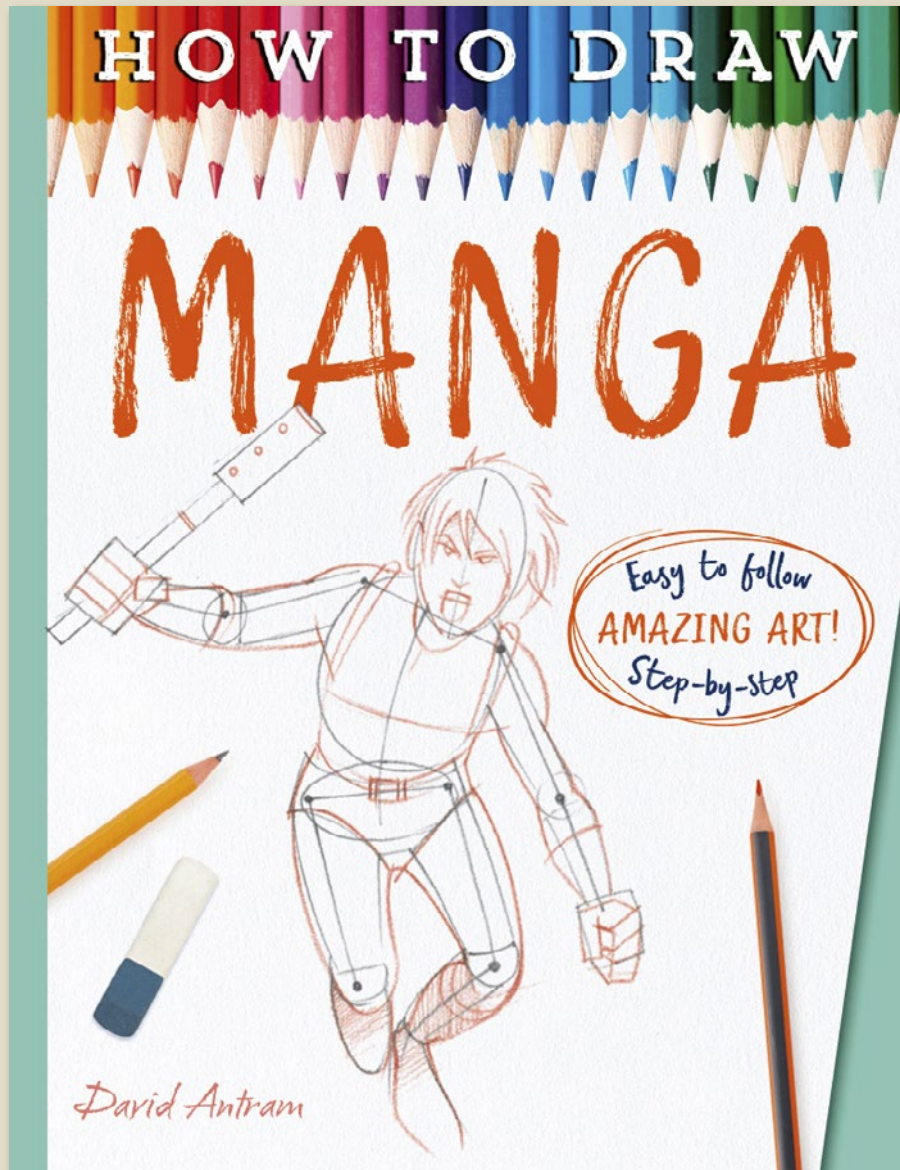




Rights Expert - New Hatch BBF25

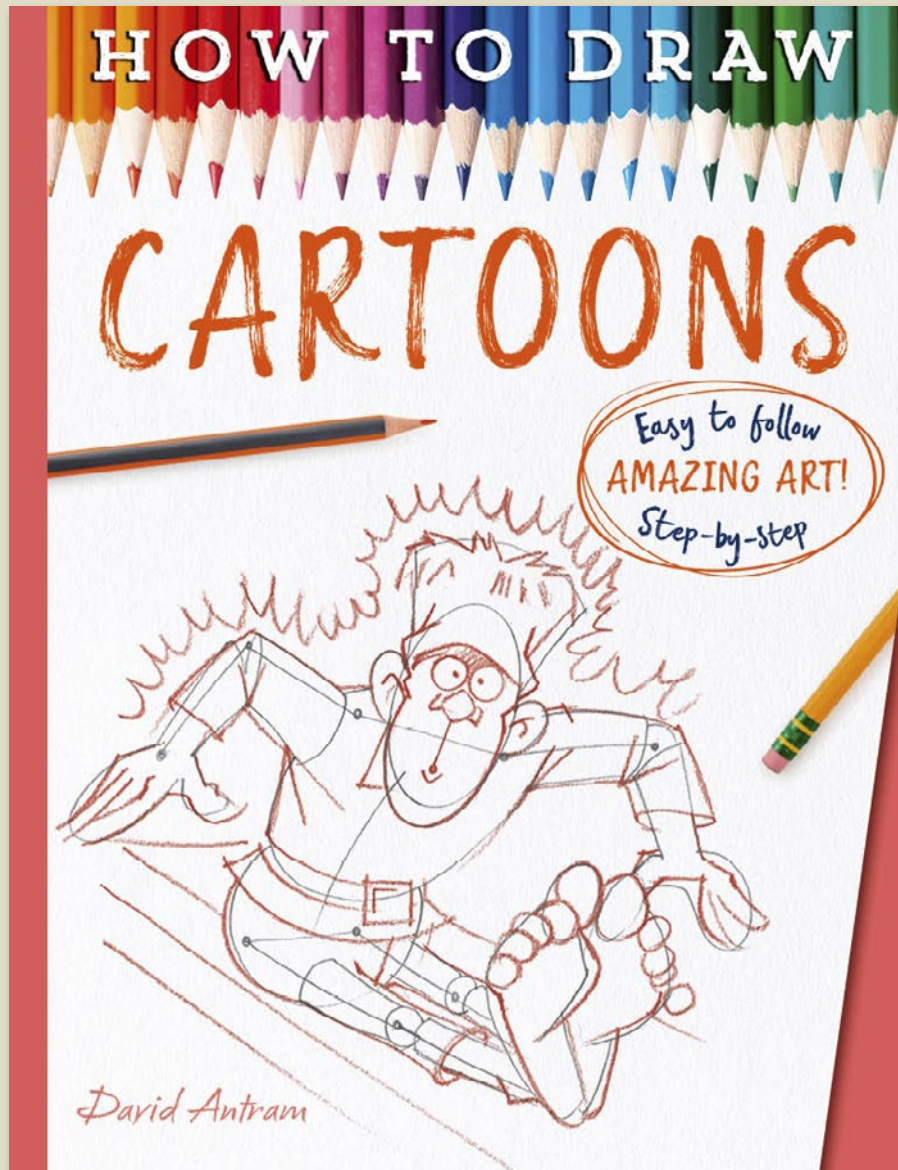
How To Draw Manga



A step-by-step guide to drawing manga

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

How To Draw 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 objects, you can draw them using two-point perspective. The object sits on the horizon line. The lines that go away from the object meet at two vanishing points.

Low eye level
The object looks tall and narrow.

Normal eye level
The object looks like a normal object.

High eye level
The object looks short and wide.

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 circle is a guide for the shape of the head.

Start with a small circle for the nose. Add a line for the whiskers. The nose is a guide for the position of the whiskers.

Start with a line for the tail. Add a line for the legs. The tail is a guide for the position of the legs.

Start with a line for the back. Add a line for the front. The back is a guide for the position of the front.

Start with a line for the neck. Add a line for the chest. The neck is a guide for the position of the chest.

Start with a line for the feet. Add a line for the toes. The feet are a guide for the position of the toes.

Overpage
The rat is a guide for the position of the rat.

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 circle is a guide for the shape of the head.

Start with a line for the nose. Add a line for the whiskers. The nose is a guide for the position of the whiskers.

Start with a line for the tail. Add a line for the legs. The tail is a guide for the position of the legs.

Start with a line for the back. Add a line for the front. The back is a guide for the position of the front.

Start with a line for the neck. Add a line for the chest. The neck is a guide for the position of the chest.

Start with a line for the feet. Add a line for the toes. The feet are a guide for the position of the toes.

Figure work

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

Start by sketching these simple shapes for the figure.

Draw an oval for the head.

Indicate the joints with dots.

Draw tube shapes for the arms, using your construction lines as a guide.

Draw two shapes for the feet.

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.

Make the legs into tube shapes.

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

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 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.

Two parallel lines show the soles of the shoes.

Try drawing these hand gestures.

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Pub Price	£6.99
ISBN	9781800787674
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Antram David David Antram
Extent	32pp
Word Count	4086 words
Rights Available	World

How To Draw Dragons



A step-by-step guide to drawing dragons

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

How To Draw Dragons

Birth of a dragon

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

16

The wise dragon

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

19

Perched dragon

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

22

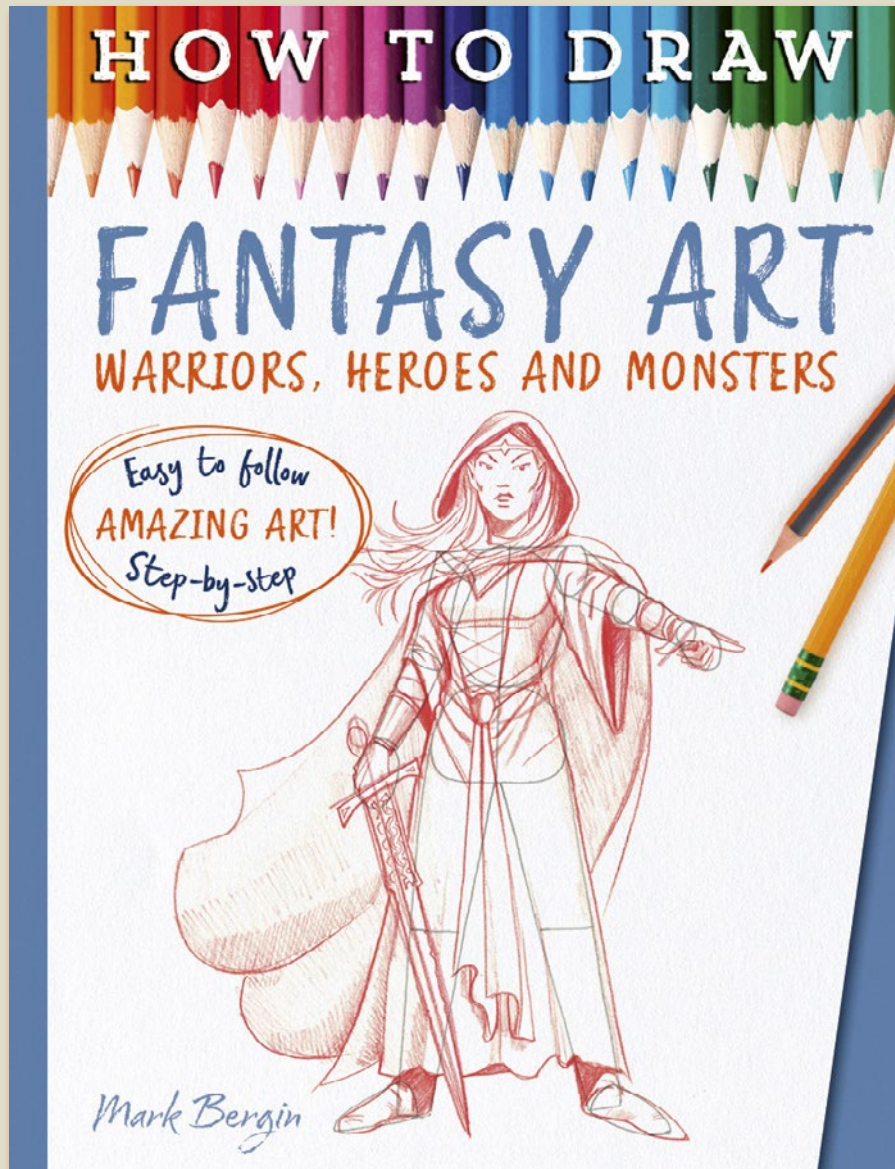
Sleeping dragon

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

16

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

How To Draw Fantasy Art



A step-by-step guide to fantasy art!

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

How To Draw Fantasy Art

Drawing materials

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

Paints are more often than charcoal, and come in a wide range of colours. Add an adult to prepare paint. Change with brushes to control drawing.

Use a watercolour palette when drawing water colours of a drawing done with wax crayons.

Sketching is a kind of drawing that normally uses black ink.

Charcoal is very soft and makes very dark black drawings. Add an adult to prepare charcoal drawings with charcoal to prevent smudging.

Some charcoal is **soft**, and it is used to keep your ink drawings when you have finished. Don't worry about smudging as there are ways to fix it on the drawing as it develops.

Character proportions

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

Draw these simple figures to help you choose a good position for your character. You can measure the position of a character by using character poses as examples.

Man beasts

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

Use a **Manbeast** as a guide for the proportions of a well-proportioned Manbeast.

Use a **Manbeast** as a guide for the proportions of a well-proportioned Manbeast.

Amazon warrior

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

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

Add the basic shape of the hand.

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

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

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

Add the foot shape and direction.

Draw in the boots shapes.

Add the sword using straight lines.

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

Sketch in the shape of the hair mass.

Indicate the position and shape of the breasts.

Add the costume's draped cloth using simple lines.

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

Add shape, tone and details to the hair.

Draw in bracelets and armbands.

Add tone to the legs.

Draw in the top of the costume.

Complete the details on the boots.

Add shade to areas where the light would not reach.

Drawing hands

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

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H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Mark Bergin
Extent	32pp
Rights Available	World

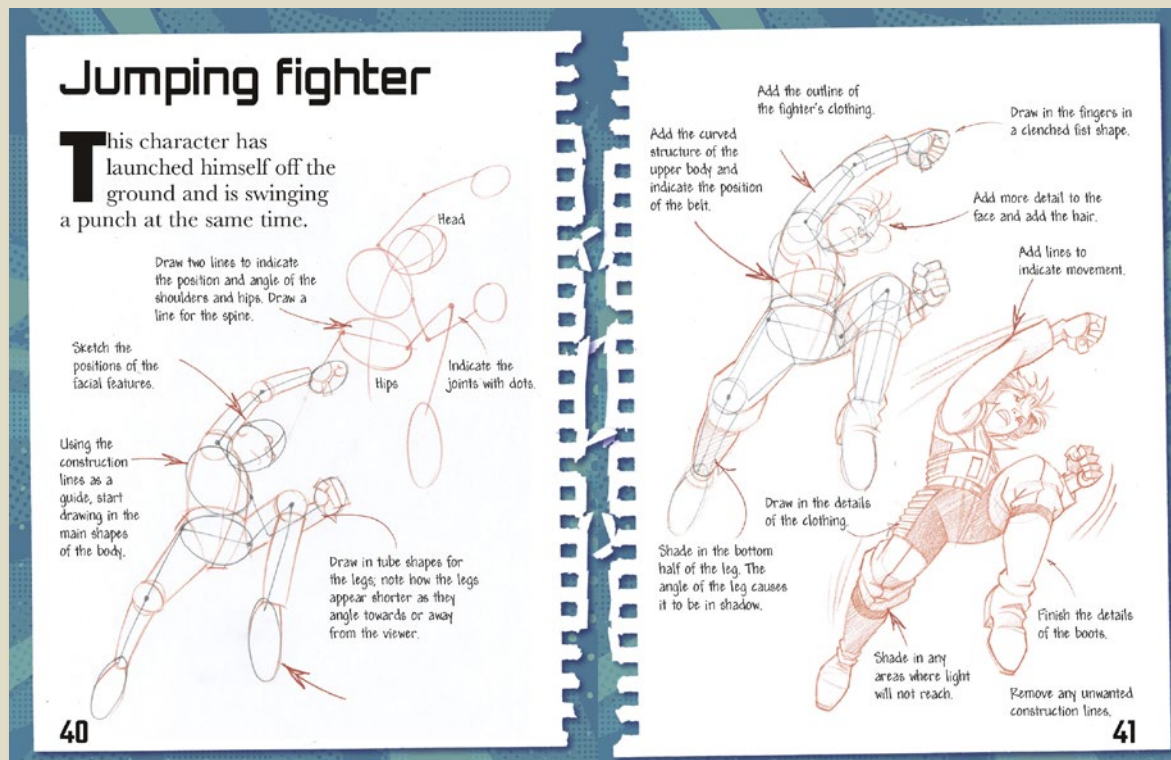
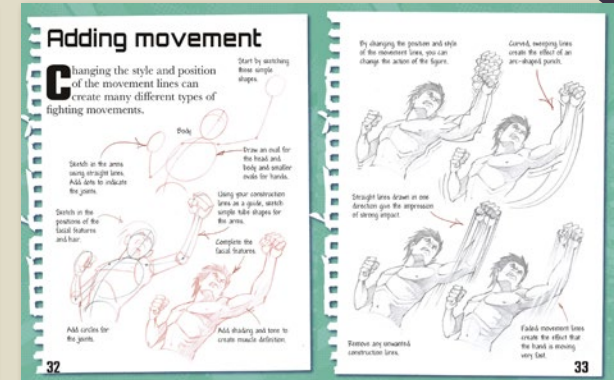
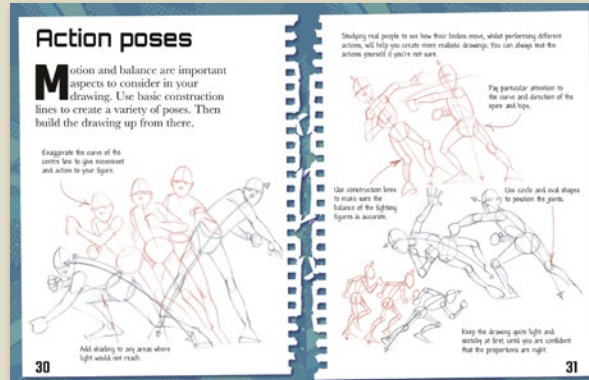
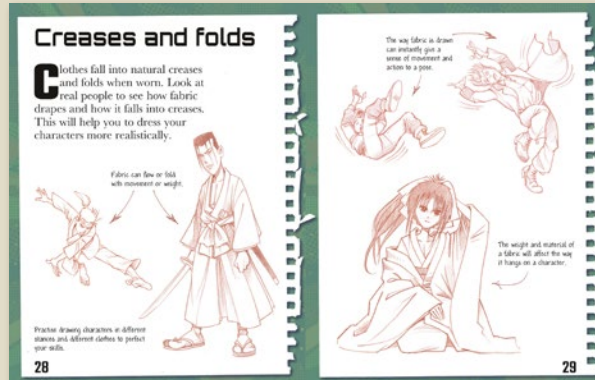
Art of Drawing Manga: Action and Movement



A step-by-step guide to manga style drawing

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

Art of Drawing Manga: Action and Movement



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

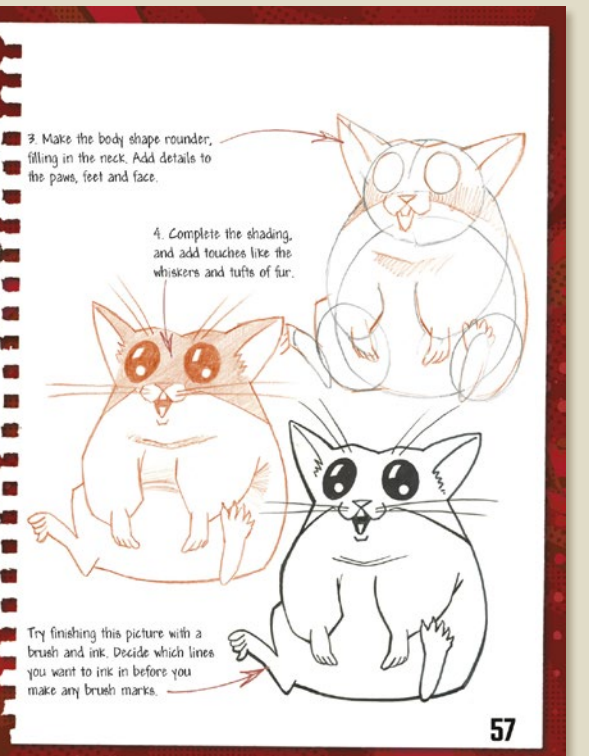
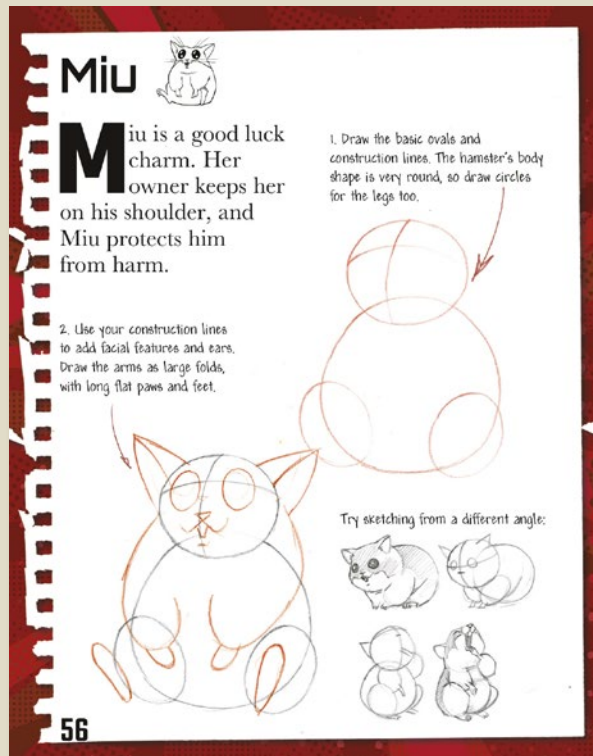
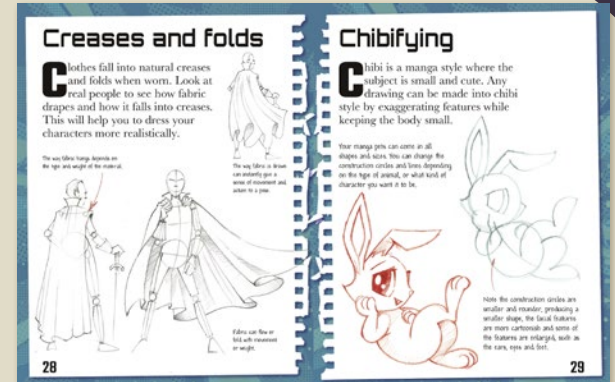
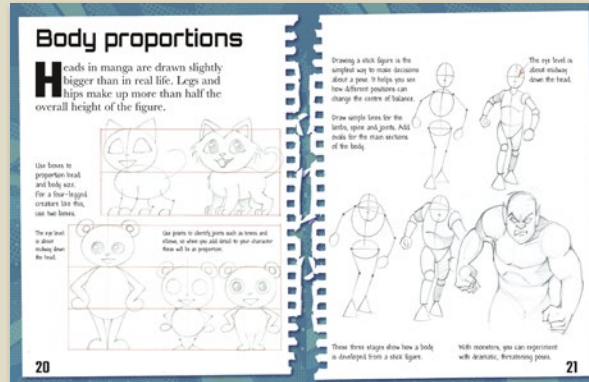
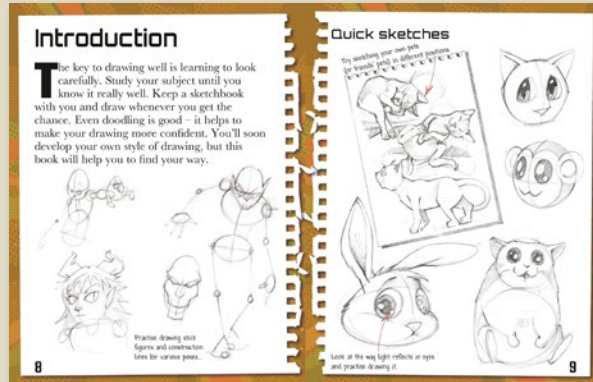
Art of Drawing Manga: Monsters and Pets



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

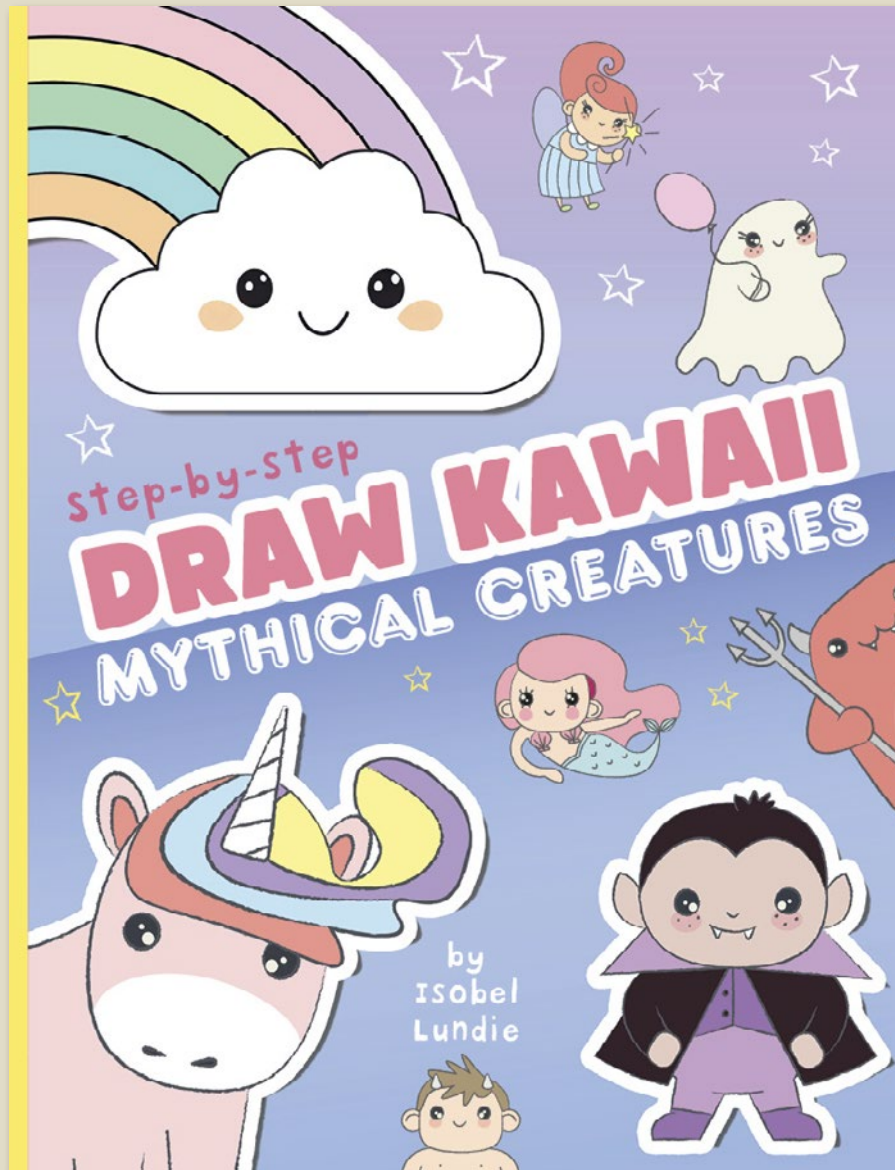
- An easy, accessible step-by-step guide that makes creating masterpieces easy.
- Manga has established itself as an incredibly popular art style amongst both children and adults.
- This book also teaches readers all the basics, including which materials to use when, values of light and dark, and how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

Art of Drawing Manga: Monsters and Pets



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

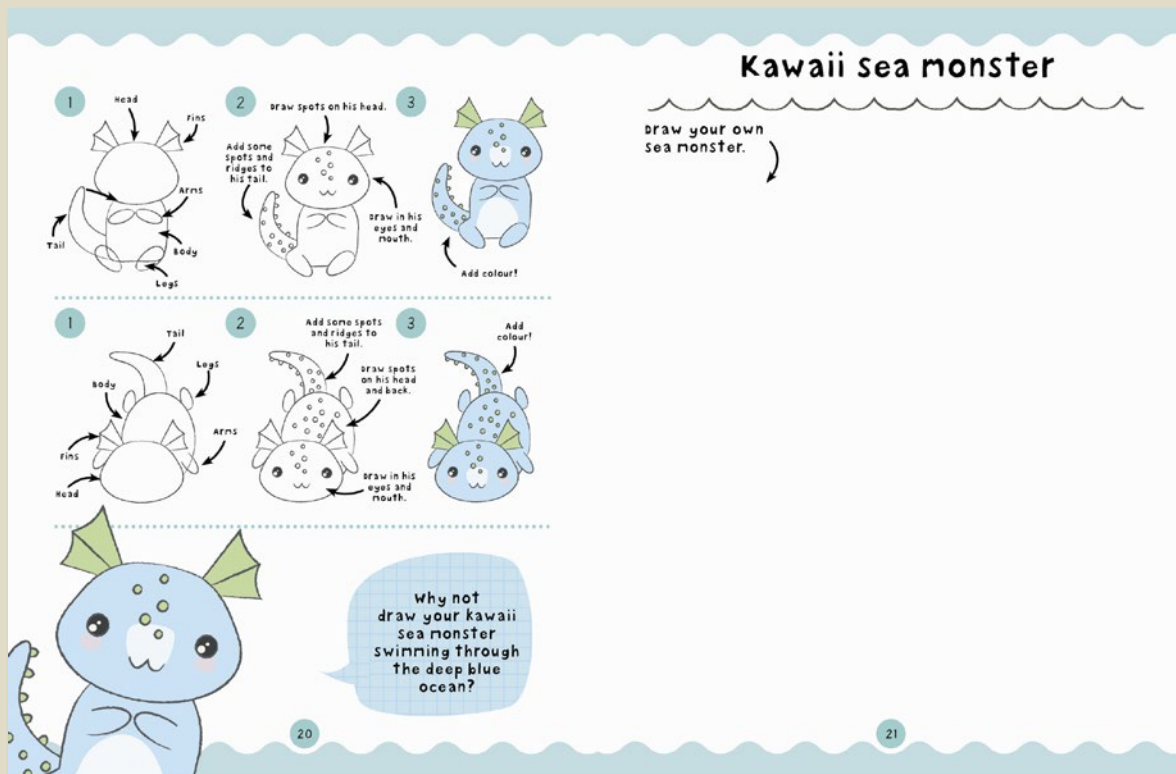
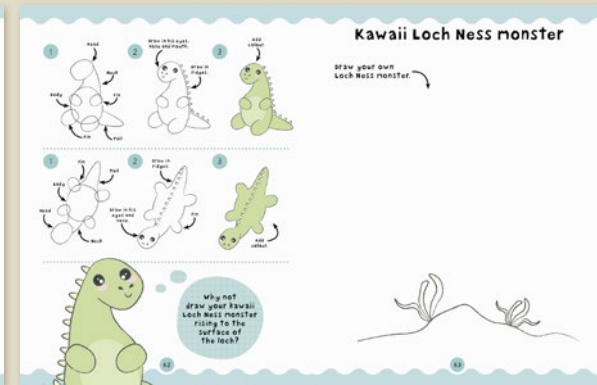
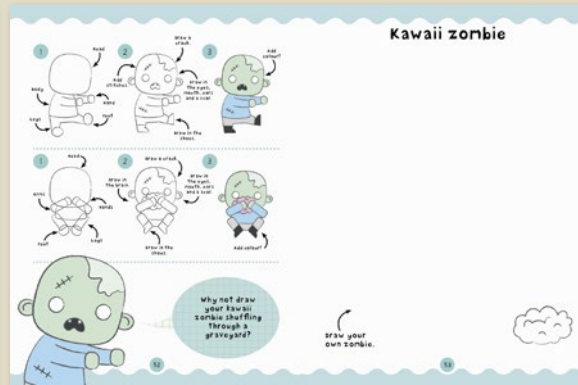
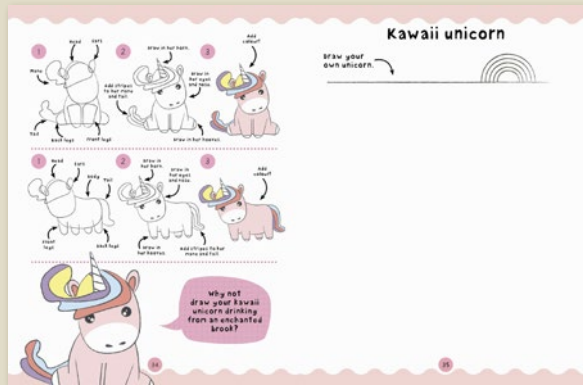
Draw Kawaii: Mythical Creatures



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

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

Draw Kawaii: Mythical Creatures



Pub Date	13/02/2025
Pub Price	£7.99
ISBN	9781835872710
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Illustrator	Isobel Lundie
Extent	64pp
Word Count	2557 words
Rights Available	World ex USA,- Can,Ppines

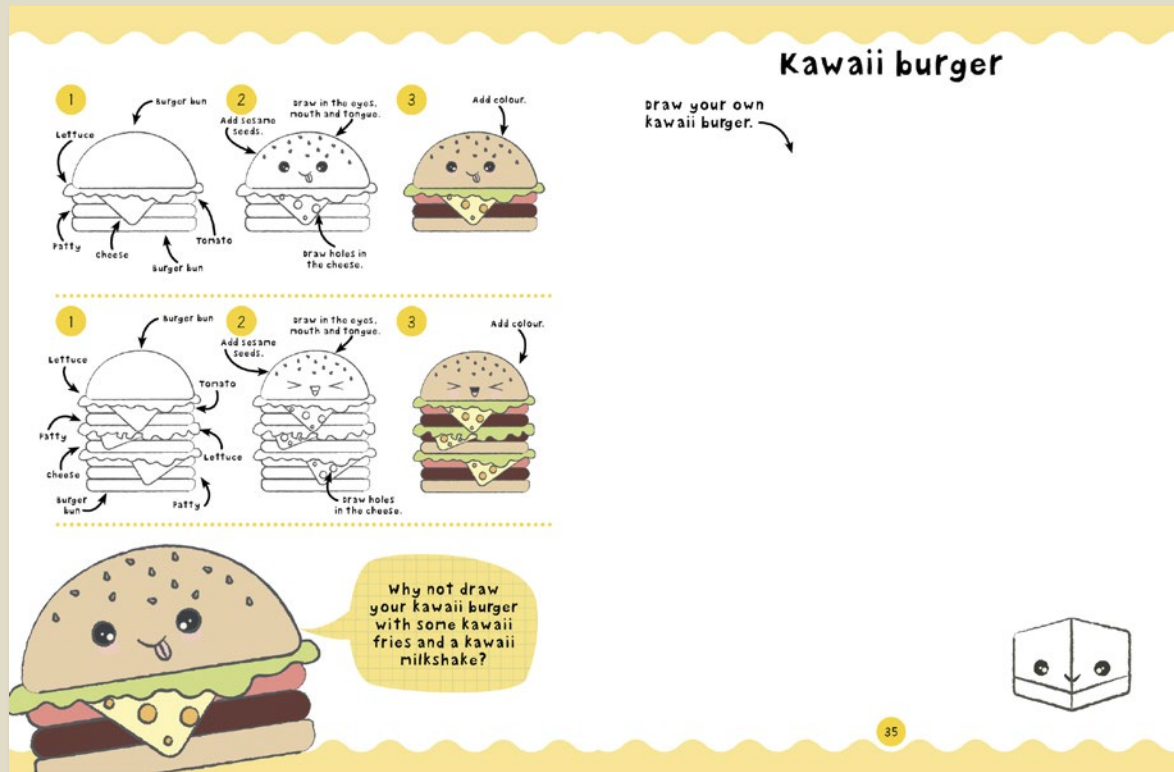
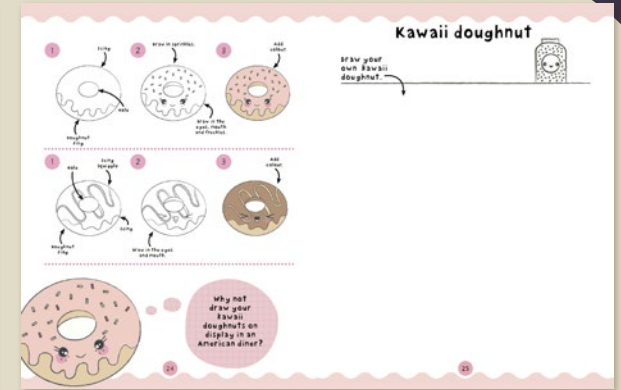
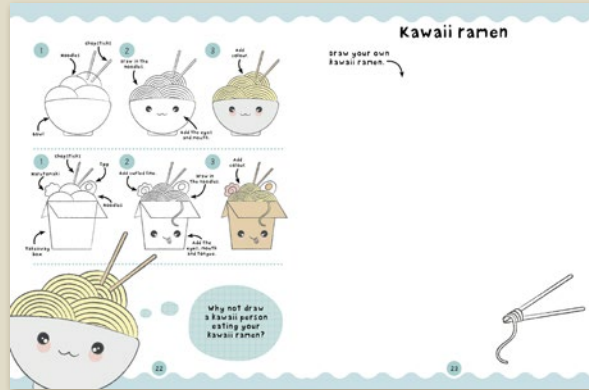
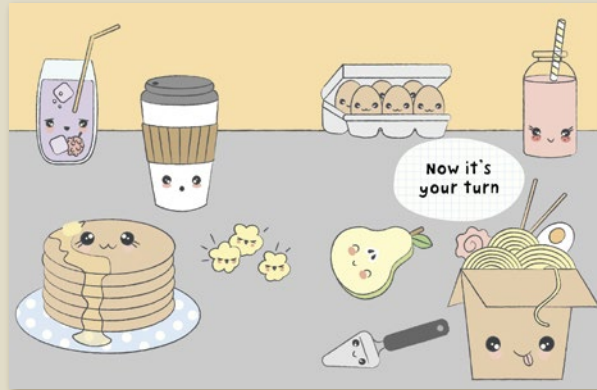
Draw Kawaii: Cute Food



Welcome to the charming world of kawaii!

