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& Editors**

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Leaving a legacy, giving more than we receive in payment, and helping the next generations of teachers and learners are the bases for our commitment to continuing to create, publish, and present.

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The two partners in Authors & Editors wear many hats.

Elaine Kirn-Rubin & Arthur E. Rubin

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Skill Level	Available Products	pages
Pre-Word	10 World-Alphabet How-to Resources & Products, ready to use in engaging lessons, learning activities, & games.	6 & 7
Word Level	Over 25 Phonics, Spelling, Vocabulary How-to Resources, Texts, Workbooks, & ready-to-use Games and Activities.	8 to 13
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Grammar & Structure	14 WorkTexts with Teachers' Guides, Self-Teaching Answer Keys, Activity-Idea Books, & Card Packs for cooperative and competitive activities..	15 & 16
Oral Language	Over 45 WorkTexts, Pronunciation Manuals, Self-Teaching Answer Keys, Teachers' Guides with Audioscripts, CDs, Activity-Idea Books, & Card Packs for receptive and expressive activities & games for Speaking, Listening, Accent Acquisition, & Pronunciation.	17 to 20
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Content & Culture	10 WorkTexts, Teachers' Guides with Answer Keys, Activity-Idea Books, Card Decks—and even Board Games with Question-and-Answer Cards & Pieces.	25 & 26



Meanings of Catalog Symbols



Recommended for *Pre-Literate & Literacy Learning Levels*



Recommended for *Beginning Learning Levels*



Recommended for *Intermediate Learning Levels*



Recommended for *Advanced Learning Levels*



Appropriate in these *Grades of Primary / Secondary Schools*



Appropriate in *Adult, Career, & Continuing Ed*


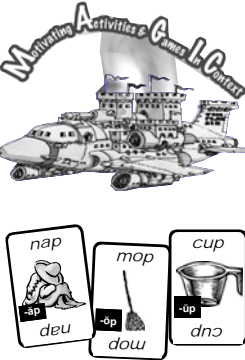




Appropriate at *College & University Levels*



Reproducible for *Educational Use*

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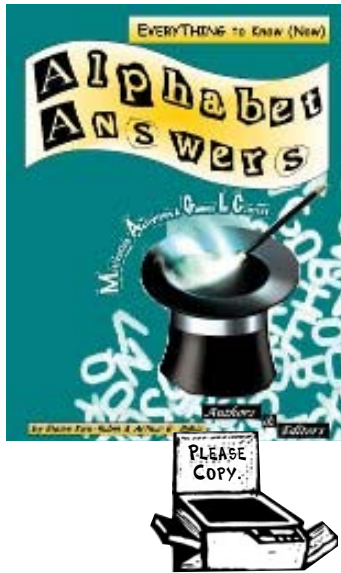
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L B I
K-8 A/C



Alphabet Answers

80-Page How-to Resource Book ISBN: 978-1-934637-01-2 \$20

EVERYTHING to Know (Now) about Teaching & Learning Alphabets (Creative Ideas for Effective Language Activities & Games)

Experience with *any* alphabet serves as a vital foundation for language teaching and learning. It enables children, adult new readers, learners of a second or foreign language, and everyone that studies or works with writing to understand and do oral spelling, to write from dictation, to look up and alphabetize items, and to prepare to read and spell phonetically by choosing and arranging letters that represent sounds.

Alphabet Answers begins at the beginning. It suggests innovative activities and games requiring little or no preparation, designed to teach the forms, names, and order of the letters in an alphabetic writing system. At many proficiency levels, the 26 ideas A to Z will add variety, motivation, energy, cooperation, and competition to the language classroom, tutoring situation, learning group, and/or individual study. Each section includes reproducible classroom-ready materials and website referrals.

L B I
K-8 A/C



Alphabet LetterCards AaAa to ZzZz

Versions 1, 2, 3, 4, 5 = five (5) 104-Card Packs + 24-Page Activity & Idea Book ISBN 978-1-934637-19-7 \$18

Every pack of 104 *Alphabet LetterCards*—Versions 1, 2, 3, 4, or 5—contains four (4) styles of each of the twenty-six letters of the English (roman) alphabetic writing system *AaAa* to *ZzZz*. In each set of four letters, there is a pair of one upper-case (capital) and one lower- case (small) *manuscript* (*block*) letter—and one upper-case and one lower-case *cursive* (*handwriting*) letter.

Some versions include pictures illustrating words beginning with each letter. In others, two 52-card decks of standard playing cards—13 ranks of four suits—are incorporated into the corresponding *Alphabet LetterCards*.

Any (part of any) card pack is ideal for effective and efficient presentation and practice of alphabetic principles as well as for motivating, engaging, cooperative, and competitive classic card games.

L B I
K-8 A/C



Alphabet-Letter Bingo/Lotto Tear-Off Pad

English-Roman, 104-Pages ISBN 978-1-934637-30-2 \$12

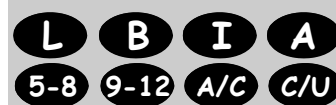
Whether played alone, in pairs, or in larger groups, games motivate! They provide a welcome change of pace from traditional classroom procedure, are multi-sensory, trigger cognitive effort, relieve the pressure of solitary study, and “lower the affective filter” to learning.

Alphabet-Letter Bingo/Lotto provides natural listening practice, pronunciation models, and practice in visual discrimination of printed symbols that stand for sounds—the four forms of the 26 letters of the English alphabet.

This reusable/disposable pad contains fifteen (15) varieties of *Caller* or *Matching Cards* that indicate how to pronounce letter *names* vs. the *sounds* they produce. They are useable in flexible ways with—or without—eight “Bingo Grids” for each of 15 kinds of variously leveled *Alphabet Bingo/Lotto Games*.

Alphabet-Letter Bingo/Lotto Tear-Off Pad

World Writing Systems, 58 Pages ISBN 978-1-934637-31-9 \$9



The *Bingo/Lotto* format fits many kinds of language-education content. It is particularly suited for *alphabetic writing systems*. Its game design can work well with almost *any* world-language abjad or alphabet, such as *Hebrew, Arabic, Greek, Latin, Cyrillic, and Korean Hangul*.

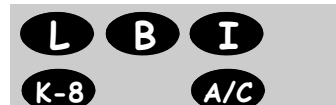
For *each* of these, there are eight (8) different 25-box *Alphabet-Letter Bingo/Lotto Grids* to play on—with a reference list for the letter names and their sounds on the same page. There's a *Caller* or *Matching Card* for each letter in each system. The materials will help serve the needs of pre-literate learners of any of these languages as well as the curiosity of English speakers comparing other symbols with those in the Roman alphabet.

If you'd like a *larger* collection of this reusable/use-once pad of *Alphabet-Letter Bingo/Lotto* materials for one or more of the above-mentioned languages—such as leveled *Grids* of smaller sizes displaying cursive or other letter forms, *Authors & Editors* may be able to accommodate you. And you can use the formats as models for your own *Letter Bingo/Lotto* grids and cards—perhaps for phonetic or invented alphabets.



Alphabet-Letter Paired-Grids Tear-Off Pad

English-Roman, 56 Pages ISBN 978-1-934637-32-6 \$9



The concept of “dyad grid activities” comes from the procedures of a strategic early 1900s pad-and-pencil (now commercial and/or online) guessing game called *Battleship*. To provide systematic *educationally beneficial* practice, in contrast, the borders of both columns and rows of *these Alphabet-Letter Paired Grids* are *lettered*, instead of numbered.

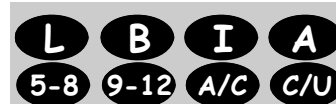
Depending on participants' language-proficiency levels and goals and the time available for play, they can choose *Grids* containing any number of square boxes, from 25 (5 columns by 5 rows) to 900 (30 x 30). For maximum practice, the paired pages display various letter forms—upper- and lower-case *manuscript* and/or *cursive*—from different parts of or the whole English alphabet.

Like other creative *Alphabet-Letter* activity and game materials, these innovative pages work because they inspire and motivate (cooperative and/or competitive) instruction that is both engaging and efficient.



Alphabet-Letter Paired-Grids Tear-Off Pad

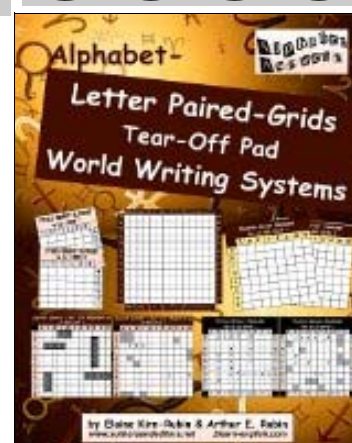
World Writing Systems, 100 Pages ISBN 978-1-934637-33-3 \$12



Like the *Bingo/Lotto* format, the *Alphabet-Letter Paired-Grid* “*battleship*” concept fits many kinds of language-education content, especially *world alphabetic writing systems*. This pad contains pages for practice in *Hebrew, Arabic, Greek, Latin, Cyrillic, and Korean Hangul* letters.

Alphabet-Letter Paired Grids motivate, provide an energizing change of pace, encourage non-threatening interaction, and are naturally “*tiered*” (multi-level). They provide practice in language *content* and oral and written language *use*.

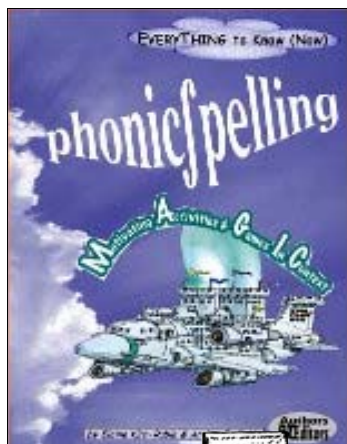
And after learners have mastered *letter names*, the grids can be used for spelling and vocabulary practice—in any (familiar or new) language. Participants can even make grids of their own—in the same alphabet(s) and/or in the symbols of other useful writing systems.



B I A
K-8 A/C

phonicspelling

228-Page How-to Resource Book ISBN: 978-1-934637-37-1 \$24



EVERYTHING to Know (Now) about Phonics & Spelling Instruction (Creative Ideas for Effective Language Activities & Games)

Phonics, a method for teaching English speakers to read and write, encourages and enables learners to correlate (associate) the 40 or more spoken sounds of the language with the 26 written letters of the alphabet. **phonicspelling**, the second book for the “Everything to Know (Now)...” concept, begins where **Alphabet Answers** ends. It recommends innovative but practical activities, games, and puzzles needing little preparation, designed to teach *language-sound awareness, initial- and final-consonant sounds and spellings, word families (rhyming words), simple and complex vowels, phonetic symbols vs. letters, spelling patterns and rules*, and more.

