

**PreK-12 \* All Abilities**



**Critical  
Thinking  
Books &  
Software**

**Reading \* Writing  
Math \* Science  
Social Studies**

# 30 NEW PRODUCTS *to Empower the Mind*



## MATH DETECTIVE & SCIENCE DETECTIVE BOOKS & SOFTWARE

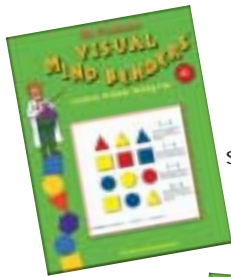
*Guarantees Higher Grades &  
Top Test Scores!*

Students develop inferential and deductive thinking skills as they improve their understanding of standards-based math and science. Gr. 3-6. *Math Detective*, pp. 48-50; *Science Detective*, p. 44.



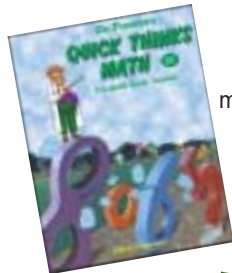
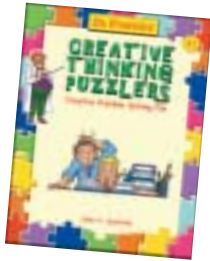
## DR. FUNSTER BOOKS

*Fast, fun, easy-to-use,  
thinking skills builders.  
Only \$5.99 each.*



Builds visual sequencing & classification skills. Gr. 4-12+ p. 17

Gets students thinking out of the box. Gr. 3-12+ p. 13



Encourages mental math & problem solving. Gr. 2-10 p. 47

Develops spelling & vocabulary. Gr. 3-12+ p. 28



*"This company offers every imaginable means of teaching critical thinking to every student. I have found no other company that offers such specialized materials."*  
—Elizabeth, Educator, Richmond, VA

*"I work with all abilities from special needs to gifted. Your products are powerful at both ends of the spectrum. The classes I teach are now averaging 2 years above grade level."*  
—Elaine, Specialist, Early Childhood Education, Houston, TX

*"We see great results in thinking skills from using your products. Your work has produced positive results and higher test scores."*  
—Luine, Educator, Baytown, TX

## CAN YOU FIND ME?

*Students ask to do these riddles!*



Jump-start young minds with thinking skills riddles. PreK-K, p. 5



## PUNCTUATION PUZZLES & RUN-ON RIDDLES

*No more boring grammar drills!*



Quick, fun activities to sharpen grammar, usage, punctuation, & reading comprehension. Gr. 3-8, p. 38



## WORD ROOTS SOFTWARE

*The fun way to learn superior spelling and vocabulary!*

Your students rebuild an ancient city as they learn Latin and Greek roots, prefixes, & suffixes—the building blocks of English. Gr. 4-12+, p. 27



# GRADE-LEVEL BUNDLES



## Satisfaction Guaranteed!

- If you're not completely satisfied, just return any bundle within 60 days of receipt,\* or contact us with your questions or concerns. We're here to help.

*"We are thrilled with all the books—they really have improved my students' ability to think and reason in every subject!"*