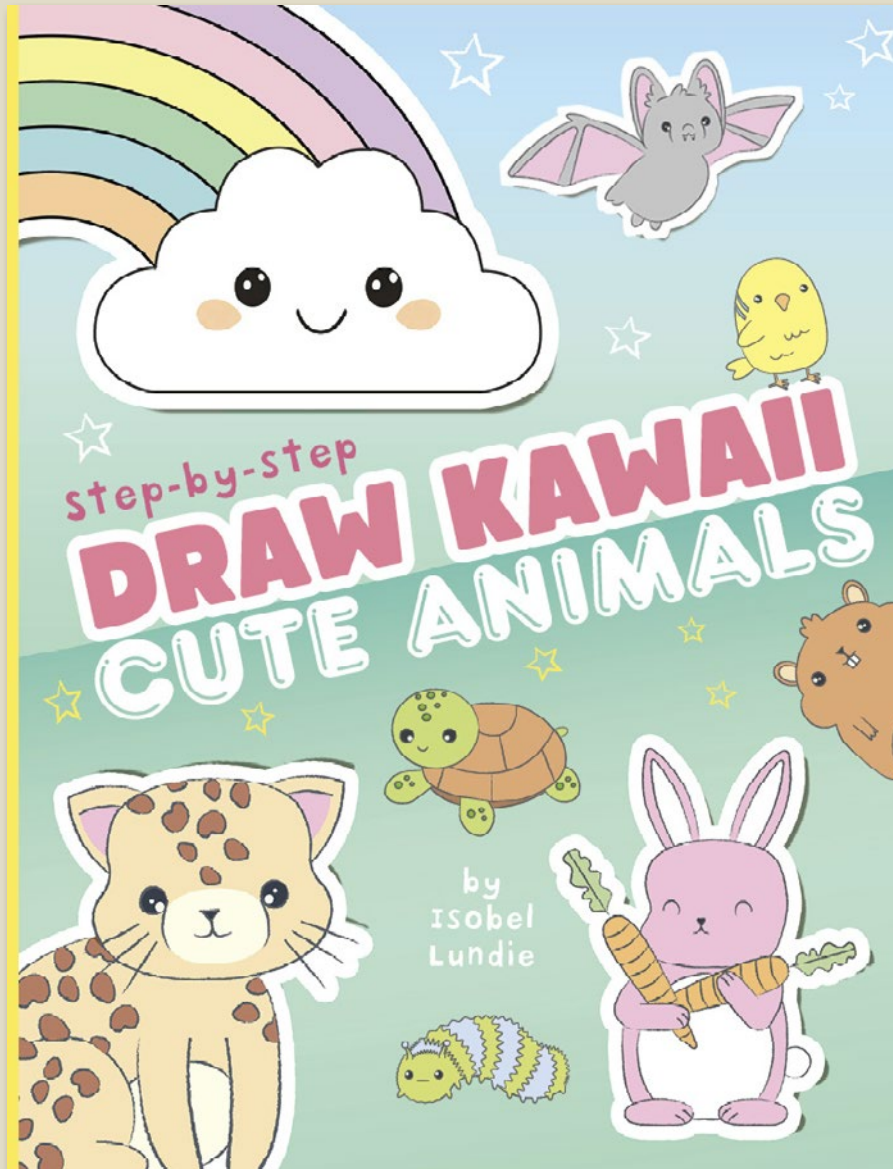
- Easy to follow instructions and guides throughout.
- From fries to cupcakes, learn how to draw a range of different cute kawaii food - perfect for young girls in particular!
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to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

Draw Kawaii: Cute Food



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

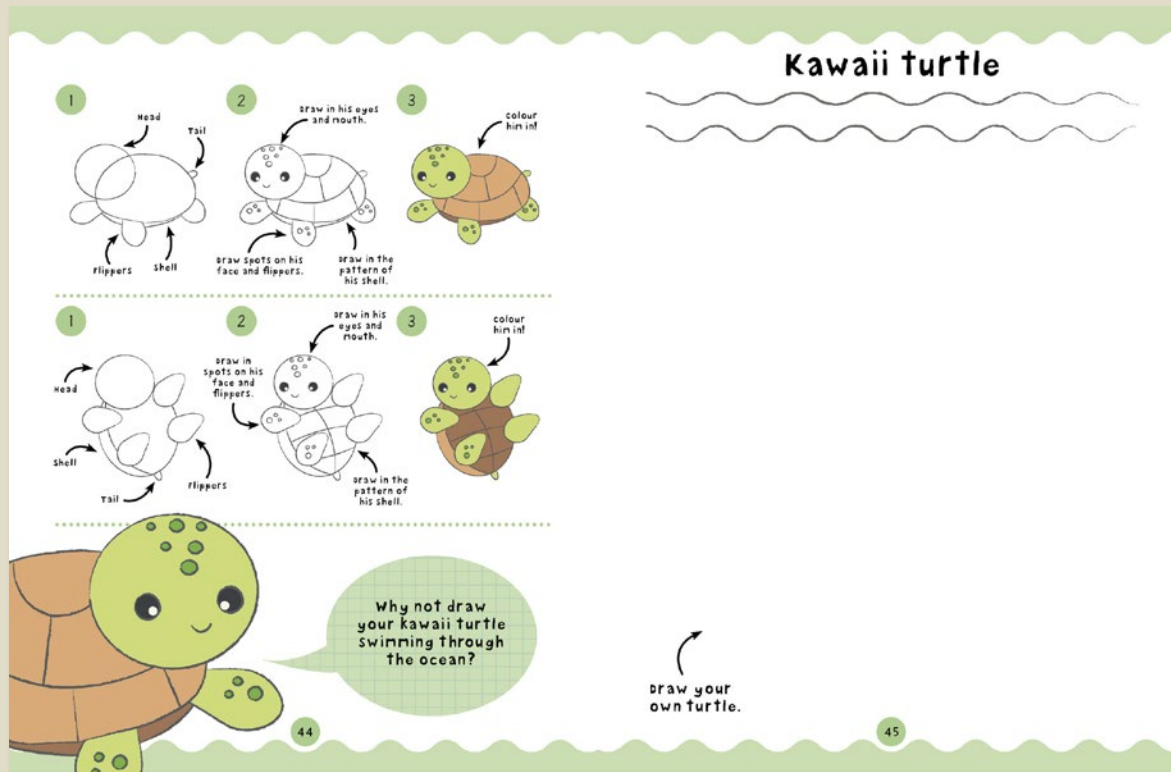
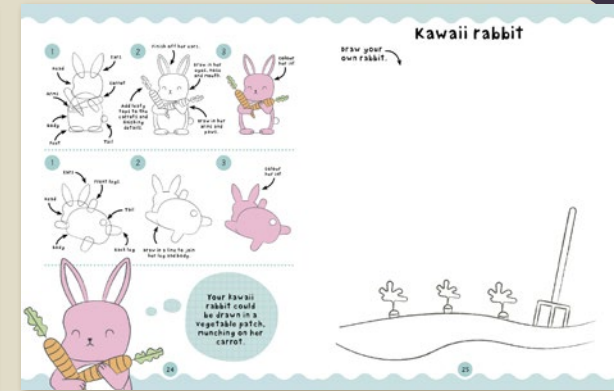
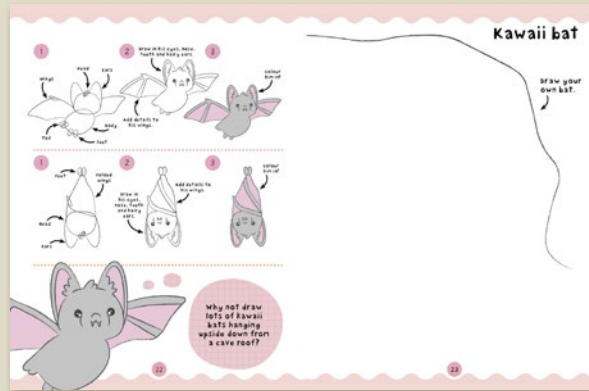
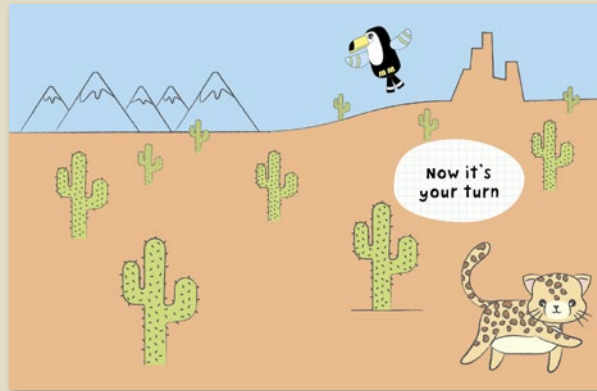
Draw Kawaii: Cute Animals



Introduce your child to the charming world of kawaii!

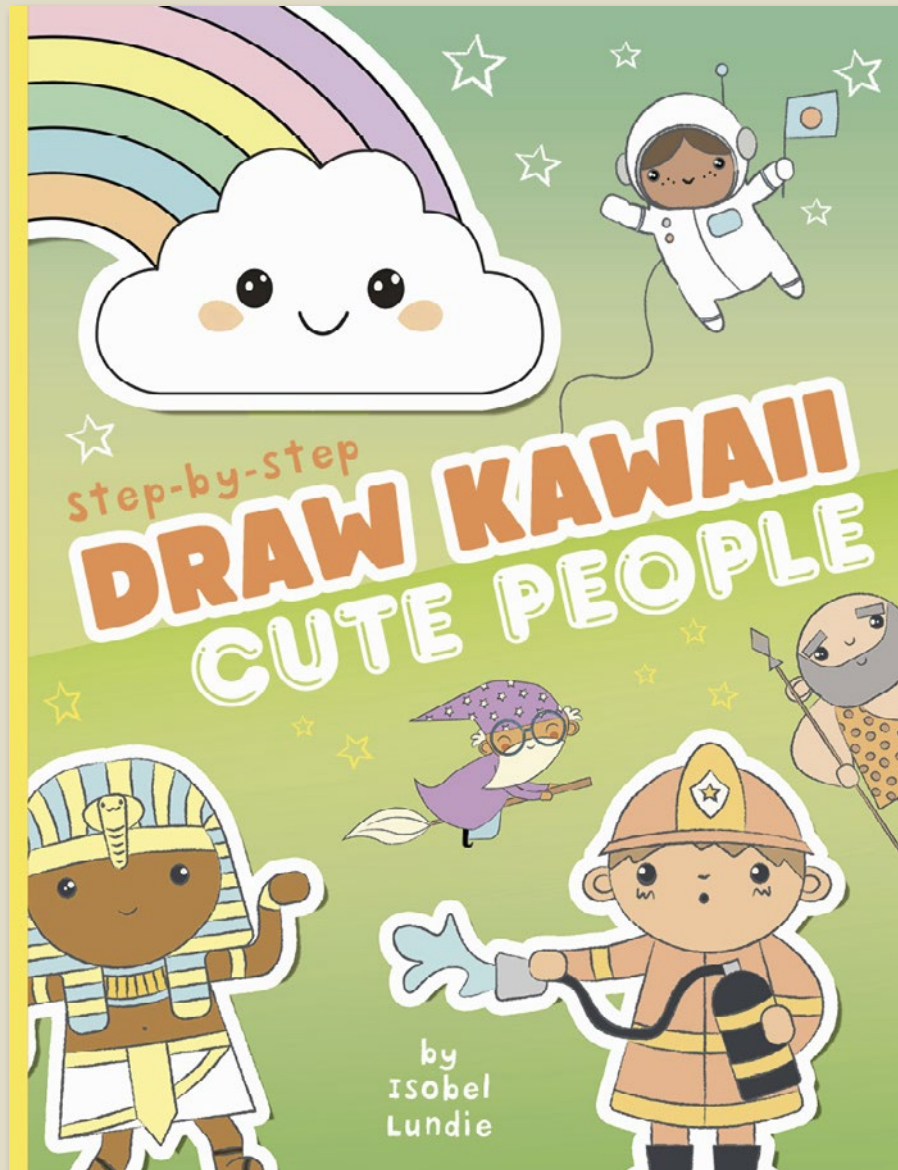
- Easy to follow instructions and guides throughout.
- Learn how to draw a range of different cute kawaii animals - perfect for young girls in particular.
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.

Draw Kawaii: Cute Animals



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Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Rights Available	World

Draw Kawaii: Cute People



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

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

Draw Kawaii: Cute People

Kawaii astronaut

1 Head
2 Body
3 Helmet

1 Head
2 Body
3 Helmet

Why not draw your kawaii astronauts exploring deep space?

Draw your own astronaut.

Kawaii captain

1 Head
2 Body
3 Hat

1 Head
2 Body
3 Hat

Why not draw your kawaii sailor steering his boat on a stormy sea?

Draw your own captain.

Kawaii scientist

1 Head
2 Body
3 Lab coat

1 Head
2 Body
3 Lab coat

Why not draw lots of kawaii scientists experimenting in a laboratory?

Draw your own scientist.

Kawaii superhero

1 Hair
2 Head
3 Colour her in!

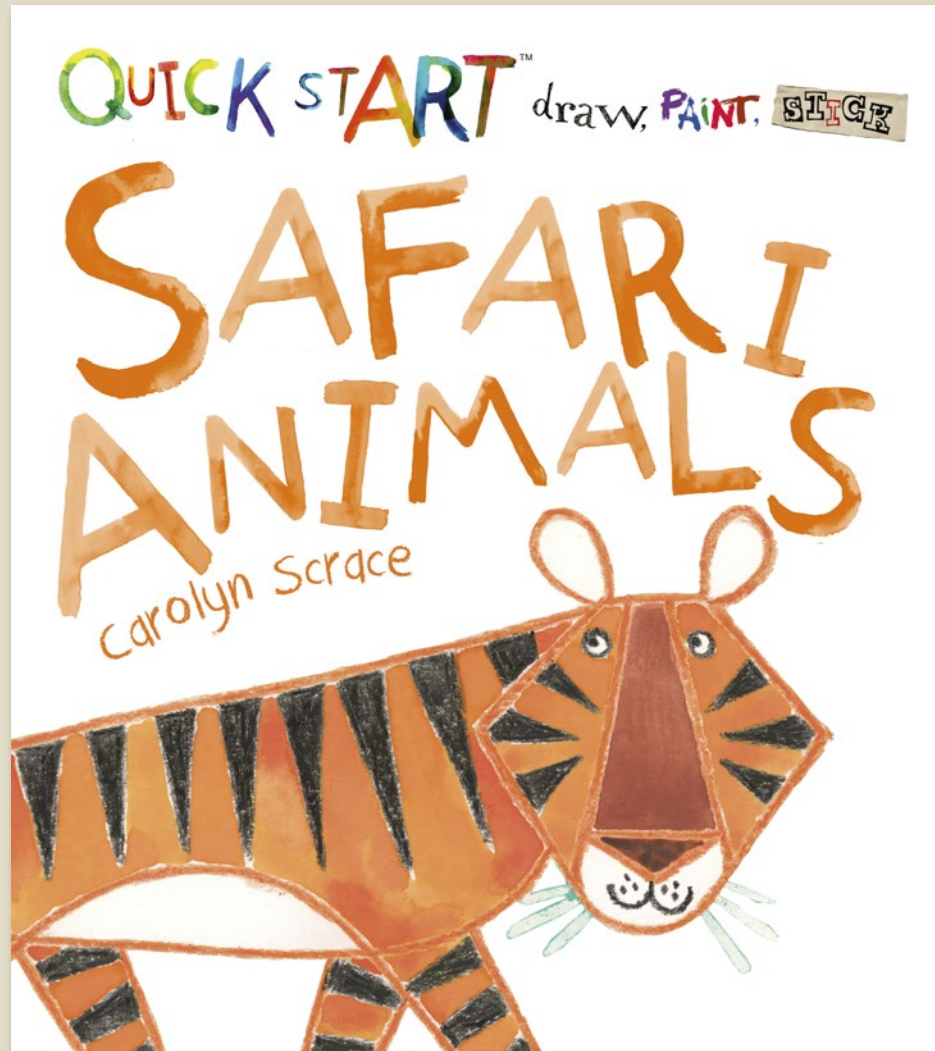
1 Hair
2 Head
3 Colour her in!

Why not draw your kawaii superhero battling a kawaii supervillain or rescuing someone?

Draw your own superhero.

Pub Date	13/02/2025
Pub Price	£7.99
ISBN	9781835872727
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Illustrator	Isobel Lundie
Extent	64pp
Word Count	2878 words
Rights Available	World

Quick Start: Safari Animals



An animal-themed introduction to arts and crafts!

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

Quick Start: Safari Animals

Handprint Elephant

You will need:
 • Poster paint
 • Large brush
 • Small brushes
 • Coloured paper
 • Ink or pen
 • Scissors

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

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

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

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

14

Folded Paper Tiger

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

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

- 1 Fold a square sheet of paper with orange poster paint. Leave to dry.
- 2 Place the paper painted side downwards. Fold the bottom corner up to the top corner (as shown).
- 3 Fold the right corner up to the left (as shown). Unfold again.
- 4 Fold the 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 on 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:
 • Scissors
 • Thin paper for cutting
 • Coloured paper
 • Ink or pen
 • Black felt tip pen

- 1 Press 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 body, neck and mouth. Glue in place.

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

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

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

26

Paper Cup Monkey

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

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

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

16

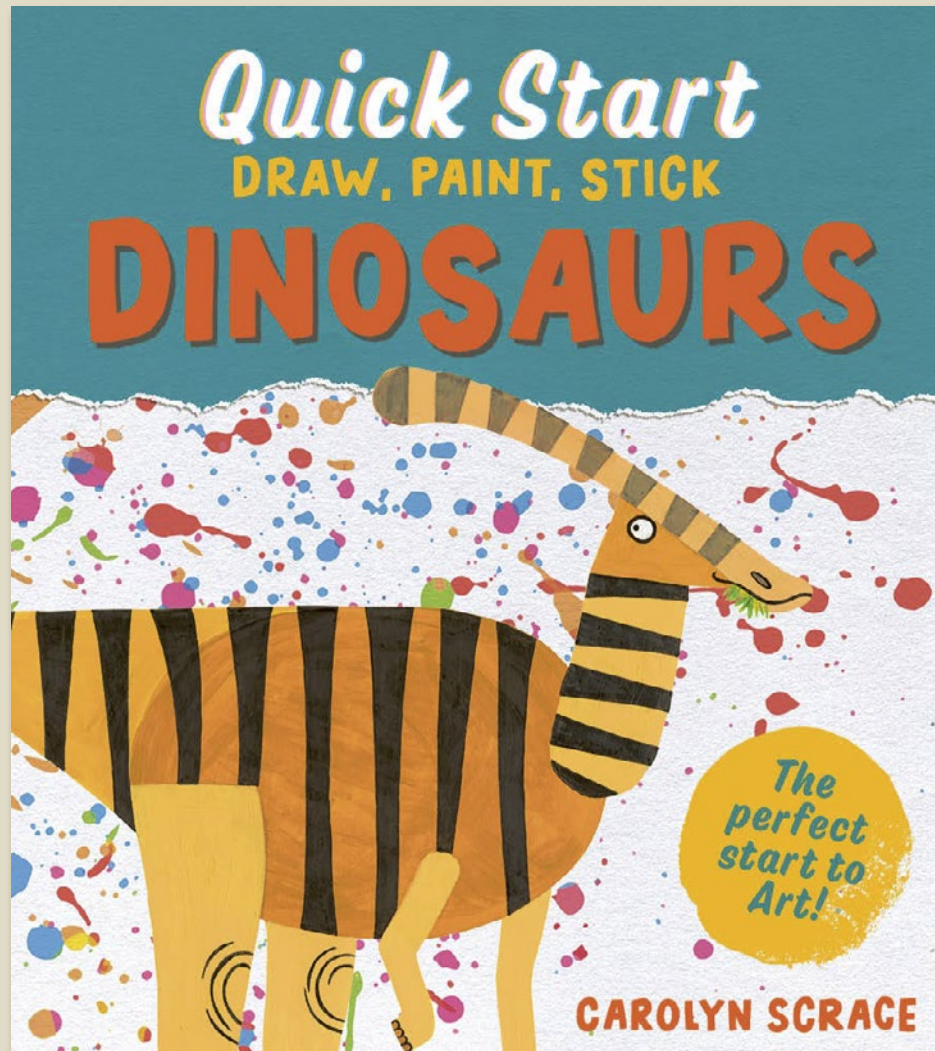
Glue a pipe cleaner onto the back of the paper cup to make a tail. Bend the top round into a curl.

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

17

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

Quick Start: Dinosaurs



An engaging introduction to arts and crafts!

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

Quick Start: Dinosaurs

Painted Shapes Parasaurolophus

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

You will need:
 poster paints
 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 front legs.
- 5 Paint a large rectangle for its tail, and a long curved shape for its head crest. Add details.
- 6 Use a black felt-tip pen to draw in its horns and to outline its nostrils.

12

Paper Cup Dinosaurs

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

You will need:
 paper cups
 poster paints
 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 glue a tail and two legs (see diagram). When dry, cut the shapes out.

16

Painted Pebble Dinosaur Eggs

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

You will need:
 poster paints
 paintbrush
 large pebbles
 felt-tip pen
 PVA glue
 PVA paper

- 1 Cover the pebble with white poster paint and leave to dry.
- 2 Use a pencil to draw a ring hole in the dinosaur's eggshell.
- 3 Draw a rectangle for the baby dinosaur's head shape.
- 4 Draw in its neck and a small shape for its belly. Draw in two short arms and hands with two fingers.
- 5 Paint the eggshell with cream-colored poster paint. Paint the inside of the shell black.

Use a black felt-tip pen to draw circles on the eggshell. Paint some grey yellow spots on the baby dinosaur!

18

Handprint Triceratops

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

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

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

14

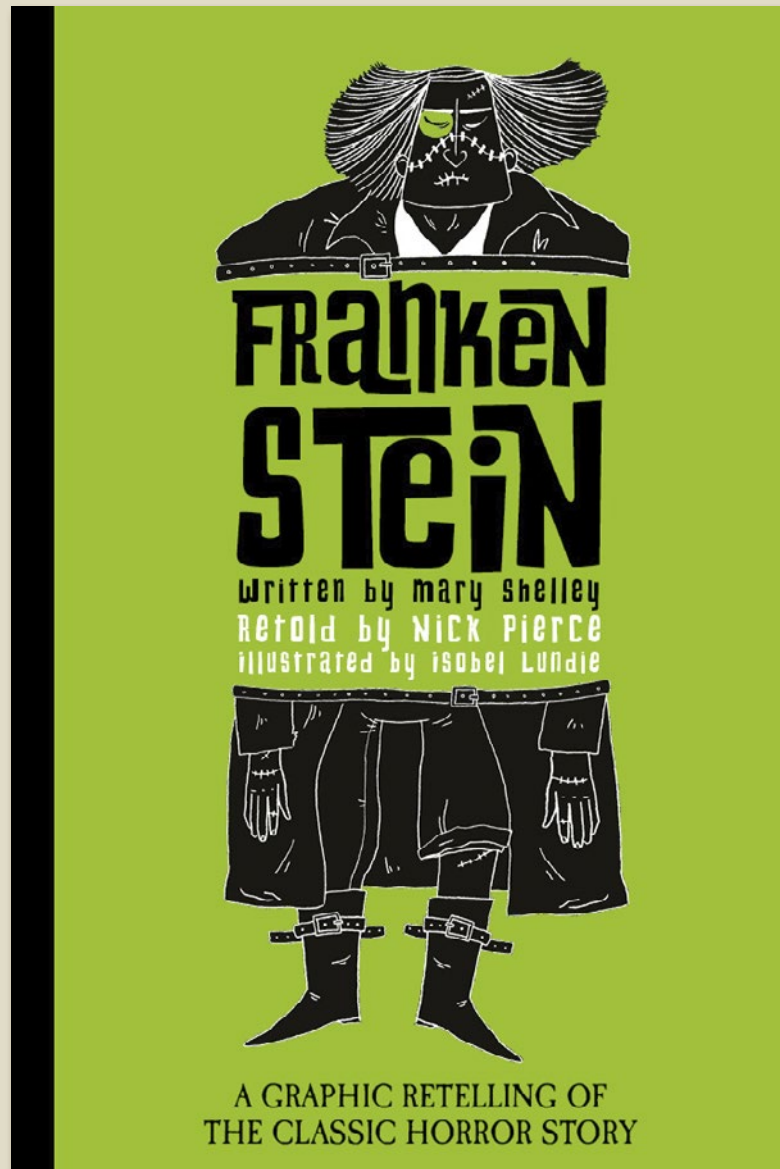
Paper Cup Dinosaurs

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

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

15

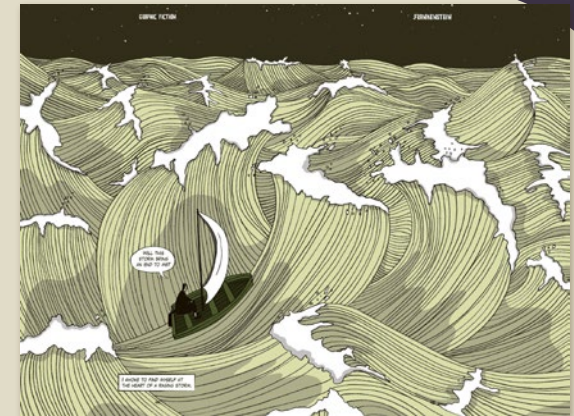
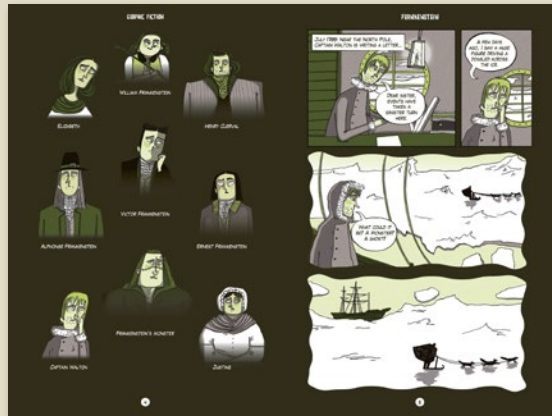
Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781800789173
H x W	242 x 216mm
Binding	Paperback
Age Range	5-7 years
Author	Carolyn Scrace Scrace Carolyn
Extent	32pp
Word Count	3374 words
Rights Available	World



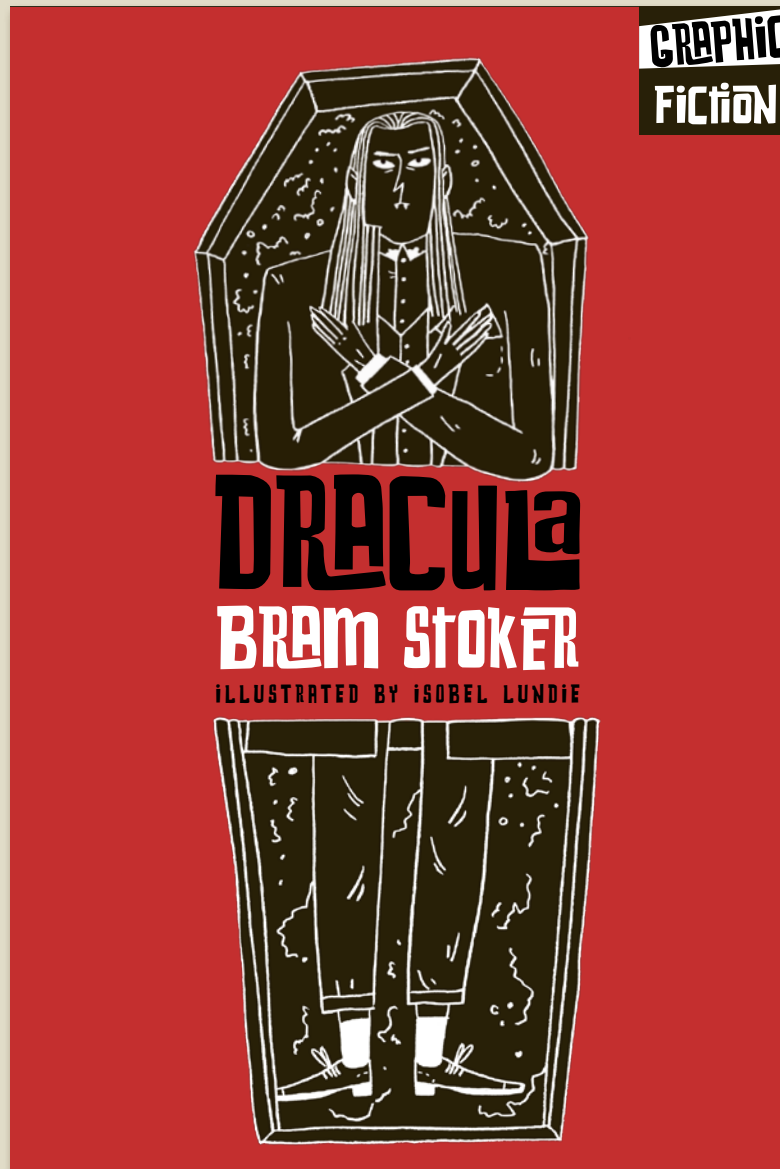
A graphic retelling of Mary Shelley's gothic masterpiece

- 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	12/09/2024
Pub Price	£7.99
ISBN	9781800788800
H x W	210 x 140mm
Binding	Paperback
Age Range	9-11 years
Author	Mary Shelley
Illustrator	Isobel Lundie
Extent	64pp
Word Count	4316 words
Rights Available	World



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

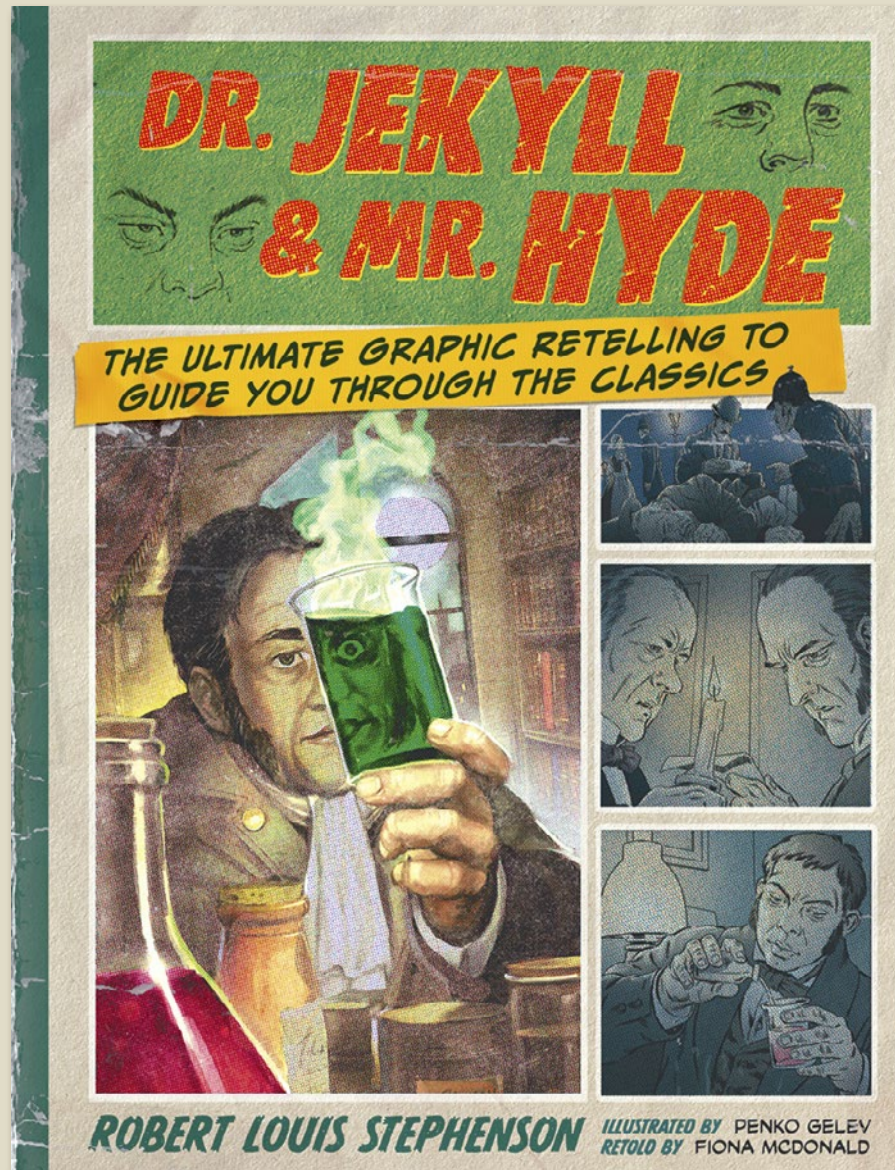
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- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of the text and key theme analysis to further help children.
- A wonderful introduction to the horror genre. Young readers will be captivated by Isobel Lundie's beautiful, spooky illustrations.

Dracula



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

Dr. Jekyll & Mr. Hyde: Classic Comics



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.

Dr. Jekyll & Mr. Hyde: Classic Comics

A Visit to Dr Jekyll

AT THE END OF THE DAY, MR. UTTERSON RETURNED HOME TO FIND A NOTE ON HIS TABLE. IT WAS FROM DR. JEKYLL. HE READ IT WITH INTEREST AND CONCERN.

DR. JEKYLL'S VISIT TO MR. UTTERSON WAS A SUCCESS. HE HAD BEEN ABLE TO EXPLAIN HIS SITUATION AND THE NATURE OF HIS EXPERIMENTS.

MR. UTTERSON WAS IMPRESSED BY DR. JEKYLL'S COURAGE AND DETERMINATION. HE DECIDED TO CONTINUE TO SUPPORT HIM.

Dr. Jekyll Tells His Story

DR. JEKYLL TOLD MR. UTTERSON THE STORY OF HIS EXPERIMENTS. HE HAD BEEN ABLE TO IDENTIFY THE PART OF HIS BRAIN THAT CONTROLLED HIS MORALITY.

HE HAD BEEN ABLE TO ISOLATE THIS PART OF HIS BRAIN AND CREATE A POTION THAT COULD CONTROL IT.

HE HAD BEEN ABLE TO TAKE THE POTION AND FEEL HIMSELF TRANSFORMED INTO A MORE POWERFUL AND CONFIDENT MAN.

HE HAD BEEN ABLE TO TAKE THE POTION AND FEEL HIMSELF TRANSFORMED INTO A MORE POWERFUL AND CONFIDENT MAN.

