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KEY=BIG - HUFFMAN ACEVEDO

The Big Book of Creativity Games: Quick, Fun Acitivities for Jumpstarting Innovation

McGraw Hill Professional Fast, simple games that foster and encourage creativity in the workplace and at home. Overcome creative block, make people more inventive.

The Big Book of Team Building Games: Trust-Building Activities, Team Spirit Exercises, and Other Fun Things to Do

McGraw-Hill Education Did you know that games can be a terrifically effective way to build team spirit, communication, and trust among people who work together day in and day out? Now you can spark morale in any work group by choosing from 70 stimulating games and activities specifically designed for the manager who's looking to raise sagging morale in a department, liven up boring staff meetings, enable team members to collaborate smoothly and effectively, and much more!

The Big Book of Team-Motivating Games: Spirit-Building, Problem-Solving and Communication Games for Every Group

McGraw Hill Professional Teamwork can be fun! Games that improve team cooperation, communication, and spirit Did you know that games can: Raise sagging morale Liven up boring staff meetings Increase interaction among staff members Promote a culture of harmony and cooperation Create an atmosphere of fun for your team Keeping your team motivated and challenged, especially during tough economic times, can be difficult. But this collection of high-energy, play-anywhere games, from bestselling authors and trainers Ed and Mary Scannell, provides you with all the fun, inspiring material you need to build team spirit, communication, and trust among coworkers-day in and day out. Games Can Be Played In or Out of the Office Requiring few or no props, The Big Book of Team-Motivating Games is the latest installment in the successful Big Book series, which has been changing the way teams think for decades-providing hours of fun that fight boredom and burnout, boost performance, soothe tensions, and create a sense of community and trust.

OECD Green Growth Studies Greener Skills and Jobs

OECD Publishing This report suggests that the role of skills and education and training policies should be an important component of the ecological transformation process.

Money, Commerce, and Economics in Late Medieval English Literature

Springer This is the first collection of essays dedicated to the topics of money and economics in the English literature of the late Middle Ages. These essays explore ways that late medieval economic thought informs contemporary English texts and apply modern modes of economic analysis to medieval literature. In so doing, they read the importance and influence of historical records of practices as aids to contextualizing these texts. They also apply recent modes of economic history as a means to understand the questions the texts ask about economics, trade, and money. Collectively, these papers argue that both medieval and modern economic thought are key to valuable historical contextualization of medieval literary texts, but

that this criticism can be advanced only if we also recognize the specificity of the economic and social conditions of late-medieval England.

Chaucer's Gifts

Exchange and Value in the Canterbury Tales

University of Wales Press Geoffrey Chaucer's Canterbury Tales, the most celebrated literary work of medieval England, portrays the culture of the late Middle Ages as a deeply commercial environment, replete with commodities and dominated by market relationships. However, the market is not the only mode of exchange in Chaucer's world or in his poem. Chaucer's Gifts reveals the gift economy at work in the tales. Applying important recent advances in anthropological gift theory, it illuminates and explains this network of exchanges and obligations. Chaucer's Gifts argues that the world of the Canterbury Tales harbours deep commitments to reciprocity and obligation which are at odds with a purely commercial culture, and demonstrates how the market and commercial relations are not natural, eternal, or inevitable - an essential lesson if we are to understand Chaucer's world or our own.

The Big Book of Motivation Games

McGraw Hill Professional This addition to the best-selling Big Book of Business Games Series is packed with over 40 original games and exercises managers can use to motivate their teams—and themselves. The Big Book of Motivational Games presents managers with a variety of games that can be customized to suit their specific needs and group size. The book provides games designed to: - Stop Procrastination - Beat burnout - Fight boredom - Boost performance - Overcome failure

