

Richard Mcguires Go Fish Card Game

A HUGO AWARD FINALIST! WINNER OF THE LOCUS AWARD FOR BEST FANTASY NOVEL, 2020! A Pick on the 2020 RUSA Reading List! New York Times bestselling and Alex, Nebula, and Hugo-Award-winning author Seanan McGuire introduces readers to a world of amoral alchemy, shadowy organizations, and impossible cities in the standalone fantasy, *Middlegame*. Meet Roger. Skilled with words, languages come easily to him. He instinctively understands how the world works through the power of story. Meet Dodger, his twin. Numbers are her world, her obsession, her everything. All she understands, she does so through the power of math. Roger and Dodger aren't exactly human, though they don't realise it. They aren't exactly gods, either. Not entirely. Not yet. Meet Reed, skilled in the alchemical arts like his progenitor before him. Reed created Dodger and her brother. He's not their father. Not quite. But he has a plan: to raise the twins to the highest power, to ascend with them and claim their authority as his own. Godhood is attainable. Pray it isn't attained. A USA Today Bestseller, and named as one of Paste Magazine's 30 Best Fantasy Novels of the Decade! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

2013 Laura Ingalls Wilder Award Rosa's mother is singing again, for the first time since Papa died in an accident in the mills. But instead of filling their cramped tenement apartment with Italian lullabies, Mamma is out on the streets singing union songs, and Rosa is terrified that her mother and older sister, Anna, are endangering their lives by marching against the corrupt mill owners. After all, didn't Miss Finch tell the class that the strikers are nothing but rabble-rousers—an uneducated, violent mob? Suppose Mamma and Anna are jailed or, worse, killed? What will happen to Rosa and little Ricci? When Rosa is sent to Vermont with other children to live with strangers until the strike is over, she fears she will never see her family again. Then, on the train, a boy begs her to pretend that he is her brother. Alone and far from home, she agrees to protect him . . . even though she suspects that he is hiding some terrible secret. From a beloved, award-winning author, here is a moving story based on real events surrounding an infamous 1912 strike.

Based on Stanford University psychologist Kelly McGonigal's wildly popular course "The Science of Willpower," *The Willpower Instinct* is the first book to explain the science of self-control and how it can be harnessed to improve our health, happiness, and productivity. Informed by the latest research and combining cutting-edge insights from psychology, economics, neuroscience, and medicine, *The Willpower Instinct* explains exactly what willpower is, how it works, and why it matters. For example, readers will learn:

- Willpower is a mind-body response, not a virtue. It is a biological function that can be improved through mindfulness, exercise, nutrition, and sleep.
- Willpower is not an unlimited resource. Too much self-control can actually be bad for your health.
- Temptation and stress hijack the brain's systems of self-control, but the brain can be trained for greater willpower
- Guilt and shame over your setbacks lead to giving in again, but self-forgiveness and self-compassion boost self-control.
- Giving up control is sometimes the only way to gain self-control.
- Willpower failures are contagious—you can catch the desire to overspend or overeat from your friends—but you can also catch self-control from the right role models. In the groundbreaking tradition of

Getting Things Done, The Willpower Instinct combines life-changing prescriptive advice and complementary exercises to help readers with goals ranging from losing weight to more patient parenting, less procrastination, better health, and greater productivity at work.

Engage with everyday expressions in a completely different (and fun!) way, with this entertaining and interactive book of common phrases that can turn a humdrum gathering into a raucous game night. We use expressions all the time. When you feel sick, you're "under the weather." When you feel great, you're "on top of the world." You may be fine with "half a loaf," or you may insist on "the whole enchilada." But whether you're a "smart cookie" or a tough one, you—and almost everyone you know—have a veritable smorgasbord of expressions stored deep in your brain. So to Speak: 11,000 Expressions That'll Knock Your Socks Off is the largest expressions book of its kind. Thoughtfully divided into sixty-four categories—from Animals to Food & Cooking, from Love to Politics—these clever expressions (plus the dozens of game recommendations in the book) will keep you entertained for days. Authors Shirley and Harold Kobliner spent more than half a century nurturing and teaching children. So to Speak is a reflection of their deeply held belief that regardless of a person's age, the most impactful learning happens when you're having fun. Whether it's grandparents teaching their favorite expressions to their grandkids, teens helping adults with the latest lingo, or millennials indulging in their love of wordplay and games, this is the perfect book to celebrate the joy of words and expressions.

