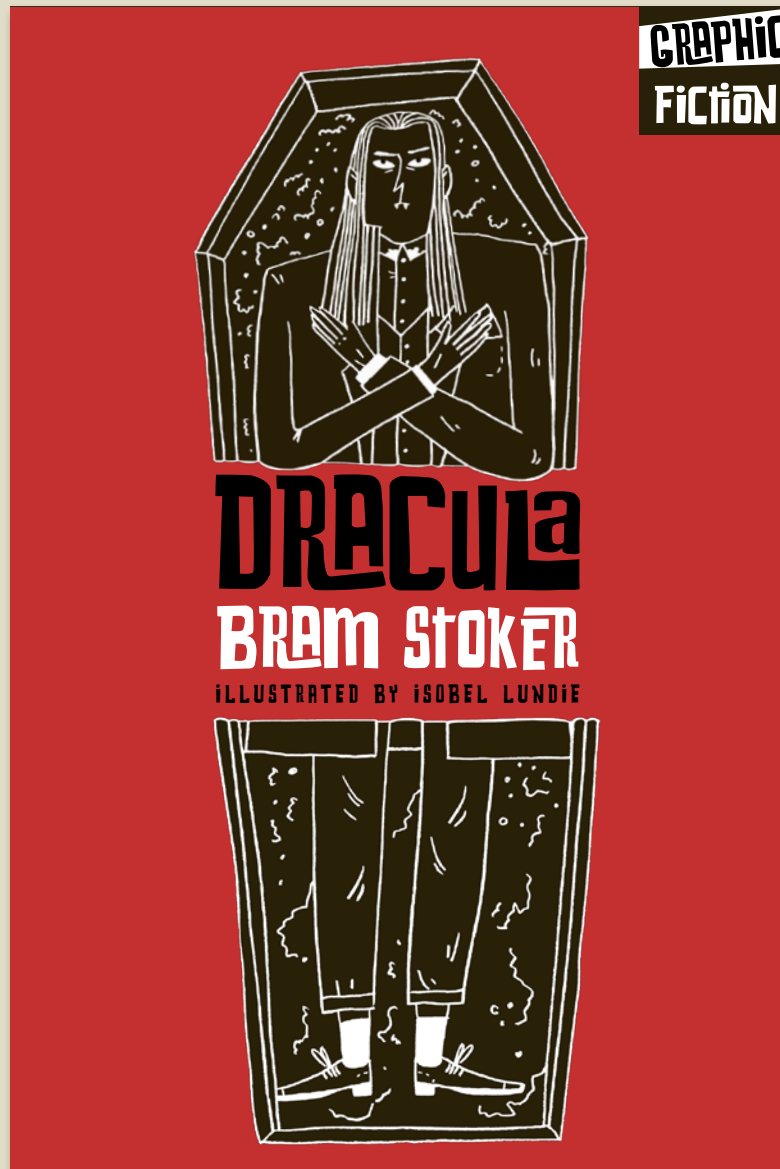




Hatch 2025 pt 1

suggested titles from Bookshelf for '25



Bram Stoker's legendary gothic masterpiece is bought back to life in this blood-sucking graphic retelling!

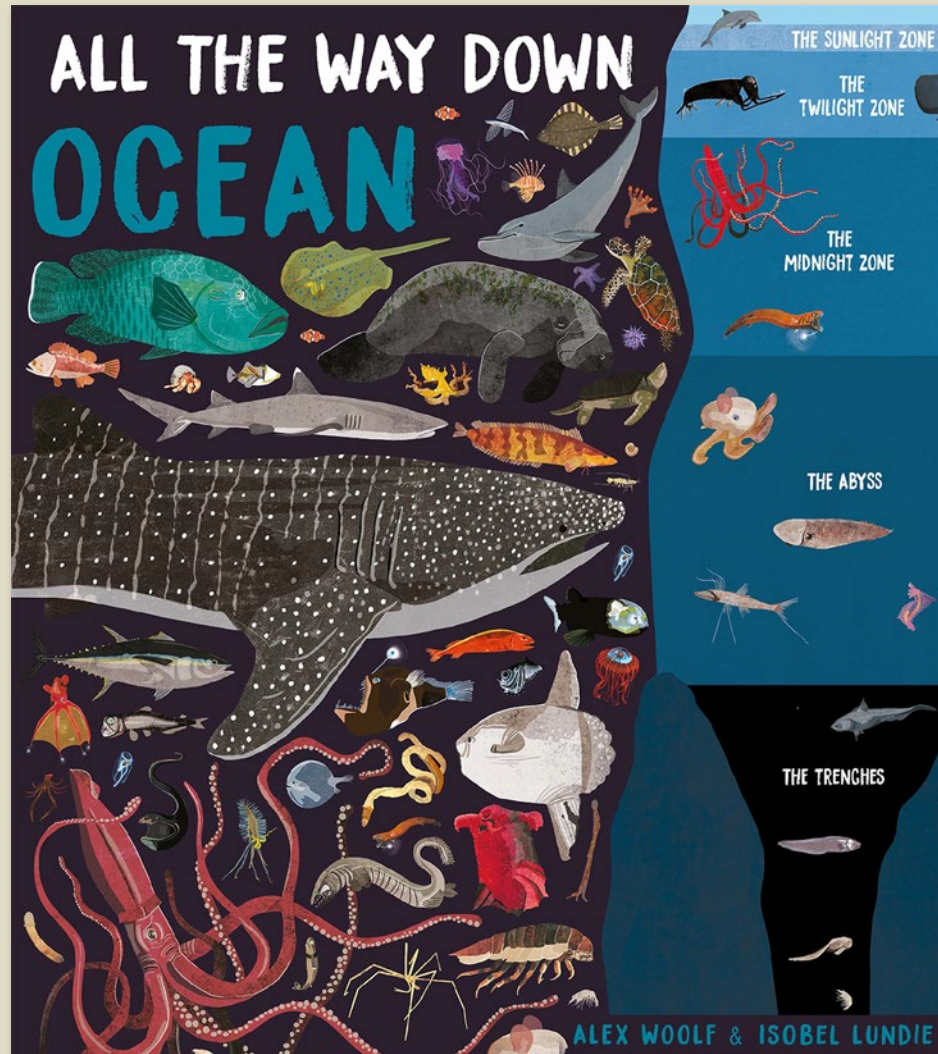
- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
- A wonderful introduction to the horror genre. Young readers will be captivated by Isobel Lundie's beautiful, spooky illustrations.

Dracula



| | |
|-------------------|----------------------|
| Pub Date | 12/09/2024 |
| Pub Price | £7.99 |
| ISBN | 9781800788817 |
| H x W | 210 x 140mm |
| Binding | Paperback |
| Age Range | 9-11 years |
| Author | Bram Stoker |
| Illustrator | Isobel Lundie |
| Extent | 64pp |
| Word Count | 3140 words |
| Translation Files | 29/01/2024 |
| Files To Printer | 22/04/2024 |
| Freight On Board | 27/06/2024 |
| Rights Available | World |

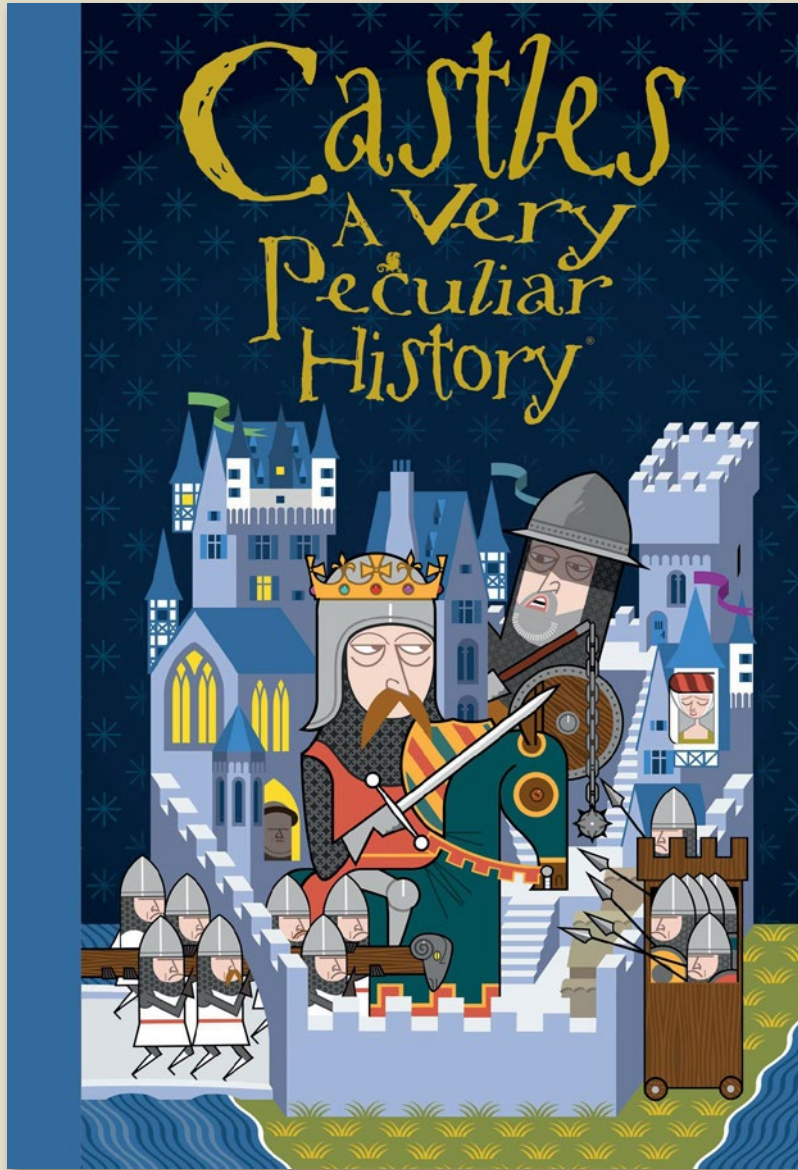
All The Way Down: Ocean



An ingenious exploration of our oceans

- An innovative information book that allows children to dive into the ocean depths and discover what life resides at each level.
- Part of the All the Way Down series that takes a 'look down' approach at different ecosystems, from the organisms that reside near its top to the creatures that dwell near the bottom.
- Engaging STEM non-fiction book for children 7-9 years old and aspiring scientists.

