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Iterative Methods for Solving Nonlinear Equations and Systems - Juan R. Torregrosa 2019-12-06
Solving nonlinear equations in Banach spaces (real or complex nonlinear equations, nonlinear systems, and nonlinear matrix equations, among others), is a non-trivial task that involves many areas of science and technology. Usually the solution is not directly affordable and require an approach using iterative algorithms. This Special Issue focuses mainly on the design, analysis of convergence, and stability of new schemes for solving nonlinear problems and their application to practical problems. Included papers study the following topics: Methods for finding simple or multiple roots either with or without derivatives, iterative methods for approximating different generalized inverses, real or complex dynamics associated to the rational functions resulting from the application of an iterative method on a polynomial. Additionally, the analysis of the convergence has been carried out by means of different sufficient conditions assuring the local, semilocal, or global convergence. This Special issue has allowed us to present the latest research results in the area of iterative processes for solving nonlinear equations as well as systems and matrix equations. In addition to the theoretical papers, several manuscripts on signal processing, nonlinear integral equations, or partial differential equations, reveal the connection between iterative methods and other branches of science and engineering.

California. Supreme Court. Records and Briefs - California (State). Court of Appeal Case(s): C000732

21st Century Astronomy - Laura Kay 2016-06
Influenced by astronomy education research, 21st Century Astronomy offers a complete pedagogical and media package that facilitates learning by doing, while the new one-column design makes the Fifth Edition the most accessible introductory text available today.

Preparing for General Physics - Arnold D. Pickar 1993
Includes Rounds I-V. This self-study workbook provides review of algebra, trigonometry, and calculus topics for students enrolled in introductory physics. All examples relate directly to physics. Emphasis is placed on working with powers of 10 and order of magnitude estimating. Students write their answers in the text and then check their answers on the following page. Also discussing why math is important in physics; pretests; posttests.

Vector Calculus - Susan Jane Colley 2012
Normal 0 false false false Vector Calculus, Fourth Edition, uses the language and notation of vectors and matrices to teach multivariable calculus. It is ideal for students with a solid background in single-variable calculus who are capable of thinking in more general terms about the topics in the course. This text is distinguished from others by its readable narrative, numerous figures, thoughtfully selected examples, and carefully crafted exercise sets. Colley includes not only basic and advanced exercises, but also mid-level exercises that form a necessary bridge between the two.

Cultural Techniques - Bernhard Siegert 2015-05-01
In a crucial shift within posthumanistic media studies, Bernhard Siegert dissolves the concept of media into a network of operations that reproduce, displace, process, and reflect the distinctions fundamental for a given culture. Cultural Techniques aims to forget our traditional understanding of media so as to redefine the concept through something more fundamental than the empiricist study of a medium's individual or collective uses or of its cultural semantics or aesthetics. Rather, Siegert seeks to relocate media and culture on a level where the distinctions between object and performance, matter and form, human and nonhuman, sign and channel, the symbolic and the real are still in the process of becoming. The result is to turn ontology into a domain of all that is meant in German by the word Kultur. Cultural techniques comprise not only self-referential symbolic practices like reading, writing, counting, or image-making. The analysis of artifacts as cultural

techniques emphasizes their ontological status as "in-betweens," shifting from firstorder to second-order techniques, from the technical to the artistic, from object to sign, from the natural to the cultural, from the operational to the representational. Cultural Techniques ranges from seafaring, drafting, and eating to the production of the sign-signaldistinction in old and new media, to the reproduction of anthropological difference, to the study of trompe-l'oeils, grids, registers, and doors. Throughout, Siegert addresses fundamental questions of how ontological distinctions can be replaced by chains of operations that process those alleged ontological distinctions within the ontic. Grounding posthumanist theory both historically and technically, this book opens up a crucial dialogue between new German media theory and American postcybernetic discourses.

