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KEY=PDF - TATE HURLEY

PINOCCHIO, THE TALE OF A PUPPET

Pinocchio, The Tale of a Puppet follows the adventures of a talking wooden puppet whose nose grew longer whenever he told a lie and who wanted more than anything else to become a real boy. As carpenter Master Antonio begins to carve a block of pinewood into a leg for his table the log shouts out, "Don't strike me too hard!" Frightened by the talking log, Master Cherry does not know what to do until his neighbor Geppetto drops by looking for a piece of wood to build a marionette. Antonio gives the block to Geppetto. And thus begins the life of Pinocchio, the puppet that turns into a boy. **Pinocchio, The Tale of a Puppet** is a novel for children by Carlo Collodi is about the mischievous adventures of Pinocchio, an animated marionette, and his poor father and woodcarver Geppetto. It is considered a classic of children's literature and has spawned many derivative works of art. But this is not the story we've seen in film but the original version full of harrowing adventures faced by Pinnocchio. It includes 40 illustrations.

LEVELED TEXTS FOR CLASSIC FICTION: HUMOR

HUMOR

Teacher Created Materials Use the classics to teach the elements of fiction using leveled texts! Support your differentiated instruction with this book featuring passages from 15 different classic works including such titles as: **Alice's Adventures in Wonderland, The Story of Doctor Dolittle, and My Father's Dragon.** This resource is perfect for close reading or small-group instruction because each selection is written at four different reading levels and includes a focus on setting, character, plot, or language usage. These texts can support students' vocabulary development, improve writing skills, foster engagement, and promote creative thinking. Symbols placed in the lower corner of each page represent the reading level range and are designed to help teachers differentiate instruction. Comprehension questions are also provided to complement each reading level

THE MIRACULOUS JOURNEY OF EDWARD TULANE

Candlewick Press **Edward Tulane, a cold-hearted and proud toy rabbit, loves only himself until he is separated from the little girl who adores him and travels across the country, acquiring new owners and listening to their hopes, dreams, and histories.** Jr Lib Guild. Teacher's Guide available. Reprint.

COMPLETE SOURCEBOOK ON CHILDREN'S SOFTWARE

CD-ROMS IN PRINT

LOUISIANA'S WAY HOME

Candlewick Press From two-time Newbery Medalist Kate DiCamillo comes a story of discovering who you are — and deciding who you want to be. When Louisiana Elefante's granny wakes her up in the middle of the night to tell her that the day of reckoning has arrived and they have to leave home immediately, Louisiana isn't overly worried. After all, Granny has many middle-of-the-night ideas. But this time, things are different. This time, Granny intends for them never to return. Separated from her best friends, Raymie and Beverly, Louisiana struggles to oppose the winds of fate (and Granny) and find a way home. But as Louisiana's life becomes entwined with the lives of the people of a small Georgia town — including a surly motel owner, a walrus-like minister, and a mysterious boy with a crow on his shoulder — she starts to worry that she is destined only for good-byes. (Which could be due to the curse on Louisiana's and Granny's heads. But that is a story for another time.) Called "one of DiCamillo's most singular and arresting creations" by The New York Times Book Review, the heartbreakingly irresistible Louisiana Elefante was introduced to readers in *Raymie Nightingale* — and now, with humor and tenderness, Kate DiCamillo returns to tell her story.

THE SOFTWARE ENCYCLOPEDIA

INCIDER

UGLY

Penguin A funny, moving, and true story of an ordinary boy with an extraordinary face that's perfect for fans of *Wonder*—now available in the U.S. When Robert Hoge was born, he had a tumor the size of a tennis ball in the middle of his face and short, twisted legs. Surgeons removed the tumor and made him a new nose from one of his toes. Amazingly, he survived—with a face that would never be the same. Strangers stared at him. Kids called him names, and adults could be cruel, too. Everybody seemed to agree that he was “ugly.” But Robert refused to let his face define him. He played pranks, got into trouble, had adventures with his big family, and finally found a sport that was perfect for him to play. And Robert came face to face with the biggest decision of his life, he followed his heart. This poignant memoir about overcoming bullying and thriving with disabilities shows that what makes us “ugly” also makes us who we are. It features a reflective foil cover and black-and-white illustrations throughout.

