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WITH THE HIGHLY anticipated publication of Book Three in the Inheritance cycle, the hardcover editions of all three books will be available in a handsome boxed set!

Looks at the features and functions of the iPad 2, including the gadget's applications, synching capabilities, and customization techniques.

She had never been more beautiful to him than when she was making him hurt. Corinne was young once. Reese wasn't her first lover, but he was the first to submit to her. For a while they had something special, but it ended badly. She's a little older now – and the wealthy businessman who just bought the company she works for bears little resemblance to that boy. He's commanding, domineering, and seems hell-bent on pushing her past her limits. In a flash of anger, she falls back into their old pattern—and Reese falls right in with her. Before she knows it, she's testing him. Then tasting him. Corrine knows she can't afford to get involved again. Her life is complicated enough without throwing in a slew of kink. Now if only Reese would stop making her feel like the goddess she used to be...and showing her who's been the boss all along. But if he wants her, he's going to have to beg for it.

Pilone delivers a learner's guide to creating Objective-C applications for the iPhone and iPad.

In today's high-stakes testing environment, integrating technology into the curriculum is often seen as something "extra" or for use with a few special projects. With the growth in Internet use by even the youngest children, educators urgently need a practical introduction to online literacy and reading comprehension. Reading, Writing, and Literacy 2.0 offers that and more by providing tools and teaching strategies for incorporating online reading and writing into classroom learning, as well as a host of web resources that teachers can draw on to make this happen. All this without endless hours of searching! Denise Johnson's book connects to the Common Core State Standards and is organized around the Technological Literacy Assessment of the National Assessment of Education Progress (NAEP), which focuses on three areas that characterize a technologically literate person: knowledge, capabilities, and critical thinking and decision making. This resource provides everything reading teachers need to begin using technology to deepen and enrich literacy learning for all students. In addition, the author maintains a companion blog to update and add helpful teaching links. Book Features: An explanation of the concept and practices of literacy 2.0, and how it differs from literacy 1.0. Specific examples and resource links for using technology with diverse learners in the K-8 classroom, including translation sites and multilingual materials. Examples of teacher-to-student and student-to-student wiki and blog interactions. Companion blog offers ongoing support, including links to resources, new teaching tools, classroom examples, and more. "There are many things that I love about this book. It is written with a voice wise to both the opportunities and the challenges of classroom teaching. It also contains a vast number of ideas that can be immediately used in your classroom. Of course, too, it describes effective teaching of new literacies with so many new technologies. In addition, it begins by providing a clear and compelling framework to put all of the upcoming ideas into a package that will make perfect sense to any teacher." –From the Foreword by Donald J. Leu, Neag Chair in Literacy and Technology, University of Connecticut, Neag School of Education "Written in a clear and practical format, this book weaves research-based practices across print and digital literacy worlds into engaging learning communities for younger and older readers alike. Denise Johnson's innovative lessons and assessment ideas provide step-by-step supports for designing curriculum in a Web 2.0 world." –Julie Coiro, University of Rhode Island

"Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn't do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further." –Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of Advanced Mac OS X Programming: The Big Nerd Ranch Guide Learning iPad Programming, Second Edition, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud synching techniques. Learn how to Build a fully functional app that uses Core Data and iCloud synching Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

What comes before phonics? The teaching of phonics is now strongly embedded in early literacy teaching in schools and early years settings, and it has been shown to be an important part of becoming literate. There is, however, significant concern about the formalising of phonics teaching for very young children. So what should we be focusing on in early years? What comes before this formal teaching? What do children need to know and experience to enable them to access phonics teaching with success? This book looks in detail at the knowledge, understanding, skills and attitudes that children need to enable them to come to phonics teaching ready to learn and with a good chance of success. The second edition has been updated to include the latest research and enhanced support on working with parents and carers.

The greatest advantage of modern technology is its ability to improve the lives of all. In particular, new technologies have the potential to greatly mitigate cognitive, motor, and social impairments stemming from genetic or environmental factors. Recent Advances in Assistive Technologies to Support Children with Developmental Disorders raises awareness of disabled children and what can be done to help them grow and develop alongside their peers. Bringing together personal experiences with academic investigation, this book is an essential reference for doctors, pediatricians, pre- and primary school educators, and scientists working to enhance the impact assistive technologies have on the youngest members of society.

Includes online access to new, customizable WJ IV score tables, graphs, and forms for clinicians Woodcock-Johnson IV: Reports, Recommendations, and Strategies offers psychologists, clinicians, and educators an essential resource for preparing and writing psychological and educational reports after administering the Woodcock-Johnson IV. Written by Drs. Nancy Mather and Lynne E. Jaffe, this text enhances comprehension and use of this instrument and its many interpretive features. This book offers helpful information for understanding and using the WJ IV scores, provides tips to facilitate interpretation of test results, and includes sample diagnostic reports of students with various educational needs from kindergarten to the postsecondary level. The book also provides a wide variety of recommendations for cognitive abilities; oral language; and the achievement areas of reading, written language, and mathematics. It also provides guidelines for evaluators and recommendations focused on special populations, such as sensory impairments, autism, English Language Learners, and gifted and twice exceptional students, as well as recommendations for the use of assistive technology. The final section provides descriptions of the academic and behavioral strategies mentioned in the reports and recommendations. The unique access code included with each book allows access to downloadable, easy-to-customize score tables, graphs, and forms. This essential guide Facilitates the use and interpretation of the WJ IV Tests of Cognitive Abilities, Tests of Oral Language, and Tests of Achievement Explains scores and various interpretive features Offers a variety of types of diagnostic reports Provides a wide variety of educational recommendations and evidence-based strategies

As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more.

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