—Bonnie, via the Internet

## Grades K–8 Book Bundles

<p><b>GRADE K BUNDLE</b>            Visual Perceptual Skill Building 1 (p. 4)            Can You Find Me? K (p. 5)            Building Thinking Skills Hands-On Primary (pp. 6–7)*            Mind Benders Warm Up (pp. 14–15)            Dr. DooRiddles A1 (p. 39)  <i>*requires manipulatives sold separately on p. 7</i></p>	<p><b>\$74.<sup>99</sup></b>  <b>Grade K</b>            #TBK1400</p>	<p><b>GRADE 5 BUNDLE</b>            Building Thinking Skills 2 &amp; Guide (pp. 6, 8–9)            Mind Benders A3 &amp; A4 (pp. 14–15)            Organizing Thinking 2 (pp. 22–23)            Word Roots A (p. 26)            Reading Detective A1 (pp. 32–33)            Editor in Chief A1 &amp; A2 (pp. 34–35)            Language Mechanic (p. 41)            Descriptive Mysteries (p. 40)            Developing Critical Thinking through Science 2 (p. 45)            Thinking Connections A1 (p. 43)            Mathematical Reasoning 2 &amp; Guide (pp. 52–53)            Scratch Your Brain B1 (p. 54)</p>	<p><b>\$285.<sup>99</sup></b>  <b>Grade 5</b>            #TBK1405</p>
<p><b>GRADE 1 BUNDLE</b>            Visual Perceptual Skill Building 1 (p. 4)            Building Thinking Skills Hands-On Primary (pp. 6–7)*            Mind Benders Warm Up (pp. 14–15)            Dr. DooRiddles A1 (p. 39)            Developing Critical Thinking through Science 1 (p. 45)  <i>*requires manipulatives sold separately on p. 7</i></p>	<p><b>\$83.<sup>99</sup></b>  <b>Grade 1</b>            #TBK1401</p>	<p><b>GRADE 6 BUNDLE</b>            Building Thinking Skills 2 &amp; Guide (pp. 6, 8–9)            Mind Benders A4 (pp. 14–15)            Organizing Thinking 2 (pp. 22–23)            Word Roots A (p. 26)            Reading Detective A1 (pp. 32–33)            Editor in Chief B1 (pp. 34–35)            Language Mechanic (p. 41)            Where-Abouts (p. 40)            Sciencewise 1 (p. 46)            Thinking Connections A1 (p. 43)            Mathematical Reasoning 2 &amp; Guide (pp. 52–53)            Scratch Your Brain C1 (p. 54)</p>	<p><b>\$258.<sup>99</sup></b>  <b>Grade 6</b>            #TBK1406</p>
<p><b>GRADE 2 BUNDLE</b>            Building Thinking Skills 1 &amp; Guide (pp. 6, 8–9)            Mind Benders Warm Up (pp. 14–15)            Organizing Thinking 1 (pp. 22–23)            Language Smarts A1 (p. 41)            Dr. DooRiddles A1 (p. 39)            Developing Critical Thinking through Science 1 (p. 45)            Mathematical Reasoning 1 &amp; Guide (pp. 52–53)            Scratch Your Brain A1 (p. 54)</p>	<p><b>\$176.<sup>99</sup></b>  <b>Grade 2</b>            #TBK1402</p>	<p><b>GRADE 7 BUNDLE</b>            Building Thinking Skills 3 Figural, Verbal &amp; Guides (pp. 6, 10–11)            Mind Benders B1 &amp; B2 (pp. 14–15)            Organizing Thinking 2 (pp. 22–23)            Word Roots B (p. 26)            Reading Detective B1 (pp. 32–33)            Editor in Chief B1 &amp; B2 (pp. 34–35)            Arguments &amp; Whatcha-Macallits (p. 40)            Sciencewise 2 (p. 46)            Thinking Connections B1 (p. 43)            Scratch Your Brain C1 (p. 54)</p>	<p><b>\$283.<sup>99</sup></b>  <b>Grade 7</b>            #TBK1407</p>
<p><b>GRADE 3 BUNDLE</b>            Building Thinking Skills 1 &amp; Guide (pp. 6, 8–9)            Mind Benders A1 &amp; A2 (pp. 14–15)            Organizing Thinking 1 (pp. 22–23)            Reading Detective Beginning (p. 31)            Editor in Chief Beginning (pp. 34–35)            Punctuation Puzzlers A &amp; Run-On Riddlers A (p. 38)            Language Smarts A1 (p. 41)            Developing Critical Thinking through Science 1 (p. 45)            Mathematical Reasoning 1 &amp; Guide (pp. 52–53)            Scratch Your Brain A1 (p. 54)</p>	<p><b>\$231.<sup>99</sup></b>  <b>Grade 3</b>            #TBK1403</p>	<p><b>GRADE 8 BUNDLE</b>            Building Thinking Skills 3 Figural, Verbal, &amp; Guides (pp. 6, 10–11)            Critical Thinking One &amp; Guide (p. 12)            Mind Benders B2 &amp; B3 (pp. 14–15)            Organizing Thinking 2 (pp. 22–23)            Word Roots B (p. 26)            Reading Detective B1 (pp. 32–33)            Editor in Chief B2 (pp. 34–35)            Arguments (p. 40)            Sciencewise 2 (p. 46)            Thinking Connections B1 (p. 43)            Scratch Your Brain C1 (p. 54)</p>	<p><b>\$284.<sup>99</sup></b>  <b>Grade 8</b>            #TBK1408</p>
<p><b>GRADE 4 BUNDLE</b>            Building Thinking Skills 2 &amp; Guide (pp. 6, 8–9)            Mind Benders A2 &amp; A3 (pp. 14–15)            Organizing Thinking 1 (pp. 22–23)            Reading Detective Beginning (p. 31)            Editor in Chief Beginning &amp; A1 (pp. 34–35)            Punctuation Puzzlers A &amp; Run-On Riddlers A (p. 38)            Descriptive Mysteries (p. 40)            Developing Critical Thinking through Science 2 (p. 45)            Mathematical Reasoning 2 &amp; Guide (pp. 52–53)            Scratch Your Brain B1 (p. 54)</p>	<p><b>\$250.<sup>99</sup></b>  <b>Grade 4</b>            #TBK1404</p>		