A Very Peculiar History: Castles



Explore the peculiar history of castle-building in all its grisly glory!

- Great curriculum guide to students studying the Medieval period and the history of why we have castles.
- Short chapters, fascinating facts and humorous illustrations make this book entertaining, engaging and accessible.
- End matter includes a glossary, index and timeline of castle history to help enhance understanding and solidify knowledge.


A Very Peculiar History: Castles

CASTLES A VERY PECULIAR HISTORY

WHAT DID THE FIRST CASTLES LOOK LIKE?

At its simplest, a castle was a timber building surrounded by a ditch and an earth rampart. In grander examples, the timber building was a tower set on a man-made mound of earth, called a 'mote'. The top of the mound had a strong fence around it, and its base was protected by the ditch formed when earth was dug out to make the motte.

A wooden bridge linked the motte with a larger enclosure called the 'bailey'. This contained several smaller buildings and also had a surrounding ditch. Earth was piled up on its inner side to form a bank topped by a fearsome row of stakes.



A scene from the Bayeux Tapestry shows soldiers attacking a castle motte.

12

CASTLES A VERY PECULIAR HISTORY

HOW TO MAKE A MOTTE

It wouldn't be any good just piling up soil, which would be washed away in the first downpour. You need plenty of hard material well bonded together.

Archaeologists have excavated mottes and found that they were built of alternating layers of different materials, rammed down hard, a layer of soil topped by a layer of stone or shingle, then another layer of soil and so on.

Steep sides make it difficult for attackers to climb the motte.

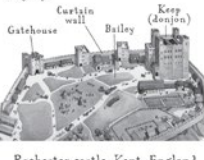
Narrow stairway is easy to defend.



13

CASTLES A VERY PECULIAR HISTORY

The bailey was crowded with timber buildings, almost like a small village. They housed all the people and activities the castle needed to make sure it could survive without outside help, if necessary: a barracks, an armoury, stables, kennels, blacksmiths and carpenters' workshops, wagon shed, storage barns, kitchen, brewhouse and bakehouse. There was a large hall where everyone ate together, and a chapel where they heard Mass every day.



Rochester castle, Kent, England
The wooden buildings in the bailey have not survived, but this is how they may have looked in the early 13th century.

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CASTLES A VERY PECULIAR HISTORY

A CHAPEL STORY

It was everyone's duty to hear Mass in chapel daily, but a certain, very possibly legendary, countess of Anjou, an ancestor of Richard Lion de Lion, didn't seem to have her heart in it.

She was a woman of great beauty and mysterious charm who would never stay at Mass for the elevation of the Host. When one day her husband tried to force her to stay, she flung out through the chapel window with two of her sons in the folds of her gown, never to return - proof of her devilish origins!

Far from being ashamed of his doubtful ancestry, Richard was proud of her. He boasted of his Anjou family motto:



From the Devil we came to the Devil we return.

It made a good battle-cry.

17

CASTLES A VERY PECULIAR HISTORY

SERVING A LIFE SENTENCE: THE TOWER OF LONDON RAVENS

For as long as anyone can remember, there have been ravens at the Tower. Their presence is vital for the safety of the UK, for legend says that if the ravens go, the kingdom will fall.

At least six are always on duty, at taxpayer's expense (in fact there are ten: six full-time and four in training). They have their own official, the Ravenmaster, to care for them. Each has one wing clipped to hamper flight, so they truly are prisoners in the Tower.


Charles II's Astronomer Royal complained that the ravens perched on his telescopes and fouled them. He ordered them out, but it was the observatory that got the best (down the river to Greenwich) and the ravens that stayed.

During the Second World War all but one of the Tower ravens died from the shock of the bombing, but one clung on to save the nation. His name was Grip!

The oldest raven to serve in the Tower was Jim Crow, who died aged 96.

During the 2006 bird flu scare the ravens were kept indoors. Britain was taking no chances!

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You'd better believe it!

WITHOUT THE RAVENS THERE WOULD BE NO TOWER - AND NO KINGDOM

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CASTLES THROUGH THE AGES

Wooden tower
Motte
Bailey
Stockade
Moat

Motte and bailey castle c.1070

Keep (donjon)
Curtain wall
Gatehouse

Castle with stone keep c.1170


Inner bailey
Outer bailey
Inner curtain
Outer curtain

Concentric castle c.1300

8

INTRODUCTION

WHAT MAKES A CASTLE A CASTLE?



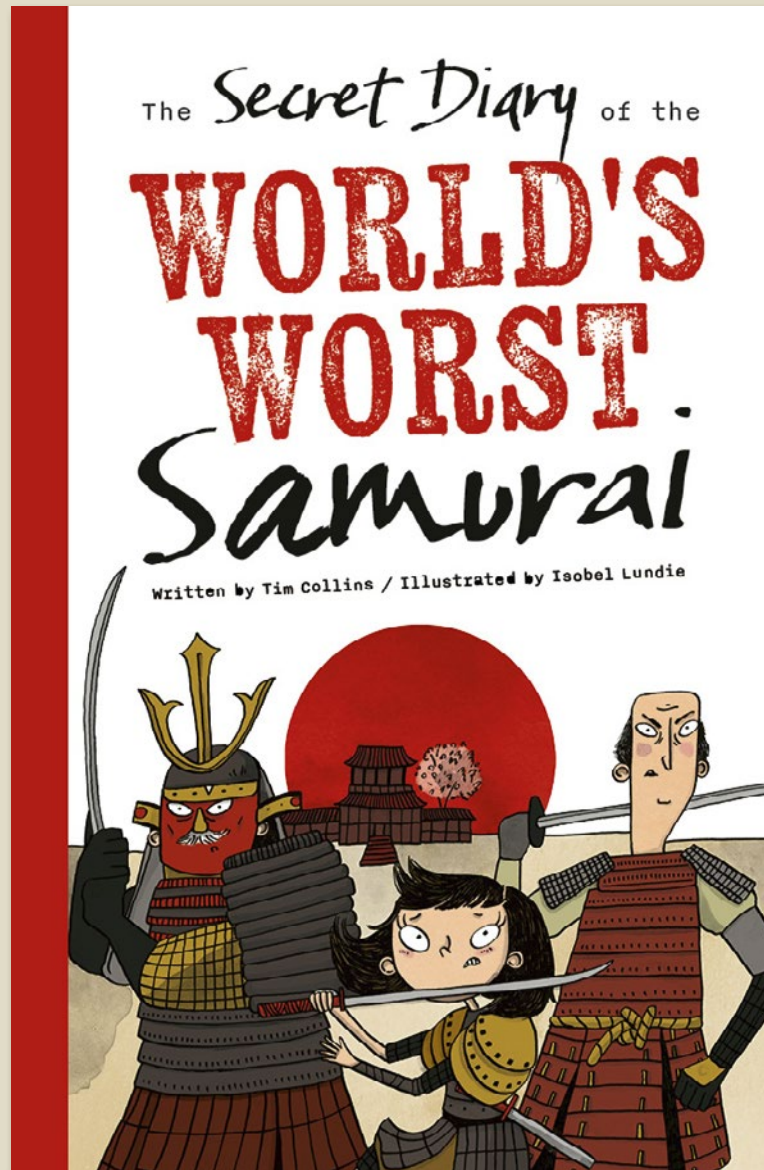
We all think we know what a castle is: a big old stone building with battlements, and usually in ruins because people stopped having any use for them ages ago.

But if you'd been living in England around 1050, when it still belonged to the Saxons, you wouldn't have known how to answer. You'd almost certainly never seen a castle - but you'd heard about them, and you didn't like what you'd heard. They were some newfangled type of building that King

9

| | |
|------------------|---|
| Pub Date | 01/07/2010 |
| Pub Price | £7.99 |
| ISBN | 9781800788879 |
| H x W | 152 x 101mm |
| Binding | Hardback |
| Age Range | 12+ years |
| Author | Jacqueline Morley Morley Jacqueline |
| Extent | 192pp |
| Word Count | 25975 words |
| Rights Available | World |

World's Worst Samurai



A hilarious, fictional account of the world's unluckiest Samurai warrior

- A fantastically funny illustrated story that promotes an inspiring, positive female role model.
- Fascinating facts are interspersed throughout the fictional story, with 'get real' sections educating readers about the real-world contexts and histories of Japan and Samurai warriors.
- Engaging story about perseverance, believing in yourself and overcoming barriers.
- Endmatter includes a timeline and historical biographies of famous Samurai warriors to help engage children with the real-world historical context and encourage further research.

World's Worst Samurai



Yasutaro laughed, and I had to stop myself from throwing my bowl at him. I don't know much about the code of the samurai, but I'm guessing that attacking your own brother during a meal probably isn't part of it.

Mother told me to stop talking nonsense and get on with my chores.

