

The Shape Game Macmillan

First published in 1987. This book considers the Trade Unions-Labour Party relationship. It traces developments over the 1970s and early 1980s, and analyses the debate between those who argue for the Unions to take a more prominent lead within the Party and those who are against this. This title will be of interest to scholars and students of politics and history.

Cultural stereotypes to the contrary, approximately half of all video game players are now women. A subculture once dominated by men, video games have become a form of entertainment composed of gender binaries. Supported by games such as Diner Dash, Mystery Case Files, Wii Fit, and Kim Kardashian: Hollywood—which are all specifically marketed toward women—the gamer industry is now a major part of imagining what femininity should look like. In *Ready Player Two*, media critic Shira Chess uses the concept of “Player Two”—the industry idealization of the female gamer—to examine the assumptions implicit in video games designed for women and how they have impacted gaming culture and the larger society. With *Player Two*, the video game industry has designed specifically for the feminine ideal: she is white, middle class, heterosexual, cis-gendered, and abled. Drawing on categories from time management and caregiving to social networking, consumption, and bodies, Chess examines how games have been engineered to shape normative ideas about women and leisure. *Ready Player Two* presents important arguments about how gamers and game developers must change their thinking about both women and games to produce better games, better audiences, and better industry practices. Ultimately, this book offers vital prescriptions for how one of our most powerful entertainment industries must evolve its ideas of women.

"This fun and practical resource is packed with motivational games to develop mathematical skills and concepts in Number, Measurement, Space, Chance and Working Mathematically. Games on the Go: Maths provides: great games that encourage a positive and active approach to learning fun activities that promote cooperative learning and peer support through discussion and the sharing of ideas. It contains three sections: Play Straight Away Instructions for quick games that don't need any special

The Publishers Weekly

A Case Study of East London

Playing the Game

Macmillan, Eisenhower and the Cold War

Visual Methodologies

A Cumulative Author List Representing Library of Congress Printed Cards and Titles Reported by Other American Libraries

How Europe shapes British public policy examines the development of the EU as a sectarian issue in the UK. It discusses the effects of disengagement through the political practices of policy making and the implications that this has had for depoliticisation in government and the civil service.

This fun and practical resource is packed with motivational games that either teach new skills or offer practice and consolidation of skills. A Quick Finder chart makes it easy to find games with a specific focus. The games develop mathematical skills and concepts in Number, Measurement, Space, Chance and Working Mathematically. It contains three sections: Play Straight Away Instructions for quick games that don't need any special equipment or preparation Copy and play One game per worksheet

"This fun and practical book for lower primary is packed with games that either teach new skills or improve and consolidate existing skills. A Skills Overview Chart makes it easy to find the games. Games on the Go: Nursery Rhymes provides: 41 games based on 32 common nursery rhymes games that teach specific skills across the curriculum including numbers, shapes, money, initial sounds, spelling, listening a skills-overview chart, making it easy to find games that teach specific skills a

Macmillan's Course of French Composition

The EU Overseas Countries and Territories

Macmillan's course of French composition. 2nd course. [With] Teacher's and private student's companion

The Making of Modern Georgia, 1918-2012

THE YOUNG CHRISTIAN'S SURVIVAL GUIDE

Macmillan

Now in its Fourth Edition, Visual Methodologies: An Introduction to Researching with Visual Materials is a bestselling critical guide to the study and analysis of visual culture. Existing chapters have been fully updated to offer a rigorous examination and demonstration of an individual methodology in a clear and structured style. Reflecting changes in the way society consumes and creates its visual content, new features include: Brand new chapters dealing with social media platforms, the development of digital methods and the modern circulation and audiencing of research images More 'Focus' features covering interactive documentaries, digital story-telling and participant mapping A Companion Website featuring links to useful further resources relating to each chapter. A now classic text, Visual Methodologies appeals to undergraduates, graduates, researchers and academics across the social sciences and humanities who are looking to get to grips with the complex debates and ideas in visual analysis and interpretation.

