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ISE Traditions & Encounters: A Global Perspective on the Past Bentley Traditions and Encounters, AP Edition Traditions and Encounters Traditions & Encounters The Game Master's Book of Random Encounters Close Encounters Traditions & Encounters, Volume C: From 1750 to the Present CE-5 AP* World History Everyday Encounters Interpersonal Communication The West Sociology & You International Human Rights Encounter Restoring Justice Into the Wild Janeway's Immunobiology The West The Five People You Meet In Heaven U.S. History Looseleaf for Traditions & Encounters: A Brief Global History, Volume II Border Encounters 250 Best Magic Items for Barbarians, Druids, and Rangers The Celestine Prophecy Nonverbal Communication in Close Relationships Prepared 2: Tombs and Dooms for 5th Edition Legal Methods The Game Master's Book of Non-Player Characters Advanced Placement World History: Modern Traditions and Encounters The Ultimate Random Encounters Book Rise of the Drow The Game Master's Book of Traps, Puzzles and Dungeons Search and Seizure Law of NYS - 2nd Ed United States History A CE-5 Handbook Documents in World History Ways of the World, Volume 1 Tales From the Yawning Portal

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Gandhi, a CEO? Absolutely—and an incomparable example for our uncertain times, when we need leaders we can trust and admire. Not only was he a moral and intensely spiritual man, but also a supremely practical manager and a powerful agent for change, able to nurture the rebirth of an entire nation. Alan Axelrod looks at this much-studied figure in a way nobody has before, employing his fluid, engaging, and conversational style to bring each lesson to life through quotes and vivid examples from Gandhi's life. New in paperback. This updated casebook serves a course in introduction to legal reasoning. It is designed to initiate students in the legal methods of case law analysis and statutory interpretation. In a course of this kind, students should acquire or refine the techniques of close reading, analogizing, distinguishing, positing related fact patterns, and criticizing judicial and legislative exposition and logic. Law students' introduction to law can be unsettling: the sink or swim approach favored by many schools casts students adrift in a sea of substantive rules, forms and methods. By contrast, the Legal Methods course seeks to acquaint students with their new rhetorical and logical surroundings before, or together with, the students' first encounters with the substance of contracts, torts, or other first year courses. This approach may not only be user friendly; it should also prompt students to take a critical distance from the wielding of the methods. In this way, students may avoid (or at least broaden) the tunnel vision that so often afflicts beginning law students. The fifth edition features a substantially revised chapter on statutory interpretation. It not only highlights recent Supreme Court decisions, but also confronts students with statutory texts to construe independently of judicial exposition. The chapter also includes new sections on ordinary meaning, the use of dictionaries and corpus linguistics, and temporal problems in statutory interpretation. "CE-5" is the ultimate reference of real data on the hottest topic in UFOs. This book documents, explains, and questions nearly 250 UFO incidents from around the world where people have deliberately tried to have contact with UFO phenomena or alien beings and succeeded. Traditions and Encounters: A Global Perspective on the Past is now available as an AP edition with NASTA spec binding! Revisions in the text reflect changes to the AP course, and new AP supplements reflect changes in the AP exam. Traditions and Encounters has a rich history of firsts: the first world history text to take a truly global perspective on the past, the first to emphasize connections among cultures, and the first to combine twin themes with a seven-part framework - making the huge story of world history more manageable. New features in this edition include: Revised Part and Chapter openers reflect the new themes in AP World History. New AP test bank and testing resources include two complete AP style practice tests available free with the book. New AP Online Learning Center contains a revised AP teacher manual and much more! The Primary Source Investigator Online now includes Document-Based Questions (DBQs). This online database offers hundreds of primary sources such as interactive maps, charts, photos, primary source documents, audio files, and video files with DBQs integrated, contextual information on each