I was expecting Father to say something similar, but he didn't. He froze with his rice bowl in his hand and peered at me in silence. Then he asked why I wanted to be a samurai.

I told him I was from a great samurai family, and it wasn't fair that Yasutaro got to be one and I didn't.

Father nodded and asked if I had any other reason.

I said I was better at fighting than Yasutaro, and if I could be sent to Yoshihiro I would emerge as the true warrior of our family.

Father nodded and asked if I had any other reason.

I said I was better at tactics than Yasutaro, and one day I could become a great commander and lead troops to glorious victories.

Father finished his rice in silence. When his bowl was empty, he said he refused to send me to samurai school.

I tried to keep my anger in, but it was no use. I said it was ridiculous that he wouldn't let me train just because I was a girl.

Father laughed. He said that wasn't the reason, and there were many stories about

female samurai who'd commanded armies of thousands. He said the reason he wouldn't send me was because I wasn't thinking like a true samurai should.

Mother repeated her demand for me to get back to my duties, but Father said I could be excused for one day. He told me to take the time to think and then answer the question again tomorrow morning.



GET REAL

Female samurai were rare, but some became legendary figures whose stories were repeated long after they died. An epic account of 12th century battles called The Tale of the Heike describes a female warrior called Tameo Goto. It says she was 'fit to confront a demon or a god' and 'worth a thousand warriors'.

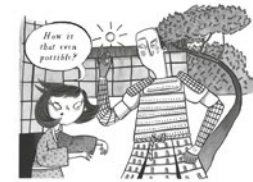
I would never have believed anyone could move that fast, never mind someone so thin and old.

Yoshihiro said we'd try it the other way around. He handed me the pebble and told me to stop him from grabbing it. I placed it in my palm and took a deep breath. This didn't sound too hard. All I'd have to do was clasp my hand as soon as I saw him move.

I told him to go ahead. His hand moved in a rapid blur, and my fingers slapped into an empty palm.

We tried again. I snapped my fingers shut sooner this time, but they still closed on thin air.

I asked Yoshihiro to give me one more chance. He agreed, and this time I smacked my hand shut even faster.



I gasped. There was something inside my hand. On just the first day of training I'd beaten his test. Here was proof that I was destined to be a great warrior.

I opened my hand. In the centre was a small pebble that had been painted red. For a moment, I wondered how it could have changed colour. Then Yoshihiro opened his own hand to

Chapter I Japan, 1582



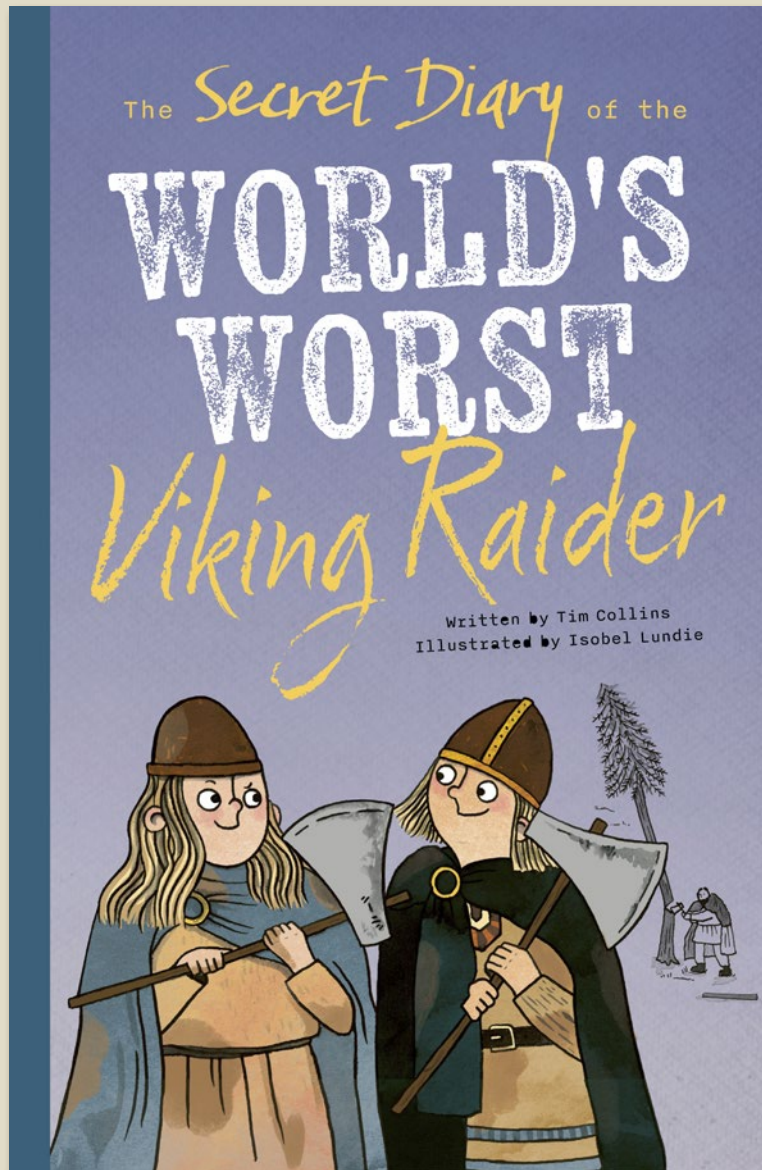
Day One

Mother thinks I'm practising my writing. I do it every day and she never reads it. So while I kneel here in my silk robe, dabbing my brush onto the paper like an obedient daughter, I'm going to reveal my true destiny.

I, Suki Akiyama, am going to become a samurai warrior. My father is one, and my brother is training to become one. It's in my blood.

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|------------------|---------------|
| Pub Date | 01/10/2020 |
| Pub Price | £6.99 |
| ISBN | 9781800788886 |
| H x W | 198 x 129mm |
| Binding | Paperback |
| Age Range | 7-9 years |
| Author | Tim Collins |
| Illustrator | Isobel Lundie |
| Extent | 216pp |
| Word Count | 20307 words |
| Rights Available | World |

World's Worst Viking Raider



An illustrated fictional account of the world's unluckiest Viking!

- Humorous, engaging and easy-to-read chapter book about perseverance, courage and overcoming barriers, ideal for history and adventure lovers 7+.
- A fantastically funny fictional story in a factual setting.
- Fascinating facts are interspersed throughout with 'get real' sections educating readers about the real-world contexts and histories of the Viking world.
- Endmatter includes a timeline and historical biographies to help engage readers with this specific time period and encourage further research.

World's Worst Viking Raider

I raced up to him and announced that I was a fearless raider who wanted to join his crew. Unfortunately, he didn't hear, and kept shouting at his men.

I tapped him on the shoulder so I could say it again. It turned out not to be a great idea to surprise a grizzled old raider. He shoved me to the muddy floor, drew his sword and pressed it to my throat. It was so sharp that a single burp could have killed me. I was glad I hadn't eaten too much porridge that morning.

I begged him not to kill me, and told him that he could have anything he wanted if he let me live, including my collection of carved Thor and Loki figures.

He nodded, tucked his sword back into its sheath and asked me what I wanted from him.

I told him I was a fearsome warrior and wanted to join his crew.

Looking back, I can see that might not have been the best time to make the announcement.



GET REAL

One of the reasons the Vikings were so successful as traders and raiders was their longships. They were narrow enough to travel down rivers, and light enough to be rolled over the ground on logs. Some believe they had dragon heads carved at the front to frighten people as they approached.

Eighth Day

The raiders moored their ship in the harbour yesterday morning and spent the rest of the day putting up their tents and trading their plundered goods for weapons, clothes, wheat and dried fish. Our village leader, Birger, has said he's happy for them to stay and share our



Ninth Day

I've found out what the raiders are planning. A trader has told them about a small village on the east coast of England, which has lots of valuable treasure and hardly anyone capable of defending it. They're going to sail across the sea, take all the valuable stuff from it and come back here.

That sounds perfect. I could go with them, join in with the raid and come right back. The English village is an easy target, and I'll be with some very experienced fighters, so I'll be in no danger. I'll get some excellent raiding experience and I won't be away long. There's no way Mum and Dad can object to that.

Later

Dad and Mum have objected. They think it will be too dangerous, even though I've explained that it won't be. I've warned them that I'm going to keep asking until they agree, but they don't think I actually mean it. They'll find out.



and hacking through wood, flesh, bone and whatever stands in the way of my plunder.

At least I would if I had an axe. Dad won't let me have one in case I cut myself.



Third Day

Forget what I said. I do have an axe now. Sort of.

I met my best friend Astrid to play at raiding, and she brought one from her dad's workshop. He's the best blacksmith in our village, and he makes amazing shields and weapons.

We went to the forest north of our village and took turns playing with the axe. I pretended I was in a raid and all the trees were terrified locals. I ran towards them, roaring and swinging my axe, then I planted it right into



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|------------------|----------------------|
| Pub Date | 28/06/2021 |
| Pub Price | £7.99 |
| ISBN | 9781800788893 |
| H x W | 198 x 129 mm |
| Binding | Paperback |
| Age Range | 7-9 years |
| Author | Tim Collins |
| Illustrator | Isobel Lundie |
| Extent | 208pp |
| Word Count | 20919 words |
| Rights Available | World |

Ghost Stories



Ten spooky spine-tingling short stories!

- An entertaining, child-friendly introduction to ghost stories and the conventions of the horror genre. Perfect for children studying this in English.
- Shortlisted for the Leicester Libraries Our Best Book Award 2020.
- Kids will feel chills and thrills as they read about such things as haunted houses that burst into flames, ghosts frightening and friendly, a skull that won't stay buried, and a terrifying clown.
- A spooky halloween gift.

