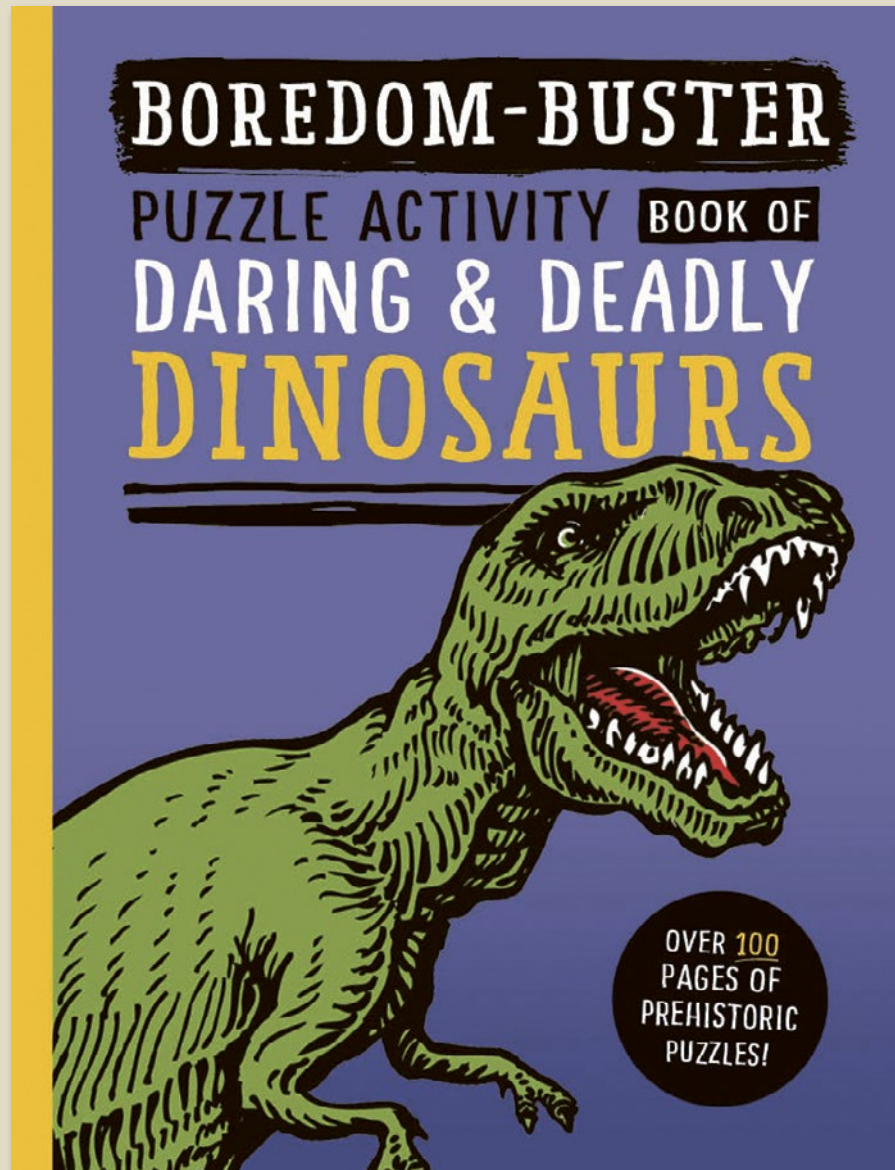




**Hatch Frankfurt 2023**



## 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	Y	R	S	Z	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?

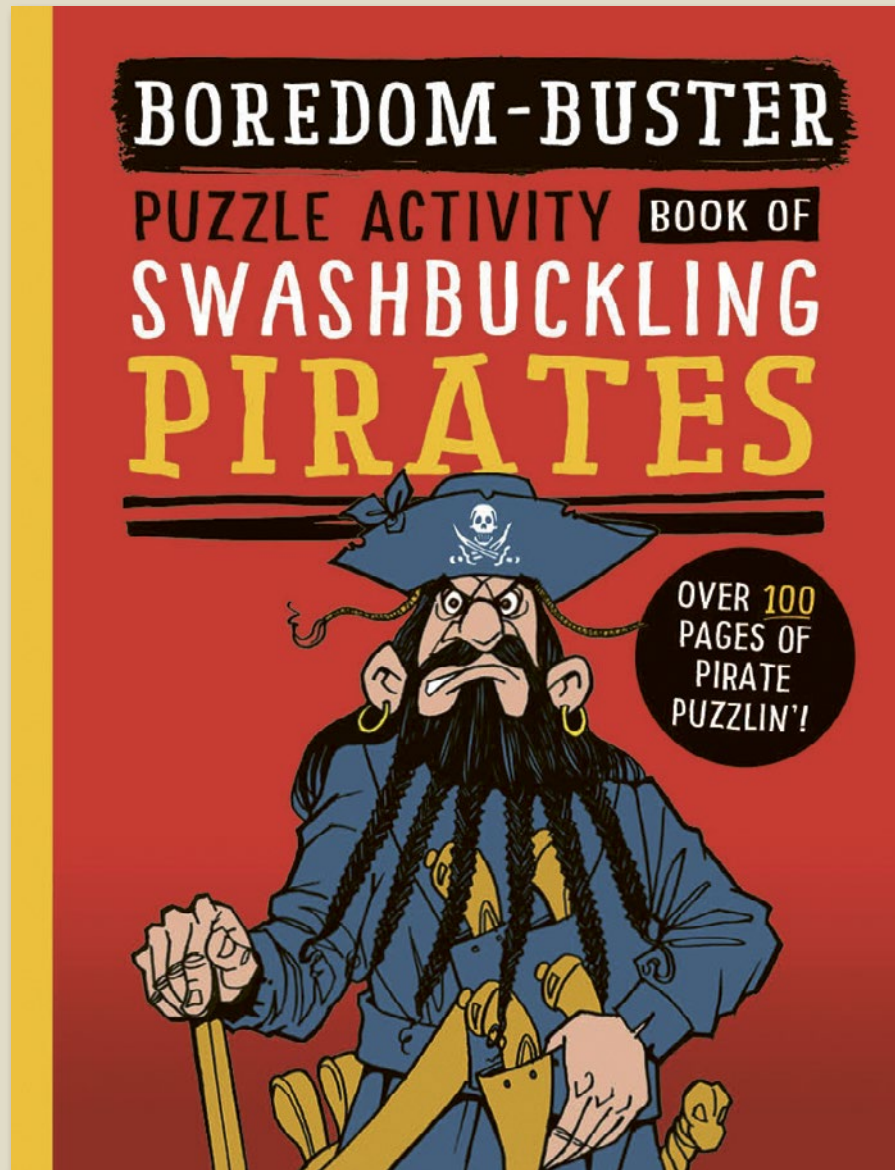
**BRACHIOSAURUS MASK**

**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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Word Count	<b>3986 words</b>
Files To Printer	<b>13/05/2024</b>
Freight On Board	<b>08/08/2024</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.

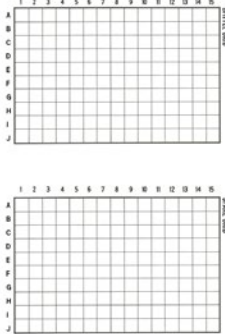
34

## 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.

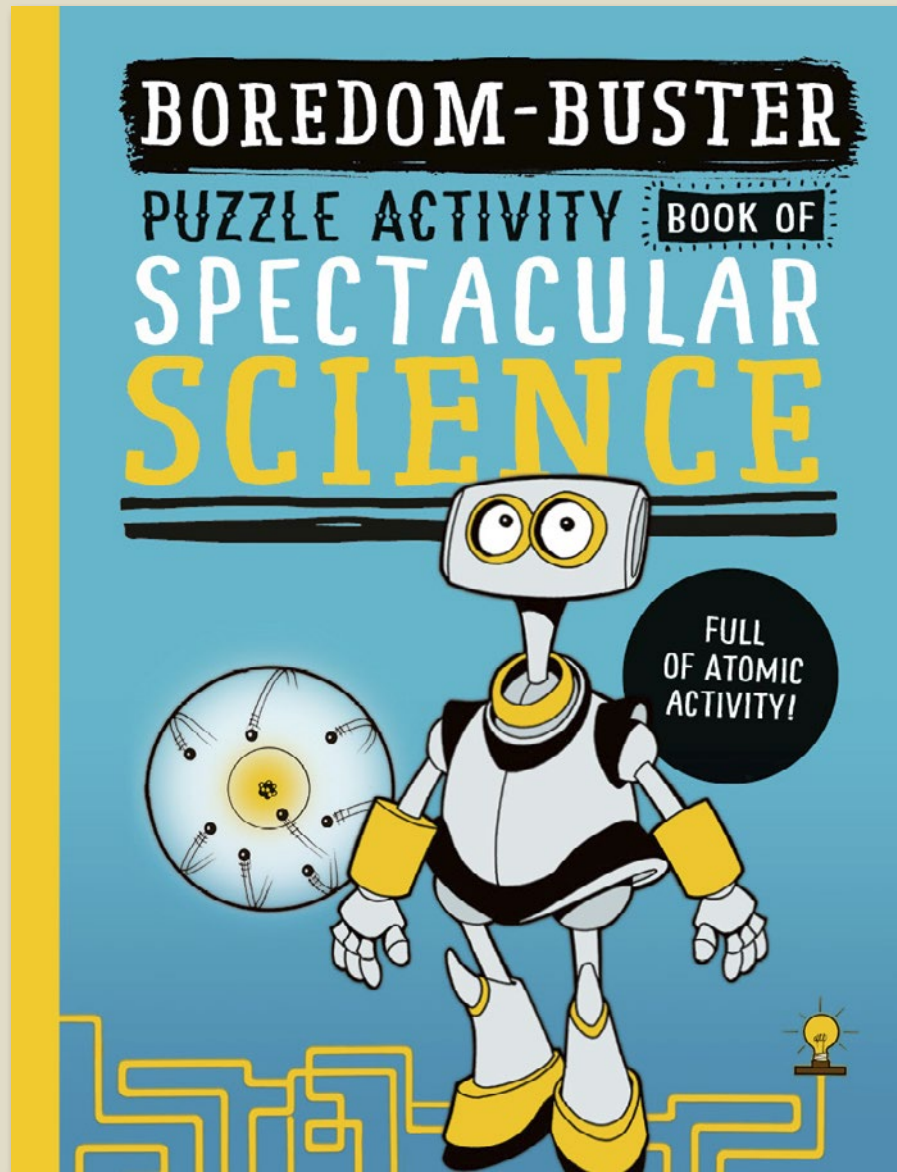


22

23

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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.

28 29

## Tricks with light

Optical illusions are tricks that fool the eye. They make you think 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 this drawing?

Stare very hard at the picture on the left, then slowly move it towards or away from you. What happens?

Are the horizontal lines level or slanting?

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

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

**Did you know?** Optical illusions are not just for fun - they help scientists to understand how the eyes and brain work together.

## 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?

49 47

## Radioactivity

Maria Curie was one of the great scientists of the 20th century.

She was born in Poland in 1867. Her father was a science teacher. He taught Maria at home. Later she went to university in Paris, France, to study physics. There she met and married a fellow scientist, Pierre Curie. The Curies spent their lives finding out about radioactivity. They discovered a new radioactive element called radium. Their work was vital for the use of X-rays in medicine.

How Many laboratory flasks (bottles) are hidden in this picture? To find out, colour in all the shapes that have dots in them.

48 49

## 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.

String

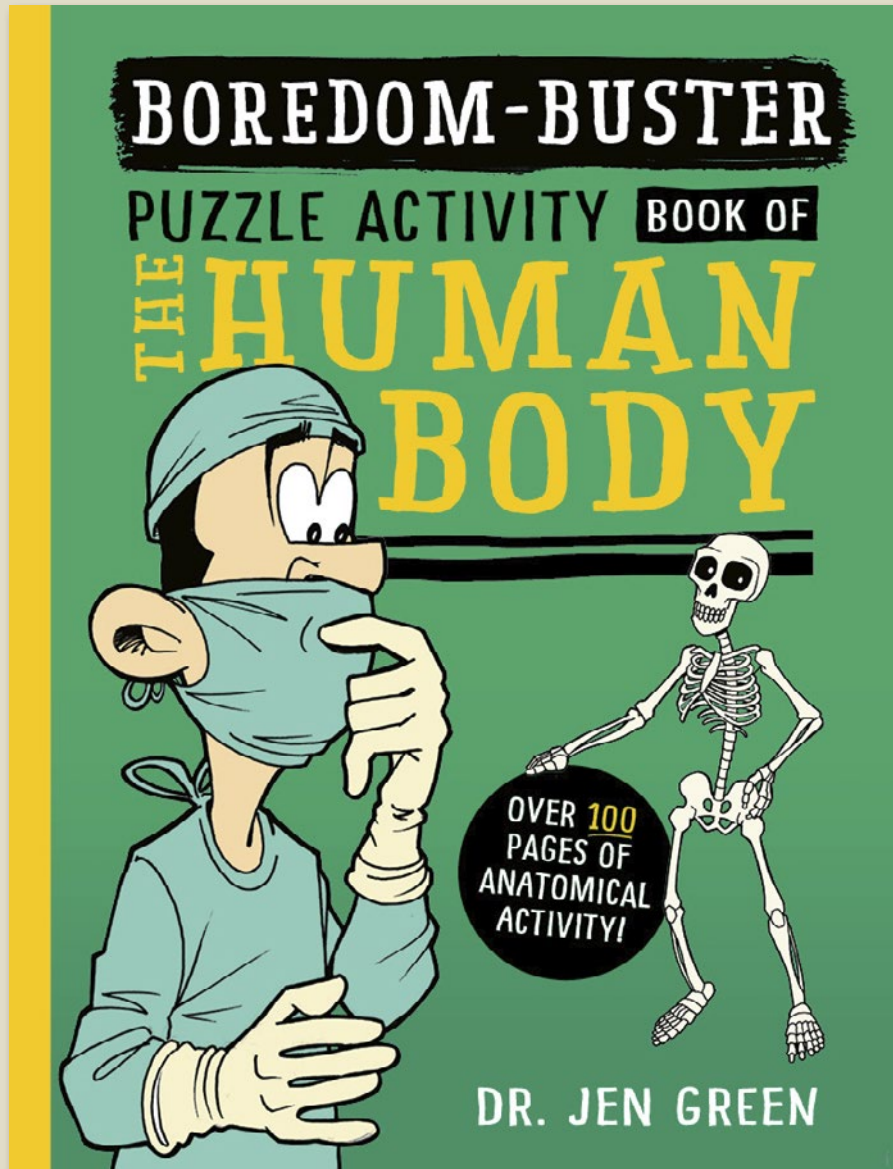
warm air rising

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!

10 11

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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

**How you see**

Light passes through a hole called the pupil, in the coloured part of your eye. It passes through the lens which focuses it on the retina at the back of the eye. This sends signals via nerves to your brain.

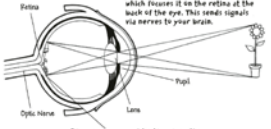
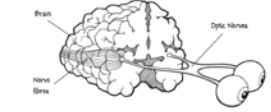




Image appears upside down on retina



Colour the pictures

**Tricking the eye**

Look at this picture for a minute or two. Then close your eyes. You should see an image of the skull even though your eyes are closed.






Look at the circles in the centre. Which looks bigger? Now measure them with a ruler.

**Check your pulse**

Every time your heart beats, it sends a surge of blood through your arteries. These little surges are your pulse.


Feel your pulse by pressing two fingers on your wrist below the base of your thumb.

Eating and exercise make your heart beat faster. Time your pulse after doing different activities for two minutes. Record the results below.

Activity	Resting	Eating	Making
Beats per 10 seconds			
Activity	Running	Hopping	Swimming
Beats per 10 seconds			
Activity			
Beats per 10 seconds			


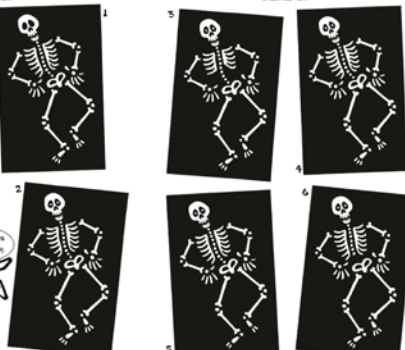
Multiply the number of beats by 6 to find the number of beats per minute.



**Match the skeletons**

The adult skeleton contains about 206 bones. The smallest bones are in your ears!

Find the skeletons that match exactly.

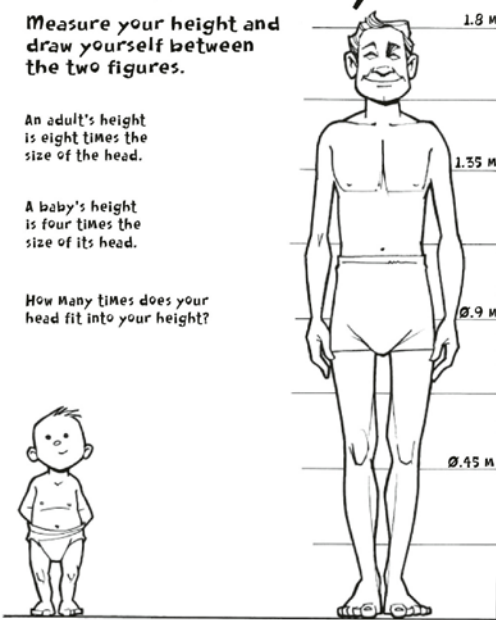
**How tall are you?**

Measure your height and draw yourself between the two figures.

An adult's height is eight times the size of the head.

A baby's height is four times the size of its head.

How many times does your head fit into your height?




**Follow the tail**

**Biggest and smallest**

The tallest man who ever lived, American Robert Wadlow, was 2.72 m.

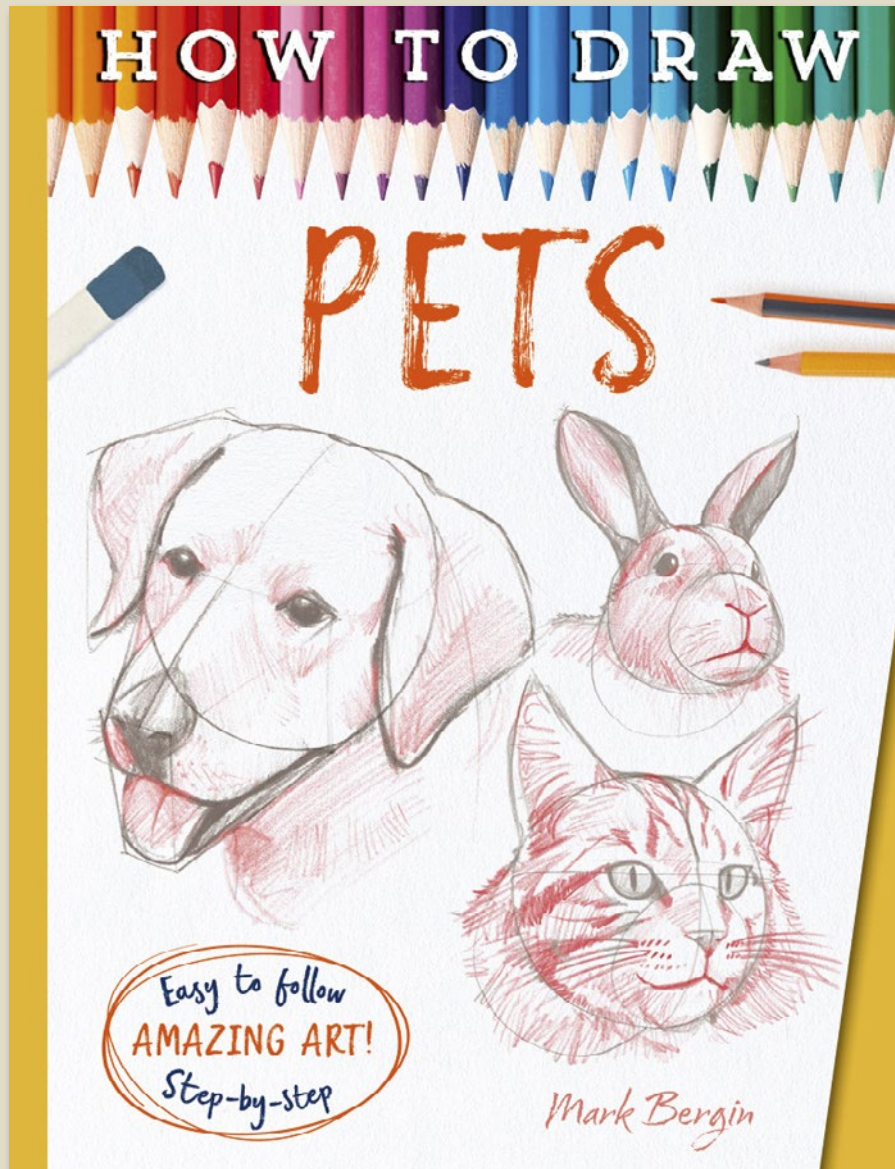
Average human 1.65 m.

Chandra Bahadur Dangi of Nepal is the shortest man, 0.55 m.



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# 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 the edges of squares in it.

Light source →

To render your drawing with shading, draw a grid over the light source and use the grid to help you place the light and dark areas. Always put in a source of light when the light source is not visible.

Sketch in an overall shape and add connecting lines. Use a pencil to draw the main outline and a pen or fine line for the details. The position of your drawing on the paper will affect the composition.

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 shape of the hind legs.

Add a curved shape to the neck.

Sketch a construction line to show the neck.

Draw the shape of the tail with curved lines.

Sketch in the dog's ears, adding to the neck and tail.

Sketch in the dog's body, adding to the neck and tail.

Add lines to the front to define the front paws.

Sketch in the dog's legs, adding to the neck and tail.

Sketch in the dog's body, adding to the neck and tail.

Complete the details of the dog.

Add areas of dark tone to create the fur. Use a pencil to draw the fur on the dog's body.

Remember to use cross-hatching to create dark areas 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.

Head Shoulders 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.

**Composition**  
By framing your drawing with a square or a rectangle you can make it look completely different.

This drawing of a rabbit from a different angle shows all the construction lines used.

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.

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Illustrator	<b>Mark Bergin</b>
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Rights Available	<b>World</b>

# How To Draw Dragons

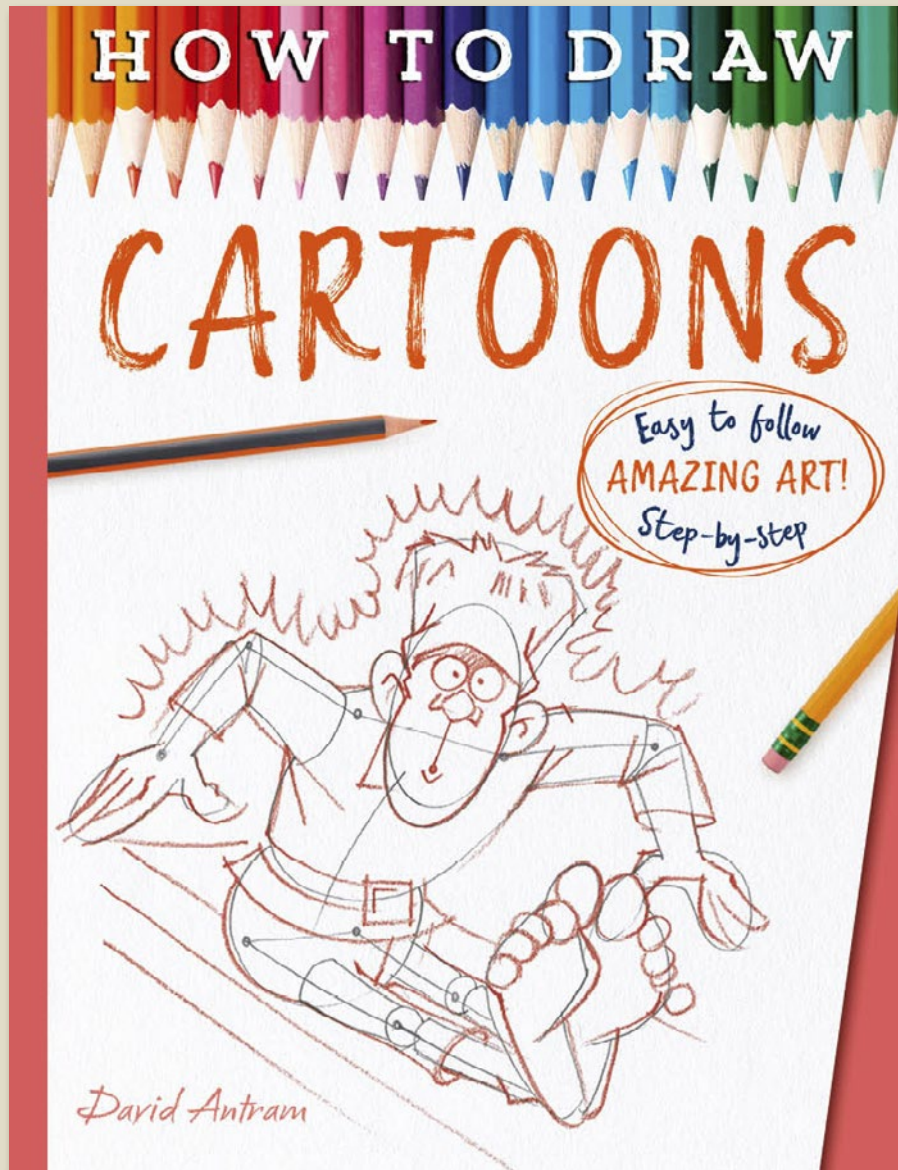


## A step-by-step guide to drawing dragons

- 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 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 one-point perspective. The horizon line is the line that the object sits on. The vanishing point (VP) is the point where the lines seem to meet. The number of lines meeting at the vanishing point is the number of dimensions in the object. A line drawn at right angles to the horizon line is the line that the object sits on.

**Two-point perspective drawing**  
For most perspective drawings, the horizon line is drawn at eye level. The object is drawn so that its top and bottom edges are parallel to the horizon line. The lines that go up and down are drawn at an angle to the horizon line. The lines that go across are drawn parallel to the horizon line.

Low eye level  
Normal eye level  
High eye level

## 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 simple curved lines to show the ears. Start with a circle for the body. Add a line for the tail. The simple curved lines to show the tail. Add lines for the legs. The simple curved lines to show the legs. Add lines for the feet. The simple curved lines to show the feet. Add lines for the whiskers. The simple curved lines to show the whiskers. Add lines for the nose. The simple curved lines to show the nose. Add lines for the mouth. The simple curved lines to show the mouth. Add lines for the eyes. The simple curved lines to show the eyes. Add lines for the ears. The simple curved lines to show the ears. Add lines for the tail. The simple curved lines to show the tail. Add lines for the legs. The simple curved lines to show the legs. Add lines for the feet. The simple curved lines to show the feet. Add lines for the whiskers. The simple curved lines to show the whiskers. Add lines for the nose. The simple curved lines to show the nose. Add lines for the mouth. The simple curved lines to show the mouth. Add lines for the eyes. The simple curved lines to show the eyes.

## 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 simple curved lines to show the ears. Start with a circle for the body. Add a line for the tail. The simple curved lines to show the tail. Add lines for the legs. The simple curved lines to show the legs. Add lines for the feet. The simple curved lines to show the feet. Add lines for the whiskers. The simple curved lines to show the whiskers. Add lines for the nose. The simple curved lines to show the nose. Add lines for the mouth. The simple curved lines to show the mouth. Add lines for the eyes. The simple curved lines to show the eyes. Add lines for the ears. The simple curved lines to show the ears. Add lines for the tail. The simple curved lines to show the tail. Add lines for the legs. The simple curved lines to show the legs. Add lines for the feet. The simple curved lines to show the feet. Add lines for the whiskers. The simple curved lines to show the whiskers. Add lines for the nose. The simple curved lines to show the nose. Add lines for the mouth. The simple curved lines to show the mouth. Add lines for the eyes. The simple curved lines to show the eyes.

## 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. Add ovals for the body and hips. Draw straight lines to connect the ovals and show the positions of the limbs. Draw two shapes for the feet. Add lines for the arms, using your construction lines as a guide. 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 a small circle for the position of the big toe. This will help you draw the shoes.

Sketch an oval for the head. Add ovals for the body and hips. Draw straight lines to connect the ovals and show the positions of the limbs. Draw two shapes for the feet. Add lines for the arms, using your construction lines as a guide. Make the legs into tube shapes. Add a small circle for the position of the big toe. This will help you draw the shoes.

Two parallel lines show the soles of the shoes. Try drawing these hand gestures.

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.

Finish the head by adding the hair and eyelashes. Shade above the eyes and inside the ear.

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.

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# How To Draw Manga



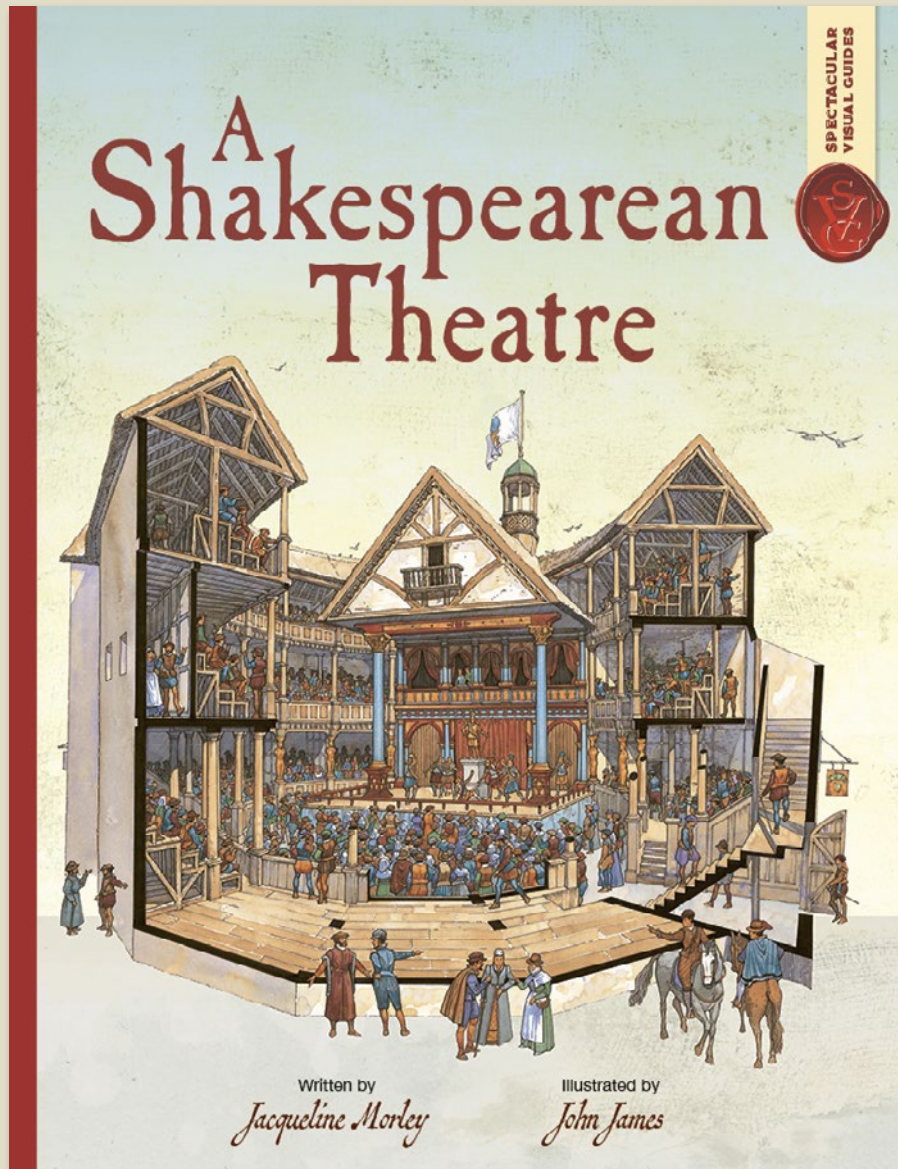
## A step-by-step guide to drawing manga

- 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!