\*Excludes shipping charges. Individual products within bundles are not returnable as separate items. Bundles must be returned complete and in resalable condition.

Gr. K-12+  
Choose from 4 Levels

# MIND BENDERS® BOOKS

Deductive Thinking Skills

Develops reading comprehension and problem solving. Prepares students for testing!

### Objectives

Our bestselling deductive thinking puzzles develop the logic, reading comprehension, and organization skills vital to achieving high grades and top test scores in all subjects. They're also great for developing real-life problems solving skills.

### Methods

Students carefully analyze each *Mind Benders* story and its clues, identifying logical associations between people, places, and things. The key is to start with the most obvious associations then deduce less and less obvious associations until everything finally fits together. Each book includes step-by-step instructions and problem-solving strategies.

### Teaching Support

*Mind Benders* are perfect for scaffolded lessons. The variety of levels allows for differentiated learning opportunities. Each book includes detailed answers.

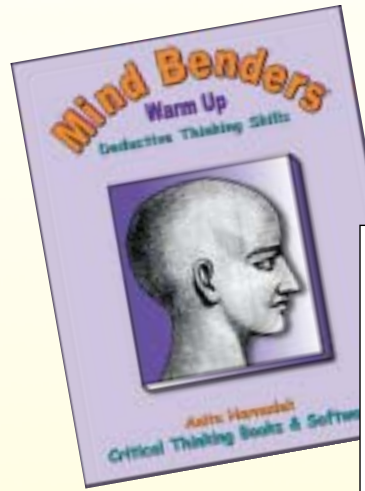
- #TBK1302 Warm Up Gr. K-2 ..... \$9.99  
78 reproducible activities
- #TBK1304 A1 Gr. 3-6+ ..... \$9.99
- #TBK1306 A2 Gr. 3-6+ ..... \$9.99
- #TBK1316 A3 Gr. 3-6+ ..... \$9.99
- #TBK1318 A4 Gr. 3-6+ ..... \$9.99
- #TBK1308 B1 Gr. 7-12+ ..... \$9.99
- #TBK1310 B2 Gr. 7-12+ ..... \$9.99
- #TBK1320 B3 Gr. 7-12+ ..... \$9.99
- #TBK1322 B4 Gr. 7-12+ ..... \$9.99
- #TBK1312 C1 Gr. 7-12+ ..... \$9.99
- #TBK1314 C2 Gr. 7-12+ ..... \$9.99
- #TBK1324 C3 Gr. 7-12+ ..... \$9.99  
14 reproducible activities per book

**SAVE \$12 WHEN YOU BUY ALL 12!**  
#TBK1300 12-Book Set ..... \$107.99

*"Mind Benders has proven to help our students perform better on multiple choice tests. I've been using Mind Benders to help under-represented students who do not perform well on these tests. The puzzles improve reading comprehension and sequencing as well as general critical thinking. Our scores keep going up!"*—Kathy, Memphis, TN

*"This kind of practice in thinking helps our students achieve academically."*  
—Montessori teacher, Ft. Myers, FL

*"Great introduction to logic...ample preparation for the more rigorous courses of logic study we've undertaken this year."*—Educator, Chicago, IL



Mind Benders® — Warm Up

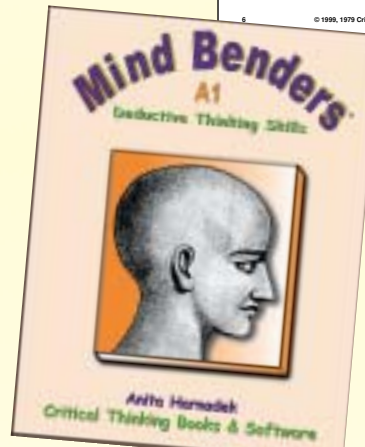
17. Bryce and Alicia are a waitress and a waiter. Who has which job?

