

SAMS Library E-News

Literature-Information-Technology-Education

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Technology Applications

Below are some web based applications that can help you create a richer learning environment.

Inside this issue:

Technology Applications	1
Web Site Highlights	2
Language Arts Classes	2
Computer Lab	2
Interesting Phrases	3
New AV Materials	3
About Us	4
Book Reviews	4

Infuse Technology into Your Classroom

http://www.cdwg.com/content/segments/classroom/default.asp?cm_sp=K12homepage-_-Slide4-_-21st+Century+Classroom

Take an interactive look at CDW-G's technology solutions designed to improve the way you teach and your students learn in the 21st century classroom. Free 21st century lesson plans, such as "We're Recording," "Thinking Outside the Book," "Creating Bloggers" and "Getting Animated," will help you infuse technology into your 21st century classroom.

Develop Knowledge in a Gaming Environment <http://atlantis.crlt.indiana.edu/>

Quest Atlantis (QA) is an international learning and teaching project at **Indiana University's School of Education** that uses a 3-D multi-user environment to immerse youth, aged 9–16, in educational tasks. For example, **The Taiga Water Quality Unit** is an interactive narrative set within an aquatic habitat (Taiga National Park) where a serious ecological problem has resulted in many fish dying. In the unit, students navigate through the virtual park and interact with other players and nonplayer characters who communicate their perspective on the problem. As students learn about potential causes of the fish demise in Taiga Park, they are asked to make a recommendation about how to resolve the issue. In making this decision, students have to consider their conceptual tools in order to make a recommendation about what to do.

Compare Students' Knowledge Around the World

<http://nces.ed.gov/nceskids/cyk/index.asp?flash=true>

Dare to Compare invites your students to test their knowledge against other students, nationally and around the world. Choose a grade and subject—civics, economics, geography, history, math or science—and the number of questions you want to see. Currently the database includes more than 500 questions.

Bring the benefits of Podcasting to Students <http://poducateme.com/>

Don't know the first thing about podcasting or how you can use it to make education a little easier? **PoducateMe** features a comprehensive podcasting guide that reveals exactly how its done. The entire Poducate Me Podcasting Guide can be read online and free of charge.

Donate Water to People in Need <http://www.freepoverty.com/>

FreePoverty is a **geography game** that allows participants to contribute in donating water to people all over the world who live in extreme poverty. The game presents a city or landmark, and you have a short amount of time (5 to 10 seconds) to locate it on a map. The closer you are to the target, the more cups of water are donated to people in need on your behalf.

Find Partners in Innovation <https://innovation.ed.gov/>

When the **U.S. Department of Education** first discussed the Investing in Innovation Fund, Jim Shelton, Assistant Deputy Secretary for Innovation and Improvement, talked about developing an **online community** where education community members could share ideas. Now the **Open Innovation Portal** is ready for contributors. The main idea is for educators to share what's working and what's not, and to find partners in innovation.

Encourage Creativity Through Technology <http://www.kerpoof.com>

KerPoof is free online multimedia software that allows children to explore their creativity by drawing, making animated movies, writing and illustrating stories, producing pictures and cards—and more. The software is intuitive and easy to use, giving children—even those who aren't proficient in art—an opportunity to produce and share successful artwork quickly and easily. KerPoof's library of stock images goes far beyond ordinary fare. Color palettes vary from bold to subtle, and tools invite children to consider and adjust an object's perspective.



A rumor
without a leg
to stand on
will get
around some
other way.

John Tudor

Word of the Month:

From the Merriam-Webster
Online Dictionary

reprobate • \REP-ruh-bayt\ noun

1 : a person foreordained to damnation

*2 : a depraved person : scoundrel

Example Sentence:

"He was just an old reprobate who lived poor and died broke...." (Richard Peck, *A Long Way from Chicago*)

Did you know?

These days, calling someone a "reprobate" is hardly a condemnation to hellfire and brimstone, but the original reprobates of the 16th century were hardened sinners who had fallen from God's grace. By the 19th century, "reprobate" had acquired the milder, but still utterly condemnatory, sense of "a depraved person." Gradually, though, the criticism implied by "reprobate" became touched with tolerance and even a bit of humor. It is now most likely to be used as it was in this August 1995 *New Yorker* magazine article about the death of musician Jerry Garcia: "It was suddenly obvious that Garcia had become, against all odds, an American icon: by Thursday morning, the avuncular old reprobate had smuggled his way onto the front pages of newspapers around the world."

