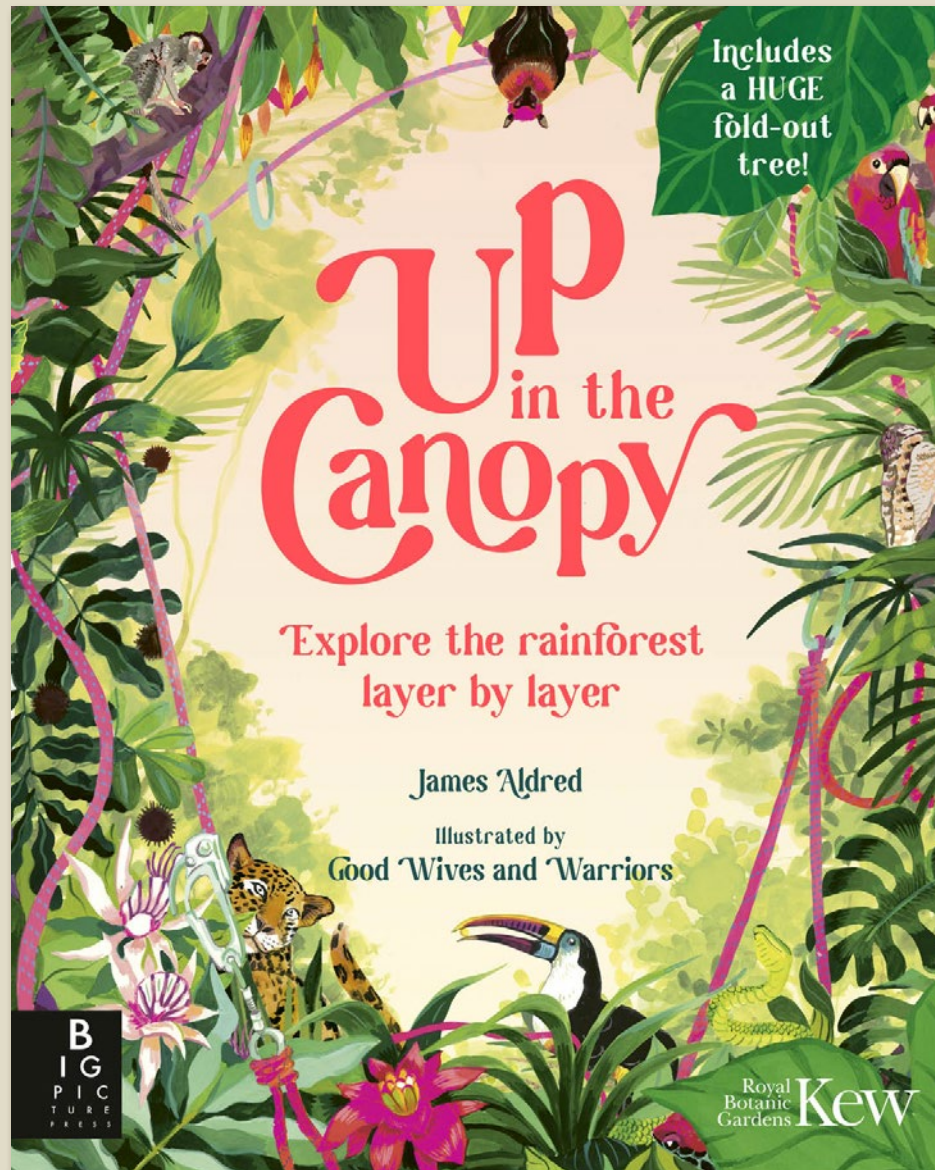




Kolibri Kiado

Up in the Canopy



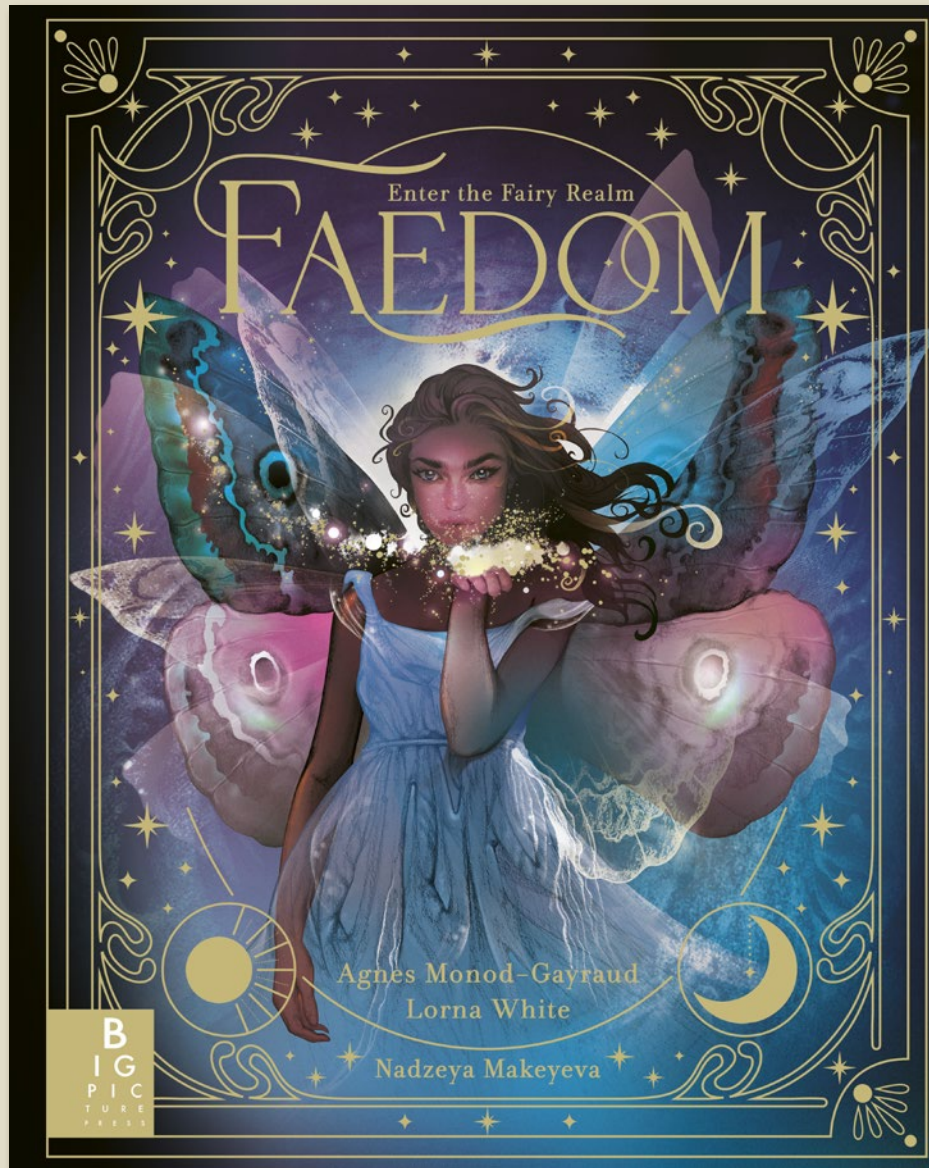
Explore the jungle layer by layer with a huge fold-out surprise at the end.

- James Aldred's book *The Goshawk Summer* won the 2022 James Cropper Wainwright Prize for Nature Writing.
- Written from the perspective of real-life Emmy-nominated cameraman and explorer, James Aldred
- Stunningly illustrated - with artwork as rich and dense as the rainforest itself
- Huge fold-out tree at the back of the book, which readers can pore over.
- Matt lam and spot UV finishes.

Up in the Canopy

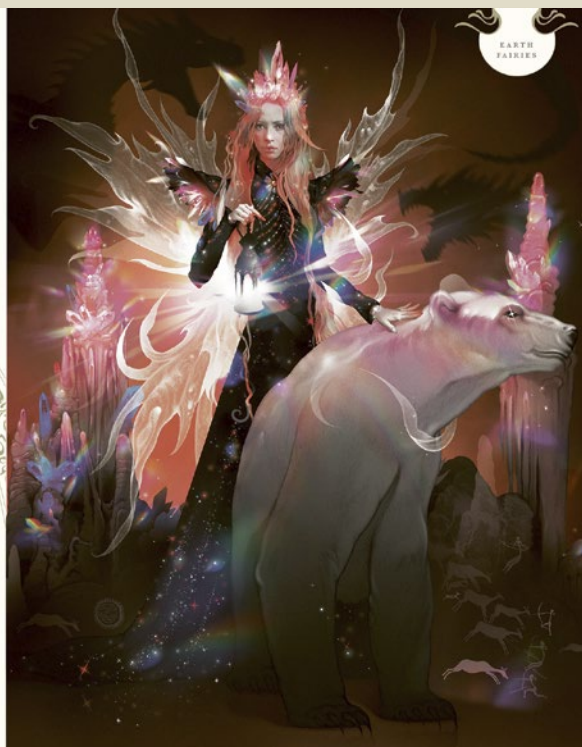


Pub Date	24/10/2024
Pub Price	£14.99
ISBN	9781835870945
H x W	300 x 238mm
Binding	Hardback
Age Range	5-7 years
Author	James Aldred
Illustrator	Good Wives and Warriors
Extent	20pp
Word Count	4319 words
Freight On Board	09/08/2024
Rights Available	World



Explore the legendary world of fairies in this stunningly illustrated guide to the mythical realm.

- An incredible collection of fairies to be enjoyed by children and adults alike.
- *Faedom* also includes facts about the natural world including lunar cycles, astrology, crystal healing and herbology, bringing the world of fairies to life.
- Stunning ethereal artwork by debut talent Nadzeya Makeyeva.
- Large format and foil cover finish makes this the ideal gift.
- Agnes Monod-Gayraud is an award-winning translator and editor. Lorna White is a writer and researcher whose focus and expertise is in Ancient Mythology and Folklore.
- **Celebrating 10 Years of Extraordinary Illustrated Books**



Pub Date	24/10/2024
Pub Price	£20.00
ISBN	9781800784956
H x W	340 x 270mm
Binding	Hardback
Age Range	9-11 years
Author	Agnes Monod-Gayraud Lorna White
Illustrator	Nadzeya Makeyeva
Extent	96pp
Word Count	30000 words
Rights Available	World

BEAUTIFUL

A Celebration of Evolution



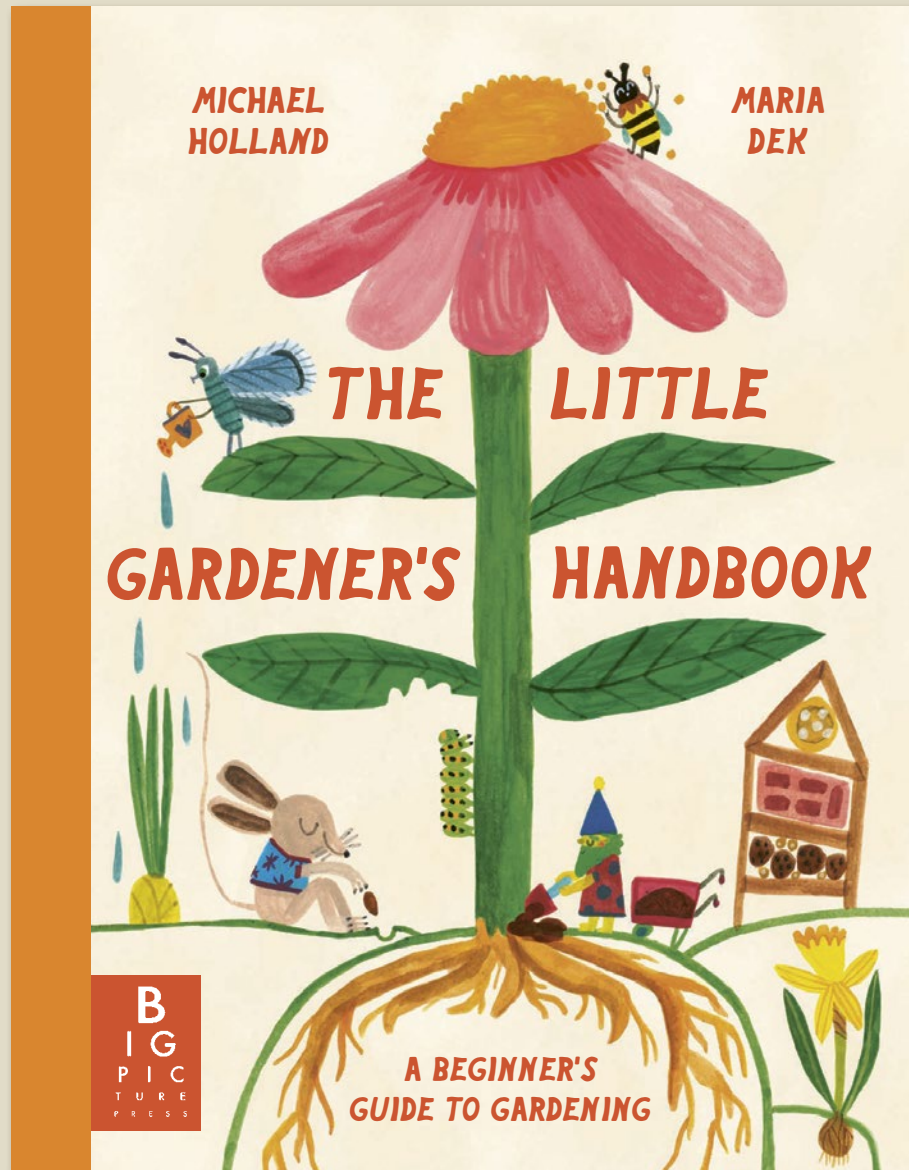
All of nature is beautiful. This stunning book shows how a variety of amazing creatures have evolved to look and behave the way they do.

- Stunning watercolour artwork by the phenomenally talented natural history artist William Spring.
- Large format with 100% foil cover treatments makes this the ideal gift book.
- A poignant message with significance for today's world.
- Includes 50 beautiful creatures to marvel at.
- The perfect book for fans of *Hidden Planet* by Ben Rothery and *The Golden Mole* by Katherine Rundell.



Pub Date	01/08/2024
Pub Price	£18.99
ISBN	9781800786165
H x W	340 x 270mm
Binding	Hardback
Age Range	9-11 years
Author	William Spring
Illustrator	William Spring
Extent	112pp
Word Count	25000 words
Rights Available	World

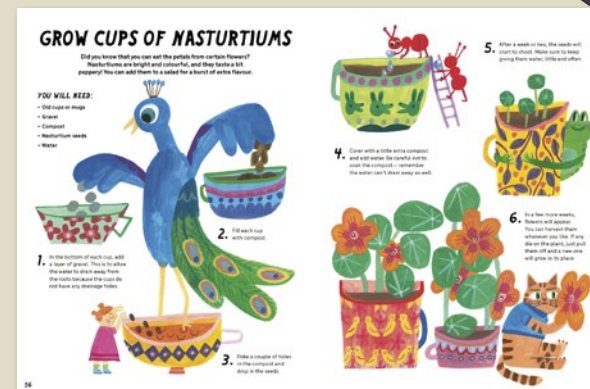
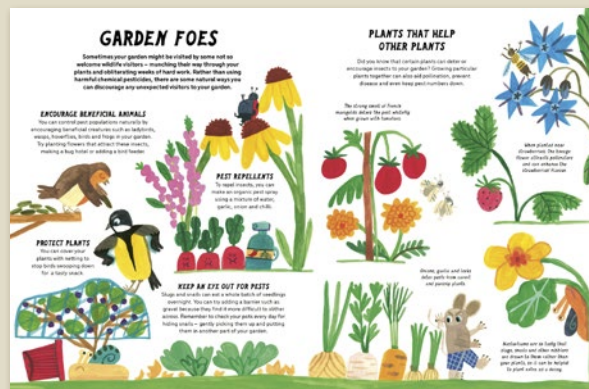
The Little Gardener's Handbook



A vibrant introduction to gardening.

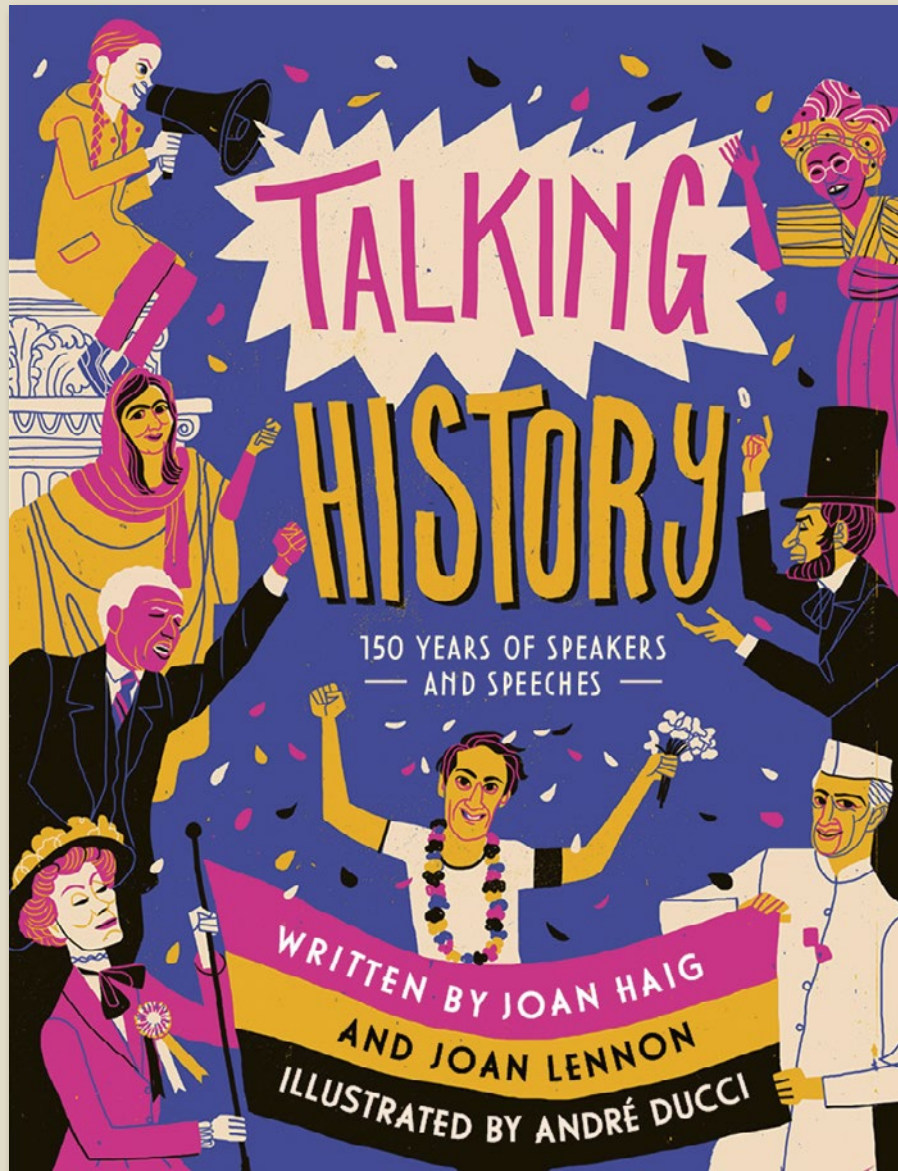
- A vibrant first introduction to gardening for ages 6+
- Includes DIY activities to try at home.
- Text by expert ecologist and educator, Michael Holland.
- Colourful, charming artwork by illustrator Maria Dek.
- Expanding the younger side of the Big Picture Press list.
- Gardening is a subject only growing in popularity.
- Arlin quarter binding and matt lam cover finishes.

The Little Gardener's Handbook



Pub Date	25/04/2024
Pub Price	£16.99
ISBN	9781800786035
H x W	280 x 215mm
Binding	Hardback
Age Range	5-7 years
Author	Michael Holland
Illustrator	Maria Dek-Le-wandowska
Extent	64pp
Rights Available	World

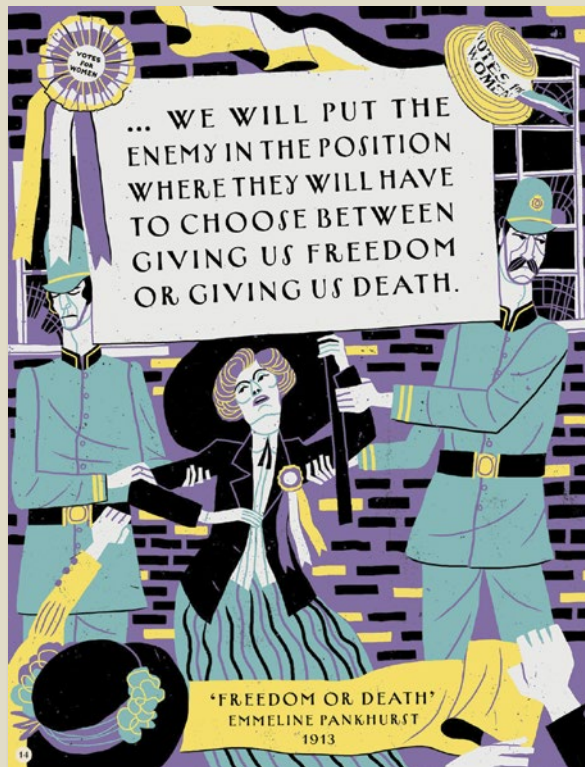
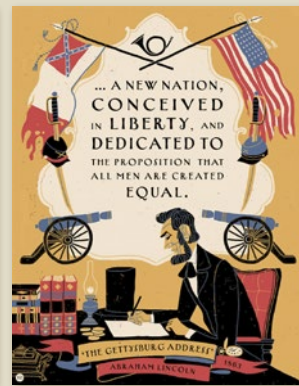
Talking History