18. Rocky and Terrible are a bird and an elephant. Rocky weighs more than Terrible. Who is what?

19. If Randy were 5 cm taller, his height would be 89 cm. How tall is he?

20. If Rod were 10 cm shorter, he would be the same height as Stacy. Stacy is 67 cm tall. How tall is Rod?

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We've started this activity from *Mind Benders A1*. Can your students finish it?

Deductive Thinking Skills
Mind Benders® — A1

**3. Name the Animals**

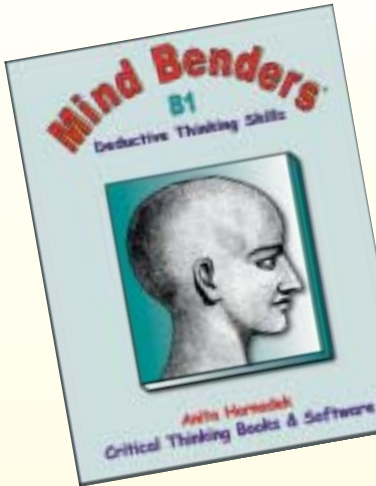
A cat, a small dog, a goat, and a horse are named Angel, Beauty, King, and Rover. Read the clues below to find each animal's name.

1. King is smaller than both the dog and Rover.
2. The horse is younger than Angel.
3. Beauty is the oldest and is a good friend of the dog.

**Chart for Problem 3**

	Angel	Beauty	King	Rover
cat				
dog		false	false	
goat				
horse				

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Deductive Thinking Skills Mind Benders® — B1

**2. Around the World**

André, Barney, Cleo, and Dixie, whose last names are North, Olsen, Partin, and Ryan, live in Egypt, France, India, and Mexico. Use the clues below to match up everything.

- Cleo and North and the Asian are pen pals.
- Ryan has never written to any of the other three people.
- The Frenchman wants to meet André.
- Olsen and the Indian talked to each other on the telephone.
- The Mexican woman saw Dixie's picture in the paper.
- André is not the Egyptian.
- Dixie is not North.

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Deductive Thinking Skills Mind Benders® — B1

**Chart for Problem 2**

	North	Olsen	Partin	Ryan	Egypt	France	India	Mexico
André								
Barney								
Cleo								
Dixie								
Egypt								
France								
India								
Mexico								

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*“Some of our students who’ve returned home from college tell us that, of all the things they picked up in the gifted program, the one thing that helped them most was the Mind Benders.”* —Director of Instruction, Greenville, KY

*“We love your Mind Benders....I find the deductive reasoning invaluable. It has helped my [students] very much. They love to figure them out. I have observed them using the deductive thinking in other areas of study and just in daily problems or situations.”*—Wendy, via the Internet

*“These books are great for stimulating a child’s thinking skills needed for other schoolwork, standardized tests, and problems in daily life...and kids think they’re fun!”* —Peggy Zorn, reviewer

*“I’ve been using your products for years. They’re treasures....Children have always enjoyed the Mind Benders books....These materials are the best I’ve seen anywhere.”*—Gail, Westland, MI

Deductive Thinking Skills Mind Benders® — C1

**3. All's Fair in Science**

Two girls (Victoria and Wanda) and two boys (Yuan-Tung and Zachariah) are working on science fair projects. Their last names are Almont, Bettcher, Corning, and Dowel. Their teachers are Elworth, Fletcher, Garner, and Ignash, and their ages are 9, 10, 11, and 12. One student is studying how the human heart beat changes under different conditions. One is working on magic squares. One is going to enter a rock collection. One is studying how different amounts of sunlight affect the growth of plants.

From the information below, match up everything.

- Fletcher's student is 3/4 as old as Corning.
- Almont uses a stethoscope for her project.
- Zachariah is neither the oldest nor the youngest.
- Wanda is a year older than the girl who is entering the rock collection.
- Garner's student is not the one doing the sunlight study.
- Bettcher thinks his project and the project of Ignash's student will both win first prizes.
- Yuan-Tung is older than Ignash's and Elworth's students.