source, and thought-provoking questions that show students how historians look at sources. Now, Traditions and Encounters becomes the first truly interactive world history program with Connect History, a new, web-based assignment and assessment platform offering: A fully integrated eBook with powerful tools that help teachers manage assignments and make learning and studying more efficient for students. A groundbreaking questioning diagnostic with a personalized study plan to help students understand chapter content. Engaging interactivities involving maps and primary sources that sharpen students' analytical skills and help them think like historians. Numerous primary sources and a supportive tutorial that teaches students how to read and interpret, as well as how to write a history paper, document sources, and avoid plagiarism. THE INSPIRATIONAL CLASSIC FROM THE MASTER STORYTELLER WHOSE BOOKS HAVE TOUCHED THE HEARTS OF OVER 40 MILLION READERS 'Mitch Albom sees the magical in the ordinary' Cecilia Ahern _____ To his mind, Eddie has lived an uninspiring life. Now an old man, his job is to fix rides at a seaside amusement park. On his eighty-third birthday, Eddie's time on earth comes to an end. When a cart falls from the fairground, he rushes to save a little girl's life and tragically dies in the attempt. When Eddie awakens, he learns that the afterlife is not a destination, but a place where your existence is explained to you by five people - some of whom you knew, others who were ostensibly strangers. One by one, from childhood to soldier to old age, five individuals revisit their connections to Eddie on earth, illuminating the mysteries of his 'meaningless' life and revealing the haunting secret behind the eternal question: 'Why was I here?' _____ WHAT READERS SAY ABOUT THE FIVE PEOPLE YOU MEET IN HEAVEN 'Breathtakingly beautiful. A story that will stay with you forever' 'A beautiful and flawlessly choreographed book . . . No other book may ever compare' 'One of my favourite books . . . Wonderful, inspirational, and heart-warming! To me, it is a MUST READ! 'The book is beyond words . . . Well written, engaging, poignant' 'This really is a wonderful book. You should read it' International Human Rights examines the ways in which states and other international actors have addressed human rights since the end of World War II. This unique textbook features substantial attention to theory, history, international and regional institutions, and the role of transnational actors in the protection and promotion of human rights. Its purpose is to explore the difficult and contentious politics of human rights, and how those political dimensions have been addressed at the national, regional, and especially international levels. The fifth edition is substantially updated, rewritten, and revised throughout, including updates on multilateral institutions (especially the UN's Universal Periodic Review process and the Human Rights Council's Special Procedures mechanisms), regional systems, human rights in foreign policy (including a specific chapter on U.S. foreign policy), humanitarian intervention and the "responsibility to protect," and (anti)terrorism and human rights. The book also includes a new chapter on the unity (indivisibility) of human rights. Chapters include discussion questions, case studies for in-depth examination of topics (including new case studies on the U.N. Special Procedures, Myanmar, and Israeli settlements in West-Bank Palestine), and ten "problems" (including new entries on the war in Syria and hierarchies between human rights) tailored to promote classroom discussion. From the #1 Best-Selling author, Jeff Ashworth, comes the latest addition to The Game Master series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or look for answers in places and among people busy Game Masters simply didn't anticipate. Or, just as often, an adventure won't have fully fleshed out characters in place for the locations and encounters outlined for gameplay. The Game Master's Book of Non-Player Characters solves these issues and more by providing Game Masters with the information they need to "fill in the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the book, 3 bonus one-shot adventures, and a foreword by online influencer Jasmine Bhullar. "Playing a role-playing game is a delicate dance. If everything runs smoothly, it feels like you and your friends are able to maneuver effortlessly through dramatic, epic, and uproariously silly scenes where everyone gets a chance to shine. And yet, other times it just doesn't come together. Combat slows to a repetitive grind, the Game Master runs out of good Non-Player Character (NPC) ideas, or after twenty-six rounds maybe even the most beautifully designed encounter just gets a bit stale. Sure, you could prep an absolute powerhouse of an all-killer-no filler role-playing session. Spend time getting fun character voices ready for every NPC. But that sounds like way too much work. This is the book you turn to for help. It's a big book of ideas designed to slot right into your existing campaign, organized into neat little tables. If you salivate at chaos magic effect tables and daydream about wild, unexpected die results, you already know it can also be fun to throw caution to the wind and let randomness determine as much as possible. Even the most organized GMs and the tightest adventure modules benefit from a little spice!"