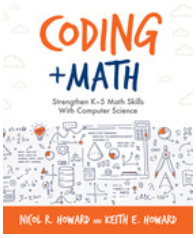
Gale eBooks: Professional Learning Loan Program

MESTRACT has acquired two *Gale eBooks* Professional Learning Collections from ISTE. These 19 titles are accessed through an award-winning platform that allows users to listen aloud, cross search, and share content with Google or Microsoft tools.

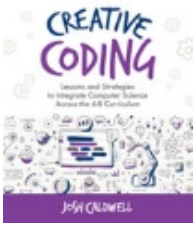
Chart a New Course: A Guide to Teaching Essential Skills for Tomorrow's World Rachelle Dene Poth. Portland, OR: International Society for Technology in Education, 2020. 131 pp.
This book shows how to help students develop essential skills through authentic, real-world learning experiences, building a pathway for the future of learning and work. It will help educators drive student engagement and motivation, promote creativity in learning, model risk-taking and build classroom culture.

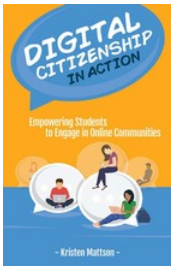
Coding + Math: Strengthen K-5 Math Skills With Computer Science Nicol R. Howard and Keith E. Howard. Portland, OR: International Society for Technology in Education, 2020. 134 pp.
This book provides a deep dive into computer science integration for elementary teachers, providing guidelines for designing integrated CS/math curricula through case studies and practical examples.



Connected Librarians: Tap Social Media to Enhance Professional Development and Student Learning NIkki D. Robertson. Portland, OR: International Society for Technology in Education, 2017. 140 pp.
This book discusses the responsibility of librarians to model the proper use of social media for students, and offers practical ideas for effectively using social media in school libraries.

Creative Coding: Lessons and Strategies to Integrate Computer Science Across the 6-8 Curriculum Josh Caldwell. Emily Reed, ed. Portland, OR: International Society for Technology in Education, 2018. 127 pp.
This book helps classroom teachers, in several core content areas, develop activities and projects to encourage computational thinking and coding skills, and to build bridges between those skills and practice.





Digital Citizenship in Action: Empowering Students to Engage in Online Communities Kristen Mattson. Portland, OR: International Society for Technology in Education, 2017. 120 pp.
This book explains that digital citizenship curricula should strive to show students possibilities over problems, opportunities over risks, and community successes over personal gain.

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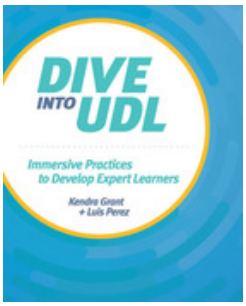
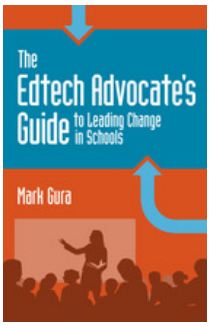
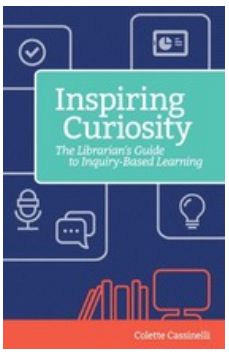


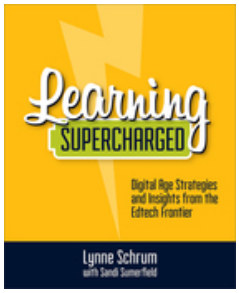
Dive into UDL: Immersive Practices to Develop Expert Learners
Kendra Grant and Luis Perez. Portland, OR: International Society for Technology in Education, 2018. 178 pp.
Universal Design for Learning (UDL) is a framework for designing instruction that meets the needs of every learner. This book provides an overview of UDL, showing how to offer flexibility in methods of presentation, student participation and expression to support high achievement for all students, including those with disabilities or limited English proficiency.