At most proficiency levels, the 26 ideas A to Z will add variety, inspiration, cooperation, and/or competition to the language classroom, tutoring situation, learning group, and/or individual study. Along with referrals to downloadable web pages, each section includes reproducible classroom-ready materials, including enlargeable card decks and game boards.

L B
K-8 A/C

Initial Consonants 1 & 2

Basic & Beginning 54-Card & 72-Card Packs 1 & 2 + 72-Page Activity & Idea Book ISBNs 978-1-934637-38-8 & -39-5 \$12



Card Packs consisting of four-of-a-kind item sets are particularly suited for the motivating, friendly competition of classic (children’s) card games, like *P-I-G, Snap, Concentration, Go Fish, Old Maid, I Doubt It, Rummy*, etc. With these **phonicspelling Initial-Consonants Cards**, players work with basic vocabulary in four categories—*people or animals, places, things, actions*—at the same time practicing the sounds and spellings of *initial consonants*.

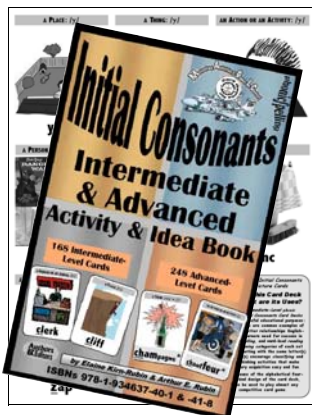
At *Basic Level 1*, these *Cards* display illustrated one-syllable words that start with b, c, d, f, g, h, l, m, p, r, s, t, w. The *Beginning Card Pack 2* contains *different* sets of words starting with each of those letters—plus ch, j, k, n, sh.

An included *Activity & Idea Book 1 + 2* gives teaching and learning information as well as suggested steps for educational (categorizing) activities and engaging matching and sequencing (cooperative, competitive) card games.

I A
5-8 9-12 A/C

Initial Consonants 3 & 4

Intermediate & Advanced 160-Card & 244-Card Packs 3 & 4 + 88-Page Activity & Idea Book ISBN 978-1-934637-40-1 & -41-8 \$16



The *Intermediate-Level Initial-Consonants Card Pack 3* contains pictures named by four categories of words with the *initial consonants* listed above—as well as cl, cr, dr, fl, fr, gl, gr, pl, pr, q, sl, sm, sn, sp, sr, str, sw, th, tr, v, y, z. These mostly one-syllable items have *regular*, but *less common*, spellings (letters in sequence) than those in lower-level materials. Words starting with *all* possible initial consonant letters, digraphs, and clusters are in the *Advanced-Level Pack 4*, which contains both one- and multi-syllable items with regular, irregular, and exceptional spellings. The *Activity & Idea Book 3 + 4* for these *Card Packs* includes higher level information and longer word lists for more complete reading/phonics/spelling instruction. There are also ideas for more challenging educational activities and games.

Rhyming Words 1, 2, 3

4 Beginning 52-Card Decks A, B, C, D = 208 Cards + 56- Page Activity & Idea Book ISBN 978-1-891077-18-0 and -19-7 \$10

4 Intermediate 52-Card Decks E, F, G, H = 208 Cards + 56-Page Activity & Idea Book ISBN 978-1-891077-20-3 and -21-0 \$10

4 Advanced 52-Card Decks I, J, K, L = 208 Cards + 60-Page Activity & Idea Book ISBN 978-1-891077-22-7 and -23-4 \$10

Apply the rules—and the motivation—of classic card gaming to teaching and learning the basic skills needed for language success. With *Rhyming Words Card Decks A-L*, students acquire or strengthen their word-level reading, spelling, and vocabulary skills. Each 52-card deck contains thirteen sets of four-of-a-kind (matching) rhyming words, displayed in pictures and print.

The accompanying *Activity & Idea Books 1, 2, and 3* provides copies of and commentary on the contents of each *Deck*, game procedures, ideas for effective word-level activities, and complete rhyming word lists. Beginning learners work with basic sound-symbol phonics relationships; intermediate, with common and alternative phonics patterns; and advanced, with regular and exceptional spellings in one- and multiple-syllable words.

L B I A
5-8 9-12 A/C



Vowel Sounds & Spellings 1, 2, 3

Beginning 60-Card Pack 1 with the Most Common Spellings for 15 Basic Vowel Sounds ISBN 978-1-934637-21-0 \$9

Intermediate 80-Card Pack 2 with Most Spellings for 20 Vowel Sounds in One-Syllable Words ISBN 978-1-934637-22-7 \$10

Advanced 88-Card Pack 3 with Most Spellings for 22 Vowel Sounds in Polysyllabic Words ISBN 978-1-934637-23-4 \$11

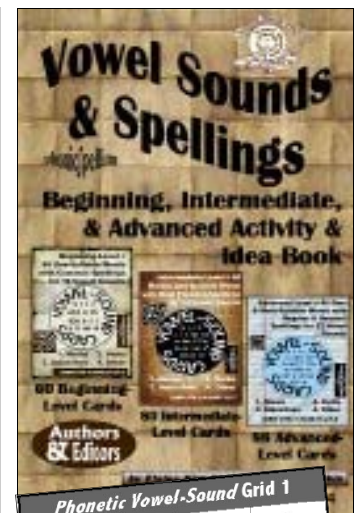
All Products Include 90-Page Activity & Idea Book 1, 2, 3

Or order Beginning, Intermediate, & Advanced Card Packs (57 Matching Sets of Four = 228 Cards) together, ISBNs 978-1-934637-21-0, -22-7, -23-4 + 90-Page Activity & Idea Book \$27

Three leveled *Packs of Word-and-Picture Cards 1, 2, and 3* outline, practice, and imbed the phonics system of 15 to 22 distinct American English *vowel sounds*, with regular, alternative, and exceptional spellings in one- and multi-syllable vocabulary items (*nouns, verbs, adjectives*, and other parts of speech). Items begin with the most common CV(C) letter-combinations, progress to less frequent spellings (including vowel sounds before *-r*), and move to unusual and unique spellings (phonics/spelling exceptions).

Apply the rules—and the motivation—of preparatory lessons, flash cards, dyad (information gap) activities, path-boards, classic cooperative/competitive card games, and more to the teaching and learning skills needed for language success, all focused on a challenging word-level topic: *vowel sounds vs. spellings*.

Card Packs 1, 2, and 3 contain 15, 20, and 22 sets of four-of-a-kind (matching) vocabulary items—with the same vowel sounds but various spellings—in pictures and print. The accompanying *Activity & Idea Book* provides copies of and commentary on the contents of each pack, game procedures, ideas for effective word-level activities, and comprehensive, level-appropriate vowel-sound word lists.



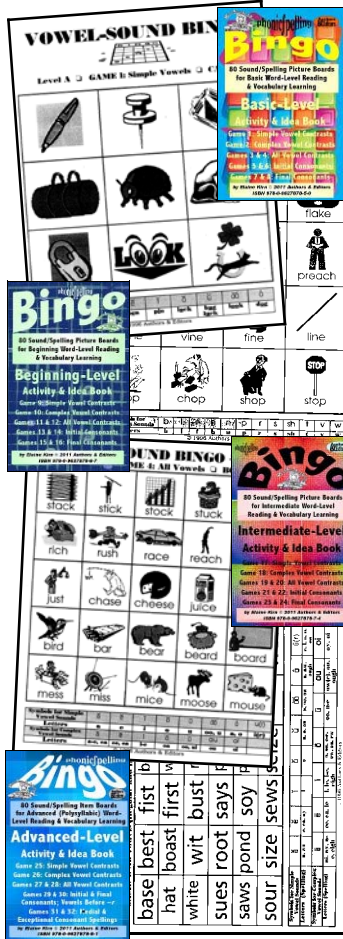
Phonetic Vowel-Sound Grid 1

1. ä = /æ/	2. ě = /e/	3. ĩ = /i/	4. ō = /o/
5. ũ = /ɜ/	6. ǒ = /ɔ/	7. ô = /ɔ/	7r. a: = /ā/
8r. ũ = /ɜ/	9. ā = /ā/	10. ē = /ē/	11. ĩ = /ĩ/
12. ô = /o/			

New!

giraffe* relax handsome
before leopard celebrate
pleasant* any* gym*

L B I A
K-8 9-12 A/C



Phonics Bingo 1, 2, 3, 4

- Literacy-Level 1 = 80 9-Box Picture-Grids for 8 Games + 60-Page Activity & Idea Book 1 ISBN 978-0-9627878-5-0 \$28
- Beginning-Level 2 = 80 16-Box Word/Picture-Grids for 8 Games + 60-Page Activity & Idea Book 2 ISBN 978-0-9627878-6-7 \$28
- Intermediate-Level 3 = 80 25-Box Word/Picture-Grids, 8 Games + 60-Page Activity & Idea Book 3 ISBN 978-0-9627878-7-4 \$28
- Advanced-Level 4 = 80 36-Box Word-Grids for 8 Games + 60-Page Activity & Idea Book 4 ISBN 978-0-9627878-8-1 \$28
- Set of All 4 Levels of *Phonics Bingo 1, 2, 3, 4* (32 Games) \$96

These engaging classroom-ready materials work because they provide immediate feedback—encouraging and enabling language-learning players to understand and then pronounce words comprehensibly. The vocabulary items to be compared are arranged in “minimal pairs and groups.”

Each of four *Phonics Bingo* levels—*Literacy*, *Beginning*, *Intermediate*, and *Advanced*—contains eight decks of *Caller Cards* for eight different games, for which there are ten distinct *Bingo Grids* each. Half the games at each level contrast *vowel sounds and spellings*. The other four focus on *consonants—initial, final, and (at higher multi-syllable levels) medial*. The levels become progressively more challenging—in the number of contrasting words (9, 16, 25, 36), their sound/spelling patterns, the complexity/infrequency of vocabulary, etc. Except at the *Advanced Level*, an illustration accompanies each boxed word. For reference, phonics pattern symbol vs. letter lists enhance each grid.

An extensive *Teacher-Resource Activity & Idea Book* for each level includes reduced-sized copies of game boards for the 8 separate games, the rules of *Phonics Lotto* and *Bingo* with suggestions for multi-level variations, and a mini-phonics course for instructors and tutors—with reproducible reference lists, phonics worksheets, mastery checks, and answer keys.

