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excellence, learners must be equipped with the perseverance that is essential to reaching high levels of success. This book provides a rationale for cultivating grit in the classroom with the goal of propelling this topic into discussions of building passion and talent in today's students. Provides a series of lessons on the basic concepts, tools, techniques, and features of using Adobe Photoshop CS6, covering such topics as selection tools, layers, masks and channels, typographic design, vector drawing, editing video, Mixer Brush, and 3D images. Adobe Acrobat DC Classroom in a Book, Third Edition, is the most thorough and comprehensive way for you to learn how to reliably create, edit, share, and sign PDF documents and forms with Adobe Acrobat DC. Each of the 13 lessons in this step-by-step, project-based guide contains a project that builds on your growing knowledge of the program, while end-of-chapter review questions reinforce each lesson. This cross-platform (Mac and Windows) book shows you how to collaborate effectively through electronic reviews, easily work with PDFs across multiple platforms and devices (including via the Adobe Document Cloud service), and speed up your production and business task workflows with Acrobat DC. You will learn how to easily convert files from any application to PDF and how to directly edit text and images in PDF documents. You'll also learn how to build PDF forms, and to speed up business workflow by gathering feedback and approval using new shared document review features. And you'll learn how to create interactive forms and track responses within Acrobat, add signatures and security to PDF files, work with companion Acrobat apps, and much more. All of the project files used in the book's lessons are available for download. The fastest, easiest, most comprehensive way to learn Adobe Photoshop Lightroom Classic! Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Adobe Photoshop Lightroom Classic Classroom in a Book (2020 release) contains 12 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchase of this book includes valuable online features. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk you through the lessons step by step "The official training workbook from Adobe Systems"--Cover. The 2021 release of Adobe Animate provides more expressive tools, easy customization options to streamline your workflow, powerful controls for animation, and extensive in-app resources to get beginners up and running quickly. Learn to use the new Assets panel to organize, save, and share graphics and animation assets. Work smarter with customization to the Timeline and new productivity shortcuts including Quick Share for exporting animations to your favorite social media channels. Use rig mapping to apply armatures and animations created with the Bone tool to different graphics. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other Adobe applications through Adobe Creative Cloud make Adobe Animate the ideal development environment for creative animation and multimedia. The fastest,

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that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk you through the lessons step by step What you need to use this book: Adobe Photoshop Lightroom Classic (2022 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Photoshop Lightroom Classic software. Marketers engaged in managing a modern website must quickly determine and deliver the most relevant, personalized experiences at each touchpoint across their digital properties for an often diverse visitor population. The Adobe Target solution (one component of the Adobe Digital Marketing Cloud) provides an optimization solution with intuitive but sophisticated capabilities that leads marketers through the essential steps of optimizing and personalizing their content, clearly showing them which content increases conversion lift and revenue. In Adobe Target Classroom in a Book, seasoned Target veteran Brian Hawkins introduces new users to the basic concepts of website optimization, including A/B testing, audience targeting, segmentation, and recommendation. Brian goes on to provide a thorough introduction to the Adobe Target solution, with lessons on setting up customer offers, testing campaigns, custom segmentation, multivariate test, and reporting. It includes best practices as well as countless tips and techniques to help you become more productive with the software. You can follow the book from start to finish or choose only those lessons that interest you. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. This book contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. "Contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you"--Page 4 of cover. The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the same lesson files that appear on the included DVD in addition to electronic book updates covering new

features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Adobe Animate Classroom in a Book (2022 release) contains 11 lessons that cover the basics and beyond, providing countless tips and techniques to help students become more productive with the program. Students can follow the book from start to finish or choose only those lessons that interest them. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with new VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to focus the action on different parts of the Stage with the Camera tool and create a realistic sense of space with the Layer Depth panel. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The 2022 release of Adobe Animate provides significant new controls for animation with puppet warping and improvements to layer parenting, and enhancements to paint brush preferences and symbol options. Learn to use the revamped Asset Warp tool for a modern rigging approach to animating shapes and bitmap images. Work with a more robust set of playback options for graphic symbols that provide total control over looping. Quickly publish to social media channels with support for SVG, WebGL, HTML5, animated GIFs, and HD video. Seamless collaboration through Adobe Creative Cloud makes Adobe Animate the ideal development environment for creative animation and multimedia. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files students need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk students through the lessons step by step