# Spectacular Visual Guides: A Shakespearean Theatre



**An informative visual guide to Shakespearean theatre, featuring spectacular cutaway illustrations.**

- Packed with information, including a full glossary, maps, captions and cutaway illustrations to engage readers.
- Perfect introductory guide to the world of Shakespeare and development of theatre under the reign of Queen Elizabeth I - a great resource for English and drama studies.
- In this series, astounding architectural achievements are explained and explored with full-colour cutaway illustrations and artifacts and paintings from the era help to support the main text.
- The perfect book to consolidate learning after a trip to the theatre or museum.

# Spectacular Visual Guides: A Shakespearean Theatre

## PLAYING IN LONDON

**S**IXTEENTH-CENTURY LONDON was a vibrant, growing city. By the 1570s its population of over 100,000 made it one of the largest cities in Europe. It was also one of the richest. Its houses, shops, specialist markets, and public buildings were built with brick and stone. A company of actors hoping to make a fortune, among those drawn to London were the companies of players. Some Londoners, especially the high-ranking courtiers, the nobles, were not at all pleased to see so many players. They claimed that allowing so many men to loaf about in London was a disgrace. The Puritans, who were one of the most strict and moral groups in the city, were also not pleased to see so many people flocking to the plays.

*"It is a goodly one to the world, to have a substantial personage pulled together in a position to deliver, in every tongue, to fill the ears of his hearers."* Hamlet, Act II, Scene II

## BACKSTAGE

**T**HE DOORS AT THE BACK OF THE STAGE led into a cramped room where the players got ready and waited to enter on to the stage. It was known as the 'tiring house' because it was used to 'tiring' costumes or 'tiring' clothes being worn by the players. Tiring houses were used to store costumes and props. The backstage was a busy place and the players had to be ready to go on at a moment's notice. The backstage was also used for the players to get ready for their roles. They had to be ready to go on at a moment's notice. The backstage was also used for the players to get ready for their roles. They had to be ready to go on at a moment's notice.

*"Wouldst thou of Fortune say with Aeneas, 'I'll not say people's faults, I'll not say a player's.'" The Taming of the Shrew*

## FIRE!

**T**HE PLAYERS AT THE GLOBE were not immune to the dangers of fire. In 1572, the theatre was destroyed by a fire that started in the kitchen. The fire spread quickly and destroyed the building. The players had to rebuild the theatre. The fire was a major disaster for the theatre. The players had to rebuild the theatre. The fire was a major disaster for the theatre.

*"The ship had flames and smoke like England's blood. I think of the stage had shown out. For their sake, I'm sure the world is the more proud."* Henry V, Act V, Scene II

## THE STAGE

**T**HE STAGE OF THE GLOBE was still basically the platform that travelling players had used but with a permanent roof overhead. As soon as the last of three trumpet blasts warned that the play was starting, the opening players strode onto stage. They had to capture the audience's attention at once, without the help of a rising curtain or dimmed lights. Everything depended on the way they moved and spoke. Voices and gestures had to be commanding, so the style of acting was more exaggerated than we use today. Star players drew the crowds. At the Globe, the Chamberlain's Men could count on big audiences for their lead player, Richard Burbage. He was a great tragic actor and was the first to play Shakespeare's great characters, Othello, Hamlet and King Lear.

**Operating the winding gear**  
Devises or ghosts could spring from the ground via the tiring house in the stage.

**Musicians in the gallery**  
In the gallery, a drummer and a lutenist provided their cues (tabour, Muske, trom lutes, sackbuts, trumpets and pipes) was an important element in most plays and for the jig (comic dance) that was performed afterwards.

**Character being lowered through a trapdoor**  
The platform of the stage (above) was at the groundlings' eye level so that they all had a clear view of the players. It was supported with strongly-braced wooden props, allowing for storage space in-between. There had to be space left for players to surprise the audience by gaining entry to the stage via a ladder and trapdoor.

**Boy apprentice dressed for a woman's role**  
The underneath of the stage was hidden at the front by benches or by cloth hangings that could be altered to suit the play. The back wall of the stage could be altered too, with tapestries, banners and painted cloths.

**Stagekeeper**  
The same 'props' (deft) were used in many plays and were a big part of the company's assets. Carrying or pushing them on and off stage was the job of the stagekeepers.

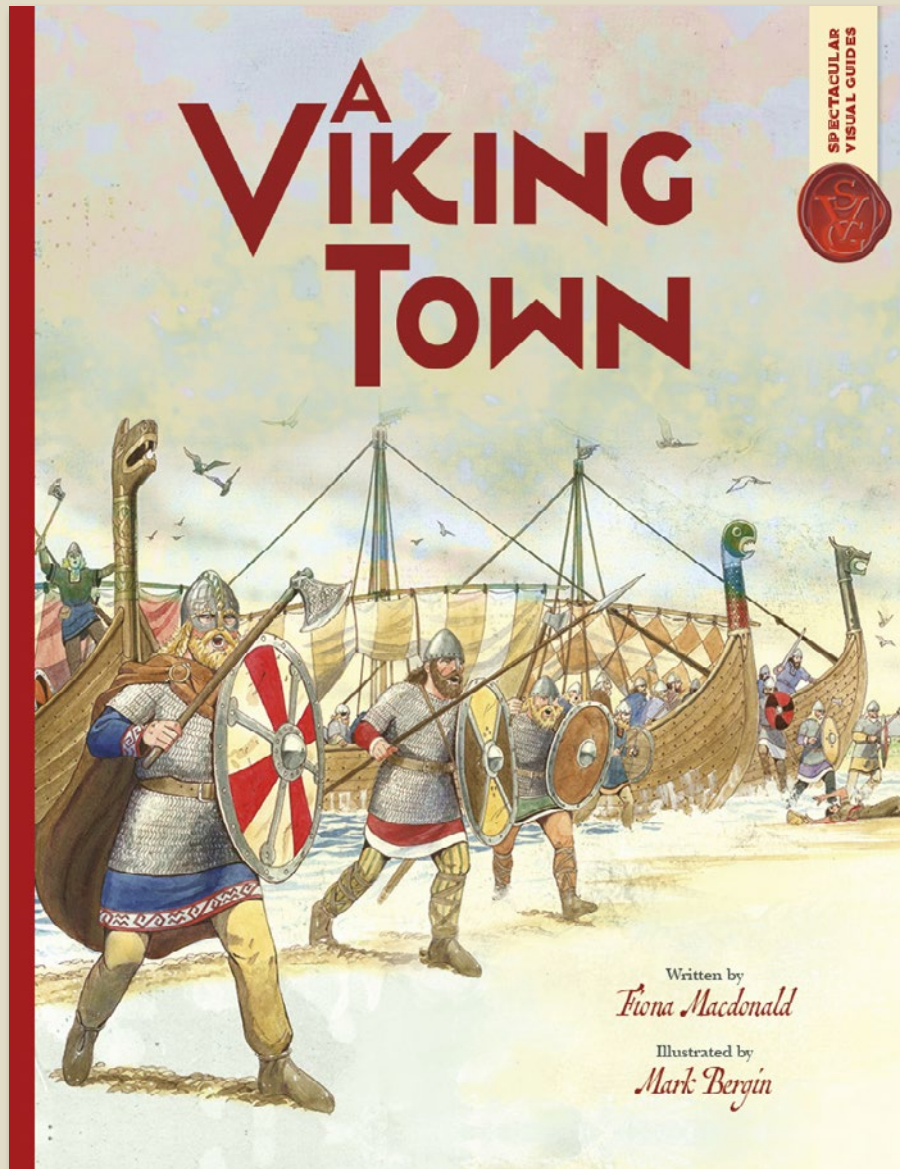
**Preps**  
The under side doors allowed big props such as chests, trunks and boxes to be wheeled on.

**For a big production, even stagekeepers, and gaffers had to creep up and come on stage.**

**The audience loved productions. People in the galleries stood up to get a better view.**

*"I'll have grounds More relative than this: the play's the thing Wherein I'll catch the conscience of the king."* Hamlet, Act II, Scene II

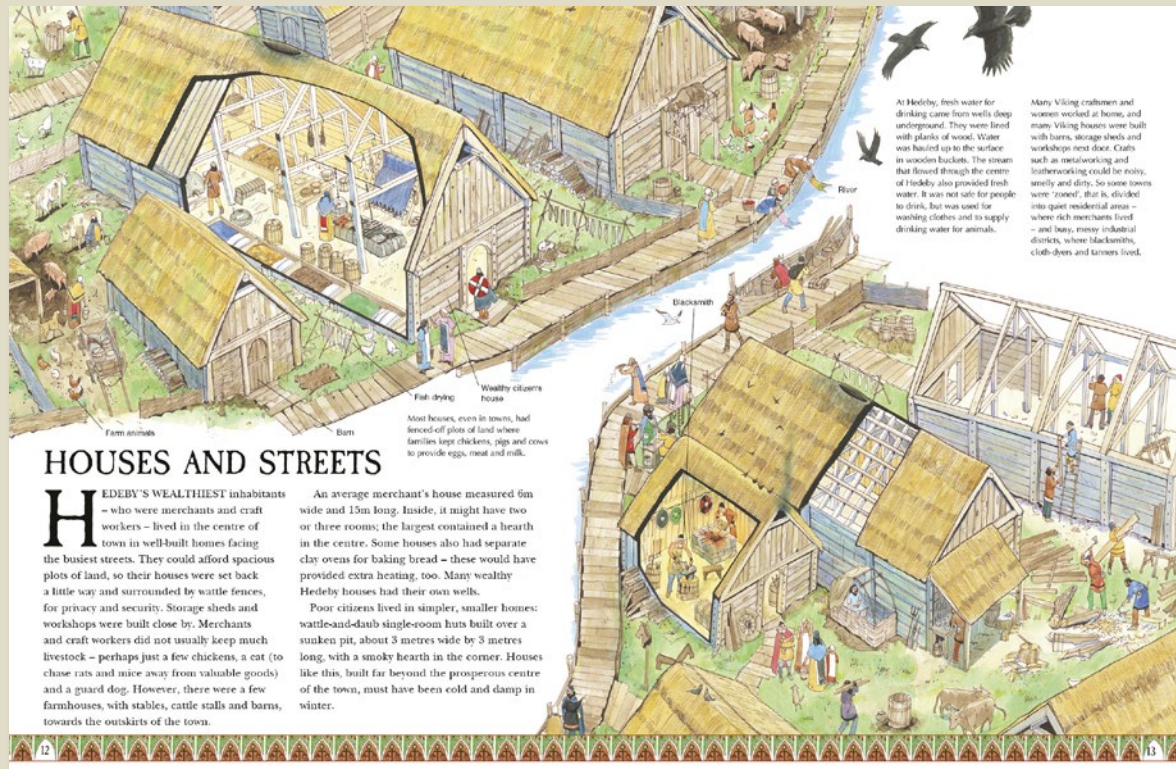
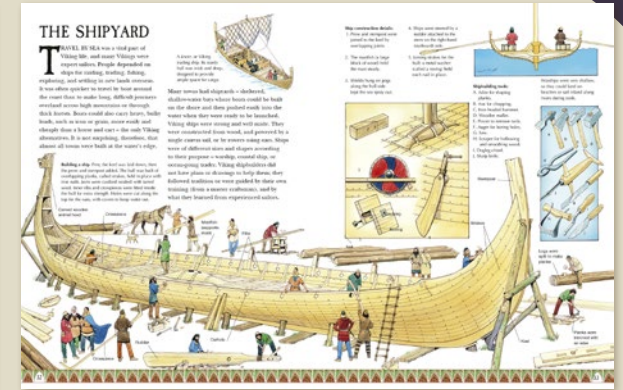
Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787735
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Jacqueline Morley
Illustrator	John James
Extent	48pp
Word Count	1185 words
Rights Available	World



**An informative visual guide to the Viking period, featuring spectacular cutaway illustrations.**

- Packed with information, including superb cutaway illustrations, a full glossary, maps, captions, and cutaway illustrations to engage readers and educate children.
- Perfect introductory guide to the Viking world and architectural developments made during this period, from day-to-day activities to how Vikings looked, ate, dressed and entertained themselves. A great resource for history students.
- The perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guides titles available.

# Spectacular Visual Guides: Viking Town

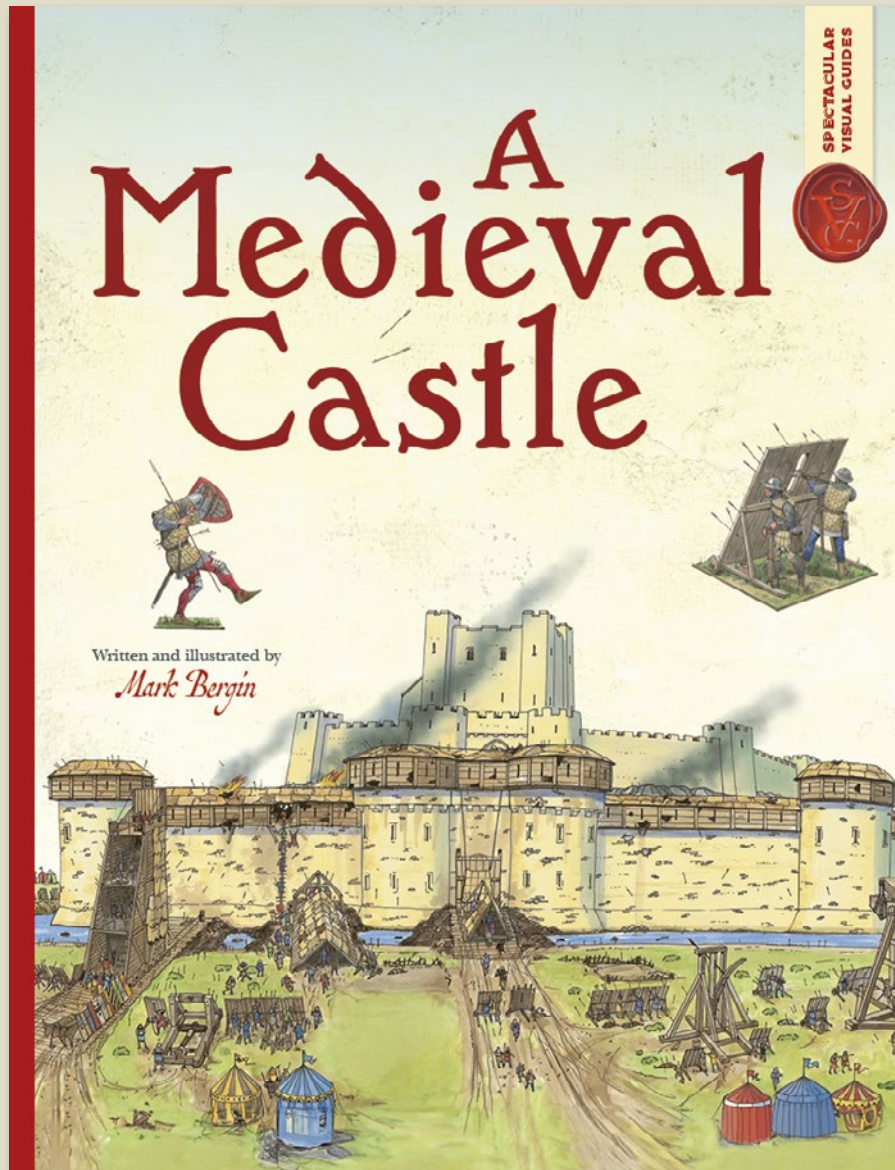


## HOUSES AND STREETS

**H**EDEBY'S WEALTHIEST inhabitants – who were merchants and craft workers – lived in the centre of town in well-built homes facing the busiest streets. They could afford spacious plots of land, so their houses were set back a little way and surrounded by wattle fences, for privacy and security. Storage sheds and workshops were built close by. Merchants and craft workers did not usually keep much livestock – perhaps just a few chickens, a cat to chase rats and mice away from valuable goods and a guard dog. However, there were a few farmhouses, with stables, cattle stalls and barns, towards the outskirts of the town.

An average merchant's house measured 6m wide and 13m long. Inside, it might have two or three rooms; the largest contained a hearth in the centre. Some houses also had separate clay ovens for baking bread – these would have provided extra heating, too. Many wealthy Hedeby houses had their own wells. Poor citizens lived in simpler, smaller homes: wattle-and-daub single-room huts built over a sunken pit, about 3 metres wide by 3 metres long, with a smoky hearth in the corner. Houses like this, built far beyond the prosperous centre of the town, must have been cold and damp in winter.

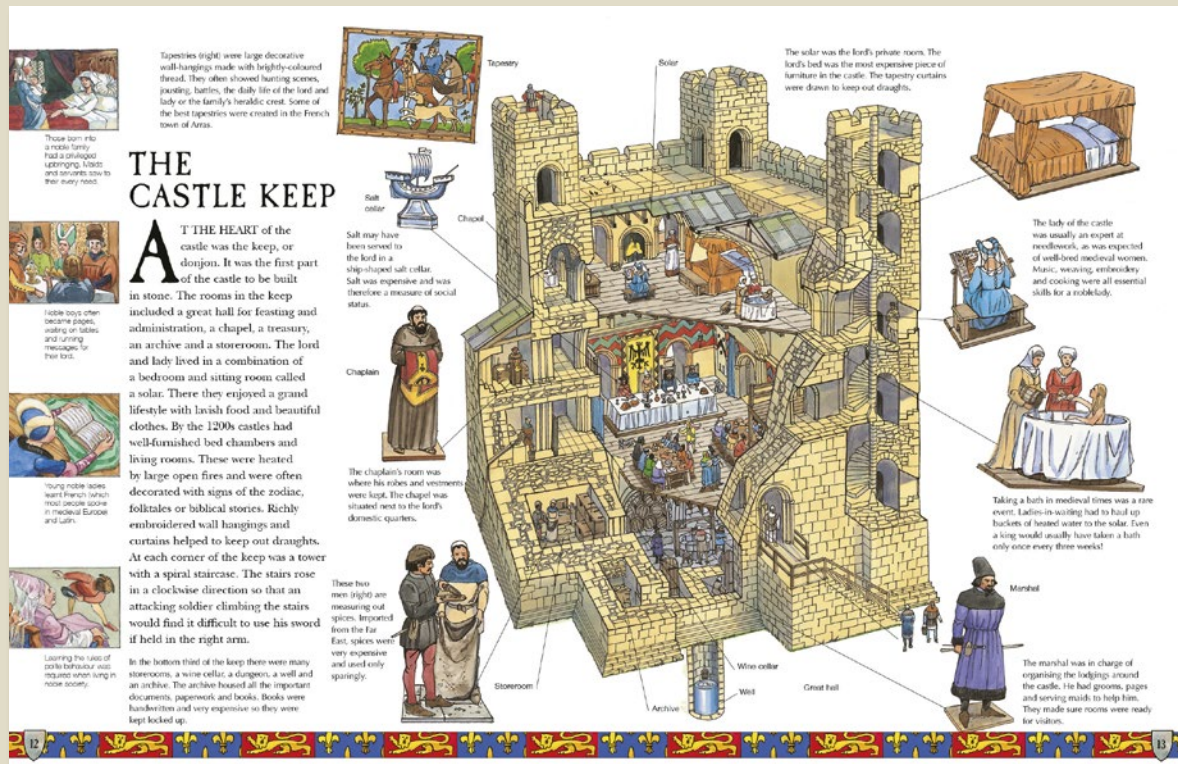
Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787742
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Mark Bergin
Extent	48pp
Word Count	10670 words
Rights Available	World



**An informative visual guide to the medieval period, featuring spectacular cutaway illustrations.**

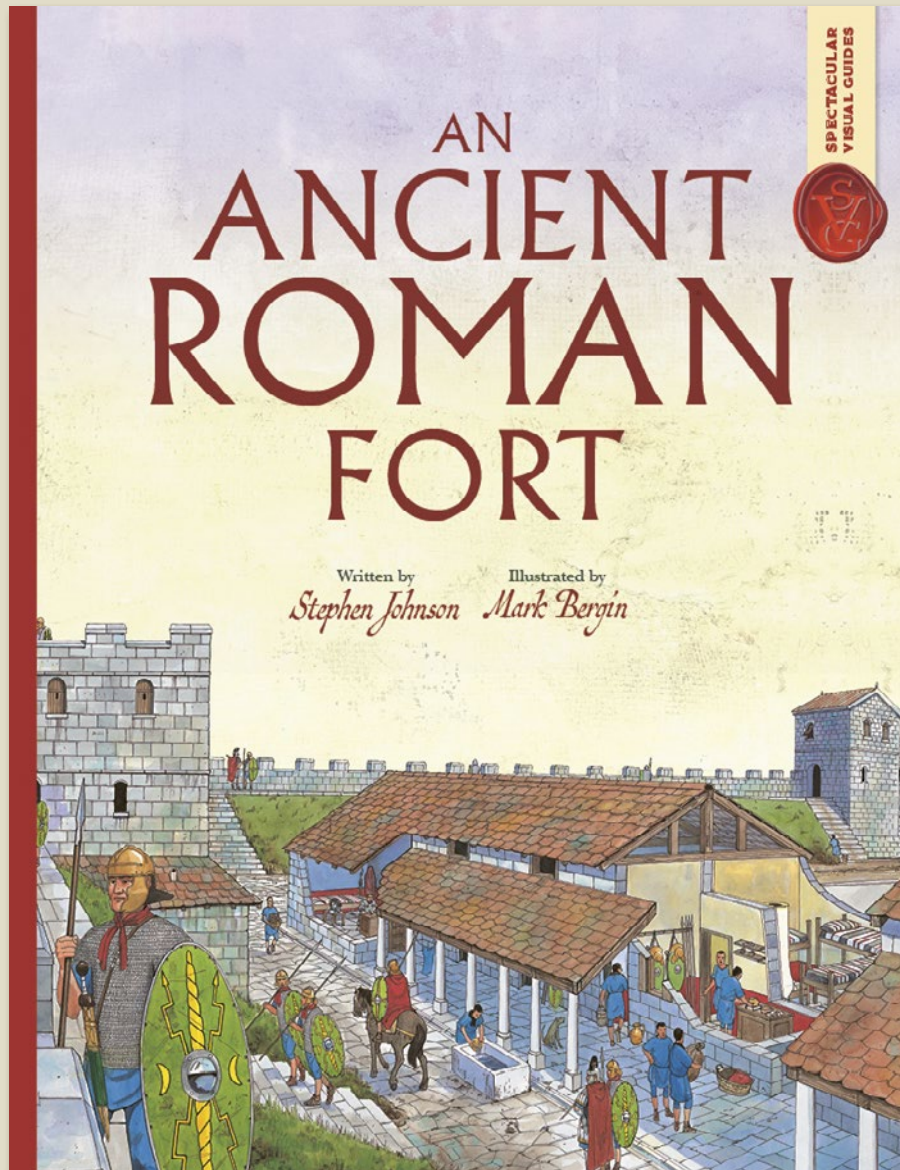
- Perfect introductory guide to the Medieval world, and the architectural and technological advances made during the Middle Ages - a great curriculum resource for history students, especially those learning about different castles.
- Visually spectacular and packed with information, including a full glossary, maps, captions, and cutaway illustrations to engage readers.
- The perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guides titles available!

# Spectacular Visual Guides: A Medieval Castle



Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787759
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Mark Bergin
Illustrator	Mark Bergin
Extent	48pp
Word Count	10555 words
Rights Available	World

# Spectacular Visual Guides: An Ancient Roman Fort

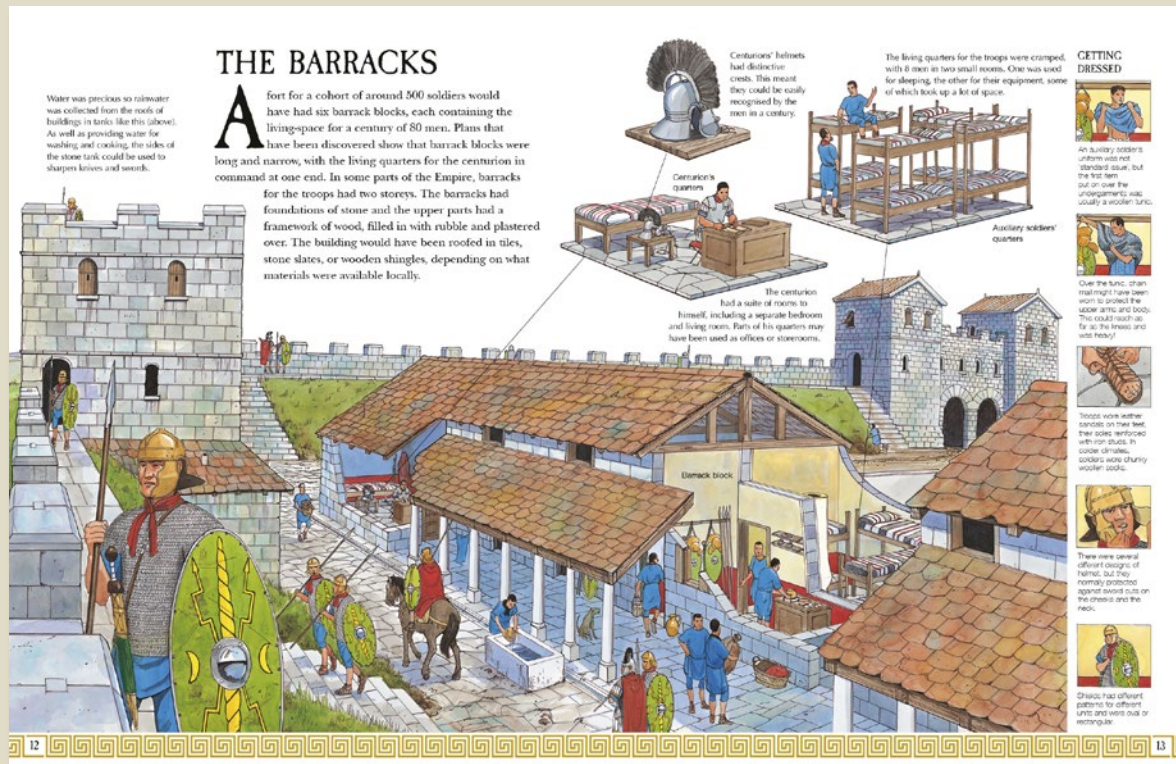
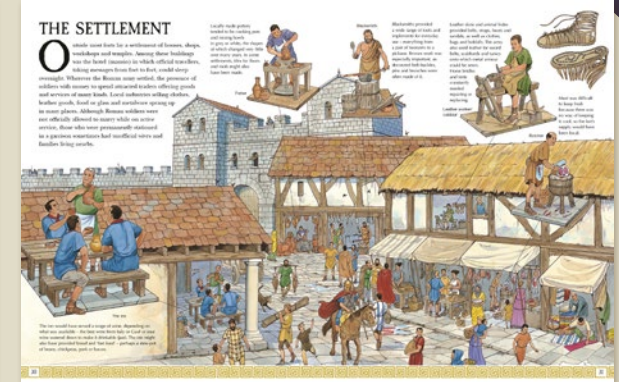
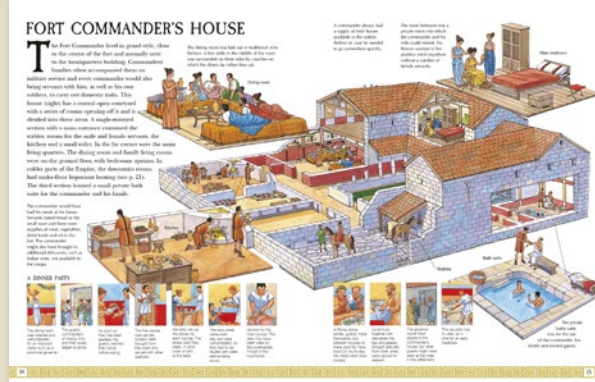


**An informative visual guide to the Ancient Romans, featuring spectacular cutaway illustrations.**

- Packed with information, including a full glossary, maps, captions and cutaway illustrations to engage readers
- Perfect introductory guide to the ancient world and the Roman empire - a great resource for history studies or teachers
- In this series, astounding architectural achievements are explained and explored with full colour cutaway illustrations and artefacts and paintings from the era to help support the main text
- The perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guides titles available.

