



ISTE Books

2021

INSPIRED
EDUCATORS,
EMPOWERED
STUDENTS

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ISTE BOOKS

Thank you for considering ISTE as a resource for edtech and digital age learning! Our books and jump start guides address both established and emerging industry topics, and are aligned with the ISTE Standards, providing clear, practical guidance to help educators meet the standards.

Whether you're a classroom teacher, librarian, district leader or teacher educator, ISTE books are your answer to effective districtwide PD and professional learning to meet your goals or tech initiatives. Books ordered in bulk receive significant discounts and may be eligible for a FREE customized webinar with the author (subject to scheduling availability). For more information, email books@iste.org.

ABOUT ISTE

The International Society for Technology in Education (ISTE) is home to a passionate community of global educators who believe in the power of technology to transform teaching and learning, accelerate innovation and solve tough problems in education.

ISTE inspires the creation of solutions and connections that improve opportunities for all learners by delivering: practical guidance, evidence-based professional learning, virtual networks, thought-provoking events and the ISTE Standards. ISTE is also the leading publisher of books focused on technology in education. For more information or to become an ISTE member, visit iste.org. Subscribe to ISTE's YouTube channel and connect with ISTE on Twitter, Facebook and LinkedIn.

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JUMP START GUIDE

Get quick and easy-to-reference information on hot topics with our jump start guides! Great for PD and practical application in the classroom. Look for this icon to see which ones are available on iste.org or wherever you purchase ISTE books.



AUDIOBOOK

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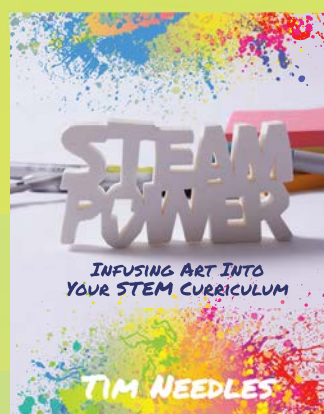
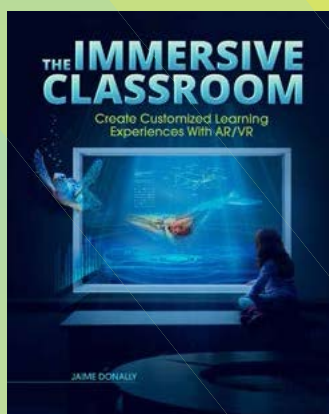
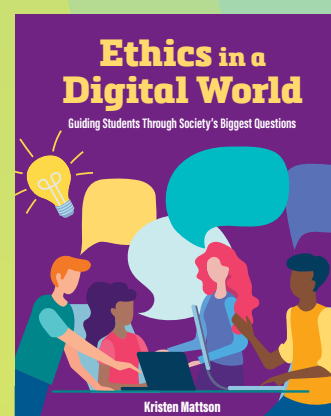
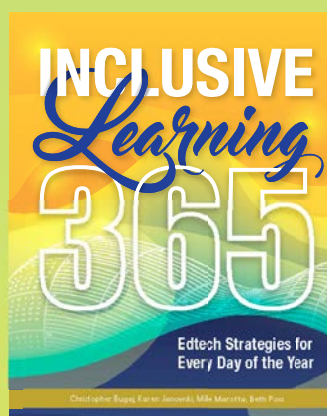
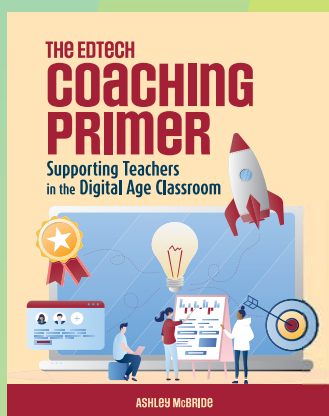
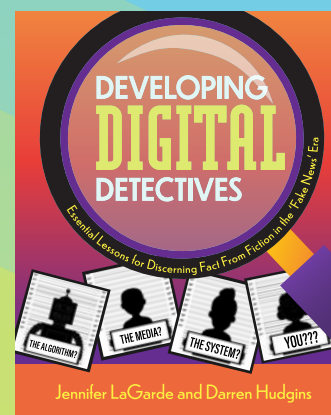
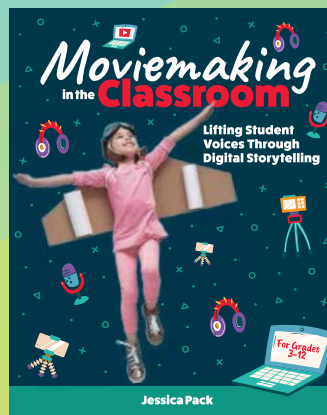
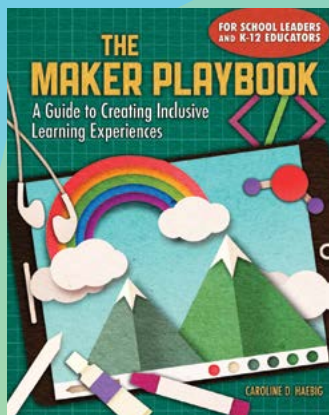
EBOOKS

All books available as ebooks at iste.org/Books and wherever you buy ebooks.



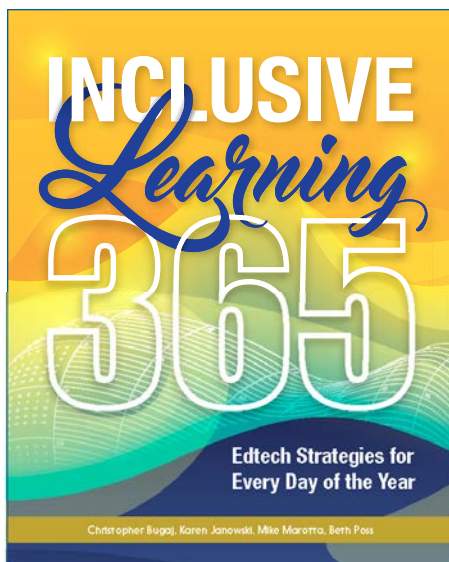
BROWSE ALL BOOKS AT ISTE.ORG/BOOKS

BROWSE OUR NEWEST RELEASES ON TOPICS THAT MATTER!



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

ACCESSIBILITY AND INCLUSION



Inclusive Learning 365

Edtech Strategies for Every Day of the Year

Educators around the world are designing individualized instruction that empowers every student to become an expert at learning. Technology and instructional interventions designed to support students with disabilities are often eventually adopted for the masses or when the learning environment requires change. These practices provide a pathway for designing inclusive, equitable and accessible educational experiences that meet the needs of every individual learner.

Designed to be read one day — and page — at a time, this book from four inclusive learning experts offers 365 strategies for implementing technology to design inclusive experiences that can be implemented immediately in order to provide meaningful instruction. The heart of the book is the shift in mindset that occurs by exploring a different practical, inclusive strategy each day and infusing these strategies into everyday practice.

\$39.99 • August 2021 • 408 pages • 8 × 10 • 9781564848857 • iste.org/Inclusive365

"The skills, knowledge and tactics of special educators are more valuable today than ever before, as educators will have to differentiate their lessons, regularly assess progress and constantly adjust instruction."

— FROM THE FOREWORD BY DR. JOSHUA P. STARR

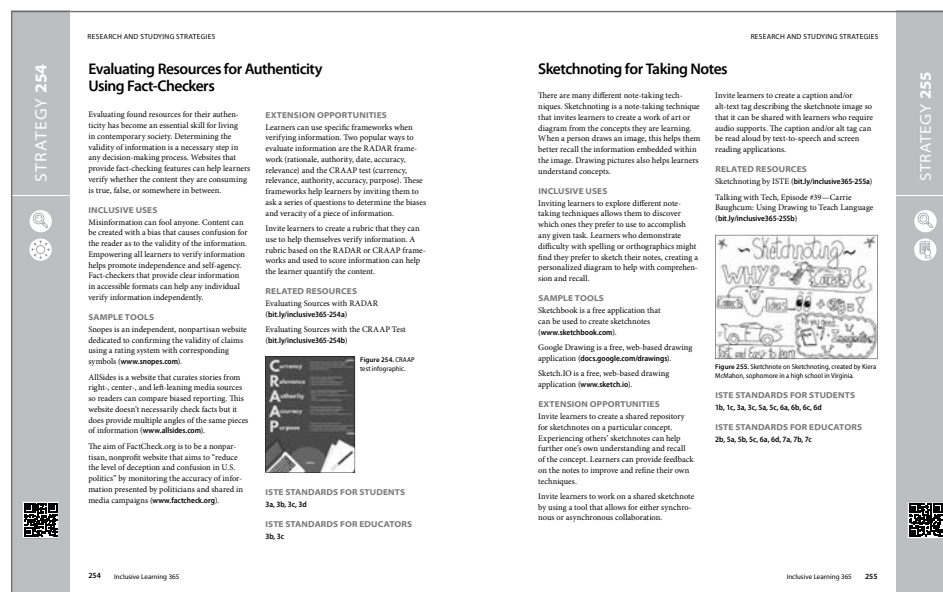
About the Authors

Christopher Bugaj is a founding member of the Assistive Technology Team for Loudoun County Public Schools in Virginia and author of *The New Assistive Tech: Make Learning Awesome for All*.

Karen Janowski is an assistive and educational technology consultant, an adjunct professor at Simmons College in Boston and president and owner of EdTech Solutions Inc. in Massachusetts.

Mike Marotta is a Rehabilitation Engineering and Assistive Technology (RESNA) Certified Assistive Technology Professional and the director of the Richard West Assistive Technology Advocacy Center at Disability Rights New Jersey.

Beth Poss is a school-based administrator in Montgomery County Public Schools (MCPS) in Maryland. She also serves as adjunct faculty for Johns Hopkins University's Graduate School of Education.

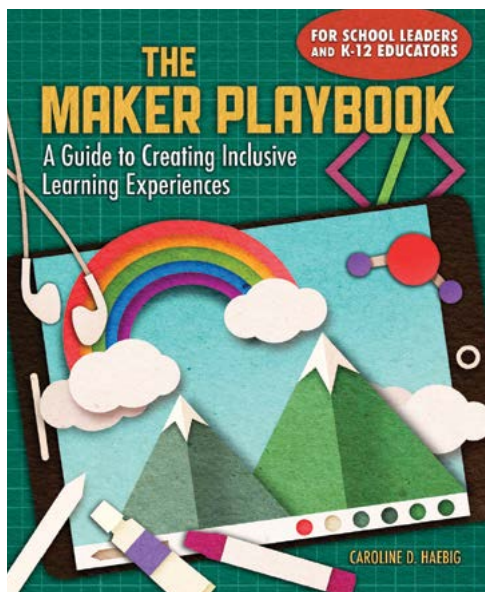


Interior pages from *Inclusive Learning 365*



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ACCESSIBILITY AND INCLUSION



The Maker Playbook

A Guide to Creating Inclusive Learning Experiences

School leaders and classroom teachers alike are looking for ways to integrate maker learning into their work in meaningful ways, but they simply don't have the time, capacity or resources to review, synthesize or adapt existing models into their own school systems. *The Maker Playbook* offers a vision and the tools needed to streamline the process, including high-impact strategies you can put directly into action to foster an inclusive maker learning environment.

In these pages, you'll find ready-to-use strategies and resources to guide learners in the design thinking maker learning process. With the Universal Design for Learning (UDL) Guidelines as a basis, you'll get ideas for helping all students learn, and guidance for developing the scaffolding to help all learners reach levels of higher-order thinking and engagement.

\$34.99 · October 2021 · 240 pages · 7.5 × 9.25 · 9781564849199 · iste.org/MakerPlaybook

About the Author

Caroline D. Haebig has extensive experience designing and leading professional learning for teachers, instructional coaches and administrators nationwide. She has successfully facilitated student, teacher and administrator preparation for school system 1:1 technology initiatives to support student learning, and led districtwide work in inclusive maker learning and technological literacy. Haebig is an Apple Distinguished Educator, a Google Certified Innovator and a recipient of the ISTE Outstanding Young Educator Award.

"Creating an inclusive maker learning culture does not start with furnishing a makerspace, purchasing 3D printers, or collecting cardboard. Instead, it begins with a school system's ability to define and communicate their core values and beliefs around inclusion, accessibility and innovation."

— FROM THE MAKER PLAYBOOK



The New Assistive Tech

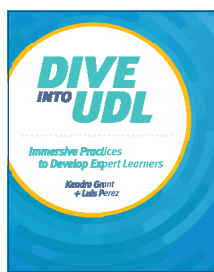
Make Learning Awesome for All

Christopher Bugaj

This playful yet professional book helps public school educators select, acquire and implement technology to benefit all students, but especially those with special needs. *The New Assistive Tech* is a catalyst for breaking down walls between special education and general education, and will help all educators realize they have tech knowledge (and can build upon that knowledge) that can be used to support students with disabilities.

\$39.99 · April 2018 · 272 pages · 7.5 × 9.25

9781564846884 · iste.org/NewAssistiveTech



Dive into UDL

Immersive Practices to Develop Expert Learners

Kendra Grant and Luis Perez

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 book will also appeal to those in coaching positions and to administrators seeking to support their staff.

\$35.99 · April 2018 · 208 pages · 7.5 × 9.25

9781564846655 · iste.org/DiveIntoUDL



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

COMPUTER SCIENCE, COMPUTATIONAL THINKING AND STEM



"As we enter into life post-pandemic, this book is a road map for teachers wanting to delve into a technology-rich approach to helping students understand and think through some of our most challenging environmental concerns."

— FROM THE FOREWORD BY
DR. MARQUITA S. BLADES

Environmental Science for Grades 6-12

A Project-Based Approach to Solving the Earth's Most Urgent Problems

Environmental science (ES) education is essential to providing students with opportunities for hands-on investigations to find solutions to complex environmental problems. But the recent COVID-19 crisis has dramatically curtailed student access to ES-focused experiences, particularly affecting students of color and those from low-income communities. At the same time, changes in pollution and air quality levels, as well as a resurgence of wildlife, have created new avenues for students to connect with the revitalized world through technology and social-emotional learning (SEL) strategies.

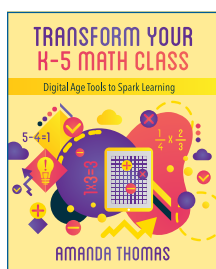
Project-based learning (PBL), with its emphasis on inquiry and authentic challenges, can be an effective approach to teaching ES. Those new to PBL may not feel they have adequate training. Likewise, teachers who haven't taught ES may question how to incorporate it into their curriculum. This book addresses both situations, providing practical guidance for teachers, along with examples of technology-rich, learner-centered student projects mapped to Next Generation Science Standards and ISTE Standards, and covering a range of timely and cross-curricular topics.

\$34.99 · September 2021 · 240 pages · 7.5 × 9.25 · 9781564849250 · iste.org/EnvironmentalSci

About the Authors

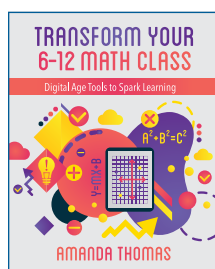
James Fester is a teacher, educational consultant and instructional coach who helps teachers harness the power of authentic, experiential, technology-infused approaches to classroom instruction. His writing has been featured on well-known educational sites such as Getting Smart, TEDex and KQED.

