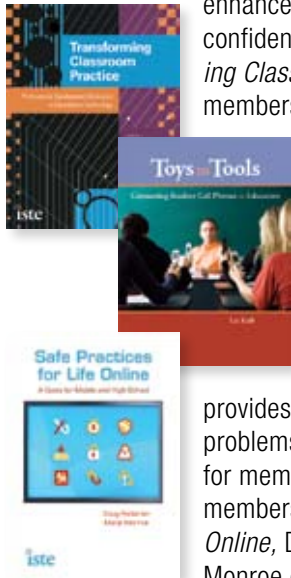


WHAT'S **new**

ISTE has released three new titles, **Transforming Classroom Practice: Professional Development Strategies in Educational Technology**; **Toys to Tools: Connecting Student Cell Phones to Education**; and **Safe Practices for Life Online**. *Transforming Classroom Practice* leads readers through multiple professional development models, proven and avant-garde, that will enhance teachers' knowledge and confidence in technology. *Transforming Classroom Practice* is \$31.45 for members and \$44.95 for nonmembers. In *Toys to Tools*, Liz Kolb discusses a host of innovative uses for the technology that do not require using the phones in the classroom. She also addresses the issues that have led to the bans and provides guidelines for overcoming problems. *Toys to Tools* is \$24.45 for members and \$34.95 for nonmembers. In *Safe Practices for Life Online*, Doug Fodeman and Marje Monroe offer practical advice to help middle and high school students stay safe by making better choices and minimizing their risks. The book contains dozens of classroom-tested exercises and hundreds of links to Web sites, documents, and resources. *Safe Practices for Life Online* is \$20.95 for members and \$29.95 for nonmembers.

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



The National Museum of American History in conjunction with Verizon's

Thinkfinity.org has launched **Smithsonian's History Explorer**, a Web site that offers free, standards-based, innovative resources for teaching and learning American history. The site contains lessons, activities, and interactive games that can be searched by grade level, keyword, and historical era. Activities feature objects selected from the more than 3 million artifacts in the museum's collections.

MORE INFO: Smithsonian Institution, 1.202.633.1000
<http://historyexplorer.americanhistory.si.edu>
 or <http://thinkfinity.org>

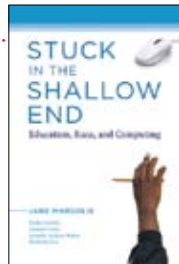
LeapFrog Enterprises Inc. has released a series of new handhelds. **The Didj system**, for students in first to fifth grade, allows customized learning through online connectivity. Parents can create lessons using actual schoolwork, such as spelling lists. The Didj sells for \$89.99. The **Leapster2 handheld**, for children from PK to third grade, expands the game play online, which allows parents to see what their child is learning. It retails for \$69.99. The **Tag Reading System**, for PK through third grade is an interactive reading product that brings books to life. Children can touch any word or picture to hear a story or play a game. It sells for \$49.99.

MORE INFO: LeapFrog Enterprises Inc.
www.leapfrog.com



This information is compiled by L&L's editorial team 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.

Jane Margolis, a senior researcher at the Institute for Democracy, Education, and Access at UCLA's Graduate School of Education and Information Studies, has published a book called ***Stuck in the Shallow End: Education, Race, and Computing.***



The book, cowritten by Rachel Estrella, Joanna Goode, Jennifer Jellison Holme, and Kimberly Nao, examines the daily experiences of students and teachers in three Los Angeles public high schools: an overcrowded urban high school, a math and science magnet school, and a well-funded school in an affluent neighborhood. The authors found that the race gap in computer science is a poignant example of the ways that students of color are denied access to a wide range of occupational and education opportunities. The book is published by MIT Press and costs \$24.95.

MORE INFO: The MIT Press, 1.800.405.1619
<http://mitpress.mit.edu/catalog/item/default.asp?ftype=2&tid=11550>

Autodesk Inc. has launched **Animation Academy 2009**, a six-part curriculum that introduces students to 3D animation and visual effects technology while immersing them in core academic subjects such as science, math, and English language arts. Animation Academy 2009 adheres to the International Technology Education Association standards and the U.S. STEM standards for science, technology, math, and engineering. The curriculum includes comprehensive project-based lessons on astronomy, architecture, the human digestive system, weather systems, forensics and an independent study. Contact manufacturer for pricing.

MORE INFO: Autodesk Inc.
www.autodesk.com/pr-animationacademy

CustomGuide Software Training has released nearly **100 Software Quick References** for free public use. The Quick References contain commands and shortcuts for such programs as Microsoft Excel, Outlook, PowerPoint, and Word; Apple Mac OS; and Adobe Acrobat and Photoshop. They are in PDF format and printable for easy distribution.



MORE INFO: www.customguide.com/quick_references.htm



Tabula Digita has released a new version of the educational video game **Math Evolver:**

Virus Origin, which teaches pre-algebra skills. This math program is suitable for children in grades 6–9. The simulation format features 3D graphics, sound, animation, and storylines comparable to those found in many commercial video games. The embedded lessons align with the standards of the National Council of Teachers of Mathematics. Contact manufacturer for pricing.

MORE INFO: Tabula Digita, 1.212.529.3450
www.dimensionm.com

Coming Next Issue in **L&L**

Transforming Education Through Online Learning

Online learning is creating new opportunities for thousands of students across the globe. Educators who embrace these reforms see this trend as a way to strengthen schools and meet the individual needs of students.

Designing Effective Online Courses

Online courses are flexible and convenient for students, but creating them takes time and careful planning. Educators need to reflect on the goals of a course change when transitioning from a classroom setting to a virtual environment.

Collaborating with Web Conferencing Tools

Teachers, school counselors, and administrators need only to put on their headsets, check the time zone, and log on to meet and learn from educators across the globe. This article describes how to get started.