



Connecting Learning Assures Successful Students

Teaching Resources



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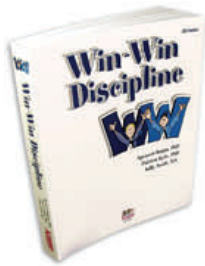
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Character & Social Development



Win-Win Discipline

Strategies for All Discipline Problems

Spencer Kagan, Patricia Kyle & Sally Scott (All Grades)

Win-Win Discipline is the single most comprehensive and effective classroom discipline program available. Period. Never before has there been a more practical and powerful step-by-step approach to discipline. Win-Win seeks a higher goal than other discipline programs: The goal is not merely to end disruptions; the goal is to teach students to meet their unmet needs so they no longer need to be disruptive. Watch disruptive behavior disappear as Win-Win...

With Win-Win, you create a safe, comfortable learning environment for you and your students — A place where students are excited to come and where you don't feel stressed by the end of the day.

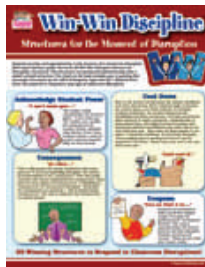
Win the freedom to focus on learning and growing, not on disruptions. With Win-Win your students win skills for a lifetime and you win the freedom to do what you do best — teach without distracting disruptions. 620 pages.

BKWW • \$44



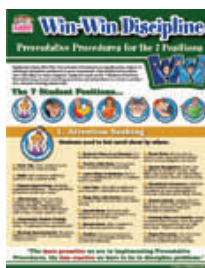
The Building Blocks of Win-Win Discipline Smartcard

Win-Win Discipline is a powerful and comprehensive approach to classroom discipline. This Smartcard provides a concise summary of the essential building blocks of Win-Win: The Three Pillars, ABCD Disruptions, The Seven Positions, Preventive Procedures, Moment-of-Disruption Strategies, and Follow-Ups. Overview the major concepts and understand their interrelation. Use the Win-Win Discipline philosophy and strategies to create a classroom in which everyone wins! **TWBB • \$4**



Structures for the Moment of Disruption Smartcard

Respond quickly and appropriately in the moment of a classroom disruption. This easy-reference guide overviews 20 Win-Win Discipline Moment-of-Disruption structures. The structures are presented alphabetically with a sketch of each structure. A chart is provided on the back enabling you to quickly find successful structures by the ABCD Disruption Type and the 7 Positions. Be prepared to respond to any type of classroom disruption the moment they occur. **TWMD • \$4**



Preventative Procedures for the 7 Positions Smartcard

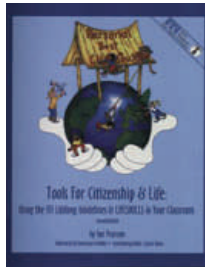
Implement these Win-Win Preventative Procedures and significantly reduce or eliminate discipline problems in your classroom. This Smartcard outlines numerous ideas to meet students' needs for each of the 7 Student Positions. With over 100 ideas in all, you'll find terrific teaching practices and procedures to create a productive, smooth-running classroom. **TWPP • \$4**



Strategies for Responding to the 7 Positions Smartcard

Respond quickly and effectively to classroom discipline problems. This Smartcard provides more than 60 strategies for responding to student misbehavior. Strategies are categorized by 7 Student Positions, making it easy to find the most appropriate techniques for handling the most common discipline problems. Equip yourself with discipline responses that really work. **TWRS • \$4**

Character & Social Development

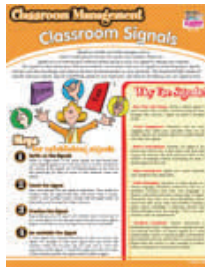


Tools for Citizenship & Life

Sue Pearson (All Grades)

You'll find the tools you need to create the safe, respectful environment in your school that invites excellence, pride, and success. Includes four introductory chapters: Behavior and Social Guidelines for School Community, Getting Started, Instructional Strategies Needed Every Day, Strategies for Introducing and Reteaching, then a chapter for each of 23 virtues. Virtues chapters include definition and description of the virtue, why practice it, how to practice it, what it looks like in school and the real world, student learning activities, signs of success, and literature links. 283 pages.