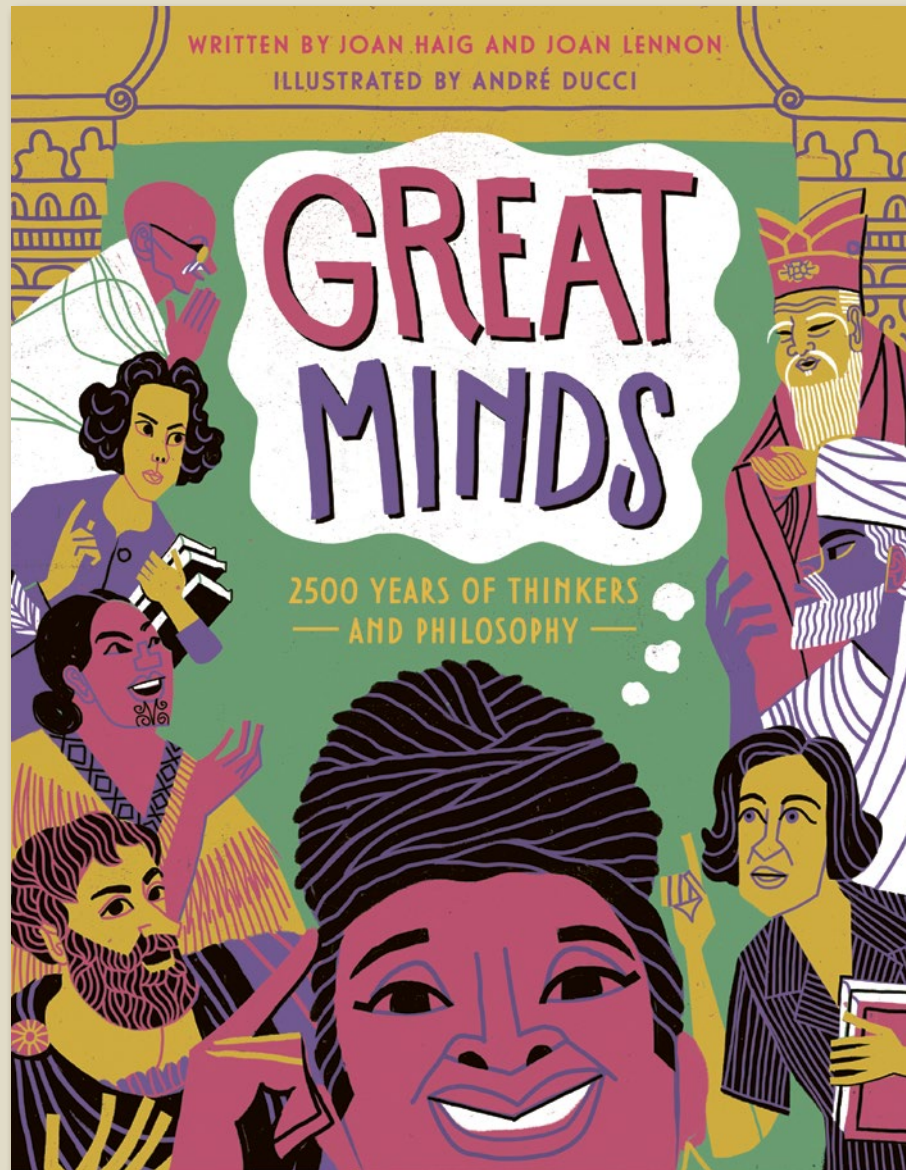
150 years of world-changing speeches

- An accessible look at political and social history, and issues that remain pertinent today
- Contemporary design and illustrations from André Ducci accompany engaging text
- Authors are experienced children's writers and academics with expert knowledge on the topics discussed. In 2021, Joan Haig was selected as one of prestigious Scottish Book Trust's authors in residence, working with a school in Aberdeen
- Sample contents: Abraham Lincoln, 'The Gettysburg Address', 1863; Jawaharlal Nehru, 'A Tryst with Destiny', 1947; Nelson Mandela, 'Speech from the Dock', 1964; Harvey Milk, 'The Hope Speech', 1978; Angela Merkel, 'Address to 68th Session of the WHO', 2015 and Severn Cullis-Suzuki, 'Listen to the Children', 1992,

Talking History



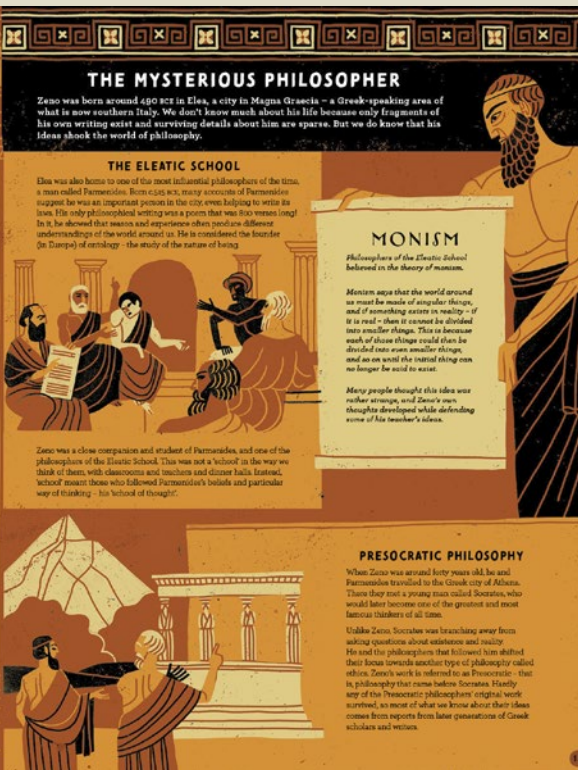
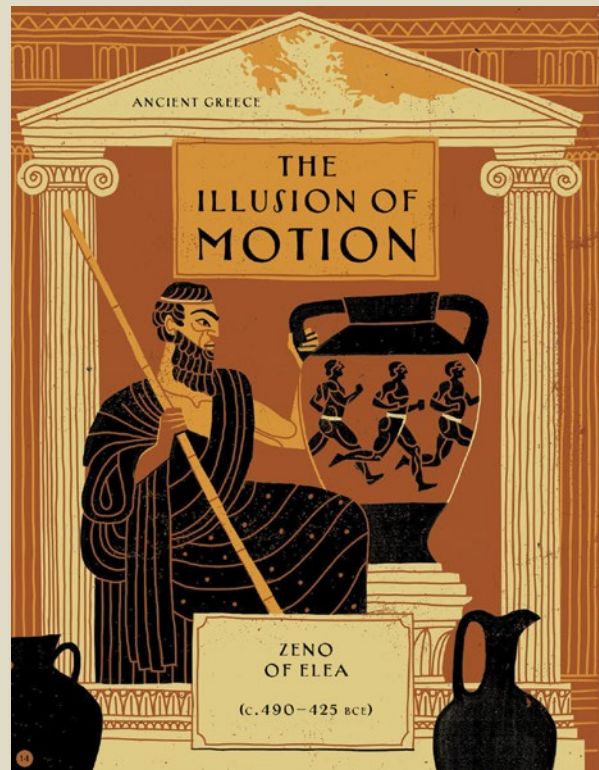
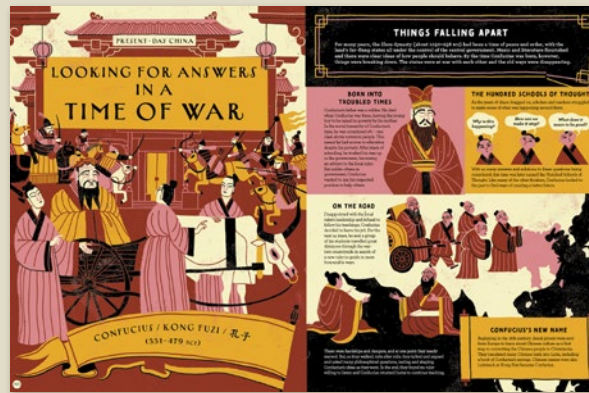
Pub Date	13/02/2025
Pub Price	£10.99
ISBN	9781835872963
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Joan Lennon Joan Dritsas Haig
Illustrator	André Ducci
Extent	80pp
Word Count	18000 words
Rights Available	World



Over 2500 years of incredible ideas from some of the world's greatest minds.

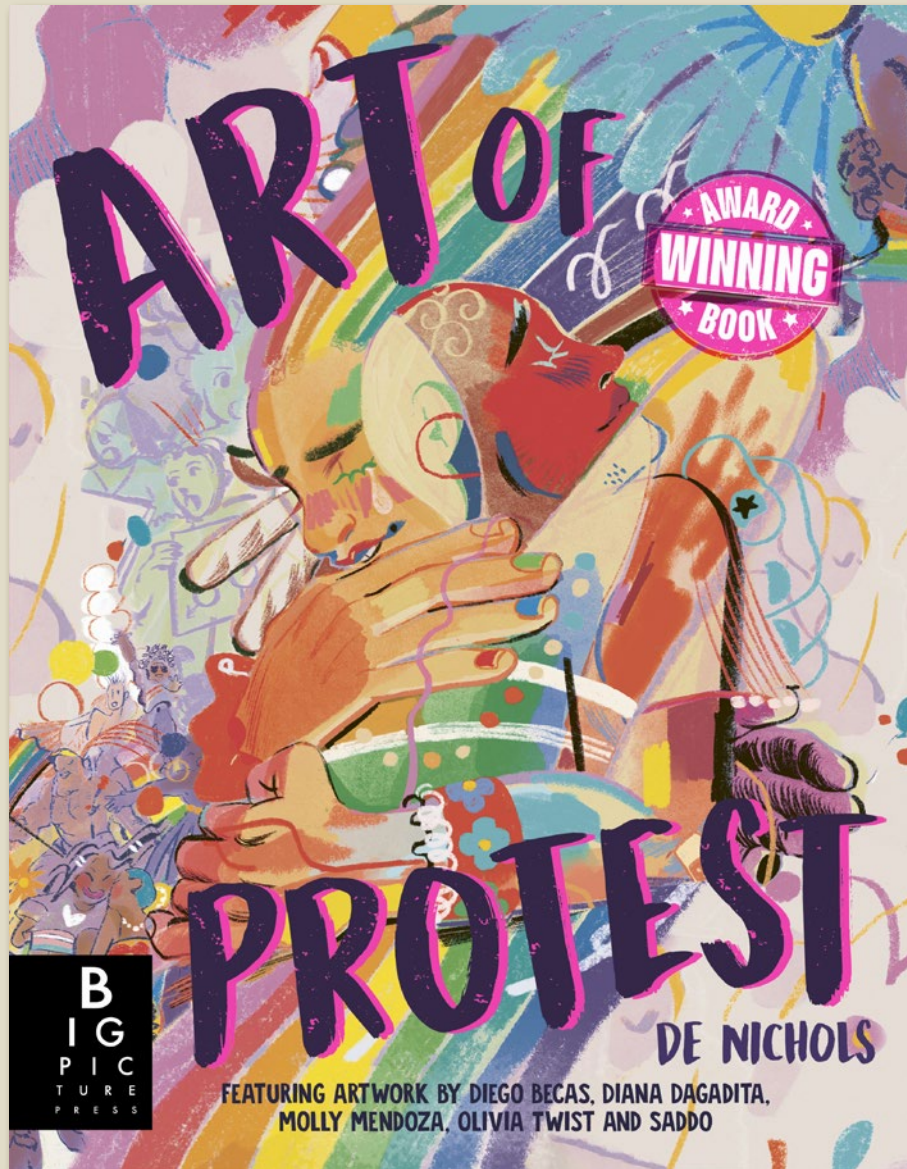
- Contents1. Looking for answers in a time of war (Confucius)2. The illusion of motion (Zeno of Elea)3. The Socratics (Socrates, Plato, Aristotle)4. Being a bridge (Ibn Rusdh/Averroës)5. The man who thought in a cave (Zera Yacob)6. The age of reason (Rene Descartes, Jeremy Bentham, Mary Wollstonecraft)7. To change the world (Karl Marx)8. Experiments with Truth (Gandhi)9. The existence of nothing (Nishida Kitaro)10. We are the symbol makers (Susanne Langer)11. The trolley problem (Philippa Foot)12. African philosophy (Henry Odera Oruka)13. People of the long white cloud (Maori philosophy)14. Animals and us (Mary Midgley)15. An accident at the crossroads (Kimberlé Crenshaw Williams)

Great Minds



Pub Date	14/09/2023
Pub Price	£16.99
ISBN	9781800783539
H x W	280 x 216mm
Binding	Hardback
Age Range	9-11 years
Author	Joan Dritsas Haig Joan Lennon
Illustrator	André Ducci
Extent	80pp
Word Count	20000 words
Rights Available	World

Art of Protest



Discover the power of words, images and much more in this analytical and thought-provoking look at protest art.

- Stunning artwork by contemporary artists around the world
- As told by TED talker, activist, lecturer and artist De Nichols
- De's *Mirror Casket* project was commended by legendary activist Angela Davis in Smithsonian Magazine.
- **WINNER OF THE BRITISH BOOK DESIGN & PRODUCTION AWARDS IN THE CHILDREN'S TRADE 9 TO 16 CATEGORY!**
- **WINNER OF THE 2023 BOLOGNA RAGAZZI AWARD!**
- Uncoated and fluoro pantone cover treatments with flaps.

Art of Protest

INTRODUCTION

When I was a kid growing up in Mississippi and Tennessee in the United States, I learned early on about social injustices that exist in the world.

I remember defending myself against bullies who did not like me because of my dark skin. I recall watching my favourite TV shows and learning about South African apartheid, police brutality, the global AIDS crisis and historic movements for civil rights through episodes that dared to highlight these causes. As I recognised the power of the media in expanding my knowledge, I began to create art in my teens that reflected the issues happening around me - 9/11, Hurricane Katrina, the Jena Six trials. And the time I found myself as an organiser on the ground in the Ferguson Uprising. I felt equipped with the experience to deploy a way of bringing people together to raise our collective voices.



Throughout this book, you will learn the art of protest through the many activities and strategies that have been created across the world to protest social injustices and advocate for the rights and liberties of diverse communities. You will learn a bit of my story as well as the stories of others – leaders, artists, youth and everyday people – who have used art as a tool for organizing communities and catalyzing change. However, I hope you will also take the art of protesting. Tips and strategies are shared throughout this book to help you exercise creative ways to mindfully organize, create and protest with others. Suggested art activities range from writing simple protest signs through to more sophisticated, multi-media, organized, and lasting cause-specific artworks.



With this, you might be more compelled to raise your voice about the issues, causes and global concerns that matter to you. Our society constantly experiences waves of social movements, campaigns for justice and fights against climate issues and disease on a global scale. And no matter where you live, or what language you speak or what cause you choose, it is my hope that this book will encourage and equip you to use art as a language and instrument that can help you champion your chosen cause.

01 WHY ART MATTERS IN SOCIAL MOVEMENTS

MY STORY AS AN ARTIVIST IN FERGUSON

On August 9, 2014, my life – like those of many in my home city of St. Louis, Missouri – was forever changed when I learned that a teenager had been killed by a police officer while walking along the streets of his grandmother's neighbourhood. His name was Michael Brown Jr. and his body lay in the street for four and a half hours as news media captured photos and people crowded around in dismay. Over the days that followed, hundreds of people began to march in protest across the small municipality of Ferguson, Missouri, where he lived. I was one of them, and after daily – and soon nightly – protesting, I wanted to do something more.

[illegible]

WHY ART MATTERS IN SOCIAL MOVEMENTS

Most art that is created in protest will not be acquired by museums, nor is this usually the goal of activists and artists working together. Most often, we aim to reflect and respond to the immediate causes that are grounded in our social movements. And whether used in a march, a social media campaign or as guerrilla art in a public space, protest art helps social movements inform the public of issues, challenge the status quo, convey collective goals and messaging, imagine a vision of change and persuade others to take action.

Informing the Public

When used in public spaces, protest art serves as a mighty tool to help people learn about social issues. As an example, *Chalked Unarmed* was a guerrilla art series by public performance artist and *Mirror Casket* collaborator Mallory Nezam. The project invited citizen collaborators to create chalk outlines, like police outlines of murder victims, on pavements across their communities. Each outline was filled with the name, date and location of a person who had been murdered by a police officer.

Making Messages Visible

Making Messages Visible
In protests across the globe, people tend to write and illustrate their calls to action on cardboard, posters or banners.

At marches, where it can be hard for target audiences to hear each individual's voice, signage allows each person's message to be seen, and the results are often full of creativity and passion.

Imagining a Vision for Change

Protest art effectively helps people develop a language and create a vision for how outcomes in a community can be better. While projects like the *Mirror Gasket* challenge viewers to look inward to see themselves differently and empathise with those whose lives have been lost, other works may propel people forward to imagine a new reality.

Influencing Action

Efforts like Decolonize This Place and Theatre of the Oppressed use performances, flash mobs and "spect-acting" (whereby a member of the audience also becomes part of the performance) to engage with people across the world and explore how justice and equality can become reality. Educational theatre practices facilitate is directly tied to demands for organizations and government leaders to change a policy, boycott unjust spaces, disinvest from harmful companies or stop violent or inequitable public actions. For example, Theatre of the Oppressed ran a performance in 2016 entitled *The Housing Circus*, based on the real life experiences of different individuals trying to receive affordable housing. Drawing from the perspective of LGBTQ+ individuals and war veterans living in New York City, Theatre of the Oppressed used this performance to suggest policy changes.

Challenging the Status Quo

One of the common impacts of protest art is to push against the norms and rules of society. Artists like Elizabeth Vega, Ai Weiwei, Banksy and others have mastered using art as dissent. Such works often take existing materials and cultural artefacts and re-purpose them, or they might remix messages from advertisements, buildings, monuments, news articles or political documents in ways that point to their hypocrisy, outdated messages or other flaws.



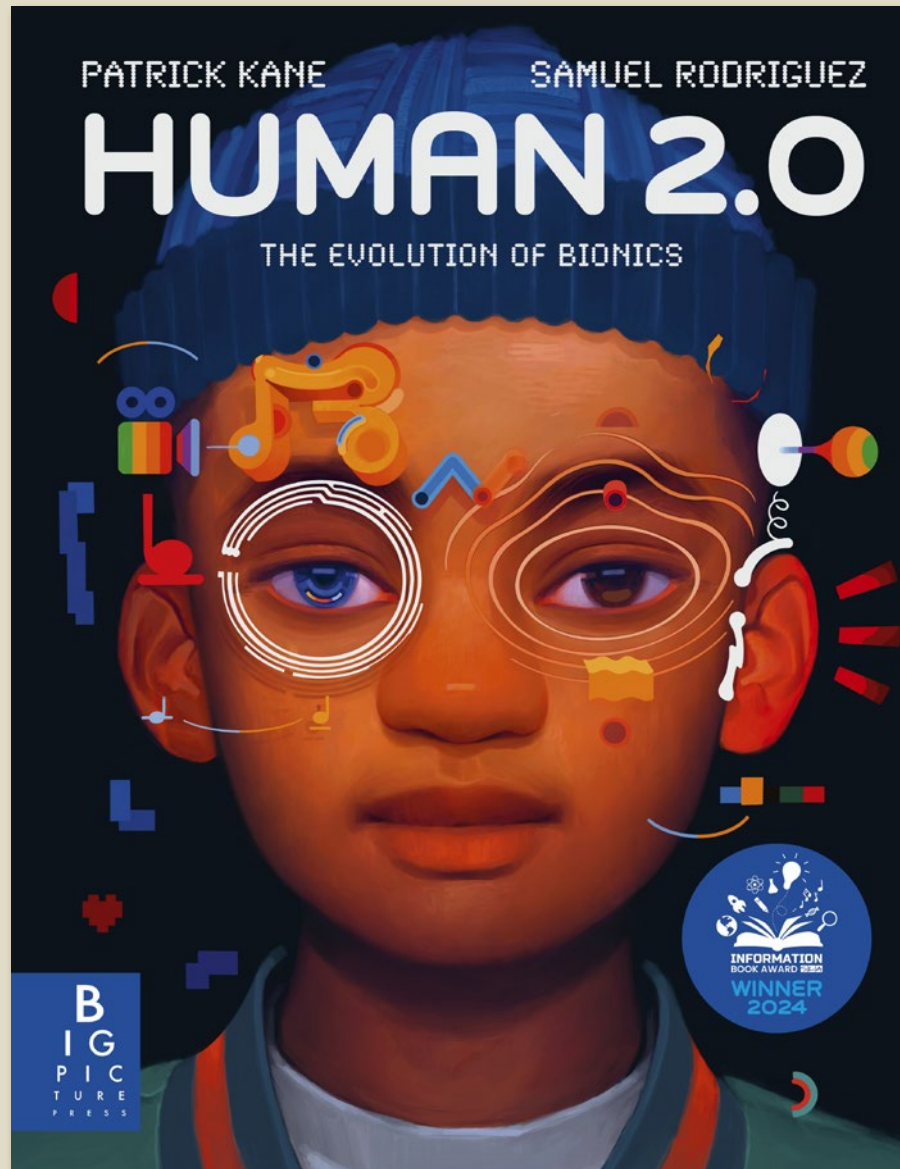
THE MIRROR CASKET



On other projects that the artists and I created, we became most known for the *Mirror Casket*. This project emerged from a series of dreams I had after my first night of protesting. Each dream included me walking into a room and finding a casket of some kind. In the first dream, I saw the image, so I reached out to as many artists as I knew to ask for help to bring it to life. Six artists responded, and in a matter of weeks, we worked together to gather materials, design the casket, build it and march it from the home of my friend Michael to the National Mall. The police arrested us where many had gathered to protest the war.

After its first use, the *Mirror Casket* appeared in subsequent marches across the region and was exhibited throughout Missouri, including in the capitol. During the year that followed, it gained the attention of the Smithsonian Institution, which acquired it for its latest museum, the National Museum of African American History. In 2015, the Smithsonian Institution, DC, North Carolina Central University wrote an article about it for Smithsonian magazine, titled "An Art of Protest."

Pub Date	31/08/2023
Pub Price	£12.99
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H x W	280 x 216mm
Binding	Paperback
Age Range	12+ years
Author	De Nichols
Extent	80pp
Word Count	12282 words
Rights Available	World



Celebrate the achievements made in medical engineering and take a glimpse into the future.

- **Winner of the 2024 SLA Information Book Award Judges' Choice Category 8-12**
- As told by UK Sepsis Ambassador Patrick TJ Kane
- Phenomenal artwork by highly acclaimed artist Samuel Rodriguez
- The first of its kind - a book that celebrates the history of medical implantables and prosthetics
- The forefront of diversity - featuring stories from celebrities and people around the world



INTRODUCTION

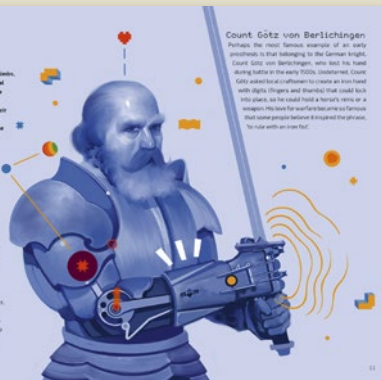
Imagine a world where all around us are people with bionic limbs, machines attached to their bodies and cameras for eyes. This same world has cyborgs who can hear colours and communicate via their teeth, and even people who use robotic skeletons to walk elsewhere. In this world, children have no fear with external ears, and people have without legs can walk using ones made of metal and carbon fibre. Some people use chips inside their bodies to get into their offices, or to pay for their coffees on their way into work. This world is full of incredible people who are using technology to do amazing things. But the most amazing part of all is that this world is the one we already live in.

Technology has changed all of our lives, and not just with the smartphones or tablets that we use. For many people, particularly those with disabilities, recent technological advances have created the means of the greatly improved, and reached a place of possibility. The idea of a bionic limb, for example, is a great example of this. The idea of a bionic limb, for example, is a great example of this. The idea of a bionic limb, for example, is a great example of this.

THE FIRST PROSTHESES

For as long as humans have been around, we have been losing limbs, or even without them. Whether due to an injury or congenital impairment (a condition that is present from birth), people have been trying to replace missing arms, legs, fingers and toes for thousands of years. Early prostheses were made from wood, but the first prostheses did not have the technology needed to provide better functionality and comfort. For us, some of these early prostheses closely resemble those that exist today.

The earliest known example of a prosthesis (an artificial body part) belonged to an Egyptian mummyman over 2,000 years ago. This wooden prosthesis replaced the big toe on his right foot, and even had a ridge in the shape of a nail carved into it to make it appear more realistic. It would have been strapped onto his foot with string, and sometimes because it would have greatly altered his balance.