L B I A
5-8 9-12 A/C C/U



Phonics & Spelling Puzzles

- Basic Level ISBN 978-1-934637-42-5 50 pages \$8
- Beginning ISBN 978-1-934637-43-2 70 pages \$10
- Intermediate ISBN 978-1-934637-44-9 90 pages \$12
- Advanced ISBN 978-1-934637-45-6 110 pages \$14

Ask for pricing of combinations of 2, 3, or 4 levels of *Puzzle Pads*.

The engaging activity types of *Ways with Words* and other well designed paper-and-pencil puzzles lend themselves naturally to practice and progress in phonics, spelling, word-level reading, and vocabulary. The attractive, copiously illustrated *Letter Lines*, *Shapes & Spaces*, *Word Search*, *Criss-Cross*, *Linked Words*, *Choices*, *Word Maze*, *Switched Letters*, *So What's Different*, *Categories*, *Letter Connect*, *Jumble*, *Letter Blocks*, *Rebus Crossword*, and other puzzle types of *phonicspelling Puzzle Tear-Off Pads* progress from easy-to-do to challenging.

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Spelling Workbooks

Basic Everyday Spelling Workbook, 94 Pages
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ISBN 978-1-891077-88-3 \$16

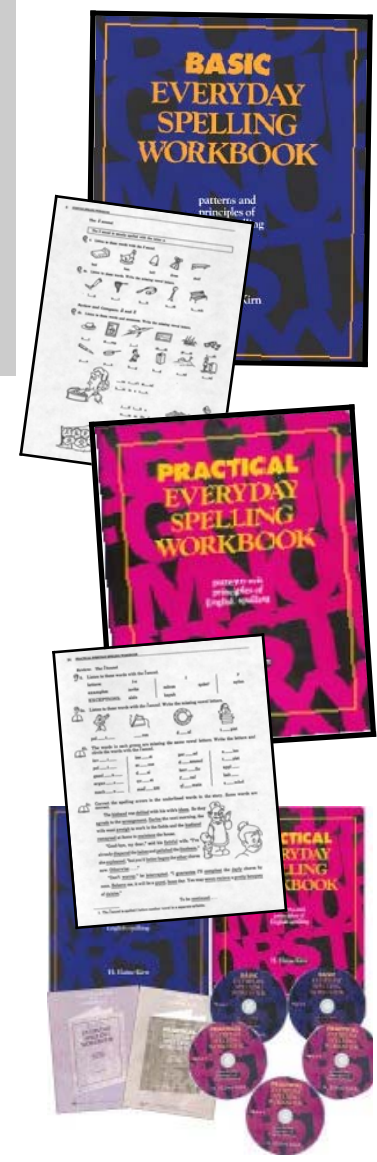
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L B I A
5-8 9-12 A/C C/U



Flexible. Humorous. Stimulating. Engaging. Motivating: words rarely used to describe *spellers*, but they apply to the unique characteristics of these classic *phonic/spelling* Workbooks. Through sound vs. letter presentations, vocabulary-building, error correction, word puzzles, games, stories, and more, secondary/adult language-learners can acquire the sound-symbol (phonics) patterns of the American-English spelling system. They learn to read words aloud, spell common items, and make "educated guesses" in the spelling of new vocabulary. Both texts include review lessons, progress tests, and hundreds of illustrations, making them useful as "picture dictionaries." Exercise types appeal to learners of various styles—visual, auditory, cognitive, creative, etc. They are effective and efficient.

The first text contains one-syllable words with predictable, common spellings.

After reviewing the patterns and principles of the previous book, the second covers exceptional spellings, homophones, compound and multisyllable words, vowels before *r*, and silent consonants. *The Everyday Spelling CDs* contain all the text material that can be enhanced by audio. They are especially useful for individual study, in learning labs, and for situations without native-speaking models or correction.

The *Everyday Spelling Instructors' Guides* offer creative ideas for in-class use of the texts, remedial and supplementary activities, and ways to combine spelling with language-skills lessons. Each includes a *Tapescript* for all auditory exercises and answers to all text exercises and tests.

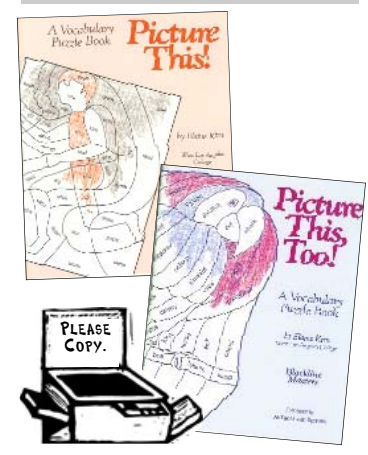
Picture This! Picture This Too!

88 Reproducible Pages ISBNs 978-0-9627878-0-5, -1-2 \$15 each

L B
K-8 A/C

These entertaining word puzzles for children—and pre-literate or beginning adults—offer a motivating change-of-pace supplement for classroom use and beyond. Each content category contains these puzzle types: *Word Search*, *Crossword*, *Rebus*, *Scrambled Words*, *Hidden Pictures*, *Maze Words*, and *Color Codes*. The seven (7) puzzle varieties help learners in vocabulary, spelling, and reading readiness. An *Answer Key* is provided.

The hundreds of illustrated vocabulary items serve as an introduction or enhancement to contextualized lessons in these content areas: *Things We Use*, *Foods*, *Clothing*, *Body Parts*, *Things We Do*, *Animals*, *Things Outside* in the first book—and *Things in a House*, *Things to Eat*, *Things to Play With*, *Things to Wear*, *Body Parts*, *Animals*, and *Things That Go* in the second. The reproducible or one-use pages lend themselves to class activities, pair work, cooperation or competition, and/or independent study and fun.



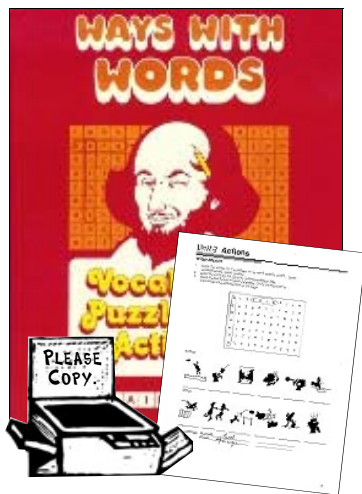
B I A
9-12 A/C

WAYS WITH WORDS: Vocabulary Puzzles

144 Reproducible Pages

ISBN 978-1-891077-27-2

\$25



Designed for secondary– and adult-competency word-level to whole language lessons, *Ways with Words* presents practical vocabulary in these categories: *Things, Foods, Actions, Clothing, Places, Jobs, Describing People, the Calendar Year, the Community, the World of Work, Housing & Neighborhoods, Transportation, Health & Illness, Leisure Time, Review.*

The puzzle types offered in each unit are *Word Search, Crossword, Rebus* or *Scrambled Words, Missing Letters, Categories, Matching, Words in Context,* and *Expressions & Idioms.* The chapters and activities gradually become more challenging. Many of the reproducible pages display simple, amusing cartoons illustrating target vocabulary and spelling items.

Enticed to succeed by “getting the right answers to solve the puzzles,” language learners can work individually or cooperatively; an answer key is included. Activities in the review chapters are designed for pair work.

I A

5-8 9-12 A/C C/U

WHAT'S THE WORD? Using New Vocabulary in the Real World

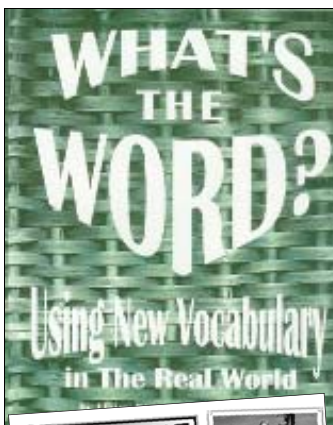
156-Page WorkText w/Answer Key ISBN: 978-1-891077-01-2

\$20

2 70-Minute CDs

ISBN: 978-1-891077-32-6

\$24



What's the best word for a context or situation? How do we use it appropriately and effectively? If you or your intermediate to advanced- level students often ask these questions—or if systematic vocabulary acquisition is part of your language curriculum, then **WHAT'S THE WORD? Using New Vocabulary in the Real World** is for you!

This efficiently organized 156-page student text has a clear and practical real-world purpose—providing language students with the skills and strategies to learn vocabulary efficiently and effectively. Its unit titles are “Learning Vocabulary from Reading,” “Using Vocabulary Appropriately,” and “Building Vocabulary Systematically.”

Vocabulary is best learned in meaningful contexts, of course, so the worktext provides reading material in which users learn, choose, and/or supply the most appropriate items. Because the vocabulary corresponds in subject matter to the readings of *WHAT'S THE POINT? BOOK TWO* — such as *Getting Acquainted with People, Getting Better and Better,* and *What Happened Next?*, the two texts can be used together effectively—and/or independently.

Other explanations and exercises illustrate and provide practice in proven vocabulary-acquisition skills or strategies, such as *Recognizing Parts of Speech, Guessing Meaning from Context, Using a Dictionary to Learn Vocabulary; Word Usage & Phraseology, Vocabulary in Subject Areas, Synonyms Vs. Opposites; Combining Words—Compounds, Word Pairs (Homophones, Homographs, Near-Misses), Word Parts—Beginnings & Endings.*

Many of the concepts in these vocabulary-acquisition sub-topics can be reinforced and practiced with other engaging *Authors & Editors* materials—now available or in development.

The text includes a removable *Answer Key.* Two 90-minute CDs offer native-speaker pronunciation (modeling) of vocabulary to be acquired.



Symbol Card Decks 1 & 2

Card Deck A-M + 24-Page Idea Book ISBN 978-1-891077-16-6 \$10
 Card Deck N-Z + 24-Page Idea Book ISBN 978-1-891077-17-3 \$10

Reading and other language instruction often begins with *symbolism*—the notion that graphic images can represent (stand for) vocabulary (words, phrases, or ideas). Each of these two 52-card decks contains thirteen sets of four-of-a-kind visual symbols—icons + other simple figures) in 26 separate meaning categories, one for each alphabet letter: *Activities, Business, Communications, Directions, Environmental, Food, Games, Holidays, International, Justice, Knowledge, Letters, Math*, etc. Card users/players learn or reinforce not only the *concept* of associating printed images with meaning, but also vocabulary classification.

Symbol Card Decks 1 & 2 (A-M + N-Z) are suited to both oral and written activities. So that the decks can be used for basic card games, each *Card* contains one full-size picture and three reduced-sized related visuals. The sets are sequenced in alphabetical order. Two instructive *Activity & Idea Books 1 & 2* contains suggestions for use, card-game procedures and rules, before- and beyond-the-game activities, and reproducible symbol + meaning handouts.

