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## PC Mag

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

## PC Magazine

## The Independent Guide to IBM-standard Personal Computers

## Games for Actors and Non-Actors

Routledge Games for Actors and Non-Actors is the classic and best selling book by the founder of Theatre of the Oppressed, Augusto Boal. It sets out the principles and practice of Boal's revolutionary Method, showing how theatre can be used to transform and liberate everyone - actors and non-actors alike! This thoroughly updated and substantially revised second edition includes: two new essays by Boal on major recent projects in Brazil Boal's description of his work with the Royal Shakespeare Company a revised introduction and translator's preface a collection of photographs taken during Boal's workshops, commissioned for this edition new reflections on Forum Theatre.

## G Is for Growing

## Thirty Years of Research on Children and Sesame Street

Routledge This volume--a collection and synthesis of key research studies since the program's inception over three decades ago--serves as a marker of the significant role that Sesame Street plays in the education and socialization of young children. Editors Shalom M. Fisch and Rosemarie T. Truglio have included contributions from both academics and researchers directly associated with Sesame Street, creating a resource that describes the processes by which educational content and research are integrated into production, reviews major studies on the impact of Sesame Street on children, and examines the extension of Sesame Street into other cultures and media. In the course of this discussion, the volume also explores broader topics, including methodological issues in conducting media-based research with young children, the longitudinal impact of preschoolers' viewing of educational versus non-educational television, and crosscultural differences in the treatment of educational content. As the first substantive book on Sesame Street research in more than two decades, "G" is for Growing provides insight into the research process that has informed the development of the program and offers valuable guidelines for the integration of research into future educational endeavors. Intended for readers in media studies, children and the media, developmental studies, and education, this work is an exceptional chronicle of the growth and processes behind what is arguably the most influential program in children's educational television.

## Time for the Stars

Macmillan Originally published for a young adult audience in the 1950s, a classic Heinlein tale depicts a future world where overpopulation has necessitated travel to other planets in spite of limited communications technology, a challenge for which identical twins Tom and Pat are enlisted for a human telepathy project. Reprint. 15,000 first printing.

## Thomas the Really Useful Engine

Random House Books for Young Readers When a storm damages Tidmouth Station and all the other train engines are stranded, Thomas and his driver save the day.

## Hanging Out, Messing Around, and Geeking Out Kids Living and Learning with New Media

*MIT Press* An examination of young people's everyday new media practices—including video-game playing, text-messaging, digital media production, and social media use. Conventional wisdom about young people's use of digital technology often equates generational identity with technology identity: today's teens seem constantly plugged in to video games, social networking sites, and text messaging. Yet there is little actual research that investigates the intricate dynamics of youths' social and recreational use of digital media. *Hanging Out, Messing Around, and Geeking Out* fills this gap, reporting on an ambitious three-year ethnographic investigation into how young people are living and learning with new media in varied settings—at home, in after-school programs, and in online spaces. Integrating twenty-three case studies—which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups—in a unique collaborative authorship style, *Hanging Out, Messing Around, and Geeking Out* is distinctive for its combination of in-depth description of specific group dynamics with conceptual analysis.

## Friends, Fashion, and Fun! (Barbie)

*Golden Books* This deluxe jumbo activity book is overflowing with 224 pages of Barbie and her friends to color—plus over 50 stickers.

## Scooby Doo and the Disappearing Donuts

*LEAP FROG* Teaches reading comprehension, character recognition, vocabulary, spelling.

## The New Yorker Book of Cat Cartoons

*Knopf* Cartoons from sixty-five years of the *New Yorker* feature cats and their many traits

## Froggy Rides a Bike

*Puffin* With encouragement from his friends and family, Froggy learns how to ride his shiny new bike.

## Alone

*Sourcebooks, Inc.* This must-read for lovers of Stephen King's *The Shining* will leave readers breathless as Seda and her family find themselves at the mercy of a murderer in an isolated and snowbound hotel. Get ready for what Kirkus calls "A bloody, wonderfully creepy scare ride." When her mom inherits an old, crumbling mansion, Seda's almost excited to spend the summer there. The grounds are beautiful and it's fun to explore the sprawling house with its creepy rooms and secret passages. Except now her mom wants to renovate, rather than sell the estate—which means they're not going back to the city...or Seda's friends and school. As the days grow shorter, Seda is filled with dread. They're about to be cut off from the outside world, and she's not sure she can handle the solitude or the darkness it brings out in her. Then a group of teens get stranded near the mansion during a blizzard. Seda has no choice but to offer them shelter, even though she knows danger lurks in the dilapidated mansion—and in herself. And as the snow continues to fall, what Seda fears most is about to become her reality...

