

Outcomes Intermediate Student Workbook

Additional language practiceLearner tipsLanguage notesVocabulary Builder quizzes
 "... a curriculum geared toward helping students gain skills in consciously regulating their actions, which in turn leads to increased control and problem solving abilities. Using a cognitive behavior approach, the curriculum's learning activities are designed to help students recognize when they are in different states called "zones," with each of four zones represented by a different color. In the activities, students also learn how to use strategies or tools to stay in a zone or move from one to another. Students explore calming techniques, cognitive strategies, and sensory supports so they will have a toolbox of methods to use to move between zones. To deepen students' understanding of how to self-regulate, the lessons set out to teach students these skills: how to read others' facial expressions and recognize a broader range of emotions, perspective about how others see and react to their behavior, insight into events that trigger their less regulated states, and when and how to use tools and problem solving skills. The curriculum's learning activities are presented in 18 lessons. To reinforce the concepts being taught, each lesson includes probing questions to discuss and instructions for one or more learning activities. Many lessons offer extension activities and ways to adapt the activity for individual student needs. The curriculum also includes worksheets, other handouts, and visuals to display and share. These can be photocopied from this book or printed from the accompanying CD."--Publisher's website.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

In *Beginning Arduino*, you will learn all about the popular Arduino microcontroller by working your way through an amazing set of 50 cool projects. You'll progress from a complete beginner regarding Arduino programming and electronics knowledge to intermediate skills and the confidence to create your own amazing Arduino projects. Absolutely no experience in programming or electronics required! Rather than requiring you to wade through pages of theory before you start making things, this book has a hands-on approach. You will dive into making projects right from the start, learning how to use various electronic components and how to program the Arduino to control or communicate with those components. Each project is designed to build upon the knowledge learned in earlier projects and to further your knowledge in programming as well as skills with electronics. By the end of the book you will be able create your own projects confidently and with creativity. Please note: the print version of this title is black & white; the eBook is full color. You can download the color diagrams in the book from <http://www.apress.com/9781430232407>

Real situations, real language, real outcomes The second edition of *Outcomes* is the only course that is consistently focused on helping students achieve the real world communicative outcomes they want and need. This lexically rich course emphasises students' need to have the conversations in English that they would in their own language. This new edition contains more contemporary and global content, reflecting English as it is used in the world and is visible via rewritten texts and new National Geographic photos and videos. There is a strong emphasis on real and natural English usage so students can develop the English language skills necessary for the real world. *Outcomes* is a completely new general English course in which: Natural, real-world grammar and vocabulary help students to succeed in social, professional, and academic settings CEF goals are the focus of communication activities where students learn and practice the language they need to have conversations in English Clear outcomes in every lesson of every unit provide students with a sense of achievement as they progress through the course

Do you hate teaching some aspects of grammar? Do you ever feel frustrated that your students just don't get it? Well, in *Grammar Nonsense*, Andrew Walkley and Hugh Dellar argue that you shouldn't really blame yourself. The fault lies largely with the way grammar rules and methods have been passed down through training and published material and become established as the way of doing things: a straightjacket that we need to escape from. Through an entertaining series of rants and meditations on all things grammatical, from the use of the word grammar to the horror of teaching verb patterns, they aim to pull apart rules which we give without thinking and to question approaches to practice that are seen as a must. Along the way, you'll not only learn how published materials get written and about ideas such as the transformation fallacy and grammar olives, but you'll also get plenty of practical suggestions as to what to do about all this nonsense.

Outcomes is a general English course in which natural, real world grammar and vocabulary help students to succeed in social, professional and academic settings. This title features: a grammar reference section with activities for various grammar points, and eight two-page writing lessons that cover social, academic and professional writing needs.

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An innovative, new multi-level course for the university and in-company sector. Business Advantage is the course for tomorrow's business leaders. Based on a unique syllabus that combines current business theory, business in practice and business skills - all presented using authentic, expert input - the course contains specific business-related outcomes that make the material highly relevant and engaging. The Business Advantage Upper-intermediate level books include input from the following leading institutions and organisations: the Cambridge Judge Business School, the Boston Consulting Group, Nokia, Dell, and Havaianas - to name but a few. The Student's Book comes with a free DVD of video case studies.

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Outcomes presents English as it is used in the world through contemporary, global content and stunning National Geographic photos and videos. Its trademark lexically-rich approach shows students how vocabulary works, and the evenly-paced grammar syllabus provides examples and tasks based on what people actually say and write. With a huge variety of talking points and practice, Outcomes teaches students the English they need to communicate outside the classroom. Six inspiring National Geographic videos provide real, global input Twelve Conversation Practice sections provide a model and practice for real, natural output The Pronunciation sections help students hear language as it's really used An online Vocabulary Builder allows students to personalise vocabulary learning by developing their own word lists and testing themselves Outcomes is a completely new general English course in which: Natural, real-world grammar and vocabulary help students to succeed in social, professional, and academic settings CEF goals are the focus of communication activities

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Outcomes Intermediate is for students who are around level B1 and want to progress towards B2.

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The course that closes the gap between learning business English and using it in your job.

Accessible teaching notes Extra ideas and developmental tips

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