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Teach Math with the Wii
Engage Your K–7 Students through Gaming Technology
By Meghan Hearn and Matthew C. Winner

Schools are using gaming technology as a way to engage learners and connect with technology tools familiar to students. The authors have embraced the Nintendo Wii as a tool to support math instruction, allowing students to make real-life connections with math concepts.

Wii activities can be engaging, student-friendly data production tools that generate scores, times, and rankings for students to explore and discuss in the mathematics classroom. As students play the games, their teacher has an opportunity to guide them through rich dialogues, posing questions to elicit mathematical thinking.

This book includes 48 lesson sparks organized by grade level and aligned to Common Core State Standards.

Meghan Hearn is an adjunct professor at Notre Dame University of Maryland and a math support teacher at Veterans Elementary School in Ellicott, Maryland.

Matthew C. Winner is a library media specialist at Longfellow Elementary School in Columbia, Maryland. An avid gamer, he also blogs at The Busy Librarian (busylibrarian.com).

Audience: K–7 teachers, tech coordinators, library media specialists, curriculum specialists

Features: Lesson sparks organized by grade level and aligned to Common Core State Standards, advice on acquiring a Wii and forming a Wii instructional network.

Keywords: Educational gaming, math, Wii

Allow students to make real-life connections to math concepts.

Available October 2013
$17.95. 100 pp. 5 ½ x 8 ½
978-1-56484-334-0
Product code: WIIMTH-1010
Member price: $12.57

Also available
Playing Games in School (see p. 19)
Getting Started with LEGO Robotics (see p. 15)
Bring Your Own Learning
Transform Instruction with Any Device
By Lenny Schad

Learning was never intended to begin and end at the school doors. Today’s students have embraced mobile technology, and educators can no longer ignore this reality.

In Bring Your Own Learning, highly respected educational technologist Lenny Schad tells the story of leading his large Texas school district through a program of inclusion, where it no longer matters what technology is being used or who owns the device. What matters is that students learn in the ways that make sense to them and their teachers.

Schad discusses what worked and what needed to be reworked in his district. If you’ve been struggling with how to respond to the bring-your-own-device revolution, this is the perfect place to start.

Today’s students have embraced mobile technology. Educators can no longer ignore this.

Audience: K–12 administrators, technology directors, technology coordinators

Features: Description of three-year implementation, lessons learned

Keywords: BYOD, 1-to-1, program implementation

Lenny Schad is the chief technology information officer for Houston ISD. He formerly served as Katy ISD’s chief information officer. While under Schad’s leadership, Katy ISD was named among the 12% of U.S. school districts that the CEO Forum designated as high technology districts.

Teaching Literacy in the Digital Age
Inspiration for All Levels and Literacies
Edited by Mark Gura

Storytelling, story analysis, report writing, persuasive writing, discussing literature, vocabulary—no matter what language arts topic you’re addressing, this book will provide you with dozens of activity ideas using a wide range of technologies.

Each activity in this book is tagged with a recommended level, main technologies used, and literacy covered, and all are aligned to the NETS-S and Common Core State Standards. You can easily adapt the majority of the activities for any level with minor modifications, including for students with special needs and English language learners.

Mark Gura has been an educator for more than three decades. He has served as the director of instructional technology at the New York City Department of Education and has taught graduate education courses at Fordham University and Touro College.

Audience: K–12 ELA teachers, tech coordinators, library media specialists, curriculum specialists

Features: More than 20 activity ideas addressing all grade levels and many literacies, activities are aligned to the NETS-S and Common Core State Standards

Keywords: ELA, literacy
Announcing a New Series!

Grounded Designs for Online and Hybrid Learning

The quality of the e-learning materials and experiences offered online varies greatly. Few educators have the time and training to learn the new technologies necessary to facilitate e-learning, and even fewer receive the resources required to rethink their coursework and redesign their instructional materials.

This three-book series, Grounded Designs for Online and Hybrid Learning, is written primarily for educators and instructional designers creating online and hybrid learning environments. Regardless of your underlying educational values and beliefs, grounded design provides practical methods that you can follow in a variety of settings.

