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Learn the history behind the phrase “We the people”. This nonfiction book analyzes the Preamble to the U.S. Constitution in an exciting and informative way. The book includes a glossary, a short fiction piece related to the topic, and a bonus activity. With this book that’s perfect for young readers, students can see how the powerful words of the Preamble are reflected in American government. This 32-page full-color book describes the creation of the U.S. Constitution and the Preamble. It also explores important topics like justice and liberty and includes an extension activity for grades 3-4. Perfect for the classroom or at-home learning, explore the Constitution, structure of government, and United States history.

Schooling Corporate Citizens examines the full history of accountability reform in the United States from its origins in the 1970s and 1980s to the development of the Common Core in recent years. Based in extensive archival research, it traces the origins and development of accountability reform as marked by key government- and business-led reports—from A Nation at Risk to No Child Left Behind and Race to the Top. By using the lens of social studies and civic education as a means to understand the concrete impacts of accountability reforms on schools, Evans shows how reformers have applied principles of business management to schools in extreme ways, damaging civic education and undermining democratic learning. The first full-length narrative account of accountability reform and its impact on social studies and civic education, Schooling Corporate Citizens offers crucial insights to the ongoing process of American school reform, shedding light on its dilemmas and possibilities, and allowing for thoughtful consideration of future reform efforts.

In Teaching America, more than 20 leading thinkers sound the alarm over a crisis in citizenship—and lay out a powerful agenda for reform. The book’s unprecedented roster of authors includes Justice Sandra Day O’Connor, Senator Jon Kyl, Senator Bob Graham, Secretary Rod Paige, Alan Dershowitz, Juan Williams, Glenn Reynolds, Michael Kazin, Frederick Hess, Andrew Rotherham, Mike Feinberg, Seth Andrew, Mark Bauerlein and more. Their message: To remain America, our country has to give its kids a civic identity, an understanding of our constitutional system, and some appreciation of the amazing achievements of American self-government. But we are failing. Young Americans know little about the Bill of Rights, the democratic process, or the civil rights movement. Three of every four high school seniors aren’t proficient in civics, nine of ten can’t cut it in U.S. history, and the problem is only aggravated by universities’ disregard for civic education. Such civic illiteracy weakens our common culture, disenfranchises would-be voters, and helps poison our politics.

The phenomenal growth of gaming has inspired plenty of hand-wringing since its inception--from the press, politicians, parents, and everyone else concerned with its effect on our brains, bodies, and hearts. But what if games could be good, not only for individuals but for the world? In Power Play, Asi Burak and Laura Parker explore how video games are now pioneering innovative social change around the world. As the former executive director and now chairman of Games for Change, Asi Burak has spent the last ten years supporting and promoting the use of video games for social good, in collaboration with leading organizations like the White House, NASA, World Bank, and The United Nations. The games for change movement has introduced millions of players to meaningful experiences around everything from the Israeli-Palestinian conflict to the US Constitution. Power Play looks to the future of games as a global movement. Asi Burak and Laura Parker profile the luminaries behind some of the movement’s most iconic games, including former Supreme Court judge Sandra Day O’Connor and Pulitzer-Prize winning authors Nicholas Kristof and Sheryl WuDunn. They also explore the promise of virtual reality to address social and political issues with unprecedented immersion, and see what the next generation of game makers have in store for the future.

Learn how Americans elect a president! Explore the roles of presidential candidates and the citizens who vote for them. This 32-page nonfiction book covers important concepts like leadership and voting rights. Perfect for use in the classroom or at-home learning to explore presidential campaigns, voting laws, and the federal government. Includes a short fiction piece to help students relate to the topic and engaging text features such as a glossary, useful discussion questions, and a “Civics in Action” activity designed to get students thinking and talking about social issues.