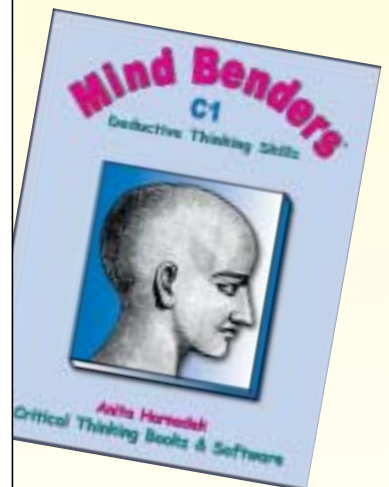
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Deductive Thinking Skills Mind Benders® — C1

**Chart for Problem 3**

	Almont	Bettcher	Corning	Dowel	heart	magic squares	rocks	sunlight	Elworth	Fletcher	Garner	Ignash	9	10	11	12
Victoria																
Wanda																
Yuan-Tung																
Zachariah																
heart																
magic squares																
rocks																
sunlight																
Elworth																
Fletcher																
Garner																
Ignash																
9																
10																
11																
12																

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Gr. 3–12+  
Choose from 2 Levels

## MIND BENDERS® SOFTWARE

Deductive Thinking Skills

Develops reading comprehension and problem solving. Prepares students for testing!

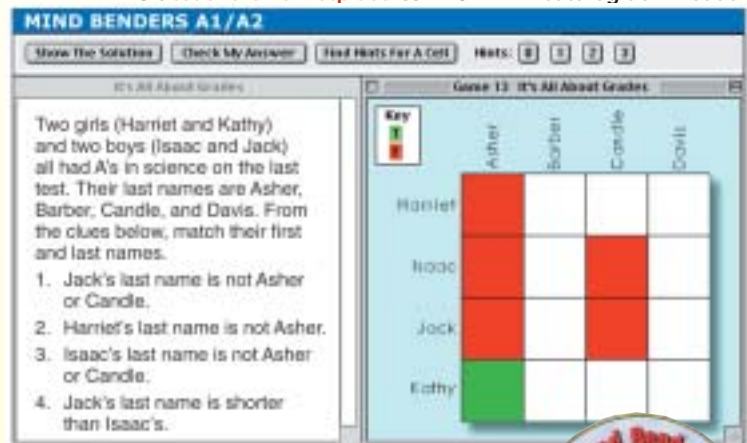
### Objectives

Our bestselling *Mind Benders* software offers your students an independent way to improve their deductive reasoning, logic, reading comprehension, and organization skills for better grades and higher test scores in all subjects.

### Methods/Instruction

The software uses the same great activities found in the *Mind Benders* books (pp. 14–15). The software also has many features not found in the books (see below). These features allow your students to play and learn with little or no teacher time required, although teachers tell us they're hooked too!

Visit [teachersmarketplace.com](http://teachersmarketplace.com) for FREE catalog downloads!



Hybrid CD	\$64.99 Single	\$164.99 Lab (5)	\$296.99 Lab (10)	\$699.99 Unlimited Site
A1/A2 Gr. 3–6	TBK01382SCI	TBK01382SCV	TBK01382SCX	TBK01382SCS
A3/A4 Gr. 3–6	TBK01384SCI	TBK01384SCV	TBK01384SCX	TBK01384SCS
B1/B2 Gr. 7–12+	TBK01386SCI	TBK01386SCV	TBK01386SCX	TBK01386SCS
B3/B4 Gr. 7–12+	TBK01388SCI	TBK01388SCV	TBK01388SCX	TBK01388SCS

### SYSTEM REQUIREMENTS:

WIN: Windows 3.1+, SVGA, 4 MB RAM

MAC: sys. 7.5+, color monitor, 4 MB RAM

### MIND BENDERS SOFTWARE FEATURES

- ▶ 28 activities per CD
- ▶ Self-tutoring • Self-grading
- ▶ On-screen detailed hints and solutions
- ▶ Activities sequenced by difficulty
- ▶ Answer check without showing solutions
- ▶ Printable student data
- ▶ Saves unfinished games