BT4C \$32



Classroom Signals Classroom Management Smartcard

Signals are simple, nonverbal messages, such as hand or body gestures between the teacher and students. Classroom signals communicate volumes without saying one word. Use signals to manage your students. Use signals to relay instructions. Have your students communicate with you via signals to avoid disruptions. Signals save you time and energy, and improve the lines of communication in your classroom. This Smartcard offers dozens of popular classroom signals, steps for establishing signals in your classroom,

and ideas for developing your own signal system. **TCS • \$4**



Classbuilding Smartcard

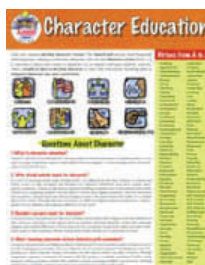
Hold the power and simplicity of classbuilding in your hands! Create a caring, cooperative classroom using energizing classbuilding strategies. Students get out of their seats and have the opportunity to interact with their classmates in a positive way. This Smartcard provides the rationale for classbuilding, and a step-by-step description of 11 fun and practical classbuilding strategies for your class, including: Corners, Find-Someone-Who, Inside/Outside Circle, Mix-n-Match, Similarity Groups, Stir-the-Class, and Who-am-I. **TCB • \$4**



Teambuilding Smartcard

Have all the wonders of teambuilding at your fingertips! Build students' will to work together and their cooperative teamwork skills using empowering teambuilding strategies. Give students the opportunity to interact with their teammates in a positive way. Build teams in which Together Everyone Achieves More! This Smartcard provides the rationale for teambuilding, and a step-by-step description of 14 fun and practical teambuilding strategies for your class, including: 4S Brainstorming, Find-the-Fib, Match Mine, Pairs Compare, Team Interview, and Team Project.

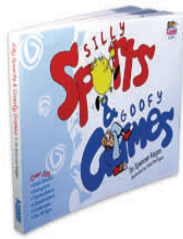
TTB • \$4



Character Education Smartcard

Help your students develop character virtues! In this Smartcard, you will find the answers to some frequently asked questions relating to character education: What is character education? Why should schools teach for character? Shouldn't parents teach for character? Won't teaching character virtues interfere with academics? You will find an A to Z list of nearly 100 virtues to choose from in developing your own character development program. There is a description of the attributes of a dozen core virtues (Caring, Citizenship, Cooperation, Courage, Fairness, Honesty, Integrity, Leadership, Loyalty, Perseverance, Respect, and Responsibility). Use these descriptions as you explore with your students what it means to have a positive character. And most importantly, you will find a wealth of ideas and activities to develop character in your class and school, including how to integrate character into your curriculum. This quick-reference card is another great Smartcard you'll want to keep within arm's reach. **TCE • \$4**

Character & Social Development



Silly Sports & Goofy Games

Spencer Kagan (All Grades)

Illustrated by Celso Rodriguez

In a matter of moments you can convert any class into a focused, high-energy community. Boost energy. Boost achievement. Release joy with the world's most comprehensive collection of indoor & outdoor, sport and game activities. Includes over 200, step-by-step, fun, and involving sports and games in nine categories: Terrific Tag, Happy Helpers, Beautiful Balances, Creative Coordination, Meaningful Movements, Crazy Challenges, Ridiculous Relays, Silly Sports and Goofy Games. Use 'em for classroom brain breaks. Use 'em for rainy-day fun. Use 'em for physical education. You will promote classroom community—with these games everyone wins! 282 pages.

BKSS • \$29



Classbuilding Chips

Learning chips are a terrific way to get students interacting over the learning topic and to build inclusion. Each set has 16 attractive, durable plastic chips. Give each student a chip. Students pair up to interview a classmate about their favorites. They trade chips and find a new classmate to question. Great ice breaker that promotes positive classmate interactions. MDCB \$5



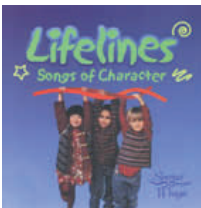
Teambuilding Chips

Learning chips are a terrific way to get students interacting over the learning topic and to build inclusion. Each set has 16 attractive, durable plastic chips. Give each team a set of chips. Teams lead themselves through fun interview questions to get to know and respect their teammates. Just place a set of chips at a Learning Club and let the non-stop discussion begin. Chips are also great for whole-class activities. Give each student one chip. Have them mix, pair, and ask a partner the question on their chip. They trade chips and find new partners to question. MDTB \$5



Lifelong Guidelines CD

With original lyrics, music, and vocals, Jeff Pedersen illustrates the Lifelong Guidelines as he takes us on a journey what it means to be truthful, trustworthy, doing your personal best, actively learning, and not putting others down. He introduces each song with heartfelt comments about what it means to apply the Guidelines in every aspect of one's life. (Music CD) CDLG • \$11