## Theatre of the Oppressed

*Pluto Press (UK)* The book that started a revolution in modern theatre.

## Sonic the Hedgehog Encyclo-speed-ia

*Dark Horse Comics* Celebrate Sonic the Hedgehog's 30th anniversary with a full-color hardcover historical retrospective that explores nearly every one of the blue speedster's video game appearances! Dive deep into the extensive lore and exhaustive detail of each game in Sonic's ever-expanding universe—from the beloved SEGA Genesis to the most bleeding-edge video game consoles. This tome leaves no stone unturned, showcasing in-depth looks at the characters, settings, and stories from each exciting installment! Dark Horse Books and SEGA present the *Sonic the Hedgehog Encyclo-Speed-ia*—a must-have volume for any fan of Sonic, young or old!

## Kabuki Warriors

## Official Strategy Guide

*Brady BradyGames* *Kabuki Warriors Official Strategy Guide* features coverage of the multiple characters and various bosses. Comprehensive lists of each fighter's moves, attack combos, and profiles. Game secrets revealed!

# Quick Calculus

## A Self-Teaching Guide

*John Wiley & Sons Quick Calculus 2nd Edition A Self-Teaching Guide* Calculus is essential for understanding subjects ranging from physics and chemistry to economics and ecology. Nevertheless, countless students and others who need quantitative skills limit their futures by avoiding this subject like the plague. Maybe that's why the first edition of this self-teaching guide sold over 250,000 copies. *Quick Calculus, Second Edition* continues to teach the elementary techniques of differential and integral calculus quickly and painlessly. Your "calculus anxiety" will rapidly disappear as you work at your own pace on a series of carefully selected work problems. Each correct answer to a work problem leads to new material, while an incorrect response is followed by additional explanations and reviews. This updated edition incorporates the use of calculators and features more applications and examples. ".makes it possible for a person to delve into the mystery of calculus without being mystified." --Physics Teacher

## Radar Instruction Manual

Since 1958 the Maritime Administration has continuously conducted instructions in use of collision avoidance radar for qualified U.S. seafaring personnel and representatives of interested Federal and State Agencies. Beginning in 1963, to facilitate the expansion of training capabilities and at the same time to provide the most modern techniques in training methods, radar simulators were installed in Maritime Administration's three region schools. It soon became apparent that to properly instruct the trainees, even with the advanced equipment, a standardize up-to-date instruction manual was needed. The first manual was later revised to serve both as a classroom textbook and as an onboard reference handbook. This newly updated manual, the fourth revision, in keeping with Maritime Administration policy, has been restructured to include improved and more effective methods of plotting techniques for use in Ocean, Great Lakes, Coastwise and Inland Waters navigation. Robert J. Blackwell Assistant Secretary for Maritime Affairs

## Stormy Persuasion

### A Malory Novel

*Simon and Schuster #1* New York Times bestselling author Johanna Lindsey returns to the dazzlingly passionate world of the Malorys, an aristocratic family of rakehell adventurers and spirited ladies, in a thrilling new tale of unbridled desires. Judith and Jacqueline Malory are not simply cousins; they are inseparable best friends. Refusing to miss Jacqueline's come-out in Connecticut, Judy convinces her parents, James and Georgina, to let her delay her London debut by a few weeks so she can accompany her cousin. Neither girl intends to fall in love during her first Season. But Judy's plans are overturned when aboard ship she comes face-to-face with the ghost who has been haunting her dreams. Unknown to the Malorys, deckhand Nathan Tremayne is a smuggler with a noose around his neck. Determined to carry out a covert mission in America that could gain him a pardon, Nathan senses that Judith is trouble. Somehow the minx knows his secret—and now she's blackmailing him into doing her bidding—teaching her how to climb the rigging and how to kiss. While passions can soar on the high seas, Nathan knows this aristocratic beauty is merely amusing herself with a scoundrel like him. When the unthinkable happens in Connecticut and the elder Malorys' hands are tied, Nathan takes command of a dire situation. Captaining his own ship, he turns the tables on Judy and steers them into uncharted waters, where a lady might just throw caution to the wind and give her heart to a scoundrel.