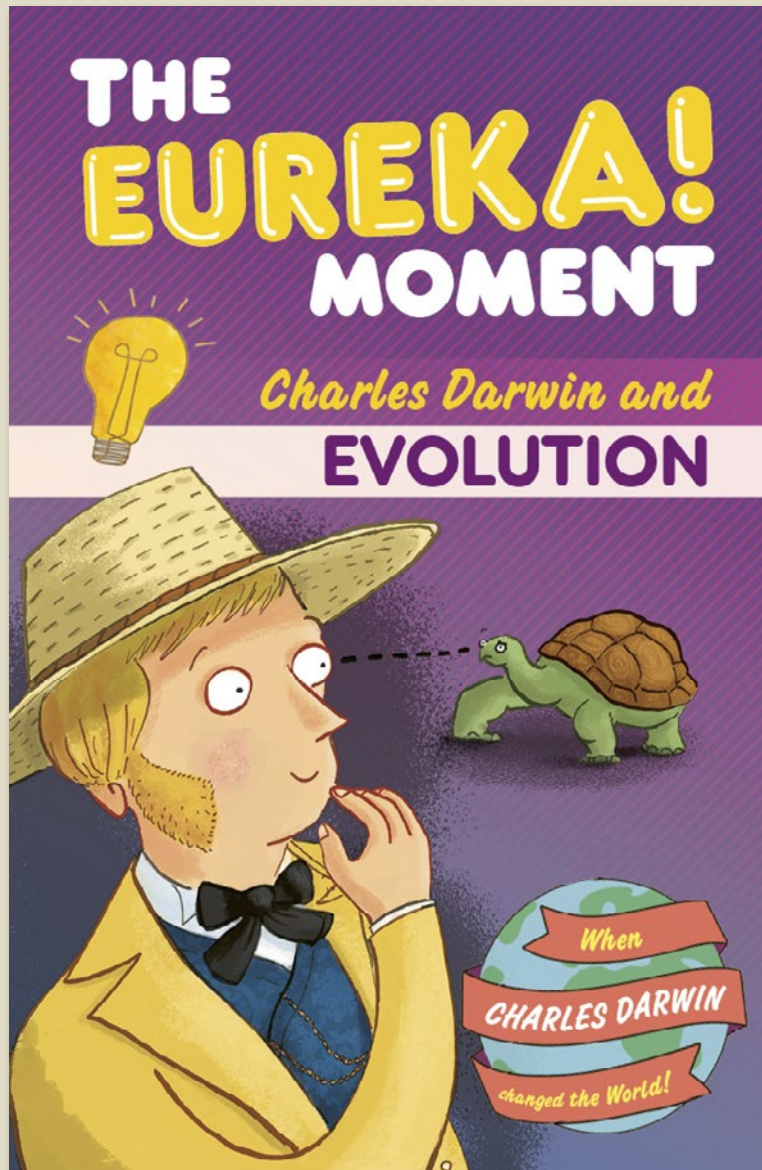


# Spectacular Visual Guides: An Ancient Roman Fort



Pub Date	20/06/2024
Pub Price	£6.99
ISBN	9781800787766
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Stephen Johnson
Illustrator	Mark Bergin
Extent	48pp
Word Count	10780 words
Rights Available	World

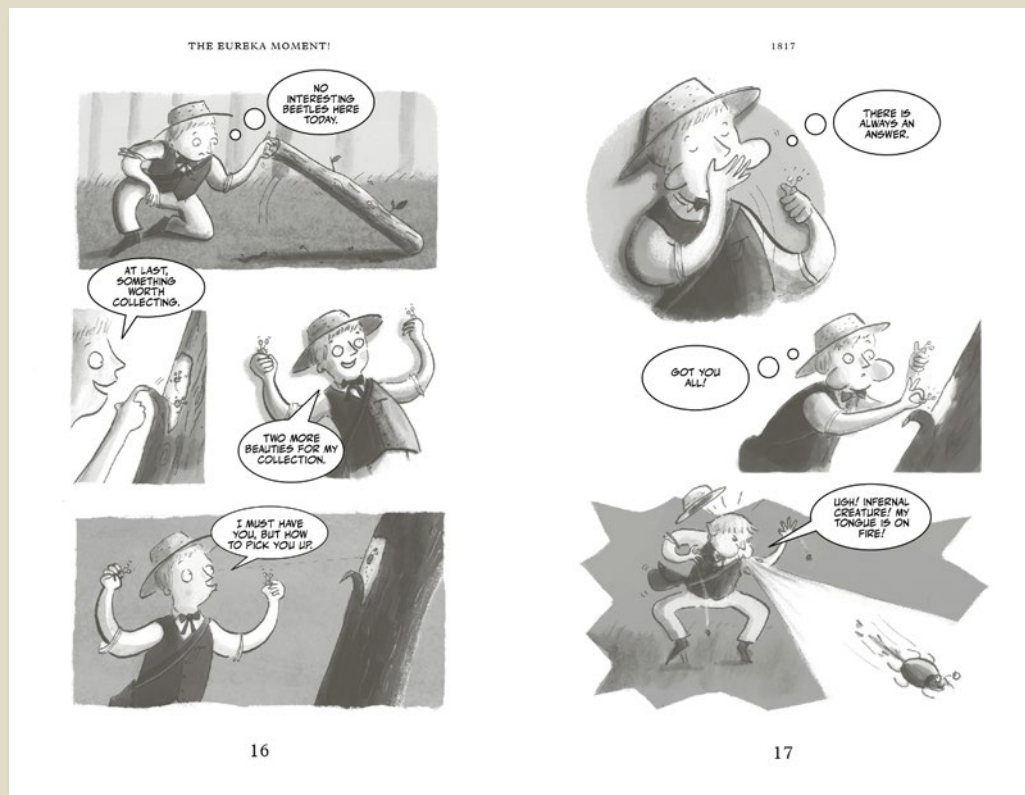
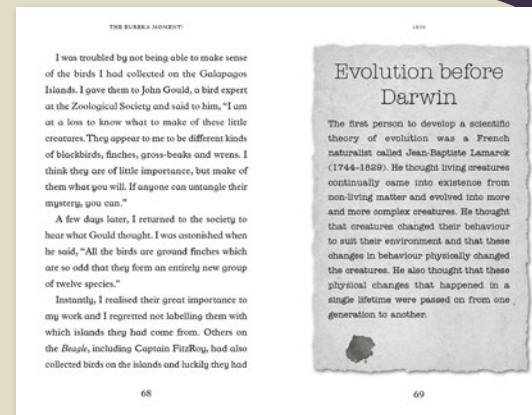
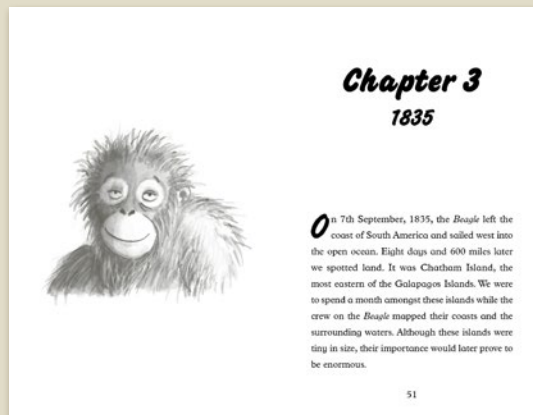
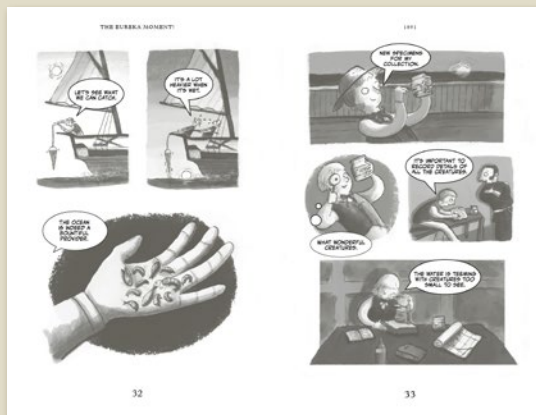
# The Eureka! Moment: Evolution



## Explore Charles Darwin's incredible 'Eureka' moment!

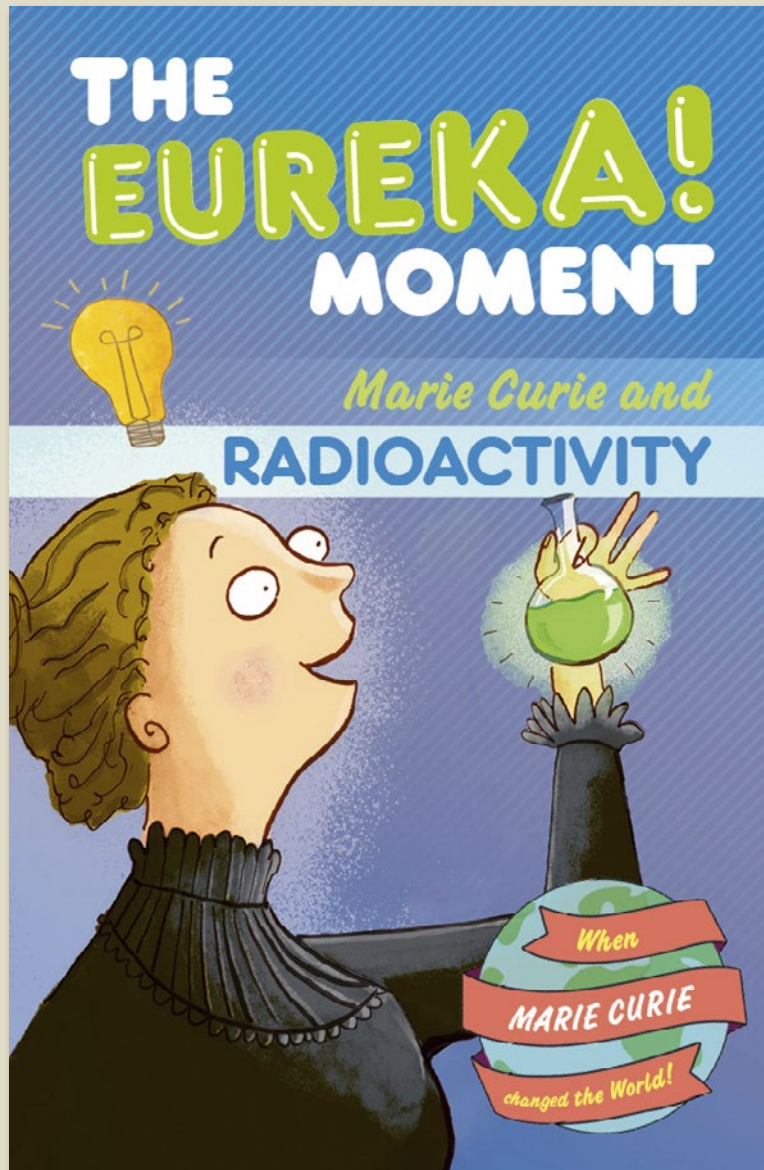
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging and inspiring young people to dare to think differently.
- Combines history and STEM focused learning. The perfect curriculum companion to children studying evolution, adaptation, animal biology, and survival of the fittest.
- Includes extra end matter, such as timeline and glossary, to help children to fully understand concepts and the historical context.

# The Eureka! Moment: Evolution



Pub Date	<b>29/02/2024</b>
Pub Price	<b>£5.99</b>
ISBN	<b>9781800788473</b>
H x W	<b>198 x 129mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Ian Graham</b>
Illustrator	<b>Annaliese Stoney</b>
Extent	<b>144pp</b>
Word Count	<b>15936 words</b>
Rights Available	<b>World</b>

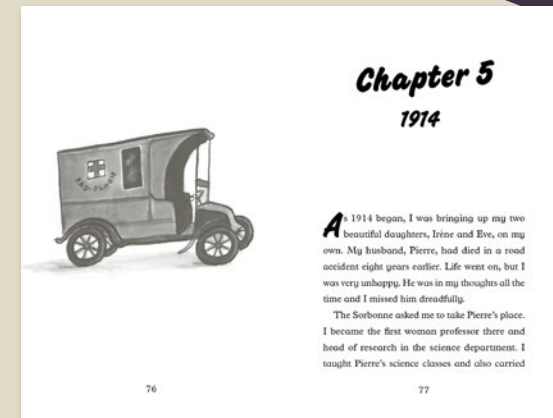
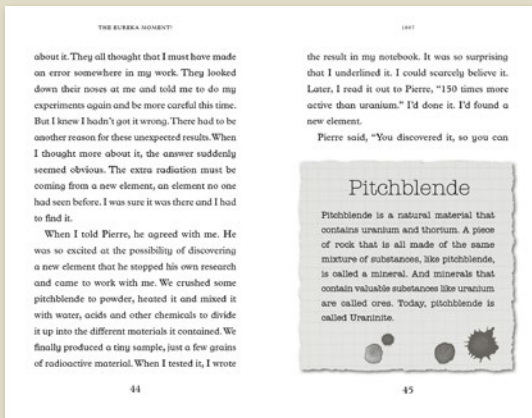
# The Eureka! Moment: Radioactivity



## Explore Marie Curie's incredible 'Eureka' moment!

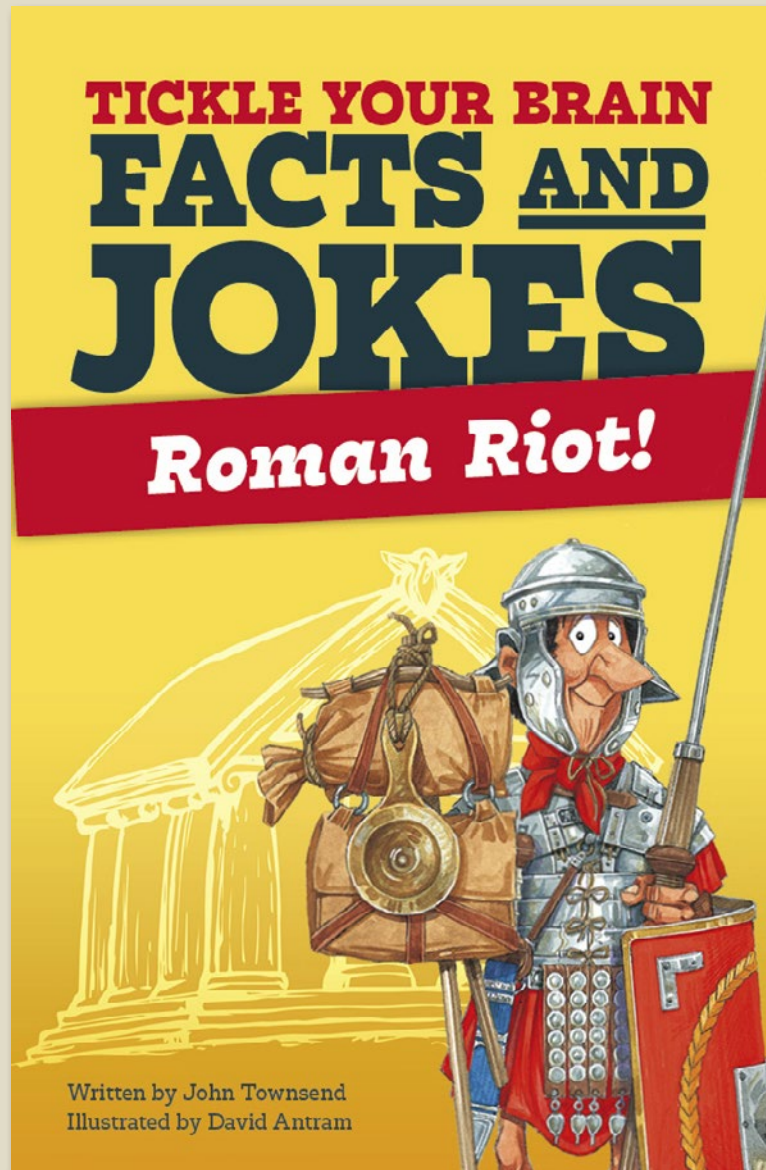
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining manner.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging and empowering young ones to follow their own research.
- Blends history and STEM-focused learning. The perfect curriculum companion, especially on the themes of radioactivity, medicine and scientific advances during WW1.
- Includes extra end matter, such as a timeline and glossary, to help children fully understand concepts and historical context.

# The Eureka! Moment: Radioactivity



Pub Date	29/02/2024
Pub Price	£5.99
ISBN	9781800788527
H x W	198 x 129mm
Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	Annaliese Stoney
Extent	144pp
Word Count	14683 words
Rights Available	World

# Tickle Your Brain: Roman Riot!




## Adventure into the unruly world of Ancient Rome!

- Jam-packed with foul facts, riddles, limericks and jokes, this book is a perfect way for children to discover more about the Ancient Romans and their society.
- A hilarious resource to engage reluctant readers with the topic of Key Stage 2 history in an exciting, non-intimidating way.
- A deep dive into the rotten side of history - perfect for *Horrible Histories* fans!
- Tickle Your Brain: another 16 titles available.

# Tickle Your Brain: Roman Riot!

**Introduction**



**Welcome** to the Ancient Roman Joke Book! This book is full of funny jokes... and the ancient Romans were a fascinating people. They built a vast empire that stretched from Britain in Egypt, and they made many important contributions to our world. They invented concrete, roads and aqueducts. They also developed a system of law and government that is still used today in many parts of the world.

But the ancient Romans were also human beings, and they made their fair share of mistakes. They were often at war and they built the same roads to their enemies. They had well-organized army and they used advanced weapons and tactics. They also built networks of roads and bridges that made it easy for them to move their troops around.


But don't be fooled by all the talk of roads and bridges. The ancient Romans were also a bunch of crazy people. They loved to fight, they loved to eat, and they loved to party. Now get ready for some hilarious jokes about the people who built one of the greatest empires in history, and who also loved to throw amazing toga parties!

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Disclaimer: The author really hasn't made anything up in this book (apart from some fart jokes and jokes). He checked out the real facts on how he could not even double-check the facts for his jokes - so please don't get too upset if you find out something different or meet any Romans, ancient Britons or historians gabbling in Latin who happen to know better. And if a publisher tells you anything at all... HUSH!

Warning: - reading this book might not make you LOL (laugh out loud) but it could make you GIG (giggle out loud), feel sick out loud or BEL (scream even louder). If you are reading this in a library try a SILENCE sign... get ready to be thrown out!


If I had my way, I'd RATify the lot!



**Roman Medicine** could be both foul and daft - with 'cures' like:

- Slap a cobweb on a wound to stop the bleeding.
- Rub tar and animal urine on the head to cure baldness.
- Slap a nice piece of liver on the eyes if they get sore.
- Kiss a mule's nostrils to stop hiccups (your hiccups, not the mule's!).
- If in doubt, chew a lump of garlic and dribble all that garlic-spit on any sore.

OUUCHH!



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**Gross Limerick**

If Romans ate more than their fill,  
Clogged up their insides and felt ill,  
They had lots of potions  
To loosen their motions...  
Or, if push came to shove,  
a huge drill!


(True: Romans used drills to remove diseased bits of bone, to drill through the skull for basic brain surgery and to remove weapons stuck in bones. It's best not to try this yourself!)

**Silly Riddles**

Q: What do you call a Roman with a cold?  
A: Julian Caesar.

Q: Where did Julius Caesar keep his arse?  
A: Up his sleeve.

Q: How did the ancient Romans cut their hair?  
A: With a pair of Caesars.




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**The Roman Empire Quick reminders**

- The Roman Empire finally fell in 476 AD when the last Roman Emperor (Romulus Augustus) was defeated by the German Goth Odoacer - and 'the Dark Ages in Europe' began.
- Roman girls often got married at the age of 14. A father chose his daughter's husband for her and she wouldn't be allowed to disagree.
- Some rich Romans loved to feast on such delights as jellyfish, boiled ostrich, stuffed sow's udder and flamingo boiled with dates. Apparently, one popular dish was larks' tongues - the recipe required 1,000 of the birds. Sometimes a slave would bring round a sick bowl between courses. After all, they had to make room for pudding.
- The great Roman Empire all started in Italy's city of Rome in 753 BC and lasted for well over 1,000 years. During that time, Rome grew to rule much of Europe, Western Asia and Northern Africa. The Romans had a lasting impact on all of these places, where there are still many remains of Roman objects and buildings.

Who'd like more flamingo trifle?

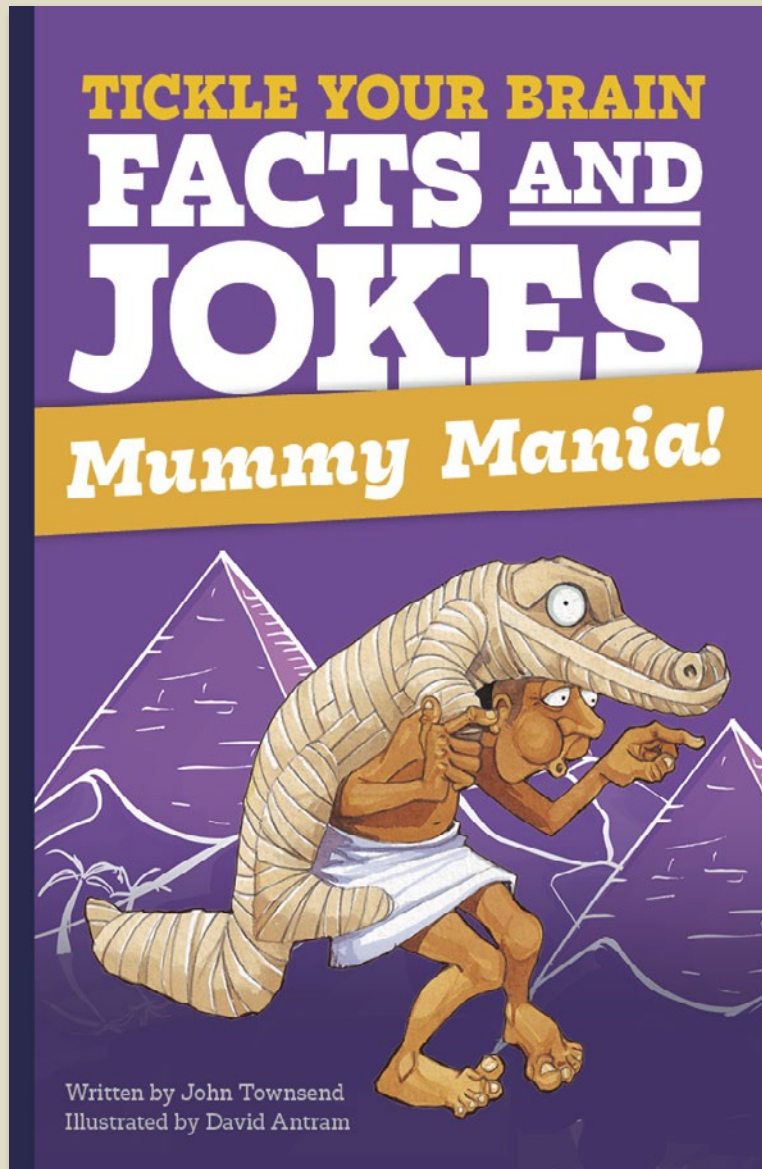


18

19

Pub Date	01/08/2024
Pub Price	£5.99
ISBN	9781800788497
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Binding	Paperback
Age Range	7-9 years
Author	John Townsend
Illustrator	David Antram
Extent	128pp
Word Count	8915 words
Files To Printer	13/06/2024
Freight On Board	03/07/2024
Rights Available	World

# Tickle Your Brain: Mummy Mania!



## Delve into the unruly world of Ancient Egypt!

- Jam-packed with foul facts, riddles, limericks and jokes, this book is a perfect way for children to discover more about the Ancient Egyptians.
- A hilarious resource to engage reluctant readers with the topic of Key Stage 2 history in an exciting, non-intimidating way.
- A deep dive into the rotten side of history - perfect for *Horrible Histories* fans!
- Tickle Your Brain: another 16 titles available.



# Tickle Your Brain: Mummy Mania!

## How to Become a Mummy

The Egyptians believed dead leaders and their families had to be mummified by an expert team of mummy-makers. Here's their recipe:

Remove innards. Add salt. Stir well.

1 Take one dead pharaoh and give it a good scrub.

2 Remove all the organs, apart from the heart.

3 Poke a long hook up the nose and mash the brain. Pull out goo through nostrils.

What does the recipe say?

## The Mummies

Because so many Egyptian mummies and treasures were stolen from pyramids and tombs, it's hardly surprising that Egypt would like them returned. In 2000, 'Operation Mummy's Curse' began to fight the trade in ancient objects, and particularly the smuggling of Egyptian artefacts into the United States.

It looks like a mummified cat.

It's just as well we used a CAT scan.

### In Fact...

A 5000-year-old cat mummy had been found at a studio, being used as a prop for a scene around 1920. We've got to head it to the USA (aka green) - they sent it back to Egypt, along with a mummy's shroud and painted coffin. The Grand Egyptian Museum in Cairo was pleased to welcome them home. **CHERRY ALERT!** Maybe they had to get a Cairo printer to fit together all the body parts!

(Yes, that was a rabbit joke on a real abstracter boss' pains by missing a person's joints and doesn't normally work)

## The Myth of 'The Unlucky Mummy'

After the luxury liner, the Titanic, sank in 1912, an unlucky mummy's curse was whispered to be responsible for the disaster. The myth goes like this:

Happy Mummy's Day!

In the late 1800's a rich Englishman visiting the archaeological dig in Egypt bought the coffin and mummy of 'The Princess of Amen Ra'. He arranged for it to be shipped back to his home, but was not there to receive it. He disappeared, never to be found. One of his friends on the trip later died, another lost an arm in an accident and a third lost all of his money.

The coffin reached England, where a businessman bought it. Amazingly, three members of his family were injured in car crashes and his house caught fire. Convinced that the mummy was unlucky, the man donated it to the British Museum.

## Ancient Egyptians

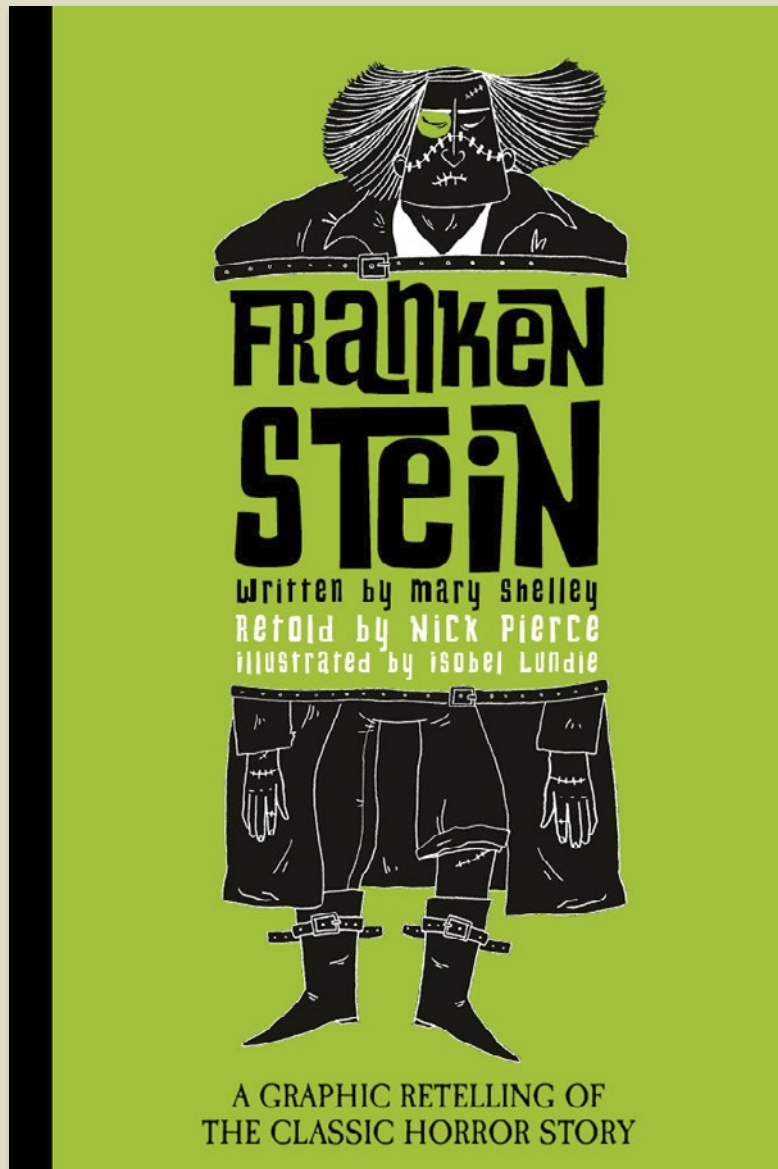
This recipe says use hot oils.

It'll get mummified!

Darling, I think I'm going to be a mummy.

The most famous mummies we know about today were kings in Egypt from 3000 to 5000 years ago (called pharaohs). The people believed a pharaoh was a living god who had to be kept happy in life and remembered long after death. The Egyptians believed in an afterlife so it was important to preserve each pharaoh in the best condition for the next life. This was done by drying out the body and wrapping it tightly in linen bandages, to stop the rot setting in. This process is called mummification.

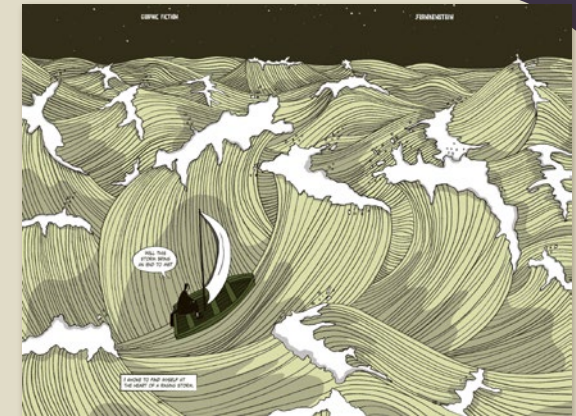
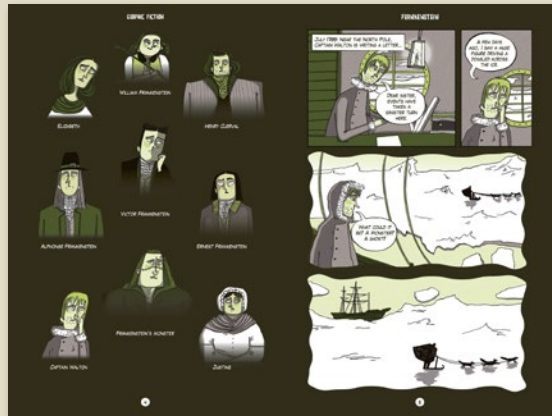
Pub Date	01/08/2024
Pub Price	£5.99
ISBN	9781800788503
H x W	198 x 129mm
Binding	Paperback
Age Range	7-9 years
Author	John Townsend
Illustrator	David Antram
Extent	128pp
Word Count	9147 words
Files To Printer	13/06/2024
Freight On Board	03/07/2024
Rights Available	World



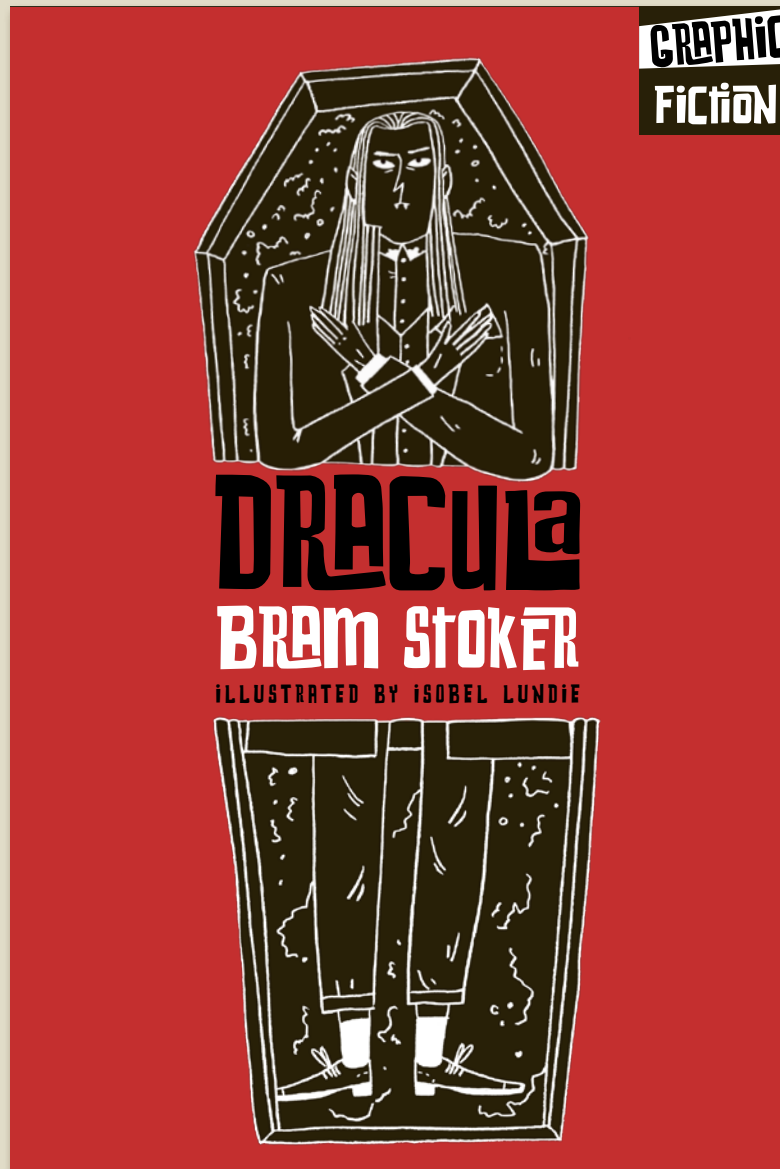
## A graphic retelling of Mary Shelley's gothic masterpiece