Jorge Valenzuela is an adjunct professor at Old Dominion University and the lead coach at Lifelong Learning Defined. His book *Rev Up Robotics* and its companion jump start guide *Ready, Set, Robotics!* are available from ISTE, and his next book, which explores his Equity and SEL Integration Framework, is forthcoming from Solution Tree.



**Transform Your
K-5 Math Class**
\$34.99 · January 2020
140 pages · 7.5 × 9.25
9781564848024

iste.org/MathElementary



**Transform Your
6-12 Math Class**
\$34.99 · January 2020
140 pages · 7.5 × 9.25
9781564848000

iste.org/MathSecondary

Transform Your Math Class

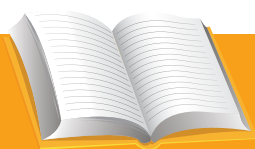
Digital Age Tools to Spark Learning

Instead of drill-and-practice apps and worksheets, what if technology enabled exploration of math concepts? Instead of screens for disconnected individual learning, what if technology fostered mathematical discourse and collaboration? Instead of a one-size-fits-all approach to teaching mathematics, what if we used technology to differentiate to meet students' diverse needs?

Transform Your K-5 Math Class and *Transform Your 6-12 Math Class* pose and unpack the above questions and many more, with research-backed approaches and detailed classroom examples to illustrate practical strategies for integrating technology in the math classroom.

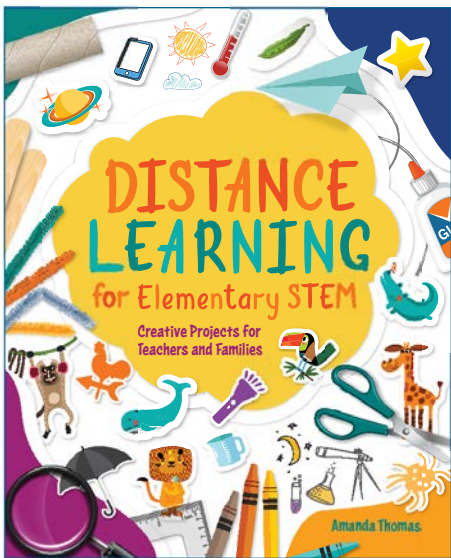
About the Author

Amanda Thomas is an assistant professor of mathematics education in the Department of Teaching, Learning and Teacher Education at the University of Nebraska–Lincoln. Her research focuses on teachers' use of mobile technology in elementary mathematics classrooms. She is also the author of *Distance Learning for Elementary STEM: Projects for Teachers and Families* (2021).



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

COMPUTER SCIENCE, COMPUTATIONAL THINKING AND STEM



"Even during online schooling, active, engaging, hands-on experiences are essential for young children's learning."

– FROM DISTANCE LEARNING
FOR ELEMENTARY STEM

Distance Learning for Elementary STEM

Creative Projects for Teachers and Families

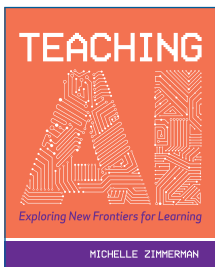
Amanda Thomas

Online and distance learning may sound fairly straightforward. Instead of learning in a classroom setting, students learn at home with the assistance of online resources. But classroom learning does not always translate easily to online settings, particularly at the elementary level where children should be actively engaging in activities, exploration and discussion.

From designing a zoo, to learning to garden, to exploring the night sky, you'll find eight STEM lessons that are creative, hands-on and engaging for elementary learners. Written for teachers and parents, the book unpacks STEM integration across multiple subjects, with connections to the ISTE Standards. The book also includes play-based lessons for young learners, and ideas for innovative design challenges.

Concluding with a model for designing online and distance STEM learning for elementary-aged children, this book will support teachers and parents in designing the types of resources and learning experiences they need for elementary students' distance learning.

\$34.99 • March 2021 • 176 pages • 7.5 × 9.25 • 9781564848710 • iste.org/ElementarySTEM



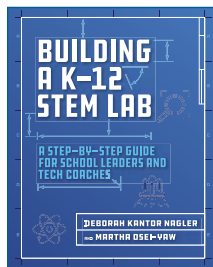
Teaching AI

Exploring New Frontiers for Learning

Michelle Zimmerman

Drawing from a broad variety of expert voices, including educators from around the world and underrepresented student voices, this book explores some of the ways AI can improve education.

\$35.99 • December 2018 • 216 pages • 7.5 × 9.25

9781564847058 • iste.org/TeachAI

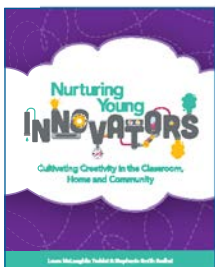
Building a K-12 STEM Lab

A Step-by-Step Guide for School Leaders and Tech Coaches

Deborah Kantor Nagler and Martha Osei-Yaw

This book addresses the challenge of establishing a successful STEM lab from the perspective of the leader, identifying opportunities for capacity building and ensuring equal access and equity for all students.

\$34.99 • November 2018 • 152 pages • 7.5 × 9.25

9781564847003 • iste.org/STEMlab

Nurturing Young Innovators

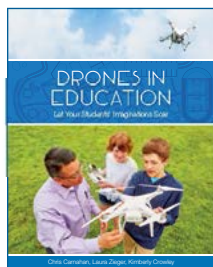
Cultivating Creativity in the Classroom, Home and Community

*Laura McLaughlin Taddei and Stephanie
Smith Budhai*

This book offers elementary teachers practical tools and ideas to foster risk-taking, curiosity and creative thinking in their students, helping them succeed as lifelong innovators.

\$29.99 • August 2017 • 182 pages • 7.5 × 9.25

9781564843906 • iste.org/NurturingLearners



Drones in Education

Let Your Students' Imagination Soar

*Chris Carnahan, Kimberly Crowley and
Laura Zieger*

Complete with lesson plans, real-world applications and tips on securing funding for drones, the information provided here will offer you everything you need to know to start using drones in the classroom.

\$24.99 • July 2016 • 128 pages • 7.5 × 9.25

9781564843838 • iste.org/Drones

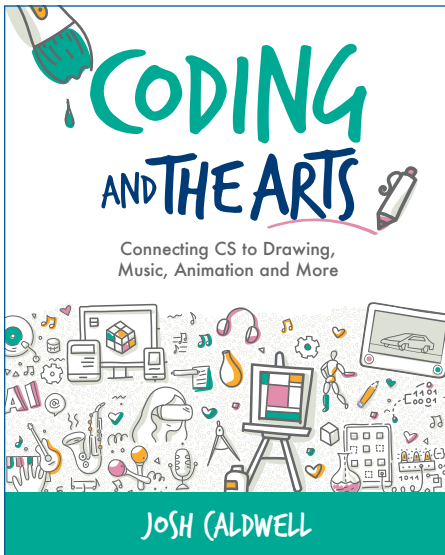
BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](http://iste.org/books)

COMPUTER SCIENCE, COMPUTATIONAL THINKING AND STEM



Computational Thinking and Coding in the Classroom

The books in this series offer ideas for infusing coding and computational thinking into K-12 education.



"There are so many ideas contained within these pages for both the experienced CS teacher looking for new and innovative ways to engage students, or the new-to-CS teacher hoping to learn about an approachable path into the world of coding for both her students and herself."

— FROM THE FOREWORD BY BAKER FRANK, RESEARCH & EVALUATION MANAGER, CODE.ORG

Browse all books in the Computational Thinking and Coding in the Classroom series at iste.org/codingbooks

Coding and the Arts

Connecting CS to Drawing, Music, Animation and More

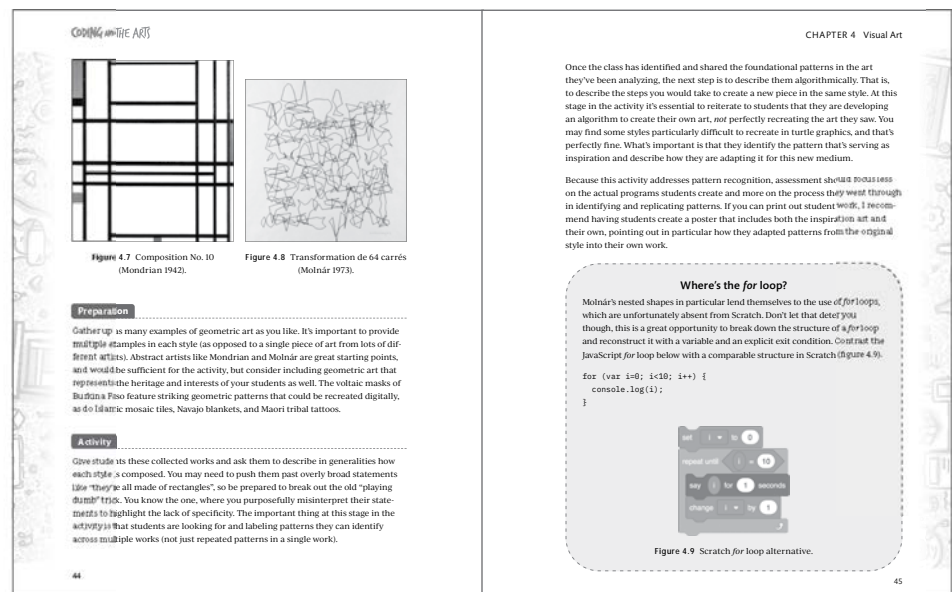
While there are books that discuss the intersection of the arts and computer science (CS), there are none written for K-12 teachers that cover the content overlaps between CS and the arts beyond a single programming environment, and that feature approaches and examples of practicing artists. *Coding and the Arts* fills that gap.

CS sometimes gets a bad rap as dry, isolated and uninteresting work — the pursuit of analytically minded techies working alone. In reality, programming is deeply creative and enables artists of all types to discover new ways to express themselves. In this book, you'll explore how to apply computation to stretch the possibilities in many art forms, as well as how to pave the way for entirely new ones. By approaching programming tools as artistic media, you'll connect the dots between programming, creativity and artistic expression. Along the way, you'll learn from a diverse set of computational artists and teachers who are using technology to push the bounds of traditional artistic media.

\$38.99 • April 2021 • 192 pages • 7.5 × 9.25 • 9781564848895 • iste.org/ArtOfCoding

About the Author

Josh Caldwell develops tools and instructional materials to help bring the beauty of computer science to students and teachers across the world. He currently works on CS learning and instruction projects for Google in Berlin. He is the author of *Creative Coding: Lessons and Strategies to Integrate Computer Science Across the 6-8 Curriculum*.



Interior pages from *Coding and the Arts*



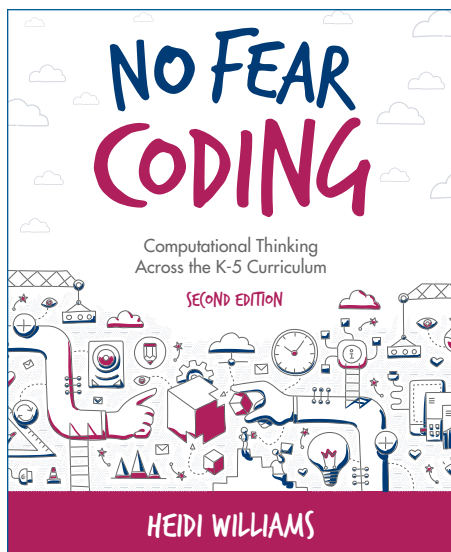
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COMPUTER SCIENCE, COMPUTATIONAL THINKING AND STEM



Computational Thinking and Coding in the Classroom

The books in this series offer ideas for infusing coding and computational thinking into K-12 education.



\$38.99 • March 2021 • 168 pages • 7.5 × 9.25
9781564848659 • iste.org/NoFear2E

No Fear Coding, Second Edition

Computational Thinking Across the K-5 Curriculum

Coding has become an essential skill for finding solutions to everyday problems, while computational thinking (CT) teaches reasoning and creativity, and offers an innovative approach to demonstrating content knowledge and seeing mathematical processes in action. *No Fear Coding* introduced many K-5 educators to ways to bring coding into their curriculum by embedding computational thinking skills into activities for different content areas.

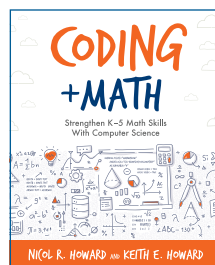
This second edition features updated tools — including programmable robots and other physical computing devices — as well as new activities aligned to the ISTE Standards for Students and Computational Thinking Competencies. This resource will help build students' coding and CT knowledge to prepare them for the middle grades and beyond.

About the Author

Heidi Williams is a passionate coding and computational thinking advocate. Over her 25+ years of experience in education, she has served as a language, science and mathematics teacher for grades 6-8 and held roles as a differentiation specialist, technology integration specialist, instructional coach, gifted and talented coordinator and K-8 director of curriculum-

"Just as learning to read and reading to learn should be happening simultaneously within all K-5 classrooms, learning to code and coding to learn will open doors and opportunities for further learning."

— FROM *NO FEAR CODING, SECOND EDITION*



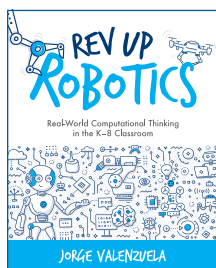
Coding + Math

Strengthen K-5 Math Skills With Computer Science

Nicol R. Howard and Keith E. Howard

This book offers a deep dive into computer science integration, providing guidelines for designing elementary CS/math curricula through case studies and practical examples.

\$38.99 • April 2020 • 134 pages • 7.5 × 9.25
9781564848253 • iste.org/CSMath



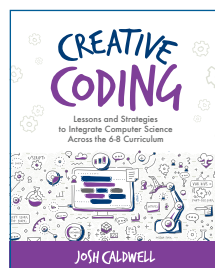
Rev Up Robotics

Real-World Computational Thinking in the K-8 Classroom

Jorge Valenzuela

Unlike other robotics books and curriculum, *Rev Up Robotics* takes a cross-curricular approach, showing educators how to begin incorporating robotics into their content area lessons and in conjunction with other subjects.

\$38.99 • February 2020 • 184 pages • 7.5 × 9.25
9781564848178 • iste.org/Robotics



Creative Coding

Lessons and Strategies to Integrate Computer Science Across the 6-8 Curriculum

Josh Caldwell

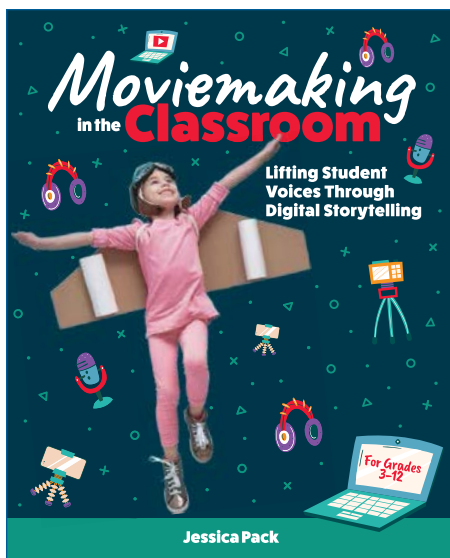
For math, science, English language arts and social studies teachers, this book provides the guidance and tools to start integrating coding into classes to complement and strengthen existing instruction.