Smiling Smoother

Robert Louis Stevenson wrote *The Strange Case of Dr. Jekyll and Mr. Hyde* for an adult audience. In many ways, he had been working as a professional writer since he was 23 years old, and his books had won praise. In 1885, aged 38, he set out on a journey of discovery to find a new way of writing. He was inspired by the work of other writers, and he was determined to create a new style of writing. He was inspired by the work of other writers, and he was determined to create a new style of writing.

CHRISTMAS HORROR

The Christmas holiday was a time when many Victorian families tried to relax by their own fireside with an evening of reading. Publishers had been told that there was a market for a new kind of book. It was a book that would be read in the evenings, and it would be a book that would be read in the evenings.

FACT AND FICTION

Stevenson was a man who was very interested in the real world. He was a man who was very interested in the real world. He was a man who was very interested in the real world.

DR. JEKYLL'S NAME

Although Jekyll is an unusual name, it is a real English surname. The most famous Jekyll is the one who was a friend of Mr. Utterson, the character who was the main character in the story.

THE TRANSFORMATION

THE REPULSIVE MAN ASKED DR. LANTON FOR A MEASURING GLASS, THEN TOOK SOME WHITE POWDER AND RED LIQUID FROM THE DRAWER AND MIXED THEM TOGETHER.

THE MIXTURE FIZZED AND BUBBLED.

IT TURNED DEEP PURPLE...

...AND FINALLY BRIGHT GREEN.

SMILING BROADLY, HYDE TURNED TO DR. LANTON.

And now new knowledge and power shall be laid open to you!

Sir, you speak enigmas!

Behold!

HYDE GASPED, STAGGERED AND CLUNG ON TO THE TABLE, STARING WITH WILD EYES AND PANTING, OPEN-MOUTHED.

1. enigma: riddles, mysteries.

THE TRANSFORMATION

THEN HIS FACE SEEMED TO SWELL...

...THE FEATURES SEEMED TO MELT AND CHANGE...

...AND THERE BEFORE DR. LANTON STOOD HENRY JEKYLL!

O God! O God!

LANTON SAT SHAKING, SICKENED AND APPALLED, AS DR. JEKYLL BEGAN TO EXPLAIN. EVERY WORD SEEMED LIKE A DEADLY BLOW, DESTROYING HIS MIND, HIS SOUL, HIS REASON! HIS WHOLE WORLD COLLAPSED AROUND HIM, LEAVING ONLY HORROR, HORROR, HORROR.

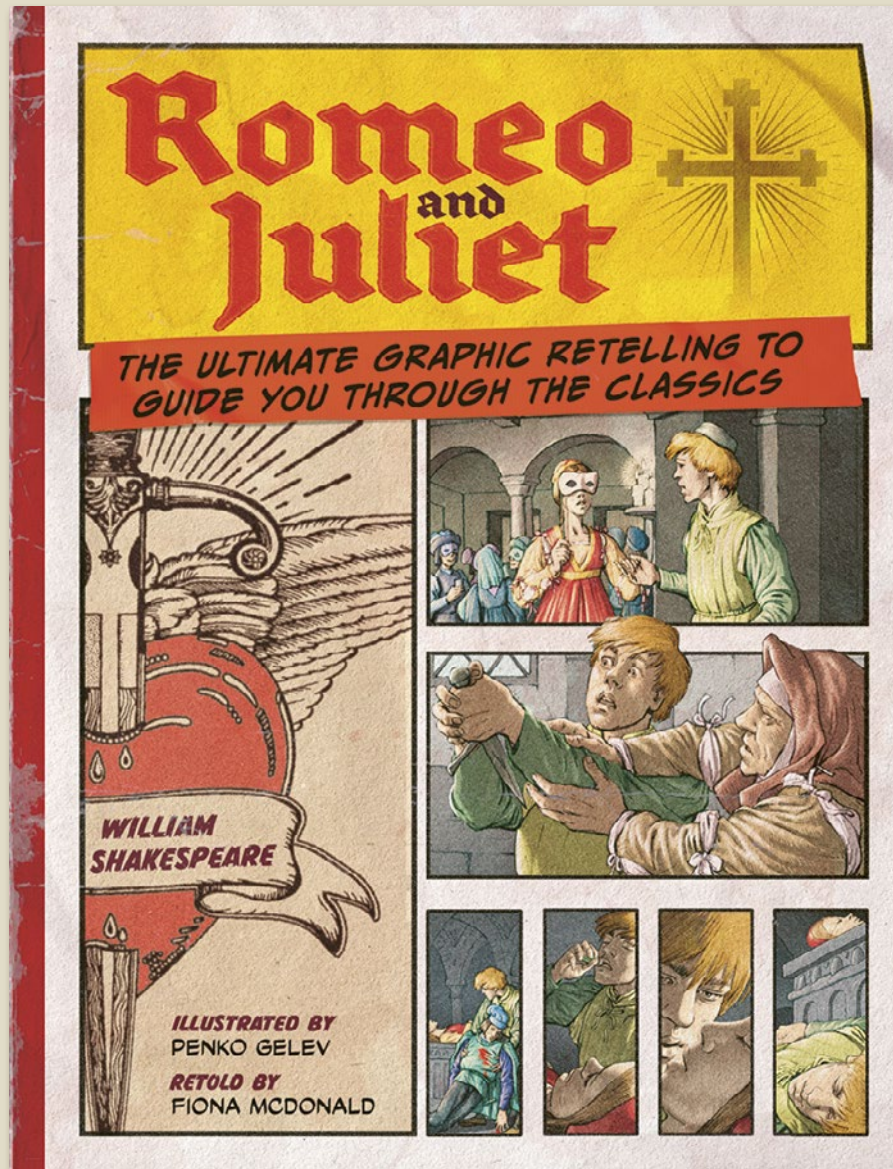
My life is shaken to its roots. I must die!

"I saw what I saw, I heard what I heard, and my soul sickened at it."

DR. LANTON COULD NOT BRING HIMSELF TO WRITE DOWN ALL THE FOUL SECRETS DR. JEKYLL TOLD HIM. BUT HE DID RECORD, IN HIS LETTER TO MR. UTTERSON, THAT DR. JEKYLL CONFESSED TO BEING EDWARD HYDE - THE MURDERER OF SIR DANVERS CAREW.

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Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	5715 words
Freight On Board	17/07/2024
Rights Available	World

Romeo and Juliet: Classic Comics



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.

Romeo and Juliet: Classic Comics

CHARACTERS

ROMEO
JULIET
MERCUTIO
TYBALT
NURSE
FRIAR LAURENCE
PARIS
CAPULET
OTHER CHARACTERS

TWO FAMILIES AT WAR

IN ROMEO, A TOWN IN NORTH-WEST ITALY, THE MONTAGUES AND THE CAPULETS ARE AT WAR BECAUSE OF A MISTAKE MADE BY TWO MEN WHOSE CHILDREN BECAME ENEMIES. THE MONTAGUES ARE THE MORE POLITE OF THE TWO, BUT THE CAPULETS ARE MORE VIOLENT. ROMEO, THE SON OF MONTAGUE, IS A PEACE-LOVING YOUNG MAN WHO HAS JUST MET JULIET, THE DAUGHTER OF CAPULET. SHE IS THE MOST BEAUTIFUL GIRL HE HAS EVER SEEN. BUT THE TWO FAMILIES ARE SO ENEMIED THAT THEY CAN NEVER MARRY.

ROMEO AND JULIET FALL IN LOVE AT FIRST SIGHT. BUT THEIR LOVE IS FORBIDDEN BY THEIR FATHERS. ROMEO'S FATHER WANTS HIM TO MARRY ANOTHER GIRL. JULIET'S FATHER WANTS HER TO MARRY A BOY FROM ANOTHER FAMILY. BUT ROMEO AND JULIET ARE SO IN LOVE THAT THEY DECIDE TO MARRY IN SECRET. THEY GO TO A PRIEST WHO HELPS THEM. BUT THE PRIEST'S PLAN IS TO HELP THEM MARRY IN SECRET, NOT TO HELP THEM FIGHT.

THEY GO TO A PARTY AT THE CAPULET HOUSE. ROMEO GOES TO MEET JULIET. BUT TYBALT, JULIET'S COUSIN, SEES ROMEO AND WANTS TO FIGHT HIM. MERCUTIO, ROMEO'S FRIEND, TRIES TO STOP THEM. BUT TYBALT KILLS MERCUTIO. ROMEO THEN KILLS TYBALT. THIS MAKES ROMEO AN OUTCAST FROM HIS OWN TOWN. HE GOES TO A CITY IN FRANCE. JULIET HEARS OF THIS AND WANTS TO JOIN HIM. BUT HER FATHER WANTS HER TO MARRY PARIS. SHE REFUSES. HER FATHER THEN DECIDES TO FORCE HER TO MARRY PARIS. JULIET HEARS OF THIS AND GOES TO THE PRIEST. SHE ASKS HIM TO HELP HER MARRY ROMEO IN SECRET. HE AGREES. BUT HE DOES NOT TELL ROMEO. ROMEO HEARS OF THIS AND GOES TO THE PRIEST. HE ASKS HIM TO HELP HIM MARRY JULIET IN SECRET. HE AGREES. BUT HE DOES NOT TELL JULIET. ROMEO AND JULIET MARRY IN SECRET. BUT THE PRIEST'S PLAN IS TO HELP THEM MARRY IN SECRET, NOT TO HELP THEM FIGHT.

THE LOVERS MEET

ROMEO AND JULIET MEET AT A PARTY AT THE CAPULET HOUSE. ROMEO GOES TO MEET JULIET. BUT TYBALT, JULIET'S COUSIN, SEES ROMEO AND WANTS TO FIGHT HIM. MERCUTIO, ROMEO'S FRIEND, TRIES TO STOP THEM. BUT TYBALT KILLS MERCUTIO. ROMEO THEN KILLS TYBALT. THIS MAKES ROMEO AN OUTCAST FROM HIS OWN TOWN. HE GOES TO A CITY IN FRANCE. JULIET HEARS OF THIS AND WANTS TO JOIN HIM. BUT HER FATHER WANTS HER TO MARRY PARIS. SHE REFUSES. HER FATHER THEN DECIDES TO FORCE HER TO MARRY PARIS. JULIET HEARS OF THIS AND GOES TO THE PRIEST. SHE ASKS HIM TO HELP HER MARRY ROMEO IN SECRET. HE AGREES. BUT HE DOES NOT TELL ROMEO. ROMEO HEARS OF THIS AND GOES TO THE PRIEST. HE ASKS HIM TO HELP HIM MARRY JULIET IN SECRET. HE AGREES. BUT HE DOES NOT TELL JULIET. ROMEO AND JULIET MARRY IN SECRET. BUT THE PRIEST'S PLAN IS TO HELP THEM MARRY IN SECRET, NOT TO HELP THEM FIGHT.

ROMEO AND JULIET

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FRIAR LAURENCE'S PLAN

JULIET HURRIES TO SEE FRIAR LAURENCE. NOT KNOWING THAT PARIS IS VISITING THE FRIAR TO ARRANGE THEIR MARRIAGE, BUT THE FRIAR IS TRYING TO DELAY THE CEREMONY, KNOWING FULL WELL HE HAS ALREADY MARRIED JULIET TO ROMEO.

PARIS EXPLAINS THAT JULIET'S FATHER IS KEEN TO SPEED UP THE MARRIAGE AS HE IS WORRIED THAT JULIET IS SO UPSET AT TYBALT'S DEATH.

THE FRIAR TRIES TO LOOK PLEASED FOR PARIS, BUT IS SECRETLY WORRIED ABOUT WHAT WILL HAPPEN WHEN LORD CAPULET FINDS OUT ABOUT JULIET'S MARRIAGE TO ROMEO.

AT THAT MOMENT, JULIET APPEARS, LOOKING FLUSTERED. PARIS IS DELIGHTED THAT SHE HAS TURNED UP, THINKING IT A HAPPY COINCIDENCE.

JULIET, ON THURSDAY, WILL ROUSE¹ UP.

FINALLY, TO GET RID OF PARIS, JULIET PRETENDS SHE HAS COME TO MAKE HER CONFESSION. PARIS LEAVES SO SHE CAN BE ALONE WITH THE FRIAR.

THE FRIAR REVEALS HIS PLAN: THE NIGHT BEFORE HER WEDDING TO PARIS, SHE MUST SWALLOW A POTION THAT WILL MAKE HER LOOK DEAD.

JULIET TAKES THE VIAL. THE FRIAR WARNS HER THE POTION IS NOT FOR THE FAINT-HEARTED.

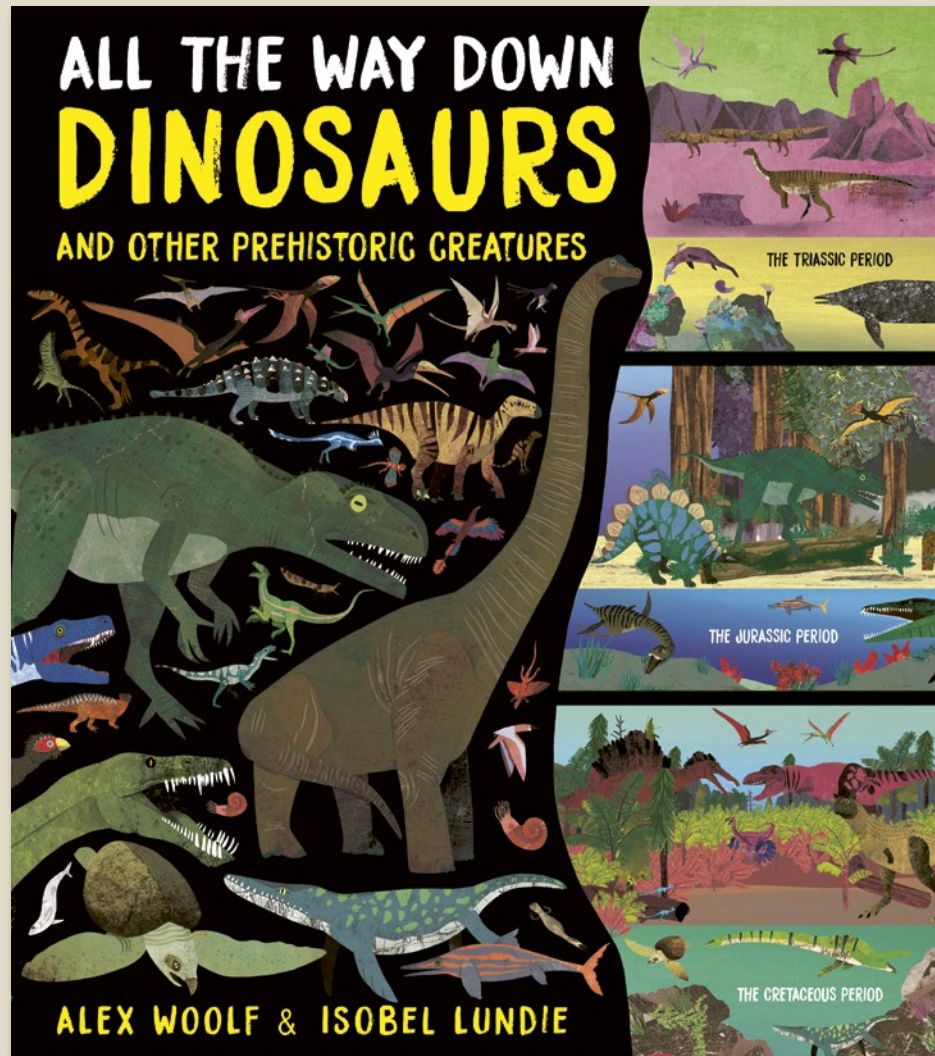
WHEN PARIS FINDS HER EVERYONE WILL THINK SHE'S DEAD AND SHE'LL BE BURIED IN THE FAMILY VAULT.

THE FRIAR PROMISES THAT HE WILL SEND A MESSENGER TO ROMEO SO THAT HE WILL KNOW THE PLAN.

JULIET THANKS HIM AND LEAVES, CLUTCHING THE POTION IN HER HAND.

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ISBN	9781800789159
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Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Penko Gelev
Extent	48pp
Word Count	13401 words
Freight On Board	17/07/2024
Rights Available	World

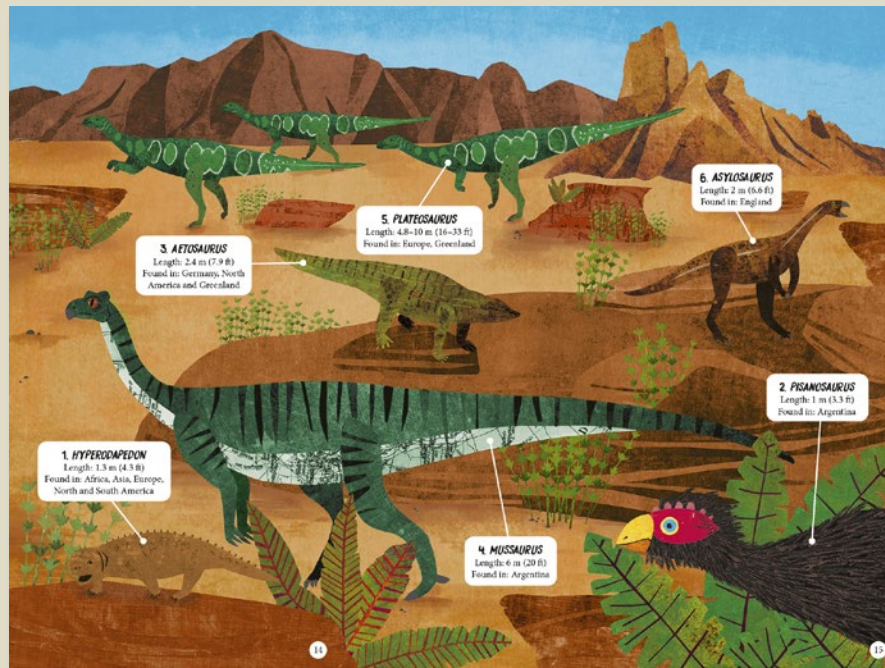
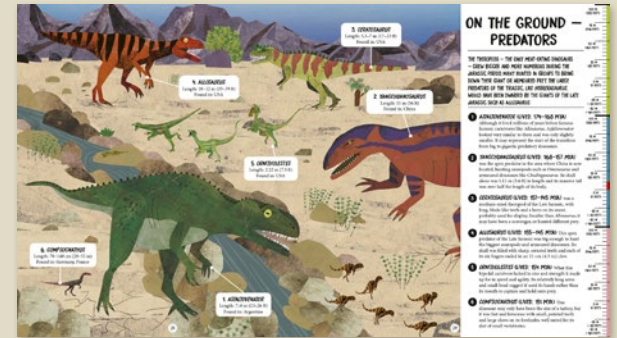
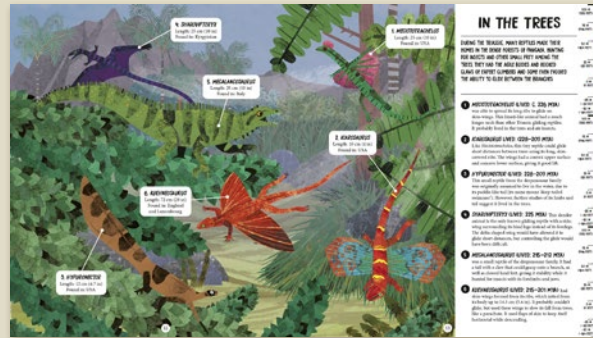
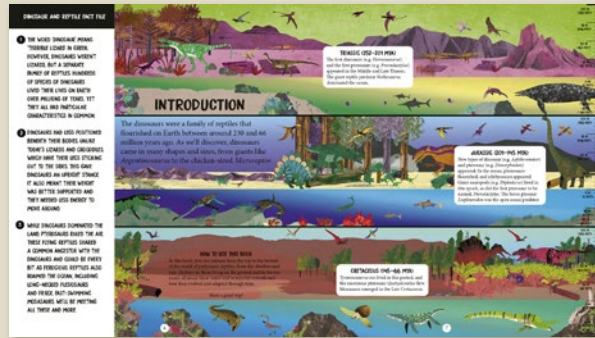
All The Way Down: Dinosaurs and Other Prehistoric Creatures



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



ON THE GROUND - HERBIVORES

THE FIRST DINOSAURS APPEARED AROUND 231 MILLION YEARS AGO. THEY WERE SMALL CREATURES DARTING AROUND ON THEIR HANDS. LESS THE DINOSAURS FORMED TWO MAIN GROUPS: THE SAURISCHIA (LIZARD-HIPPED) AND THE ORNITHISCHIA (BIRD-HIPPED). BIRD-HIPPED DINOSAURS WERE MOSTLY PLANT-EATERS. LIZARD-HIPPED DINOSAURS INCLUDED BOTH MEAT-EATERS AND PLANT-EATERS.

1. **HYPERODAPEDON (LIVED: 231-227 MYA)**
This weird-looking animal is a kind of stethoceras - a beaked reptile related to the dinosaurs. It had a scaly body and moved slowly, using its beak to cut through tough plants.

2. **PISANGSAURUS (LIVED: 228-216 MYA)**
This small, lightly built plant-eater weighed less than 10 kg (22 lb). It had strong hind legs and could run away quickly if a predator came near. We don't know if it was a true dinosaur or a close cousin.

3. **AETOSAURUS (LIVED: 228-209 MYA)**
This small, slow-moving, plant-eating archosaur had a long, slender body and short arms. Four rows of thick, bony plates covered its body, providing good protection against predators.

4. **MUSSAURUS (LIVED: 215 MYA)** or 'Moose Lizard', got its name because the first fossils discovered were tiny. We now know these were infants. It was a sauropodomorph dinosaur - a bipedal ancestor of the giant sauropods that walked on all fours.

5. **PLATEOSAURUS (LIVED: 148-133 MYA)**
Plateosaurus was one of the bigger dinosaurs of the Triassic and another sauropodomorph. It had a small head on a long, flexible neck, short but muscular arms with large claws on its three fingers, and powerful hind legs.

6. **ASYLOSIAURUS (LIVED: 208-201 MYA)** was one of the last sauropodomorph dinosaurs to walk on its hind legs. Its close cousin, the sauropods, all walked on four legs.

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 Woolf Alex
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11030 words
Rights Available	World

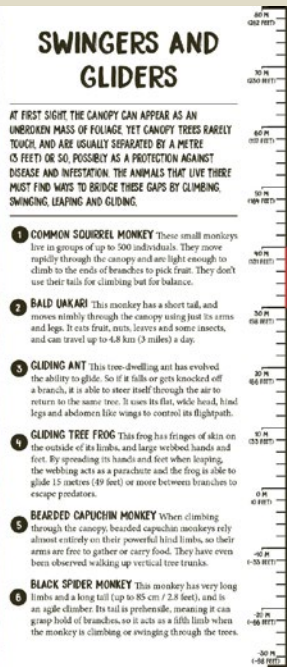
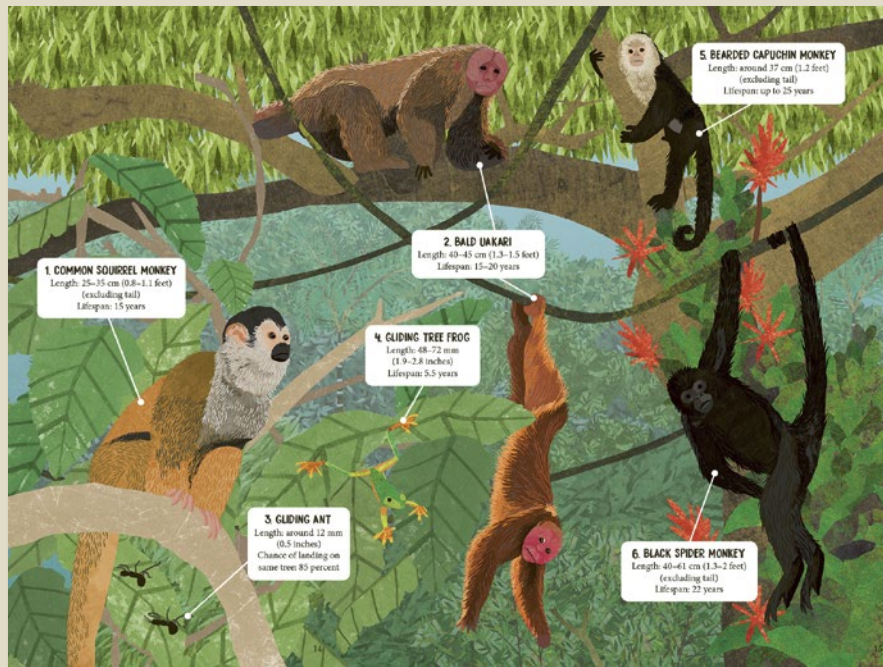
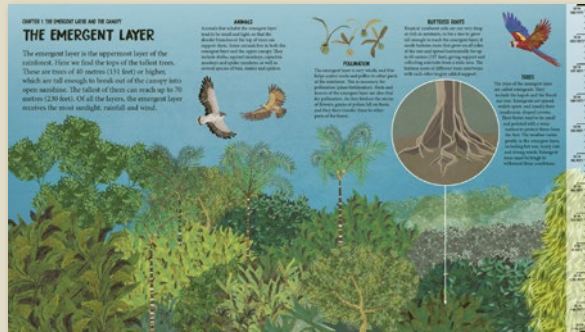
All The Way Down: Amazon Rainforest



An ingenious exploration of our rainforests

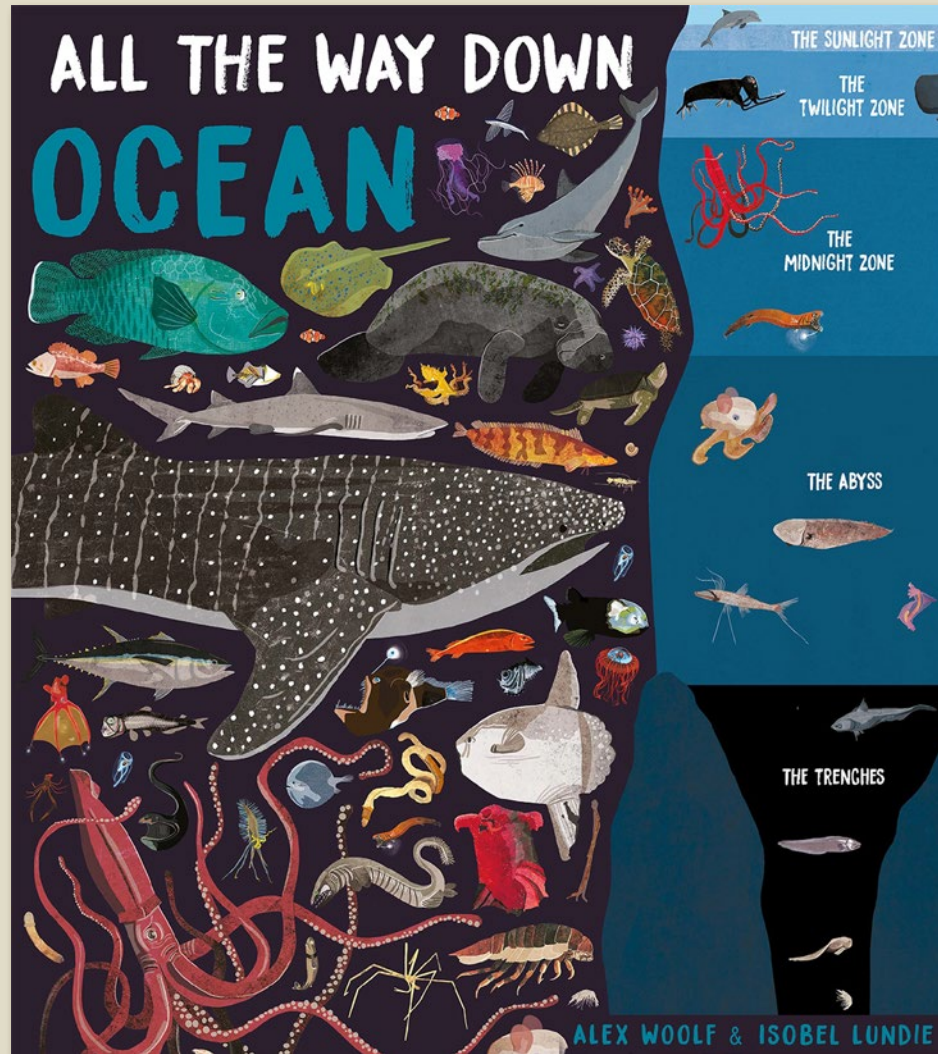
- Each spread features colourful and eye-catching illustrations of different animal and plant species, plus easy-to-digest, bite-sized facts.
- Part of the All the Way Down series that takes a 'look down' approach at different ecosystems, from the animals that swoop across the tallest trees to the creatures 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



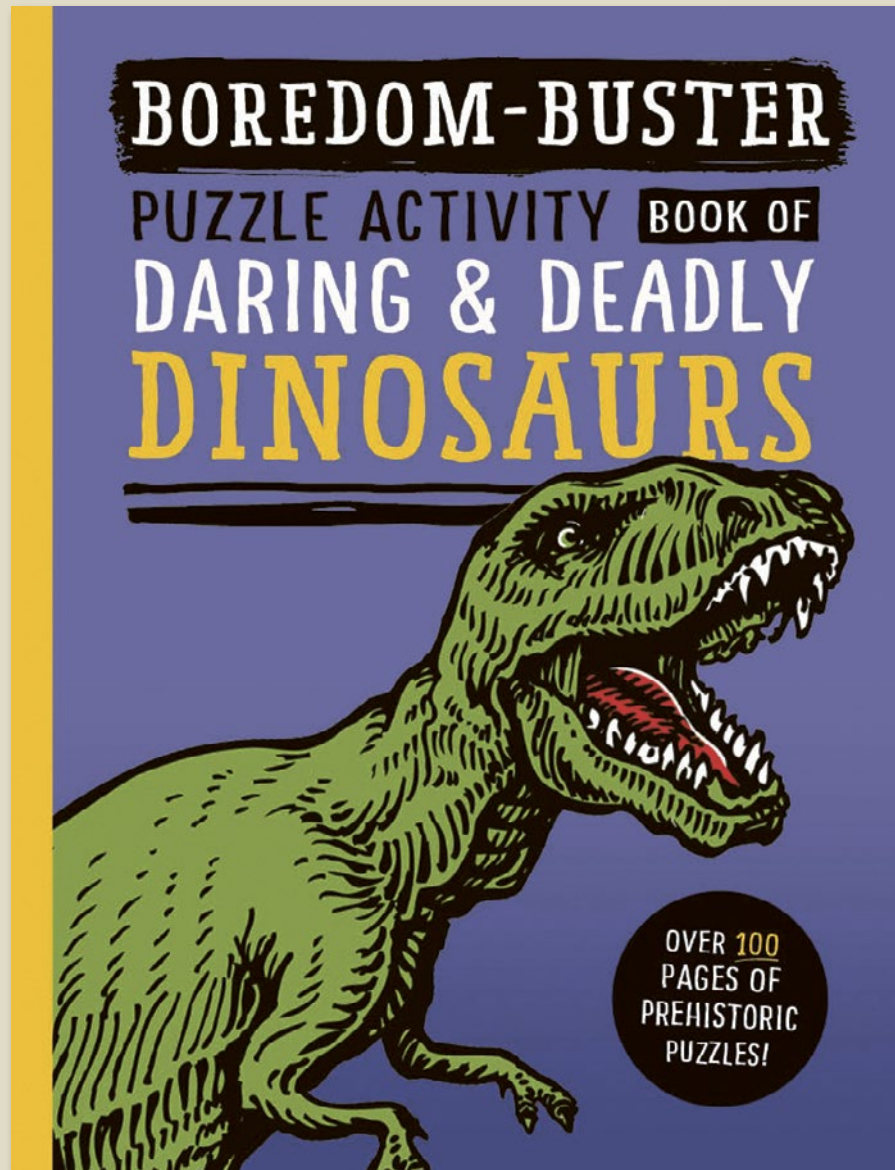
Pub Date	28/04/2021
Pub Price	£9.99
ISBN	9781800788947
H x W	292 x 260mm
Binding	Paperback
Age Range	7-9 years
Author	Alex Woolf
Illustrator	Isobel Lundie
Extent	56pp
Word Count	11097 words
Rights Available	World

All The Way Down: Ocean



An ingenious exploration of our oceans

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



A deadly, daring dinosaur activity book!

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

Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs

FINISH DRAWING IN THESE DINOSAURS

Tyrannosaurus rex

Pteranodon

Triceratops

Stegosaurus

TROODON CHASE

Which one of these Troodons will catch their lunch?

SPINOSAURUS

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

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

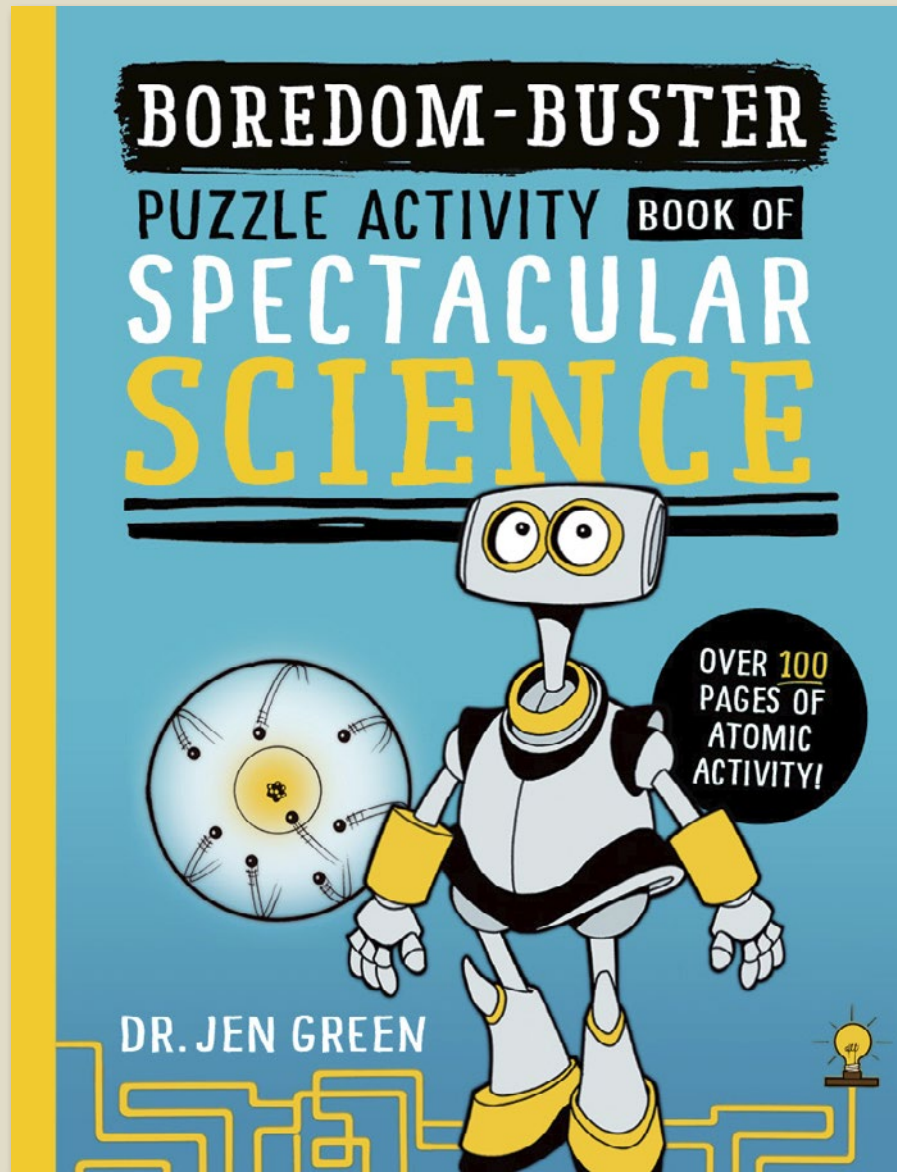
BRACHIOSAURUS MASK

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.

Pub Date	10/10/2024
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ISBN	9781800788480
H x W	280 x 215mm
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Author	David Antram
Extent	112pp
Word Count	3986 words
Freight On Board	11/08/2024
Rights Available	World

Boredom Buster: A Puzzle Activity Book of Spectacular Science



A spectacular STEM-themed puzzle book!