Lifelines CD

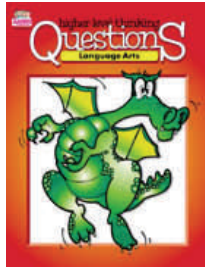
The Lifelines are character traits that represent how we live our lives. Jeff Pedersen provides us with songs representing seven of these traits. These original songs add vitality to the school day while reinforcing the character skills of Perseverance, Caring, Initiative, Curiosity, Friendship, Sense of Humor, and Effort. Lyrics are included. (music CD) CDLL • \$11



Life Goals Poster

The Life Goals poster is a great reminder to "Treat People Right" and "Do the Right Thing". A perfect size for your room, school café, school entry and school hallways. Poster size 2'x3'. PLG • \$3

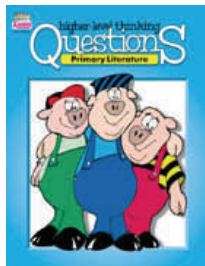
Literacy



Language Arts Higher-Level Thinking Questions

(Grades 3-12)

Integrate higher-level thinking into your language arts curriculum with this powerful collection of ready-to-use questions. You will find hundreds of use-again questions to promote thinking, writing, and discussion about: Adventure Stories, Book Review, Poetry, Story Characters, Story Plot, Story Setting, Story Structure, Vocabulary, and many more! Questions are provided in convenient, reproducible, question card format, perfect for the engaging, cooperative questioning activities provided. Watch in awe as your students lead themselves through carefully crafted questions guaranteed to promote critical and creative thinking. Also includes reproducible prompts for journal writing and activities for student-generated questions. Mind-stretching questions will transform your language arts class into poetry in motion. 160 pages. **BQLA • \$19**



Primary Literature Higher-Level Thinking Questions

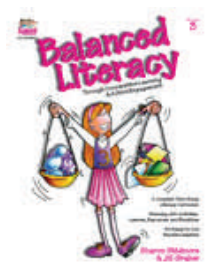
(Grades K-3)

Expand your youngsters' minds with higher-level thinking questions on their favorite literature. You will find hundreds of questions on classic primary literature selections such as: The Three Little Pigs, Cinderella, Goldilocks and the Three Bears, Little Red Riding Hood, and Pinocchio, plus 11 others! The questions are designed to engage and develop the range of higher-order thinking skills: "Did Jack have the right to take things from the giant's house? If you were the wolf, how would you get the three pigs out of the brick house? What do you think Pinocchio learned from his experiences?" Questions are provided in convenient, reproducible, question card format, perfect for the engaging, cooperative questioning activities provided. Also includes reproducible prompts for journal writing and activities for student-generated questions. Hours and hours of timesaving questions and activities to develop your students' critical and creative thinking skills using primary literature! 160 pages. **BQPL • \$19**



Multiple Intelligences Smartcard

This colorful 11" x 17" Smartcard is a terrific quick reference for multiple intelligences. It describes MI theory in a nutshell, describes the eight intelligences (including the naturalist intelligence) in plain, easy-to-understand language, and provides a long list of activities for you to do with your students to develop each of the eight intelligences. A great teacher reference to turn to time and time again. **TMI • \$4**

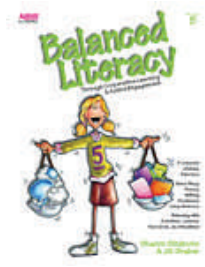


Balanced Literacy Third Grade

Through Cooperative Learning & Active Engagement

Sharon Skidmore & Jill Graber (Grades 3)

What do you get when you put the best literacy content together with the best instruction available? Highly motivated and literate students. Elementary teachers and literacy coaches have pooled their experience to bring you these tremendously comprehensive guides covering the five national literacy standards: Comprehension, Word Study, Fluency, Writing, and Vocabulary. But unlike any other literacy program, it delivers the literacy skills with the cooperative learning and active engagement thrills. Your students will use Turn Toss to practice spelling, Quiz-Quiz-Trade to master antonyms, CenterPiece to make their writing more descriptive. These giant resources are brimming with activities, lessons, resources and blacklines making it easy to implement a highly engaging literacy program. Use it as a complete balanced literacy program, or pick and choose activities to infuse engagement into your current language arts program. 3rd Grade – 480 pages. **BSGBL3 • \$34**