Count Götz von Berlichingen Perhaps the most famous example of an early prosthesis is that belonging to the German knight Count Götz von Berlichingen, who lost his hand during battle in the early 1500s. Count Götz asked local craftsmen to make an iron hand with digits, fingers and thumb that could lock into place, so he could hold a horse's reins or a weapon. This basic but effective arm is so famous that some people believe it inspired the phrase, 'He rode with an iron fist'.



WHAT IS BIONIC?

Bionics refers to the transfer of technology between artificial objects and living organisms. The word 'bionics' comes from a combination of the Greek words for 'bio' (life) and 'nautics' (navigation). It was coined by American engineer and scientist Jack E. Parniani in the 1960s. Bionics is the study of how living organisms can inspire technology. The transfer of ideas from biology to technology is called 'biomimicry'. Bionics is the study of how living organisms can inspire technology. The transfer of ideas from biology to technology is called 'biomimicry'. Bionics is the study of how living organisms can inspire technology. The transfer of ideas from biology to technology is called 'biomimicry'.

BIONIC LIMBS AND IMPLANTABLE DEVICES

A prosthesis can be internal or external to the body. The ways in which people can replace parts of their body can largely be broken down into two groups: bionic limbs and implantable devices.

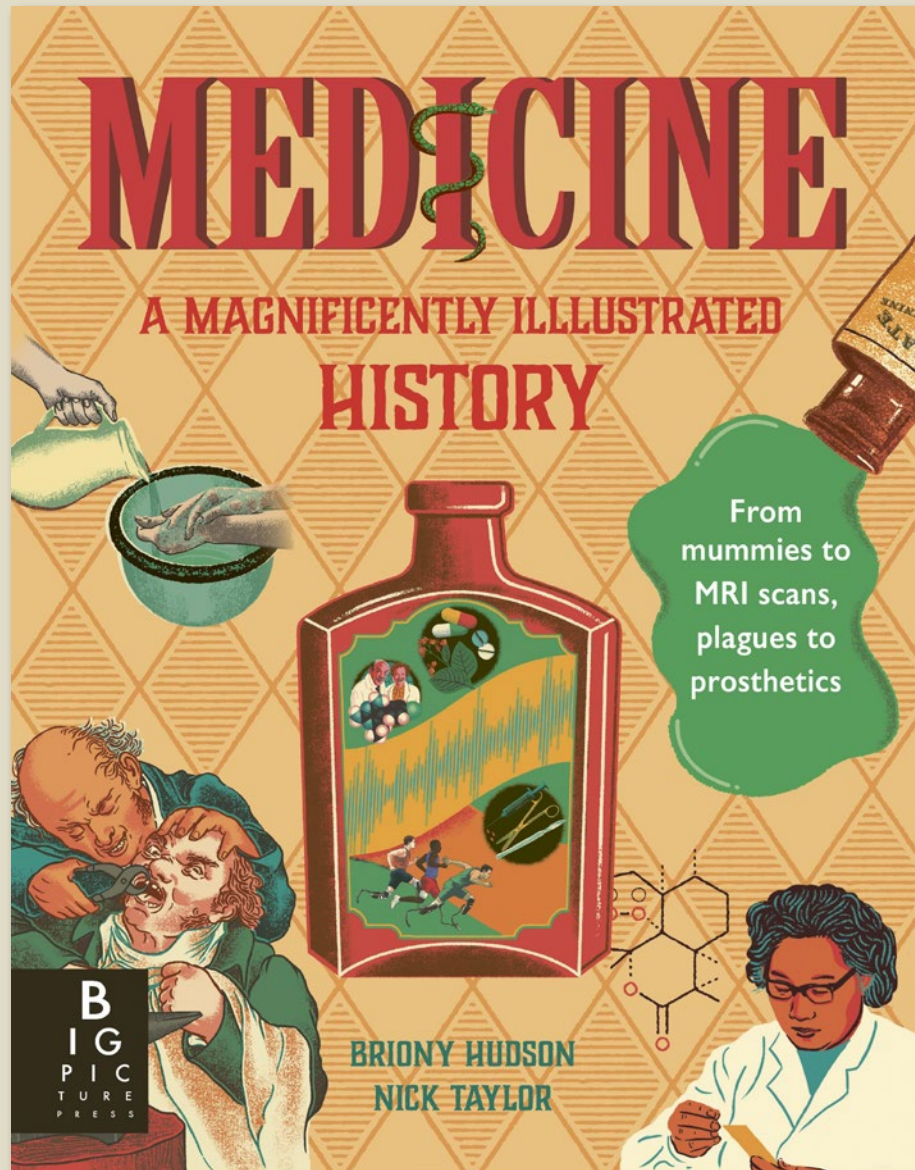
'Implantable devices' is a broad term describing anything that is surgically implanted inside the body. Because surgery is required to gain access, these devices cannot easily be removed, and are typically designed to stay inside the body forever. Examples of these include pacemakers and cochlear implants.



Bionic limbs are artificial body parts, which are intended to replace the function of a human body part, such as an arm or a leg. These are attached to the body, usually via a belt, strap or socket, and can be easily taken on and off by their wearer.

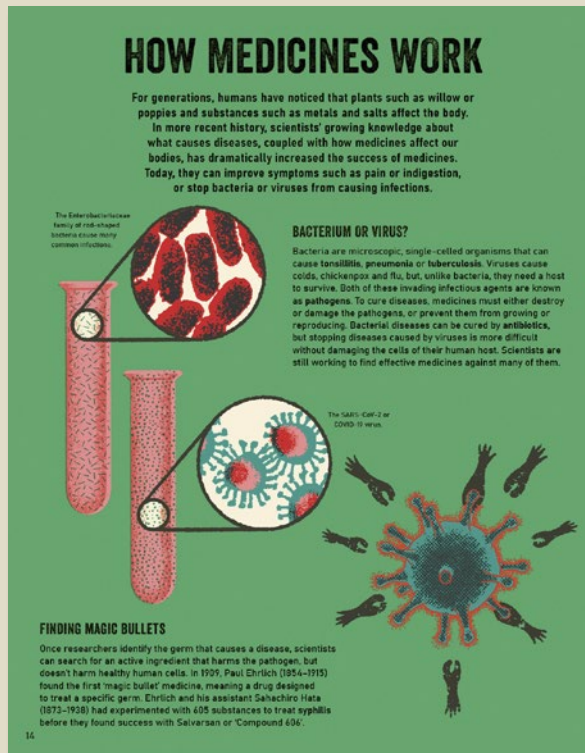
If either a bionic limb or an implant has batteries that need to be charged, they are called 'active'. Those that do not are called 'passive'. Some implants, such as cochlear implants, need batteries. These sit outside the body and attach to the implant via a wire, so the user does not need surgery every time the battery runs out (see pages 28–29).

Pub Date	03/07/2025
Pub Price	£10.99
ISBN	9781835871836
H x W	280 x 216mm
Binding	Paperback
Age Range	9-11 years
Author	Patrick Kane
Illustrator	Sam Rodriguez
Extent	64pp
Freight On Board	01/05/2025
Rights Available	World

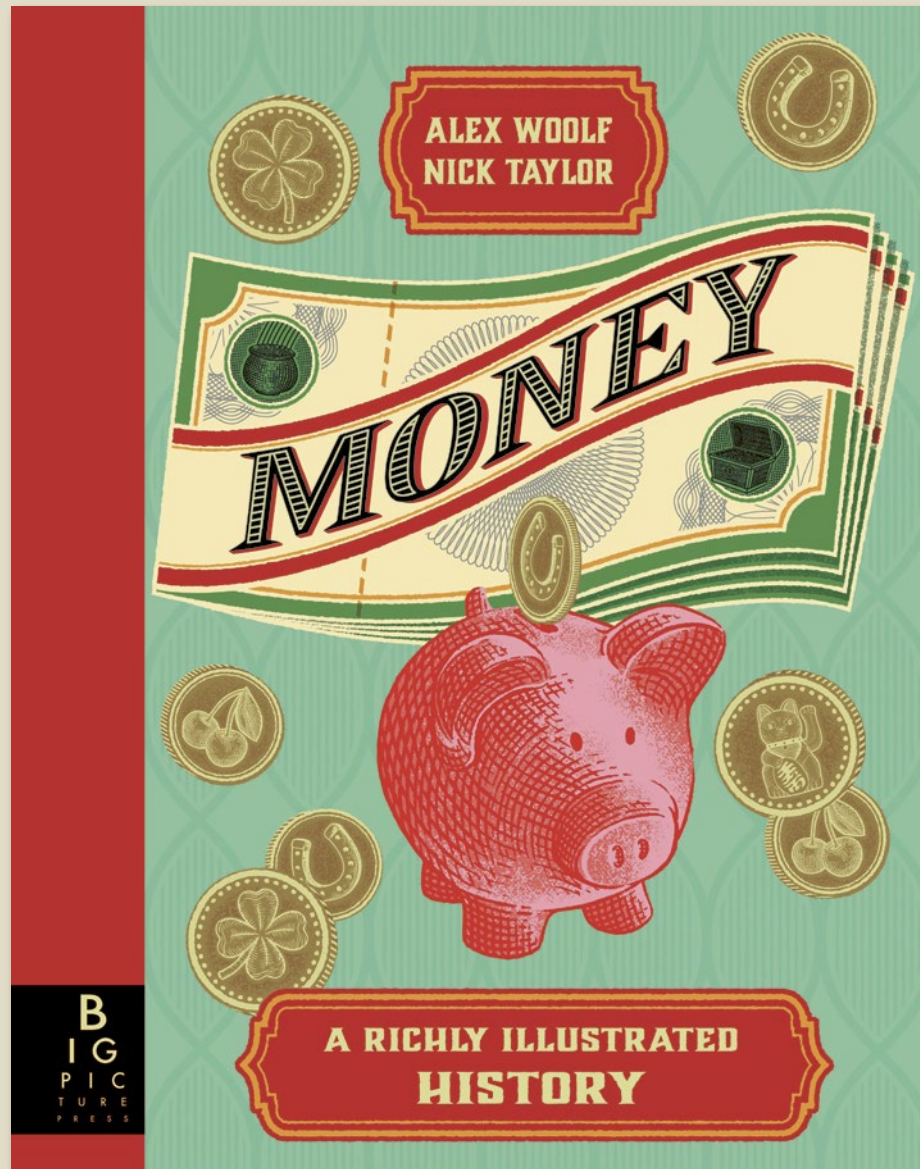


An extraordinary visual history of medicine – now available in paperback.

- Winner 2023 Information Book Award Judges' Choice for readers aged 13 to 16
- Expertly written by curator, lecturer and historian Briony Hudson
- Striking artwork from Aquila artist Nick Taylor is sure to make this title stand out from the crowd
- Perfect for students but also the ideal gift book for general interest readers
- Sample contents: The History of Medicine, Ancient Beliefs, Mental Health, How Medicines Work, Opening Up the Body, The Power of Plants, Making Medicines, Poisons, Hospitals Through History, Early Surgery, Plagues and Pandemics, Vaccination, D.I.Y. Medicine, Transplants, Prosthetics



Pub Date	03/07/2025
Pub Price	£12.99
ISBN	9781835872765
H x W	300 x 235mm
Binding	Paperback
Age Range	9-11 years
Author	Briony Hudson
Illustrator	Nick Taylor
Extent	80pp
Word Count	15000 words
Freight On Board	01/05/2025
Rights Available	World



This visually extraordinary book presents the history of money as it has never been seen before – from coins to contactless, bankruptcy to billionaires

- Vibrant illustrations and dynamic layouts will appeal to the audience
- Digestible and easy-to-understand text by expert children's author, Alex Woolf.
- A global topic with growing relevance in today's world. There is a significant lack of publishing for children on this subject.
- Pantone and 100% foil cover finishes.

RICH AND POOR

THE HISTORY OF WEALTH

Wealth is the difference in wealth between the richest and the poorest. It has been a constant feature of human societies since the dawn of time. In the early days, wealth was measured in terms of land and livestock. As societies grew more complex, wealth came to be measured in terms of money and property. The rich have always been a small part of the population, but their wealth has grown over time. In the 19th century, the Industrial Revolution led to a massive increase in wealth, but it also led to a massive increase in poverty. The rich became even richer, while the poor became even poorer. This is the history of wealth: a story of inequality and injustice.

WEALTH CONCENTRATION

One of the biggest reasons for the inequality in the way that wealth is distributed is the concentration of wealth in the hands of a few. This is a natural result of the way that wealth is created. The rich are able to invest their money and make it grow, while the poor are not. This leads to a concentration of wealth in the hands of a few, who then use it to buy more wealth. This is a cycle that has been going on for centuries. The rich have always been a small part of the population, but their wealth has grown over time. In the 19th century, the Industrial Revolution led to a massive increase in wealth, but it also led to a massive increase in poverty. The rich became even richer, while the poor became even poorer. This is the history of wealth: a story of inequality and injustice.

WHAT'S WRONG WITH WEALTH INEQUALITY?

There are many reasons why wealth inequality is a problem. One of the main reasons is that it leads to a concentration of power in the hands of a few. The rich are able to use their wealth to influence the government and the economy, while the poor are not. This leads to a system where the rich are able to keep their wealth and the poor are not. This is a system that is unfair and unjust. Wealth inequality is a problem that needs to be solved. We need to find ways to redistribute wealth and to ensure that everyone has a fair chance of getting ahead.

GOLDEN YEARS

AN INTERNATIONAL SYSTEM

In the 19th century, the gold standard was a system where the value of money was based on the amount of gold it contained. This was a simple and effective way of ensuring that money was worth what it was supposed to be. The gold standard was used by many countries, and it helped to create a stable international system. However, it also had some drawbacks. One of the main problems was that it led to a concentration of wealth in the hands of a few. The rich were able to accumulate large amounts of gold, while the poor were not. This led to a system where the rich were able to keep their wealth and the poor were not. This is a system that is unfair and unjust. The gold standard was a system that needed to be replaced. We need a system that is fair and just, where everyone has a fair chance of getting ahead.

THE COST OF WAR

The gold standard was a system that was based on the idea of gold being the basis of money. However, it was not a system that was based on the needs of the people. It was a system that was based on the interests of the rich. This led to a system where the rich were able to keep their wealth and the poor were not. This is a system that is unfair and unjust. The gold standard was a system that needed to be replaced. We need a system that is fair and just, where everyone has a fair chance of getting ahead.

THE GOLD STANDARD

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FROM COUNTERFEIT COINS TO FALSE NOTES

ALVES DOS REIS: MASTER COUNTERFEITER

Alves dos Reis was a master counterfeiter who lived in Brazil. He was a man of many talents, and he was able to create counterfeit coins and notes that were almost indistinguishable from the real ones. He was a man who was very clever, and he was able to escape the law many times. He was a man who was very brave, and he was able to face the consequences of his actions. He was a man who was very smart, and he was able to outsmart the police. He was a man who was very cunning, and he was able to keep his secrets. He was a man who was very talented, and he was able to create counterfeit coins and notes that were almost indistinguishable from the real ones. He was a man who was very clever, and he was able to escape the law many times. He was a man who was very brave, and he was able to face the consequences of his actions. He was a man who was very smart, and he was able to outsmart the police. He was a man who was very cunning, and he was able to keep his secrets. He was a man who was very talented, and he was able to create counterfeit coins and notes that were almost indistinguishable from the real ones.

FIRST COUNTERFEITS

The first counterfeit coins were created in ancient times. They were made of metal and were almost indistinguishable from the real ones. They were used to buy goods and services, and they were accepted by the people. This was a problem for the government, as it meant that they were losing money. They tried to stop the counterfeiters, but they were not successful. The counterfeiters were able to keep their secrets, and they continued to create counterfeit coins. This was a problem that needed to be solved. We need a system that is fair and just, where everyone has a fair chance of getting ahead.

FINANCIAL MARKETS

At regular markets people buy and sell things like food and clothing. At financial markets, people trade money-related assets. These include stocks and bonds. Stocks are shares in a company that the company sells to raise capital. Shareholders are paid dividends (regular sums paid out of the company's profits). Bonds are certificates issued by a government or corporation, promising to repay borrowed money at a fixed rate of interest. Financial markets can be physical places, like the New York Stock Exchange, or they can take place online.

THE FIRST BONDS

In the twelfth century, the government of Venice came up with a new way of raising money to fight a war. It offered its citizens certificates, known as prestii, in exchange for a loan, promising to pay them back by a certain time, plus 5 per cent interest. These were the first government bonds. Before long they became a popular investment, and a market developed for the buying and selling of prestii.

THE FIRST STOCKS

Founded in 1602, the Dutch East India Company was the first company to sell shares to the public. The money it raised from this funded its voyages to the East Indies, and it paid its shareholders out of the profits from its trade in enslaved people and spices. The shares were traded in the Amsterdam Stock Exchange, also established that year.

THE DAILY NEWS

OCTOBER 1929 NEW YORK CITY

THE WALL STREET CRASH

FINANCIAL MARKETS CAN BE VOLATILE. A RUMOUR OR A MINOR PIECE OF ECONOMIC NEWS CAN CAUSE BIG SWINGS IN PRICES. THE DESIRE TO MAKE MONEY OR AVOID LOSING IT IS A POWERFUL ONE, AND A HERD INSTINCT CAN SOMETIMES TAKE OVER WITH PEOPLE STAMPEDING TO BUY OR SELL. THE MOST SPECTACULAR EXAMPLE OF THIS WAS THE WALL STREET CRASH OF 1929.

THE ROARING TWENTIES

The 1920s was boom time in the United States. There was a spirit of optimism in the country and it became fashionable to play the stock market. Share prices soon rocketed to a point where they represented a value far greater than the total worth of their companies' assets. This was now a mania – a period when everyone, from wealthy financiers to common investors, lost touch with reality and seemed to believe that prices could keep rising forever.

DISASTER

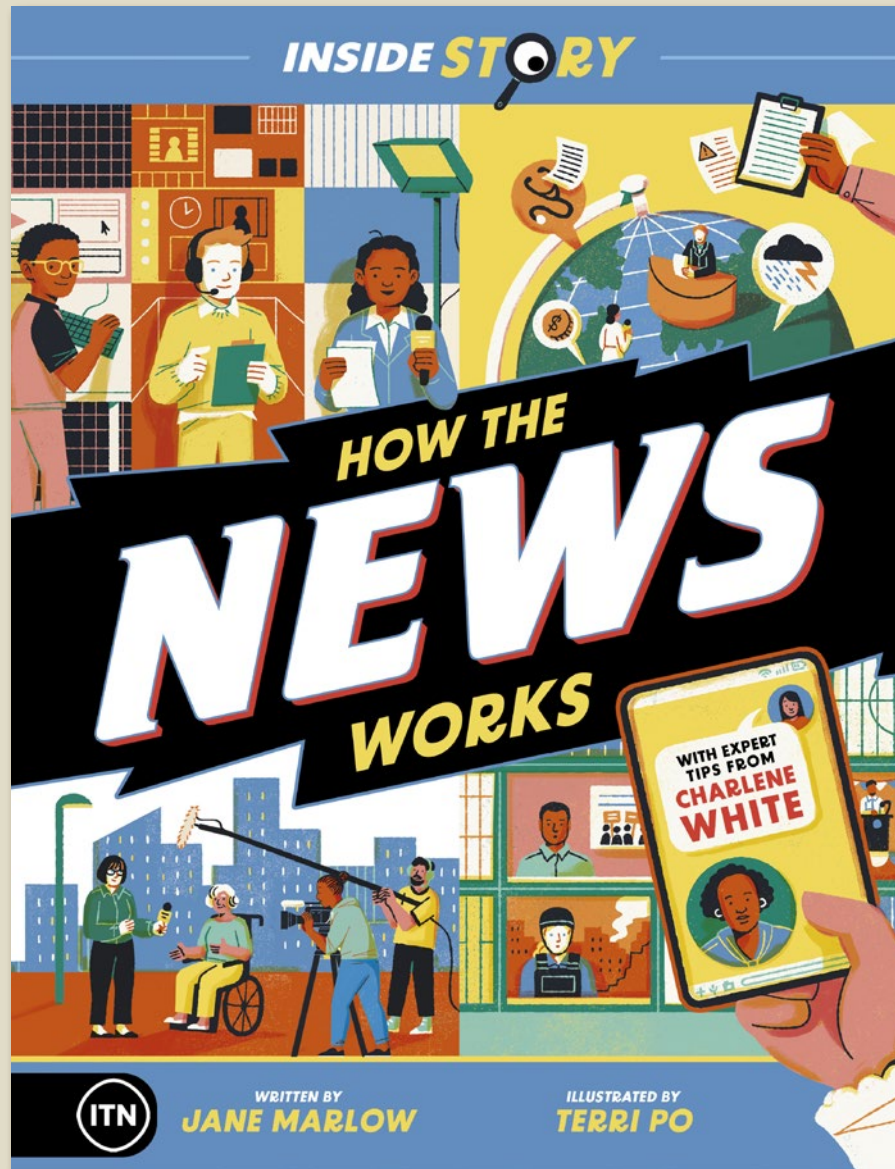
The crash occurred at the end of October 1929, during three calamitous days of trading at the New York Stock Exchange on Wall Street, when huge numbers of people decided collectively it was time to sell. With so many sellers, there were few buyers, and share prices plummeted. In those three days, billions of dollars were wiped off the value of American companies. And over the following years the market kept on falling. By 1932, stocks had lost nearly 90 per cent of their pre-crash value.

AFTER EFFECTS

As a result of the crash, businesses were bankrupted, banks closed, millions lost their jobs and the world plunged into a deep and lasting economic depression. This had a big political impact. In Europe, extreme right-wing parties exploited the misery of mass unemployment, blaming 'foreigners' such as Jews. Germany's Nazi Party rose to power in 1933. The consequences for the world would be devastating.