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

Boredom Buster: A Puzzle Activity Book of Spectacular Science

ON THE LEVEL

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

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

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

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

TRICKS WITH LIGHT

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

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

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

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

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

Are the horizontal lines level or slanting?

PUT THE FISH IN THE BOWL

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

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

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

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

GERMINATION

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

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

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

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

RISING AIR

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

This experiment uses the warm air from a radiator.

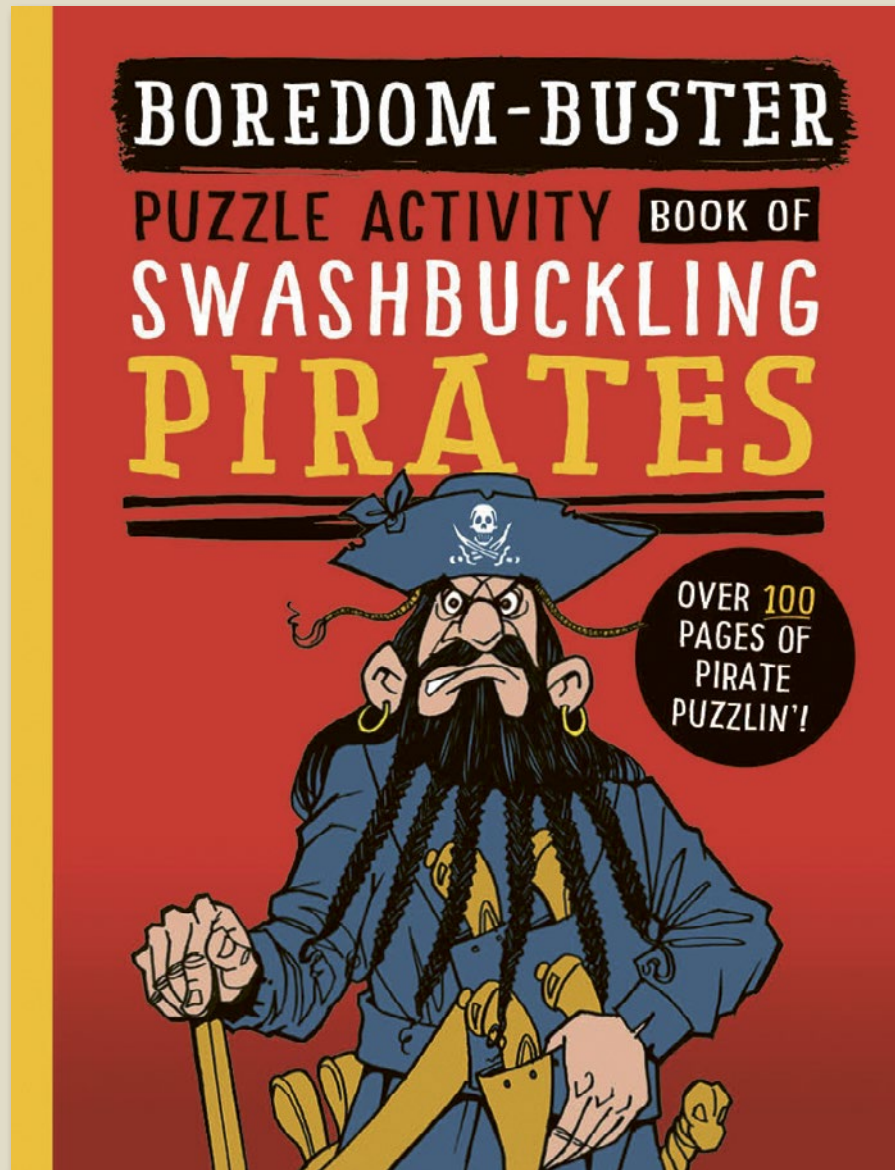
Colour the snakes, then cut them out to make a spiral. Gently pull the head and tail apart. Use scissors to make a hole in the nose, and attach a string. Hang the snakes over a radiator and watch them spin around!

String

Warm air rising

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

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.




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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.

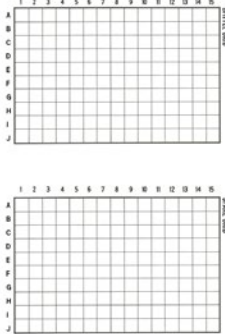
54


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)  ■■ ■■

80

BUCCANEERS

Colour in this picture.

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

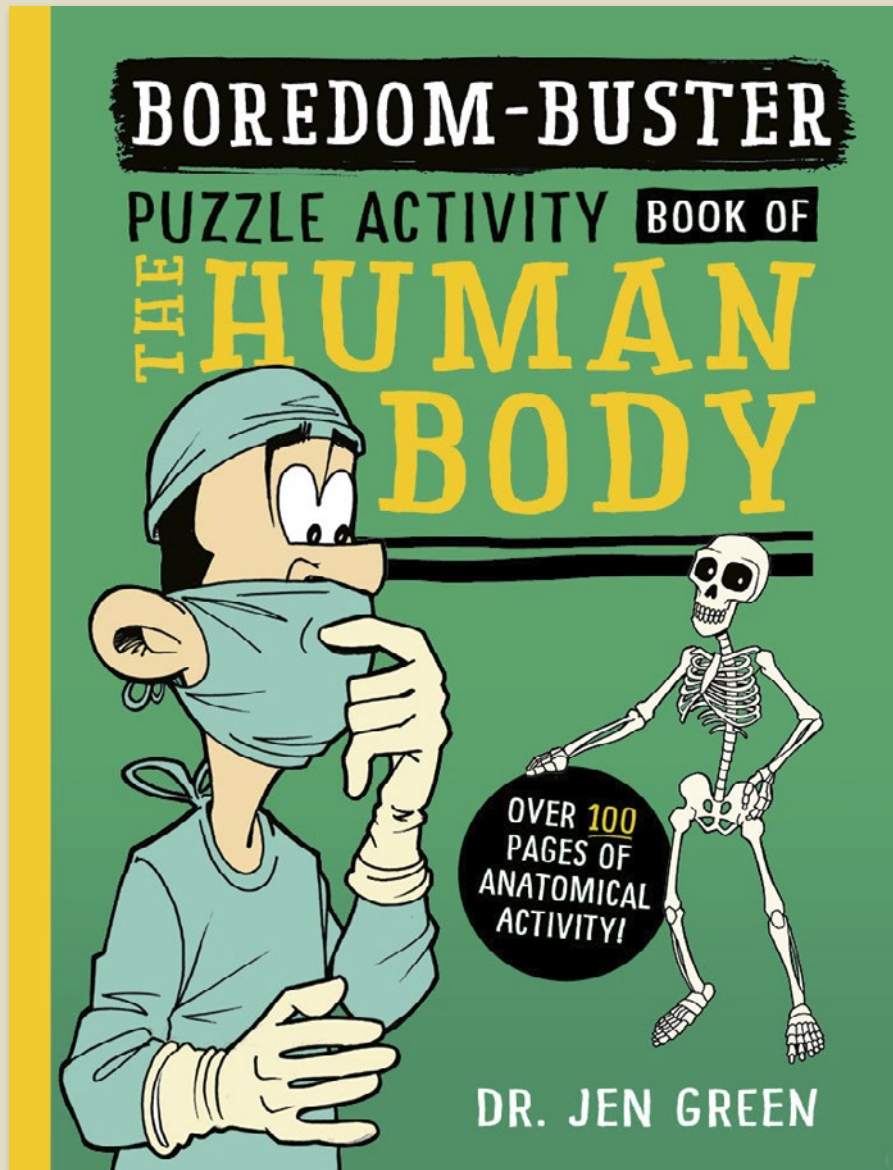


22

23

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

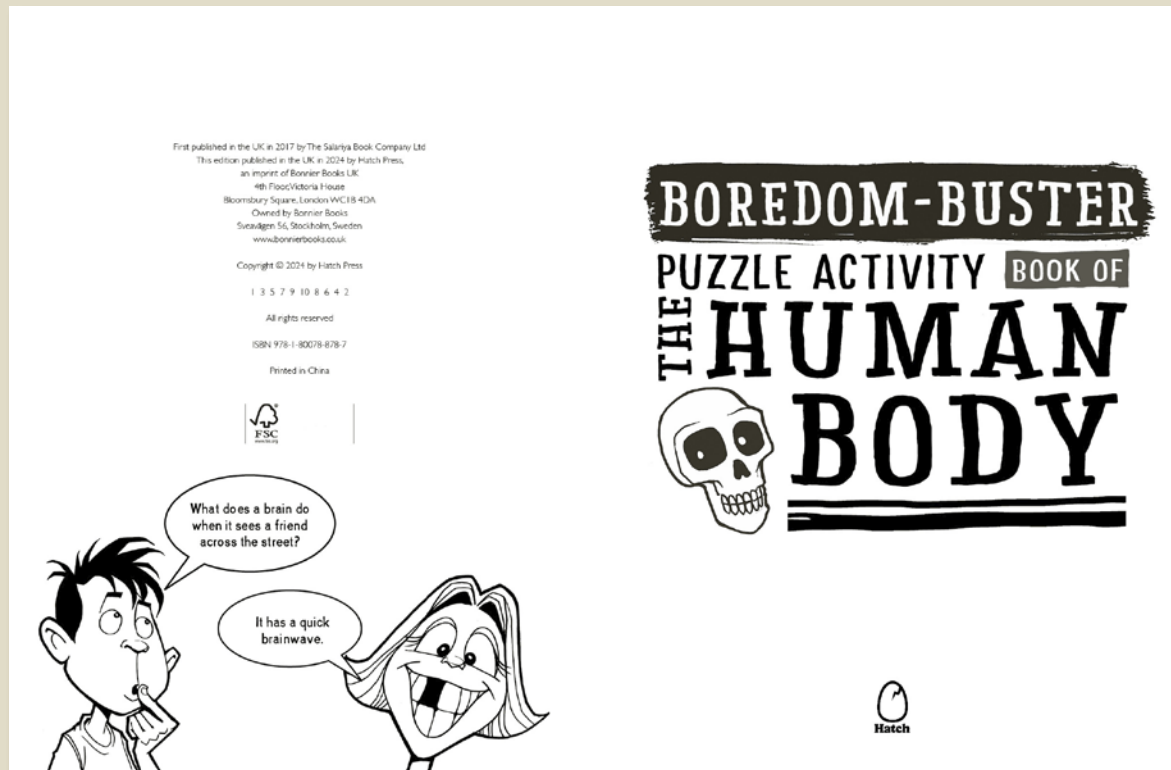
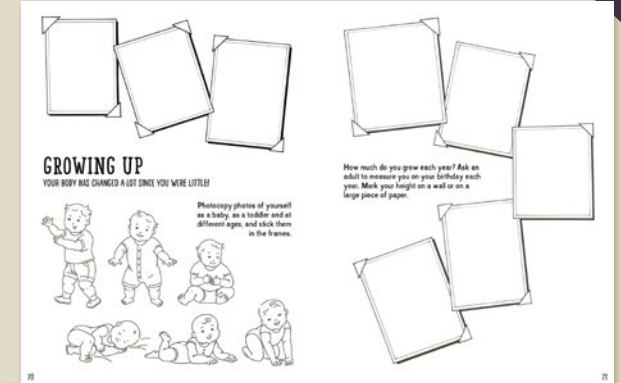
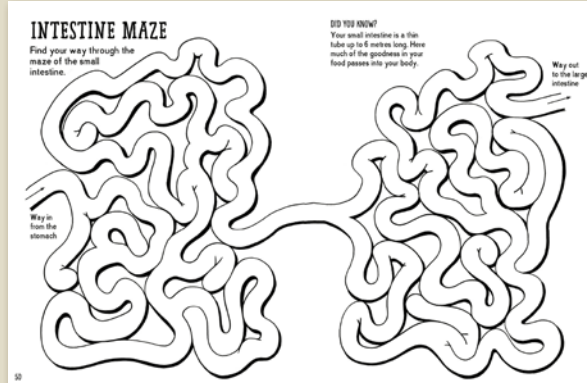
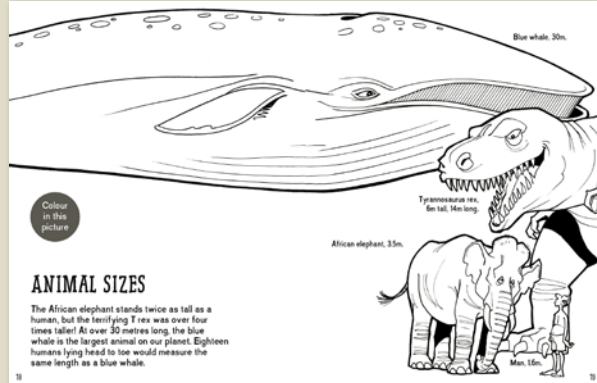
Boredom Buster: A Puzzle Activity Book of the Human Body



A spectacular STEM-themed puzzle book.

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

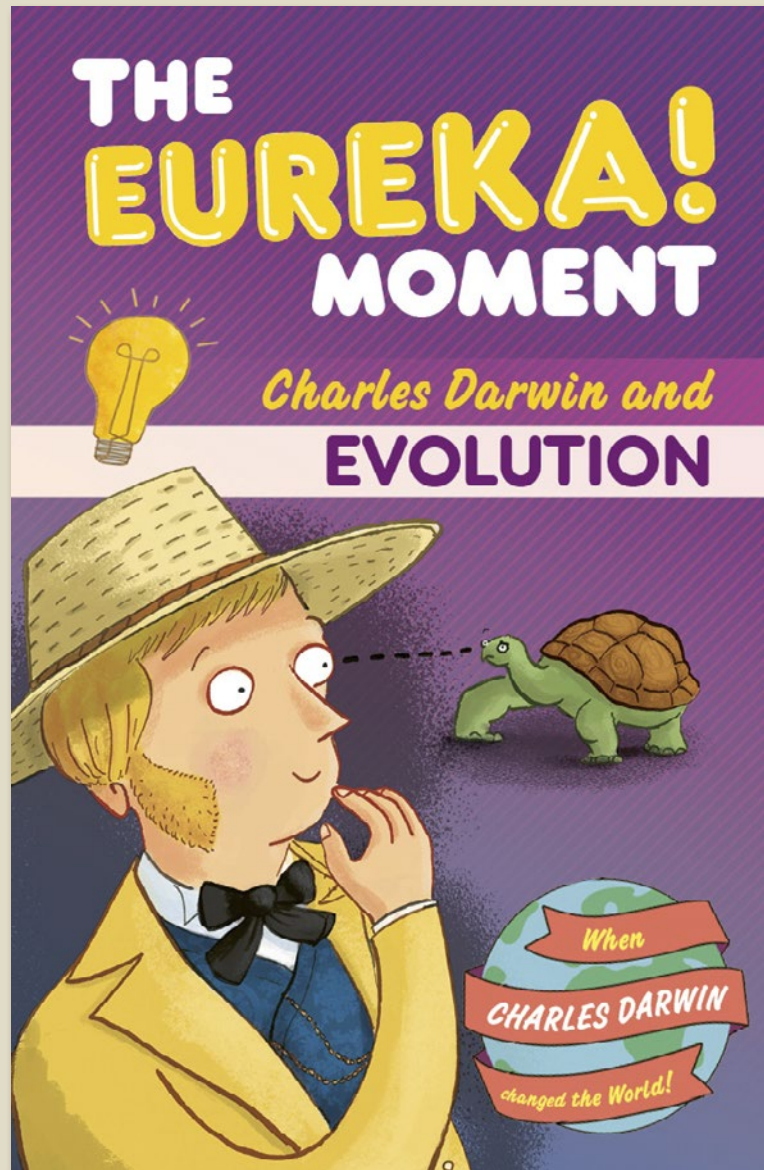
Boredom Buster: A Puzzle Activity Book of the Human Body



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

bookshelf.bonnierbooks.co.uk/books/9781800788787

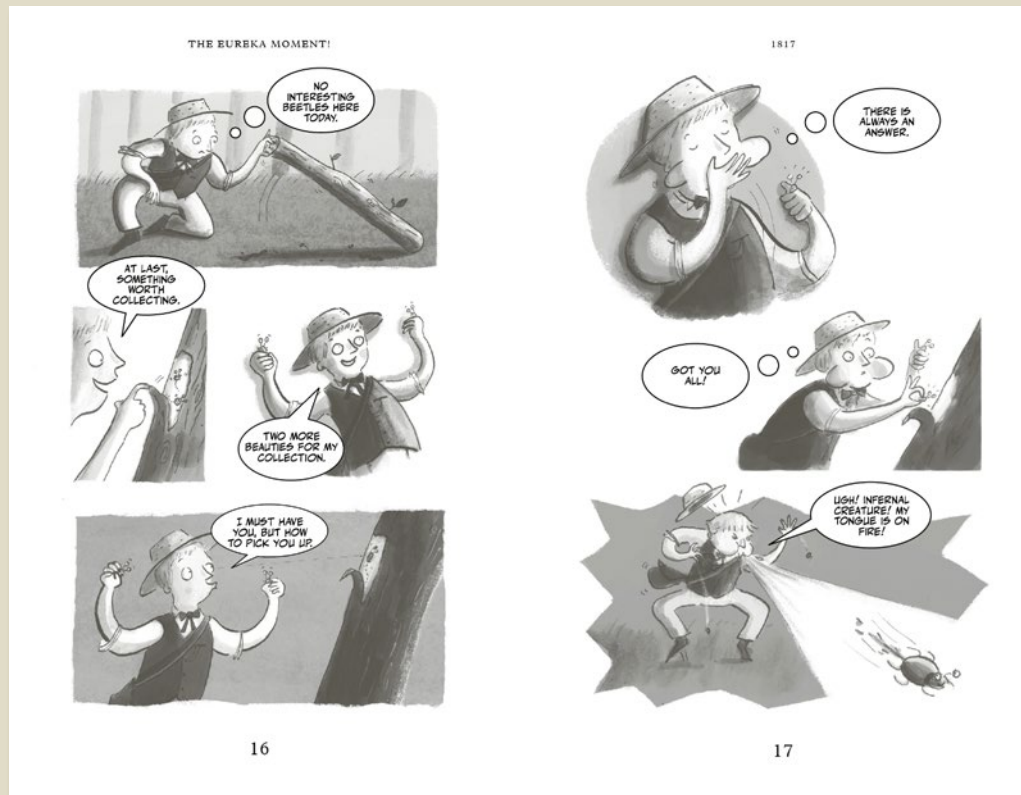
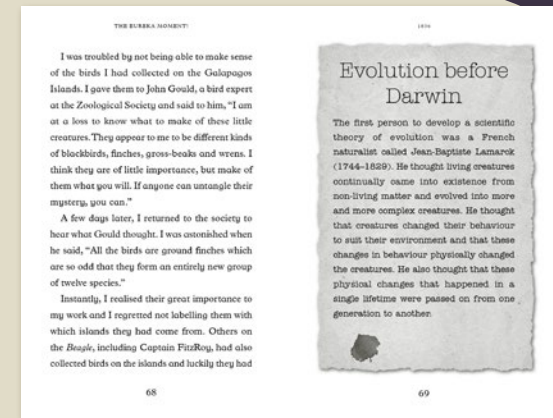
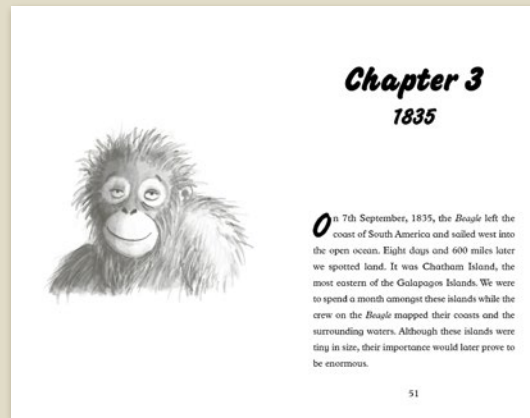
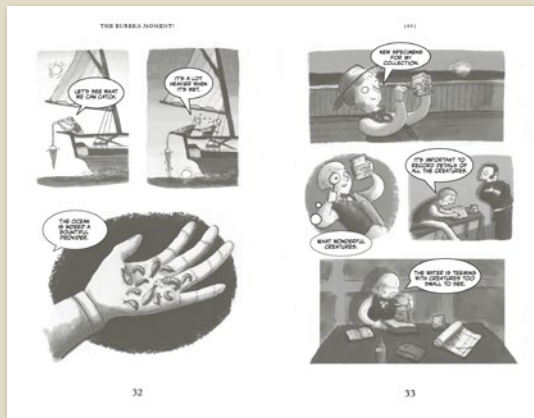
Evolution: The Eureka! Moment



Explore Charles Darwin's incredible 'Eureka' moment!

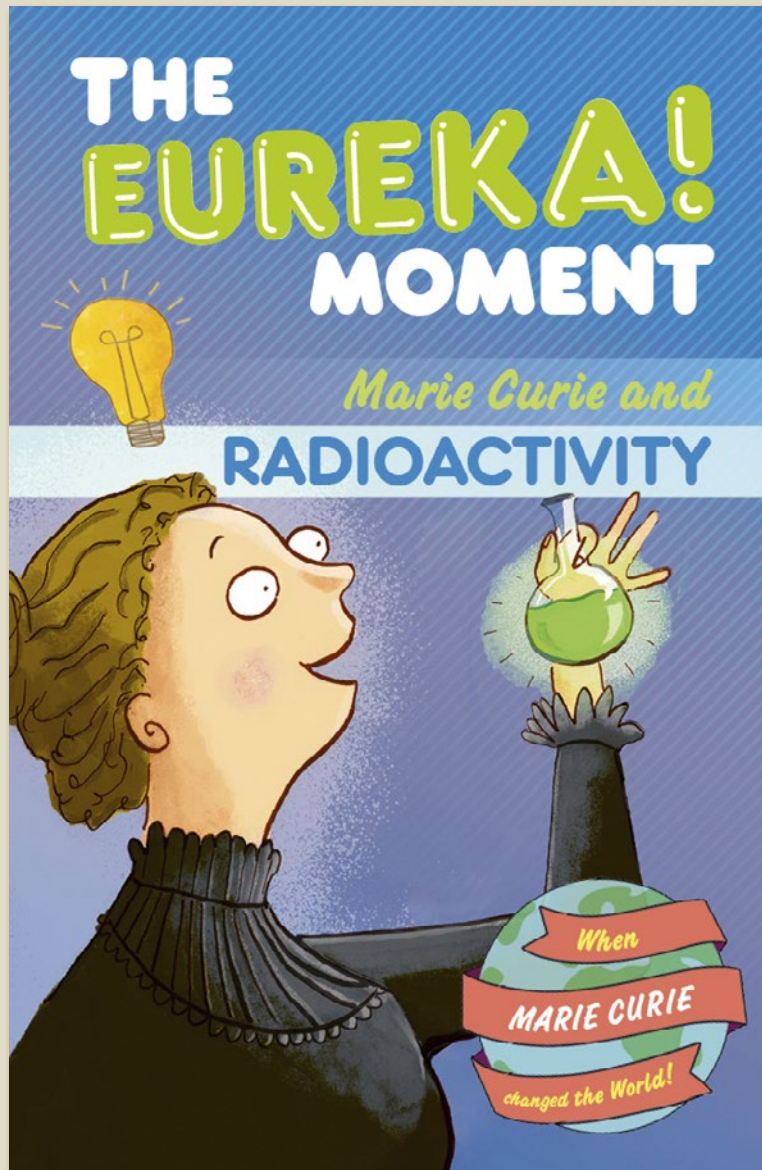
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to 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.

Evolution: The Eureka! Moment



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

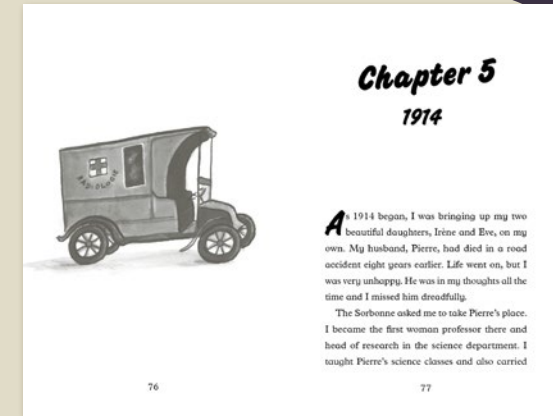
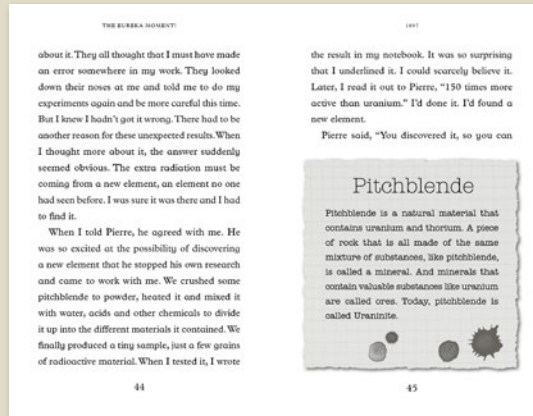
Radioactivity: The Eureka! Moment



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.

Radioactivity: The Eureka! Moment



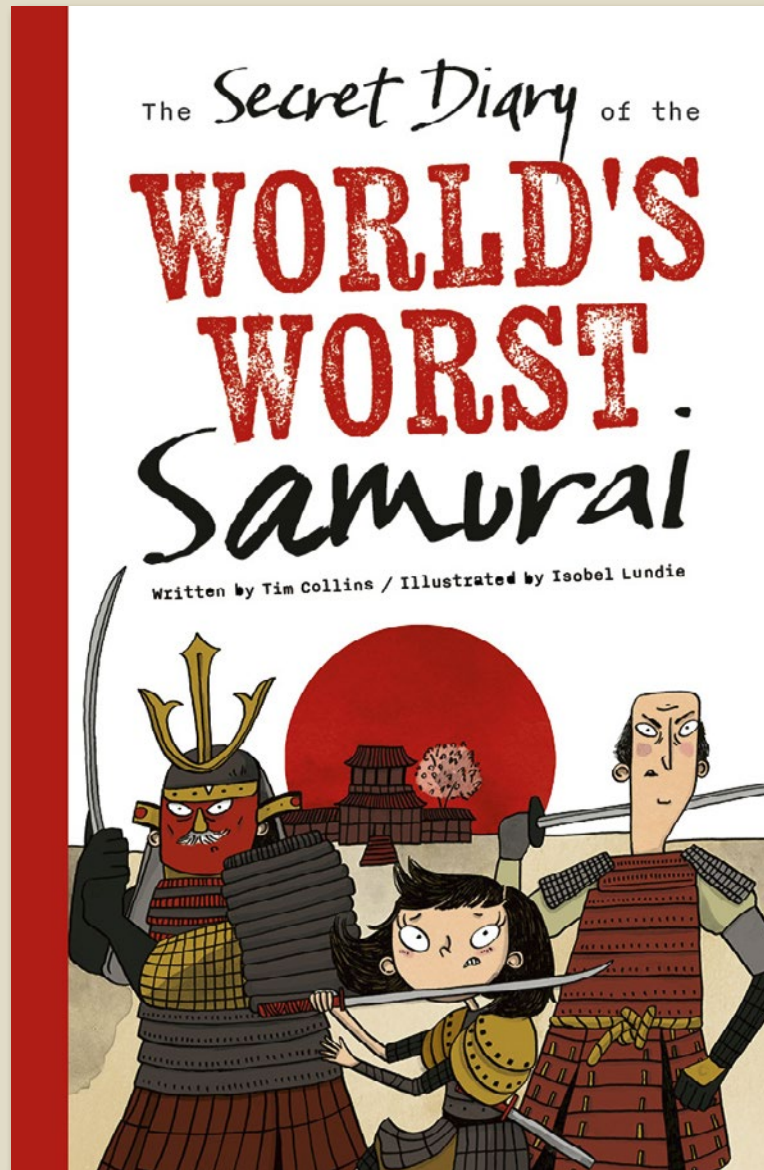
A 1914 began. I was bringing up my two beautiful daughters, Irène and Ève, on my own. My husband, Pierre, had died in a road accident eight years earlier. Life went on, but I was very unhappy. He was in my thoughts all the time and I missed him dreadfully.

The Sorbonne asked me to take Pierre's place. I became the first woman professor there and head of research in the science department. I taught Pierre's science classes and also carried



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Illustrator	Annaliese Stoney
Extent	144pp
Word Count	14683 words
Rights Available	World

World's Worst Samurai



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

- A fantastically funny illustrated story that promotes an inspiring, positive female role model.
- Engaging story about perseverance, believing in yourself and overcoming barriers.
- 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.
- 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'.

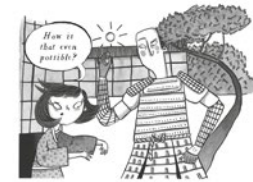
I would never have believed anyone could move that fast, never mind someone so thin and old.

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



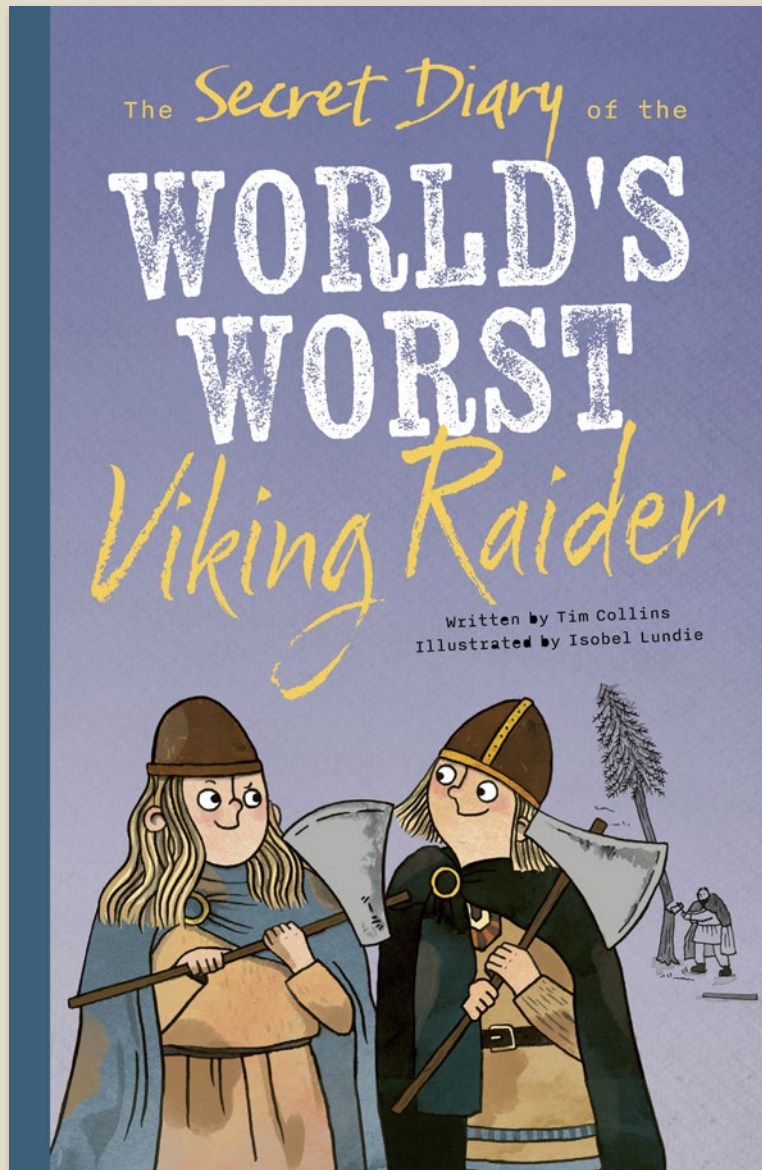
Day One

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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ISBN	9781800788886
H x W	198 x 129mm
Binding	Paperback
Age Range	7-9 years
Author	Tim Collins
Illustrator	Isobel Lundie
Extent	216pp
Word Count	20307 words
Rights Available	World

World's Worst Viking Raider



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

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

World's Worst Viking Raider

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

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

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

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

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

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



GET REAL

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

Eighth Day

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



Ninth Day

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

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

Later

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



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

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



Third Day

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

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

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



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Author	Tim Collins
Illustrator	Isobel Lundie
Extent	208pp
Word Count	20919 words
Rights Available	World

Ghost Stories



Ten spooky spine-tingling short stories!

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

Ghost Stories

SHIVERS

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

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

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

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

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

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

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GHOST STORIES

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

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

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

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

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

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

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SHIVERS

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

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

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

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

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

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

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

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GHOST STORIES

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

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

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

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SHIVERS

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

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

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

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

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

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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

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

Liam threw down his rucksack and pulled

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Pub Date	01/04/2018
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ISBN	9781800788992
H x W	198 x 129mm
Binding	Paperback
Age Range	7-9 years
Author	John Townsend
Illustrator	Isobel Lundie
Extent	128pp
Word Count	21744 words
Rights Available	World

Mystery Stories



Ten mysterious, spooky short stories

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

Mystery Stories

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 1957, 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



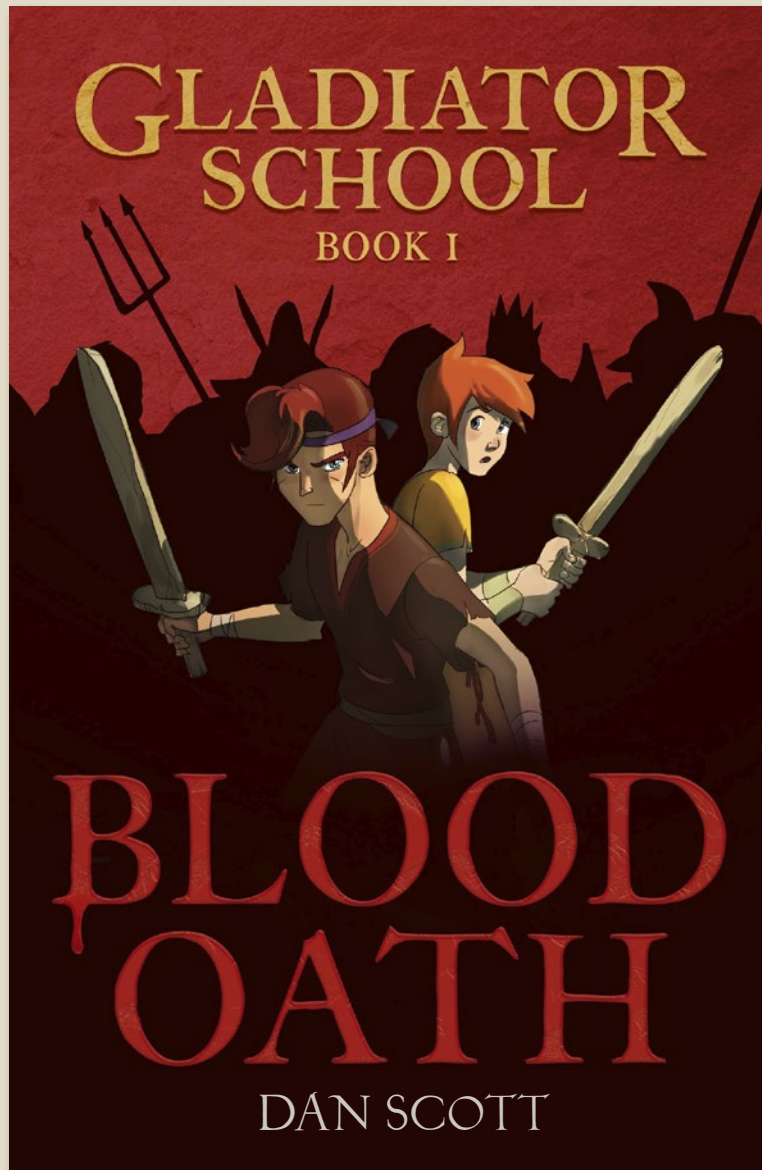
THE GHOST SHIP

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.