Balanced Literacy Fifth Grade

Through Cooperative Learning & Active Engagement

Sharon Skidmore & Jill Graber (Grade 5)

What do you get when you put the best literacy content together with the best instruction available? Highly motivated and literate students. Elementary teachers and literacy coaches have pooled their experience to bring you these tremendously comprehensive guides covering the five national literacy standards: Comprehension, Word Study, Fluency, Writing, and Vocabulary. But unlike any other literacy program, it delivers the literacy skills with the cooperative learning and active engagement thrills. Your students will use Turn Toss to practice spelling, Quiz-Quiz-Trade to master antonyms, CenterPiece to make their writing more descriptive. These giant resources are brimming with activities, lessons, resources and blacklines making it easy to implement a highly engaging literacy program. Use it as a complete balanced literacy program, or pick and choose activities to infuse engagement into your current language arts program. 5th Grade – 568 pages. **BSGBL5 • \$34**

Literacy



Mix-N-Match Language Arts

(Grades 3-6)

Transform your language arts curriculum into proven energizing activities students love. Students each get a Mix-N-Match card related to the topic. They move about the room quizzing each other and trading Mix-N-Match cards. You call, "Freeze!" They then rush to find a partner with the matching card. "Does your word fit between my dictionary guide words?" "What part of speech is my word?" Students enjoy mixing and matching so much, they hardly realize they are repeatedly quizzing each other and mastering the content. Book includes reproducible Mix-N-Match card sets for: Abbreviations, antonyms, classifying nouns, contractions, dictionary guide words, double letter spelling words, fact and opinion, homonyms, parts of speech, prefixes, and synonyms. 208 pages. **BXLA • \$19**



Mix-N-Match Primary

(Grades K-3)

Your little ones will love these energizing learning games! Students each get a Mix-N-Match card related to the topic. They move about the room quizzing each other and trading Mix-N-Match cards. You call, "Freeze!" They then rush to find a partner with the matching card. "What letter do I begin with?" "What number am I?" Students enjoy mixing and matching so much, they hardly realize they are repeatedly quizzing each other and mastering the content. Book includes reproducible Mix-N-Match card sets for: addition, animals, beginning consonants and vowels, community helpers, food, less than, greater than, letters, numbers and dots, ordinal numbers, shapes, the missing letter, transportation. 208 pages. **BXP • \$19**



Vocabulary Cube

Learning Cubes are squishably soft and quiet-to-roll 3-inch foam cubes. On each of the six sides of the cube is a different student question or activity prompt. The best part about them is they can be used over and over again with any new topic you're studying. Your students use the Vocabulary Cube for learning any new vocabulary words. They roll the Story Elements cube to examine any story's elements. You'll be amazed how useful these cubes are. Your students will love rolling these cubes to interact over the subject matter. **MLV \$3**



Primary Story Element Cube

Learning Cubes are squishably soft and quiet-to-roll 3-inch foam cubes. On each of the six sides of the cube is a different student question or activity prompt. The best part about them is they can be used over and over again with any new topic you're studying. Your students use the Vocabulary Cube for learning any new vocabulary words. They roll the Story Elements cube to examine any story's elements. You'll be amazed how useful these cubes are. Your students will love rolling these cubes to interact over the subject matter. **MLSE \$3**



Reading Comprehension Chips

Boost interaction. Boost learning. Learning Chips will have your class humming with interaction. Each set has 16 attractive, durable plastic chips. Reading Comprehension Chips ask specific questions to review any reading and develop effective reading skills. Each team lays a set of chips question side down on their desk. One student picks a chip and reads the question. All teammates take a turn responding. The next student picks the next chip and all teammates respond. Learning Chips are a terrific way to get students interacting over the learning topic! Just place a set of chips at a team table and let the non-stop discussion begin. They run themselves as a center. Chips are also great for whole-class activities. Give each student one chip. Have them mix, pair, and ask a partner the question on their chip. They trade chips and find new partners to question. **CMDR \$5**



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Cooperative Learning



Kagan Cooperative Learning

Dr. Spencer Kagan & Miguel Kagan (All Grades)

The book that started it all—is all NEW! Why would the Kagans completely revise and revamp a classic that has sold nearly half a million copies? The answer: So much has changed! Cooperative Learning today is different. This new book presents today's most successful cooperative learning methods. The Kagans make it easier than ever to boost engagement and achievement. You'll still find all the practical and proven Kagan Structures, including Numbered Heads Together, RoundTable, and Three-Step Interview — direct from the man who invented cooperative learning structures. And there's still plenty of ready-to-do teambuilding and classbuilding activities to make your class click. But in this expanded edition, you will find new step-by-step structures, hundreds of helpful management tips, many more teacher-friendly activities and forms, and up-to-date research on proven methods. You hear how schools have used Kagan Cooperative Learning to boost academics, close the achievement gap, improve student relations, and create a more kind and caring school community. After decades of training and working with hundreds of thousands of teachers, the Kagans have refined and perfected the most widely used and respected form of cooperative learning ever. The Kagans make it easy for you to dramatically increase engagement and achievement in your class! 450 pages.