This book demonstrates how government information can be used to engage students through inquiry and project-based activities, thereby providing opportunities for creative investigation and discovery. • Supplies curated lists of free theme-based government sources • Provides examples of strategies and lesson plans recommended for using government documents, artifacts, images, and data • Includes highlighted lesson plans for use in secondary school curriculum as created by agency educators • Suggests unique and thought-provoking primary sources and activities that can be used to motivate, captivate, and inspire student engagement • Discusses the inquiry, research, and question-building processes as well as tips for web searching for government information using Google or other browsers

Master The Latest Educational Technology To Teach 21st Century Skills. To prepare students to thrive in the classroom and beyond, educators must place the proper emphasis on technology leadership. First published in 2009, this book’s second edition features 80% brand-new material addressing the latest technological developments, combined with the authors’ tested methods for applying them in schools. Features include: Aligning technology to the ISLLC Standards, ISTE Standards, and Common Core State Standards Comprehensive guides to the newest technologies and trends that school leaders need to know A companion website featuring a massive volume of resources for additional progress

Imagine an America where governmental institutions, schools, new technologies, and interest groups work together to promote more informed citizens. Civic Education in the Twenty-First Century brings together the research of scholars from various disciplines to show that by expanding what is done in isolation, we can realize such a healthy civic ecology.

A sitting justice reflects upon the authority of the Supreme Court—how that authority was gained and how measures to restructure the Court could undermine both the Court and the constitutional system of checks and balances that depends on it. A growing chorus of officials and commentators argues that the Supreme Court has become too political. On this view the confirmation process is just an exercise in partisan agenda-setting, and the jurists are no more than “politicians in robes”—their ostensibly neutral judicial philosophies mere camouflage for conservative or liberal convictions. Stephen Breyer, drawing upon his experience as a Supreme Court justice, sounds a cautionary note. Mindful of the Court’s history, he suggests that the judiciary’s hard-won authority could be marred by reforms premised on the assumption of ideological bias. Having, as Hamilton observed, “no influence over either the sword or the purse,” the Court earned its authority by making decisions that have, over time, increased the public’s trust. If public trust is now in decline, one part of the solution is to promote better understandings of how the judiciary actually works: how judges adhere to their oaths and how they try to avoid considerations of politics and popularity. Breyer warns that political intervention could itself further erode public trust. Without the public’s trust, the Court would no longer be able to act as a check on the other branches of government or as a guarantor of the rule of law, risking serious harm to our constitutional system. Learn how Americans elect a president! Explore the roles of presidential candidates

and the citizens who vote for them. This 32-page nonfiction book covers important concepts like leadership and voting rights. Perfect for use in the classroom or at-home learning to explore presidential campaigns, voting laws, and the federal government. Includes a short fiction piece to help students relate to the topic and engaging text features such as a glossary, useful discussion questions, and a "Civics in Action" activity designed to get students thinking and talking about social issues.

Best-selling author Marcia L. Tate brings her trademark "dendrite-growing" teaching strategies to this practitioner-friendly collection of brain-compatible methods for engaging K–12 students in social studies.

Creating a Tween Collection shows librarians how to evaluate their current juvenile and teen collections; meet all tween needs for recreation, education, and life skills; and carve out space, market, budget, and justify the need for a tween collection.

Considers legislation to submit state and local bonds and salaries to Federal taxation, and Government securities and salaries to state taxation.

Does the possibility of being put to death deter crime? Do the methods of execution matter? Is it possible for a state-ordered execution to be botched? Are innocent people ever sent to death row? Are there racial biases or other prejudices associated with the death penalty? This book examines the history of capital punishment in the United States; describes the significant issues, events, and cases; and addresses the controversies and legal issues surrounding capital punishment, making this important topic accessible to a wide range of readers. The book presents both sides of the argument on whether capital punishment should continue or be abolished, looking at the evidence regarding whether it is necessary for carrying out justice and deterring violent crime or whether the practice is inhumane, ineffective, biased in its application, and costly. Readers will gain insights into how capital punishment should be used, if at all; whether effective safeguards are in place to ensure that only the guilty receive the death penalty; what crimes deserve this sentence; whether juveniles or individuals with diminished mental capacity should ever be sentenced to death; potentially viable alternatives to the death penalty; and the hidden costs involved in our capital punishment system that make it so expensive. The book also contains primary documents relevant to capital punishment, such as excerpts from documents like the U.S. Constitution, the Hittite case laws, and the Code of Hammurabi, as well as descriptions of and excerpts from key cases decided by the U.S. Supreme Court.

