

Creating And Using Kamishibai

The Lean Expert: Educating and Elevating Lean Practitioners Throughout Your Organization outlines a method that can help organizations engage associates and empower them to achieve "expert status" in the nine core principles of Lean. By implementing the Lean Discipline Expert process detailed in the book, companies will demonstrate to their associates that they believe they are the organization's greatest assets, while empowering them to make lasting improvements to the organization. The book provides a robust and proven process for creating a Lean culture. It outlines a method, with defined steps, for the development of Lean Discipline Resource People that will help associates achieve "expert status" in the core Lean principles of 5S–Visual Management, Value Stream Mapping, Standard Work, Total Productive Maintenance, Quick Changeover, Error Proofing, Process Problem Solving, Material Management, and Continuous Improvement. You will be able to develop Lean strategies, create a Master Schedule, initiate activities for supporting goals and objectives, and complete a Train-the-Trainer class as well as achieve facilitation skills to teach, communicate, guide, and lead Lean overview training as well as comprehensive subject-matter training. In addition, you will understand how the Lean Discipline Expert

process can help to support associate involvement at all levels and learn where and how the nine principles overlap and interact. By engaging and empowering various levels of associates throughout the organization, you will provide strength and ownership for your business and, most importantly, your associates. The book includes access to additional resources on the book's page at www.crcpress.com. It includes a tracking mechanism for monitoring candidate progress, facilitation feedback forms, LDE checklists, and certificates of accomplishment you can use to acknowledge associates that achieve Lean Discipline Expert status.

Language students learn best when given the opportunity to communicate meaningful content in realistic settings. Providing those realistic contexts hasn't always been easy, but as this book emphatically demonstrates technology can help. Current Internet- and software-based technologies offer authentic, individualized interactions with members of the target language community - precisely the kind of interaction that leads to the biggest gains in proficiency. Months' worth of lesson plans and activities show you how to use the best of these technology tools to build content-based curricula for all ages and languages, and simultaneously address critical technology and content area standards. FEATURES Dozens of

lesson plans on CD-ROM that can be used as stand-alone activities or month-long curriculum plans
Introductory essays on technology integration and foreign language standards, performance assessment, and distance learning
Interdisciplinary links, teaching tips, lesson extenders, and assessment rubrics for each unit
Also available:
Teachers as Technology Leaders: A Guide to ISTE Technology Facilitation and Technology Leadership Accreditation - ISBN 1564842266
Transforming Classroom Practice: Professional Development Strategies in Educational Technology - ISBN 1564842460

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert
Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote.
Presentation Zen challenges the conventional wisdom of making "slide presentations" in today's world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations.
Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid

principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

This book explores how Japanese views of nuclear power were influenced not only by Hiroshima and Nagasaki but by government, business and media efforts to actively promote how it was a safe and integral part of Japan's future. The idea of "atoms for peace" and the importance of US-Japan relations were emphasized in exhibitions and in films. Despite the emergence of an anti-nuclear movement, the dream of civilian nuclear power and the "good atom" nevertheless prevailed and became more accepted. By the late 1950s, a school trip to see a reactor was becoming a reality for young Japanese, and major events such as the 1964 Tokyo Olympics and 1970 Osaka Expo seemed to reinforce the narrative that the Japanese people were destined for a future led by science and technology that was powered by the atom, a dream that was left in disarray after the Fukushima nuclear disaster in 2011.

"[A] reminder of just how horrible nuclear weapons are."—The Wall Street Journal "A devastating read that highlights man's capacity to wreak destruction, but in which one also catches a glimpse of all that is best about people."—San Francisco Chronicle "A poignant and complex picture of the second atomic bomb's enduring physical and psychological tolls. Eyewitness accounts are visceral and haunting. . . .