The Art of Nonfiction Movie Making

ABC-CLIO The past few years have featured such blockbusters as "Super-Size Me," "Fahrenheit 9/11," "Sicko," "March of the Penguins," and "An Inconvenient Truth." And as news articles proclaim a new era in the history of documentary films, more and more new directors are making their first film a nonfiction one. But in addition to posing all of the usual challenges inherent to more standard filmmaking, documentaries also present unique problems that need to be understood from the outset. Where does the idea come from? How do you raise the money? How "much" money do you need? What visual style is best suited to the story? What are the legal issues involved? And how can a film reach that all-important milestone and find a willing distributor? Epstein, Friedman, and Wood tackle all of these important questions with examples and anecdotes from their own careers. The result is an informative and entertaining guide for those just starting out, and an enlightening read for anyone interested in a behind-the-scenes look at this newly reinvigorated

field of film.

Teen 2.0

Saving Our Children and Families from the Torment of Adolescence

Linden Publishing National Indie Excellence Awards, first prize in the Parenting and Family category Arguing that adolescence is an unnecessary period of life that people are better off without, this groundbreaking study shows that teen confusion and hardships are caused by outmoded systems that were designed to destroy the continuum between childhood and adulthood. Documenting how teens are isolated from adults and are forced to look to their media-dominated peers for knowledge, this discussion contends that by infantilizing young people, society does irrevocable harm to their development and well-being. Instead, parents, teachers, employers, and others must rediscover the adults in young people by giving them authority and responsibility as soon as they exhibit readiness. Teens are highly capable--in some ways more than adults--and this landmark discussion offers paths for reaching and enhancing the competence in America's youth.

Nothing Is Empty

A Whole Haiku World

Middle Island Press We are taught from an early age to steer clear of nothing and emptiness. These nonentities are dismissed as useless or disorganizing aspects of Life. Still, might it be possible that emptiness and nothing have something to offer us? Spiritually speaking, is there anything we can learn from listening to nothing or to emptiness? After all, emptiness and nothing may be found wherever you are. Through the power of careful attention and close observation, haiku endeavors to reveal the wisdom and truth lying at the heart of what Buddhists call the Void and Taoists refer to as The Way. (Cover art by Ron Moss.)

The Sacred in Contemporary Haiku

CreateSpace Horace, the ancient Roman poet, declared that "every old poem is sacred." Whatever could he have meant by that? The contributors to this haiku collection pour forth their contemporary poetic response by calling our attention to unassuming moments in church and temple; meadow and mountain; on the train and on the trail; where they find their hearts brimming over with reverence, awe, wonder, silence, joy, affection and love. No moment or event is too fleeting or too small to embody the sacred; indeed, as the English poet William Blake famously observed, the universe itself may be found in a single grain of sand. There is even a

place for doubt, uncertainty, sensuality and humor in a world that is infused with the sacred. Be the first to behold with the haiku poets in these pages the abundance of sweetness and holiness that surrounds us wherever we are, whatever our circumstances. In doing so your very life may become a blessing or a poem, as the test of time hallows the poetry here.

Contemplating Nature

Pictures, Passages & Haiku

Some of my greatest friends and mentors (in my heart) have been both living and deadwriters from around the world: poets, naturalists, artists, scientists, and philosophers. Their words speak deeply to me--a beacon in the dark--and I am eternally grateful for their insight, wisdom and fortitude. Out of gratitude, I have paired brief passages of theirs with haiku poetry as well as vivid images from Nature evoked by their penetrating observations and revelations. Whether it's a global pandemic, a personal crisis, or everyday stress, our own salvation is bound up with Nature's, as Henry D. Thoreau eloquently declares: "In Wildness is the Preservation of the World." Find peace, inspiration and renewal in these pages. tall summer grass /so dry it hums /Dad's death day*it's all over /now that she named it /yarrow*blue jean patches /the sky will always belong /to my mother*zen tea garden -- /taking a long sip /of the red bridge*uncertain future /I rest my head on a stream / of moonlight*the answer is yes no yes breaking wave