*“Great program. We can almost feel our brain muscles growing as we think through the puzzles.”—Patricia, Pompton Plains, NJ*

*“I have juniors and seniors preparing to take the ACT and SAT. Having them do Mind Benders on the computer is motivating.”—Cecelia, Brady, TX*

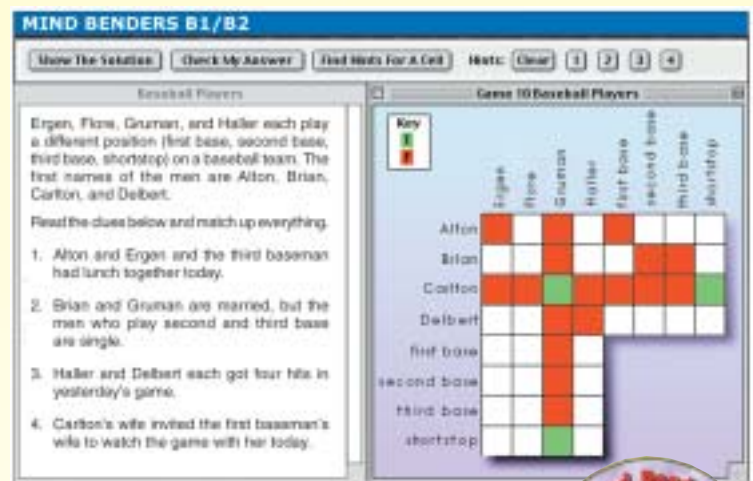
*“Excellent exercise in deductive reasoning.”*  
★★★★ Rating!—hotfiles.com

*“Excellent—can't keep my students away from the computer. They are challenged by the work, rewarded by their scores, and have fun.”*

—Marsha, Ovideo, FL

*“This is wonderful. It develops excellent thinking skills in a challenging, yet fun way!”*

—Lori, Roanoke, VA



Suggestion for gr. 7–12+: Success with *Mind Benders* is very motivating. If the B-level looks too challenging for your students, start them with the A-level regardless of their grade.



# MEMORY CHALLENGE

Enhances visual perception and memory for reading and math!

**Objective**

A colorful, easy-to-use program for strengthening visual memory skills in students of all ages and abilities.

**Methods**

Players use the custom setup screen to choose beginning through advanced levels of challenge appropriate to their needs and abilities. As they master each level, players can increase their skills by choosing more colors, shapes, and distractors. The grids look simple, but at the higher levels, *Memory Challenge* definitely lives up to its name!

Gr. K-12+



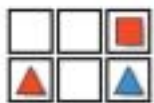
Hybrid CD    **\$64.99** Single    **\$164.99** Lab (5)    **\$296.99** Lab (10)    **\$699.99** Site

Gr. K-12+    TBK09410SCI    TBK09410SCV    TBK09410SCX    TBK09410SCS

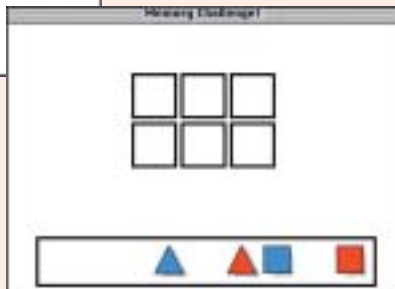
**MEMORY CHALLENGE FEATURES**

- ▶ Randomly generated patterns ensure a new game with every play!
- ▶ Custom setup includes grid size/ number of colors, shapes, and objects/ visual or verbal distractors and distractor delay times/sound effects
- ▶ Windows version collects printable data about each player

The setup screen allows players to control the level of difficulty.



A pattern appears, then disappears. Players must recreate the pattern from memory using the objects in the box below the grid.