Pub Date	12/09/2024
Pub Price	£16.99
ISBN	9781800785700
H x W	300 x 235mm
Binding	Hardback
Age Range	9-11 years
Author	Alex Woolf
Illustrator	Nick Taylor
Extent	80pp
Word Count	20000 words
Rights Available	World

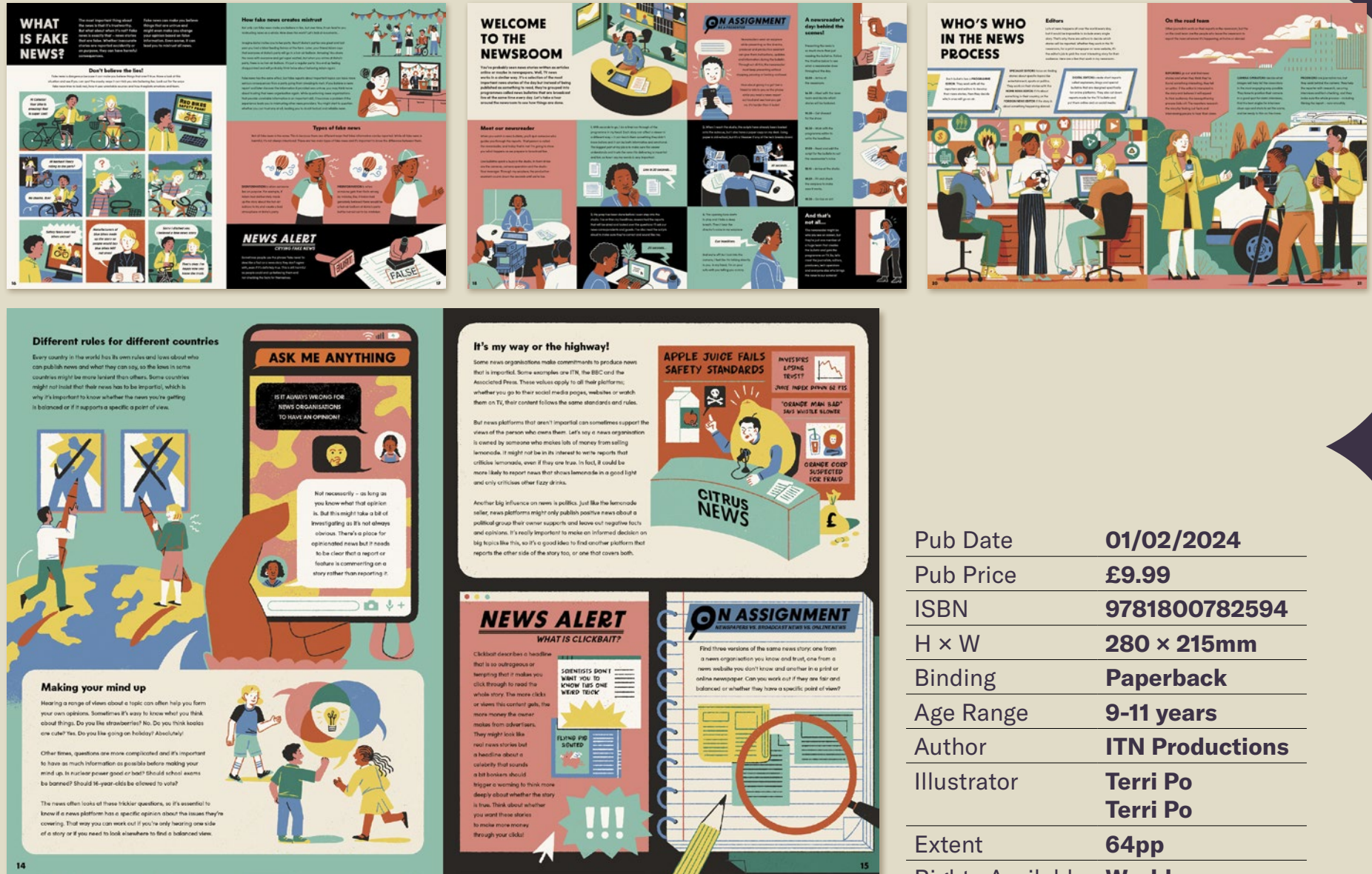
Inside Story: How the News Works



Get the inside story on today's most important topics and learn to navigate the news like a pro!

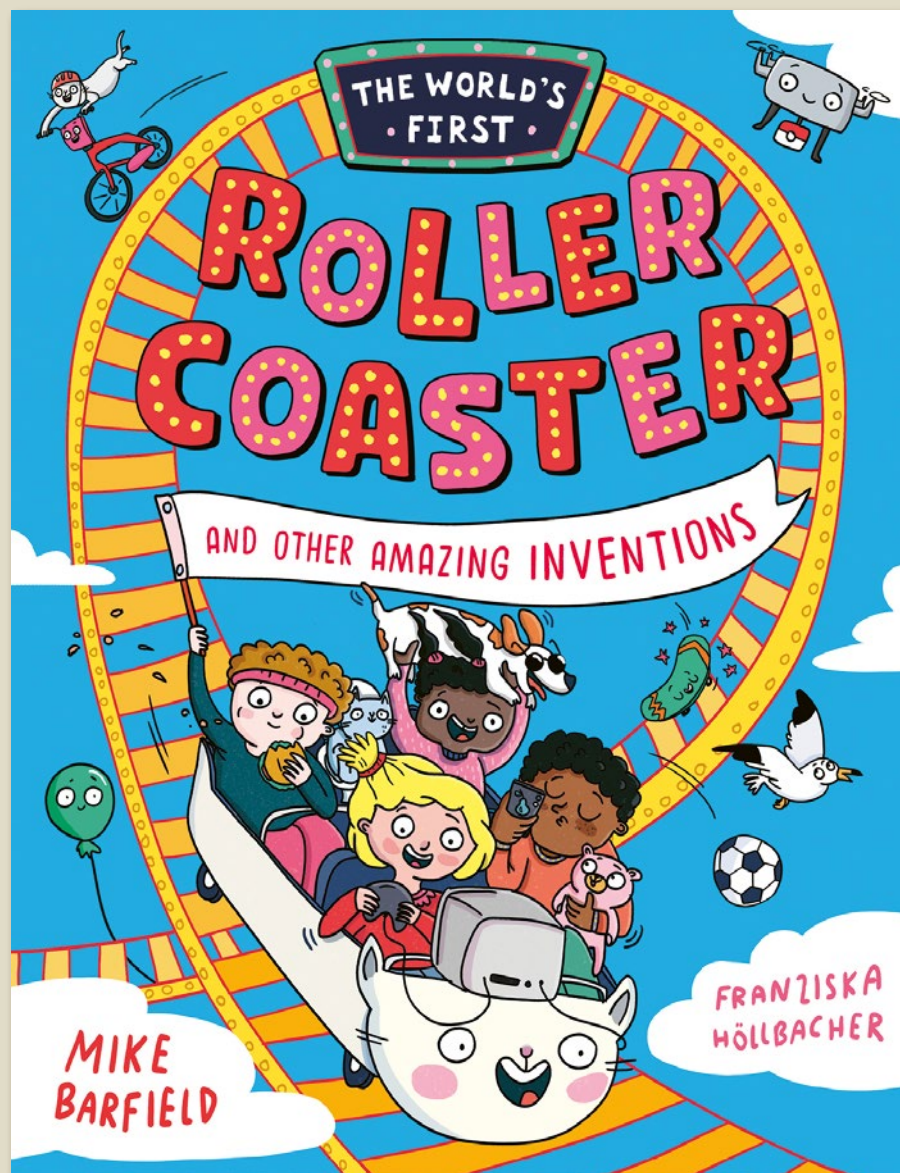
- An all-encompassing, no-nonsense guide to the news industry, looking at how news is made, what and who it's for, what to look out for when digesting news and tips on how to be a savvy news-consumer.
- Written by expert authors from ITN news team, including tips from ITV's Charlene White. Informed by lived experiences of real journalists from across the news sector.
- News from a global perspective: look at key moments in news history and stories that shaped the world from Europe, America, China, Indonesia, India and more.

Inside Story: How the News Works



Pub Date	01/02/2024
Pub Price	£9.99
ISBN	9781800782594
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	ITN Productions
Illustrator	Terri Po Terri Po
Extent	64pp
Rights Available	World

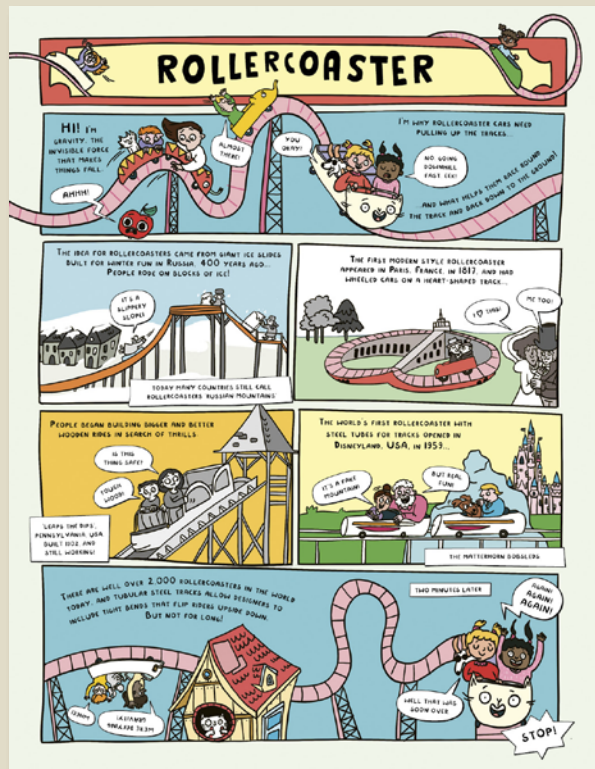
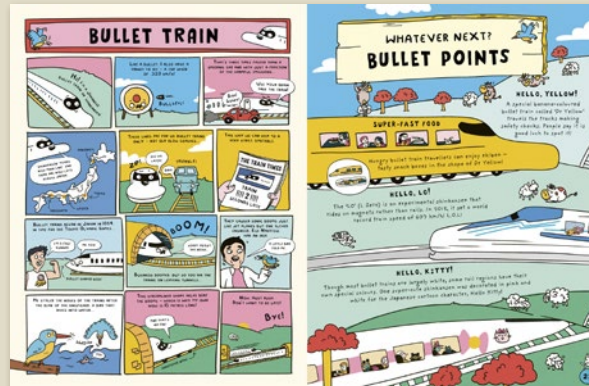
The World's First Rollercoaster



Amazing inventions stories in comic-book form by Blue Peter Award-winner Mike Barfield.

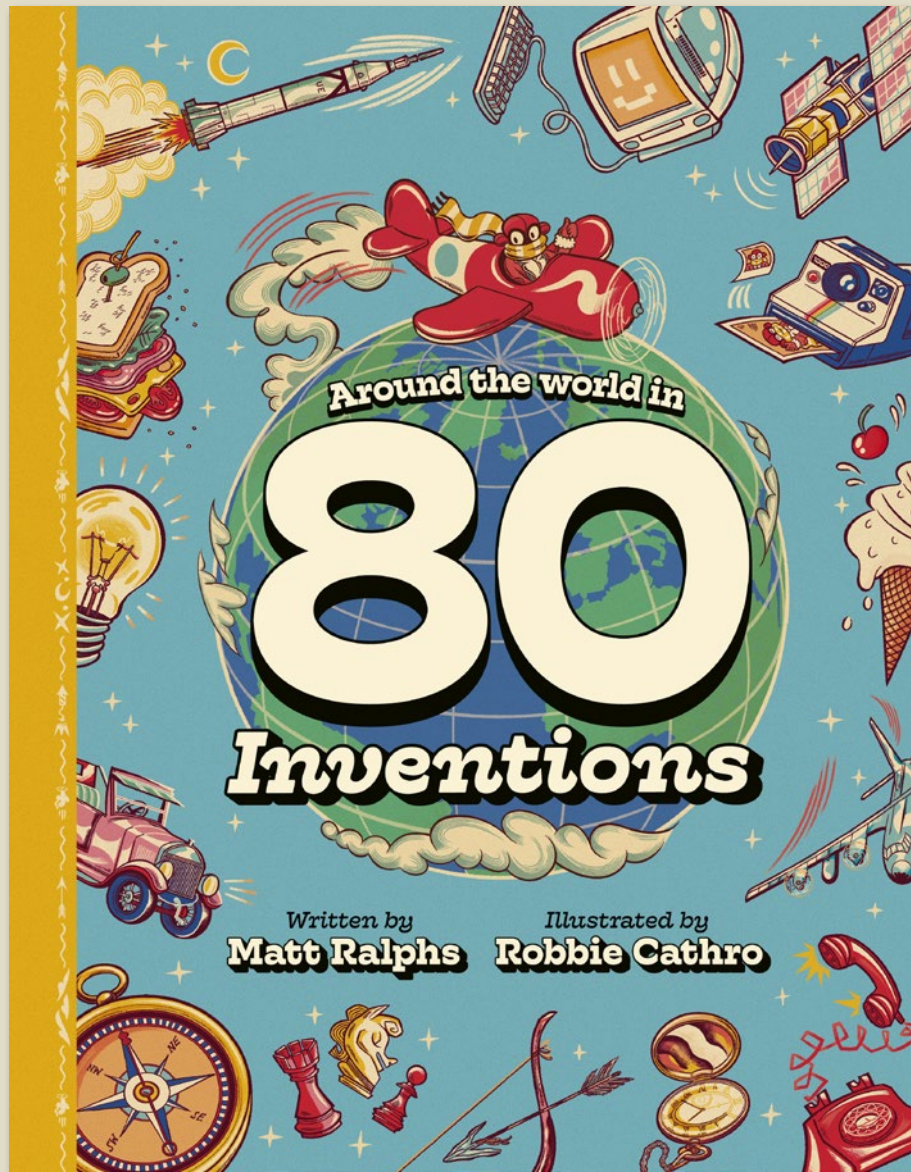
- An irresistible way into science and technology with a dash of history from the brilliant Mike Barfield, author of *A Day in the Life of a Poo, a Gnu and You*, winner of the 2021 Blue Peter Award for a Book With Facts. Mike's books have sold in over 40 territories.
- Featuring the greatest inventions in architecture, travel, the home, food, fashion, toys, sports, technology and more, this book is packed with facts for curious minds. Includes tips on sending in a patent and profiles of young inventors alongside greats such as Diebedo Kere, Bertha Benz, Percy Spencer, Momofuku Ando, Kano Jigoro and Jawed Karim.

The World's First Rollercoaster



Pub Date	11/04/2024
Pub Price	£10.99
ISBN	9781800783720
H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	Mike Barfield
Illustrator	Franziska Höllbacher
Extent	96pp
Word Count	7000 words
Rights Available	World

Around the World in 80 Inventions



80 inventions from around the world

- A fun and accessible look at history and STEM with ties to the curriculum
- Written by emerging author Matt Ralphs, who has titles published with Nosy Crow, DK and Flying Eye
- Exciting talent Robbie Cathro has worked for clients including Aquila Magazine, Natural History Museum and Kingfisher.
- A travel theme inspired by postcards and travel posters gives this book a fun and engaging aesthetic
- Expertly checked by science writer Anne Rooney

Around the World in 80 Inventions

Ice Cream

"Dreaming from dessert"

14

On the hot day of August 18th, 1791, a Frenchman named Nicolas Appert was in the kitchen of a Parisian hotel. He was looking for a way to preserve food for the army. He decided to try making ice cream. He used a simple recipe of sugar, cream, and vanilla. He put it in a glass jar and sealed it. He then put it in a bucket of ice and salt. The ice cream was perfect. He had invented the first ice cream. He called it 'ice cream'.

Easy Ice Cream

Put 1 cup of milk, 1/2 cup of sugar, and 1/4 cup of vanilla in a bowl. Mix well. Pour into a glass jar. Seal the lid. Put in a bucket of ice and salt. Let it sit for 2 hours. The ice cream is ready to eat.

Bicycle

"Freedom on two wheels"

15

Did you know that the first bicycle was called a 'boneshaker'? It was made of wood and had a very rough ride. The first bicycle was invented in 1791 by a Frenchman named Michoud. He called it 'velocipede'. It was a simple wooden frame with two wheels of equal size. The rider sat on a seat and pushed the pedals to move forward. It was very popular in the 18th century. The first bicycle was made of wood and had a very rough ride. The first bicycle was invented in 1791 by a Frenchman named Michoud. He called it 'velocipede'. It was a simple wooden frame with two wheels of equal size. The rider sat on a seat and pushed the pedals to move forward. It was very popular in the 18th century.

Petition Penny-Farthing

It was a lot of fun to ride, but it was also very dangerous. The rider had to balance on a single wheel. The first bicycle was made of wood and had a very rough ride. The first bicycle was invented in 1791 by a Frenchman named Michoud. He called it 'velocipede'. It was a simple wooden frame with two wheels of equal size. The rider sat on a seat and pushed the pedals to move forward. It was very popular in the 18th century.

Camera

"Tag along"

24

Although it's not a new invention, the camera has a long history. The first camera was invented in 1826 by a Frenchman named Nicéphore Niépce. He called it 'heliographie'. It was a simple camera that used a lens to focus light on a piece of paper. The first camera was made of wood and had a very rough ride. The first camera was invented in 1826 by a Frenchman named Nicéphore Niépce. He called it 'heliographie'. It was a simple camera that used a lens to focus light on a piece of paper. The first camera was made of wood and had a very rough ride.

Developed to Perfection

The camera has come a long way since 1826. Today, we have digital cameras that can take pictures in seconds. The first camera was made of wood and had a very rough ride. The first camera was invented in 1826 by a Frenchman named Nicéphore Niépce. He called it 'heliographie'. It was a simple camera that used a lens to focus light on a piece of paper. The first camera was made of wood and had a very rough ride.

High-Speed Train

"10-speed"

25

Before the high-speed train, the fastest train was the steam locomotive. It was slow and noisy. The first high-speed train was invented in 1954 by a Frenchman named Gaston Phébus. He called it 'TGV'. It was a simple train that used a diesel engine. The first high-speed train was made of wood and had a very rough ride. The first high-speed train was invented in 1954 by a Frenchman named Gaston Phébus. He called it 'TGV'. It was a simple train that used a diesel engine. The first high-speed train was made of wood and had a very rough ride.

Marvelous Maglevs

The high-speed train has come a long way since 1954. Today, we have maglev trains that can travel at speeds of up to 600 km/h. The first high-speed train was made of wood and had a very rough ride. The first high-speed train was invented in 1954 by a Frenchman named Gaston Phébus. He called it 'TGV'. It was a simple train that used a diesel engine. The first high-speed train was made of wood and had a very rough ride.

Wind Turbine

"Harnessing the power of wind"

34

You might have seen a wind turbine on a hill. It's a simple machine that uses the power of the wind to generate electricity. The first wind turbine was invented in 1890 by a Danishman named Poul la Cour. He called it 'Lodde'. It was a simple wind turbine that used a windmill to generate electricity. The first wind turbine was made of wood and had a very rough ride. The first wind turbine was invented in 1890 by a Danishman named Poul la Cour. He called it 'Lodde'. It was a simple wind turbine that used a windmill to generate electricity. The first wind turbine was made of wood and had a very rough ride.

Green Energy

The wind turbine has come a long way since 1890. Today, we have wind turbines that can generate electricity for thousands of homes. The first wind turbine was made of wood and had a very rough ride. The first wind turbine was invented in 1890 by a Danishman named Poul la Cour. He called it 'Lodde'. It was a simple wind turbine that used a windmill to generate electricity. The first wind turbine was made of wood and had a very rough ride.

Helicopter

"A sailing way to fly"

35

What if you could fly? The helicopter is a simple machine that uses the power of the wind to lift a person or a load. The first helicopter was invented in 1783 by a Frenchman named Jean-François Pilâtre de Rozier. He called it 'aérostat'. It was a simple helicopter that used a hot air balloon to lift a person or a load. The first helicopter was made of wood and had a very rough ride. The first helicopter was invented in 1783 by a Frenchman named Jean-François Pilâtre de Rozier. He called it 'aérostat'. It was a simple helicopter that used a hot air balloon to lift a person or a load. The first helicopter was made of wood and had a very rough ride.

Versatile VTOLs

The helicopter has come a long way since 1783. Today, we have VTOLs that can fly like a plane and land like a helicopter. The first helicopter was made of wood and had a very rough ride. The first helicopter was invented in 1783 by a Frenchman named Jean-François Pilâtre de Rozier. He called it 'aérostat'. It was a simple helicopter that used a hot air balloon to lift a person or a load. The first helicopter was made of wood and had a very rough ride.

Wheel

"The revolutionary design that makes the world go round"

17

Can you imagine a world without wheels? Apart from sledges and ships, there would be no vehicles - no carts, cabs, bikes, buses, trucks, trains, or aeroplanes. The first wheeled vehicles were animal-drawn carts with solid wooden wheels. They were invented in Mesopotamia (modern-day Iraq) around 3500 BCE. 3500 years after the horizontal potter's wheel. These carts carried cargo to market and heavy loads, such as stone and timber for building projects. The horse-drawn chariot came next. In about 2500 BCE, chariot wheels were spoked rather than solid like a cartwheel, so they were faster and lighter. The wheel may be one of the simplest inventions, but without it our world would be completely different.

Potter's Wheel

The very first wheels were used to make pottery. The art of pottery began around 30,000 years ago. Originally, potters would shape clay into pots with their hands, but this took a long time. The Mesopotamians invented a better method in around 3500 BCE. The potter's wheel was a large stone disc balanced on a stick called an 'axle', which could be spun. By putting clay on the wheel and spinning it, the potter could shape the clay quickly into pots. We don't know for sure, but it seems likely that the potter's wheel led to the invention of the vehicle wheel.

Internet

"The world at your fingertips"

18

The invention of the Internet - a network of computers that 'speak' to each other - was a concentrated effort in the United States. The first computers were connected to each other in 1969, but scientists first began developing the Internet in the early 1950s during the Cold War (1947-1991), a time of heightened hostility between the USSR and the United States and when computers were the size of an entire room. The United States government wanted a communication system that couldn't be destroyed in a single attack, so they created ARPANET (Advanced Research Projects Agency Network): a series of linked computers across different locations, which allowed information to be relayed along telephone lines. The first message was sent in 1969. It was a simple word: 'LOVE'. But only the 'L' and the 'O' got through before the network crashed. By the end of the same year, four computers were connected on the ARPANET. It took years to create the 'network protocol' that allows computers to transfer data and 'speak' to each other. From the 1970s this network grew into the global Internet, which now links billions of devices. Today, whatever you want - books, food, holidays, cars - with the Internet you simply click a button and wait for it to arrive. Social media sites allow people all over the world to communicate instantly. We can consume films, television shows, music and video games, and even do our banking online.

World Wide Web

The World Wide Web (WWW) is a gateway to the Internet. It's made up of search engines like Google and Safari, the Internet addresses (also called URLs) we type in, and the websites that appear on our screens. It was invented by a British computer scientist called Tim Berners-Lee in 1989 while working at CERN, a science research laboratory in Switzerland. The WWW made the Internet accessible to everyone, not just scientists and academics.

