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KEY=OF - MORA LILLY

THE POWER OF ROLE-BASED E-LEARNING

DESIGNING AND MODERATING ONLINE ROLE PLAY

Routledge Written for educators seeking to engage students in collaboration and communication about authentic scenarios, The Power of Role-Based e-Learning offers helpful, accessible advice on the practice and research needed to design online role play. Drawing on the experiences of world-leading practitioners and citing an array of worldwide examples, it is a readable, non-technical, and comprehensive guide to the design, implementation, and evaluation of this exciting teaching approach. Issues discussed include: designing effective online role plays defining games, simulations and role plays moderating engaging and authentic role-based e-learning activities assessment and evaluation. The Power of Role-Based e-Learning offers a careful analysis of the strengths and learning opportunities of online role play, and is realistic about possible difficulties. Providing guidance for both newcomers and experienced professionals who are developing their online teaching repertoire, it is an invaluable resource for teachers, trainers, academics, and educational support staff involved in e-learning.

RE-SHAPING LEARNING: A CRITICAL READER

Springer Science & Business Media Learning Spaces is an emerging field, fuelled by a growing interest in the relationships between learning and spaces in which it takes place, whether conceptual, personal, social, physical and/or virtual. It is concerned with making learning spaces that can better meet the needs of 21st century learners, academics and other related publics. In post-compulsory education this has opened up many interesting and important issues. There remains a lack of any theoretical understanding as to how such spaces should be conceived or designed; and hardly any critical discussion about effective frameworks for either the development of contemporary learning spaces or for assessing their impact on learning, teaching and research. At the same time, there is much debate about what the purposes of post-compulsory education should be, as well as concerns about where and by whom it should be provided. We therefore need to urgently improve our understanding of the interactions between learning and space. It is essential that we not only share perspectives, theories and methodologies but also critically reflect on our own different assumptions, and work together to build better models for post-compulsory education in the future. To help in this process this book is designed as a 'critical reader' that can enable researchers, academics, students and managers involved in Learning Spaces to share and engage with some key ideas, issues and texts. A central aim is to bring together some of the best research from across the many different disciplines concerned with learning spaces, including education, architecture, anthropology, human-computer interaction, estate planning and museum studies. Reshaping Learning is thus intended for anyone interested in, and wanting to think more about, learning spaces whether as users, clients or managers; or who are want to better understand interactions between the social and the spatial.

MAKING PLAY JUST RIGHT: ACTIVITY ANALYSIS, CREATIVITY AND PLAYFULNESS IN PEDIATRIC OCCUPATIONAL THERAPY

Jones & Bartlett Learning "At the heart of Making Play Just Right: Activity Analysis, Creativity, and Playfulness in Pediatric Occupational Therapy, Second Edition is the belief that occupational therapists must incorporate play into interventions with children in order to ensure that pediatric occupational therapy is maximally effective. This text provides the background, history, evidence, and general knowledge needed to use a playful approach to pediatric occupational therapy, as well as the specific examples and recommendations needed to help therapists adopt these strategies. The authors provide a number of case examples and companion videos to allow the reader to engage in learning activities to improve understanding of the content"--

ENVISIONING ROBOTS IN SOCIETY - POWER, POLITICS, AND PUBLIC SPACE

PROCEEDINGS OF ROBOPHILOSOPHY 2018 / TRANSOR 2018

IOS Press Robots are predicted to play a role in many aspects of our lives in the future, affecting work, personal relationships, education, business, law, medicine and the arts. As they become increasingly intelligent, autonomous, and communicative, they will be able to function in ever more complex physical and social surroundings, transforming the practices, organizations, and societies in which they are embedded. This book presents the proceedings of the Robophilosophy 2018 conference, held in Vienna, Austria, from 14 to 17 February 2018. The third event in the Robophilosophy Conference Series, the conference was entitled Envisioning Robots in Society - Politics, Power, and Public Space. It focused on the societal, economic, and political issues related to social robotics. The book is divided into two parts and an Epilogue. Part I, entitled Keynotes, contains abstracts of the keynotes and two longer papers. Part II is divided into 7 subject sections containing 37 papers. Subjects covered include robots in public spaces; politics and law; work and business; military robotics; and policy. The book provides an overview of the questions, answers, and approaches that are currently at the heart of both academic and public discussions. The contributions collected here will be of interest to researchers and policy makers alike, as well as other stakeholders.

