

WOTP Mentoring: Community of Practice
December 4, 2018
“Resource Table” References & Links

Autonomy & Social Participation and Geography, History & Citizenship (with links to ELA and Mathematics):

- WE Movement Educator Resources: <https://www.we.org/we-schools/program/educator-resources/>
- Ticket to Ride series of games (with links to mathematics and problem-solving): Ticket to Ride North America, Ticket to Ride Europe and Ticket to Ride New York.

English Language Arts and Art Resources:

- *A Line is a Dot That Went for a Walk: An Inspirational Drawing Book* by Lauren Farnsworth ISBN: 978-1-4549-2083-0. Complements parts of Pixar in a Box: The Art of Storytelling, produced in cooperation with Khan Academy: <https://www.khanacademy.org/partner-content/pixar/storytelling>
- Orca Soundings Novels: two sets of two novels each. Orca Soundings are short, high-interest novels written specifically for teens who may be struggling or reluctant readers. Reading levels from grade 2.0 to 4.5; Interest level ages 12 and up. <https://www.orcabook.com/Orca-Soundings-C1309.aspx>
- *Ten-Minute Plays for Middle School Performers* by Rebecca Young ISBN: 978-1-56608-158-0
- *The Boy in the Striped Pajamas* by John Boyne ISBN: 978-0-385-75153-7
- WE Movement Educator Resources: <https://www.we.org/we-schools/program/educator-resources/>

Math Resources:

- *Acing Math One Deck at a Time*: <http://pepnonprofit.org/mathematics.html>
- JUMP Math: <https://jumpmath.org/>
- *Mathematics: Concepts and Connections 10*, published by Nelson, ISBN13: 978-0-17-632485-8
- PRIME CLIMB Game

Mental Health & Wellbeing:

- Centre of Excellence for Mental Health: <http://cemh.lbpsb.qc.ca/>
- *Self-Compassion* by Kristin Neff, PhD ISBN: 978-0-06-173352-9

Science and Art Resources:

- *Paper Circuits for Makerspaces* by Andrew Miller and Paper Circuit Starter Kit <https://www.makerspaces.com/book/>
- *Smithsonian Maker Lab: 28 Super Cool Projects* ISBN: 978-14654-5135-4
- STEAM Challenges on the LEARN website – engaging, hands-on Science, Technology, Art and Math Challenges. Project examples include: designing an Art Bot and building a bridge and testing its strength: <http://blogdev.learnquebec.ca/opencreativespace/steam-challenges>