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Altri autori (Persone)	StaudtKathleen KruszewskiZ. Anthony
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Undocumented Migrants' Experiences with Drug Violence - Jeremy Slack and Scott Whiteford; Part III. Ending the War: Alternative Strategies
 8. Challenging Foreign Policy from the Border: The Forty-Year War on Drugs - Kathleen Staudt and Beto O'Rourke
 9. The Role of Citizens and Civil Society in Mexico's Security Crisis - Daniel M. Sabet; 10. Regulating Drugs as a Crime: A Challenge for the Social Sciences - Israel Alvarado Martinez and German Guillen Lopez; 11. The U.S. Causes but Cannot (or Will Not) Solve Mexico's Drug Problems - Jonathan P. Caulkins and Eric L. Sevigny; Conclusion: A War That Can't Be Won? - Tony Payan and Kathleen Staudt; Contributors; Index

Sommario/riassunto

More than forty years have passed since President Richard Nixon described illegal drugs as "public enemy number one" and declared a "War on Drugs." Recently the United Nations Global Commission on Drug Policy declared that "the global war on drugs has failed with devastating consequences for individuals and societies around the world." Arguably.

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Autore

Sher Barbara

Titolo

The whole spectrum of social, motor, and sensory games : using every child's natural love of play to enhance key skills and promote inclusion
 // Barbara Sher with Karen Beardsley ; illustrations by Ralph Butler

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The Whole Spectrum of Social, Motor, and Sensory Games: Using Every Child's Natural Love of Play to Enhance Key Skills and Promote Inclusion; Copyright; Contents; Preface; What Key Skills Are Being Enhanced in the Games?; The Videos; How the Book Is Organized; The Stories; Acknowledgments; Barbara's; Karen's; Introduction: The Power of Play and the Synergy of Games; Notes; Chapter 1: Spontaneous Games for All Ages; Waiting Games for Airports, Restaurants, and Doctor's Offices; What Would Mary Poppins Do?; Game 1: Guess the Winning Number; Game 2: Toothpick Art; Game 3: Penny Flick; Game 4: Which Cup Is It Under?; Game 5: Whose Hand Is on Top?; Game 6: Feely Games; Game 7: Making a Wiggly Worm; Clarifying Judge; Game 8: Art for Two; Game 9: Secret Writing; Game 10: Can You Do What I Do? Can You Say What I Say?; Who Are We Today?; Walking Outside Games; Game 1: How Many Ways to Walk?; Game 2: Stop and Go; Game 3: Glued Together; Game 4: Guess the Number of Steps; Game 5: Whose Head Is in the Clouds?; The Benefits of Pretend Play; Games Just for Little Ones (Ages Two to Seven); Game 1: A, You're Adorable; Game 2: I Love You Because; Game 3: Secretary to the Writer; Game 4: Guess How Old; Game 5: Making Faces; Game 6: Pony Boy; Game 7: Having a Disney Day; Game 8: Knocking Game; Game 9: Playing with Pebbles; Game 10: How Many Hand Lengths?; Game 11: Edible Play-Doh; Count for Cooperation; Games for Older Kids (Ages Seven to Fourteen); Game 1: How Would You Describe Me?; Game 2: Five Good Moments; Game 3: Self-Portraits; Game 4: People Report; Game 5: Which Line Is Best?; Game 6: Shadow Games; Game 7: Toe Stepping; Game 8: Stone Painting; Traveling Games; Game 1: Postcard Diaries; Game 2: Travel Collections; The Honorable Head Garbage Taker-Outer; Chapter 2: Games for Babies; What's in Grandma's Purse?: An Inquiring Toddler Wants to Know; Game 1: Diaper Song; Game 2: Helpful Legs; Game 3: Pan Music; Game 4: Homemade Rattles; Game 5: Clap a Rhythm; Game 6: Bird Talk; Game 7: Hand Dancing; The Talking Hand; Game 8: Silly Sounds; Game 9: Swat at This; Game 10: Feelings, Nothing More Than Feelings; Game 11: Catch a Moving Cube; Game 12: Move Me Around; Game 13: In Your Face; Making Faces with Lance; Game 14: Keep Your Eyes on This; Game 15: Tender Touches; Game 16: Smell Sorting; Game 17: Describe That Taste; Game 18: Speaking in Sounds; Game 19: Sound Sorting; Game 20: Box Ride; Game 21: Pillow Pile; Game 22: Beach Ball Bounce; Chalk and the Bubbie; Game 23: Standing and Counting; Game 24: Furniture Pathway; Game 25: Backward Steps; Game 26: Book in a Baggie; Rings on a Stick (or Something Similar); Game 27: Straws in a Bottle; Game 28: Nest the Cans; Game 29: Voice-Over; Game 30: Chip Bank; Game 31: Color Matches; Small Is Nice Too; Chapter 3: Progressive Games for Ages Three to Seven; One Goal for Teachers, Therapists, Aides, and Caregivers; What Materials Are Best?; The Upside of Making Your Own Educational Toys; How to Organize the Kids

Sommario/riassunto

"Fun easy games for parents and teachers to play with kids of all ages Play is increasingly recognized by neuroscientists and educators as a vital component in brain development, academic success and learning social skills. In this inspiring and useful resource, Barbara Sher provides step-by-step directions for how to use children's natural interests at different stages of their development to help them develop a wealth of sensory motor and social skills. All the games have also been designed to provide plenty of joyful opportunities for encouraging inclusion. Offers strategies for helping all kids, but especially those with special needs, to develop social, motor and sensory skills Filled with simple

games using common materials that can be used by teachers, parents, and caregivers with both individual kids and groups Provides explanations and examples of how the games can aid in a child's development This resource offers parents and teachers a fun and easy way to include all children in activities that will engage all of their senses and promote important skills"--