Web Site Highlights

These web sites can be found on the **Professional Development** section on the middle school library web site.

Creating Music <http://www.creatingmusic.com>

Creating Music is an online creative music environment for children of all ages. It is a place for youth to compose music, play with musical performance, engage in music games and solve music puzzles.

Help Students Navigate the Internet Safely <http://tv.disney.go.com/disneychannel/commonsense/>

Disney has teamed with Common Sense Media to help children and "tweens safely navigate the Internet and other digital platforms and to get parents thinking about how media and technology fit into their family's life. The initiative includes a Web site that features the characters from Disney's animated series "Phineas and Ferb" and supports Common Sense Media's "Rules of the Road" for smart and safe use of digital media. The tips include guarding privacy and protecting one's identity while online, balancing time spent in cyberspace and thinking before texting or posting material online.

Art for the Nation: Collecting for a New Century <http://www.nga.gov/feature/artnation/splash.htm?>

Art for the Nation offers 14 in-depth studies of works by various artists represented in the National Gallery of Art. The studies include information on the artist, technique and history behind each painting.

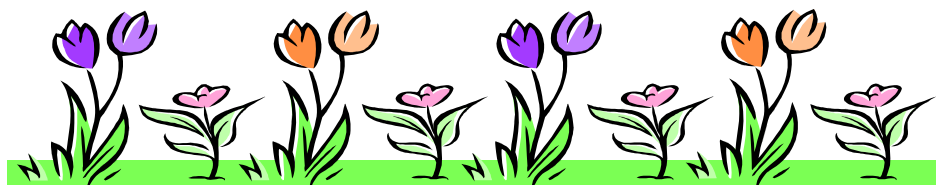
Language Arts Classes: 6th. Grade

Library activities for the month of April will include:

- Brain Buzz Game (6th grade competition—INFOhio topic)
- Brain Buzz Game—Electronic Card Catalog topic
- SAMS Squares—Power point game using library terms similar to the old TV game Hollywood Squares.
- OAA Testing

Computer Lab

During the month of March the computer lab was very active. Miss Eastin and Mr. Krieger worked on Science Fair research and other class projects. Many students have been studying very hard on the "Acuity" test site, and Mrs. Novak has worked with the 8th grade students on planning their schedule for high school.



Interesting Phrases

1. In Shakespeare’s time, mattresses were secured on bed frames by ropes. When you pulled on the ropes, the mattress tightened, making the bed firmer to sleep on. Hence the phrase “Goodnight, sleep tight”.
2. It was the accepted practice in Babylon 4,000 years ago that for a month after the wedding, the bride’s father would supply his son-in-law with all the mead he could drink. Mead is a honey beer and because their calendar was lunar based, this period was called the honey month, which we know today as the honeymoon.
3. In English pubs, ale is ordered by pints and quarts. So in old England, when customers got unruly, the bartender would yell at them ‘Mind your pints and quarts, and settle down.’ It’s where we get the phrase ‘mind your P’s and Q’s’.
4. Many years ago in England, pub frequenters had a whistle baked into the rim, or handle, of their ceramic cups. When they needed a refill, they used the whistle to get some service. “Wet your whistle” is the phrase inspired by this practice.

Believe it or not, you can read this:

I ednuolt blveiee that I cluod aulacty uesdnatnrd what I was rdanieg. The phaonmneal pweor of the hmuan mind. Aoccdnrig to rscheearch at Cmabrigde Uinervtisy, it doesn't mtttaer in what order the ltterers in a word are, the only iprmoatnt thing is that the first and last ltteer be in the rghit plcae. The rset can be a taotl mses and you can still raed it wouthit a porbelm. This is bcuseae the human mind deos not raed ervey lteter by istlef, but the word as a wlohe. Amzanig huh?

New AV Materials

- | | |
|---|---|
| 1. Joplin (92 JOP) | 11. Action and Reaction (535.324 ACT) |
| 2. Gershwin (92 GER) | 12. Buoyancy and Displacement (532.05 BUO) |
| 3. Mozart (92 MOZ) | 13. Change of State (530 CHA) |
| 4. Civil War Minutes: Confederate (973.7 CIV) | 14. Chemical Reactions (541.0497) |
| 5. Civil War Minutes: Union (973.7 CIV) | 15. The Trail of Tears (970.02497 TRA) |
| 6. America’s Stone Age Explorers (970.01 AME) | 16. Egypt’s Golden Empire (932.01 EGY) |
| 7. Simple Machines (621.811 SIM) | 17. The True Story of Alexander the Great (92 ALE) |
| 8. Unchained Memories, Readings from the Slave Narratives (326 UNC) | 18. The National Parks: America’s Best Idea (917.3 NAT) |
| 9. Beethoven (92 BEE) | 19. Rumpelstiltskin (FIC RUM) |
| 10. The Presidents (920 ORE) | 20. Separation of Powers (320.473 SEP) |



