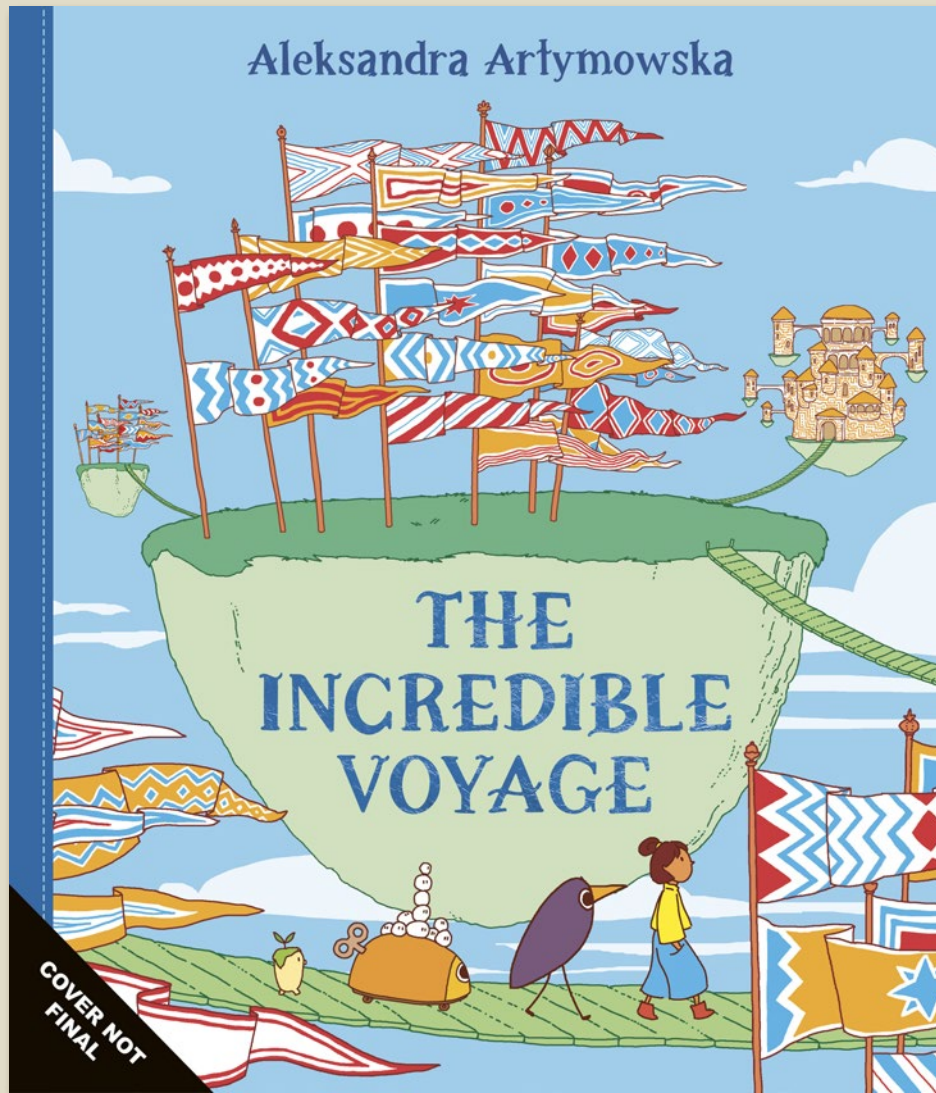




**Finland - FBF24 - activity**

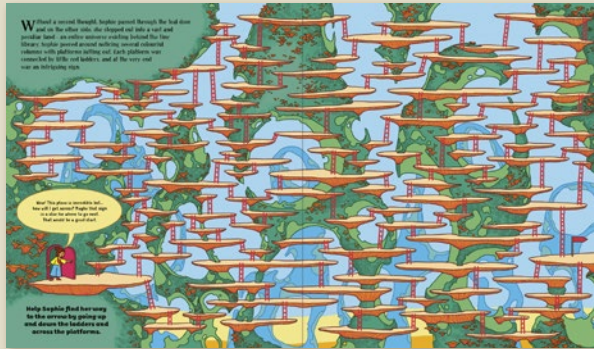
# The Incredible Voyage



**Adventure through the mysterious door and embark on a quest in a magical land this beautifully whimsical puzzle book.**

- A beautifully whimsical puzzle book, mixing the fun and interactivity of puzzles with an epic adventure story. Perfect for unlocking the joy of reading.
- Written and illustrated by Aleksandra Artymowska, illustrator of bestselling *Around the World in 80 Puzzles* and *20,000 Leagues Under the Sea: A Puzzle Adventure*. Ola's puzzle books have sold over 100,000 copies worldwide.
- Featuring a strong female protagonist who shows that bravery and a sense of adventure isn't only for boys.

# The Incredible Voyage



**W**hen it seemed that Sophie and Bird had found the way out, the maze turned out to be a trap. The maze was made of wooden planks and beams, and the planks were connected by thin red cables and of the very end was an invisible trap.

Help! The maze is a trap! We can't get out! Help! Help! Help!

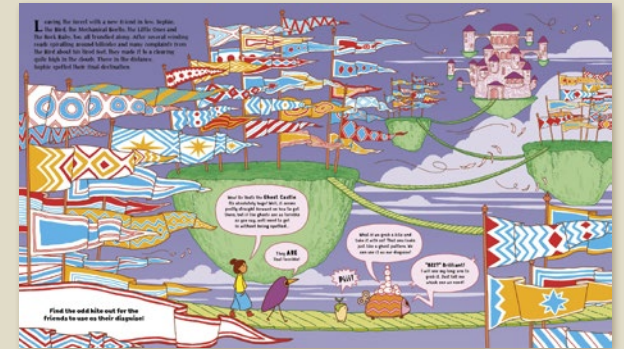
Help Sophie and Bird to get out of the maze and across the planks.



**H**uge! Sophie and Bird were so happy when they found the way out of the maze and across the planks. But the maze was made of wooden planks and beams, and the planks were connected by thin red cables and of the very end was an invisible trap.

Help Sophie and Bird to get out of the maze and across the planks.

Help Sophie and Bird to get out of the maze and across the planks.



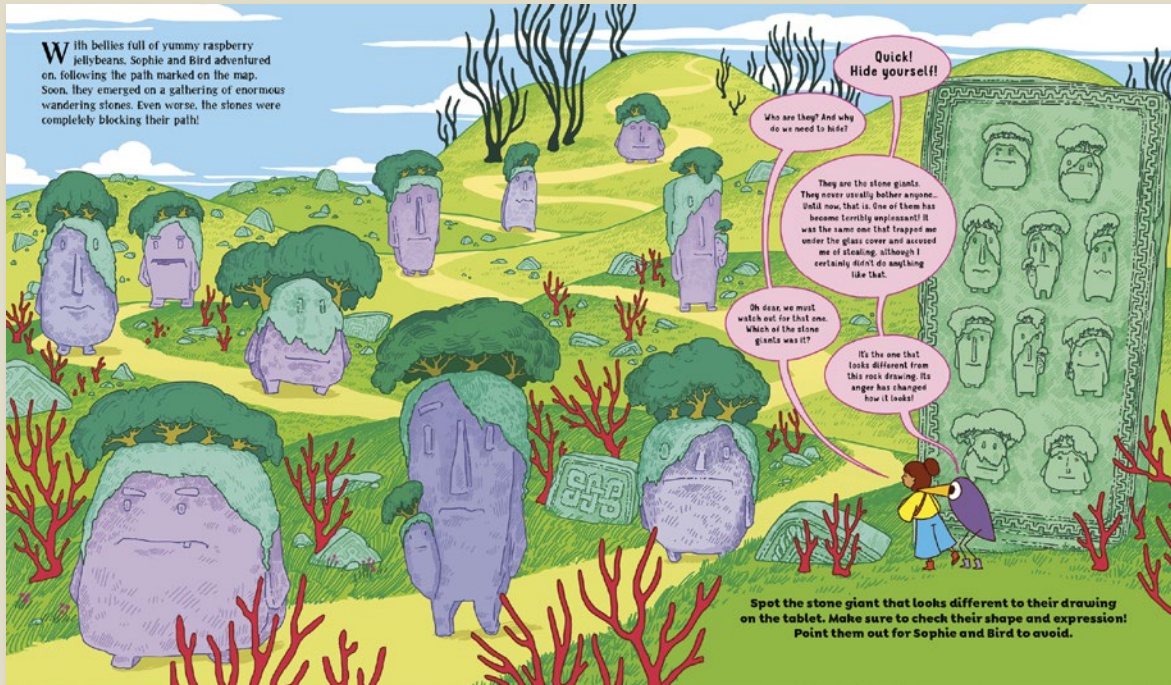
**L**ooking for the way out of the maze, Sophie and Bird found a large, colorful ship with many flags and a castle on top. The ship was sailing on a blue sea. Sophie and Bird were so happy when they found the way out of the maze and across the planks.

Help Sophie and Bird to get out of the maze and across the planks.

Help Sophie and Bird to get out of the maze and across the planks.

Help Sophie and Bird to get out of the maze and across the planks.

Find the way out of the maze and across the planks.



**W**ith bellies full of yummy raspberry jellybeans, Sophie and Bird ventured on, following the path marked on the map. Soon, they emerged on a gathering of enormous wandering stones. Even worse, the stones were completely blocking their path!

Quick! Hide yourself!

Who are they? And why do we need to hide?

They are the stone giants. They never usually bother anyone... until now. That is. One of them has become terribly unpleasant! It was the same one that trapped me under the glass cover and accused me of stealing, although I certainly didn't do anything like that.

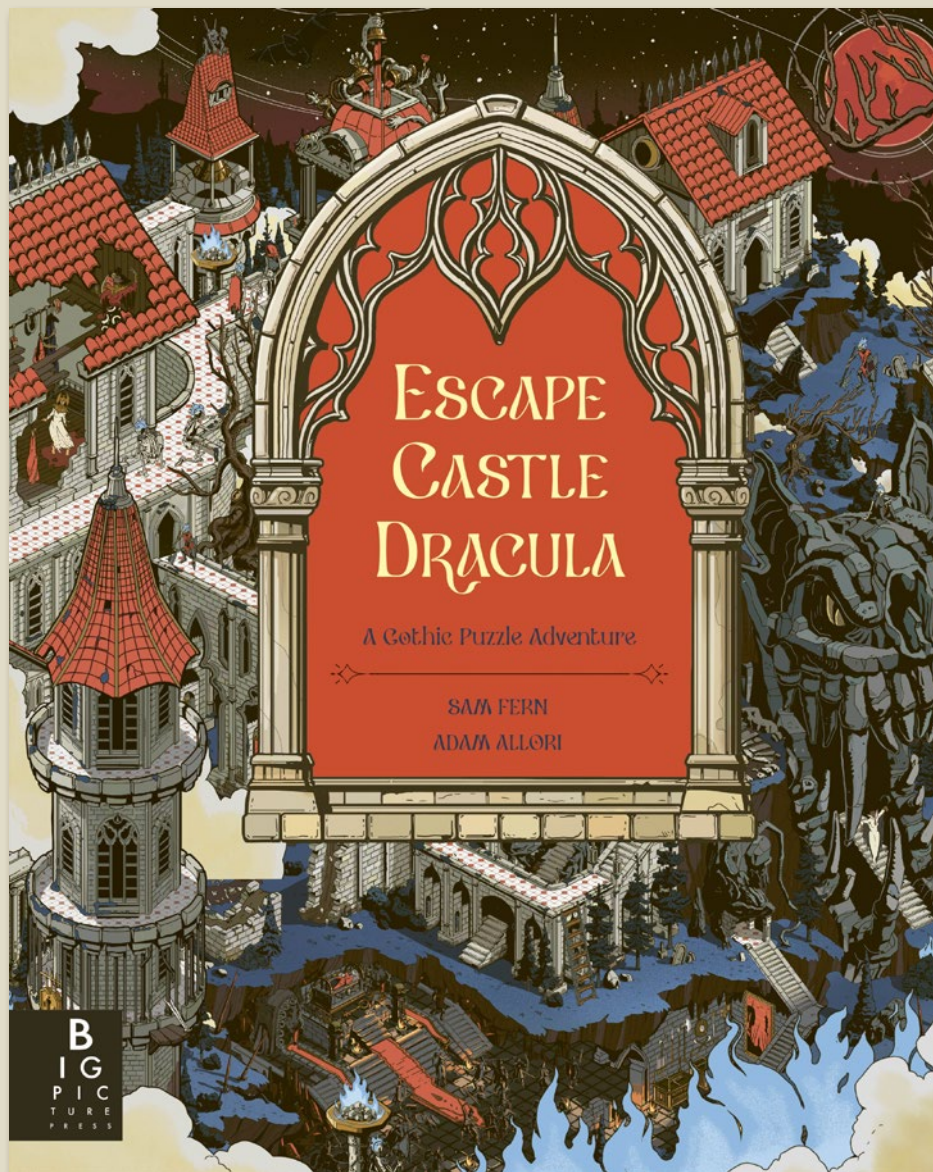
Oh dear, we must watch out for that one. Which of the stone giants was it?

It's the one that looks different from this rock drawing. Its anger has changed how it looks!

Spot the stone giant that looks different to their drawing on the tablet. Make sure to check their shape and expression! Point them out for Sophie and Bird to avoid.

Pub Date	<b>09/10/2025</b>
Pub Price	<b>£14.99</b>
ISBN	<b>9781800789340</b>
H x W	<b>287 x 247mm</b>
Binding	<b>Hardback</b>
Age Range	<b>7-9 years</b>
Author	<b>Aleksandra Artymowska</b>
Illustrator	<b>Aleksandra Artymowska</b>
Extent	<b>64pp</b>
Word Count	<b>4500 words</b>
Translation Files	<b>27/01/2025</b>
Files To Printer	<b>19/05/2025</b>
Freight On Board	<b>24/07/2025</b>
Rights Available	<b>World</b>

# Escape Castle Dracula



## A stunningly illustrated gothic puzzle adventure!

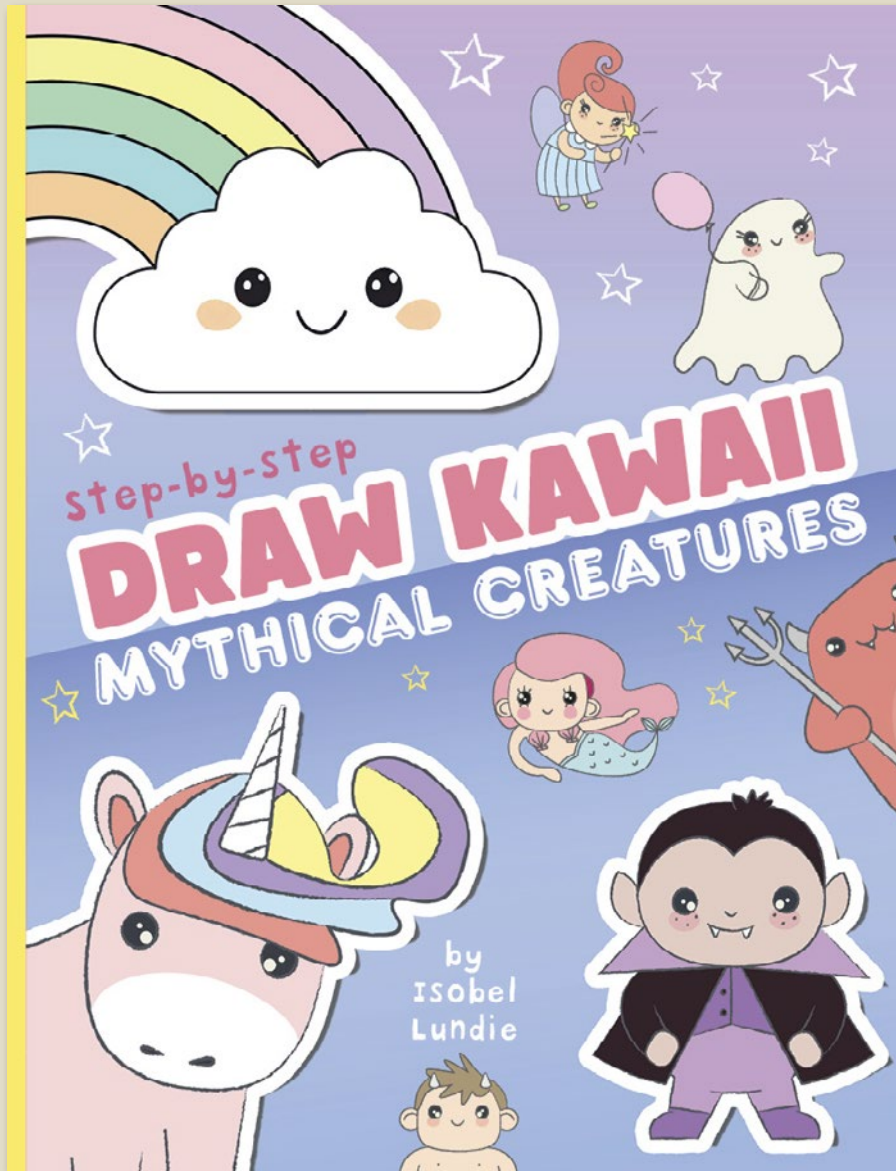
- Expanding our high-end activity offering - a core part of the Big Picture Press list
- Perfect for introducing readers to classic horror stories
- A fresh approach to an evergreen, universal subject
- Adam Allori's immersive artwork will appeal to readers of all ages
- Strong backlist and series potential - our follow up title could focus on classic adventure stories

# Escape Castle Dracula



Pub Date	12/09/2024
Pub Price	£14.99
ISBN	9781800783423
H x W	340 x 270mm
Binding	Hardback
Age Range	12+ years
Author	Sam Fern
Illustrator	Adam Allori
Extent	40pp
Word Count	2000 words
Rights Available	World

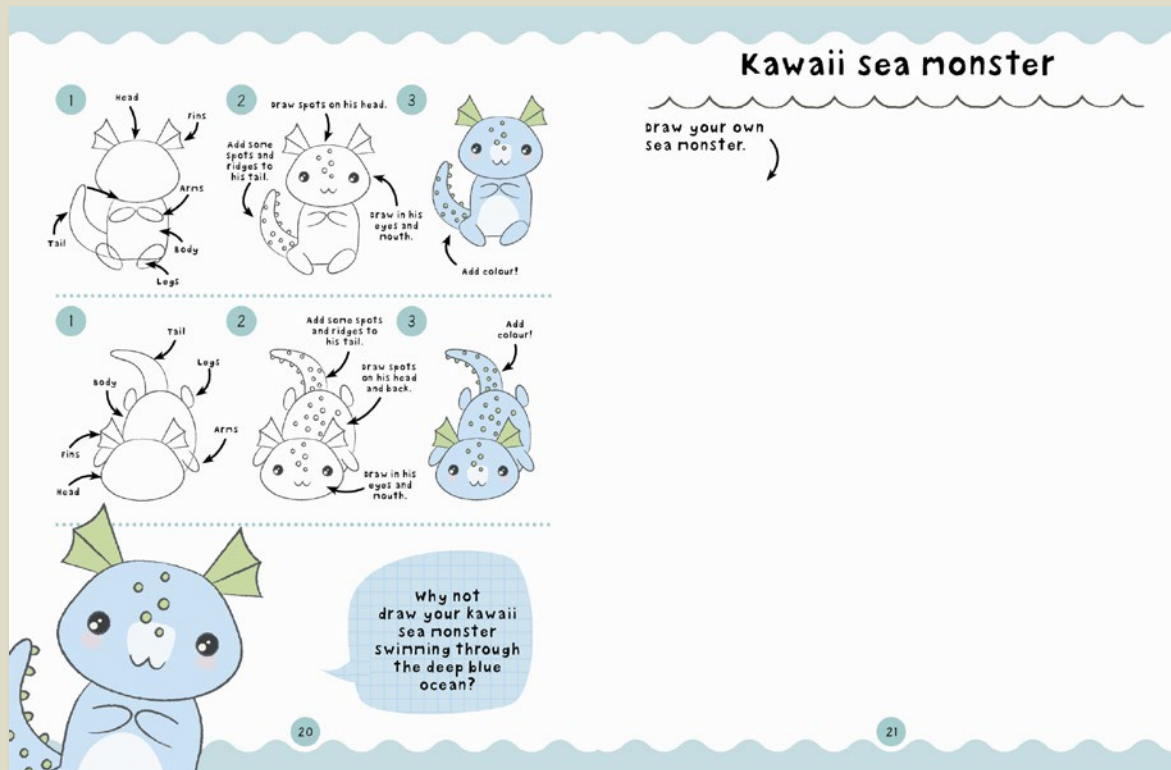
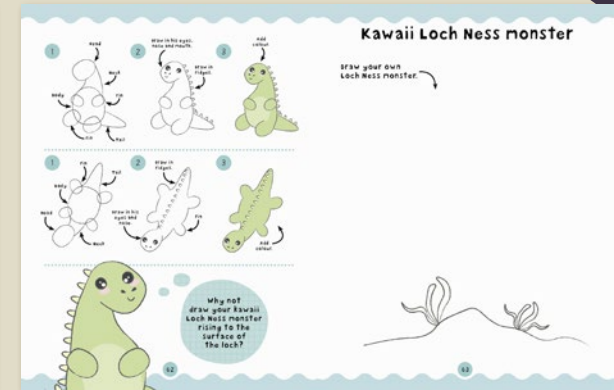
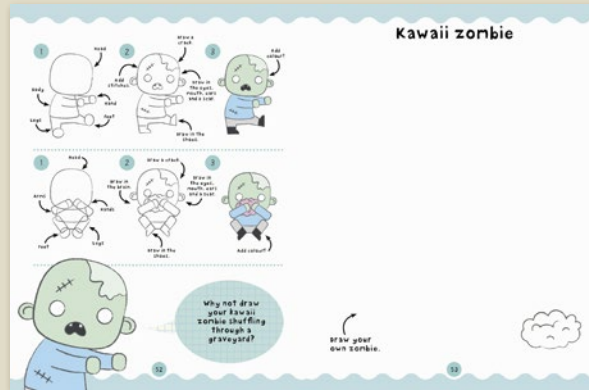
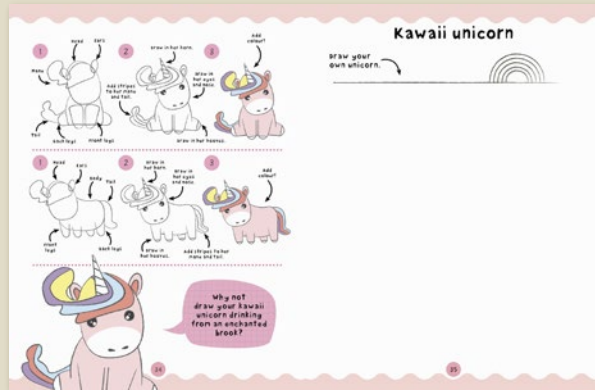
# Draw Kawaii: Cute Mythical Creatures



**Learn to draw the cutest mythical creatures and master the art of kawaii in this adorable step-by-step guide.**

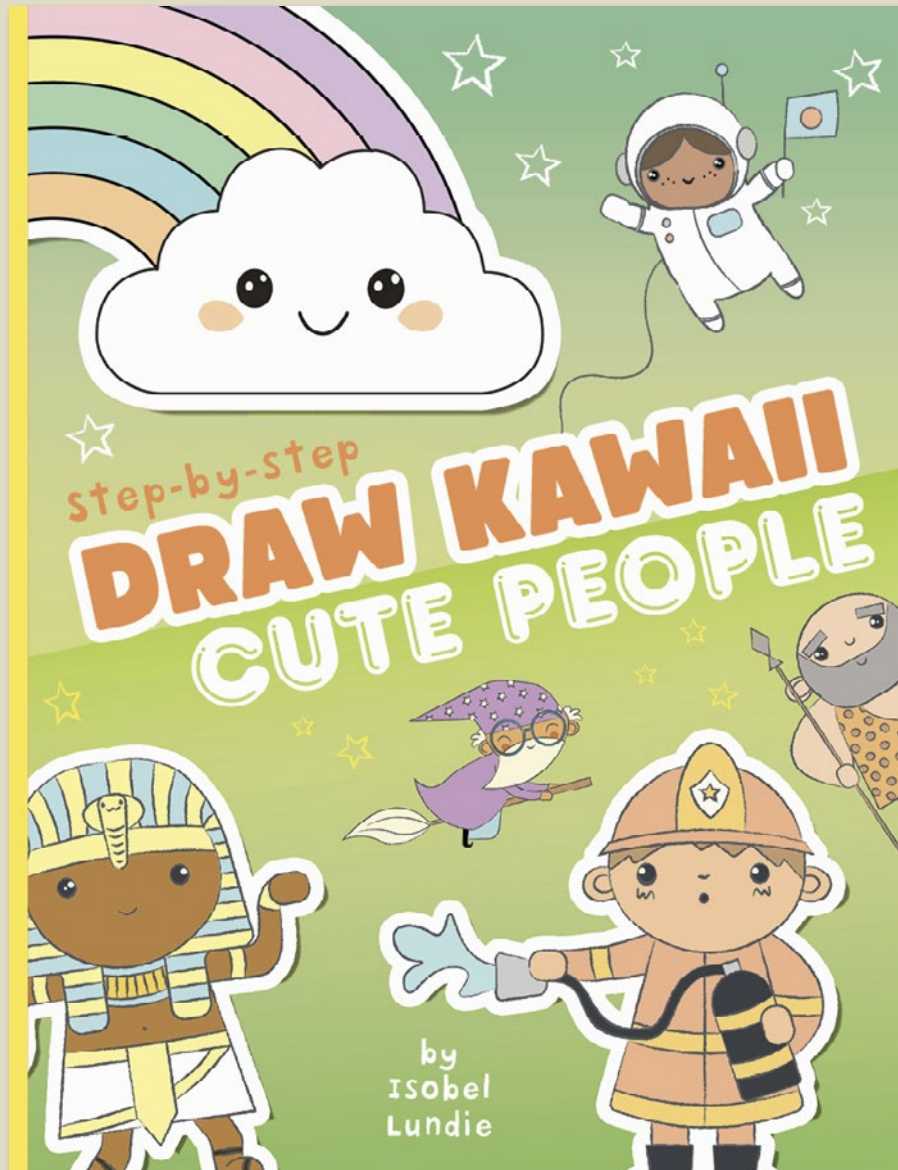
- An easy and accessible guide to creating original kawaii masterpieces.
- Kawaii is a Japanese cultural phenomenon proven to be incredibly popular amongst both children and adults across the world.
- A brilliant beginner's guide introducing children to different drawing techniques, mediums and art styles helping them to gain confidence.

