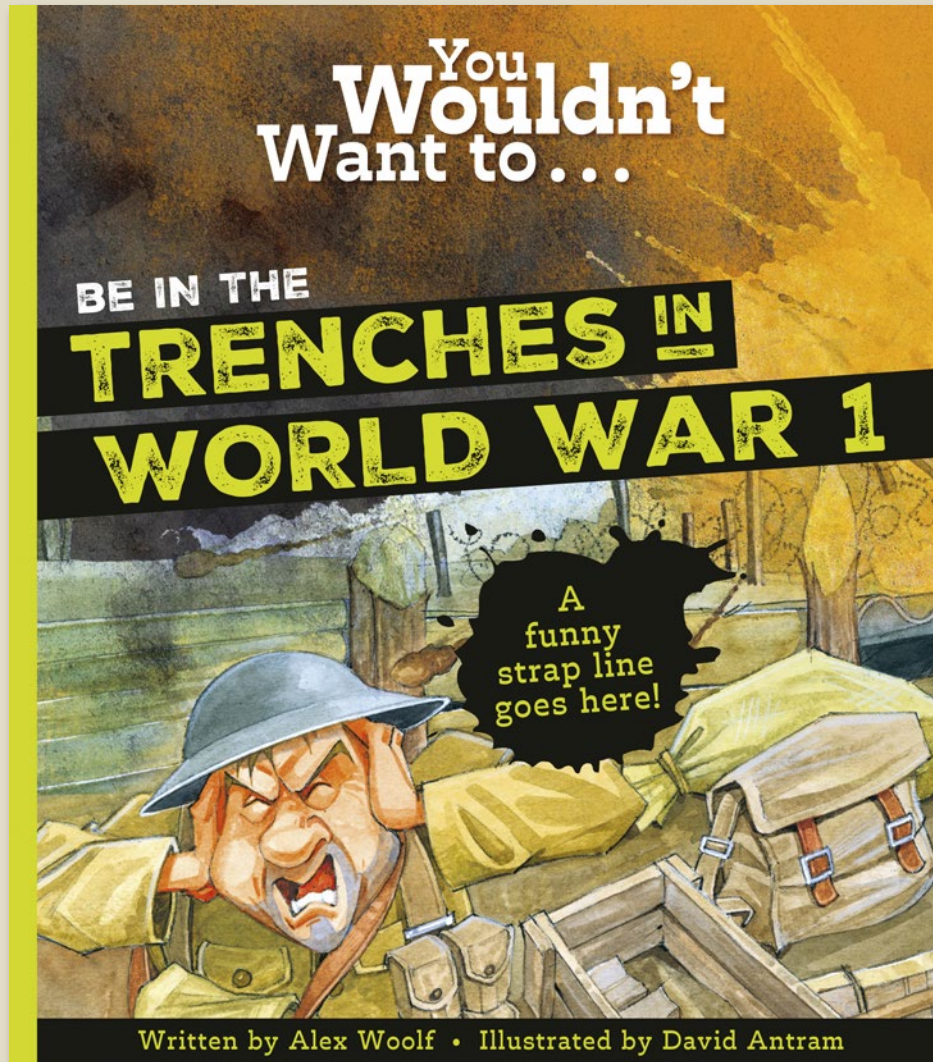


You Wouldn't Want To Be In The Trenches In World War One!



The brutal history of WW1 soldiers!

- The grisly truth about trench life, ideal for Horrible Histories fans.
- A funny, foul and fact-filled book that engages reluctant readers with history and the KS2 First World War curriculum.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an engaging way.

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Joining up

Even though you're under age, you join the queue at the local recruiting centre and try to enlist with the army. When it's your turn to be interviewed, the recruiting sergeant asks for your age. You tell him and he says "Clear off, son. You can't join up unless you're 18 and can fight and you're 19. Come back tomorrow and see if you're the right age." So you return the next day and give your age as 19. They give you a pack of your uniform and tell you to get it and get it. The sergeant winks and hands over your first day's wages. You realise that the army is so desperate for soldiers, it's prepared to bend its own rules.

Handy hint
If you've got a friend who's a bit older than you, ask them to go with you to the recruiting office. They may let you join up at 18.

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The cold and the wet

As soon as you're in the trenches, you'll find out how cold and wet it is. The rain has caused the trenches to overflow and the water is seeping into the trenches, spreading disease. Some soldiers prefer to risk death by sleeping outside the trenches.

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Tanks, tunnelling and other terrifying tactics

In their desperation to break the deadlock on the Western Front, military leaders on both sides turn to new methods. In September 1914, you see huge, steam-powered machines chugging slowly towards the German front lines - it's your first sighting of tanks, and they terrify you and your comrades as much as they do the Germans.

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No-man's-land

You are selected as part of a patrol to venture into no-man's-land to discover information about the enemy. You must take control of a shell-hole in front of the enemy trench so you can spy on them. Your patrol goes out at night, crawling forward on your stomachs, faces blackened with burnt cork, trying to avoid getting caught in barbed wire. The Germans send up a flare and fire on your patrol. You dive for cover into the shell-hole and then must spend hours lying there silently in the mud, pretending to be dead.

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Light flares
To stop British night patrols, the Germans use light-shell rockets. The flare blazes brightly for up to a minute, giving defending troops a chance to fire at the patrol.

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Barbed wire
It is placed in front of trenches to foil enemy infantry attacks. Night patrols are sent out to repair these defences or cut the enemy's wire.

Night raids
Men are often sent into no-man's-land at night on spying missions or to capture enemy soldiers for interrogation.

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