"Twenty-eight eminent essayists remind our nations parents, educators, school board members and politicians that our democracy is in jeopardy and that our nation's system of free universal public education is also under attack. If that attack succeeds, American democracy itself would be further imperiled. That is because American democracy rests on a belief that the power of our government comes from the people, and the diffusion of knowledge and the enlightenment of the people has been a cornerstone of our democracy since the founding of our republic. America's public schools, therefore, have a special mandate"--

The 2016 presidential election campaign and its aftermath have underscored worrisome trends in the present state of our democracy: the extreme polarization of the electorate, the dismissal of people with opposing views, and the widespread acceptance and circulation of one-sided and factually erroneous

information. Only a small proportion of those who are eligible actually vote, and a declining number of citizens actively participate in local community activities. In *Flunking Democracy*, Michael A. Rebell makes the case that this is not a recent problem, but rather that for generations now, America's schools have systematically failed to prepare students to be capable citizens. Rebell analyzes the causes of this failure, provides a detailed analysis of what we know about how to prepare students for productive citizenship, and considers examples of best practices. Rebell further argues that this civic decline is also a legal failure—a gross violation of both federal and state constitutions that can only be addressed by the courts. *Flunking Democracy* concludes with specific recommendations for how the courts can and should address this deficiency, and is essential reading for anyone interested in education, the law, and democratic society.

Profiling the ten most populous cities in the United States during ten critical eras of political development, *Cities in American Political History* presents a unique singular focus on American cities, their government and politics, industry, commerce, labor, and race and ethnicity. *Cities in American Political History* analyzes the role that large cities from New York to Chicago to San Jose, have played in U.S. politics and policymaking. Each entry is structured for straightforward comparison across issues and eras. The city profiles include basic data and statistics for the era and are accompanied by maps of each era and the largest cities at that time.

Civics education is "on the books" in all 50 states, yet civic illiteracy is widespread. Only one third of 12th graders are able to explain the significance of the Declaration of Independence, and fewer than half of 8th graders know the purpose of the Bill of Rights. This instructional guide explores the foundations of civics education--and the reasons for its demise--with commentary from civics education leaders and scholars across the nation. Questions for eliciting civics discussion are provided for all grade levels, along with detailed civic action and service projects and reading plans. Best practices and grant writing options are included. The author argues for a return to early 20th century civics education and details the traditional and present-day role of America's libraries in developing a civic-minded populace. School and public librarians are urged to utilize trade books and carefully evaluated websites to integrate civics within educational and youth services offerings.

Budget literacy is defined as 'the ability to read, decipher, and understand public budgets to enable and enhance meaningful citizen participation in the budget process'. It is comprised of two main parts - (i) a technical understanding of public budgets, including familiarity with government spending, tax rates and public debt and; (ii) the ability to engage in the budget process, comprising of practical knowledge on day-to-day issues, as well as an elementary understanding of the economic, social and political implications of budget policies, the stakeholders involved and when and how to provide inputs during the annual budget cycle. Given that no international standards or guidelines have been established for

budget literacy education to date, this book seeks to address this gap by taking stock of illustrative initiatives promoting budget literacy for youth in selected countries. The underlying presumption is that when supply-side actors in the budget process -- governments -- simplify and disseminate budget information for demand-side actors -- citizens -- this information will then be used by citizens to provide feedback on the budget. However, since citizens are often insufficiently informed about public budgets to constructively participate in budget processes one way to empower them and to remedy the problem of "budget illiteracy" is to provide budget-literacy education in schools to youth, helping them evolve into civic-minded adults with the essential knowledge needed for analyzing their government's fiscal policy objectives and measures, and the confidence and sense of social responsibility to participate in the oversight of public resources. This book elaborates on approaches, learning outcomes, pedagogical strategies and assessment approaches for budget literacy education, and presents lessons that are relevant for the development, improvement, or scaling up of budget literacy initiatives.