# Draw Kawaii: Cute Mythical Creatures



Pub Date	13/02/2025
Pub Price	£7.99
ISBN	9781835872710
H x W	246 x 189mm
Binding	Paperback
Age Range	5-7 years
Author	Isobel Lundie
Illustrator	Isobel Lundie
Extent	64pp
Files To Printer	18/10/2024
Freight On Board	15/12/2024
Rights Available	World ex USA,- Can,Ppines

# Draw Kawaii: Cute People

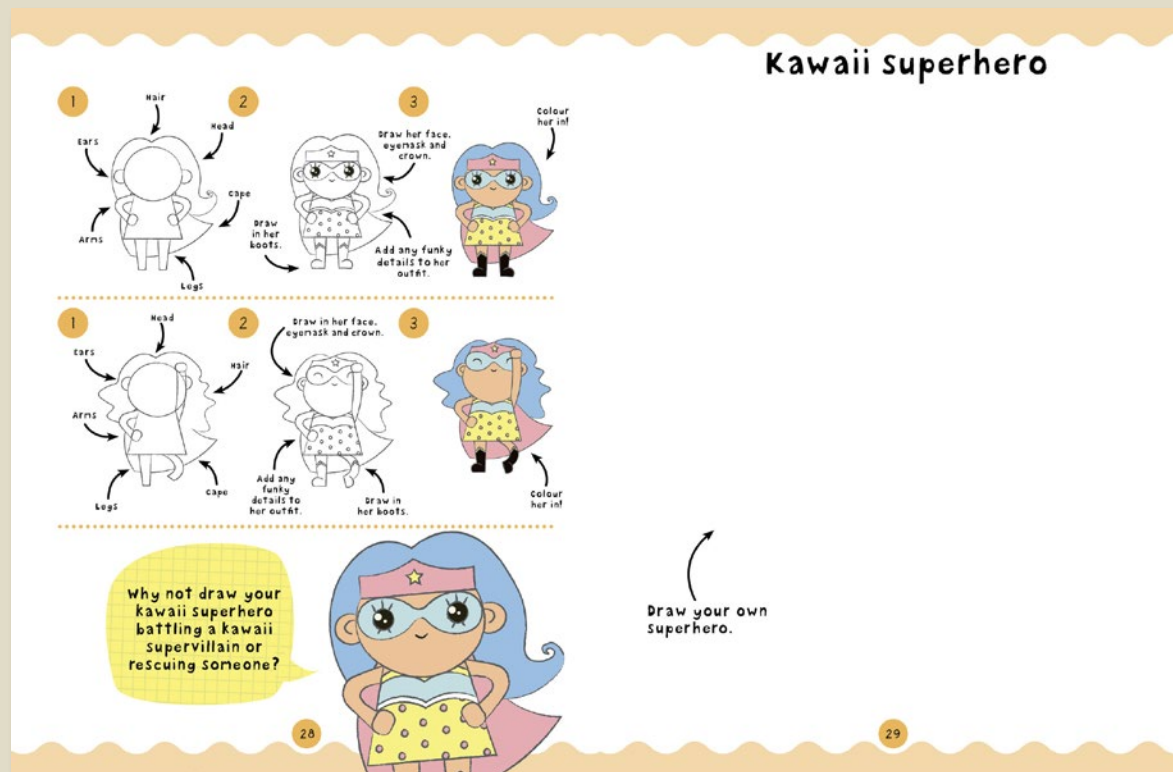
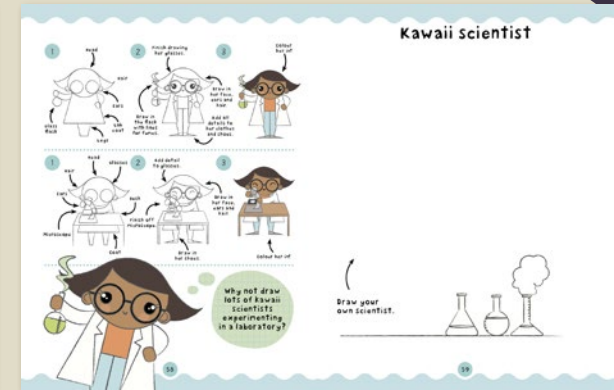
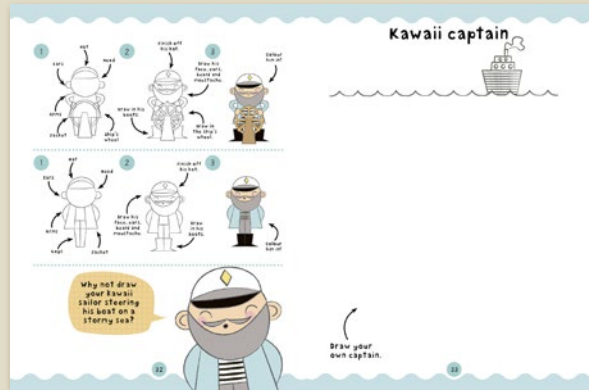
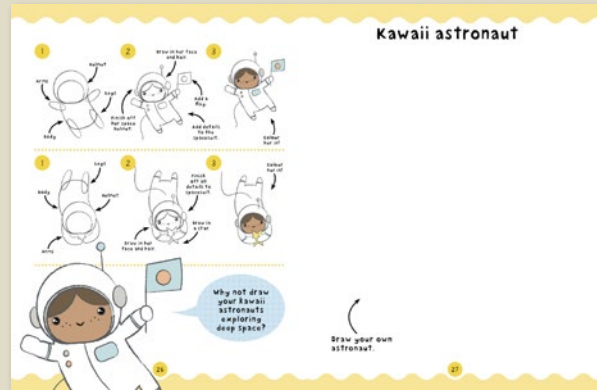


**Learn to draw the cutest characters and master the art of kawaii in this adorable step-by-step guide.**

- An easy and accessible guide to creating original kawaii masterpieces.
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# Draw Kawaii: Cute People



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Illustrator	Isobel Lundie
Extent	64pp
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Rights Available	World

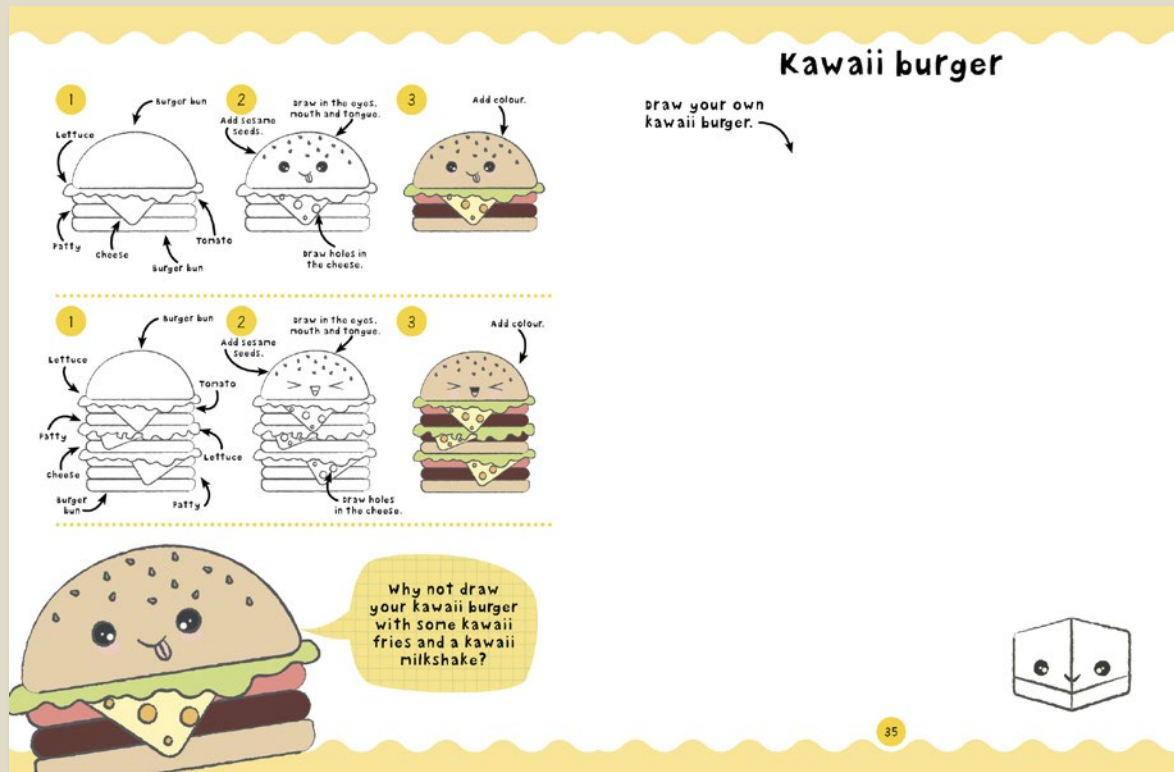
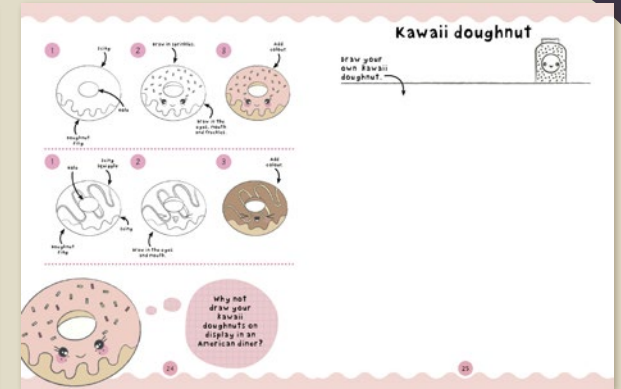
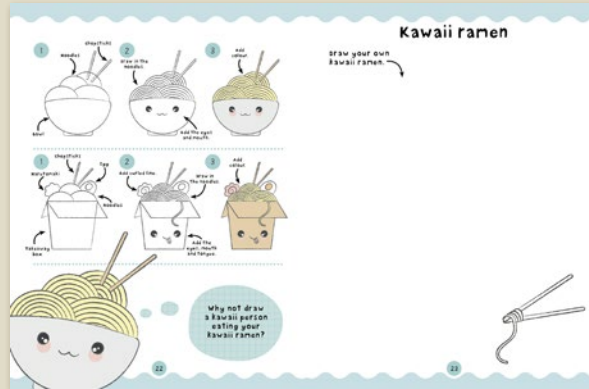
# Draw Kawaii: Cute Food



## Welcome to the charming world of kawaii!

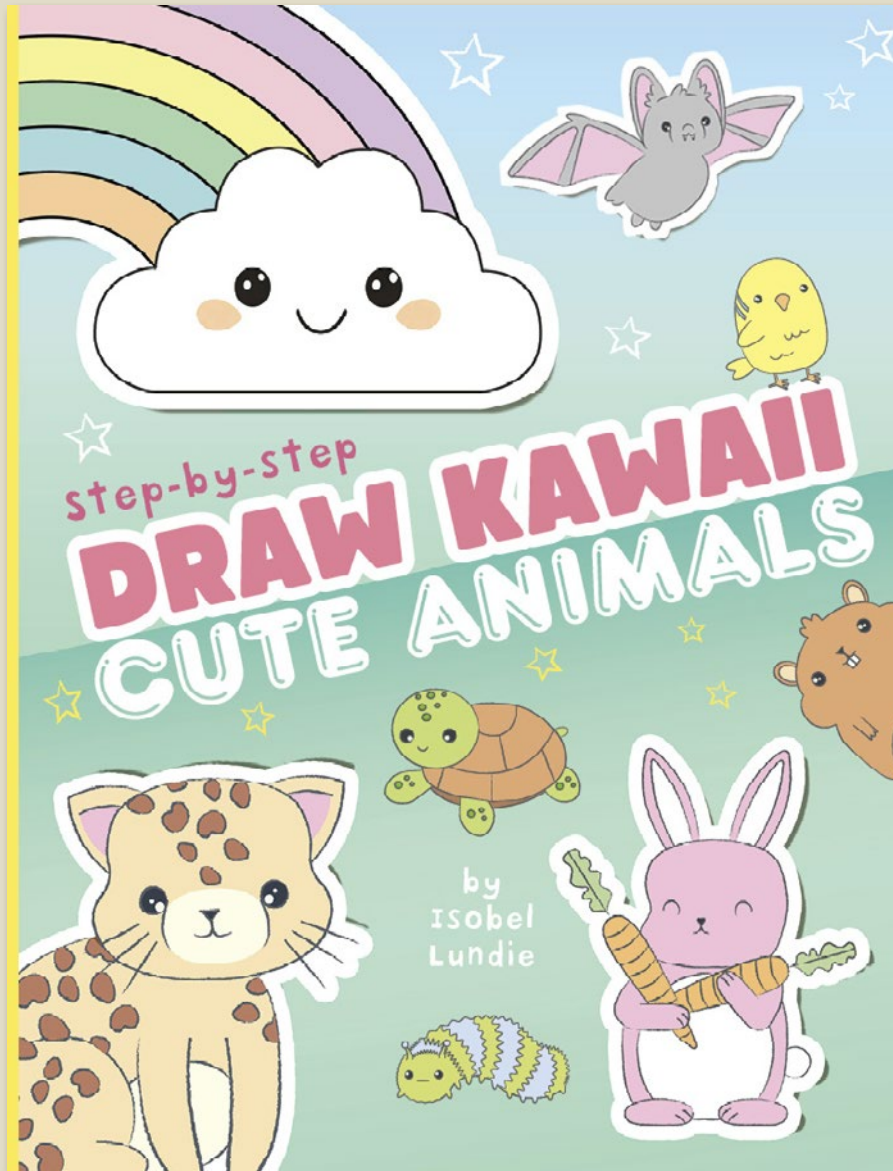
- Easy to follow instructions and guides throughout.
- From fries to cupcakes, learn how to draw a range of different cute kawaii food - perfect for young girls in particular!
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.

# Draw Kawaii: Cute Food



Pub Date	04/07/2024
Pub Price	£7.99
ISBN	9781800789944
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Rights Available	World

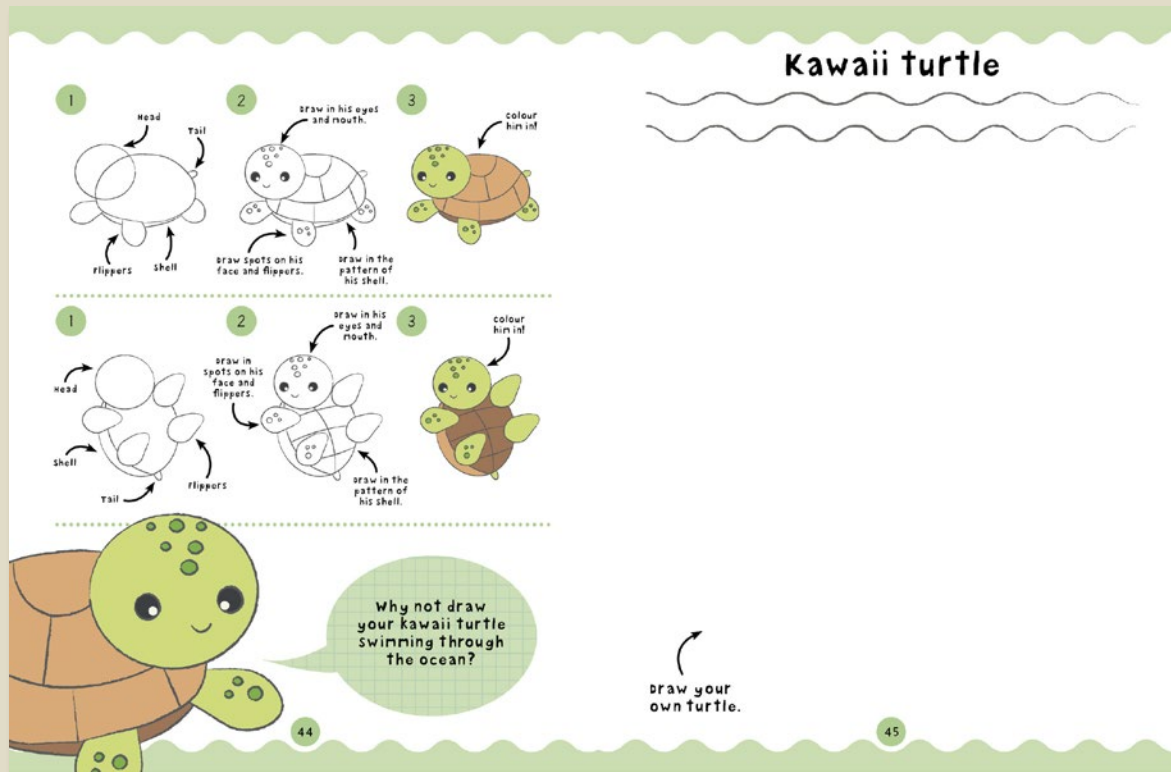
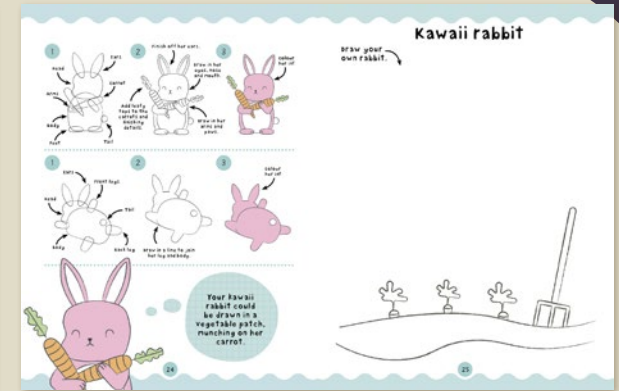
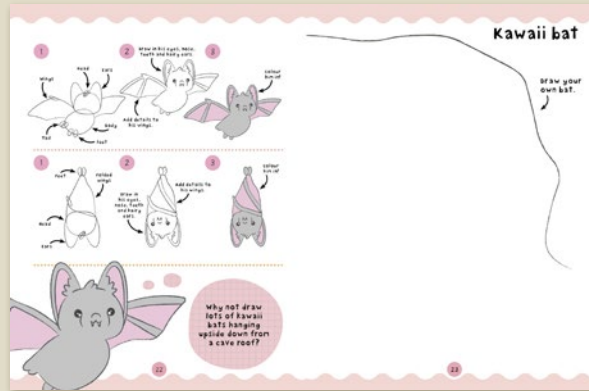
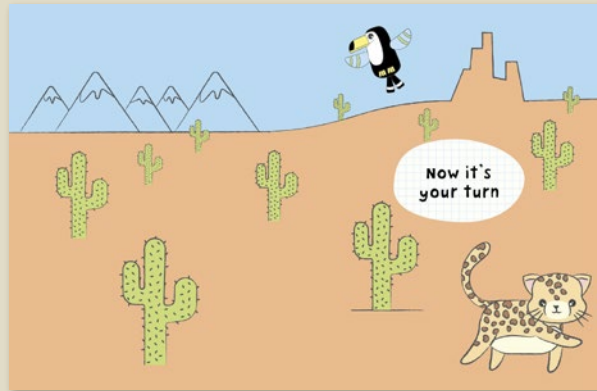
# Draw Kawaii: Cute Animals



**Introduce your child to the charming world of kawaii!**

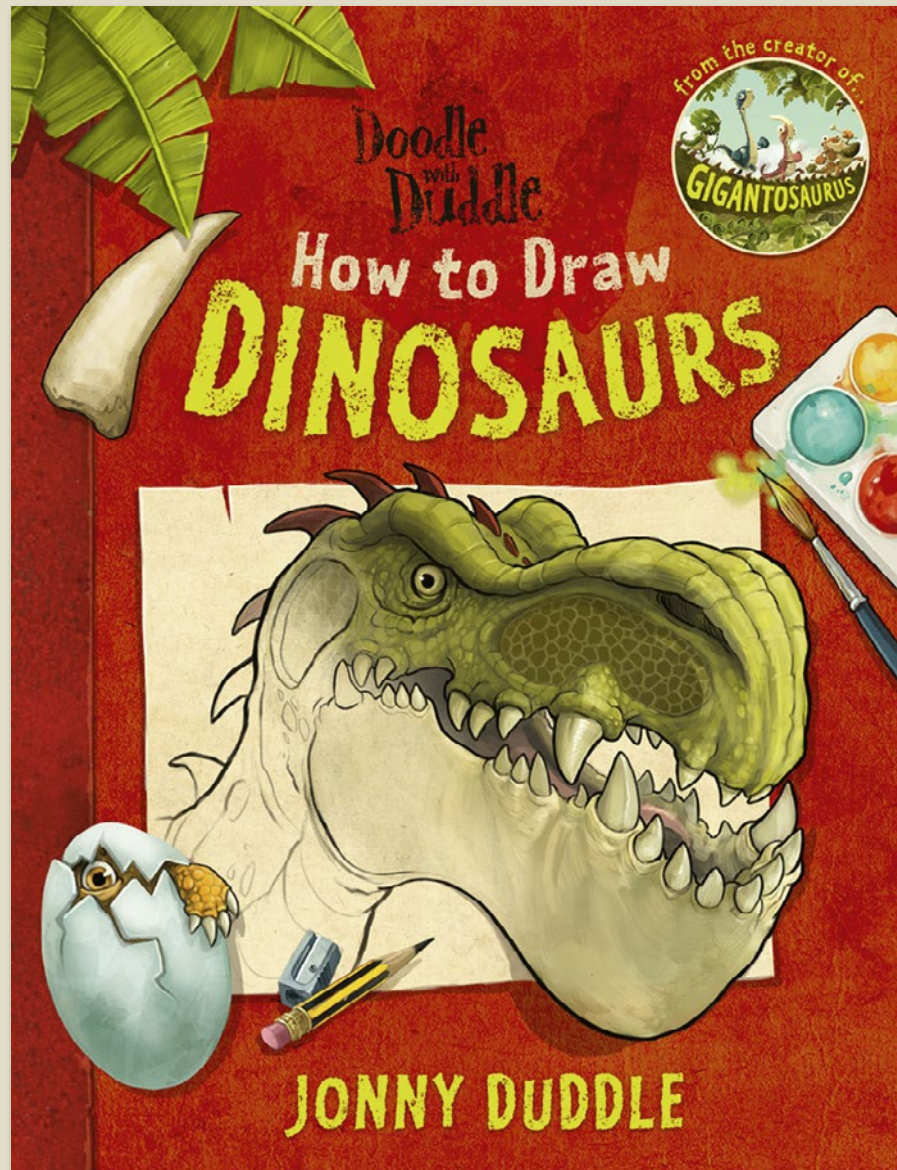
- Easy to follow instructions and guides throughout.
- Learn how to draw a range of different cute kawaii animals - perfect for young girls in particular.
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.