Pub Date	12/10/2023
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ISBN	9781787419315
H x W	280 x 216mm
Binding	Hardback
Age Range	7-9 years
Author	Matt Ralphs
Illustrator	Robbie Cathro
Extent	96pp
Word Count	25000 words
Rights Available	World

Raising the Roof



A cool introduction to classical music

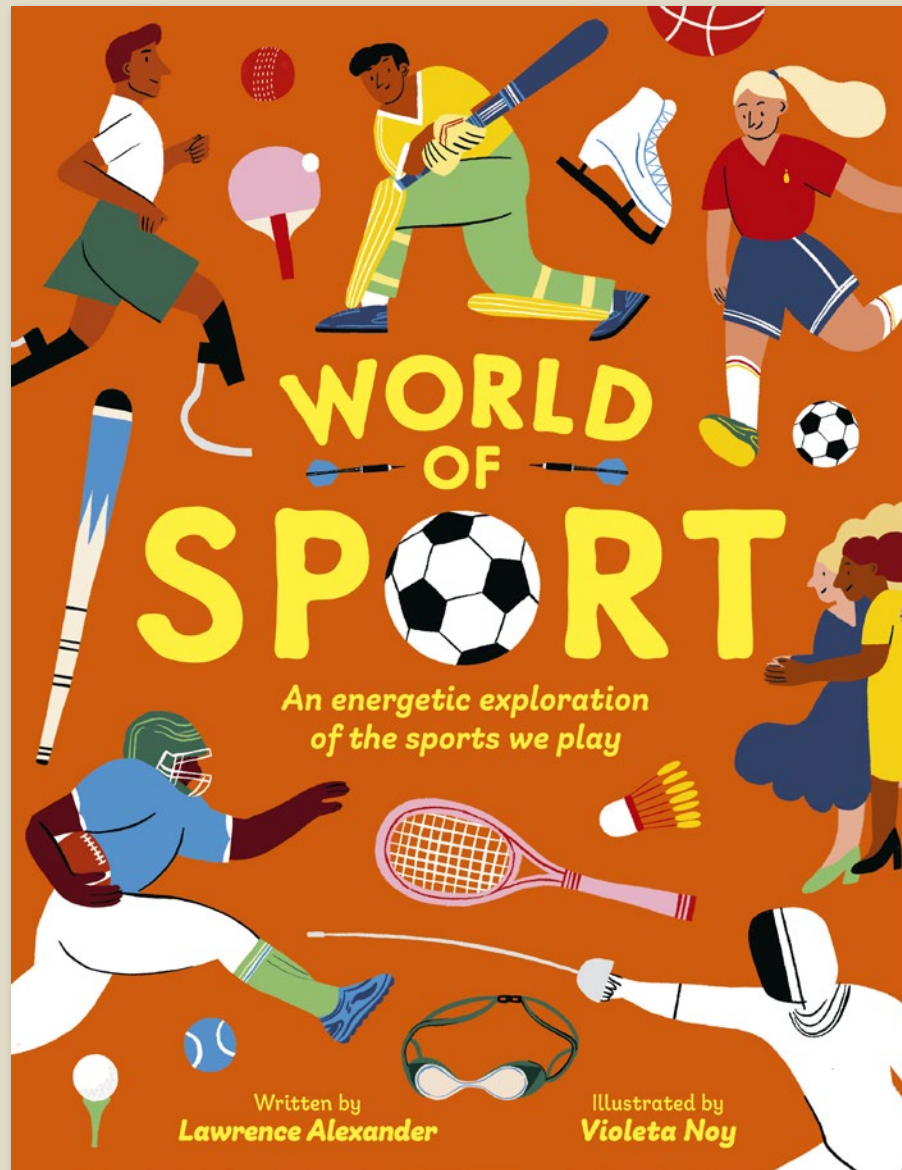
- Broadcaster, songwriter, composer and Scala Radio presenter Jack Pepper is an exciting, young voice in classical music.
- A fun and approachable introduction to classical music
- Includes a playlist, so you can listen as you read
- **SAMPLE CONTENTS:** Hildegard of Bingen 1098-1179; Claudio Monteverdi 1567-1643; Barbara Strozzi 1619-c. 1664; JS Bach 1685-1750; Joseph Bologne 1745-1799; Ludwig van Beethoven 1770-1827; Richard Wagner 1813-1883; Giuseppe Verdi 1813-1901; Ethel Smyth 1858-1944; Arnold Schoenberg, 1874-1951; Igor Stravinsky, 1882-1971; Florence Price, 1887 - 1953; George Gershwin, 1898-1937; Leonard Bernstein, 1918-1990
- Cover: matt Lam, spot UV + holo foil

Raising the Roof



Pub Date	06/06/2024
Pub Price	£16.99
ISBN	9781787419285
H x W	280 x 215mm
Binding	Hardback
Age Range	9-11 years
Author	Jack Pepper
Illustrator	Michele Bruttomesso
Extent	80pp
Word Count	18000 words
Rights Available	World

World of Sport



In this beautifully illustrated book, learn about the incredible variety of sports that are played around the world.

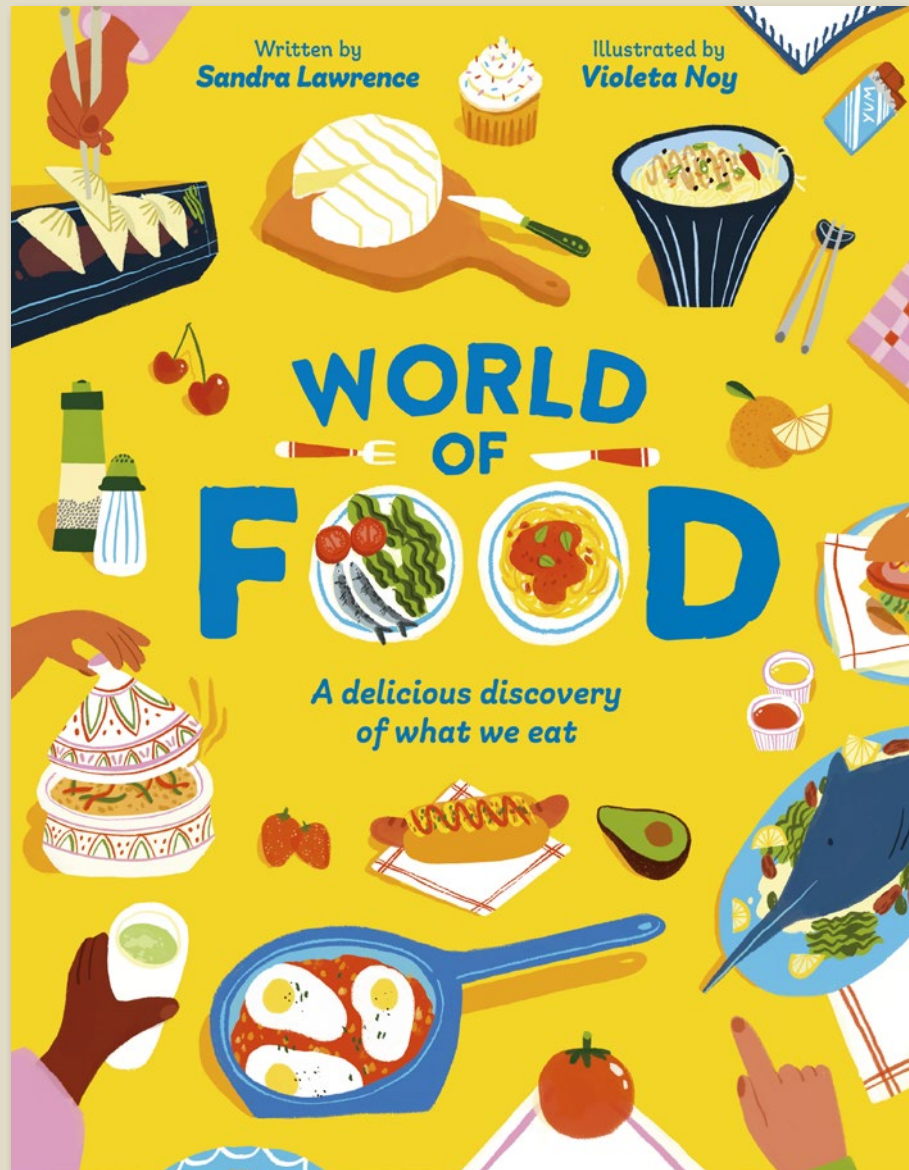
- A lively, inspiring and fact-filled exploration of a globally unifying topic: sport! From ancient times to today, covering every corner of the world.
- Featuring extensive coverage of women's sports and sporting heroes, plus sports from different, lesser-known regions and cultures around the world.
- Positioned to publish in time for the 2024 Olympic Games.
- With vibrant, energetic illustrations from Violeta Noy, author and illustrator of *The Right One*.

World of Sport



Pub Date	06/06/2024
Pub Price	£14.99
ISBN	9781787416642
H x W	280 x 215mm
Binding	Hardback
Age Range	7-9 years
Author	Lawrence Alexander
Illustrator	Violeta Noy
Extent	64pp
Word Count	10500 words
Rights Available	World

World of Food



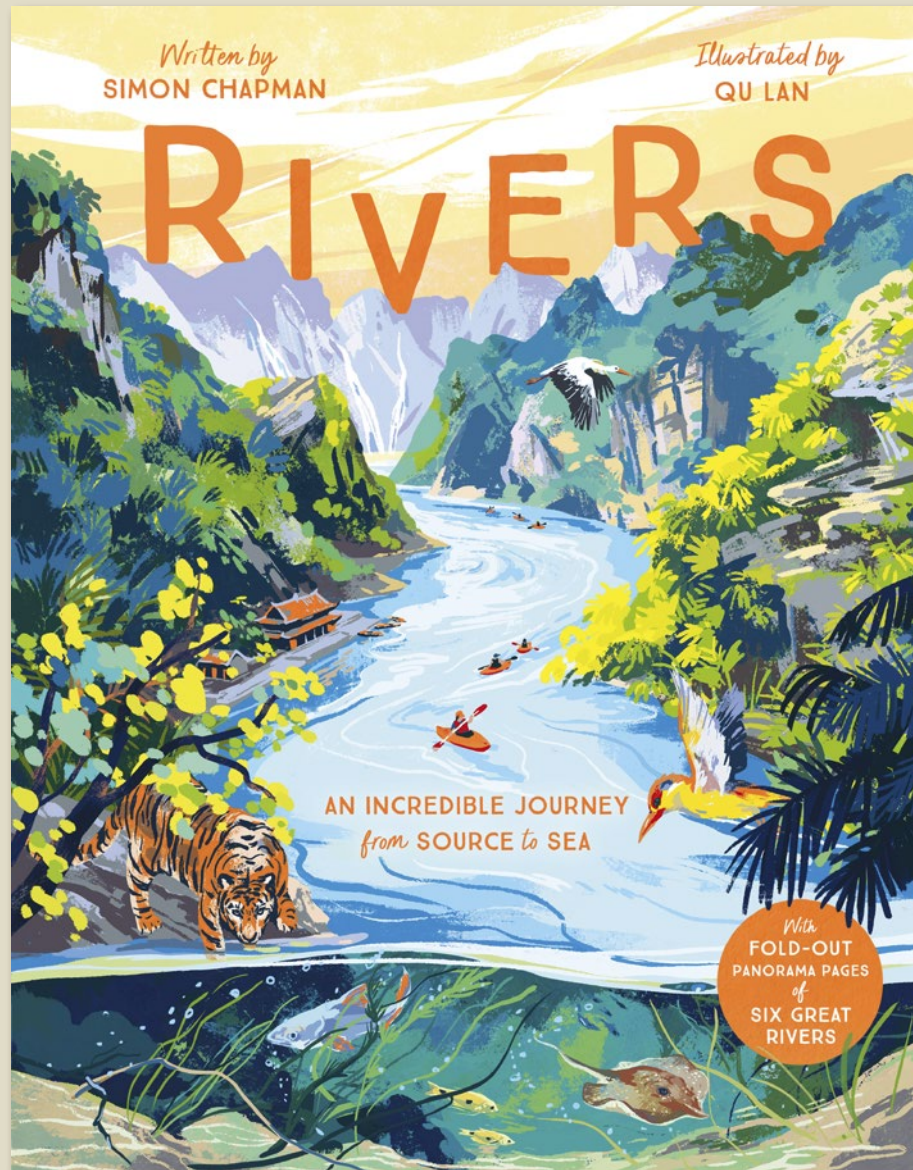
**A colourful
celebration of food,
farming and dishes
from around the
world!**

- Sample contents: The Beginning of Cuisine; A Roman Banquet; The Vegetable Garden; Fruits and Nuts; A Feast of Fungi; A Cornucopia of Corn; Rice of Life; Where Meat Comes From; Salt and Pepper; Hot Hot Chillies; Chocolate; Sweets Around the World; Festive Foods; Is There Enough Food?
- Featuring more than 100 dishes and food traditions from around the world
- Includes information on sustainability and foods of the future
- Colourful, exuberant illustrations from Violeta Noy bring energy to the pages
- Cover finish: matt lam + spot UV

World of Food



Pub Date	07/11/2024
Pub Price	£9.99
ISBN	9781835870556
H × W	280 × 215mm
Binding	Paperback
Age Range	7-9 years
Author	Sandra Lawrence
Illustrator	Violeta Noy
Extent	64pp
Word Count	10000 words
Rights Available	World



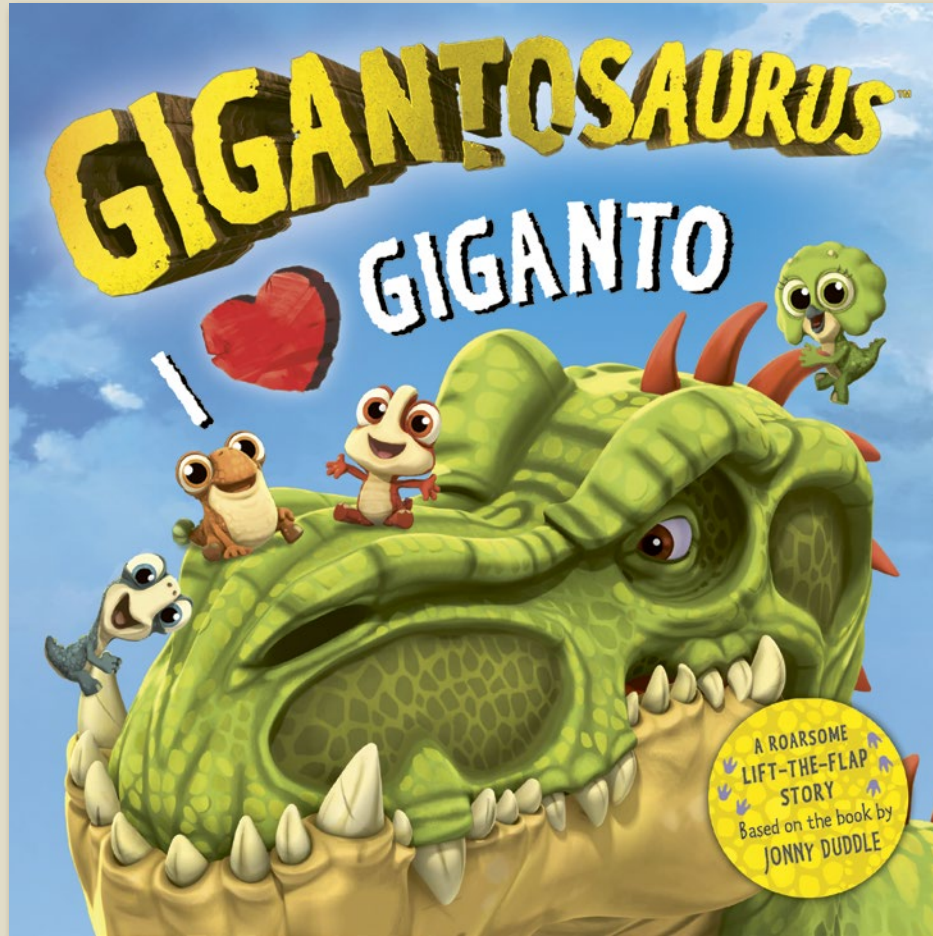
An exploration of rivers with fold-out pages

- A stunning look at geography, exploring the physical features of rivers, the unique wildlife they support and how they have shaped human history.
- Featuring 6 mighty rivers from around the world, one from each continent
- CONTENTS: A World of Rivers; Where do rivers get their water?; Source; Heading Downhill; Waterfalls; Underground Rivers; Gorges; Rapids; Dams; The Danube; Around the Bend; River Life; River Highway; The Ganges; Making Lakes; The Amazon; River City; The Murray; Extraordinary Rivers; Floating Islands of the Sudd; The Nile; Deltas; Estuaries; The Mississippi; Mangroves; Salmon Run
- Includes fold-out pages throughout
- Cover treatment: matt lam + spot UV + 5th colour



Pub Date	25/05/2023
Pub Price	£15.99
ISBN	9781787419926
H x W	300 x 235mm
Binding	Hardback
Age Range	9-11 years
Author	Simon Chapman
Illustrator	Qu Lan
Extent	64pp
Word Count	8000 words
Rights Available	World

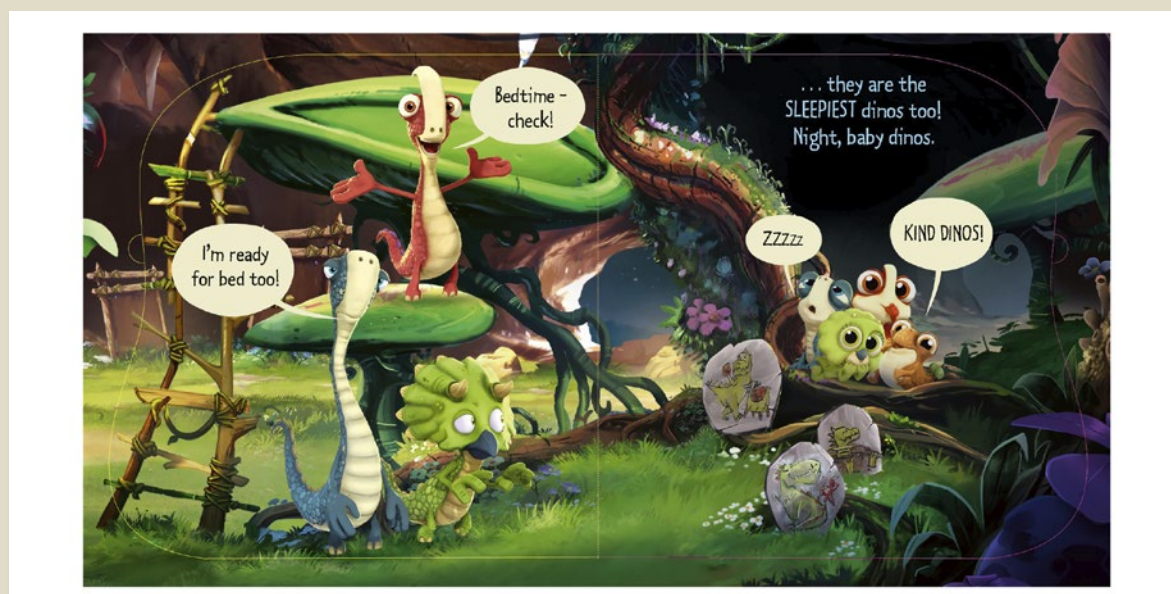
Gigantosaurus - I Love Giganto



A ROARSOME lift-the-flap adventure with the dino babies!

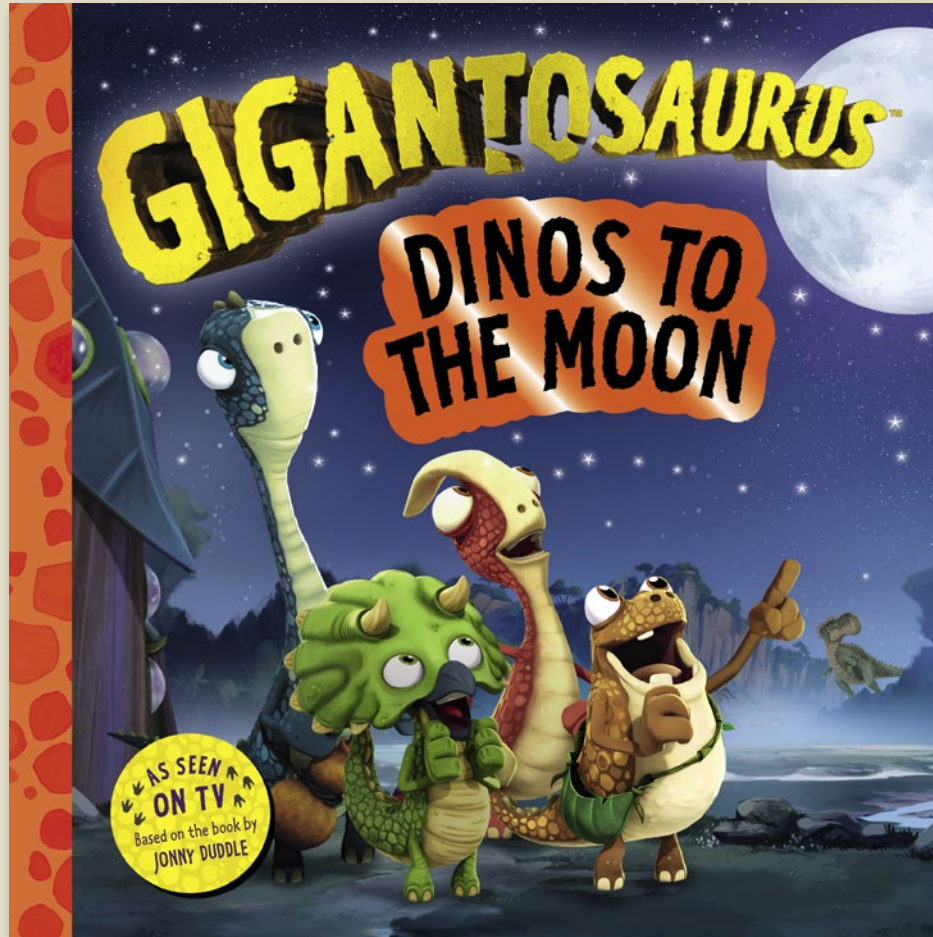
- Over 2.2 million Jonny Duddle books sold worldwide!
- The TV tie-in publishing has sold over 180,000 copies through UK TCM and across 24 countries internationally.
- A brand new story that ties in with the *Gigantosaurus* TV series based on Jonny Duddle's original book.
- Episodes are available to watch on Disney+, YouTube and TinyPop. The show ranked as TinyPop's 5th best show in 2022, reaching almost 2 million children aged 4+.
- A joyful and fun lift-the-flap adventure with overarching themes of love and kindness - the perfect Valentine's Day, Mother's Day or Father's Day gift for dino and Gigantosaurus fans young and old.

Gigantosaurus - I Love Giganto



Pub Date	04/01/2024
Pub Price	£6.99
ISBN	9781800785984
H x W	203 x 203mm
Binding	Board Book
Age Range	0-5 years
Author	Cyber Group Studios
Illustrator	Cyber Group Studios
Extent	14pp
Word Count	350 words
Rights Available	World

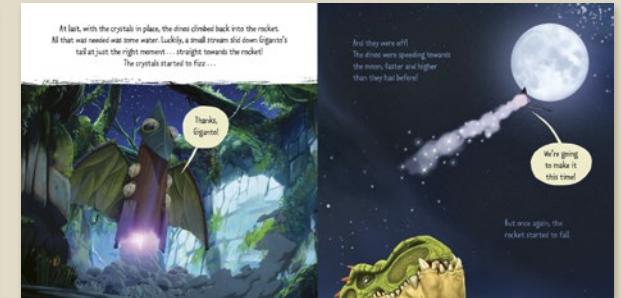
Gigantosaurus – Dinos to the Moon



Join our favourite dinosaurs as they put on their dino-naut helmets and take off for the MOON!