\$38.99 • June 2018 • 138 pages • 7.5 × 9.25
9781564846761 • iste.org/Coding6to8



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CREATIVE TEACHING STRATEGIES



"There is an art to storytelling. Explicitly teaching students how to express their thoughts in words and images is a powerful, transferable skill."

—FROM *MOVIEMAKING IN THE CLASSROOM*

About the Author

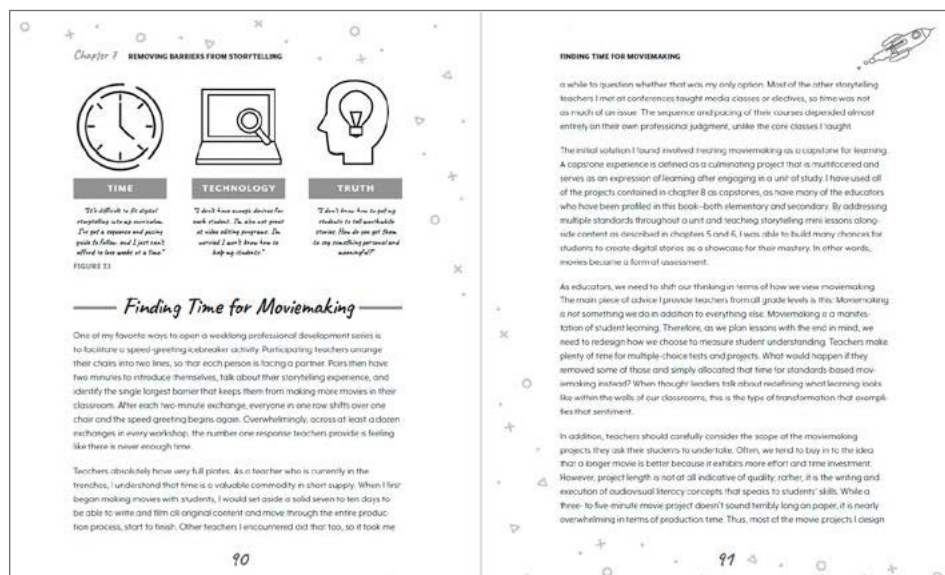
Jessica Pack (@Packwoman208) is the 2014 California Teacher of the Year and was named the CUE Outstanding Educator in 2014. She has used digital storytelling as an instructional strategy for 14 years, and is a teacher-consultant for DIGICOM Learning, a nonprofit that supports digital storytelling in classrooms. Pack co-hosts the podcast "Storytelling Saves the World."

Moviemaking in the Classroom

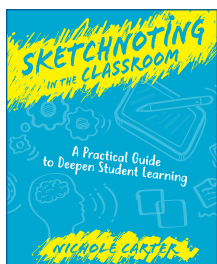
Lifting Student Voices Through Digital Storytelling

Written by an award-winning classroom teacher with years of experience integrating moviemaking into curriculum, *Moviemaking in the Classroom* offers quick-start lesson plans to help students amplify their voices and effect change through moviemaking. Our world hinges on storytelling, and the ways in which stories can be told are always evolving. Moviemaking helps students showcase their learning, process their lives and connect with others in a meaningful way. This book breaks down the process of digital storytelling to help teachers plan efficient and effective instructional sequences. Also included are practical suggestions for removing barriers from the storytelling process, such as how to provide more opportunities for students to tell their stories during a single academic year.

\$34.99 • October 2021 • 152 pages • 7.5 × 9.25 • 9781564849281 • iste.org/Moviemaking



Interior pages from *Moviemaking in the Classroom*



\$29.99 • June 2019
176 pages • 7 × 9
9781564847775
iste.org/Sketchnoting

Sketchnoting in the Classroom

A Practical Guide to Deepen Student Learning

Nichole Carter

Follow along as author Nichole Carter shows how sketchnotes can help students retain new material, develop skills to articulate empathy and build connections to larger concepts. The book includes strategies for helping students feel successful in the process, for example, asking them what their brain is telling them, asking how they learn best and encouraging the process through specific note-taking strategies.

"Sketchnotes are a way for students to visualize their learning and communicate their ideas in a new and creative way." —FROM *SKETCHNOTING IN THE CLASSROOM*

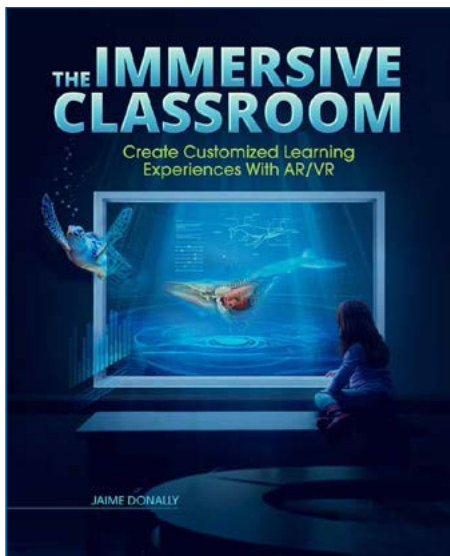
About the Author

Nichole Carter was a middle school classroom teacher for 12 years, teaching both honors and regular English language arts. She is now a K-12 Literacy and Digital Curriculum TOSA for the Beaverton School District in Oregon.



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

CREATIVE TEACHING STRATEGIES



\$29.99 • March 2021 • 128 pages • 7.5 × 9.25
9781564848536 • iste.org/ImmersiveClassroom

The Immersive Classroom

Create Customized Learning Experiences With AR/VR

This book highlights the possibilities of immersive technology to make an impact for all student populations. Our classrooms are filled with individuals who learn in diverse ways, and educators need creative teaching approaches to enrich learning for students of all levels. When applied effectively, immersive technology can target students' interest and empower students' choices in their learning. Readers will gain insights into customizing tools through app hacking and app smashing; discover the ways that immersive technology can deepen student engagement and activate learning through hunts, breakouts and labs; and explore global collaboration. The book offers examples from leading educators who have used the tools and techniques discussed, giving readers easy-to-implement takeaways they can incorporate in their classrooms right away.

About the Author

Jaime Donally (@JaimeDonally) is a former PK-8 math teacher turned technology integration specialist. As an independent education consultant, she provides professional development on immersive technology to districts and at conferences, helping educators learn to use augmented, virtual and mixed realities.

"Jaime [Donally] focuses on a personalized approach to learning and embeds standards and skills into everyday lessons and routines, making immersive technology not just an add-on, but rather an extension to learning through powerful and personal experiences."

– FROM THE FOREWORD BY MARIALICE B.F.X. CURRAN



\$29.99 • April 2018
128 pages • 7.5 × 9.25
9781564843999
iste.org/TransportLearning

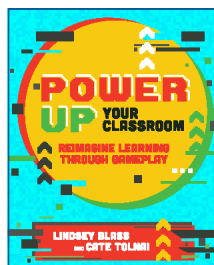


Learning Transported

Augmented, Virtual and Mixed Reality for All Classrooms

Jaime Donally

Learning Transported provides practical insights and classroom examples to help educators plan and establish goals for using immersive technology in the classroom. The book offers tips for selecting the best devices and platforms, lesson plans mapped to standards and content areas, and a wealth of low to no-cost tools that can be used to create engaging AR and VR experiences.



\$29.99 • June 2019
136 pages • 7 × 9
9781564847980
iste.org/PowerUpClassroom

Power Up Your Classroom

Reimagine Learning Through Gameplay

Lindsey Blass and Cate Tolnai

With a uniquely engaging style, *Power Up Your Classroom* helps educators understand the benefits of gamification and game-based learning, and empowers them to design learning experiences that leverage gameplay to increase motivation and engagement, and build classroom community.

About the Authors

Lindsey Blass is the personalized learning environments program manager for San Francisco Unified School District.

Cate Tolnai is the co-founder of #Sketch50, a movement to incorporate visual creativity into learning, and #ConnectedTL, a network for teacher-leaders.



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

CREATIVE TEACHING STRATEGIES



Awesome Sauce

Create Videos to Inspire Students, Engage Parents and Save You Time

The ability to use video to communicate has become a basic element of literacy — inside and outside the classroom. Structured like a cookbook, this playful, fun-to-read guide shows educators how to make simple videos that explain assignments, welcome students to new schools and grades, differentiate lessons for a range of learning levels and more. The book also helps teachers use video to address common issues like enhancing classroom culture and managing parent communication.

\$29.99 • June 2020 • 136 pages • 7 × 9 • 9781564848499 • iste.org/AwesomeSauce

About the Author

Josh Stock is a sixth grade language arts teacher at Santa Fe Trail Middle School in Olathe, Kansas. He's been teaching language arts-related subjects for 10 years, including ninth grade English, sixth to ninth grade reading, reading seminar and newspaper. As an "awesomeness expert," Stock's passion for teaching and enthusiasm for all things learning are contagious.

"The beauty of video creation, like any other art form, is in the ability of the creator to infuse it with personality. You know the distinct thing that makes your classroom the highlight of a kid's day. If you can bring that into your videos, you will create something epic."

— FROM AWESOME SAUCE

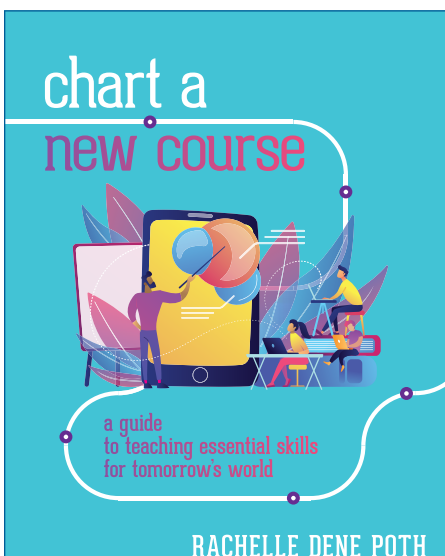


Chart a New Course

A Guide to Teaching Essential Skills for Tomorrow's World

In researching the top skills students need to succeed in the future, author Rachelle Dene Poth identified the following: ability to communicate, work in teams, think creatively, problem-solve and design. This book shows educators how to help students develop these essential skills through authentic, real-world learning experiences. You'll discover how to weave these activities into instruction, with "5 to Try" ideas for getting started and lessons learned along the way.

\$29.99 • March 2020 • 144 pages • 7 × 9 • 9781564848291 • iste.org/EssentialSkills

About the Author

Rachelle Dene Poth is an edtech consultant, presenter, author, blogger and teacher. She currently teaches Spanish and a course on emerging tech that covers AR/VR, artificial intelligence, coding, gaming, video animation and more.

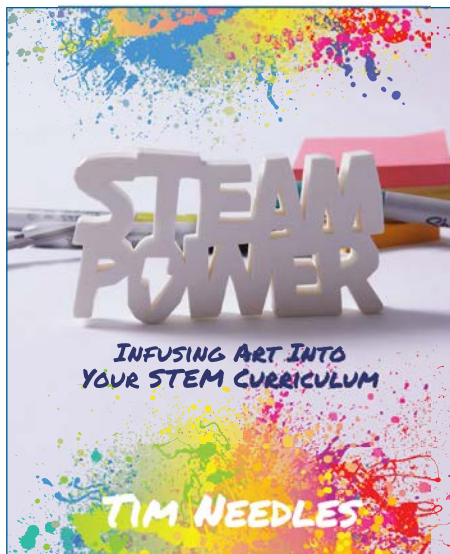
"When we encourage students to explore and connect with real-world issues rather than give them a specific direction to follow, we empower them to engage in purposeful, authentic learning."

— FROM CHART A NEW COURSE



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](http://iste.org/books)

CREATIVE TEACHING STRATEGIES



\$29.99 • March 2020 • 152 pages • 7 × 9
9781564848215 • iste.org/SteamPower

"With **STEAM Power**, Needles takes us where all schools need to be if we want to succeed in the future. **STEAM Power** is an urgent and transformative guide, an essential read."

— GLENN ROBBINS, SUPERINTENDENT
OF BRIGANTINE SCHOOL DISTRICT,
BRIGANTINE, NEW JERSEY

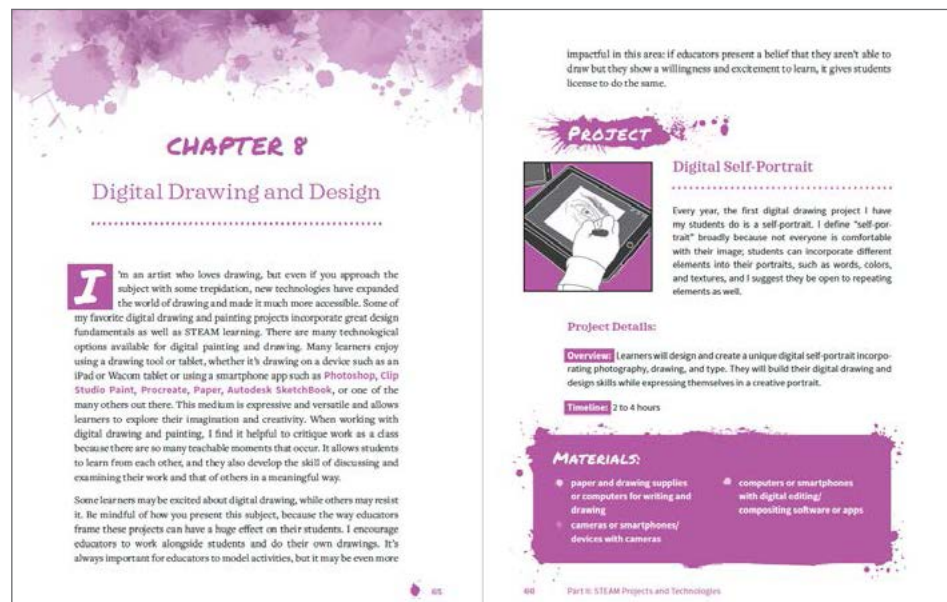
STEAM Power

Infusing Art Into Your STEM Curriculum

From artist/educator Tim Needles comes a fresh and unique approach to STEAM topics, focusing on creativity, innovation and collaboration. This engaging guide includes project ideas and best practices, while providing insight from educators in the field. Technologies covered include: coding, robotics, 3D printing, virtual and augmented reality, photography, video, animation and digital drawing. The book also addresses several different approaches to bringing STEAM learning to the next level, such as global learning, project-based learning, makerspaces and social-emotional learning.

About the Author

Tim Needles (@timneedles) is an artist and educator from Port Jefferson, New York. His work has been featured on NPR and in *The New York Times*, as well as at The Columbus Museum of Art, The Norman Rockwell Museum and The Museum of Fine Arts Houston.



