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Vibrantly offbeat and utterly original, Lucy Keating's debut novel combines the unconventional romance of *Eternal Sunshine of the Spotless Mind* with the sweetness and heart of Jenny Han. For as long as Alice can remember, she has dreamed of Max. Together, they have traveled the world and fallen deliriously, hopelessly in love. Max is the boy of her dreams—and only her dreams. Because he doesn't exist. But when Alice walks into class on her first day at a new school, there he is. Real Max is nothing like Dream Max. He's stubborn and complicated. And he has a whole life Alice isn't a part of. Getting to know each other in reality isn't as perfect as Alice always hoped. Alarmingly, when their dreams start to bleed into their waking hours, the pair realize that they might have to put an end to a lifetime of dreaming about each other. But when you fall in love in your dreams, can reality ever be enough?

Interactive Lecture Demonstrations (ILDs) are designed to enhance conceptual learning in physics lectures through active engagement of students in the learning process. Students observe real physics demonstrations, make predictions about the outcomes on a prediction sheet, and collaborate with fellow students by discussing their predictions in small groups. Students then examine the results of the live demonstration (often displayed as real-time graphs using computer data acquisition tools), compare these results with their predictions, and attempt to explain the observed phenomena. ILDs are available for all of the major topics in the introductory physics course and can be used within the traditional structure of an introductory physics course. All of the printed materials needed to implement them are included in this book.

This text blends traditional introductory physics topics with an emphasis on human applications and an expanded coverage of modern physics topics, such as the existence of atoms and the conversion of mass into energy. Topical coverage is combined with the author's lively, conversational writing style, innovative features, the direct and clear manner of presentation, and the emphasis on problem solving and practical applications.

At a time when scientific and technological competence is vital to the nation's future, the weak performance of U.S. students in science reflects the uneven quality of current science education. Although young children come to school with innate curiosity and intuitive ideas about the world around them, science classes rarely tap this potential. Many experts have called for a new approach to science education, based on recent and ongoing research on teaching and learning. In this approach, simulations and games could play a significant role by addressing many goals and mechanisms for learning science: the motivation to learn science, conceptual understanding, science process skills, understanding of the nature of science, scientific discourse and argumentation, and identification with science and science learning. To explore this potential, *Learning Science: Computer Games, Simulations, and Education*, reviews the available research on learning science through interaction with digital simulations and games. It considers the potential of digital games and simulations to contribute to learning science in schools, in informal out-of-school settings, and everyday life. The book also identifies the areas in which more research and research-based development is needed to fully capitalize on this potential. *Learning Science* will guide academic researchers; developers, publishers, and entrepreneurs from the digital simulation and gaming community; and education practitioners and policy makers toward the formation of research and development partnerships that will facilitate rich intellectual collaboration. Industry, government agencies and foundations will play a significant role through start-up and ongoing support to ensure that digital games and simulations will not only excite and entertain, but also motivate and educate.

The undergraduate years are a turning point in producing scientifically literate citizens and future scientists and engineers. Evidence from research about how students learn science and engineering shows that teaching strategies that motivate and engage students will improve their learning. So how do students best learn science and engineering? Are there ways of thinking that hinder or help their learning process? Which teaching strategies are most effective in developing their knowledge and skills? And how can practitioners apply these strategies to their own courses or suggest new approaches within their departments or institutions? "Reaching Students" strives to answer these questions. "Reaching Students" presents the best thinking to date on teaching and learning undergraduate science and engineering. Focusing on the disciplines of astronomy, biology, chemistry, engineering, geosciences, and physics, this book is an introduction to strategies to try in your classroom or institution. Concrete examples and case studies illustrate how experienced instructors and leaders have applied evidence-based approaches to address student needs, encouraged the use of effective techniques within a department or an institution, and addressed the challenges that arose along the way. The research-based strategies in "Reaching Students" can be adopted or adapted by instructors and leaders in all types of public or private higher education institutions. They are designed to work in introductory and upper-level courses, small and large classes, lectures and labs, and courses for majors and non-majors. And these approaches are feasible for practitioners of all experience levels who are open to incorporating ideas from research and reflecting on their teaching practices. This book is an essential resource for enriching instruction and better educating students.

The 2008 Physics Education Research Conference brought together researchers studying a wide variety of topics in physics education. The conference theme was "Physics Education Research with Diverse Student Populations". Researchers specializing in diversity issues were invited to help establish a dialog and spur discussion about how the results from this work can inform the physics education research community. The organizers encouraged physics education researchers who are using research-based instructional materials with non-traditional students at either the pre-college level or the college level to share their experiences as instructors and researchers in these classes.

Next Generation Science Standards identifies the science all K-12 students should know. These new standards are based on the National Research Council's A Framework for K-12 Science Education. The National Research Council, the National Science Teachers Association, the American Association for the Advancement of Science, and Achieve have partnered to create standards through a collaborative state-led process. The standards are rich in content and practice and arranged in a coherent manner across disciplines and grades to provide all students an internationally benchmarked science education. The print version of Next Generation Science Standards complements the nextgenscience.org website and: Provides an authoritative offline reference to the standards when creating lesson plans Arranged by grade level and by core discipline, making information quick and easy to find Printed in full color with a lay-flat spiral binding Allows for bookmarking, highlighting, and annotating

Dialogue Concerning the Two New Sciences was a 1632 bestselling book by Galileo Galilei which discussed the Copernican system and the traditional Ptolemaic system of the universe. In 1633, Galileo was convicted of heresy because of the book. It was placed on the Index of Forbidden Books after his conviction.

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