It's Adventure Time! Join Finn the Human, Jake the Dog and Princess Bubblegum for all-new adventures through the Land of Ooo. The top-rated Cartoon Network show now has its own comic book. Don't miss the first collected volume of this critically acclaimed 'all-ages classic'! Evil and terrifying skeleton dude The Lich has broken free from his magical prison, and he wants to destroy… well… everything! He's sucking up all of Ooo, along with our heroes, Finn and Jake! Can they escape in time to set things right across the kingdoms once again? Don’t miss these brand new adventures, written by acclaimed cartoonist Ryan North (Dinosaur Comics) and drawn by the dynamic team of Shelli Paroline and Braden Lamb (Ice Age), with indie comics dynamo Mike Holmes (True Story)! “Ryan North and artists Shelli Paroline and Braden Lamb have created a comic that is as great as the show.” – Comics Bulletin

Motivating lessons designed to improve the content learning and literacy skills of English language learners (ELLs) in K-8. Offering research-supported strategies that teachers can implement immediately, the book explains how to use content-area texts to support ELLs' growth in eg comprehension, pronunciation, fluency, vocabulary, and grammar.

History education, by nature, transmits an 'official' version of national identity. National identity is not a fixed entity, and controversy over history teaching is an essential part of the process of redefining and regenerating the nation. France and the United States have in particular experienced demographic and cultural shifts since the 1960s that have resulted in intense debates over national identity. This volume examines how each country’s national history is represented in primary schools’ social studies textbooks and curricula, and how they handle contemporary issues of ethnicity, diversity, gender, socio-economic inequality, and patriotism. By analyzing each country separately and comparatively, it demonstrates how various groups (including academics, politicians and citizen activists) have influenced
education, and how the process of writing and rewriting history perpetuates a nation. Drawing on empirical studies of the United States and France, this volume provides insight into broader nationalist processes and instructive principles for similar countries in the modern world.

This provocative and rich volume charts the post-9/11 debates and practice of multiculturalism, pinpointing their political and cultural implications in the United States and Europe.

This is the third book in the series of, The Adventures of Bucky the Squirrel. "WHERE IN THE WORLD IS THAT LITTLE SQUIRREL?" Follow along with your favorite squirrel, Bucky, as he finds himself lost in the perils of an unfamiliar city. He manages to easily conform to the new city lifestyle and surroundings. This comes as a big surprise to his anxious father, Ryan, of whom desperately awaits Bucky’s safe return. Daddy Ryan can’t wait to find his Bucky to, "Kiss the Baby's Head for Luck!" Book Details: Ages 4-9 Grade Level: Preschool-3rd grade. This book is preceded by the 1st book in the series; Bucky the Squirrel and His Growing Up Days and the 2nd book in the series; Bucky the Squirrel and His Naughty Day.

In this heart-pounding nautical action adventure, intrepid British intelligence operative Alex Hawke must thwart a secret, deadly alliance between China and France before they annihilate everyone and everything in their headlong rush towards world domination. Aboard the Star of Shanghai in the south of France, an American spy is held captive. He possesses vital, explosive intelligence linking two nations and one horrifying plot. If he is not rescued, he faces certain torture and inevitable death. In Paris, a ruthless descendant of Napoleon has risen to power, hell-bent on restoring France’s former glory. His fiery ambitions are cynically stoked by a coterie of cold-blooded Mandarins, plotting behind the gates of Beijing’s Forbidden City. Cloaked in secrecy, this unholy alliance devises a twisted global plan, backed by China’s growing nuclear arsenal, that will send America and the world to the brink of a gut-wrenching showdown. British secret agent Alex Hawke must prepare to hurl himself deep into the nightmare visions of madmen. He will need all his strength and courage to defeat this enemy or else forfeit the lives of thousands, including his own, to an axis of evil no historian could ever have predicted.

Take time to breathe. Take time to create. Take time to reflect, take time to let go. A book that’s unique in the way it mixes reading and doing, A Book That Takes Its Time is like a mindfulness retreat between two covers. Created in partnership with Flow, the groundbreaking international magazine that celebrates creativity, beautiful illustration, a love of paper, and life’s little pleasures, A Book That Takes Its Time mixes articles, inspiring quotes, and what the editors call “goodies”—bound-in cards, mini-journals, stickers, posters, blank papers for collaging, and more—giving it a distinctly handcrafted, collectible feeling. Read about the benefits of not multitasking, then turn to “The Joy of One Thing at a Time Notebook” tucked into the pages. After a short piece on the power of slowing down, fill in the designed notecards for a Beautiful Moments jar. Make a personal timeline. Learn the art of hand-lettering. Dig into your Beginner’s Mind. Embrace the art of quitting. Take the writing cure. And always smile. Move slowly and with intention through A Book That Takes Its Time, and discover that sweet place where life can be both thoughtful and playful.