- 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.
- Utilises speech bubbles and easy-to-follow sequential ordering to make the story more accessible.
- Next title in the series: Dracula

# Frankenstein



Pub Date	<b>12/09/2024</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800788800</b>
H x W	<b>210 x 140mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>Mary Shelley</b>
Illustrator	<b>Isobel Lundie</b>
Extent	<b>64pp</b>
Word Count	<b>4316 words</b>
Files To Printer	<b>15/04/2024</b>
Freight On Board	<b>11/07/2024</b>
Rights Available	<b>World</b>



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

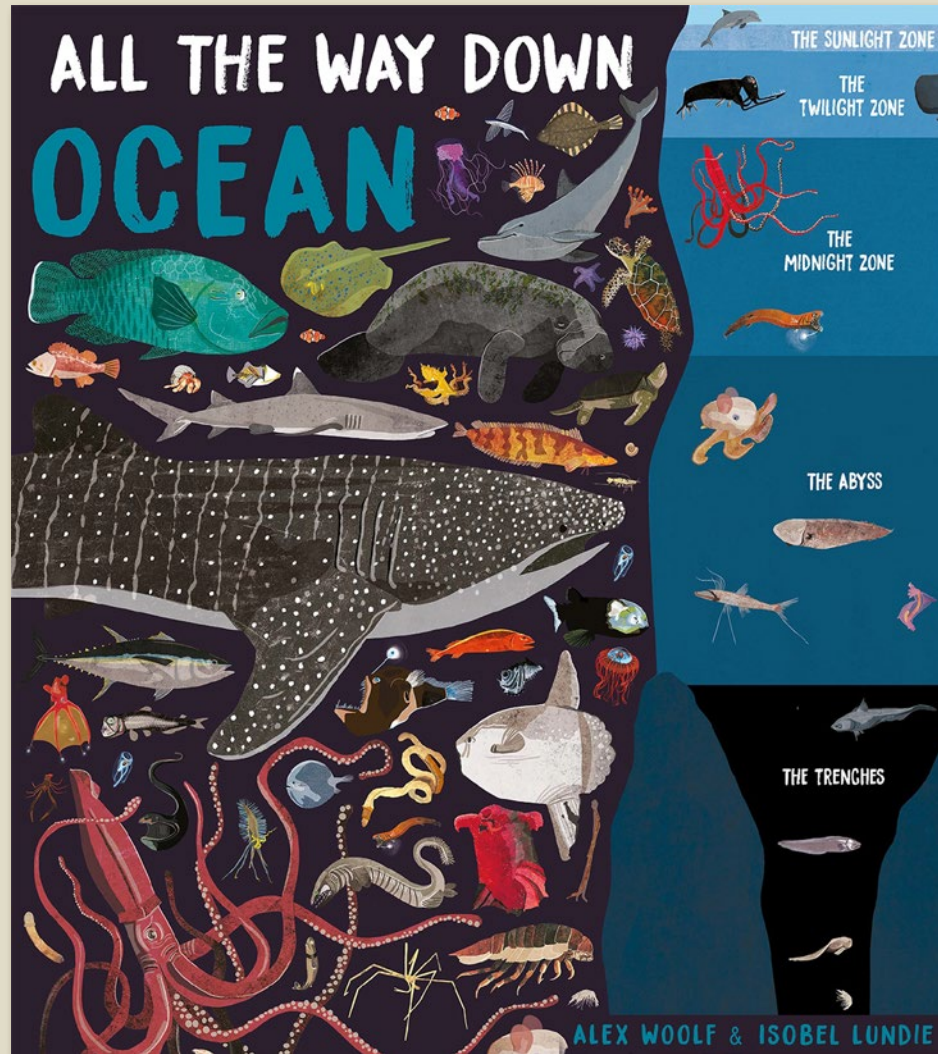
- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
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# Dracula



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

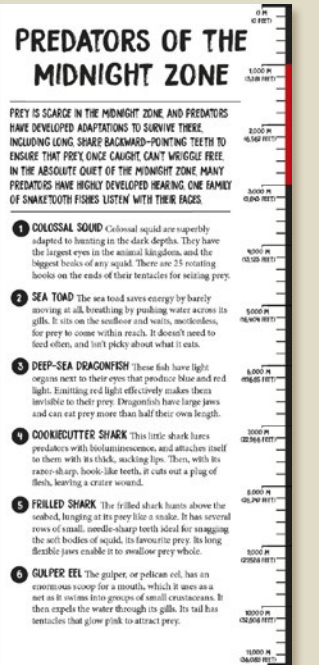
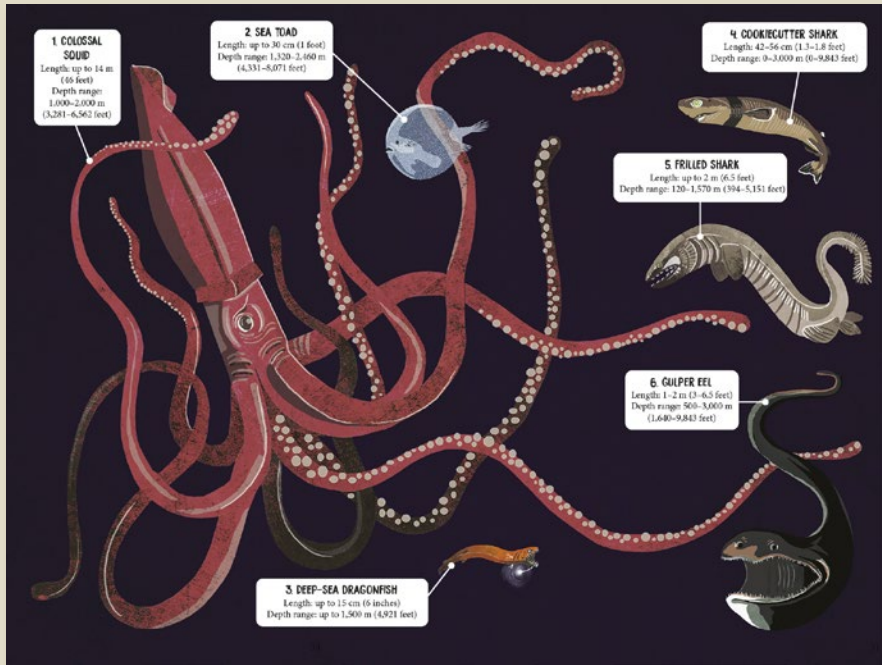
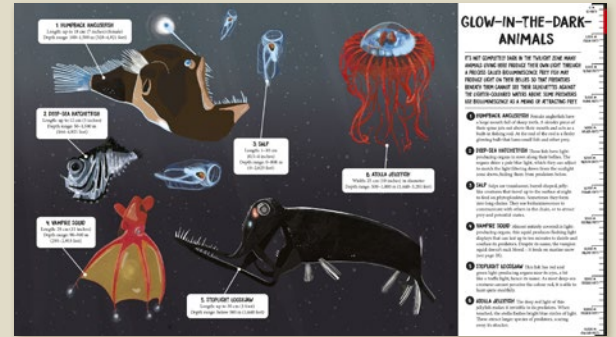
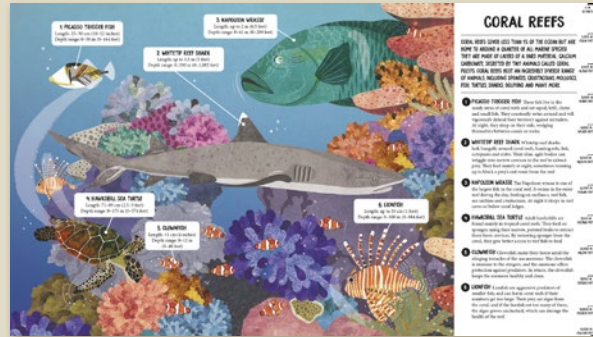
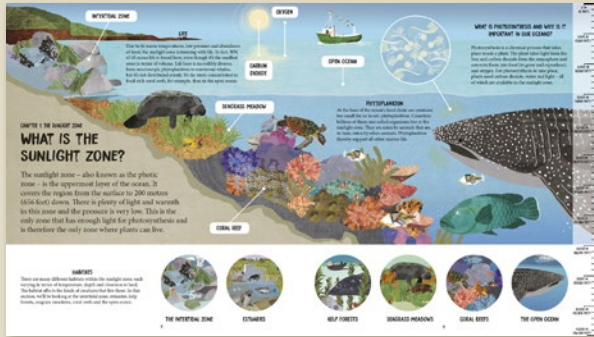
# All The Way Down: Ocean



## 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.

# All The Way Down: Ocean



Pub Date	10/01/2024
Pub Price	£12.99
ISBN	9781800788855
H x W	292 x 260mm
Binding	Hardback
Age Range	7-9 years
Author	Alex Woolf Woolf Alex
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11636 words
Rights Available	World

# All The Way Down: Amazon Rainforest

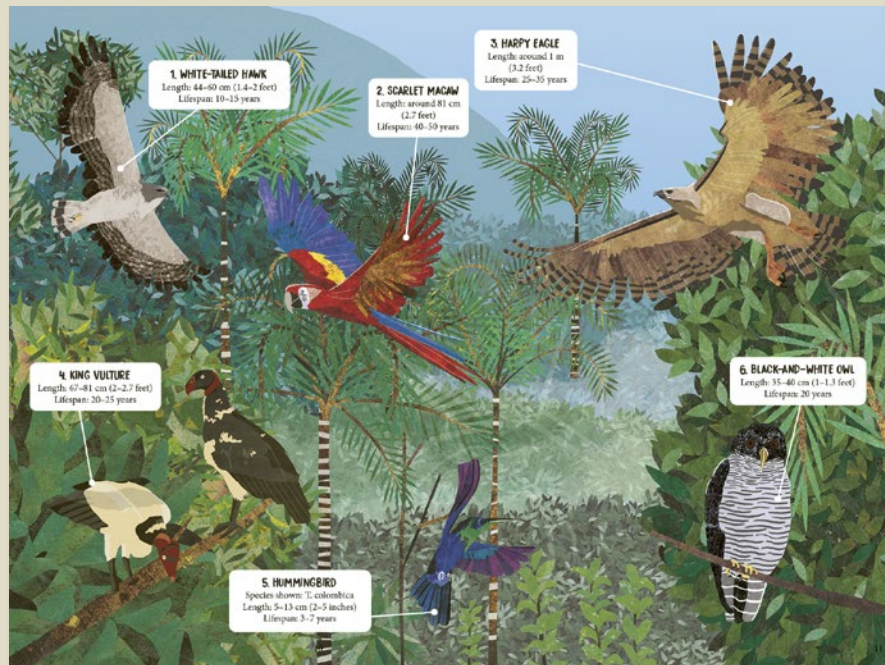
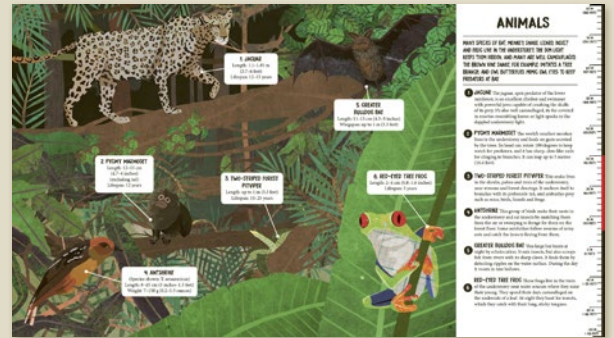


## An ingenious exploration of our rainforests

- Each spread features colourful and eye-catching illustrations of different animal and plant species, plus easy-to-digest, bite-sized facts.
- Part of the All the Way Down series that takes a 'look down' approach at different ecosystems, from the animals that swoop across the tallest trees to the creatures that dwell near the bottom.
- Engaging STEM non-fiction book for aspiring conservationists and scientists aged 7-9 years old.



# All The Way Down: Amazon Rainforest



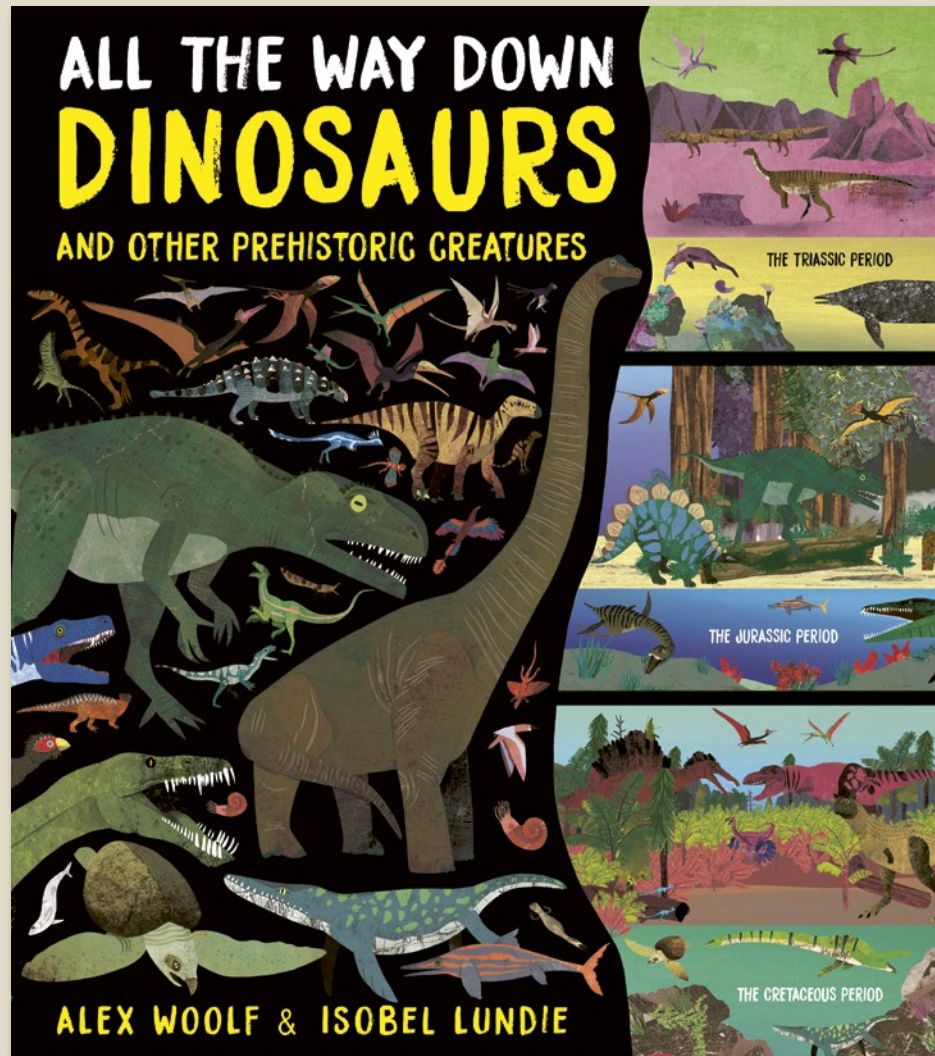
## HIGH FLYERS

THE EMERGENT LAYER OF THE AMAZON RAINFOREST IS HOME TO MANY SPECIES OF BIRDS. AT THIS LEVEL, THEY HAVE PLENTY OF SPACE TO ROAM THE FOREST, SWOOPING TO FEED ON PREY OR VEGETATION, AND THEIR NESTS ARE LESS VULNERABLE TO PREDATORS THAN THEY WOULD BE LOWER DOWN. THE APEX PREDATORS OF THIS LAYER ARE THE HARPY EAGLE AND THE WHITE-TAILED HAWK.

- 1 WHITE-TAILED HAWK** This bird of prey likes to hunt in the emergent layer, where there are fewer trees than below to hinder its flight. It hovers in its site, scanning its surroundings, before swooping for its prey. It eats small mammals and reptiles, as well as birds and insects.
- 2 SCARLET MACAW** These large, colourful parrots live in the emergent layer and upper canopy. Here they have the space to fly at speeds of up to 56 km/h (35 mph). They mostly fly alone or in pairs, but sometimes as a flock. They feed on fruits and seeds.
- 3 HARPY EAGLE** These huge, fearsome raptors have wingspans of up to 2 m (6.6 feet), and 13-cm (5 inch) claws - longer than a grizzly bear's. They soar high up in kapok trees and prey on sloths and monkeys, in addition to other mammals, reptiles and birds.
- 4 KING VULTURE** These large scavenging birds have very sharp eyesight. They perch in the topmost branches of the emergent layer and search for carrion (animal remains) below. If they see any, they swoop down in groups of up to twelve and push other scavengers aside to get at the food.
- 5 HUMMINGBIRD** This family of birds are amazing flyers. They can hover in mid-air, fly backwards and even upside down. Beating their wings at up to a 1000 times a second, they dart from flower to flower among the treetops of the emergent layer, drinking nectar and eating insects.
- 6 BLACK-AND-WHITE OWL** This bird of prey hunts at night for large insects, as well as bats, rodents, birds and tree frogs. It builds its nest in the emergent layer to protect its eggs and chicks from climbing predators.

Pub Date	28/04/2021
Pub Price	£9.99
ISBN	9781800788947
H x W	292 x 260mm
Binding	Paperback
Age Range	7-9 years
Author	Alex Woolf
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11097 words
Rights Available	World

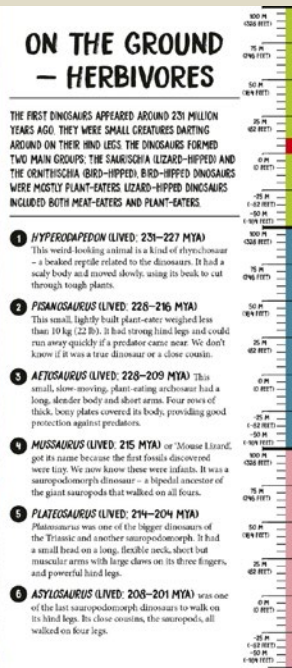
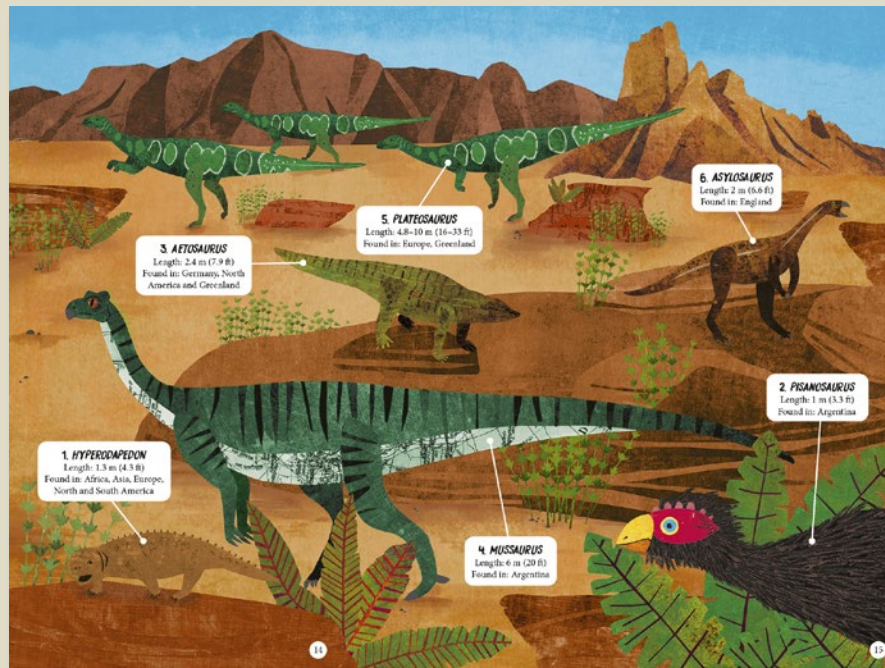
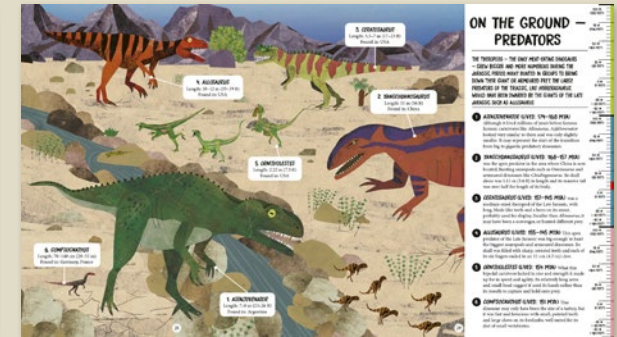
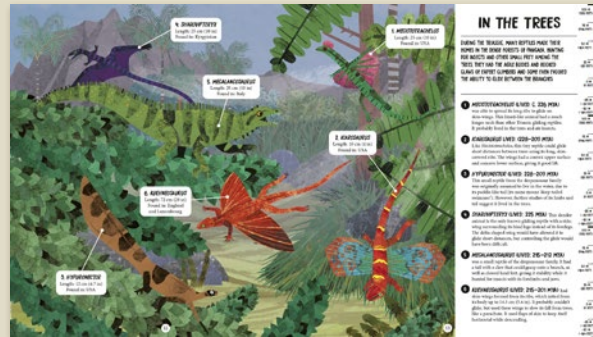
# All The Way Down: Dinosaurs and Other Prehistoric Creatures



## An ingenious exploration of the dinosaurs!

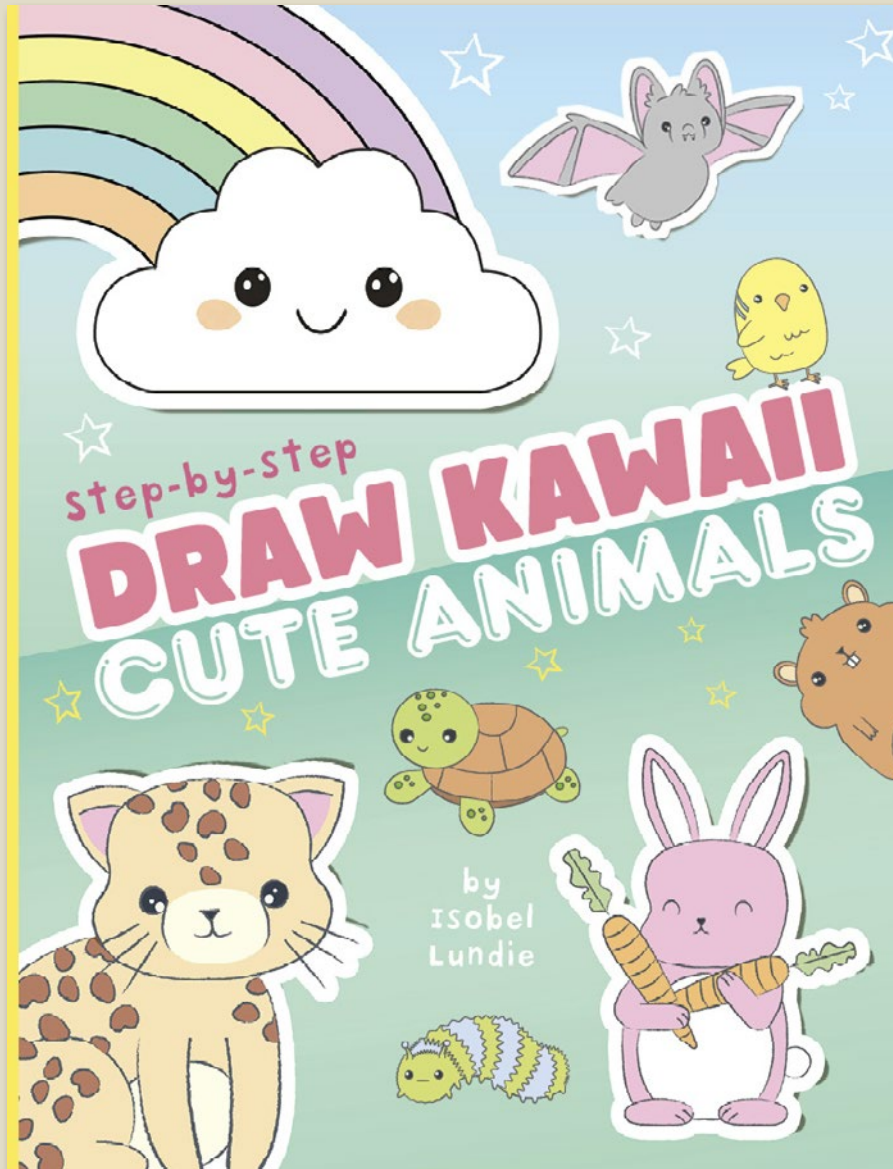
- An innovative information book that allows children to travel back in time to the time when dinosaurs ruled, discovering what life resides at each level.
- Special material includes a ruler running down the side of each spread keep track of the different depths.
- Engaging STEM-focused non-fiction book for dinosaur lovers aged 7-8 years old.

# All The Way Down: Dinosaurs and Other Prehistoric Creatures



Pub Date	28/07/2022
Pub Price	£9.99
ISBN	9781800789012
H x W	292 x 260mm
Binding	Paperback
Age Range	7-9 years
Author	Alex Woolf Alex Woolf
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11030 words
Rights Available	World

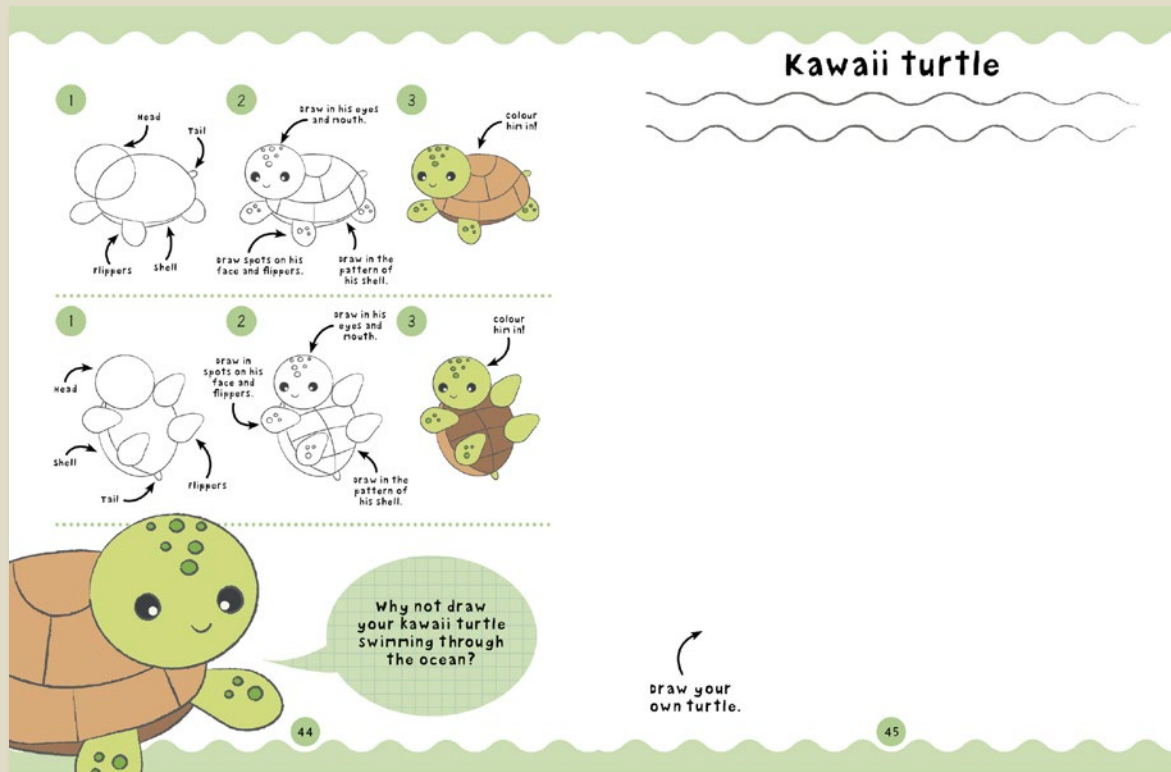
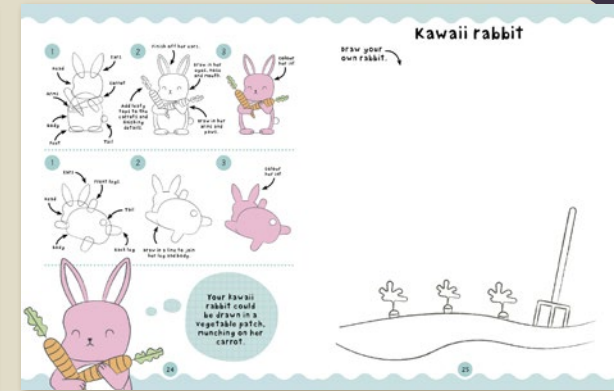
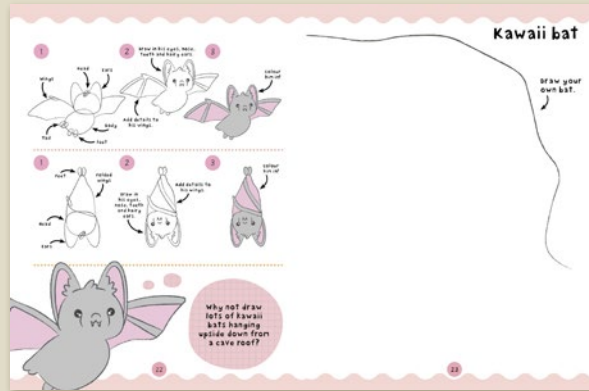
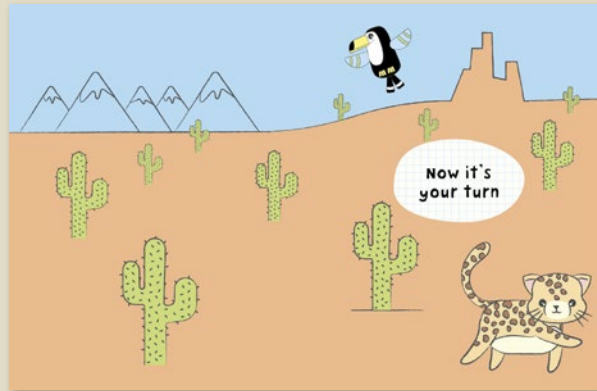
# Draw Kawaii: Cute Animals



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

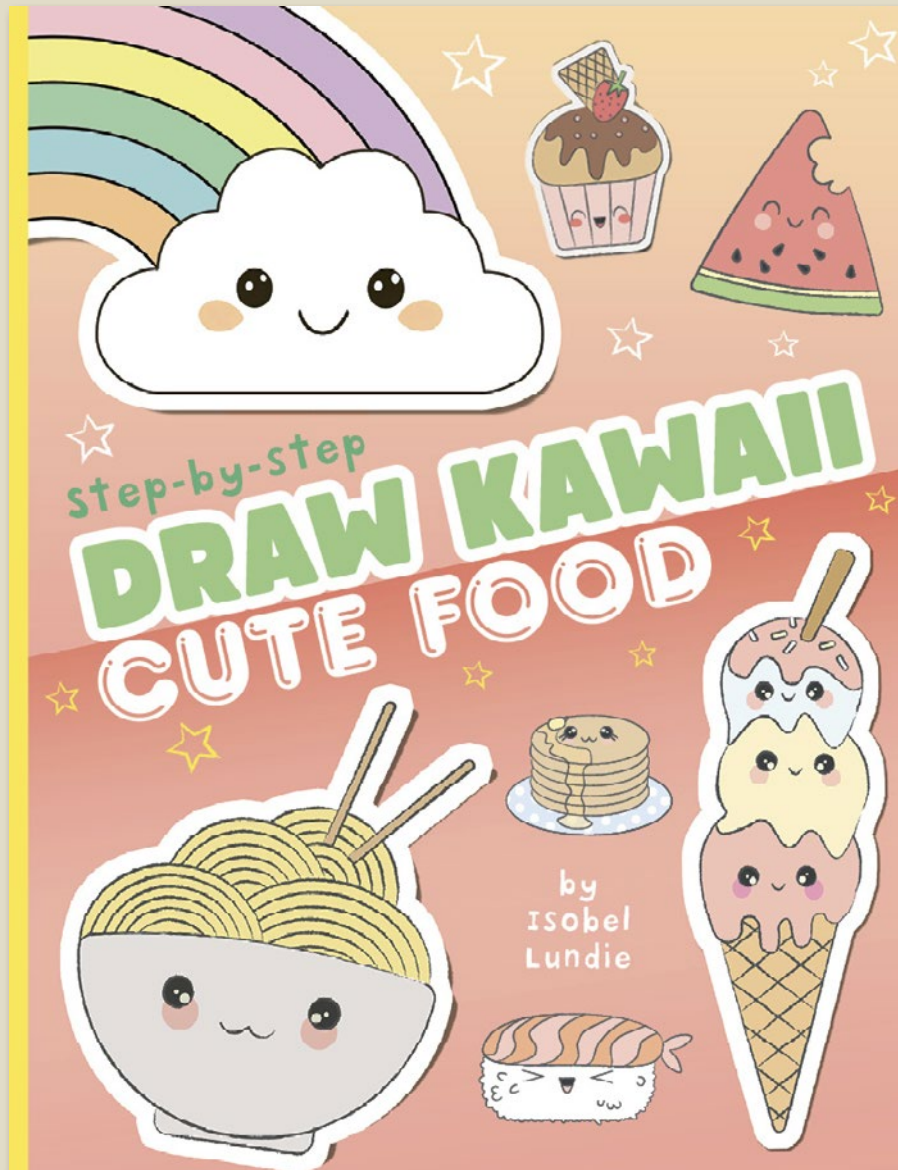
- Easy to follow instructions and guides throughout.
- Learn how to draw a range of different cute kawaii animals - perfect for young girls in particular.
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.