THE POWER OF PLAY IN HIGHER EDUCATION

CREATIVITY IN TERTIARY LEARNING

Springer This book examines the increasing popularity of creativity and play in tertiary learning, and how it can be harnessed to enhance the student experience at university. While play is often misunderstood as something 'trivial' and associated with early years education, the editors and contributors argue that play contributes to social and human development and relations at a fundamental level. This volume invalidates the commonly held assumption that play is only for children, drawing together numerous case studies from higher education that demonstrate how researchers, students and managers can benefit from play as a means of liberating thought, overturning obstacles and discovering fresh approaches to persistent challenges. This diverse and wide-ranging edited collection unites play theory and practice to address the gulf in research on this fascinating topic. It will be of interest and value to educators, students and scholars of play and creativity, as well as practitioners and academic leaders looking to incorporate play into the curriculum.

EBOOK: INTRODUCTION TO CHILDHOOD STUDIES

McGraw-Hill Education (UK) This popular and bestselling textbook provides an introduction to the field of childhood studies and offers a broad-based, comprehensive and accessible resource which brings together key themes in the area of childhood studies to provide a timely and scholarly introduction. This new collection includes all the key themes of debate and interest and each chapter is written by an expert in a specific area of childhood studies and many chapters are authored by leading figures in their field. The new third edition builds on the success of earlier editions, maintaining chapters of enduring value while incorporating some fresh new chapters on integrated working with children; childhood sexualisation; and child soldiers. Hence the book remains intellectually robust, scholarly and confident in its academic approach, a feature that distinguishes the title from many of its competitors. The new edition also introduces additional pedagogy with interactive activities, annotated suggestions for further reading, and end-of-chapter bullet point summaries. An Introduction to Childhood Studies 3E is invaluable reading for students, lecturers and practitioners from a range of professional and academic interests and particularly for those studying courses in Childhood Studies and Early Childhood Studies. Contributors: David Buckingham, Diana Gittins, Chris Jenks, Glenda MacNaughton, Heather Montgomery, Jane Read, Wendy Stainton Rogers, Mats Utas, Valerie Walkerdine, Martin Woodhead

THE SCIENCE OF PLAY

HOW TO BUILD PLAYGROUNDS THAT ENHANCE CHILDREN'S DEVELOPMENT

University Press of New England Poor design and wasted funding characterize today's American playgrounds. A range of factors--including a litigious culture, overzealous safety guidelines, and an ethos of risk aversion--have created uniform and unimaginative playgrounds. These spaces fail to nurture the development of children or promote playgrounds as an active component in enlivening community space. Solomon's book demonstrates how to alter the status quo by allying data with design. Recent information from the behavioral sciences indicates that kids need to take risks; experience failure but also have a chance to succeed and master difficult tasks; learn to plan and solve problems; exercise self-control; and develop friendships. Solomon illustrates how architects and landscape architects (most of whom work in Europe and Japan) have already addressed these needs with strong, successful playground designs. These innovative spaces, many of which are more multifunctional and cost effective than traditional playgrounds, are both sustainable and welcoming. Having become vibrant hubs within their neighborhoods, these play sites are models for anyone designing or commissioning an urban area for children and their families. The Science of Play, a clarion call to use playground design to deepen the American commitment to public space, will interest architects, landscape architects, urban policy makers, city

managers, local politicians, and parents.

GAME-BASED LEARNING AND THE POWER OF PLAY

EXPLORING EVIDENCE, CHALLENGES AND FUTURE DIRECTIONS

Cambridge Scholars Publishing In recent years, there has been growing interest in the use of games to enhance learning across multiple educational levels, and extensive research has shown that games have considerable potential for enhancing learning, motivation and skills development. However, despite a growing acknowledgement of this potential, challenges remain and the use of games in formal education contexts remains far from mainstream. While some studies identify design and development issues as a key barrier - including associated costs - others highlight organisational and infrastructural difficulties involved in implementing games in the classroom. More recently, increasing recognition of these difficulties has led many to explore how gaming elements (rather than fully fledged games) can be used to engage and enhance student learning - a practice now widely referred to as "gamification". This edited collection of chapters explores the application, potential and challenges of game-based learning and gamification across multiple disciplines and sectors, including psychology, education, business, history, languages and the creative arts. With contributions exploring the use of games across the full educational spectrum - from early childhood education, through to the corporate sector - it provides comprehensive insights into the potential of games and play for facilitating learning and engagement at every life stage.