READING ADVENTURES 2

National Geographic Reading Adventures is a three-level reading series which teaches both the language and knowledge learners need to fully participate in today's global community. Using carefully adapted National Geographic text, images, and video, Reading Adventures develops both learners' understanding of the wider world in which they live, and the language skills necessary to succeed in the classroom. Each unit of Reading Adventures contains two related reading passages, covering a wide range of topics including culture, natural science, social issues, and world literature. Each unit also contains a video activity which can be done in class or at home. Reading Adventures is a low-beginning level reading series which uses age-appropriate text, images, and video from National Geographic to develop reading and vocabulary skills for learners of English. Detailed vocabulary presentation and practice promotes learner independence by introducing new vocabulary, including high-frequency terms, collocations, and affixes. Language Practice activities reinforce and consolidate learners' understanding of the vocabulary and grammar structures found in each unit's reading passages. Reading skills and strategies instruction offer students the practice and support necessary to be life-long learners, and succeed on high-stakes standardized exams.

STORY OF THE TREASURE SEEKERS COMPREHENSION GUIDE

Veritas Press

THE PSYCHOSOCIAL IMPLICATIONS OF DISNEY MOVIES

MDPI In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

THE CURIOUS INCIDENT OF THE DOG IN THE NIGHT-TIME

Anchor Canada A bestselling modern classic—both poignant and funny—narrated by a fifteen year old autistic savant obsessed with Sherlock Holmes, this dazzling novel weaves together an old-fashioned mystery, a contemporary coming-of-age story, and a fascinating excursion into a mind incapable of processing emotions. Christopher John Francis Boone knows all the countries of the world and their capitals and every prime number up to 7,057. Although gifted with a superbly logical brain, Christopher is autistic. Everyday interactions and admonishments have little meaning for him. At fifteen, Christopher's carefully constructed world falls apart when he finds his neighbour's dog Wellington impaled on a garden fork, and he is initially blamed for the killing. Christopher decides that he will track down the real killer, and turns to his favourite fictional character, the impeccably logical Sherlock Holmes, for inspiration. But the investigation leads him down some unexpected paths and ultimately brings him face to face with the dissolution of his parents' marriage. As Christopher tries to deal with the crisis within his own family, the narrative draws readers into the workings of Christopher's mind. And herein lies the key to the brilliance of Mark Haddon's choice of narrator: The most wrenching of emotional moments are chronicled by a boy who cannot fathom emotions. The effect is dazzling, making for one of the freshest debut in years: a comedy, a tearjerker, a mystery story, a novel of exceptional literary merit that is great fun to read.

A CHILD OF BOOKS

Candlewick Press A young reader introduces a boy to the many imaginative worlds that books bring to life.

THE JOURNAL

TECHNOLOGICAL HORIZONS IN EDUCATION

NOAH BARLEYWATER RUNS AWAY

David Fickling Books Eight-year-old Noah's problems seem easier to deal with if he doesn't think about them. So he runs away, taking an untrodden path through the forest. Before long, he comes across a shop. But this is no ordinary shop: it's a toyshop, full of the most amazing toys, and brimming with the most wonderful magic. And here Noah meets a very unusual toymaker. The toymaker has a story to tell, and it's a story of adventure and wonder and broken promises. He takes Noah on a journey. A journey that will change his life.

HATCHET

Simon and Schuster Celebrate the thirtieth anniversary of the Newbery Honor-winning survival novel Hatchet with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. Hatchet has also been nominated as one of America's best-loved novels by PBS's The Great American Read. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother's infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

CD-ROM GUIDE

MILLY-MOLLY-MANDY STORIES

Pan Macmillan Milly-Molly-Mandy lives in a tiny village in the heart of the countryside, where life is full of everyday adventures! Join the little girl in the candy-striped dress as she goes blackberry picking, gets ready to throw a party for her friends and goes to her village fete - whatever Milly-Molly-Mandy and her friends are up to, you're sure to have fun when they're around. Milly-Molly-Mandy Stories contains thirteen short stories that are wonderful to read aloud and are the perfect way to introduce younger readers to the enduringly popular heroine, not forgetting her friends little-friend-Susan and Billy Blunt! This first book in Joyce Lankester Brisley's Milly-Molly-Mandy series, which have charmed generations of children since their first publication in 1928, brings the characters to life with the authors original, iconic black and white illustrations.