What's needed to use this book: Adobe Animate (2022 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Animate software. Impelled by a demand for increasing American strength in the new global economy, many educators, public officials, business leaders, and parents argue that school computers and Internet access will improve academic learning and prepare students for an information-based workplace. But just how valid is this argument? In *Oversold and Underused*, one of the most respected voices in American education argues that when teachers are not given a say in how the technology might reshape schools, computers are merely souped-up typewriters and classrooms continue to run much as they did a generation ago. In his studies of early childhood, high school, and university classrooms in Silicon Valley, Larry Cuban found that students and teachers use the new technologies far less in the classroom than they do at home, and that

teachers who use computers for instruction do so infrequently and unimaginatively. Cuban points out that historical and organizational economic contexts influence how teachers use technical innovations. Computers can be useful when teachers sufficiently understand the technology themselves, believe it will enhance learning, and have the power to shape their own curricula. But these conditions can't be met without a broader and deeper commitment to public education beyond preparing workers. More attention, Cuban says, needs to be paid to the civic and social goals of schooling, goals that make the question of how many computers are in classrooms trivial. This volume is of interest to science educators, graduate students, and classroom teachers. The book will also be an important addition to any scholarly library focusing on science education, science literacy, and writing. This book is unique in that it synthesizes the research of the three leading researchers in the field of writing to learn science: Carolyn S. Wallace, Brian Hand, and Vaughan Prain. It includes a comprehensive review of salient literature in the field, detailed reports of the authors' own research studies, and current and future issues on writing in science. The book is the first to definitely answer the question, "Does writing improve science learning?". Further, it provides evidence for some of the mechanisms through which learning occurs. It combines both theory and practice in a unique way. Although primarily a tool for research, classroom teachers will also find many practical suggestions for using writing in the science classroom. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro choose Adobe Premiere Pro Classroom in a Book (2020 release) from Adobe Press. The 17 project-based lessons in this book show students step-by-step the key techniques for working in Premiere Pro. Students learn skills to take a project from beginning to end, including the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing audio, compositing layered footage, adjusting color, customizing motion graphics, exporting files, and much more. The companion DVD (also available as an online download) includes lesson files so students can work step-by-step along with the book. All buyers of the book also get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and multiple-choice quizzes. As technology continues to shift the educational landscape, most K-12 teachers' instructional strategies remain mostly unchanged. Discover how to enhance student learning in online and blended classrooms. This user-friendly resource offers direct guidance on the steps K-12 educators must take to facilitate online learning and maximize student growth using readily available digital tools. Each chapter includes suggestions, tips, and examples tied to pedagogical practices associated with learning online, so you can confidently and fully engage in the best practices with your students. Benefits Use technology tools like online classroom platforms and apps to foster digitally enhanced learning. Understand the benefits of learning online and its advantages over traditional real-world classrooms. Learn how to effectively facilitate digital learning experiences and organize the online learning space in a way that encourages comfort, motivation, and engagement. Study the challenges and opportunities teaching

online offers. Gain strategies and examples to help initiate and sustain digital learning while engaging students. Contents Chapter 1: Understanding the Modality and the Moment Chapter 2: Planning Curriculum, Assessment, and Preinstruction Chapter 3: Preparing the Learning Experience Chapter 4: Initiating the Learning Experience Chapter 5: Maintaining the Momentum in the Learning Experience Chapter 6: Teaching Thoughtful Online Collaboration Chapter 7: Managing and Overcoming Toxic Conversations Chapter 8: Concluding the Learning Experience

Concluding Thoughts Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2019 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2019 release covers features like the new Frame tool, designing reflected and radial art with Paint Symmetry, correcting mistakes with updated Undo, Navigating the redesigned Home screen, removing objects with upgraded Content-Aware Fill, saving time with simplified editing and transformations, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes. Adobe Dreamweaver CC Classroom in a Book is the best-selling guide to Adobe's powerful web design application, fully updated. The 12 project-based lessons in this book show students step-by-step everything they need to know in order to create a professional website without having to write code by hand. Because it's often useful to understand the code underlying a web site, the book starts with primers on HTML and CSS (the building blocks of website code) and shows students how to plan a web site. They then learn to design individual web pages, adding styled text, images, and interactive elements to make their designs attractive and engaging. Along the way, the book provides guidance and best practices for working with code, and in the end shows how to publish a finished site to the Web. The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. Students get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. "Contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you."--Page 4 de la couverture. A thinking student is an engaged student Teachers often find it difficult to implement lessons that help students go beyond rote memorization and repetitive calculations. In fact, institutional norms and habits that permeate all classrooms can actually be enabling "non-thinking" student behavior. Sparked by observing teachers struggle to implement rich mathematics tasks to engage students in deep thinking, Peter Liljedahl has translated his 15 years of research into this practical guide on how to move toward a thinking classroom. Building Thinking Classrooms in Mathematics,