Interior pages from *STEAM Power*



Make, Learn, Succeed

Building a Culture of Creativity in Your School

Mark Gura

Using rich examples and ready-to-implement activities, this book demonstrates how to establish a creativity-inspiring learning environment and an instructional practice that encourages curiosity and play.

\$39.99 • July 2016 • 224 pages • 7.5 × 9.25
9781564843807 • iste.org/MakeLearn



Reward Learning with Badges

Spark Student Achievement

Brad Flickinger

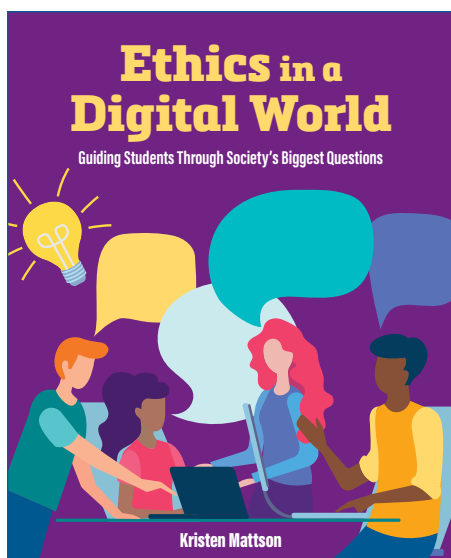
This book shares how and why badges work and the secrets to designing great challenges that motivate students to build skills and take control of their learning. Learn everything you need to know to start badging, including how to introduce badging to students, faculty and parents, how to design physical and digital badges, how to relate badges to standards and curricular goals and more.

\$19.99 • January 2016 • 106 pages • 5.5 × 8.5
9781564843821 • iste.org/Badges



BROWSE ALL BOOKS AT ISTE.ORG/BOOKS

DIGITAL CITIZENSHIP AND MEDIA LITERACY



\$29.99 • April 2021 • 176 pages • 7.5 × 9.25
9781564849014 • iste.org/DigEthics

Ethics in a Digital World

Guiding Students Through Society's Biggest Questions

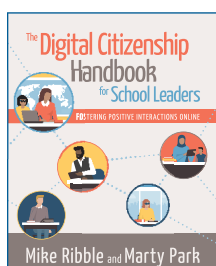
The notion that technology is a neutral tool that individual users control is a fallacy; the facade has been cracking for years, with the public facing the complexities of hacking, the concept of bot accounts, the threat of information warfare and more. The rise in rhetoric around “fake news” has social media companies examining their role in the spread of misinformation; the public asking who checks the fact-checkers; and politicians and tech conglomerates wondering when and how to regulate information. Focusing on six big ethical questions being discussed in the technology sector and larger society today, this book helps students consider the systems in which they spend so much of their time, asking them to look at the technology around them through a critical lens.

About the Author

A former English teacher and school librarian, **Kristen Mattson** (@DrKMattson) is currently a consultant and adjunct professor at the University of Illinois. She partners with educators across content areas to integrate digital literacy, research skills, creation and innovation into the classroom. She is also the author of *Digital Citizenship in Action* (2017).

“I am excited to try the new activities and ideas [Mattson] presents in *Ethics in a Digital World*. This book is a must-read for educators today and should be available in every middle school and high school library’s professional development collection.”

– ANDREA TRUDEAU, LIBRARY INFORMATION SPECIALIST, DEERFIELD DISTRICT 109



\$39.99 • June 2019
320 pages • 7.5 × 9.25
9781564847829
iste.org/DigCitForLeaders

The Digital Citizenship Handbook for School Leaders

Fostering Positive Interactions Online

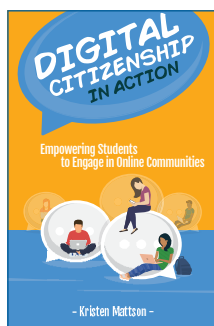
This book provides education leaders a strategic road map that demonstrates how to incorporate digital citizenship concepts into the curriculum so that instead of being “one more thing,” digital citizenship is threaded into the DNA of how educators teach and work.

Rich with resources and examples, the book features a five-year plan for developing a digital citizenship program and offers strategies for different roles.

About the Authors

Mike Ribble has served as a classroom teacher, a secondary school administrator, a network manager and a university instructor. His nine elements of digital citizenship have informed audiences around the world and inspired dialogue around responsible technology use.

Marty Park, Ed.D., is the chief digital officer with the Kentucky Department of Education where he focuses on strategic implementations and experience design of emerging technologies for learning.



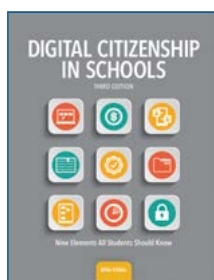
Digital Citizenship in Action

Empowering Students to Engage in Online Communities

Kristen Mattson

Discover practical ways to take digital citizenship lessons beyond a conversation about personal responsibility so that you can create opportunities for students to become participatory citizens, actively engaging in multiple levels of community and developing relationships based on mutual trust and understanding with others in these spaces.

\$29.99 • October 2017 • 134 pages • 5.5 × 8.5
9781564843937 • iste.org/DigCitAction



Digital Citizenship in Schools, Third Edition

Nine Elements All Students Should Know

Mike Ribble

In this essential exploration of digital citizenship, Mike Ribble provides a framework for asking what we should be doing with respect to digital technology to become productive and responsible users.

\$36.99 • September 2015 • 212 pages • 8.5 × 11
9781564843647 • iste.org/DigCit3E



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/BOOKS)

DIGITAL CITIZENSHIP AND MEDIA LITERACY



\$27.99 • October 2019 • 176 pages • 5.5 × 8.5
9781564847867 • iste.org/SparkChange

Spark Change

Making Your Mark in a Digital World

Kids can't become changemakers if they aren't empowered to think beyond their own community. *Spark Change* introduces readers to Liv, a young changemaker empowered to use digital tools to create and share content online. Liv's online sense of agency serves as an example of developing a powerful voice and making global connections that deepen compassion for others. This book shows how connected learning opportunities help students develop an orientation toward social action, leading to a sense of empathy and kindness from interacting with the world. The book features young students as digital leaders, providing examples of digital activism and the power of authentic student voice and participation.

About the Authors

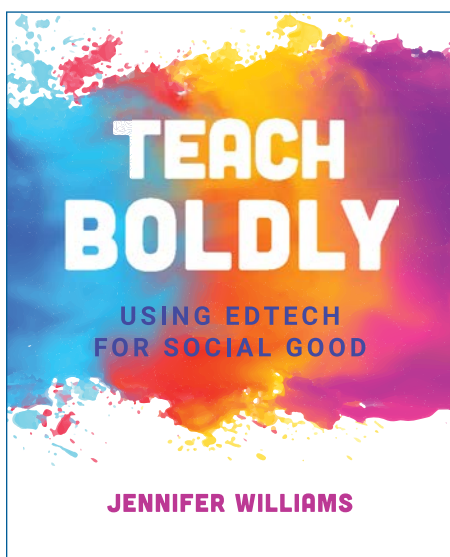
Olivia Van Ledtje (@thelivbits) hopes to one day be an ichthyologist and work to save sharks all over the world. A seasoned keynote speaker, Liv's work on LivBits has been featured internationally as a model of digital good. **Cynthia Merrill** (@cyndisueboo) is a consultant, speaker and teacher dedicated to strengthening literacy experiences for all students. She works throughout the U.S. coaching, training and encouraging administrators and teachers in their practices.

"*Spark Change* is breaking new ground. It opens eyes to children and young people's view of the world — how they want to engage with it and how they'd like us to work with them to that end, using the tech and media tools of their world."

— ANNE COLLIER, NET FAMILY NEWS

"Apart from the very relevant (and needed) focus on educating for social good, one of the greatest strengths of *Teach Boldly* is its abundance of tools, projects and design ideas, with real-world examples."

— HENNO KOTZÉ, ENGLISH AUSTRALIA JOURNAL



\$35.99 • November 2019 • 232 pages • 7.5 × 9.25
9781564847928 • iste.org/TeachBoldly

Teach Boldly

Using Edtech for Social Good

Today's students are ready to design, dream and MAKE the future. *Teach Boldly* is a guide for educators ready to apply innovative practices, meaningful technology use and global collaboration to drive the change they want to see in the world. Learn how to create a customized plan for education innovation, with strategies for constructing agile classroom environments, digital storytelling and communicating across lines of difference, and prioritizing feedback and active listening.

With inspiration from real-world peaceMAKERS in education, *Teach Boldly* invites readers to create ready-to-go action plans for themselves as educators, for classroom communities and for the global community.

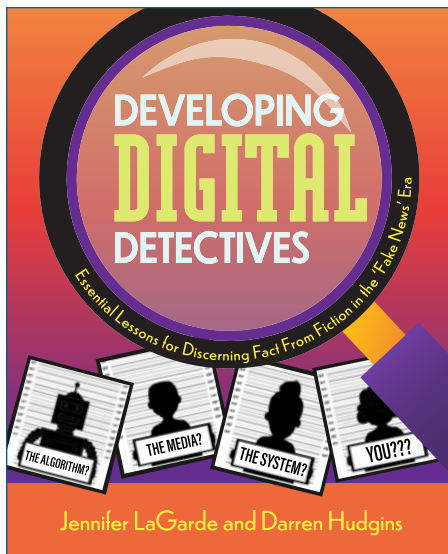
About the Author

Jennifer Williams (@JenWilliamsEdu) has dedicated herself to the field of education for more than 20 years through her roles as a professor, school administrator, literacy specialist and classroom teacher. In her current work as the co-founder and director of outreach and community for the nonprofit organization Take Action Global (@TakeActionEdu), Williams helps build schools in refugee camps and in remote areas of Africa, Asia and South America, and supports global school programs to empower students and teachers to take action on social good.



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

DIGITAL CITIZENSHIP AND MEDIA LITERACY



\$34.99 • September 2021 • 248 pages • 7.5 × 9.25
9781564849052 • iste.org/DigDetectives

Developing Digital Detectives

Essential Lessons for Discerning Fact from Fiction in the 'Fake News' Era

The current information landscape is driven by clicks, pushing content creators toward the same goal: a viral story. In this environment, where the tenets of ethics and accuracy are sometimes usurped by the need for engagement in the forms of follows, likes and shares, traditional strategies for determining information credibility are no longer sufficient. From the authors of *Fact vs. Fiction*, this book offers easy-to-implement lessons to support learners as they become "digital detectives," looking for clues, questioning motives, uncovering patterns, developing theories and, ultimately, delivering a verdict.

The book includes access to the author-created Digital Detective's Evidence Locker, an online collection of over 100 resources that support the lessons in the book.

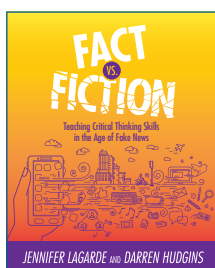
About the Authors

Jennifer LaGarde (@jenniferlagarde) has served as a classroom teacher, a teacher-librarian, a digital teaching and learning specialist, and a statewide leader and consultant. She currently teaches preservice educators at Rutgers University and helps schools and districts create exceptional school libraries.

Darren Hudgins (@dhudgins) conceptualized and currently directs Think | Do | Thrive LLC, where he uses his 20+ years in education, edtech and coaching to drive critical thinking, champion active learning and create opportunities for educational communities to improve.

"The prevalence of misinformation, disinformation and malinformation online makes it tempting to think that nothing can be trusted, but that is false. Facts are everywhere; it's up to us to detect and amplify them."

— FROM *DEVELOPING DIGITAL DETECTIVES*



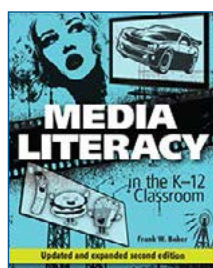
Fact vs. Fiction

Teaching Critical Thinking Skills in the Age of Fake News

Jennifer LaGarde and Darren Hudgins

The advent of the 24-hour news cycle, citizen journalism and a reliance on social media as a news source have had a profound effect on how we evaluate and share information online. When these issues are coupled with a "fake news" industry that spreads false stories designed to go viral, educators are left facing a challenging new landscape. This book provides strategies and support to help students develop the skills needed to effectively evaluate information they encounter online.

\$34.99 • December 2018 • 160 pages • 7.5 × 9.25
9781564847041 • iste.org/FactvsFiction



Media Literacy in the K-12 Classroom, Second Edition

Frank W. Baker

Access to media through technology doesn't automatically lead to critical thinking. Understanding how to interpret advertising messages, check for bias or avoid stereotyping are among the skills students need to become knowledgeable consumers and producers of media. This book gives educators the tools they need to bring this form of literacy into the classroom and develop critical thinking skills in their students.

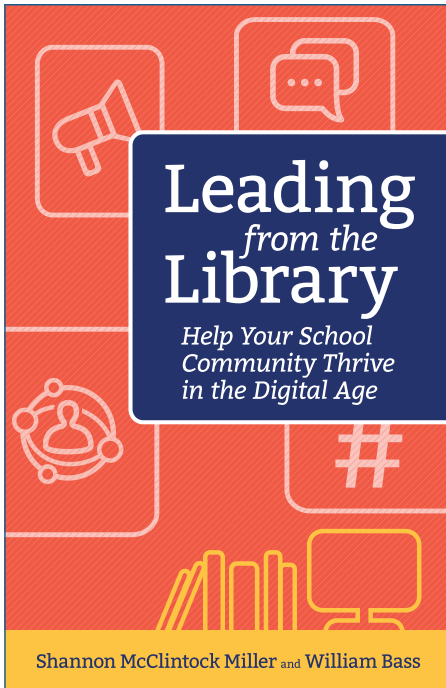
\$38.99 • November 2016 • 220 pages • 7.5 × 9.25
9781564843814 • iste.org/MedLit2E



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/BOOKS)



This series, written *for* librarians *by* librarians, features books focused on topics important to media specialists/teacher librarians.



Leading from the Library

Help Your School Community Thrive in the Digital Age

In this book, a librarian and an education leader team up to reflect on the librarian's ability to build connections in two ways. First, they discuss the benefits of bringing the outside world into the library through the use of social media, videoconferencing and other tools that allow librarians to partner with others. Then they expand upon these connections by addressing how librarians can lead in the greater educational community by sharing resources and strategies, and partnering with school leaders to tell the story of the school community.

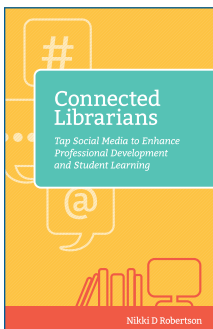
About the Authors

William Bass is the innovation coordinator for instructional technology, information and library media for the Parkway School District in St. Louis, Missouri. He has served as co-president of the Educational Technology Association of Greater St. Louis and is past president of the ISTE Board of Directors.

Shannon McClintock Miller is the K-12 district teacher librarian at Van Meter Community School District in Iowa. In 2013, she was named one of the Faces of Innovation by Broadband for America and was one of 50 people featured in the 2013 Center for Digital Marketing Education Yearbook. In 2014, she was named a Library Journal Mover and Shaker, and in 2016, she received the ISTE Making IT Happen Award.