L B I
5-8 9-12 A/C



Homophones 1, 2, 3

Beginning Decks 1-6 (54 Word Pairs) ISBN 978-1-891077-39-5 \$10
 Intermediate Decks 7-11 (90 Pairs) ISBN 978-1-891077-26-5 \$12
 Advanced Decks 12-15 (104 Pairs) ISBN 978-1-891077-40-1 \$14
 + three 32- to 44-page *Activity & Idea Books 1, 2, and 3*

Homophones—words with the same pronunciation but different spellings and meanings—trouble English language learners, even native speakers! As they motivate and entertain, these innovative two-sided *Word & Picture Homophone Card Decks 1-15* help clear up the confusion. Useful as flash cards or matching items—and for language-game play, the materials provide and reinforce instruction in *spelling, pronunciation, and vocabulary meanings and usage*.

Accompanying each group of 6 to 4 *Card Decks* is a reproducible teacher-resource *Activity & Idea Book* of 32 to 44 pages—with sound/spelling charts, instructions for group activities, level-appropriate homophone quizzes and stories, and reference lists of homophone pairs at three levels of challenge.

B I A
5-8 9-12 A/C C/U



Creative Card Decks & Games

52-Page How-to Resource Book ISBN 978-1-891077-09-8 \$10.00

How to Create, Produce, and Make Effective Educational Use of Language Cards with Six (6) Different Card-Deck Designs

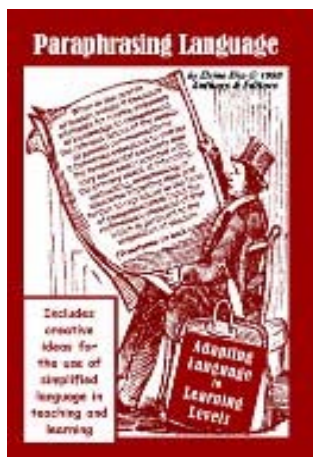
The use of symbol or word cards and games for educational purposes is not unusual. What *is* unique is an organized presentation of possible designs of self-created, hand- or computer-made card decks that enhance the efficiency, effectiveness, and enjoyment of language teaching/learning.

This innovative resource tells *what to do* and *how to do it*. The generic card-deck patterns that best lend themselves to instructional content are *Flash Cards, Domino Cards, Matching Cards, Quartets (Four-of-a-Kind), and Traditional Four-Suits + 13 Ranks Card Decks*. Charts match card-deck designs to each kind of word- to sentence-level content. Instructions for simple to challenging and cooperative/competitive activities follow, including classic card games.

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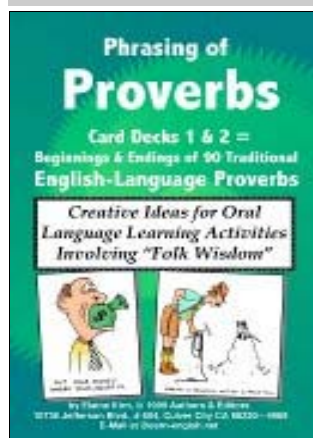
ParaPhrasing Language

28-Page How-to Resource Book ISBN 978-1-891077-10-4 \$8

How does it feel to struggle with spoken or written language? Why simplify or adapt reading material for not-yet-proficient learners? Which kinds of vocabulary and phrasing are “easier” or “more difficult” to comprehend? Sympathetic educators seeking or producing customized materials for individualized or whole-group instruction are likely to know—or want to find out—the answers to these and related questions.

This compact worktext for teacher trainers and/or how-to manual for materials developers gives general principles of language adaptation—with tips on how to organize information and simplify sentence structure and vocabulary. Practice exercises consist of sample original passages to paraphrase, followed by suggested ways to rewrite or restate their essential content. Finally, there are ideas for the use of adapted language education, such as *Paraphrased Card Decks & Activities*, *Sequenced Phrases or Sentences*, *Paraphrase Matching*, and *Multi-Media, Multi-Level Methods*.

I A
5-8 9-12 A/C C/U



Proverbs, Phrasing of

Two 90-Card Decks + 24-Page Activity & Idea Book ISBN 978-1-891077-33-3 \$14

Ninety (90) common traditional English-language proverbs, each divided into matching halves, form the core material of two versatile 90-card decks—ideal for multi-skill, multi-level activities and games such as *Proverb Concentration*, *Snapping Up Proverbs*, *Fishing for Sayings*, *The Game of Wisdom*, *Oral Essays*, *Creative Proverbs*, and others.

The accompanying *Activity & Idea Book* offers reproducible worksheets—proverb paraphrases, situations in which to use proverbs, lists of the 90—and more—traditional proverbs; suggestions for self-created activities, etc.

Try these simply constructed card decks and proven *best-practices* steps not only for phrase-level language teaching and learning, but also for their enticing *content*—English-language *wisdom*, *comparative cultural values*, *problematic dilemmas vs. possible solutions*, *giving advice*, and so on.

I A
5-8 9-12 A/C C/U



Quotations, Phrasing of

Card Decks + Activity & Idea Books ISBN 978-1-891077-XX-X

Closely related to *traditional (and non-traditional) English (and other-language) Proverbs* are the well-known (and not yet famous) *quotations*—the serious, amusing, common-sense, sensible, nonsensical, valuable, and frivolous phrases, sentences, and other pieces of language that people manage to recall, say, or write in response to life’s realities and misperceptions.

Patterned after the half-sentence matching cards in *Phrasing of Proverbs* decks, the classroom-ready materials for *Phrasing of Quotations* can be put together to form grammatically (in)correct, (un)real, (il)logical, (hardly) inspirational, or simply funny “utterances.” Card-users will then (try to) explain the (intended) meanings of the quotes, discuss their truth or philosophical (lack of) value, and/or use them in other language—, content-, and culture-acquisition ways.

The accompanying *Activity Idea Book* will offers quotation explanations, situations in which to use quotes, copies of the included material, and instructional info on ways to understand and create meaningful quotes.

In Development

Grammar Scenarios One, Two, Three

Book One, 282 Pages ISBN 978-1-891077-93-7 \$30

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 Book Three-B Answer Key & Teacher's Guide, ISBN 978-1-891077-95-1, xxx pp. wrapped \$XX

The classic *Scenario: English Grammar in Context* series has a new, user-friendlier 21st century look! Type size has increased. Helpful visuals have been added. Bold, clear grammar boxes contain ample examples of appropriate sentence patterns for use in exercises and activities. Sidebar information provides rules that anticipate and answer student questions. Explanations, items, instructions, exercises, and activities beyond the basic are marked with one*, two**, or three*** stars to make these into truly versatile, multi-leveled grammar-based language-skills books! Teachers and students can custom-design a challenging (but not overwhelming) course for each group and every individual. Surprisingly communicative oral-skills and writing activities include practical vocabulary, content info, group work, peer feedback, and academic writing.

In 20 contexts ("Scenarios") with chapter titles such as *Magic; Curiosity . . . and Knowledge; Dreams; Work, Work, Work; Enough Questions Already; A Party; All Kinds of Stuff; Survival; Gossip; Help; etc.*, the major grammar of *Book One* is *Sentences with Be; Kinds of Nouns & Markers; the Present, Past, and Future; Simple Modal Verbs; Infinitive Phrases; and related topics.* For shorter courses, the 280-page text can be ordered in separate segments, One-A and/or One-B. The reproducible, very complete *Book One Answer Key & Teacher's Guides*, valuable for independent study, contains answers for all text exercises—and suggestions for content of oral and written activities.

Incorporating all previous grammar, the new *Scenario Books Two and Three* (in development) will move forward in effective and creative ways. (The old but still useful *Scenario 1, 2, 3* texts may still be available via *Print-on-Demand*.)

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5-8 9-12 A/C C/U



Verb Forms 1, 2, 3, 4

Basic & Beginning 54-Card & 72-Card Packs 1 & 2 + Activity + Idea Books 1 & 2 ISBNs 978-1-891077-35-7 & 36-4 \$10

Intermediate & Advanced 108-Card & 162-Card Packs 3 & 4 + Activity & Idea Books ISBNs 978-1-891077-37-1 & 38-8 \$14

Among engaging ways to motivate the mastery of *verb forms*, the use of well-designed card decks may be the most effective. The unique two-sided cards in these four decks offer definitions on the backs of the *simple (base-form) verb cards*; the backs of matching *past-tense cards* have *illustrations* of their meanings.

At the *Intermediate and Advanced Levels*, each *past participle* card includes possible uses for the verb in phrases, including idioms. The four small-format *Teacher-Resource Activity & Idea Books* (1, 2, 3, and 4) that come with these card decks offer suggestions for how to maximize educational use of and play games with the cards, how to teach or learn verb phrasing in context, and more.

Reproducible worksheets for instruction and assessment are included.

L B I A
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L B I A
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Kinds of Nouns 104 Noun Picture Card Pack

ISBN 978-1-891077-44-9 + 40-Page Activity & Idea Book
 ISBN 978-1-891077-11-1

\$16.00

To use nouns correctly in context, learners need to be able to distinguish between countable (singular and plural) and uncountable item names.

This *Great Grammar* teaching & learning resource offers ideas for how to teach and apply these distinctions in noun-vocabulary usage. Reproducible grammar charts—*Use of Indefinite Articles, Regular and Irregular Plural Nouns*, and *Meaning Groups of Uncountable Nouns*—appear in two-page spreads.

Step-by-step instructions for setting up, conducting, and giving feedback on activities such as *Classifying Nouns, Sentence Card Activities, Matching Noun-Card Games, Noun Memory, Noun Association Chains, Clutter Collections, Noun Mini-Talks & Writings*, etc. and more are included.

Available on request is a 104-card *Kinds of Nouns Picture & Word Card Deck*.