Online and Hybrid Learning Design Fundamentals

Edited by Atsusi “2c” Hirumi

Online and Hybrid Learning Design Fundamentals covers the basic tasks associated with the systematic design of online and hybrid learning environments. The contributors emphasize the importance of, and illustrate methods for, aligning learner assessments to learning objectives, and they present a framework for designing and sequencing meaningful e-learning interactions. This book discusses practical tools for preparing students for successful online learning, interprets laws, and provides examples of how online instruction can and should be universally designed for children with special needs.

Available December 2013

$34.95. 220 pp. 8 ½ x 11
978-1-56484-335-7
Product code: DESFUN-1010
Member price: $24.47

Online and Hybrid Learning Trends and Technologies

Edited by Atsusi “2c” Hirumi

Online and Hybrid Learning Trends and Technology looks further into key aspects of designing and delivering online and hybrid learning environments. The contributors continue to focus on the instructional component of e-learning systems, looking at e-learning trends and technologies such as the management of large classes, podcasts, the educational uses of virtual worlds, and the development of virtual schools in North America and around the world.

Atsusi “2c” Hirumi is an associate professor of Instructional Design and Technology at the University of Central Florida. His work focuses on developing systems to train K–12, university, and corporate educators on the design, development, and delivery of interactive distance education programs. He is the editor of Playing Games in School.

Available December 2013

$19.95. 90 pp. 8 ½ x 11
978-1-56484-337-1
Product code: DESTRN-1010
Member price: $13.97

Also available
Playing Games in School (see p. 19)
What Works in K–12 Online Learning (see p. 23)
Interactive Whiteboards in the Elementary Classroom
By Tony DeMonte

Interactive whiteboards (IWBS) are inherently social and participatory, drawing in many types of learners, including those with disabilities. The flexibility and multimedia aspects of interactive displays naturally lend themselves to presenting material in diverse ways and reinforcing lessons. The author explores these topics, as well as motivation strategies, classroom management tips, and general guidelines for getting the most from your IWB.

Making Technology Standards Work for You
By Susan Brooks-Young

Organized by chapters devoted to individual aspects of technology leadership, including planning, curriculum and instruction, assessment, staff development, and legal and social issues, this book provides clear and specific directions for the unique concerns of campus-level, district-level, and superintendent- or cabinet-level leaders, with convenient lists detailing responsibilities. This third edition also features a rigorous refresh of the wealth of references and resources for each standard as well as a thoughtful discussion of how the roles of administrators and other leaders affect both teacher and student performance.

NETS for Coaches
NETS Project, with contributions by Jo Williamson

Coaching represents a highly effective form of individualized professional development tailored to educators’ professional needs and personal learning styles. Coaching is differentiated, job-embedded, and built on a model of mutual respect. The NETS-C describe how technology coaches support the work of administrators, teachers, and ultimately students in transforming schools into digital age, global learning environments. These standards both complement the work described in the other NETS and fill an important gap in realizing systemic educational improvement.

Check out these recent titles from ISTE’s HomePage Books!

1-to-1 at Home
A Parent’s Guide to School-Issued Laptops and Tablets
By Jason Brand
Foreword by Anne Collier

Many parents find that a school-issued 1-to-1 device further disrupts an area that already has conflicts. 1-to-1 devices blur the lines between school and home, between work and play, and between tool and toy. Many parents could use some help setting boundaries. Written from the perspective of a family therapist who works to help families get to the heart of complicated matters, this guidebook addresses the home side of 1-to-1 programs.

A Parent’s Guide to Online Safety
By Doug Fodeman and Marje Monroe

Trying to keep up with today’s technology can be overwhelming, especially when it seems to change every six months. Take a deep breath! Yes, the technology keeps changing, but the kids stay pretty much the same. Seeking attention, forming relationships, taking risks, and having fun are behaviors that parents have been dealing with for centuries. The authors cover the digital citizenship topics all parents should be aware of and provide advice for setting limits for your child.