Ghost Stories

SHIVERS

off his hiking boots. He fell onto the grass with a groan. "I never want to go on a hike again. Never. They said the Bronze Award expedition would be a piece of cake. I'm dying for a piece of cake right now. My feet are killing me. I give up - where are we?"

Sacha gulped from her water bottle. She sank to her knees, sitting on her mud-caked boots. "I haven't got a clue. Right now, I don't care."

Liam hit into a mini Mars Bar then handed her the rest. "Make the most of this last bite. No more left after this."

Sacha passed him the bottle. "Just a few sips. There's hardly any left."

Clouds cast deepening shadows over the hills. A large bird of prey rose in the sky and soared above the moor.

"This map doesn't make sense. I'm sure we turned left at the church in the village." Liam traced his finger over the map. "It doesn't agree

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GHOST STORIES

with my phone, either. The GPS is useless. The signal's no good out here in the middle of nowhere. It keeps cutting out."

"My battery's virtually given up the ghost. Just like me," Sacha sighed before adding wearily, "I think we should go back. We know there's a pub a few miles back. I'd kill for a plate of hot chips." She looked up. "There's a huge bird up there. It must be a vulture waiting for us to die of thirst."

Liam turned the map round. "Unless that clump of trees is this bit of green on the map and on my phone." He swore when he lost the signal again.

Sacha laughed. "Let's face it, you haven't got a clue."

He kept looking at the map. "There's a red triangle thing marked here. It's a youth hostel. We can't be far off. Let's go there. Hostels are cheap. It's only a couple of miles."

Sacha got to her feet. "If you say so. It'll be

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SHIVERS

dark soon." She stared up at the circling bird with a growing sense of doom, as Liam put on his rucksack with a renewed burst of enthusiasm. "We'll be in the dry before the rain starts."

They linked arms and began walking towards the setting sun - towards the bird of prey and the dead of night.

The first drops of rain began to fall as Sacha pulled on the hood of her raincoat.

"How much further, Liam? My blisters say it's bed time."

"Not far. I'll be able to tell when we get to the top of this hill. We'll see down into the next valley. I should get a better phone signal up there."

Sacha snorted. "It'll be dark by the time we get to the top."

Thunder clouds blotted out the rising moon and rolled across the moor as a shriek filled the darkening sky. Liam and Sacha stopped to look

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GHOST STORIES

up. A black shape swooped over their heads. "Scary!" Sacha frowned. "That bird is like an omen. An omen of doom!"

Their boots squelched through mud. "Not long," Liam called. "We'll soon be at the top." A flash of lightning snaked across the sky and a loud crack rumbled over the moor. "It's like something from a horror movie," Sacha panted. The rain swept across in silvery squalls. At the top of the hill Liam pointed into the next valley. "That must be the hostel. Down there. With the tall chimney and smoke."

"I don't like the look of it," Sacha murmured. "It won't take us long," Liam said, ignoring her. The air was now very still. As they walked down towards the hostel, a strange silence fell. There was no rain here and everything was deathly still - apart from a bird hovering above the smoke that rose towards the pale moon peeping through parting clouds.

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SHIVERS

A sign by a set of black iron gates said 'Youth Hostel, Members Only'. Just beyond stood a stark Gothic mansion surrounded by bent and twisted tree trunks.

Apart from a faint glow from one of the large upstairs windows, the house was in eerie darkness.

"I told you we'd find it," Liam said, smiling. Sacha wasn't so sure. "It doesn't look very nice," she said.

Liam ignored her and added, "I've got cash. They'll let us stay the night."

Clanging through the gate, they walked along the path, up some crumbling steps and to the porch. A pair of boots caked in dried mud lay on the top step. Liam slammed his fist on the heavy door and a hollow thud echoed before the door swung open. A dimly lit hallway with dark oak panels stretched in front of them. The smell of soot drifted out over the porch. A thin, bent man

42

GHOST STORIES

in black stood in front of them. He had a hooked nose and small beady eyes. "Yes? What is it?" he croaked. His eyes stared like a bird's.

"Can we stay the night?" Liam said. "I can pay with a card or cash."

The man blinked. The light from a single bulb cast his shadow over the front steps. He had a shadow like a vulture's.

"Members only," he said. "You'll have to join."

"How much?"

"We've got rules," the man continued, not listening. "No matches. No paraffin. No time."

Sacha squeezed Liam's hand. She could smell drink on the man's breath.

"Are you the warden?" Liam asked.

The man ignored him. "It's late. It's only because of the clocks I can bend the rules tonight. We're full. One of you will have to sleep in the attic. The other in the boiler room."

Sacha pulled a face. "I don't like the sound of

43

SHIVERS

if she'll appear. You see, you shared Cornerstone Cottage with Mrs Coombs. She can be quite unpredictable but at least you survived a full week. Some don't. Apparently, she was the dairy maid long ago... before she passed away while knitting in her rocking chair in the back room. All very mysterious. They say she was found with a row of insect bites in the shape of a letter C on her neck."

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GHOST STORIES



WHEN THE CLOCK STOPS

When they wander from the expedition party, fifteen-year-olds Liam and Sacha are alone on the moors. Lost. At first, it's no big deal, as the map shows a hostel isn't too far away. But they haven't bargained on what is waiting in the darkness, and on what will happen on the night the clocks go back...

Liam threw down his rucksack and pulled

37

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|------------------|----------------------|
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| ISBN | 9781800788992 |
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| Binding | Paperback |
| Age Range | 7-9 years |
| Author | John Townsend |
| Illustrator | Isobel Lundie |
| Extent | 128pp |
| Word Count | 21744 words |
| Rights Available | World |

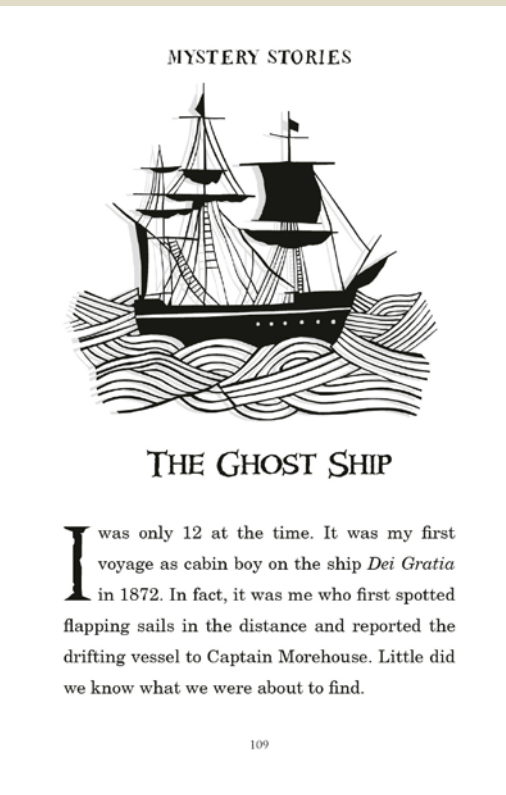
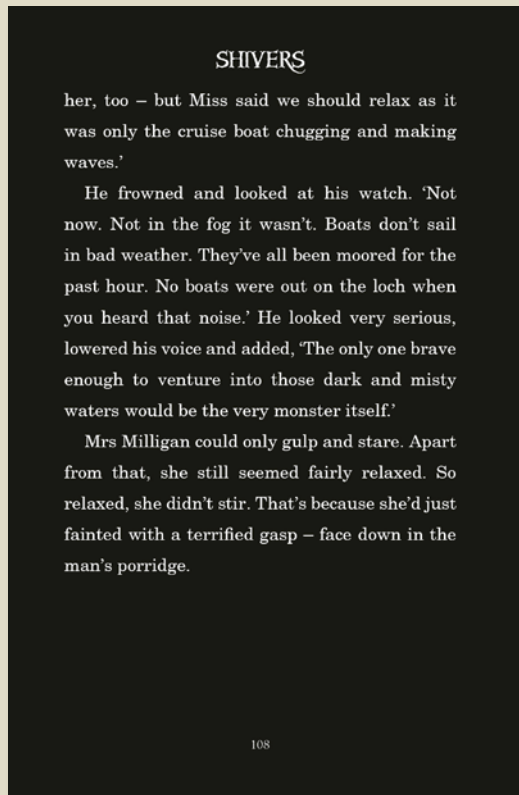
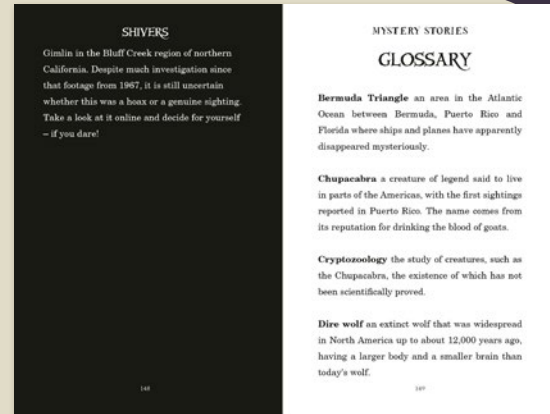
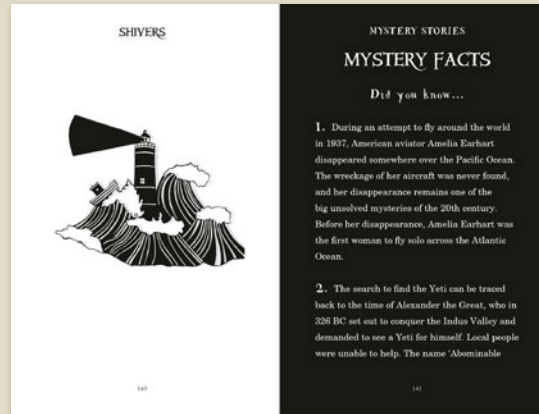
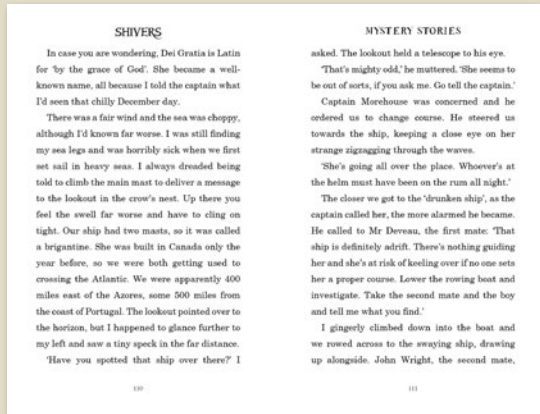
Mystery Stories



Ten mysterious, spooky short stories

- A wonderful, entertaining introduction to the horror genre and short story writing, perfect for children studying this in English.
- Perfect spooky gift for children to read one story each night in the build up to Halloween.
- Encourages independent reading and exploration of new genres.