But the book's biggest achievement is its treatment of the aftershocks in the decades since 1945." —The New Yorker

The enduring impact of a nuclear bomb, told through the stories of those who survived: necessary reading as the threat of nuclear war emerges again. On August 9, 1945, three days after the atomic bombing of Hiroshima, the United States dropped a second atomic bomb on Nagasaki, a small port city on Japan's southernmost island. An estimated 74,000 people died within the first five months, and another 75,000 were injured. Nagasaki takes readers from the morning of the bombing to the city today, telling the first-hand experiences of five survivors, all of whom were teenagers at the time of the devastation. Susan Southard has spent years interviewing hibakusha ("bomb-affected people") and researching the physical, emotional, and social challenges of post-atomic life. She weaves together dramatic eyewitness accounts with searing analysis of the policies of censorship and denial that colored much of what was reported about the bombing both in the United States and Japan. A gripping narrative of human resilience, Nagasaki will help shape public discussion and debate over one of the most controversial wartime acts in history.

WINNER of the J. Anthony Lukas Book Prize and the Dayton Literary Peace Prize FINALIST for the Ridenhour Book Prize • Chautauqua Prize • William Saroyan International Prize for Writing • PEN Center

USA Literary Award NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Economist • The Washington Post • American Library Association • Kirkus Reviews

Kamishibai Man Houghton Mifflin Harcourt

The Kamishibai man used to ride his bicycle into town where he would tell stories to the children and sell them candy, but gradually, fewer and fewer children came running at the sound of his clappers. They were all watching their new televisions instead. Finally, only one boy remained, and he had no money for candy. Years later, the Kamishibai man and his wife made another batch of candy, and he pedaled into town to tell one more story—his own. When he comes out of the reverie of his memories, he looks around to see he is surrounded by familiar faces—the children he used to entertain have returned, all grown up and more eager than ever to listen to his delightful tales. Using two very different yet remarkable styles of art, Allen Say tells a tale within a tale, transporting readers seamlessly to the Japan of his memories.

Before superheroes filled the pages of Japanese manga, such characters had been regularly seen on the streets of Japan in "kamishibai" stories. This work tells the history of this fascinating and nearly vanished Japanese art form that paved the way for modern-day comic books.

This book focuses on storytelling and human life by

exploring the possibilities of narrative approaches across numerous disciplines and in diverse contexts; stories are humanity's oldest way of making meaning of our past, present and future.

This text examines comics, graphic novels, and manga with a broad, international scope that reveals their conceptual origins in antiquity. • Includes numerous illustrations of British satirical prints, Japanese woodblock prints, and the art of prominent illustrators • Includes a chapter on the latest developments in digital comics

Facilitate literacy in students in grades PK–1 using Participation Stories. This 64-page book reaches auditory, kinesthetic, and visual learners with storytelling. This resource includes everything teachers need to present the stories in three different ways (traditional, participation, and prop). Stories include traditional tales, folk tales, original tales, tales from other countries, and tales in rhyme. Sidebars on each page connect stories to basic language concepts. The book supports NCTE and NAEYC standards.

Specifically designed for use on a range of undergraduate and graduate courses, *Introducing Japanese Popular Culture* is a comprehensive textbook offering an up-to-date overview of a wide variety of media forms. It uses particular case studies as a way into examining the broader themes in Japanese culture and provides a thorough

analysis of the historical and contemporary trends that have shaped artistic production, as well as, politics, society, and economics. As a result, more than being a time capsule of influential trends, this book teaches enduring lessons about how popular culture reflects the societies that produce and consume it. With contributions from an international team of scholars, representing a range of disciplines from history and anthropology to art history and media studies, the book's sections include:

Television Videogames Music Popular Cinema
Anime Manga Popular Literature Fashion

Contemporary Art Written in an accessible style by a stellar line-up of international contributors, this textbook will be essential reading for students of Japanese culture and society, Asian media and popular culture, and Asian Studies in general.