# Draw Kawaii: Cute Animals



Pub Date	<b>04/07/2024</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800789937</b>
H x W	<b>246 x 189mm</b>
Binding	<b>Paperback</b>
Age Range	<b>7-9 years</b>
Author	<b>Isobel Lundie</b>
Extent	<b>64pp</b>
Rights Available	<b>World</b>

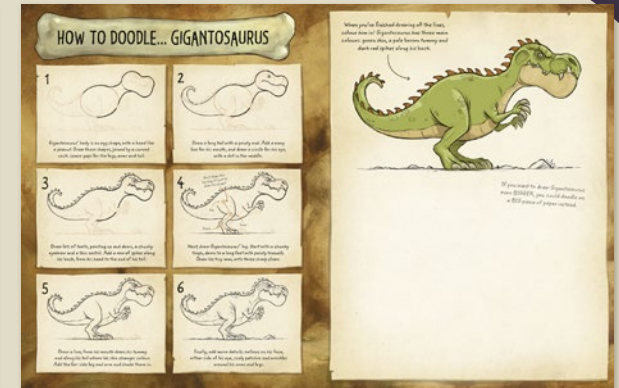
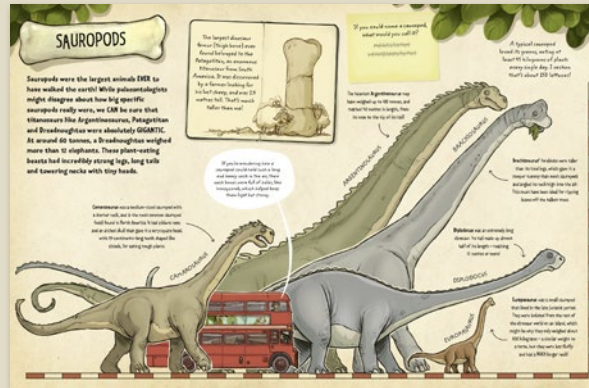
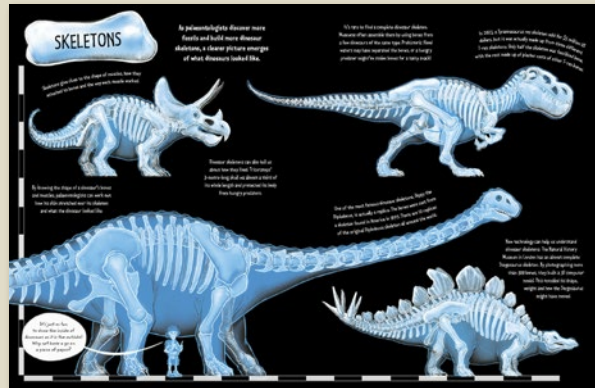
# Doodle with Duddle: How to Draw Dinosaurs



Embark on a dinosaur-doodling adventure with expert illustrator and *Gigantosaurus* creator, Jonny Duddle!

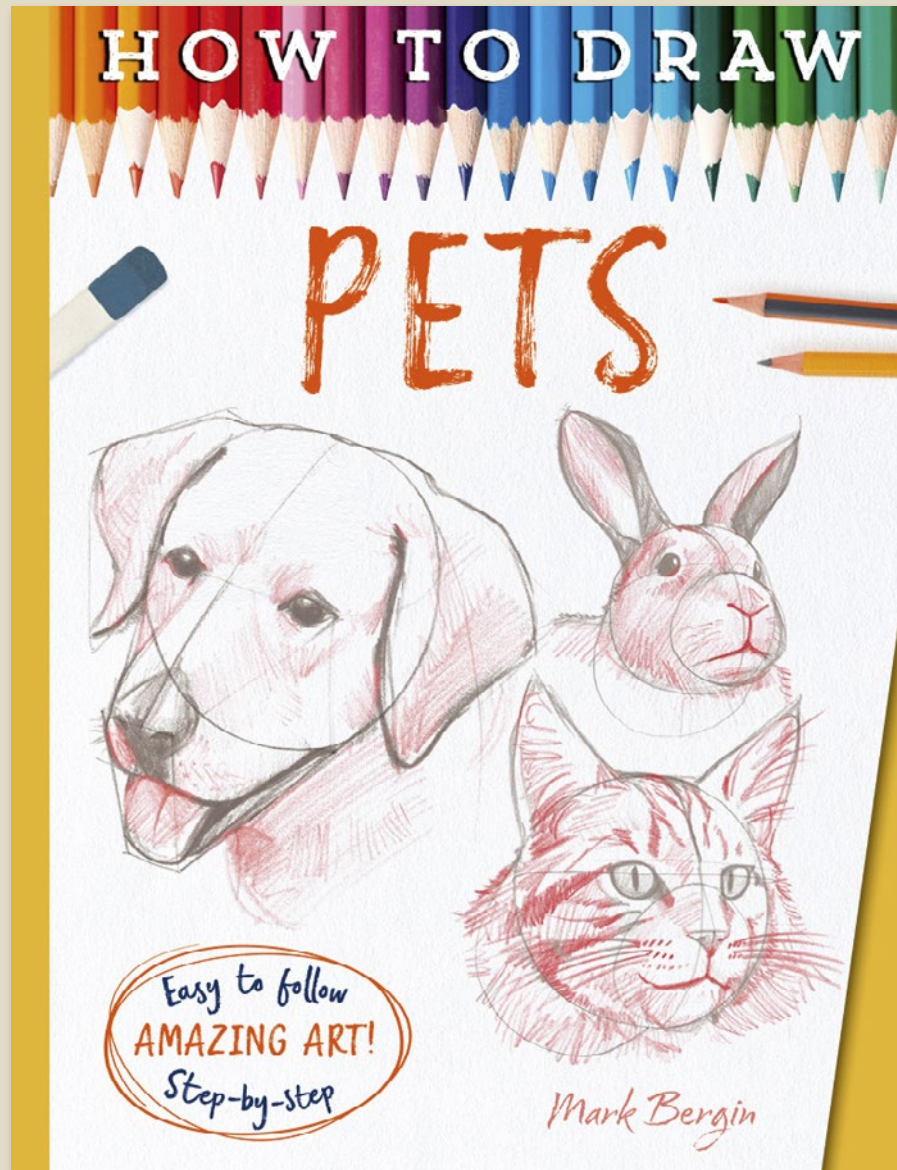
- Step-by-step instructions from expert illustrator Jonny Duddle, showing how to draw a range of real-life dinosaurs and characters from his original books - perfect for Giganto super-fans and dino-loving kids alike
- Over 2 million Jonny Duddle books sold worldwide, including over 150,000 copies of the original *Gigantosaurus* book.
- A new strand using the original *Gigantosaurus* material, expanding the brand's reach beyond the TV show
- Published to celebrate 10 years of *Gigantosaurus*.

# Doodle with Duddle: How to Draw Dinosaurs



Pub Date	20/06/2024
Pub Price	£8.99
ISBN	9781800784376
H x W	280 x 215mm
Binding	Paperback
Age Range	5-7 years
Author	Jonny Duddle
Illustrator	Jonny Duddle
Extent	64pp
Rights Available	World

# How To Draw Pets



## A step-by-step guide to drawing your furry friends

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw 9 different pets, from dogs and cats to parrots, snakes and bearded dragons!
- Perfect beginners guide to introduce children to art. Ideal for 9 to 12 year olds.
- Continue the series with 55 other How to Draw titles available!



# How To Draw Pets

## Heads, paws and claws

Pets have many different types of heads, paws and claws. Studying and sketching the detailed features of a pet will help you with your final drawings.

Quick pencil sketches can help you to understand the structure of paws and claws.

Look for areas where hair should be darker and also for changes of texture.

The more you study a subject and your final drawing is the more accurate your drawing will become.

Always consider the light source and add tone to the darker areas.

10

## Using photos

Drawing from photographs of pets can help you develop both your drawing skills and your eye for detail.

Make a tracing of a photograph and line up all of straight lines.

Use this as a guide to draw your pet. You can use a pencil to draw the outline and then use a pen or marker to add shading and detail.

11

## Dog

Dogs are often kept as domestic pets but some, like sheepdogs, are used for work.

Draw a circle for the head. These two circles help you to sketch the shape of the front legs and the chest for the top of the dog's body.

Add a curved shape for the ear.

Sketch a construction line to show the neck.

Draw the shape of the tail with curved lines.

Sketch in the dog's snout, adding the teeth and tongue.

Sketch in the dog's legs, adding the feet and claws.

Add lines to the front of the dog for fur.

Complete the details of the dog's head.

Sketch in the dog's fur, using the half of each leg as a guide.

Add some of the dog's fur to create the texture of the fur on the dog's body.

Remove any unwanted construction lines with an eraser.

12

## Rabbit

Rabbits are popular pets that are usually kept outside in a hutch.

Draw a circle for the head and two ovals for the shoulders and rear.

Draw two long connecting curved lines.

Add two front legs using straight lines, and use half circles for the front paws.

Sketch in the basic shape of the rear legs and paws.

Position the rabbit's ears on its head.

Sketch in the rabbit's muzzle using straight lines.

Add a little round tail.

Add the head details: draw in the ears, eyes, small nose and mouth.

Add tone to the rabbit's body to give the impression of fur.

Add shading to areas where the light would not reach.

13

Pub Date	<b>28/03/2024</b>
Pub Price	<b>£6.99</b>
ISBN	<b>9781800787650</b>
H x W	<b>280 x 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Mark Bergin</b>
Illustrator	<b>Mark Bergin</b>
Extent	<b>32pp</b>
Word Count	<b>2955 words</b>
Rights Available	<b>World</b>

# How To Draw Dragons



## A step-by-step guide to drawing dragons

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of different dragons and mythical beasts in all their intricacy!
- Perfect beginners guide to introduce children to the art of drawing. Ideal for children and dragon enthusiasts 9 to 12 years old.
- Continue the series with 55 other How to Draw titles available!

# How To Draw Dragons

## Birth of a dragon

A baby dragon hatches from an egg. Draw the dragon emerging from the cracked egg.

16

## The wise dragon

The ancient dragon offers wise advice and might to those brave enough to ask!

19

## Perched dragon

This dragon is perched on a large rock waiting patiently for its next victim to appear.

23

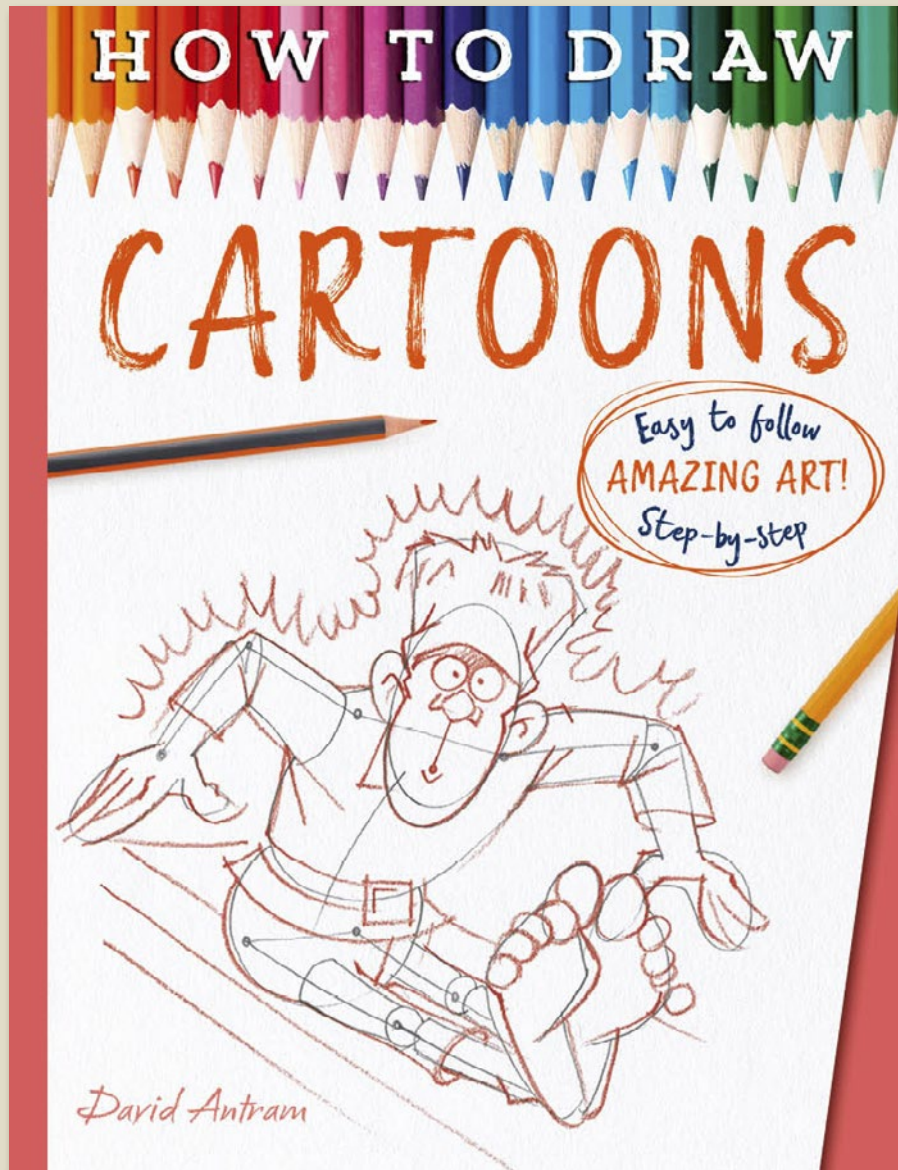
## Sleeping dragon

A dragon sleeping peacefully in its den makes for a very interesting composition.

16

Pub Date	<b>28/03/2024</b>
Pub Price	<b>£6.99</b>
ISBN	<b>9781800787667</b>
H x W	<b>280 x 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Bergin Mark Mark Bergin</b>
Extent	<b>32pp</b>
Word Count	<b>2849 words</b>
Rights Available	<b>World</b>

# How To Draw Cartoons



## A step-by-step guide to drawing cartoons

- Easy to follow instructions, simple steps and diagrams throughout
- Learn to draw a range of cartoon characters and scenes, encouraging children to get creative and make their own stories
- Perfect beginners guide to introduce children to art. Ideal for 9 to 12 year olds.
- Continue the series with 55 other How to Draw titles available!

# How To Draw Cartoons

## Perspective

If you look at any object from different viewpoints, you will see that the part that is closest to you looks larger, and the part furthest away from you looks smaller. Drawing in perspective is a way of creating a feeling of space - of showing three dimensions on a flat surface.

It helps to use a simple construction of a rectangular block for the object. The vanishing point (VP) is the point in perspective drawing where parallel lines appear to meet. The number of lines meeting at one point is called a vanishing point. There are three vanishing points in a three-point perspective drawing.

**Two-point perspective drawing**  
For good perspective drawing, the vanishing points should be far from the picture. Add the lines meeting at the vanishing points. The lines meeting at the vanishing points should be far from the picture.

Low eye level  
Normal eye level  
High eye level  
VP a vanishing point

## Rats

Animals like rats make great cartoon characters. You can give them personalities and expressions, just as you can with your cartoon people.

Start your drawing by sketching in simple shapes.  
Start with a circle for the head.  
Add a line for the ears.  
The body is a line for the middle of the body.  
Add a line for the tail.  
Add the front feet to the rat's head, using simple shapes for the feet and hands.  
The rat's nose and whiskers can be drawn from the head.  
The rat's eyes are simple shapes.  
The rat's mouth is a simple shape.  
The rat's tail is a simple shape.  
The rat's legs are simple shapes.  
The rat's feet are simple shapes.  
The rat's whiskers are simple shapes.  
The rat's nose is a simple shape.  
The rat's ears are simple shapes.

**Character**  
The rat's eyes are simple shapes.  
The rat's mouth is a simple shape.  
The rat's tail is a simple shape.  
The rat's legs are simple shapes.  
The rat's feet are simple shapes.  
The rat's whiskers are simple shapes.  
The rat's nose is a simple shape.  
The rat's ears are simple shapes.

## Bulldog

The bulldog is a classic cartoon character. Its face is perfect for a grumpy expression, which instantly gives it a character all of its own.

Start with a circle for the head.  
Add a line for the ears.  
The body is a line for the middle of the body.  
Add a line for the tail.  
Add the front feet to the bulldog's head.  
The bulldog's nose and whiskers can be drawn from the head.  
The bulldog's eyes are simple shapes.  
The bulldog's mouth is a simple shape.  
The bulldog's tail is a simple shape.  
The bulldog's legs are simple shapes.  
The bulldog's feet are simple shapes.  
The bulldog's whiskers are simple shapes.  
The bulldog's nose is a simple shape.  
The bulldog's ears are simple shapes.

## Figure work

Adding clothes to a figure can help to define the character. This figure is dressed as a Victorian maid.

Start by sketching these simple shapes for the figure.  
Draw an oval for the head.  
Indicate the joints with dots.  
Draw tube shapes for the arms, using your construction lines as a guide.  
Draw two shapes for the feet.  
Make the legs into tube shapes.Add a small circle for the position of the big toe. This will help you draw the shoes.Position the facial features as before.  
Inside the hand shape, draw a circle and one finger going into the mouth.  
Join the body and hips into one large oval.Add ovals for the body and hips.  
Draw straight lines to connect the ovals and show the positions of the limbs.  
Add more facial features and draw in the shape of the face, using the construction lines as a guide.  
Sketch in the hair and add the cap.  
Draw the shape of the clothes going around the body.  
Sketch in the dress using curved lines.  
Add details, such as cuffs, buttons and a collar.  
The hem of the dress covers part of the feet.  
Add lines to the apron and at the bottom of the dress to show folds in the material.  
Add shading to areas like this where light wouldn't reach.  
Finish the head by adding the hair and eyelashes. Shade above the eyes and inside the ear.

**Drawing hands**  
Follow these steps to help you draw the shape of a hand. As you get better you will be able to draw different hand gestures.

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Pub Price	<b>£6.99</b>
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Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Antram David David Antram</b>
Extent	<b>32pp</b>
Word Count	<b>4086 words</b>
Rights Available	<b>World</b>

# How To Draw Manga



## A step-by-step guide to drawing manga

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw Manga from scratch and kickstart your comic journey
- Manga and Japanese illustration styles are increasingly popular among all ages, so this is the perfect beginners guide for children and adults alike to fine tune their skills.
- Continue the series with 55 other How to Draw titles available!

# How To Draw Manga

## Heads

Manga heads have a distinct style and shape. This is the basic shape of a head from the side and front views.

**A simple side view of a head:**

Start with a line to help you to proportion your drawing. Draw an oval to form the shape of the head. Add a triangle above the oval to form the forehead. Draw in the profile of the nose and mouth. Add a line to indicate the back of the head. Add the shape of the ear. Draw in the neck and jawline. Add the shape of the chin. Complete the outline of the head. Finish any facial details.

**A simple front view of a head:**

Draw two ovals for the face. Draw two horizontal lines for the eyes. Add two small circles for the pupils. Draw two vertical lines for the nose. Add two small circles for the nostrils. Draw two horizontal lines for the mouth. Add two small circles for the lips. Draw in the hair. Add shading to the face. Complete the drawing.

12

## Martial arts

Manga figures are often shown in action, performing martial arts moves.

Draw a simple figure in a dynamic pose. Add an overlapping oval for the body and position for the legs. Indicate the joints with dots. Draw in the shape of the fingers. Add shading to the figure. Complete the drawing.

20

## Kimono girl

This girl is in a kneeling position and is dressed in a traditional oriental kimono. The draped folds of the costume can be challenging to draw.

Draw the basic shape of the body. Add the shape of the head. Draw in the hair. Add shading to the face. Draw in the kimono. Add shading to the kimono. Complete the drawing.

26

## Explosive action!

This character is being thrown through the air by an explosion. This pose captures a sense of action and excitement!

Sketch in ovals for the head, body, hips, hands and feet. Draw straight lines with dots at the joints for each of the limbs. Draw two lines to indicate the position and angle of the shoulders and hips. Draw in the shape of the arms using simple tube shapes. The construction lines will help you to position the limbs and joints correctly. Add the shape of the legs using simple tube shapes. The legs are different sizes due to the exaggerated pose and perspective. Add more detail to the shape of the feet.

Draw in the shape of the fingers. Add the hair to the head. Make it look as if it has been flung upwards by the blast. Start drawing in the clothes. Make sure they go around the body. Indicate the finger joints. Finish drawing in the shape of the shoes. Draw curved lines with patches of tone for the smoke. Draw in ragged and torn details to the clothing to add a sense of drama. Add shading where light would not reach. Draw straight lines coming from the explosion for a dramatic effect.

28

Pub Date	28/03/2024
Pub Price	£6.99
ISBN	9781800787681
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Antram David David Antram
Extent	32pp
Word Count	3490 words
Rights Available	World

# How To Draw Fantastic Beasts



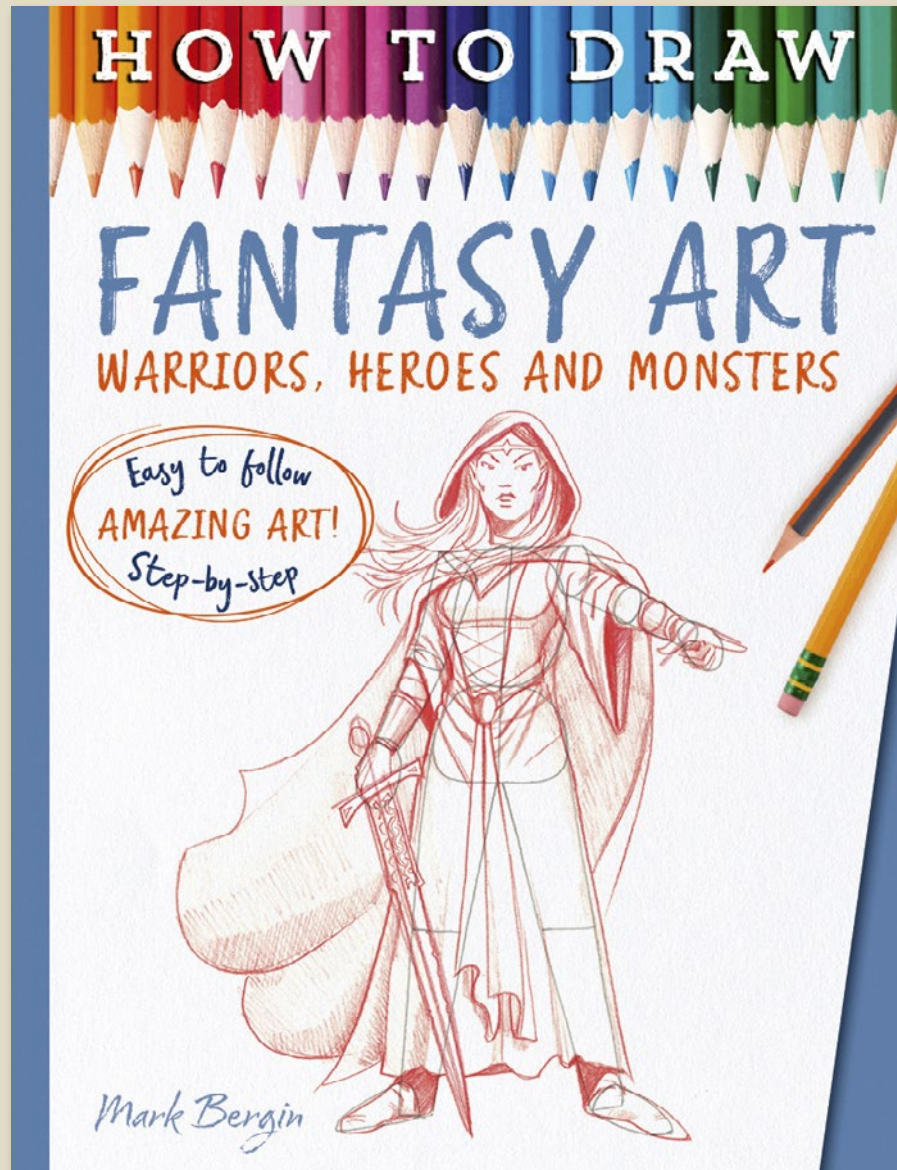
**A step-by-step guide to drawing fantasy art!**

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of different fantasy characters and art in all its intricacy!
- Perfect for beginners to learn the basics and build art confidence, and ideal for children 8-12 years old.
- Continue the series with 55 other How to Draw titles to be made available!





