

WHAT'S **new**

ISTE has released the book, **Tablet PCs in K-12 Education**. A practical guide for classroom educators, it explains how to use tablet PCs to instruct, communicate, and collaborate. Editor Michael van Mantgem introduces you to the tablet PC as a tool for powerful and portable computing; note-taking, sketching, writing, and collaborative learning; making presentations; and for increased productivity of both you and your students. It includes examples and case studies taken from real teachers in real classrooms, advice for implementing tablet PCs in your organization, and tablet PC-oriented lesson plans. The book is \$22.35 for ISTE members and \$31.95 for nonmembers.



MORE INFO: ISTE, 1.800.336.5191
<http://www.iste.org/bookstore>

The adage, “A picture tells a thousand words,” has never been truer than in the digital age, when a well-chosen image remains a stellar tool for instruction. Accordingly, ISTE’s new publication, **NETS-S Visual Arts Units for All Levels** presents 20 classroom projects that use technology in support of visual art in the curriculum. Projects in the book cover a range of topics, including drawing, painting, design, drafting, and printmaking. Most involve ancillary reading, learning, and research. It is edited by Mark Gura, who spent 17 years as a middle school Visual Arts teacher before his appointment as director of Instructional Technology for the New York City public school system. The book is \$31.45 for ISTE members and \$44.95 for nonmembers.



Corsair has added new 32GB capacity flash drives, **Corsair Flash Voyager 32GB** and **Corsair Flash Survivor 32GB**, to its USB family lines. According to the company, the all-rubber Flash Voyager and the aluminum-encased, waterproof Flash Survivor provide ruggedness and performance. The storage capacity is large enough to hold more than 16 full-length, high-definition movies or an entire season of a TV series. The drives can also be used as portable backup devices for critical or sensitive information and they’re bootable, which means users can store full versions of operating systems and applications to “re-create” the necessary software environments to troubleshoot system problems. The Flash Voyager 32GB drive sells for \$229.99, and the Flash Survivor 32GB sells for \$249.99. The flash drives arrive bundled with a lanyard, security software/driver preloaded, and a USB extension cable.



MORE INFO: Corsair
<http://www.corsair.com>

Reach the World, a New York City-based nonprofit education organization, has released **GeoGames**, a free, online geography game. GeoGames was developed out of research by Dr. Susan Lowes of Teachers College, Columbia University, who set out to answer the question, “How do children gain their understanding of world geography?” GeoGames focuses on cognitive concepts such as spatial relationships (where the continents are in relation to each other and to the oceans), nesting (how a city is a unit within a country, a country is a unit within a continent, etc.), and how countries, continents and oceans have vastly different sizes (scale). GeoGames is available on Reach the World’s Web site.



MORE INFO: Reach the World
<http://www.reachtheworld.org>

This information is compiled by L&L’s editorial intern, Lindsey Durrell, from press releases that come into the ISTE editorial office. The products and resources are not reviewed by the L&L staff and are offered here without recommendation. Send press releases and suggestions for entries to products@iste.org.

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STI, a provider of education data management systems, has introduced **STI Lunch** to its suite of management tools for schools. The program helps school staff meet stringent legal requirements to provide students with free and reduced-priced meals. It is designed to accept a data stream from STI's Web-based student information system, Information NOW, to protect the data integrity and the privacy of students and their families. The primary goal is to create a nutritionally balanced lunch program, but according to the company, it can also provide for better management at individual cafeteria sites through centralized back-office functions and system-wide reporting. STI Lunch records and reconciles student meals and charges, imports student photos for positive IDs, generates customizable form letters for parents, reports on reimbursable meals, tracks food and supply inventories, provides reconciliation for all cash drawers, and substantiates state claims reports.

MORE INFO: STI, 1.800.844.0884
<http://www.sti-k12.com>

NBC News, in partnership with HotChalk, has released a comprehensive **collection of science and technology videos** spanning scientific milestones of our era and the latest scientific discoveries. The videos include historic and current developments in science, such as the discovery of atomic energy, the beginning moments of the space race, and the latest findings about climate change. The curriculum includes more than 1,000 two-to-five minute clips of current and historic scientific discoveries and technological innovations. The videos are updated continually and the curriculum spans more than 70 years of history, including clips on traditional subjects such as biology and chemistry, as well as high-interest topics such as forensics and environmental science. The curriculum is available online via HotChalk, a free, Web-based learning management system. All of the curriculum resources are exclusive features of NBC News Archives on Demand, an effort by NBC News to set a standard in bringing life-relevant learning to classrooms.