Monumental in scope and vividly detailed, *Chocolate City* tells the tumultuous, four-century story of race and democracy in our nation's capital. Emblematic of the ongoing tensions between America's expansive democratic promises and its enduring racial realities, Washington often has served as a national battleground for contentious issues, including slavery, segregation, civil rights, the drug war, and gentrification. But D.C. is more than just a seat of government, and authors Chris Myers Asch and George Derek Musgrove also highlight the city's rich history of local activism as Washingtonians of all races have struggled to make their voices heard in an undemocratic city where residents lack full political rights. Tracing D.C.'s massive transformations--from a sparsely inhabited plantation society into a diverse metropolis, from a center of the slave trade to the nation's first black-majority city, from "Chocolate City" to "Latte City"--Asch and Musgrove offer an engaging narrative peppered with unforgettable characters, a history of deep racial division but also one of hope, resilience, and interracial cooperation. Written by scholars who have been at the forefront of the NPG debate as well as by scholar-practitioners, this book provides lessons learned from experience on how networked, contract-based and partnership-centered approaches to government can be undertaken in ways that preserve the values at the center of the American constitutional and political system.

Distrust. Division. Disparity. Is our world in disrepair? Ethics and civics have always mattered, but perhaps they matter now more than ever before. Recently, with the rise of online teaching and movements like #PlayApartTogether, games have become increasingly acknowledged as platforms for civic deliberation and value sharing. *We the Gamers* explores these possibilities by examining how we connect, communicate, analyze, and discover when we play games. Combining research-based perspectives and current examples, this volume shows how games can be used in ethics, civics, and social studies education to inspire learning, critical thinking, and civic change. *We the*

Gamers introduces and explores various educational frameworks through a range of games and interactive experiences including board and card games, online games, virtual reality and augmented reality games, and digital games like Minecraft, Executive Command, Keep Talking and Nobody Explodes, Fortnite, When Rivers Were Trails, Politicraft, Quandary, and Animal Crossing: New Horizons. The book systematically evaluates the types of skills, concepts, and knowledge needed for civic and ethical engagement, and details how games can foster these skills in classrooms, remote learning environments, and other educational settings. We the Gamers also explores the obstacles to learning with games and how to overcome those obstacles by encouraging equity and inclusion, care and compassion, and fairness and justice. Featuring helpful tips and case studies, We the Gamers shows teachers the strengths and limitations of games in helping students connect with civics and ethics, and imagines how we might repair and remake our world through gaming, together.

MAKERS is the award-winning video collection of women's stories. And we're bringing these inspirational and amazing stories to young readers in a book! Did you know that Kathrine Switzer, the first woman to complete the Boston marathon in 1967, was almost pulled off the course before she could finish the race? And that Mae Jemison, an astronaut, was inspired by a Star Trek character to pursue her passion in science? Behind every successful woman is the fascinating story of how she got to the top. And throughout history, trailblazing women have opened doors for those who followed. Based on the rich collection of interviews and documentaries from MAKERS, this book introduces pioneering women from all walks of life. Readers will get to know these women's hopes, dreams, challenges, and accomplishments in chapters filled with personal stories, historical information, inspiring quotes, and much more. They will learn about the women's movement and its impact today, and about common experiences women have. Most importantly, they'll be inspired to follow their dreams and become MAKERS themselves!

If you've never read the Constitution, let this guidebook help you! Featuring fun facts, cool illustrations, and even hilarious jokes, What Does the Constitution Say? will help you understand how our American government really works. Written more than 230 years ago, the Constitution can be hard to understand (even for adults). But it also gives you what you need to make our country the best it can be for everyone. What Does the Constitution Say? takes you on a tour of the whole Constitution while explaining what its fancy words really mean. From the Preamble to the 7 Articles to the 27 Amendments (so far), this fun-to-read guide is packed with bite-sized info, historic quotes, and graphics on important topics such as: Why the Constitution is a "living document" How the first attempt at a constitution (the Articles of Confederation) failed What powers the president does (and doesn't) have Key figures like James Madison, Alexander Hamilton, and George Washington A bonus section on the Declaration of Independence And much more!