# How To Draw Fantasy Art



## A step-by-step guide to fantasy art!

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of different fantasy characters and mythical monsters in all their intricacy!
- Perfect for beginners to learn the basics and build art confidence, and ideal for children 8-12 years old.
- Continue the series with 55 other How to Draw titles to be made available!

# How To Draw Fantasy Art

## Drawing materials

Try using different types of drawing paper and materials. Experiment with charcoal, wax crayons and pastels. All pens, from felt-tips to ballpoints, will make interesting marks - or try drawing with pen and ink on wet paper.

**Pencil** is the most common drawing tool, and comes in a wide range of grades. Add an eraser to your pencil alongside with a sharpener to prevent blunting.

**Watercolour** is a great medium for creating atmospheric effects. It is a drawing done with water and pigments.

**Sketchbook** is a book of drawing that normally has blank pages.

**Charcoal** is very soft and malleable and is used for quick sketches. Add an eraser to your charcoal drawing with a pencil to prevent smudging.

**Colours** should be used to bring your drawing to life. Don't worry about whether you have the right colours for the drawing as it can be changed.

## Character proportions

This page shows some of the more popular fantasy figures and their proportions compared to a normal human figure. On average, the length of a human head should fit eight times into its body length. When you draw a fantasy figure anything goes - so let your imagination go wild.

**Head pencils** are great and soft pencils are ideal. Use them to draw the head of your character. You can make the head of a character by using a pencil to draw the head of a character.

**Draw these simple figures** to help you choose a good position for your character. You can make the head of a character by using a pencil to draw the head of a character.

## Man beasts

Combining a human figure with an animal's head can create a great hybrid monster. You can get inspiration by drawing from life models. Photos from sports movies and figure reference manuals are a good source too. Why not try putting a snake or insect's head on a human body - see what you can create!

**Warrior** is a classic half-man, half-beast.

**Dragon** is a classic half-man, half-dragon.

## Amazon warrior

This powerful female figure is a classic action fantasy character. She must look strong and powerful but retain her femininity and beauty.

Sketch cylinder shapes for each arm which join at the elbow.

Add the basic shape of the hand.

Draw in ovals for the head, neck, body and hips.

Draw a long curved line to start the position of the body.

Legs: add the curved lines of the upper and lower leg, indicating the knee joint.

Add the foot shape and direction.

**Drawing hands**  
Practise sketching your own hands in different positions. This will help you draw expressive hands on your characters.

Add the sword using straight lines.

Sketch in the position of the ears, nose and mouth.

Sketch in the shape of the hair mass.

Indicate the position and shape of the breasts.

Add the costume's draped cloth using simple lines.

Finish the detail on the sword. Small broken lines give the impression of shining metal.

Add shape, tone and details to the hair.

Draw in bracelets and armbands.

Add tone to the legs.

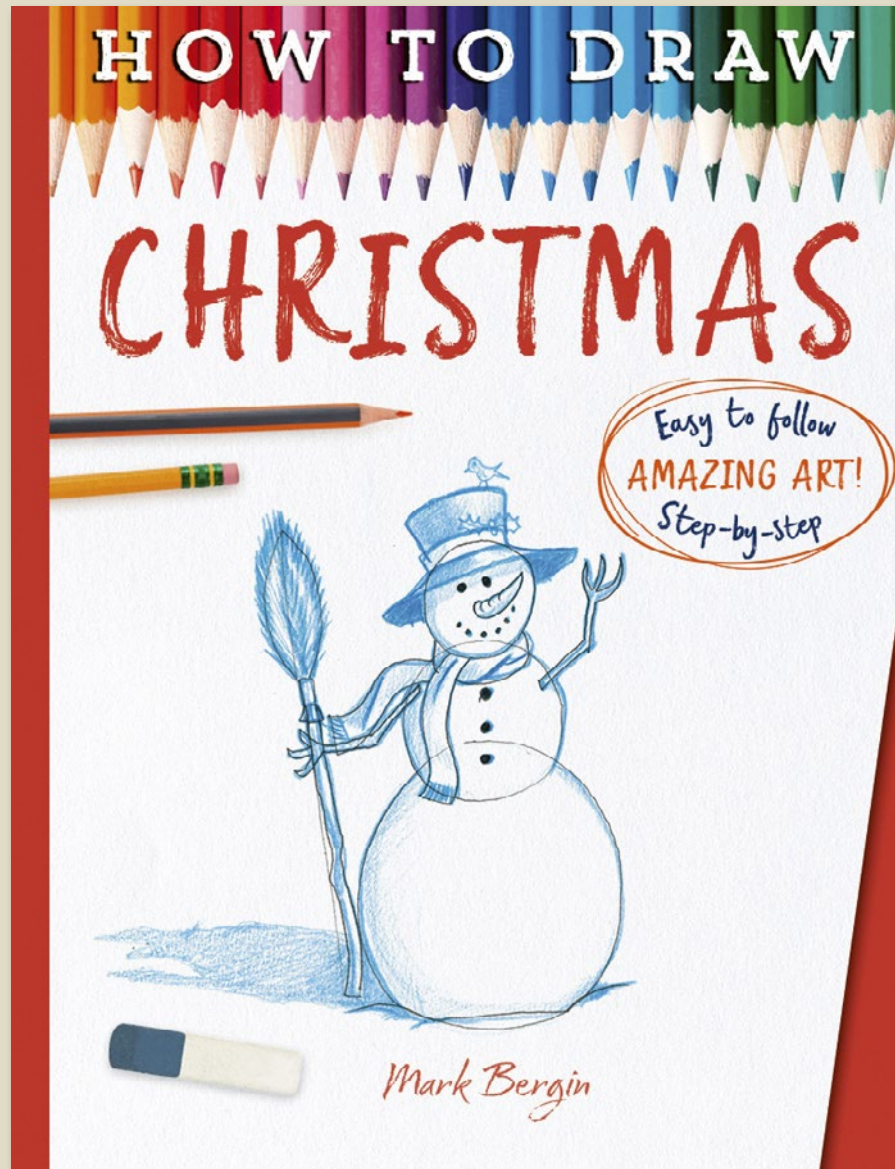
Draw in the top of the costume.

Complete the details on the boots.

Add shade to areas where the light would not reach.

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Age Range	9-11 years
Author	Mark Bergin
Extent	32pp
Rights Available	World

# How To Draw Christmas



## A festive step-by-step guide to drawing Christmas cartoons!

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to sketch your own Christmas creations from scratch - perfect for crafts lovers!
- Continue the series with 55 other How to Draw titles to be made available!
- Perfect beginners guide to introduce children to art. Ideal for 8 to 12 year olds.

# How To Draw Christmas

## Drawing materials

Try using different types of drawing paper and materials. Experiment with charcoal, wax crayons and pastels. All pens, from felt-tips to ballpoints, will make interesting marks - or try drawing with pen and ink on wet paper.

**Small** Drawings can include a vast amount of detail and focus. They're especially good for a range of light and dark effects to create drawing.

**Medium** Drawings are the best equipment and materials will not necessarily make the best drawing - only practice will.

**Large** Drawings are a way of showing your work to a wider audience. They're great for a range of light and dark effects to create drawing.

**Light** Light and dark in a drawing will create a sense of depth. Use light and dark to create a sense of depth. Use light and dark to create a sense of depth.

**Dark** Dark and light in a drawing will create a sense of depth. Use light and dark to create a sense of depth. Use light and dark to create a sense of depth.

## Christmas alphabet

It is fun to create your own hand-drawn lettering. Here is an example of how to design a job: Christmas-themed alphabet. Use it for cards, invitations and posters, or use it to spell out someone's name to personalise special gifts.

There are some ideas for a Christmas-themed alphabet.

**A** **B** **C** **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z** **A&O**

**E** **E**

You can create a wide variety of different Christmas letters, such as a gift-wrapped letter or a letter wrapped in a Christmas stocking.

## Santa Claus' sleigh

The modern idea of Santa's sleigh and the names of his reindeer comes from the poem *The Night Before Christmas*. It was originally published anonymously in 1823 in the New York Sentinel. Rudolph was not invented until 1939, when he featured in a booklet that was sold at Montgomery Ward department stores.

Draw in the reindeer using legs.

These additional reindeer heads can be added to the sleigh.

Start by drawing a rectangle for Santa's sleigh. Add a curved position line for the reindeer's harness.

Draw in the curved shape of the sleigh's carriage and runners.

Use the construction lines to evenly position the reindeer. Draw in the small circles for the reindeer's eyes and the small circles for the reindeer's hooves.

Add the harness and the reindeer.

Use the drawing to create other letters and patterns. Add drawing to the back view of reindeer head.

## Perspective

If you look at anything from different viewpoints, you will see that the part that is closest to you looks larger, and the part furthest away from you looks smaller. Drawing in perspective is a way of creating a feeling of space - of showing three dimensions on a flat surface.

The vanishing point (VP) is the place in a perspective drawing where parallel lines appear to meet. The position of the vanishing point depends on the viewer's eye level.

Two-point perspective uses two vanishing points: one for lines running along the length of the subject, and one on the opposite side for lines running across the width of the subject.

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Age Range	<b>9-11 years</b>
Author	<b>Mark Bergin</b>
Extent	<b>32pp</b>
Rights Available	<b>World</b>

# How To Draw Planes



## A step-by-step guide to drawing planes!

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of planes, encouraging children to get creative and make create their own little masterpieces.
- Perfect beginners guide to introduce children to art in an engaging, fun way. Ideal for 9 to 12 year olds.
- Continue the series with 55 other How to Draw titles available!

# How To Draw Planes

## Fokker DR1 Triplane

Triplanes have three sets of wings. One of the most famous triplanes was the Fokker Driveler (DR1), used by Germany in WW1 to battle the British Sopwith triplane. It had a single pilot and was armed with two machine guns. Its most famous pilot was Baron Manfred von Richthofen.

Take a line from the center of the circle. Draw the center line of the plane.

Draw the fuselage. Add the wings. Add the tail.

The DR1 was a difficult aircraft to fly and was regarded as a machine only for the experienced pilot.

**Background**  
The DR1 was designed by German designer Reinhold Platz for the German military. It was the first triplane to be used in combat. It was used by the German ace Baron Manfred von Richthofen.

## Supermarine S6B

The Supermarine S6B Seaplane became the fastest aircraft on Earth in September 1931 when it achieved a record-breaking speed of 656 km/h.

Draw the fuselage. Add the wings. Add the tail.

The S6B was designed by the British designer R. J. Mitchell who later became famous for designing the Supermarine Spitfire.

**Light and dark**  
Start with a light pencil sketch. Then use a darker pencil to add the final details.

## Airbus A380

The double-decker Airbus A380 is able to carry up to 853 passengers, making it the world's largest passenger-carrying airliner.

Draw the fuselage. Add the wings. Add the tail.

The first flight took place on 27 April 2005. It was the first time that a double-decker aircraft had ever taken to the sky.

**Think 3-D**  
Draw your sketch in 3-D. Use a ruler to draw the wings and tail.

## Sketching

We can't always rely on our memories, so it's important to look around and find real-life things to draw. Taking a sketchbook with you wherever you go is one of the best ways to improve your drawing skills. Learn to observe objects carefully: notice how they move, how they're made, and how they work. What you draw should be based on what you've seen.

**Sketching**  
A sketch that has taken a short time can say as much as a careful drawing that has taken many hours.

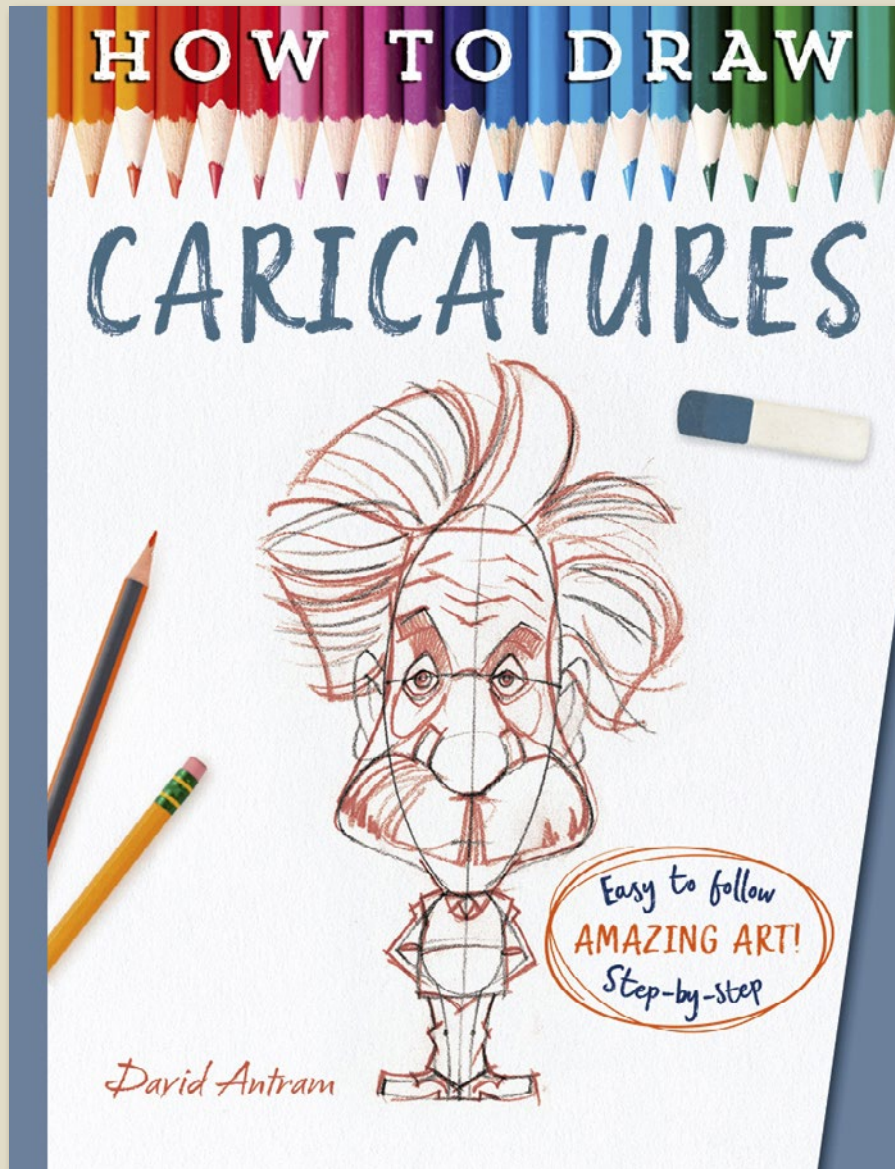
**Sketching models**  
Try drawing model planes. It will be good practice for seeing and observing. The larger the model is, the better it is to draw because its proportions are better.

Aviation museums are filled with many different types of plane from past and present.

You will be able to walk all the way around many of the planes and see them from different perspectives.

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Rights Available	World

# How To Draw Caricatures



## A step-by-step guide to creating caricatures!

- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of caricatures and styles, encouraging children to get creative and make create their own little masterpieces.
- Perfect beginners guide to introduce children to art in an engaging, fun way. Ideal for 9 to 12 year olds.
- Continue the series with 55 other How to Draw titles available!



# How To Draw Caricatures

## Different treatments

Changing one feature can completely transform a face. For example, the size and shape of a chin can make a character look more or less bold. Superheroes often have large, pronounced chins, representing strength and power.

Amplify exaggerated features.

Add more detail to the face including bigger nose, hair, wrinkles, etc. to make it more realistic. Use cross-hatching to make eye darker areas.

Exaggerate the top and base of the nose, elongate the nostrils and chin. There is little facial furrows.

Draw the forehead. It has been completely described and would add extra age to the character.

The nose and size of the chin make the face look grumpy and full of pain.

**Sampled character**  
You can create a caricature using any old face. The shape is what's important as well as their features.

## Insulting vs complimenting

The angles and facial expressions chosen can radically change the look of a caricature to create an insulting or a complimentary expression of character or personality.

Good features are the best. Emphasizing or making things bigger or smaller.

Henry VIII was the King of England between the years of 1509 and 1547. He had a very large nose.

Draw the drawing as you see it. All you need is a few lines to create a face. The nose is the most important feature.

Exaggerate the top and base of the nose, elongate the nostrils and chin. There is little facial furrows.

Draw the drawing as you see it. All you need is a few lines to create a face. The nose is the most important feature.

Think drawing the facial features and not the head. Make sure the features are the same and not the head.

The hair is the most important feature. It is the only one that is not a part of the face. Make sure the hair is the same and not the head.

Add a little shading to the nose and chin. This will make the face look more realistic.

## Macaroni

In the mid-18th century, certain well-to-do men would dress in high-fashion clothes and wear large powdered wigs. They were known as macaroni and made great subjects for caricature.

Great exaggerate the length of the hair. There are wigs on high, that the hair on the head only be seen with a sword.

Draw a small face. The hair is the most important feature. It is the only one that is not a part of the face. Make sure the hair is the same and not the head.

Draw the drawing as you see it. All you need is a few lines to create a face. The nose is the most important feature.

Think drawing the facial features and not the head. Make sure the features are the same and not the head.

The hair is the most important feature. It is the only one that is not a part of the face. Make sure the hair is the same and not the head.

Add a little shading to the nose and chin. This will make the face look more realistic.

## Looking like your pet

Scientists have found that we deliberately choose pets that look similar to us! Comparing owner and pet can be a fun caricature exercise, particularly if you exaggerate one common feature.

It's easier to choose just one similar feature to distort - large teeth or nose shapes both work very well.

Think about your composition. By placing both characters face to face, their features are mirrored, making the similarity more obvious.

Draw in a basic oval and construction lines as a guide.

For the owner, roughly sketch in the eyes, eyebrows, ears, nose and mouth. The dog's features will have exactly the same placement.

Exaggerate the features so that the facial creases will match up with the dog's saggy jaws.

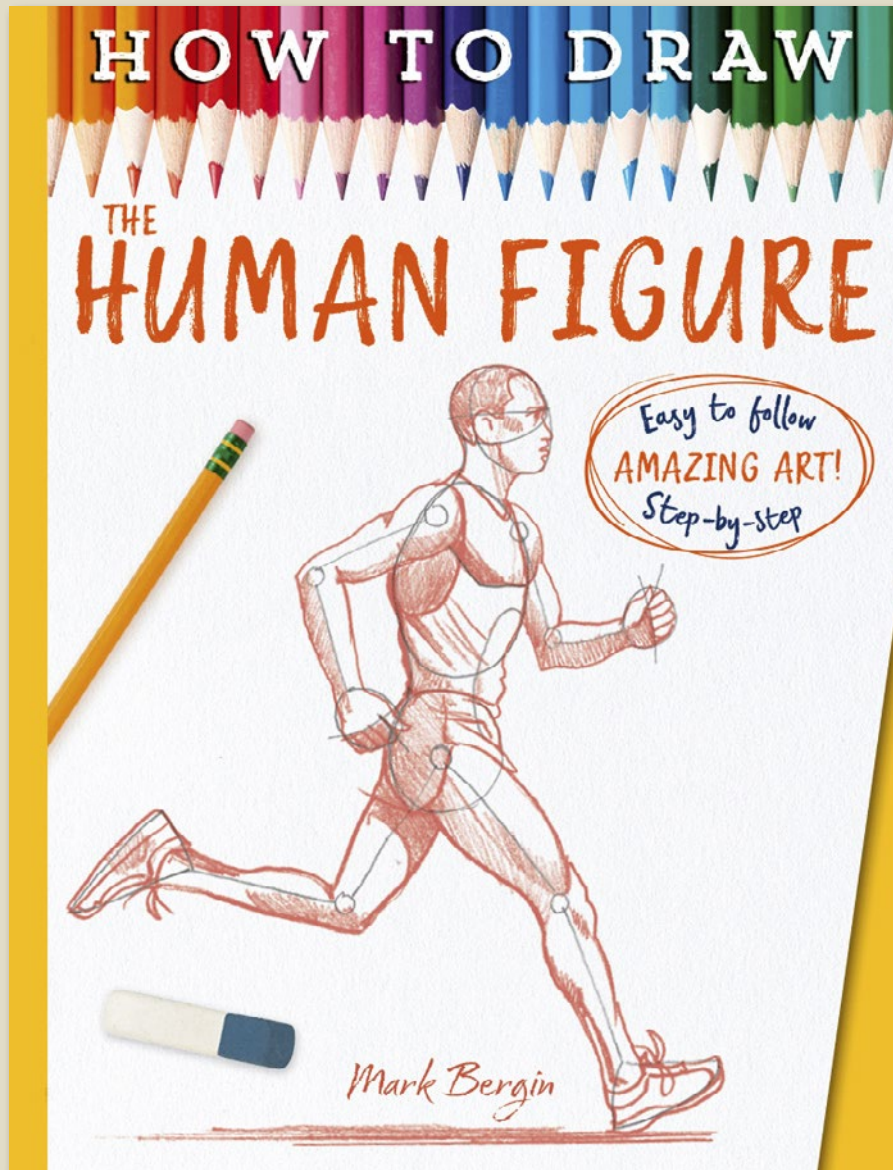
When drawing the noses, make them both of a similar shape and size.

Add tone, shading in areas where light does not reach.

Finish off both caricatures by completing all details.

Pub Date	<b>27/02/2025</b>
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Author	<b>Antram David Antram</b>
Extent	<b>32pp</b>
Freight On Board	<b>05/12/2024</b>
Rights Available	<b>World</b>

# How To Draw The Human Figure



## A step-by-step guide to the human figure!

- Easy to follow instructions, simple steps and diagrams throughout.
- Perfect beginners guide to introduce artists to the human figure, ideal for budding illustrators and sketchers.
- Continue the series with 55 other How to Draw titles available!

# How To Draw The Human Figure

## The head

The head is a difficult shape to draw. It includes some of the most expressive features of the body. Using construction lines helps to place the eyes, nose, ears and mouth accurately on the head.

Frontal view

Sketching up the paper can help you to determine the proportions of the facial features.

Draw the main shape of the head by overlapping two circles.

When drawing the head from different angles, construction lines can help to keep the features in the correct positions.

These construction lines show the head facing downwards.

The curved construction lines help you to place the features.

Add details and expressive features such as hair.

These construction lines show a head facing upwards.

Draw in the features. Do not forget the construction lines.

Complete any details and remove unwanted construction lines.

14

## The feet

Feet come in all shapes and sizes and can be drawn in many different poses. The construction lines for a simple side view usually start with a triangle shape, then the toes are added and the ankle is positioned.

The shape of the foot can be broken down into simple three-dimensional shapes.

A simple triangular-shaped side view of the foot.

Use these construction lines as a guide, draw in the toes and ankle.

Draw in the toes. Position lines within the area of the construction lines.

Add lines to give drawing individuality. Direction of the light source.

The base of the foot is a simple inverted shape. Indicate the form and the heel of the foot.

Use these construction lines as a guide, draw in both views of the foot.

22

## Balance and motion

Motion and balance are important aspects to consider in your drawing. Use basic construction lines to create a variety of poses. Then build up the drawing from there.

A hidden dancer is a gesture that is often used to show motion in the human body.

Use these construction lines as a guide to draw a variety of poses.

When the basic structure of the figure is complete, start building up the drawing by adding details.

Keep the construction lines light and use a variety of line weights to create a sense of motion and balance.

Then begin to add tone and shading to the drawing. Remember to remove any unwanted construction lines.

Use these construction lines as a guide to draw a variety of poses.

20

## Walking figure

A simple walking movement is a good starting point for drawing a figure in motion. In this case, the figure is viewed from the side, so remember to consider which parts of the body will be seen.

Head

Torso

Spine

Hips

Add a small circle on the upper torso for the shoulders.

Draw in the basic shapes for the head, torso and hips. Join these shapes with a line for the spine.

Add straight lines for the arms with small circles at the elbow joints.

Draw ovals to indicate the hands.

Draw a small circle in the middle of the hips. This indicates the top of each leg. Add straight lines for the legs with small circles for the knee joints.

Add in a basic triangular shape for each foot.

Using the construction lines as a guide, start to add the shape of the body.

Pay particular attention to the joints of each limb, drawing elbows and knees accordingly.

Start to add in the facial features.

Add in muscle structure.

Using the ovals as a guide, add detail to the hands.

Add muscles to the legs using the joints as a guide.

Add shoes.

Complete the details of the facial features and hair.

Add clothing to the figure.

Add tone for definition.

Add socks.

Add shade to areas where light will not reach.