The Concise Red Book of Spanish Verbs

McGraw Hill Professional Add weight to your Spanish verb choices without breaking your back(pack)! In one compact package, *The Concise Red Pocket Book of Spanish Verbs* provides 333 of the most important verbs in Spanish in full conjugated form. Each verb is illustrated by example sentences, showing the verb in action. The top 33 verbs are broken down into groups according to key meanings, use with prepositions, and key idiomatic expressions. In addition, the Verb Index links over 2,300 verbs to the verb conjugations. Online you will find a companion website that provides you with extensive bonus content--more than 100 exercises that give you a dynamic way to build your mastery of the Spanish verb system. Features A diagnostic test Audio exercises to improve your listening comprehension Additional exercises that focus on your idiomatic usage of verbs Audio recordings of example sentences to show the Top 30 verbs is use Traditional verb conjugations combined with online exercises + audio Topics include: Spanish Tense Profiles; 333 Fully Conjugated Verbs; English-Spanish Verb Index; Irregular Verb Form Index; Spanish Verb Index

Suffering Buddha

The Zen Way Beyond Beyond Health and Illness

Trafford Publishing Long ago, the Buddha taught that we create the world with our thoughts; and the more attached we are to things being a certain way, the more we suffer. Nowhere is this clearer than with chronic illness and pain: Our self-blame, anguish, depression, fear, loneliness, anger and embarrassment are the byproducts of denying the reality of illness or pain. If we are courageous enough to set aside our beliefs, hopes, and longings for a former or mythical ideal of health, which pull us out of the present moment, we free ourselves from the hell realm of suffering. Mindfully observing what is right here-and-now enables true healing to take place--healing that moves us beyond our naive ideas of health and illness. After all, we are not brains on a stick. Mind and body are united by spirit and it is spiritual understanding that leads us to the well where wisdom, love and compassion abide--qualities vital to the recovery of wholeness and well-being. SUFFERING BUDDHA points the way to inner healing; it is not a how-to manual or glib prescription for spiritual transcendence, precisely because such are not necessary. In our own wise, awakened hearts lies the key to wellness and ease.

Big Book of Virtual Teambuilding Games: Quick, Effective Activities to Build Communication, Trust and Collaboration from Anywhere!

McGraw Hill Professional Get remote team members to interact as if they're in the same room! Whether you're videoconferencing with team members across the world or e-mailing a colleague sitting ten feet away, the truth is evident: technology has permanently altered the way we communicate. The virtual workplace can facilitate quicker decision making and reduced overhead. But the lack of face-to-face interaction can also impede trust, innovation, and creativity among team members. The Big Book of Virtual Team-Building Games is packed with games and activities for developing productive virtual teams across all digital platforms, including e-mail, mobile devices, web-based conferencing tools, and social media sites such as Facebook, Twitter, and Skype. The Big Book of Virtual Team-Building Games helps you: Build a greater sense of community and reduce conflict Increase levels of engagement Get the most out of more-introverted team members Boost team members' productivity Make sure that the only thing separating your people is

distance. The Big Book of Virtual Team-Building Games is just the tool you need to develop trusting relationships, foster clear communication, and use technology to enhance the team's connections.

The Big Book of Customer Service Training Games

McGraw Hill Professional Help your employees to excel in dealing with the public with this stimulating, fun-filled collection of customer service training games. Designed not only to teach important skills but also to spark enthusiasm and a high level of involvement in the participants, these games utilize entertaining and instructive techniques such as role-playing, charades, brainstorming, and debate. As a result of these exercises, employees will learn how to create a rapport with the customer, how to focus on the unique needs of individual customers, how to maintain a positive attitude, and more.

The Big Book of Business Games Icebreakers, Creativity Exercises, and Meeting Energizers

McGraw-Hill Europe The Big Book of Business Games contains dozens of group games and activities for managers and team leaders to use with staff, committees or any type of sleepy audience! These games " many of which take just a few minutes to complete " are perfect for making a point without lecturing, uncovering people problems in a department, sparking lively discussions, and teaching valuable lessons about every aspect of making organizations successful. From icebreakers, to meeting energizers to creativity exercises, there are games suitable to meet a wide range of needs including:Managing changeTeam buildingCommunication, listening and feedbackPresentation boosters,Motivating the group.