Grades K-12 helps teachers implement 14 optimal practices for thinking that create an ideal setting for deep mathematics learning to occur. This guide Provides the what, why, and how of each practice and answers teachers' most frequently asked questions Includes firsthand accounts of how these practices foster thinking through teacher and student interviews and student work samples Offers a plethora of macro moves, micro moves, and rich tasks to get started Organizes the 14 practices into four toolkits that can be implemented in order and built on throughout the year When combined, these unique research-based practices create the optimal conditions for learner-centered, student-owned deep mathematical thinking and learning, and have the power to transform mathematics classrooms like never before. Adobe Dimension empowers graphic designers to create high-quality photorealistic imagery using 2D and 3D assets -- and if you have an Adobe Creative Cloud subscription, it's already included. Adobe Dimension Classroom in a Book (2020 release) offers complete hands-on training in 14 lessons that help you master it quickly and easily. Straight from Adobe Press, this is the latest in our best-selling series of official Adobe software training guides -- packed with self-paced lessons and downloadable files designed by Adobe training experts. Each chapter contains a project that builds on your growing knowledge of the program, and end-of-chapter review questions reinforce each lesson. Long-time Adobe design consultant and educator Keith Gilbert covers all you need to know about building scenes, applying and editing surface materials, customizing lighting, rendering, and much more -- even if you've never worked with 3D tools before! The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. And all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. "How to flexibly organize school book rooms in service of instruction-aligned classroom libraries"-- Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe InDesign choose Adobe InDesign CC Classroom in a Book (2018 release) from Adobe Press. The 15 project-based step-by-step lessons show users the key techniques for working in InDesign. Designers will build a strong foundation of typographic, page layout, and document-construction skills that will enable them to produce a broad range of print and digital publications--from a simple postcard to an interactive Adobe PDF with form fields. The real-world tasks in this comprehensive book are presented in an easy-to-follow, step-by-step format and are designed to train beginning Adobe InDesign users in the program--from fundamental features to powerful layout and output skills. This book will also help experienced InDesign users elevate their skills, understand best practices, and learn about new features. The online companion files include all the necessary assets for readers to complete the projects featured in each lesson as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro choose Adobe Premiere Pro Classroom in a Book (2021 release) from Adobe Press. The 17

project-based lessons in this book show students step-by-step the key techniques for working in Premiere Pro. Students learn skills to take a project from beginning to end, including the basics on things like organising media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing audio, compositing layered footage, adjusting color, customising motion graphics, exporting files, and much more. The fastest, easiest, most comprehensive way to learn Adobe Audition CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Adobe Audition CC Classroom in a Book contains 17 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to:

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these changes, guided by cognitive research, that will create more effective classroom environments. A Bradford Book An unforgettable year in the life of a visionary high school science teacher and his award-winning students, as they try to get into college, land a date for the prom . . . and possibly change the world "A complex portrait of the ups and downs of teaching in a culture that undervalues what teaching delivers."—The Wall Street Journal

Andy Bramante left his successful career as a corporate scientist to teach public high school—and now helms one of the most remarkable classrooms in America. Bramante's unconventional class at Connecticut's prestigious yet diverse Greenwich High School has no curriculum, tests, textbooks, or lectures, and is equal parts elite research lab, student counseling office, and teenage hangout spot. United by a passion to learn, Mr. B.'s band of whiz kids set out every year to conquer the brutally competitive science fair circuit. They have won the top prize at the Google Science Fair, made discoveries that eluded scientists three times their age, and been invited to the Nobel Prize ceremony in Stockholm. A former Emmy-winning producer for CBS News, Heather Won Tesoriero embeds in this dynamic class to bring Andy and his gifted, all-too-human kids to life—including William, a prodigy so driven that he's trying to invent diagnostics for artery blockage and Alzheimer's (but can't quite figure out how to order a bagel); Ethan, who essentially outgrows high school in his junior year and founds his own company to commercialize a discovery he made in the class; Sophia, a Lyme disease patient whose ambitious work is dedicated to curing her own debilitating ailment; Romano, a football player who hangs up his helmet to pursue his secret science expertise and develop a "smart" liquid bandage; and Olivia, whose invention of a fast test for Ebola brought her science fair fame and an appearance on The Late Show with Stephen Colbert. We experience the thrill of discovery, the heartbreak of failed endeavors, and perhaps the ultimate high: a yes from Harvard. Moving, funny, and utterly engrossing, *The Class* is a superb account of hard work and high spirits, a stirring tribute to how essential science is in our schools and our lives, and a heartfelt testament to the power of a great teacher to help kids realize their unlimited potential. Praise for *The Class* "Captivating . . . Journalist Tesoriero left her job at CBS News to embed herself in Bramante's classroom for the academic year, and she does this so successfully, a reader forgets she is even there. Her skill at drawing out not only Bramante but also the personal lives, hopes and concerns of these students is impressive. . . . It is a fascinating glimpse of a teaching environment that most public school teachers will never know."—The Washington Post