\$29.99 • March 2019 • 124 pages • 5.5 × 8.5
9781564847096 • iste.org/LibrariansLead

"A practical and accessible starting point for examining the role of the library (and librarian) in the school community."
— *SCHOOL LIBRARY JOURNAL*



Connected Librarians

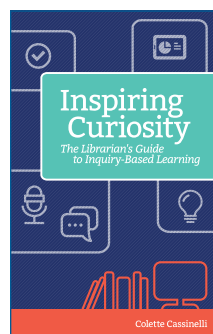
Tap Social Media to Enhance Professional Development and Student Learning

Nikki D Robertson

Once taboo in schools, the use of social media has become essential, providing schools with opportunities for outreach, advocacy and more.

This informative resource for librarians is packed with practical tips and examples demonstrating how to effectively use social media to improve student learning.

\$24.99 • November 2017 • 154 pages • 5.5 × 8.5
9781564843920 • iste.org/ConnectLibrarians



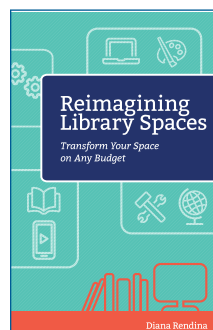
Inspiring Curiosity

The Librarian's Guide to Inquiry-Based Learning

Colette Cassinelli

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.

\$29.99 • May 2018 • 180 pages • 5.5 × 8.5
9781564846723 • iste.org/Curiosity



Reimagining Library Spaces

Transform Your Space on Any Budget

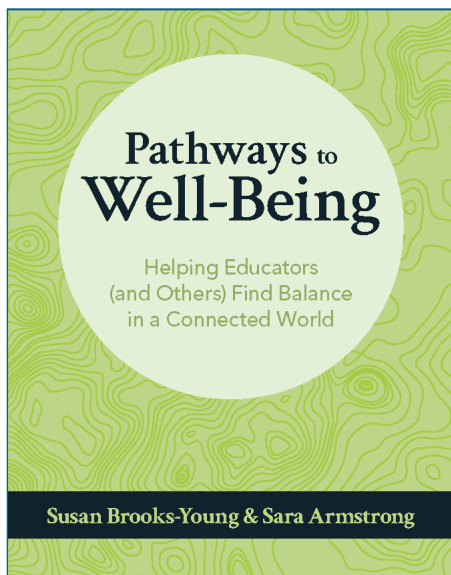
Diana Rendina

Reimagining Library Spaces offers the guidance you need to make smart and efficient updates to your library space that encourage the use of technology to improve student learning.

\$24.99 • October 2017 • 176 pages • 5.5 × 8.5
9781564843913 • iste.org/LibrarySpaces



EDUCATOR WELL-BEING AND MINDFULNESS



\$29.99 • February 2019 • 128 pages • 7.5 × 9.25
9781564847690 • iste.org/FindBalance



Pathways to Well-Being

Helping Educators (and Others) Find Balance in a Connected World

We all want lives filled with balance, ease and contentment — but how do we get there? In *Pathways to Well-Being*, authors Susan Brooks-Young and Sara Armstrong share steps to increasing well-being and discuss how six elements — gratitude, positivity, focus, empathy, kindness and movement — impact daily life. All of us, especially educators, influence those around us — in our schools, in our communities and ultimately throughout the world. When we work toward supporting well-being for ourselves and others, our lives are enriched immensely.

This insightful book offers practical examples and activities aimed at helping educators manage their technology use, so they can find balance in work and life.

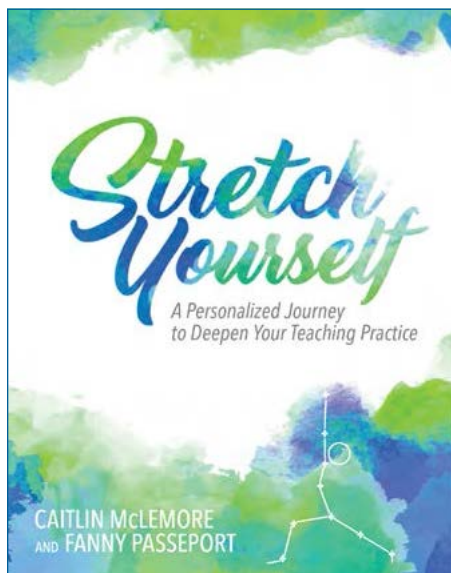
About the Authors

Susan Brooks-Young has 38 years of experience in PK-12 education as a teacher, school administrator and professional development provider. She has written many books, including *Creating Content With Your Tablet* (2014) and *A Better Approach to Mobile Devices: How Do We Maximize Resources, Promote Equity, and Support Instructional Goals?* (2015).

Sara Armstrong, Ph.D., has 43 years of experience in PK-12 education as a teacher, principal, curriculum developer and professional development provider. She has written a number of articles and several books on education topics, including *Information Literacy: Separating Fact from Fiction* (2017) and *The Invent to Learn Guide to 3D Printing in the Classroom* (2014).

“Practical and immediately applicable to the world we live in today, *Pathways to Well-Being* weaves a powerful narrative about the importance of reducing those habits that lead down a negative path and increasing connections that uplift us in our daily lives.”

— FROM THE FOREWORD BY RYAN IMBRIALE



\$29.99 • January 2019 • 176 pages • 7 × 9
9781564847485 • iste.org/StretchYourself

Stretch Yourself

A Personalized Journey to Deepen Your Teaching Practice

Stretch Yourself is chock-full of tools and strategies to show teachers, especially those new to the profession, how to stretch and innovate in their teaching. Using the metaphor of yoga — with its focus on process and practice — the authors take teachers on a journey of self-reflection and assessment, leading them through three stages: Breathe, Stretch and Meditate.

About the Authors

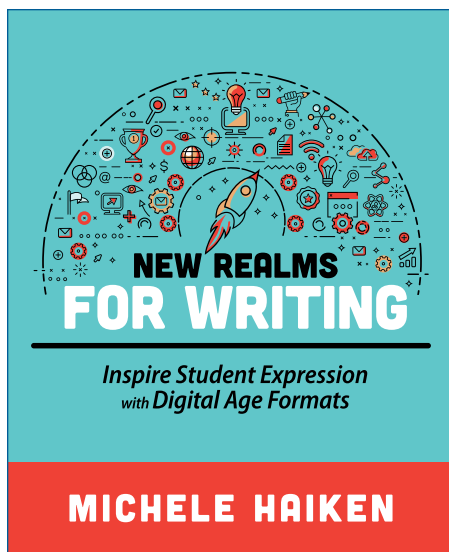
Caitlin McLemore is the academic technology specialist at Harpeth Hall School in Nashville, Tennessee, where she works to foster meaningful technology integration within classroom curriculum. She also facilitates design and innovation projects in her school's makerspace and, in 2018, her middle school program was named a finalist for the Future of Education Technology Conference (FETC) STEM Excellence Award.

Fanny Passepport is an education consultant/founder of No Borders Learning and an education development officer at ErasmusX, Erasmus University Rotterdam. She received the ISTE Edtech Coach PLN award in 2016, was named an ISTE Emerging Leader in 2016 and earned the ISTE Outstanding Young Educator Award in 2017.



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](http://iste.org/books)

LANGUAGE AND LITERACY



New Realms for Writing

Inspire Student Expression with Digital Age Formats

New Realms for Writing features a variety of teacher-created resources and samples of student work to illustrate how teachers can design inquiry units for their content area that are authentic and engage students while developing digital age skills. The book provides insights into creating and using innovative materials and texts that are differentiated and personalized to student learners, specifically for teaching writing; offers tips for making thoughtful teaching and purpose central to teaching, with tech tools in support of student learning, but not driving it; and provides pedagogy and lesson ideas that promote student choice and voice within units of study that make cross-curricular connections.

\$34.99 • June 2019 • 144 pages • 7.5 × 9.25 • 9781564847904 • iste.org/WritingRealms

About the Author

Michele Haiken (@TeachingFactor) is an English teacher at Rye Middle School in Rye, New York, and an adjunct professor at Manhattanville College in Purchase, New York. She's a frequent speaker and has written or edited multiple books, including *Personalized Reading* (2019) and *Gamify Literacy* (2017).

"Michele reminds us that 'students must read and write in school with real purpose, think critically, and formulate their own questions.' No technology will do that. But, as a teacher, Michele will help you figure out how best to do these things with your own students." – FROM THE FOREWORD BY TROY HICKS



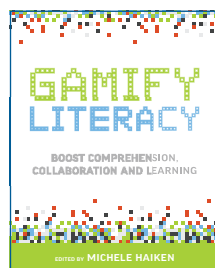
Podcasting for Students

Tips and Tools to Drive Creative Expression

Michele Haiken

Podcasts come in a variety of formats covering a wide range of content areas. For example, through investigative journalism and thoughtful storytelling, they can prompt creators and listeners to examine problems and solutions, and cause and effect. The more access students have to high-quality podcast models, the more they can explore how to structure their podcasts and engage their listeners. Informed by the book *New Realms for Writing*, this guide features tips, tools and examples to guide you in helping students create informative, engaging podcasts.

\$12.99 • October 2020 • 6 pages • 8.5 × 11
9781564848772 • iste.org/PodcastingJSG



Gamify Literacy

Boost Comprehension, Collaboration and Learning

Edited by Michele Haiken

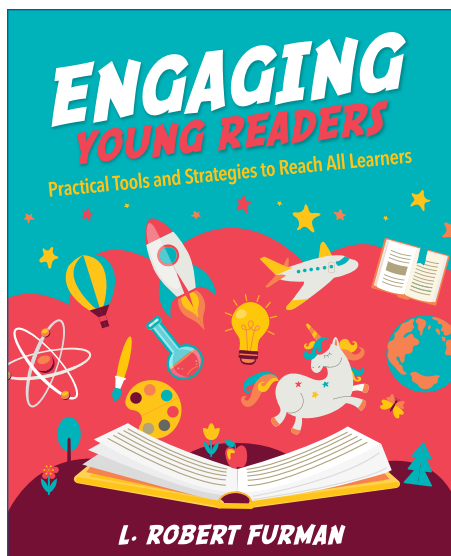
In this friendly, accessible guide, top educators and gaming professionals share strategies, tools and activities to help classroom educators and tech coaches apply gaming and gamification techniques to deepen student collaboration and critical thinking, and improve literacy and content learning. The book features tips for implementing gaming techniques to engage and motivate students, a fun and engaging design to complement a game-based approach to learning and examples that can easily be modified for different grade levels.

\$29.99 • April 2017 • 176 pages • 7.5 × 9.25
9781564843869 • iste.org/Gamify



BROWSE ALL BOOKS AT ISTE.ORG/BOOKS

LANGUAGE AND LITERACY



Engaging Young Readers

Practical Tools and Strategies to Reach All Learners

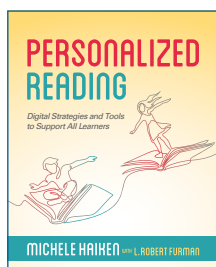
Educators must be able to engage with readers at every level. They must also be able to evaluate where each student lies on the continuum and improve students' skills to bring them to the appropriate level. *Engaging Young Readers* is a beginner-level guide focusing on developmental reading strategies for elementary students at all stages, with guidance on how to use technology to improve the skills of beginning readers, struggling readers, reluctant readers, enriched readers and English Language Learners (ELLs). Filled with practical activity suggestions including choral reading, read-alouds, graphic organizers, writing workshops and more, this book encourages educators to explore how technology can be used to improve the skills of a wide range of readers.

\$29.99 · March 2019 · 152 pages · 7.5 × 9.25 · 9781564847379 · iste.org/EngageReaders

About the Author

L. Robert Furman (@drfurman) is the principal at South Park Elementary Center near Pittsburgh, Pennsylvania. He was named one of the National School Boards Association's 2015 "20 to Watch" in technology education.

"Reading is more important than ever in the world we live in. This special book leads us into that new world with optimism and excitement." — FROM THE FOREWORD BY PAM ALLYN, FOUNDER OF LITWORLD



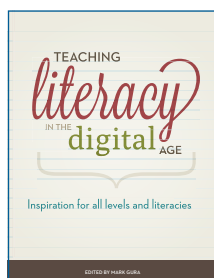
Personalized Reading

Strategies and Tools to Promote Critical Thinking and Digital Literacy

Michele Haiken with L. Robert Furman

How can teachers meet the needs of all learners to help them think critically and communicate effectively? How can teachers approach reading of visual, print and digital text? In this book, you'll find answers to these questions and more, with classroom-ready ideas and strategies to help students select their own texts, conduct reading workshops and read both print and visual texts, while identifying what works best for each student to maximize learning and potential.

\$34.99 · June 2018 · 176 pages · 7.5 × 9.25
9781564846877 · iste.org/Personalized



Teaching Literacy in the Digital Age

Inspiration for All Levels and Literacies

Edited by Mark Gura

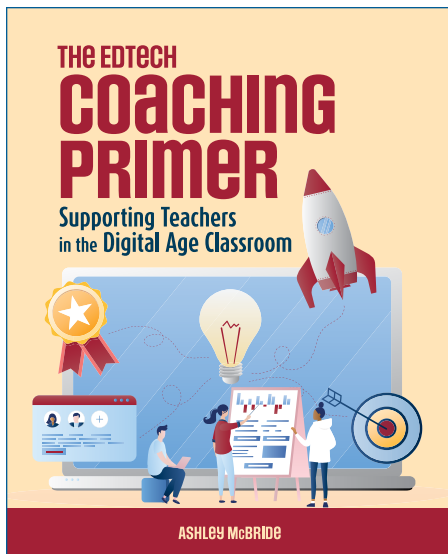
Storytelling, story analysis, report writing, persuasive writing . . . no matter what language arts topic you're exploring with your students, this book will provide you with dozens of activity ideas using a wide range of technologies. Each activity is tagged with a recommended level, main technologies used and literacy covered. Easily adapt the majority of the activities for any level with minor modifications, including for students with special needs and English language learners.

\$29.99 · March 2014 · 236 pages · 7.5 × 9.25
9781564843395 · iste.org/LiteracyDigitalAge



BROWSE ALL BOOKS AT ISTE.ORG/BOOKS

LEADERSHIP AND COACHING



\$37.99 • August 2021 • 134 pages • 7.5 × 9.25
9781564849229 • iste.org/EdTechCoaching

The Edtech Coaching Primer

Supporting Teachers in the Digital Age Classroom

The role of the edtech coach is often misunderstood, which can cause funding to be diverted and leads to these roles being cut or never created. It's also not uncommon for those who fill these roles to be asked to perform tasks that pull them away from their most impactful work — supporting teachers and improving learning. This book proposes a model that's both flexible in its implementation and clear in defining actionable steps so that the edtech coaching role has the greatest possible impact.

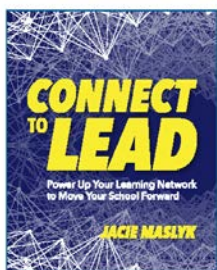
Featuring checklists, templates and planning and evaluation tools, this book can be a catalyst for helping districts and schools develop a structure for edtech coaching to promote growth in digital teaching and learning.