**Mirror**  
You can often see mistakes in a drawing by looking at it in reverse in a mirror.

28

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Author	<b>Bergin Mark Mark Bergin</b>
Extent	<b>32pp</b>
Freight On Board	<b>05/12/2024</b>
Rights Available	<b>World</b>

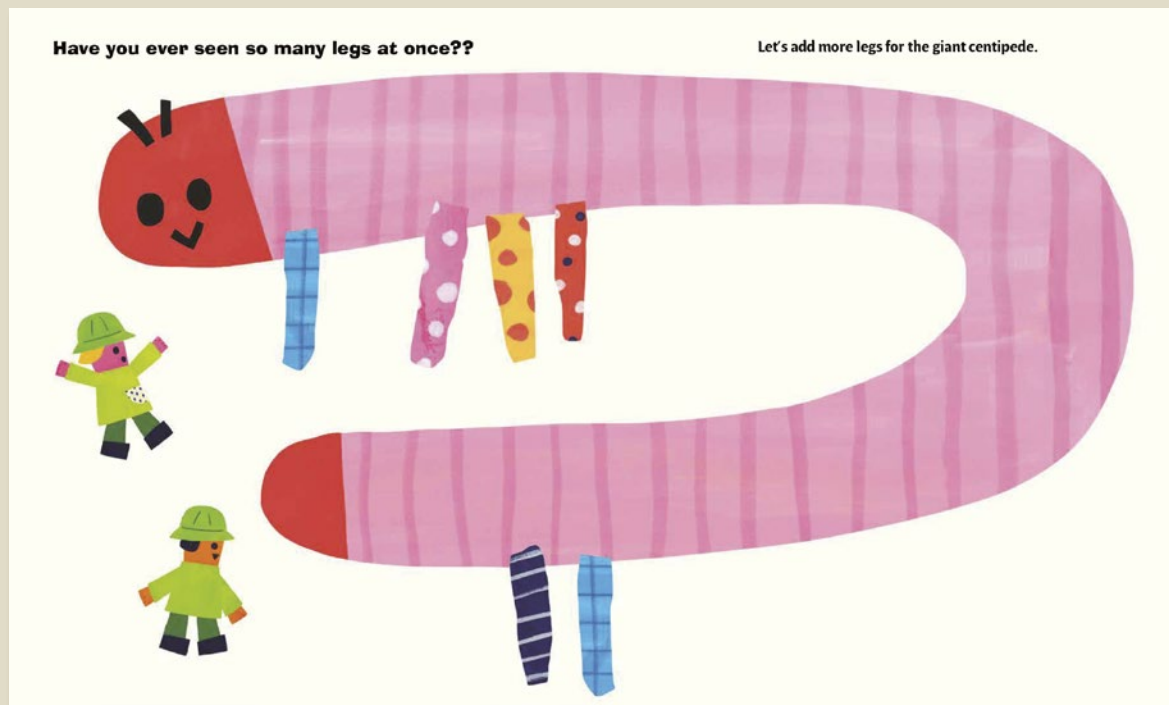
# Paper Adventures



**A rip-and-glue activity book perfect for creative little hands.**

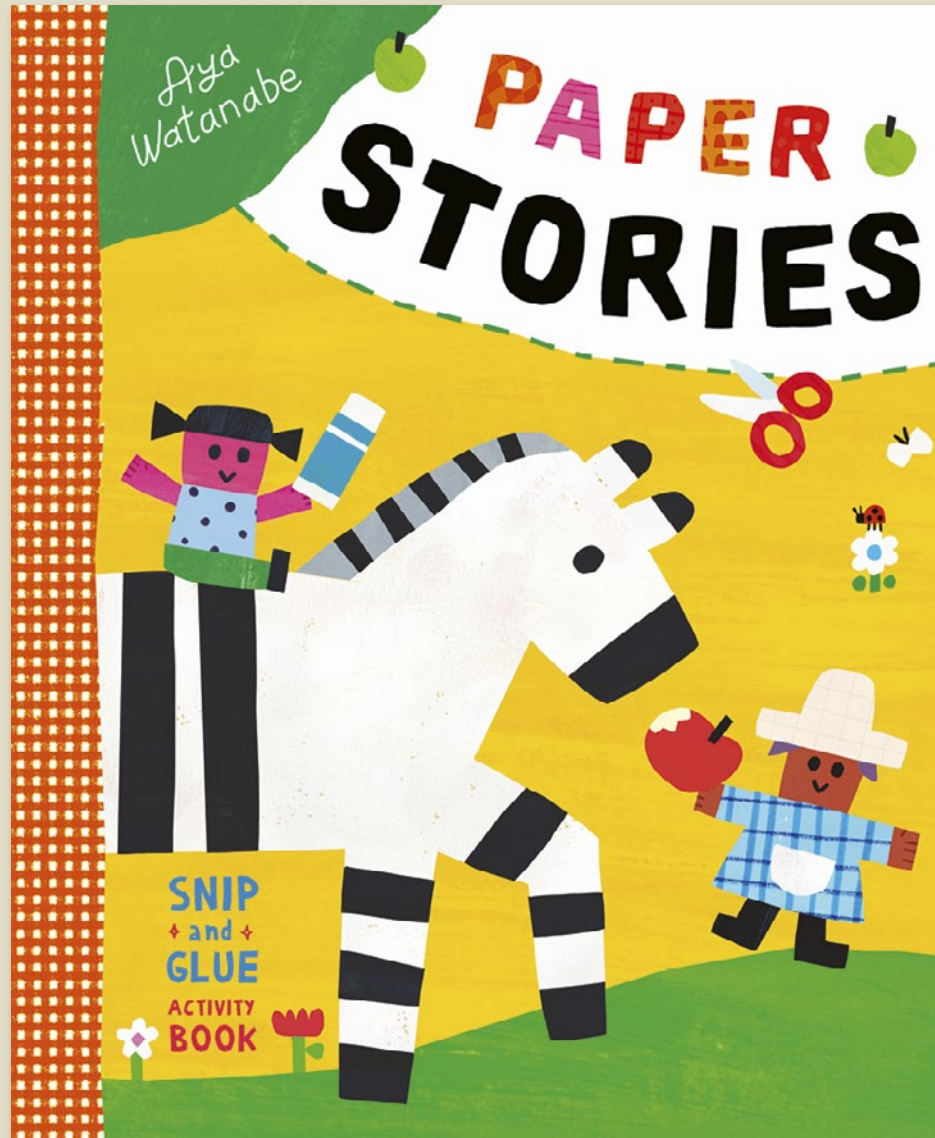
- Simple and engaging prompts encourage children to complete the scenes using craft paper in the back of the book.
- A perfect introduction to different animals and wildlife, ripping and gluing also helps children develop their fine motor control skills and keeps little hands busy for hours.
- Inspires children to create art from materials they have on hand, bringing paper to life in delightful and unexpected ways.
- Vibrant artwork from rising talent, Japanese illustrator Aya Watanabe. Other books for Templar include the wonderfully creative *Imagine if* board book series.

# Paper Adventures



Pub Date	30/05/2024
Pub Price	£7.99
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H x W	280 x 235mm
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Author	Aya Watanabe
Extent	64pp
Word Count	550 words
Rights Available	World ex IT,CN,N. AMERICA

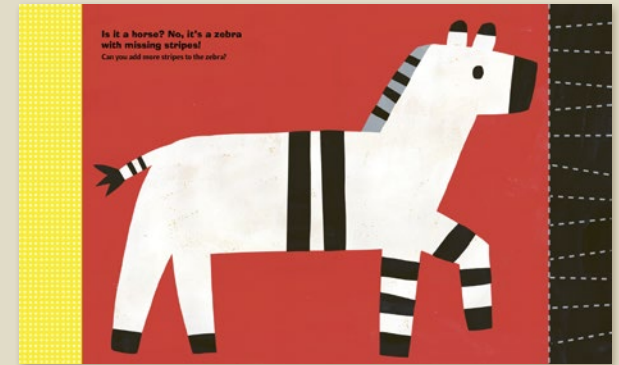
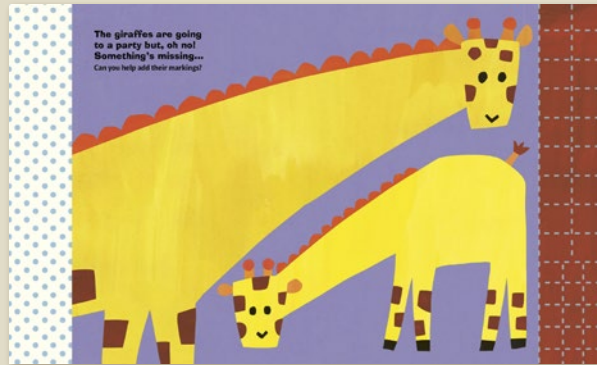
# Paper Stories



**A snip-and-glue activity book perfect for creative little hands.**

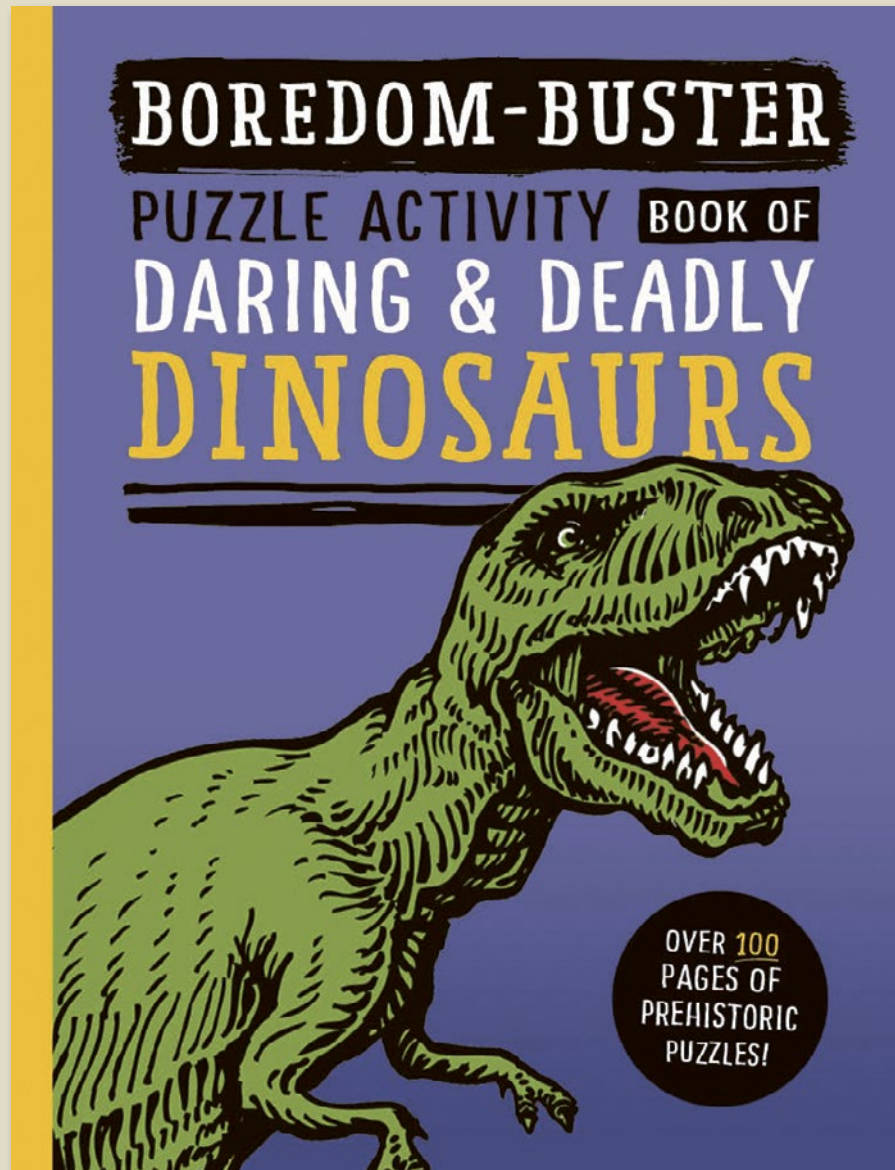
- Simple and engaging prompts encourage children to complete the scenes.
- The second book in the series, cutting and sticking helps practice and improve fine motor control skills whilst each scene is a fantastic story prompt for children's imagination.
- Vibrant artwork from rising talent, Japanese illustrator Aya Watanabe. Other books for Templar include the wonderfully creative *Imagine if* board book series.

# Paper Stories



Pub Date	01/08/2024
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Binding	Paperback
Age Range	7-9 years
Author	Aya Watanabe
Illustrator	Aya Watanabe
Extent	64pp
Rights Available	World ex IT,CN,N. AMERICA

# Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs



## A deadly, daring dinosaur activity book!

- Containing 112 pages of roarsome brain games and bite-sized facts, this book will entertain and educate children for hours.
- Features a brain-busting, ultimate dinosaur quiz for children to test their knowledge.
- The perfect accompaniment for children studying the prehistoric era at school or dinosaur lovers in general.
- The Boredom Busters series is perfect for long journeys, waiting rooms and summer holidays, keeping children entertained for hours on end.



# Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs

**FINISH DRAWING IN THESE DINOSAURS**

Tyrannosaurus rex

Pteranodon

Triceratops

Stegosaurus

**TROODON CHASE**

Which one of these Troodons will catch their lunch?

**SPINOSAURUS**

Spinosaurus was one of the largest known carnivorous dinosaurs. Like a modern crocodile, it lived on land and in water. A tall sail ran down its spine - nearly as tall as a human!

A	S	C	D	B	M	I	L	S	R	O	C	T	U
M	A	S	P	I	N	O	S	A	U	R	U	S	P
F	B	B	S	H	I	F	F	L	P	D	V	T	S
N	E	G	B	H	C	U	I	O	E	W	O	U	P
F	Z	K	J	G	Y	V	N	F	X	I	N	S	I
L	S	I	S	E	D	R	O	Q	L	M	N	S	N
G	P	S	P	I	N	O	S	A	U	R	U	S	O
K	I	M	I	F	W	N	A	K	W	S	X	P	S
H	N	I	E	S	G	J	U	V	S	Y	X	T	A
D	O	C	S	P	V	H	R	S	P	Z	S	N	U
B	S	X	I	I	U	V	U	I	Y	J	O	R	
Y	A	T	J	N	I	F	S	C	N	D	E	S	U
Z	U	A	K	O	G	N	A	T	O	Z	I	A	S
E	R	M	L	S	H	S	O	S	S	P	O	U	R
F	U	N	D	A	R	I	S	S	A	H	O	R	E
S	S	O	S	U	R	P	I	G	U	N	O	U	U
O	B	P	O	R	J	J	S	S	R	U	R	S	V
C	O	R	X	U	K	L	M	Y	U	X	R	W	T
B	A	Z	S	S	R	O	V	R	S	S	U	E	
W	P	S	S	P	I	N	O	S	A	U	R	U	S

The word 'Spinosaurus' appears nine times in this wordsearch.  
Can you find all of them?

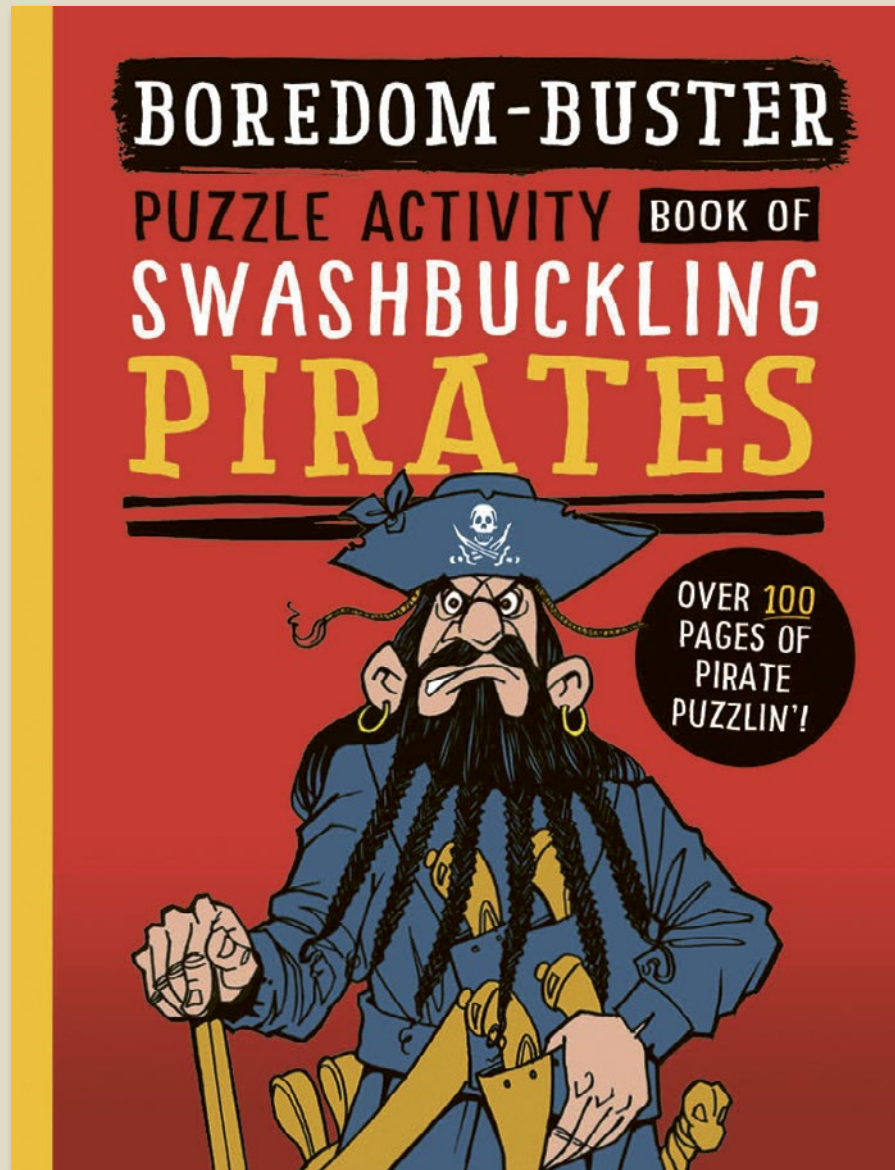
**BRACHIOSAURUS MASK**

**TRICERATOPS**

Measuring 9 metres in length, Triceratops was about the same size as a modern African elephant. This powerful beast had an enormous neck frill and three large horns sprouting from its huge skull. It likely moved about in herds for protection and was a social animal.

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Age Range	<b>7-9 years</b>
Author	<b>David Antram</b>
Extent	<b>112pp</b>
Word Count	<b>3986 words</b>
Freight On Board	<b>11/08/2024</b>
Rights Available	<b>World</b>

# Boredom Buster: A Puzzle Activity Book of Swashbuckling Pirates




## A treasure trove of swashbuckling pirate puzzles!

- Containing 112 pages of swashbuckling brain games, this book is a treasure trove of entertainment, engaging and educating pirate lovers for hours.
- Features a brain-busting, ultimate pirate quiz for children to test and apply their newfound knowledge.
- Introduces children to non-fiction topics such as the 'Golden Age' of piracy in an engaging, interactive manner. The perfect curriculum accompaniment.
- The Boredom Busters series is perfect for long journeys, waiting rooms and summer holidays, keeping children mentally stimulated for long periods of time.


# Boredom Buster: A Puzzle Activity Book of Swashbuckling Pirates

## TATTOOS

In the early nineteenth century over 90 per cent of all sailors sported a tattoo. They marked milestones in a sailor's voyage and served as reminders of the places they had been. But mainly, tattoos were believed to be good luck talismans.



Spot the only tattoo opposite that matches this one above.




33

## HOW TO DRAW A PIRATE CAPTAIN

Copy this step-by-step pencil drawing

Use simple ovals to draw in the main shapes of Blackbeard's head. Add construction lines for his pirate hat.



Draw in more details like the rim on his hat, his eyes, eyebrows, nostrils, ears and nostrils. Finally add his teeth and draw in the hairs of his beard.

Start drawing in his hat and his facial features.

Add Blackbeard's eyepatch, beard and moustache.

Use a soft pencil to build up tone by crosshatching.

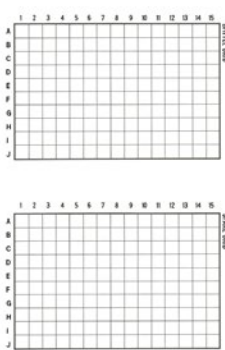
34


## BATTLESHIPS


YOU WILL EACH NEED:  
2 grids (see page 81)  
A black pen  
A red pen


**BATTLESHIP RULES (2 PLAYERS)**


- Both players have two grids. Each player must secretly place (either horizontally or vertically) a Square rigger, a Brigantine, a Schooner and two Sloops on one grid. Use the key below to see how many squares each type of ship should fill.
- Players take turns to call out a 'co-ordinate' (a letter and a number) to guess where their opponent's ships are placed. Your opponent checks their grid, and shouts 'hit' if you have guessed correctly and 'miss' if not.
- Keep a record of all your guessed co-ordinates on your spare grid. Use black for a 'miss' and red for a 'hit'.
- The first player to sink all his enemy's ships is the winner.



1 Square rigger (5 squares)  ■■■■■

1 Brigantine (4 squares)  ■■■■

1 Schooner (3 squares)  ■■■


2 Sloops (2 squares each)  ■■ ■■

35

## BUCCANEERS

Colour in this picture.

Most early buccaneers lived on Hispaniola (now Haiti) and other nearby Caribbean islands during the 17th and 18th centuries. They regularly attacked Spanish vessels and made their headquarters on Tortuga island.