Hockey occupies a prominent place in the Canadian cultural lexicon, as evidenced by the wealth

of hockey-centred stories and novels published within Canada. In this exciting new work, Jason Blake takes readers on a thematic journey through Canadian hockey literature, examining five common themes - nationhood, the hockey dream, violence, national identity, and family - as they appear in hockey fiction. Blake examines the work of such authors as Mordecai Richler, David Adams Richards, Paul Quarrington, and Richard B. Wright, arguing that a study of contemporary hockey fiction exposes a troubled relationship with the national sport. Rather than the storybook happy ending common in sports literature of previous generations, Blake finds that today's fiction portrays hockey as an often-glorified sport that in fact leads to broken lives and ironic outlooks. The first book to focus exclusively on hockey in print, Canadian Hockey Literature is an accessible work that challenges popular perceptions of a much-beloved national pastime.

Authors Ray Breed and Michael Spittle, long recognized as experts in the game sense model and teaching games for understanding approach, have created a complete resource for physical educators and coaches of games and team sports. Their new book, Developing Game Sense in Physical Education and Sport, provides both the theoretical foundation and the practical application that teachers and coaches need to confidently teach their students and athletes the skills and game sense they need to successfully compete in games and sports. This text, inspired by the authors' previous book, Developing Game Sense Through Tactical Learning, offers new material since the publication of that 2011 book, particularly in relation to curriculum, assessment, and physical literacy. "Our version of a game sense model has been modified over time and adjusted to meet the changing needs and requirements of learners and programs," Breed says. "This book is an updated and improved variation of our original book, and it will assist teachers and coaches in integrating game sense into their sessions and curricula." Through Developing Game Sense in Physical Education and Sport, teachers and coaches will be able to do the following: Provide a logical sequence and step-by-step instructions for maximal learning, skill transfer, and game skill development Accelerate learning by linking technical, tactical, and strategic similarities in three thematic game categories (There are 19 invasion games, 13 striking and fielding games, and 14 net and wall games.) Save preparation and planning time by using the extensive planning and game implementation resources Set up games with ease and effectively relate game sense concepts by following the 90 illustrations and diagrams created for those purposes The text includes curriculum ideas and specific units for children ages 8 to

16. Unit plan chapters provide six sessions for each of the two skill levels (easy to moderate and moderate to difficult). The book also offers assessment tools and guidance for measuring learning as well as links to different curriculum frameworks. The appendixes supply teachers and coaches with useful tools, including score sheets, performance assessment and self-assessment tools, session plan outlines, and more. *Developing Game Sense in Physical Education and Sport* takes into account regional differences in the game sense model and teaching games for understanding approach. Its organization will facilitate users' ready application of the material. The text first provides an overview and theoretical framework of the concepts of skill, skill development, game sense, and assessment. It then goes on to explore the links between fundamental motor skills, game sense, and physical literacy. Later chapters offer thematic unit and lesson plans as well as assessment ideas. Practical resources, game ideas and descriptions, and assessment ideas are supplied, along with the practical application of game sense, teaching for skill transfer, structuring games, developing questioning techniques, and organizing sessions. *Developing Game Sense in Physical Education and Sport* will allow coaches and teachers to develop the tactical, technical, and strategic skills their athletes and students need in game contexts. Coaches and teachers will also be able to help learners develop personal, social, and relationship skills. As a result, learners will be able to more effectively participate in, and enjoy, team games.

Macmillan's Magazine

The First Georgian Republic and its Successors

Kindergarten

Women Gamers and Designed Identity

The Complete Critical Guide to Samuel Beckett

Diefenbaker

This book examines how sovereignty works in the context of European integration and postcolonialism. Focusing on a group of micro-polities associated with the European Union, it offers a new understanding of international relations in the context of modern sovereignty. This book offers a systematic and comparative analysis of the Overseas Countries and Territories (OCTs), the EU and the four affected Member States: UK, France, the Netherlands and Denmark.