109

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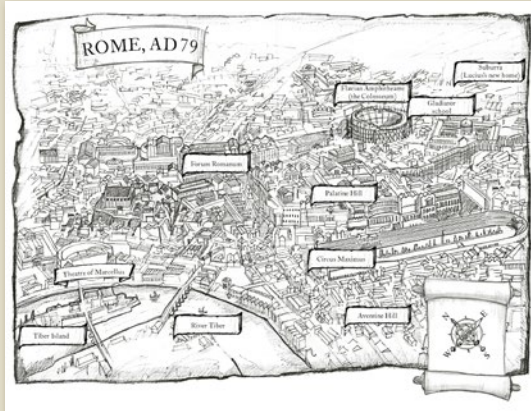
Gladiator School 1: Blood Oath



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 Senate?' snarled 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. 'His name is Valeria, right?' asked Quintus.

** 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 loincloth, 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 looked.

'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.*

18

BLOOD OATH

Clearly this gladiator was badly trained and fighting for money. Lucius didn't answer 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.

5

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!'

'Sorry,' Lucius murmured, nodding 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 cloths 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.

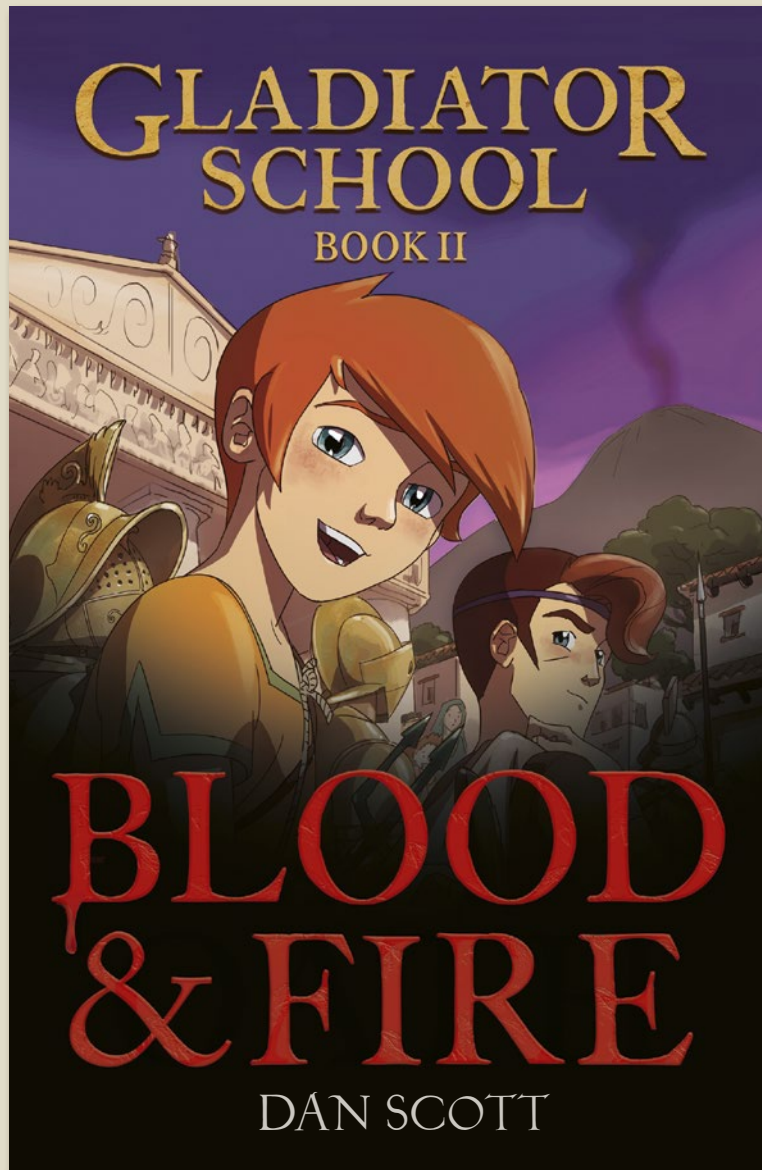
The soldiers had stormed through the villa, overturning furniture, rattling their swords and yelling, 'We arrest you, Quintus Valerius Aquila; in the name of the Emperor, show yourself!'

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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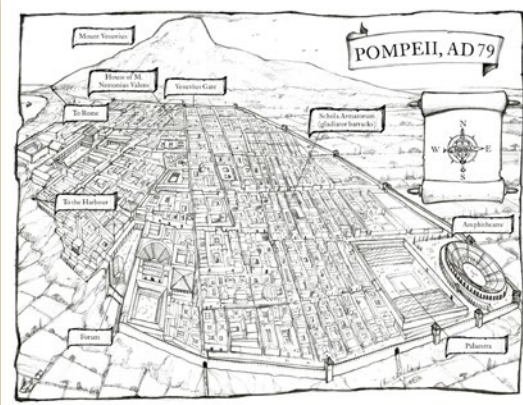
Gladiator School 2: Blood & Fire



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, snarling 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.

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GLADIATOR SCHOOLS

squalor reminded him of Subura, the area where he now lived in Rome. Yet Pompeii seemed to carry an eerie 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. Hesitantly, 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.

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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 closed in around Quintus, their jeers turning to shouts 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.

25

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.

26



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.'

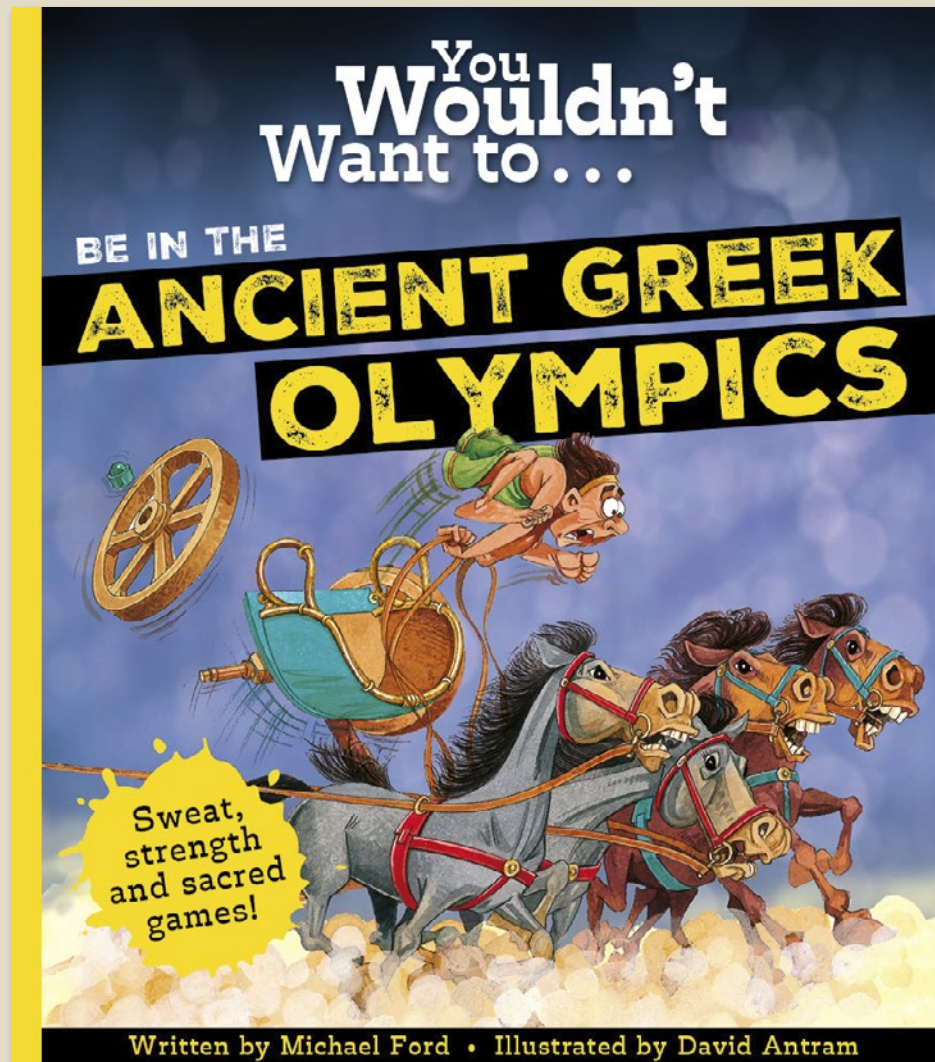
Lucius dropped the programme back into his bag and rubbed his eyes. He hadn't had much sleep.

* 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'.

7

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Rights Available	World

You Wouldn't Want To Be In The Ancient Greek Olympics!



An extraordinary exploration of the ancient Greek Olympics!

- History made grisly - perfect for Horrible Histories fans!
- Combines funny text and comic illustrations to fascinating facts, managing to accurately convey historical realities in an engaging, educational way.
- A hilarious, fact-filled book to engage reluctant readers with history and the key stage 2 curriculum.

You Wouldn't Want To Be In The Ancient Greek Olympics!

It's a man's world

Handy hint
You are not allowed to wear a hat or a headscarf. You are not allowed to wear a headscarf or a hat. You are not allowed to wear a headscarf or a hat. You are not allowed to wear a headscarf or a hat.

5

Sacrifices to the gods

Handy hint
You are not allowed to wear a hat or a headscarf. You are not allowed to wear a headscarf or a hat. You are not allowed to wear a headscarf or a hat. You are not allowed to wear a headscarf or a hat.

12

Practice makes perfect

Handy hint
You are not allowed to wear a hat or a headscarf. You are not allowed to wear a headscarf or a hat. You are not allowed to wear a headscarf or a hat. You are not allowed to wear a headscarf or a hat.

18

At the stadium

THE FIRST MARATHON

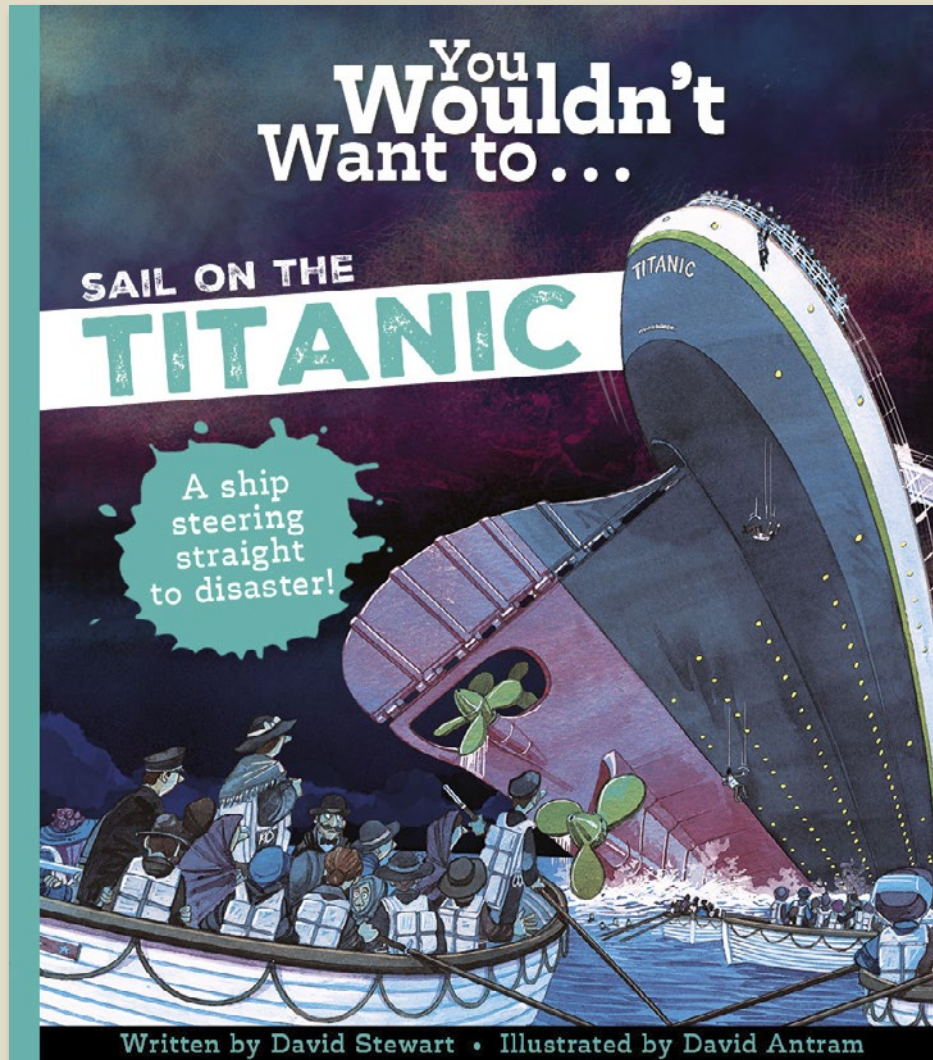
Handy hint
Get a good start at the very beginning of the race. Using the grooves in the starting blocks will give you an advantage.

16

17

Pub Date	09/05/2024
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Author	Michael Ford
Illustrator	David Antram
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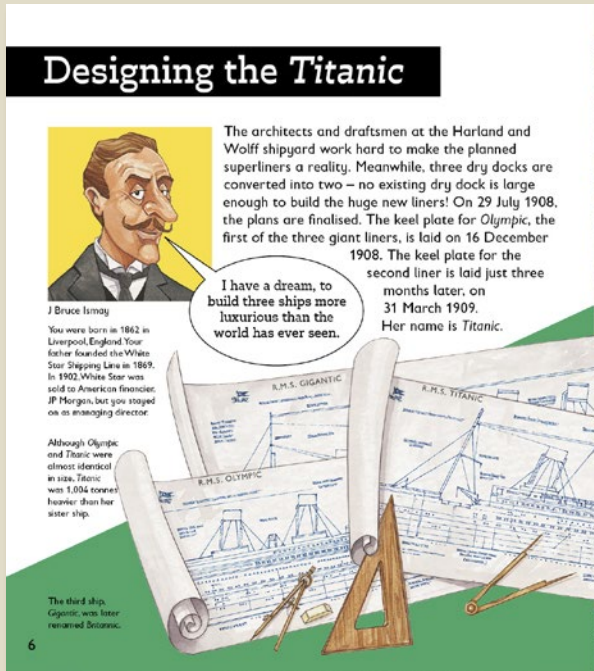
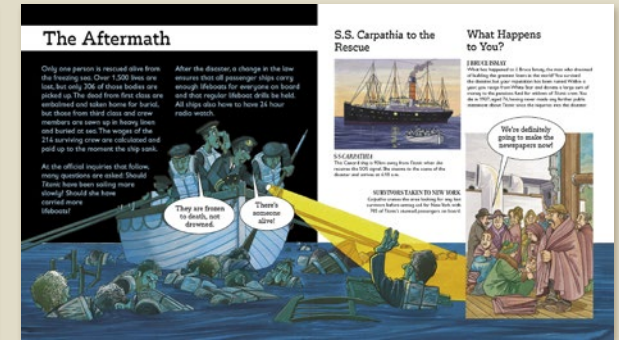
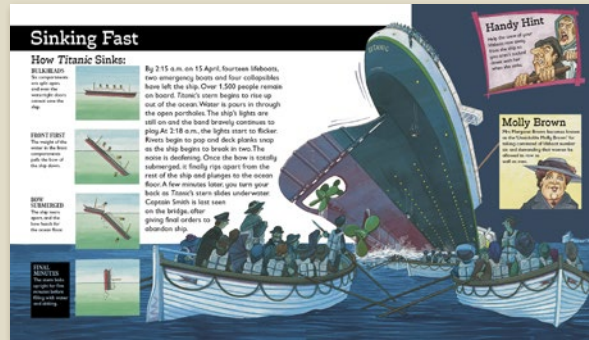
You Wouldn't Want To Sail On The Titanic!



An exciting deep dive into the mysterious *Titanic*!

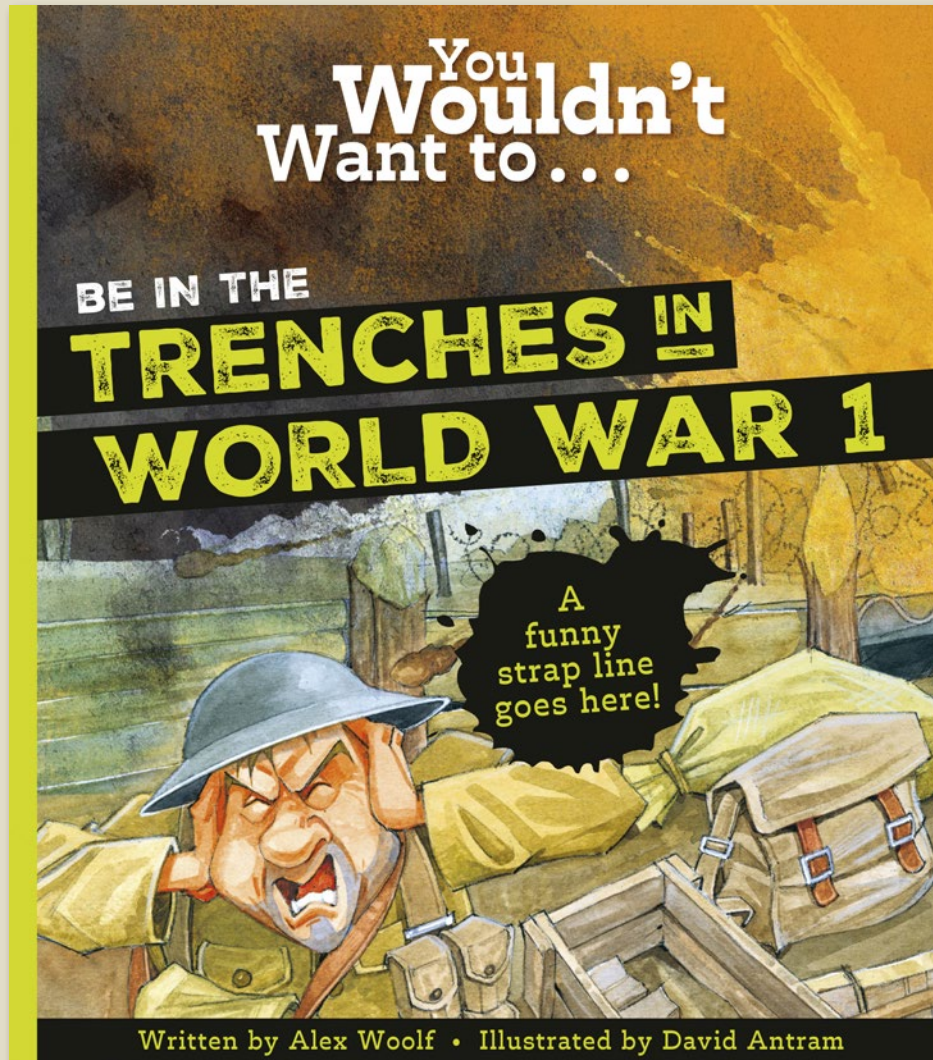
- Combines funny text and comic illustrations to fascinating facts, managing to accurately convey historical realities in an educational, engaging way.
- Funny and fact-filled book to engage reluctant readers with history and the KS2 curriculum.
- Perfect for Horrible Histories fans!

You Wouldn't Want To Sail On The Titanic!



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Illustrator	David Antram
Extent	32pp
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 you've 19. Come back tomorrow and see if you're the right age." So you return the next day and give your age as 19. They give you a 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
If you're going to be a soldier, you need to be fit and healthy. Eat a good diet and exercise every day. You'll need to be able to carry a heavy pack and march for long hours.

Change your walk
You can't march like a normal person. You need to march in a straight line and keep your feet close together. You also need to march in a straight line and keep your feet close together.

Is that you, Bugger?
You're in a trench and you hear a noise. You look up and see a soldier standing on the ground above. You call out "Is that you, Bugger?"

Handy hint
If you're going to be a soldier, you need to be fit and healthy. Eat a good diet and exercise every day. You'll need to be able to carry a heavy pack and march for long hours.

The cold and the wet

Autumn turns to winter with no sign of an end to the war. There is a constant rain. Trenches become rivers and frequently collapse. The rats have caused the latrines to overflow into the trenches, spreading disease. Some soldiers prefer to risk death by sleeping outside the trenches.

Change your walk
You can't march like a normal person. You need to march in a straight line and keep your feet close together. You also need to march in a straight line and keep your feet close together.

Is that you, Bugger?
You're in a trench and you hear a noise. You look up and see a soldier standing on the ground above. You call out "Is that you, Bugger?"

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Tanks, tunnelling and other terrifying tactics

In their desperation to break the deadlock on the Western Front, military leaders on both sides turn to new methods. In September 1914, you see huge, steam-powered machines chugging slowly towards the Germans. These tanks are the first of their kind, 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 nearly 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 terrain they prove very effective at breaking through German lines.

Handy hint
If you're going to be a soldier, you need to be fit and healthy. Eat a good diet and exercise every day. You'll need to be able to carry a heavy pack and march for long hours.

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 going to be a soldier, you need to be fit and healthy. Eat a good diet and exercise every day. You'll need to be able to carry a heavy pack and march for long hours.

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.

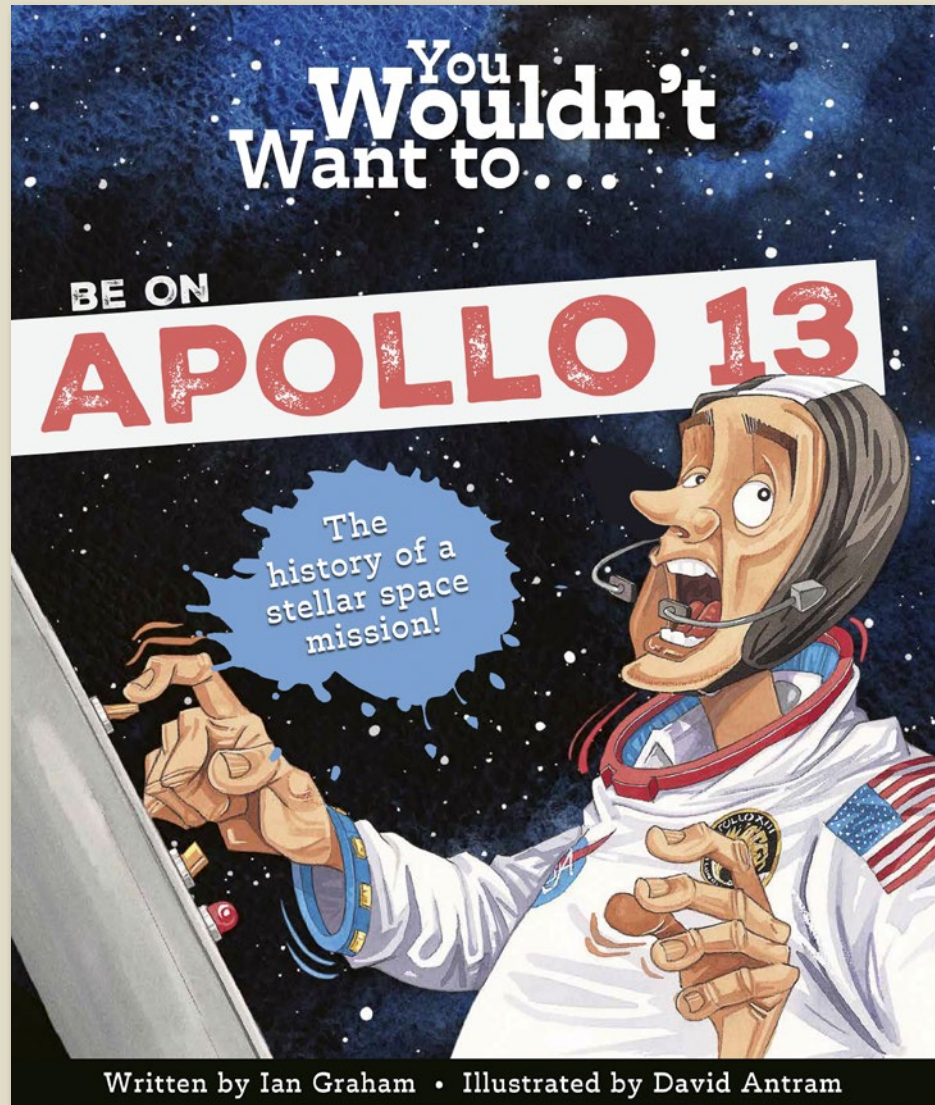
Barbed wire
It is placed in front of trenches to foil enemy infantry attacks. Night patrols are sent out to repair these defences or cut the enemy's wire.

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

Handy hint
If you're going to be a soldier, you need to be fit and healthy. Eat a good diet and exercise every day. You'll need to be able to carry a heavy pack and march for long hours.

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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. 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.

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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 no one had ever experienced 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. 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. 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.

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. 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. 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.

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.

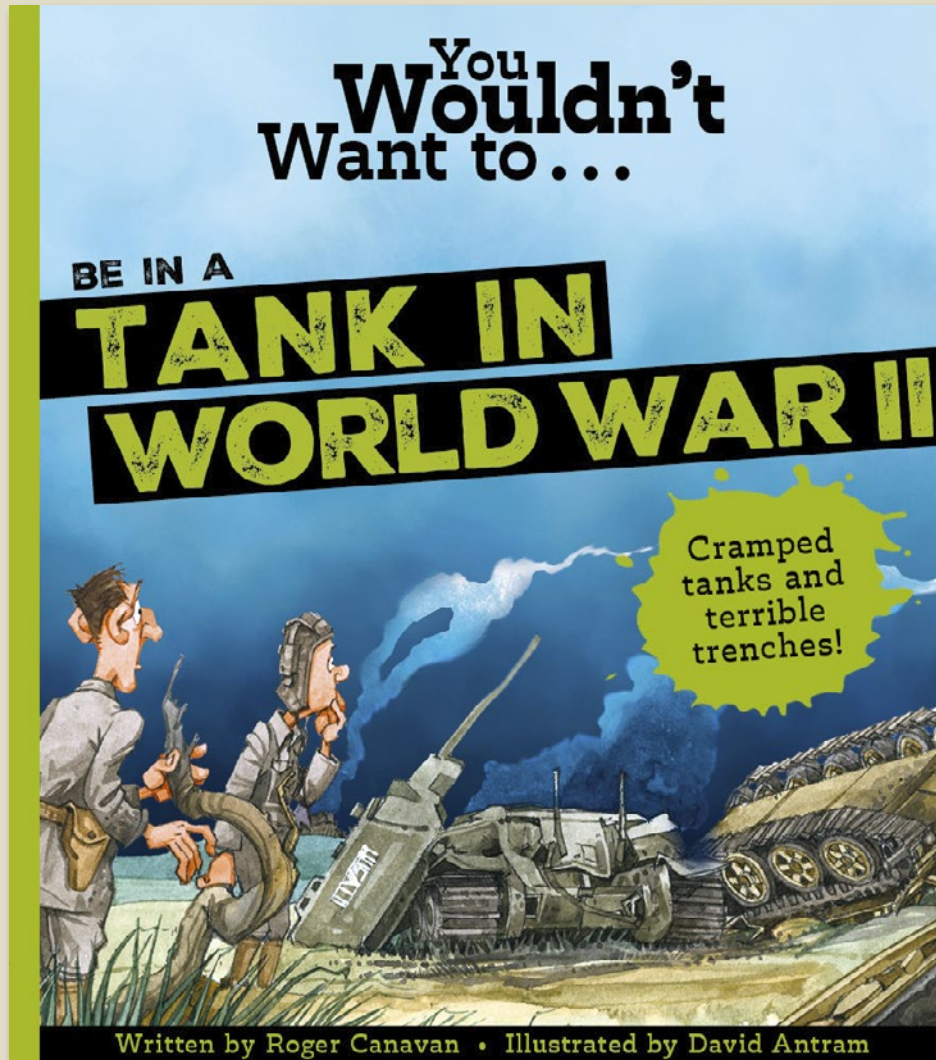
1*2 minutes, 44 seconds
The empty first stage falls away and 2 seconds later the second-stage engines fire.

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.

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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 In A Tank In World War Two!



The grisly history of WW2 tank soldiers!

- Funny, foul and fact-filled book to engage reluctant readers with history and the KS2 curriculum.
- Written in consultation with The Tank Museum in Bovington, England, to ensure that its content is as accurate as possible.
- Combines funny text and comic illustrations to fascinating facts, managing to accurately convey historical realities in an educational, engaging way.

You Wouldn't Want To Be In A Tank In World War Two!

Another war looming?

You're a proud member of Britain's Royal Tank Corps. Bored in the wake of the First World War, Army chiefs recognised the contribution of tanks to that victory which is why the Corps was formed. Spirits were high back then, and some people even referred to the 'war to end all wars'.

Things in the 1930s seem different. You're enjoying your training with the tanks and other armoured equipment, but the daily news is less peaceful. Fighting has broken out in Spain and war clouds are gathering over Germany. Adolf Hitler the German leader is telling his people that they must prepare for war. Your tank training begins to feel a lot more serious.

ARMY ROLLS

The Royal Tank Corps was formed in 1917. It was the first armoured corps in the British Army. It was made up of men who had served in the First World War and were familiar with the use of tanks.

THE GREAT WAR

The Royal Tank Corps was formed in 1917. It was the first armoured corps in the British Army. It was made up of men who had served in the First World War and were familiar with the use of tanks.

HANDY HINT

A good tank crew member is someone who can work with the tank and its crew. You'll need to be able to take orders from your commander and work with your crew members. The Royal Tank Corps was formed in 1917. It was the first armoured corps in the British Army. It was made up of men who had served in the First World War and were familiar with the use of tanks.

Ready to roll

It's a tight squeeze for the crew of a typical tank. The combination of heavy armour, fuel tanks, weapons and driving controls, and ammunition boxes, means very little space to sit comfortably or do anything else. Do you feel like standing up or stretching? Forget it - all based until the fighting stops and it's safe to get out.

HANDY HINT

Check out all the pieces that link together under the armour. Many are important when they all go and you're stuck in a tank.

WHAT'S IN A NAME?

British tanks were named by high spirits in the early days. The name 'Cromwell' was given to a tank because it was thought to be a good name for a tank.

LEAK, WE'RE THE BIG HAPPY FAMILY!

Look, we're the big happy family! We're the crew of a tank. We're the crew of a tank. We're the crew of a tank. We're the crew of a tank.

New battlefields

As the war progressed tanks wound up in the thick of fighting - in open ground, and forests, among forests and even in city streets. Tanks had to crash through thick jungles in Asia and on Pacific islands. As soon as the crews, cramped up in crawling tanks, dared to open the hatch, they faced risks - from snipers, machine-guns, machine-guns and anti-aircraft guns in the underground.

The courage and endurance of tank crews helped the Allies defeat Germany in May 1945 and Japan in August 1945. They helped win the war and restore the peace.

HANDY HINT

They're stuck in the tank - it's their chance!

ALBERT'S BATTLEFIELD

There were many battles in the war. Albert was one of the most important. The Allies had to fight hard to win the war.

TANK VICTORY

A tank victory was a great achievement. It showed that tanks were a powerful weapon in the war.

D-Day and beyond

You're taking part in history's largest invasion by sea. The date - 6 June 1944 - will be remembered as D-Day. A combined force of British, Americans and Canadians has crossed the English Channel and landed on beaches in Normandy, a region of north-west France. Nearly 7,000 ships and landing vessels transport troops, weapons and vehicles to five beaches. Awaiting them is Hitler's 'Atlantic Wall', a massive series of defences to repel any attack.

Tanks will play a big part in this offensive and the attack will be a chance to put some of Hobart's ideas into practice on the beaches and on the battlefields beyond. Many of them have floated into shore, buoyed up by 'flotation skirts' which can be removed once the tanks are on land.

If all goes well, the Allies will break through the coastal defences and drive the Germans back. Negotiating the countryside beyond, with its hills, marshes and hedgerows, will be a further deadly challenge - even to a powerful tank.

FEARSOME FIREPOWER

The huge firepower of German anti-tank artillery could strike terror in an advancing Allied tank crew. The shells from these cannons could pierce the thickest tank armour on the battlefield.

A CAPTURED PRIZE

German Tiger tanks were abandoned as their crews fled before the Allied advance from the beaches through the Normandy countryside.

A BREAK IN THE FIGHTING

Breaks in fighting gave tank crews the chance to swap stories with others while snatching a quick meal outside.

GOOD LUCK

Mascots brought tank crews luck. A grateful Dutch villager gave this teddy to a British tank crew in 1944. The bear travelled across Europe.

RACIAL PREJUDICE

The African-American crews of the US 761st Tank Battalion fought two enemies - Hitler's Germany and racial prejudice back home.

HANDY HINT

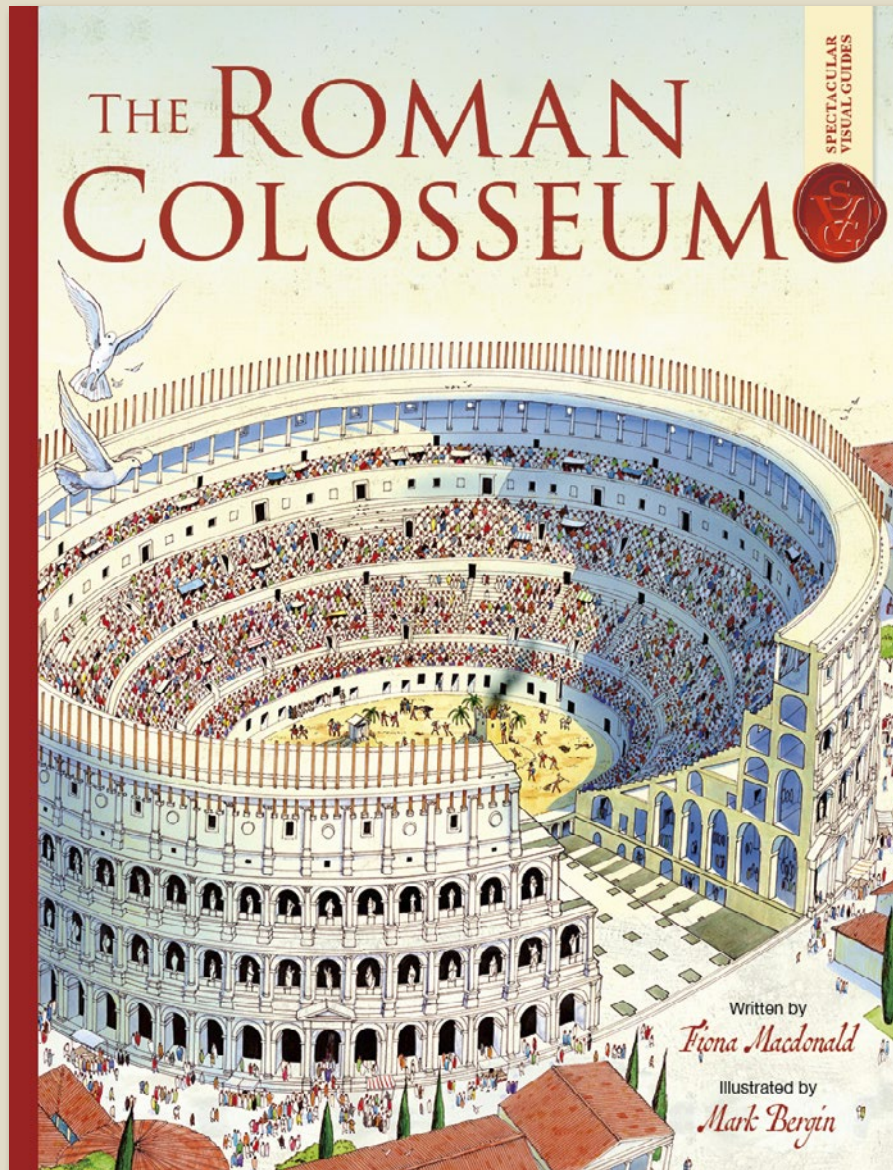
A tank that's hit can easily catch fire because of the ammunition. Make sure you bail quickly!

OHYO THERE!

The tank's as dry as a bone.