Sticky Notes Haiku

This Life

How easy it is to take for granted and overlook the everyday things that compose this life: from fresh blueberries for breakfast to the flannel pillowcases that make the winter nights of sleep more comfortable. In Sticky Notes Haiku, these seemingly ordinary and nearly invisible objects are moved to center stage where they can be acknowledged, seen and appreciated for their true significance. Along with that which we value most--friends, family, truth--these matter, too, and rightly deserve our attention. Especially in light of the pandemic, take a moment, look around, and

cherish the little wonders that enrich and sustain your life. between morning tea & morning meditation waking up * open window -- the post-its fluttering too * the living room clock stops telling time so do I * from one sticky note to another this life * no life is ever fully complete a blooming and dying rose Robert Epstein, a psychotherapist living and working in the San Francisco Bay Area, is a haiku anthologist as well as a haiku poet. He has edited, The Helping Hand Haiku Anthology, and his own most recent book of original haiku on the coronavirus is, Pandemic Haiku: Living through COVID-19.

The Big Book of Brain-Building Games: Fun Activities to Stimulate the Brain for Better Learning, Communication and Teamwork

McGraw Hill Professional Games for better brains! Use the secrets of brain science to improve communication, interpersonal relations, and productivity in any team or group Jump-start any training session, workshop, or retreat with dozens of interactive games that build brain function in fun and engaging ways. The Big Book of Brain-Building Games offers all kinds of stimulating games to help your team improve information retention, camaraderie, and productivity--and requires few or no props. You'll learn what triggers to pull to help your group think and work better with these play-anywhere, crowd-pleasing interactive games. Can your brain handle the fun? Speakers and facilitators know that if you don't engage participants every five to seven minutes, you'll lose them! The Big Book of Brain-Building Games adds the spark you need for a successful meeting and keeps your team alert and connected, whatever the task. With just a handful of materials required, these brain-boosting games will help participants: develop leadership skills and build self-confidence enhance problem-solving strategies and boost creativity learn cooperation and effective teamwork dramatically improve communications skills--from public speaking to active listening Plus the icebreakers are guaranteed to grab--and hold--any group's attention! You'll find it all in this latest collection from the trusted Big Books series.

43 Bridges to the Florida Keys

Your official guide to the fabulous Florida Keys. From the time of Ponce De Leon and over the 500 hundred years since he stepped on solid ground in the Florida Keys, visitors have come first in expeditions and exploration of a wild, natural group of islands totally dependent on natures blue print of the ebb and flow of tides and hurricanes. In the beginning, it was coconuts and mangroves that caused the ultimate firmament of the Florida Keys. Down through thousands of years, hundreds of varieties of fish, amphibians, mammals and reptiles were the original residents, as

well as billions of mosquitos, that for hundreds of years kept people at bay. The evolution of the Keys from Flagler's railroad times, the pineapples plantations, sponging, turtling and commercial fishing has now led to today's, mostly tamed islands. These islands are now strung together for today's tourism boom, by 43 bridges on the Overseas Highway to the Florida Keys.

Africa on a Pin and a Prayer

CreateSpace Two years traveling in east Africa and the Congo fishing, photographing but always making "keeper memories" of a lifetime