# Draw Kawaii: Cute Animals



Pub Date	04/07/2024
Pub Price	£7.99
ISBN	9781800789937
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Freight On Board	02/05/2024
Rights Available	World

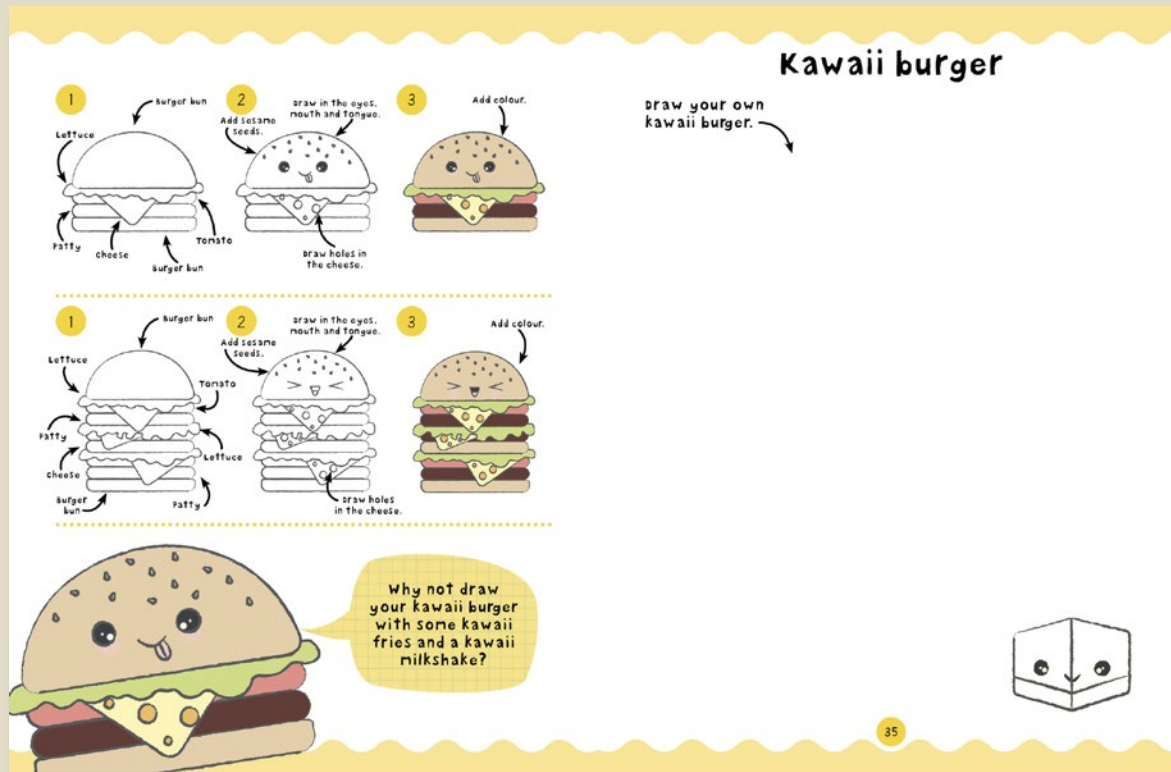
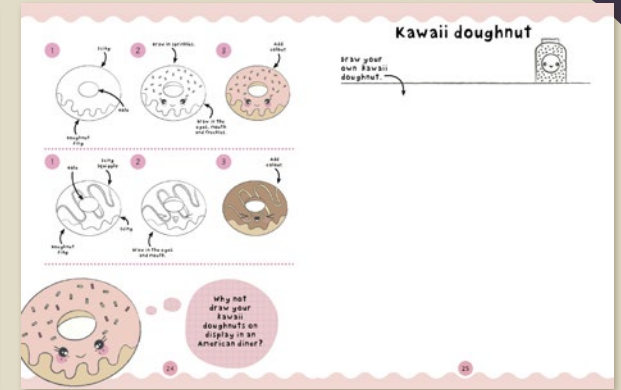
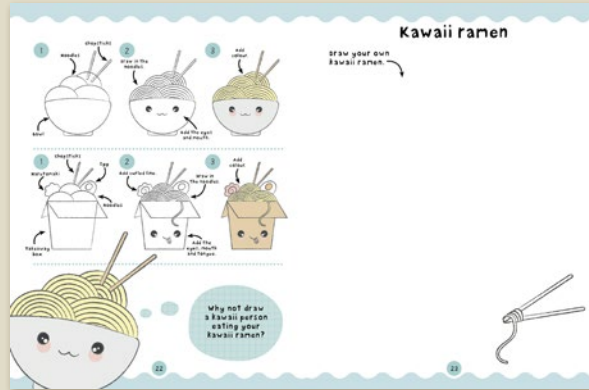
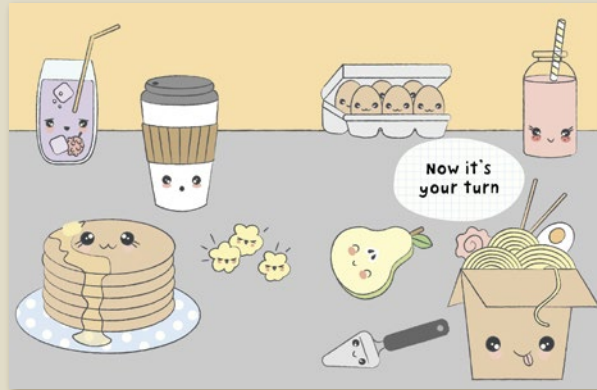
# Draw Kawaii: Cute Food



**Welcome to the charming world of kawaii!**

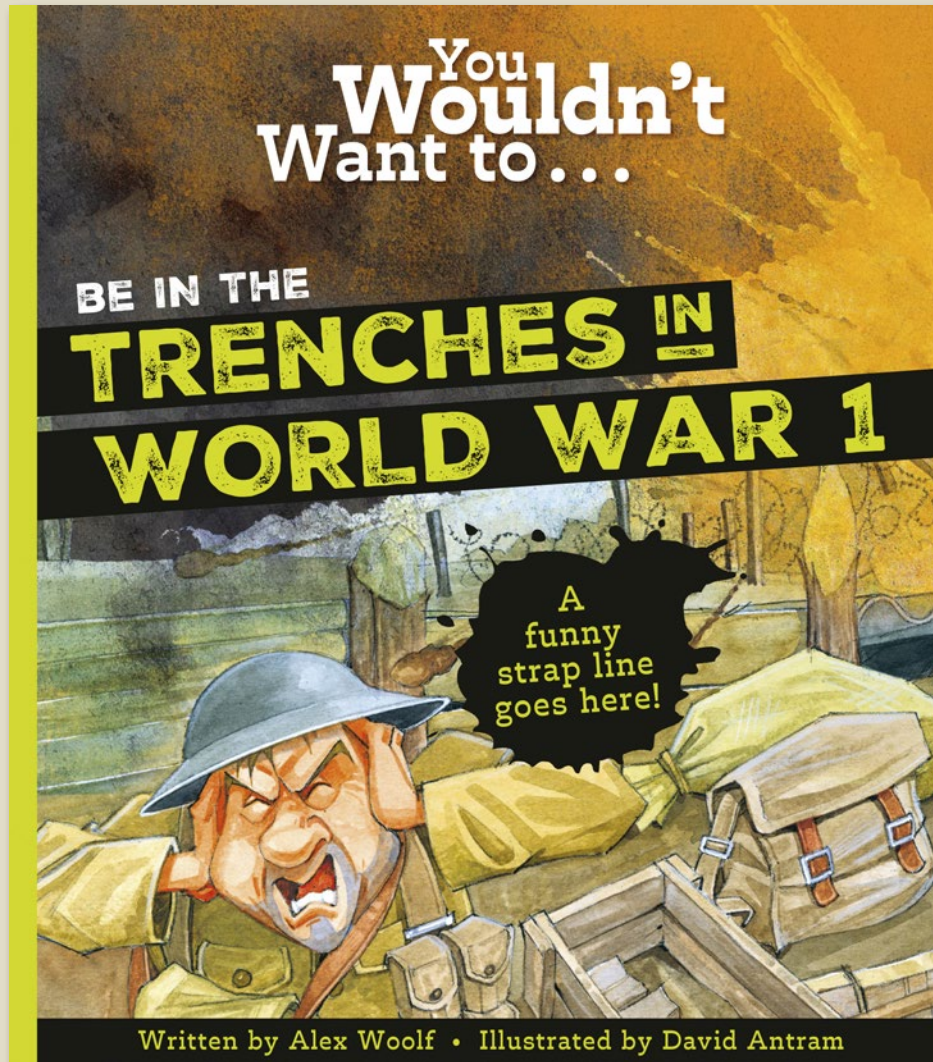
- Easy to follow instructions and guides throughout.
- From fries to cupcakes, learn how to draw a range of different cute kawaii food - perfect for young girls in particular!
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to 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
Freight On Board	02/05/2024
Rights Available	World

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



## The brutal history of WW1 soldiers!

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



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

### Joining up

Even though you're under age, you join the queue at the local recruiting centre and try to enlist with the army. When it's your turn to be interviewed, the recruiting sergeant asks for your age. You tell him and he says "Clear off, son. You can't join up unless you're 18 and can fight and give 18. Come back tomorrow and see if you're the right age." So you return the next day and give your age as 19. They give you a tin of bully beef and a tin of marmalade for your kit and a tin of marmalade for your kit and a tin of marmalade for your kit.

**Handy hint**  
A good question to ask your sergeant is "What are the chances of getting a commission?"

**YOU**

**Handy hint**  
If you're a young man, you'll be given a tin of bully beef and a tin of marmalade for your kit and a tin of marmalade for your kit.

### The cold and the wet

As soon as you're in the trenches, you'll find out that it's not just the rain that's the problem. The rain has caused the trenches to overflow and the water is now in the trenches, making them very muddy. When you're in the trenches, you'll find out that it's not just the rain that's the problem. The rain has caused the trenches to overflow and the water is now in the trenches, making them very muddy.

**Handy hint**  
If you're a young man, you'll be given a tin of bully beef and a tin of marmalade for your kit and a tin of marmalade for your kit.

### Tanks, tunnelling and other terrifying tactics

In their desperation to break the deadlock on the Western Front, military leaders on both sides turn to new methods. In September 1914, you see huge, steam-powered machines chugging slowly towards the German front lines - it's your first sighting of tanks, and they terrify you and your comrades as much as they do the Germans. You learn later that for those driving the tanks, the experience isn't exactly pleasant either. Tanks are hot and noisy inside and, since they lack springs, the crew are thrown around like pins in a can. But on the right, certain things prove very effective at breaking through German lines.

**Handy hint**  
If you're a young man, you'll be given a tin of bully beef and a tin of marmalade for your kit and a tin of marmalade for your kit.

### No-man's-land

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

**Handy hint**  
If you're a young man, you'll be given a tin of bully beef and a tin of marmalade for your kit and a tin of marmalade for your kit.

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

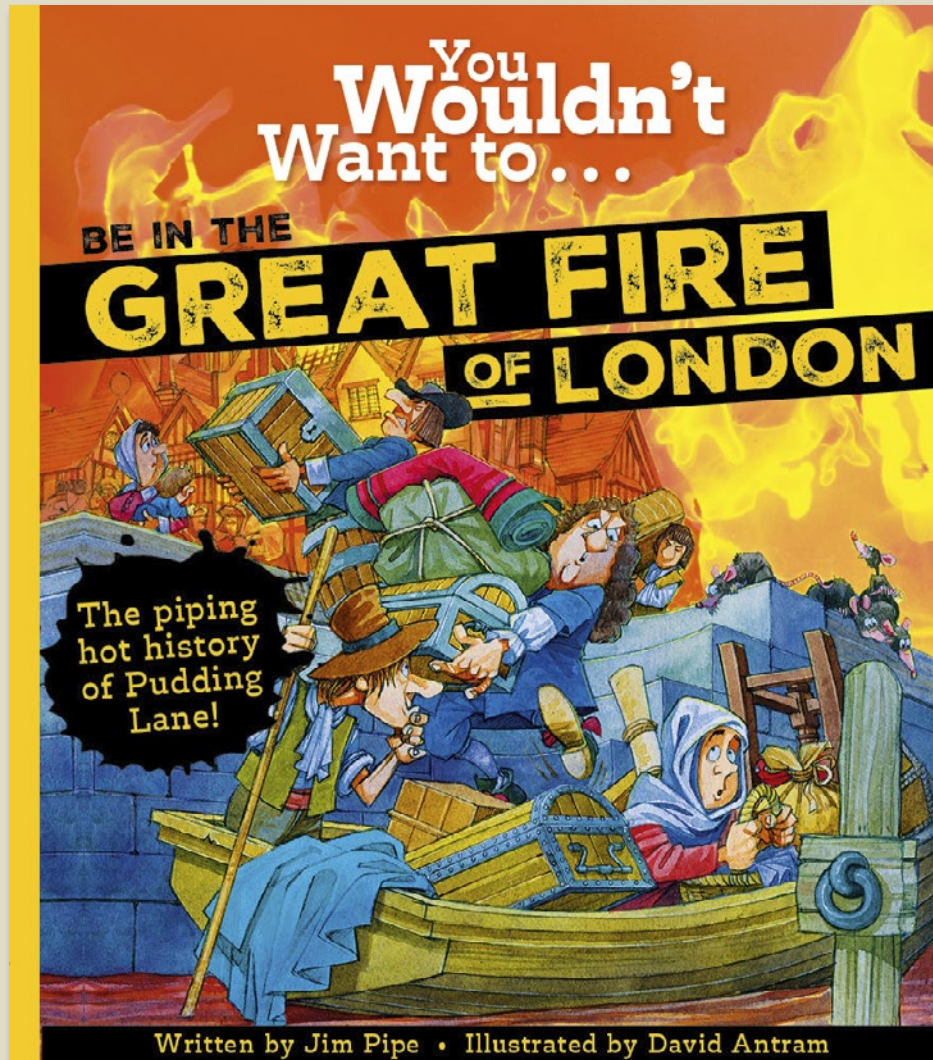
**Handy hint**  
If you're a young man, you'll be given a tin of bully beef and a tin of marmalade for your kit and a tin of marmalade for your kit.

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

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

Pub Date	01/01/2014
Pub Price	£7.99
ISBN	9781800788954
H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	Alex Woolf
Illustrator	David Antram
Extent	32pp
Word Count	4234 words
Rights Available	World

# You Wouldn't Want To Be In The Great Fire Of London!



## The piping hot history of the Great Fire of London!

- History made grisly - perfect for Horrible Histories fans.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an educational, entertaining way.
- A funny, fiery and fact-filled book that engages reluctant readers with history and the curriculum.

# You Wouldn't Want To Be In The Great Fire Of London!

## Who's to blame?

During the Great Fire many post offices and newspaper offices were burnt down. Robert Haker is blamed for starting the fire. But a year later the King's Council agrees the fire was an accident, they suspect. So calm things down, King Charles sends to refugees at Moorfields. He tells them the fire was simply an accident, but more people still believe the fire was started deliberately.

**Who'dunnit?**  
Charles II  
Robert Haker  
King Charles II  
The King's Council  
Moorfields

**Handy hint**  
You've got the wrong baker!

**Don't blame me, I blame the dog!**

**Earl Mordaunt**

**The baker!**

24

## Rebuilding London

After the fire, there's lots to be done. Troops are just too short to cope there's a French invasion. The streets are cleared and new markets are created so everyone can get back to business. People also argue about how the City should be rebuilt. Some want a modern, elegant city with wider streets and freer-of houses. Throughout 1667 people clear rubble and survey the burnt areas. New laws are passed so new houses should be built. But by the end of the year only 150 new houses are finished. For decades, parts of the City lie in ruins. The rebuilding takes for nearly 50 years. The new St Paul's Cathedral is only completed in 1710 - almost 50 years later!

**Change is in the air**

**Handy hint**  
The new streets look good!

26

## The Aftermath

The Great Fire is a disaster but it does bring change. Many of the new houses are built in brick and stone. A huge army of migrant workers come to rebuild the city along with craftsmen to finish the new houses. By the early 18th century London is the largest city in Europe and probably the richest, too. It also has wonderful new buildings, such as a new St Paul's. Though houses built after the Great Fire are safer a large fire in 1733 destroys over 400 houses south of the river. In January 1873 a fire destroys your home. Eleven years later, another home of yours is only saved when a neighbour's house is blown up to create a firebreak. Will you ever be able to sleep in peace?

**Better firefighting**

**What survives today?**

**St Paul's Cathedral**

28

## Dirty old town

Strolling through London in the summer of 1666, it's easy to be swamped by the sights, sounds and smells of this busy metropolis. London is a giant city with over 300,000 inhabitants. It's also a centre for trade, finance and government – a wealthy place where lords are carried in grand coaches by servants. Yet the old centre of London, the City, is a horrible place. Its smoky streets are narrow, stuffy and dark. The summer of 1666 is hot and the place is bone-dry after 10 months of drought. You hold your nose to avoid the stench of dead dogs and rotting waste.

### Why is life so grim?

**Noisy streets**  
Showing matches are a common noise. There are no street signs so you find your way around by shop signs. A sign showing a dragon marks an apothecary (chemist), and Adam and Eve mark a fruit shop.

**Fashion**  
Women wear white make-up made from poisonous lead. It smells foul and cracks when they smile. People use small bits of mouse skin to make their eyebrows look stylish!

**Wigs**  
Charles II begins wearing wigs when he spots his first grey hair. Many men copy him. Hats and lace are common.

**Medicine**  
Medicine is basic. Hospitals are a place to rest, but little else. Doctors cure their patients using leeches to suck their blood.

6

**Handy hint**  
Beware! People throw the contents of their chamber pots out of the windows. Hug the wall to avoid this filth but don't get in anyone's way – they might get angry!

**Mustn't smile, mustn't emile...**

**I feel much better, honest!**

**Do you have any money?**

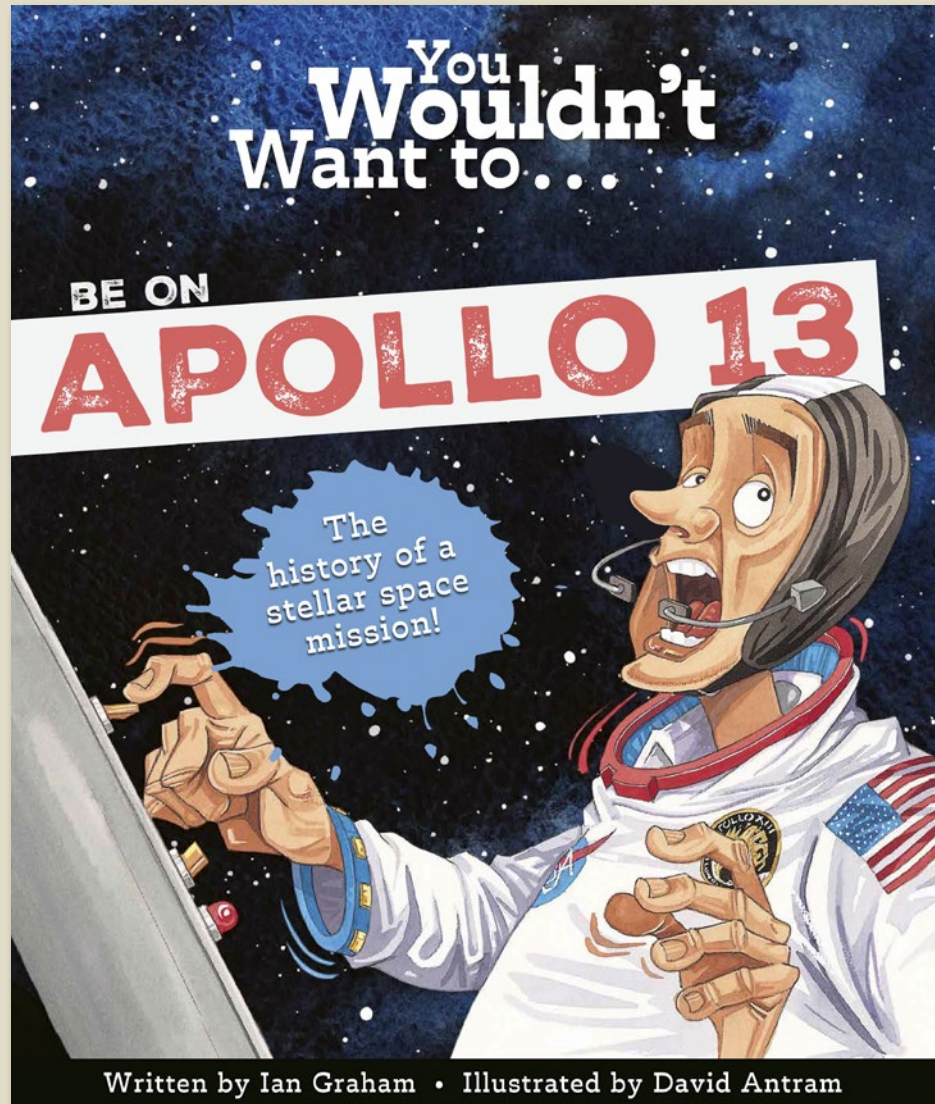
**Yes, loads of it, thanks!**

**Pollution**  
Ashes and dust are constantly thrown into the streets. Piles of steaming dung lie everywhere. Every home has a cesspit for sewage. In your dirty you complain that your neighbour's cesspit has flooded your cellar.

7

Pub Date	01/02/2024
Pub Price	£6.99
ISBN	9781800788961
H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	Jim Pipe
Illustrator	David Antram
Extent	32pp
Word Count	5913 words
Rights Available	World

# You Wouldn't Want To Be On Apollo 13!




**The history of a not-so-stellar space expedition gone wrong!**

- History made funny - brutal truths, comedic illustrations and fun facts that engage reluctant readers. Perfect for Horrible Histories fans.
- A hilarious non-fiction story on the evergreen topic of space exploration, tying in with the 2025 NASA moon mission.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an educational yet entertaining way.

# You Wouldn't Want To Be On Apollo 13!

## Practise makes perfect

The whole crew practises everything they will have to do during the mission. You do it over and over again until you could do it in your sleep. You train in simulators that look exactly like the real spacecraft. The mission controllers keep you on your toes by surprising you with all sorts of emergencies to see how well you deal with them. If you're going to make a mistake, it's better to do it in the simulator than on the way to the Moon. By the time launch day comes, you have to know the spacecraft inside out, be able to fix it perfectly and know what to do in any situation.



**Handy hint**  
Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

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Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

## Cold, wet and stuffy

Keeping warm is not as important as getting home alive, so the spacecraft heaters are switched off to save electricity. The temperature falls to just above freezing. Measure from your breath condenses on the cold instrument panels, walls and windows. The whole spacecraft is wet. It is dark too, because most of the lights are switched off. It gets very stuffy – the Lunar Module was designed for two astronauts, not three, so it can't purify the air fast enough. The limited-cap carbon dioxide in the air rises to a dangerous level. If it continues to rise, you will lose consciousness! You have to do something about it.

**A wee problem!**  
The Apollo 13 crew had to deal with a problem that had never happened before. The Lunar Module was designed for two astronauts, not three, so it can't purify the air fast enough. The limited-cap carbon dioxide in the air rises to a dangerous level. If it continues to rise, you will lose consciousness! You have to do something about it.

**Handy hint**  
Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

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**Handy hint**  
Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

## Lost mission

If everything had gone as planned, Apollo 13 would have landed on part of the Moon called Fra Mauro. Apollo 11 and 12 landed in the Sea of Tranquility and the Ocean of Storms. The ground there was flat, because lava had flowed over it. Scientists wanted samples of older rocks from the hills and mountains that had been covered by lava, but these places are more dangerous to land. The earlier missions proved that astronauts could fly the Lunar Module normally and choose a safe landing spot. It was decided that Aquarius from Apollo 13 would land in the Fra Mauro hills.

**Handy hint**  
Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

**Handy hint**  
Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

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Remember to practise everything you will have to do during the mission. You do it over and over again until you could do it in your sleep.

## We have . . . . . LIFT OFF!

When the countdown reaches zero, you start a 12-minute rollercoaster ride through Earth's atmosphere to space. As the rocket leaves the launch pad, the time on the clock at Mission Control in Houston, Texas, is 13.13! Pictures of the soaring rocket and its flight path appear on a big display screen at Mission Control.

**Handy hint**  
Make sure you are strapped tightly into your seat. If you aren't you'll bounce around the Command Module like a cork in a bottle when the rocket blasts off!

**The 'T' Timeline**

**T minus 3 minutes, 7 seconds**  
The Saturn V rocket is given the firing command and starts its automatic launch sequence. Computers start its fuel pumps.

**T minus 8.9 seconds**  
The first-stage engines fire. The rocket is held down on the launch pad until all five engines are running.


**Zero**  
Apollo 13 and the 3,000-tonne Saturn V launch-vehicle gently lift off the launch pad.

**1\*3 minutes, 20 seconds**  
The launch-escape tower's rockets fire, carrying the tower and boost protectors away from the top of the spacecraft.

**1\*2 minutes, 44 seconds**  
The empty first stage falls away and 2 seconds later the second-stage engines fire.

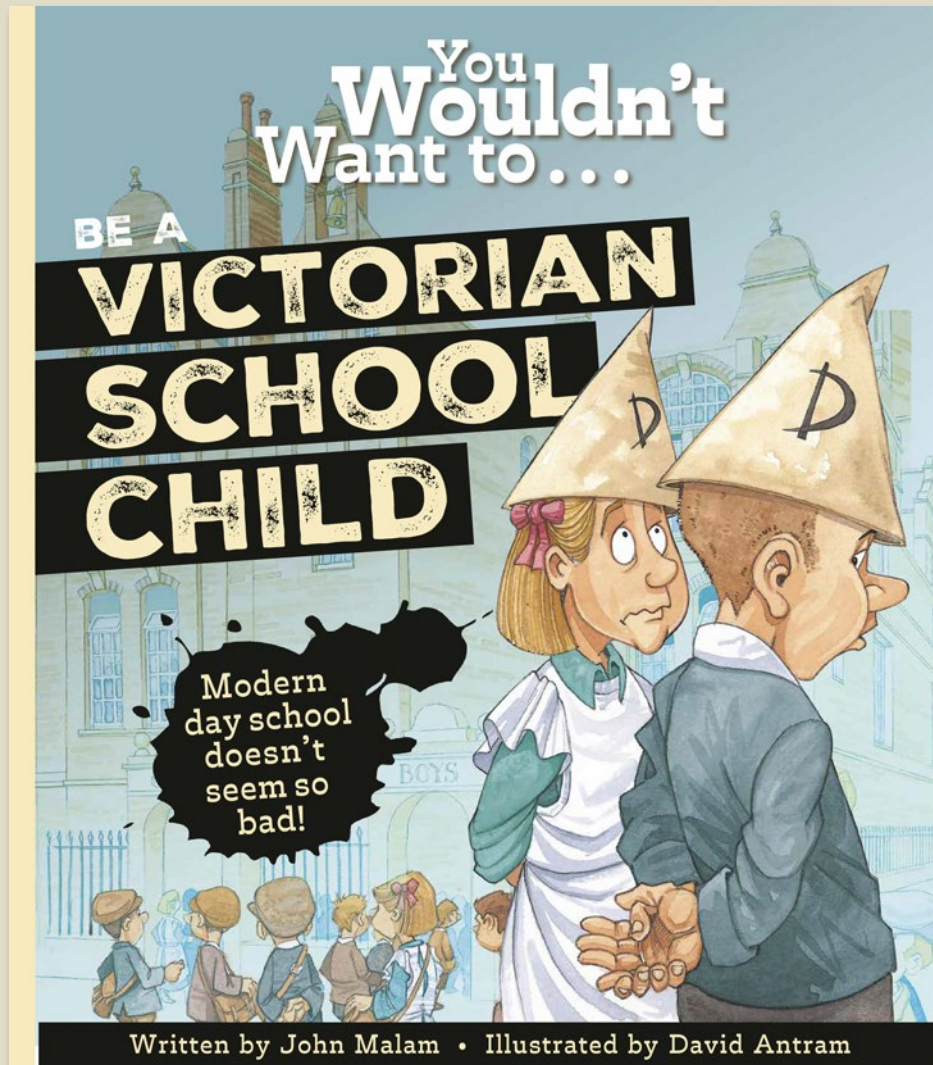
**1\*3 minutes, 53 seconds**  
The empty second stage falls away three seconds after the third-stage engines fire.

**1\*12 minutes, 39 seconds**  
The spacecraft is safely in orbit around Earth. Time to check that everything is working properly.



Pub Date	01/09/2018
Pub Price	£6.99
ISBN	9781800789029
H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	David Antram
Extent	32pp
Word Count	4822 words
Rights Available	World

# You Wouldn't Want To Be A Victorian Schoolchild!



## The grisly history of Victorian school children!

- The cruel history of Victorian schools - perfect for Horrible Histories fans
- Funny, foul and fact-filled book to engage reluctant readers with history and the KS2 Victorian curriculum.
- Combines funny text and comical illustrations to fascinating facts, managing to accurately convey historical realities in an educational, engaging way.