What is free speech and why is it so special? Your Voice is Your Superpower tells you why your voice matters and how you can use it and also why we must protect everyone's right to free speech. Everyone loves superheroes. Who doesn't? They're super! Some of them can fly. Some are strong. Some can become invisible. And some wear capes. But the thing that really makes them super is that they help people and change the world. And guess what? You have a superpower inside you. Your VOICE is

your superpower. And because of a thing called freedom of speech, with that voice, you can express yourself, you can help people, and you can change the world. Now, more than ever, teaching children the value of free speech is essential to raising smart, engaged citizens. Knowing the value of free speech allows children to courageously share what they think and believe, whether it's with their family, friends, or their elected officials. Learning about the value of free speech also teaches children the importance of being good listeners, even if it means listening to points of view that differ from their own. In *Your Voice is Your Superpower*, father-daughter duo Jessica and Sandy Bohrer team up to teach children the importance of free speech and why it is essential for maintaining a functioning democracy. *Your Voice is Your Superpower* provides the perfect stepping-stone for parents looking to teach their children more about their First Amendment rights in an easy, appealing way. This fun, colorful book proves that the first step to raising engaged, courageous children—and in turn, raising a new generation of superheroes—starts at home. A portion of proceeds will be donated to the Committee to Protect Journalists. "The First Amendment gives us superpowers! What a terrific way to help kids understand why they are free to say and write what they think. This engaging story is perfect for young readers and maybe a few parents, too." --Kathleen Carroll, Chair of the Board of the Committee to Protect Journalists

Marc Holzer and Richard W. Schweser have written a fresh and highly engaging textbook for the introductory course in Public Administration. Their coverage is both comprehensive and cutting-edge, including not only all the basic topics (OT, budgeting, HRM), but also reflecting new realities in public administration: innovations in e-government, the importance of new technology, changes in intergovernmental relations, especially the emphasis on inter-local and shared regional resources, and public performance and accountability initiatives. *Public Administration* has been crafted with student appeal in mind. Each of the book's chapters is generously illustrated with cartoons, quotes, and artwork—all reinforcing the book's theme that the field of public administration is rooted in the cultural and political world. Each chapter is also supported with a listing of key terms, exercises, and additional resources. The textbook is supported by one of the most comprehensive and easy-to-use instructors' manuals of any introductory text on the market today. It contains full lesson plans with activities to accommodate a broad range of teaching and learning styles for each chapter, PowerPoint decks for each chapter (with visuals and links embedded), 8 new long-term project / student presentation ideas, an updated 'Quotes and Notables' section with biographical information and media links for each chapter, updated test questions with answer keys, and updated terms and definitions for each chapter.

Nearly a century ago, famed educator John Dewey said that "if we teach today's students as we taught yesterday's, we rob them of tomorrow." That wisdom resonates more strongly than ever today, and that maxim underlies this insightful look at the present and future of education in the digital age. As Darrell West makes clear, today's educational institutions must reinvent themselves to engage students successfully and provide them with the skills needed to compete in an increasingly global, technological, and online world. Otherwise the American education system will continue to fall woefully short in its mission to prepare the population to survive and thrive in a rapidly changing world. West examines new models of education made possible by enhanced information technology, new approaches that will make public education in the post-

industrial age more relevant, efficient, and ultimately more productive. Innovative pilot programs are popping up all over the nation, experimenting with different forms of organization and delivery systems. Digital Schools surveys this promising new landscape, examining in particular personalized learning; realtime student assessment; ways to enhance teacher evaluation; the untapped potential of distance learning; and the ways in which technology can improve the effectiveness of special education and foreign language instruction. West illustrates the potential contributions of blogs, wikis, social media, and video games and augmented reality in K–12 and higher education. Technology by itself will not remake education. But if today's schools combine increased digitization with needed improvements in organization, operations, and culture, we can overcome current barriers, produce better results, and improve the manner in which schools function. And we can get back to teaching for tomorrow, rather than for yesterday.

Discover how to improve student engagement, foster collaboration, and boost achievement with the power of fun. This book provides dozens of instructional strategies that can be implemented immediately into any classroom to increase student motivation and foster love of learning. Backed up with brain-based research, you can use these techniques, activities, and resources for: - priming students to learn at the beginning of class - promoting higher-level thinking and creativity - helping students master critical concepts and skills - without stress! - class-building and team-building Strategies are supplemented with content-specific examples and sample lesson plans. Learn how to make your classroom a seriously fun place to learn!