The Dynamics of Persuasion has been a staple resource for teaching persuasion for nearly two decades. Author Richard M. Perloff speaks to students in a style that is engaging and informational, explaining key theories and research as well as providing timely and relevant examples. The companion website includes materials for both students and instructors and expanding the pedagogical utilities. The sixth edition includes: updated theoretical and applied research in a variety of areas, including framing, inoculation, and self-affirmation; new studies of health campaigns; expanded coverage of social media marketing; enhanced discussion of the Elaboration Likelihood Model in light of continued research and new applications to everyday persuasion. The fundamentals of the book – emphasis on theory, clear-cut explanation of findings, in-depth discussion of persuasion processes and effects, and easy-to-follow real-world applications – continue in the sixth edition.

Aquaponics is the integration of aquaculture and soilless culture in a closed production system. This manual details aquaponics for small-scale production--predominantly for home use. It is divided into nine chapters and seven annexes, with each chapter dedicated to an individual module of aquaponics. The target audience for this manual is agriculture extension agents, regional fisheries officers, non-governmental organizations, community organizers, government ministers, companies and singles worldwide. The intention is to bring a general understanding of aquaponics to people who previously may have only known about one aspect.

The debut collection of Mr. Fish's searing and hilarious political cartoons, featured in Harper's, truthdig.com, and elsewhere.

Peter H. Reynolds, creator of The Dot, has composed a pitch-perfect tribute to the power of music and the bonds of family. When a young boy begins to play on his family's piano, reveling in the fun of plunking the keys, his father signs him up for

lessons so that he can learn to play properly. With his father's encouragement, Raj learns notes, then scales, then songs, and finally classical pieces that his father can recognize and be proud of. But the more Raj practices and the more skilled he becomes, the less he enjoys playing, until he grows up and stops playing altogether. But when his father becomes ill and asks Raj to play for him, will Raj remember how to play from the heart?

A simple deck that leaves the individual interpretation up to you. Glossy pink cards feature "OK" illustrations of all the major and minor arcana by artist Adam J. Kurtz. Ecco un albero con 14 succose arance. Una per una, i loro destini si rivelano nelle pagine del libro: la prima è stata portata ad un amico malato, la settima è stata divisa tra compagni di lavoro, la decima è stata mangiata da un famoso pianista. E naturalmente, la quattordicesima è stata comprata da qualcuno che conosci e potrebbe essere la prossima che mangerai. Ogni arancia è una forma arancione su uno sfondo semplice ed essenziale disegnato a matita blu, popolato di personaggi e situazioni di tutti i giorni, su cui risalta creando un collegamento visivo ed espressivo continuo.

Annotation Supplied by Informazioni Editoriali

"Tillie Walden is the future of comics, and *On a Sunbeam* is her best work yet. It's a 'space' story unlike any you've ever read, with a rich, lived-in universe of complex characters." —Brian K. Vaughan, *Saga* and *Paper Girls* Two timelines. Second chances. One love. A ragtag crew travels to the deepest reaches of space, rebuilding beautiful, broken structures to piece the past together. Two girls meet in boarding school and fall deeply in love—only to learn the pain of loss. With interwoven timelines and stunning art, award-winning graphic novelist Tillie Walden creates an inventive world, breathtaking romance, and an epic quest for love. LA Times Festival of Books 2018 Book Prize Winner, *Graphic Novel/Comics* A *Publisher's Weekly* Best Book of 2018 One of The Washington Post's "10 Best Graphic Novels of 2018" A *School Library Journal* Best Book of 2018 A YALSA Top Ten Great Graphic Novel A 2019 Hugo Award Nominee, Best Graphic Story A Harvey Award Nominee, Book of the Year A Harvey Award Nominee, Best Children's or Young Adult Book

From one of the great comic innovators, the long-awaited fulfillment of a pioneering comic vision. Richard McGuire's *Here* is the story of a corner of a room and of the events that have occurred in that space over the course of hundreds of thousands of years. (With full-color illustrations throughout.)