Part of the Toyota Production System, Kamishibai boards are simple and flexible visual controls for performing audits within a manufacturing process. When used properly, they are powerful tools for performing, managing, and auditing tasks of specific duties. *Kamishibai Boards: A Lean Visual Management System That Supports Layered Audits* explains how

With collaboration so vital to today's educational arena, this thorough, well-organized, highly readable text concentrates on the general process of teaching—the basic “how to do it”—to help

prospective teachers of children with mild disabilities in grades K–12 learn to work effectively with students, other teachers, and families. Basing coverage on their extensive experience, the authors present practical, research-based teaching strategies that relate to everyday occurrences in schools; provide motivating, experience-based activities; and offer numerous detailed lesson plans. Their personal, conversational writing style makes even complex concepts accessible, while their extensive coverage gives readers a solid understanding of what works and what doesn't in both special education classrooms and inclusive settings. For future teachers of elementary school students with mild disabilities and learning problems. Storytelling is an ancient practice known in all civilizations throughout history. Characters, tales, techniques, oral traditions, motifs, and tale types transcend individual cultures - elements and names change, but the stories are remarkably similar with each rendition, highlighting the values and concerns of the host culture. Examining the stories and the oral traditions associated with different cultures offers a unique view of practices and traditions."Storytelling: An Encyclopedia of Mythology and Folklore" brings past and present cultures of the world to life through their stories, oral traditions, and performance styles. It combines folklore and mythology, traditional arts, history,

literature, and festivals to present an overview of world cultures through their liveliest and most fascinating mode of expression. This appealing resource includes specific storytelling techniques as well as retellings of stories from various cultures and traditions.

Cartoonist Osamu Tezuka (1928?1989) is the single most important figure in Japanese post-World War II comics. During his four-decade career, Tezuka published more than 150,000 pages of comics, produced animation films, wrote essays and short fiction, and earned a Ph.D. in medicine. Along with creating the character Astro Boy (Mighty Atom in Japan), he is best known for establishing story comics as the mainstream genre in the Japanese comic book industry, creating narratives with cinematic flow and complex characters. This style influenced all subsequent Japanese output. *God of Comics* chronicles Tezuka's life and works, placing his creations both in the cultural climate and in the history of Japanese comics. The book emphasizes Tezuka's use of intertextuality. His works are filled with quotations from other texts and cultural products, such as film, theater, opera, and literature. Often, these quoted texts and images bring with them a world of meanings, enriching the narrative. Tezuka also used stock characters and recurrent visual jokes as a way of creating a coherent world that encompasses all of his works. *God of Comics*

includes close analysis of Tezuka's lesser-known works, many of which have never been translated into English. It offers one of the first in-depth studies of Tezuka's oeuvre to be published in English.

Written by a professional storyteller and artist who has studied with kamishibai artists and practitioners in Japan, this book is a practical "how-to" for creating and performing original kamishibai stories with students of all ages and across disciplines. •

Includes original narratives with suggestions for how to incorporate them into hands-on workshops •

Offers a pictorial history of kamishibai and how it evolved out of various etoki (picture-storytelling) traditions in Japan • Presents more than 160 original illustrations and drawings • Provides an appendix

with instructions for how to make kamishibai stages from readily available, recycled materials

Offers activities, strategies, and creative ideas for using nonsense rhymes, songs, chants, and folk literature to promote thinking, reading, and listening skills in young learners.

Manga and anime (illustrated serial novels and animated films) are highly influential Japanese entertainment media that boast tremendous domestic consumption as well as worldwide distribution and an international audience. Drawing on Tradition examines religious aspects of the culture of manga and anime production and consumption through a methodological synthesis of