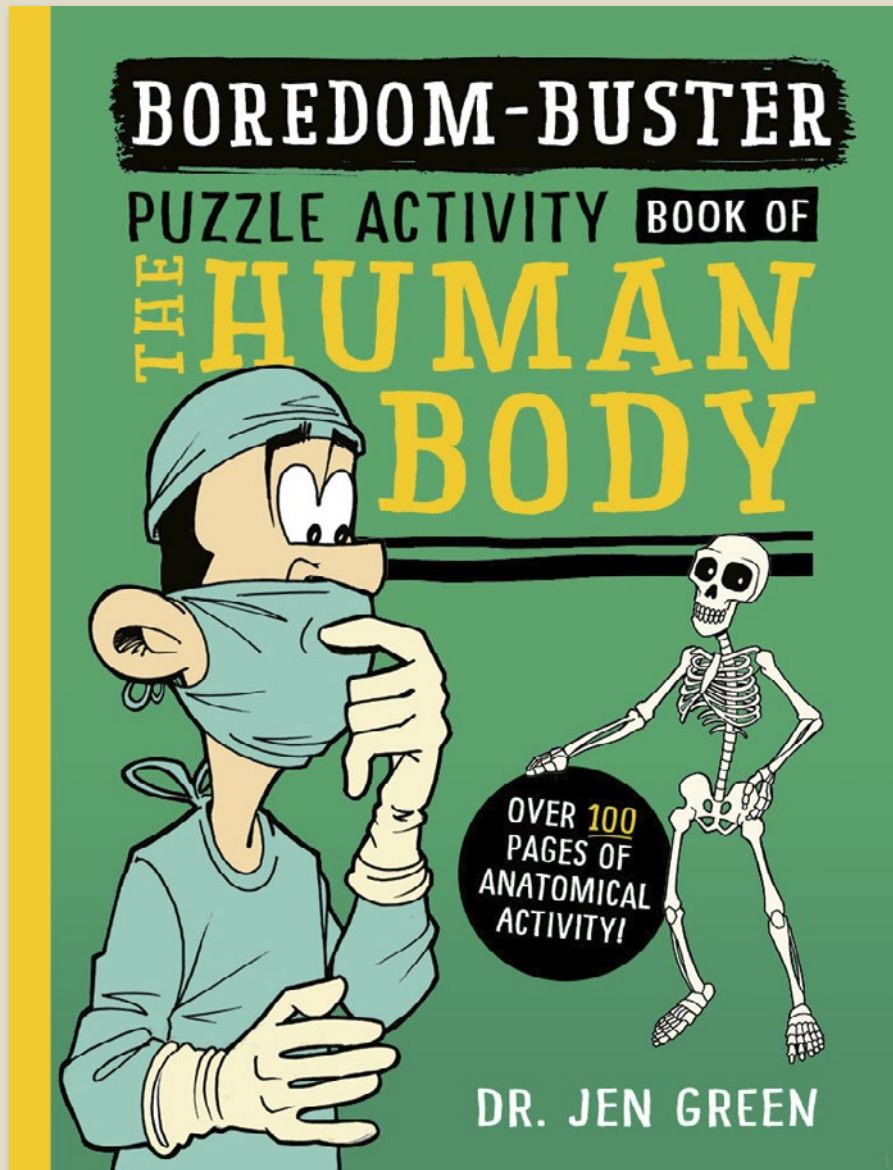


22

23

Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788510
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	David Antram
Extent	112pp
Word Count	3885 words
Freight On Board	11/08/2024
Rights Available	World

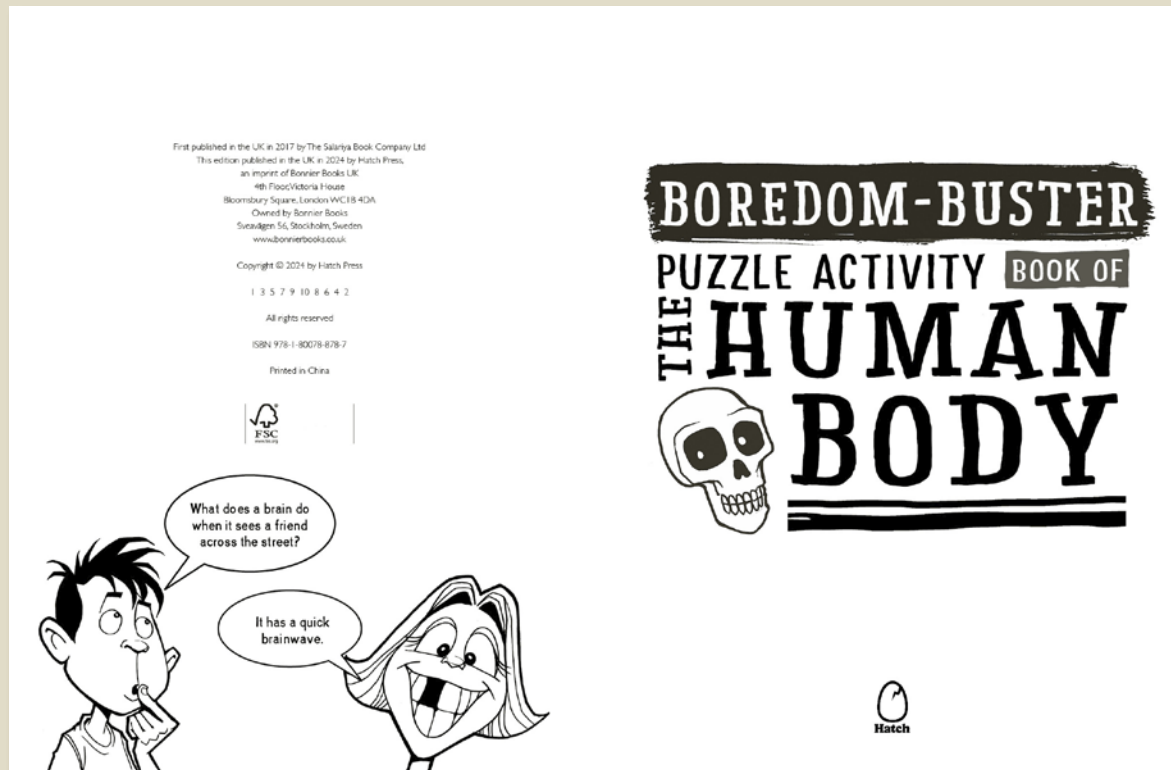
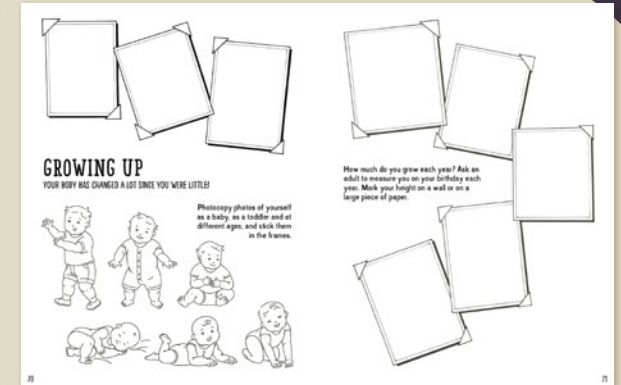
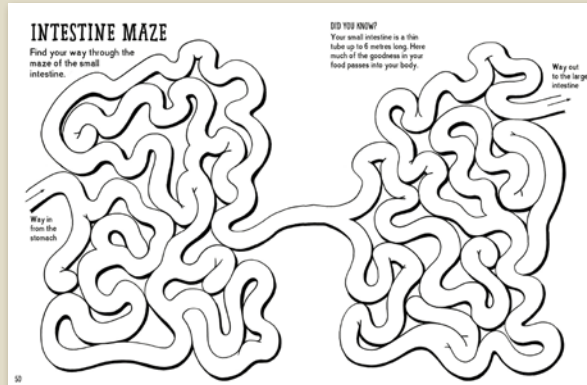
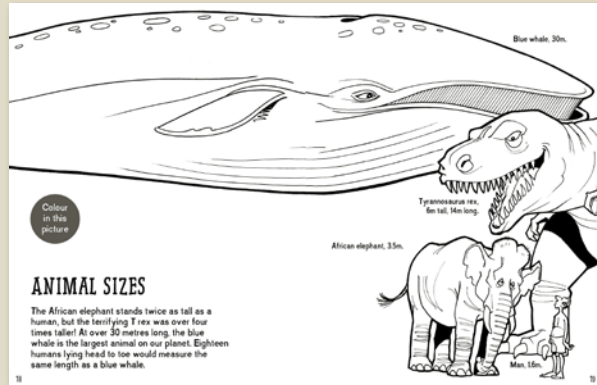
# Boredom Buster: A Puzzle Activity Book of the Human Body



## A spectacular STEM-themed puzzle book.

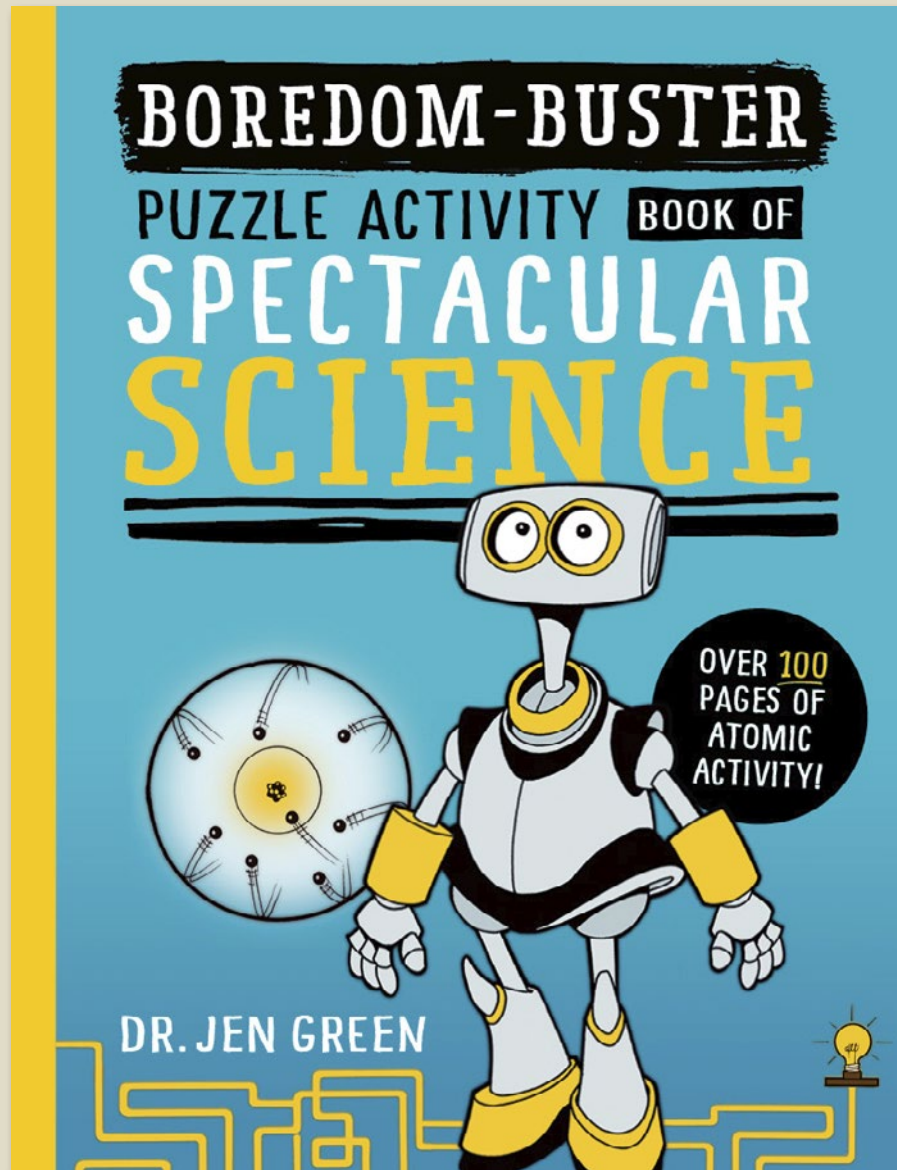
- Containing 112 pages of mind-boggling brain games, this book will entertain and educate children for hours.
- Introduces children to human anatomy and biology in a highly engaging, informative and interactive manner.
- The perfect curriculum companion for key stage 2 scientific study.
- The Boredom Buster series are perfect for long journeys, waiting rooms and the summer holidays, keeping children mentally stimulated and engaged for long periods of time.

# Boredom Buster: A Puzzle Activity Book of the Human Body



Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788787
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	Dr Jen Green
Extent	112pp
Word Count	4111 words
Freight On Board	11/08/2024
Rights Available	World

# Boredom Buster: A Puzzle Activity Book of Spectacular Science



## A spectacular STEM-themed puzzle book!

- Containing 112 pages of STEM-themed brain games, this book is an excellent curriculum resource that will keep children entertained for hours.
- Introduces children to important non-fiction scientific concepts, such as gravity, outer space, radiation, and atoms, in an easy, accessible and highly engaging manner.
- The perfect curriculum companion to help children practise their maths and science skills.
- The Boredom Busters series is perfect for long journeys, waiting rooms and summer holidays, keeping children engaged and mentally stimulated for long periods of time.

# Boredom Buster: A Puzzle Activity Book of Spectacular Science

### ON THE LEVEL

If you pour water into a series of tubes that are connected together, the water finds the same level in all the tubes.

All tubes connected to jar A should have water reaching the same level as in jar A. All tubes connected to jar B should have the same water level as jar B.

But some of these tubes have been drawn wrongly! Can you find which tubes contain water at the wrong level?

**HINT:** It will help if you colour all the tubes connected to jar A red, and all the tubes connected to jar B blue.

### TRICKS WITH LIGHT

Optical illusions are tricks that fool the eye. They make you see something that's not really there.

Hold the book up in front of you and tilt it to the left or right. What happens to the curved lines in the drawing below?

Can you see a triangle here? There isn't one in the drawing!

Stare very hard at the picture below, then slowly move it towards and away from you. What happens?

Are the sides of the square straight or curved? Check with a ruler.

Are the horizontal lines level or slanting?

### PUT THE FISH IN THE BOWL

1. Trace the fish and bowl onto card. Colour them in, then cut out the two circles.

2. Tape the two pictures to a pencil, so both pictures face out.

3. Spin the pencil between your hands. Can you see the fish in the bowl?

**DID YOU KNOW?** Optical illusions aren't just for fun - they help scientists to understand how the eyes and brain work together.

### GERMINATION

Most plants grow from seeds. If you plant a seed in a moist, sunny place it will start to germinate (sprout).

The tough seed case splits open (1). First, a little root grows downwards (2), so the plant can take in water. Then, a little green shoot begins to grow upwards towards the sky (3). The new plant spreads its leaves in the light (4).

You can plant bean sprouts yourself and see how fast they grow!

**BEANPROUT MAZE**  
Help the new shoot find its way through the soil towards the light.

### RISING AIR

When air is heated it rises. This is what makes a hot-air balloon rise. Air spirals upwards in currents called thermals where the sun heats the air near the ground.

This experiment uses the warm air from a radiator.

Colour the snakes, then cut them out to make a spiral. Gently pull the head and tail apart. Use scissors to make a hole in the nose, and attach a string. Hang the snakes over a radiator and watch them spin around!

String

Warm air rising

Pub Date	10/10/2024
Pub Price	£5.99
ISBN	9781800788794
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	Dr Jen Green
Extent	112pp
Word Count	6143 words
Freight On Board	11/08/2024
Rights Available	World

# Art of Drawing Manga: Action and Movement

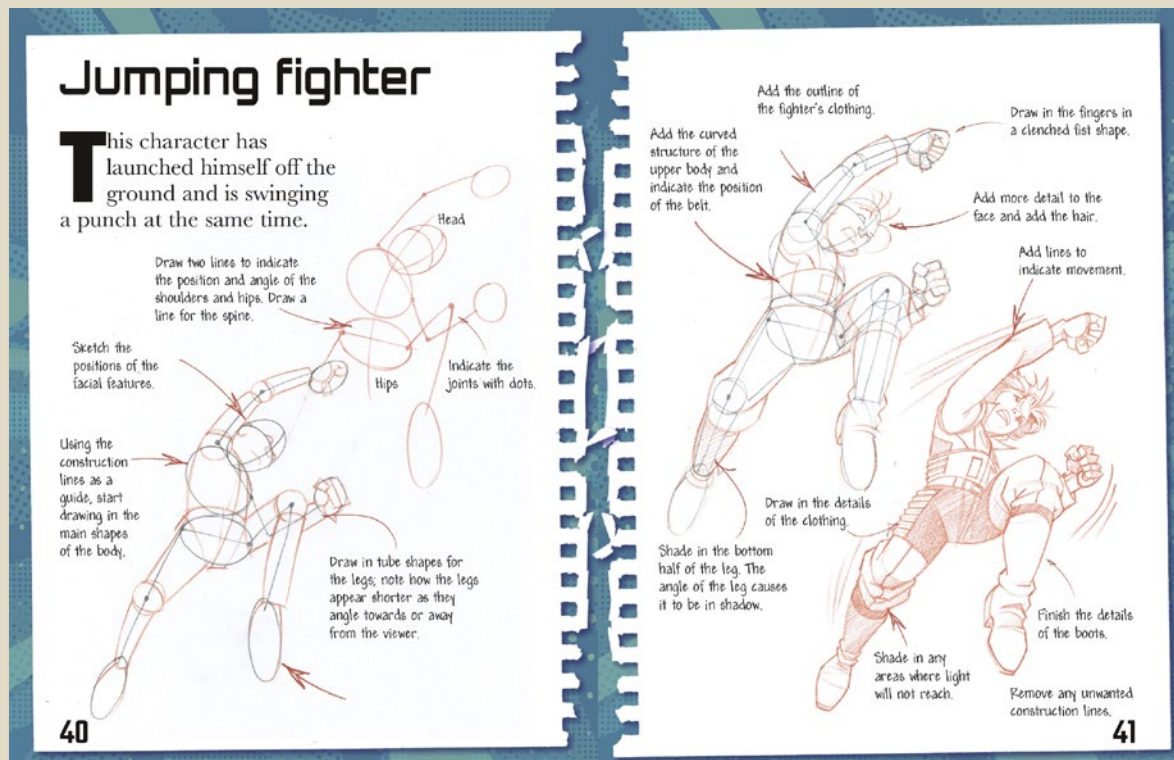
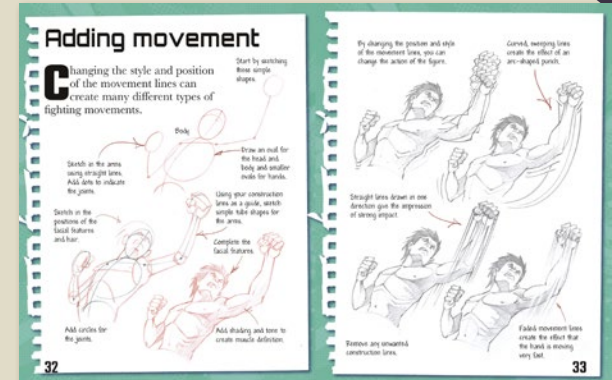
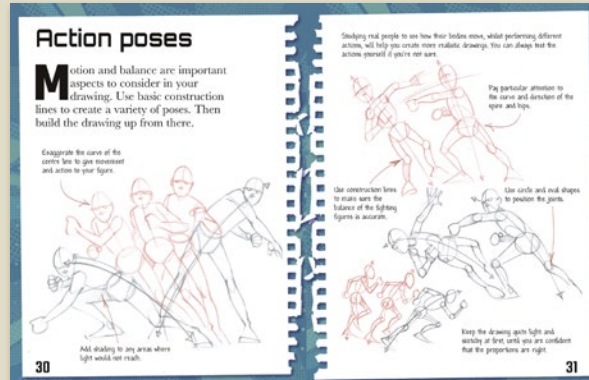
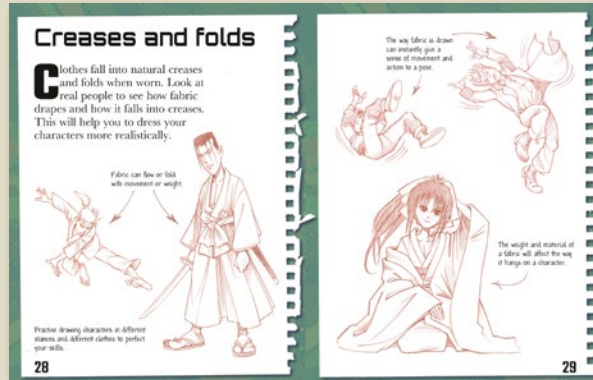


## A step-by-step guide to manga style drawing

- Easy step-by-step instructions, perfect for beginners to grow their confidence.
- Manga has established itself as a hugely popular art style among both teenagers and adults.
- Teaches aspiring artists all the basics including which materials to use when, values of light and dark, and how to use perspective in their drawings.



# Art of Drawing Manga: Action and Movement



Pub Date	01/03/2020
Pub Price	£8.99
ISBN	9781800789050
H x W	225 x 175mm
Binding	Paperback
Age Range	9-11 years
Author	Marlborough Max Marlborough
Illustrator	David Antram
Extent	64pp
Word Count	5125 words
Rights Available	World

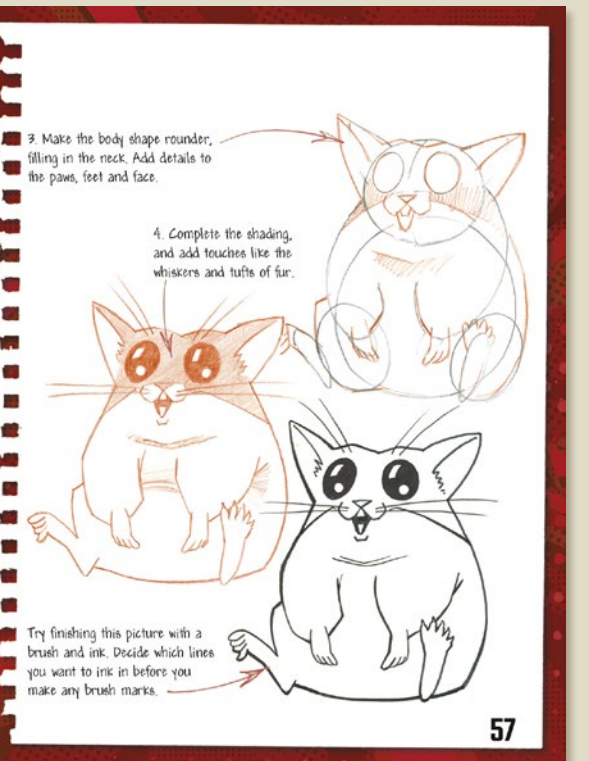
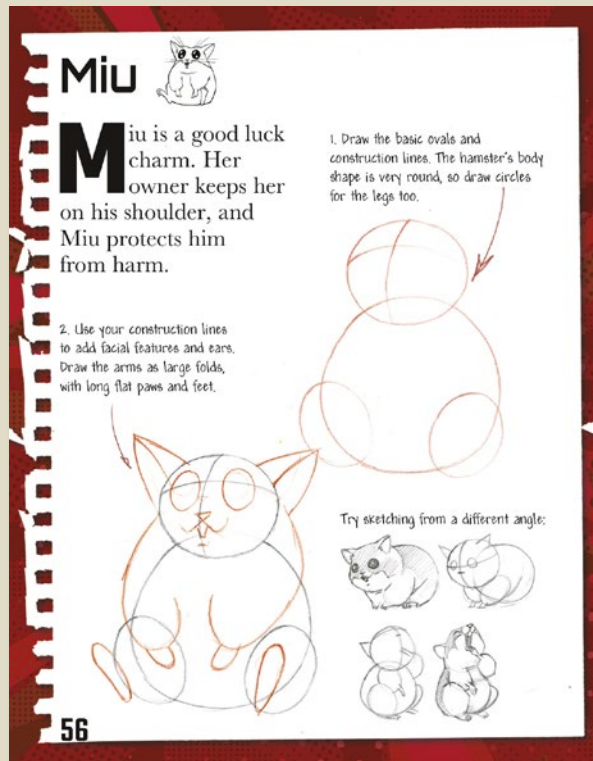
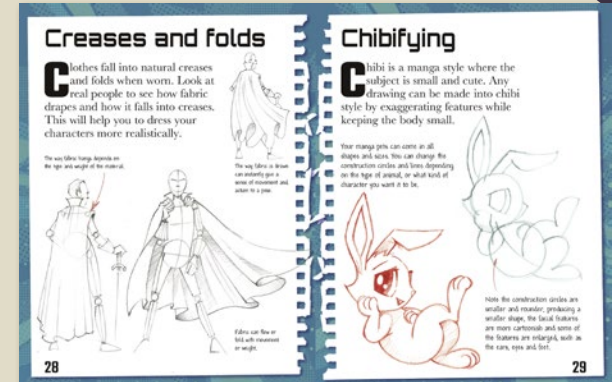
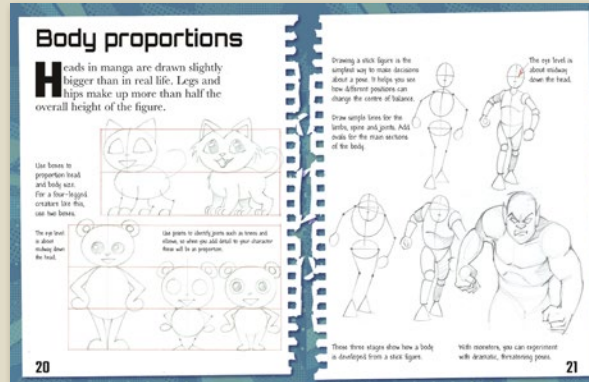
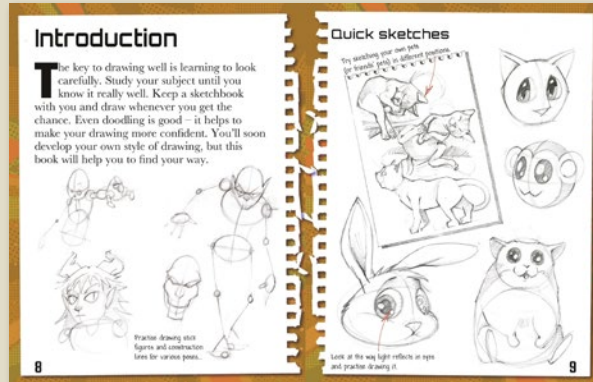
# Art of Drawing Manga: Monsters and Pets



## An easy step-by-step guide to drawing manga creatures!

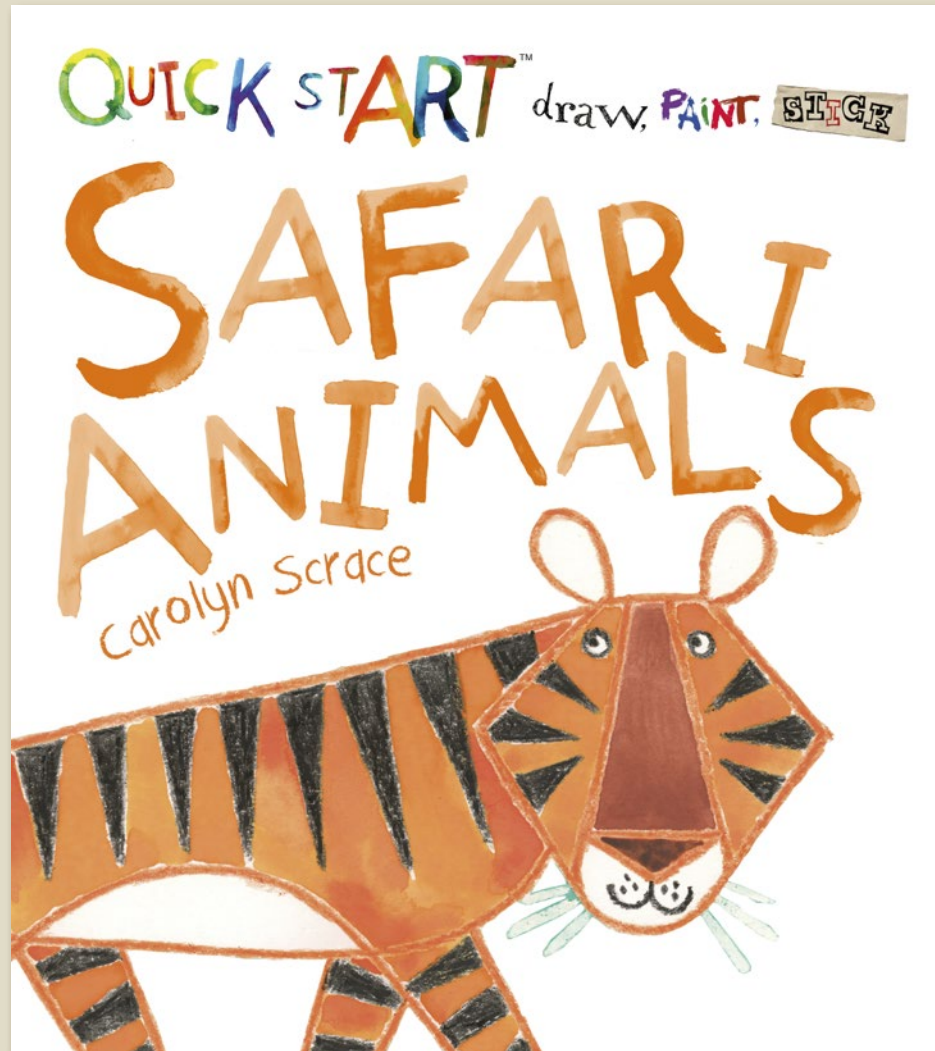
- An easy, accessible step-by-step guide that makes creating masterpieces easy.
- Manga has established itself as an incredibly popular art style amongst both children and adults.
- This book also teaches readers all the basics, including which materials to use when, values of light and dark, and how to use perspective in their drawings.
- The perfect gift for both manga lovers and animal enthusiasts alike!