THE DESIGN THINKING PLAYBOOK

MINDFUL DIGITAL TRANSFORMATION OF TEAMS, PRODUCTS, SERVICES, BUSINESSES AND ECOSYSTEMS

John Wiley & Sons A radical shift in perspective to transform your organization to become more innovative The Design Thinking Playbook is an actionable guide to the future of business. By stepping back and questioning the current mindset, the faults of the status quo stand out in stark relief—and this guide gives you the tools and frameworks you need to kick off a digital transformation. Design Thinking is about approaching things differently with a strong user orientation and fast iterations with multidisciplinary teams to solve wicked problems. It is equally applicable to (re-)design products, services, processes, business models, and ecosystems. It inspires radical innovation as a matter of course, and ignites capabilities beyond mere potential. Unmatched as a source of competitive advantage, Design Thinking is the driving force behind those who will lead industries through transformations and evolutions. This book describes how Design Thinking is applied across a variety of industries, enriched with other proven approaches as well as the necessary tools, and the knowledge to use them effectively. Packed with solutions for common challenges including digital transformation, this practical, highly visual discussion shows you how Design Thinking fits into agile methods within management, innovation, and startups. Explore the digitized future using new design criteria to create real value for the user Foster radical innovation through an inspiring framework for action Gather the right people to build highly-motivated teams Apply Design Thinking, Systems Thinking, Big Data Analytics, and Lean Start-up using new tools and a fresh new perspective Create Minimum Viable Ecosystems (MVEs) for digital processes and services which becomes for example essential in building Blockchain applications Practical frameworks, real-world solutions, and radical innovation wrapped in a whole new outlook give you the power to mindfully lead to new heights. From systems and operations to people, projects, culture, digitalization, and beyond, this invaluable mind shift paves the way for organizations—and individuals—to do great things. When you're ready to give your organization a big step forward, The Design Thinking Playbook is your practical guide to a more innovative future.

THE SPECULATIVE TURN

CONTINENTAL MATERIALISM AND REALISM

re.press Continental philosophy has entered a new period of ferment. The long deconstructionist era was followed with a period dominated by Deleuze, which has in turn evolved into a new situation still difficult to define. However, one common thread running through the new brand of continental positions is a renewed attention to materialist and realist options in philosophy. Among the leaders of the established generation, this new focus takes numerous forms. It might be hard to find many shared positions in the writings of Badiou, DeLanda, Laruelle, Latour, Stengers, and i ek, but what is missing from their positions is an obsession with the critique of written texts. All of them elaborate a positive ontology, despite the incompatibility of their results. Meanwhile, the new generation of continental thinkers is pushing these trends still further, as seen in currents ranging from transcendental materialism to the London-based speculative realism movement to new revivals of Derrida. As indicated by the title *The Speculative Turn*, the new currents of continental philosophy depart from the text-centered hermeneutic models of the past and engage in daring speculations about the nature of reality itself. This anthology assembles authors, of several generations and numerous nationalities, who will be at the centre of debate in continental philosophy for decades to come."

FREE CULTURE

Lulu Press, Inc Lawrence Lessig, "the most important thinker on intellectual property in the Internet era", masterfully argues that never before in human history has the power to control creative progress been so concentrated in the hands of the powerful few, the so-called Big Media. Never before have the cultural powers- that-be been able to exert such control over what we can and can't do with the culture around us. Our society defends free markets and free speech; why then does it permit such top-down control? To lose our long tradition of free culture, Lawrence Lessig shows us, is to lose our freedom to create, our freedom to build, and, ultimately, our freedom to imagine.

THE LAND OF STORIES: THE ENCHANTRESS RETURNS

Little Brown Bks Young Readers Alex and Conner Bailey have not been back to the magical Land of Stories since their adventures in *The Wishing Spell* ended. But one night, they learn the famed Enchantress has kidnapped their mother. Against the will of their grandmother (the one and only Fairy Godmother), the twins must find their own way into the Land of Stories to rescue their mother and save the fairy tale world from the greatest threat it's ever faced.

READ IT YOURSELF WITH LADYBIRD ASTRONAUTS (MINI HC)

LEVEL 1

Ladybird How do astronauts get in to space and what do they do there? Find out about rockets, space stations and how to sleep in space. For over thirty-five years, the best-selling Read it yourself with Ladybird has helped children learn to read. All titles feature essential key words. Story-specific words are repeated to practise throughout. Designed to be read independently at home or used in a guided reading session at school. All titles include comprehension questions of puzzles, guidance notes and book band information for schools. This Level 1 title is suitable for very early readers who are ready to take their first steps in reading. A small number of frequently repeated words, simple facts, clearly labelled images and captions fully engage the reader. Includes contents, index and a picture glossary.