Help Your Child Learn with Cell Phones and Web 2.0
By Liz Kolb

Audio and video recording, brainstorming, data collection, blogging, research, polling, social activism—what do these activities have in common? They are all educational, and they can all be done on a cell phone! Liz Kolb provides ideas for dozens of fun and engaging educational activities to do with almost any basic cell phone. She points out the best free web 2.0 resources and shares ideas for extending or altering the activities to best match your child’s interests and abilities.
ISTE STORE PRODUCTS

I n d e x

Ideas, solutions, and cutting-edge thinking
Shop the ISTE store for books and other resources for digital age educators.

ONLINE COURSES

NEW! ISTE Coaching Academy
Ed tech coaches play a critical role in helping colleagues integrate technology and enhance learning. The six courses in ISTE’s Coaching Academy will teach you how to use coaching skills to help fellow educators embrace technology and leverage digital age teaching for improved learning. Purchase or learn more about these courses under Online Courses in the ISTE Store.

- Coach as a Leader
- Coaching to Link Learning and Technology
- Coaching with a Norm for Effective Learning
- Coaching for Active, Engaged, Technology-Rich Learning
- Coaching Skills for Lesson Improvement
- Sustained Professional Learning, Connecting to Your Coaching

$60 each | Member price: $45 each | Save 20% when you buy all six!
Learn about all of ISTE’s online courses at iste.org/OnlineCourses.

WEBINARS

ISTE webinars are the perfect answer for just-in-time professional learning. Topics range from social networking and online learning to the latest technology tools and the NETS. Watch the webinar on your own or with as many colleagues as you like! Shop the ISTE Store to purchase or learn more about the following options:

2012–2013 Archive Pass
The Archive Pass includes all 38 of the webinars presented in the 2012–2013 webinar season. Enjoy hours and hours of professional learning at your convenience!

$423 | Member price: $250

2013–2014 Season Passes
Participate in this season’s live events and view the archived content at your convenience with the 2013–2014 ISTE Season Passes. Each pass includes eight webinars and is focused on timely and relevant topics presented by leading ed tech experts. The themes for this year’s season passes are mobile learning, NETS and STEM.

One pass: $235 | Member price: $139
Two passes: $470 | Member price: $278
Three passes: $706 | Member price: $418
Learn more about all of ISTE’s webinars at iste.org/webinars.

PERIODICALS

Learning & Leading with Technology
ISTE’s membership magazine features practical ideas for using innovative tools and resources to improve learning and teaching in the digital age.

Subscription $100
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Journal of Research on Technology in Education
This quarterly peer-reviewed journal features the most relevant ed tech research from around the globe.

Subscription $155
FREE with ISTE premium membership
Subscription $54 with ISTE standard membership

Journal of Digital Learning in Teacher Education
This quarterly peer-reviewed journal serves as a forum for sharing information about computer and technology education for preservice and inservice teachers.

Subscription $122
FREE with ISTE premium membership
Subscription $32 with ISTE standard membership

ISTA webinars are the perfect answer for just-in-time professional learning.
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Top 10 ISTE ebook bestsellers

Most ISTE titles are now available as ebooks for Kindle, Nook, Kobo, and iPad platforms. Look for the symbol to see which books are available digitally.

101 Best Websites for Elementary Teachers
By James Lerman
These 101 best websites—chosen for their exemplary content and clean, kid-friendly design—will really earn their place in your kitbag of preparation and planning tools.
Product code: 101ELE-1010
Member price: $25.17

101 Best Websites for Principals
Third Edition
By Susan Brooks-Young
A guide to the most relevant and useful web-based resources for busy principals. It includes new sites, revised descriptions, resources for web 2.0 tools, and a section on internet security concerns and safety measures.
Product code: 101WP3-1010
Member price: $26.57

101 Best Websites for Secondary Teachers
By James Lerman
This guide to the best websites for secondary education assembles a host of internet resources that support independent learning, research, and technology-infused instructional practices.
Product code: 101SEC-1010
Member price: $25.17