BKCL • \$44



Teambuilding Smartcard

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Think-Pair-Share Smartcard

This is your user's guide to one of the most simple, yet most powerful cooperative learning structures out there. With this Smartcard in your hands, you will have a world of options to get your students thinking, pairing, and sharing. There's so much more to thinking than just saying, "Think about it." And this card will give you plenty of thinking strategies: From "Free See" to "Mindhop" to "Think Link." You'll have your students thinking about the content from all angles. Actively engage pairs with strategies such as: "Unpack," "Spin Off," and "Read/Dig." And, of course, a Think-Pair-Share Smartcard wouldn't be complete without a variety of techniques for students to share their learning or responses. Use "Mask," "Secret Show," and "Sculpture" to transform your classroom into an information super sharing highway. **TPS • \$4**



Character Education Smartcard

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Cooperative Learning



Brain-Based Learning Smartcard

Teach smarter, using powerful principles derived from brain science. Ignite your students' natural love for learning by delivering brain-compatible lessons. Stimulate students' brains by crafting a challenging, enriched curriculum. Increase motivation and comprehension with active learning. Boost students' memory through multiple channels. Uncover patterns in learning to help students make connections. Create an inclusive, nonthreatening environment to skyrocket learning. This Smartcard translates brain research into practical, easy-to-understand principles so you can teach with the brain in mind. **TBB • \$4**



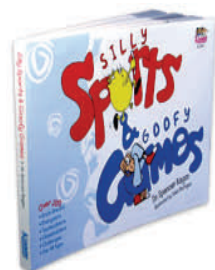
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Silly Sports & Goofy Games

Spencer Kagan (All Grades)

Illustrated by Celso Rodriguez

In a matter of moments you can convert any class into a focused, high-energy community. Boost energy. Boost achievement. Release joy with the world's most comprehensive collection of indoor & outdoor, sport and game activities. Includes over 200, step-by-step, fun, and involving sports and games in nine categories: Terrific Tag, Happy Helpers, Beautiful Balances, Creative Coordination, Meaningful Movements, Crazy Challenges, Ridiculous Relays, Silly Sports and Goofy Games. Use 'em for classroom brain breaks. Use 'em for rainy-day fun. Use 'em for physical education. You will promote classroom community—with these games everyone wins! 282 pages. **BKSS • \$29**

Cooperative Learning



Classbuilding Chips

Learning chips are a terrific way to get students interacting over the learning topic and to build inclusion. Each set has 16 attractive, durable plastic chips. Give each student a chip. Students pair up to interview a classmate about their favorites. They trade chips and find a new classmate to question. Great ice breaker that promotes positive classmate interactions. **MDCB \$5**



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Learning chips are a terrific way to get students interacting over the learning topic and to build inclusion. Each set has 16 attractive, durable plastic chips. Give each team a set of chips. Teams lead themselves through fun interview questions to get to know and respect their teammates. Just place a set of chips at a Learning Club and let the non-stop discussion begin. Chips are also great for whole-class activities. Give each student one chip. Have them mix, pair, and ask a partner the question on their chip. They trade chips and find new partners to question. **MDTB \$5**



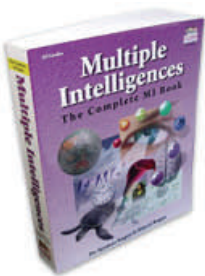
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Multiple Intelligences: The Complete MI Book

Dr. Spencer Kagan & Miguel Kagan (All Grades)