READ IT YOURSELF WITH LADYBIRD SUPERHERO MAX (MINI HC)

LEVEL 2

Ladybird Max is an ordinary boy, but he is also Swooperman, a superhero! When the baddies take his swoop boots, can he stop them from robbing the bank? Read it yourself with Ladybird is one of Ladybird's best-selling reading series. For over thirty-five years it has helped young children who are learning to read develop and improve their reading skills. Each Read it yourself book is very carefully written to include many key, high-frequency words that are vital for learning to read, as well as a limited number of story words that are introduced and practised throughout. Simple sentences and frequently repeated words help to build the confidence of beginner readers and the four different levels of books support children all the way from very first reading practice through to independent, fluent reading. There are more than ninety titles in the Read it yourself series, ranging from classic fairy tales and traditional world stories to favourite children's brands such as Peppa Pig, Angry Birds and Peter Rabbit. All-new, first reference titles complete the range, with information books about favourite subjects that even the most reluctant readers will enjoy. Each book has been carefully checked by educational consultants and can be read independently at home or used in a guided reading session at school. Further content includes comprehension questions or puzzles, helpful notes for parents, carers and teachers, and book band information for use in schools. Superhero Max is a Level 2 Read it yourself book, ideal for children who have received some initial reading instruction and can read short, simple sentences with help.

A MOTHER'S LIST OF BOOKS FOR CHILDREN

A list of recommended readings for children, intended for home use and arranged by age, not school grade. Included in the list are fairy tales that are free from horrible happenings. Omitted are all writings which tolerate cruelty or unkindness to animals.

THE SCHOOL LIBRARIAN

COMMUNICATION BETWEEN CULTURES

Cengage Learning Packed with current research and examples, bestselling **COMMUNICATION BETWEEN CULTURES, 9E** equips readers with a deep understanding and appreciation of different cultures while helping them develop practical communication skills. Part I introduces the study of communication and culture; Part II focuses on the ability of culture to shape and modify our view of reality; Part III puts the theory of intercultural communication into practice; and Part IV converts knowledge into action. This is the only text to consistently emphasize religion and history as key variables in intercultural communication. Compelling examples help readers examine their own assumptions, perceptions, and cultural biases--so they can understand the subtle and profound ways culture affects communication. The ninth edition offers expanded discussions of the impact of globalization, a new chapter on intercultural communication competence, and more coverage of new technology. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

POETICS OF CHILDREN'S LITERATURE

University of Georgia Press Since its emergence in the seventeenth century as a distinctive cultural system, children's literature has had a culturally inferior status resulting from its existence in a netherworld between the literary system and the educational system. In addition to its official readership—children—it has to be approved of by adults. Writers for children, explains Zohar Shavit, are constrained to respond to these multiple systems of often mutually contradictory demands. Most writers do not try to bypass these constraints, but accept them as a framework for their work. In the most extreme cases an author may ignore one segment of the readership. If the adult reader is ignored, the writer risks rejection, as is the case of popular literature. If the writer utilizes the child as a pseudo addressee in order to appeal to an adult audience, the result can be what Shavit terms an ambivalent work. Shavit analyzes the conventions and the moral aims that have structured children's literature, from the fairy tales collected and reworked by Charles Perrault and the Brothers Grimm—in particular, “Little Red Riding Hood”—through the complex manipulations of Lewis Carroll in *Alice's Adventures in Wonderland*, to the subversion of the genre's canonical requirements in the chapbooks of the eighteenth century, and in the formulaic Nancy Drew books of the twentieth century. Throughout her study Shavit, explores not only how society has shaped children's literature, but also how society has been reflected in the literary works it produces for its children.