101 Best Websites for Teacher Tools and Professional Development
By James Lerman
Free teaching tools on the internet? Yes, indeed, and in amazing variety. Discover the best sites for classroom tools and professional development.
Product code: 101TEA-1010
Member price: $25.17

1-to-1 Learning
Laptop Programs That Work, Second Edition
By Pamela Livingston
Find practical planning advice, successful program case studies, and a host of implementation resources in this guide to 1-to-1 programs.
$40.95. 237 pp. 2009. 978-1-56484-254-1
Product code: LAPTO2-1010
Member price: $28.67

Adobe Photoshop Elements in One Hour
By Vicki F. Sharp
Master photo-editing skills quickly and thoroughly with to-the-point instructions, step-by-step tutorials, hands-on activities, and clear illustrations for learning each tool.
$37.95. 238 pp. 2011. 978-1-56484-276-3
Product code: PEHOUR-1010
Member price: $26.57

Advocacy and Educational Technology
A Guide to Getting Your Voice Heard
By Hilary Goldmann
Make your voice heard! This guide will help you develop a better understanding of the issues facing ed tech, learn about the programs that shape education, and transform education in the digital age.
$8.95. 82 pp. 2011. 978-1-56484-310-4
Product code: ADVOCET-1010
Member price: $6.27

Bookmapping
Lit Trips and Beyond
By Terence W. Cavanaugh and Jerome Burg
With bookmapping, your students can use technology to connect literature with geography, social studies, and more. Get how-to’s, find sample lesson plans, and learn about classroom management.
$37.95. 228 pp. 2011. 978-1-56484-283-1
Product code: BOOMAP-1010
Member price: $26.57

Cell Phones in the Classroom
A Practical Guide for Educators
By Liz Kolb
This book illustrates how teachers and administrators use cell phones for classroom projects, homework assignments, and communication with parents.
Product code: CELUSE-1010
Member price: $26.57

The Computer Lab Teacher’s Survival Guide
K–6 Units for the Whole Year, Second Edition
By Holly Poteete
Updated advice on the important components of an effective computer lab. The 10 units, each containing two to three lessons, can be used as a starting point or as a year-long technology education program.
$39.95. 216 pp. 2010. 978-1-56484-282-6
Product code: COMLA2-1010
Member price: $27.97
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ISTE membership opens up a world of opportunities for educators from around the world. Join ISTE and begin receiving valuable benefits, including a subscription to Learning & Leading with Technology magazine and deep discounts on ISTE books, webinars and online courses as well as the ability to connect with a global network of education leaders.

iste.org/join

Get the facts on effective technology implementation.

Connecting Students to STEM Careers
Social Networking Strategies
By Camille Cole
Introduce your students to the numerous STEM careers by using technology to connect them with actual STEM professionals who can become role models and career mentors.
Product code: STEMJB-1010  
Member price: $25.17

Considerations on Educational Technology Integration
The Best of JRTE
Edited by Lynne Schrum
Former Journal of Research on Technology in Education (JRTE) editor Lynne Schrum brings together the best JRTE articles that focus on classroom technology integration.
$37.95. 313 pp. 2011. 978-1-56484-300-5  
Product code: JRTBK2-1010  
Member price: $26.57

A Constructivist Approach to the NETS for Teachers
By V. N. Morphew
This book helps preservice and practicing teachers effectively integrate technology in learning and teaching. Each chapter addresses one of ISTE’s digital age standards for teachers through a constructivist lens.
Product code: CONNET-1010  
Member price: $27.97

Differentiating Instruction with Technology in K–5 Classrooms
By Grace E. Smith and Stephanie Throne
Learn how to use technology to differentiate by student interest, readiness, ability, learning profile, content, process, and product.
$40.95. 248 pp. 2007. 978-1-56484-233-6  
Product code: DIFFK5-1010  
Member price: $28.67

Differentiating Instruction with Technology in Middle School Classrooms
By Grace E. Smith and Stephanie Throne
Prepare your students with a tailored education using the strategies and lessons in this book. Sample activities incorporate differentiated instruction in four core curriculum subjects.
Product code: DIFF68-1010  
Member price: $28.67