L B I A
5-8 9-12 A/C C/U



Hands-On ETC Grammar

Level 1 (Life Skills) Skills Book	ISBN 978-1-891077-57-9	\$20
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Level 2 (Everyday Life) Grammar	ISBN 978-1-934637-24-1	\$20
Level 2 Grammar Instructor's Edition	ISBN 978-1-934637-05-0	26
Level 3 (Immigration Story) Grammar	ISBN 978-1-934637-06-7	\$20
Level 3 Grammar Instructor's Edition	ISBN 978-1-934637-07-4	26
Level 4 (Cross-Cult. Communication) Grammar	ISBN 978-1-934637-08-1	\$20
Level 4 Grammar Instructor's Edition	ISBN 978-1-934637-09-8	26
Level 5 (Language & Culture in Depth) Grammar	ISBN 978-1-934637-10-4	\$20
Level 5 Grammar Instructor's Edition	ISBN 978-1-934637-11-1	26
Level 6 (Issues & Answers) Grammar	ISBN 978-1-934637-12-8	\$20
Level 6 Grammar Instructor's Edition	ISBN 978-1-934637-13-5	26

Following the proven-effective model of the *Scenario* package, all *Hands-On Grammar* is presented and practiced in practical contexts. Instruction on each *grammar topic* (*Imperative, it vs. there, Possessives, Simple Present, Modal Verbs, Question Forms, Pronouns, Kinds of Nouns*, and other phrase and sentence patterns necessary for effective functioning in English) begins with a *situation*, moves to *explanation* and *exercises*, and progresses to expressive and communicative oral and written *activities*. Each pattern or rule is reviewed or reinforced in the chapters and/or books that follow. No space, time, or energy is wasted on unproductive tedium. While learning from examples and practicing appropriate, effective grammar, text users acquire useful information, help one another, express their own needs and ideas, and generally improve their language and everyday life abilities.

At *Level 1*, grammar is presented in the *Skills Book* and reinforced in the *Workbook*. At *Levels 2-5*, the level and chapter themes, sentence structures, and vocabulary of the five *Grammar* books are correlated with *Listening/Speaking* and *Reading/Writing* texts that may be used independently or in conjunction with each *Grammar*. Everything is derived from the proven methods and materials of the *ETC Program*.

At any of its flexible levels, take a fresh look at this amazingly organized and complete grammar program.

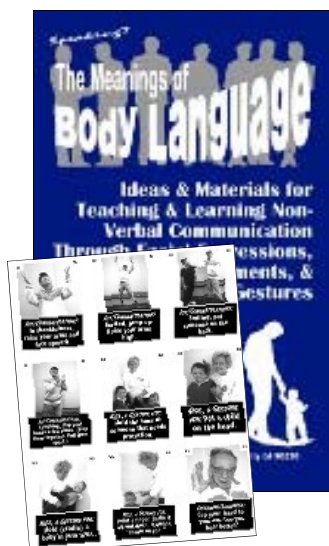
Body Language, Meanings of

Two 52-Card Decks + 28-Page Activity & Idea Book ISBN 978-1-891077-41-8 \$14

Body language means postures, movement, gestures, and facial expressions involved in the effective non-verbal—and eventually, verbal—expression of meaning, emotions, and attitudes. Some body-language signals are universal; others are cultural. In whole-language instruction, nonverbal communication deserves observation, discussion, and practice. These materials supply all that and more. The 104 photo + word examples in Decks A-M and N-Z work in individual, cooperative, and competitive learning activities and games. They address identification, categorizing, comparison, and other language skills.

The accompanying 28-page Activity & Idea Book offers reproducibles for preparation, follow-up, and review. Its topics include *Universal Expressions of Emotion; Relationship Postures; Categorizing, Identifying, Comparing Non-Verbal Movements; Positive, Negative, or Neutral? Quick Non-Verbal Communication; the Language of Body Language; and Using the Non-Verbal Image Cards Decks A-Z*. The 26 body-language categories include Anger, Boredom, Crazyness, Drama/Danger, Embarrassment, Fun/Joking, Greetings, Hello, Joy, Kids, etc. Many suggestions incorporate verbal activities + follow-up.

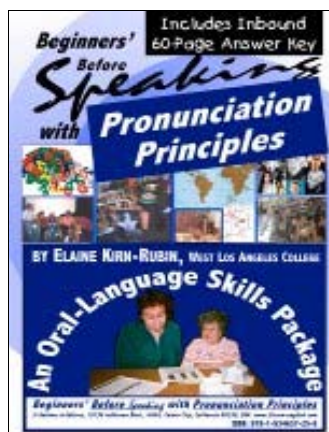
L B I
5-8 9-12 A/C



Beginners' Before Speaking with Pronunciation Principles—& More

BegBeξwPrPr 144-Page WorkText	ISBN 978-1-934637-25-8	\$21
BegBeξwPrPr WorkText w/Answer Key	ISBN 978-1-934637-26-5	\$26
Separate 60-Page Answer Key	ISBN 978-1-934637-27-2	\$8
BegBeξwPrPr Teachers' Guide	ISBN 978-1-934637-28-9	\$26
BegBeξwPrPr Three 70-Minute CDs	ISBN 978-1-934637-29-6	\$26

L B I
5-8 9-12 A/C

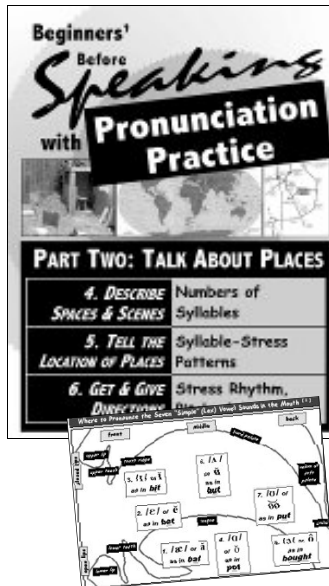


BegBe ξ wPrPr is a condensed version of the content and principles of *Before Speaking*, with its companion *Pronunciation Practice: Instruction & Activities in Vowel & Consonant Sounds, Syllables, Stress, Rhythm, and Other Features of Clear American Accent*. (ISBNs 978-1-891077-50-0, -51-7)

Some especially helpful features of *BegBe ξ wPrPr* are an introduction to the differences between and uses of the 26 alphabet letters vs. the 40 or more sounds of English, represented by phonetic symbols; "a mini-phonics/word-level reading course" focusing on and contrasting 16 vowel and 24 consonant sounds in context, with spelling instruction; a multi-cue system of pronunciation notation, which guides learners toward clear speech in reinforcing steps; integration/correlation of oral-language features with basic sentence structures, grammar, vocabulary, and phrasing, all within the five realistic contexts of GETTING STARTED, TALK ABOUT THINGS, TALK ABOUT PLACES, and TALK ABOUT PEOPLE; a clear progression from smaller to larger language elements and from controlled exercises to communicative and expressive activities.

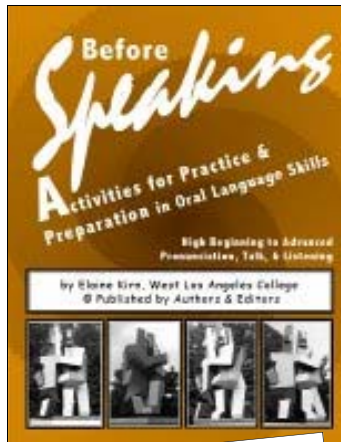
BegBe ξ wPrPr invites multi-level adaptations. Steps may be added and/or omitted. Material may be presented and practiced quickly—or thoroughly.

The text itself includes *Challenge Activities*. An inbound or separate Answer Key provides an additional teaching/learning aid, as do three 70-minute CDs of native-speaker models. An available Teachers' Guide offers encouraging and creative tips, ideas for effective additional activities, and much more.



B I

5-8 9-12 A/C



Before Speaking: Activities for Practice & Preparation in Oral Language Skills

Before Speaking 166-Page WorkText ISBN 978-1-891077-50-0 \$22
Before Speaking Answer Key ISBN 978-1-891077-54-8 \$26

Before Speaking was created for: [1] native and non-native professors and college students required to fulfill academic oral-skills curriculum requirements, [2] learners eager to speak effectively early in the language-acquisition process, [3] good listeners and older people at advanced cognitive levels seeking to gain or regain facility with oral language, and [4] seasoned instructors helping students take responsibility for their own language improvement.

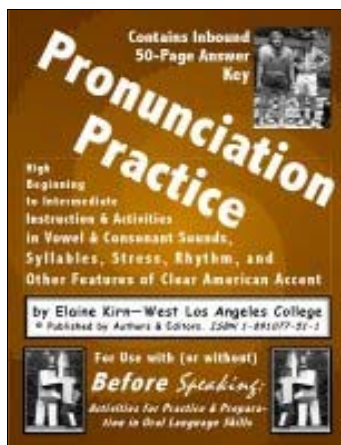
In content and difficulty, *Before Speaking* follows *BegBeSpw/PrPr* and precedes the *Speaking* program. It provides input and practice participants want or need before attempting public speaking. To that end, its three main parts—*Talk About Things*, *Talk About Places*, *Talk About People*—include sections entitled “Grammar Notes,” “Vocabulary Notes,” and “Language Notes.”

The core of the 166-page text is the interactive sections. Based on photos, realia, and other materials, these activities have many learning objectives: *Ask & Give Names of Things; Classify Item Purposes; Describe Objects; Tell Similarities & Differences; Explain Choices; Describe Interiors, Structures, & Scenery; Ask & Follow Directions; Plan Map Routes; Give & Get Info from Notes or Charts; Understand & Use Persuasive Language; Describe Faces, Expressions, & Body Language; Tell About People’s Lives; Tell Past Events & Present Facts; Ask & Answer Questions About the Past, Present, & Future; Make Effective Social Talk*, and more.

Why a 172-page *Answer Key* for a 166-page oral skills text? There are no “correct” answers for communicative activities in which speakers express themselves. Even so, learners may want more feedback on their efforts than a book, instruction, or group interaction can provide. The suggested possible responses to text activities and sample mini-speeches in this *Answer Key* are the spontaneous input of educated speakers, native and non-native, of all ages and backgrounds. Written at a simplified to naturally sophisticated language level, they will prove useful to participants interested in structure, vocabulary, and phrasing possibilities beyond what they have come up with themselves.

B I

5-8 9-12 A/C



Pronunciation Practice Before Speaking

PrPr 84-Page Manual ISBN 978-1-891077-51-7 \$14
49-Page Answer Key & Tapescript ISBN 978-1-891077-53-1 \$10
Three 80-Minute PrPr CDs ISBN 978-1-891077-52-4 \$26

To practice the features of clear speech, manual users read explanations, do individual and paired activities that incorporate effective feedback, check their answers, and improve the comprehensibility of their accents step by step. After identifying speech elements, the book has three parts: *Vowel Sounds; Syllables, Stress, Focus, & Rhythm*, and *Consonant Sounds & Features of Fluent Speech*. Neatly coordinated with the content of *Before Speaking*—*Talk About Things, Talk About Places, Talk About People*—the practice material of *Pronunciation Practice* makes the manual an ideal supplement.

All the practice material in the *PrPr* manual is available on CDs. There is also a reproducible 49-page *PrPr Answer Key & Tapescript*.