University Physics - Samuel J. Ling 2017-12-19
University Physics is designed for the two- or three-semester calculus-based physics course. The text has been developed to meet the scope and sequence of most university physics courses and provides a foundation for a career in mathematics, science, or engineering. The book provides an important opportunity for students to learn the core concepts of physics and understand how those concepts apply to their lives and to the world around them. Due to the comprehensive nature of the material, we are offering the book in three volumes for flexibility and efficiency. Coverage and Scope Our University Physics textbook adheres to the scope and sequence of most two- and three-semester physics courses nationwide. We have worked to make physics interesting and accessible to students while maintaining the mathematical rigor inherent in the subject. With this objective in mind, the content of this textbook has been developed and arranged to provide a logical progression from fundamental to more advanced concepts, building upon what students have already learned and emphasizing connections between topics and between theory and applications. The goal of each section is to enable students not just to recognize concepts, but to work with them in ways that will be useful in later courses and future careers. The organization and pedagogical features were developed and vetted with feedback from science educators dedicated to the project. VOLUME I Unit 1: Mechanics Chapter 1: Units and Measurement Chapter 2: Vectors Chapter 3: Motion Along a Straight Line Chapter 4: Motion in Two and Three Dimensions Chapter 5: Newton's Laws of Motion Chapter 6: Applications of Newton's Laws Chapter 7: Work and Kinetic Energy Chapter 8: Potential Energy and Conservation of Energy Chapter 9: Linear Momentum and Collisions Chapter 10: Fixed-Axis Rotation Chapter 11: Angular Momentum Chapter 12: Static Equilibrium and Elasticity Chapter 13: Gravitation Chapter 14: Fluid Mechanics Unit 2: Waves and Acoustics Chapter 15: Oscillations Chapter 16: Waves Chapter 17: Sound

Modern Physics - Paul Allen Tipler 1978
For the intermediate-level course, the Fifth Edition of this widely used text takes modern physics textbooks to a higher level. With a flexible approach to accommodate the various ways of teaching the course (both one- and two-term tracks are easily covered), the authors recognize the audience and its need for updated coverage, mathematical rigor, and features to build and support student understanding. Continued are the superb explanatory style, the up-to-date topical coverage, and the Web enhancements that gained earlier editions worldwide recognition. Enhancements include a streamlined approach to nuclear physics, thoroughly revised and updated coverage on particle physics and astrophysics, and a review of the essential Classical Concepts important to students studying Modern Physics.

Vision-based Localization and Attitude Estimation Methods in Natural Environments - Bertil Grelsson 2019-04-30
Over the last decade, the usage of unmanned systems such as Unmanned Aerial Vehicles (UAVs), Unmanned Surface Vessels (USVs) and Unmanned Ground Vehicles (UGVs) has increased drastically, and there

is still a rapid growth. Today, unmanned systems are being deployed in many daily operations, e.g. for deliveries in remote areas, to increase efficiency of agriculture, and for environmental monitoring at sea. For safety reasons, unmanned systems are often the preferred choice for surveillance missions in hazardous environments, e.g. for detection of nuclear radiation, and in disaster areas after earthquakes, hurricanes, or during forest fires. For safe navigation of the unmanned systems during their missions, continuous and accurate global localization and attitude estimation is mandatory. Over the years, many vision-based methods for position estimation have been developed, primarily for urban areas. In contrast, this thesis is mainly focused on vision-based methods for accurate position and attitude estimates in natural environments, i.e. beyond the urban areas. Vision-based methods possess several characteristics that make them appealing as global position and attitude sensors. First, vision sensors can be realized and tailored for most unmanned vehicle applications. Second, geo-referenced terrain models can be generated worldwide from satellite imagery and can be stored onboard the vehicles. In natural environments, where the availability of geo-referenced images in general is low, registration of image information with terrain models is the natural choice for position and attitude estimation. This is the problem area that I addressed in the contributions of this thesis. The first contribution is a method for full 6DoF (degrees of freedom) pose estimation from aerial images. A dense local height map is computed using structure from motion. The global pose is inferred from the 3D similarity transform between the local height map and a digital elevation model. Aligning height information is assumed to be more robust to season variations than feature-based matching. The second contribution is a method for accurate attitude (pitch and roll angle) estimation via horizon detection. It is one of only a few methods that use an omnidirectional (fisheye) camera for horizon detection in aerial images. The method is based on edge detection and a probabilistic Hough voting scheme. The method allows prior knowledge of the attitude angles to be exploited to make the initial attitude estimates more robust. The estimates are then refined through registration with the geometrically expected horizon line from a digital elevation model. To the best of our knowledge, it is the first method where the ray refraction in the atmosphere is taken into account, which enables the highly accurate attitude estimates. The third contribution is a method for position estimation based on horizon detection in an omnidirectional panoramic image around a surface vessel. Two convolutional neural networks (CNNs) are designed and trained to estimate the camera orientation and to segment the horizon line in the image. The MOSSE correlation filter, normally used in visual object tracking, is adapted to horizon line registration with geometric data from a digital elevation model. Comprehensive field trials conducted in the archipelago demonstrate the GPS-level accuracy of the method, and that the method can be trained on images from one region and then applied to images from a previously unvisited test area. The CNNs in the third contribution apply the typical scheme of convolutions, activations, and pooling. The fourth contribution focuses on the activations and suggests a new formulation to tune and optimize a piecewise linear activation function during training of CNNs. Improved classification results from experiments when tuning the activation function led to the introduction of a new activation function, the Shifted Exponential Linear Unit (ShELU).