RESOURCES IN EDUCATION

RESEARCH IN EDUCATION

THE GUIDED READER TO TEACHING AND LEARNING

Routledge The Guided Reader to Teaching and Learning draws on extracts from the published work of some of the most influential education writers in recent times to provide insight, guidance and clarity about key issues affecting practitioners at all levels.

THE POETICS OF STAGE SPACE

THE THEORY AND PROCESS OF THEATRE SCENE DESIGN

McFarland "This book is basically an analysis of theatre scene design through the powers and characteristics of physical space. It covers an array of considerations for the theatre designer: the observable features of given physical spaces, their layout, detailing and atmosphere, present the features from the points of view of various disciplines"--Provided by publisher.

POWER, EQUITY AND (RE)DESIGN

BRIDGING LEARNING AND CRITICAL THEORIES IN LEARNING ECOLOGIES FOR YOUTH

IAP This volume brings together design thinking, critical social theory, and learning sciences to describe promising learning innovations that foster rights, dignity, and social justice for youth. The contributors are emerging scholars who are leading voices working at the intersections of theory and practice for educational equity. Chapters in this volume take up themes of power and equity in the design and redesign of learning opportunities for young people. The chapters show variation in the kinds of learning--from complex ecologies spanning multiple institutions and age groups to specific classroom or after-school spaces. Chapters also vary in the focal ages of participants. Although most discuss experiences of young people between the ages of 12-25, some also explore the learning of elementary age youth. All of the chapters include the authors--who were researchers, designers, teachers, and facilitators--part of the narrative and process of learning. We are especially thankful that the authors of these chapters invite the reader into their thinking process and the tensions and contradictions that emerged as they sought to catalyze transformative learning spaces.

MOBILISING DESIGN

Taylor & Francis This book brings together research working at the boundary between design knowledges and mobilities, offering a novel collection for both theorists and practitioners. Drawing upon detailed case studies, it demonstrates the diverse roles of design in shaping mobility at different spaces and scales: across cities; within different types of buildings and infrastructures; and through commuting, work and leisure activities. A range of international scholars illustrate the designed mobilities of car parks, traffic lights, street benches, pedestrian wayfinding systems and accessible design in the urban environment; they examine spaces within hospitals, airports and train stations and investigate design practices for bicycles, future urban vehicles and MotoGP motorcycle racing. Other contributions explore overlooked mobile artefacts such as television and video game remote controls, 3D printing and the types of packaging which enable objects themselves to move around. This book demonstrates how the tools, assumptions and processes of design shape spaces of mobility, and also illuminates how shifts in the fluidity and circulation of people, practices and

materials in turn reconfigure practices of design. Mobilising Design develops multi-disciplinary understandings of design, drawing upon diverse literatures including design history, product design, architecture and cultural geography. By highlighting often invisible artefacts and associated knowledges and controversies, the book foregrounds the taken-for-granted ways in which everyday mobility is designed. It will be of interest to scholars in geography, sociology, economic history, architecture, design and urban theory.

THE MAPPING OF POWER IN RENAISSANCE ITALY

Cambridge University Press This well-illustrated study investigates the symbolic dimensions of painted maps as products of ambitious early modern European courts.

HUMANIZING WORK AND WORK ENVIRONMENT (HWWE 2016)

ENGLISH

GIAP Journals Proceedings of 14th International Conference on Humanizing work and work Environment

CREATING MEANINGFUL MUSEUM EXPERIENCES FOR K-12 AUDIENCES

HOW TO CONNECT WITH TEACHERS AND ENGAGE STUDENTS

Rowman & Littlefield This timely book provides a critical look at one of the staples of museum education programming: the “field trip” for school groups. The K-12 audience is of major importance to museums: not only does reaching students relate directly to the educational mission of museums, but also our institutions rely on the revenue generated by school groups.

DESIGNING SPACE FOR CHILDREN AND TEENS IN LIBRARIES AND PUBLIC PLACES

American Library Association Provides guidelines and tips for creating a welcoming library space for children and teenagers, covering such concerns as design facilitation, spatial planning, architectural and environmental elements, and mood and ambience.