Mystery Stories



| | |
|------------------|---------------|
| Pub Date | 01/11/2020 |
| Pub Price | £7.99 |
| ISBN | 9781800789005 |
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| Binding | Paperback |
| Age Range | 7-9 years |
| Author | John Townsend |
| Illustrator | Isobel Lundie |
| Extent | 128pp |
| Rights Available | World |

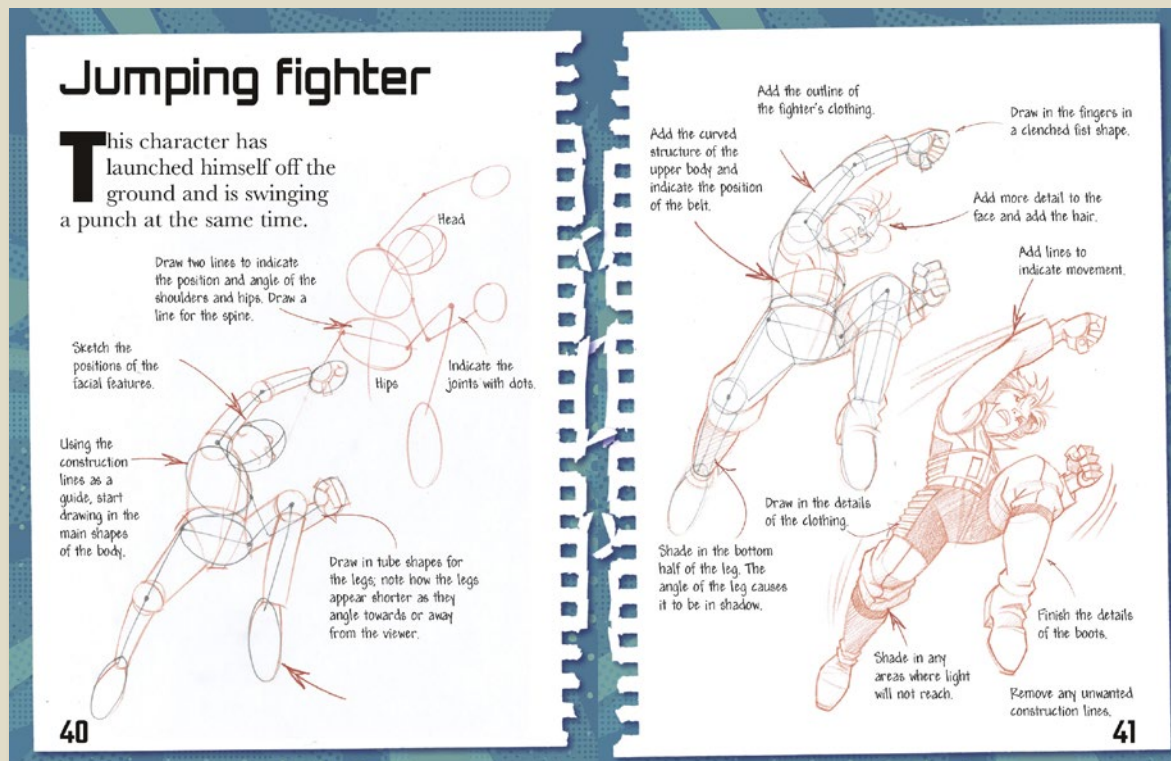
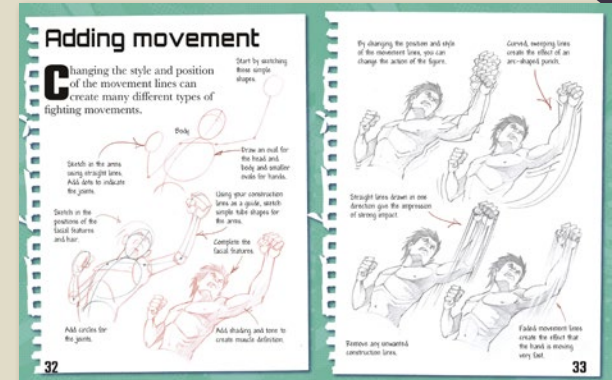
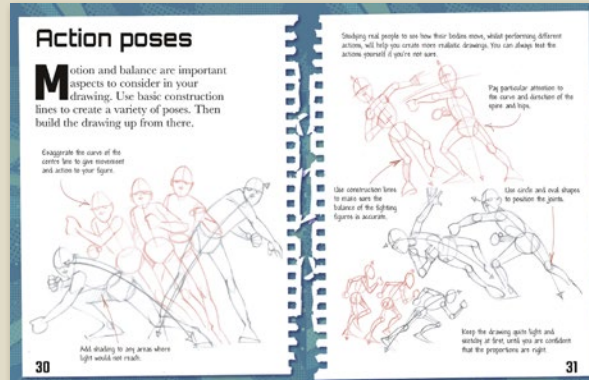
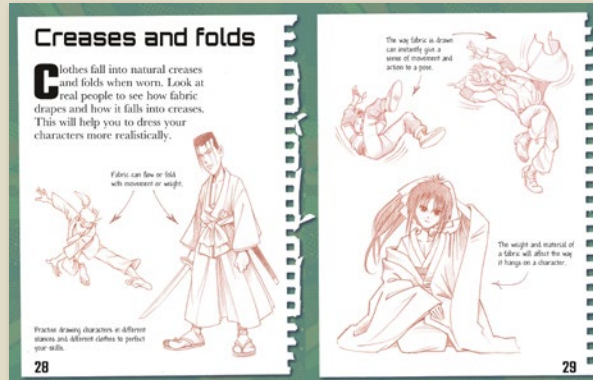
Art of Drawing Manga: Action and Movement



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



| | |
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| Pub Date | 01/03/2020 |
| Pub Price | £8.99 |
| ISBN | 9781800789050 |
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| Age Range | 9-11 years |
| Author | Marlborough Max Marlborough |
| Illustrator | David Antram |
| Extent | 64pp |
| Word Count | 5125 words |
| Rights Available | World |