About the Author

Ashley McBride is an adjunct professor for the master's in learning design and technology program at Central Michigan University. She's also the director of technology at Dare County Schools in Nags Head, North Carolina, where she provides leadership and vision for the district's technology department, instructional technology facilitators and librarians.

"Like a good coach, this book helps all of the stakeholders see the need for the role, select the path that's best for all parties, and guides the team on that journey. Ashley McBride has expertly tapped into her extensive experience to develop a wealth of guidelines, strategies, processes, road maps and resources certain to make your edtech coaching journey a successful one."

— JAKE MILLER, AUTHOR AND PODCAST HOST, *EDUCATIONAL DUCT TAPE*



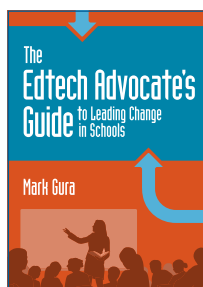
Connect to Lead

Power Up Your Learning Network to Move Your School Forward

Jacie Maslyk

This book discusses the benefits of learning networks and the ways positive relationships can enhance learning for all students, teachers and leaders. It explores how technology can be leveraged to maximize learning, by connecting learners across boundaries, creating open lines of communication, establishing a platform for idea sharing and incorporating innovation within all professional learning opportunities.

\$29.99 • June 2019 • 152 pages • 7.5 × 9.25
9781564847782 • iste.org/ConnectToLead



The Edtech Advocate's Guide to Leading Change in Schools

Mark Gura

The education field is in the midst of a complete digital transformation. Accordingly, tech coaches and other school leaders must 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.

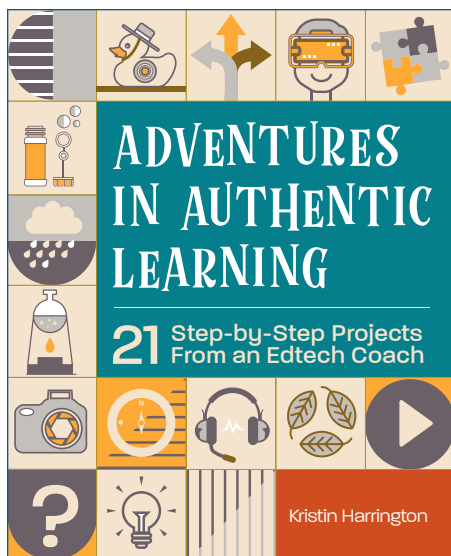
This book offers insights to help new and emerging tech coaches guide digital school change and tips for understanding the process of change, resistance to change and how to move past it.

\$25.99 • February 2018 • 136 pages • 5.5 × 8.5
9781564843944 • iste.org/ChangeSchools



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

LEADERSHIP AND COACHING



\$34.99 · December 2020 · 248 pages · 7.5 × 9.25
9781564848819 · iste.org/LearningAdventures

Adventures in Authentic Learning

21 Step-by-Step Projects From an Edtech Coach

Not every teacher has a dedicated coach who can support them in the classroom. Even those who do can benefit from additional ideas and support from a seasoned coach. Written by an experienced instructional technologist, this book is designed to help fill this role, showing teachers how to empower students to take charge of their own learning and provide creative and authentic opportunities for students to demonstrate their knowledge through projects.

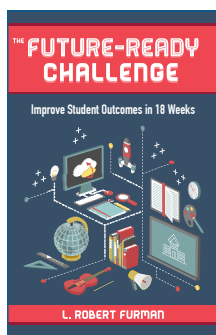
With this book, teachers will get the guidance they need to help students engage in learning experiences that allow them to reflect on their level of knowledge and what they need to learn, while exploring topics that correspond with their interests. Instead of providing text-based slideshow presentations that students read off a screen, teachers will learn to guide students in creating tutorial videos, providing peer reviews, curating their own resources and participating in debates.

About the Author

Kristin Harrington is an edtech coach for Flagler County School District in Palm Coast, Florida. Harrington is a PLN Leader for the ISTE Learning Spaces Network and the 2020 ISTE Edtech Coaches PLN Award recipient. She is also the co-founder of Edcamp St. Augustine and Edcamp Flagler, and she co-moderates #FLedChat on Twitter.

"Kristin's ability to capture authentic learning adventures through her experiences as an educator and instructional coach made this a wonderful read. Not only do I now have a high-quality collection of a wide range of examples, resources and ready-to-use lesson plans ... I have a guide to challenge myself to make some of these ideas my own and grow as an educator."

— MICHAEL DREZEK, DISTRICT TECHNOLOGY INTEGRATOR, LAKE SHORE
CENTRAL SCHOOL DISTRICT, ANGOLA, NEW YORK



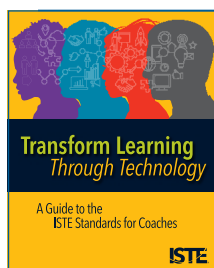
The Future-Ready Challenge

Improve Student Outcomes in 18 Weeks

L. Robert Furman

Incorporating digital age skills into curriculum can be daunting for educators, and getting started can be the hardest part. In this book, author and education leader L. Robert Furman breaks down the process into 18 challenges so that teachers can improve student outcomes based on digital age skills and future-minded progress in a single semester.

\$21.99 · March 2017 · 136 pages · 5.5 × 8.5
9781564843852 · iste.org/FutureReady



Transform Learning Through Technology

A Guide to the ISTE Standards for Coaches

Helen Crompton

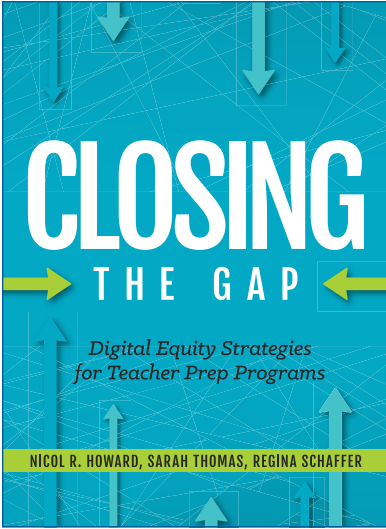
This guide to the ISTE Standards for Coaches will help define the role of the coach; show how it relates to the roles addressed in the ISTE Standards for Students, Educators and Education Leaders; share information from research and the learning sciences relating to coaching cycles and methodologies; and present scenarios from coaches in diverse situations and with varied backgrounds.

\$15.99 · March 2020 · 46 pages · 8.375 x 10.875
9781564848543 · iste.org/CoachesGuide



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

SEL AND EQUITY



Closing the Gap

Closing the Gap is an ISTE book series designed to reflect the contributions of multiple stakeholders seeking to ensure that digital equity is achieved on campuses, in classrooms and throughout education. This series offers historical and philosophical insights while exploring challenges and solutions unique to teacher preparation programs, preservice and inservice teachers, and instructional coaches.

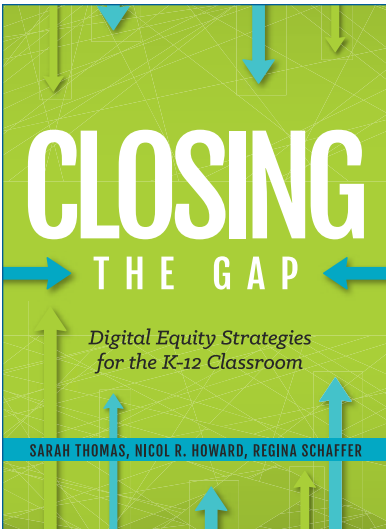
Digital Equity Strategies for Teacher Prep Programs

This book informs teacher education programs and future research, providing positive examples and recommendations for educational technology leaders and educators on moving toward digital equity in K-12 and teacher education.

\$29.99 • November 2018 • 152 pages • 5.5 × 8.5 • 9781564847133 • iste.org/DigEquityTeaching

"The authors of this book lay out the case for embedding digital equity throughout teacher preparation programs and provide practical, actionable strategies for doing so."

— FROM THE FOREWORD BY SUSAN M. BEARDEN, AUTHOR OF
DIGITAL CITIZENSHIP: A COMMUNITY-BASED APPROACH



Digital Equity Strategies for the K-12 Classroom

This book provides teachers and coaches with concrete, evidence-based strategies and advice on addressing challenges such as access, connectivity, limited resources, the digital divide and the homework gap.

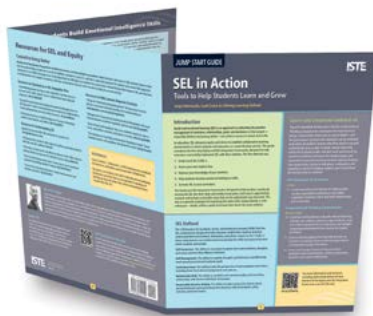
\$27.99 • April 2019 • 120 pages • 5.5 × 8.5 • 978156484717 • iste.org/DigEquityK12

"This book should be essential reading for all educators. It identifies a largely unrecognized issue in modern education and thoughtfully lays out clear and actionable steps to address it."

— JENNIE MAGIERA, AUTHOR OF *COURAGEOUS EDVENTURES*

About the Authors

Nicol R. Howard, Ph.D. (@NicolRHoward), is an associate professor in the School of Education at the University of Redlands. **Sarah Thomas, Ph.D.** (@sarahdateechur), is an educator and the founder of the EduMatch movement, a project that empowers educators to make global connections across common areas of interest. **Regina Schaffer** (@ReginaSchaffer) is an instructional technology specialist for the Middletown Township School District in New Jersey.



SEL in Action

Tools to Help Students Learn and Grow

Jorge Valenzuela

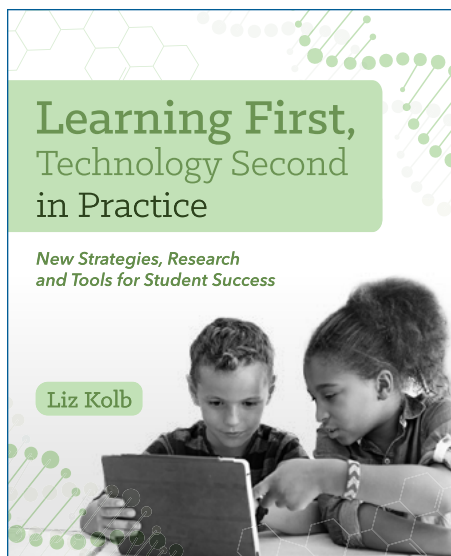
Not all educators teach in districts where training in SEL and related topics such as restorative justice, trauma-informed teaching and culturally responsive teaching is readily available. In this six-page guide, author and educator Jorge Valenzuela introduces educators to the Equity and SEL Integration Framework that will help them understand core SEL competencies and design lessons that activate SEL in their curriculum.

\$12.99 • April 2021 • 6 pages • 8.5 × 11
9781564849120 • iste.org/SELJSG



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

TEACHING FRAMEWORKS AND LESSON DESIGN



\$39.99 • July 2020 • 264 pages • 7.5 × 9.25
9781564848383 • iste.org/TripleEPractice

Learning First, Technology Second in Practice

New Strategies, Research and Tools for Student Success

Students' attention levels are high when they use digital devices, but how can we move them to an equally high level of commitment to their learning tasks? Liz Kolb's extensive research into this question led to the development of the Triple E Framework (Engage, Enhance, Extend), in which the learning goal — not the technology tool — is the most important element of a given lesson.

This book extends the ideas of Kolb's bestselling *Learning First, Technology Second*, offering an overview of the Triple E Framework and a step-by-step process for instructional designers and tech coaches to use the framework with classroom teachers for better lesson design. The book also includes 12 authentic lessons designed by K-12 teachers, with suggestions on how to improve lessons with technology and examples of how two schools have integrated the framework across their district.

About the Author

Liz Kolb (@lkolb) is a clinical associate professor of education technologies at The University of Michigan in Ann Arbor. She has written several books, including *Learning First, Technology Second* (2017). Kolb is the creator of the Triple E Framework, an open-source framework for K-12 teachers and administrators to use to assess the effectiveness of technology in lesson plans.

"With many new examples and specific suggestions, Kolb continues to serve the educational community as a leader who models the kinds of teaching and learning with technology she wants to see in classrooms, from kindergarten through college, and in face-to-face, hybrid and online contexts. ... [This book] will help any educator deepen their thinking about teaching and learning with technology." — TROY HICKS, PROFESSOR OF ENGLISH AND EDUCATION, CENTRAL MICHIGAN UNIVERSITY



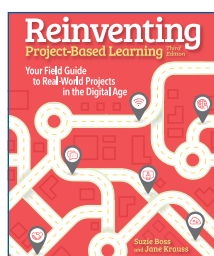
Learning First, Technology Second

The Educator's Guide to Designing Authentic Lessons

Liz Kolb

Learning with technology doesn't happen because a specific tool revolutionizes education. It happens when proven teaching strategies intersect with technology tools, and yet it's not uncommon for teachers to use a tool because it's "fun" or because the developer promises it will help students learn. *Learning First, Technology Second* offers teachers the professional learning they need to move from arbitrary uses of technology in their classrooms to thoughtful ways of adding value to student learning.

\$39.99 • April 2017 • 220 pages • 7.5 × 9.25
9781564843890 • iste.org/LearningFirst



Reinventing Project-Based Learning, Third Edition

Your Field Guide to Real-World Projects in the Digital Age

Suzie Boss and Jane Krauss

This updated 10th anniversary edition of the bestselling book *Reinventing Project-Based Learning* offers educators new examples of the latest tools, assessment strategies and promising practices that are poised to shape education in the future. Along with coverage of computational thinking and coding, equity considerations and emerging trends like augmented and virtual reality, the book features spotlights from educators and a deeper focus on gold standard and high-quality PBL, the P21 Framework and the ISTE Standards.

\$39.99 • November 2018 • 316 pages • 7.5 × 9.25
9781564847218 • iste.org/ProjectBased3E



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

TEACHING FRAMEWORKS AND LESSON DESIGN



\$35.99 · June 2020 · 176 pages · 7.5 × 9.25
9781564848451 · iste.org/PerfectBlend



The Perfect Blend

A Practical Guide to Designing Student-Centered Learning Experiences

Many blended learning initiatives start from the top down and are designed for specific populations or make drastic changes to a school's learning structure. But any K-12 classroom teacher can find ways to leverage blended learning, regardless of the constructs of their learning environment. All they need is a willingness to rethink their role — moving from content deliverer to architect of learning.

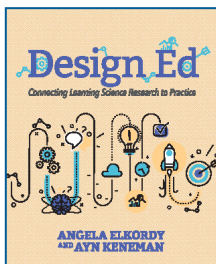
In *The Perfect Blend*, you'll learn how to create a "homemade recipe" for effective blended learning for your students. Rather than focusing on finding and implementing a specific established model, author Michele Eaton shows teachers how to embrace the flexibility of blended learning to take an active role as a designer of learning and, in the process, help students become advocates for their education.

About the Author

Michele Eaton (@micheeaton) is the director of virtual and blended learning for the Metropolitan School District of Wayne Township in Indianapolis. She focuses on staff and course development for Achieve Virtual Education Academy and the district's various blended initiatives and programs, from elementary to adult education.