Contributors explore how states and state-like entities play 'sovereignty games' to understand how a group of postcolonial entities may strategically use their ambiguous status in relation to sovereignty. The book examines why

former colonies are seeking greater room to manoeuvre on their own, whilst simultaneously developing a close relationship to the supranational EU. Methodologically sophisticated, this interdisciplinary volume combines interviews, participant observation, textual, legal and institutional analysis for a new theoretical approach to understanding the strategic possibilities and subjectivity of non-sovereign entities in international politics. Bringing together research on European integration and postcolonial theory, *European Integration and Postcolonial Sovereignty Games* will be of interest to students and scholars of International Relations, EU studies, Postcolonial studies, International Law and Political Theory.

Includes entries for maps and atlases.

The Council of the European Union is the institutional heart of EU policy-making. But 'who gets what, when and how' in the Council? What are the dimensions of political conflict, and which countries form coalitions in the intense negotiations to achieve their desired policy outcomes? Focussing on collective decision-making in the Council between 1998 and 2007, this book provides a comprehensive account of these salient issues that lie at the heart of political accountability and legitimacy in the European Union. Based on a novel and unique dataset of estimates of government policy positions, salience and power in influencing deliberations, an explanatory model approximating the Nash-Bargaining solution is employed to predict the policy outcomes on ten policy domains of central importance to this institution. The book's analyses comprise investigations into the determinants of decision-making success, the architecture of the political space and the governments' coalition behavior.

Nursery Rhymes, Ages 5-8

Read Any Good Math Lately?

Remembering the Chief

A Performative Feel for the Game

Soft Power

MacMillan's Magazine

Fatherly friend to JFK he repaired the rift between the USA and Britain created by the Suez crisis.

Samuel Beckett's work forever changed the concepts of literature and theatre. His work remains a core part of introductory courses on literary history, drama, theatre or performance and also features in more specialist modules such as Modernism or The Absurd. Samuel Beckett is a comprehensive introduction to his life and work as well as an outline of the critical issues

surrounding his work. This guidebook leaves judgements up to the student by explaining the full range of often very different critical views and interpretations and offers guides to further reading in each area discussed.

"The first prime minister to master the sound bites and photo opportunities of the television age, Macmillan had a penchant for the dramatic and flamboyant. During the Second World War, he had been dazzled by the summits between Churchill and Roosevelt - 'the emperor of the east and the emperor of the west'. Macmillan now set out to walk in their footsteps with President Eisenhower as latter-day emperor. This book follows Macmillan on his Churchillian quest, from the theatrical Moscow 'voyage of discovery', via the U-2 crisis, to the acrimony of the 1960 Paris summit."--Jacket.

Big Issues and Critical Questions

Proceedings and Debates of the ... Congress

Illustrated Reverse Dictionary

Macmillan Language Arts Today

Macmillan's Reading Books

Math and Science for Young Children

Applying a cultural sociology of performance, this book interrogates how the meaning of sport intersects with gender. Trygve B. Broch points out uncertainties in the causal arguments made by key figures in the cultural studies tradition, instead advancing a meaning-centered study of sports as involving both a social and an athletic performance. Sports not only reflect or reverse social realities, but capture and keep our attention when we use and experience them as a means to reflect on social life, injustice, and hierarchy. More specifically, blending approaches from media studies with ethnography, Broch explores the women-dominated sport of handball in Norway, a country that considers gender equality a basis of democracy. As such, the analyses here show how broadly available meanings about sameness and equality are mediated and experienced through a performative feel for the game.

This book offers a detailed account of the employment promises made to local East Londoners when the Summer Olympic Games 2012 were awarded to London, as well as an examination of how those promises had morphed into the Olympic Labor market jamboree from which local communities were excluded. Regarding the global job market of London, this study provides a nuanced empirical view on how the world's biggest mega event was experienced and endured in terms employment by its

immediate hosts, in one of the UK's poorest, most ethnically complex, and transient areas. The data has been collected through ethnographic observation and interviews with local residents, and expert interviews with the Olympic delivery professionals. Using Bourdieusian theory of contested capital, the findings provide an important bearing on the reproduction of inequality in the local labor markets of Olympic host cities.