Gus is a very curious indoor cat that just wants a taste of the outdoors. He finds out in this story that he may be in for more than he bargained for. This story was inspired by the antics of our very own cat who was able to sneak outside on more than one occasion. It was born when our children would ask if he was okay, and if he would return. We often talked about the fun
adventures he was probably having, but it also provided the opportunity to talk about loss at
the child's pace. This wonderfully illustrated book follows Gus in his adventure. This book is
great for kid's imaginations and can be a good tool to help cope with a lost pet.

Little Boys have secrets, Most secrets don't hurt, Men in high places want this secret - They
will Kill for it - The First Book of the Jeremy Ruhl saga! The son of the English explorer Lord
Baron Ruhl, Jeremy Ruhl, is lost in America. In the late 1800's The civil war is over, balloons
dot the skies of Europe, and a boy begins an adventure! The original masterpiece of Action
and adventure as Jeremy Ruhl, raised as a prince, and his friends want to find adventure, their
adventure turns into a nightmare because of a secret Jeremy does not even know about, and
people will kill for for that secret. 412 Pages of pure action and adventure. Rated YA 10 and
up, some mild violence.

The Lewis and Clark Corps of Discovery is often presented as an exciting adventure story of
discovery, friendship, and patriotism. However, this same period in U.S. history can be
understood quite differently when viewed through anticolonial lens and the Doctrine of
Discovery. How might educators critically interrogate the assumptions that underlie this
adventure story through their teaching? This book challenges dominant narratives and
packaged curriculum about Lewis and Clark to support more responsible social studies
instruction. The authors provide a conceptual framework, ready-to-use lesson plans, and
teaching resources to address oversimplified versions of the Lewis and Clark expedition.
Indigenous perspectives, along with contemporary issues, are embedded in each lesson to
encourage active and critical engagement with history and the legacies of conquest those
living in what is now called the United States have inherited. Book Features: Offers a new look
at social studies curriculum about the Corps of Discovery—and Manifest Destiny—through the
Doctrine of Discovery. Includes examples of how Indigenous peoples have long engaged in
philosophical, legal, and political challenges to the principles of the Doctrine.Provides social
studies lesson plans for elementary and secondary classrooms.Offers useful curriculum
materials to help teachers present a deeper examination of this topic.

A great deal has been written in recent years about nationalism. Yet scholars remain sharply
divided as to a coherent theoretical model of this phenomenon and many have called for
further empirical research. This volume pursues this line of inquiry, examining a variety of
geographical contexts within the English-speaking world, including Australia, Canada, India,
the United Kingdom and the United States at different historical periods. These interdisciplinary
studies combine elements of sociology, political science, history, literature, and cultural
studies.

Take a journey to a vanished world with the ADVENTURES IN TIME series - stories so
exciting you won't believe they're all true 'The whistles blew, the cheers went up, and
thousands of men were scrambling up into the rolling fields of No Man's Land . . . ' Travel back
in time to The First World War, as historian Dominic Sandbrook takes us from the soaring
heights of an aeroplane cockpit to the desperate depths of the enemy trenches. We are
plunged first hand into a conflict like no other as, amid the greatest clash of empires ever
known, the future of the world hangs in the balance The Adventures in Time series brings the
past alive for twenty-first century children. These stories are every bit as exciting as those of
Harry Potter or Matilda Wormwood. The only difference is they actually happened

Describes five geography themes; each introduces a new concept to help children describe
their own adventure as they explore the different parts of the United States.

"Have you ever been camping in Yosemite? Would you like to go? Lucas and Lucy will take you camping in one of the most beautiful places on Earth during his exciting adventure. With Paul Bunyan and John Henry on your team, what could possibly go wrong? Welcome to Yosemite the Majestic National Park."--cover page 4.

This is a 157 page adventure that involves swordplay, castle storming, Indian raids, betrayal, kidnapping, snobbish royalty, humble farmers, and a lot more that you won't want to pass up. So if you're on the hunt for adventure, there's no better place to start.

Joe Meek was one of the West's irresistible characters. He was dashing, devil-may-care, cheeky, irreverent, and more fun than a playful grizzly cub. Initially, he covers his early life adventuring in the Rocky Mountains, California, and the Southwest. His firsthand account of fur-traders is priceless, as are his descriptions of the country, mountains, and the life of a mountain man. Then, Joe Meek's life as pioneer, sheriff, U.S. Marshall, and legislator is told in his own engaging voice. The turbulent years in the Northwest include the story of trappers, traders, missionaries, women, pioneers, and Native Americans that finally came together and created a state--Oregon.