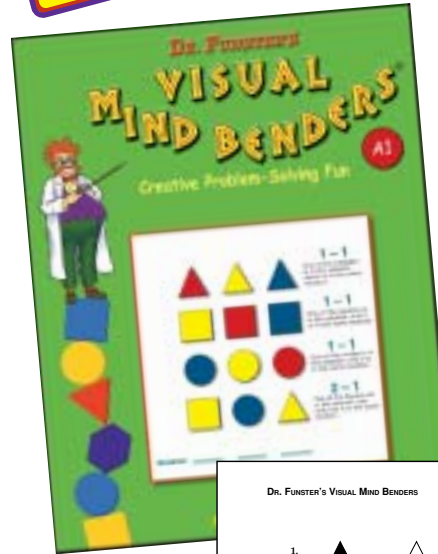
*"Great for improving visual memory and sequencing skills."*  
—Melanie, Jackson, WY

*"My students love it!"*  
—Debbie, San Marcos, CA

SYSTEM REQUIREMENTS:  
WIN: Windows 3.1+, VGA., 1MB RAM  
MAC: sys. 7.5+, color monitor, 1 MB RAM



Gr. 4-12+  
Choose from 3 Levels



Visit [teachersmarketplace.com](http://teachersmarketplace.com) for additional catalogs.

Try this sample activity with your students!

Dr. Funster's VISUAL MIND BENDERS A1

1. 1-1  
One of the triangles is in the solution, and it is in the same location.

1-1  
One of the squares is in the solution, and it is in the same location.

1-1  
One of the circles is in the solution, and it is in the same location.

2-1  
Two of the figures are in the solution, but only one is in the same location.

SOLUTION \_\_\_\_\_

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Dr. Funster's  
**VISUAL MIND BENDERS**  
Creative Problem-Solving Fun

Intriguing puzzles guaranteed to jump-start students' nonverbal and visual thinking skills!

**Goal**

Mind-bending figural puzzles that encourage students to explore many possible solutions as they improve their inferential reasoning and deductive thinking skills for better performance in all subjects.

**Methods**

Each activity provides students with clues that help them deduce which objects from each row will appear in the answer. As students analyze each row and try possible solutions, they must check to make sure they've met all criteria provided in the clues. Teaching suggestions and answers are included.



- #TBK110 Level A Gr. 4-6 ..... \$5.99
  - #TBK111 Level B Gr. 7-9 ..... \$5.99
  - #TBK112 Level C Gr. 10-12+ ..... \$5.99
- 28 reproducible activities each.



Gr. K-12  
Choose from 5 Levels  
Multiple Subjects

## INFUSING THE TEACHING OF CRITICAL AND CREATIVE THINKING INTO CONTENT INSTRUCTION

Elementary Handbook  
Secondary Science Handbook  
Language Arts Lessons

Improves standards-based learning and test results.  
Great for staff development

### Objectives

These K-6 and secondary science lesson-design handbooks and language arts lesson books blend sound theory, effective classroom practice, and everything you need to turn your own content lessons into critical and creative thinking lessons.

### Methods

Infusion methods demonstrate how to introduce students to specific critical and creative thinking skills. Sample lessons include

- ▶ explicit skill introductions and questioning guides
- ▶ blackline masters of thinking maps and graphic organizers that help break each thinking skill and process into an easy-to-follow procedure
- ▶ menus of suggestions for teaching specific skills within various grades and content areas
- ▶ a lesson plan form to help you design your own infusion lessons

- #TBK1601 Elementary Handbook Gr. K-6 .....\$49.99  
30 reproducible lessons
- #TBK1602 Secondary Science Handbook Gr. 6-12 .....\$49.99  
30 reproducible lessons
- #TBK1608 A1 Language Arts Lessons Gr. 1-2 .....\$39.99  
29 reproducible lessons
- #TBK1609 B1 Language Arts Lessons Gr. 3-4 .....\$39.99  
29 reproducible lessons
- #TBK1610 C1 Language Arts Lessons Gr. 5-6 .....\$39.99  
27 reproducible lessons

### Also Available:

100+ blank blackline organizers for use with any project. Just open and print or modify and print for your own use. (CD contains blank organizers only, not the content lessons from each book above.)

Hybrid CD	\$19.99 Single	\$69.99 Lab (5)	\$109.99 Lab (10)	\$199.99 Unlimited Site
Graphic Organizers	TBK01619CCI	TBK01619CCV	TBK01619CCX	TBK01619CCS



Visit [teachersmarketplace.com](http://teachersmarketplace.com)  
for free catalogs and sign up for our  
mailing list.