ON CASSETTE

A COMPREHENSIVE BIBLIOGRAPHY OF SPOKEN WORD AUDIOCASSETTES

KENSUKE'S KINGDOM

Scholastic Inc. When Michael's father loses his job, he buys a boat and convinces Michael and his mother to sail around the world. It's an ideal trip - even Michael's sheepdog can come along. It starts out as the perfect family adventure - until Michael is swept overboard. He's washed up on an island, where he struggles to survive. Then he discovers that he's not alone. His fellow-castaway, Kensuke, is wary of him. But when Michael's life is threatened, Kensuke slowly lets the boy into his world. The two develop a close understanding in this remote place, but the question of rescue continues to divide them.

MORE READING COMPREHENSION LEVEL 4:IN VARIED SUBJECT MATTER

THE TALE OF PINOCCHIO

WITH ORIGINAL ILLUSTRATE

Independently Published *The Adventures of Pinocchio* is meant to be an allegory and a cautionary tale for children. Through the adventures of this playful and headstrong puppet, Collodi provides many valuable lessons for young children. Wonderful characters like the Talking Cricket, the Fox and the Cat, the Fairy with the Turquoise Hair and old Gepetto himself are colorful, memorable and each one contributes to Pinocchio's final transformation. With plenty of magical moments, fantasy and thrills, the plot provides enough excitement for children of all ages. Since it first appeared in 1883, the book has enjoyed immense fame and popularity. There have been innumerable translations into more than 250 major world languages, making it the most translated book in the world. There have been plenty of adaptations for stage, radio, television and film, including cartoons and merchandise. Pinocchio's long nose has even become a metaphor for people who tell lies. As a pioneer in the field, Collodi's works became instantly popular, as children's literature as a genre was not very prevalent before the 19th century. His easy and engaging style caught the imagination of children instantly and became a benchmark for children's writers ever since. There are some very endearing and thought-provoking moments and incidents in the story, which make it very memorable for both children and adults. Enduring values of love and loyalty, the essential contradictions that make us human and the transformation of a rebellious, thoughtless, uncaring and self-indulgent youngster into a mature young person are what makes this story so beloved and treasured the world over.

THE PINOCCHIO INTERMEDIATE VOCABULARY BUILDER

A J Cornell Publications A retelling of *The adventures of Pinocchio*, focusing on about 1,000 vocabulary words in context.

DUCK FOR PRESIDENT

WITH AUDIO RECORDING

Simon and Schuster From the New York Times bestselling creators of *Click, Clack, Moo*, comes an entertaining introduction to politics. *My fellow Americans: It is our pleasure, our honor, our duty as citizens to present to you Duck for President. Here is a duck who began in a humble pond. Who worked his way to farmer. To governor. And now, perhaps, to the highest office in the land. Some say, if he walks like a duck and talks like a duck, he is a duck. We say, if he walks like a duck and talks like a duck, he will be the next president of the United States of America. Thank you for your vote.*

A HUNDRED MILLION FRANCS

Grade level: 7, 8, 9, e, i, s.

READING COMPREHENSION SKILLS & STRATEGIES LEVEL 7

Saddleback Educational Publishing Features 100+ reproducible resource pages that combine solid reading comprehension skills reinforcement and enrichment with reading comprehension strategy instruction.

STARGIRL

Ember In this story about the perils of popularity, the courage of nonconformity, and the thrill of first love, an eccentric student named Stargirl changes Mica High School forever.

TOY DANCE PARTY

Schwartz & Wade "A bit like the great movie *Toy Story* and a bit like the wonderful Kate DiCamillo book *The Miraculous Journey of Edward Tulane*. This is a great family book." —The Washington Post on *Toys Go Out*, the companion to *Toy Dance Party* Here is the second book in the highly acclaimed *Toys* trilogy, which includes the companion books *Toys Go Out* and *Toys Come Home* and chronicles the unforgettable adventures of three brave and loving toys. Lumphy, Stingray, and Plastic are back! And this time the three extraordinary friends find that their little girl has left for winter vacation and taken a box of dominoes, a stegosaurus puzzle, and two Barbie dolls—but not them. Could she have forgotten them? As the girl starts to grow up, the three best friends must join together to brave a blizzard, save the toy mice from the vacuum, and make sure that they'll always have the little girl's love. (And they still have time to throw an all-out dance party with the washing machine!) "Poignant and compelling, this sequel sparkles." —Kirkus Reviews, Starred

CLOCKWORK OR ALL WOUND UP

Perfection Learning Long ago in Germany, a storyteller's story and an apprentice clockwork-maker's nightmare meet in a menacing, lifelike figure created by the strange Dr. Kalmenius.