-- The #1 bestselling phenomenon with millions of copies sold around the world -- now with a guide to creating your own Celestine Prophecy experience. You have never read a book like this before--a book that comes along once in a lifetime to change lives forever. In the rain forests of Peru, an ancient manuscript has been discovered. Within its pages are 9 key insights into life itself -- insights each human being is predicted to grasp sequentially; one insight, then another, as we move toward a completely spiritual culture on Earth. Drawing on ancient wisdom, it tells you how to make connections among the events happening in your life right now and lets you see what is going to happen to you in the years to come. The story it tells is a gripping one of adventure and discovery, but it is also a guidebook that has the power to crystallize your perceptions of why you are where you are in life and to direct your steps with a new energy and optimism as you head into tomorrow. Praise for The Celestine Prophecy "A gripping adventure story filled with intrigue, suspense, and spiritual revelations." - Commonwealth Journal "A spiritual classic...a book to read and reread, to cherish, and to give to friends." - Joan Borysenko, PhD, author of Fire in the Soul "In his inimitable style of great storytelling, Redfield opens us up to a world of insight, inspiration, synchronicity, and power." - Deepak Chopra A Taino Indian boy on the island of San Salvador recounts the landing of Columbus and his men in 1492. Have you ever wanted to see a UFO? It's simple. This book will get you on the ground fast, with everything you need to know to help you see a UFO in six outings. There are three ingredients for contact: 1. Connection to One Mind Consciousness. 2. A Sincere Heart. 3. Clear Intent. Any more questions? The answers are all here!... how and where to make contact; what to bring and what equipment to use; what you will experience; how to document footage of encounters, and how to discern between what's "explainable" and what's "undeniable," and much more. Also included in this book are meditations that you can read in the field that help to create the right atmosphere for contact. The meditations come from experienced people all over the world. Dr. Greer's Vision of a New World will help you access feelings of universal peace and a sense of wonder for the positive changes to come to planet Earth. Kosta Makreas' Global CE-5 Initiative Meditation will cultivate coherence with people in your contact group and with other seekers the world over, fuelling your passion for this mission of peace and harmony. Or, read James Gilliland's Healing Negative Influences to clear your energy, shed negativity, and become more receptive to both external and intuitive contact. This book is a complete resource: History of the UFO seekers movement Tips and techniques How to pick a location How to navigate the night sky Imperative information about laser pointers Equipment and app recommendations What communication is like How to objectively discern sightings Where you can find a UFO contact retreat Links to social networks like "ET Let's Talk" Troubleshooting Overcoming fears Extensive glossary The authors attest that if you follow the easy instructions in this handbook, you will have a sighting within six outings. You already have everything you need to make contact. This book will help you get there faster. All the information Game Master's needs to create compelling dungeon crawls, deadly fortress traps and clever riddles or puzzles to activate players' critical thinking skills alongside their critical rolls during tabletop RPG play. Restoring Justice: An Introduction to Restorative Justice offers a clear and convincing explanation of restorative justice, a movement within criminal justice with growing worldwide influence. It explores the broad appeal of this new vision and offers a brief history of its development. The book presents a theoretical foundation for the principles and values of restorative justice and develops its four cornerpost ideas of encounter, amends, inclusion and reintegration. After exploring how restorative justice ideas and values may be integrated into policy and practice, it presents a series of key issues commonly raised about restorative justice, summarizing various perspectives on each. United States History (5th Edition) Student Text takes the student on a journey beginning with European contact with American Indians and ending with the inauguration of Donald Trump. Along the journey, the course highlights major historical events that have shaped American history, inviting students to discuss the ramifications of these events on society today. - Publisher. Based on Bentley and Ziegler's best-selling, comprehensive survey text, "Traditions & Encounters: A Brief Global

History" provides a streamlined account of the cultures and interactions that have shaped world history. An effective part structure organizes developments into seven eras of global history, putting events into perspective and creating a framework for cross-cultural comparisons, while the strong themes of traditions (the formations and development of the world's major societies) and encounters (cross-cultural interactions and exchanges) bring focus to the human experience and help turn the giant story of world history into something more manageable. With an engaging narrative, visual appeal, extended pedagogy, and a strong emphasis on critical thinking, this concise version offers enhanced flexibility and affordability without sacrificing the features that have made the complete text a favorite among instructors and students alike. Offers a range of documents that illustrates civilizations from key stages in world history, with special attention to comparing major societies. For introductory courses in world history.