narrative and visual analysis, history, and ethnography. Rather than merely describing the incidence of religions such as Buddhism or Shinto in these media, Jolyon Baraka Thomas shows that authors and audiences create and re-create “religious frames of mind” through their imaginative and ritualized interactions with illustrated worlds. Manga and anime therefore not only contribute to familiarity with traditional religious doctrines and imagery, but also allow authors, directors, and audiences to modify and elaborate upon such traditional tropes, sometimes creating hitherto unforeseen religious ideas and practices. The book takes play seriously by highlighting these recursive relationships between recreation and religion, emphasizing throughout the double sense of play as entertainment and play as adulteration (i.e., the whimsical or parodic representation of religious figures, doctrines, and imagery). Building on recent developments in academic studies of manga and anime—as well as on recent advances in the study of religion as related to art and film—Thomas demonstrates that the specific aesthetic qualities and industrial dispositions of manga and anime invite practices of rendition and reception that can and do influence the ways that religious institutions and lay authors have attempted to captivate new audiences. *Drawing on Tradition* will appeal to both the dilettante and the specialist: Fans and self-professed

otaku will find an engaging academic perspective on often overlooked facets of the media and culture of manga and anime, while scholars and students of religion will discover a fresh approach to the complicated relationships between religion and visual media, religion and quotidian practice, and the putative differences between “traditional” and “new” religions.

The social and emotional welfare of students in both K-12 and higher education settings has become increasingly important during the third decade of the 21st century, as students face a variety of social-emotional learning (SEL) challenges related to a multitude of internal and external factors. As concepts around traditional literacy education evolve and become more culturally and linguistically relevant, the connections between SEL and academic literacy opportunities warrant considerable exploration. The Handbook of Research on Supporting Social and Emotional Development Through Literacy Education develops a conceptual framework around pedagogical connections to social and emotional teaching and learning within K-12 literacy practices. This text provides a variety of research and practice protocols supporting student success through the integration of SEL and literacy across grade levels. Covering topics such as culturally relevant literacy, digital literacy, and content-area literacy, this handbook is essential for

curriculum directors, education faculty, instructional facilitators, literacy professionals, practicing teachers, pre-service teachers, professional development coordinators, school counselors, teacher preparation programs, academicians, researchers, and students.

"Frames of Anime provides a wonderfully concise and insightful historical overview of Japanese animation; more importantly, Tze-yue G. Hu also gives the reader a much-needed frame of reference--- cultural and historical --- for understanding its development." - Harvey Deneroff, Savannah College of Art and Design, Atlanta, Georgia "This is a valuable study that transcends most of its predecessors by situating Japanese anime in its cultural context and providing detailed insight into the lives and works of some of Japan's most prominent animators and their struggles to establish it as a legitimate form of cinema and television media. Its authorship by an Asian scholar also conversant with Chinese and Southeast Asian cinema and comic book culture gives it a unique comparative character."-John Clammer, United Nations University Japanese anime has long fascinated the world, and its mythical heroes and dazzling colors increasingly influence popular culture genres in the West. Tze-yue G. Hu analyzes the "language-medium" of this remarkable expressive platform and its many socio-cultural dimensions from

a distinctly Asian frame of reference, tracing its layers of concentric radiation from Japan throughout Asia. Her work, rooted in archival investigations, interviews with animators and producers in Japan as well as other Asian animation studios, and interdisciplinary research in linguistics and performance theory, shows how dialectical aspects of anime are linked to Japan's unique experience of modernity and its cultural associations in Asia, including its reliance on low-wage outsourcing. Her study also provides English readers with insights on numerous Japanese secondary sources, as well as a number of original illustrations offered by animators and producers she interviewed.

This book refutes the common Western belief that non-alphabetic writing systems (Chinese, Japanese, Korean) are hard to learn or to use, and offers practical theory-based methodology for the teaching of literacy in these languages to first and second language learners.

Dandelion Bubbles, Rain Drums, Seed Bomb Lollipops and more! Bursting with creative hands-on outdoor science and art activities, *A Little Bit of Dirt* is full of motivation to get outside and explore.

Whether you're investigating the health of your local stream, learning how birds fly, or concocting nature potions, you'll be fostering an important connection with nature. The engaging activities encourage the use of the senses and imagination and are perfect

for all ages. Discover more about the natural world waiting just outside your door!