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Author	Canavan Roger Roger Canavan
Illustrator	David Antram
Extent	32pp
Rights Available	World

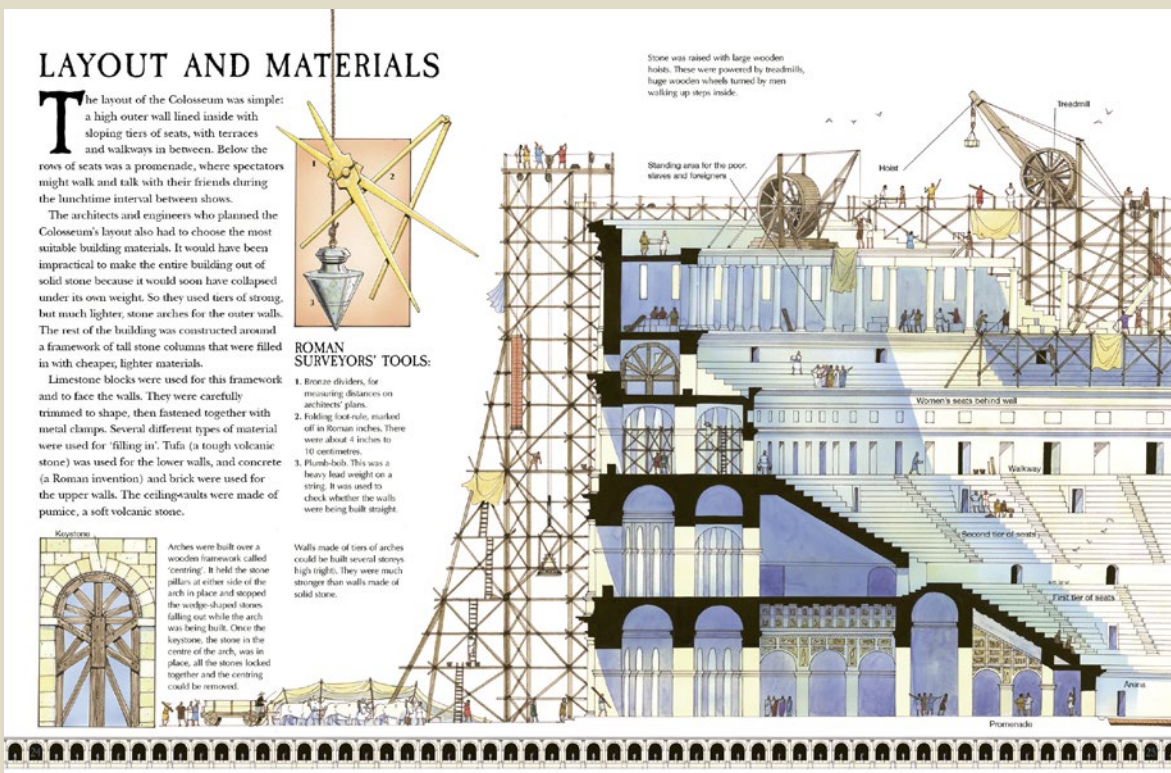
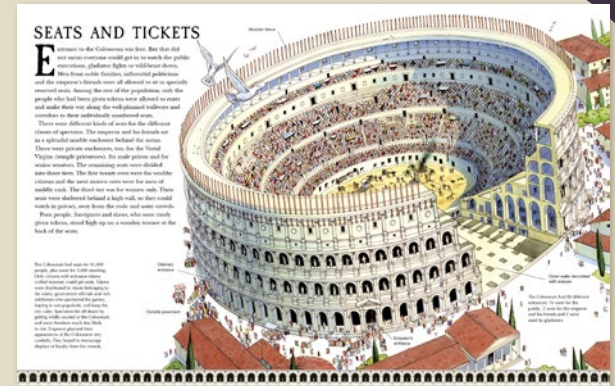
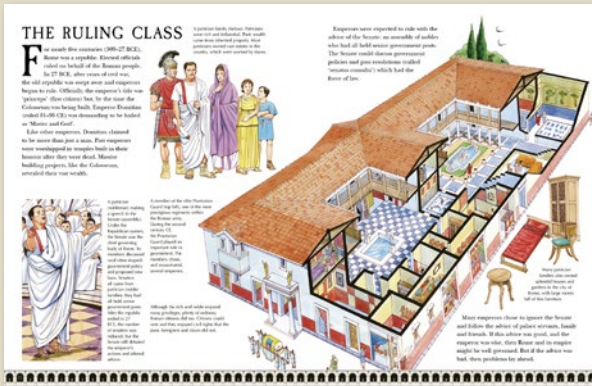
Roman Colosseum: Spectacular Visual Guides



An informative, highly illustrated visual guide to the world of ancient Rome!

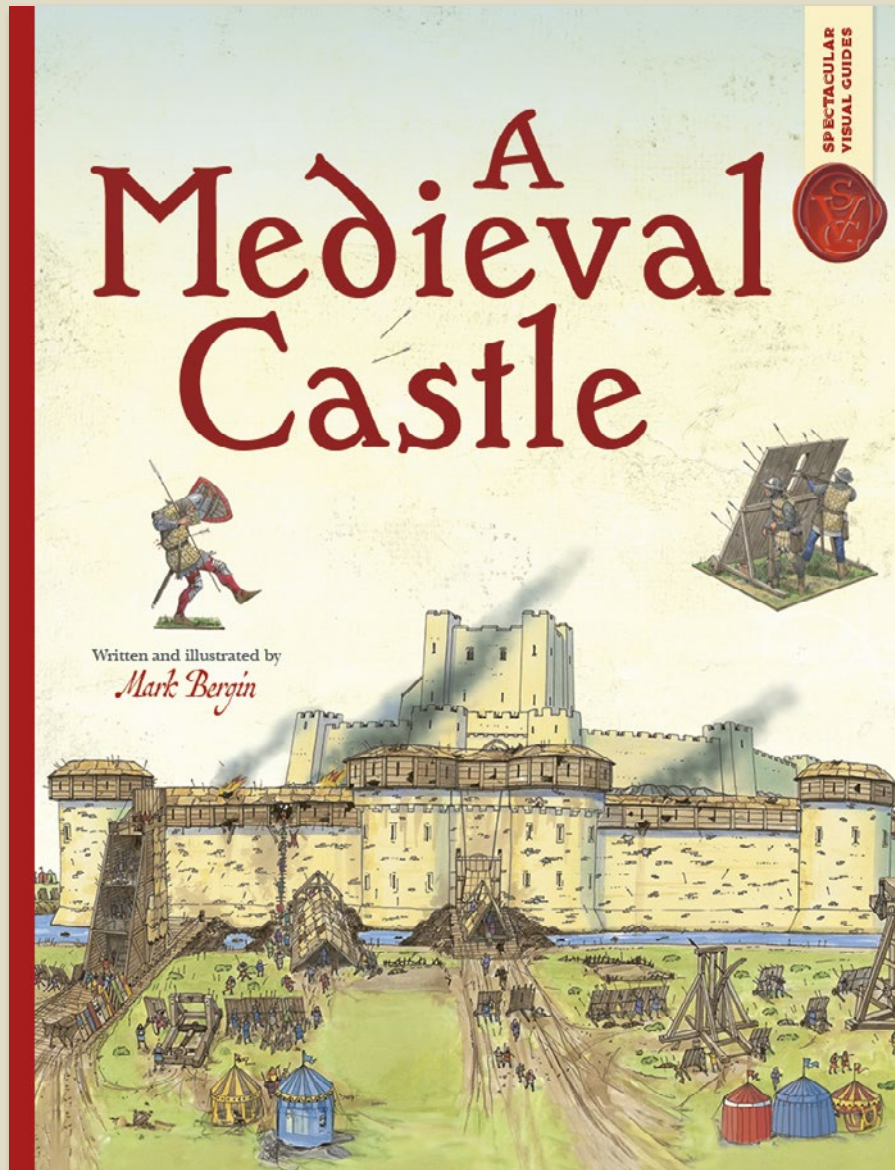
- Perfect introductory guide to ancient Rome, and the architectural and technological advances made during this period - a great curriculum resource for history students, especially those learning about the ancient world.
- Visually spectacular and packed with information, including a full glossary,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

Roman Colosseum: Spectacular Visual Guides



Pub Date	10/04/2025
Pub Price	£6.99
ISBN	9781835870075
H x W	280 x 215mm
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Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	Mark Bergin
Extent	48pp
Word Count	12525 words
Rights Available	World

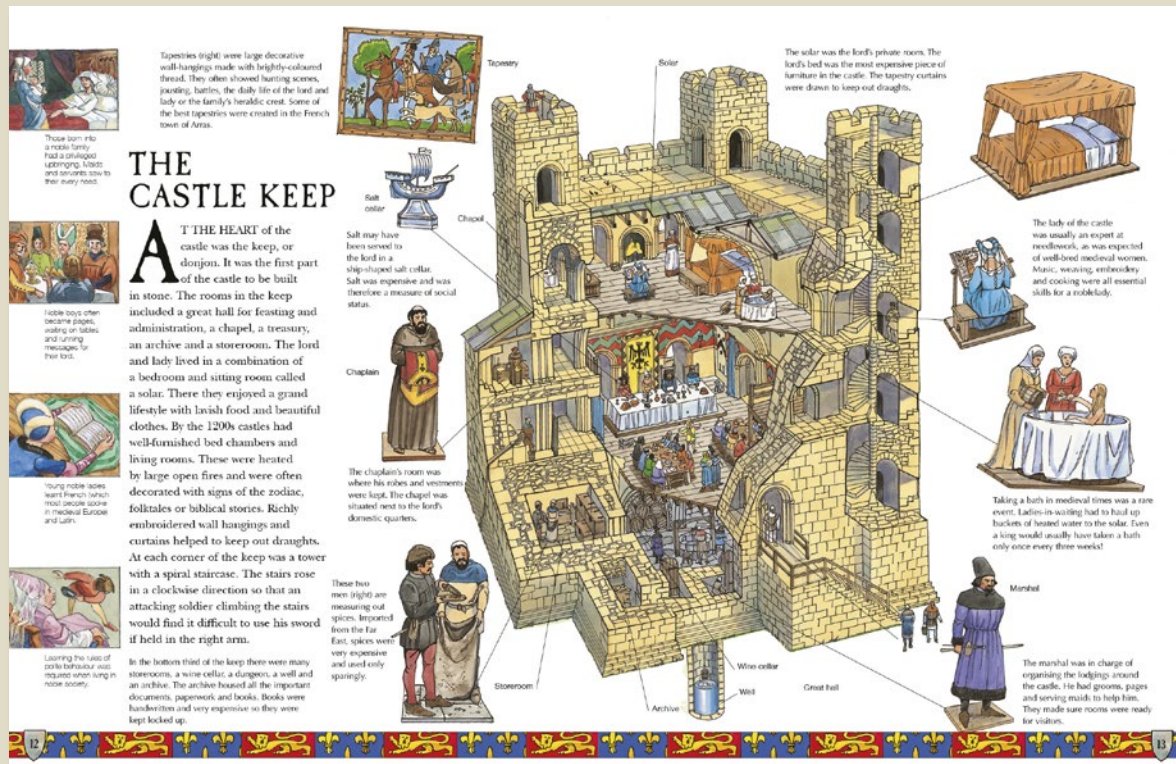
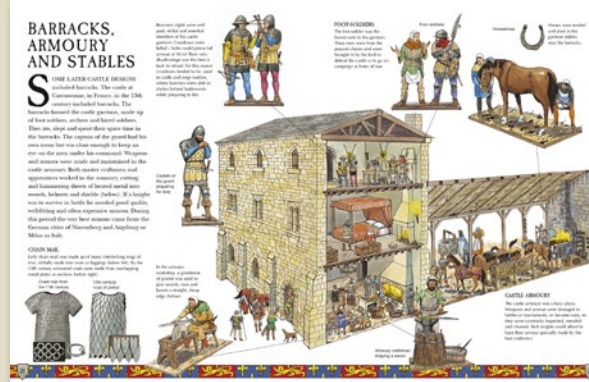
Spectacular Visual Guides: A Medieval Castle



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

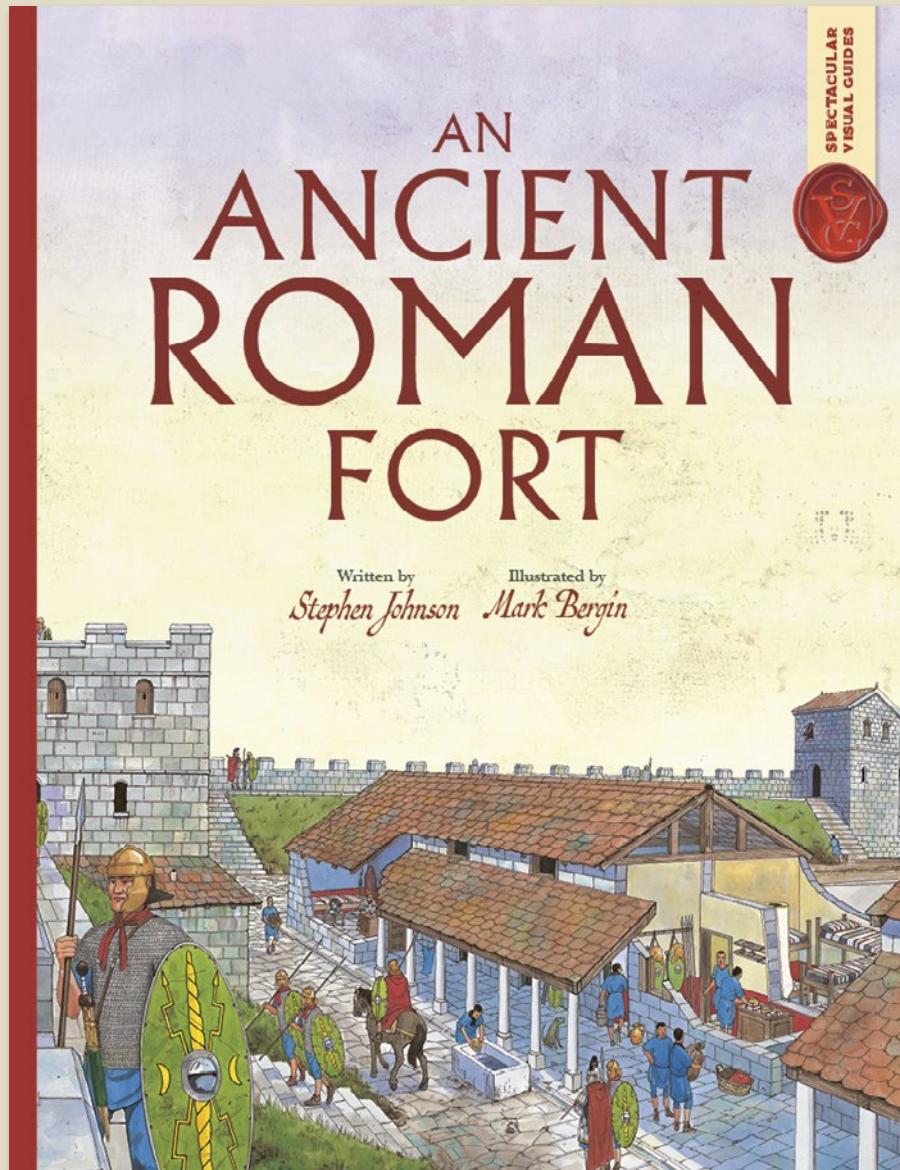
- Perfect introductory guide to the Medieval world, and the architectural and technological advances made during the Middle Ages - a great curriculum resource for history students, especially those learning about different castles.
- Visually spectacular and packed with information, including a full 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

FORT COMMANDER'S HOUSE

The Fort Commander lived in great style, often in the centre of the fort and normally next to the headquarters building. Commander's houses, often surrounded by colonnades, were and were commander would also being served with fine, as well as his men, soldiers, to care over domestic tasks. This house might have several rooms, including a kitchen and a small bath. In the first century were the main living quarters. The dining room of fourth-century houses were on the ground floor, with bedrooms upstairs. In earlier parts of the Empire, the dining room was often had a wooden floor (see page 21). The bath room housed a small private bath room for the commander and his family.

A DINING PARTY

KEEPING A CLEAN FORT

A large amount of work was needed to keep a fort of 600 men running smoothly. Lots of rubbish, dirt, and waste had to be dealt with. The discipline required for the troops by their superiors was tough and some were well-known for their unpleasantness to their men. Problems like diarrhoea in a camp were a sign of poor hygiene. If any water caught someone's eye, they would be arrested, though it was more that a commander would have to do.

TRUCK DATES

TRUCK DATES

TRUCK DATES

THE SETTLEMENT

Over the years there has been a wide range of buildings and structures, ranging from simple huts to grand temples. The Roman way of life was very different from that of the British. The Romans were used to the presence of soldiers with money to spend on luxuries, offering goods and services of great value. Local soldiers selling their goods and services to the Roman soldiers were not usually allowed to trade with the Roman soldiers. Some Roman soldiers had small shops and stalls for their own use.

THE BARRACKS

Water was precious so rainwater was collected from the roofs of buildings in tanks like this (above). As well as providing water for washing and cooking, the sides of the stone tank could be used to sharpen knives and swords.

A fort for a cohort of around 600 soldiers would have had six barrack blocks, each containing the living space for a century of 80 men. Plans that have been discovered show that barrack blocks were long and narrow, with the living quarters for the centurion in command at one end. In some parts of the Empire, barracks for the troops had two storeys. The barracks had foundations of stone and the upper parts had a framework of wood, filled with rubble and plastered over. The building would have been roofed in tiles, stone slates, or wooden shingles, depending on what materials were available locally.

Centurions' helmets had distinctive crests. This meant they could be easily recognised by the men in a century.

The living quarters for the troops were cramped, with 8 men in two small rooms. One was used for sleeping, the other for their equipment, some of which took up a lot of space.

GETTING DRESSED

An auxiliary soldier's uniform was not standard issue, but the first item put on over the unhygienic and smelly tunic, was a wooden surcoat.

Over the tunic, chain mail might have been worn to protect the soldier's arms and body. This could reach as far as the knees and was heavy!

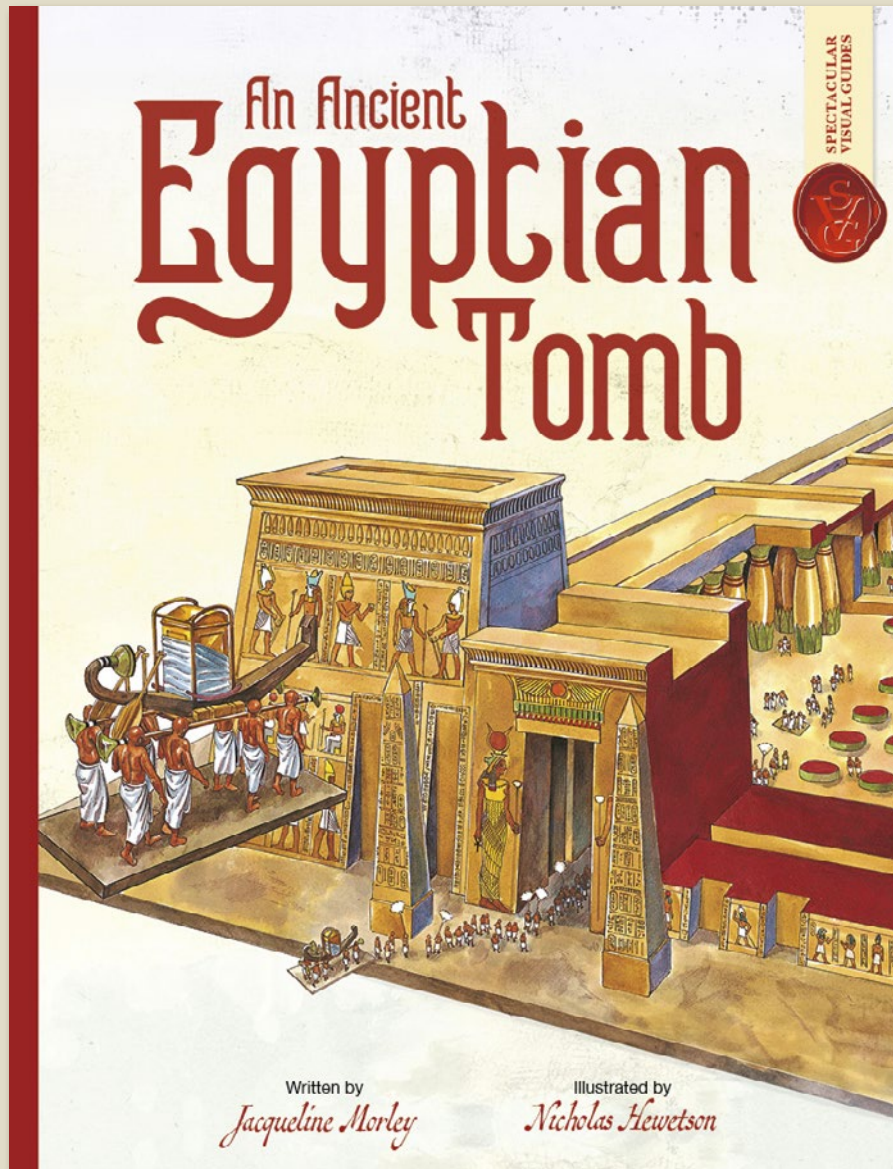
Wooden shoes were made of sandals on their feet, their soles reinforced with iron studs. In colder climates, soldiers wore chunky woollen socks.

There were several different designs of helmets, but they normally protruded against sword cuts on the crests and the neck.

Centurions had different patterns for different units and were oval or rectangular.

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Illustrator	Mark Bergin
Extent	48pp
Word Count	10780 words
Rights Available	World

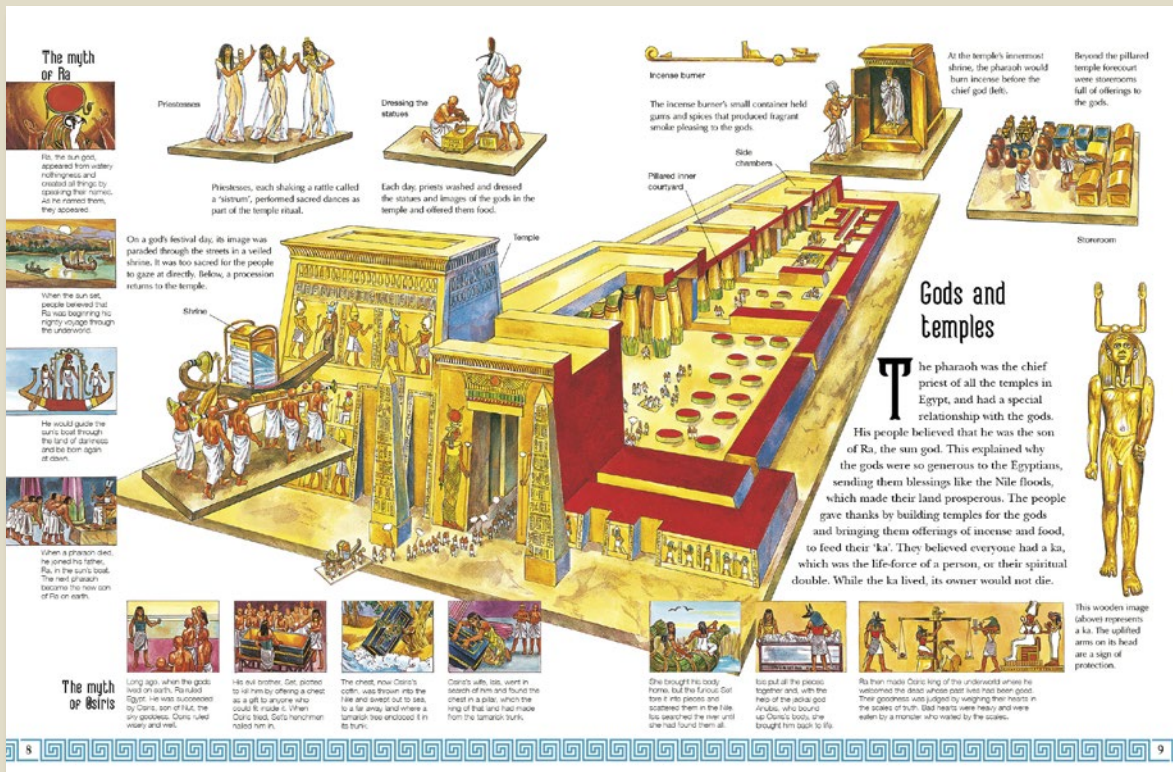
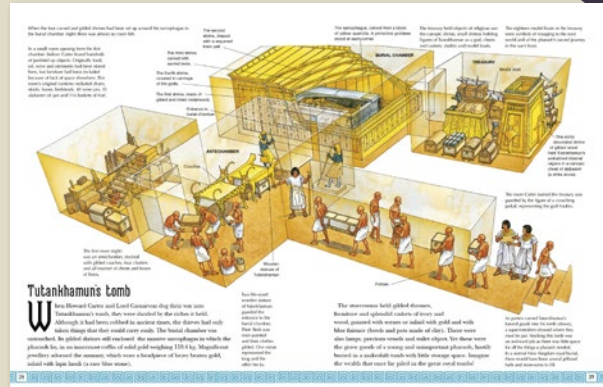
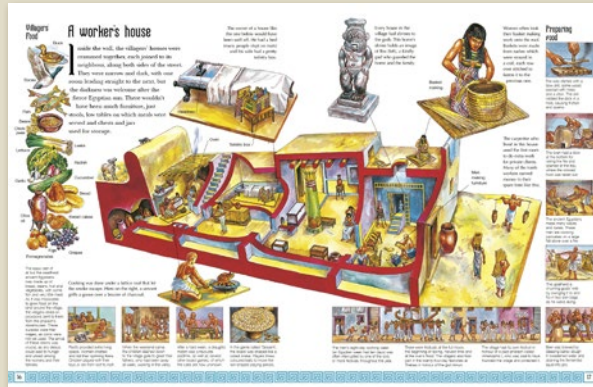
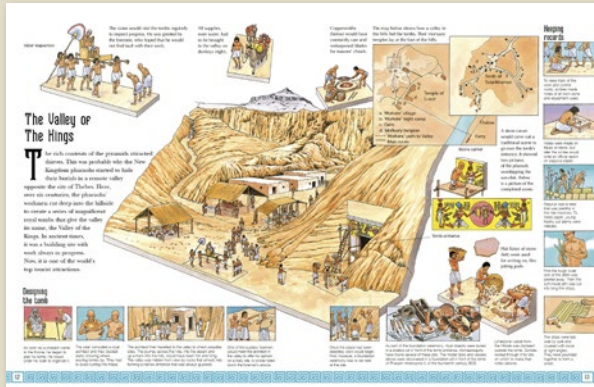
Ancient Egyptian Tomb: Spectacular Visual Guides



An engaging, archeological deep dive into an ancient Egyptian pharaoh's tomb, with spectacular cut-away illustrations!

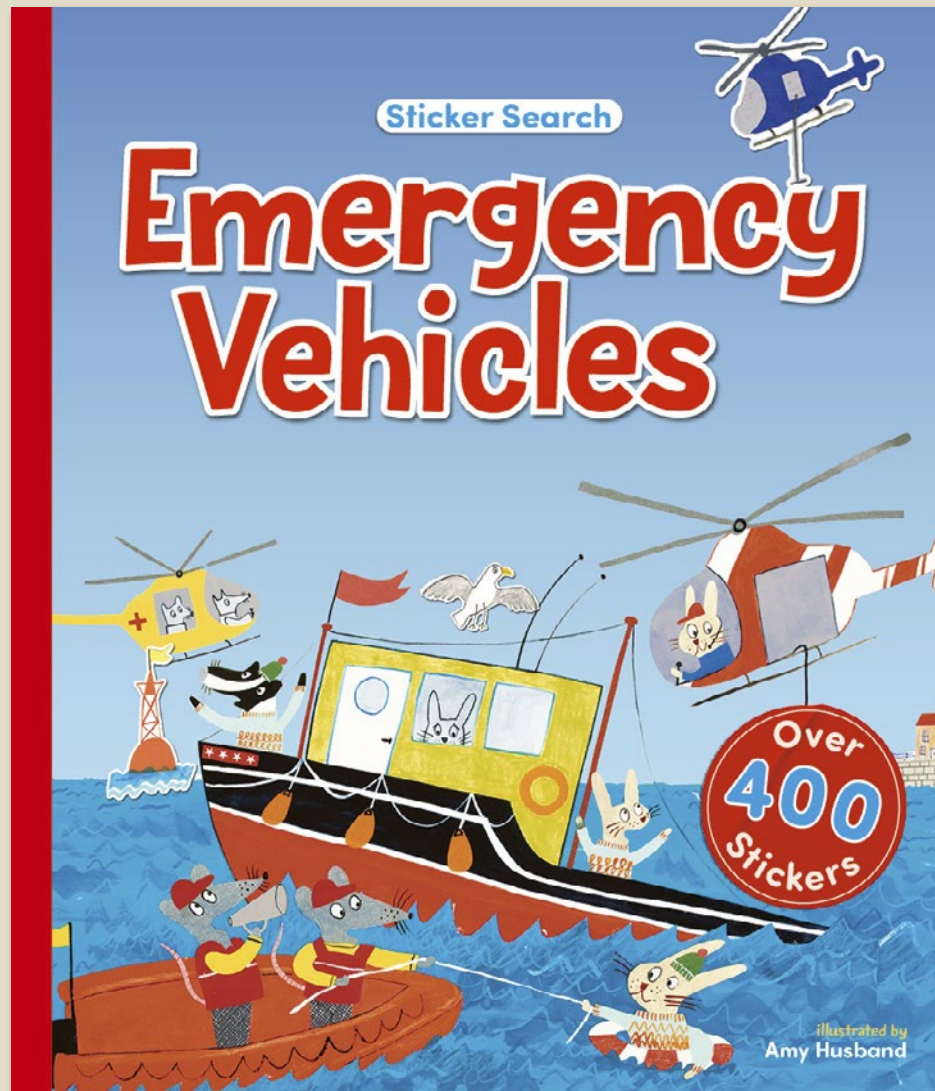
- The perfect introductory guide to the ancient world and the incredible architectural feats made by the ancient Egyptians. A great curriculum resource for history students, especially those learning about life, death, religion and royalty across different cultures.
- Visually spectacular and packed with information, including a full glossary, maps, captions, and cutaway illustrations to engage readers.
- Perfect book to consolidate learning after a trip to the museum.
- Continue the series with 20 other Spectacular Visual Guide titles available!

Ancient Egyptian Tomb: Spectacular Visual Guides



Pub Date	27/03/2025
Pub Price	£6.99
ISBN	9781835870167
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Jacqueline Morley
Illustrator	Nicholas Hewetson
Extent	48pp
Word Count	11281 words
Rights Available	World

Sticker Search: Emergency Vehicles



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

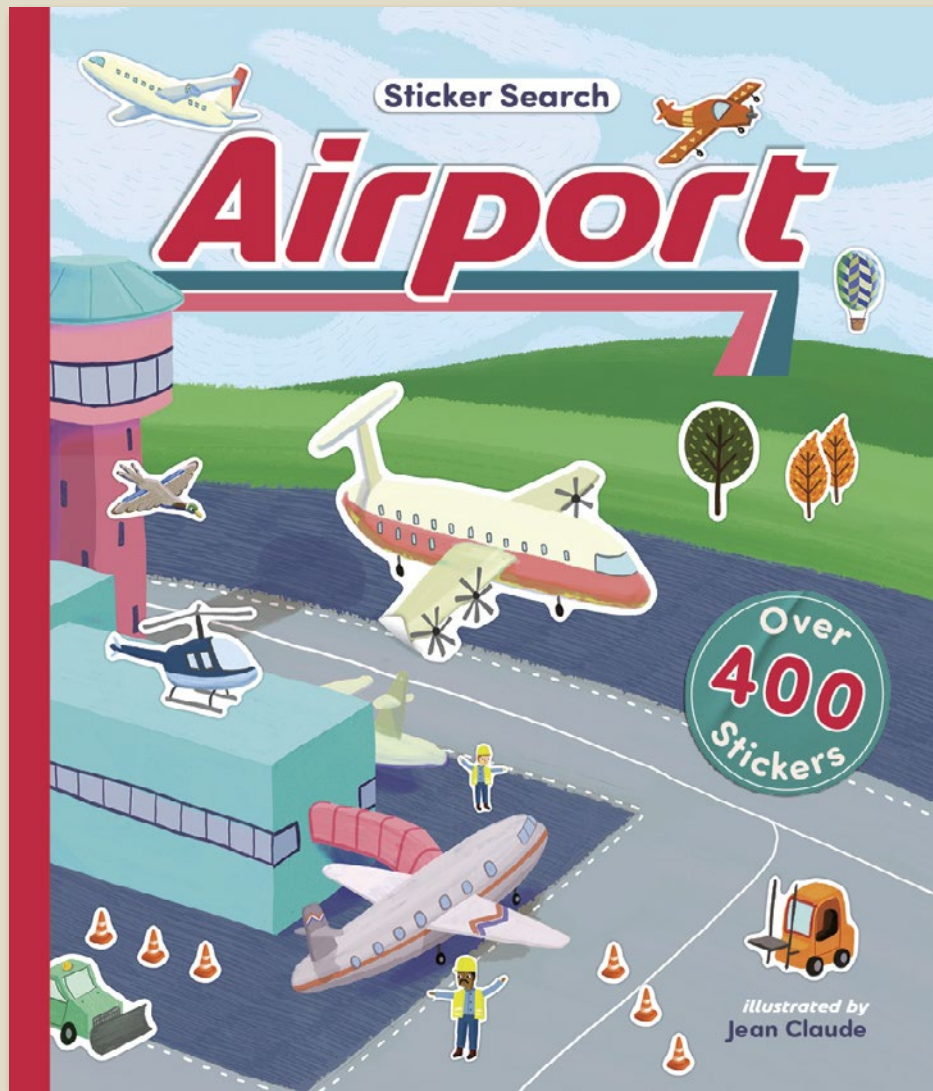
- Over 400 stickers to encourage imagination as children build busy scenes for the emergency vehicles to swoop into and save the day!
- Young, playful illustrations by award-winning illustrator Amy Husband.
- Packed with facts to intrigue little learners about the emergency services and everyday heroes.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

Sticker Search: Emergency Vehicles



Pub Date	17/07/2025
Pub Price	£5.99
ISBN	9781835872185
H x W	287 x 247mm
Binding	Paperback
Age Range	5-7 years
Author	Channing Margot Margot Channing
Illustrator	Amy Husband
Extent	32pp
Word Count	882 words
Freight On Board	14/05/2025
Rights Available	World

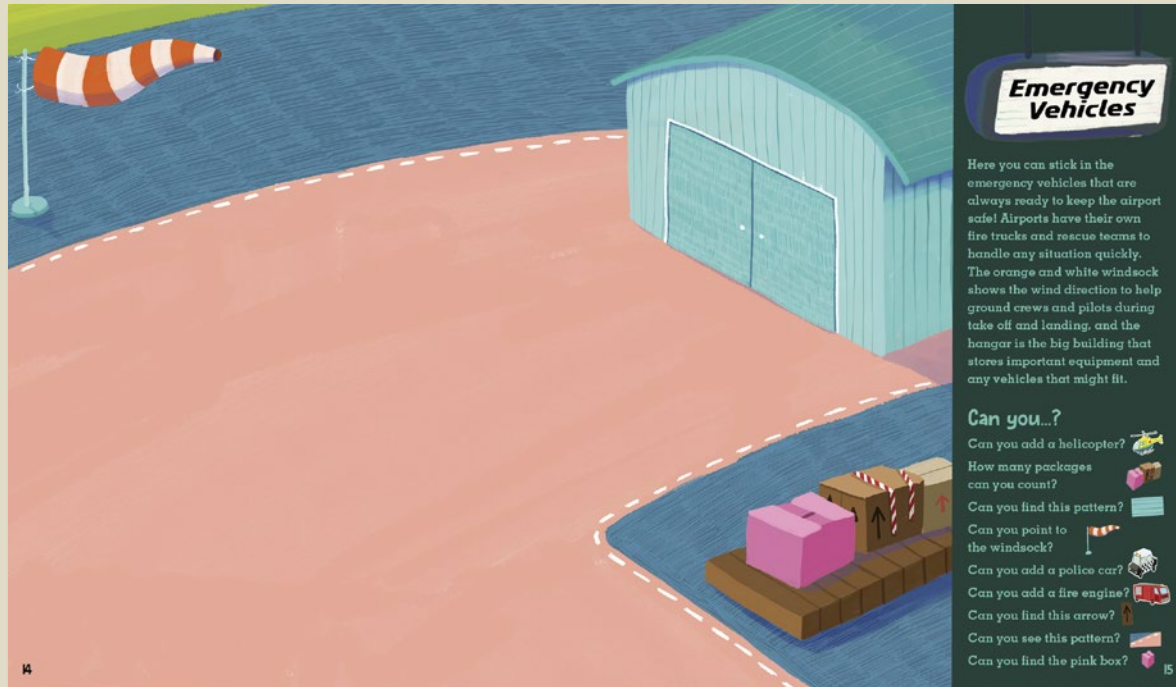
Sticker Search: Airport



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

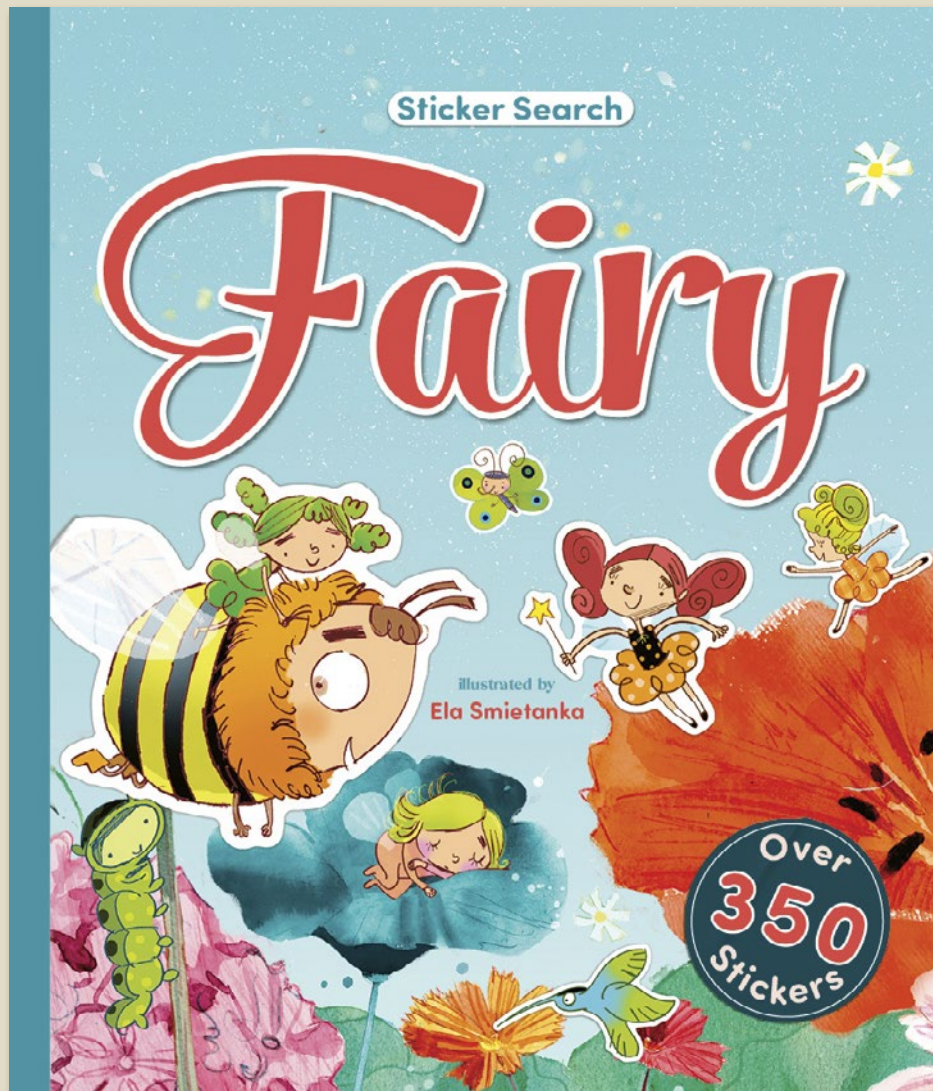
- Over 400 stickers to build bustling airport scenes and encourage imagination.
- Bold and playful illustrations from Jean Claude, who has created wonderful artwork for successful series including the Little People Big Dreams series and Usborne's sound and sticker books.
- Packed with facts to intrigue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

Sticker Search: Airport



Pub Date	17/07/2025
Pub Price	£5.99
ISBN	9781835872178
H x W	287 x 247mm
Binding	Paperback
Age Range	5-7 years
Author	Channing Margot Margot Channing
Illustrator	Jean Claude
Extent	32pp
Word Count	891 words
Freight On Board	14/05/2025
Rights Available	World

Sticker Search: Fairy



Welcome little ones to the land of the fairies in this magical sticker book with over 350 stickers!