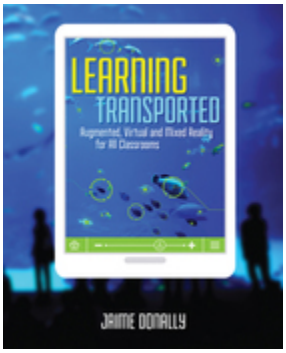
The EdTech Advocate's Guide to Leading Change in Schools Mark Gura. Portland, OR: International Society for Technology in Education, 2018. 125 pp.
This book helps new and emerging tech coaches and school technology leaders embrace their roles, and guides them as they make important decisions and take meaningful steps to effectively participate in the education field's digital transformation. Explains how to shift from simply bringing technology into schools to identifying how the various elements of this changing landscape fit together to form an improved version of education.



Inspiring Curiosity: The Librarian's Guide to Inquiry Based Learning
Colette Cassinelli. Portland, OR: International Society for Technology in Education, 2018. 168 pp.
This book is a practical guide for secondary school librarians as they collaborate with teachers and students to develop inquiry-based research projects. With success stories from librarians all over the U.S. illustrating how they've guided teachers and students through the research process, this book provides strategies for using memorable events to activate students' natural curiosity and activities for generating essential questions for exploration.



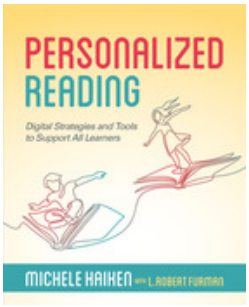
Learning Supercharged: Digital Age Strategies and Insights from the EdTech Frontier Lynne Schrum and Sandi Sumerfield. Portland, OR: International Society for Technology in Education, 2018. 235 pp.
This book looks at new ways to energize and engage students and how to employ the latest technologies in creative and innovative ways.



Learning Transported: Augmented, Virtual and Mixed Reality for All Classrooms Jaime Donally. Portland, OR: International Society for Technology in Education, 2018. 111 pp.
This book discusses the use of immersive technology – devices and software that provide augmented, virtual and mixed reality experiences – to enable students to go on virtual field trips, manipulate 3D objects and augment the world around them. Provides definitions, examples, comparisons and selection tips for augmented, virtual and mixed reality devices and platforms, lesson plans mapped to standards and content areas, and ideas for classroom use of immersive technology.

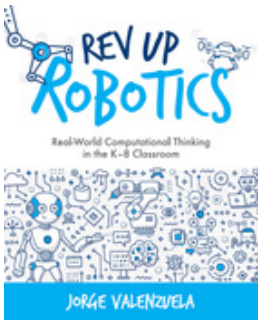
The New Assistive Tech: Make Learning Awesome for All!
Christopher R. Bugaj. Eugene, OR: International Society for Technology in Education, 2018. 257 pp.
This book details how to provide assistance to an education team by coaching them through an informed decision-making process for technology needs.

Nurturing Young Innovators: Cultivating Creativity in the Classroom, Home and Community Laura McLaughlin Taddei and Stephanie Smith Budhai. Portland, OR: International Society for Technology in Education, 2017. 161 pp.
This book teaches how to engage families and communities in activities that create environments where creativity, innovation and collaboration are fostered and valued, and where technology is used to redefine learning and promote responsible risk-taking.

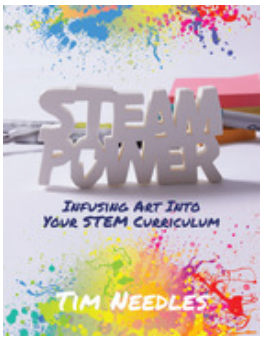


Personalized Reading: Digital Strategies and Tools to Support All Learners
Michele Haiken and L. Robert Furman. Portland, OR: International Society for Technology in Education, 2018. 155 pp.
The strategies and classroom-ready ideas in this book will help secondary educators incorporate technology to promote reading, critical thinking and digital literacy.

