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. Nostalgia Village Nostalgia Village is a video game developed by Konami. It is the follow-up to the Konami's video game GradiusII. The game was released for the Super Nintendo Entertainment System on October 26, 1993 in Japan. It was also released for the Sega Mega Drive/Genesis on July 22, 1994 in Japan. References Category:1993 video games Category:Konami games Category:Konami franchises Category:Gradius video games Category:Side-scrolling platform games Category:Super Nintendo Entertainment System games Category:Sega Genesis games Category:Video games developed in Japan

Teaching Science as Connected Understanding How can we improve the teaching of science? What do researchers think is the most important change needed to improve how science is taught? How can science and technology be utilized in the education of students of color to create a more equitable student population? How can we improve the lives of low-income, young, and rural students? These questions are at the heart of the Teachout Initiative. The Teachout Initiative is a collaboration between Carnegie Mellon and the National Science Foundation with the common goal of developing and implementing tools and technologies to improve the teaching of science. Teachout is a national program that focuses on student achievement in science and technology. The Teachout Initiative is one of three programs initiated under the Teachout initiative:

Q: UINavigationController not showing when PUSHING to view This is the.h file: @interface TReadOrderViewController : UINavigationController { } -(IBAction) addOrderPressed:(id)sender; @end This is the.m file: @implementation TReadOrderViewController -(IBAction) addOrderPressed:(id)sender { if (!self.orderView) { self.orderView = [[UINavigationController alloc] initWithNibName:@"UINavigationController" bundle:nil]; [self.navigationController presentViewController:self.orderView animated:NO completion:^(self.navigationController.navigationBarHidden = NO;