# You Wouldn't Want To Be A Victorian Schoolchild!

**"No blots!" The writing lesson**

**What you will need:** Copybooks, Ruler and pencil, Pen and ink

Each lesson lasts about half an hour. When the writing lesson starts you are told to get ready for the writing lesson. You'll need a ruler and pencil, a pen and a sheet of paper from your writing book or copybook. The teacher tells you to open your copybook at a clean page and rub some neat, straight lines on it. A teacher fills a tray of inkwells with long black ink and gives one to each child in the class. Cleanse the teacher as she writes a sentence on the blackboard. You must copy it word for word in your best handwriting into your copybook.

**Handy hint**

Don't get too close to the blackboard. You'll get a good view of the teacher's writing.

**Other lessons:**

**History**

Learn about the lives of famous people.

**Geography**

Learn about the world and the places you live in.

**Classical knowledge**

Learn about the lives of famous people.

**Handy hint**

Which animal is the best?

**Handy hint**

Which animal is the best?

**"Times tables!" The arithmetic lesson**

**Teachers will tell you that arithmetic is the most important of the three Rs. But you may not agree with them. They want you to be able to add and subtract, divide and multiply. None of all they want you to do sums in your head, which is why it's called mental arithmetic. You'll also learn about:**

**It's all part of the lesson:**

**Arithmetic**

You'll do sums like 12 + 12 = 24, 2 x 12 = 24, 3 x 12 = 36, 4 x 12 = 48, 5 x 12 = 60, 6 x 12 = 72.

**Handy hint**

Don't get too close to the blackboard. You'll get a good view of the teacher's writing.

**Other lessons:**

**History**

Learn about the lives of famous people.

**Geography**

Learn about the world and the places you live in.

**Classical knowledge**

Learn about the lives of famous people.

**Handy hint**

Which animal is the best?

**"What is it?" The object lesson**

The world is a big place, but you've probably never been further than the edge of your town. That's why you have an object lesson, when your teacher tells you about the world you live in. The school has a specimen cabinet, which is a wooden box filled with lots of objects. From rocks and minerals to dead insects and dried plants. In the object lesson you learn what things are made from, how they work and what they feel and smell like. It's a science lesson.

**Handy hint**

Don't get too close to the cabinet. You'll get a good view of the objects.

**Other lessons:**

**History**

Learn about the lives of famous people.

**Geography**

Learn about the world and the places you live in.

**Classical knowledge**

Learn about the lives of famous people.

**Handy hint**

Which animal is the best?

**School – the place for you**

**Ready for school:**

**Sleep well**  
The night before school starts so you don't come to lessons tired. Yawning in class will land you in trouble.

**Wash properly**  
Before you come to school. Scraggly arched will be sent home.

**Eat a good breakfast**  
An empty stomach is as bad as an empty head at school.

**Don't be late**  
School starts at 9 o'clock sharp. If you're late you'll be sent to see the headteacher for a talking-off.

**Listen out for the school bell at the start of each new day, calling all children to their lessons. Your brand new school is called a Board School because your town's Board of Education built it. The school is a modern red brick building with room for around 1,500 pupils. Boys and girls don't mix much at school so they have separate entrances. It's almost like two schools in one building – one school for the boys and another for the girls.**

**School pence**  
Education won't be free of charge until 1891. Until then you'll pay 2 pence (2s) a week.

**Victorian pennies**

**Handy hint**

Know where school is as you might have miles to walk. If you get lost, ask a policeman.

**Girls' classrooms**

**Boys' classrooms**

**School bell**

**DING! DONG!**

**Handy hint**

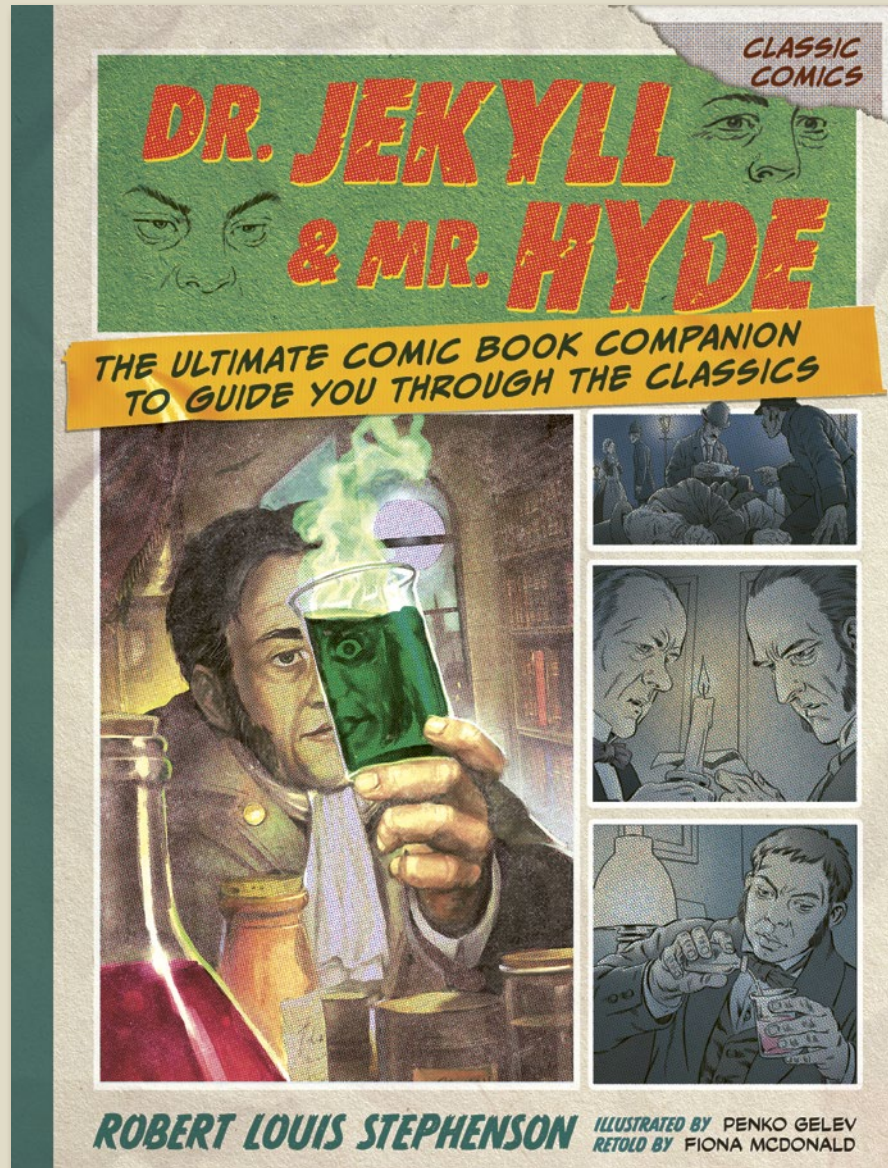
Know where school is as you might have miles to walk. If you get lost, ask a policeman.

**I won't go!**

**Get into that school, now!**

Pub Date	<b>01/02/2024</b>
Pub Price	<b>£6.99</b>
ISBN	<b>9781800789036</b>
H x W	<b>240 x 212mm</b>
Binding	<b>Paperback</b>
Age Range	<b>9-11 years</b>
Author	<b>John Malam</b>
Illustrator	<b>David Antram</b>
Extent	<b>32pp</b>
Word Count	<b>4468 words</b>
Rights Available	<b>World</b>

# Classic Comics: Dr. Jekyll & Mr. Hyde

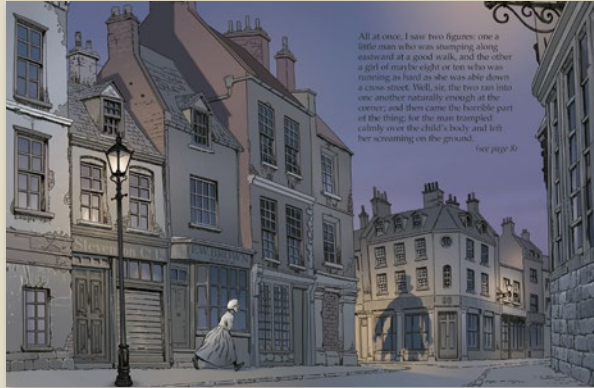


The ultimate comic book companion to guide you through the Victorian classic, *Dr. Jekyll and Mr. Hyde*

- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare more accessible.
- Perfect curriculum companion to students studying Jekyll and Hyde at school, with an additional glossary to help dissect any tricky jargon or Victorian terms.



# Classic Comics: Dr. Jekyll & Mr. Hyde



**CHARACTERS**

MR GABRIEL LITTONSON, JURYMAN  
MR RICHARD ENFIELD, BUSINESSMAN  
DR HENRY JEKYLL, MEDICAL DOCTOR

MR WHIFFERDILL, MR EDWARD HYDE  
DR HANCOX LAMBTON, SCIENTIST  
MR ALBERT CHESE CLERK, TELLER AT MR LITTONSON'S BANK

THE GIRL  
THE YOUNG GIRL  
MR EDUARDO CARVALHO, MEMBER OF PARLIAMENT

A YOUNG WOMAN, BEAUTY  
POLICE INSPECTOR, NEWCOMEN  
MR HYDE'S HOUSEKEEPER

**Old Fashion**

LONDON, EARLY 1800s  
MR ENFIELD, PREVIOUSLY A CHIEF OF POLICE, HAS BEEN FORGOTTEN BY HIS OFFICE AND IS NOW A LONELY MAN WITH NO ONE TO TURN TO FOR HELP.  
MR LITTONSON, FORMERLY A MEMBER OF PARLIAMENT, HAS BEEN FORGOTTEN BY HIS OFFICE AND IS NOW A LONELY MAN WITH NO ONE TO TURN TO FOR HELP.  
A BRILLIANT, GREAT STREET IN LONDON  
THE GIRL WAS RUN OVER BY THE MAN WHO WAS TRAMPING ALONG IN THE STREET.  
THE GIRL WAS RUN OVER BY THE MAN WHO WAS TRAMPING ALONG IN THE STREET.  
THE GIRL WAS RUN OVER BY THE MAN WHO WAS TRAMPING ALONG IN THE STREET.

**A STRANGE STORY**

MR ENFIELD BEGINS HIS TALE.  
I BEGAN TO LONG FOR THE SIGHT OF A POLICEMAN.  
IT WAS VERY LATE ONE NIGHT, MR ENFIELD WAS WALKING HOME THROUGH DARK, SILENT STREETS. THE WHOLE CITY SEEMED DESERTED. WAS NOBODY ELSE AWAKE?

SUDDENLY TWO FIGURES APPEARED AT A STREET CORNER.  
APPROACHING FROM DIFFERENT DIRECTIONS, THEY COULD NOT SEE ONE ANOTHER.

THEY COLLIDED... THE GIRL FELL... THE MAN TRAMPLED OVER HER... AND CALMLY WALKED AWAY!  
GABRIEL  
AAARGH!  
OWWWW!  
THE CHILD IS NOT MUCH THE WORSE.  
HALLOW!  
OUTRAGED BY WHAT HE HAD SEEN, ENFIELD CHASED THE ATTACKER. HE SOON CAUGHT HIM, BUT THE MAN SEEMED COMPLETELY UNCONCERNED BY WHAT HE HAD DONE.  
AN ANGRY CROWD GATHERED ROUND THE TERRIFIED GIRL. SHE WAS BADLY SHAKEN, BUT STILL BREATHING. A DOCTOR ARRIVED, AND SAID THAT SHE'D SURVIVE. EVEN THE DOCTOR LOOKED ANGRY ENOUGH TO KILL THE MAN.

THE WHOLE BUSINESS LOOKS APOCRYPHAL?  
IT WAS THE SAME DOOR THAT THE TWO FRIENDS ARE LOOKING AT NOW!  
AS HE HAD PROMISED, THE ATTACKER WALKED TO THE BANK WITH MR ENFIELD, THE DOCTOR AND THE INJURED GIRL'S FATHER.

THE ATTACKER AGREED TO DAY HE WAS NOT SORRY - HE ONLY WANTED TO AVOID BAD PUBLICITY.  
SET YOUR WIND AT REST.  
I WILL CASH THE CHEQUE MYSELF.  
The attacker said he would prove that the cheque was not a forgery. He would wait with Mr Enfield until the bank was open. Then they would see!

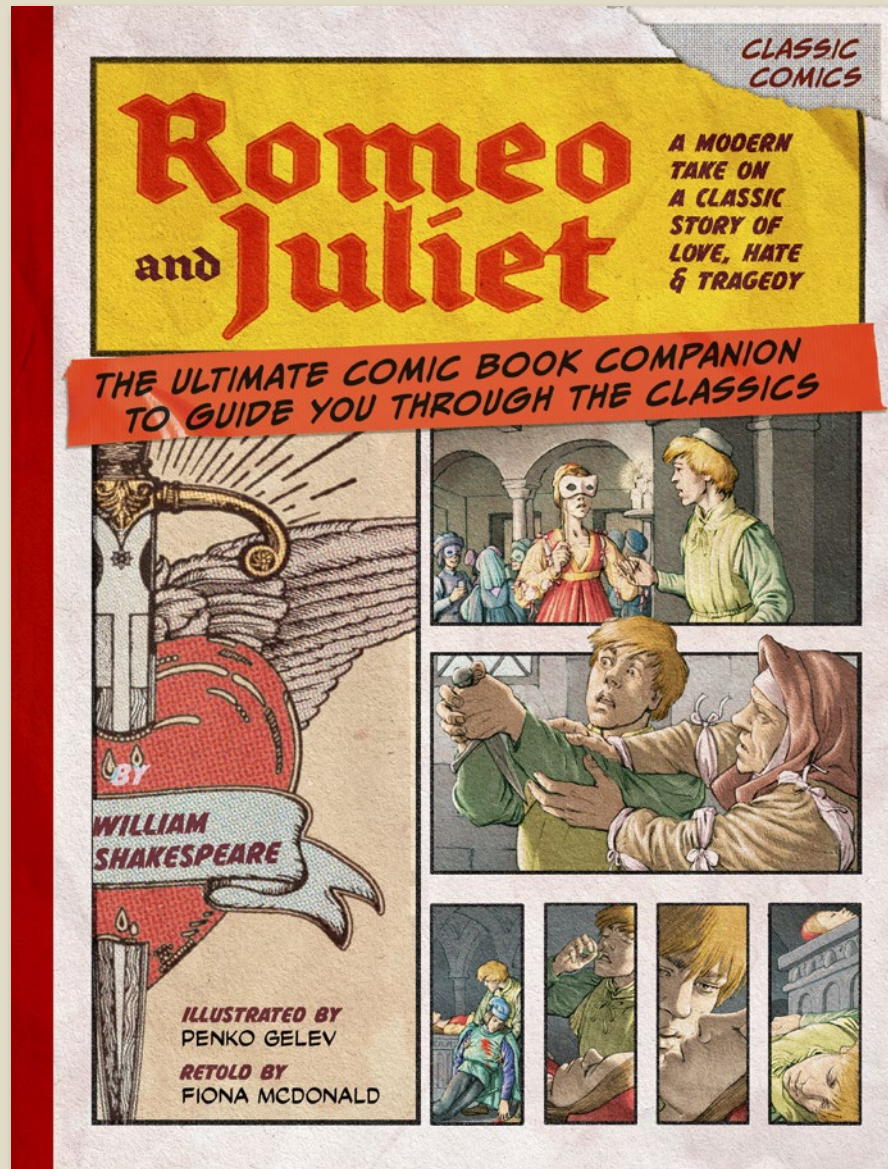
THE CHEQUE IS GENUINE!  
TOGETHER, THEY HANDED THE CHEQUE TO A BANK CLERK. HE LOOKED AT IT VERY CAREFULLY, AND EXAMINED THE SIGNATURE.  
AS MR LITTONSON LISTENS TO THIS STORY, HE SHAKES HIS HEAD AND FROWNS. WHAT'S WORRYING HIM?

1. CHEQUE: A PRINTED FORM GIVING ONE PERSON PERMISSION TO TAKE MONEY OUT OF ANOTHER PERSON'S BANK ACCOUNT. IT IS ONLY VALID IF IT HAS BEEN SIGNED BY THE ACCOUNT HOLDER.  
2. £100: WORTH ABOUT £2000 TODAY.  
3. APOCRYPHAL: NOT TRUE.

**A STRANGE STORY**

Pub Date	26/09/2024
Pub Price	£7.99
ISBN	9781800789142
H x W	246 x 189mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	5715 words
Files To Printer	29/04/2024
Freight On Board	17/07/2024
Rights Available	World

# Classic Comics: Romeo and Juliet



The ultimate comic book companion to guide you through Shakespeare's classic, *Romeo and Juliet*.

- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare accessible.
- Perfect curriculum companion to students studying *Romeo and Juliet* at school, with an additional glossary to help dissect any tricky jargon or old-fashioned terms.

# Classic Comics: Romeo and Juliet

**The Prince's Warning**

1. Mercutio and Benvolio are talking in the street. 2. The Prince is talking to Romeo and Juliet. 3. Mercutio is teasing Romeo. 4. The Prince is warning Romeo and Juliet.

4

**An Invitation to the Feast**

1. Romeo is talking to Tybalt. 2. Tybalt is inviting Romeo to the feast. 3. Romeo is refusing. 4. Tybalt is still inviting Romeo.

5

**A Visit to the Friar**

1. Romeo is talking to the Friar. 2. The Friar is giving Romeo advice. 3. Romeo is listening. 4. The Friar is still talking to Romeo.

6

**Trouble in the Air**

1. Mercutio and Benvolio are talking. 2. Mercutio is teasing Benvolio. 3. Benvolio is looking at Romeo. 4. Mercutio is still teasing Benvolio.

7

**Trouble in the Air**

1. Tybalt is talking to Romeo. 2. Tybalt is challenging Romeo. 3. Romeo is looking at Tybalt. 4. Tybalt is still challenging Romeo.

8

Pub Date	26/09/2024
Pub Price	£7.99
ISBN	9781800789159
H x W	246 x 189mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	13401 words
Files To Printer	29/04/2024
Freight On Board	17/07/2024
Rights Available	World

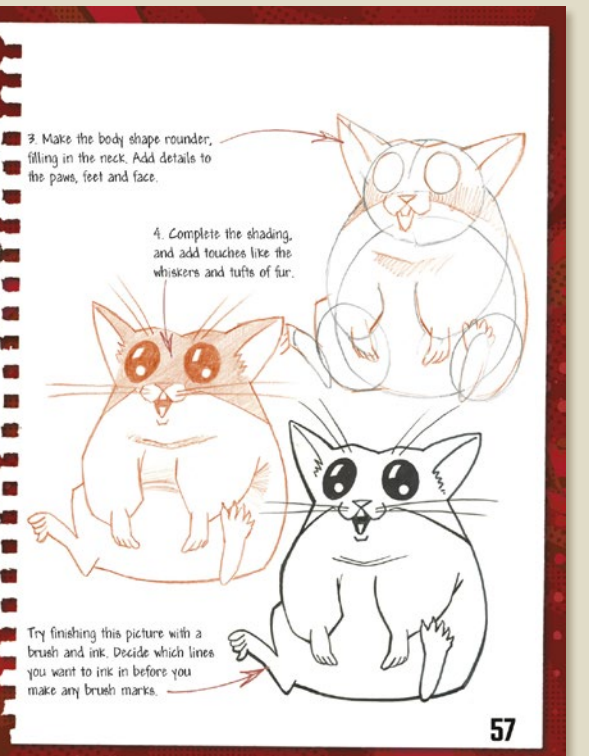
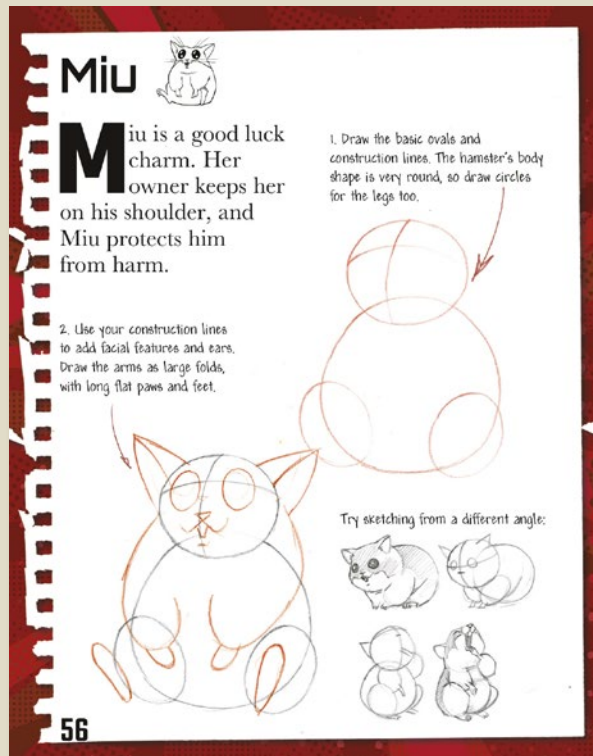
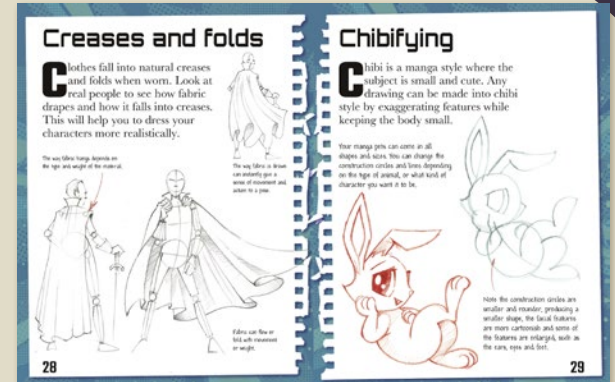
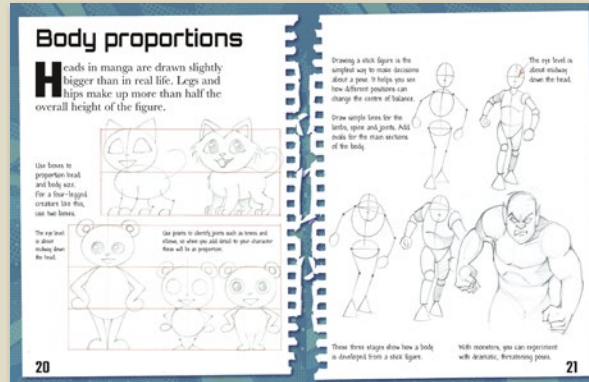
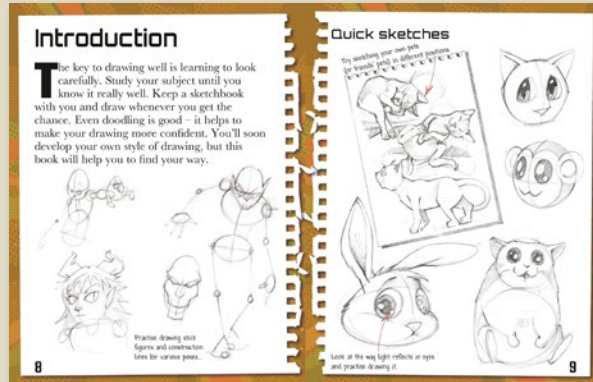
# Art of Drawing Manga: Monsters and Pets



## 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

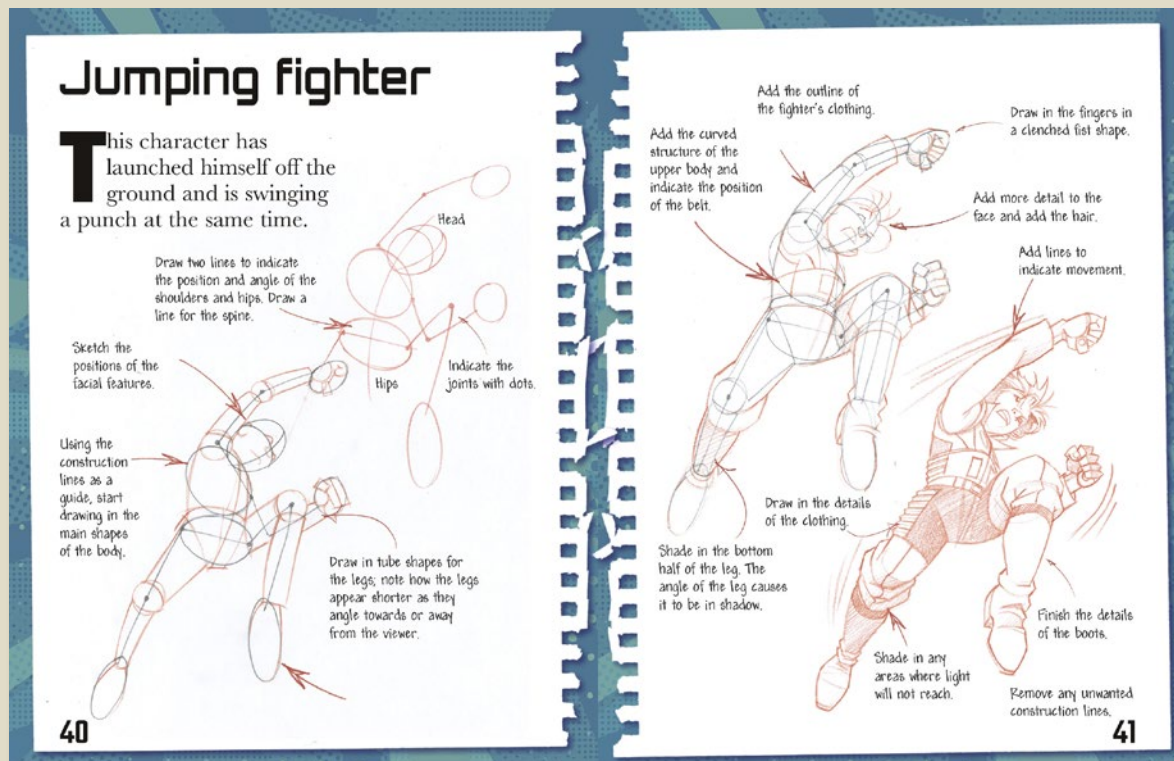
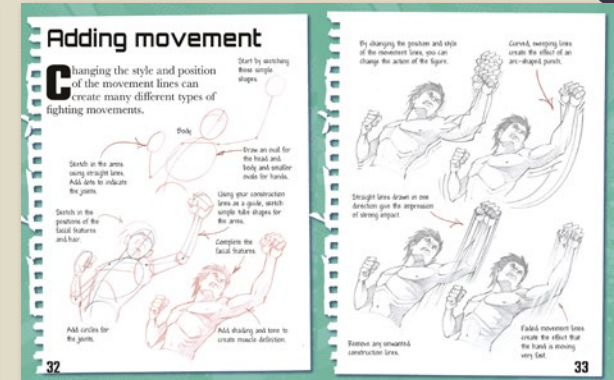
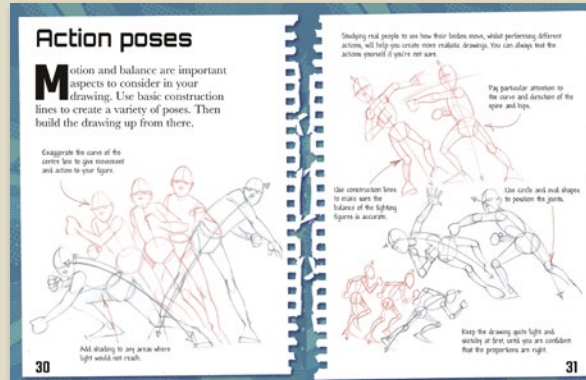
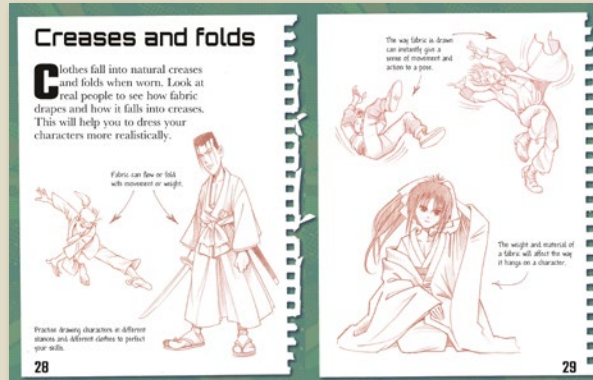
# Art of Drawing Manga: Action and Movement



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

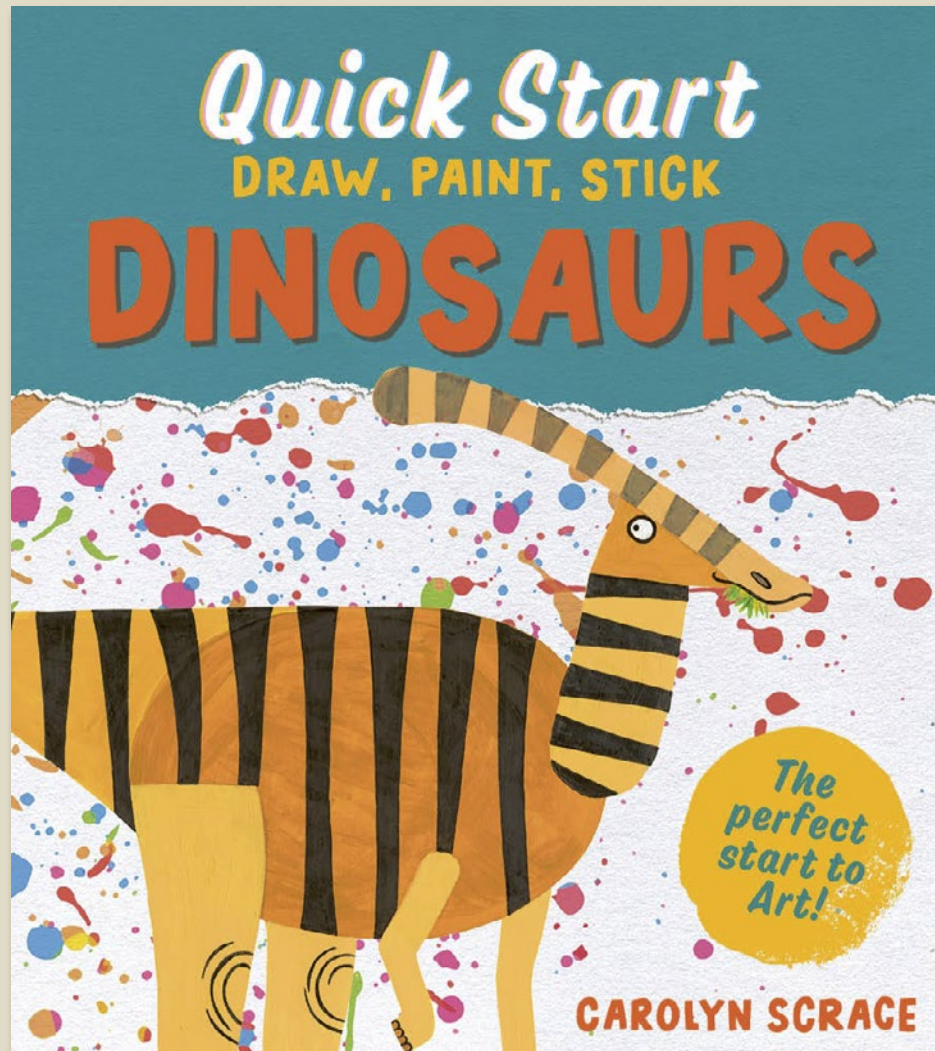
- Easy step-by-step instructions, perfect for beginners to grow their confidence.
- Manga has established itself as a hugely popular art style among both teenagers and adults.
- Teaches aspiring artists all the basics including which materials to use when, values of light and dark, and how to use perspective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

# 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  
 Parasaurolophus  
 cartridge 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 forelegs.
- 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.