This beautifully illustrated bingo game features 64 species of birds from around the world. Spot all kinds of birds—from the robin to the puffin and the kookaburra to the splendid fairywren—mark them off on your card and bingo! Contains 64 superbly illustrated bird tokens, one board, 12 bingo cards, and brightly colored counters for you to mark up your card, as well as a leaflet containing basic information and a few quirky traits for all of the birds featured.

"One of the most intriguing future cities in years." —Charlie Jane Anders "Simmers with menace and heartache, suspense and wonder." —Ann Leckie A Best Book of the Month in *Entertainment Weekly* The Washington Post *Tor.com* B&N Sci-Fi Fantasy Blog Amazon After the climate wars, a floating city is constructed in the Arctic Circle, a remarkable feat of mechanical and social engineering, complete with geothermal heating and sustainable energy. The city's denizens have become accustomed to a roughshod new way of living, however, the city is starting to fray along the edges—crime

and corruption have set in, the contradictions of incredible wealth alongside direst poverty are spawning unrest, and a new disease called “the breaks” is ravaging the population. When a strange new visitor arrives—a woman riding an orca, with a polar bear at her side—the city is entranced. The “orcamancer,” as she’s known, very subtly brings together four people—each living on the periphery—to stage unprecedented acts of resistance. By banding together to save their city before it crumbles under the weight of its own decay, they will learn shocking truths about themselves. *Blackfish City* is a remarkably urgent—and ultimately very hopeful—novel about political corruption, organized crime, technology run amok, the consequences of climate change, gender identity, and the unifying power of human connection.

Literary Nonfiction. Asian & Asian American Studies. The orphan at the center of *LITANY FOR THE LONG MOMENT* is without homeland and without language. In three linked lyric essays, Arnold attempts to claim her own linguistic, cultural, and aesthetic lineage. Born in Korea and adopted to the US as a child, she explores the interconnectedness of language and identity through the lens of migration and cultural rupture. Invoking artists, writers, and thinkers--Theresa Hak Kyung Cha, Francesca Woodman, Susan Sontag, among others--*LITANY FOR THE LONG MOMENT* interweaves personal documents, images, and critical texts as a means to examine loss and longing.

Traditional game of snap but with a twist children will love. Snap is a wonderfully inclusive game to play with children of different ages and the cards can be used for different memory games involving matching pairs, while learning all about the many different makes and types of cars.

From the Bestselling Author and Television Producer of *MASTERS OF SEX*, a True Story of Espionage and Mobsters, Based on the Never-Before-Released JFK Files, and Optioned by Warner Bros. *Mafia Spies* is the definitive account of America’s most remarkable espionage plots ever—with CIA agents, mob hitmen, “kompromat” sex, presidential indiscretion, and James Bond-like killing devices together in a top-secret mystery full of surprise twists and deadly intrigue. In the early 1960s, two top gangsters, Johnny Roselli and Sam Giancana, were hired by the CIA to kill Cuba’s Communist leader, Fidel Castro, only to wind up murdered themselves amidst Congressional hearings and a national debate about the JFK assassination. *Mafia Spies* revolves around the outlaw friendship of these two mob buddies and their fascinating world of CIA spies, fellow Mafioso in Chicago, Cuban exile commandos in Miami, beautiful Hollywood women, famous entertainers like Frank Sinatra’s Rat Pack in Las Vegas, Castro’s own spies in Havana and his double agents hidden in Florida, J. Edgar Hoover’s FBI snooping, and the Kennedy administration’s “Get Castro” obsession in Washington. Thomas Maier is among the first to take full advantage of the National Archives’ 2017–18 release of the long-suppressed JFK files, many of which deal with the CIA’s top secret anti-Castro operation in Florida and Cuba. With several new investigative findings, *Mafia Spies* is a spy exposé, murder mystery, and shocking true story that recounts America’s first foray into the assassination business, a tale with profound impact for today’s Trump era. Who killed Johnny and Sam—and why wasn’t Castro assassinated despite the CIA’s many clandestine efforts?