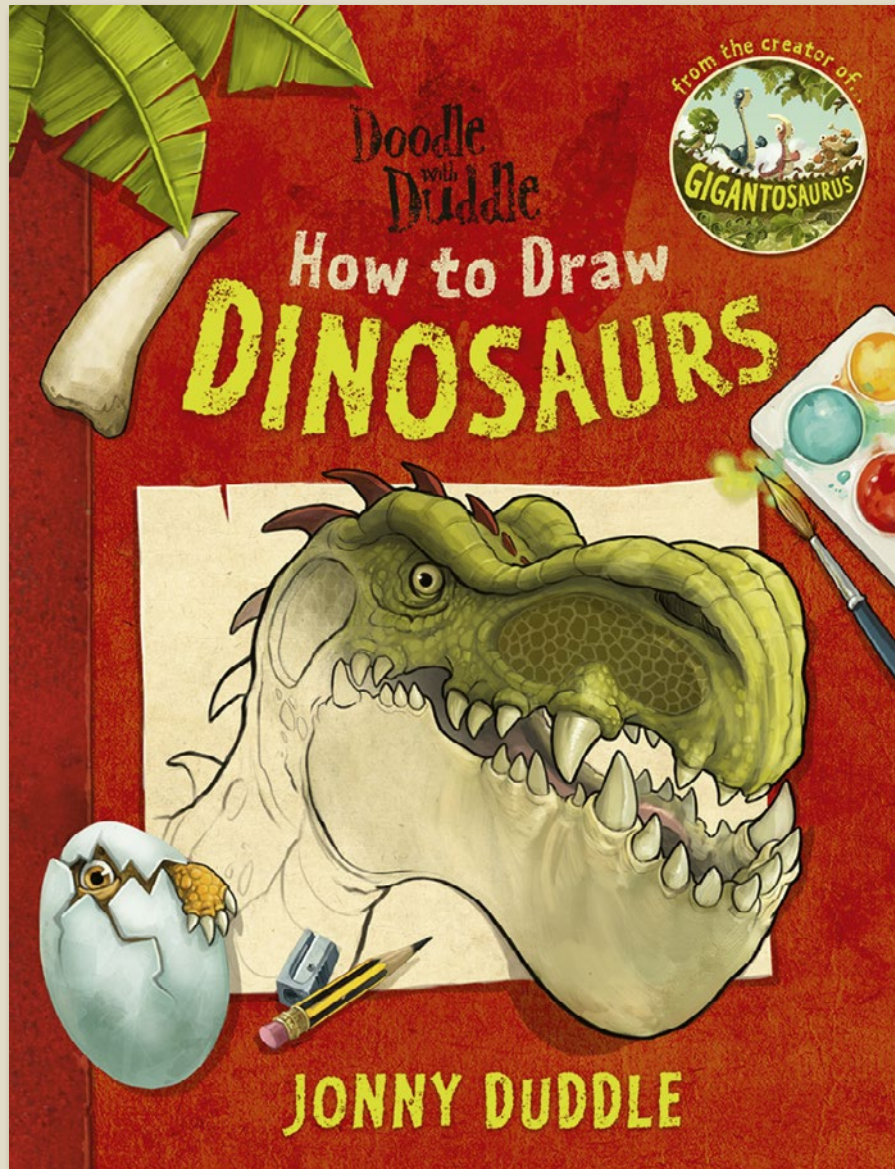
- A brand new episode tie-in inspired by a season 2 episode of the *Gigantosaurus* TV series, based on Jonny Duddle's best-selling original book. This story focuses on science, dreams of space and lessons on not giving up.
- Over 2.2 million Jonny Duddle books sold worldwide
- An epic space adventure positioned to tie in with NASA's 2025 Moon landing mission, teaching readers the importance (and fun) of science.
- The Gigantosaurus episode tie-in series has sold a combined quantity of over 240,000 copies in the UK and foreign co-editions (as of June 2024)

Gigantosaurus – Dinos to the Moon



Pub Date	13/02/2025
Pub Price	£6.99
ISBN	9781800785823
H x W	203 x 203mm
Binding	Paperback
Age Range	0-5 years
Author	Cyber Group Studios
Illustrator	Cyber Group Studios
Extent	32pp
Word Count	850 words
Rights Available	World

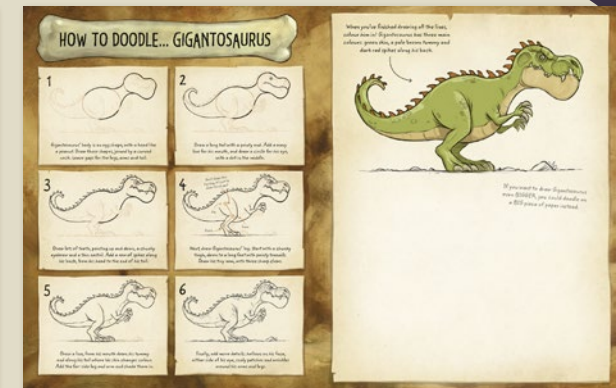
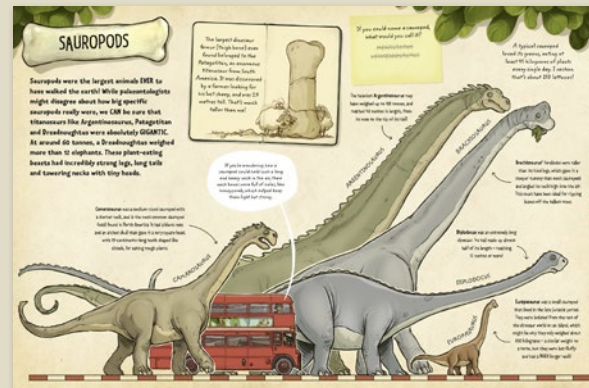
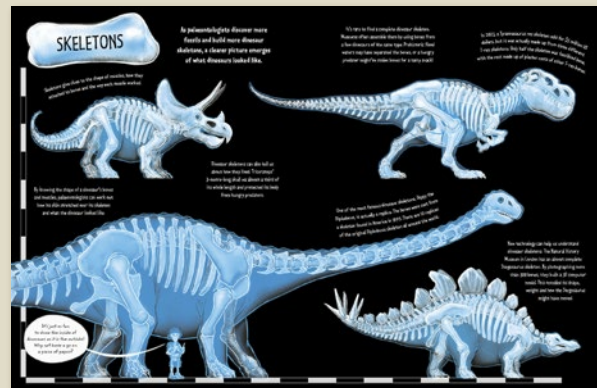
Doodle with Duddle: How to Draw Dinosaurs



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

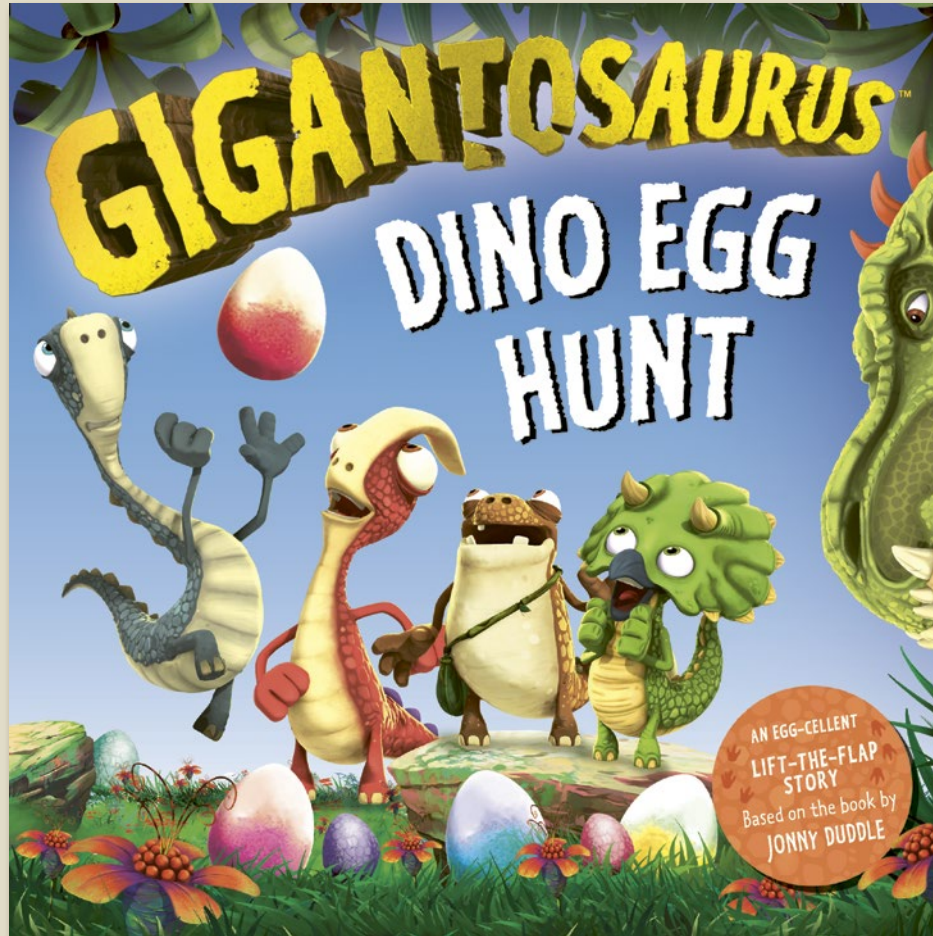
- Step-by-step instructions from expert illustrator Jonny Duddle, showing how to draw a range of real-life dinosaurs and characters from his original books - perfect for Giganto super-fans and dino-loving kids alike
- Over 2 million Jonny Duddle books sold worldwide, including over 150,000 copies of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

Doodle with Duddle: How to Draw Dinosaurs



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

Gigantosaurus – Dino Egg Hunt



An EGG-tastic lift-the-flap adventure with our favourite four dinos!

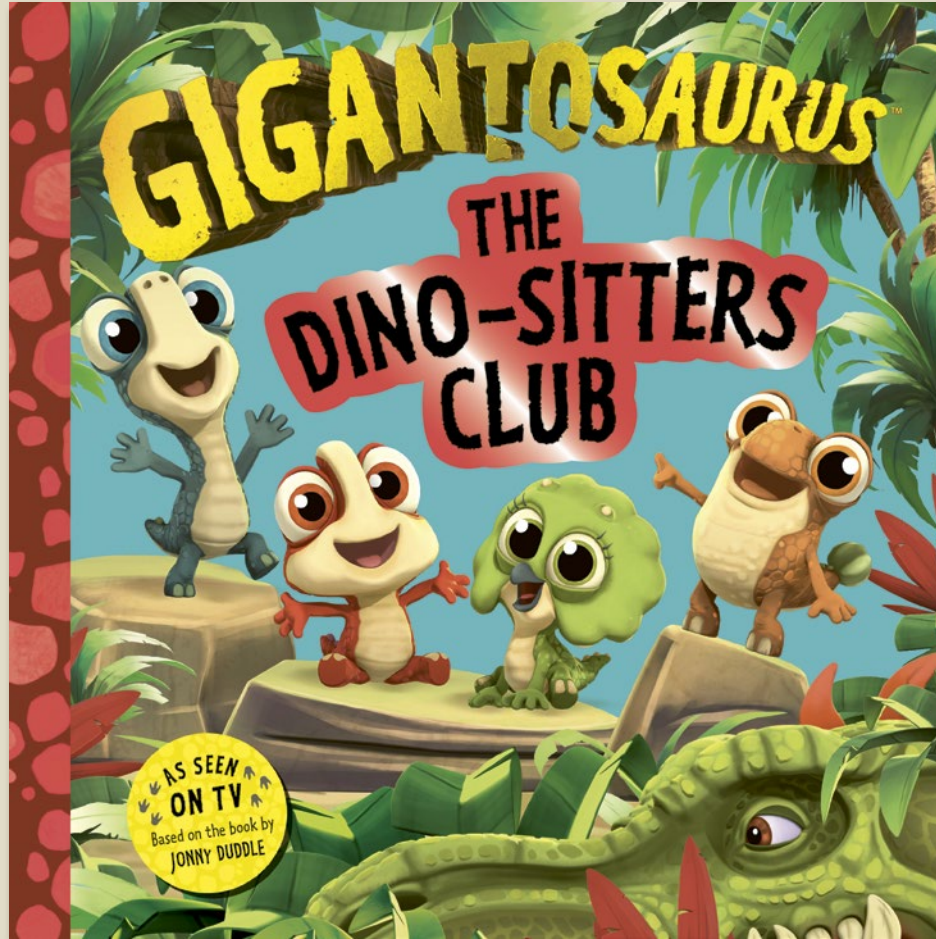
- A brand new story that ties in with the *Gigantosaurus* TV series based on Jonny Duddle's original book.
- Over 2 million Jonny Duddle books sold worldwide.
- The *Gigantosaurus* tie-in series has sold over 130k copies.
- Disney Channel (World except Taiwan & SAARC countries); Free-to-Air inc FranceTV, Super RTL (Germany), RAI Yoyo (Italy), CLAN (Spain), PTS (Taiwan), CCTV (China) and Netflix (world excluding Germany & China)
- A fantastic lift-the-flap story - the perfect Easter gift for *Gigantosaurus* fans!
- Sturdy flaps for little fingers to lift.
- Cover treatment: matt uv varnish.

Gigantosaurus – Dino Egg Hunt



Pub Date	16/02/2023
Pub Price	£6.99
ISBN	9781800782969
H x W	203 x 203mm
Binding	Board Book
Age Range	0-5 years
Author	Cyber Group Studios
Illustrator	Cyber Group Studios
Extent	14pp
Word Count	350 words
Rights Available	World

Gigantosaurus - The Dino-Sitters Club



An action-packed adventure with our favourite friends and four new dino babies!

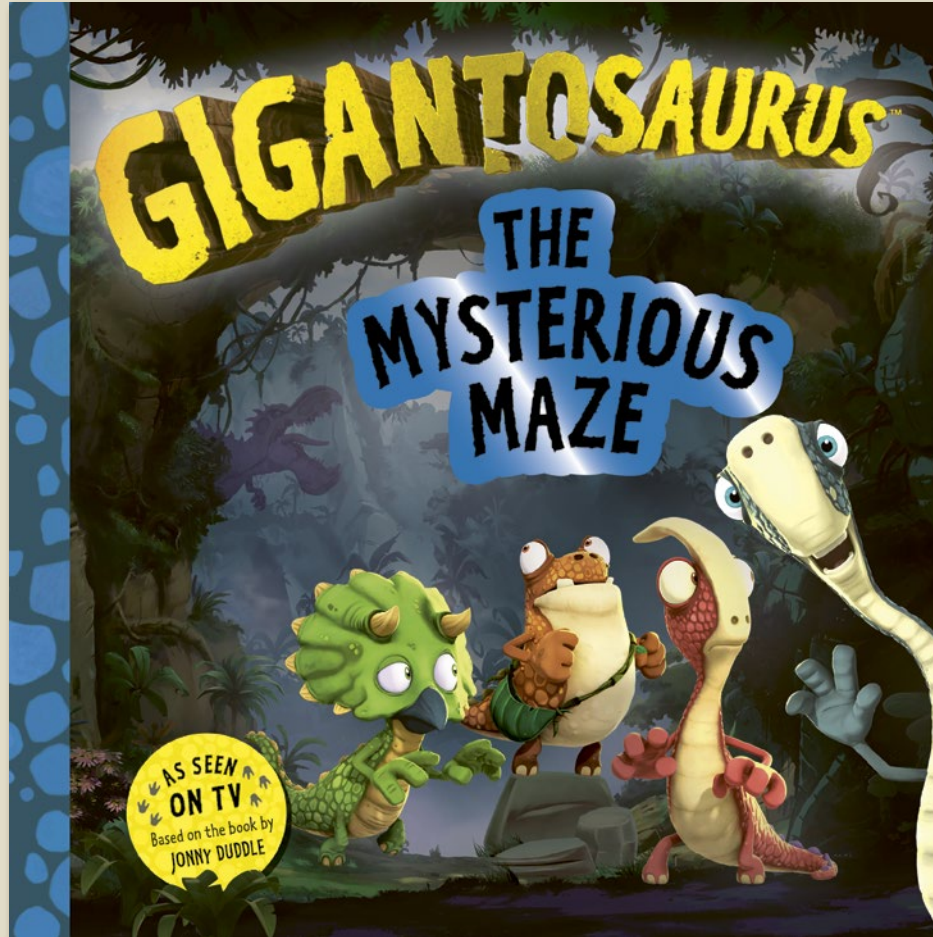
- A brand new story inspired by the *Gigantosaurus* TV series based on Jonny Duddle's original book.
- Over 2 million Jonny Duddle books sold worldwide.
- The *Gigantosaurus* episode tie-in titles, have sold a combined quantity of over 240,000 copies in the UK and in foreign co-editions (as of June 2024)
- Disney Channel (World except Taiwan & SAARC countries); Free-to-Air inc FranceTV, Super RTL (Germany), RAI Yoyo (Italy), CLAN (Spain), PTS (Taiwan), CCTV (China) and Netflix (world excluding Germany & China)
- The first look at new dinos who make their first appearances in season 2!

Gigantosaurus - The Dino-Sitters Club



Pub Date	19/01/2023
Pub Price	£6.99
ISBN	9781800784482
H x W	254 x 254mm
Binding	Paperback
Age Range	0-5 years
Author	Cyber Group Studios
Illustrator	Cyber Group Studios
Extent	32pp
Word Count	817 words
Rights Available	World

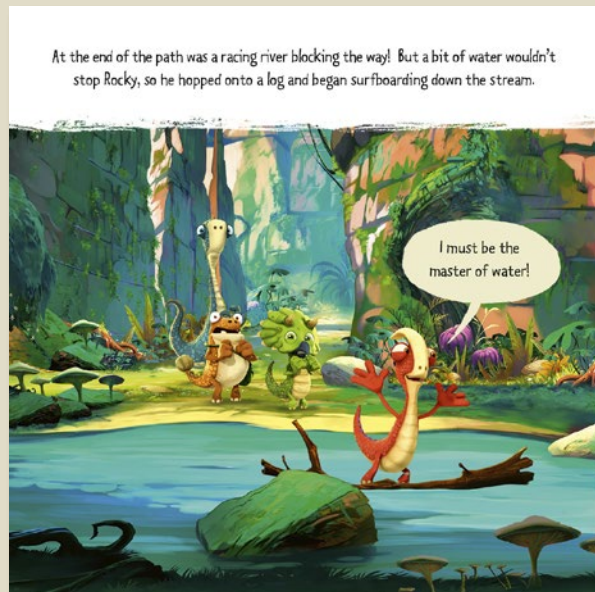
Gigantosaurus – The Mysterious Maze



Join our favourite four dinos as they discover the Mysterious Maze!

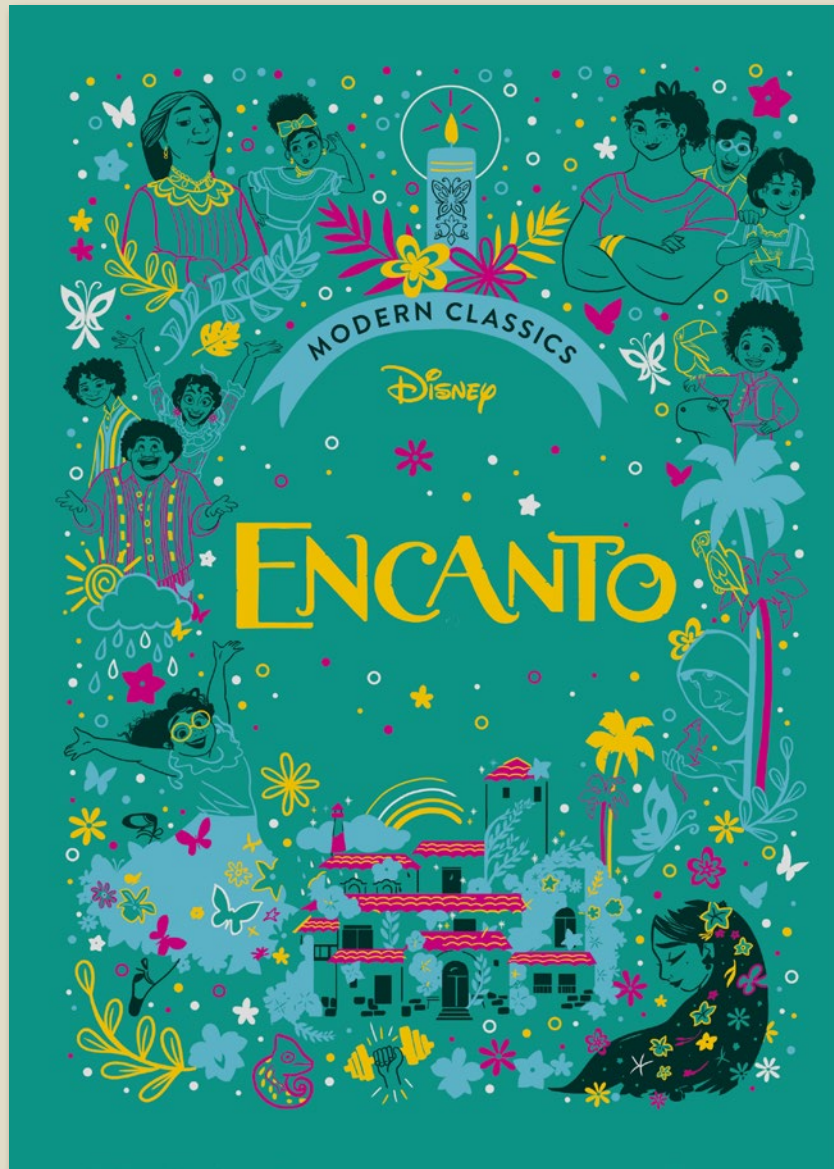
- A brand new episode tie-in title inspired by *Gigantosaurus* TV series, based on Jonny Duddle's original book.
- Over 2 million Jonny Duddle books sold worldwide.
- The *Gigantosaurus* episode tie-in titles have sold a combined quantity of over 240,000 copies in the UK and in foreign co-editions (as of June 2024).
- A roarsome, action-packed mystery adventure as the dinos tackle the four elements.
- Channels that stream *Gigantosaurus* TV series include Disney Channel (World ex Taiwan and SAARC countries); Free-to Air inc FranceTV, Super RTL (Germany), RAI Yoyo (Italy), CLAN (Spain), PTS (Taiwan), CCTV (China) and Netflix (world ex. Germany and China).