# Art of Drawing Manga: Monsters and Pets



Pub Date	01/01/2019
Pub Price	£8.99
ISBN	9781800789067
H x W	225 x 175mm
Binding	Paperback
Age Range	9-11 years
Author	Marlborough Max Marlborough
Extent	64pp
Word Count	5025 words
Rights Available	World

# Quick Start: Safari Animals



## An animal-themed introduction to arts and crafts!

- An easy-to-follow, accessible guide to arts and crafts that helps encourage children to think creatively.
- Perfect school companion to advance in arts classes.
- Great boredom buster for children to create their own little masterpieces over the holidays.

# Quick Start: Safari Animals

## Handprint Elephant

**You will need:**  
 • Paint  
 • Poster paint  
 • Large brush  
 • Small brushes  
 • Coloured paper  
 • Ink  
 • Washable markers

Have fun making your handprint then draw and paint on it to turn it into an elephant!

- 1 Paint your hand with poster paint and press it down onto paper. Leave your handprint to dry.
- 2 Use a felt tip pen to draw the elephant's ears, eye and trunk.
- 3 Add the end of the elephant's trunk and draw eight legs on it.
- 4 Use a felt tip pen to draw the elephant's trunk and its horns.
- 5 Draw its tail. Place its trunk and eye white.
- 6 Cut around the elephant and glue it onto coloured paper.

Make some finger-paint leaves for your elephant to eat.

Make some more handprint elephants for you to draw and paint.

14

## Folded Paper Tiger

**You will need:**  
 • Squared paper or card  
 • Coloured paper  
 • Glue  
 • Poster paint  
 • Markers

Make sure you use paper that is thin enough to fold easily.

- 1 Fold a square sheet of paper with orange poster paint. Leave to dry.
- 2 Place the paper painted side downwards. Fold the bottom corner up to the top corner (as shown).
- 3 Fold the right corner up to the left (as shown). Unfold again.
- 4 Fold the left corner up at an angle (as shown).
- 5 Fold the right corner up at the same angle.
- 6 Fold the top point downwards (as shown).

Now turn the tiger's head away. Draw in its nose, eyes and mouth. Add some stripes.

Paint the tiger's nose white and add brown to the nose above it. Paint in the eyes and the stripes. Add all the missing details.

Try making more paper models to print like this (using different colours).

20

## Torn Paper Giraffe

**You will need:**  
 • Scissors  
 • Thin paper for cutting  
 • Coloured paper  
 • PVA glue  
 • Ink  
 • Washable markers

- 1 Pinch in single shapes for the head and neck.
- 2 Draw a single shape for the body and legs.
- 3 Add the other two legs to make the back.
- 4 Use over the pencil lines to transfer the drawing onto cream-coloured paper.
- 5 Tear all the shapes from the cream-coloured paper.
- 6 Arrange the shapes from one cream-coloured paper and glue them.

Use thin squares of coloured paper to make the giraffe's eye, mouth and mouth. Glue in place.

Use little bits of coloured paper to make its ears, horns, mane, hooves and tail. Glue in place.

Use a felt tip pen to draw in the giraffe's eye, mouth and mouth. Draw horns on the end of its tail.

Make a tree out of torn paper with plenty of leaves for the giraffe to eat!

26

## Paper Cup Monkey

**You will need:**  
 • Paper cups  
 • Poster paints  
 • Paintbrushes  
 • Pipe cleaners  
 • PVA glue  
 • Scissors  
 • Pencil  
 • Paper

These cheeky paper cup monkeys are easy to make. Why not make a whole tribe?

- 1 Use a pencil to draw in the monkey's face. Add its eyes, nose and mouth.
- 2 Draw in the area of white fur around its face and its chest shape.
- 3 Use poster paints to paint the monkey's face and chest. Paint the rest of the cup black.
- 4 Use a fine brush to paint in the monkey's eyes, nose and mouth. Add little painted lines for the fur.
- 5 Draw and then paint the monkey's ears and legs on paper. Leave to dry and cut them out.
- 6 Glue the ears to each side of the face. Glue the top part of its legs inside the cup (as shown).

16

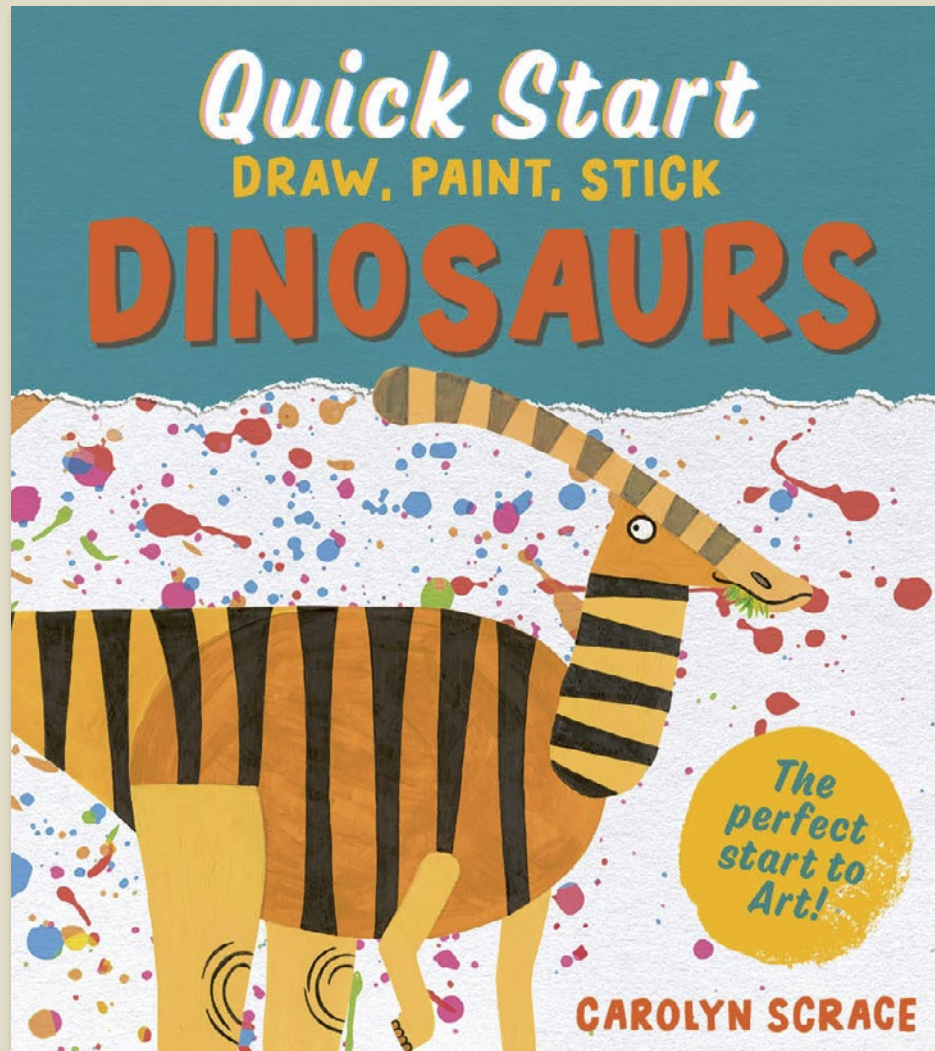
Glue a pipe cleaner onto the back of the paper cup to make a tail. Bend the top round into a curl.

Here are some more paper cup monkeys to try, or you can draw and paint your own ideas!

17

Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781800789166
H x W	242 x 216mm
Binding	Paperback
Age Range	5-7 years
Author	Carolyn Scrase
Extent	32pp
Word Count	3234 words
Rights Available	World

# Quick Start: Dinosaurs



## An engaging introduction to arts and crafts!

- An easy-to-follow accessible guide to arts and crafts that helps encourage children to think creatively.
- Perfect school companion to advance in art classes.
- Great boredom buster for children to create their own little masterpieces over the holidays.

# Quick Start: Dinosaurs

## Painted Shapes Parasaurolophus

Build up the shape of a Parasaurolophus by painting a series of simple shapes. Then draw in the finishing details using a felt-tip pen.

**You will need:**  
 poster paints  
 coloured paper  
 black felt-tip pen

- 1 Paint an oval shape for the Parasaurolophus's body.
- 2 Paint a triangle for its head, then add a rectangle for its neck.
- 3 Paint two long rectangles for the back legs.
- 4 Paint two thin shapes for the Parasaurolophus's front legs.
- 5 Paint a large rectangle for its tail, and a long curved shape for its head crest. Add details.
- 6 Use a black felt-tip pen to draw in its horns and to outline its nostrils.

12

## Paper Cup Dinosaurs

Turn an awesome dinosaur and use it to create a paper cup dinosaur.

**You will need:**  
 paper cups  
 poster paints  
 poster pens  
 PVA glue  
 scissors  
 PVA paper

- 1 Draw on the shape of your dinosaur's head with its mouth wide open.
- 2 Draw a curved shape for the dinosaur's horn. Add two small ones.
- 3 Draw an eye in its position with two big long triangles.
- 4 Add the nostrils. Draw a curved line for its back with added spikes for details.
- 5 Paint your dinosaur brown and blue. Make its tongue and mouth red, its back white and the background dark green.
- 6 Use paper to draw and glue a tail and two legs on the dinosaur.

16

## Painted Pebble Dinosaur Eggs

When collecting pebbles, look for flat, smooth ones, as these will be the easiest to paint.

**You will need:**  
 poster paints  
 poster pens  
 large pebbles  
 felt-tip pen  
 coarse paper  
 glue  
 PVA glue

- 1 Cover the pebble with white poster paint and leave to dry.
- 2 Use a pencil to draw a rough outline for the dinosaur's eggshell.
- 3 Draw a rectangle for the baby dinosaur's head shape.
- 4 Draw in its neck and a small shape for its body. Draw in two short arms and hands with two fingers.
- 5 Paint the eggshell with various shades of poster paint. Paint the back of the shell black.
- 6 Use a black felt-tip pen to draw circles on the eggshell. Paint some grey yellow spots on the baby dinosaur.

18

## Handprint Triceratops

Have fun making your own painted handprint and then turn it into a scary Triceratops!

**You will need:**  
 poster paints  
 Large paintbrush  
 Small paintbrush  
 coloured paper  
 Felt-tip pen  
 Scissors  
 PVA glue

- 1 Paint your hand with poster paint and press it firmly onto the paper. Leave your print to dry.
- 2 Use a black felt-tip pen to draw in the Triceratops's neck frill and mouth.
- 3 Now draw in its three large horns. Add an eye and a nostril.
- 4 Draw in Triceratops's big tail and its toenails.
- 5 Use the poster paints to point in the Triceratops's eye and horns. Add stripes to its tail.
- 6 Cut around the Triceratops. Glue it onto a sheet of coloured paper.

14

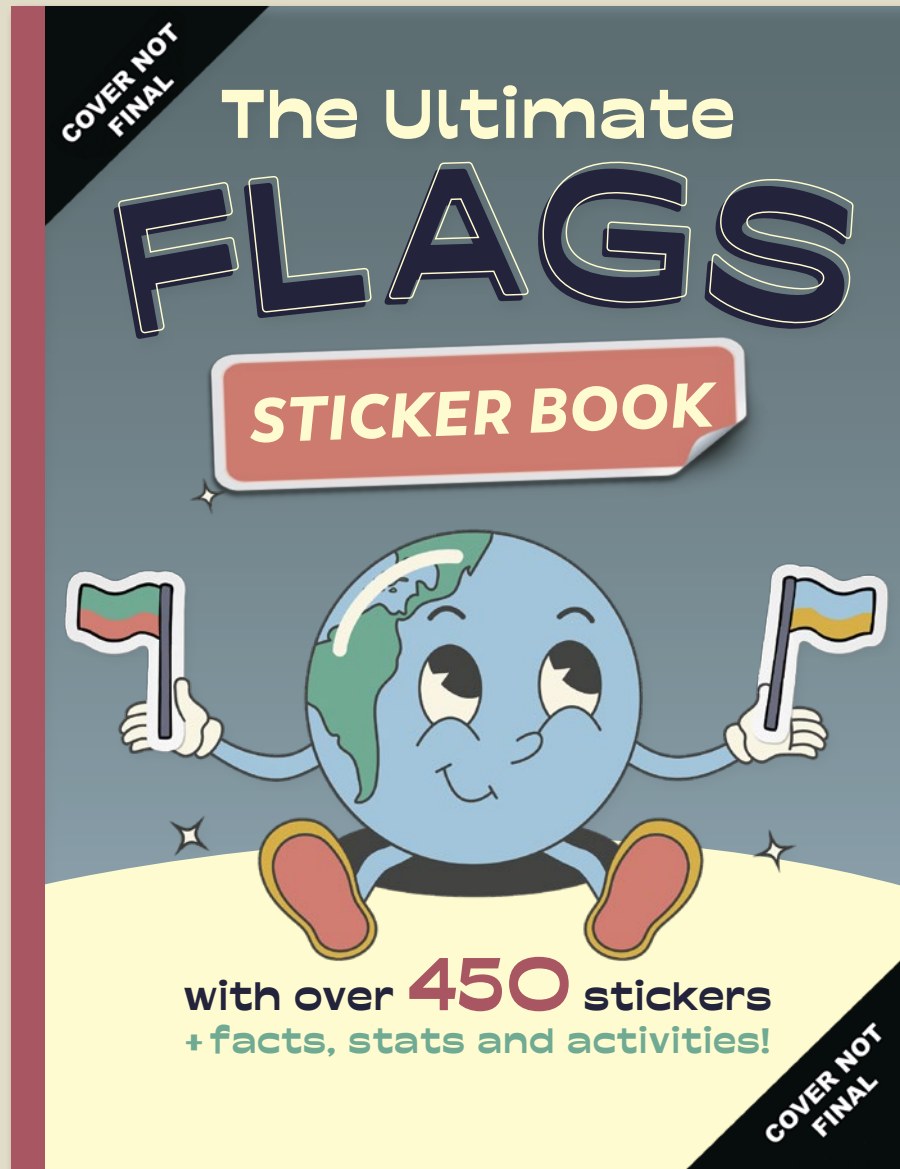
## Using the poster paints, make some 'fingerprint plants' for your Triceratops to eat.

Here are some more dinosaur handprint ideas for you to draw and paint.

15

Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781800789173
H x W	242 x 216mm
Binding	Paperback
Age Range	5-7 years
Author	Carolyn Scrace Scrace Carolyn
Extent	32pp
Word Count	3374 words
Rights Available	World

# Flags: Sticker Maps



**Discover the world through stickers in this book of all things flags!**

- Learn about flags from all over the world through engaging activities and beautifully illustrated stickers.
- Over 450 stickers can be used both inside the book and just for fun!
- Packed with things to find and interesting facts, concepts of geography are introduced in an enjoyable way for young learners, encouraging an interest in the world around them.



# Flags: Sticker Maps



Pub Date	11/09/2025
Pub Price	£5.99
ISBN	9781835872741
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Author	Margot Channing
Extent	48pp
Translation Files	11/11/2024
Freight On Board	26/06/2025
Rights Available	World ex USA,- Can,Ppines

# Landmarks: Sticker Maps



**Discover the world through stickers in this book of landmarks!**

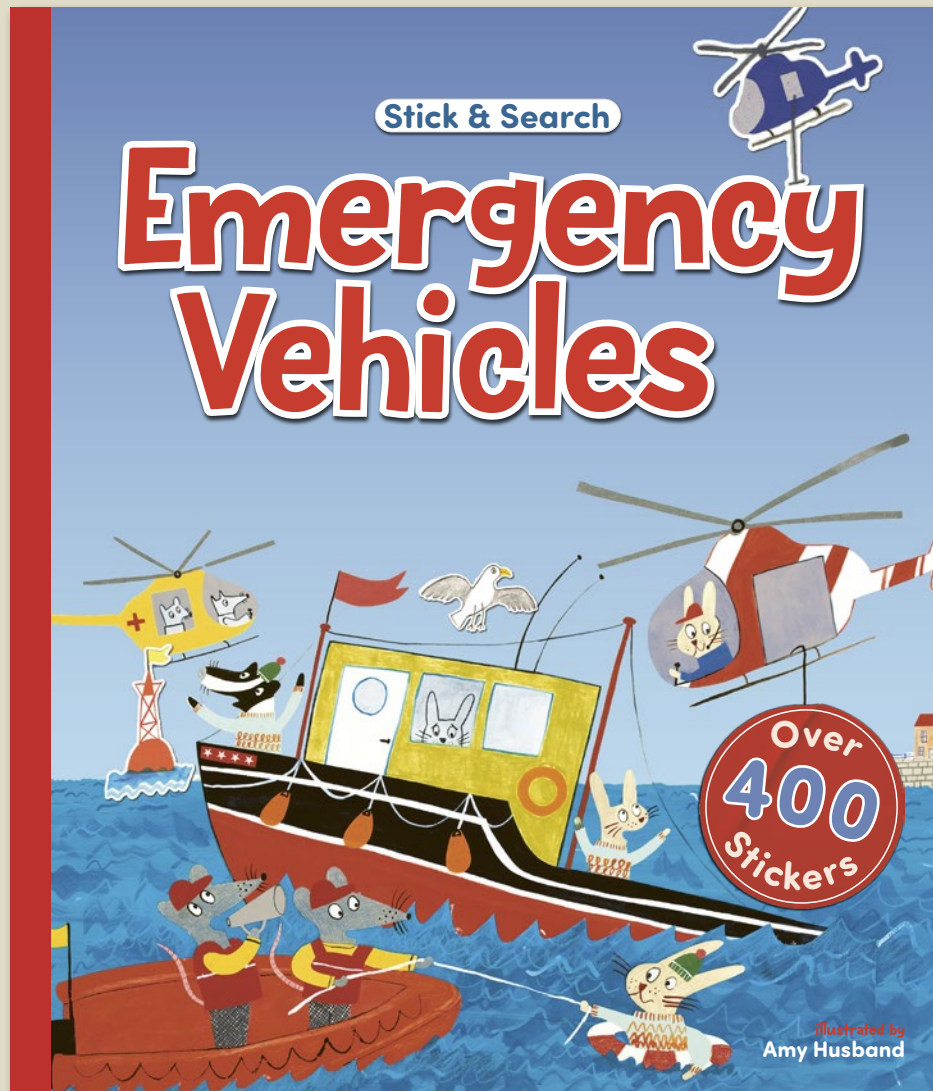
- Learn about landmarks all over the world through engaging activities and beautifully illustrated stickers.
- Over 450 stickers can be used both inside the book and just for fun!
- Packed with things to find and interesting facts, concepts of geography and history are introduced in an enjoyable way for young learners, encouraging an interest in the world around them.

# Landmarks: Sticker Maps



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H x W	280 x 215mm
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Extent	48pp
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# Scribblers Sticker Activity: Emergency Vehicles



**Help the emergency vehicles save the day in this search and find adventure and build bustling scenes with over 400 stickers!**

- Over 400 stickers to encourage imagination as children build busy scenes for the emergency vehicles to swoop into and save the day!
- Young, playful illustrations by award-winning illustrator Amy Husband.
- Packed with facts to intrigue little learners about the emergency services and everyday heroes.
- Prompts to search and find objects throughout the book expand vocabulary and enhance connections between words and images.

# Scribblers Sticker Activity: Emergency Vehicles



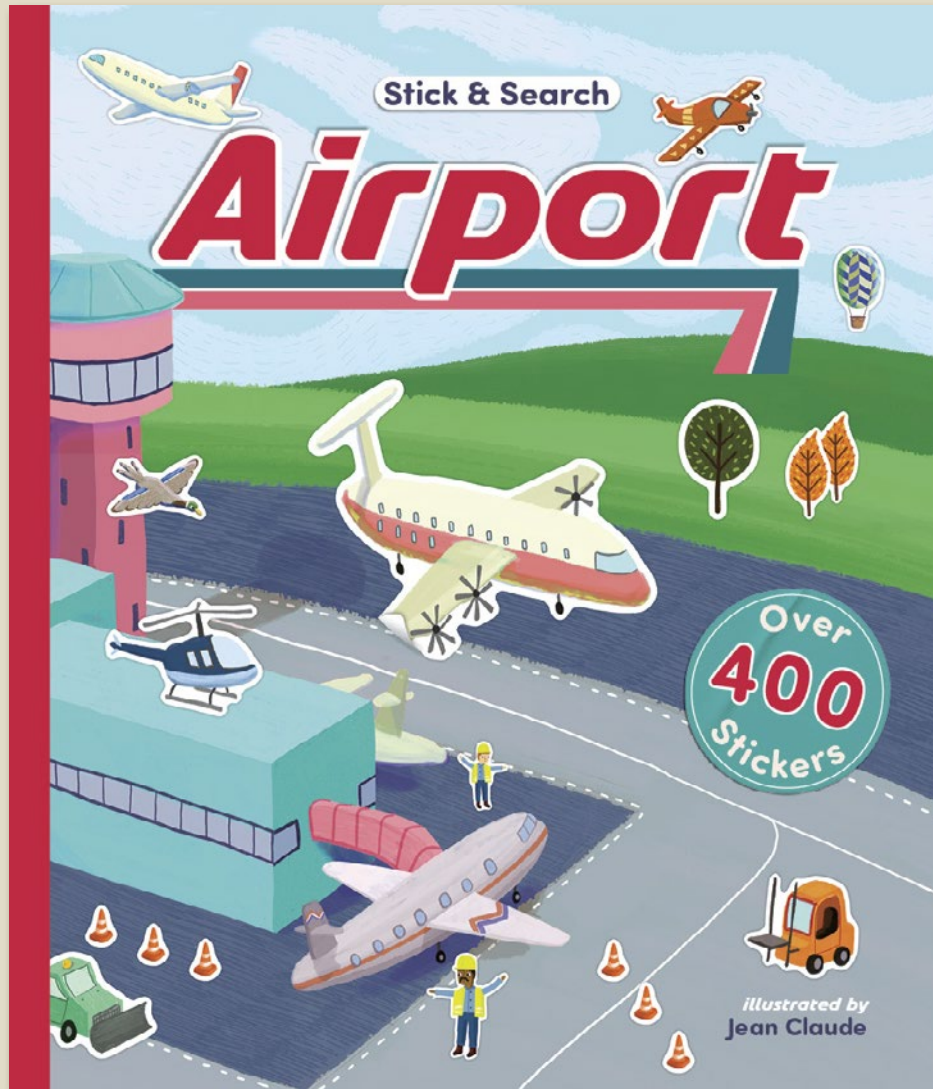
**Contents**

- 4 Emergency At Sea!
- 6 Fire!
- 8 Police!
- 10 Flood!
- 12 Paramedics!
- 14 Mountain Rescue!
- 16 Treasure Hunt

Welcome to the airport, an exciting place where adventures begin! Airports are bustling hubs filled with fascinating activities and incredible machines. Watch as planes soar into the sky, and marvel at the busy ground crew loading luggage and preparing for takeoff. Airports are like small cities, with shops, restaurants, and even their own emergency services. So, grab your stickers and get ready to discover the wonders of the airport. Enjoy your adventure, and happy travels!