Healthcare organizations that have already applied Lean thinking to their processes, with the diligence of effective management and strong leadership support, are now realizing the benefits of their efforts. And, many of those benefits surpass what was thought possible just a few years ago. To be successful, these organizations had to provide the leadership to arrive at their future state. Written by a Shingo Prize-winning author and Lean sensei, *Lean Leadership for Healthcare: Approaches to Lean Transformation* explains how to apply Lean improvement to both clinical and non-clinical processes. It presents valuable lessons learned by the author over the years of leading improvements in this complex industry and lays out a clear roadmap for initiating your Lean improvements. Illustrating the leadership behaviors required to achieve sustainable success, the book is ideal for leaders in the healthcare industry looking to initiate Lean improvements to clinical and non-clinical processes. It reviews the fundamentals of Lean and explains how to link a strategy of continuous improvement to corporate strategy to achieve operational excellence. It also describes how to mitigate the risk of failure when undergoing large-scale corporate change—including what can go wrong and how to prevent these failures. The book includes case

studies that share the time-tested insights of healthcare team members and leaders. It outlines a management system for sustaining your Lean improvements and provides the Lean leadership approaches, thoughts, and visual tools you'll need to guide your organization along the path toward world-class healthcare performance.

Improve: The Next Generation of Continuous Improvement for Knowledge Work presents lean thinking for professionals, those who Peter Drucker called knowledge workers. It translates the brilliant insights from Toyota's factory floor to the desktops of engineers, marketers, attorneys, accountants, doctors, managers, and all those who "think for a living." The Toyota Production System (TPS) was born a century ago to an almost unknown car maker who today is credited with starting the third wave of the Industrial Revolution. TPS principles, better known as lean thinking or continuous improvement, are simple: increase customer value, cut hidden waste, experiment to learn, and respect others. As simple as they are, they are difficult to apply to the professions, probably because of the misconception that knowledge work is wholly non-repetitive. But much of our everyday work does repeat, and in great volume: approvals, problem-solving, project management, hiring, and prioritization are places where huge waste hides. Eliminate waste and you delight customers and clients, increase financial

performance, and grow professional job satisfaction, because less waste means more success and more time for expertise and creativity. This book is a valuable resource for leaders of professional teams who want to improve productivity, quality, and engagement in their organizations. Experience the proven benefits of continuous improvement

- 40%-70% increase in productivity from professionals and experts
- 85% projects on-time
- Reduce lead time by 50%-90%
- Engagement up and voluntary severance cut 50%

Dozens of simple visual tools that anyone can implement immediately in their existing framework

All tools and techniques applicable to both face-to-face and virtual meetings

Easy-to-understand approach: "simplify, engage, experiment"

Presented with deep respect for the experts; no "check the box" thinking or overused analogies to the factory floor

Lines of Sight—the seventh volume in the Mechademia series, an annual forum devoted to Japanese anime and manga—explores the various ways in which anime, manga, digital media, fan culture, and Japanese art—from scroll paintings to superflat—challenge, undermine, or disregard the concept of Cartesian (or one-point) perspective, the dominant mode of visual culture in the West since the seventeenth century. More than just a visual mode or geometric system, Cartesianism has shaped nearly every aspect of modern rational

thought, from mathematics and science to philosophy and history. Framed by Thomas Lamarre's introduction, "Radical Perspectivalism," the essays here approach Japanese popular culture as a visual mode that employs non-Cartesian formations, which by extension make possible new configurations of perception and knowledge. Whether by shattering the illusion of visual or narrative seamlessness through the use of multiple layers or irregular layouts, blurring the divide between viewer and creator, providing diverse perspectives within a single work of art, or rejecting dualism, causality, and other hallmarks of Cartesianism, anime and manga offer in their radicalization of perspective the potential for aesthetic and even political transformation.