"A tremendous read for teachers, technology and instructional coaches, as well as administrators. Michele gives more than just resources in her book; she gives practical applications. By adding her own teaching experiences, she personalizes the book and connects with the readers."

— KYLE KLINE, TWIN LAKES SCHOOL CORPORATION



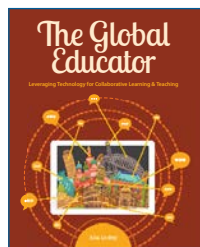
Design Ed

Connecting Learning Science Research to Practice

Angela Elkordy and Ayn Keneman

Researchers in learning sciences are pioneering instructional technologies that have the capacity to revolutionize the educational system. By combining design thinking methodology with strong theoretical frameworks in the learning sciences, educators can improve learning to help students thrive. This book lays out the intersection between theory, design and reflective practice to help educators understand individual learner differences and the impact of context upon learning. With this foundation, you'll develop the skills you need to design powerful and effective learning experiences, particularly when using digital technologies.

\$44.99 · September 2019 · 248 pages · 7.5 × 9.25
9781564847492 · iste.org/DesignEd



The Global Educator

Your Field Guide to Real-World Projects in the Digital Age

Julie Lindsay

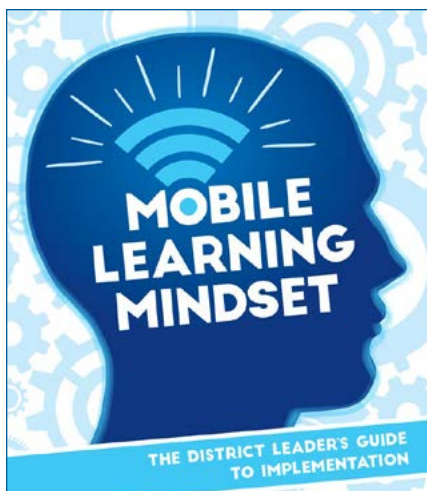
In *The Global Educator*, author and global education forerunner Julie Lindsay examines the need for intercultural understanding and collaboration to personalize learning and provides a vital snapshot of a time when the world is shrinking and becoming more accessible to all. The book includes pedagogical approaches and frameworks for global online collaborative learning, technology resources to empower educators and education leaders to make meaningful connections, and case studies and contributions from more than 100 global educators who are embedding their practices into curriculum objectives and providing their students with invaluable educational experiences.

\$39.99 · July 2016 · 498 pages · 7.5 × 9.25
9781564843722 · iste.org/Global



BROWSE ALL BOOKS AT [ISTE.ORG/BOOKS](https://iste.org/books)

TEACHING FRAMEWORKS AND LESSON DESIGN



Mobile Learning Mindset

The six-book Mobile Learning Mindset series shares practical knowledge and strategies for successful implementation of K-12 BYOD programs and 1:1 initiatives. The collection provides district leaders, principals, teachers, IT staff, educational coaches and parents with the information they need to make any mobile learning program a success.

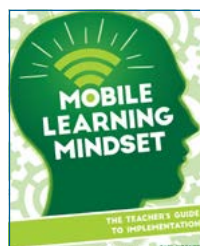
Carl Hooker is the founder of LearnFestATX (formerly known as iPadpalooza), a three-day festival that celebrates the cultural shift that technology has brought about in education and the world. He served as director of innovation and digital learning in the Eanes Independent School District, where he helped spearhead the LEAP (Learning and Engaging through Access and Personalization) program, which put 1:1 iPads into the hands of all K-12 students. He guest authors a regular blog on *Tech & Learning* and has written guest blogs for The Huffington Post (now HuffPost) and Edutopia. He also hosts the ISTE "Learning Unleashed" podcast on BAM Radio and co-hosts the future-ready podcast "Undisrupted."

The District Leader's Guide to Implementation

Mobile Learning Mindset: The District Leader's Guide to Implementation offers lessons learned and examples to help education leaders successfully implement a mobile device initiative in their school or district.

\$19.99 • March 2016 • 110 pages • 7.5 × 9.25

9781564843739 • iste.org/MobileLearningLeaders



The Teacher's Guide to Implementation

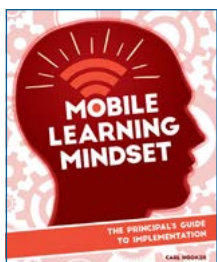
While technology can help facilitate digital age learning goals, teachers must understand how to effectively integrate technology to drive deeper learning. This book offers insight and inspiration to teachers who are about to participate in a mobile device initiative or already have.

\$19.99 • September 2016 • 136 pages • 7.5 × 9.25

9781564843760 • iste.org/MobileLearningTeachers

"This series can serve as a resource long after the mobile device program is launched; there is always room for improvement, and Hooker offers much sage advice."

— REBECCA ANDRE, *TECH & LEARNING*



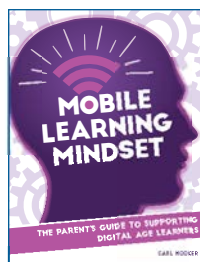
The Principal's Guide to Implementation

With this book, principals will get guidance on modeling, risk-taking, building a culture of creativity and shared ownership, and leading the various components of a mobile device initiative.

\$19.99 • March 2016 • 110 pages

7.5 × 9.25 • 9781564843746

iste.org/MobileLearningPrincipals



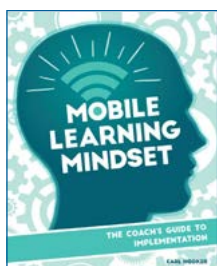
The Parent's Guide to Supporting Digital Age Learners

This book focuses on educating parents on the ins and outs of having mobile devices in the home. Addressing concerns about social media and more, this book can help support parents raising kids in the digital age.

\$19.99 • May 2017 • 136 pages

7.5 × 9.25 • 9781564843968

iste.org/MobileLearningParents



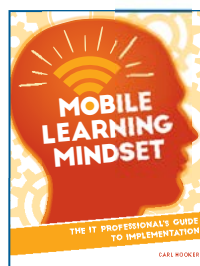
The Coach's Guide to Implementation

This book offers staff development activities to help education coaches prepare teachers participating in a mobile device initiative in their school.

\$19.99 • September 2016 • 136 pages

7.5 × 9.25 • 9781564843753

iste.org/MobileLearningCoaches



The IT Professional's Guide to Implementation

From infrastructure to break-fix scenarios, having a technology services department on board is vital. This book is centered around that support, with guidance on how to work with leaders, teachers, trainers and parents on making the initiative a success.

\$19.99 • May 2017 • 120 pages

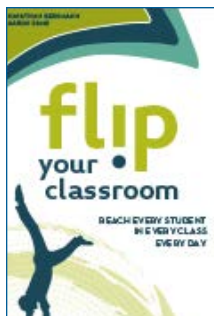
7.5 × 9.25 • 9781564843975

iste.org/MobileLearningIT



BROWSE ALL BOOKS AT ISTE.ORG/BOOKS

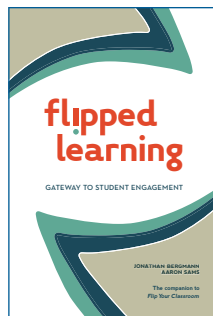
TEACHING FRAMEWORKS AND LESSON DESIGN



Flip Your Classroom Reach Every Student in Every Class Every Day Jonathan Bergmann and Aaron Sams

Jonathan Bergmann and Aaron Sams began the flipped classroom where students watch recorded lectures for homework and complete assignments, labs and tests in class with a teacher available. What they found was that students demonstrated a deeper understanding of the material than ever before.

\$20.99 · June 2012 · 122 pages · 5.5 × 8.5
9781564843159 · iste.org/FlipClassroom



Flipped Learning Gateway to Student Engagement Jonathan Bergmann and Aaron Sams

Discover what happens when a classroom is truly student-centered and teachers are free to engage with students on an individual level. *Flipped Learning* is loaded with powerful stories from educators who share how they were able to delve deeper into content, let students' curiosity take learning further and develop positive relationships.

\$22.99 · July 2014 · 182 pages · 5.5 × 8.5
9781564843449 · iste.org/FlipLearning

About the Authors

Jonathan Bergmann was a classroom teacher for 24 years. He co-founded (with Aaron Sams) the Flipped Learning Network and FlippedClass.com. He received the Presidential Award for Excellence for Math and Science Teaching in 2002.

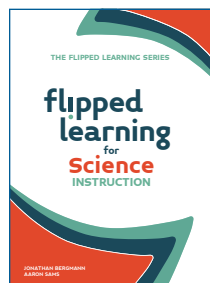
Aaron Sams is an educational entrepreneur and adjunct professor at Saint Vincent College in Latrobe, Pennsylvania. He was awarded the 2009 Presidential Award for Excellence in Math and Science Teaching.

"Flip Your Classroom provides easy-to-follow, step-by-step instructions on how to flip your classroom. With a flipped class, your students will begin to take charge of their own education, and much of the burden of the learning process will shift from the teacher to the students."

- THE TEACHER'S ROOM BLOG

Flipped Learning Series

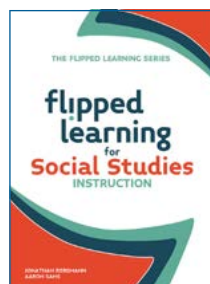
Building on their bestselling book *Flip Your Classroom*, flipped education innovators Jonathan Bergmann and Aaron Sams return with a book series that supports flipped learning in the four topic areas of science, math, English and social studies, as well as the elementary classroom.



Flipped Learning for Science Instruction

In this book, the authors discuss how educators can successfully apply the flipped classroom model to teaching science.

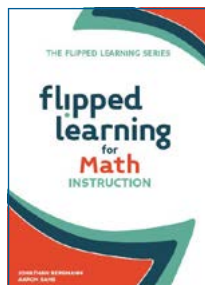
\$14.99 · December 2014 · 100 pages · 5 × 7
9781564843593 · iste.org/FlipScience



Flipped Learning for Social Studies Instruction

In this book, the authors discuss how educators can successfully apply the flipped classroom model to teaching social studies.

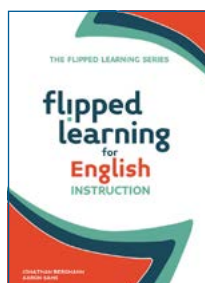
\$14.99 · June 2015 · 120 pages · 5 × 7
9781564843616 · iste.org/FlipSocialStudies



Flipped Learning for Math Instruction

In this book, the authors discuss how educators can successfully apply the flipped classroom model to teaching math.

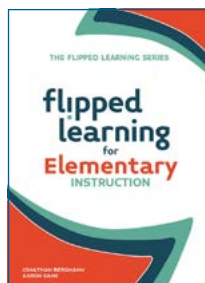
\$14.99 · April 2015 · 110 pages · 5 × 7
9781564843609 · iste.org/FlipMath



Flipped Learning for English Instruction

In this book, the authors discuss how educators can successfully apply the flipped classroom model to teaching English.

\$14.99 · September 2015 · 124 pages · 5 × 7
9781564843623 · iste.org/FlipEnglish



Flipped Learning for Elementary Instruction

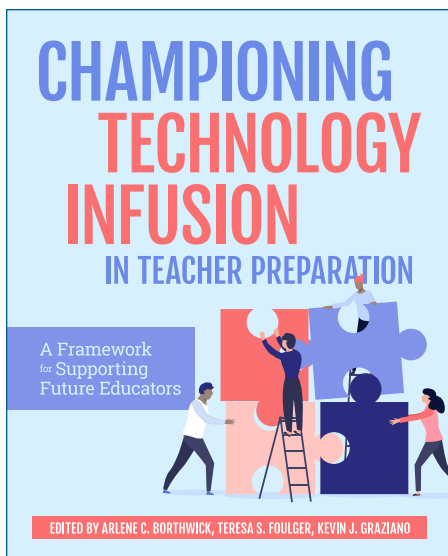
In this book, the authors discuss how educators can successfully apply the flipped classroom model in elementary classrooms.

\$14.99 · February 2016 · 150 pages · 5 × 7
9781564843630 · iste.org/FlipElementary



BROWSE ALL BOOKS AT ISTE.ORG/BOOKS

TECHNOLOGY INTEGRATION



"A great combination of theory and practice, as well as guideposts for how leaders can create the kind of systems change that allows for technology to be integrated in teacher ed programs."

— LYNNE GANGONE, PRESIDENT
AND CEO OF AACTE

Championing Technology Infusion in Teacher Preparation

A Framework for Supporting Future Educators

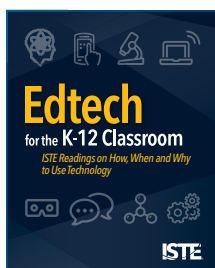
Advancing teacher preparation to full adoption of technology infusion is no small undertaking. Written by 20 experts in the teacher prep field, *Championing Technology Infusion in Teacher Preparation* provides research- and practice-based direction for faculty, administrators, PK-12 school partners and other stakeholders who support programwide technology infusion in teacher education programs. Such organizational change involves almost every individual and system involved in teacher preparation.

This book will help administrators in colleges and schools of education as well as teacher educators in preparation programs support the developmental needs of teacher candidates as they learn how to teach with technology. With action steps and getting-started resources in each chapter, the book is well-adapted for small group study and planning by collaborative leadership teams in colleges and schools of education. The book is also appropriate for the study of effective organizational change in education by graduate students.

\$49.99 · July 2020 · Hardcover · 280 pages · 7 × 9 · 9781564848345 · iste.org/InfuseTech

About the Editors

Arlene C. Borthwick is professor emerita and former associate dean and professor of educational technology at National Louis University in Chicago. **Teresa S. Foulger** is an associate professor at Arizona State University in Tempe. **Kevin J. Graziano** is a professor of teacher education in the School of Education at Nevada State College in Henderson.



\$39.99 · June 2018
154 pages · 7.5 × 9.25
9781564846938
iste.org/TeacherPrep

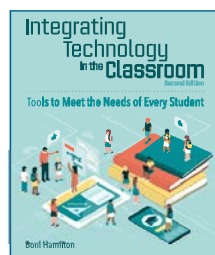
Edtech for the K-12 Classroom

ISTE Readings on How, When and Why to Use Technology

Edited by ISTE Staff

Technology in the K-12 classroom is no longer an option. To prepare students for the future of work, life and citizenship, every school needs to be equipped with digital tools and staffed by educators who can harness technology to accelerate innovation in teaching and learning.

Edtech for the K-12 Classroom is designed to empower current and future teachers to use technology effectively in their classrooms and schools. Meant to supplement or replace edtech textbooks, this book introduces ways teachers can leverage technology for ongoing, just-in-time professional development while offering a deep understanding of the ISTE Standards, a roadmap for how to transform education with technology.



\$38.99 · December 2018
296 pages · 7.5 × 9.25
9781564847256
iste.org/IntegratingTech2E

Integrating Technology in the Classroom, Second Edition

Tools to Meet the Needs of Every Student

Boni Hamilton

Teachers possess unique skills, knowledge and experience. So why should their approaches to classroom technology look the same? In this second edition of the popular book *Integrating Technology in the Classroom*, author Boni Hamilton presents technology tools and projects that resonate with your teaching style, classroom context and technology skill level all while helping students achieve academic growth.