Gigantosaurus - The Mysterious Maze



Pub Date	01/02/2024
Pub Price	£6.99
ISBN	9781800785069
H x W	254 x 254mm
Binding	Paperback
Age Range	0-5 years
Author	Cyber Group Studios
Illustrator	Cyber Group Studios
Extent	32pp
Rights Available	World

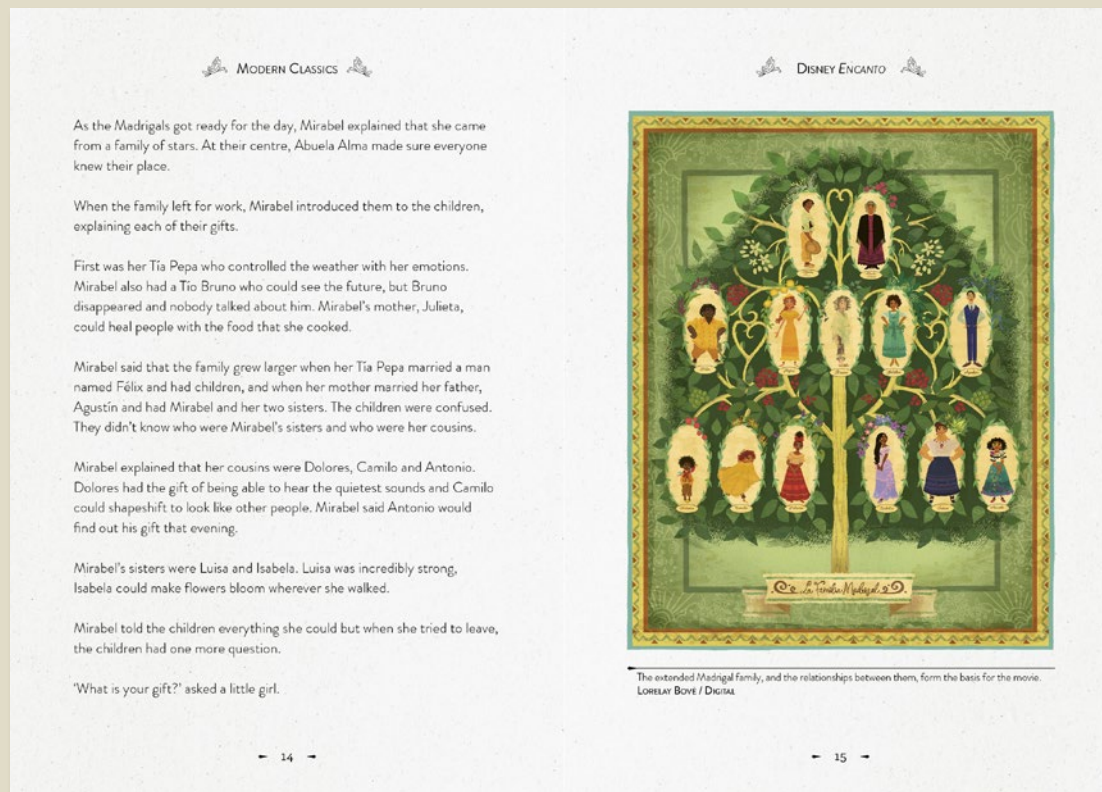
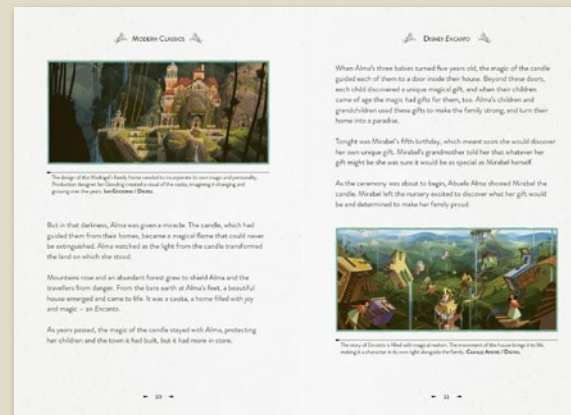
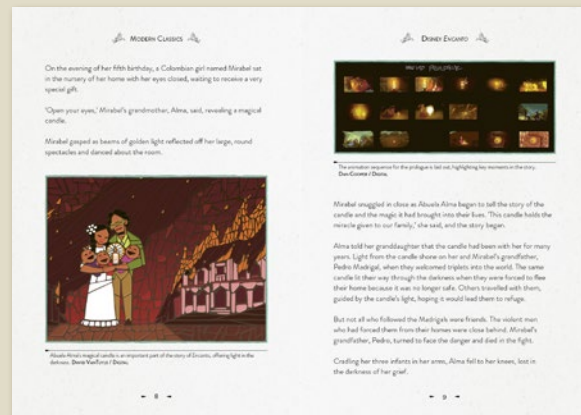
Encanto (Disney Modern Classics)



A retelling of Disney *Encanto* featuring beautiful concept and development art.

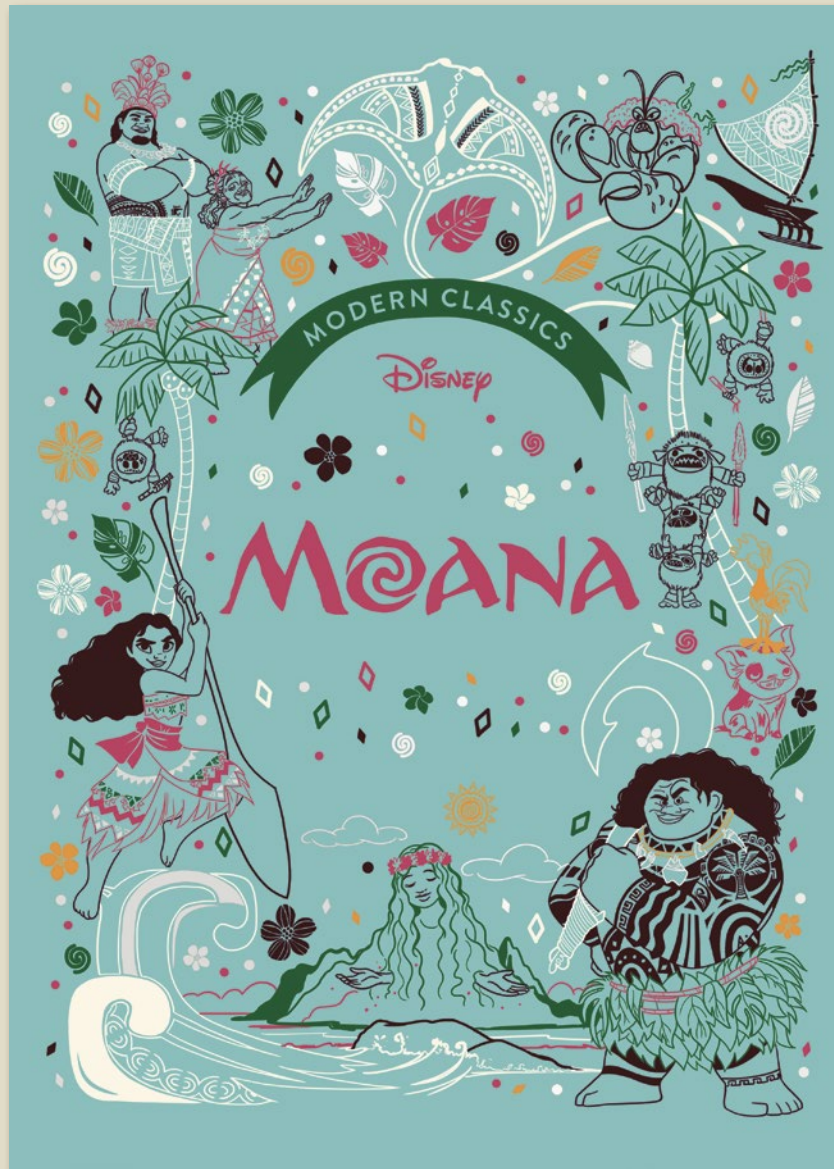
- Building on our Disney Animated Classics series, this is the first title in our line of Disney Modern Classics that feature more contemporary Disney films
- Encanto made around \$255 million at the global box office and is a huge hit on Disney+ - it's first full week on Disney+, Encanto was watched for 2.2 billion minutes
- We Don't Talk About Bruno was a viral sensation on TikTok, bringing Encanto to a wider audience than other Disney animations
- Encanto won the Academy Award for Best Animated Feature Film in 2022
- Cover features a custom illustration with arlin and foil finishes
- Disney Modern Classics: Moana will follow in July 2023.

Encanto (Disney Modern Classics)



Pub Date	16/02/2023
Pub Price	£13.99
ISBN	9781800784512
H x W	250 x 174mm
Binding	Hardback
Age Range	9-11 years
Author	Sally Morgan
Extent	64pp
Word Count	6500 words
Rights Available	World

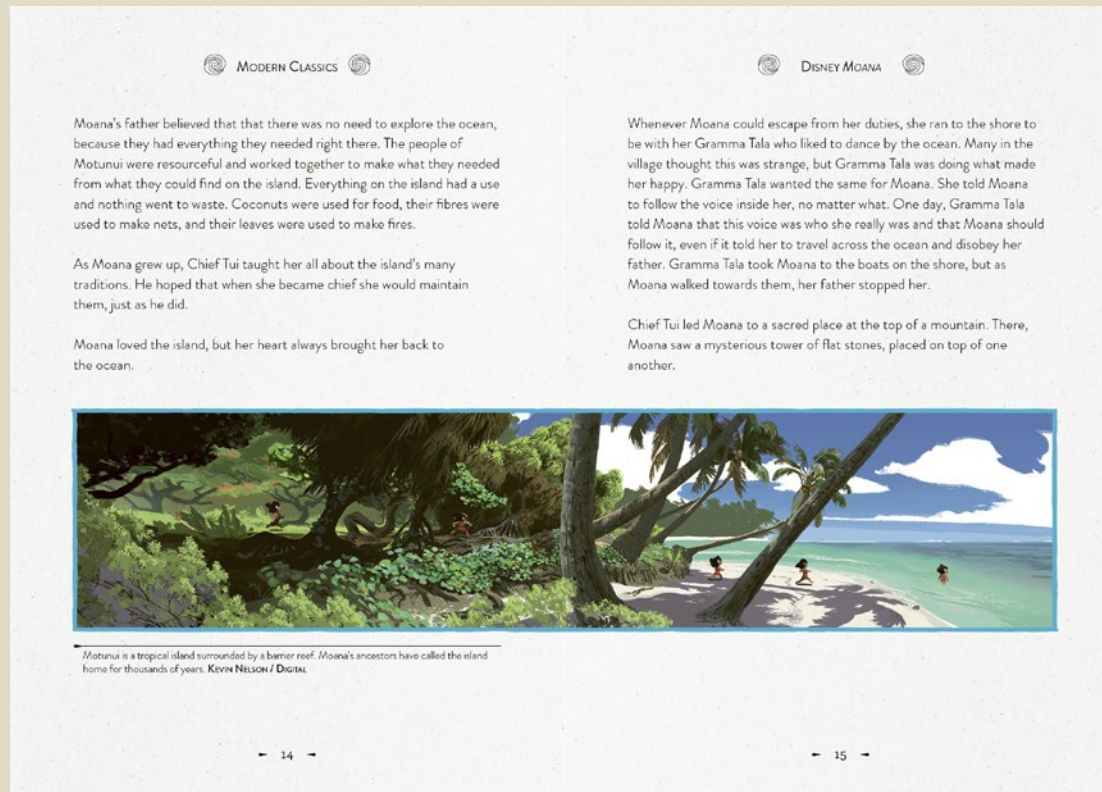
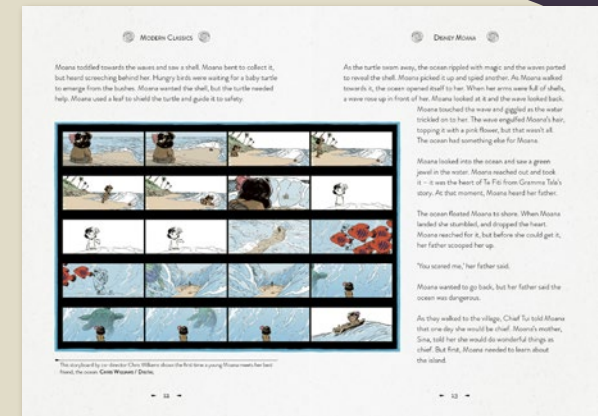
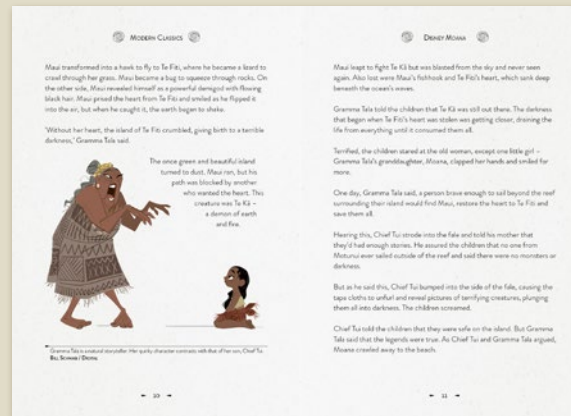
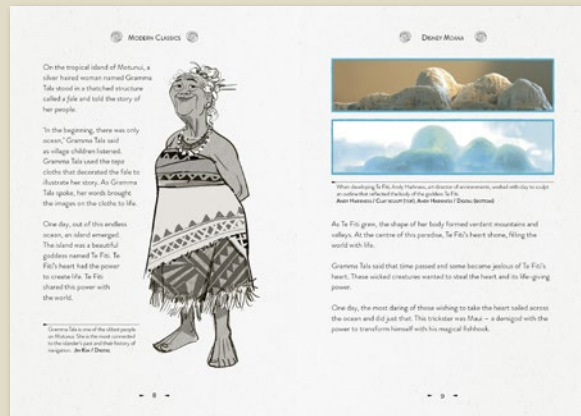
Moana (Disney Modern Classics)



Retelling of Moana featuring concept and development art

- The second title in our new line of Modern Classics that feature more contemporary Disney films
- Cover features a custom illustration and foil finishes
- Moana is available on Disney+. Disney+ has 87.6 million paid subscribers globally, with an additional 50.1 million paid subscribers for Disney+ Hotstar. In the UK, Disney+ has 7.5 million subscribers, which is up 21% from 2021.
- Includes a foreword written by Amy Lawson Smeed, Head of Animation at the Walt Disney Studios.
- *Disney Animated Classics*, *Disney Modern Classics* and *Pixar Modern Classics* have exceeded TCM sales of 100k copies since the first title was released in 2018.

Moana (Disney Modern Classics)



Pub Date	06/07/2023
Pub Price	£13.99
ISBN	9781800785632
H x W	250 x 174mm
Binding	Hardback
Age Range	9-11 years
Author	Walt Disney Sally Morgan
Extent	64pp
Word Count	6500 words
Rights Available	Disney Territories

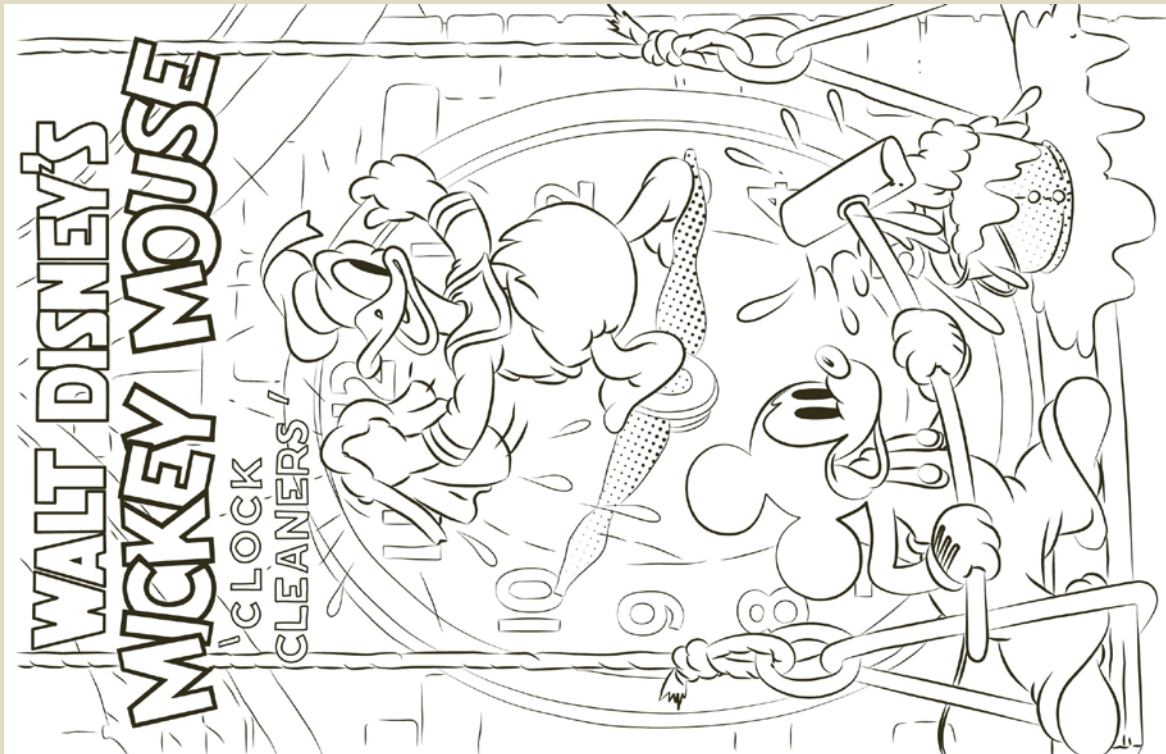
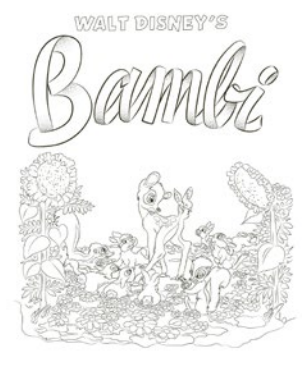
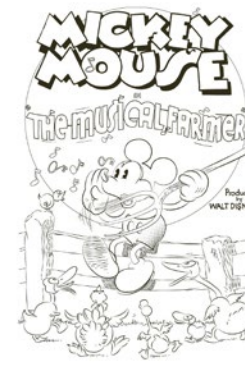
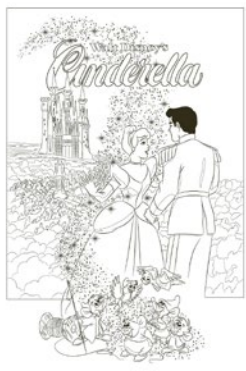
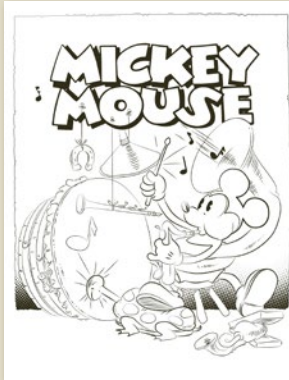
Disney The Vintage Poster Collection Colouring Book



Celebrate 100 years of Disney magic with vintage posters to colour!

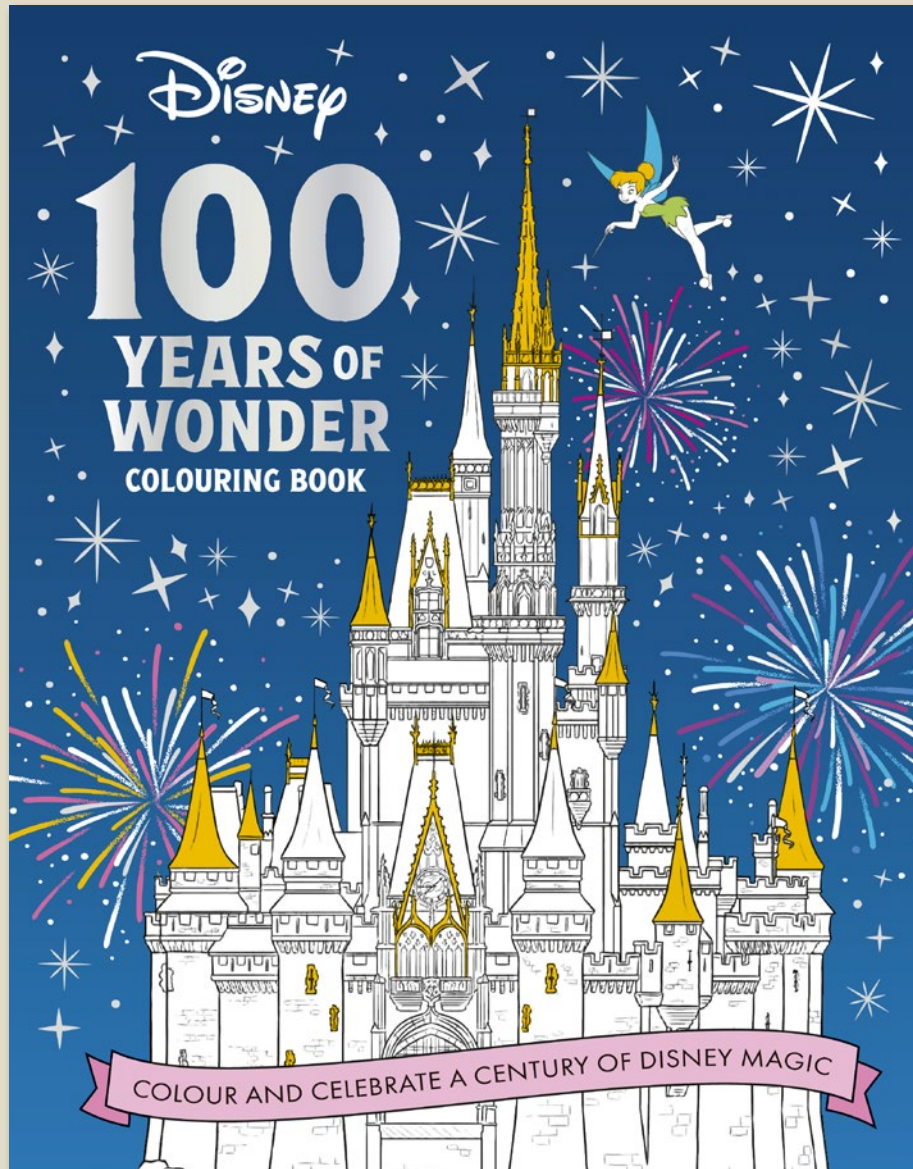
- Over 65 vintage posters from classic Disney films, Mickey Mouse animations and Disney Parks
- Part of our adult-focused Disney colouring range, including *The Fashion Collection Colouring Book*, *The Christmas Collection Colouring Book* and *Hocus Pocus Colouring Book*
- Vintage Disney posters are very popular on social media - featuring on Instagram in both Disney-focused and general interior accounts
- The cover will feature foil and spot UV

Disney The Vintage Poster Collection Colouring Book



Pub Date	16/03/2023
Pub Price	£10.99
ISBN	9781800784390
H x W	276 x 216mm
Binding	Paperback
Age Range	Adult
Author	Walt Disney
Extent	80pp
Rights Available	Disney Territories

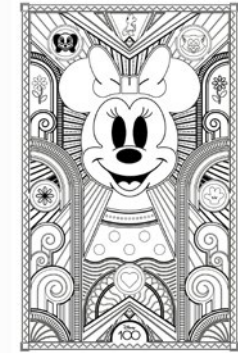
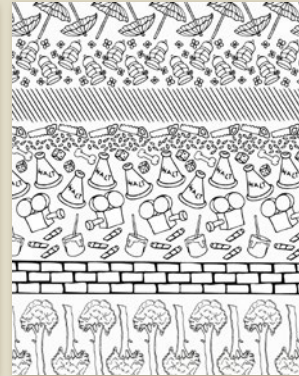
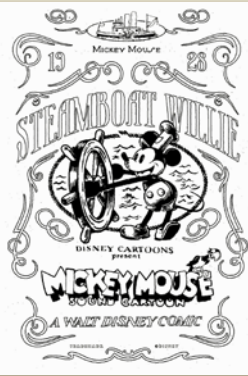
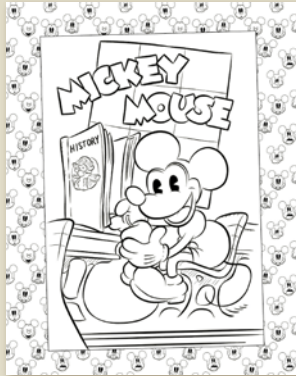
Disney 100 Years of Wonder Colouring Book



Colour in iconic scenes and celebrate 100 magical years of Disney!

