even the more difficult concepts.

The books in this whimsical series feature teachable moments that help young learners understand safety and ethical issues around technology use at home and at school, digital citizenship topics that provide clarity and allow for expanded discussion and charming, full-colour illustrations.



Piano and Laylee Go Online

Two puppies, Piano and Laylee, meet and become fast friends. While playing an online computer game at Laylee's house, Piano and Laylee learn, with the help of their mums, that staying safe online is just like staying safe in their community.

IST7793 \$14.95



Piano and Laylee Text Message

Laylee gets a new mobile phone and is excited to be able to text her good friend Piano. Unfortunately their text messages soon lead to a misunderstanding. Mrs Dachshund and Mrs Maltese teach Piano and Laylee about mobile phone manners so that it won't happen again.

IST7809 \$14.95



Piano and Laylee and the Cyberbully

Piano and Laylee encounter the neighbourhood bully, Lady, while outside riding their scooter and a cyberbully inside while playing a game online. Piano's dad, Mr Dachshund, explains that they should deal with bullies online just like they do any other time—tell a trusted adult.

IST7816 \$14.95



Piano and Laylee Help a Copycat Become a Creative Cat

Coco the cat is making a birthday card on the computer, but she's using a picture that someone else made. Piano and Laylee remind Coco about the fair use rules they learned in school and help Coco go from being a copycat to a creative cat.

IST7830 \$14.95



Piano and Laylee Learn About Acceptable Use Policies

In school, Piano logs in to a game using Laylee's password, which prompts their teacher, Miss Paige, to give a lesson on the school's Acceptable Use Policy (AUP). The class learns what an AUP is and why it is so important.

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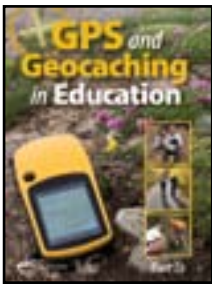
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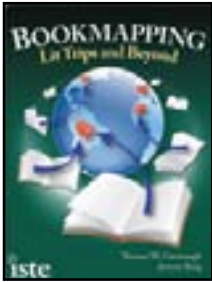


GPS and Geocaching in Education

In the introduction to GPS and geocaching in Part One, you will learn where to find geocaches, how they are placed, what to do when you locate one, what GPS tools you'll need to use, and more. Part Two shows you how to bring this dynamic activity into your classroom by developing lesson plans and integrating geocaching into your curriculum. This book will inspire you and your students

to embark on the adventure of geocaching. Collecting weather data, creating maps of plant species and discovering new people and places are just a few fun ways to turn geocaching into an engaging, relevant learning experience.

IST9768 \$32.95



Bookmapping: Lit Trips and Beyond

In Bookmapping: Lit Trips and Beyond, Cavanaugh and Burg show you how this dynamic, interactive activity is a cross-curricular tool that helps students not only develop a better understanding of places, cultures, and the books they are reading, but also make connections among the subjects they learn in school. The authors explain how to create bookmaps, how to use existing ones, how to

use them for creative writing, and much more. In addition, they provide instructions for mapping programs including Google Earth, share a few sample lesson plans, and discuss classroom management.

IST7748 \$37.95



Teaching with Digital Images: Acquire, Analyse, Create, Communicate

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

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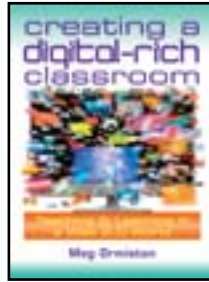


Getting Started with Lego Robotics

Wouldn't it be nice if there was a golden ticket to STEM education? What if it could be applied as part of a lesson, as a class on its own or as an after-school club? Sound too good to be true? It's not. The golden ticket is robotics. It's hard to find a better way to teach STEM education. And the best part is it's hands on, multidisciplinary, collaborative, an authentic learning

experience and engaging! Gura brings together the information you need and presents it in a manageable, organised way so that you learn what LEGO Robotics is, what student activities look like, how to begin, how to manage a class and much more.

IST7779 \$42.95



Creating a Digital-Rich Classroom

This book helps teachers to design and deliver lessons in which technology plays an integral role. It provides practical strategies for using web tools to create engaging lessons that transform and enrich content. There is a particular focus on Web 2.0 applications that promote collaboration, such as social networking sites, live video streaming, blogging and wikis. These web 2.0

tools promote endless new ways of learning, such as online linking between students within the classroom, or with students overseas.

SOT8020 \$27.95



Playing Games in School: Video Games and Simulations for Primary and Secondary Education

This book offers information that will help educators make informed decisions about how games can be played to facilitate learning, including how to locate, select and integrate games in meaningful and effective ways. Playing Games in School focuses this analysis on four topics: why games

should be a part of education, the availability of games in four core subjects and physical education, selecting and integrating games in school and alternate perspectives on game-based learning.

IST9676 \$55.00

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