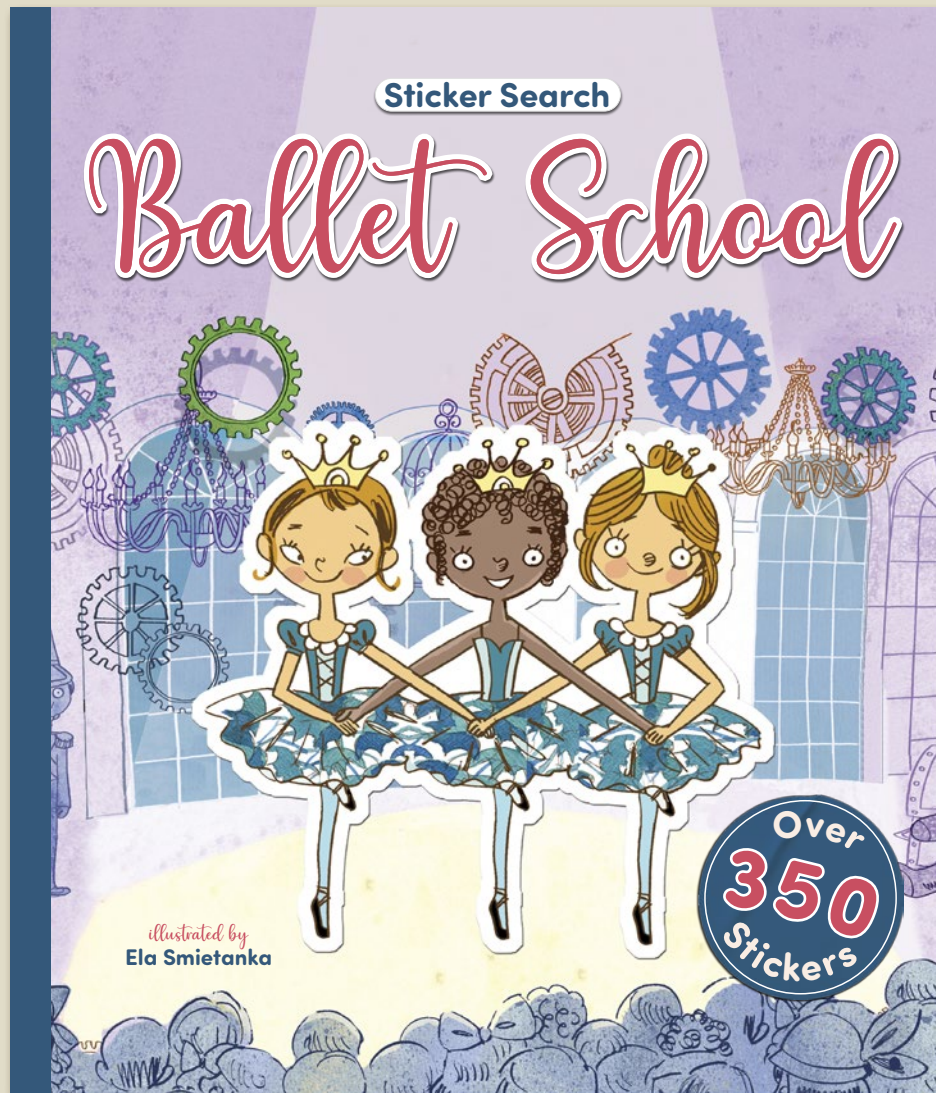
- Over 350 stickers to build magical scenes!
- Vibrant and beautifully detailed illustrations from Ela Smietanka build a fantasy world and include lots of things to spot and explore, captivating little ones for hours!
- Fairy facts encourage imagination and play and warmly welcome young readers to the genre of fantasy.
- The perfect travel companion or rainy day activity book to keep big imaginations blooming all year round.
- Prompts to search and find objects throughout the book expand vocabulary and help make connections between words and images.

Sticker Search: Fairy



Pub Date	17/07/2025
Pub Price	£5.99
ISBN	9781835873496
H x W	287 x 247mm
Binding	Paperback
Age Range	5-7 years
Author	Channing Margot Channing
Illustrator	Ela Smietanka
Extent	32pp
Freight On Board	14/05/2025
Rights Available	World

Sticker Search: Ballet School



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

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

Sticker Search: Ballet School



Mis and Pirouettes

Now it's time for plié and pirouettes! A plié is when dancers bend their knees gracefully and it pirouettes is a spinning turn. Dancers practice these moves until they are perfect!

These smaller exercises slowly offering corrections and encouragement. Ballet requires incredible discipline, but the dancers make it look effortless.

Can you find...?
Can you point to the ballet dancer?

Add a ballet slipper.
Can you find this one?

Who is wearing this hat?
Add some dancer stickers.

Who is wearing this tutu?
Can you find the hat?
Add some hair bow stickers.
Can you see this pattern?



Stage Clothes

4 prima ballerinas are here on the April 30 show in a row.

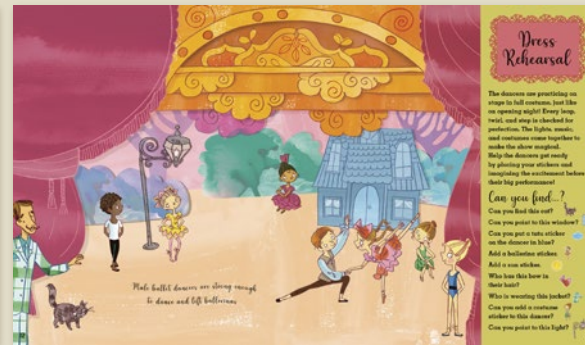
Ballet dancers wear special clothes called costumes when they perform. These ballet shoes and specially hand-made socks the dancers look like they've stepped out of a storybook! Some costumes are handmade and take weeks to create. The dancers are getting fitted into their beautiful stage clothes ready for the big show.

Can you find...?
How many shoes can you find?

Can you find the hat?
Can you find the necklace?

Can you find a mask sticker?
Can you add a mask sticker?

Can you find this hat?
Can you see the pattern?
Can you find this sock?
Can you find this sock?
Can you see this pattern?



Dress Rehearsal

The dancers are practicing on stage in full costumes. Just like on opening night! Every leap, kick, and step is checked for perfection. The lights, music and costumes come together to make the show magical. Help the dancers get ready by showing your stickers and imagining the excitement before their big performance!

Can you find...?
Can you point to this window?

Can you put a hat sticker on the dancer to the left?

Add a ballerina sticker.
Who has this hair in their hair?

Who is wearing this hat?
Can you add a costume sticker to this dancer?
Can you point to this light?



Opening Night

The big night has arrived! The audience is seated, the lights are dimmed, and the dancers are ready. Everyone is excited to watch the ballet unfold with graceful movements and stunning costumes.

The dancers take a deep breath and step into the spotlight. Stick in your dancers and bring the magic of opening night to life!

Can you find...?

Can you find the cat?

Can you see this pattern?

Add a toy soldier sticker.
How many windows can you see?

Can you find this teddy bear?

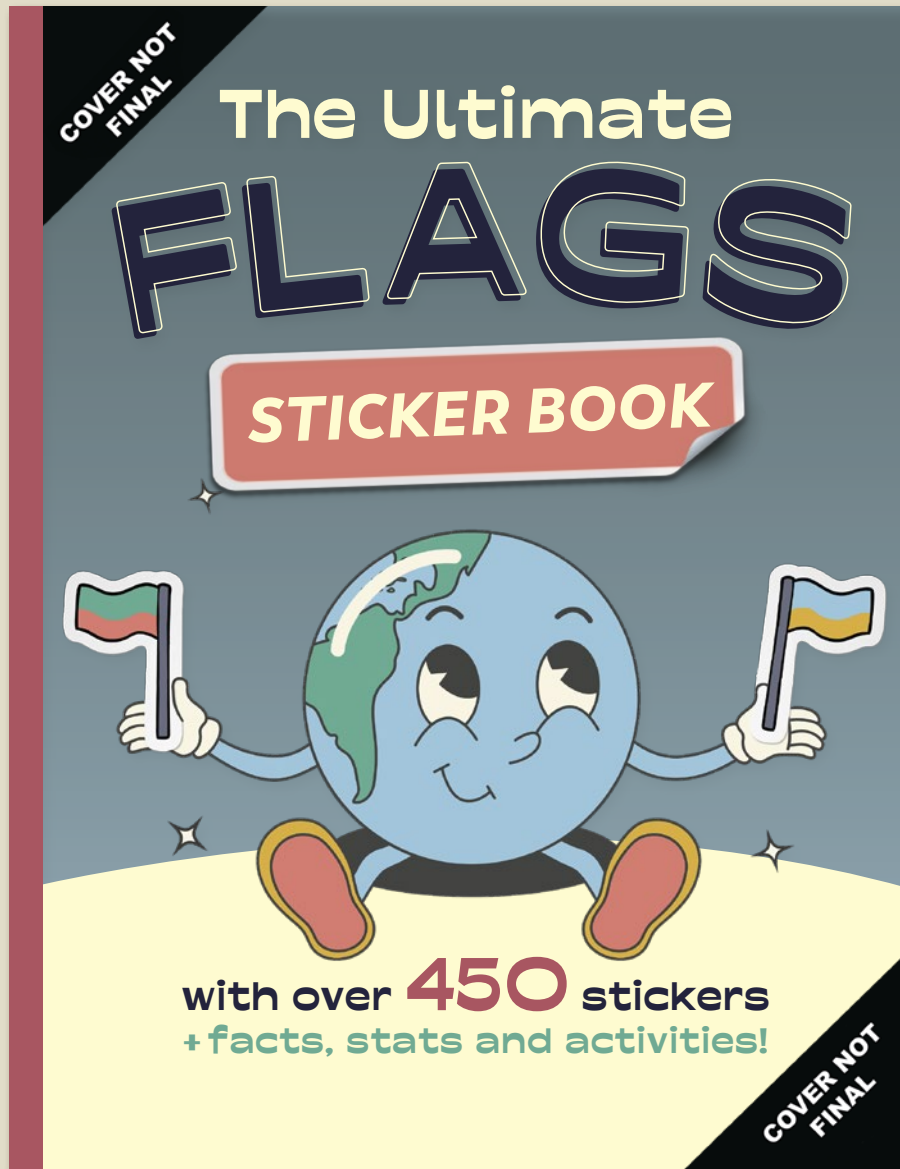
Can you add a sun sticker?

Who is wearing a feather in their hair?

Who is wearing this bow?
Can you add cog stickers?
Who is wearing this hat?

Pub Date	17/07/2025
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ISBN	9781835872703
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Binding	Paperback
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Author	Margot Channing
Illustrator	Ela Smietanka
Extent	32pp
Word Count	894 words
Freight On Board	14/05/2025
Rights Available	World

The Ultimate Flags Sticker Book



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

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

The Ultimate Flags Sticker Book

DESIGN YOUR OWN FLAG!

ERIBERATI ID QUE NUN VOLUPTA
ulteriori, vixit delicti qui volue verum
quis ut nec ea vertit uti aliquid dignum
quod quare amomacum, cum melius que
evolutum ressed quia modis aspexis
doluit herchi istrumque nonet re estuivum

NAME YOUR COUNTRY!
This is the flag of:

THINKING OF WORLD DOMINATION?
Design a second flag blowing in the wind. Name it:

FLAGS OF EUROPE

FLAGS OF EUROPE

Asia

Asia is the world's largest continent. More people live here than in any other continent. It covers about one third of the land on Earth. Southeast Asia is sometimes called the Middle East. It is mainly hot and dry with vast, cold deserts.

Europe

Europe is the world's second smallest continent. It is bordered by the Arctic Ocean to the north, the Atlantic Ocean to the west and the Mediterranean Sea to the south. There are 44 countries in Europe today, including the 27 countries in the European Union.

EUROPE ON THE GLOBE

Pub Date	10/09/2026
Pub Price	£5.99
ISBN	9781835872741
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Author	Margot Channing
Extent	48pp
Translation Files	29/12/2025
Freight On Board	25/06/2026
Rights Available	World ex USA,- Can,Ppines

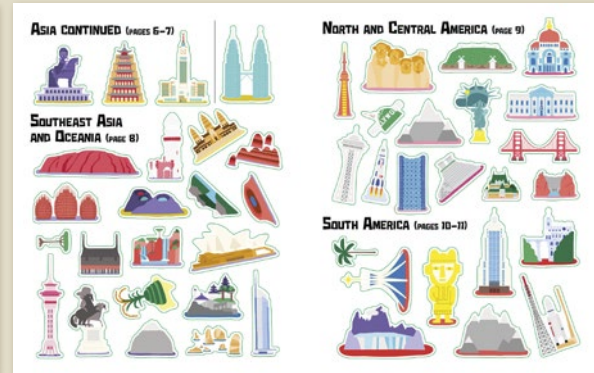
The Ultimate Landmarks Sticker Book



Discover the world through stickers in this book of landmarks!

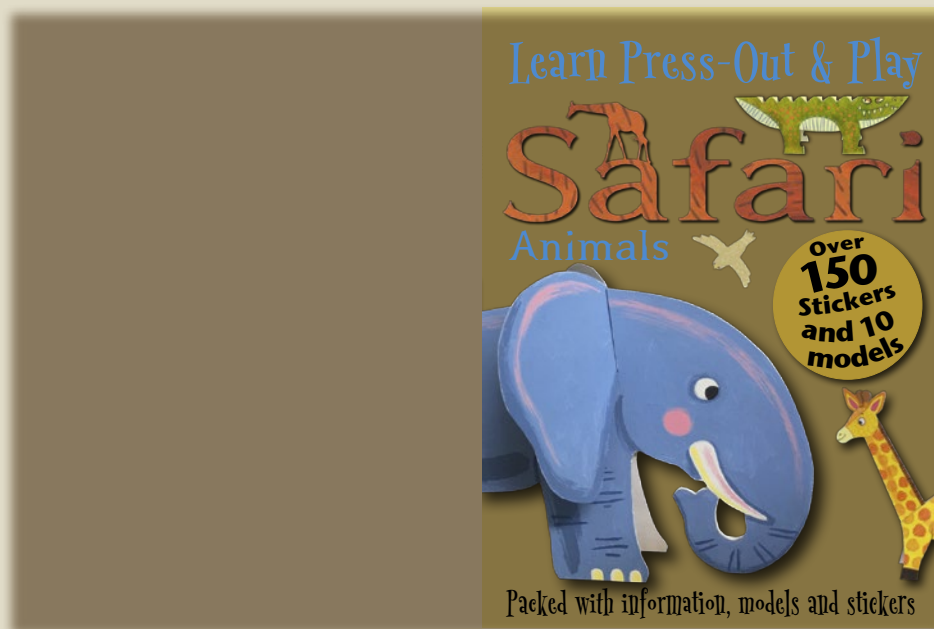
- Learn about landmarks all over the world through engaging activities and beautifully illustrated stickers.
- Over 450 stickers can be used both inside the book and just for fun!
- Packed with things to find and interesting facts, concepts of geography and history are introduced in an enjoyable way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

The Ultimate Landmarks Sticker Book



Pub Date	10/09/2026
Pub Price	£5.99
ISBN	9781835872734
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Author	Margot Channing
Extent	48pp
Translation Files	10/11/2025
Freight On Board	25/06/2026
Rights Available	World ex USA,- Can,Ppines

Learn, Press-Out & Play Safari Animals



This brilliantly-designed activity books combines art and information to provide hours of fun.

Learn, Press-Out & Play Safari Animals

Why do giraffes have long necks?

Giraffes are the tallest animals in the world. Their long legs and necks help them to reach tasty leaves at the tops of trees.

Acacia tree

Giraffes have long thick tongues that can curl leaves from branches. They spend most of the day eating. An adult consumes about 34 kilograms (75 pounds) of leaves and twigs each day.

The leaves of the acacia tree are one of the giraffe's favorite foods.

Giraffe

Baby giraffes are called calves and are about 2 metres (6 feet) tall when they are born!

8



12



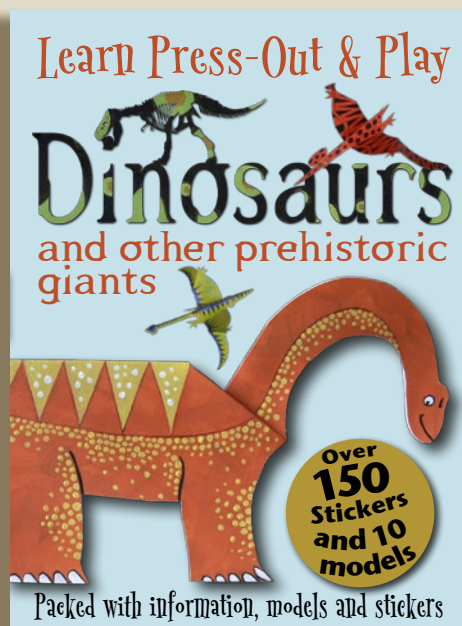
14



15

Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781912233298
H x W	282 x 210mm
Binding	Paperback
Age Range	Adult
Author	Carolyn Scrace Scrace Carolyn
Extent	48pp
Rights Available	World

Learn, Press-Out & Play Dinosaurs



This brilliantly-designed activity books combines art and information to provide hours of fun.

Learn, Press-Out & Play Dinosaurs

What was the deadliest dinosaur?

Spinosaurus was the largest meat-eating dinosaur known to have existed. Unlike other dinosaurs, Spinosaurus must have been semi-aquatic (partly water-dwelling).

Spinosaurus's head and teeth were shaped like a crocodile's. Its broad feet and flat skin were ideal for paddling in water.

The deadliest dinosaur would have eaten sharks and crocodiles, as well as land animals.

SPINOSAURUS
SPEIN-uh-SOHR-ee-us

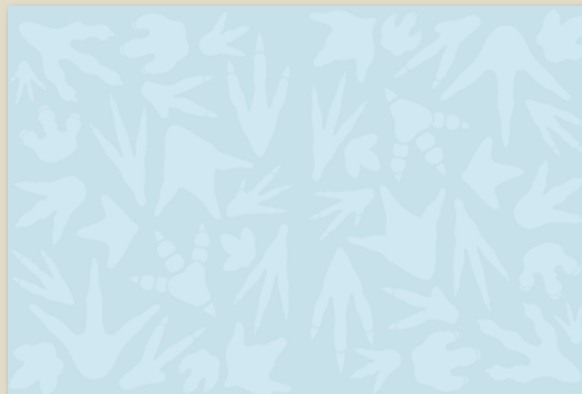
SAROSAPTORUS
SAR-oh-SAP-toh-ROH-us

Spinosaurus was 16.3 metres (53 feet) long. It was bigger than a Tyrannosaurus rex but was not as smart.

8

Herbivore dinosaurs

9



Carnivore dinosaurs

12



Marine animals

14

Flying animals

15

Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781912233281
H x W	282 x 210mm
Binding	Paperback
Age Range	Adult
Author	Carolyn Scrace Scrace Carolyn
Extent	48pp
Rights Available	World

Learn, Press-Out & Play The Body



**Jacket
Coming Soon**

This brilliantly-designed activity book combines art activities and information to provide hours of fun and content that fits into the STEAM curriculum.

Learn, Press-Out & Play The Body

How Do I Hear?

Sound is vibrating air. When it reaches your ears it makes your eardrums vibrate. These vibrations send messages to your brain, which then makes sense of what kind of sound you are hearing.

Semiochajar
Cubals
Kardaw
skall

Splash!
Woof!
Toot toot!
Bang!

Most of your ear is inside your head. The part of the ear you can see is like a funnel for sounds.

Why Do I Have Two Ears?
Having an ear on either side of your head helps you to work out the direction of sound better. It means you can hear better too.

Skeleton stickers



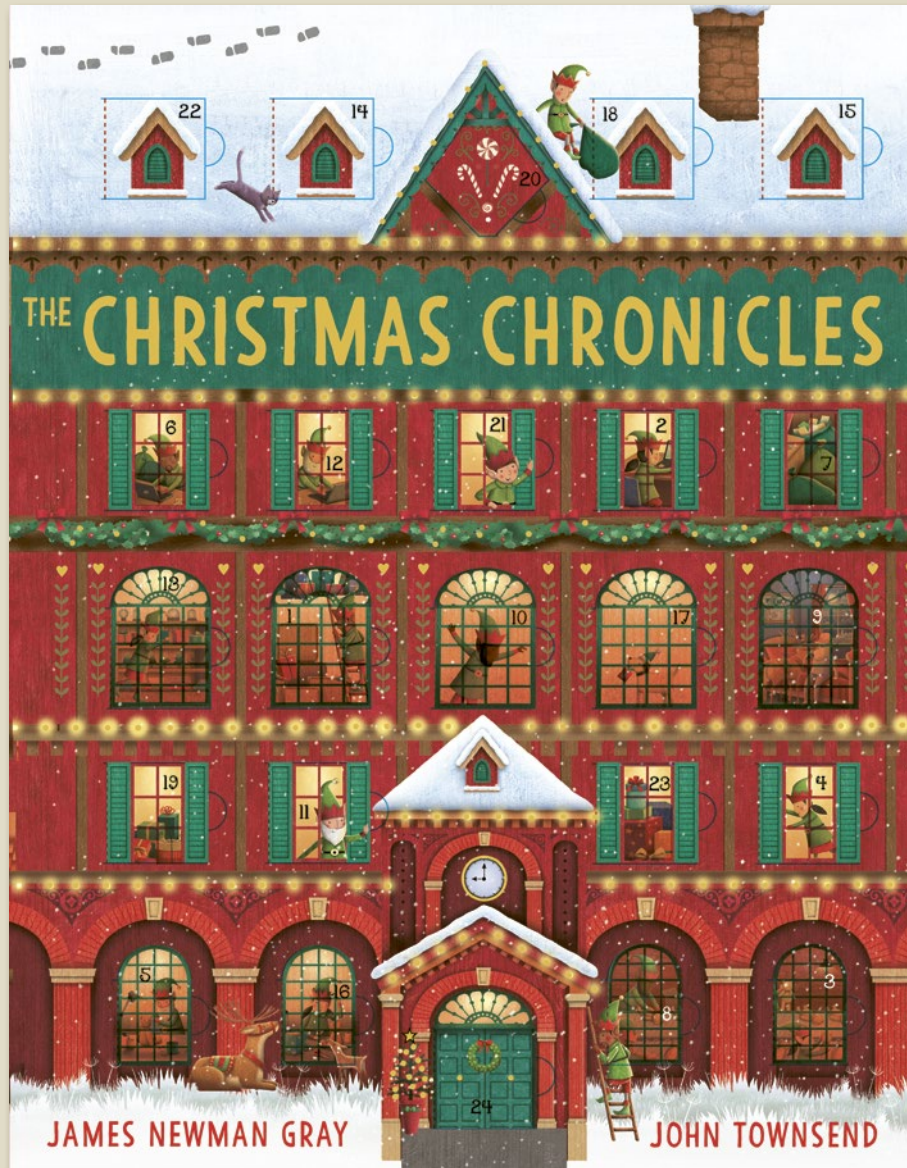
Use these to sticker the bodies (P44-45)



Stickers

Pub Date	01/02/2018
Pub Price	£6.99
ISBN	9781913337032
H x W	282 x 210mm
Binding	Paperback
Age Range	Adult
Extent	48pp
Rights Available	World

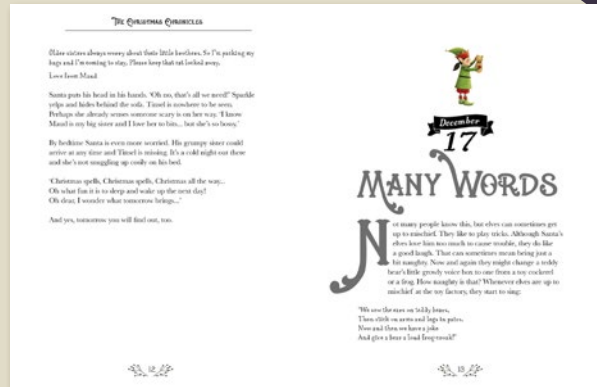
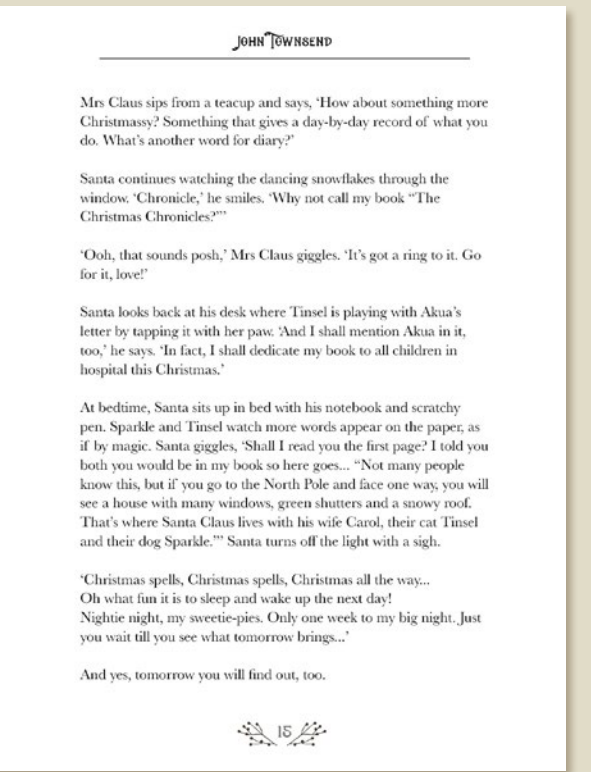
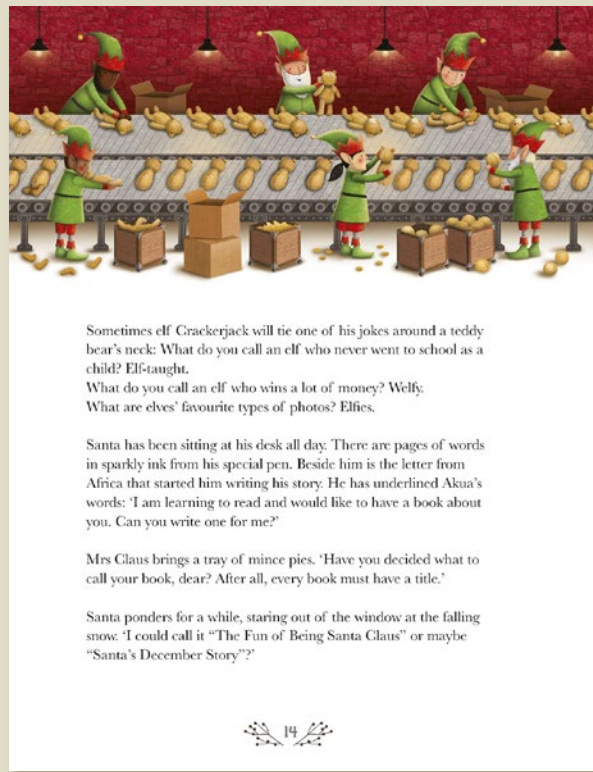
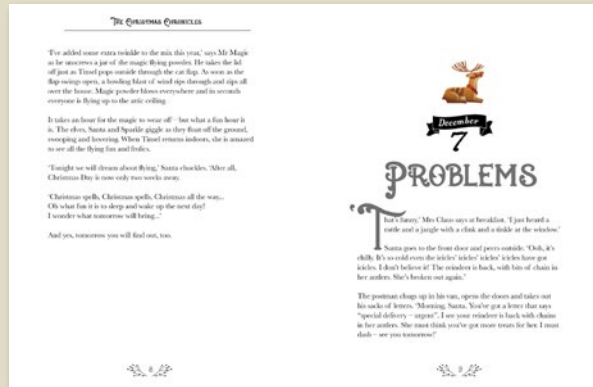
The Christmas Chronicles



Count down to Christmas with this lift-the-flap advent calendar-style book!

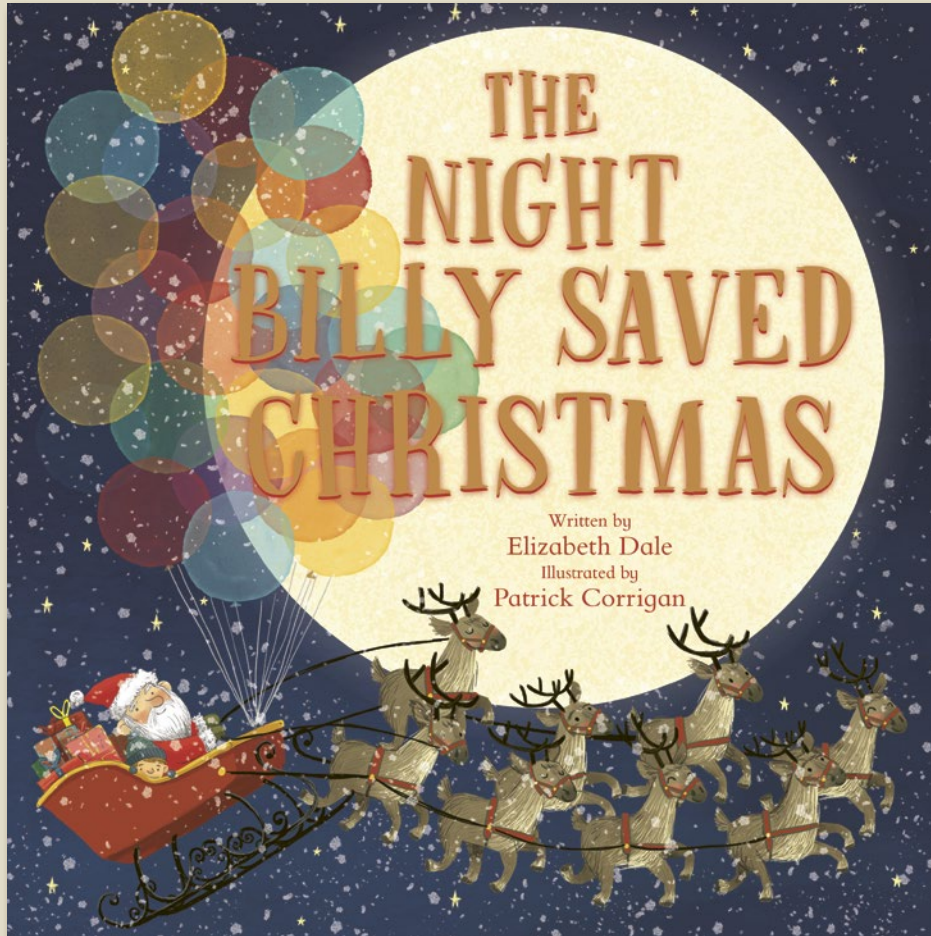
- Ingenious, interactive advent calendar-style design on cover. Children will love lifting the flaps on the cover to reveal a different Christmas character or object and, underneath, finding the page number where the chapter featuring this subject begins.
- These magical story features Santa, elves, reindeer, and other characters, and is filled with humorous mishaps and snowy adventures.
- 24 humorous chapters--one for every day in the buildup to Christmas.

The Christmas Chronicles



Pub Date	09/08/2024
Pub Price	£14.99
ISBN	9781800789241
H x W	297 x 229mm
Binding	Hardback
Age Range	5-7 years
Author	John Townsend
Illustrator	James Newman Gray
Extent	96pp
Rights Available	World

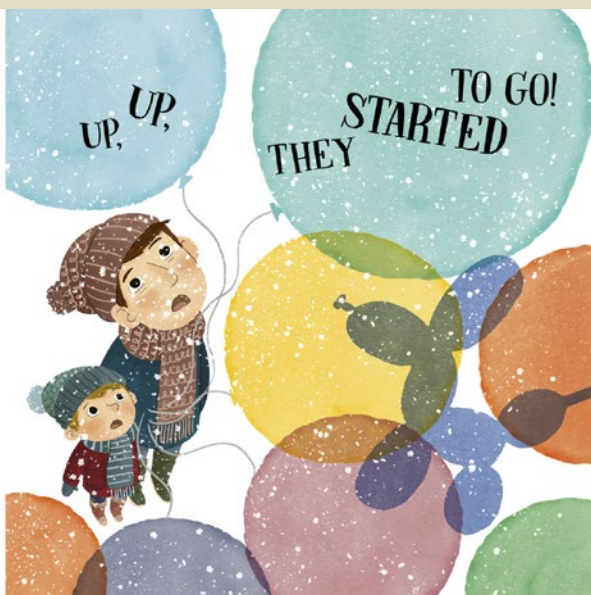
The Night Billy Saved Christmas



Fly up, up and away with Billy and his balloons on a silly seasonal sleigh ride!