Paint in a strip of tall and some trees. Add mountains in the background and a pale yellow sky with a large orange sun.

Paint grey stripes on the Parasaurolophus's crest. Add some grey circles for its nostrils like this.

Use the black felt-tip pen to draw in its horns and to outline its nostrils.

Paint in a mountain to draw in, and some brownish greening nearby.

12

## Paper Cup Dinosaurs

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

**You will need:**  
 paper cups  
 poster paints  
 paintbrushes  
 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 three in its pointed neck and big long tongue.
- 4 Add the nostrils. Draw a curved line for its back with added spikes (see diagram).
- 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 paint a tail and two legs (see diagram). When dry, cut the shapes out.

Stick the paper cup onto the side of the paper cup and the eyes onto the top (see diagram).

Use an extra paper strip (see diagram) for your paper cup dinosaur!

Glue the dinosaur onto a paper fill sheet.

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  
 paintbrush  
 large pebbles  
 felt-tip pen  
 cartridge 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 in the dinosaur's eyes, nostrils and mouth. Draw in two short arms and hands with two fingers.
- 6 Paint the eggshell with cream-colored 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!

Use this strip of coloured paper to arrange onto the shape of a dinosaur's nest. Glue the paper together above all of your pebbles and place your dinosaur eggs on top.

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.

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.

14

15

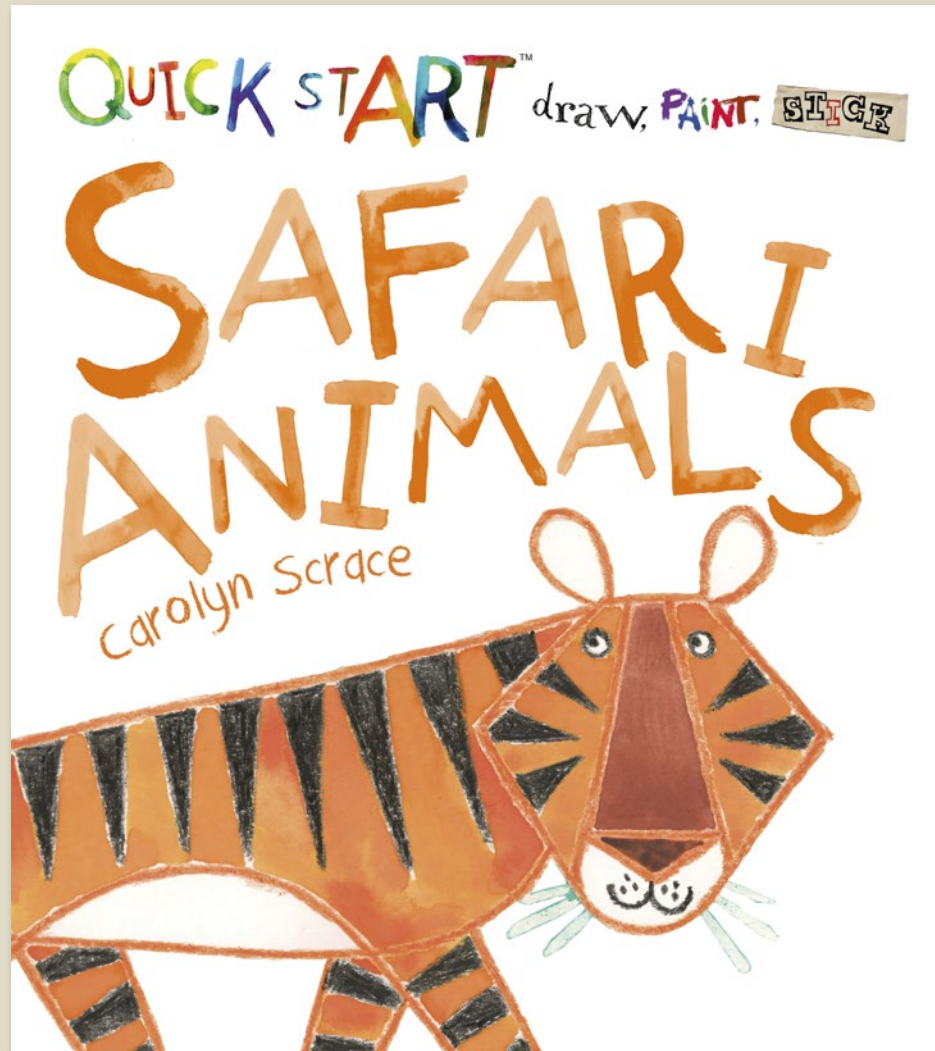
Spinosaurus

Brachiosaurus

Tyrannosaurus

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

# 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:**  
 • Paper  
 • Poster paint  
 • Large brush  
 • Small brushes  
 • Coloured paper  
 • Scissors  
 • Glue  
 • PVA glue

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 eye, ear 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 tusk and its horn.
- 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 safari animals for you to draw and paint.

14

## Folded Paper Tiger

**You will need:**  
 • Paper  
 • Scissors  
 • Glue  
 • PVA glue  
 • Poster paint  
 • Coloured paper

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 right 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 paint like this leopard and cheetah!

20

## Torn Paper Giraffe

**You will need:**  
 • Paper  
 • Thin paper for cutting  
 • Scissors  
 • Coloured paper  
 • PVA glue  
 • Black felt tip pen

- 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 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 them.

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

Use thin 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 lines on the rest of its tail.

Make a row 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

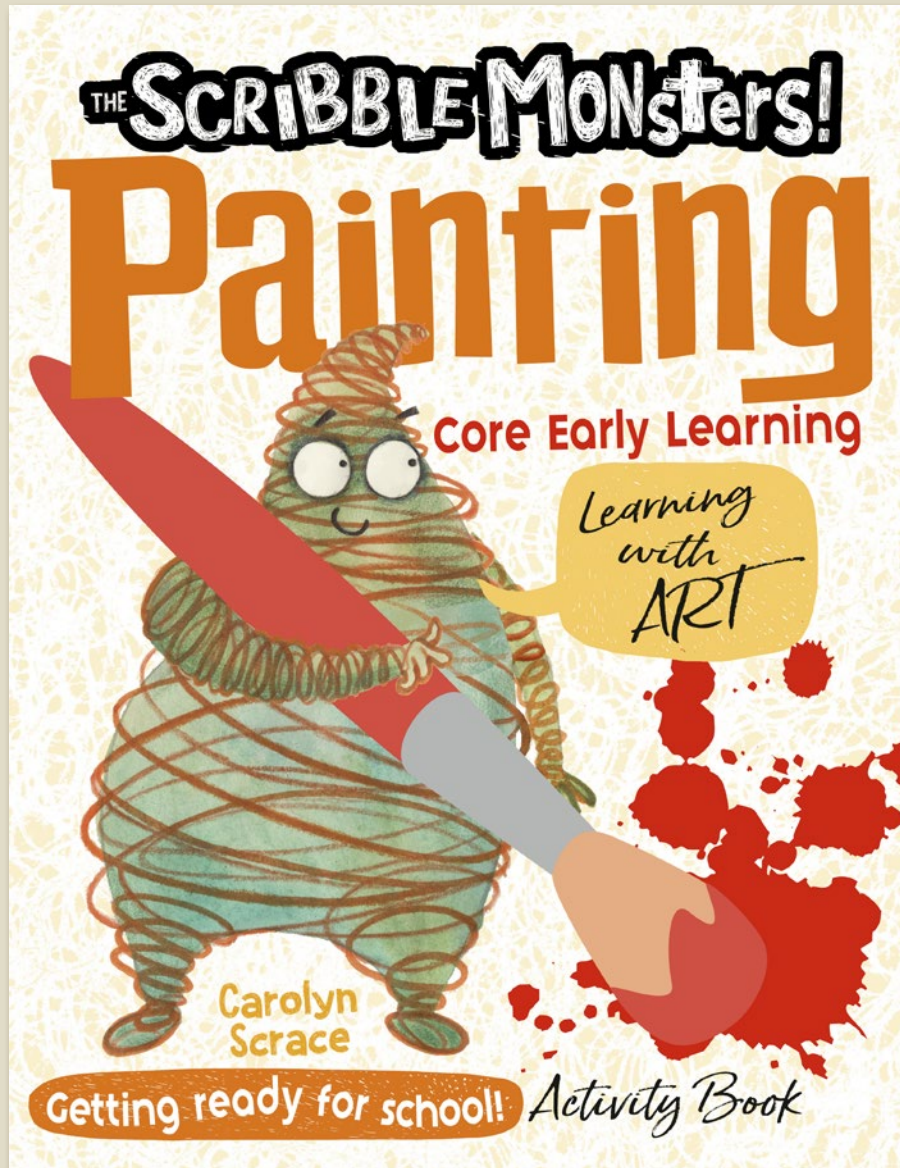
Glue a pipe cleaner onto the back of the paper cup to make a tail. Bend the top round into a curl.

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

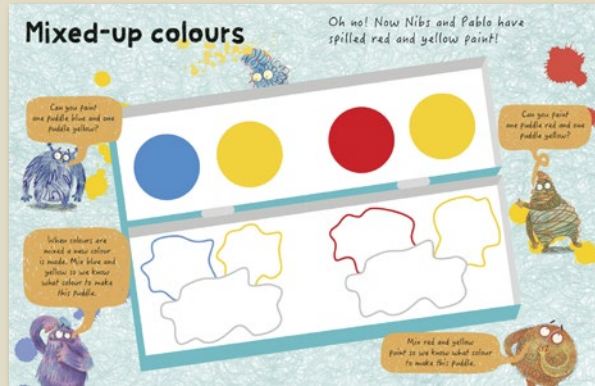
# Scribble Monsters!: Painting



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

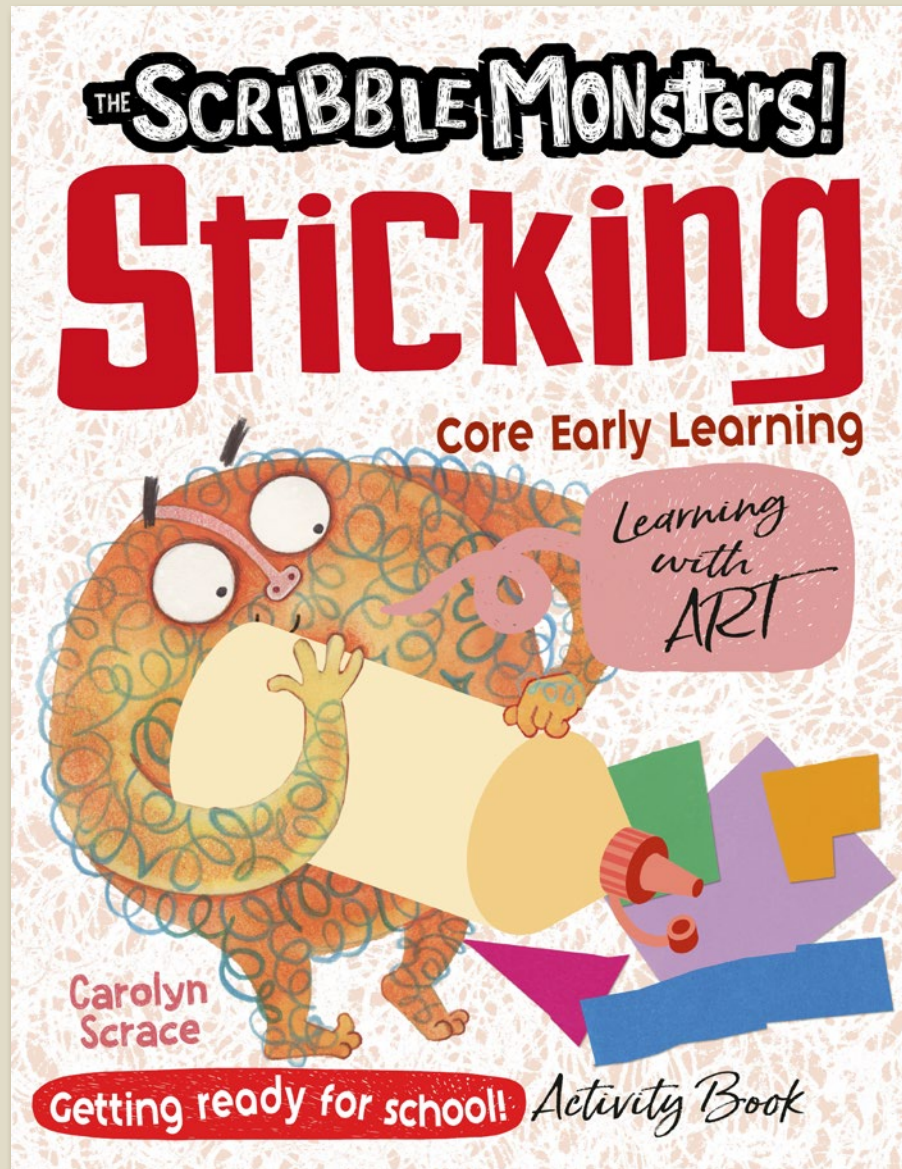
- Improves manual dexterity, visual spatial awareness and co-ordination skills in little ones.
- Introduces children to concepts of shape, colour, size and pattern.
- Engaging, simple prompts encourage children to complete the scenes and take authority over their own creations.
- Encouraged children 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

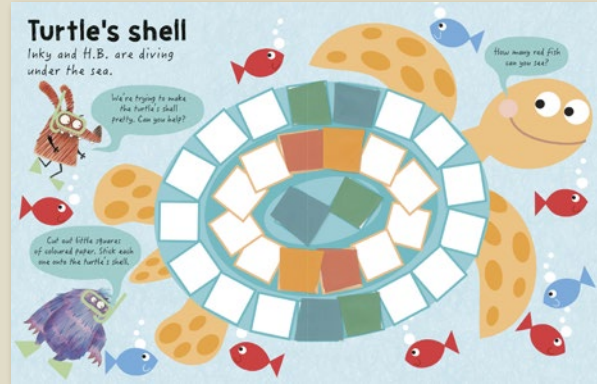
# Scribble Monsters!: Sticking



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

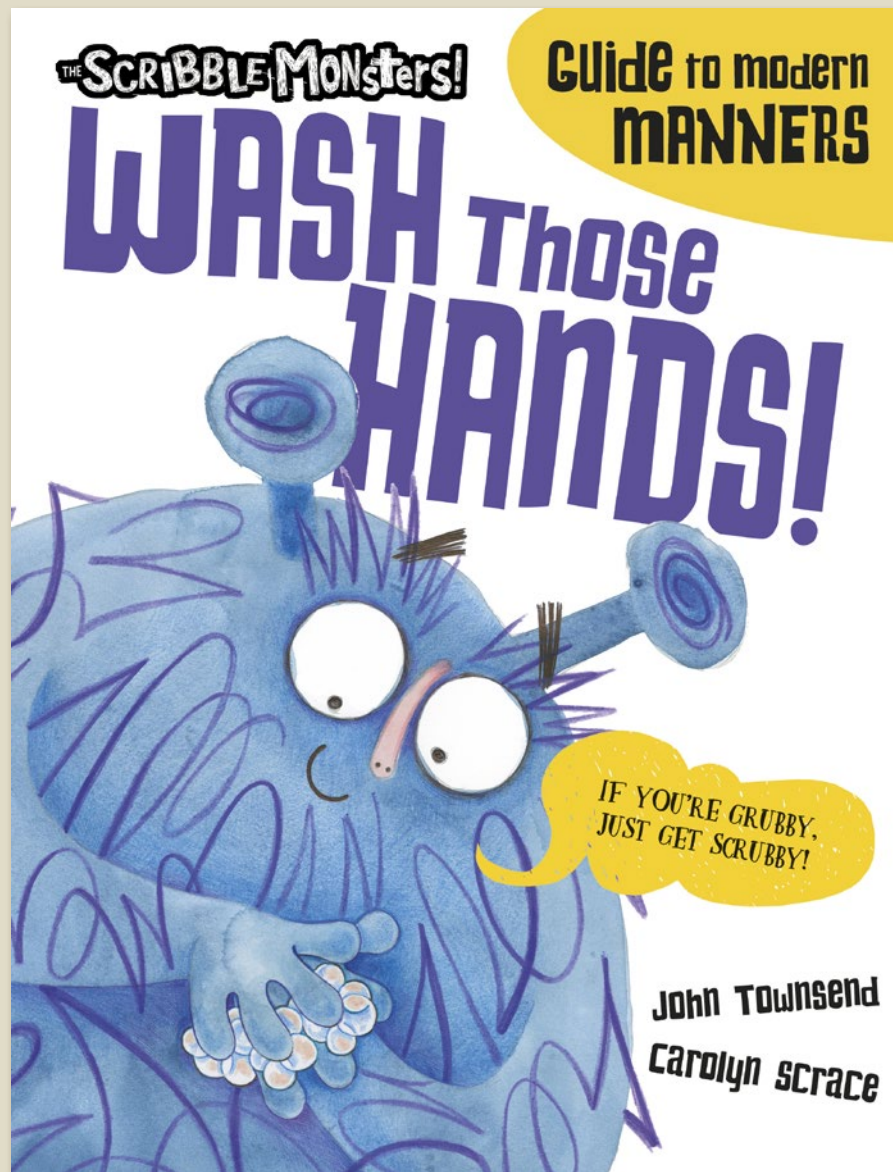
- Improves manual dexterity, visual spatial awareness and co-ordination skills in little ones.
- Introduces children to concepts of shape, colour, size and pattern.
- Engaging, simple prompts encourage children to complete the scenes throughout the book.
- Inspires children to create art from materials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

# Scribble Monsters!: Sticking



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 Guide to Modern Manners: Wash Those Hands

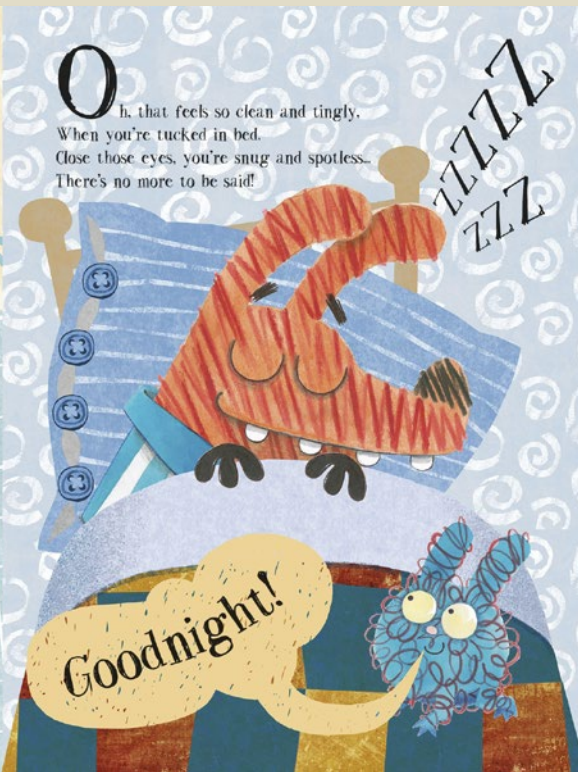


**Scrub up on your cleanliness with this fantastically funny introduction to personal hygiene!**

- 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.

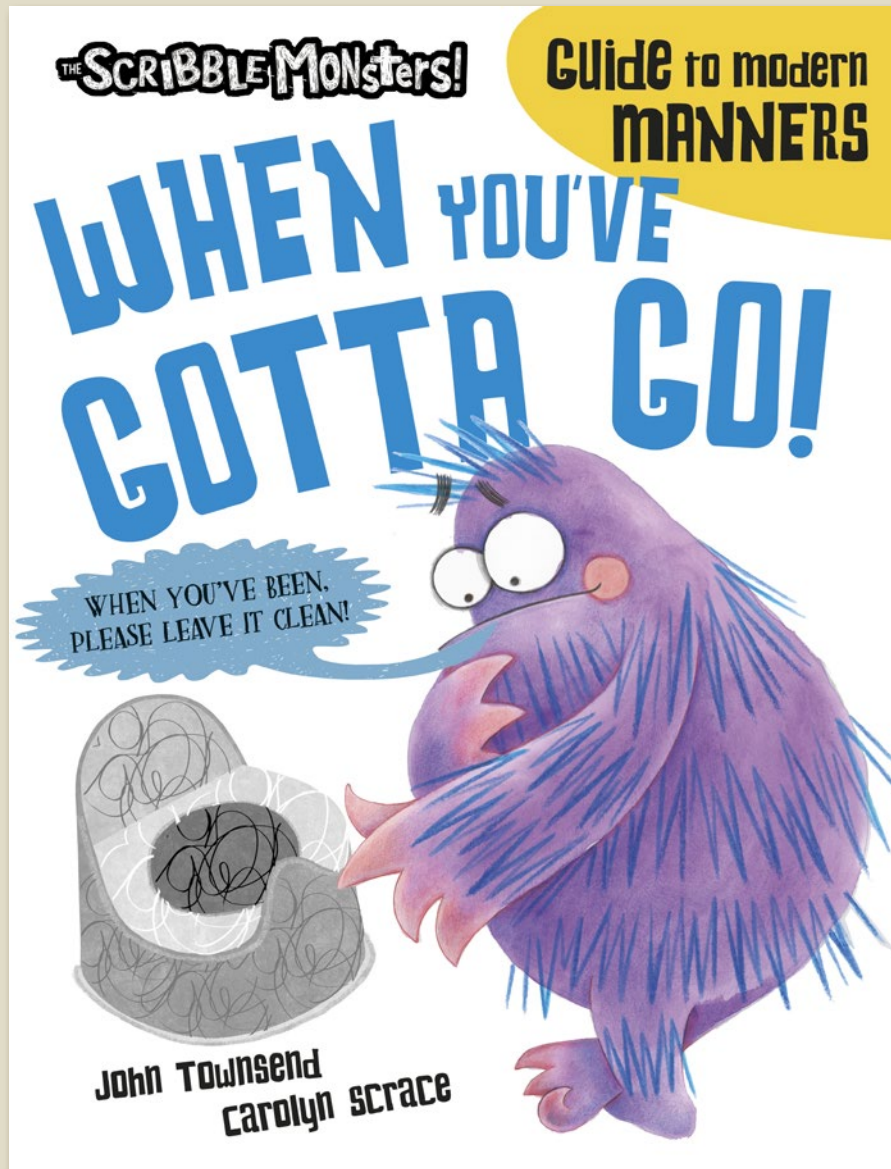


# Scribble Monsters Guide to Modern Manners: Wash Those Hands



Pub Date	<b>28/03/2021</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800789128</b>
H x W	<b>280 x 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>0-5 years</b>
Author	<b>John Townsend</b>
Illustrator	<b>Carolyn Scrase</b>
Extent	<b>32pp</b>
Word Count	<b>1098 words</b>
Rights Available	<b>World</b>

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



### A fantastically funny toilet training guide for little ones!

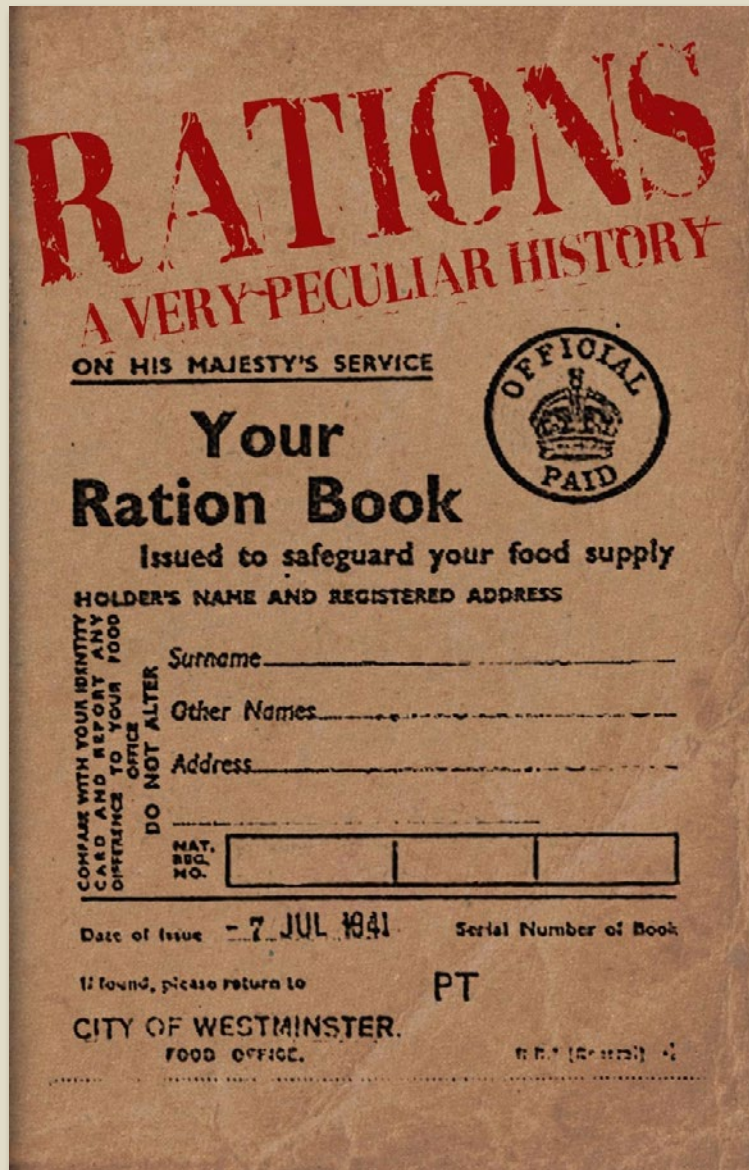
- Featuring bright, bold monster role models for children demonstrating good toilet etiquette for children to replicate.
- End matter includes a toilet training quiz to test children's knowledge in a fun, engaging way.
- Follows every step on your toilet training adventure, from recognising the signs 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	<b>28/03/2021</b>
Pub Price	<b>£7.99</b>
ISBN	<b>9781800789111</b>
H x W	<b>280 x 215mm</b>
Binding	<b>Paperback</b>
Age Range	<b>0-5 years</b>
Author	<b>John Townsend</b>
Illustrator	<b>Carolyn Scrase</b>
Extent	<b>32pp</b>
Word Count	<b>971 words</b>
Rights Available	<b>World</b>

# A Very Peculiar History: Rations



**Explore the rotten history of rationing in this spectacular history book!**

- Spectacular full-colour endpapers feature ephemera of the topic and time, while a full glossary and index help to make the books both fun and informative.
- Great curriculum guide for secondary school children learning about WW2, particularly women's roles and the British home front.
- Short chapters, fascinating facts and humorous illustrations make this rationing book very easy to digest!

# A Very Peculiar History: Rations

**RATIONS** A VERY PECULIAR HISTORY

And if they didn't need it? That wasn't a problem, because they could promptly sell it to someone who did – probably at a small profit.

A sense of humour helped people get by. Before the war there was a popular comic song called 'Yes, we have no bananas', and during the war shopkeepers would display the title in their windows, as bananas were a great rarity for years.

One shop, still operating despite a gaping hole in the wall after a bombing raid, sported a tongue-in-cheek notice which read 'Open for business'.

**A royal drizzle**

King George VI and Queen Elizabeth set the nation a good example by living frugally at Buckingham Palace when they could have left London and lived safely on one of their country estates.

They even had a 5 inch (12.7 cm) line painted near the bottom of their bath to show how much water they should use.

10

**F**ive inches of water could go a surprisingly long way.

11

**RATIONS** A VERY PECULIAR HISTORY

No, there wasn't a shortage of water, but the government had suggested that 5 inches of water was how much a whole family should use in a week – between them! – in order to save the electricity used to heat it.

We don't know whether the king and queen followed this advice and shared their puddle, but when America's First Lady, Eleanor Roosevelt, visited the palace in the autumn of 1941 (shortly before the United States entered the war) she was shocked by the spartan conditions in which they were living.

The bath water was shallow, there was no heating and she found only one electric bulb in each room.

*Yes, there was indeed a war on – but how had things become so very desperate?*

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CHAPTER ONE

**WHY WE RAN SHORT**

**A**ll countries import goods they can't make or grow themselves, but at the time war broke out Britain relied on other countries to a worrying degree. More than 50 million tons of food were being shipped in every year – and that amounted to a staggering 60 per cent of everything we ate.

Being an island meant that we couldn't easily be overrun by an invading army as so many European countries were from 1939 onwards, but it also left us dangerously isolated unless we could control the seas around us.

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**G**ermany's U-boats were responsible for many sunken trade ships.

14

**WHY WE RAN SHORT**

Those waters were now patrolled by fast German E-boats carrying guns and torpedoes, while beneath the waves enemy U-boat submarines hunted our merchant vessels in deadly 'wolf packs' which would come to the surface at night to fire their torpedoes.

Many British cargo boats were needed to transport troops and to carry munitions and other material vital to the war effort. Others did continue to bring food to our shores, but in the early months of the war they were being destroyed at a frightening rate.

During the so-called Battle of the Atlantic, ships bringing food, fuel, equipment and raw materials from North America were being lost at the rate of sixty a month: the final toll was all of 2,500.

Some 50,000 Allied seamen perished while taking part in this epic struggle which was crucial to Britain's very survival.

No wonder Winston Churchill later wrote that 'the only thing that ever really frightened me during the war was the U-boat peril'.

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**RATIONS** A VERY PECULIAR HISTORY

The government introduced rationing at the beginning of 1940 in order to make things as fair as possible. Without it, rich people could have bought as much as they liked, and that would have left very little for everyone else.

There were, as we shall see, crafty ways of getting round the regulations, but by and large everyone suffered together.

And if they complained, there was a common, exasperated response: 'Don't you know there's a war on?'

**Those queues**

It's often said that the British habit of patiently and politely standing in line was learnt in wartime.

What's certainly true (it comes up in so many memoirs) is that people would often join a queue without any idea of what they might find at the end of it. Mothers would thrust money into their children's hands with strict instructions to bring home whatever they could afford.

8

**Doing it by the book**

Everyone had a ration book during the war – beige for adults, blue for school children and pink for babies and toddlers. You had to register with a local grocer and a local butcher, and they were the only shops from which you could buy rationed food.

The coupons in the book weren't a substitute for money. They simply allowed you to buy your fair share – assuming that you could afford it in the first place.

The amount everyone was allowed depended on how scarce or plentiful it was at the time, which meant that the quota might vary from one month to the next.