Suggests fiction and nonfiction works which can be used to teach an assortment of mathematical concepts, such as addition, multiplication, fractions, and measurement

Terrorism, Tourism and the End of Hospitality in the 'West'

Conflicts and Coalitions in the Council of the European Union

Congressional Record

The Trade Unions and the Labour Party

An Introduction to Researching with Visual Materials

The Employment Legacy of the 2012 Olympic Games

When actors prepare a role, they need to use their powers of observation and creativity. When they perform before an audience, they need a whole range of presentational skills and plenty of self-confidence. Directors and drama teachers often use games and exercises to develop these skills, which are not relevant to the theatrical world alone - they are the same skills needed for job interviews, committee meetings and other everyday 'performances'. This revised, updated and expanded new edition continues to provide a wide array of games and exercises designed to develop the players' observation, imagination, presentation and self-confidence. Primarily written for directors, drama teachers and students, it is of use to anyone who needs these skills in any context.

The Congressional Record is the official record of the proceedings and debates of the United States Congress. It is published daily when Congress is in session. The Congressional Record began publication in 1873. Debates for sessions prior to 1873 are recorded in The Debates and Proceedings in the Congress of the United States (1789-1824), the Register of Debates in Congress (1824-1837), and the Congressional Globe (1833-1873)

Teaching and Digital Technologies: Big Issues and Critical Questions helps both pre-service and in-service teachers to critically question and evaluate the reasons for using digital technology in the classroom. Unlike other resources that show how to use specific technologies and quickly become outdated, this text empowers the reader to understand why they should (or should not) use digital technologies, when it is appropriate (or not), and the implications arising from these decisions. The text directly engages with policy, the Australian Curriculum, pedagogy, learning and wider issues of equity, access, generational stereotypes and professional learning. The contributors to the book are notable figures from across a broad range of Australian universities, giving the text a unique relevance to Australian education while retaining its universal appeal. Teaching and Digital Technologies is an essential contemporary resource for early childhood, primary and secondary pre-service and in-service teachers in both local and international education environments.

Thematic Activities and Patterns for the Early Childhood Classroom

National Union Catalog

Games on the Go: Maths Ages 10+

European Integration and Postcolonial Sovereignty Games

Find the Words on the Tip of Your Tongue

Common Questions Young Christians Are Asked about God, the Bible, and the Christian Faith Answered

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

When most of Eastern Europe was struggling with dictatorships of one kind or another, the Democratic Republic of Georgia (1918-1921) established a constitution, a parliamentary system with national elections, an active opposition, and a free press. Like the Democratic Republic of Georgia in 1918, its successors emerged after 1991 from a bankrupt empire, and faced, yet again, the task of establishing a new economic, political and social system from scratch. In both 1918 and 1991, Georgia was confronted with a hostile Russia and followed a pro-Western and pro-democratic course. The top regional experts in this book explore the domestic and external parallels between the Georgian post-colonial governments of the early twentieth and twenty-first centuries. How did the inexperienced Georgian leaders in both eras deal with the challenge of secessionism, what were their state building strategies, and what did democracy mean to them? What did their electoral systems look like, why were their economic strategies so different, and how did they negotiate with the international community neighbouring threats. These are the central challenges of transitional governments around the world today. Georgia's experience over one hundred years suggests that both history and contemporary political analysis offer the best (and most interesting) explanation of the often ambivalent outcomes.

Some of the questions asked and answered in THE YOUNG CHRISTIAN'S SURVIVAL GUIDE are " You claim the Bible is inspired because it says it is, right (2 Tim. 3:16)? Isn't that circular reasoning? " " You claim the Bible was inspired, but there was no inspired list of which books that is true of. So how can we know which ones to trust? " " With so many different copies of manuscripts that have 400,000+ variants (errors), how can we even know what the Bible says? " " Why can't the people who wrote the four Gospels get their story straight? " " Didn't the Council of Nicaea just arbitrarily pick the books for the Bible that they agreed with and suppress all the rest with political power? " " People used to believe in miracles because they didn't understand science. Don't we know better than that now? " " That a man rose from the dead takes a lot of believing. How could you ever have enough evidence for a belief like that? " . " Science has proved that human beings evolved over millions of years rather than being created in six days. Why are you still clinging to ancient myths? " " Just because the Bible is true for you, why does that make it true for me? " " How can you base your modern life on a book that was written for a