Learning, Arts, and the Brain - Carolyn H. Asbury 2008

The Cumulative Book Index - 1966

Student Study Guide for University Physics Volume 1 (Chs 1-20) - Hugh D. Young 2011-07
The Student Study Guide summarizes the essential information in each chapter and provides additional problems for the student to solve, reinforcing the text's emphasis on problem-solving strategies and student misconceptions.
Chapters 1-20 - Hugh D. Young 2011-08-01
The Student Solutions Manual provides detailed, step-by-step solutions to more than half of the odd-numbered end-of-chapter problems from the text. All solutions follow the same four-step problem-solving framework used in the textbook.
Student Study Guide for University Physics Volumes 2 And 3 (Chs. 21-44) - Hugh D. Young 2011-08-01
The Student Study Guide summarizes the essential information in each chapter and provides additional problems for the student to solve, reinforcing the text s emphasis on problem-solving strategies and

student misconceptions. "
University Physics - Samuel J. Ling 2016-09-29
"University Physics is a three-volume collection that meets the scope and sequence requirements for two- and three-semester calculus-based physics courses. Volume 1 covers mechanics, sound, oscillations, and waves. This textbook emphasizes connections between theory and application, making physics concepts interesting and accessible to students while maintaining the mathematical rigor inherent in the subject. Frequent, strong examples focus on how to approach a problem, how to work with the equations, and how to check and generalize the result."--Open Textbook Library.
Journey to the West - Cheng'en Wu 2000

Augmented Reality - Dieter Schmalstieg 2016-06-01
Augmented reality (AR) is one of today's most fascinating and future-oriented areas of computer science and technology. By overlaying computer-generated information on views of the real world, AR amplifies human perception and cognition in remarkable new ways. Do you like the virtual first-down line in football games on TV? That's AR. And AR apps are rapidly coming to billions of smartphones, too. Working in AR requires knowledge from diverse disciplines, including computer vision, computer graphics, and human-computer interaction (HCI). Augmented Reality: Principles and Practice integrates all this knowledge into a single-source reference, presenting the most significant AR work with scrupulous accuracy. Dieter Schmalstieg, a pioneer of both AR foundation and application, is drawing from his two decades of AR experience to clearly present the field. Together with mobile AR pioneer and research colleague Tobias Höllerer, the authors address all aspects of the field, illuminating AR from both technical and HCI perspectives. The authors review AR's technical foundations, including display and tracking technologies, show how AR emerges from the symbiosis of computer vision and computer graphics, introduce AR-specific visualization and 3D interaction techniques, and showcase applications from diverse industries. They conclude with an outlook on trends and emerging technologies, including practical pointers for beginning practitioners. This book is an indispensable resource for everyone interested in AR, including software and app developers, engineers, students and instructors, researchers, and hobbyists. For use in educational environments, the authors will provide a companion website containing slides, code examples, and other source materials.
Boy Scouts Handbook - Boy Scouts of America 2012-02-15
A reprint of the first Boy Scouts handbook from 1911 covers woodcraft, camping, signs and signaling, first aid, chivalry, and games.
The Very Hungry Caterpillar - Eric Carle 2016-11-22
The all-time classic picture book, from generation to generation, sold somewhere in the world every 30 seconds! Have you shared it with a child or grandchild in your life? For the first time, Eric Carle's The Very Hungry Caterpillar is now available in e-book format, perfect for storytime anywhere. As an added bonus, it includes read-aloud audio of Eric Carle reading his classic story. This fine audio production pairs perfectly with the classic story, and it makes for a fantastic new way to encounter this famous, famished caterpillar.
Camera Models and Fundamental Concepts Used in Geometric Computer Vision - Peter Sturm 2011
Camera Models and Fundamental Concepts Used in Geometric Computer Vision surveys the image acquisition methods used in computer vision and especially, of the vast number of camera models that have been proposed and investigated over the years, and points out similarities between different models.
James and the Giant Peach - Roald Dahl 2007-08-16
From the World's No. 1 Storyteller, James and the Giant Peach is a children's classic that has captured young reader's imaginations for generations. One of TIME MAGAZINE's 100 Best Fantasy Books of All Time After James Henry Trotter's parents are tragically eaten by a rhinoceros, he goes to live with his two horrible aunts, Spiker and Sponge. Life there is no fun, until James accidentally drops some magic crystals by the old peach tree and strange things start to happen. The peach at the top of the tree begins to grow, and before long it's as big as a house. Inside, James meets a bunch of oversized friends—Grasshopper, Centipede, Ladybug, and more. With a snip of the stem, the peach starts rolling away, and the great adventure begins! Roald Dahl is the author of numerous classic children's stories including Charlie and the Chocolate Factory, Matilda, The BFG, and many more! "James and the Giant Peach remains a favorite among kids and parents alike nearly 60 years after it was first published, thanks to its vivid imagery, vibrant characters and

