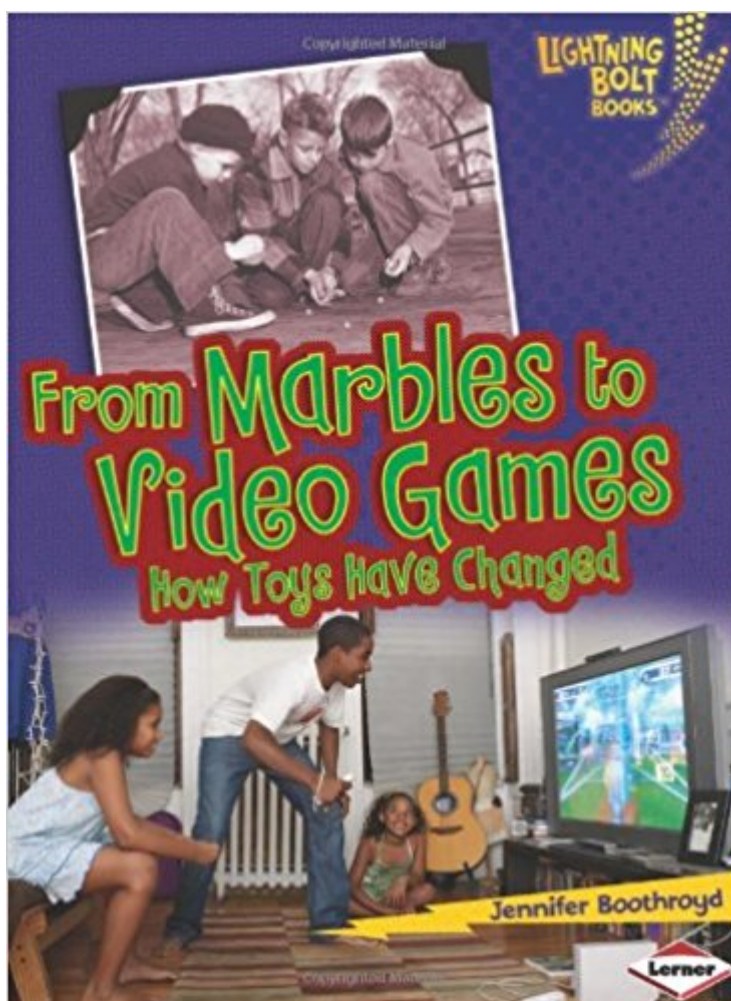


The book was found

From Marbles To Video Games: How Toys Have Changed (Lightning Bolt Books Comparing Past And Present)



Synopsis

This informative title uses accessible text and concrete examples to explain past and present toys and games- supporting NCSS standards for time, continuity, and change in grades K-2.

Book Information

Lexile Measure: 670L (What's this?)

Series: Lightning Bolt Books Comparing Past and Present

Library Binding: 32 pages

Publisher: Lerner Publications (August 1, 2011)

Language: English

ISBN-10: 0761367462

ISBN-13: 978-0761367468

Product Dimensions: 10.3 x 7.8 x 0.3 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars 2 customer reviews

Best Sellers Rank: #3,103,076 in Books (See Top 100 in Books) #49 in [Books > Crafts, Hobbies & Home > Antiques & Collectibles > Marbles](#) #5974 in [Books > Children's Books > Activities, Crafts & Games > Games](#) #16891 in [Books > Children's Books > Education & Reference > History](#)

Age Range: 6 - 9 years

Grade Level: 1 - 4

Customer Reviews

A former elementary school teacher, Jennifer Boothroyd has written many nonfiction books for children.

Children of all eras have had toys and games they used to have fun. If you talk to your parents you may find that some of the things they played with are very different than yours are today, while others are surprisingly similar. Toys and games are not only fun, they "also help children learn important skills." For example in board games children learn to take turns and in outdoor games they can learn physical agility. Toys are now made of different materials than they used to be. Many years ago many of the small toys such as jacks were made of metal whereas many "action figures" such as Spiderman are made of plastic. Porcelain, cloth, wood, and metal are just a few of the many materials toys have and are being made of. Outdoor play has also changed. At one time roller

skates, hula hoops, and the games kick the can, and Red Rover were very popular. Today you can still see some of these games played, but instead of those skates you'll find in-line skates or skateboards in use. Group games in which you'll find two or more players are still popular, but instead of marbles you might see special card games. Board games are still in use, but the little twist is the addition of electronic parts. Of course many children love video games of all sorts. It might surprise them that their parents did as well. Have you ever heard of the game Pong? You'll get to read about its inventor and take a look at other video games, some of which you may have played or own. This is a fascinating look at the evolution of games that children, past and present, love to play. I definitely enjoyed looking at the contrasting games pictured in this book and remembered playing some of them as a child. The selection portrayed was very interesting and could span many generations. For example, inclusion of the game of marbles spans many generations. This is the type of book that many people can talk about on several levels and can contribute personal vignettes to a discussion. Black-and-white photographs are interspersed with full color ones in an attempt to compare and contrast the differences in games. In the back of the book is an index, a glossary, brief biographical sketches of five toy and game inventors, and additional recommended book and website resources to explore. This book courtesy of the publisher.

this price is valuable. very useful. my best friend need it , The product has an excellent edge, works wonderfully on my homemade bread! arrive on time.

[Download to continue reading...](#)

From Marbles to Video Games: How Toys Have Changed (Lightning Bolt Books Comparing Past and Present) Cool Doughs, Putties, Slimes, & Goops: Crafting Creative Toys & Amazing Games (Cool Toys & Games) Who's Buying? Who's Selling?: Understanding Consumers and Producers (Lightning Bolt Books: Exploring Economics (Paperback)) Many Kinds of Matter: A Look at Solids, Liquids, and Gases (Lightning Bolt Books) How Do Monster Trucks Work? (Lightning Bolt Books: How Vehicles Work) Do I Need It? or Do I Want It?: Making Budget Choices (Lightning Bolt Books: Exploring Economics (Paperback)) Formula One Race Cars on the Move (Lightning Bolt Books) Vroom-Vroom Give It a Push! Give It a Pull!: A Look at Forces (Lightning Bolt Books: Exploring Physical Science (Paperback)) British Diecast Model Toys Catalogue: Dinky Toys and Matchbox Toys v. 1 Toys & Prices: The World's Best Toys Price Guide (Toys and Prices) Video Games, Violence, and Crime (Video Games and Society) How Do Video Games Affect Society? (Video Games and Society) Frommer's Athens Past & Present (Frommer's Athens Past & Present) The Collector's Encyclopedia of Metal Toys: A Pictorial Guide to Over 2,500 Examples of Tinplate

and Diecast Toys Dating from 1850 to the Present Day Thunder & Lightning: Weather Past, Present, Future Machine Made and Contemporary Marbles (Grist's, Everett//Machine-Made and Contemporary Marbles) Everett Grist's Big Book of Marbles: A Comprehensive Identification & Value Guide for Both Antique and Machine-Made Marbles Everett Grist's Big Book of Marbles, A Comprehensive Identification & Value Guide for Both Antique and Machine-Made Marbles, 3rd Edition Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Collecting Marbles: A Beginner's Guide: Learn how to RECOGNIZE the Classic Marbles IDENTIFY the Nine Basic Marble Features PLAY the Old Game of Ringer

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)