From the past hidden in their paws to the future predicted by their leftover kibble, discover the true magic of cats in this hilarious guide to feline divination. *Pawmistry* is a tongue-in-cheek guide to the feline oracle and the supernatural signs your cat may leave behind. Written and illustrated by the beloved creator of *Cat Tarot* Megan Lynn Kott, this playful and informative book offers instruction in a number of types of divination to practice with your cat, where

messages and portents may be delivered by scattered cat toys, particular tail positions, and sleeping on your face. What does that barf in your shoe really mean? You may even consider learning the dark magic of their litterbox leavings (if you dare). Each section includes write-in pages to record your own cat's messages from the universe, and a removable, fold-out Feline Divination Board included with the book will allow you to take your arcane partnership to the next level. **MAKE CAT PLAY TIME PAWMISTRY TIME:** Using the easy step-by-step instructions, turn your cat's daily routine into opportunities for mystical discovery. Play with toys to consult the oracles! Discover messages from the universe in leftover kibble! Dare to read the dark portents hidden in their litterbox! **FOR CAT LOVERS:** This is a unique gift for the "crazy cat person" in your life—even if it's yourself! Learn the mystical meanings behind the "slow blink" or the past hidden in your kitty's bean toes, and celebrate the magic of cats. **DIY SHAREABLE CONTENT:** Along with playful instructions and illustrations, the book also includes a fold-out Feline Divination Board—a talking board for cats—which not only makes for a fun interactive element, but also a perfect photo opportunity to share with friends. **GREAT GIFT:** This playful book is perfect for a birthday present, white elephant gift exchange, or to celebrate a new cat adoption. Add it to the shelf alongside *You Need More Sleep: Advice From Cats* by Francesco Marciuliano, *Ask Baba Yaga* by Taisia Kitaiskaia, and *Crafting with Cat Hair* by Kaori Tsutaya and Amy Hirschman.

An independent kingdom of runaway slaves founded in the late 16th century, Angola Janga was a beacon of freedom in a land plagued with oppression. In stark black ink and chiaroscuro panel compositions, D'Saete brings history to life; the painful stories of fugitive slaves on the run, the brutal raids by Portuguese colonists, and the tense power struggles within this precarious kingdom. At turns heartbreaking and empowering, Angola Janga sheds light on a long-overlooked moment of resistance against oppression.

Richard McGuire's *Go Fish Card Game* Designing for Children Watson-Guption Publications *Unfamiliar Familiars* is a comprehensive and humorous handbook to finding and caring for the unconventional animal companion. This guide will help you find the animal best suited to your personality and particular magical needs. Animals include a narwhal (strong in clairvoyance and fencing), an albatross (best for sea-faring witches), or an earthworm (for garden-based magic and fish summoning). • Features real-world facts with a playful, magical spin • Includes a helpful quiz for finding your own familiar • Brimming with suggested names, strengths, weaknesses, and more Forget the toads and black cats: Every witch is unique, so shouldn't you have a familiar as one-of-a-kind and extraordinary as yourself? *Unfamiliar Familiars* is an entertaining and educational guide to a menagerie of magical, less-appreciated creatures that may just become your ideal partner in the arcane arts. • Filled with quirky, charming watercolor illustrations • Perfect for anyone who wants to find their own familiar, just as they love learning about their own horoscope, zodiac reading, or Pottermore Patronus • Sure to delight animal lovers who have a sense of humor • You'll love this book if you love books like *Sad Animal Facts* by Brooke Barker; *Basic Witches: How to Summon Success, Banish Drama, and Raise Hell with Your Coven* by Jaya Saxena and Jess Zimmerman; and *The Wild Unknown Animal Spirit Deck and Guidebook* by Kim Krans.