Documents in World History is a thematically organized, authoritative collection of original sources that highlight political, social, cultural and economic issues in world history. The text also provides documents on the hot topics of gender and cultural history. Revised and updated with over a quarter of the documents new, the sixth edition retains its global emphasis. Standard selections and political coverage have been improved, and attention to Islam and Christianity as well as South Asia have been expanded. Teaching and Learning Experience Personalize Learning- MySearchLab provides engaging experiences that personalize learning and comes from a trusted partner with educational expertise and a deep commitment to helping students and instructors achieve their goals. Improve Critical Thinking- Study Questions and Essay Suggestions at the end of each section encourage analysis of change over time and comparison between civilizations, while allowing students to test their understanding of the topics. Engage Students- Visual sources are presented as historical documents with introductions and questions to help students analyze and interpret the images. Support Instructors- MySearchLab and ClassPrep. You can also purchase a loose-leaf print reference to complement Revel The West: Encounters and Transformations, Volume 1 . This is optional. Gain the functional understanding you need to use search & seizure laws thoroughly, effectively and legally. This extremely current edition is the key to developing a solid grasp of the critical elements of NYS Search & Seizure Law, including significant legal changes and trends that surfaced recently that impact your work and your cases. A Dozen 5th Edition One-Shot Adventures for Levels 1 to 15. So, your players went off on a tangent? Never fear--Prepared 2 offers GMs quick solutions to keep the game moving and players entertained, while you figure out your next move. Here are short, one-shot adventures for every environment, including: * A goblin machine of war rampaging through the city * Breaches in the ice opening the door to madness from the stars * A blight of oozes across the land and a mysterious crypt at its center * A long-forgotten boring machine and its crazed automaton pilots * A walker, one of the leviathans of the wasteland, is being steered by the darakhul to intercept a city * A sinister cult comes a calling during a ship cruise * A play in the feylands goes terribly wrong * A dragon's lair by the sea * ...and much more, lavishly illustrated with maps by Meshon Cantrill With Prepared 2, designer Jon Sawatsky has created fantastic and highly playable 5th Edition fantasy scenarios ready to use in any fantasy campaign setting, at a variety of PC levels. Never be caught without a plot again! These adventures feature monsters from the core 5th Edition MM and from the Tome of Beasts. "This is History Book. It explored the grand scheme of world history as a product of real-life human beings pursuing their individual and collective interests. It also offered a global perspective on the past by focusing on both the distinctive characteristics of individual societies and the connections that have linked the fortunes of different societies. It has combined a clear chronological framework with the twin themes of traditions and encounters, which help to make the unwieldy story of world history both more manageable and more engaging. From the beginning, Traditions & Encounters offered an inclusive vision of the global past-one that is meaningful and appropriate for the interdependent world of contemporary times"-- For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready. Ways of the World is one of the most successful and innovative textbooks for world history. The brief-by-design narrative is truly global and focuses on significant historical trends, themes, and developments in world history. Authors Robert W. Strayer, a pioneer in the world history movement with years of classroom experience, along with new co-author Eric W. Nelson, a popular and skilled teacher, provide a thoughtful and insightful synthesis that helps students see the big picture while teaching students to consider the evidence the way historians do. The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper. This volume focuses on nonverbal messages and their role in close relationships-- friends, family, and romantic partners. For scholars and students in personal relationship study, as well as social psychology, interpersonal/nonverbal communication, family NATIONAL BESTSELLER • In April 1992 a young man from a well-to-do family hitchhiked to Alaska and walked alone into the wilderness north of Mt. McKinley. Four months later, his decomposed body was found by a moose hunter. This is the unforgettable story of how Christopher Johnson McCandless came to die. "It may be nonfiction, but Into the Wild is a mystery of the highest order." —Entertainment Weekly McCandless had given \$25,000 in savings to charity, abandoned his car and most