forthright exploration of mature themes like death and hope." —TIME Magazine

Chemistry - Theodore Lawrence Brown 2017-01-03
NOTE: This edition features the same content as the traditional text in a convenient, three-hole-punched, loose-leaf version. Books a la Carte also offer a great value; this format costs significantly less than a new textbook. Before purchasing, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of MyLab(tm)and Mastering(tm) platforms exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a Course ID, provided by your instructor, to register for and use MyLab and Mastering products. For courses in two-semester general chemistry. Accurate, data-driven authorship with expanded interactivity leads to greater student engagement Unrivaled problem sets, notable scientific accuracy and currency, and remarkable clarity have made Chemistry: The Central Science the leading general chemistry text for more than a decade. Trusted, innovative, and calibrated, the text increases conceptual understanding and leads to greater student success in general chemistry by building on the expertise of the dynamic author team of leading researchers and award-winning teachers. In this new edition, the author team draws on the wealth of student data in Mastering(tm)Chemistry to identify where students struggle and strives to perfect the clarity and effectiveness of the text, the art, and the exercises while addressing student misconceptions and encouraging thinking about the practical, real-world use of chemistry. New levels of student interactivity and engagement are made possible through the enhanced eText 2.0 and Mastering Chemistry, providing seamlessly integrated videos and personalized learning throughout the course . Also available with Mastering Chemistry Mastering(tm) Chemistry is the leading online homework, tutorial, and engagement system, designed to improve results by engaging students with vetted content. The enhanced eText 2.0 and Mastering Chemistry work with the book to provide seamless and tightly integrated videos and other rich media and assessment throughout the course. Instructors can assign interactive media before class to engage students and ensure they arrive ready to learn. Students further master concepts through book-specific Mastering Chemistry assignments, which provide hints and answer-specific feedback that build problem-solving skills. With Learning Catalytics(tm) instructors can expand on key concepts and encourage student engagement during lecture through questions answered individually or in pairs and groups. Mastering Chemistry now provides students with the new General Chemistry Primer for remediation of chemistry and math skills needed in the general chemistry course. If you would like to purchase both the loose-leaf version of the text and MyLab and Mastering, search for: 0134557328 / 9780134557328 Chemistry: The Central Science, Books a la Carte Plus MasteringChemistry with Pearson eText -- Access Card Package Package consists of: 0134294165 / 9780134294162 MasteringChemistry with Pearson eText -- ValuePack Access Card -- for Chemistry: The Central Science 0134555635 / 9780134555638 Chemistry: The Central Science, Books a la Carte Edition
Student Solutions Manual to Accompany Physics 5th Edition - John D. Cutnell 2000-08-07

College Physics - Paul Peter Urone 1997-12

University Physics - Hugh D. Young 2010-12-29
University Physics with Modern Physics, Volume 1 (chapters 1-20 only) 13/e continues to set the benchmark for clarity and rigor combined with effective teaching and research-based innovation. University Physics is known for its uniquely broad, deep, and thoughtful set of worked examples—key tools for developing both physical understanding and problem-solving skills. The Thirteenth Edition revises all the Examples and Problem-Solving Strategies to be more concise and direct while maintaining the Twelfth Edition's consistent, structured approach and strong focus on modeling as well as math. To help students tackle challenging as well as routine problems, the Thirteenth Edition adds Bridging Problems to each chapter, which pose a difficult, multiconcept problem and provide a skeleton solution guide in the form of questions and hints. The text's rich problem sets—developed and refined over six decades—are upgraded to include larger numbers of problems that are biomedically oriented or require calculus. The problem-set revision is driven by detailed student-performance data gathered nationally through MasteringPhysics®, making it possible to fine-tune the reliability, effectiveness, and difficulty of individual problems. Complementing the