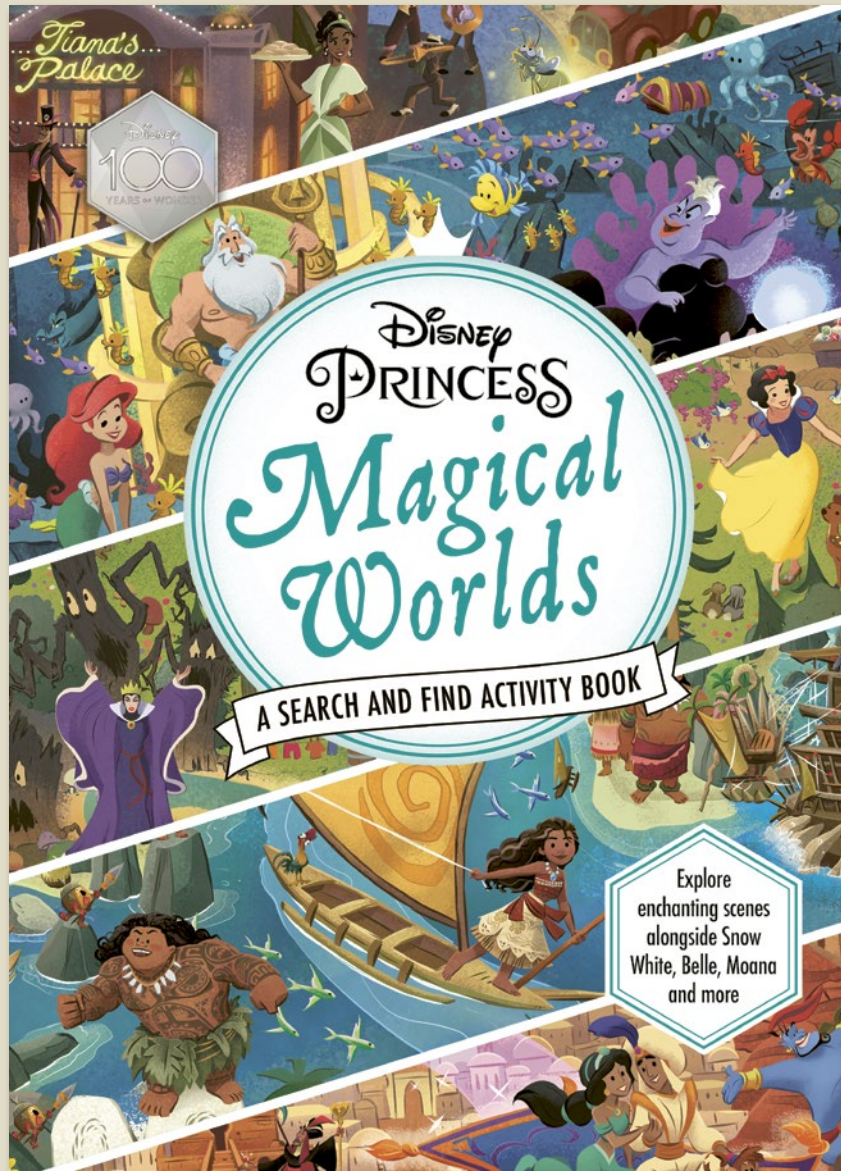
- Publishing to tie into the Disney 100 celebrations in 2023, with activity planned throughout the year.
- The art has been curated by the staff at the Walt Disney Archives and features much-loved characters, icons, Disney theme park concept art, posters, maps, movie art, vintage colouring book pieces and more.
- Over 80 detailed images, patterns and scenes to colour that celebrate 100 years of Disney magic.
- The cover will feature foil blocking and spot UV.

Disney 100 Years of Wonder Colouring Book



Pub Date	22/06/2023
Pub Price	£10.99
ISBN	9781800783126
H x W	276 x 216mm
Binding	Paperback
Age Range	Adult
Author	Walt Disney
Extent	80pp
Rights Available	Disney Territories

Disney Princess: Magical Worlds Search and Find Activity Book



An official Disney search and find activity book featuring the Disney Princesses!

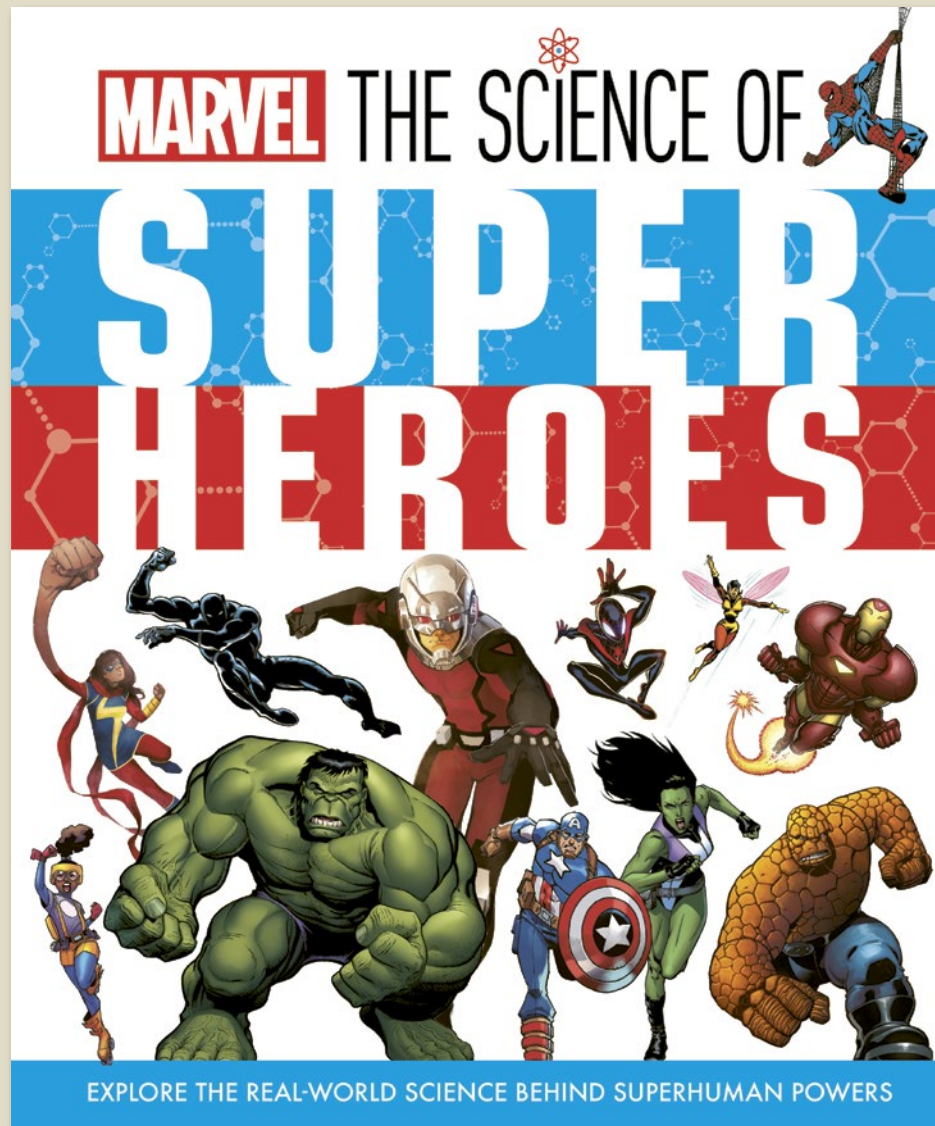
- Features the twelve official Disney Princesses.
- Includes synopsis and character introductions for each film.
- Detailed search and find scenes based on the magical and enchanting worlds of the Disney Princesses.
- Disney Plus has 157.8 million paid subscribers globally as of August 2023 (was 87.6 million in 2022), and 7.14 million paid subscribers in the UK.
- The Disney Centenary celebrations will be happening throughout 2023 and include exclusive experiences, exhibitions, concerts and new products - this will be Disney's biggest ever marketing push.

Disney Princess: Magical Worlds Search and Find Activity Book



Pub Date	20/07/2023
Pub Price	£7.99
ISBN	9781800785625
H x W	300 x 216mm
Binding	Paperback
Age Range	5-7 years
Author	Walt Disney
Extent	64pp
Word Count	5600 words
Rights Available	Disney Territories

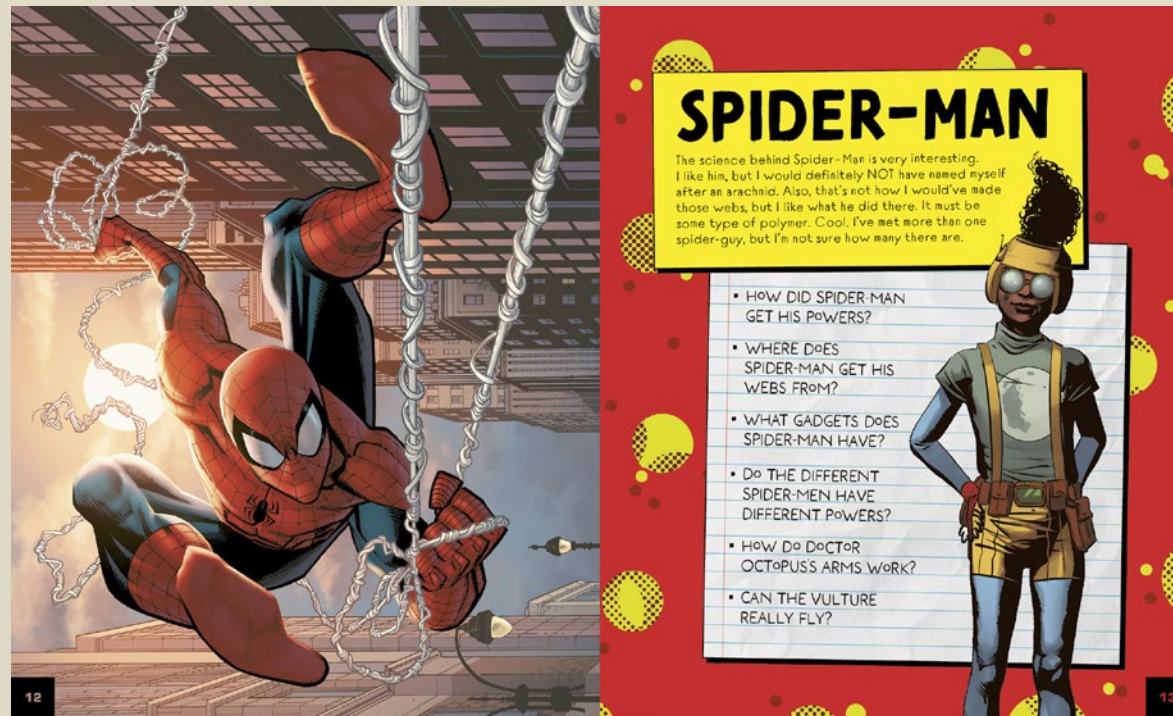
Marvel: The Science of Super Heroes



Real world science behind superhuman powers.

- The science behind Marvel super heroes' and villains' powers is explained in this fun, informative and accessible book for kids aged 8+
- Super heroes and villains in the book include: Spider-Man, Miles Morales, Moon Girl, Iron Man, Captain America, Hulk, Black Panther, Ant-Man, Fantastic Four, X-Men, Professor X, Wolverine, Magneto, Thor, Guardians of the Galaxy, Captain Marvel, Thanos, Doctor Strange, Scarlet Witch
- Cover features matt lam, spot UV and foil
- Disney Plus has 87.6 million paid subscribers globally, with an additional 50.1 million paid subscribers for Disney Plus Hotstar. In the UK, Disney Plus has 7.5 million subscribers, which is up 21% from 2021.
- Features a foreword by Marvel comics writer Ryan North.

Marvel: The Science of Super Heroes



Pub Date	14/09/2023
Pub Price	£12.99
ISBN	9781800783867
H x W	230 x 190mm
Binding	Hardback
Age Range	9-11 years
Author	Ned Hartley
Extent	96pp
Word Count	18700 words
Rights Available	Disney Territories

Disney Museum



Celebrate 100 years of Disney magic with this beautifully illustrated coffee table book!

- Sample contents: Walt's Early Years, Mickey and Friends, Spellbinding Classics, The Art of Animation, Long Live the King, TV Toons and More, Drawn by Hand, The Frozen Phenomenon, Disney Channel Smash Hits, Live-Action Adventures, Bringing Animation to Life, Reimagining the Classics, Disney Publishing, Disney Stores, Disneyland Park
- Features original imagery from the Disney Archives and Animation Research Library documenting the company's history
- Covers everything from the Golden Age of animation and original shorts to live action films and Disney+

LONG LIVE
THE KING

The *Iron King* (1996) is a coming-of-age story about a lion cub, Simba, who goes on a journey of discovery after the death of his father King Mufasa. According to Jeffrey Kaperling, then chairman of The Walt Disney Studios, the film is about "the special moment when [you] go from being a child to an adult and must take on the responsibility that goes with it."¹⁰

The florist's sought to capture vulnerable animals, walking on her legs without floral props like the umbrellas that Jerry Cristofani had carried in *Parade*. Instead, they concentrated on the social body attitude to give the animals personality for her. They created a distinct look that expressed his needy personality while being



meets in an exquisite, confident way at the beginning of the film, and becomes more graceful as he matures and learns to take responsibility. The artist watched wildlife documentaries and studied real life lions and other animals that were brought into the studio. An anatomy consultant gave lectures on animal movement and behavior. A group of the filmmakers traveled to Kenya to view the savannah for themselves. The trip provided plenty of inspiration, from the warmest colors and hot dust life of the film to its very curves and lush green jungle. The song "Mikina Mikina" is based

[illegible]

- 2. **Without example**
The authors present a case of the first-order predicate logic of a standard theory by the production of their own first-order using computer-generated notation.
- 3. **Style, Place and Number**
The authors make a use of all the three with a writing language that uses structural philosophy of binary code as its source to give in this column.
- 4. **Using Style**
Based on the use of style, the authors make a use of all the three with a writing language that uses structural philosophy of binary code as its source to give in this column.

THE FROZEN PHENOMENON

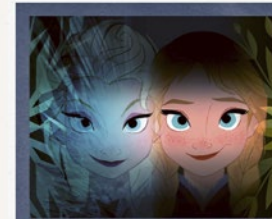
In 2013, Disney Animation introduced the world to Anna and Elsa – the sisters of Arendelle. In *Frozen*, Anna is the mischievous younger sister who must find the frozen Anna and Elsa from the ice spell cast by her sister sibling Elsa.

For many decades, Disney's artists had been fascinated by "Two Christmas Eve Stories" featuring the Snow Queen — even if Disney himself had seemed to announce a stricture of it in the 1930s and 1940s. But the original story was episodic, focused on two small children, and a somewhat by-the-heartedly about the Snow Queen, who was difficult to relate to. Despite several other attempts over the decades, it was not until much later that the story of the Snow Queen was fully realized in a feature film.

But the director is in luck and sometimes gender has found a way. "Her [Lindsay] had been in to give the Queen a youngie visit, who provided an emotional core to the film," Lee said. "There was something very interesting about the character, one who has a gap between her intellect and her emotions, which is great because her sister's taking up all of the energy in the room." To give a better understanding of the dynamic, the Davies siblings had what they called the "Solar System." "They brought all

Production Designer Michael Gamm, who led the design of the film, took members of the visual development team to Florence to research its landscapes, architecture and costumes. A group also went to Quebec City to see the ex-hotel, a guest palace built

entirely out of its ecology and they had to learn to create space that was grounded in reality but with fantastical, magical touches, such as their caps made of ice and her ice palace throne room, based on the six-sided structure of a snowflake. These also introduced a strong supporting cast, including midwife-woman Kristoff (and a prince, not always a charming, but a hero of the series), feathered reindeer Sven and more optimistic reindeer Chel. Other memorable songs by Robert Lopez and Kristen Anderson-Lopez

[illegible]

SWASHBUCKLING PIRATES

In 1967, a theme-park attraction opened at Disneyland in Anaheim, California, that was the first to use the word "侏罗纪" (Jurassic) in its name: *Jurassic Park*.¹⁰

most popular of the recent successful series of films in the history of the Walt Disney Studios, *Phantom of the Caribbean*, with Audio-Anamorphic figures of grotesque and a supernatural theme, was one of the last efforts whose design was personally overseen by Walt himself. Despite the lack of successful pirate films since the 1950s, producer Jerry Bruckheimer and director Gore Verbinski were drawn to the idea of resurrecting the genre using modern technology. *Phantom of the Caribbean: The Curse*

the Black Pearl (2002) introduced the world to the wild pirate Captain Jack Sparrow (Johnny Depp), who teams up with blacksmith Will Turner (Orlando Bloom) and Elizabeth Swann (Keira Knightley) to face undead pirates led by Jack's malicious former first mate, Hector Barbossa (Geoffrey Rush). The theme park attraction's subject of cursed places and cursed treasure inspired the film's supernatural plot elements, while the *Monsters* franchise's *Dead End: Paranormal Park* (2018) was inspired by the

The fishermen used traditional wooden prams and historically wooden seines, including pots and replica seines from the period. The primary anchoring location was the volcanic Caribbean island of St Vincent, where sets and three ships were built: Jack Sparrow's *Royal Pearl* and the British *Royal Navy* ship HMS *Dauntless* were built as targets, with CGF building the structure. The *Royal Navy* 1600 frigate, stolen by the film's Jack Sparrow and HMS *Turner* was a full-sized replica sailing ship brought from

The film was a huge critical and commercial success and led to a series of sequels. *From the Creators of Dead Man's Chest* (2006) and *Pirates of the Caribbean: At World's End* (2007) were shot back-to-back. These films introduced Davy Jones, the Flying Dutchman, and the legendary sea monster the Kraken. *Dead Man's Chest* was the Academy Award for Best Visual Effects, with the *Dead Man's Chest* crew awarded the

A fourth film, *On Stranger Tides* (2011) features the infamous pirate Edward 'Blackbeard' Teach, the mythical Fountain of Youth and deadly mermaids. The film stars Pirates of the Caribbean: Dead Man Is's film, a notable phrase heard in the original theme-park attraction, was released in 2017.

KEY TO PLATE		
C. General points		
Threat of the Caribbean storm president	What made the situation such as we could not do to apply to a rescue.	How it occurred in the Caribbean and the great
Why it was not and "the island"		How it occurred in the Caribbean and the great



BELOVED CHARACTERS

Literary classics provided strong source material for a number of Disney films. Also in *Wanderland* (1955) is Disney's version of classic Lewis Carroll children's novels: *Alice's Adventures in Wonderland* and *Through the Looking Glass*, and *What Alice Found There*. The books had fascinated Walt Disney since childhood. In the 1920s, they had loosely inspired his first animated, part-liv-action *Alice Comedies* and since then he had crafted the film rights to the novel Disney concept artist and colour stylist Mary Blair created exuberant, fantastical production artwork that inspired the look of the film. Music and songs hold the film's sequences together and propel the story along – in the film features more songs than any other Disney film at the time. One of the film's most extravagant scenes, the Mad Hatter's tea party was initially filmed in live-action to provide an aid to animators. Vaudvillean actor Ed Wynn played the Mad Hatter and Wynn's extemporized voice track was so inspired it was used for the final film.

In 1913, Walt had seen a touring production of J.M. Barrie's stage play *Peter Pan*, and inspired by its combination of fantasy and sea-bathing adventure, acquired the film rights in 1939. As with *Alice in Wonderland*, Mary Blair created the signature production art for the film. Live-action footage was shot for the animators' reference, with the voice actors performing their roles. Memorable, the magic of Disney animation made the characters fly – Peter Pan even engages dastardly Captain Hook in mid-air sword fights. Tinker Bell, often represented merely as a spotlight in stage versions, became a fully realized character using actor Margaret Kerry and others, as her live-action model. Released in 1953, after nearly two decades of work and thousands of drawings, *Peter Pan* was an immediate success and has remained a beloved Disney classic.

Literary works have remained a source of inspiration. The *Arden* in the Stone (1963), a whimsical adaptation of TH White's novel about the Arthurian legends, was the first Disney animated feature film to include songs by the Sherman Brothers, who would later work on *Mary Poppins* (1964), *The Jungle Book* (1967) and many others. *The Rescuers* (1977), a tale of an international rescue organization run by mice, was based on a book series by English author Margery Sharp. Cruella De Vil nearly became the main villain in the film, but in the end the animation team created the fiery tempered, diamond-obsessed penguin shop owner Madame Medusa. Some classic tales are updated in inventive new ways: *Treasure Planet* (2002) is a version of Robert Louis Stevenson's 1893 novel *Treasure Island* set in outer space!

— KEY TO PLATE

J: Tea Party production art
As a concept artist and art director, Mary Blair's delightfully exaggerated imagining of the Mad Hatter's tea party directly influenced the final look of the film.

👤 Peter Pan and friends
Traditionally, a female stage or film actor played the character of Peter Pan. Disney's film broke with that tradition with Peter Pan depicted unequivocally as a boy voiced by a male actor (the young Bobby Driscoll). Production in gouache and graphite by Mary

3. Character designs

Early character designs by Ken Anderson for Miss Bianca and Bernard in *The Rescuers*. The film was a box office hit and became first Disney animated feature film to earn a sequel, *The Rescuers Down Under*, released in 1990.



Pub Date	12/10/2023
Pub Price	£25.00
ISBN	9781800782754
H x W	370 x 272mm
Binding	Hardback
Age Range	Adult
Author	Walt Disney Simon Beecroft
Extent	96pp
Rights Available	Disney Territories

Marvel Spider-Man Museum



Celebrate 60 years of web-slinging with the story of Marvel Comics' most beloved super hero, Spider-Man!

- A stylish, must-have addition to any Marvel and Spider-Man fan's collection.
- Official Marvel product released for the 60-year anniversary of Spider-Man.
- Disney Plus has 87.6 million paid subscribers globally, with an additional 50.1 million paid subscribers for Disney Plus Hotstar. In the UK, Disney Plus has 7.5 million subscribers, which is up 21% from 2021.
- Written by Ned Hartley, author of *Marvel Museum* and *Marvel Heroes and Villains*, and with a Foreword by Stephen Wacker, former Senior Editor of Spider-Man and Head of Content, Digital Media at Marvel Entertainment.

Marvel Spider-Man Museum



GREAT POWERS

Spider-Man: John Romita Sr. and John Romita Jr.
Peter Parker: Stan Lee
Friendly Neighbourhood Spider-Man: Steve Ditko



Pub Date	27/10/2022
Pub Price	£25.00
ISBN	9781800783270
H x W	370 x 272mm
Binding	Hardback
Age Range	Adult
Author	Ned Hartley
Extent	80pp
Word Count	15000 words
Rights Available	World



Kolibri Kiado

Created by Ilina Yosifova
ilina.yosifova@bonnierbooks.co.uk

Updated 19 April 2025

bookshelf.bonnierbooks.co.uk/collections/Kolibri-Kiado