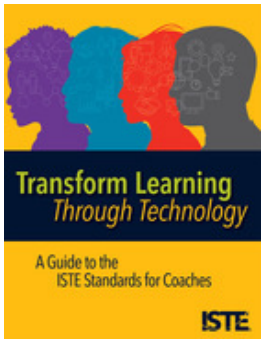
Reimagining Library Spaces: Transform Your Space on Any Budget Diana Rendina. Portland, OR: International Society for Technology in Education, 2017. 168 pp.
This book discusses how librarians can make smart and efficient updates to their school library space that encourage the use of technology to improve student learning.



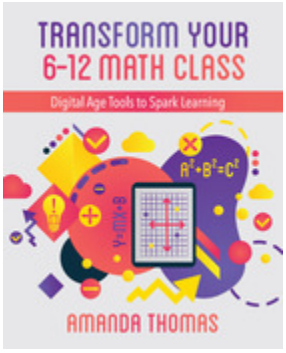
Rev Up Robotics: Real-World Computational Thinking in the K-8 Classroom
Jorge Valenzuela. Portland, OR: International Society for Technology in Education, 2020. 172 pp.
This cross-curricular book shows how to incorporate robotics in tandem with computational thinking into content area lessons or electives. Parts cover the basics, define robotics, share real-world applications, and show how to teach foundational skills, then show robotics in practice, provide lesson plans mapped to standards, offer pedagogy and teaching strategies backed by research, and approaches to project-based learning and after-school clubs or robotics competitions.



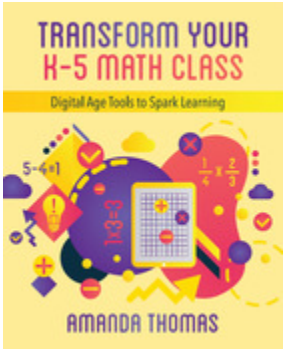
STEAM Power: Infusing Art Into Your STEM Curriculum
Tim Needles. Portland, OR: International Society for Technology in Education, 2020. 156 pp.
This book offers ideas for blending arts and STEM learning (STEAM), focusing on creativity, innovation and collaboration. Includes fundamentals, project ideas and best practices, plus insight from educators, and covers coding, robotics, 3D printing, virtual/augmented reality, photography, video, animation and digital drawing. Offers ways to bring STEAM to the next level, such as collaboration, global learning, project-based learning, makerspaces and social-emotional learning.



Transform Learning Through Technology: A Guide to the ISTE Standards for Coaches Helen Crompton. Portland, OR: International Society for Technology in Education, 2020. 38 pp.
This guide defines the role of the coach, shares information from research and the learning sciences relating to coaching cycles and methodologies, and presents scenarios from coaches in diverse situations and with varied backgrounds.



Transform Your 6-12 Math Class: Digital Age Tools to Spark Learning Amanda Thomas. Portland, OR: International Society for Technology in Education, 2019. 133 pp.
This title draws upon the latest research in technology and mathematics education, while providing tools to incorporate the strategies into 6-12 curriculum. It provides contrasting classroom examples in each chapter, with sample conversations, mathematical tasks, illustrations of student work and discussion prompts. The book discusses research-based ideas, covers a variety of mathematics content areas, and provides implementation strategies and examples.



Transform Your K-5 Math Class: Digital Age Tools to Spark Learning
Amanda Thomas. Portland, OR: International Society for Technology in Education, 2019. 131 pp.
This title draws upon the latest research in technology and mathematics education, while providing tools to incorporate the strategies into K-5 curriculum. It provides contrasting classroom examples in each chapter, with sample conversations, mathematical tasks, illustrations of student work and discussion prompts. The book discusses research-based ideas, covers a variety of mathematics content areas, and provides implementation strategies and examples.