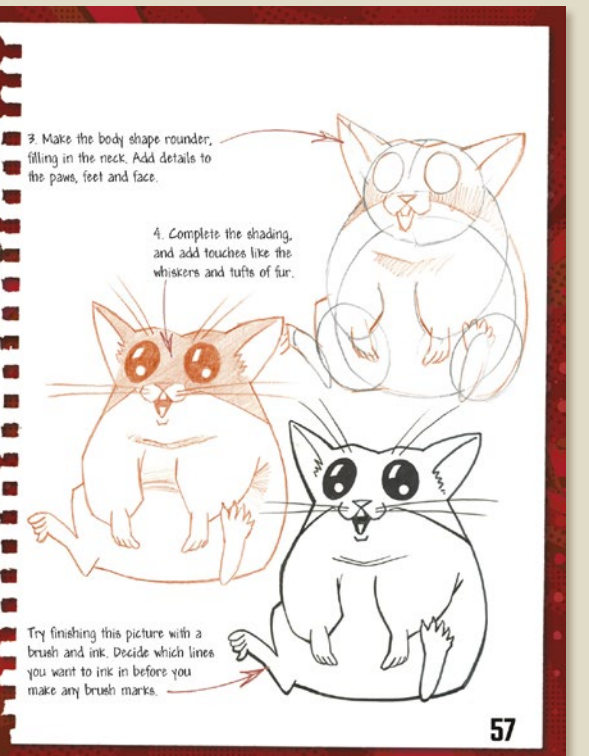
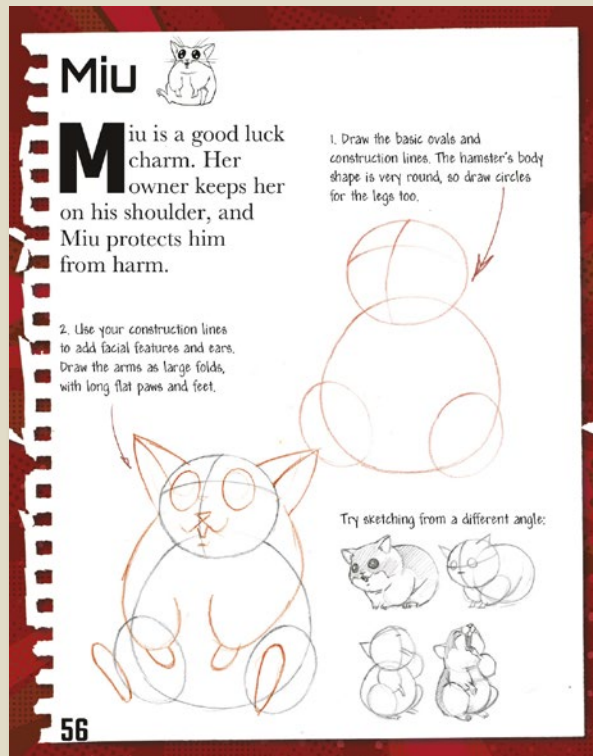
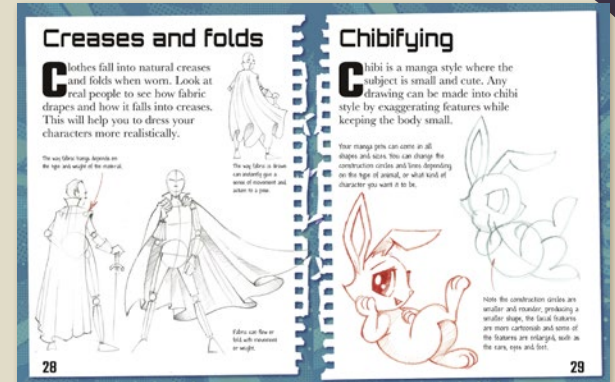
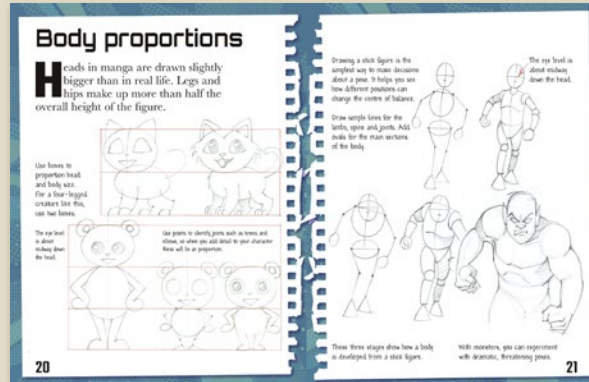
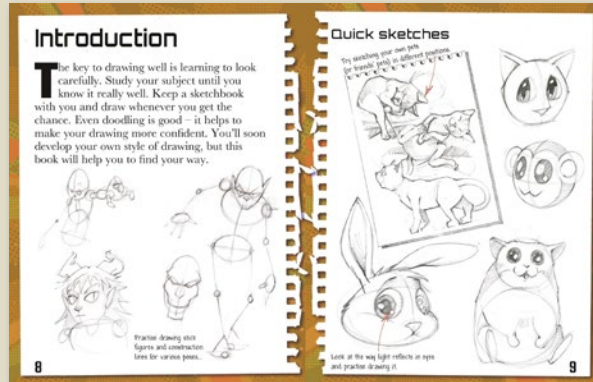
Art of Drawing Manga: Monsters and Pets



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

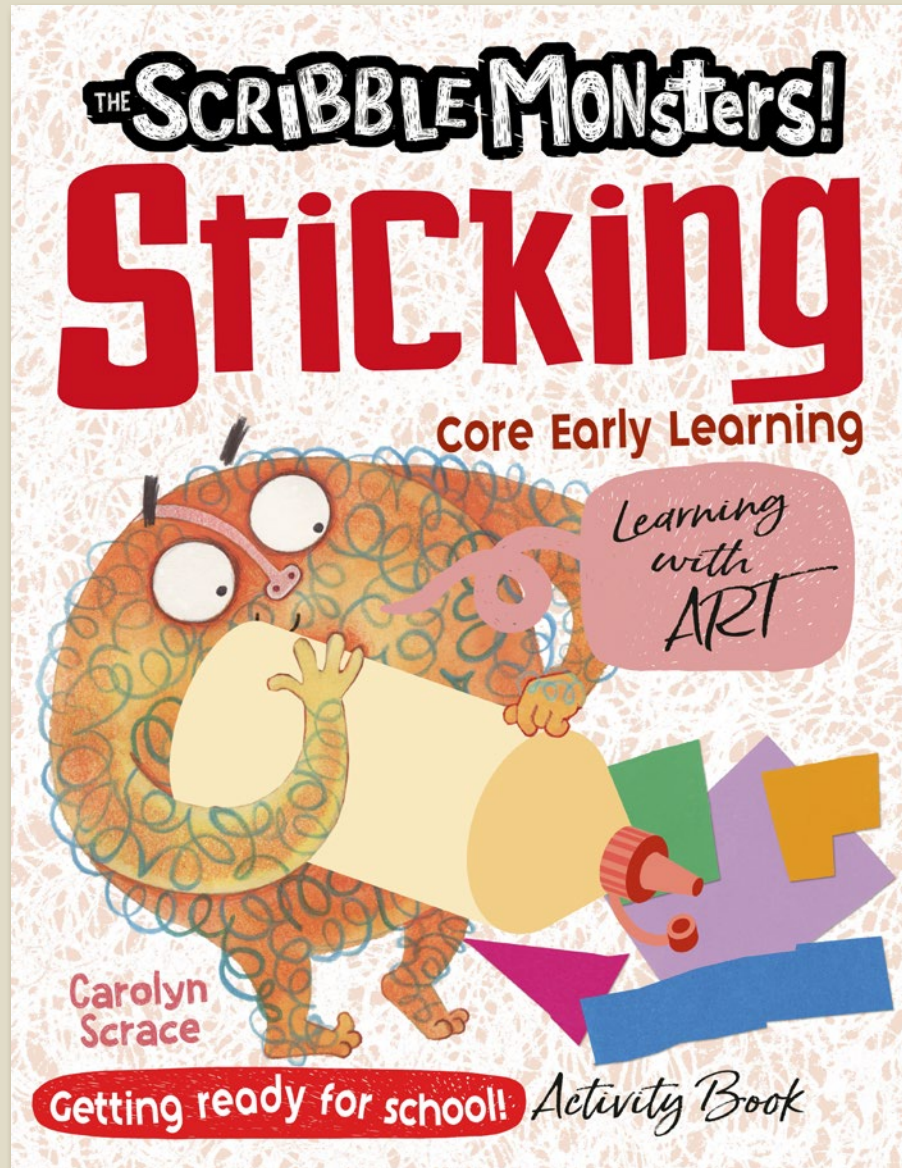
- An easy, accessible step-by-step guide that makes creating masterpieces easy.
- Manga has established itself as an incredibly popular art style amongst both children and adults.
- This book also teaches readers all the basics, including which materials to use when, values of light and dark, and how 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 |

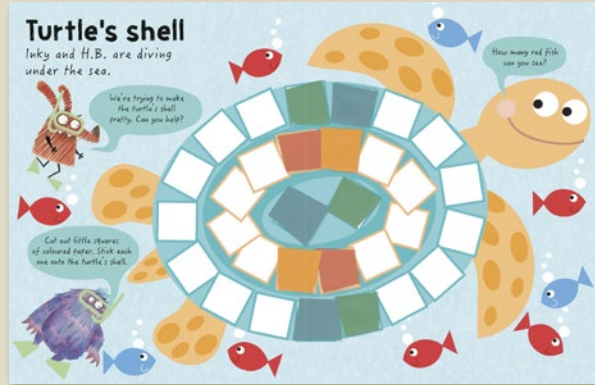
Scribble Monsters!: Sticking



An exciting cutting and sticking activity book for children aged 5-7 years!

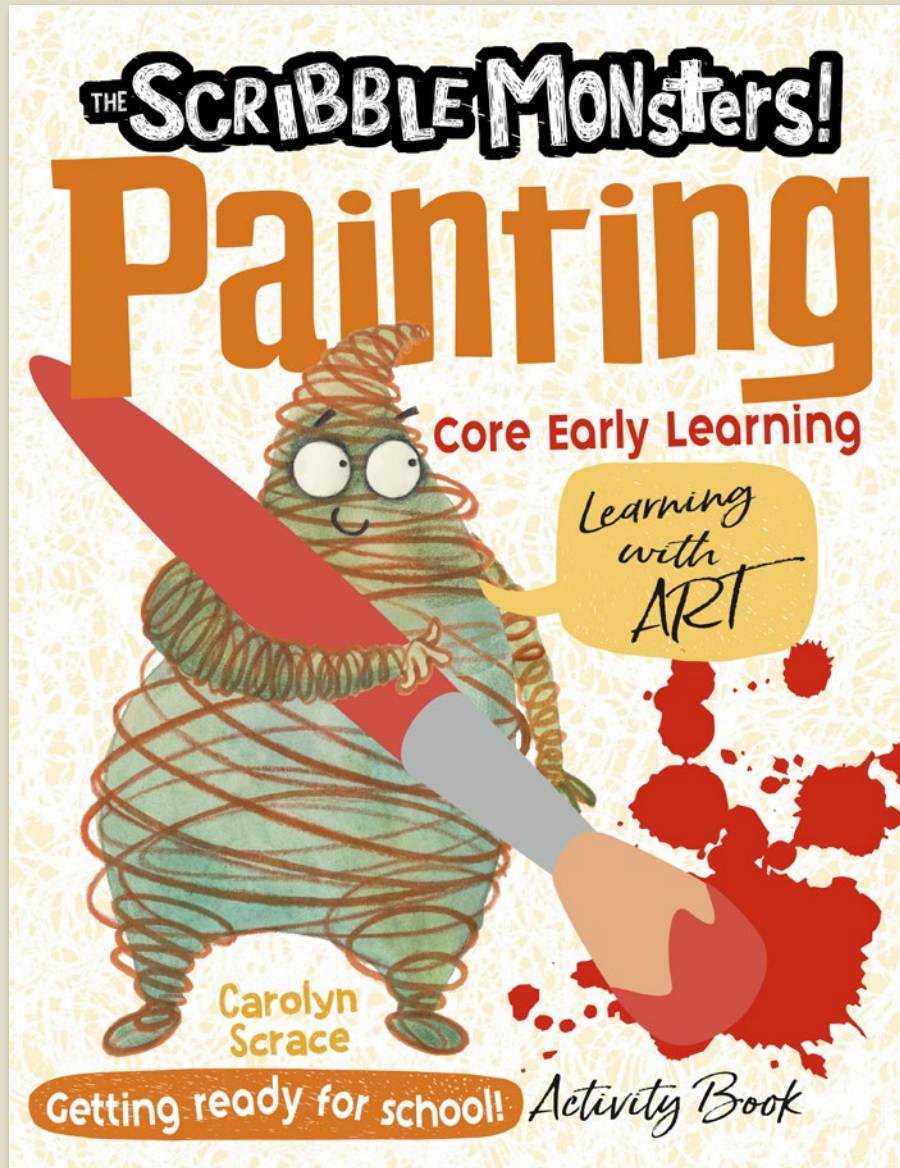
- Improves manual dexterity, visual spatial awareness and co-ordination skills in little ones.
- Introduces children to concepts of shape, colour, size and pattern.
- Engaging, simple prompts encourage children to complete the scenes throughout the book.
- Inspires children to create art from materials they already have at home, such as scrap paper, producing unexpected masterpieces and expanding imaginations.

