

harmless releases of feelings of aggression, competition, and intergroup hostility. The Encyclopedia of Play in Today's Society explores the concept of play in history and modern society in the United States and internationally. Its scope encompasses leisure and recreational activities of children and adults throughout the ages, from dice games in the Roman Empire to video games today. With more than 450 entries, these two volumes do not include coverage of professional sports and sport teams but, instead, cover the hundreds of games played not to earn a living but as informal activity. All aspects of play—from learning to competition, mastery of nature, socialization, and cooperation—are included. Simply enough, this Encyclopedia explores play played for the fun of it! Key Features Available in both print and electronic formats Provides access to the fascinating literature that has explored questions of psychology, learning theory, game theory, and history in depth Considers the affects of play on child and adult development, particularly on health, creativity, and imagination Contains entries that describe both adult and childhood play and games in dozens of cultures around the world and throughout history Explores the sophisticated analyses of social thinkers such as Huizinga, Vygotsky, and Sutton-Smith, as well as the wide variety of games, toys, sports, and entertainments found around the world Presents cultures as diverse as the ancient Middle East, modern Russia, and China and in nations as far flung as India, Argentina, and France Key Themes Adult Games Board and Card Games Children's Games History of Play Outdoor Games and Amateur Sports Play and Education Play Around the World Psychology of Play Sociology of Play Toys and Business Video and Online Games For a subject we mostly consider light-hearted, play as a research topic has generated an extensive and sophisticated literature, exploring a range of penetrating questions. This two-volume set serves as a general, nontechnical resource for academics, researchers, and students alike. It is an essential addition to any academic library.

Integrating the Web into Everyday Library Services Rowman & Littlefield

This practical, tutorial-style book uses the Kali Linux distribution to teach Linux basics with a focus on how hackers would use them. Topics include Linux command line basics, filesystems, networking, BASH basics, package management, logging, and the Linux kernel and drivers. If you're getting started along the exciting path of hacking, cybersecurity, and pentesting, Linux Basics for Hackers is an excellent first step. Using Kali Linux, an advanced penetration testing distribution of Linux, you'll learn the basics of using the Linux operating system and acquire the tools and techniques you'll need to take control of a Linux environment. First, you'll learn how to install Kali on a virtual machine and get an introduction to basic Linux concepts. Next, you'll tackle broader Linux topics like manipulating text, controlling file and directory permissions, and managing user environment variables. You'll then focus in on foundational hacking concepts like

security and anonymity and learn scripting skills with bash and Python. Practical tutorials and exercises throughout will reinforce and test your skills as you learn how to: - Cover your tracks by changing your network information and manipulating the rsyslog logging utility - Write a tool to scan for network connections, and connect and listen to wireless networks - Keep your internet activity stealthy using Tor, proxy servers, VPNs, and encrypted email - Write a bash script to scan open ports for potential targets - Use and abuse services like MySQL, Apache web server, and OpenSSH - Build your own hacking tools, such as a remote video spy camera and a password cracker Hacking is complex, and there is no single way in. Why not start at the beginning with Linux Basics for Hackers?

The Big Book of Small Python Projects ASCD

"Replace ineffective drills with easy-to-do games and activities that fit into any teacher's busy day and help striving adolescent readers achieve automaticity in decoding the six basic English syllable patterns. Carver and Pantoja's flexible approach can be used with intensive and regular reading classes, as well as language arts classes at intermediate, middle-school, or high-school levels. Teaching Syllable Patterns meets your Response-to-Intervention goals while engaging learners: •Use brief, skill-targeted lesson openers to get an initial Tier 1 assessment of students' needs. •Continue with mini-lessons, games, and activities for individual student support at Tier 2 and 3 interventional levels. •Monitor progress with end-of-chapter tests, and determine success after individualized instruction with the final assessment. Easily differentiate instruction in any classroom where literacy is the goal and time is short. The included CD saves on prep time by providing all of the reproducible, assessments, and color game materials needed for every lesson. With Teaching Syllable Patterns, get the shortcut to teaching fluency and comprehension that cuts time and frustration—not corners—and helps striving adolescent readers achieve long-term success."

Language Disorders from Infancy Through Adolescence - E-Book Tobias Seitz

Ethical Hacking: Techniques, Tools, and Countermeasures, Fourth Edition, covers the basic strategies and tools that prepare students to engage in proactive and aggressive cyber security activities, with an increased focus on Pen testing and Red Teams. Written by subject matter experts, with numerous real-world examples, the Fourth Edition provides readers with a clear, comprehensive introduction to the many threats on the security of our cyber environments and what can be done to combat them. The text begins with an examination of the landscape, key terms, and concepts that a security professional needs to know about hackers and computer criminals who break into networks, steal information, and corrupt data. Part II provides a technical overview of hacking: how attackers target cyber resources and the methodologies they follow. Part

III studies those methods that are most effective when dealing with hacking attacks, especially in an age of increased reliance on distributed devices.

Effective Surveillance for Homeland Security No Starch Press

This book constitutes the revised selected papers of the 14th International Symposium on Foundations and Practice of Security, FPS 2021, held in Paris, France, in December 2021. The 18 full papers and 9 short paper presented in this book were carefully reviewed and selected from 62 submissions. They cover a range of topics such as Analysis and Detection; Prevention and Efficiency; and Privacy by Design. Chapters "A Quantile-based Watermarking Approach for Distortion Minimization", "Choosing Wordlists for Password Guessing: An Adaptive Multi-Armed Bandit Approach" and "A Comparative Analysis of Machine Learning Techniques for IoT Intrusion Detection" are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

The Co-Teaching Book of Lists Teacher Created Resources

Teaching literature unit based on the popular children's story, The great Gilly Hopink.

From the Classroom ASCD

The three-volume set LNCS 10288, 10289, and 10290 constitutes the proceedings of the 6th International Conference on Design, User Experience, and Usability, DUXU 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada, in July 2017, jointly with 14 other thematically similar conferences. The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 168 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. LNCS 10288: The 56 papers included in this volume are organized in topical sections on design thinking and design philosophy; aesthetics and perception in design; user experience evaluation methods and tools; user centered design in the software development lifecycle; DUXU education and training. LNCS 10289: The 56 papers included in this volume are organized in topical sections on persuasive and emotional design; mobile DUXU; designing the playing experience; designing the virtual, augmented and tangible experience; wearables and fashion technology. LNCS 10290: The 56 papers included in this volume are organized in topical sections on information design; understanding the user; DUXU for children and young users; DUXU for art, culture, tourism and environment; DUXU practice and case studies.