## Principles of Physics

*Longman International Education Division (a Pearson Education Company)* Principles of Physics is a well-established popular textbook which has been completely revised and updated.

## Counting on Leap

Learn key preschool math skills with Leap as you roller-skate through town visiting friends and solving problems along the way.

## The Art of Cars

*Chronicle Books* In the tradition of the smash hits *Toy Story*, *A Bug's Life*, *Toy Story 2*, *Monsters, Inc.*, *Finding Nemo*, and *The Incredibles* comes the newest film from Pixar Animation Studios, *Cars*, the story of a race car who learns that it's not all about the fast lane. (In fact, life begins at the off-ramp.) Offering an insider's view into the artistic development of *Cars*, this gorgeously illustrated book celebrates the whimsical yet painstaking research that fueled Pixar's directors, production designers, and artists. Fascinating storyboards, full-color pastels, on-the-road snapshots, and hundreds of character sketches reveal the origins of Pixar's charming and clever automobile-based world. Gleaned from the team's trips to racetracks and down the famed Route 66, *The Art of Cars* is as colorful as its memorable story and characters, making this book—the only movie tie-in for adults—a spirited ride down the road of a masterful animated feature film. *Cars* is a Walt Disney Pictures presentation of a Pixar Animation Studios film. 2006 by Disney Enterprises, Inc./Pixar Animation Studios. All rights reserved.

## Game Math

Discusses the mathematics involved in gaming, including dice and probability, Monopoly and money management, and Scrabble's point system.

## The Shade of Cocoa

Bella is a happy and inquisitive five-year old girl who loves to play with her friends, go to school, and spend time with her family. Everyone tells her how beautiful she is, but she doesn't feel as beautiful as the faces she sees on TV and in the magazines. Join Bella as she navigates a very important life lesson and learns to love the skin she is in. This captivating story for young children provides a message of empowerment and acceptance that readers of all ages can understand and enjoy.

## Cookie's First Book of Numbers

Introduces counting using simple words and item counting.

## How I Met Myself Level 3

Cambridge University Press "One icy winter's evening in Budapest, a man runs straight into John Taylor as he walks home through the narrow streets. John falls over into the snow and looks up at the man's face. 'I felt very afraid. Because what I saw was me. My face looking down at me. My mouth saying sorry.' Who is the man, and how will John's life change?"

## Disney Princess Comics Treasury

Joe Books Ltd For years, Disney's Princesses have charmed audiences the world over in their spellbinding animated films, winning the day with wit and pluck as the power of love keeps the darkness at bay. Return to these thrilling worlds of magic, danger and romance in this timeless graphic novel collection from Disney's own master storybook artists. Every Disney Princess film is retold in this 800-page storytime treasure that Princess fans will cherish for a lifetime. Stories Include: Snow White, Cinderella, Sleeping Beauty, The Little Mermaid, Beauty and the Beast, Aladdin, Pocahontas, Mulan, Princess and the Frog, Tangled, and Brave.

## Best Word Book Ever

Word Book.

## Brighter Child Math Flash Cards

Brighter Child Brighter Child(R) Math Flash Cards provide children with a full-range of math practice. This sturdy storage box contains six decks organized by tabs for quick and easy access. The decks include addition, subtraction, multiplication, division, fractions, and time and money. The cards also feature answers on the back so children can check their answers.

## There is a Bird on Your Head!

Walker Traditional Chinese edition of There Is a Bird On Your Head! (An Elephant and Piggie Book) by Mo Willems. Elephant and Piggie help each other out when there are birds sitting on Elephant's head.

## It's Wiggle Time!

Activity book for pre-kindergarten and kindergarten children to encourage movement through games and music.

## Hit It Maestro(Music)(Leap 2)(Leapfrog)

LEAP FROG Learn about 13 world famous composers as you play 17 different music activities.

## Doc to the Rescue

Publications International It's no wonder why kids love Little Sound Books. They include amusing stories, favorite characters, colorful pictures, and five sound buttons. Character voices and story sounds make these already exciting stories even more fun to read. Also includes five punch out play pieces.

## Thomas & Friends Electronic Reader and 8-book Library

Publications International Limited "Based on The Railway Series by The Reverend W Awdry"--Page 2 of cover of volumes.

# Goldie Socks and the Three Libearians

When Goldie Socks takes a shortcut through the woods when she is late for school, she comes across an intriguing cottage made of books.

## Biology 12