If you're looking for one book on multiple intelligences—this is it! This book is the single most comprehensive MI book available. This resource is your blueprint for matching, stretching, and celebrating your students' multiple intelligences. Move beyond theory and make MI come alive in your classroom—this book will show you how! You will promote academic success for all your students by using fun and easy MI strategies that match how all students learn best. Stretch your students' multiple intelligences. Help students build on their strengths to become smarter in many ways. Create a supportive learning environment in which students are appreciated for their multiple intelligences and celebrate the uniqueness of their classmates. Features over 160 MI strategies you won't find in any other MI book. You will use these easy-to-master MI strategies to make any lesson accessible to all intelligences, while developing and celebrating the unique pattern of intelligences of each student! This is the ultimate resource for translating enthusiasm about the multiple intelligences theory into successful everyday classroom practice! 720 pages. **BKMI • \$44**

Cooperative Learning



Mix-N-Match Primary

(Grades K-3)

Your little ones will love these energizing learning games! Students each get a Mix-N-Match card related to the topic. They move about the room quizzing each other and trading Mix-N-Match cards. You call, "Freeze!" They then rush to find a partner with the matching card. "What letter do I begin with?" "What number am I?" Students enjoy mixing and matching so much, they hardly realize they are repeatedly quizzing each other and mastering the content. Book includes reproducible Mix-N-Match card sets for: addition, animals, beginning consonants and vowels, community helpers, food, less than, greater than, letters, numbers and dots, ordinal numbers, shapes, the missing letter, transportation. 208 pages. **BXP • \$19**



Mix-N-Match Language Arts

(Grades 3-6)

Transform your language arts curriculum into proven energizing activities students love. Students each get a Mix-N-Match card related to the topic. They move about the room quizzing each other and trading Mix-N-Match cards. You call, "Freeze!" They then rush to find a partner with the matching card. "Does your word fit between my dictionary guide words?" "What part of speech is my word?" Students enjoy mixing and matching so much, they hardly realize they are repeatedly quizzing each other and mastering the content. Book includes reproducible Mix-N-Match card sets for: Abbreviations, antonyms, classifying nouns, contractions, dictionary guide words, double letter spelling words, fact and opinion, homonyms, parts of speech, prefixes, and synonyms. 208 pages. **BXLA • \$19**



Vocabulary Cube

Learning Cubes are squishably soft and quiet-to-roll 3-inch foam cubes. On each of the six sides of the cube is a different student question or activity prompt. The best part about them is they can be used over and over again with any new topic you're studying. Your students use the Vocabulary Cube for learning any new vocabulary words. They roll the Story Elements cube to examine any story's elements. You'll be amazed how useful these cubes are. Your students will love rolling these cubes to interact over the subject matter.

MLV \$3



Primary Story Element Cube

Learning Cubes are squishably soft and quiet-to-roll 3-inch foam cubes. On each of the six sides of the cube is a different student question or activity prompt. The best part about them is they can be used over and over again with any new topic you're studying. Your students use the Vocabulary Cube for learning any new vocabulary words. They roll the Story Elements cube to examine any story's elements. You'll be amazed how useful these cubes are. Your students will love rolling these cubes to interact over the subject matter.

MLSE \$3

CD's & Posters



The Eight Ways of Being Smart

Jeff Pedersen (All Grades)

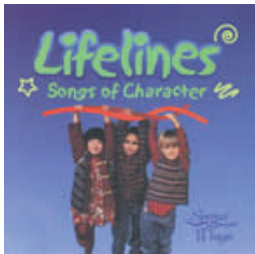
Based on Howard Gardner's Theory of Multiple Intelligences, Jeff Pedersen's "The Eight Ways of Being Smart" gives the listener a fundamental understanding that all of us learn in many ways. This fun, upbeat song includes lyrics. **CDES \$5**



Voyage to Successful Teaching

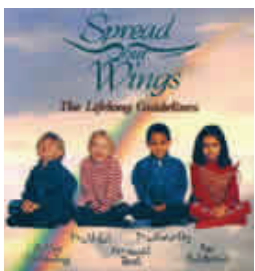
Barbara Pedersen (All Grades)

Using the metaphor of a sailing voyage, Barbara takes us on an adventure, inspiring us to formulate proper beliefs in education and to rely on what we believe through consideration of the crew, destination, rough waters, balance, land ho!, and epilogue. Barbara's wisdom and wonderful storytelling make this a great gift for a colleague or for yourself. (45 minutes) **CDVT \$8**



Lifelines CD

The Lifelines are character traits that represent how we live our lives. Jeff Pedersen provides us with songs representing seven of these traits. These original songs add vitality to the school day while reinforcing the character skills of Perseverance, Caring, Initiative, Curiosity, Friendship, Sense of Humor, and Effort. Lyrics are included. (music CD) **CDLL • \$11**