of his possessions, burned all the cash in his wallet, and invented a new life for himself. Not long after, he was dead. Into the Wild is the mesmerizing, heartbreaking tale of an enigmatic young man who goes missing in the wild and whose story captured the world's attention. Immediately after graduating from college in 1991, McCandless had roamed through the West and Southwest on a vision quest like those made by his heroes Jack London and John Muir. In the Mojave Desert he abandoned his car, stripped it of its license plates, and burned all of his cash. He would give himself a new name, Alexander Supertramp, and, unencumbered by money and belongings, he would be free to wallow in the raw, unfiltered experiences that nature presented. Craving a blank spot on the map, McCandless simply threw the

maps away. Leaving behind his desperate parents and sister, he vanished into the wild. Jon Krakauer constructs a clarifying prism through which he reassembles the disquieting facts of McCandless's short life. Admitting an interest that borders on obsession, he searches for the clues to the drives and desires that propelled McCandless. When McCandless's innocent mistakes turn out to be irreversible and fatal, he becomes the stuff of tabloid headlines and is dismissed for his naiveté, pretensions, and hubris. He is said to have had a death wish but wanting to die is a very different thing from being compelled to look over the edge. Krakauer brings McCandless's uncompromising pilgrimage out of the shadows, and the peril, adversity, and renunciation sought by this enigmatic young man are illuminated with a rare understanding—and not an ounce of sentimentality. Into the Wild is a tour de force. The power and luminosity of Jon Krakauer's storytelling blaze through every page. The Janeway's Immunobiology CD-ROM, Immunobiology Interactive, is included with each book, and can be purchased separately. It contains animations and videos with voiceover narration, as well as the figures from the text for presentation purposes. Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy.

DREAD TALES TOLD IN THE DEAD OF NIGHT When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain Primordial Power Unleashed! They come howling from the hills, from the forest, the jungle, the marsh, the mountain... They stalk the far and lonely land, watering the earth with the blood of those who defy their ancient laws and stand against fate, against the Old Gods... They are barbarians, druids, and rangers. They are here and their time has come! Discover 250 exclusive 5e magic items made just for them: Items that scale with your proficiency bonus Items that scale with your rage damage bonus Items that grant beast traits Items that grant class abilities or racial traits Magical tattoos and shrunken heads New and revised weapons including bolas, spiked gauntlets, and war picks This 5th Edition (5e) handbook is perfect for players and GMs who want to add epic fun and variety to your Fifth Edition game with hundreds of wilderness-based magic items. To use this 5e supplement, you also need a copy of the PHB, DMG, and MM from the world's greatest roleplaying game. Collect the entire 250 Best Magic Items series by MageGate Games! Each full-length, fully illustrated handbook contains 250 class-based magic items designed to bring out the best in your favorite fantasy character classes! This all-new, exclusive and exciting RPG sourcebook series begins with: 250 Best Magic Items for Barbarians, Druids, and Rangers (wilderness adventuring classes) 250 Best Magic Items for Fighters and Rogues (urban adventuring classes) 250 Best Magic Items for Bards, Sorcerers, Warlocks, and Wizards (arcane adventuring classes) 250 Best Magic Items for Clerics, Monks, and Paladins (divine adventuring classes) 5e players and GameMasters will love these clever and innovative 5e books created by expert GMs with almost a century of combined experience between them! These gorgeous 5e books make great gifts / essential gift sets for tabletop fantasy roleplaying gamers (TTRPG) this holiday gift season. Each 250 Best Magic Items book is available in your choice of ebook, paperback (softcover), and collector's edition hardcover. All books are fully 5th Edition 5e compatible and ready to be used in your Fifth Edition game now. At the Game Master's discretion, these books may be easily modified for use with past editions such as 1e, 2e, 2.5e, 3e, 3.5e, 4e, as well as similar fantasy RPG games like OSR. Based on Bentley and Ziegler's best-selling, comprehensive survey text, "Traditions & Encounters: A Brief Global History" provides a streamlined account of the cultures and interactions that have shaped world history. An effective part structure organizes developments into seven eras of global history, putting events into perspective and creating a framework for cross-cultural comparisons, while the strong themes of traditions (the formations and development of the world's major societies) and encounters (cross-cultural interactions