clear and accessible text, the figures use a simple graphic style that focuses on the physics. They also incorporate explanatory annotations—a technique demonstrated to enhance learning. The above ISBN is just for the standalone book only Chapers 1-20, if you want the Book(only Chapers 1-20/Access Code please order: ISBN: 0321785916 / 9780321785916 University Physics Volume 1 (Chapters 1-20 only) and MasteringPhysics® with Pearson eText Student Access Code Card Package consists of: 032173338X / 9780321733382 University Physics Volume 1 (Chs. 1-20 only) 0321741269 / 9780321741264 MasteringPhysics® with Pearson eText Student Access Code Card for University Physics If you want the complete book order ISBN 0321696867 9780321696861 University Physics with Modern Physics, 13/e -- or valuepack 0321675460 / 9780321675460 University Physics with Modern Physics with MasteringPhysics® Package consists of 0321696867 / 9780321696861 University Physics with Modern Physics(complete book) 0321741269 / 9780321741264 MasteringPhysics® with Pearson eText Student Access Code Card for University Physics (ME component)
West's Federal Supplement - 1999
Cases decided in the United States district courts, United States Court of International Trade, and rulings of the Judicial Panel on Multidistrict Litigation.
Physics for JavaScript Games, Animation, and Simulations - Adrian Dobre 2014-06-14
Have you ever wanted to include believable physical behaviors in your games and projects to give them that extra edge? Physics for JavaScript Games, Animation, and Simulations teaches you how to incorporate real physics, such as gravity, friction, and buoyancy, into your HTML5 games, animations, and simulations. It also includes more advanced topics, such as particle systems, which are essential for creating effects such as sparks or smoke. The book also addresses the key issue of balancing accuracy and simplicity in your games and simulations, and the final chapters provide you with the information and the code to make the right choice for your project. Physics for JavaScript Games, Animation, and Simulations assumes you have a basic knowledge of JavaScript and HTML5. However, no previous knowledge of physics is required—only some very basic math skills. The authors present everything from basic principles to advanced concepts in an approachable way, so you'll be able to follow the logic and easily adapt the principles to your own applications. The book is packed full of practical examples of how you can apply physics to your own games and applications. Spring behaviors can be used for anything from tweaking lowrider suspension to creating cloth simulation; flotation mechanics enable the simulation of submersibles or dirigibles; you can even create your own solar system with accurate orbits and gravity. It doesn't matter if you're modeling the Lorentz force in an electromagnetic field or you're modeling the lift force in a flight simulator, Physics for JavaScript Games, Animation, and Simulations enables you to fill your games and applications with accurate and realistic effects.
Activphysics Online - Alan Van Heuvelen 2003-07-01

College Physics - Hugh D. Young 2012-02-27
For more than five decades, Sears and Zemansky's College Physics has provided the most reliable foundation of physics education for students around the world. The Ninth Edition continues that tradition with new features that directly address the demands on today's student and today's classroom. A broad and thorough introduction to physics, this new edition maintains its highly respected, traditional approach while implementing some new solutions to student difficulties. Many ideas stemming from educational research help students develop greater confidence in solving problems, deepen conceptual understanding, and strengthen quantitative-reasoning skills, while helping them connect what they learn with their other courses and the changing world around them. Math review has been expanded to encompass a full chapter, complete with end-of-chapter questions, and in each chapter biomedical applications and problems have been added along with a set of MCAT-style passage problems. Media resources have been strengthened and linked to the Pearson eText, MasteringPhysics®, and much more. This packge contains: College Physics, Ninth Edition
College Physics for AP® Courses - Irina Lyublinskaya 2017-08-14
The College Physics for AP(R) Courses text is designed to engage students in their exploration of physics and help them apply these concepts to the Advanced Placement(R) test. This book is Learning List-approved for AP(R) Physics courses. The text and images in this book are grayscale.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow - Aurélien Géron 2019-09-05

Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

App Inventor 2 - David Wolber 2014-10-13

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

John Lasseter - Richard Neupert 2016-05-15

Celebrated as Pixar's "Chief Creative Officer," John Lasseter is a revolutionary figure in animation history and one of today's most important filmmakers. Lasseter films from Luxo Jr. to Toy Story and Cars 2 highlighted his gift for creating emotionally engaging characters. At the same time, they helped launch computer animation as a viable commercial medium and serve as blueprints for the genre's still-expanding commercial and artistic development. Richard Neupert explores Lasseter's signature aesthetic and storytelling strategies and details how he became the architect of Pixar's studio style. Neupert contends that Lasseter's accomplishments emerged from a unique blend of technical skill and artistic vision, as well as a passion for working with collaborators. In addition, Neupert traces the director's career arc from the time Lasseter joined Pixar in 1984. As Neupert shows, Lasseter's ability to keep a foot in both animation and CGI allowed him to thrive in an unconventional corporate culture that valued creative interaction between colleagues. The ideas that emerged built an animation studio that updated and refined classical Hollywood storytelling practices--and changed commercial animation forever.

Up and Down California in 1860-1864 - William Henry Brewer 1974

The journal seems to contain information for everyone regardless of one's interest...Each page of this almost six hundred page journal is crammed with facts and descriptions. So much of interest is contained in every entry that each re-reading will reveal many interesting incidents or observations not quite grasped on the first perusal....This book will be a valuable source to all students of California or United States history and to the casual readers as well.

America's Lab Report - National Research Council 2006-01-20

Laboratory experiences as a part of most U.S. high school science curricula have been taken for granted for decades, but they have rarely been carefully examined. What do they contribute to science learning? What can they contribute to science learning? What is the current status of labs in our nationÃ¯Â¿Â½s high schools as a context for learning science? This book looks at a range of questions about how laboratory experiences fit into U.S. high schools: What is effective laboratory teaching? What does research tell us about learning in high school science labs? How should student learning in laboratory experiences be assessed? Do all student have access to laboratory experiences? What changes need to be made to improve laboratory experiences for high school students? How can school organization contribute to effective laboratory teaching? With increased attention to the U.S. education system and student outcomes, no part of the high school curriculum should escape scrutiny. This timely book investigates factors that influence a high school laboratory experience, looking closely at what currently takes place and what the goals of those experiences are and should be. Science educators, school administrators, policy makers, and parents will all benefit from a better understanding of the need for laboratory experiences to be an integral part of the science curriculum-and how that can be accomplished.

Turning the World Inside Out - Robert Ehrlich 1988

Here is a collection of physics demonstrations costing very little to produce. Yet illustrating key concepts in amazingly simple and playful ways, Intended for instructors, students, and curious lay readers, these demonstration make use of easily accessible, everyday items.

Writing Exercises from Exercise Exchange - Charles R. Duke 1984

Reflecting current practices in the teaching of writing, the exercises in this compilation were drawn from the journal "Exercise Exchange." The articles are arranged into six sections: sources for writing; prewriting; modes for writing; writing and reading; language, mechanics, and style; and revising, responding, and evaluating. Among the topics covered in the more than 75 exercises are the following: (1) using the Tarot in the composition class; (2) writing for a real audience; (3) writing and career development; (4) teaching the thesis statement through description; (5) sense exploration and descriptive writing; (6) composition and adult students; (7) free writing; (8) in-class essays; (9) moving from prewriting into composing; (10) writing as thinking; (11) values clarification through writing; (12) persuasive writing; (13) the relationship of subject, writer, and audience; (14) business writing; (15) teaching the research paper; (16) writing in the content areas; (17) writing from literature; (18) responding to literature via inquiry; (19) precision in language usage; (20) grammar instruction; (21) topic sentences; (22) generating paragraphs; (23) writing style; (24) peer evaluation; and (25) writing-course final examinations. (FL)

Physics - Raymond A. Serway 2012

Building upon Serway and Jewetta s solid foundation in the modern classic text, Physics for Scientists and Engineers, this first Asia-Pacific edition of Physics is a practical and engaging introduction to Physics. Using international and local case studies and worked examples to add to the concise language and high quality artwork, this new regional edition further engages students and highlights the relevance of this discipline to their learning and lives.

App Inventor - David Wolber 2011-05-03

A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps.

Signs and Symbols - Adrian Frutiger 1998

Discusses the elements of a sign, and looks at pictograms, alphabets, calligraphy, monograms, text type, numerical signs, symbols, and trademarks