A collection of more than thirty articles shows teachers how to weave social justice principles throughout the math curriculum, and how to integrate social justice math into other curricular areas as well.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance. • Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10 • Adds a new playable race—an owlin, one of the owlfolk who study at the university • Includes a bestiary of over forty magical creatures and NPCs • Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus • Includes a beautifully illustrated double-sided poster map that shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

KITTY'S BIG ADVENTURE - This short, easy-to-read children's story is told with 332 words and 34 color photos. The story is about a stuffed animal named Kitty and Kitty's friends Al and Wendell, who are stuffed baby raccoons. The three friends take a trip to Grandfather Mountain, a state park in North Carolina. There they see deer, a bear, an eagle, a cougar, and an otter. They also go on the Mile High Swinging Bridge and visit the Nature Museum. The story ends with them riding home in the car.
This expanded third edition of The New Teacher Book grew out of Rethinking Schools workshops with early career teachers. It offers practical guidance on how to flourish in schools and classrooms and connect in meaningful ways with students and families from all cultures and backgrounds. Book Review 1: “I wish I had had The New Teacher Book when I started. But I have it now. We all have it now. Read it. Learn from it. Use it to change the world.” -- Lily Eskelsen Garcia President, National Education Association Book Review 2: “This new edition of The New Teacher Book delivers powerful stories and lessons that will help new teachers infuse social justice ideals in their classrooms every day.” -- Randi Weingarten President, American Federation of Teachers Book Review 3: “The New Teacher Book offers a roadmap for sustaining a career as a social justice educator. It’s the kind of vision we need to fill classrooms with learning and hope.” -- Linda Darling-Hammond Charles E. Ducommun, Professor of Education Emeritus, Stanford University

Jimmy the time-traveler, while trying to solve a time-riddle his late father left for him, gets accidentally flung back in time, to the year 1871, the days of the Wild West, landing squarely in the middle of a valley of death. He stumbles into a pack of gun-toting rustlers, who capture him. To Jimmy's luck though, the youngest of the rustlers, Kit Fisher, is not like the rest of his folks.

This new and expanded edition collects the best articles dealing with race and culture in the classroom that have appeared in Rethinking Schools magazine. With more than 100 pages of new materials, Rethinking Multicultural Education demonstrates a powerful vision of anti-racist, social justice education. Practical, rich in story, and analytically sharp! Book Review 1: “If you are an educator, student, activist, or parent striving for educational equality and liberation, Rethinking Multicultural Education: Teaching for Racial and Cultural Justice will empower and inspire you to make a positive change in your community.” -- Curtis Acosta, Former teacher, Tucson Mexican American Studies Program; Founder, Acosta Latino Learning Partnership Book Review 2: “Rethinking Multicultural Education is both thoughtful and timely. As the nation and our schools become more complex on every dimension—race, ethnicity, class, gender, ability, sexuality, immigrant status—teachers need theory and practice to help guide and inform their curriculum and their pedagogy. This is the resource teachers at every level have been looking for.” -- Gloria Ladson-Billings, Professor & Dept. Chair, Kellner Family Chair in Urban Education, University of Wisconsin-Madison and author of Dreamkeepers: Successful Teachers of African American Children Book Review 3: “Rethinking Multicultural Education is an essential text as we name the schools we deserve, and struggle to bring them to life in classrooms across the land.” -- William Ayers, teacher, activist, award-winning education writer, and Distinguished Professor of Education and Senior University Scholar at the University of Illinois at Chicago (retired)

A behind-the-scenes tour of the post-apocalyptic land of Ooo presents concept art and storyboards that trace creator Pendleton Ward’s early influences while chronicling the processes of the show's writers, actors, and animators.

In the year 2110, fourteen-year-old Val returns home to find that the time machine her father created has returned home without him. Having lost her mother to illness two years earlier, Val decides to use the machine to go back in time to find her father and bring him home. She does a test landing in a remote area of the U.S. in the year 2010 and meets three brothers: sixteen-year-old football star James, thirteen-year-old Luke and an amazing seven-year-old named Wumpy. They decide to join her and help find her father. Val believes her father would have
gone back to the first century to see Jesus Christ, who Val's dad considers the most important person in history. She and the three brothers go back in time to first century Jerusalem and begin the search, looking for Val's dad at some of the major events of Jesus' life. During their quest they meet Jesus and see amazing things. They also have to outwit local authorities and an assortment of villains who threaten to strand them in the first century or - even worse - end their short lives two thousand years before they were born. The adventure is non-stop, but in the end this is a story about friendship and faith and the truth of 1 John 4:18: "Perfect love expels all fear."

Set your spirit free on 50 amazing American adventures with this book that show cases the most exciting outdoors activities in each of the 50 states.