DESIGNING LIBRARY SPACE FOR CHILDREN

Walter de Gruyter In recent years the library community has seen a renewed interest in library architecture and design. This is due to the change of focus from content and collection development to how libraries engage with their users in a digital age. This means

that librarians, architects, politicians and patrons must develop new visions, concepts and ideas for the design and building of libraries. This book brings together a number of articles based on presentations from the IFLA World Congress 2009: historical view of the development of children's libraries over the last century, a look at how children use new media, libraries of the future, innovative design projects for children's libraries from around the world. current theme historical view and new projects

THE COMPUTER SUPPORTED COLLABORATIVE LEARNING (CSCL) CONFERENCE 2013, VOLUME 2

Lulu.com

HANDBOOK OF RESEARCH ON THE EDUCATION OF YOUNG CHILDREN

Routledge The Handbook of Research on the Education of Young Children, Second Edition is an essential reference on research in early childhood education not only in the United States but throughout the world. It provides a comprehensive overview of important contemporary issues and the information necessary to make judgments about these issues. The field has changed significantly since the publication of the first edition of this Handbook in 1993, creating a need for an update. The Handbook of Research on the Education of Young Children, Second Edition is thus focused on research conducted over the past decade or so. The volume is organized in four parts: *Early Childhood Education and Child Development. New in this edition: moral development; the development of creativity. *Early Childhood Educational Curriculum. New in this edition: movement or dance education; the education of linguistically and culturally diverse children. *Foundations of Early Childhood Educational Policy. New in this edition: childhood poverty; the education of bilingual children. *Research and Evaluation Strategies for Early Childhood Education. New in this edition: doing historical research in early childhood education; postmodern and feminist orientations. The Handbook of Research on the Education of Young Children, Second Edition makes the expanding knowledge base related to early childhood education readily available and accessible. It is a valuable tool for all who work and study in the field.

ENERGY AND WATER DEVELOPMENT APPROPRIATIONS FOR FISCAL YEAR 1993: BONNEVILLE POWER ADMINISTRATION, DEPARTMENT OF ENERGY

DESIGN ENERGY SIMULATION FOR ARCHITECTS

GUIDE TO 3D GRAPHICS

Routledge Leading architectural firms are now using in-house design simulation to help make more sustainable design decisions.

Taking advantage of these new tools requires understanding of what can be done with simulation, how to do it, and how to interpret the results. This software-agnostic book, which is intended for you to use as a professional architect, shows you how to reduce the energy use of all buildings using simulation for shading, daylighting, airflow, and energy modeling. Written by a practicing architect who specializes in design simulation, the book includes 30 case studies of net-zero buildings, as well as of projects with less lofty goals, to demonstrate how energy simulation has helped designers make early decisions. Within each case study, author Kjell Anderson mentions the software used, how the simulation was set up, and how the project team used the simulation to make design decisions. Chapters and case studies are written so that you learn general concepts without being tied to particular software. Each chapter builds on the theory from previous chapters, includes a summary of concept-level hand calculations (if applicable), and gives comprehensive explanations with graphic examples. Additional topics include simulation basics, comfort, climate analysis, a discussion on how simulation is integrated into some firms, and an overview of some popular design simulation software.

THE POWER OF PLAY

DESIGNING EARLY LEARNING SPACES

Amer Library Assn Play is important for children's growth and development, and more and more play areas are designed specifically for very young children. Designing early learning places extends beyond the library into library gardens, the community mall, and the homeless shelter. It's what you do with the space to create a "place" that will magnetically draw children into the kind of play that engages and inspires them.--

PLAY DIRECTING

ANALYSIS, COMMUNICATION, AND STYLE

CRC Press Play Directing describes the various roles a director plays, from selection and analysis of the play, to working with actors and designers to bring the production to life.

DESIGN FOR SUSTAINABILITY

A SOURCEBOOK OF INTEGRATED ECOLOGICAL SOLUTIONS

Routledge With radical and innovative design solutions, everyone could be living in buildings and settlements that are more like

gardens than cargo containers, and that purify air and water, generate energy, treat sewage and produce food - at lower cost. Birkeland introduces systems design thinking that cuts across academic and professional boundaries and the divide between social and physical sciences to move towards a transdisciplinary approach to environmental and social problem-solving. This sourcebook is useful for teaching, as each topic within the field of environmental management and social change has pairs of short readings providing diverse perspectives to compare, contrast and debate. Design for Sustainability presents examples of integrated systems design based on ecological principles and concepts and drawn from the foremost designers in the fields of industrial design, materials, housing design, urban planning and transport, landscape and permaculture, and energy and resource management.