The Quotable Krishnamurti

Quest Books Truth is a pathless land; you cannot approach it by any religion. . . . My only concern is to set men absolutely free. So said Jiddu Krishnamurti, one of the most influential spiritual leaders of the twentieth century. Born in India in 1905, as a teenager he was groomed by Theosophists C. W. Leadbeater and Annie Besant to become the next World Teacher. Yet later he broke from his mentors, refusing to play the messiah. For decades he traveled the globe, urging his followers to pursue their own, individual freedom without dependence on any doctrine. Hence this book's guiding purpose. Author Robert Epstein culls key quotations from Krishnamurti's 'Commentaries on Living' and other works. Conveniently organized from A to Z, topics range from acceptance and anger to consciousness, fear, fulfillment, God, hope, joy, love, nonviolence, reincarnation, relationship, self-understanding, sex, suffering, vegetarianism, war, and wisdom. "You are the world, and the world is you," said Krishnamurti. "If there is a radical transformation in the structure of an individual's psyche, it will affect the whole consciousness of man." This small jewel of a book contains enormous power to inspire readers to just such a change.

The Big Book Of Presentation Games

Tata McGraw-Hill Education Don't let the audience snooze through any of your presentations! How do you keep an audience from becoming bored or restless during a presentation? Find out with The Big Book of Presentation Games. Stop relying on tired jokes and use these fun-filled, interactive games and activities specifically designed to: Build rapport and warm up the audience Provide refreshing breathers from the monotony of a speech Get people's blood flowing with physical activity Generate lively discussions Reinforce the key points of your message in an enjoyable way And win back an audience that has tuned out Each game in The Big Book of Presentation Games is fast, fun, creative, and easy-to-read, and easy-to-lead, and costs little or nothing. Categories also include: great session-openers; icebreakers; climate-setting games; practical jokes and tricks; audience brainteasers; motivation activities; memorable closing activities; and much more!

Turkey Heaven

Animal Rights Haiku

Createspace Independent Publishing Platform From the back cover, penned by the poet: "Growing up, I relished hamburgers, chicken, steak, fish as well as dairy, and never gave any of it a moment's thought. Everyone I knew were avid meat-eaters. It seemed un-American to not eat meat. Then, one day, a young woman confronted me with an obvious question, as I was stir-frying ground beef for dinner: "What are you eating tonight, cow?" I was struck as if by lightning; the question cracked my consciousness wide open. By summer's end, I vowed to become vegan: I gave up meat, fish, fowl, and all animal by-products, forever. Family members poked fun at me; my beloved grandmother predicted that the meatless diet I adopted was nothing more than a fad. I have lived that so-called fad for more than 40 years. Why? Because I love animals, and take seriously Dr. Albert Schweitzer's clarion call to embrace a reverence for life--all life. We are all related--no exceptions--human and nonhuman alike. Will you dare to take the bold step of embodying a reverence for life in your own daily living? On your deathbed, you may breathe your last with a quiet dignity and peace for having extended love and compassion to all living beings."

The Big Book of Humorous Training Games

McGraw Hill Professional To produce changes that last beyond the classroom, training games must engage restless audiences, keep them interested and make learning fun! The Big Book of Humorous Training Games uses witty, engaging games to create memorable lessons in numerous basic training topics, including customer service, teambuilding, creative problem solving, time management, and more. Step-by-step instructions work with dozens of reproducible handouts and worksheets help trainers and speakers minimize preparation time and maximize training success.

Napoleon's Last Victory and the Emergence of Modern War

Presenting a significant new interpretation of Napoleonic warfare, Robert M. Epstein argues persuasively that the true origins of modern war can be found in the Franco-Austrian War of 1809. Epstein contends that the 1809 war -- with its massive and evenly matched armies, multiple theaters of operation, new command-and-control schemes, increased firepower, frequent stalemates, and large-scale slaughter -- had more in common with the American Civil War and subsequent conflicts than with the decisive Napoleonic campaigns that preceded it. - Jacket flap.

Fishing in the Florida Keys

Arcadia Pub (Sc) Before Ponce De Leon charted the 1,700 islands in 1513 now known as the Florida Keys, Calusa and Tequesta Indians were fishing with spears and nets for the cornucopia of fish species they survived on. Today, 30 islands make up the habitable areas, cobbled together by 43 bridges and surrounded by waters holding more than 600 varieties of fish. The fishing paradise has brought multiple presidents--Herbert Hoover, George H. Bush, John Kennedy, Harry Truman, and, more than 100 years ago, Teddy Roosevelt--to fish in the Florida Keys. Ernest Hemingway and Ted Williams, who were both avid fishermen, made their homes here. Movies stars like Lee Marvin fished the Keys for tarpon, bonefish, sailfish, marlin, and tuna. Today, millions make their pilgrimages to the Fishing Capital of the World.