What kind of social studies knowledge can stimulate a critical and ethical dialog with the past and present? "Re-Membering" History in Student and Teacher Learning answers this question by explaining and illustrating a process of historical recovery that merges Afrocentric theory and principles of culturally informed curricular practice to reconnect multiple knowledge bases and experiences. In the case studies presented, K-12 practitioners, teacher educators, preservice teachers, and parents use this praxis to produce and then study the use of democratized student texts; they step outside of reproducing standard school experiences to engage in conscious inquiry about their shared present as a continuance of a shared past. This volume exemplifies not only why instructional materials—including most so-called multicultural materials—obstruct democratized knowledge, but also takes the next step to construct and then study how "re-membered" student texts can be used. Case study findings reveal improved student outcomes, enhanced relationships between teachers and families and teachers and students, and a closer connection for children and adults to their heritage.

Your child's mind is like a garden that needs tending. If you water it with knowledge, then it will grow and bloom. Treat this activity book as the water that helps the garden grow. There are plenty of exercises to do so there's no room for boredom. What are you waiting for? Secure a copy today!

The Language Demands of School is an edited volume describing an extensive empirical base for academic English testing, instruction and professional development. The chapters comprise empirical research by Bailey and colleagues at the National Center for Research on Evaluation, Standards, Student Testing (CRESST) at UCLA, and invited contributions by practitioners in the fields of language policy, testing and instruction. The central focus of the chapters is the research conducted by CRESST over the last two years in an attempt to document the academic English language demands placed on school-age learners of English. The three additional chapters give the perspectives of a policy-maker at the state level, test developers, and practitioners. The Language Demands of School fills a gap in the current literature by addressing the kind(s) of English required of K-12 English Learner students from an evidence-based perspective. This is timely given the broader context of the No Child Left Behind Act of 2001, which has prompted school systems to identify English language proficiency tests to meet the federal mandate. One of the problems that has surfaced in the search for English language tests for K-12 English Learner students is the inadequacy of existing research on the development of the academic English language skills that all students—both English Learner and native English-speaking—need to be successful in the school setting. The Language Demands of School is devoted to exploring this topic and to
presenting research that illuminates both the questions and the answers.

The adventures of the time witches is a sequel to the eight skulls of Teversham, after following the family line of witches through the ages to the modern times in the twentieth century, two time travelling witches journey through time and space seeking answers to many unanswered questions about their origin and about the many secrets kept by the cave dwellers of northern Scotland then known as Alba. Natasha and Crystal meet up with witches, vampires and many strange aliens as they pursue their quest with them at the start of the journey is a android called Foster, a goblin called Shimick and Shanice a teenage witch. They travel back where the witches began, at their origins in Scotland. They were said to have obtained their powers as a result of super nova in space, this caused meteors to hail from the skies containing high levels of gamma radiation, which as a rule would be harmful to anybody. The energy omitted from the rock gave them great powers that they were unable to understand or appreciate in some cases, this caused a division in the tribe of cave dwellers resulting in the introduction of two kinds of witches, the white witches who were peace lovers who used their powers for good and the dark witches who were evil and used their powers to destroy and dominate other species.

Imagine what it would be like to go back in time to the 15th century Venice. And imagine what it would be like to meet your lifelong hero, Michelangelo. And imagine what it would be like if, on first meeting, you spill a tray of pasta and wine on that very same hero. Well, that's what happens to serious young artist Mark Breen. As the result of a drunken bet, Mark knocks out a painting of a toilet bowl. Much to his amazement, he sells it. In short order he's hailed as the new Andy Warhol and becomes an overnight sensation-and a very wealthy man. Soon, images of his toilet bowls are on more t-shirts, mugs, and calendars than Edvard Munch’s The Scream. His friend and mentor, Hugh Connelly, afraid that Mark is in danger of losing his "artistic soul," advises him to go back to Italy and reacquaint himself with the "old masters." In Venice, Mark falls in love with Alexandra, a beautiful art restorer, but it's a one-sided affair. One night, hoping to win her over, he climbs up on a roof to find out who painted her favorite fresco. He falls off the roof and wakes up in 15th century Venice where he meets an innkeeper named Francesca, who looks exactly like Alexandra. And it gets curiouser and curiouser from there. During his stay—which is sometimes zany and sometimes frightening—he meet his hero, Michelangelo, who teaches him the true meaning of art.

Jimmy McFly and his friends are headed on their summer vacation. At the airport they decide to play an epic game of hide and go seek. While hiding in his favorite spot Jimmy gets hit in the head making him forget everything—even his name! Join us on this exciting adventure to see where Jimmy will end up!

Describes five geography themes; each introduces a new concept to help children describe their own adventure as they explore the different regions of the United States.

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