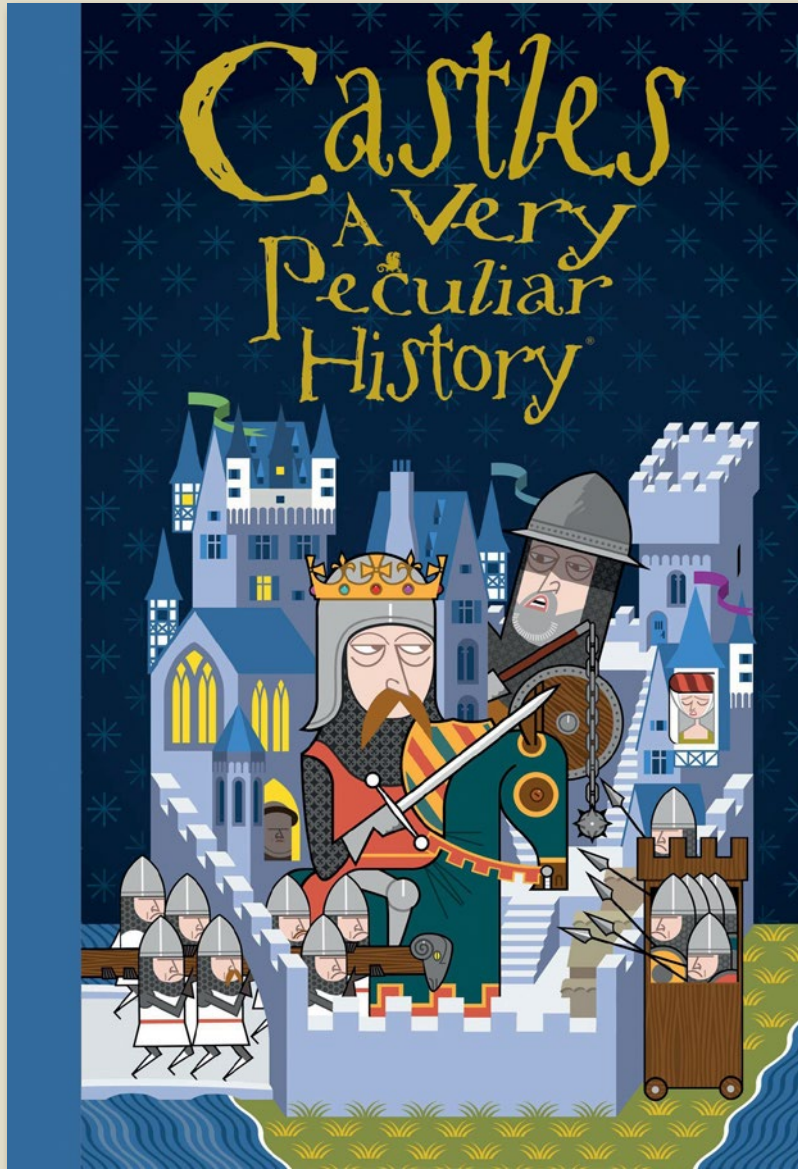
Meat was rationed by cost rather than weight, so that you could choose between a small cut of something expensive or a joint of something cheap.

A points system covered other items, such as canned food and clothing. Everyone had the same number of points, and (as with meat) you could splurge them on something special or eke them out to buy several smaller things – if you could find them!

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# 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.

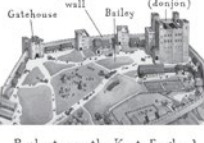


13

**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.

Curtain wall  
Gatehouse  
Bailey  
Keep (donjon)



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.

15

**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

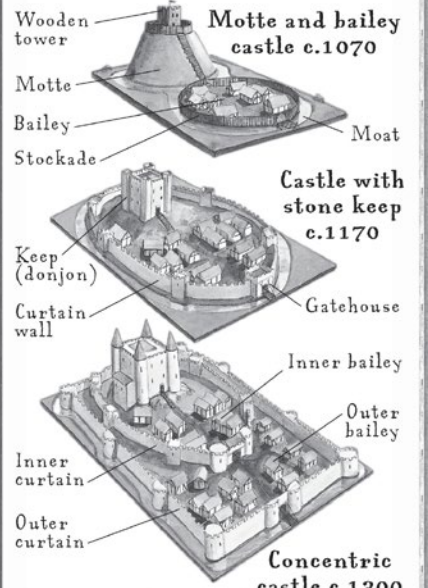
**Motte and bailey castle c.1070**

Keep (donjon)  
Curtain wall  
Gatehouse

**Castle with stone keep c.1170**

Inner bailey  
Outer bailey  
Inner curtain  
Outer curtain


**Concentric castle c.1300**



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**INTRODUCTION**

**WHAT MAKES A CASTLE A CASTLE?**



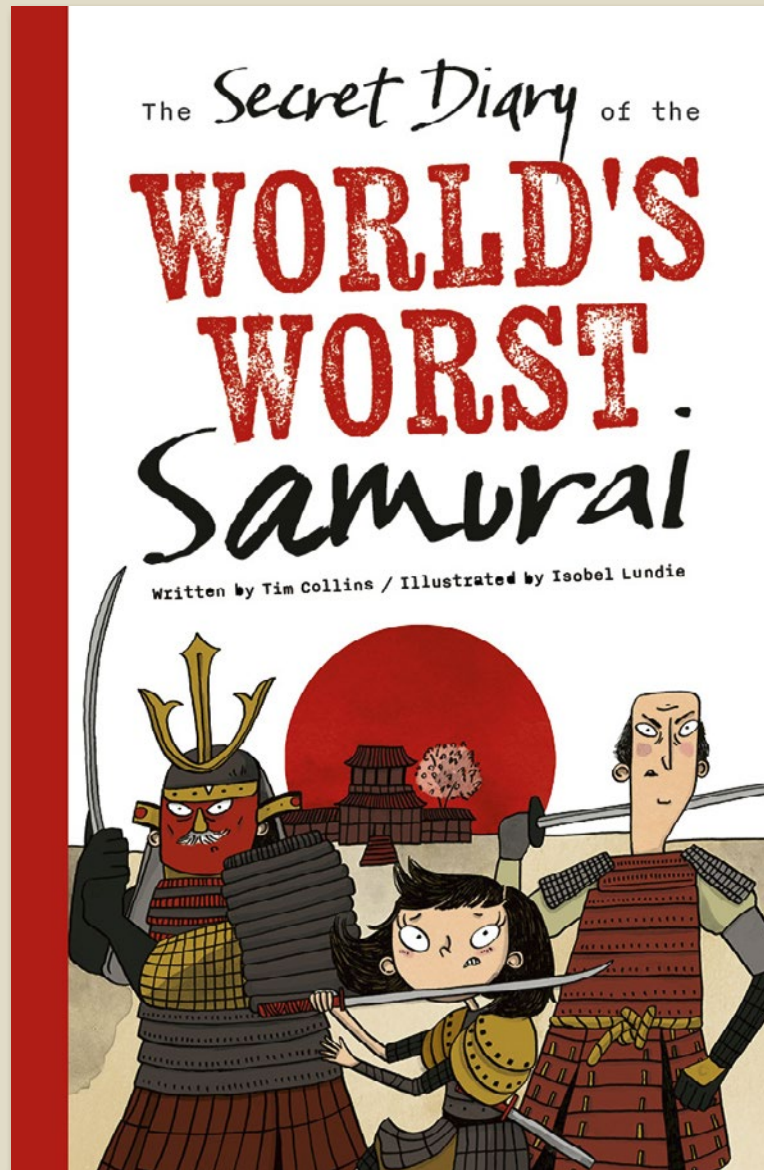
**W**e all think we know what a castle is: a big old stone building with battlements, and usually in ruins because people stopped having any use for them ages ago.

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

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# 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'.*

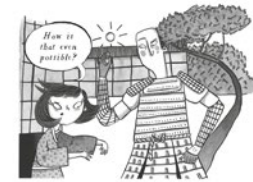
I would never have believed anyone could move that fast, never mind someone so thin and old.

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



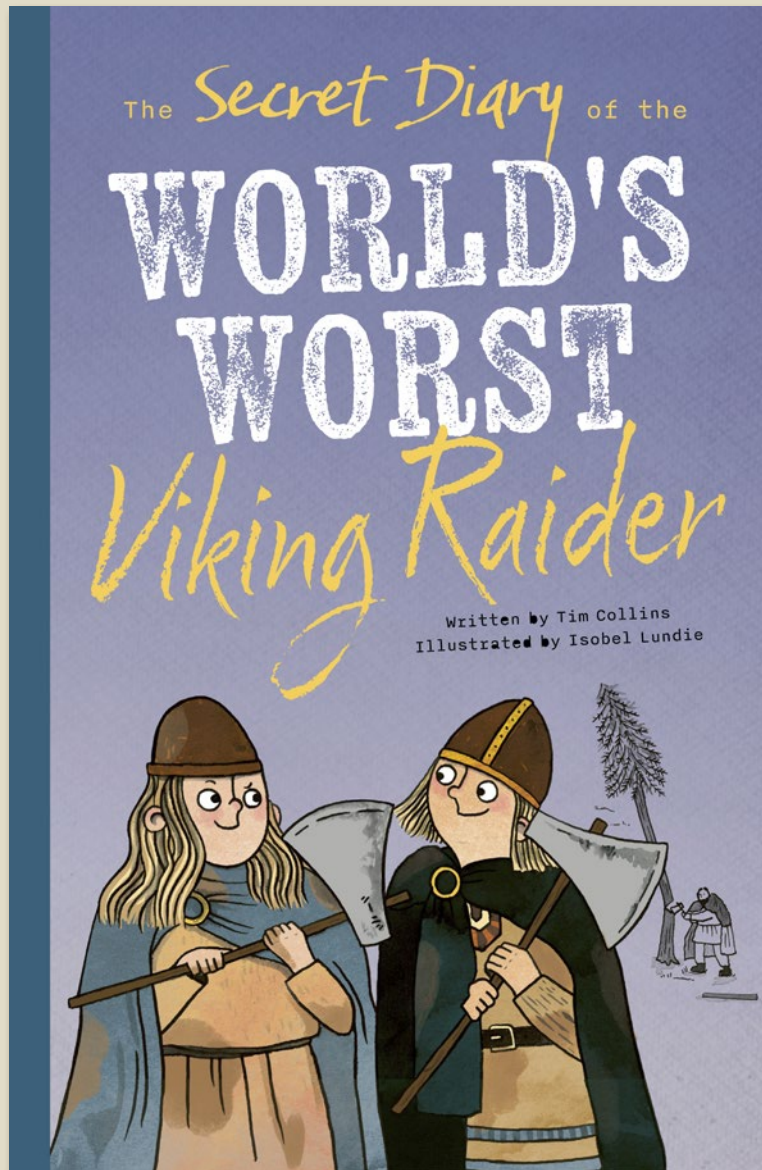
### Day One

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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# 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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# 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

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## 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

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## 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

**W**hen 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

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# 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

## SHIVERS

In case you are wondering, *Dei Gratia* is Latin for 'by the grace of God'. She became a well-known name, all because I told the captain what I'd seen that chilly December day.

There was a fair wind and the sea was choppy, although I'd known far worse. I was still finding my sea legs and was horribly sick when we first set sail in heavy seas. I always dreaded being told to climb the main mast to deliver a message to the lookout in the crow's nest. Up there you feel the swell far worse and have to cling on tight. Our ship had two masts, so it was called a brigantine. She was built in Canada only the year before, so we were both getting used to crossing the Atlantic. We were apparently 400 miles east of the Azores, some 500 miles from the coast of Portugal. The lookout pointed over to the horizon, but I happened to glance further to my left and saw a tiny speck in the far distance.

'Have you spotted that ship over there?' I

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## MYSTERY STORIES

asked. The lookout held a telescope to his eye.

'That's mighty odd,' he muttered. 'She seems to be out of sorts, if you ask me. Go tell the captain.'

Captain Morehouse was concerned and he ordered us to change course. He steered us towards the ship, keeping a close eye on her strange zigzagging through the waves.

'She's going all over the place. Whoever's at the helm must have been on the rum all night.'

The closer we got to the 'drunken ship', as the captain called her, the more alarmed he became. He called to Mr Devaux, the first mate: 'That ship is definitely adrift. There's nothing guiding her and she's at risk of keeling over if no one sets her a proper course. Lower the rowing boat and investigate. Take the second mate and the boy and tell me what you find.'

I gingerly climbed down into the boat and we rowed across to the swaying ship, drawing up alongside. John Wright, the second mate,

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## SHIVERS



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## MYSTERY STORIES

### MYSTERY FACTS

#### Did you know...

1. During an attempt to fly around the world in 1937, American aviator Amelia Earhart disappeared somewhere over the Pacific Ocean. The wreckage of her aircraft was never found, and her disappearance remains one of the big unsolved mysteries of the 20th century. Before her disappearance, Amelia Earhart was the first woman to fly solo across the Atlantic Ocean.

2. The search to find the Yeti can be traced back to the time of Alexander the Great, who in 326 BC set out to conquer the Indian Valley and demanded to see a Yeti for himself. Local people were unable to help. The name 'Abominable

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## SHIVERS

Gimlin in the Bluff Creek region of northern California. Despite much investigation since that footage from 1967, it is still uncertain whether this was a hoax or a genuine sighting. Take a look at it online and decide for yourself – if you dare!

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## MYSTERY STORIES

### GLOSSARY

**Bermuda Triangle** an area in the Atlantic Ocean between Bermuda, Puerto Rico and Florida where ships and planes have apparently disappeared mysteriously.

**Chupacabra** a creature of legend said to live in parts of the Americas, with the first sightings reported in Puerto Rico. The name comes from its reputation for drinking the blood of goats.

**Cryptozoology** the study of creatures, such as the Chupacabra, the existence of which has not been scientifically proved.

**Dire wolf** an extinct wolf that was widespread in North America up to about 12,000 years ago, having a larger body and a smaller brain than today's wolf.

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## SHIVERS

her, too – but Miss said we should relax as it was only the cruise boat chugging and making waves.'

He frowned and looked at his watch. 'Not now. Not in the fog it wasn't. Boats don't sail in bad weather. They've all been moored for the past hour. No boats were out on the loch when you heard that noise.' He looked very serious, lowered his voice and added, 'The only one brave enough to venture into those dark and misty waters would be the very monster itself.'

Mrs Milligan could only gulp and stare. Apart from that, she still seemed fairly relaxed. So relaxed, she didn't stir. That's because she'd just fainted with a terrified gasp – face down in the man's porridge.

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## MYSTERY STORIES



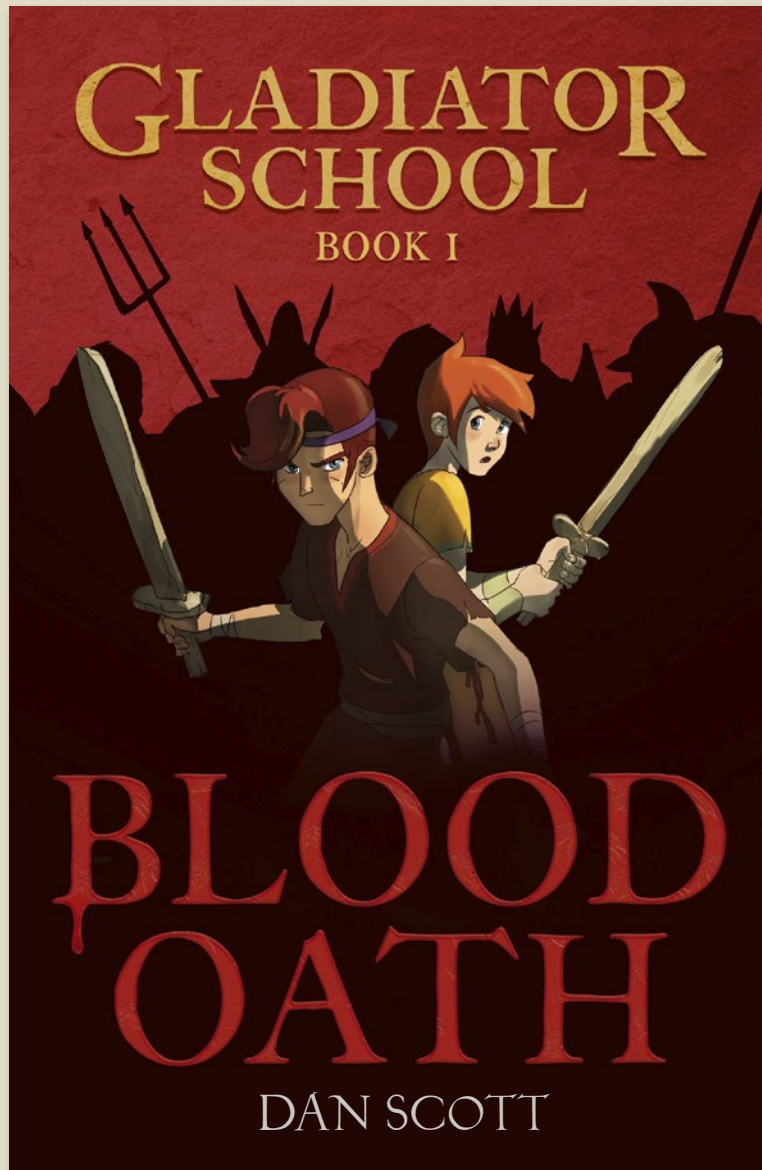
### THE GHOST SHIP

I was only 12 at the time. It was my first voyage as cabin boy on the ship *Dei Gratia* in 1872. In fact, it was me who first spotted flapping sails in the distance and reported the drifting vessel to Captain Morehouse. Little did we know what we were about to find.

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# Gladiator School 1: Blood Oath

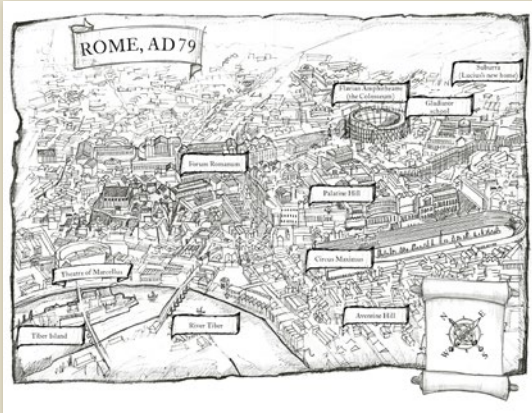


**A tale of blood, sweat, sand and sacrifice, set in the gladiator arenas of Ancient Rome**

- An epic fictional story set in a historical context, perfect for lovers of the ancient world.
- Fast-paced, action-packed and full of unexpected twists and turns. Great for reluctant readers searching for an exciting adventure story to keep them entertained.
- Contains additional notes throughout to define key Roman words, helping children to learn more about ancient society and immerse themselves in the time period.



# Gladiator School 1: Blood Oath



GLADIATOR SCHOOL

close to her, Valeria, who was made of sterner stuff, had wriggled free and stared at the soldiers in round-eyed wonder.

Lucius's older brother had found plenty to say. Quintus, named after his father, was never lost for words. He had followed the soldiers through the villa as they searched for his father, warning them of the dire punishments that would fall on their heads when his father returned, threatening them with curses and finally invoking the household gods to protect the family against the intruders.

But, throughout it all, Lucius had stayed in the atrium, his back pressed against the cool marble walls. The statues were still wearing their crowns of flowers and leaves. Less than a day had passed since they had celebrated their mother's birthday. And now his world was crumbling around his ears.

'Where is he, boy?'

A soldier was standing in front of him, demanding an answer.

'The Senator?' snapped Quintus from the doorway to the atrium. 'The Forum?' Where else would you expect one of Rome's most respected senators to be at this time of day?

'He's not there,' Lucius said. His voice sounded creaky and unfamiliar. 'What are you talking about?' asked Quint.

*\* From the marketplace of ancient Rome, which was also the place for business meetings and political transactions.*

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BLOOD OATH

He sounded irritable and indignant. *How funny, thought Lucius. Quint always knows everything. How come he doesn't know this?*

'Explain yourself!' snapped out the soldier, who was evidently losing patience fast.

'Look,' said Lucius. Finally, Quint followed the direction of his brother's gaze and his eyes fell on the altar. Lucius saw Quint's posture change. His shoulders sagged, his face registered confusion and disbelief.

'The dog's gone,' he said.

Of the three statues that represented their household gods, the wooden dog had always been their father's favourite. It had stood on the hearth altar for as long as Lucius could remember. Aquila had said that it represented the faithfulness of true friends. He would never take the statue on a normal working day. But it would always travel with him when he made a journey.

'He's taken the statue?' demanded the soldier. Lucius nodded.

The soldier's mouth set into a grim line. 'Right,' he said.

He called his men and ordered them to his side. 'You're going?' Quint asked.

'Yes,' said the soldier. 'We'll leave you to your shame.'

*\* What he supposed to mean? Quint had recovered from his initial shock and was treacherous again.*

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GLADIATOR SCHOOL

be many weeks – perhaps months – of this ahead of him.

Quin had always seemed strong and powerful. But now, standing barefoot in the middle of the arena, wearing nothing but a kiltcloth, he looked like a child. Blood and sweat were smeared across his back and shoulders.

Other novice gladiators were watching from the side steps, and Lucius had ventured out of the back rooms of the school to see how Quin was getting on. Now he wished that he hadn't bothered.

'No sword, no shield, no armour,' he muttered. 'It's not fair.'

'They have to learn to fight with no kit at first,' said a voice behind him. 'The weapons come later.'

Lucius spun around and saw a slave girl standing there. Her thick, black hair hung in two heavy plaits around her oval face. Lucius didn't know what to say. A month ago he would have smiled and thanked her. He would have known his own status. Now, working in the gladiator school, he didn't even feel like himself any more. He certainly didn't feel like talking. He turned back to the arena, where Quin was on his back again.

One of the watching gladiators turned to Lucius. His lips parted in a black-toothed grin.

'Your brother's not even out of his swaddling clothes,' he said, spitting onto the sand. 'We eat his sort for breakfast.'

*\* Lucius (gladly) worked as a trainer gladiator.*

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BLOOD OATH

Clearly this gladiator was already answer and fighting for money. Lucius didn't know but, as he heard another cry of pain from Quin, his throat burred. He would be sick if he kept on watching. He had to get out. Luckily, he had an excuse to leave: his uncle had asked him to deliver a message to someone in the Forum.

The sweltering streets of Rome seemed less busy than usual. Lucius weaved his way towards the Forum, the cries of street sellers ringing in his ears as he dashed through the throng of carts and chariots. The acid smell of urine and excrement stung his throat. He stumbled over a litter of piglets trotting across his path and the owner yelled at him. 'Out of the way, boy!'

'Stupid,' Lucius murmured, wincing to the side of the street, where a meat vendor who was selling piles of fresh red hams was splattering everyone in the vicinity with blood.

He hadn't been paying much attention to his route until now. He knew the streets so well that his feet would carry him to the marketplace while his mind was still in the arena with his brother. But now he realised that he was standing on the street where their old home was. The shops set into the villa walls were selling the same cloth and clay pots of olive oil as always. Everything looked just as it had been in the old days.

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## PROLOGUE

# TRAITOR!

ROME  
JULY AD 79



## THE MAIN CHARACTERS

- Lucius, a Roman boy
- Quintus, his older brother
- Aquila, their father
- Ravilla, their uncle
- Caecilia, their mother
- Valeria, their sister
- Isidora, Lucius's friend, a slave
- Rufus, a slave
- Crassus, a trainer of gladiators



Lucius stared at the household gods.

Everyone else seemed able to shout and cry and wail and rage, but Lucius couldn't even open his mouth.

From the moment the soldiers had burst in to arrest his father and found him missing, Lucius's eyes had been glued to the little wooden statues.

The soldiers had stormed through the villa, overturning furniture, rattling their swords and yelling, 'We arrest you, Quintus Valerius Aquila; in the name of the Emperor, show yourself!'

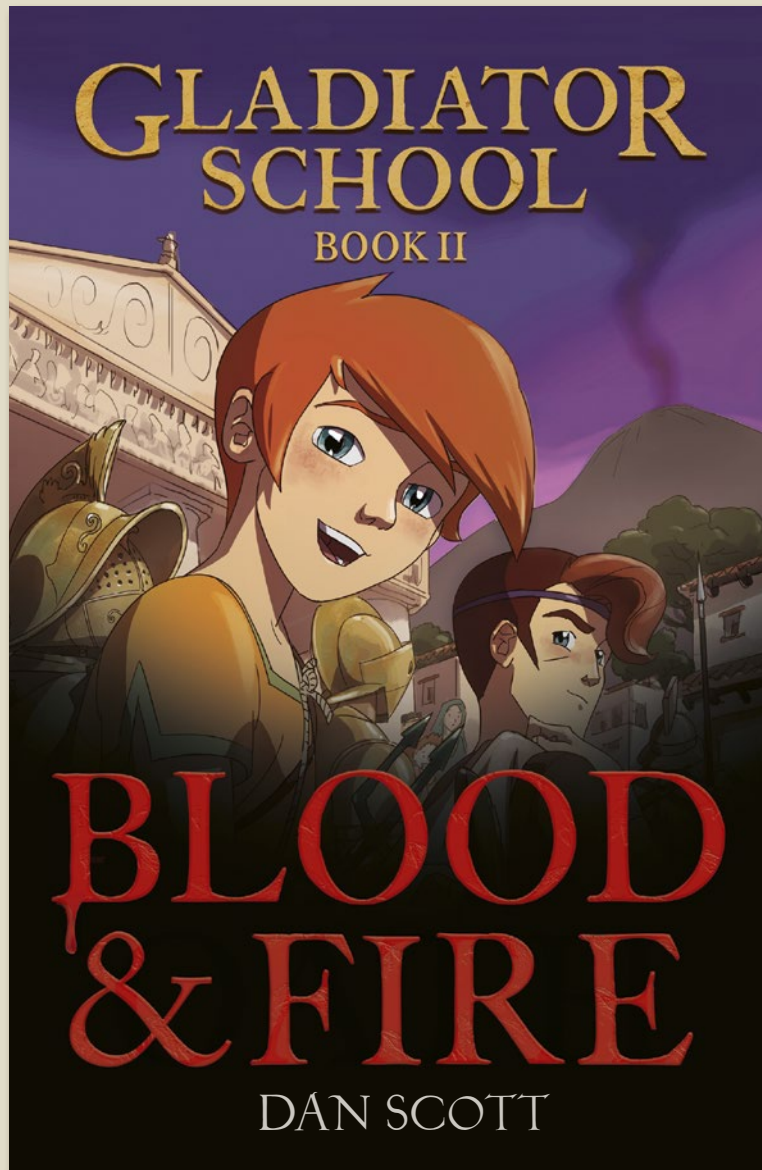
His mother had collapsed, trembling, onto the couch in the atrium,\* clasping Lucius's sister Valeria

\* atrium: the entrance hall of a Roman villa.

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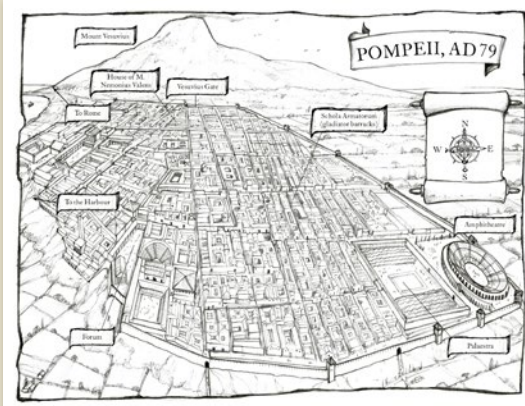
# Gladiator School 2: Blood & Fire



**The second in the Gladiator School series - an epic ancient tale of blood, sweat and sacrifice.**

- An epic fictional story set in a real-life historical context. Perfect for lovers of the ancient world or those studying the Ancient Romans in school.
- Fast-paced, action-packed and full of unexpected twists and turns. A great option for reluctant readers searching for an exciting, gory adventure story to keep them entertained.
- Contains additional notes throughout to define key Roman terms, helping children to learn more about ancient society and immerse themselves in the time period.

# Gladiator School 2: Blood & Fire



## CHAPTER 1

POMPEII, 19 AUGUST AD 79  
120 hours before the eruption of Vesuvius

The midday sun beat down on Lucius as he pursued Quintus through the streets of Pompeii. He glimpsed his brother's tall, athletic figure up ahead, snatching along through the crowds heading west towards the Forum. Lucius would have preferred to walk side by side with Quintus through this unfamiliar city, but seemed he would not be welcomed.

Sounds of cooking meat from the fast-food shops mingled with the stench wafting over from the fish-sauce factories near the harbour. Lucius's ears echoed with the voices of fruit sellers and wine merchants and the pipes and drums of bakers. The noise and

\* Forum: the main marketplace, which was also the place for business meetings and judicial decisions.

GLADIATOR SCHOOLS

squalor reminded him of Subura, the area where he now lived in Rome. Yet Pompeii seemed to carry an entire air of sorrow. The shadow-filled alleys, the hard faces of the young men, the cold-eyed stare of a beggar woman – they all spelled danger to Lucius. Maybe it was his imagination, but Pompeii seemed like a city brimming with desperate and unscrupulous people who'd murder you for the price of a loaf of bread. He was glad he'd decided to follow Quintus. Somehow, he felt his brother needed watching in a place like this. Of course, Quintus was a gladiator and very capable of looking after himself – yet Lucius knew he could be hot-headed at times, and in these strange and scary streets he might very easily get himself into trouble.

From a nearby side street, Lucius heard a cry of pain. His natural caution made him want to hurry on past, but then he saw Quintus turn and enter the alley. Heistarily, Lucius followed, rubbing the ring on his forefinger for luck. It was his only memento of his father, and had become his talisman. Concealing himself behind a pile of amphorae\*, Lucius saw Quintus approach a group of rough-looking young men. They were jeering and pushing around a lad of about their own age. From his smart, formal toga, now bespattered with mud, Lucius could tell the victim was a young man of status, though this did not seem to count for much among his tormentors.

\* amphorae (singular amphora): earthenware storage jars.

BLOOD & FIRE

His sense of fairness clearly offended, Quintus impulsively stride into the middle and pushed aside one of the bullies, who had been holding the victim in a neck lock. The bully squeaked in surprise and fell to the ground. His friends immediately cheered in around Quintus, their faces turning to snarls of anger.

There were six of them – three armed with sticks against the unarmed Quintus. Lucius growled. He stole himself, knowing he would have to go and help his brother. With his slender build, Lucius wasn't made for physical violence. He cursed their fate for bringing them here to Pompeii.

It was ten days since Crassus, the lanista of the gladiator school, had made the announcement. The school had received a great honour, he said: it had been chosen to represent Rome at the forthcoming games in Pompeii. A total of thirty gladiators would be going, including Quintus. And Lucius had been dismayed to learn that he too was among those selected to go. It was a seven-day march to Pompeii, and there would be a further week spent in the city. Taking the return march into account, that meant that Lucius would be gone from Rome for three whole weeks – time he had been hoping to spend searching for his father. What if Aquila tried to contact him during that time? It seemed that fate had once again intervened to prevent them from meeting.



## THE MAIN CHARACTERS

- Lucius, a Roman boy
- Quintus, his older brother
- Aquila, their father
- Ravilla, their uncle
- Caecilia, their mother
- Valeria, their sister
- Isidora, Lucius's friend, an Egyptian slave
- Crassus, a lanista (trainer of gladiators)
- Valens, editor (sponsor) of the games at Pompeii
- Atia, a seer
- Eprius, a young patrician (nobleman) of Pompeii

## PROLOGUE

# FIRST BLOOD

ROME  
10 August AD 79



Games given by Gaius Valerius Ravilla, Lucius read aloud. 'Forty gladiators will fight. Perfumed water will be scattered.' His finger hovered over his brother's name.

'Quintus, Retiarius, tiro, will battle Burbo, Secutor.\* Burbo has won ten bouts.'

'You've read it at least twenty times,' said Isidora, sounding rather impatient. 'You can't change the words by staring at them, you know.'

Lucius dropped the programme back into his bag and rubbed his eyes. He hadn't had much sleep.

\* Retiarius: a gladiator who fights with net (rete) and trident; tiro: a gladiator fighting in public for the first time; Secutor: a gladiator who wears an enclosed, egg-shaped helmet and fights with a short sword (gladius); his name means 'Chaser'.

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# Hatch Frankfurt 2023

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