DESIGNING WITH SOLAR POWER

A SOURCE BOOK FOR BUILDING INTEGRATED PHOTOVOLTAICS (BIPV)

Routledge Designing with Solar Power is the result of international collaborative research and development work carried out within the framework of the International Energy Agency's Photovoltaic Power Systems Programme (PVPS) and performed within its Task 7 on 'Photovoltaic power systems in the built environment'. Each chapter of this precisely detailed and informative book has been prepared by an international expert in a specific area related to the development, use and application of building-integrated photovoltaics (BiPV). Chapters not only cover the basics of solar power and electrical concepts, but also investigate the ways in which photovoltaics can be integrated into the design and creation of buildings equipped for the demands of the 21st century. The potential for BiPV, in both buildings and other structures, is explored together with broader issues such as market deployment, and international marketing and government strategies. In addition, more than 20 contemporary international case studies describe in detail how building-integrated photovoltaics have been applied to new and existing buildings, and discuss the architectural and technical quality, and the success of various strategies. Packed with photographs and illustrations, this book is an invaluable companion for architects, builders, designers, engineers, students and all involved with the exciting possibilities of building-integrated photovoltaics.

AIR & SPACE POWER JOURNAL SUM 04

DIANE Publishing

SCHOOL DESIGN TOGETHER

Routledge The time is ripe for interdisciplinary, collaborative approaches to school design. Whatever the current funding limitations, we still need to think about how we design, organise and use space in schools for learning and teaching. This edited book ensures that we don't start from ground zero in terms of good design. Including chapters from researchers and practitioners in architecture and education, it assesses, describes and illustrates how education and environment can be mutually supportive. The centrality of participation and collaboration between architects, educators and school users holds these diverse contributions together. The book embodies the practice as well as the principle of interdisciplinary working. Organised in two parts, this volume considers how schools are designed and used with chapters looks at current and past school environments in the UK, US and Europe. It then questions how the learning environment can be improved through participatory design processes with contributors from design and education backgrounds offering both theoretical understanding and practical ideas. Written without subject-specific jargon or assumptions, it can be used by readers from either an architectural or educational background, bridging the on-going communication gap between education and design professionals. Design and education professionals alike will appreciate the: • practical information which shows how to change or improve a learning environment • focus on evidence-based research • case studies and chapter topics including schools from across the primary and secondary sectors.

DESIGN, UTILIZATION, AND ANALYSIS OF SIMULATIONS AND GAME-BASED EDUCATIONAL WORLDS

IGI Global Games and simulations have emerged as new and effective tools for educational learning by providing interactivity and integration with online resources that are typically unavailable with traditional educational resources. Design, Utilization, and Analysis of Simulations and Game-Based Educational Worlds presents developments and evaluations of games and computer-mediated simulations in order to showcase a better understanding of the role of electronic games in multiple studies. This book is useful for researchers, practitioners, and policymakers to gain a deeper comprehension of the relationship between research and practice of electronic gaming and simulations in the educational environment.

NORWEGIAN PERSPECTIVES ON EDUCATION AND CULTURAL DIVERSITY

Cambridge Scholars Publishing This collection of articles utilises thematic orientations, methodological approaches and data materials to give an insight into the opportunities and challenges that exist for education in society, in relation to the growing cultural and linguistic complexity that exists. It is written by researchers at Inland Norway University of Applied Sciences, in Norway, and while the book is anchored in a specific Norwegian educational, cultural and political context, it addresses issues that would be of interest to

an international academic audience.

DISCRIMINATION AND DIVERSITY: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global The growing presence of discrimination and isolation has caused negative changes to human interactions. With the ubiquity of these practices, there is now an increasingly urgent need to close this divide. *Discrimination and Diversity: Concepts, Methodologies, Tools, and Applications* provides a critical look at race, gender, and modern day discrimination and solutions to creating sustainable diversity across numerous contexts and fields. Including innovative studies on anti-discrimination measures, gender discrimination, and tolerance, this multi-volume book is an ideal source for professionals, practitioners, graduate students, academics, and researchers working in equality, as well as managers and those in leadership roles.