Data-Driven Decision Making
A Handbook for School Leaders
By Chris O’Neal
This workbook will lead you through data-driven decision making—setting up teams; warehousing, accessing, and examining data; and finally reflecting on your process—helping to keep you on a path to success.
$21.95. 96 pp. 2012. 978-1-56484-308-1  
Product code: DATDRV-1010  
Member price: $15.37

Database Magic
Using Databases to Teach Curriculum in Grades 4–12
By Sandra A. Dounce
This book is filled with practical advice and tips for creating and using databases as valuable learning and teaching tools.
$42.95. 150 pp. 2008. 978-1-56484-245-9  
Product code: DATMAG-1010  
Member price: $30.07

Learn. Connect. Grow. Become an ISTE member today!
Learn how to flip your classroom and how to implement the flipped mastery model.

Digital-Age Literacy for Teachers
Applying Technology Standards to Everyday Practice
By Susan Brooks-Young
Learn how to use appropriate digital age tools to increase productivity and advance student learning.
$42.95. 132 pp. 2007. 978-1-56484-229-9
Product code: DALIT-1010
Member price: $30.07

The Digital Briefcase for Administrators
Tools and Templates
By Susan Brooks-Young
To help administrators automate tasks and work more efficiently, this collection of time-saving templates is conveniently published on CD in fully editable Microsoft Office files.
$14.95.  CD.  2011.  978-1-56484-274-9
Product code: DIGBC-1010
Member price: $10.47

Digital Citizenship in Schools
Second Edition
By Mike Ribble
Updated to reflect the refreshed NETS-S, this bestselling ISTE book is a must for all educators as they lead students through the digital environments that are part of their everyday lives.
Product code: DIGCI2-1010
Member price: $27.97

Digital Connections in the Classroom
By David Marcovitz
Learn how to incorporate the internet into your lessons, and find great ideas for activities. Come away with a better understanding of how to harness the internet to prepare your students with digital age skills.
$31.95. 220 pp. 2012. 978-1-56484-316-6
Product code: DIGONN-1010
Member price: $22.37

Digital Storytelling Guide for Educators
By Midge Frazel
The many recommendations, overviews, and explanations of digital storytelling tools will help educators apply this exciting technology in their classrooms.
$31.95. 158 pp. 2010. 978-1-56484-259-6
Product code: DIGSTO-1010
Member price: $22.37

Educator’s Podcast Guide
By Bard Williams
This is a complete introduction to podcasting, including hardware and software needs, integrating podcasts into your curriculum, and managing podcasts in the classroom.
$34.95. 279 pp. 2007. 978-1-56484-231-2
Product code: EDPOD1-1010
Member price: $24.47

Flip Your Classroom
Reach Every Student in Every Class Every Day
By Jonathan Bergmann and Aaron Sams
Learn how to flip your classroom and how to implement the flipped mastery model, fostering self-directed and self-paced learning.
Product code: FLIPPR-1010
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From Fear to Facebook
One School's Journey
By Matt Levinson
Foreword by Erin Reilly
ForeWord Reviews’ 2010 Book of the Year Award Finalist
The author shares his experience launching a laptop program, including how to overcome challenges.
$29.95. 129 pp. 2010. 978-1-56484-270-1
Product code: ISKOOL-1010
Member price: $20.97

From Inspiration to Red Carpet
Host Your Own Student Film Festival
By William L. Bass, Christian Goodrich, and Kim Lindskog
Showcase student work and create a catalyst for innovation in the classroom with a student film festival.
Product code: FESTVL-1010
Member price: $18.67

Getting Started with LEGO Robotics
A Guide for K–12 Educators
By Mark Gura
All the information you need in a manageable, organized guide. Learn what LEGO Robotics is, what student activities look like, how to begin, how to manage a class, and much more.
$40.95. 270 pp. 2011. 978-1-56484-298-5
Product code: ROBOTS-1010
Member price: $28.67
Global Education
Using Technology to Bring the World to Your Students
By Laurence Peters
This book provides an introduction to global networks, such as iEarn, Global Schoolhouse, and ePals, an overview of web 2.0 tools that support global learning, and hundreds of web resources.
$34.95. 166 pp. 978-1-56484-258-9
Product code: GLOBAL-1010
Member price: $24.47