From the author of *Walden* comes this 1857 diary of a sojourn amid the still-unspoiled woodlands of Maine. Thoreau writes with grace and clarity that bring the American wilderness to vivid life.

"Children's culture has become a boom industry, generating tons of accoutrements from toys to school supplies to interactive computer programs. To be successful, such materials must be designed in a way that speaks directly to a young audience yet pleases - and doesn't alienate - adults. That said, what is good design for children? What criteria does a designer follow in creating products that will appeal to kids without compromising on quality or aesthetics? Steven Heller and Steven Guarnaccia address these and many other related questions in

Designing for Children, the first and only book devoted to an increasingly important subject." "Heller and Guarnaccia analyze and celebrate recent advances in child-oriented design and show examples of new work that represent the growing sophistication in this arena. The authors look at hundreds of case studies in which graphics play a major role, specifically in the realms of television, video, and radio; museums and environments; novelties and gifts; toys and games; newspapers and magazines; computers and electronics; theater and performances; and books and posters. Packaging and promotional materials for the various products and activities are also discussed." "In response to the burgeoning children's market, clients like Sony, Nickelodeon, Esprit/Kids, Hasbro, Stride Rite, Levi Strauss, Hallmark, Pentech, The Nature Company, Mattel, Milton Bradley, Broderbund, and numerous publishers are increasingly employing the talents of innovative designers with an eye toward reaching a young audience. Today among their ranks are such well-known and highly respected graphic artists as Seymour Chwast, Maira Kalman, April Greiman, Paula Scher, and Richard McGuire, many of whose designs for children are featured here." "Designing for Children is an important book for designers of all kinds, but it's also of interest to parents seeking well-made, thoughtfully designed alternatives to standard mass-market toys, books, and other childhood fare for their kids."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

99 Tips to Get Better at Spearfishing is the ultimate spearfishing book Sourced from 3 years interviewing the worlds best spearos. This guide has one goal, to make you a better a spearo Fully Illustrated with love by some of the worlds best spearfishing photographers as well as submission from the Noob Spearo community 99 Tips is jammed packed with tips, tricks and advice from spearfishing legends like Chris Coates (South Africa), Jim Russell (California), Darren Shields (New Zealand) and many more. This book will teach you something and improve your spearfishing. To bring it all together we recruited the talented Skye Bailey. The Graphic designer behind Spearing Magazine and it looks amazing to say the least. This book was 300% funded on Kickstarter and our earliest unillustrated ebook edition of 99 Tips to Get Better at Spearfishing still rates as one of the most popular spearfishing books on Amazon. Reader Reviews"(99 Tips is) a really good collection of tips for spearfishing. The book is well written and the authors have a good sense of humour that makes it an easy read. I am new to spearfishing and this book has a lot of information that will help me improve. I have also been working my way through the noobspearo podcast that the authors run, and although it is not necessary to understand the book, I would recommend readers also listen to the podcasts; mainly because they are good both in an informative and entertaining manner. On the podcasts they interview renowned spearfishers and a lot of the tips are direct from their mouths. A lot of the tips are covered in the podcasts but the reason I like this book is it is a concise collection of the best tips from over 40 hours of interviews and triggers my memory of the more in depth discussion on the podcast. Also having the points itemised helps me to pick one or two points I want to work on when I go for a dive rather than trying to work on 10 things at once. Strongly recommend for all spearfishing enthusiasts particularly for those that are newer to the sport." - NJ McKeon " I was featured in a book, therefore I might be biased, but here is my opinion. The book is a very fine guide to broaden your spearfishing perspective. If you did your research then you know that there is an abundance of other pieces on spearfishing which go into nonsense like 'this is a gun. The gun has a shaft. The shaft flies towards the fish. The fish tries to get away. But here we have something very different. I think the goal of '99 Tips to Get Better At Spearfishing' is to bring to your attention the 'down to earth' knowledge and ideas about spearfishing. Meaningful stuff, something that always affected your dives but you hadn't been paying attention to it up until now. Furthermore, the book defines an interesting 'aura' for your further readings/research. Although the book is aimed at features a wide perspective on spearfishing, it has an inclination towards the ocean