and exchanges) bring focus to the human experience and help turn the giant story of world history into something more manageable. With an engaging narrative, visual appeal, extended pedagogy, and a strong emphasis on critical thinking, this concise version offers enhanced flexibility and affordability without sacrificing the features that have made the complete text a favorite among instructors and students alike. Kaplan's, 5-Steps, Crash Course and the others are great resources for reviewing at the end, but Tamm's Textbook Tools accompanies students all year long. This AP World History companion is filled with vocab and assignments that follow the Bentley text throughout the year, chapter-by-chapter. It can be used for regular weekly assignments or review. It can be used on short notice if there is a sub, or be done as homework. All you need is the textbook. Teachers can copy at will, or the book can be used as a student consumable. As publishers started putting the majority of their content online, it opened a niche for traditional paper assignments, a void filled by this series. The textbook itself can be written in ink or electrons, but students still need to write and keep notes for themselves, and portfolios still matter. These activities challenge students to apply the concepts and give examples, diagramming each chapter as it comes. Facebook message or email (hudsonfla@gmail.com) if you want bulk pricing for a class set. Helping you find your voice, **INTERPERSONAL COMMUNICATION: EVERYDAY ENCOUNTERS**, 8e helps you build the skills you need to become a more effective communicator. Award-winning author Julia T. Wood incorporates the latest communication research as she presents a pragmatic introduction to the concepts, principles, and skills of interpersonal communication. Reflecting her expertise in gender and social diversity, the book offers unparalleled emphasis on diversity. It also provides comprehensive coverage of the influence of social media and thorough discussions of the ethical challenges and choices that affect interpersonal communication. In addition, it covers such timely issues as emotional intelligence and forgiveness, interracial relationships, safe sex, ways to deal with abuse from intimates, race-related differences between conflict styles, and the power of language. Connect students to the stories of history. Connect students to the experience of history. Connect students to success in history. At McGraw-Hill, we have dedicated the past few years to deepening our understanding of student and instructor experience. A relational approach to the study of interpersonal communication **Close Encounters: Communication in Relationships**, Fifth Edition helps students better understand their relationships with romantic partners, friends, and family members. Bestselling authors Laura K. Guerrero, Peter A. Andersen, and Walid A. Afifi offer research-based insights and content illustrated with engaging scenarios to show how state-of-the-art research and theory can be applied to specific issues within relationships—with a focus on issues that are central to describing and understanding close relationships. While maintaining the spotlight on communication, the authors also emphasize the interdisciplinary nature of the study of personal relationships by including research from such disciplines as social psychology and family studies. The book covers issues relevant to developing, maintaining, repairing, and ending relationships. Both the "bright" and "dark" sides of interpersonal communication within relationships are explored. Printed in color. U.S. History is designed to meet the scope and sequence requirements of most introductory courses. The text provides a balanced approach to U.S. history, considering the people, events, and ideas that have shaped the United States from both the top down (politics, economics, diplomacy) and bottom up (eyewitness accounts, lived experience). U.S. History covers key forces that form the American experience, with particular attention to issues of race, class, and gender. Among the tremendous changes affecting Europe in recent decades, those concerning political frontiers have been some of the most significant. International borders are being opened in some regions while being redefined or reinforced in others. The social relationships of those living in these borderland regions are also changing fundamentally. This volume investigates, from a local, ground-up perspective, what is happening at some of these border encounters: face-to-face interactions and relations of compliance and confrontation, where people are bargaining, exchanging goods and information, and maneuvering beyond state boundaries. Anthropological case studies from a number of European borderlands shed light on the questions of how, and to what extent, the border context influences the changing interactions and social relationships between people at a political frontier.

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