GPS and Geocaching in Education
By Burt Lo
This is a comprehensive resource for learning where to find geocaches, what tools you’ll need, and how to bring this dynamic activity into your classroom.
$34.95. 165 pp. 978-1-56484-307-4
Product code: GCACHE-1010
Member price: $22.37

Intelligence Quest
Project-Based Learning and Multiple Intelligences
By Walter McKenzie
The Intelligence Quest is a new instructional model that brings together ideas from multiple intelligences and project-based learning. Discover how this flexible, self-directed learning journey can provide you with a clear structure and specific goals for a technology-infused classroom.
$22.95. 114 pp. 978-1-56484-309-8
Product code: IQUEST-1010
Member price: $16.07

Interactive Videoconferencing
K–12 Lessons That Work
Edited by Kecia Ray and Jan Zanetis
This “how-to” for building a virtual classroom using interactive videoconferencing includes lessons and evaluation tools.
$37.95. 150 pp. 978-1-56484-251-0
Product code: BVIDIC-1010
Member price: $26.57

ISTE’s Technology Facilitation and Leadership Standards
What Every K–12 Leader Should Know and Be Able to Do
By Jo Williamson and Traci Redish
This is an inviting and surprisingly easy-to-follow guide for any educator, practicing or preservice, who wants to be an effective technology facilitator and/or educational leader.
$42.95. 260 pp. 978-1-56484-252-7
Product code: TLPREP-1010
Member price: $30.07

IT’S Elementary!
Integrating Technology in the Primary Grades
By Boni Hamilton
Hamilton guides readers through the process of planning and implementing an integrated technology program on a shoestring budget.
$40.95. 186 pp. 978-1-56484-228-2
Product code: ITSELE-1010
Member price: $28.67

Keyboard Success Curriculum Kit
Second Edition
By Sam Miller, Mary Smith, Ann Fidanque, and Gail Sullivan
This classroom-tested, easy-to-teach curriculum—used successfully by teachers, parents, peer tutors, and paraprofessionals—practically guarantees your students will develop keyboarding proficiency and confidence.
$61.00. 147 pp. 978-1-56484-158-2
Product code: HOMLAB-1010
Member price: $42.70

Kids, Computers, and Learning
An Activity Guide for Parents
By Holly Poteete
ISTE author Holly Poteete has adapted her popular computer lab book into lessons and activities for parents to use at home. Each chapter is made up of activities that teach children target skills in a variety of learning styles.
$37.95. 347 pp. 978-1-56484-265-7
Product code: HOMLAB-1010
Member price: $26.57

Making Connections with Blogging
Authentic Learning for Today’s Classrooms
By Lisa Parisi and Brian Crosby
Use blogging with any student and any curriculum—not as an add-on, but as an integrated part of your lessons. Learn step by step how to blog, get ideas for your curriculum area, and understand how to manage blogging in the classroom.
$18.95. 125 pp. 978-1-56484-312-8
Product code: BLOGGR-1010
Member price: $13.27

Media Literacy in the K–12 Classroom
By Frank W. Baker
The author shows you how to integrate media literacy into almost any subject area.
$38.95. 197 pp. 978-1-56484-307-4
Product code: MEDLIT-1010
Member price: $27.27

Multiple Intelligences and Instructional Technology
Second Edition
By Walter McKenzie
This edition provides new and revised lesson ideas and planning materials as well as updated websites, online resources, and activities for the latest hardware.
$46.95. 191 pp. 978-1-56484-188-9
Product code: MULTI2-1010
Member price: $32.67

NETS for Students, Second Edition
This full-color booklet includes the entire text of the updated and expanded NETS-S. Also included are performance indicators, student profiles, examples, and essential conditions.
$13.95. 25 pp. 978-1-56484-237-4
Product code: NESB02-1010
Member price: $9.77