Scribble Monsters!: Sticking



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|------------------|--|
| Pub Date | 01/09/2020 |
| Pub Price | £7.99 |
| ISBN | 9781800789074 |
| H x W | 280 x 216mm |
| Binding | Paperback |
| Age Range | 0-5 years |
| Author | Carolyn Scrace Scrace Carolyn |
| Extent | 32pp |
| Word Count | 869 words |
| Rights Available | World |

Scribble Monsters!: Painting



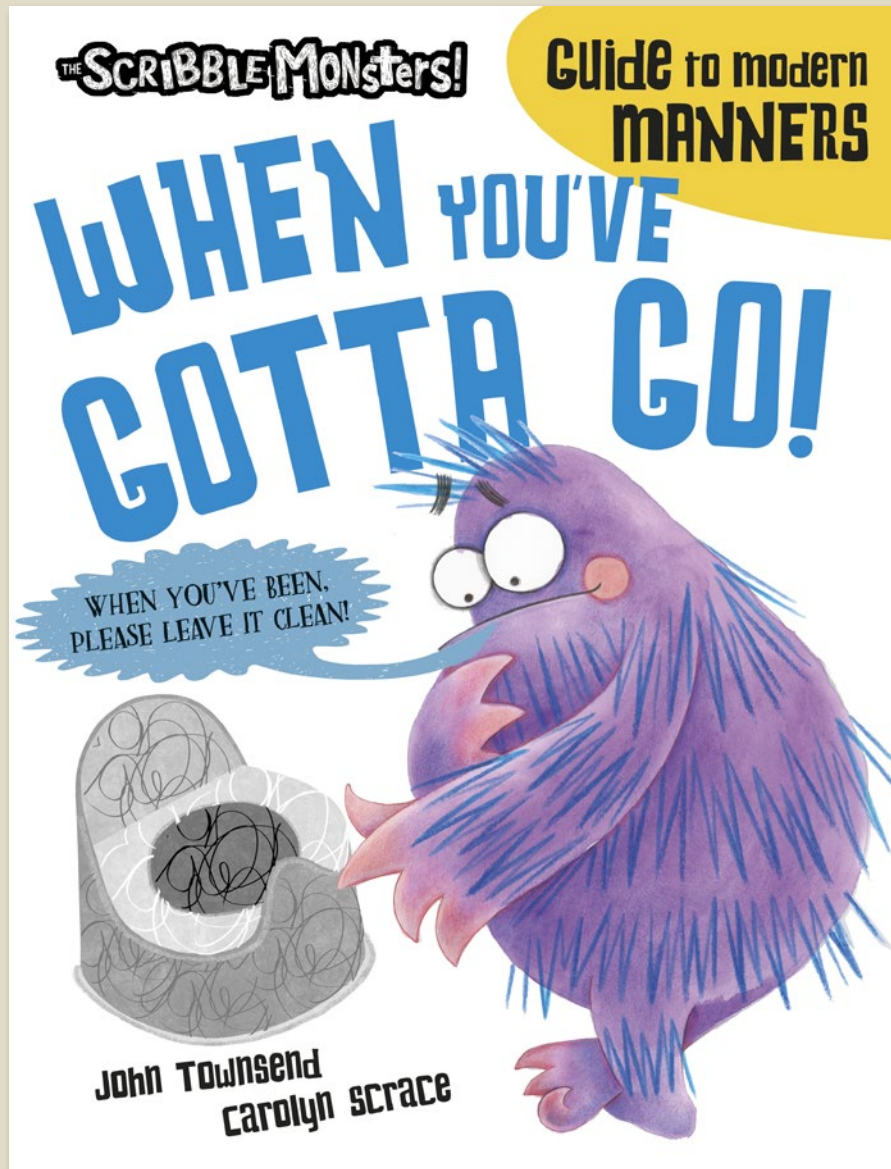
A playful painting activity book for children up to 5 years old!

- Improves manual dexterity, visual spatial awareness and co-ordination skills in little ones.
- Introduces children to concepts of shape, colour, size and pattern.
- Engaging, simple prompts encourage children to complete the scenes and take authority over their own creations.
- Encouraged children to draw artistic inspiration from everyday objects, producing unexpected masterpieces and expanding imaginations.

Scribble Monsters!: Painting



| | |
|------------------|----------------|
| Pub Date | 01/09/2020 |
| Pub Price | £7.99 |
| ISBN | 9781800789081 |
| H x W | 280 x 216mm |
| Binding | Paperback |
| Age Range | 0-5 years |
| Author | Carolyn Scrase |
| Extent | 32pp |
| Word Count | 998 words |
| Rights Available | World |



A fantastically funny toilet training guide for little ones!

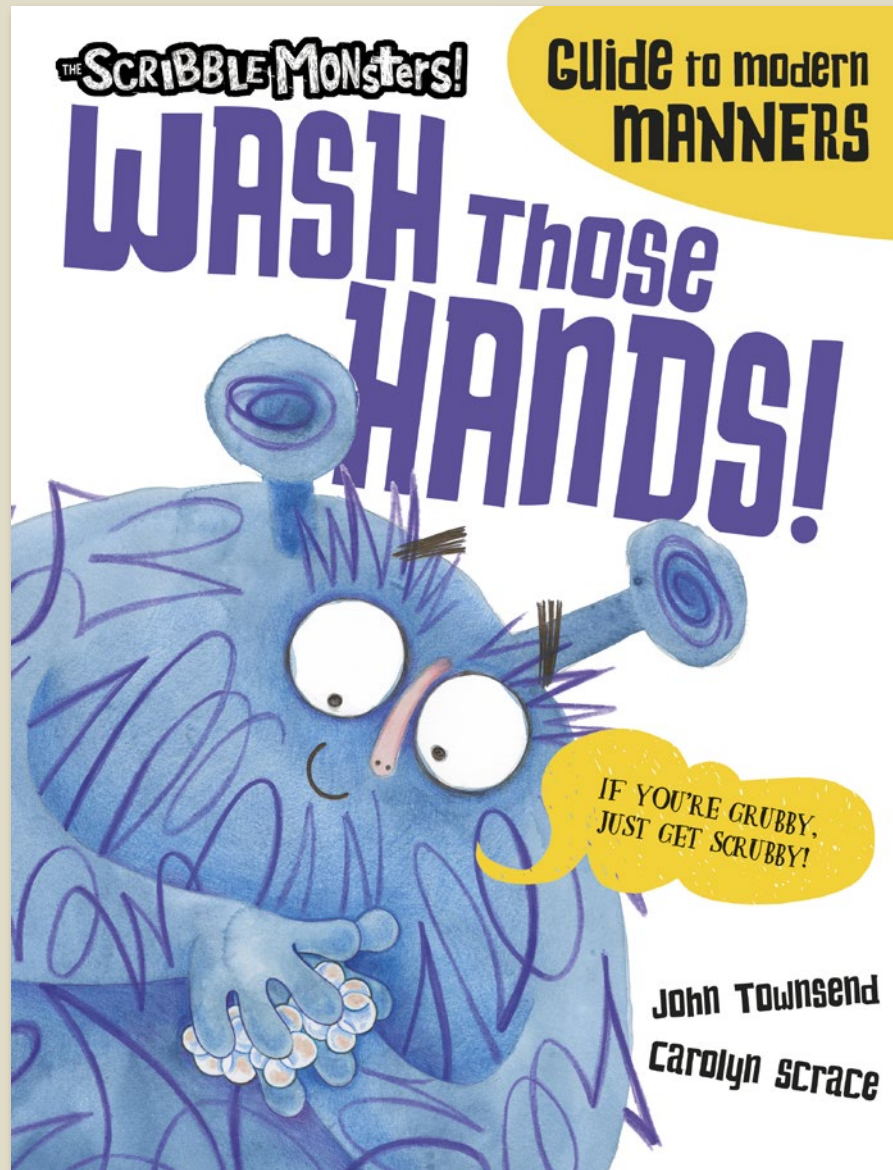
- Featuring bright, bold monster role models for children demonstrating good toilet etiquette for children to replicate.
- End matter includes a toilet training quiz to test children's knowledge in a fun, engaging way.
- Follows every step on your toilet training adventure, from recognising the signs you need to go to the importance washing your hands afterwards.
- Fun rhyming text to read aloud with your child, helping them to remember each stage and encouraging independence.