Speaking: Oral Language Skills for Real-Life Communication

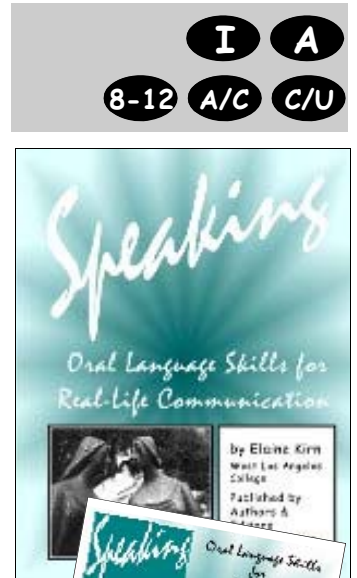
Speaking 102-Page WorkText ISBN 978-1-891077-00-5 \$16
Speaking CD ISBN 978-1-891077-25-8 \$12

With so many important reasons for improving language skills, why do our listening/speaking attempts so often lead to *non-* or *miscommunication*?

Why might our oral exchanges and speeches result in inefficient or counterproductive time-wasting? Maybe it's because people are often at cross purposes—using language to go after unrelated or conflicting goals.

Or perhaps it's because we don't always know—or remember or follow—the “rules” for effective communication for each time, place, and situation. Doing it better—and more easily—is what this *Speaking* text is all about: effective *Oral Language Skills for Real-Life Communication*.

The eight parts of this unique text correspond to eight of the most common, most useful kinds of oral communication: *Social Conversation*, *Problem-Solving Talk*, *Talk About Any Subject*, *Conflict Resolution*, *Instructional Speech (Explanation or Process Description)*, *Narration (Story-Telling)*, *Persuasive Speech*, and *The Language of Debate*. In each part, participants learn about and are directed toward real-life examples of the kind of speech in focus. They hear sample speeches and conversations (available on CD); participate in “Oral Practice” activities with step-by-step instruction in how to listen and speak effectively; and prepare, give, and improve their own short presentations—with feedback.



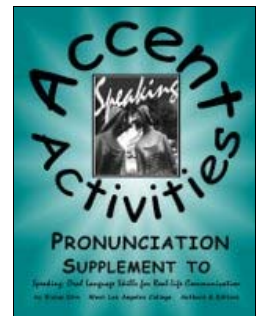
I A
8-12 A/C C/U

Accent Activities for Speaking

Accent Activities 90-Page Manual ISBN 978-1-891077-28-9 \$14.00
 CD for **Accent Activities** ISBN 978-1-891077-29-6 \$12.00

Divided into the same eight kinds of speech types as the *Speaking* program, the **Accent Activities** manual—conceived as a supplement but also useful as a stand-alone text, provides instruction and communicative practice in the *Step System of American Speech Music*, *Meaning Focus*, *Syllables & Syllable Stress*, *Rhythm*, *Thought Groups & Pausing*, *Intonation*, *Sound Linking*, and *Vowel and Consonant Sounds*. A supplementary CD presents native-speaker pronunciation models of relevant exercise items.

I A
9-12 A/C C/U



Open-Ended Questions for Social Conversation (*Speaking*) 72 Cards + 20-Page Activity & Idea Book

ISBN 978-1-891077-14-2 \$14.00

This *Speaking* deck contains 72 cards, each with an open-ended question designed to stimulate engaging and effective social conversation.

These thought-provoking questions address effective communication, personal preferences, life philosophy, values, and/or opinions.

A reproducible question list appears in the accompanying 20-page instruction book, which gives suggestions for nine (9) communicative activities involving and beyond the cards, such as *The Interview Circle Game*, *Spontaneous Mini-Speeches*, *Conversational Roles*, *Truth or Put On*, *What's the Question*, *Getting to Know You*, and *The Ungame*.

B I A
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B I A
5-8 9-12 A/C C/U



Talking About Anything (Speaking) 54-Cards
 + 20-Page Activity & Idea Book ISBN 978-1-891077-15-9 \$10

The 54 picture cards of this versatile oral-language skills deck can be used for a variety of creative-thinking games, such as *Association Lines* or *Circles*, *Creative Sentences* or *Story Lines*, *Categories*, and *Cue Words*. They also serve in effective speaking and listening activities like *Oral Essays*, *The Complaint Brainstorming Game*, and *Paired Speeches—Whining Vs. Valuing*.

A reproducible *Supplementary List* section of the accompanying *Idea Book* offers vocabulary lists of positive, negative, and neutral words for each topic—with more suggested topics for “*Talking About Anything*.” In alphabetical order, here are some of the 54 topics for which there are picture cards and supplied vocabulary: *Air Travel, Aging, Babies, Cats, Chocolate, Christmas, Cooking, Dating, Driving, Fashion, Feelings, Fast Food, Grades, Hair, Halloween, Hands, Hats, Insects, Jobs, Junk, Kinds, Love, Machines, Meat, Men, Mothers, Nature, Neighbors*, etc.

L B I A
5-8 9-12 A/C C/U



HandsOn ETC Listening/Speaking

Level 1 (Life Skills) Skills Book	ISBN 978-1-891077-57-9	\$20
Skills Book Instructor's Edition	ISBN 978-1-891077-58-6	26
1 CD	ISBN 978-1-891077-59-3	12
Level 2 (Everyday Life) L/S	ISBN 978-1-891077-60-9	\$20
Level 2 L/S Instructor's Edition	ISBN 978-1-891077-61-6	26
2 CDs	ISBN 978-1-891077-62-3	24
Level 3 (An Immigr. Story) L/S	ISBN 978-1-891077-63-0	\$20
Level 3 L/S Instructor's Edition	ISBN 978-1-891077-64-7	26
5 CDs	ISBN 978-1-891077-65-4	60
Level 4 (Cross-Cult. Comm.) L/S	ISBN 978-1-891077-66-1	\$20
Level 4 L/S Instructor's Edition	ISBN 978-1-891077-67-8	26
1 CD.	ISBN 978-1-891077-68-5	12
Level 5 (Language & Culture) L/S	ISBN 978-1-891077-69-2	\$20
Level 5 L/S Instructor's Edition	ISBN 978-1-891077-70-8	26
2 CDs	ISBN 978-1-891077-71-5	24
Level 6 (Issues and Answers) L/S	ISBN 978-1-891077-72-2	\$20
Level 6 L/S Instructor's Edition	ISBN 978-1-891077-73-9	26
2 CDs	ISBN 978-1-891077-74-6	24

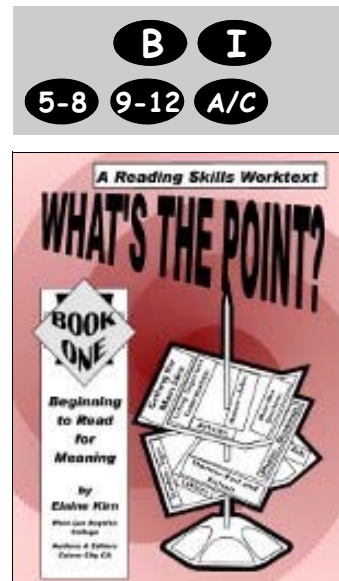
The *Skills Book* of *Level 1* of *HANDON ENGLISH* (the ETC Program) contains beginning-level listening segments, which are also on the accompanying CD. At *Levels 2, 3, 4, 5, and 6*, one of the three coordinated texts focuses on the oral skills of listening and speaking. Each *L/S Book* includes listening comprehension strategies and practice. At the lower levels, there are also lessons in *pronunciation of sounds, reduced forms, and rules for syllable stress*; upper levels include instruction in *sentence focus, rhythm, intonation*. A variety of effective paired, small-group, and classroom communicative activities teach *notional-functional* and *competency-based vocabulary*. Text-users acquire and share knowledge, express opinions, and much more.

Instructions for use, answer keys, and reproducible *Tapescripts* (the material of the accompanying CDs) appear in all six *Teachers' Editions*.

WHAT'S THE POINT? Book One: Beginning to Read for Meaning

158-Page WorkText w/Answer Key ISBN: 978-1-891077-02-9 \$18
Two 70-Minute CDs ISBN: 978-1-891077-31-9 \$24

Because the *WHAT'S THE POINT?* reading system expects learners to read for meaning *from the beginning*, there is no instruction in decoding words or analyzing grammar. Instead, *Book One* is a “primer of reading skills and strategies.” In addition to explaining *how to read*, this basic worktext provides low-level, high-interest materials to practice and demonstrate mastery of the skills necessary to *really* comprehend the most basic, common kinds of reading: *Symbols, Signs, Visuals, One-Liners, Short Fiction, True Stories, Humor, Personal Communication, and Factual Text-Like Information.* A removable 46-page *Answer Key* provides sample responses to text exercises. CDs provide native-speaker pronunciation of the major readings.

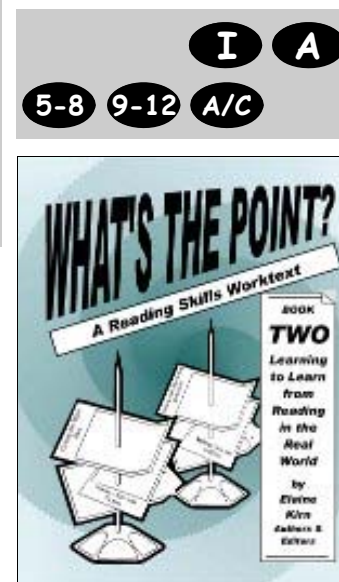


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WHAT'S THE POINT? Book Two: Learning to Learn from Real Reading

192-Page WorkText ISBN: 978-0-9627878-9-8 \$18
Two 70-Minute CDs ISBN: 978-1-891077-30-2 \$24

To get right to the point, *WHAT'S THE POINT? Two* gets right to the point! No space is wasted on overly-detailed “teacher talk” or tedious exercises. Instead, adapted reading material with follow up insures learning success. From the start, learners demonstrate *real* reading comprehension by *Recognizing Main Ideas & Significant Details, Paraphrasing Messages* in their own words, *Asking & Answering Main-Idea Questions* (in list, outline, or essay form), *Recalling & Retelling* what they’ve read or learned and *Expressing* their own info or thoughts. Finally, they *Go Beyond the Text* by applying the reading skills they’ve practiced to real-life materials of their own choosing—current non-fiction or self-help selections, news articles, short fiction (even a simplified classic novel), anecdotes, etc. In case they’re requested, CDs are in the works.