hunting. Which, in some cases, might not directly attribute to your (fresh water spearfishing routine) but will give you an insight on what to do in your 'ocean days'. Overall a very interesting read, which could greatly improve your underwater performance." - Anvar Mufazalov " After getting into the Noob Spearo Podcast I bought the 99 Actionable Tips book and have been down here in the sea of Cortez doing some hunting. My bottom times have been way up and I shot my first Pargo! Thanks for the awesome tips and support from down under!!" - Pete Denton Join the free Noob Spearo spearfishing community at noobspearo.com Find Spearfishing 'How To' articles, blogs and podcasts Connect with us on Social. Instagram - Facebook - YouTube @noobspearo Thank for your interest in our book! We would love it if you leave an honest review after purchasing:)

One by one, three waterlogged suitcases were pulled from the Chesapeake Bay. In each were body parts of a man. In a forensics room, the truth was discovered: William McGuire had been horribly murdered and dismembered. William and his loving wife, a registered nurse named Melanie, had just closed on their New Jersey dream home. Little did William know about the nightmare that was in store... For Melanie had been involved in a long-term affair with a married doctor at the fertility clinic where she worked—and she had plans for the future that didn't include William. Investigators believe that on April 29, 2004, Melanie first drugged her husband, then murdered him in cold blood. Three years after America witnessed the details of the suitcase incident unfold—on 48 Hours, Dateline NBC, and ABC Primetime, and in People magazine, among other news outlets—Melanie was convicted of first-degree murder and desecrating human remains. *To Have and to Kill* is the true story of a marriage that turned deadly...

This authoritative catalogue of the Corcoran Gallery of Art's renowned collection of pre-1945 American paintings will greatly enhance scholarly and public understanding of one of the finest and most important collections of historic American art in the world. Composed of more than 600 objects dating from 1740 to 1945.

The American Southwest is one of the most important archaeological regions in the world, with many of the best-studied examples of hunter-gatherer and village-based societies. Research has been carried out in the region for well over a century, and during this time the Southwest has repeatedly stood at the forefront of the development of new archaeological methods and theories. Moreover, research in the Southwest has long been a key site of collaboration between archaeologists, ethnographers, historians, linguists, biological anthropologists, and indigenous intellectuals. This volume marks the most ambitious effort to take stock of the empirical evidence, theoretical orientations, and historical reconstructions of the American Southwest. Over seventy top scholars have joined forces to produce an unparalleled survey of state of archaeological knowledge in the region. Themed chapters on particular methods and theories are accompanied by comprehensive overviews of the culture histories of particular archaeological sequences, from the initial Paleoindian occupation, to the rise of a major ritual center in Chaco Canyon, to the onset of the Spanish and American imperial projects. The result is an essential volume for any researcher working in the region as well as any archaeologist looking to take the pulse of contemporary trends in this key research tradition.

Ready, set, sumo! Japan's centuries-old national sport is the main attraction in this paper-based smackdown where creativity and competition collide. The result? Laughs guaranteed! There is an impressive assortment of 39 characters—from traditional sumo

wrestlers to animals to monsters and other eye-catching creatures from Japanese lore. Additional characters can be created by drawing on customizable shapes. Then battle it out against an opponent's character on the sumo dohyo ring. With each player tapping on his or her side of the dohyo, the stakes are high until one of the characters falls and the other wins!