Scribble Monsters Guide to Modern Manners: When You've Gotta Go!



| | |
|------------------|-----------------------|
| Pub Date | 28/03/2021 |
| Pub Price | £7.99 |
| ISBN | 9781800789111 |
| H x W | 280 x 215mm |
| Binding | Paperback |
| Age Range | 0-5 years |
| Author | John Townsend |
| Illustrator | Carolyn Scrase |
| Extent | 32pp |
| Word Count | 971 words |
| Rights Available | World |

Scribble Monsters Guide to Modern Manners: Wash Those Hands



Scrub up on your cleanliness with this fantastically funny introduction to personal hygiene!

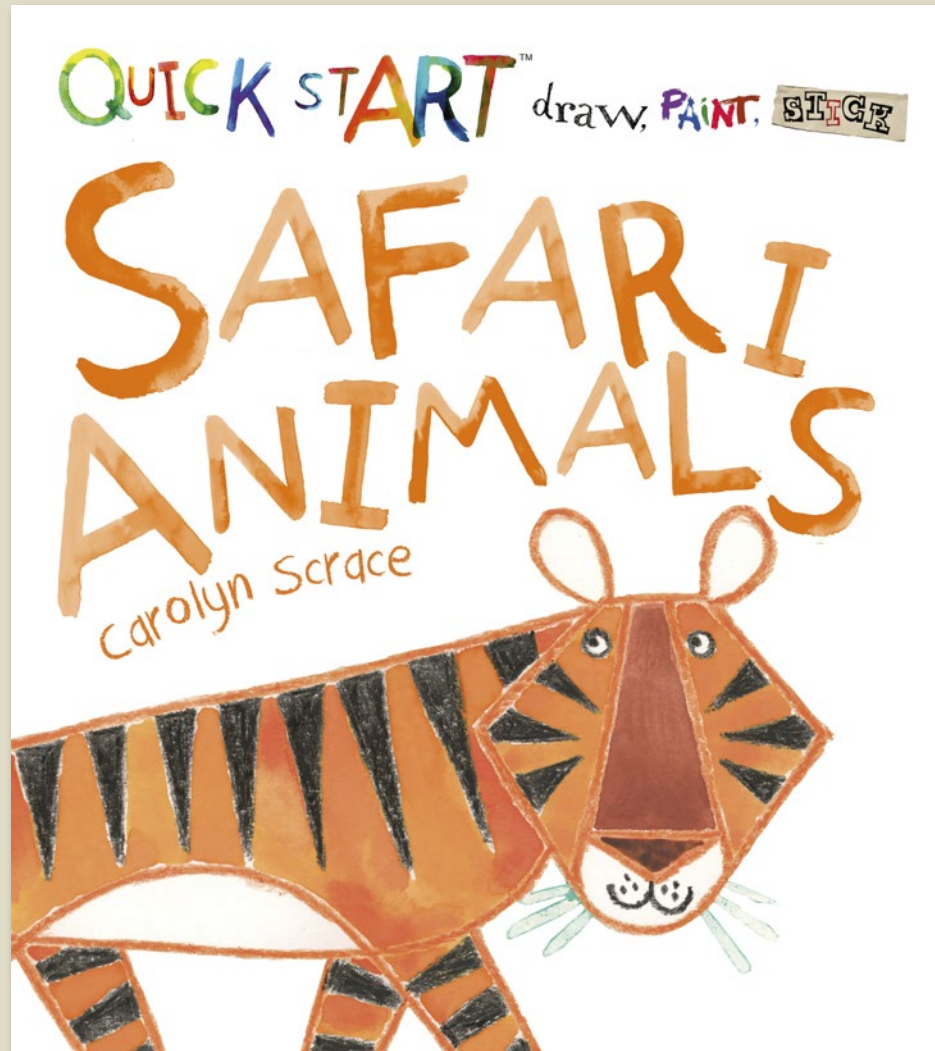
- Featuring bold, vibrant monster role models, demonstrating excellent hygiene skills for children to replicate.
- End matter includes a fun hygiene skills quiz to test children's knowledge in an engaging way.
- Follows every step of a proper cleanliness routine, from introducing germs to washing your hands, showering your body and brushing your teeth.
- Fun rhyming text is perfect for reading aloud with your child, helping them to remember each stage and encouraging independence.

Scribble Monsters Guide to Modern Manners: Wash Those Hands



| | |
|------------------|-----------------------|
| Pub Date | 28/03/2021 |
| Pub Price | £7.99 |
| ISBN | 9781800789128 |
| H x W | 280 x 215mm |
| Binding | Paperback |
| Age Range | 0-5 years |
| Author | John Townsend |
| Illustrator | Carolyn Scrase |
| Extent | 32pp |
| Word Count | 1098 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:
 • Poster paint
 • Large brush
 • Small brushes
 • Coloured paper
 • Ink or pen
 • Scissors

Here 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 fingerprint leaves for your elephant to eat.

Make some more handprint safari animals for you to draw and paint.

14

Folded Paper Tiger

You will need:
 • Squat piece of card
 • Coloured paper
 • Glue
 • Poster paint
 • Paintbrushes

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 finishing details.

Try making more paper models to paint like this leopard and cheetah!

20

Torn Paper Giraffe

You will need:
 • Scissors
 • Thin paper for cutting
 • Coloured paper
 • Felt tip pen
 • Ink or pen

- 1 Place in single strips for the head and neck.
- 2 Draw a single shape for the body and legs.
- 3 Add the other two legs to make over 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 a contrasting paper and glue down.

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

Use thick 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, nostril 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

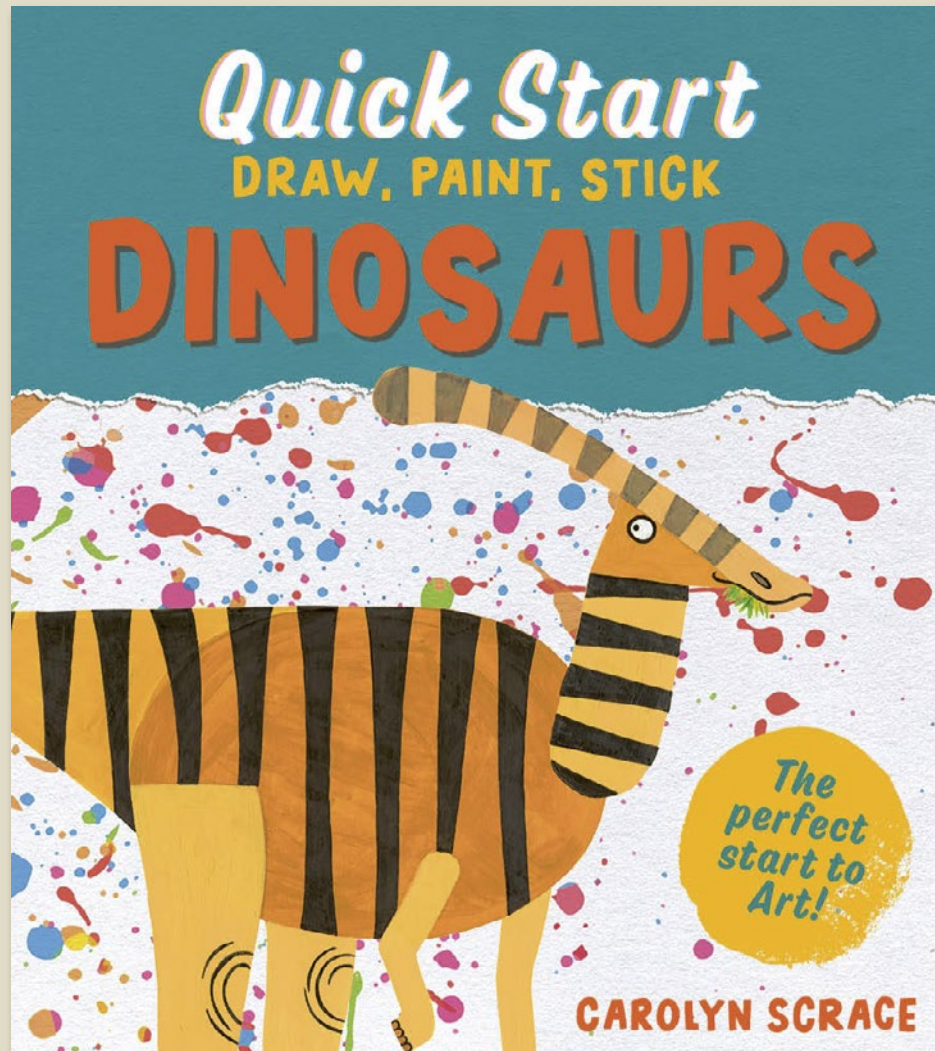
Glue a pipe cleaner onto the back of the paper cup to make a tail. Bend the top round into a curl.

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 its 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 the pointed neck and big long tongue.
- 4 Add the nostrils. Draw a curved line for its back with added spikes (as shown).
- 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 (as shown). When dry, cut the shapes out.

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
 coloured 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 belly. Draw in two short arms and hands with two fingers.
- 5 Paint the eggshell with cream-coloured poster paint. Paint the back of the shell black.

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 |
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