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illustration to more free-form painting, you'll gain vital skills as you progress through the lessons. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes. The fastest, easiest, most comprehensive way to learn Adobe Photoshop Lightroom Classic Classroom in a Book(R), the best-selling series of hands-on software training workbooks, offers what no other book or training program does -- an official training series from Adobe, developed with the support of Adobe product experts. Adobe Photoshop Lightroom Classic Classroom in a Book (2021 release) contains lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchase of this book includes valuable online features. Follow the instructions in the book's "Getting Started" section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk you through the lessons step by step What you need to use this book: Adobe Photoshop Lightroom Classic (2021 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Photoshop Lightroom Classic software. Teaching and learning within higher education continues to evolve with innovative and new practices such as flipped teaching. This book contributes to the literature by developing a much deeper understanding of the complex phenomenon of flipped classroom approaches within higher education. It also serves as a practical guide to implementing flipped classroom teaching in academic practice across different higher educational institutions and disciplines. Part 1 of this book (Practice) describes the considerations involved in flipped classroom teaching, including the challenges faced in transforming teaching and learning within higher education. Further, it reviews the educational concepts on which the flipped classroom is based, including a selected history of similar innovations in the past. The final sections of Part 1 explore the tools needed for flipping, the design steps, assessment methods and the role of reflective practice within flipped teaching environments. Part 2 of the book (Practices) provides a range of case studies from higher educational institutions in different countries and disciplines to demonstrate the many shapes and sizes of flipped classrooms. Many of the challenges, such as engaging students in their own learning and shifting them from spectators in the learning process to active participants, prove to be universal. Learn what a flipped classroom is and why it works, and get the information you need to flip a classroom. You'll also learn the flipped mastery model, where students learn at their own pace, furthering opportunities for personalized education. This simple concept is easily replicable in any classroom, doesn't cost much to implement, and helps foster self-directed learning. Once you flip, you won't want to go back! Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop Classroom in a Book (2020 release) from Adobe Press. The 15 project-based lessons show

key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2020 release covers features like the new Object Selection tool, saving Cloud Documents for easy access from Photoshop on other devices such as the Apple iPad, removing objects with upgraded Content-Aware Fill, applying styles and objects such as gradients and shapes, instantly using redesigned Presets panels, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2018 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2018 release covers features like search capabilities, Content-Aware Crop, Select and Mask, Face-Aware Liquify, designing with multiple artboards, creating and organizing enhanced brush presets, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes. Contains fifteen lessons that cover the basics of Adobe Illustrator CC, including creating and editing shapes, adjusting color, painting with patterns, drawing with pen and pencil tools, working with symbols, using brushes, and applying effects.

While Active Learning Classrooms, or ALCs, offer rich new environments for learning, they present many new challenges to faculty because, among other things, they eliminate the room's central focal point and disrupt the conventional seating plan to which faculty and students have become accustomed. The importance of learning how to use these classrooms well and to capitalize on their special features is paramount. The potential they represent can be realized only when they facilitate improved learning outcomes and engage students in the learning process in a manner different from traditional classrooms and lecture halls. This book provides an introduction to ALCs, briefly covering their history and then synthesizing the research on these spaces to provide faculty with empirically based, practical guidance on how to use these unfamiliar spaces effectively. Among the questions this book addresses are:

- How can instructors mitigate the apparent lack of a central focal point in the space?
- What types of learning activities work well in the ALCs and take advantage of the affordances of the room?
- How can teachers address familiar classroom-management challenges in these unfamiliar spaces?
- If assessment and rapid feedback are critical in active learning, how do they work in a room filled with circular tables and no central focus point?
- How do instructors balance group learning with the needs of the larger class?
- How can

students be held accountable when many will necessarily have their backs facing the instructor? • How can instructors evaluate the effectiveness of their teaching in these spaces? This book is intended for faculty preparing to teach in or already working in this new classroom environment; for administrators planning to create ALCs or experimenting with provisionally designed rooms; and for faculty developers helping teachers transition to using these new spaces.

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