The Big Book of Six Sigma Training Games: Proven Ways to Teach Basic DMAIC Principles and Quality Improvement Tools

McGraw Hill Professional An effective and engaging way employees can learn Six Sigma and put its concepts into play Part of the popular Big Book of Games series, which capitalizes on the proven effective method for workplace training, this first book of training games for Six Sigma ensures that employees will better retain Six Sigma's complex topics. This invaluable tool offers 50 experiential activities that teach the core improvement approach of Six Sigma, called DMAIC (Define, Measure, Analyze, Improve, Control), as well as many of the popular statistical improvement tools, including Pareto charts and Failure Mode Effects Analysis (FMEA). These games: Teach Six Sigma roles and organization Gear the team up for success Identify problems and generate solutions Teach project management Help teams understand the need for Six Sigma

The Big Book of Flip Charts

McGraw Hill Professional Provides tips and techniques for creating and implementing flip charts into oral business presentations.

The Big Silver Book of Russian Verbs, 2nd Edition

McGraw Hill Professional Become a Russian verb virtuoso! The Big Silver Book of Russian Verbs is the most comprehensive resource available for learning and

mastering Russian verbs. Designed for beginning through advanced learners, this indispensable guide will help you conjugate verbs with ease, enabling you to communicate in Russian confidently. Inside you will find: 555 fully conjugated verbs, listed alphabetically Current idioms and expressions for each verb The Top 50 verbs, with many examples of their usage in context More than 4,200 verbs cross-referenced to conjugation models A handy guide to deciphering irregular verb forms

A History of Fishing in the Florida Keys

Angler's Paradise

History Press (SC) Since the arrival of Ponce de Leon in the 1500s, the Florida Keys have evolved from a dense, nearly impenetrable jungle full of bears, pumas, snakes, alligators and crocodiles into America's Caribbean islands. And the fish in the region have made the Keys one of the nation's favorite playgrounds for anglers. The Keys are home to more saltwater fishing records than any other angling destination in the world and offer sportsmen an array of amazing fish, from tarpon and Spanish mackerel to mahi-mahi and bonefish. U.S. presidents, celebrities and the world's greatest fishermen and women have cruised the waters of South Florida. Join author Bob T. Epstein on a journey through the storied history of fishing in the Florida Keys.

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration

McGraw Hill Professional Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations

and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged.

The Train Book

The Definitive Visual History

Dorling Kindersley Ltd This glorious visual celebration of train travel keeps you on the right track with stop-offs at the most important and incredible rail routes from all over the world. Your first stop in The Train Book is the groundbreaking steam locomotives of the 19th century and your final destination is the high-speed bullet trains of today. From the Union-Pacific Railroad to the Trans-Siberian Railway, you'll cross the continents to experience epic journeys and staggering scenery. You'll pick a seat on the most iconic locomotives, including the Orient Express, the Blue Train, and the Eurostar. You can also inspect the engines of famous British trains, such as Rocket, Mallard, and Javelin, and international trains, such as India's Palace on Wheels and America's Thatcher Perkins. You'll meet the true pioneers of train and track, including "Father of the Railways" George Stephenson, engineering legend Isambard Kingdom Brunel, and Métro maestro Fulgence Bienvenüe. For train-spotters and transport enthusiasts everywhere, this is your trip of a lifetime.