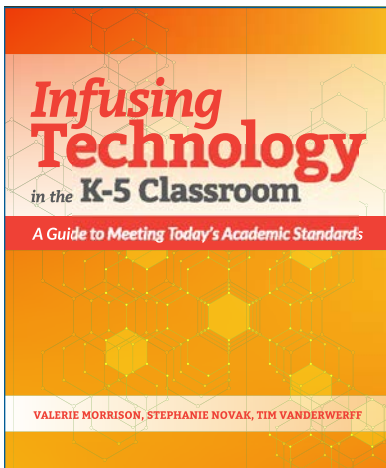
About the Author

Boni Hamilton has taught all ages, from preschoolers to adults, including PK-12, undergraduates and night school adults. In addition to teaching secondary language arts in standard classrooms, she has taught learners in special education, gifted/talented and English as a second language programs.



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TECHNOLOGY INTEGRATION



Infusing Technology in the Classroom

In this two-book series, you'll learn how to shift your instructional practice and leverage technology to meet today's curriculum education standards for grades K-12. Each book addresses issues that digital age students face and examines the importance of tailoring their learning experiences using technology. The books include classroom-tested lesson ideas in English language arts, math, science and social studies, mapped to ISTE and tech-related standards, to support college and career readiness for students. Also included are practical ideas and up-to-date resources (apps, software and websites) for meeting college- and career-readiness standards for each grade level.

Infusing Technology in the K-5 Classroom

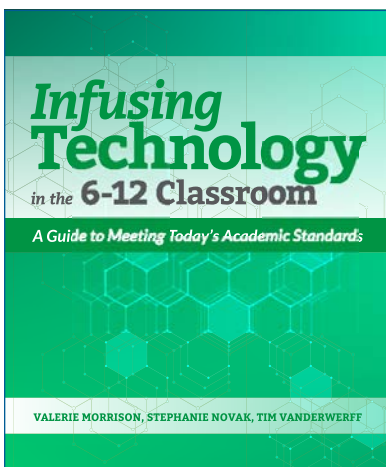
A Guide to Meeting Today's Academic Standards

\$34.99 • August 2019 • 240 pages • 7.5 × 9.25 • 9781564847454 • iste.org/MeetStandardsK5

Infusing Technology in the 6-12 Classroom

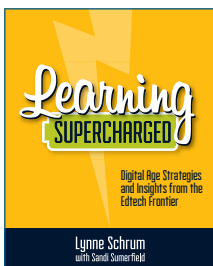
A Guide to Meeting Today's Academic Standards

\$34.99 • August 2019 • 240 pages • 7.5 × 9.25 • 9781564847416 • iste.org/MeetStandards612



About the Authors

Valerie Morrison has 14 years of experience as a technology director, integration specialist and technology coach. A regular conference presenter, Morrison also teaches education courses at the college level. **Stephanie Novak**, a 27-year educator turned instructional coach, helps teachers in grades K-5 understand how to blend the standards into a rigorous curriculum. **Tim Vanderwerff** is a 35-year veteran teacher who has worked with learners from kindergarten to adulthood. As an instructional coach, Vanderwerff uses his background in media, technology and English language arts to help elementary teachers implement state standards.



Learning Supercharged Digital Age Strategies and Insights From the EdTech Frontier

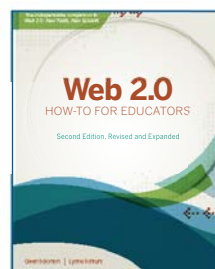
Lynne Schrum with Sandi Sumerfield

As educators seek out new ways to energize and engage their students and prepare them for the future, they need to know how to employ the latest technologies in creative and innovative ways.

Learning Supercharged looks at emerging approaches and tools, and incorporates professional educators' stories of how and why they have implemented each trend, including information on challenges faced and overcome, how to get started and other resources to explore.

\$39.99 • June 2018 • 248 pages • 7.5 × 9.25

9781564846860 • iste.org/Supercharged



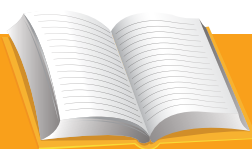
Web 2.0 How-To for Educators, Second Edition

Lynne Schrum and Gwen Solomon

Finding tools and apps for the classroom is easy. Understanding how to use them effectively in a lesson — that's another story. This revised edition of *Web 2.0: How-To for Educators* not only introduces an expanded list of Web 2.0 tools, but it expertly leads you through classroom and professional applications that help improve student and teacher learning. From Google tools and virtual environments to apps such as SoundCloud, explore the very best Web 2.0 has to offer for educators.

\$45.99 • July 2014 • 314 pages • 7.5 × 9.25

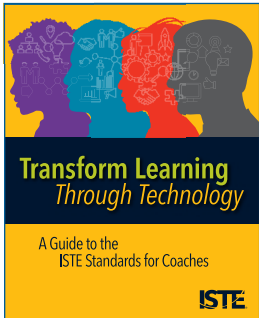
9781564843517 • iste.org/Web2HowTo



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ISTE STANDARDS

The ISTE Standards provide the competencies for learning, teaching and leading in the digital age, providing a comprehensive roadmap for the effective use of technology in schools worldwide. Learn more about the standards at iste.org/Standards.



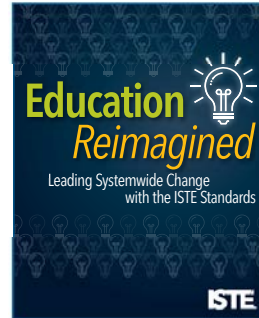
\$15.99 · March 2020 · 46 pages
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iste.org/CoachesGuide

Transform Learning Through Technology

A Guide to the ISTE Standards for Coaches

Helen Crompton

This guide to the ISTE Standards for Coaches will help define the role of the coach; show how it relates to the roles addressed in the ISTE Standards for Students, Educators and Education Leaders; share information from research and the learning sciences relating to coaching cycles and methodologies; and present scenarios from coaches in diverse situations and with varied backgrounds.

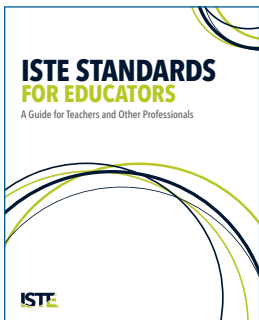


\$15.99 · June 2018 · 44 pages
8.375 × 10.875 · 9781564846899
iste.org/LeaderGuide

Education Reimagined Leading Systemwide Change with the ISTE Standards

Helen Crompton

This booklet contains examples of how those in specific leadership roles can use the ISTE Standards in their work, reflection questions for all leadership roles; vignettes demonstrating how a variety of leaders in a diverse range of schools have embraced the ISTE Standards for Education Leaders, an explanation of other frameworks and standards that connect with and complement the Education Leader Standards, and a crosswalk between the ISTE Essential Conditions and Education Leader Standards.

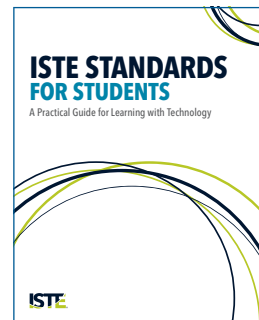


\$14.99 · June 2017 · 54 pages
8.375 × 10.875 · 9781564843951
[iste.org/
EducatorStandards](https://iste.org/EducatorStandards)

ISTE Standards for Educators A Guide for Teachers and Other Professionals

Helen Crompton

This guide is your go-to resource for understanding, preparing for and adopting the ISTE Standards for Educators. It provides a deeper look at the Educator Standards, advice on getting started with implementing the standards, and profiles and tips for adopting the standards by role.

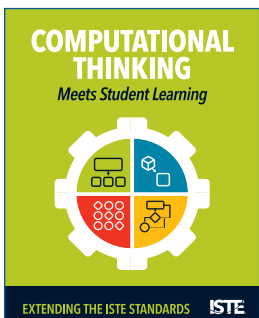


\$15.99 · June 2016 · 48 pages
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[iste.org/
StudentStandards](https://iste.org/StudentStandards)

ISTE Standards for Students A Practical Guide for Learning with Technology

Susan Brooks-Young

This booklet includes the ISTE Standards for Students, nine scenarios describing authentic learning activities that build Student Standards skills, skills by age band to support the design of learning activities at each level, a crosswalk comparing the ISTE Standards for Students (2016) to the Student Standards (2007) and a prerequisite foundational technology skills scope and sequence document.



Computational Thinking Meets Student Learning Extending the ISTE Standards

Kiki Prottsman

The information in this guide will provide a framework and structure to build creative learning opportunities in CT and increase students' ability to adapt to unfamiliar challenges, allowing for more success with innovative lesson plans.

\$14.99 · January 2019 · 24 pages · 8.375 × 10.875 · 9781564847614 · iste.org/CTLearning



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\$12.99 · August 2020 · 6 pages · 8.5 × 11 · 9781564848673 · iste.org/EsportsJSG

Esports in Schools

Create a Supportive Gaming Community

What defines esports? Why build an esports program for your school? What technology do you need to get started? This guide addresses these questions and more, offering tips for setting up an effective program while helping students succeed academically and socially.

Students who feel safe and connected to their school communities often perform better academically, are absent less and are more likely to find mentors and follow career paths. Games and esports can be an important lifeline for students who need one most, and this guide shows how building community through an esports program can help students thrive.

About the Author

Grace Collins is the CEO of Liminal Esports, a games and education research firm. Collins previously taught computer science at Hathaway Brown, an all-girls' school in Cleveland, where they founded the nation's first-ever esports team at an all-girls' school.



Ready, Set, Robotics!

Strategies and Tools to Get Started Now

Jorge Valenzuela

Robotics is an excellent tool for teaching vital computational thinking (CT) and programming skills by allowing students to see and interpret results in real time. This guide shares practical strategies, tools and lesson ideas for incorporating robotics and CT into your teaching.

\$12.99 · January 2021 · 6 laminated pages · 8.5 × 11
9781564848727 · iste.org/RoboticsJSG



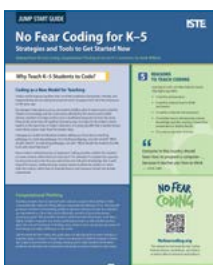
Immerse Yourself

Create Engaging AR/VR Experiences for All Learners

Jaime Donally

Learn how to leverage immersive technology — AR, VR and MR — with this practical and accessible guide based on the bestselling book *Learning Transported* by Jaime Donally. *Immerse Yourself* provides practical insights and examples to help any classroom teacher incorporate immersive tech into curriculum.

\$12.99 · February 2020 · 6 laminated pages · 8.5 × 11
9781564848307 · iste.org/ImmerseJSG



No Fear Coding for K-5

Strategies and Tools to Get Started Now

Heidi Williams

This six-page guide shows K-5 educators how to bring coding into their curriculum by embedding computational thinking skills into activities for every content area.

\$12.99 · June 2019 · 6 laminated pages · 8.5 × 11
9781564848086 · iste.org/NoFearJSG



Project-Based Learning

Strategies and Tools for Creating Authentic Experiences

Suzie Boss and Jane Krauss

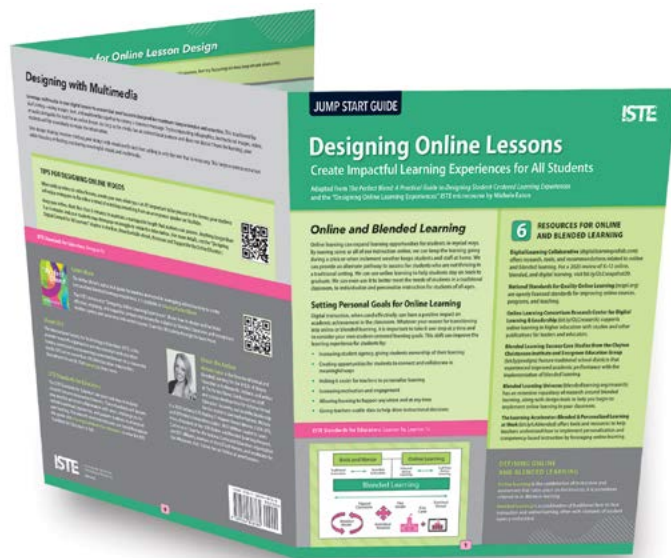
This concise guide shows you how to apply a PBL approach in your curriculum, with a focus on high-quality, real-world projects and robust use of digital tools.

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9781564847737 · iste.org/PBLGuide



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JUMP START GUIDES



\$12.99 • August 2020 • 6 pages • 8.5 × 11 • 9781564848765 • iste.org/OnlineJSG

Designing Online Lessons

Create Impactful Learning Experiences for All Students

By moving some or all of our instruction online, we can keep the learning going during a crisis or when inclement weather keeps students and staff at home. Online learning can also provide an alternate pathway to success for students who are not thriving in a traditional setting. We can also use online learning to help students stay on track to graduate, or apply it to better meet the needs of students through personalization.

Inspired by the author's bestselling book *The Perfect Blend* and her ISTE U Microcourse "Designing Online Learning Experiences," this guide helps you get up and running with online lesson design.

About the Author

Michele Eaton (@micheelaton) is the director of virtual and blended learning for the Metropolitan School District of Wayne Township in Indianapolis. She focuses on staff and course development for Achieve Virtual Education Academy and the district's various blended initiatives and programs, from elementary to adult education.



SEL in Action

Tools to Help Students Learn and Grow

Jorge Valenzuela

In this six-page guide, author and educator Jorge Valenzuela introduces educators to the Equity and SEL Integration Framework that will help them understand core SEL competencies and design lessons that activate SEL in their curriculum.

\$12.99 • April 2021 • 6 laminated pages • 8.5 × 11
9781564849120 • iste.org/SELJSG



Podcasting for Students

Tips and Tools to Drive Creative Expression

Michele Haiken

Informed by her book *New Realms for Writing*, Michele Haiken introduces teachers to the topic of podcasting, showing how to help students create informative and engaging works through this popular medium. This accessible guide shares tips, tools and examples to get your students up and running with podcasting.

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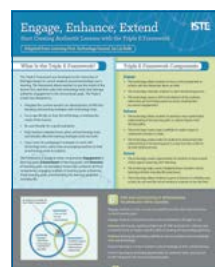
Fighting Fake News

Tools and Strategies for Teaching Media Literacy

Jennifer LaGarde and Darren Hudgins

Based on the bestselling book *Fact vs. Fiction* by Jennifer LaGarde and Darren Hudgins, this six-page guide offers educators resources and strategies to define, detect and combat "fake news," including links to fact-checking sites and lesson plans.

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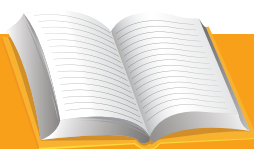
Engage, Enhance, Extend

Start Creating Authentic Lessons With the Triple E Framework

Liz Kolb

Based on the bestselling book *Learning First, Technology Second* by Liz Kolb, this laminated reference guide will help teachers move from arbitrary uses of technology in their classrooms to thoughtful ways of adding value to student learning.

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