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| 1. Record Nr.           | UNINA9910169655803321  |
| Titolo                  | Post-ottoman coexistence : sharing space in the shadow of conflict. // edited by Rebecca Bryant  |
| Pubbl/distr/stampa      | New York ; ; Oxford, [England] : , : Berghahn, , 2016<br>©2016   |
| ISBN                    | 1-78533-125-6  |
| Descrizione fisica      | 1 online resource (292 p.)   |
| Collana                 | Space and Place ; ; v.16   |
| Disciplina              | 306.09561  |
| Soggetti                | Electronic books.<br>Turkey Social conditions 20th century<br>Turkey Social conditions 21st century<br>Middle East Social conditions 20th century<br>Middle East Social conditions 21st century  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Description based upon print version of record.  |
| Nota di bibliografia    | Includes bibliographical references at the end of each chapters and index.   |
| Nota di contenuto       | Contents; Illustrations; Acknowledgments; Introduction: Everyday Coexistence in the Post-Ottoman Space; Part I - Landscapes of Coexistence and Conflict; Chapter 1 - Sharing Traditions of Land Use and Ownership: Considering the ""Ground"" for Coexistence and Conflict in Pre-modern Cyprus; Chapter 2 - Intersecting Religioscapes in Post-Ottoman Spaces: Trajectories of Change, Competition, and Sharing of Religious Spaces; Chapter 3 - Cosmopolitanism or Constitutive Violence? The Creation of ""Turkish"" Iraklio<br>Chapter 9 - A Conflict of Spaces or of Recognition? Co-presence in Divided Jerusalem<br>Chapter 10 - Grounds for Sharing-Occasions for Conflict: An Inquiry into the Social Foundations of Cohabitation and Antagonism; Index |

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| 2. Record Nr.           | UNINA9910815516503321  |
| Autore                  | Needles Tim  |
| Titolo                  | STEAM power : infusing art into your STEM curriculum // Tim Needles  |
| Pubbl/distr/stampa      | Portland, Oregon : , : International Society for Technology in Education, , [2020]<br>©2020  |
| ISBN                    | 1-56484-819-1  |
| Edizione                | [First edition.]   |
| Descrizione fisica      | 1 online resource (158 pages) : color illustrations  |
| Disciplina              | 372.35/044   |
| Soggetti                | Science - Study and teaching<br>Technology - Study and teaching<br>Engineering - Study and teaching<br>Arts - Study and teaching<br>Mathematics - Study and teaching<br>Arts in education<br>Interdisciplinary approach in education   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di bibliografia    | Includes bibliographical references and index.   |
| Nota di contenuto       | The STEAM mindset -- STEAM implementation -- Classic construction, cardboard, and upcycling -- Film, video, and animation -- Digital photography -- Web design, social media, and podcasting -- Coding -- Digital drawing and design -- 3D design, printing, and construction -- Robotics and drones -- Augmented and virtual reality -- Connections -- Collaboration -- Authenticity -- Sustainability -- The STEAM power challenge.  |
| Sommario/riassunto      | "There are numerous books on STEAM, but most are either arts and crafts project books designed for children or high-level books that can be weighty and inaccessible for new teachers. As an artist/educator who has taught art and technology for years, Tim Needles brings a fresh and unique approach to these topics, focusing on creativity, innovation and collaboration. This accessible and engaging book offers creative ideas for blending arts and STEM learning (STEAM). It covers the fundamentals of STEAM, with project ideas and best practices, while providing insight from educators in the field. Technologies covered |

include: coding, robotics, 3D printing, virtual and augmented reality, photography, video, animation and digital drawing. In addition, the book addresses several different approaches to bringing STEAM learning to the next level, such as collaboration, global learning, project-based learning, makerspaces and social-emotional learning"--

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