*"Using Critical Thinking [Elementary] lessons as the primary delivery system of reading skills, in the past 2 years our students have shown 99% and 98% mastery of reading objectives. The impact that your book had on the learning of my students is enormous."*—Rebecca Reagan,  
Preston Smith Elementary, Lubbock, TX

*"I am always looking for the book that is going to change my life and solve all my problems. Infusing the Teaching of Critical and Creative Thinking is probably the closest I have ever come to that ideal."*—Ann, Grandview, WA



Gr. K-12

## DEVELOPING HIGHER ORDER THINKING in the Content Areas K-12

Great for workshops & staff development!

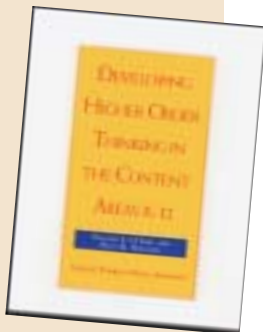
### Goals

Provides an overview of the theories behind teaching thinking, strategies for transfer and assessment, suggestions for evaluating thinking skills programs, and more—all geared toward teaching thinking within the content you're currently using.

### Methods

Step-by-step instructions show how to plan a thinking curriculum for every grade. You'll also learn how to develop students' metacognition, create a "thinking environment," encourage creative thinking, incorporate technology into teaching thinking, train students to do research, and help parents work with you to foster better thinking.

#TBK2101 Gr. K-12 ..... \$34.99  
287 pages



Gr. 7-12+

## LEARNING ON PURPOSE

A Self-Management Approach to Study Skills

Teaches students to overcome study challenges and become successful learners.

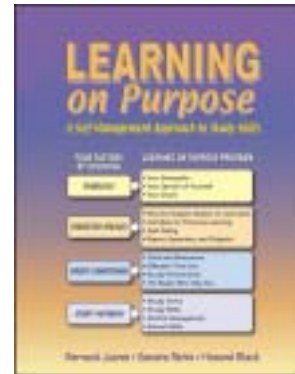
### Objectives

This step-by-step approach helps students take control of their own learning. Students learn to evaluate their learning strengths and goals, prioritize and maximize study time, identify and solve study problems, improve comprehension, and apply effective test-taking strategies.

### Methods

The program allows each student to work independently at his or her own pace. Step-by-step examples and lessons are filled with helpful concept maps, organizers, and diagrams that explain study terms, skills, and goals. Added features include charts for assessment, inventory, and tracking as well as continual encouragement that helps students develop an "I can do it" study philosophy.

#TBK2401 Gr. 7-12+ ..... \$34.99  
172 reproducible activities



### DEVELOPING HIGHER ORDER THINKING CONTENTS

#### PART 1: Basics of Higher Order Thinking

- ◆ Overview of Higher Order Thinking
- ◆ Theoretical Bases of the Thinking Skills Movement
- ◆ Frameworks and Models for Higher Order Thinking
- ◆ Metacognition
- ◆ Problem Solving, Decision Making, Transfer
- ◆ Creativity
- ◆ Direct Instruction of Thinking Skills
- ◆ Evaluation of Higher Order Thinking

#### PART 2: Content Integrated Instruction

- ◆ Planning an Integrated Instructional Unit and Lessons
- ◆ Social Studies, Language Arts, Math, Other Subject Areas

#### PART 3: Educational Issues

- ◆ Helping Students Do Research
- ◆ Curriculum and Instruction
- ◆ Technology and Higher Order Thinking
- ◆ Parents and Teachers Working Together

*"Comprehensiveness...practicality...clear discussion of theories and issues. This is a prime resource for developing and evaluating a thinking skills curriculum."*—THINK

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*"By using Learning On Purpose, you will learn study strategies that will help you meet and overcome study challenges. If you are willing to work hard and be honest with yourself, this book will show you how to 'study smart.'"*

—Juarez, Parks, and Black, authors

### LEARNING ON PURPOSE CONTENTS

#### You The Learner

- ◆ Learning to Learn Skillfully
- ◆ Your Strengths/Goals/Opinion of Yourself

#### Understanding What You Are Learning

- ◆ Why Subject Matter Is Important
- ◆ Activities to Promote Learning
- ◆ Test Taking
- ◆ Papers/Speeches/Projects

#### Study Conditions

- ◆ Tools/Resources
- ◆ Effective Time Use
- ◆ Study Environment/People Who Help You

#### Study Methods

- ◆ Study Terms/Skills
- ◆ Mental Management
- ◆ School Skills

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