Pub Date	08/05/2025
Pub Price	£5.99
ISBN	9781835872185
H x W	287 x 247mm
Binding	Paperback
Age Range	Adult
Author	Channing Margot Margot Channing
Illustrator	Amy Husband
Extent	32pp
Files To Printer	16/12/2024
Freight On Board	20/02/2025
Rights Available	World

# Scribblers Sticker Activity: Airport



**Explore the airport in this search and find adventure and build bustling scenes with over 400 stickers!**

- Over 400 stickers to build bustling airport scenes and encourage imagination.
- Bold and playful illustrations from Jean Claude, who has created wonderful artwork for successful series including the Little People Big Dreams series and Usborne's sound and sticker books.
- Packed with facts to intrigue little learners about the world around them.
- Prompts to search and find objects throughout the book expand vocabulary and help make connections between words and images.
- The perfect travel companion to keep little ones busy during long airport waiting times or flights.

# Scribblers Sticker Activity: Airport



## Cockpit

Welcome to the cockpit, where the pilots fly the plane! Did you know that the two pilots always have different seats to avoid both getting ill? The cockpit is full of controls and buttons, and the pilots work together to keep the plane safe and on course. Look out the window and imagine the amazing view they have from up here!

### Can you find...?

- Can you find this screen?
- Can you add a dial?
- Can you find the compass?
- Can you add a helicopter?
- Can you find these buttons?
- Can you see the control wheel?
- Can you point to this dial?
- Can you find this pattern?
- Can you point to the throttle lever?
- Can you point to this screen?



## Cross-section

Take a look inside this jumbo jet! Did you know the air inside a plane cabin is drier than a desert? That's why it's important to drink plenty of water during a flight. You can see the cockpit, the crew, passengers, seats and the wing! There are also windows in some areas. The windows are specially made to handle the high altitude and pressure changes during the flight!

### Can you find...?

- How many seats can you find?
- Add some luggage.
- Add some food.
- Can you find the toilet?
- How many windows can you count?
- Can you spot the internet?
- Can you find the pattern?
- Can you find the screen?
- Can you add passengers?



Stickers for pages 2-3 Contents

Stickers for pages 4-5 The Hub



## Departures

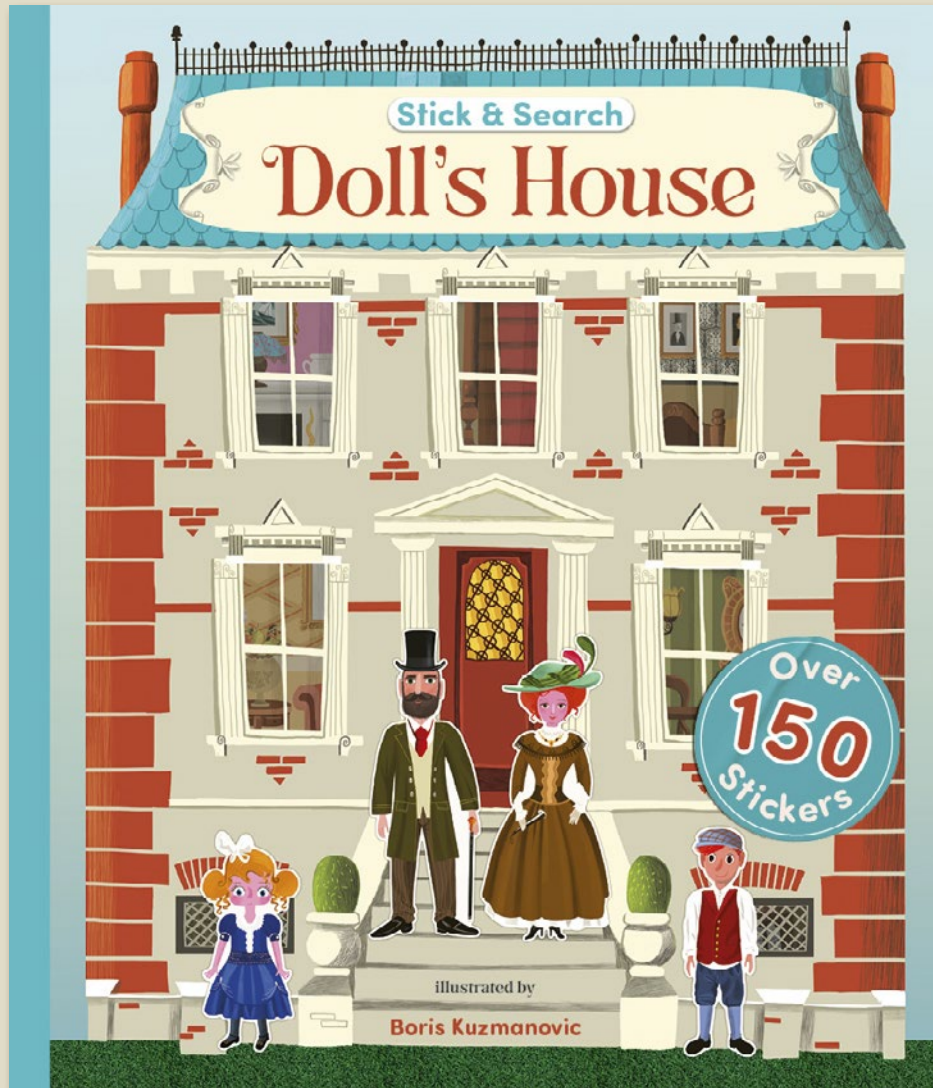
Welcome to the bustling terminal, where every journey begins! Here you can see the security area with x-ray machines and metal detectors, the check-in desks where passengers get their tickets, and shops filled with magazines. Did you know that airports often have their own fire stations? The terminal is a hive of activity, making sure everyone is ready for their flight!

### Can you find...?

- Can you find this security guard?
- Can you find this seat?
- Can you point to the bus stop?
- Can you find the departure board?
- Can you add a taxi?
- How many computers can you count?
- Can you find this image?
- Can you find this window?

Pub Date	08/05/2025
Pub Price	£5.99
ISBN	9781835872178
H x W	287 x 247mm
Binding	Paperback
Age Range	Adult
Author	Channing Margot Margot Channing
Illustrator	Jean Claude
Extent	32pp
Files To Printer	18/11/2024
Freight On Board	20/02/2025
Rights Available	World

# Dolls' House



**Decorate each colourful and detailed scene of this beautiful Victorian dolls' house life with over 150 fantastic stickers!**

- Over 150 stickers to build beautiful scenes and place characters to create a dream Victorian dolls' house.
- Packed with facts to introduce historical interest and intrigue little learners about the world around them.
- Prompts to search and find objects throughout the book expand vocabulary and enhance connections between words and images.
- Decorating the dolls' house and placing characters inside encourages creativity and sparks play-time imagination.



# Dolls' House



**House Plan**

Now let's explore our beautiful Victorian Doll's House! Each room has its own special purpose, from the cosy living room to the bustling kitchen. Can you spot where each family member and staff might spend their time?

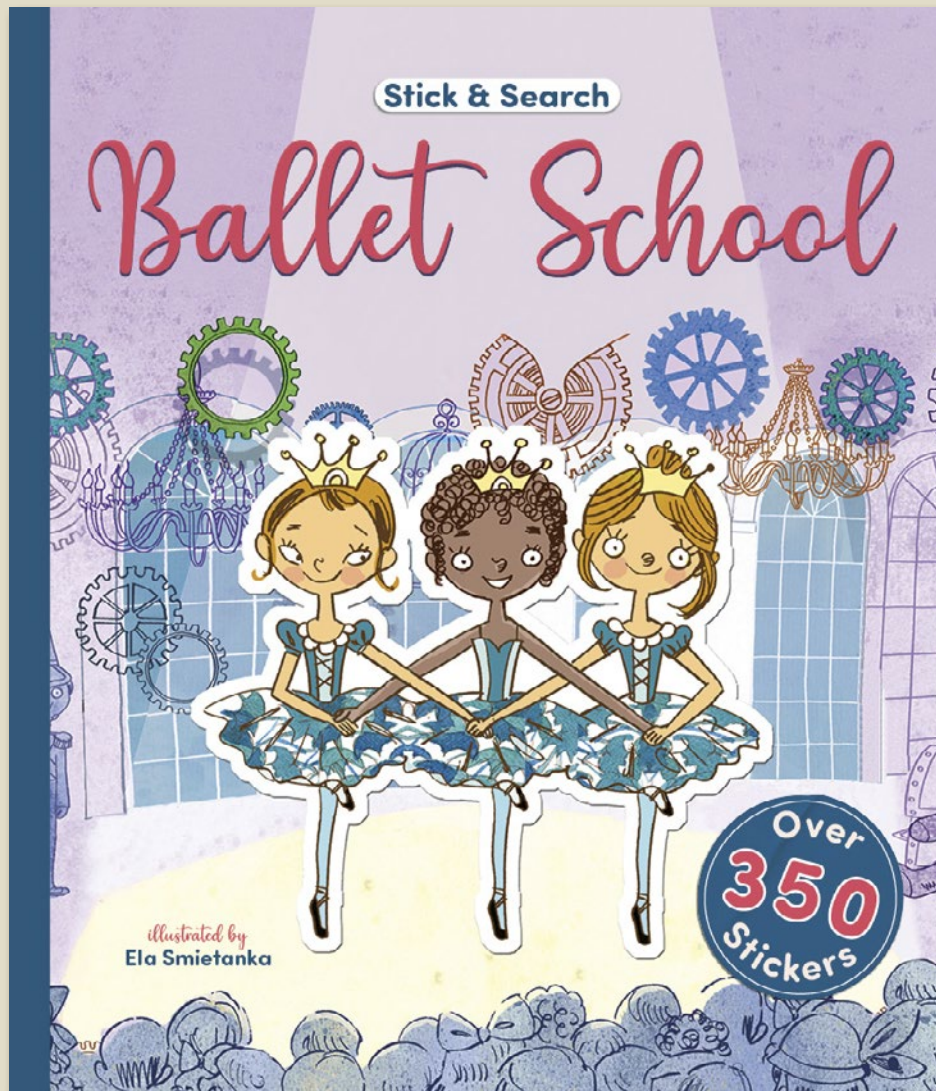
Look closely at the house plan and imagine the daily activities in each space. Which room would you decorate first? Get ready to furnish this charming home and bring it to life!

**Can you find...?**

- Can you find the cat?
- How many jars can you find?
- Can you find the rocking horse?
- Can you find this pot?
- Where is the green lamp?
- Can you find this picture?
- Who is reading a book?
- How many green plates can you find?
- Can you find the boat?

Pub Date	<b>25/05/2025</b>
Pub Price	<b>£5.99</b>
ISBN	<b>9781835872697</b>
H x W	<b>287 x 247mm</b>
Binding	<b>Paperback</b>
Age Range	<b>5-7 years</b>
Author	<b>Margot Channing</b>
Illustrator	<b>Boris Kuzmanovic</b>
Extent	<b>32pp</b>
Rights Available	<b>World</b>

# Ballet School Sticker Book



**Decorate each colourful and detailed scene of ballet school life with over 350 fantastic stickers!**

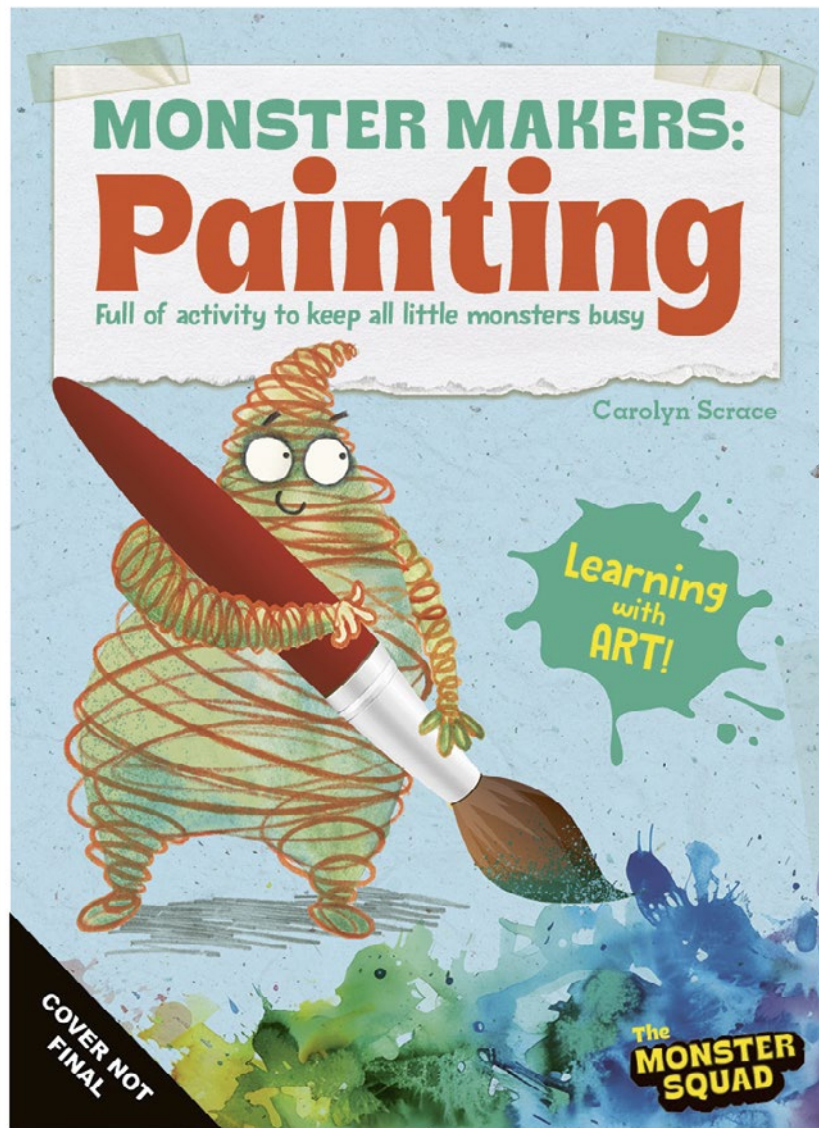
- Over 350 stickers to build beautiful scenes and create a dream ballet school.
- Packed with ballet facts to intrigue little learners and budding dancers about their interest and the world around them.
- Prompts to search and find objects throughout the book expand vocabulary and enhance connections between words and images.
- The perfect companion for children joining extra curricular activities for the first time to introduce them to the world of dance.

# Ballet School Sticker Book



Pub Date	<b>25/05/2025</b>
Pub Price	<b>£5.99</b>
ISBN	<b>9781835872703</b>
H x W	<b>287 x 247mm</b>
Binding	<b>Paperback</b>
Age Range	<b>5-7 years</b>
Author	<b>Margot Channing</b>
Illustrator	<b>Ela Smietanka</b>
Extent	<b>32pp</b>
Rights Available	<b>World</b>

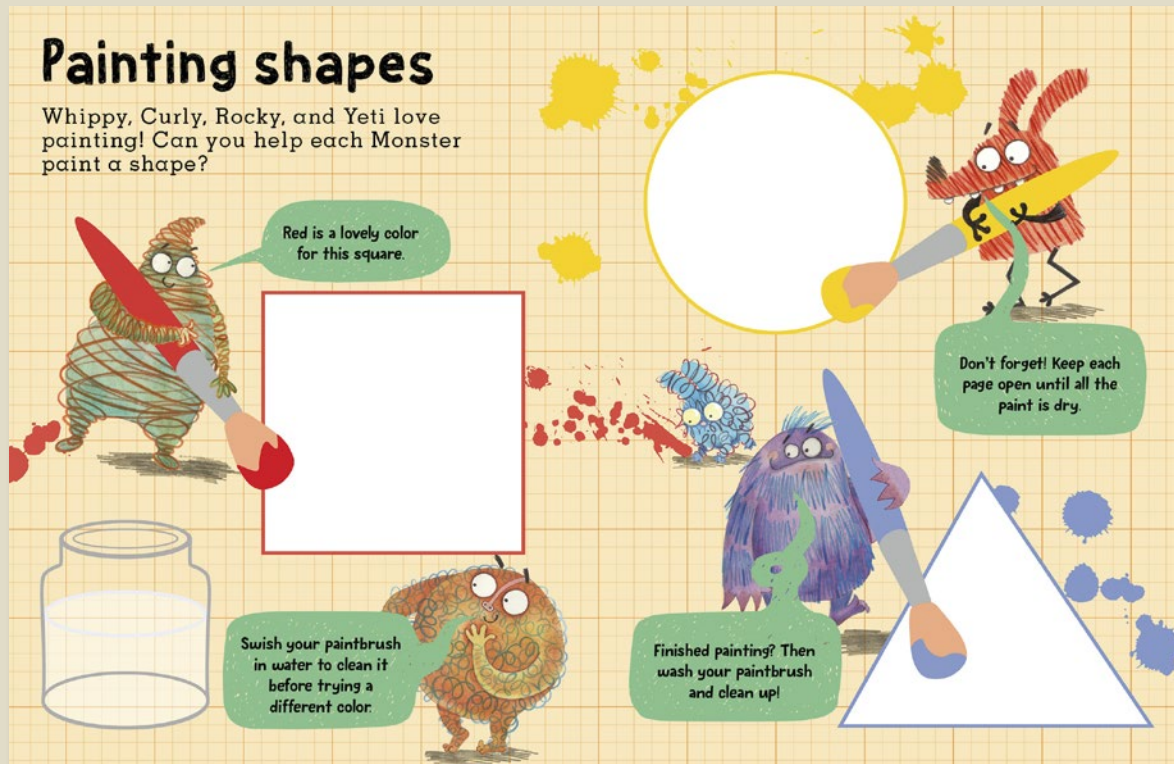
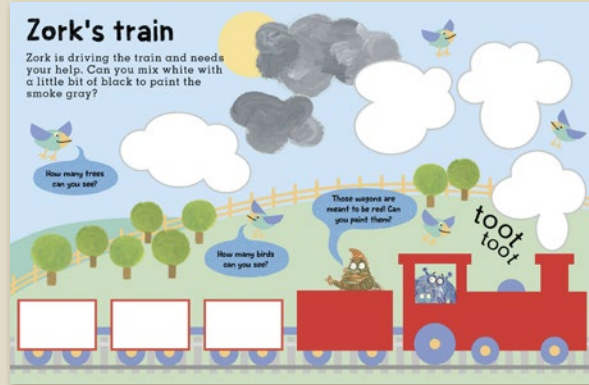
# Monster Makers: Painting



**The Monster Squad are here to take you on a painting adventure in this colourful, crafty activity book!**

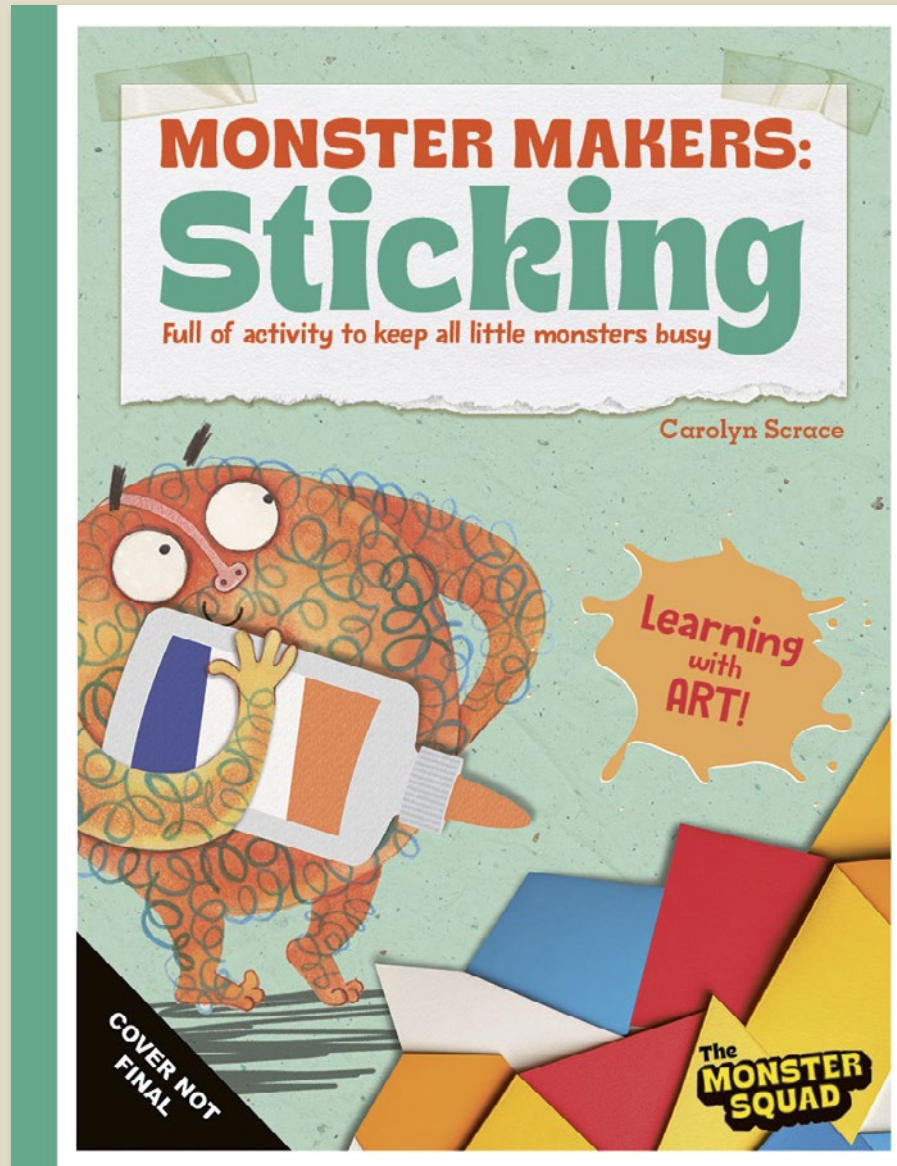
- Introduces children to concepts of shape, colour, size and pattern.
- Improves manual dexterity, visual spatial awareness and coordination skills in little ones.
- Prompts to mix colours to match real-world objects encourages creativity and an enhanced awareness of the world around them.
- Friendly and engaging characters encouraging children to complete scenes helps to extend their vocabulary and develop their reading skills as they form image and word connections.

# Monster Makers: Painting



Pub Date	14/08/2025
Pub Price	£7.99
ISBN	9781835871294
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Illustrator	Carolyn Scrace
Extent	32pp
Files To Printer	14/03/2025
Freight On Board	05/06/2025
Rights Available	World ex USA,- Can,Ppines

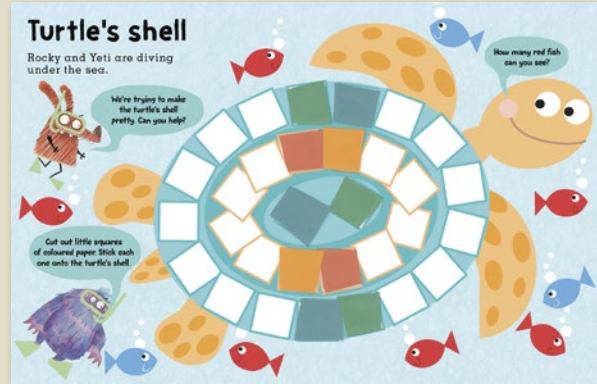
# Monster Makers: Sticking



**The Monster Squad are here to take you on a cutting and sticking adventure in this exciting crafty activity book!**

- Introduces children to concepts of shape, colour, size and pattern.
- Improves manual dexterity, visual spatial awareness and coordination skills in little ones.
- Inspires children to create art from materials they already have at home, such as scrap paper, producing unexpected masterpieces and expanding imaginations.
- Friendly and engaging characters encourage children to complete the scenes throughout the book, extending their vocabulary and developing reading skills as they form image and word connections.

# Monster Makers: Sticking





# Finland – FBF24 – activity

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Updated 26 October 2024

[bookshelf.bonnierbooks.co.uk/collections/Finland---FBF24---activity](https://bookshelf.bonnierbooks.co.uk/collections/Finland---FBF24---activity)