RE-DESIGNING TEACHER EDUCATION FOR CULTURALLY AND LINGUISTICALLY DIVERSE STUDENTS

A CRITICAL-ECOLOGICAL APPROACH

Taylor & Francis Through a critical-ecological lens, this book examines how to prepare preservice teachers to be resourceful and responsive practitioners in addressing the intellectual needs of children often labeled as "culturally and linguistically diverse." It explores a comprehensive re-design of a teacher education program grounded in research on the complex factors that affect the teaching and learning of linguistically and culturally diverse children. *Re-Designing Teacher Education for Culturally and Linguistically Diverse Students* challenges hegemonic cultural and linguistic norms, quantitative and static views of "resources," the impact of U.S. education policy, and the limited attention to the agency, identities, and strategic actions of diverse students and their families.

YC YOUNG CHILDREN

DESIGN FOR THE CHANGING EDUCATIONAL LANDSCAPE

SPACE, PLACE AND THE FUTURE OF LEARNING

Routledge The whole landscape of space use is undergoing a radical transformation. In the workplace a period of unprecedented change has created a mix of responses with one overriding outcome observable worldwide: the rise of distributed space. In the

learning environment the social, political, economic and technological changes responsible for this shift have been further compounded by constantly developing theories of learning and teaching, and a wide acceptance of the importance of learning as the core of the community, resulting in the blending of all aspects of learning into one seamless experience. This book attempts to look at all the forces driving the provision and pedagogic performance of the many spaces, real and virtual, that now accommodate the experience of learning and provide pointers towards the creation and design of learning-centred communities. Part 1 looks at the entire learning universe as it now stands, tracks the way in which its constituent parts came to occupy their role, assesses how they have responded to a complex of drivers and gauges their success in dealing with renewed pressures to perform. It shows that what is required is innovation within the spaces and integration between them. Part 2 finds many examples of innovation in evidence across the world - in schools, the higher and further education campus and in business and cultural spaces - but an almost total absence of integration. Part 3 offers a model that redefines the learning landscape in terms of learning outcomes, mapping spatial requirements and activities into a detailed mechanism that will achieve the best outcome at the most appropriate scale. By encouraging stakeholders to creating an events-based rather than space-based identity, the book hopes to point the way to a fully-integrated learning landscape: a learning community.

DESIGNING MODERN CHILDHOODS

HISTORY, SPACE, AND THE MATERIAL CULTURE OF CHILDREN

Rutgers University Press In the book architectural historians, social historians, social scientists, and architects examine the history and design of places and objects such as schools, hospitals, playgrounds, houses, cell phones, snowboards, and even the McDonald's Happy Meal.

ECGBL 2020 14TH EUROPEAN CONFERENCE ON GAME-BASED LEARNING

Academic Conferences limited These proceedings represent the work of contributors to the 14th European Conference on Games Based Learning (ECGBL 2020), hosted by The University of Brighton on 24-25 September 2020. The Conference Chair is Panagiotis Fotaris and the Programme Chairs are Dr Katie Piatt and Dr Cate Grundy, all from University of Brighton, UK.

NUCLEAR ROCKET (ROVER); SPACE ELECTRIC POWER; PHYSICAL RESEARCH; RAW MATERIALS; ISOTOPES

DEVELOPMENT; BIOLOGY AND MEDICINE; PLOWSHARE; SPECIAL NUCLEAR MATERIALS; COMMUNITY; PROGRAM DIRECTION AND ADMINISTRATION; TRAINING, EDUCATION, AND INFORMATION; AND WEAPONS

CHILDREN AND YOUNG PEOPLE'S SPACES

DEVELOPING PRACTICE

Bloomsbury Publishing This reader takes debates about children's services forward by drawing on ideas based in social pedagogy and arguing that the concept of 'space' is crucial to relationships and practices with children and young people. It will stimulate students to question and rethink, and practitioners to innovate and challenge mainstream thinking.

TEACHING PRIMARY ART AND DESIGN

Learning Matters This book introduces trainees and newly qualified primary teachers to the teaching of art and design in primary schools. It helps students gain an appreciation of what constitutes good practice in primary art and design and how they can go about achieving it. To meet the different needs of students, the book identifies varying levels of experience, creativity and confidence, and offers suggestions for applying these levels to the classroom. The book covers key areas of the art and design curriculum for Early Years Foundation Stage, Key Stage 1 and Key Stage 2, considering both their discrete and developmental characteristics.