Lifelong Guidelines CD

With original lyrics, music, and vocals, Jeff Pedersen illustrates the Lifelong Guidelines as he takes us on a journey what it means to be truthful, trustworthy, doing your personal best, actively learning, and not putting others down. He introduces each song with heartfelt comments about what it means to apply the Guidelines in every aspect of one's life. (Music CD) **CDLG • \$11**



Life Goals Poster

The Life Goals poster is a great reminder to "Treat People Right" and "Do the Right Thing". A perfect size for your room, school café, school entry and school hallways. Poster size 2'x3'. **PLG • \$3**

Learning Chips & Cubes



Teambuilding Chips

Learning chips are a terrific way to get students interacting over the learning topic and to build inclusion. Each set has 16 attractive, durable plastic chips. Give each team a set of chips. Teams lead themselves through fun interview questions to get to know and respect their teammates. Just place a set of chips at a Learning Club and let the non-stop discussion begin. Chips are also great for whole-class activities. Give each student one chip. Have them mix, pair, and ask a partner the question on their chip. They trade chips and find new partners to question. **MDTB \$5**



Classbuilding Chips

Learning chips are a terrific way to get students interacting over the learning topic and to build inclusion. Each set has 16 attractive, durable plastic chips. Give each student a chip. Students pair up to interview a classmate about their favorites. They trade chips and find a new classmate to question. Great ice breaker that promotes positive classmate interactions. **MDCB \$5**



Reading Comprehension Chips

Boost interaction. Boost learning. Learning Chips will have your class humming with interaction. Each set has 16 attractive, durable plastic chips. Reading Comprehension Chips ask specific questions to review any reading and develop effective reading skills. Each team lays a set of chips question side down on their desk. One student picks a chip and reads the question. All teammates take a turn responding. The next student picks the next chip and all teammates respond. Learning Chips are a terrific way to get students interacting over the learning topic! Just place a set of chips at a team table and let the non-stop discussion begin. They run themselves as a center. Chips are also great for whole-class activities. Give each student one chip. Have them mix, pair, and ask a partner the question on their chip. They trade chips and find new partners to question. **CMDR \$5**



Story Discussion Chips

Boost interaction. Boost learning. Learning Chips will have your class humming with interaction. Each set has 16 attractive, durable plastic chips. Story Discussion Chips ask specific questions to promote in-depth understanding of and interaction over any story. Each team lays a set of chips question side down on their desk. One student picks a chip and reads the question. All teammates take a turn responding. The next student picks the next chip and all teammates respond. Learning Chips are a terrific way to get students interacting over the learning topic! Just place a set of chips at a team table and let the non-stop discussion begin. They run themselves as a center. Chips are also great for whole-class activities. Give each student one chip. Have them mix, pair, and ask a partner the question on their chip. They trade chips and find new partners to question. **CMDS \$5**



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MLV \$3

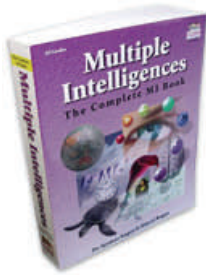


Primary Story Element Cube

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MLSE \$3

Multiple Intelligences



Multiple Intelligences: The Complete MI Book

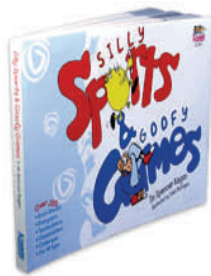
Dr. Spencer Kagan & Miguel Kagan (All Grades)

If you're looking for one book on multiple intelligences—this is it! This book is the single most comprehensive MI book available. This resource is your blueprint for matching, stretching, and celebrating your students' multiple intelligences. Move beyond theory and make MI come alive in your classroom—this book will show you how! You will promote academic success for all your students by using fun and easy MI strategies that match how all students learn best. Stretch your students' multiple intelligences. Help students build on their strengths to become smarter in many ways. Create a supportive learning environment in which students are appreciated for their multiple intelligences and celebrate the uniqueness of their classmates. Features over 160 MI strategies you won't find in any other MI book. You will use these easy-to-master MI strategies to make any lesson accessible to all intelligences, while developing and celebrating the unique pattern of intelligences of each student! This is the ultimate resource for translating enthusiasm about the multiple intelligences theory into successful everyday classroom practice! 720 pages. **BKMI • \$44**