Song Of A Second April

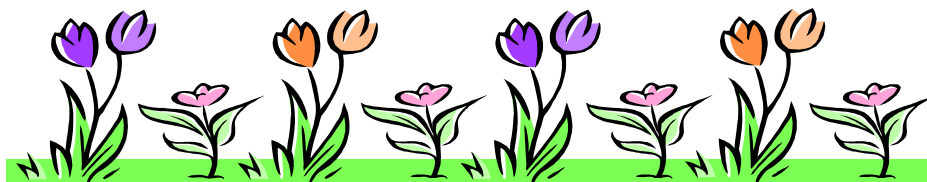
by

Edna St. Vincent Millay

April this year, not otherwise
Than April of a year ago,
Is full of whispers, full of sighs,
Of dazzling mud and dingy snow;
Hepaticas that pleased you so
Are here again, and butterflies.

There rings a hammering all day,
And shingles lie about the doors;
In orchards near and far away
The grey wood-pecker taps and bores;
The men are merry at their chores,
And children earnest at their play.

The larger streams run still and deep,
Noisy and swift the small brooks run
Among the mullen stalks the sheep
Go up the hillside in the sun,
Pensively,—only you are gone,
You that alone I cared to keep.



Service Is Our Business



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dleimbach@firelandsschools.org

The purpose of our Library News Letter is to further the goals of the Library Media Center which are to support the curriculum, teach successful research strategies, and foster lifetime literacy.

If you have any suggestions for the library staff please let us know. We hope you will find this and future issues helpful.

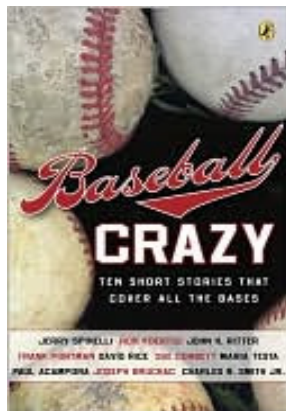
Cathy Ruple
District Librarian

Denise Leimbach
Library Tech

We are on the Web
<http://www.firelandsschools.org>



Book Reviews



Baseball Crazy: Ten Short Stories That Cover All The Bases

Synopsis

How magical is the experience of attending your very first baseball game and hearing the crack of the bat resound throughout the stadium? What's more terrifying than being out in left field praying the ball doesn't come your way? Who better are the friends you make while playing out on that diamond?

Here are ten new fictional stories that celebrate all aspects of the game of baseball. And what a starting lineup! From John H. Ritter, author of *The Boy Who Saved Baseball*, to Newbery Award-winning Jerry Spinelli, this is a gathering of ten great authors for children, some of whom are specifically known for their writing about baseball. Featuring a story told in poems and another in a play format, *Baseball Crazy* is a truly diverse collection that will appeal to fanatics of the sport as well as those sitting hesitantly out on the bench. Batter up!

Stories by:
Paul Acampora
Joseph Bruchac
Sue Corbett
Ron Koertge
Frank Portman
David Rice
John H. Ritter
Charles R. Smith Jr.
Jerry Spinelli
Maria Testa

Publishers Weekly

There's no shortage of great writing in this collection of 10 stories. Baseball unifies the entries, but there the similarities end. From Jerry Spinelli's offbeat story about a "wiseacre wet-the-bed stinky-footed" orphan experiencing his first-ever major league game to Frank Portman's amusing two-and-a-half second journey inside the mind of ill-fated fielder Mark Pang, these entries present an impressive array of voices and styles, not to mention memorable young characters. John H. Ritter introduces Frankie Alvarez, a larger-than-life pitcher who saves his team's championship victory, a sharp contrast to Paul Acampora's Jeffrey, who earns his mother's disgust when he fails to strike out a crucial batter; meanwhile, Sue Corbett's Kirby, neither the worst nor the best, learns from the only girl on the team: "Don't think. Just react." Whether "baseball born and baseball raised" or tepid fans of America's pastime, readers will be drawn in by the masterful storytelling. Ages 8-up.

AR

Interest Level: MG
Reading Level: 4.9
Points: 5.0
Test #: 120545