Contributors: David Beynon, Deakin U; Fujimoto Yukari, Meiji U; Yuriko Furuhata, McGill U; Craig Jackson, Ohio Wesleyan U; Reginald Jackson, U of Chicago; Thomas Lamarre, McGill U; Jinying Li; Waiyee Loh; Livia Monnet, U of Montreal; Sharalyn Orbaugh, U of British Columbia; Stefan Riekeles; Atsuko Sakaki, U of Toronto; Miryam Sas, U of California, Berkeley; Timon Screech, U of London; Emily Somers; Marc Steinberg, Concordia U.

Susan Southard's deluxe eBook edition of **NAGASAKI: LIFE AFTER NUCLEAR WAR** includes rarely-seen historic footage of the atomic blast and post-bombed Nagasaki as well as additional

photographs of the city and its recovery over the past seventy years. Interspersed throughout the book are exclusive video clips of the author's interviews with the survivors, offering readers intimate glimpses of their astonishing journeys of nuclear survival. A powerful and unflinching account of the enduring impact of nuclear war, told through the stories of those who survived. On August 9, 1945, three days after the atomic bombing of Hiroshima, the United States dropped a second atomic bomb on Nagasaki, a small port city on Japan's southernmost island. An estimated 74,000 people died within the first five months, and another 75,000 were injured. Published on the seventieth anniversary of the bombing, Nagasaki takes readers from the morning of the bombing to the city today, telling the first-hand experiences of five survivors, all of whom were teenagers at the time of the devastation. Susan Southard has spent years interviewing hibakusha ("bomb-affected people") and researching the physical, emotional, and social challenges of post-atomic life. She weaves together dramatic eyewitness accounts with searing analysis of the policies of censorship and denial that colored much of what was reported about the bombing both in the United States and Japan. A gripping narrative of human resilience, Nagasaki will help shape public discussion and debate over one of the most controversial wartime acts in history.

A classic work praised for its scope and intelligence, now in a gift edition for fans, with a new Foreword. This straightforward guide contains 51 classroom-tested ideas for using reading and writing to help students become better thinkers. The activities are applicable for use with not only language arts but also science, social studies, and math content. Aligned to International Reading Association and National Council of Teachers of English standards, the strategies cover all six stages of the writing process: prewriting, drafting, conferencing, revising, editing, and publishing. Many of the strategies are accompanied by examples. Grades 4-8. Resources. Illustrated. Good Year Books. 138 pages.

In recent years, Manga has seen phenomenal success, not only in Japan, where it dominates the publishing industry, but also in the West, where it is steadily growing in popularity and influence. As swift and sudden as the popularity of this graphic art form may seem, Manga has, in fact, deep roots in Japanese culture, drawing on centuries-old artistic traditions. As early as the twelfth century, Emakimono scrolls existed, a narrative form in which stories of all kinds—romantic, fantastic, even comic—were told through the combined use of text and illustration. Japanese art continued to change as profound political, social, and economic transformations remade the country in the centuries to follow. Today there is little doubt as to the

meaning of the term Manga—nor to the astonishing popularity of the form—but few in the West understand the long artistic history that gave birth to this phenomenon and the social factors that continue to shape it today. *One Thousand Years of Manga* is both an informative account of the genesis of the form and a visual delight. Through its captivating illustrations and enlightening text, the book situates Manga in its proper context, appreciating it for what it truly is: an integral part of Japanese art and culture that is as rich and revealing as it is popular.

Justin Jesty's *Art and Engagement in Early Postwar Japan* reframes the history of art and its politics in Japan post-1945. This fascinating cultural history addresses our broad understanding of the immediate postwar era moving toward the Cold War and subsequent consolidations of political and cultural life. At the same time, Jesty delves into an examination of the relationship between art and politics that approaches art as a mode of intervention, but he moves beyond the idea that the artwork or artist unilaterally authors political significance to trace how creations and expressive acts may (or may not) actually engage the terms of shared meaning and value. *Art and Engagement in Early Postwar Japan* centers on a group of social realists on the radical left who hoped to wed their art with anti-capitalist and anti-war activism, a liberal art education movement whose focus on the child