MORE INFO: NBC News and HotChalk
<http://www.hotchalk.com/nbc.html>

Linworth Publishing, Inc. has announced the publication of **Collaborating for Project-Based Learning for Grades 9–12**. By authors Violet H. Harada, Carolyn H. Kirio, and Sandra H. Yamamoto, the book



describes examples of the school media specialist's critical leadership role in school improvement. The book includes the whys, the whats, and the hows of project-based learning, with rubrics and plans, how-to directions, and scientifically based research incorporated into practice. The 200-page book is available for \$44.95.

MORE INFO: Linworth Publishing, 1.614.884.9995
<http://www.linworth.com>

The Federation of American Scientists (FAS) has launched **Immune Attack**, an exciting, fast-moving video game that teaches the critical, scientific facts of immunology. Through the use of visual elements and simulations, the game explains how the immune system works to defend the body against invading bacteria. It allows students to use sights, sounds, and touch to get better acquainted with the immune system. It also encourages them to interact with each other and to engage in problem-solving discussions to enhance their game play and learn the subject. FAS is researching the development of similarly complex games and 3D interactive simulations to help people learn. With the release of Immune Attack, FAS will research how to improve the games, and to discover how they can be used to help students consider careers in bioscience, medicine, and other healthcare professions. The game is free and can be downloaded directly from the game Web site, or contact FAS to request a CD.

MORE INFO: Federation of American Scientists, 1.202.546.3300
<http://www.fas.org/immuneattack>

3M Projections Systems has released the new **Super Close Projection Systems 700 Series.**



Designed with a modular “build what you need” concept, the 3M SCP712 is a simple and cost-effective solution offering flexibility while providing functionality to fit environment and budget. For example, if you need full connectivity, you can add an input/output module or an annotation sensor module to turn a dry-erase board or a standard whiteboard into an interactive annotation system. Wall mount options include the folding wall mount with speakers (and an option without speakers) and a fixed wall mount. The wall mounts position the SCP712 above the board and out of the light path, eliminating shadows of the presenter and moving the heat and fan noise out of the way. The \$2,950 price includes mount, speaker, and cables.

MORE INFO: 3M, 1.800.364.3577
<http://solutions.3m.com>

Scholastic has released **Scholastic BookFlix**, which pairs classic fictional video storybooks from Weston Woods with related nonfiction e-books from Scholastic. Developed for grades PK–3, BookFlix offers 80 fiction-nonfiction pairs, of which 20 are available in Spanish. Features include a “read-along” option so children can hear both the fiction and nonfiction texts read aloud and follow along as each word is highlighted on the screen, narrated text and definitions of key vocabulary words, educational games and activities to reinforce reading skills, biographies and interviews introducing children to their favorite authors, and Web links to encourage further exploration. BookFlix is available by subscription to public and school libraries and is accessible with a password from any Internet-ready computer.

MORE INFO: Scholastic
<http://www.scholastic.com/bookflix>

Studywiz Spark has announced its new **9.3 version**, which harnesses the power and engagement of the latest social-networking tools to enable students to collaborate, share, and communicate within a safe and secure learning community. New features include dedicated, mobile and elementary interface, safe student galleries and shared eLockers, a success management program and ePortfolios. The tools are designed for increased student engagement, giving teachers new resources to better manage group work in a safe Dynamic LearnSpace. Prices vary; contact manufacturer for details. You can take a visual tour of the product on their Web site.

MORE INFO: Studywiz, 1.732.448.0779
<http://www.studywiz.com>

Triune Arts is a Canadian-based non-profit organization that has developed educational resources on a variety of subjects, including dispute and conflict resolution. Of particular interest to schools are three videos from their **Resolving Conflict Creatively** series: Negotiation & Mediation (\$220); Inter-Cultural Mediation (\$130); and Diversion & Transformation (\$310). The three titles (available in DVD or VHS) can be purchased separately or in a boxed set for \$255.

MORE INFO: Triune Arts
<http://www.triune.ca>

Coming Next Issue in I&L

Games and Social Networking

Games and social networking provide new ways of communicating and are redefining literacy. Students are both consuming and producing meaning in these mediums in dramatic ways, mostly outside of school. Educators from the Education Arcade at MIT share how these technologies affect learning, why teachers should explore their potential, and provide strategies for adapting these technologies in the classroom.

Envisioning Effective Laptop Initiatives

Determining whether teachers’ current instructional practices support effective technology use should be the foundation for district decision makers before jumping into a 1:1 laptop initiative. Researchers Jon M. Clausen, Jody Britten, and Gail Ring emphasize the importance of thoroughly thinking through how these technologies are going to support meaningful instruction and determining whether that instructional vision is supported by building-level administrators and teachers.

The Challenge of Technology Leadership

The increasing engagement with media and technology in youth culture encourages educators to consider ways to connect this enthusiasm to school content. In their report from the annual National Technology Leadership Summit, the SIGTE leadership team and the NTLs program committee discuss the idea of technology, pedagogy, and content knowledge as the “total package” of elements to address effective technology integration.