Introduces young readers to the letters of the alphabet.

This detailed analysis of the evolution of the Bildungsroman genre is unprecedented in its historical and geographical range.

DIVDIVAn eight-year journey through the occult and into freedom/divDIVThough Kristine McGuire was raised in a Christian home, at an early age she became fascinated by the occult. At sleepovers she and her friends told fortunes and held séances. As a teenager she was convicted and put all games of mysticism aside. She went to a Christian college and married a Christian man. But despite her decision to follow God, a longing for the occult persisted, leading her to leave her church and husband and to fully embrace witchcraft./divDIV /divEscaping the Cauldron takes you deep inside Kristine's eight-year journey as a witch, medium, and ghost hunter. Part Bible study, part memoir, it exposes the subtle occult influences that affect us as it reveals how God mercifully delivered her out of the occult altogether and restored her faith and life in Christ./div

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Experts estimate that as many as 98,000 people die in any given year from medical errors that occur in hospitals. That's more than die from motor vehicle accidents, breast cancer, or AIDS--three causes that receive far more public attention. Indeed, more people die annually from medication errors than from workplace injuries. Add the financial cost to the human tragedy, and medical error easily rises to the top ranks of urgent, widespread public problems. To Err Is Human breaks the silence that has surrounded medical errors and their consequence--but not by pointing fingers at caring health care professionals who make honest mistakes. After all, to err is human. Instead, this book sets forth a national agenda--with state and local implications--for reducing medical errors and improving patient safety through the

design of a safer health system. This volume reveals the often startling statistics of medical error and the disparity between the incidence of error and public perception of it, given many patients' expectations that the medical profession always performs perfectly. A careful examination is made of how the surrounding forces of legislation, regulation, and market activity influence the quality of care provided by health care organizations and then looks at their handling of medical mistakes. Using a detailed case study, the book reviews the current understanding of why these mistakes happen. A key theme is that legitimate liability concerns discourage reporting of errors--which begs the question, "How can we learn from our mistakes?" Balancing regulatory versus market-based initiatives and public versus private efforts, the Institute of Medicine presents wide-ranging recommendations for improving patient safety, in the areas of leadership, improved data collection and analysis, and development of effective systems at the level of direct patient care. To Err Is Human asserts that the problem is not bad people in health care--it is that good people are working in bad systems that need to be made safer. Comprehensive and straightforward, this book offers a clear prescription for raising the level of patient safety in American health care. It also explains how patients themselves can influence the quality of care that they receive once they check into the hospital. This book will be vitally important to federal, state, and local health policy makers and regulators, health professional licensing officials, hospital administrators, medical educators and students, health caregivers, health journalists, patient advocates--as well as patients themselves. First in a series of publications from the Quality of Health Care in America, a project initiated by the Institute of Medicine

"I thought life was pretty much over." Paul Herman "I was afraid people wouldn't see me for who I still was." Cathy Green "I didn't need this to be a better person." Susan Douglas "I wasn't sure I wanted to live 'this way.'" Kevin Wolitzky The above four people and 49 more just like them went on to find high levels of success and lead satisfying lives. Together they tell 53 stories of moving forward to meet all the challenges, fears, obstacles, and problems common to the life-altering circumstances after spinal cord injury, and doing it without benefit of wealth, large settlements or solid health coverage. Ranging in age from 21 to 67, disabled from three to 48 years they share 931 years of disability experience. Roll Models is a valuable new resource for recently injured people and their families, and for nurses, therapists, psychologists and all other professionals who treat, work with and care for people with spinal cord injury. Straight from the horse's mouth, survivors explore their experiences with disability and answer many questions those in rehab are asking: Early Thoughts What were your thoughts immediately following injury? What were your initial thoughts and reactions regarding SCI and the future? The First Years What were your biggest fears during that first year or so? How did you get past those early fears? Changes, Obstacles and Solutions How much different are you now, compared to how you were before injury? What's been the biggest obstacle? How did you address these obstacles? Finding What Works What have been the most difficult things for you to deal with since injury? What's the worst thing about having an SCI and using a chair? What's been your biggest loss due to injury? Is SCI the worst thing that ever happened to you? Tell me something about your problem solving skills. How do you deal with stress? What do you do to relieve stress? Salvations, Turning Points and More Was there any one thing that was your "salvation" or key to your success? Was there a turning point for you when you began to feel things were going to get better? What personal factors, habits and beliefs have helped you the most? SCI and Meaning Do you find any meaning, purpose or lessons in your disability? Did any positive opportunities come your way because of your injury? What's your greatest accomplishment? What are you most proud of? "A wonderful roadmap with many alternate routes to living and thriving with SCI." Minna Hong, SCI survivor and Peer Support Coordinator/Vocational Liaison, Shepherd Center "Avoids the trap of providing a 'one size fits all mentality' and provides solutions as varied as the individuals used as examples.

