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Based on the progress from ongoing core drillings as well as the overall momentum in the copper market, Copperstone Resources AB (publ ... 3 The company's previous announced assessment regarding ...

*Copperstone Resources scales up the Viscaria Project*

Sex is sort of losing its appeal. Death is sexier these days, at least that's the impression I get from Ann Coulter, who makes a living calling for the "killing of Liberals" and repressing the free ...

*Death Is Sexier Than Sex (to Ann Coulter)*

A former employee's congressional testimony shed light on some of the social media giant's most problematic practices. In this lesson, students will discuss how, or if, the company should be ...

*The Learning Network*

Dark Matter and Dark Energy from Projective Geometry (Catherine Whiting, Physics), Summer Research Fellowship Lillian Chang '20: Gene regulatory pathway analysis in freshwater:algal symbioses (April ...

Exploring Geometry, Second Edition promotes student engagement with the beautiful ideas of geometry. Every major concept is introduced in its historical context and connects the idea with real-life. A system of experimentation followed by rigorous explanation and proof is central. Exploratory projects play an integral role in this text. Students develop a better sense of how to prove a result and visualize connections between statements, making these connections real. They develop the intuition needed to conjecture a theorem and devise a proof of what they have observed. Features: Second edition of a successful textbook for the first undergraduate course Every major concept is introduced in its historical context and connects the idea with real life Focuses on experimentation Projects help enhance student learning All major software programs can be used; free software from author

Celebrate the thirtieth anniversary of the Newbery Honor-winning survival novel Hatchet with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. Hatchet has also been nominated as one of America's best-loved novels by PBS's The Great American Read. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother's infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills--how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire--and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

Bestselling author Sherman Alexie tells the story of Junior, a budding cartoonist growing up on the Spokane Indian Reservation. Determined to take his future into his own hands, Junior leaves his troubled school on the rez to attend an all-white farm town high school where the only other Indian is the school mascot. Heartbreaking, funny, and beautifully written, The Absolutely True Diary of a Part-Time Indian, which is based on the author's own experiences, coupled with poignant drawings by Ellen Forney that reflect the character's art, chronicles the contemporary adolescence of one Native American boy as he attempts to break away from the life he was destined to live. With a forward by Markus Zusak, interviews with Sherman Alexie and Ellen Forney, and four-color interior art throughout, this edition is perfect for fans and collectors alike.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping--as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Changes in society and the workplace require a careful analysis of the algebra curriculum that we teach. The curriculum, teaching, and learning of yesterday do not meet the needs of today's students.

First released in the Spring of 1999, How People Learn has been expanded to show how the theories and insights from the original book can translate into actions and practice, now making a real connection between classroom activities and learning behavior. This edition includes far-reaching suggestions for research that could increase the impact that classroom teaching has on actual learning. Like the original edition, this book offers exciting new research about the mind and the brain that provides answers to a number of compelling questions. When do infants begin to learn? How do experts learn and how is this different from non-experts? What can teachers and schools do-with curricula, classroom settings, and teaching methods--to help children learn most effectively? New evidence from many branches of science has significantly added to our understanding of what it means to know, from the neural processes that occur during learning to the influence of culture on what people see and absorb. How People Learn examines these findings and their implications for what we teach, how we teach it, and how we assess what our children learn. The book uses exemplary teaching to illustrate how approaches based on what we now know result in in-depth learning. This new knowledge calls into question concepts and practices firmly entrenched in our current education system. Topics include: How learning actually changes the physical structure of the brain. How existing knowledge affects what people notice and how they learn. What the thought processes of experts tell us about how to teach. The amazing learning potential of infants. The relationship of classroom learning and everyday settings of community and workplace. Learning needs and opportunities for teachers. A realistic look at the role of technology in education.

- The only program that supports the Common Core State Standards throughout four-years of high school mathematics with an unmatched depth of resources and adaptive technology that helps you differentiate instruction for every student. \* Connects students to math content with print, digital and interactive resources. \* Prepares students to meet the rigorous Common Core Standards with aligned content and focus on Standards of Mathematical Practice. \* Meets the needs of every student with resources that enable you to tailor your instruction at the classroom and individual level. \* Assesses student mastery and achievement with dynamic, digital assessment and reporting. Includes Print Student Edition

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