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Autore	Jesness Jerry
Titolo	Teaching English language learners K-12 : a quick-start guide for the new teacher / / Jerry Jesness ; foreword by Rosalie Pedalino Porter ; acquisitions editor Faye Zucker ; cover designer Tracy E. Miller
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Contents; Foreword; Preface; Acknowledgments; About the Author; Chapter 1 - The Joys and Challenges of Teaching English as a Second Language; The Joys of Teaching ESL; The Challenges of Teaching ESL; Chapter 2 - Your Students; ESL, ELL, LEP, and Other Acronyms; Placement in Bilingual and ESL Programs; SEP Students (Someone Else's Problem); Inclusion and Support in Regular Classrooms; Chapter 3 - Your Toolbox; Materials and Equipment; Paying for Your Tools; Getting Help From Volunteers; Getting Advice and Help from School Personnel; Chapter 4 - How Much? How Soon? How Fast? BICS and CALPPie-in-the-Sky Goals; Is One Year Enough?; When Should Students Exit to Regular Classes?; Steep Hills and Frustrating Plateaus; Motivation Inside and Outside of Class; Working with Younger Students; Chapter 5 - Using the Learner's Native Language in the Classroom; Don't Force Them to Go Mute; What Works Best in the Students' Native Language; Consider the Language and the Culture of the Community; Use Time Limits; Working with Younger Students; Chapter 6 - Natural and Unnatural Approaches to Learning English; The Natural Approach: Learning English by Hearing and Speaking It

Applying First Language Skills to Second Language LearningBalancing Experiential and Analytical Approaches; Using Total Physical Response (TPR); Language in the Foreground and the Background; Winning Over the Skeptics in Your School; Working with Younger Students; Chapter 7 - Building Vocabulary: They'll Need Lots; Enjoying the Path to a Large Vocabulary; Learning from the Movies; Teaching Vocabulary with Picture Dictionaries; Using Vocabulary from the Native Language; Building Vocabulary with Word Blocks; Idioms and Other Confusing Expressions; Look it up! Learning English with Dictionaries
Electronic DictionariesThose Boring Vocabulary Lists; Layered Vocabulary Learning; Working with Younger Students; Chapter 8 - Grammar: The Skeletal System of the Language; Me Very Grammar; When to Start Grammar Lessons; English Grammar isn't as tough as We Think; Freebies: When English Grammar Matches the Learner's Native Language; The Garden Path to English Grammar; Pronoun Cases; Implicit and Explicit Grammar Instruction; Pattern Practice Makes Perfect: Well, Not Really, But it Works; Grammar in Action: Questions, Answers, Jokes, and Conversation
Tag, You're it: Converting Statements into Tag QuestionsWorking with Younger Students; Chapter 9 - Listening Skills: The Gateway to Language; Learning with a Tape Recorder or CD Player; Learning with Software: The Rosetta Stone, Instant Immersion, and Other Programs; The Great ESL Film Festival; Dictation; Encouraging Listening as a Stand-Alone Skill; Teaching with Minimal Pairs: Bit, Bet, Bait, Beet, Bite; Working with Younger Students; Chapter 10 - Now Say it: Teaching Spoken English; The Direct Method; Controlled Conversation; Role Playing; Student-to-Student Teaching; Recitals
Using Media and the Language Laboratory

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Titolo	Handbook of artificial intelligence for music : foundations, advanced approaches, and developments for creativity / / Eduardo Reck Miranda, editor
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Nota di contenuto	Intro -- Foreword: From Audio Signals to Musical Meaning -- References -- Preface -- Contents -- Editor and Contributors -- 1 Sociocultural and Design Perspectives on AI-Based Music Production: Why Do We Make Music and What Changes if AI Makes It for Us? -- 1.1 Introduction -- 1.2 The Philosophical Era -- 1.3 Creative Cognition and Lofty Versus Lowly Computational Creativity -- 1.4 The Design Turn -- 1.4.1 Design Evaluation -- 1.5 The Sociological View -- 1.5.1 Cluster Concepts and Emic Versus Etic Definitions -- 1.5.2 Social Perspectives on the Psychology of Creativity -- 1.5.3 Social Theories of Taste and Identity -- 1.5.4 Why Do We Make and Listen to Music? -- 1.6 Discussion -- 2 Human-Machine Simultaneity in the Compositional Process -- 2.1 Introduction -- 2.2 Machine as Projection Space -- 2.3 Temporal Interleaving -- 2.4 Work -- 2.5 Artistic Research -- 2.6 Suspension -- 3 Artificial Intelligence for Music Composition -- 3.1 Introduction -- 3.2 Artificial Intelligence and Distributed Human-Computer Co-creativity -- 3.3 Machine Learning: Applications in Music and Compositional Potential -- 3.3.1 Digital Musical Instruments -- 3.3.2 Interactive Music Systems -- 3.3.3 Computational Aesthetic Evaluation -- 3.3.4 Human-Computer Co-exploration -- 3.4 Conceptual Considerations -- 3.4.1 The Computer as a Compositional Prosthesis -- 3.4.2 The Computer as a Virtual Player -- 3.4.3 Artificial Intelligence as a Secondary Agent -- 3.5 Limitations of Machine

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