NETS for Students
Curriculum Planning Tool
This new tool provides examples of what the NETS-S look like in practice. Included are measurable skills students can be expected to achieve at specified age ranges and content-related examples of activities and tools that build proficiency.
$7.95. 42 pp. 978-1-56484-317-3
Product code: NESCPT-1010
Member price: $5.57

NETS for Teachers, Second Edition
This full-color booklet includes the entire text of the updated and expanded NETS-T. Also included are performance indicators, rubrics, scenarios, and essential conditions.
$13.95. 25 pp. 978-1-56484-243-5
Product code: NETB02-1010
Member price: $9.77

NETS for Coaches
This full-color booklet includes the entire text of the NETS-C, plus rubrics and scenarios.
$14.95. 40 pp. 978-1-56484-332-6
Product code: NETCBK-1010
Member price: $10.47

NETS for Coaches
This full-color booklet includes the entire text of the NETS-C, plus rubrics and scenarios.
$14.95. 40 pp. 978-1-56484-332-6
Product code: NETCBK-1010
Member price: $10.47

NETS for Administrators, Second Edition
This full-color booklet includes the entire text of the refreshed NETS-A. Also included are performance indicators, profiles, scenarios, and essential conditions.
$13.95. 22 pp. 978-1-56484-324-1
Product code: NTABK2-1010
Member price: $9.77

NETS-A Profiles
This booklet provides administrators with information on the kinds of job-specific requirements they need to perform as effective technology leaders.
$4.95. 22 pp. 978-1-56484-318-0
Product code: NTAPRF-1010
Member price: $3.47

NETS-A Brochure Pack
$8.95 (Pack of 25). Product code: NETAB2-1010
Member price: $6.27

NETS-A Poster
$10.95. Product code: NETAP2-1010
Member price: $7.67

NETS-C Products
This full-color booklet includes the entire text of the NETS-C.
$4.95. 22 pp. 978-1-56484-332-6
Product code: NETCBK-1010
Member price: $3.47

NETS-C Brochure Pack
$8.95 (Pack of 25). Product code: NETCBR-1010
Member price: $6.27

NETS-C Poster
$10.95. Product code: NETCP0-1010
Member price: $7.67

NETS Essential Conditions Poster
This poster displays the NETS Essential Conditions and is perfect to hang as a reminder of what is necessary if students, teachers, and administrators are to effectively leverage technology for learning.
$10.95. Product code: ESSCON-1010
Member price: $7.67
Retool Your School
The Educator’s Essential Guide to Google’s Free Power Apps
By James Lerman and Ronique Hicks
Lerman and Hicks show you how Google Apps can transform communication, collaboration, and creativity. This book includes a special chapter on how to bring Google Applications Education Edition to your school or district.
$40.95. 378 pp. 2010. 978-1-56484-267-1
Product code: GOOGLE-1010
Member price: $28.67

Revolutionizing Education through Technology
The Project RED Roadmap for Transformation
By Thomas W. Greaves et al.
Foreword by Angus King
Get the facts on effective technology implementation: what works, what success looks like, and what cost savings to expect.
$15.95. 114 pp. 2012. 978-1-56484-322-7
Product code: PRORED-1010
Member price: $11.17

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By John G. Hendron
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**AUDIENCE**

- Administrators
- AT Professionals
- Computer Lab Teachers
- Curriculum Specialists
- IT Staff
- Library Media Specialists
- Parents
- Policy Makers
- Professional Development Specialists
- Researchers
- Students
- Teacher Educators
- Technology Coordinators
- Technology Directors
- Technology Directors
- Student Interaction
- Digital Citizenship & Safety
- Near-PK
- Mobile Technology
- Professional Development Learning
- Program Implementation
- Reference
- STEM
- Maker Ed

**TOPICS**

- Computer Skills
- Differentiating Instruction
- Digital Citizenship and Safety
- How-To
- Mobile Technology
- Project-Based Learning
- Program Implementation
- Reference
- STEM
- Differentiating Instruction
- Digital Citizenship and Safety
- How-To
- Mobile Technology
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