inspired innovation in documentary film, and a regional avant-garde group split between ambition and local loyalty. In each case, Jesty examines writings and artworks, together with the social movements they were a part of, to demonstrate how art—or more broadly, creative expression—became a medium for collectivity and social engagement. He reveals a shared if varied aspiration to create a culture founded in amateur-professional interaction, expanded access to the tools of public authorship, and dispersed and participatory cultural forms that intersected easily with progressive movements. Highlighting the transformational nature of the early postwar, Jesty deftly contrasts it with the relative stasis, consolidation, and homogenization of the 1960s.

Harkening back to the itinerant Japanese storytellers (the Kamishibai man) who told stories from illustrated cards slid into slots in wooden stages built on the back of their bicycles, these stories will delight and entice children in grades 2-6 to participate in their own story fest.

Arts-Based Methods in Education Around the World aims to investigate arts-based encounters in educational settings in response to a global need for studies that connect the cultural, inter-cultural, cross-cultural, and global elements of arts-based methods in education. In this extraordinary collection, contributions are collected from experts all over the

world and involve a multiplicity of arts genres and traditions. These contributions bring together diverse cultural and educational perspectives and include a large variety of artistic genres and research methodologies. The topics covered in the book range from policies to pedagogies, from social impact to philosophical conceptualisations. They are informative on specific topics, but also offer a clear monitoring of the ways in which the general attention to the arts in education evolves through time.

Kamishibai (paper-theater), a Japanese picture-storytelling medium, is gaining global interest as we move from a text-based culture to one that emphasizes multiple semiotic systems and performance. This is the first volume to explore the potential of kamishibai as a dynamic "new" interactive medium for teaching multimodal communication and shows how synchronizing oral, visual and gestural modes develops students' awareness of all modes of communication as potential resources in their learning. By examining the multiple modes involved in kamishibai through actual student performances over several venues, this volume overturns commonly held expectations about literacy in the classroom and provides a critical perspective on assumptions about other media. It offers much-needed information about a medium that is attracting interest from educators, academics and artists worldwide.

The first in-depth scholarly study in English of the Japanese performance medium kamishibai, Sharalyn Orbaugh's *Propaganda Performed* illuminates the vibrant street culture of 1930s Japan as well as the visual and narrative rhetoric of Japanese propaganda in World War II.

Make your farm better, smarter, and more productive. The Lean method is revolutionising farming globally with its proven approach for reducing waste, improving productivity and sustaining profits. In *The Lean Dairy Farm*, dairy farmer and Lean consultant Jana Hocken explains why this approach is essential to every dairy farm and how to apply these tools, practices and principles to your dairy operation. The *Lean Dairy Farm* helps reduce the common problems and stressors faced by farmers every day: long work hours, high staff turnovers, repeat problems, breakdowns, wastage, safety and high costs. Using her own family's dairy farm as a case study, Jana provides insight into how the Lean approach applies to farming, introduces practical tools to help you improve efficiency and reduce waste, and shows you how to create a farm culture that supports Lean thinking. Even if Lean is entirely new to you, this book offers a simple blueprint for applying its principles and practices to improve your farm. Quickly make use of basic Lean concepts on your farm. Identify and eliminate waste in farm processes. Organise your farm effectively to improve

productivity Standardise your processes to do everything right the first time Develop an engaged, high performing team If you want a more efficient, profitable and robust dairy farm, The Lean Dairy Farm is for you.

The 15 rewritten tales found in Participation Stories are a delightful combination of traditional tales, folk tales, original tales, tales from other countries, and tales in rhyme. The stories and activity ideas will improve language skills, listening skills, and stimulate a love of words and reading in young children.

This book examines how literary texts can be incorporated into teaching practices in an EFL classroom. It takes a multi-faceted approach to how English language teaching and learning can best be developed through presentation and exploration of literary texts.

Develop a rich foundation of world geographical knowledge and skills using the best of children's literature.

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