primitive culture? ” “ Doesn ’ t the Bible support genocide? ” . “ Doesn ’ t the Bible support racism? ” . "Doesn ’ t the Bible support slavery?" “ Doesn ’ t the Bible support homophobia? ” . “ Doesn ’ t the Bible support the oppression and abuse of women? ” . “ There are so many religions, all sincerely seeking the same goal. What makes you Christians so arrogant that you think yours is the only way? ” . “ What about those who have never heard the Gospel? ” . “ If God is a God of love, why did he let my loved one die? ” . “ How can it be just for God to impose an infinite punishment (Hell forever) for finite sins? ” These questions will be asked and answered with reasonable, rational, Scriptural answers.

Canadian Hockey Literature

How Meaningful Sports Shape Gender, Bodies, and Social Life

Maths: ages 5-8

Design, Utilization, and Analysis of Simulations and Game-Based Educational Worlds

Macmillan's Modern Dictionary

Developing Game Sense in Physical Education and Sport

In recent years the modern world has developed a brave new concept: 'soft power'. It is the power of friendly persuasion rather than command, and it invites nations to compete (as they did in the nineteenth century) to expand their 'sphere of influence' as brands in a global marketplace. In *Bloody Foreigners and The Last Wolf*, Robert Winder explored the way Britain was shaped first by migration, and then by hidden geographical factors. Now, in *Soft Power* he reveals the ways in which modern states are asserting themselves not through traditional realpolitik but through alternative means: business, language, culture, ideas, sport, education, music, even food - the texture and values of history and daily life. Moving from West to East, the book tells the story of soft power by exploring the varied ways in which it operates - from an American sheriff in Poland to an English garden in Ravello, a French vineyard in Australia, an Asian restaurant in Spain, a Chinese Friendship Hall in Sudan; the fact that fifty-eight modern heads of state were educated in Britain; the student exchange that took a teenage Deng Xiaoping to a small town on the Loire; the way that Japan could seduce the world with chic food and smart computer games. Now there may be a new twist in this Great game. With soft power's quiet ingredients - education, science, trade, cultural values - and a new emphasis on shared mutual interest, it may be the only force supple enough to tackle the challenges the future looks likely to pose - not least the slam-the-door reflexes pulling in the other direction.

MATH AND SCIENCE FOR YOUNG CHILDREN, Eighth Edition, introduces readers to engaging math and science experiences for early childhood and early elementary education programs, and provides an

organized, sequential approach to creating a developmentally appropriate math and science curriculum. The content aligns with key guidelines and standards: The National Association for the Education of Young Children's (NAEYC) Professional Preparation Standards (2010); Developmentally Appropriate Practice (DAP) guidelines; Common Core Mathematics Standards; and Next Generation Science Standards (NGSS). The book also addresses STEM/STEAM and the essential domains of child growth and development during the crucial birth-through-eight age range. A valuable resource for the student/future teacher, working professional, or involved parent, MATH AND SCIENCE FOR YOUNG CHILDREN emphasizes the interrelatedness of math and science and how they can be integrated into all other curriculum areas. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book explores how the contemporary threat of terrorism is eroding the concept of hospitality in the West. Going beyond the immediate effects of terrorism that are daily portrayed in the media and have shaped the foreign policy agenda of politicians in Europe and the US, this study explores the conceptual framework of how terrorism emerged and expanded within the West and shows how it interacts with, and targets, leisure consumerism and the international hospitality industry.

The New Great Game

The Political Economy of Collective Decision-Making

A Thematic Study

How Europe shapes British public policy

Newsweek

Teaching and Digital Technologies

Includes entries and charts to look up words based on an idea, description, or similar word

Children's Books for Mathematical Learning, K-6

Ready Player Two