I A
5-8 9-12 A/C

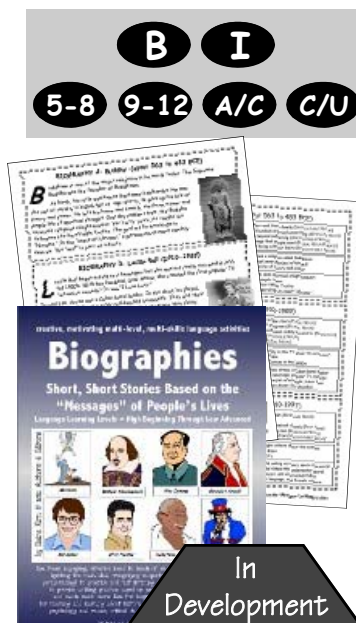
Biographies

108-Page Activity & Idea Book ISBN 978-1-934637-34-0 \$20

Short, Short Stories Based on the Messages of People's Lives

The half-sized *Biography Book* described on the next page is being converted to a much larger, all-encompassing, full-page, reproducible activity and idea resource. All eighteen third-of-a-page *High-Beginning*, 42 half-page *Intermediate*, and eight full-page multi-subject biographical readings—to be made available on durable card stock as well—include *Vocabulary, Main Point + Significant Supporting Detail, and Interpretation* exercises on their reverse side. Its format makes the material ideal for *The Expert Game*, a multi-level *Reading Kit, Biography Quiz Games, Class Biography Books*, and many more effective individual, small-group, and whole-class learner-centered language and thinking-skills activities.

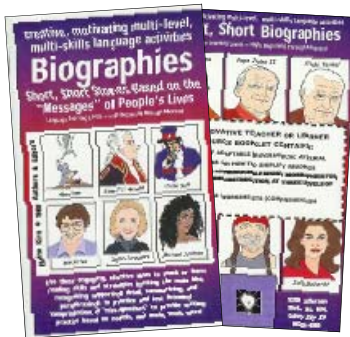
Copious illustrations (photos, pictures, caricatures) and well-researched reference lists make this redesigned resource—along with its incorporated classroom-ready materials—especially *high in educational value.*



B I
5-8 9-12 A/C C/U

In
Development

5-8 9-12 A/C



Biographies

44-Page Activity & Idea Book ISBN 978-1-891077-08-1 \$10

Short, Short Stories Based on the Messages of People's Lives

Most teachers and learners enjoy reading and hearing about *real people*, so biographical material is intrinsically motivating. There is much to be gained from “short stories focused on the message” from famous and ordinary people’s lives. In addition to reasons and ways to use them as lesson content, this 44-page *Talented-Teachers Resource* offers sources of info; instructions on simplifying or adapting its language to educational purposes; 30 significant biographies at three levels of difficulty; comprehension checks; photos and caricatures of people; and suggestions for engaging, related language-skills activities.

L B I A
5-8 9-12 A/C C/U

HandsOn ETC Reading/Writing



Level 1 (Life Skills) Workbook	ISBN 978-1-934637-02-9	\$20
Workbook Instructor's Edition	ISBN 978-1-934637-03-6	26
Level 2 (Everyday Life) R/W	ISBN 978-1-891077-77-7	\$20
Level 2 R/W Instructor's Edition	ISBN 978-1-891077-78-4	26
Level 3 (An Immigration Story) R/W	ISBN 978-1-891077-79-1	\$20
Level 3 R/W Instructor's Edition	ISBN 978-1-891077-80-7	26
Level 4 (Cross-Cultural Comm.) R/W	ISBN 978-1-891077-81-4	\$20
Level 4 R/W Instructor's Edition	ISBN 978-1-891077-82-1	26
Level 5 (Language & Culture) R/W	ISBN 978-1-891077-83-8	\$20
Level 5 R/W Instructor's Edition	ISBN 978-1-891077-84-5	26
Level 6 (Issues and Answers) R/W	ISBN 978-1-891077-85-2	\$20
Level 6 R/W Instructor's Edition	ISBN 978-1-891077-86-9	26

The *Workbook* of Level 1 of **HANDSON ENGLISH** (formerly the *ETC Program*) contains word- and sentence-level reading/writing exercises coordinated with the grammar and language functions of a typical beginning syllabus. Unique are its phonics-based spelling/vocabulary sections. In addition to reinforcing spelling based on patterns and principles, the very practical *Level 2 R/W* text teaches high-beginners to read and write everyday “realia” like *signs, maps, notes, ads, labels, bills, forms, postcards, business letters*.

Still emphasizing the practical, the low-intermediate *Level 3* moves to the reading and writing of short, reality-based accounts of typical newcomer experiences. Learners choose (and retell) story endings. Rules, exercises, and dictation give them confidence to do related everyday tasks—and to write their own stories. At *Level 4*, they also take note of similarities and differences arising from people’s backgrounds, beliefs, and experiences. The ten chapter titles include *The Body, Solving Problems, Communication, Eating & Drinking, Social Interaction, Family, Work & Money, and Education*.

Levels 5 and 6 help advancing learners improve their reading proficiency through strategies like *previewing, getting main ideas, figuring out meaning from context, scanning for info*, etc. Vocabulary-building sections teach text-users to recognize *parts of speech, synonyms, opposites, word stems, prefixes, suffixes*, and more. The competencies taught are sophisticated: reading types of newspaper or magazine material; interpreting unsimplified schedules, maps, and forms; getting the message of ads; understanding legal contracts, and so on. Also, all reading material serves students as models for writing—to express their own information and ideas.

HandsOn English Language Skills

L B I A
5-8 9-12 A/C C/U

Level 1 (Life Skills) Skills Book	ISBN 978-1-891077-57-9	\$20
<i>Skills Book Instructor's Edition</i>	ISBN 978-1-891077-58-6	26
1 CD	ISBN 978-1-891077-59-3	12
Level 1 (Life Skills) Workbook	ISBN 978-1-934637-02-9	\$20
<i>Workbook Instructor's Edition</i>	ISBN 978-1-934637-03-6	26
Level 2 (Everyday Life) Grammar	ISBN 978-1-934637-24-1	\$20
<i>Level 2 Grammar Instructor's Edition</i>	ISBN 978-1-934637-05-0	26
Level 2 (Everyday Life) Listen/Speak	ISBN 978-1-891077-60-9	\$20
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Level 2 (Everyday Life) Read/Write	ISBN 978-1-891077-77-7	\$20
<i>Level 2 R/W Instructor's Edition</i>	ISBN 978-1-891077-78-4	26
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<i>Level 3 Grammar Instructor's Edition</i>	ISBN 978-1-934637-07-4	26
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<i>Level 3 L/S Instructor's Edition</i>	ISBN 978-1-891077-64-7	26
5 CDs	ISBN 978-1-891077-65-4	60
Level 3 (An Immigration Story) R/W	ISBN 978-1-891077-79-1	\$20
<i>Level 3 R/W Instructor's Edition</i>	ISBN 978-1-891077-80-7	26
Level 4 (Cross-Cult. Commun.) Gr.	ISBN 978-1-934637-08-1	\$20
<i>Level 4 Grammar Teacher's Edition</i>	ISBN 978-1-934637-09-8	26
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<i>Level 4 L/S Instructor's Edition</i>	ISBN 978-1-891077-67-8	26
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Level 4 (Cross-Cultural) R/W	ISBN 978-1-891077-81-4	\$20
<i>Level 4 R/W Instructor's Edition</i>	ISBN 978-1-891077-82-1	26
Level 5 (Lang./Cult. in Depth) Gr.	ISBN 978-1-934637-10-4	\$20
<i>Level 5 Grammar Instructor's Edition</i>	ISBN 978-1-934637-11-1	26
Level 5 (Lang./Cult. In Depth) L/S	ISBN 978-1-891077-69-2	\$20
<i>Level 5 L/S Instructor's Edition</i>	ISBN 978-1-891077-70-8	26
2 CDs	ISBN 978-1-891077-71-5	24
Level 5 (Lang./Cult. In Depth) R/W	ISBN 978-1-891077-83-8	\$20
<i>Level 5 R/W Instructor's Edition</i>	ISBN 978-1-891077-84-5	26
Level 6 (Issues/Answers) Grammar	ISBN 978-1-934637-12-8	\$20
<i>Level 6 Grammar Instructor's Edition</i>	ISBN 978-1-934637-13-5	26
Level 6 (Issues & Answers) L/S	ISBN 978-1-891077-72-2	\$20
<i>Level 6 L/S Instructor's Edition</i>	ISBN 978-1-891077-73-9	26
2 CDs.	ISBN 978-1-891077-74-6	24
Level 6 (Issues and Answers) R/W	ISBN 978-1-891077-85-2	\$20
<i>Level 6 R/W Instructor's Edition</i>	ISBN 978-1-891077-86-9	26



Coordinated *within* each level of difficulty and carefully sequenced *between* levels, the seventeen books/CDs of **HANDSON ENGLISH** (ETC) include most proven approaches to language teaching/learning: a *grammatical syllabus*, *notional-functional methodologies*, and *practical instruction in skills-acquisition strategies*.

Explanations, exercises, activities, and assignments are in realistic, practical contexts; reinforced *content* is integral to the series. Whether used independently or together, these classic yet innovative offerings will delight users with their *variety, creativity, efficient effectiveness, motivational value, and completeness*.

L B I A
5-8 9-12 A/C C/U

Doing Without the Photocopier

78-Page How-to Resource Book ISBN 978-0-9627878-4-3 \$20

From A to Z: 26 Creative Generic Ideas for Reusable Language Materials & Activities

These twenty-six (from A to Z) unique ideas for reusable language and content classroom materials and activities will save time and money, motivate language acquisition, and eliminate the "tedium factor" from teaching and learning!

Designed as a flexible teacher-training *concept*, each set of step-by-step instructions includes suggestions for adaptation to lower/higher levels, possible variations, and other areas of application. Although all 26 ideas *include* integrated language development, they are categorized according to language *focus*: *pronunciation/spelling, grammar, listening/speaking, reading, writing, vocabulary, content, and culture.*

Here are the titles of these intriguing ideas: *Phonics Bingo, Phonics Pictures, Dyad Spelling, Spelling Grids; Grammar Pictures, Grammar Paraphrases, Grammar Lab; Information Bingo, Realia Roleplay, Dyad Narratives, Cooperative Jigsaw Puzzles; Reading Kit, Information Scavenger Hunt, Reading Authentic Material; Picture Captions, Chain Writing (with Visuals, with Forms); Vocabulary Concentration, Word Matching, Vocabulary Picture Chain, Word Play; The Expert Game (Small-Group, Whole-Class), Quiz Board Games; The Game of Wisdom, Greeting Card Culture.* Want to "organize the creativity" of your own language-education experience? Try this book—it works!