The Toddler's Big Book of Everything

Award Publications Limited

Dinosaurs, Dinosaurs

Harper Collins A long time ago there were dinosaurs. Big dinosaurs and small dinosaurs. Dinosaurs with horns on their heads or spikes down their backs. Dinosaurs with long, long necks and long, long tails. Imaginatively and with a masterful use of color, shape and composition, Bryon Barton brings to life a unique and endearing vision of what the world may have looked like once upon a time. A long time ago there was dinosaurs. Big dinosaurs and small dinosaurs. Dinosaurs with horns on their heads or spikes down their backs. Dinosaurs with long, long necks and long, long tails. Imaginatively and with a masterful use of color, shape and composition, Byron Barton brings to life unique and endearing vision of what the world may have looked like once upona time. Outstanding Science Trade Books for Children 1989 (NSTA/CBC) Science Books and Films -- Editor's Choice Science Books and Films -- Best Children's Science Book List

Big Book of Recipes for Babies, Toddlers & Children

Watkins Media Limited A child's first six years can be an exciting culinary journey which takes him or her from mashed banana, through home-made pizza, to their first mild curry. By introducing our children to a wide variety of tastes from an early age, we can help them to grow into a lifelong habit of intelligent eating. By making the dishes ourselves, we can give them foods that we know are nutritionally balanced in every way. More than a cookbook, this indispensable kitchen companion not only offers delicious recipes for every day of the year, but also contains a wealth of information on child nutrition--from weaning and introducing solids to packing lunches and serving up party foods for older children. It emphasizes an easy approach to food preparation, with no complicated measurements or methods. Most important of all, there's a wide variety of recipes for every stage of childhood development, complete with 50 "first food" recipes, 7-day meal planners, and sound snack ideas. Practical tips accompany the dishes, including methods for promoting healthy eating habits that support brain development and a strong immune system. The emphasis is on practical parenting throughout - the recipes are quick and easy to make (no complicated measurements or methods), and are guaranteed to give enjoyment to your growing family. For parents concerned about kids' allergies, there is a two-page spread on managing allergies and intolerances (wheat, gluten, milk, soy, peanuts and additives), and every recipe has a symbol key to show which allergens (if any) are present. The Introduction offers advice on food combining, essential nutrients, weaning and feeding problems.

Cognition, Creativity, and Behavior Selected Essays

Praeger Pub Text This diverse and entertaining collection of essays applies the scientific study of behavior to many domains: creativity and innovation, parenting, artificial intelligence, self-improvement and even world peace. Four of the essays were coauthored by the eminent psychologist B. F. Skinner.

The Big Book of Sales Games

McGraw-Hill Education Another book in the bestselling "Big Book of Business Games Series,"The Big Book of Sales Games delivers dozens of 5-20 minute games and activities designed to motivate salespeople, teach key selling principles, or just liven up a sales meeting.

Active Training

A Handbook of Techniques, Designs, Case Examples and Tips

John Wiley & Sons Active Training has become a classic book in the field of training and development and a standard text on graduate-level HRD programs. It turned instructional design on its head by shifting the emphasis away from the instructor and on to the learner. A lot has happened in the training field in the last 10 years since the previous edition was written and this new edition -- the third significant update in 25 years -- adds sections to comprehensively cover new learning technologies and applications, including social media, m-learning, and creating affordable media; addresses the evolving role of trainers, including onboarding, leading change, coaching managers, mentoring, internal consulting, and building teams; tackles new business realities and challenges, including doing more with less, globalization, and working with multi-generational workforces; and offers best practices for new trainer tasks, skills, and knowledge, including working with the C-suite, engaging and retaining employees, developing leaders, vendor management, and working with SMEs. Revisions include updated workplace examples, new and revised templates and worksheets, updated theory and research sections, and expanded guidelines on evaluating and training ROI, extending the value of training programs, and managing Active Training programs to show state-of-the art applications. What will continue to set these books apart is the relevance of dozens of new examples, the wisdom and impact of fresh practical tips, and the rigor and expertise supporting dozens of exercises and techniques.

Pandemic Haiku

Living Through COVID-19

Therapeutic haiku