Multiple Intelligences Smartcard

This colorful 11" x 17" Smartcard is a terrific quick reference for multiple intelligences. It describes MI theory in a nutshell, describes the eight intelligences (including the naturalist intelligence) in plain, easy-to-understand language, and provides a long list of activities for you to do with your students to develop each of the eight intelligences. A great teacher reference to turn to time and time again. **TMI • \$4**



Silly Sports & Goofy Games

Spencer Kagan (All Grades)

Illustrated by Celso Rodriguez

In a matter of moments you can convert any class into a focused, high-energy community. Boost energy. Boost achievement. Release joy with the world's most comprehensive collection of indoor & outdoor, sport and game activities. Includes over 200, step-by-step, fun, and involving sports and games in nine categories: Terrific Tag, Happy Helpers, Beautiful Balances, Creative Coordination, Meaningful Movements, Crazy Challenges, Ridiculous Relays, Silly Sports and Goofy Games. Use 'em for classroom brain breaks. Use 'em for rainy-day fun. Use 'em for physical education. You will promote classroom community—with these games everyone wins! 282 pages. **BKSS • \$29**



The Eight Ways of Being Smart

Jeff Pedersen (All Grades)

Based on Howard Gardner's Theory of Multiple Intelligences, Jeff Pedersen's "The Eight Ways of Being Smart" gives the listener a fundamental understanding that all of us learn in many ways. This fun, upbeat song includes lyrics. **CDES • \$5**

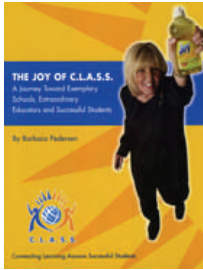


All Kinds of Ways to be Smart!

Judy Lalli (All Grades)

Empower children with this simple and undeniable truth: There are all kinds of ways to be smart! With rhyme and colorful illustrations, learn about eight different students and how they are each smart in very different, yet important ways: Word Smart, Logic Smart, Picture Smart, Music Smart, Nature Smart, Body Smart, Self Smart, and People Smart. Celebrate children's multiple intelligences as they learn there are all kinds of ways to be smart! 20 pages. **BLS • \$9**

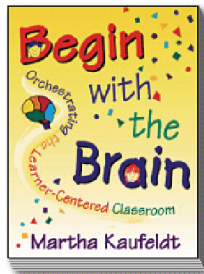
Brain-Based Tools



The Joy of C.L.A.S.S.

by Barbara Pedersen

The Joy of C.L.A.S.S. provides the reader a philosophical and practical view of the C.L.A.S.S. Model, answering the question, What is C.L.A.S.S.? An inspirational and motivational delivery that only Barbara Pedersen can communicate! **BJOY • \$13**



Begin with the Brain

Martha Kaufeldt

An overview of current brain research and the key concepts of brain compatible learning theory. Provided in this book are several concrete classroom application strategies tied to brain-base learning. These inclusive techniques will help make your students feel like part of the team with no-fuss ways to eliminate distractions that inhibit learning. Each chapter contains concrete easy-to-implement strategies for creating systems that take the brain into account. **BBEG \$32.00**



Brain-Based Learning Smartcard

Teach smarter, using powerful principles derived from brain science. Ignite your students' natural love for learning by delivering brain-compatible lessons. Stimulate students' brains by crafting a challenging, enriched curriculum. Increase motivation and comprehension with active learning. Boost students' memory through multiple channels. Uncover patterns in learning to help students make connections. Create an inclusive, nonthreatening environment to skyrocket learning. This Smartcard translates brain research into practical, easy-to-understand principles so you can teach with the brain in mind. **TBB • \$4**



Voyage to Successful Teaching

Barbara Pedersen (All Grades)

Using the metaphor of a sailing voyage, Barbara takes us on an adventure, inspiring us to formulate proper beliefs in education and to rely on what we believe through consideration of the crew, destination, rough waters, balance, land ho!, and epilogue. Barbara's wisdom and wonderful storytelling make this a great gift for a colleague or for yourself. (45 minutes) **CDVT \$8**

C.L.A.S.S. Order Form

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BXLA	Mix-n-Match: Language Arts (Gr 3-6)	\$ 19.00		
BKMI	Multiple Intelligences: The Complete MI Book	\$ 44.00		
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CDLG	The Lifelong Guidelines	\$ 11.00		
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Item Code	Item	Cost/Item	Qty	Total Cost
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TCS	Classroom Mgmt Smartcards: Classroom Signals	\$ 4.00		
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TCE	SmartCards: Character Education	\$ 4.00		
TCB	SmartCards: Classbuilding	\$ 4.00		
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