Accentuates the positives while not sugar coating the difficulties. Essential reading." Jeff Cressy SCI survivor and Director of Consumer and Community Affairs, SCI Project, Rancho Los Amigos "A great resource for people as they venture out into the world, or search for meaning and a deeper, richer life. Filled with examples of real people and their real experiences." Terry Chase, ND, RN; SCI survivor; Patient & Family Education Program Coordinator, Craig Hospital "A wonderful tool for the newly spinal cord injured individual, as well as the therapists and counselors working with them. This certainly hits the mark in capturing important survival strategies." Jack Dahlberg, SCI survivor, Past President of the National Spinal Cord Injury Association "Artfully crafted and organized, Roll Models sensitively portrays life following spinal cord injury. Informative, creative, sensitive, as well as infused with humor and a kind heart. Recommended with my highest accolades." Lester Butt, Ph.D., ABPP, Director of the Department of Psychology, Craig Hospital

A quirky compendium of animal chatterboxes Ever wanted to talk to a tiger? Or chatter with a cheetah? Or yak with a yak? This book brings together a babble of more than 100 beasts and explores the amazing ways they talk to each other. From fish that fart to alligators that dunk to fire worms that flash, you'll discover that wildlife have the strangest ways of sending a message . . .

Claw your way to the top of the animal kingdom! Fans of beloved illustrator Richard McGuire will revel in this wild deck featuring animals from a range of environments (ocean, forest, jungle, savannah, and Arctic), ranked by their order in the food chain. The highest cards take the lowest cards, but the "Wild Cards" take all! An irresistible tin package, cards adorned with striking art, and brilliant pops of Pantone colors serve up a card game experience that can't be tamed!

From the streets of Baltimore to the halls of the New Mexico Philharmonic, a musician shares his remarkable story in *I'm Possible*, an inspiring memoir of perseverance and possibility. Growing up, Richard Antoine White and his mother didn't have a key to a room or a house. Sometimes they had shelter, but they never had a place to call home. Still, they always had each other, and from a young age, Richard believed he could look after his mother, even as she struggled with alcoholism and would frequently disappear, sending Richard into loops of visiting familiar spots until he found her again. And he always did—until one night, when he almost dies searching for her in the snow, and is taken in by his adoptive grandparents. Living with his grandparents is an adjustment with rules and routines, but when Richard joins band for something to do, he unexpectedly discovers a talent and a sense of purpose. Taking up the tuba feels like something he can do that belongs to him, and playing music is like a light going on in the dark. Soon Richard gains acceptance to the prestigious Baltimore School for the Arts, and continues thriving in his musical studies as he navigates racial and socioeconomic disparities as one of few Black students in his programs. With fierce determination, Richard pushes forward on his remarkable path, eventually securing a coveted spot in a symphony orchestra and becoming the first African American to earn a doctorate in music for tuba performance. A professor and mentor, Richard now shares his extraordinary story—of dreaming big, impossible dreams and making them come true.

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