Around the globe, democracy is under assault. For a dozen years, global freedom has followed a downward slope, according to Freedom House. Once viewed as the world's model of freedom, the United States has slipped in world ratings of democracy. For a rising portion of the world's population, faith in democracy is flagging. At the same time, a wave of nationalism and xenophobia is rising in the West, questioning democracy's ability to meet the needs of its citizens. The contributors to this volume examine democracy's discontent from a variety of perspectives. What forces have produced the extreme partisanship and polarization roiling America's civic life and politics? How has today's populist movement challenged democratic norms and institutions? What role has social media played in democracy's discontent and its defense? How do we overcome persistent racism in the face of emboldened White supremacist and anti-immigrant agitation? Across the pages of this book, teachers, teacher educators, and education policy makers will recognize a common theme in responding to democracy's discontent – the need to rebuild the nation's civic infrastructure. Research on best practices in civic learning and engagement serve as a guide to transforming how we prepare citizens for democratic deliberation and civic action. Creative and effective teaching materials and approaches await only the will to invest the needed time and support. Repairing our civic infrastructure will help to restore confidence in our civic capabilities and trust in our ability to work together for the public good. Without a serious recommitment to the civic mission of schools, the nation will be ill prepared to defend against those within and beyond

our borders who are intent on undermining democracy.

Accessible, straightforward answers to more than 100 questions about teens' legal rights and responsibilities. "Can I be prosecuted for comments I make online?" "What are my rights as an undocumented teen?" "When can I get a tattoo?" These questions—and many more—are asked and answered in *What Are My Rights?* Teens often have questions about the justice system but don't always know where to turn for answers. This book provides those answers, exploring more than 100 legal questions pertaining specifically to teens. This revised and updated fourth edition includes fresh facts, updated statistics, and brand-new questions and answers. Using a straightforward tone and drawing on examples from real-life juvenile court cases, Judge Tom Jacobs helps readers learn about the laws that affect them, appreciate their legal rights, and consider their responsibilities. *Teens & the Law Series* The *Teens & the Law* series familiarizes young readers with our legal system, dispels myths and mysteries, and shows that the law is by and for the people—including teens. The books cover numerous important legal issues pertaining to young people, such as the rights of minors; the rights to privacy and freedom of expression; the rights of gay and lesbian students; the rights of students with disabilities; the rights of parents, schools, and workplaces; the voting and political system; abortion; living wills; traffic laws; curfews; probation; and juvenile versus adult court. Crimes discussed include forgery, obscene conduct, defamation, vandalism, gang-related crimes, gambling, theft, underage drinking, drug and weapon possession, hacking, cyberbullying, sexual harassment, rape, hate crimes, arson, threats, and violence. Each book offers discussion points, tips and advice, detailed resources, emergency hotlines, and probing questions for further reflection.

There is a growing recognition in the learning sciences that video games can no longer be seen as impediments to education, but rather, they can be developed to enhance learning. In this book a diverse group of contributors provide perspectives on the most current thinking concerning the ramifications of leisure video game play for academic classroom learning.

What hidden skill links successful people in all walks of life--across cultures, industries, generations . . . all of time? The answer is surprisingly simple: they know how to ask the right questions at the right time. Questions help us break down barriers, discover secrets, solve puzzles, and imagine new ways of doing things. The right question can provide for us not only the answer we need right then but also the ones we'll need tomorrow. Emmy award-winning journalist and media expert Frank Sesno wants to teach you how to question others in a methodical, intentional way so that you can find the same success that others have found by mastering this simple skill. From the author's illuminating interviews that he has included in the book, you will learn:

- How the Gates Foundation used strategic questions to plan its battle against malaria
- How turnaround expert Steve Miller uses diagnostic questions to get to the heart of a company's problems
- How creative questions animated a couple of techie

dreamers to brainstorm Uber • How journalist Anderson Cooper uses confrontational questions to hold people accountable Throughout Ask More, you'll explore all different types of inquiries--from questions that cement relationships, to those that will help you plan for the future. By the end, you'll know what to ask and when, what you should listen for, and what you can expect as the outcome.

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