L B I A
5-8 9-12 A/C C/U

Still Doing Without the Photocopier

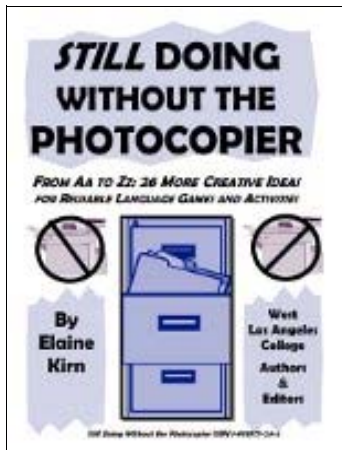
130-Page How-to Resource Book ISBN 978-1-891077-24-1 \$20

From AA to ZZ: 26 More Generic Ideas for Reusable Language Materials & Activities

Looking for still *more* creative variety? Here are twenty-six *additional* ideas (from AA to ZZ) for easily-created reusable materials to enhance your language-teaching or learning repertoire. In addition to word-level, grammar, print-based (reading/writing) and oral-skills (listening/speaking) ideas such as *Flash Points, Lots of Lotto, Alphabet Answers, Letter Links; Mystery Phrases, Vocabulary Chains & Dominoes, Dictionary Dealings, Put It in Context; Classifying Clutter, Odds & Ends, Quick—What's the Question; Instant Reading Kit, and Spontaneous Speech & Speeches*, there are many suggestions for multi-skills, multi-media activities, like *Video Grammar-Writing, I've Got News for You, and Commercial Success.* And there is a wealth of other unique generic, productive, and flexible ideas.

Still Doing without the Photocopier has more pages than its predecessor because it offers more possibilities. Though divided into the same number of sections (26) as *Doing Without . . .*, a larger number of related ideas and variations are combined and organized into each four- to seven-page offering.

There are also more *Teaching Tips*. In fact, some of the sections, like *Idea FF: Card Decks & Games*, present the salient material of complete teacher-training workshops or small, whole resource manuals. Not only are the *Still Doing . . .* materials and instructional strategies aimed at more sophisticated or more academic language learners, but they will also appeal to more experienced instructors, who may have thought of or dabbled with such ideas on their own, but who can benefit from an organized summary of related concepts and experience.



Journey Through America

144-Page Student Text ISBN 978-0-9627878-2-9 \$20
 142-Page Instructors' Manual ISBN 978-0-9627878-3-6 \$20

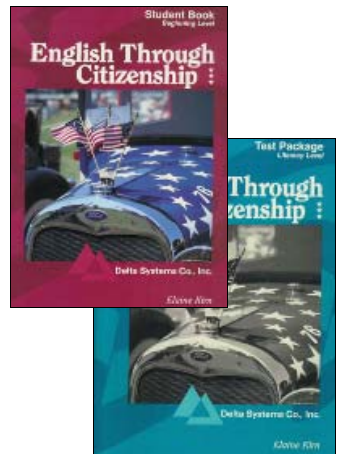
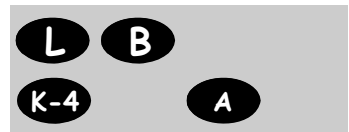
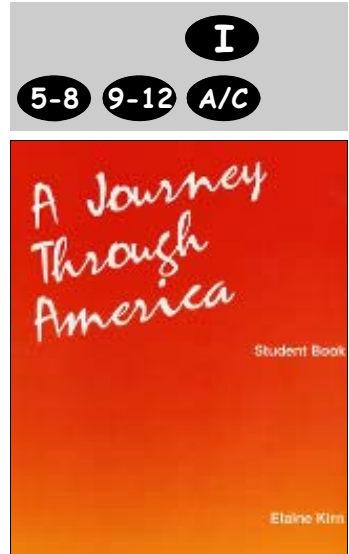
English Through Citizenship

96-Page Beginning Level Text ISBN 978-1-891077-96-8 \$12
 68-p. Beg. Teacher's Guide ISBN 978-1-891077-97-5 \$15
 44-Page Literacy Level Text ISBN 978-1-891077-98-2 \$10
 Literacy Teacher's Guide ISBN 978-1-891077-99-9 \$15

A Journey Through America offers an easily-comprehensible overview of topics covered in sheltered social studies and citizenship courses: *Symbols and Holidays; Famous Americans; U.S. Geography; Citizenship; the U.S. Constitution; Federal, State, & Local Government; U.S. History.* Suited to both home study and classroom use, the 36 four-page modules were designed for new readers, developmental students, and second-language speakers who learn best through doing: the activity types lend themselves to individualized or cooperative learning.

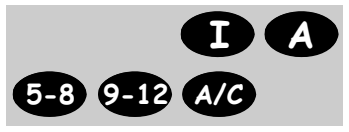
The text can be used independently or as a companion to *English Through Citizenship: The Game*. The *Instructor's Manual* contains suggestions for classroom presentation, a complete list of *INS Citizenship Exam* questions and answers, a 20-item objective test for each module, and an answer key for all text exercises and tests. There are reproducible lesson modules on U.S. citizenship prep, state and local geography, and state and local history. Eliminate the tedium of "just reading" with this lively content-area package!

Do you like the format of *Journey* but find the language too difficult for your situation? The same material—in very much shortened, simplified forms—appears in two other student texts called *English Through Citizenship*. The *Beginning Level* contains 23 four-page heavily illustrated lessons; the *Literacy Level* displays mostly pictures in its 11 modules. Each book has an accompanying reproducible test package and a complete *Teacher's Guide*—with *answers, classroom scripts, reproducibles,* and more.



English Through Citizenship: the Game

(of Knowledge) ISBN 978-1-891077-34-0 \$35



English Through Citizenship: The Game is ideal for use in citizenship courses, in ESL programs, in secondary and middle-school social studies classes, in learning centers, and by individuals and families. The game challenges and entertains while teaching facts about American culture, history, government, and civics. Reflecting language-education pedagogy, each card displays three kinds of questions: *yes/no*, multiple choice, and *wh-* (*who, what, when,* etc.). Because questions are recycled in these three forms and answers are provided, the game is valuable for independent learning. Designed for use in many educational, cooperative/competitive contexts, "the Game" tends to attract students without much urging by instructors.

Each game set includes a colorful *large* and a reproducible *small* game board (for two game versions), six color-coded decks of 48 question-and-answer cards each; dice and game markers, and instructions for use—with suggested variations for individual, small group, and classroom situations. The game questions cover the same information as the reproducible objective tests in the *Journey Through Instructor's Manual*.

B I A
5-8 9-12 A/C

Holiday Happenings: HALLOWEEN

106-Page Activity & Idea Book ISBN 978-1-934637-20-3



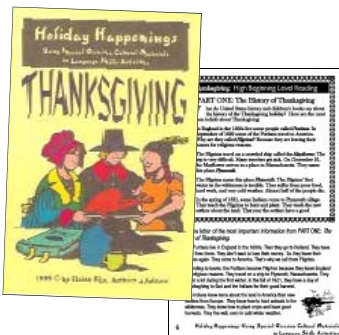
This 106-page full-sized complete and reproducible source book offers two levels of reading selections on the history and culture of Halloween. These are accompanied by steps to follow in teaching readers how to *get the main ideas, organize information, and summarize*. Quizzes on the main points and important supporting detail of the readings follow.

Some of the suggested oral skills activities for which materials are provided are *Story-Telling & Retelling, Information-Gap Activities, and Sequenced Oral Presentations*. Vocabulary activities, all based on Halloween content, include lessons in parts of speech, guessing meaning from context, and card games. There are *Sentence Strips (Superstitions in American Culture)* for pronunciation practice, ghost stories, holiday game and media suggestions, and more. Available on request is a 52-card deck of *Four-of-a-Kind Halloween Symbols* and a deck designed to teach dictionary use through special-occasion vocabulary.

B I A
5-8 9-12 A/C

Holiday Happenings: Thanksgiving

56-Page Activity & Idea Book ISBN 978-1-891077-07-4 \$8



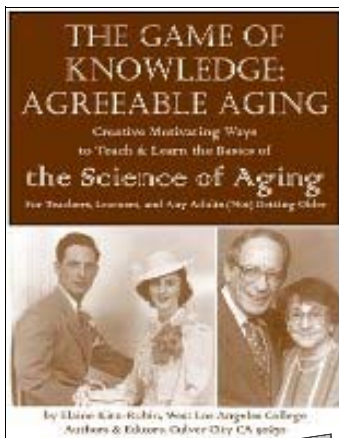
This half-sized reproducible source book offers two levels of reading selections on the history and culture of the North American Thanksgiving—with exercises that improve learners' abilities to summarize.

There are handouts and/or instructions for activities focusing on *Getting the Point, Distinguishing Fact from Myth, Using Parts of Speech, Guessing Meaning from Context, Letter-Writing*, and other language skills—all in the context of *Thanksgiving*. Other features include *Information Gap Pairwork* (recipes), *Comparison & Contrast Pairwork* (pictures) *Sequenced Action Series*, and *Holiday Humor*.

I A
A/C C/U

Game of Knowledge: Agreeable Aging

Board Game, Quiz Book, Activity Book ISBN 978-1-891077-46-3 \$20

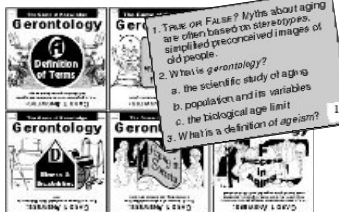


This Game of Knowledge: Agreeable Aging (Gerontology) is for (non-)native English speakers that want to teach/learn the basics of *aging* for professional, educational, and/or personal purposes. Ideal for use in credit or general ed courses, it provides a welcome change-of-pace in medical, human services, or health education programs. Individuals, families, and social groups are invited to use it for entertainment and communication while educating themselves and others on the basics of this important area of study and experience.

By debunking common myths about aging, the game challenges players to think, discuss, and find out a lot more about the subject. Its 40-page *Instruction Book* displays three different game boards, to be used as is, copied (reduced or enlarged in size), or even laminated for durability. There are also interview questions, "one-line wisdom" activities, discussion topics, humor, and so on.

Its 68-page reproducible *Quiz Book* offers six different *TRUE/FALSE* handouts and six *Multiple-Choice Quizzes*, also usable for essay answers. Each "test" contains 54 items. Answer Keys with additional notes follow.

Similar items appear on the six categories (*Definition of Terms, Myth Vs. Fact, the Mind and Senses, Illness & Disabilities, Aging in Society, Success in Aging*) of 324 question-and-answer cards to be used for game play and beyond. Suggested answers to its three questions appear on the back of each card.



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