- Elizabeth Dale and Patrick Corrigan are the winners of the 2019 Northern Lights Book Award for Best Preschool Picture Book (*Save the Day for Ada May!*)
- A hilarious Christmas Eve read that will make children excited about the big day ahead, aimed at 3-6 year olds
- Celebrates being a child and the message that you can make an important difference, no matter how small you are
- Children will love the colourful illustrations and a gatefold featuring Santa's sleigh and reindeers
- Previously published by Salariya as *Billy and the Balloons*.

The Night Billy Saved Christmas



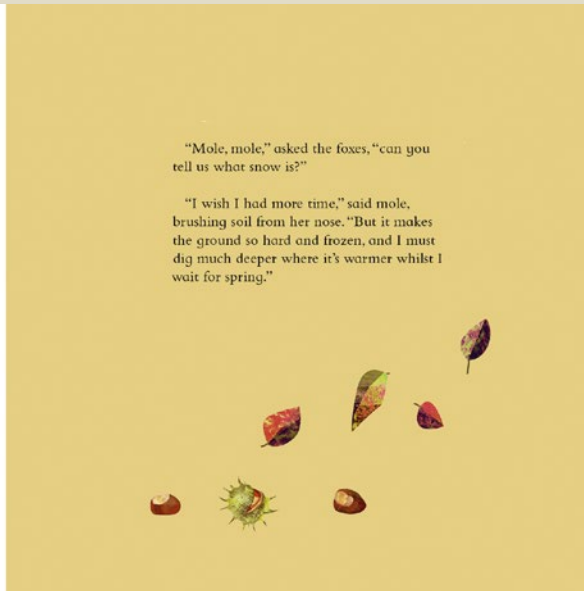
Pub Date	12/10/2023
Pub Price	£7.99
ISBN	9781800787827
H x W	250 x 250mm
Binding	Paperback
Age Range	0-5 years
Author	Elizabeth Dale
Illustrator	Patrick Corrigan
Extent	32pp
Rights Available	World



Join two inquisitive foxes as they search for snow!

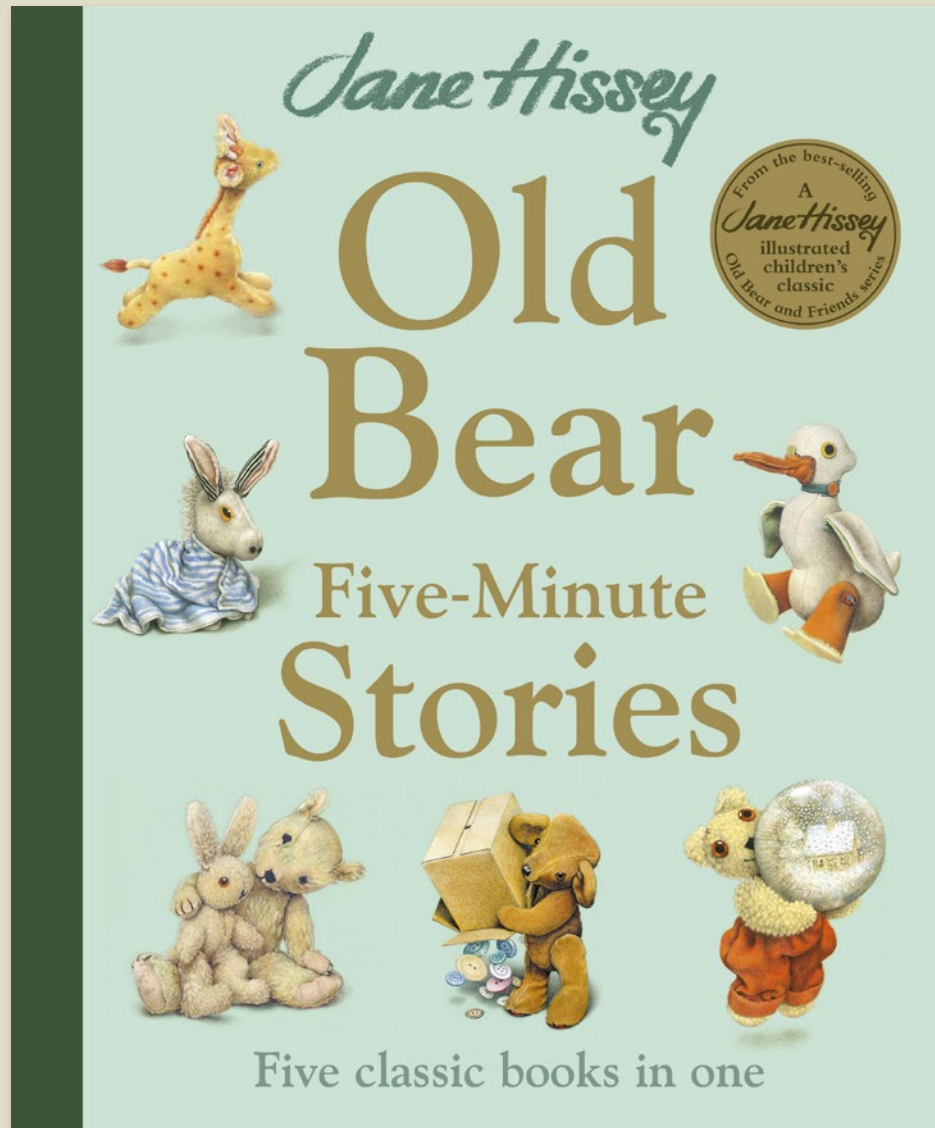
- Winner of the Stratford Literary Festival and Salariya Picture Book Prize 2020
- An endearing and classic-feeling winter picture book celebrating the wonder of the natural world and a child's first snowfall
- Soft introduction to winter woodland animals, hibernation, migration and how wildlife adapts to the changing seasons
- A gorgeous, snowy book that does not directly reference Christmas - perfect for children of all backgrounds, all season long
- A perfect read-aloud festive book with a cosy family focus to snuggle up to
- Previously published by Salariya under the title *Snow?*

First Snow



Pub Date	12/10/2023
Pub Price	£7.99
ISBN	9781800787810
H x W	250 x 250mm
Binding	Paperback
Age Range	0-5 years
Author	Joanne Surman
Illustrator	Joanne Surman
Extent	32pp
Rights Available	World

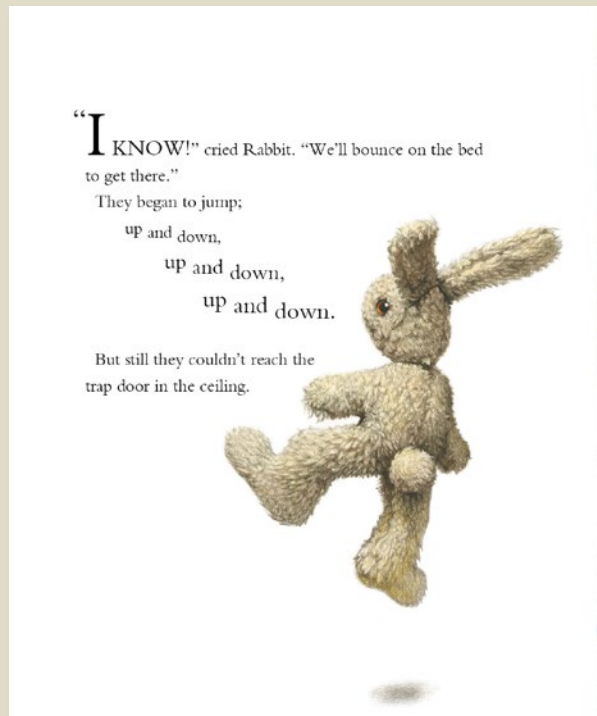
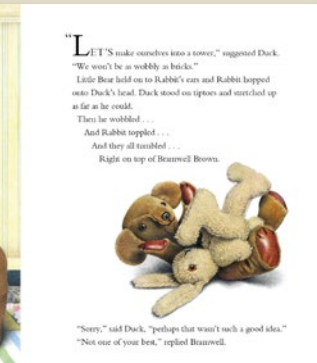
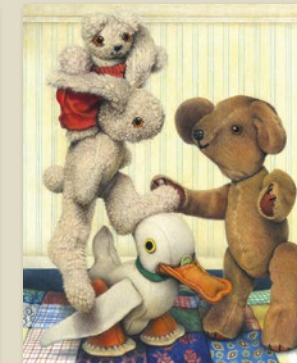
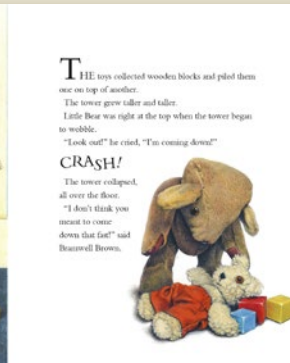
Old Bear Five-Minute Stories



An enchanting treasury of teddy bear tales from the beloved Old Bear series!

- Jane Hissey's teddy bear tales are packed with heartfelt humour, nostalgia and vintage illustrations, making it the perfect bedtime story for children up to 5 years old.
- Jane Hissey's best-selling series became the basis for the BAFTA award-winning TV series, Old Bear and Friends. The TV series has broadcast in the UK (ITV and Channel 5), the United States (Cartoon Network's Small World), Canada (CBC morning children's block), Australia (ABC), South Africa (M-Net, SABC 2 and Bop TV), Singapore (MediaCorp Channel 5), Sri Lanka (Channel Eye), Czech Republic (CT1), Poland (TVP1), Sweden (TV2), and New Zealand (TV One).

Old Bear Five-Minute Stories



Pub Date	26/09/2024
Pub Price	£14.99
ISBN	9781835870709
H x W	230 x 190mm
Binding	Hardback
Age Range	0-5 years
Author	Jane Hissey
Illustrator	Jane Hissey
Extent	160pp
Rights Available	World

Old Bear's Five-Minute Bedtime Stories



A timeless collection of short bedtime tales and poems from Jane Hissey's best-selling Old Bear and Friends series!

- Jane Hissey's teddy bear tales are packed with heartfelt humour, nostalgia and vintage illustrations, making it the perfect bedtime story for children up to 5 years old.
- Perfect for Christmas gifting, this collection includes some beautiful wintry adventures, such as the toys organising a winter picnic, hosting a Christmas fancy dress party, and befriending a new adorable snowman teddy!

Old Bear's Five-Minute Bedtime Stories

IT WAS nearly Christmas. The top all knew this because the children were very busy decorating the house. They were too busy to play and they wouldn't let any of the top help with the decorations.

"You're a bit small to decorate the tree," they said to Little Bear.

"And you can't reach to hang paper chains," they wouldn't even let Old Bear help to put up the fairy lights. It wasn't much fun at all for the top.

"We haven't been able to do anything," grumbled Little Bear. "I would have loved to help make the house look Christmasy."

"They should have used the low-down jobs for us," said Rabbit.

"What low-down jobs?" asked Duck. "There aren't any really, are there?"

"There's the job the Christmas tree stands in," said Little Bear. "That's low down and it's always decorated."

"They all rushed to the Christmas tree just only to find that it had just been wrapped in red paper and tied with a big green bow."



"There's nothing left for us to do," said Little Bear. "And I have been practising how to work."

Then he noticed the doll's house. Standing in the corner of the playroom, it had been completely forgotten. There were no paper chains in the room, no Christmas tree with presents underneath, and no holly over the pictures. It looked just as it did all the rest of the year.

"Why haven't you decorated your house?" Little Bear asked the dolls in the doll's house. "It doesn't look very festive."

"We haven't any decorations," said one of the dolls. "Nobody really bothers with the doll's house on Christmas time. They're too busy doing other things."

"Oh, that's wonderful," said Little Bear. "We'll decorate it for you. It's just what we wanted. We can reach into every corner of the doll's house and we'll make the decorations ourselves."

The other top were very excited at Little Bear's idea and set off in search of suitable decorations.

Old Bear was the first to find something. He arrived at the doll's house carrying a string that perfect Christmas tree.



"I found it in the stable," he explained. "It's a little branch that had broken off the big tree, but it's just the right size for the doll's house."

They placed the tiny tree in a little egg cup with soil packed tightly round its stem to keep it upright.

"It needs fairy lights," said the biggest doll. "What can we use?"

Rabbit rummaged through the basket and took out a string of tiny, colored, glass beads. He threaded them on a piece of green cotton and wound them in and out of the branches of the tree. When the light caught them, they did look just like fairy lights and the doll's house dolls were delighted. They found other beads to hang on the tree on decorations and Little Bear stuck a tiny, gold, sticky paper star on top.

"Well that's the tree done," said Old Bear. "Now for the rest of the house."

Little Bear and Duck collected holly with nice red berries to decorate the rooms and to make a wreath for the front door.



Rabbit set out and cut up this strip of wrapping paper and all the top used these to make doll's house-sized paper chains. Then, Old Bear, who could reach into every corner of the house, hung the paper chains up so they rim-crossed all the tiny rooms. The doll's house was looking ready for Christmas now and all the top began to feel excited.

"We'll put our presents under the tree, shall we?" suggested Rabbit. They had all wrapped up gifts to give to each other - little things they'd made or found. They piled these in a heap under the tree.

And, on the finishing touch, one of the dolls rushed off and returned with all the doll-sized socks she could find.

"We'll all have to have been first and Christmas," she laughed, but we don't mind. There are enough socks here for everyone." And she hung the socks in a row along the doll's house mantelpiece.

"Now the house looks really Christmasy," said Little Bear, as he stood back to admire all their work.



'And it's been fun decorating it.'

And do you know, on Christmas morning, when the dolls' house dolls walked into their sitting room they could hardly believe their eyes; every tiny sock was full of tiny presents. So they hadn't been forgotten after all, had they?



14

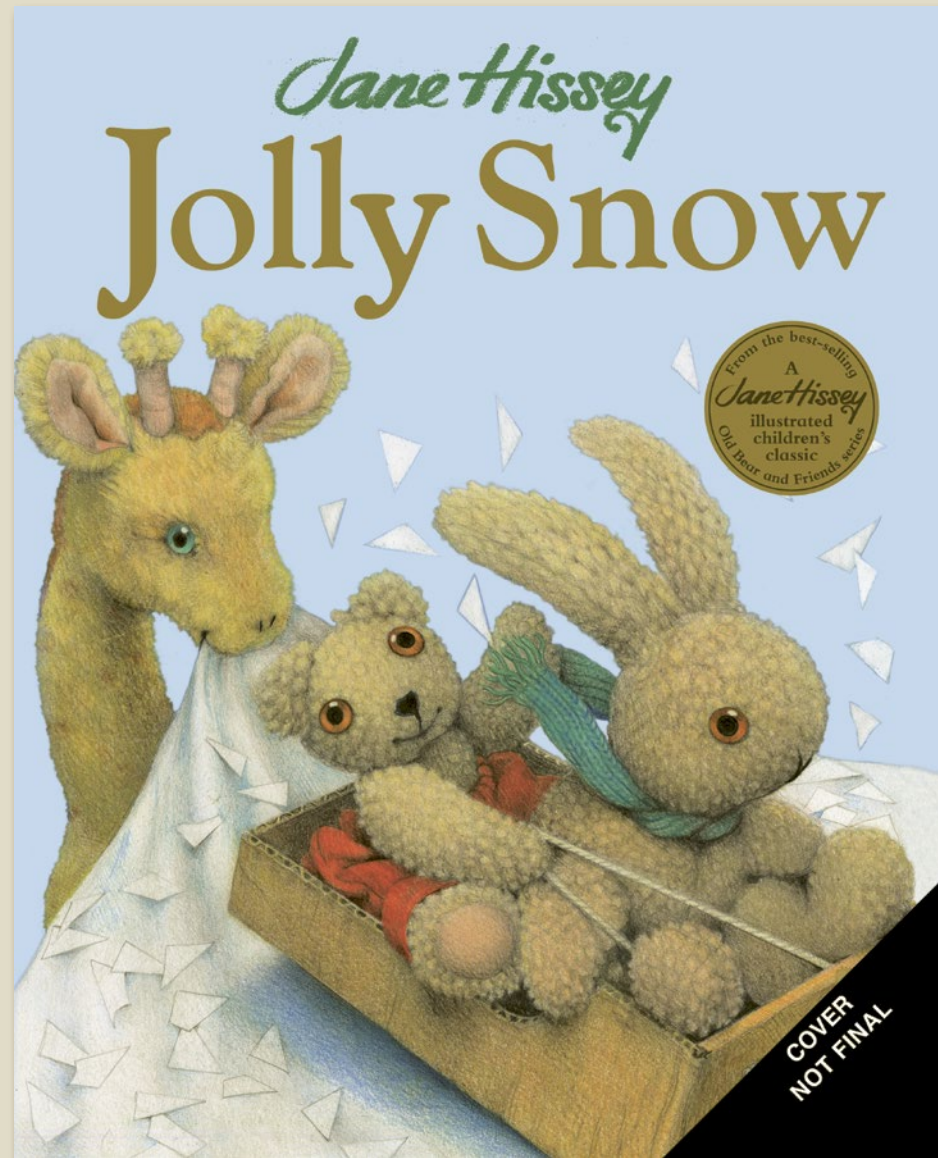
The Winter Picnic



15

Pub Date	04/09/2025
Pub Price	£14.99
ISBN	9781835871959
H x W	230 x 190mm
Binding	Hardback
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	160pp
Files To Printer	21/04/2025
Freight On Board	20/06/2025
Rights Available	World

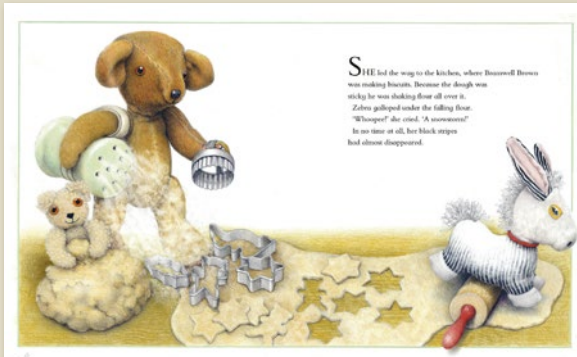
Jolly Snow



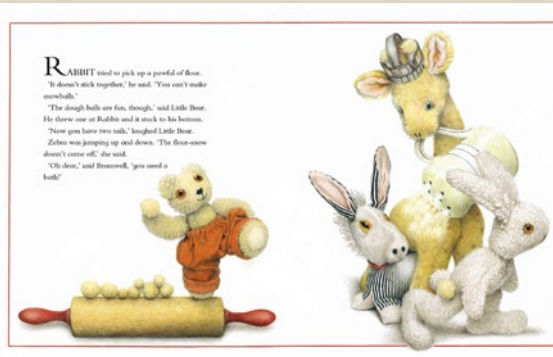
Celebrate Jolly Tall's first snowfall with his adorable teddy bear companions!

- Jane Hissey's best-selling teddy bear series became the basis for the BAFTA award-winning TV series, *Old Bear and Friends*.
- Jane Hissey's elegant, photo-realistic coloured-pencil drawings give the book a beautiful, wintry, nostalgic glow.
- The *Old Bear and Friends* series has become a timeless classic for teddy bear lovers across the globe, selling over 136k in TCM alone.
- An adorable tale of friendship and creativity during the Christmas period. The perfect book to read whilst making Christmas crafts and decorations, or to celebrate a child's first snowfall, ideal for children up to 5 years old.

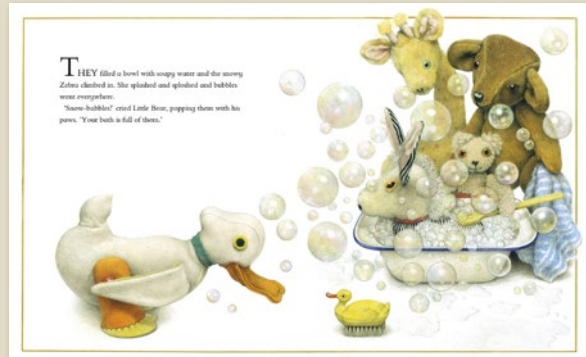
Jolly Snow



SHE led the way to the kitchen, where Bismillah Brown was making biscuits. Because the dough was sticky he was slaking flour all over it. Zebra galloped under the falling flour. "Whoops!" she cried. "A moment!" In no time at all, her black stripes had almost disappeared.



RABBIT tried to pick up a handful of flour. "It doesn't stick together," he said. "You can't make snowballs." "The dough balls are fun, though," said Little Bear. He threw one at Rabbit and it stuck to his bottom. "Now you have two tails," laughed Little Bear. Zebra was jumping up and down. "The flour-snow doesn't come off," she said. "Oh dear," said Bismillah, "you need a bath!"



THEY filled a bowl with soapy water and the noisy Zebra clucked in. She splashed and splashed and bubbles were everywhere. "Snow-bubbles!" cried Little Bear, popping them with his paws. "Your bath is full of snow."

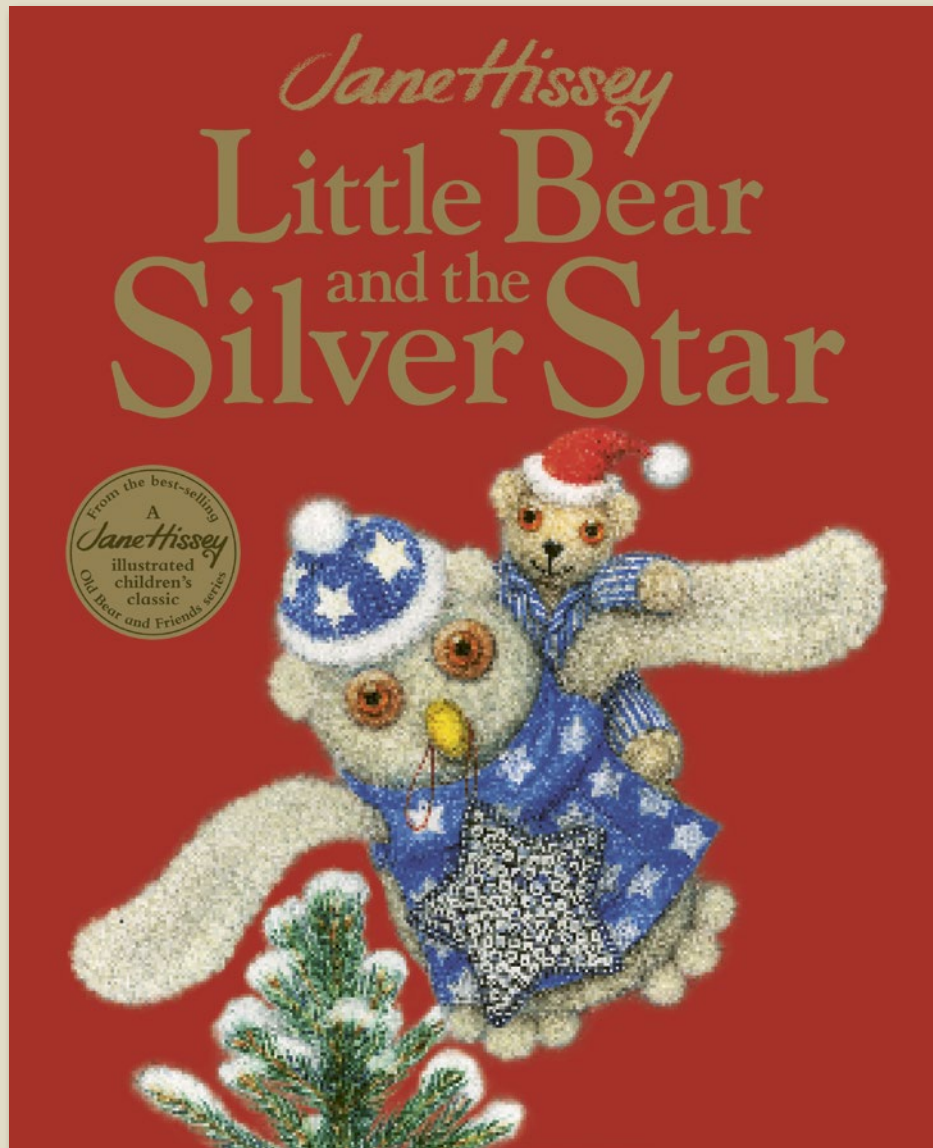
THEY rubbed and scrubbed until Zebra was stripy again. Then they wrapped her in a warm towel. "Now we can play with the snow-bubbles," said Little Bear.

HE rushed over to Zebra's bath and stared. "Where have all the bubbles gone?" he cried. "I wanted them for Jolly." "Bubbles never last," said Duck, "and they make very sloppy snow. Let's ask Old Bear how we can make snow."



Pub Date	09/10/2025
Pub Price	£7.99
ISBN	9781835871904
H x W	262 x 214mm
Binding	Paperback
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	32pp
Files To Printer	12/05/2025
Freight On Board	31/07/2025
Rights Available	World

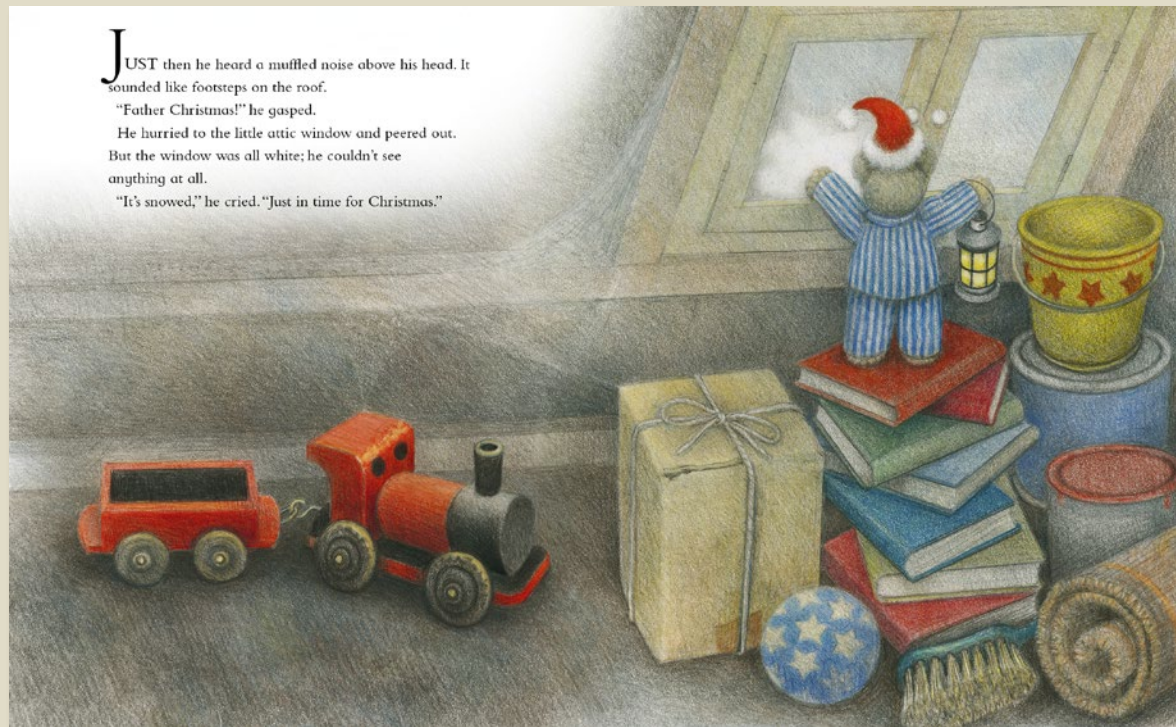
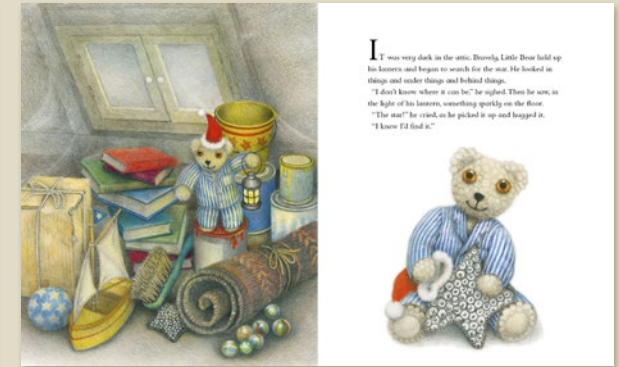
Little Bear and the Silver Star



It's time to find the silver star!

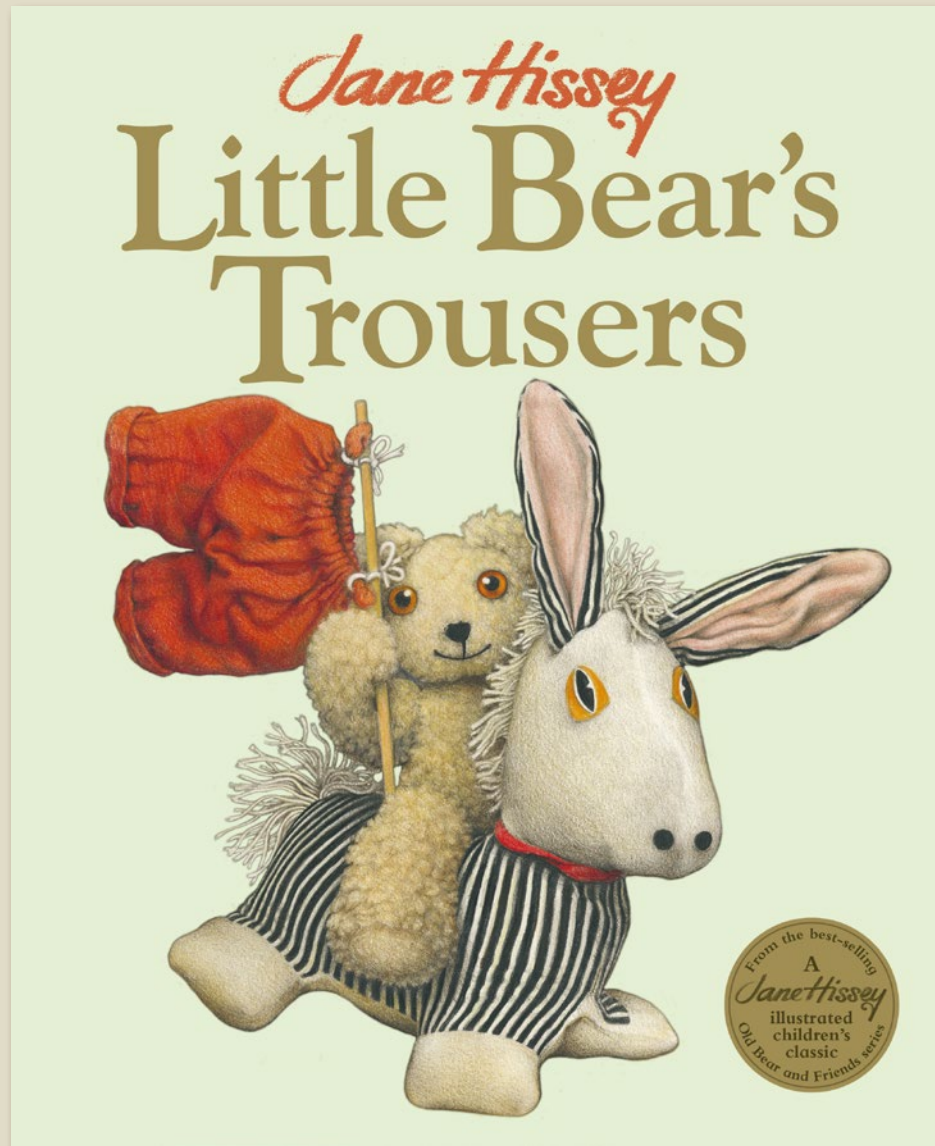
- Jane Hissey's best-selling teddy bear series became the basis for the BAFTA award-winning TV series, Old Bear and Friends.
- Jane Hissey's elegant, photo-realistic coloured-pencil drawings give the book a beautiful, nostalgic glow.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers across the globe, selling over 127k in TCM alone.
- An adorable tale of friendship, courage and Christmas chaos. The perfect book to read whilst decorating your tree or snuggling down on Christmas Eve, ideal for children up to 5 years old.

Little Bear and the Silver Star



Pub Date	24/10/2024
Pub Price	£7.99
ISBN	9781800789647
H x W	292 x 191mm
Binding	Paperback
Age Range	0-5 years
Author	Jane Hissey
Illustrator	Jane Hissey
Extent	32pp
Word Count	850 words
Rights Available	World

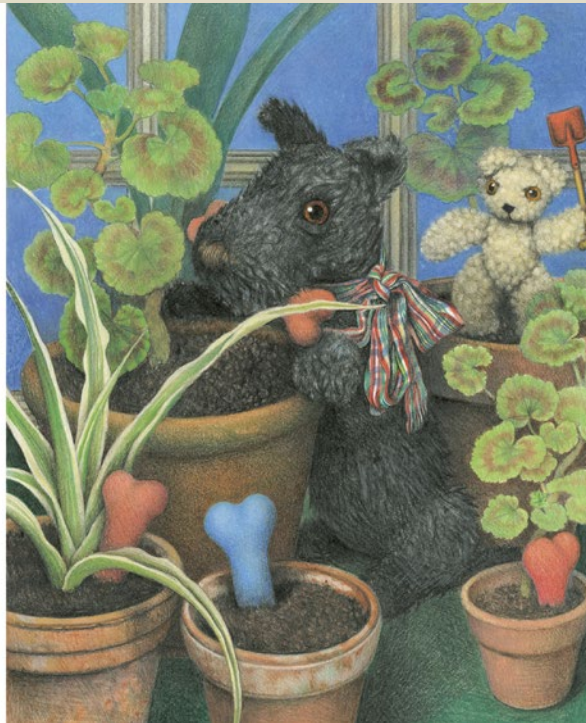
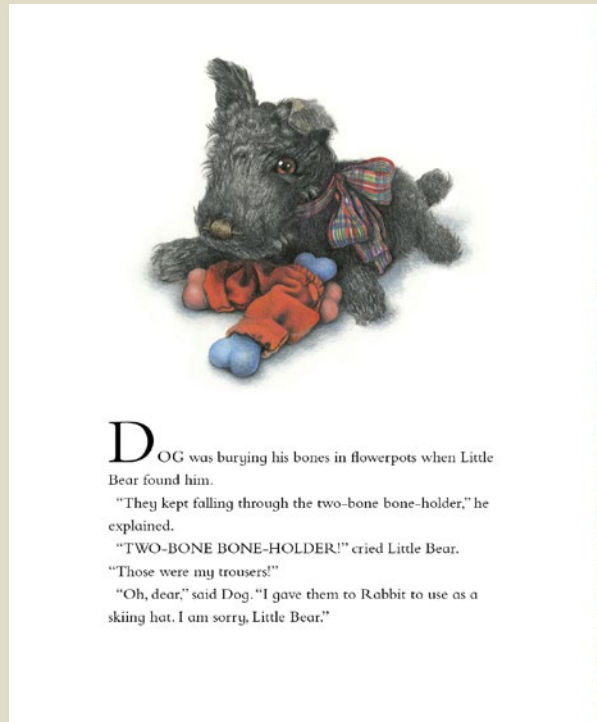
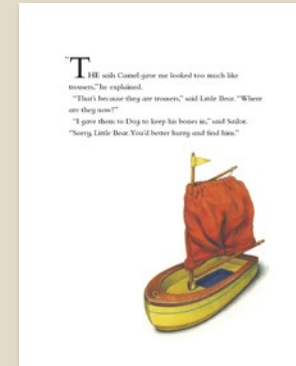
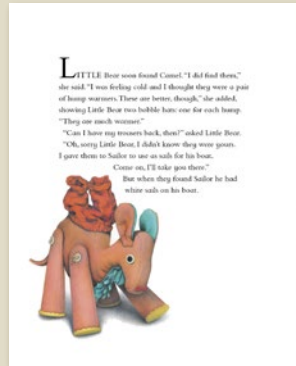
Little Bear's Trousers



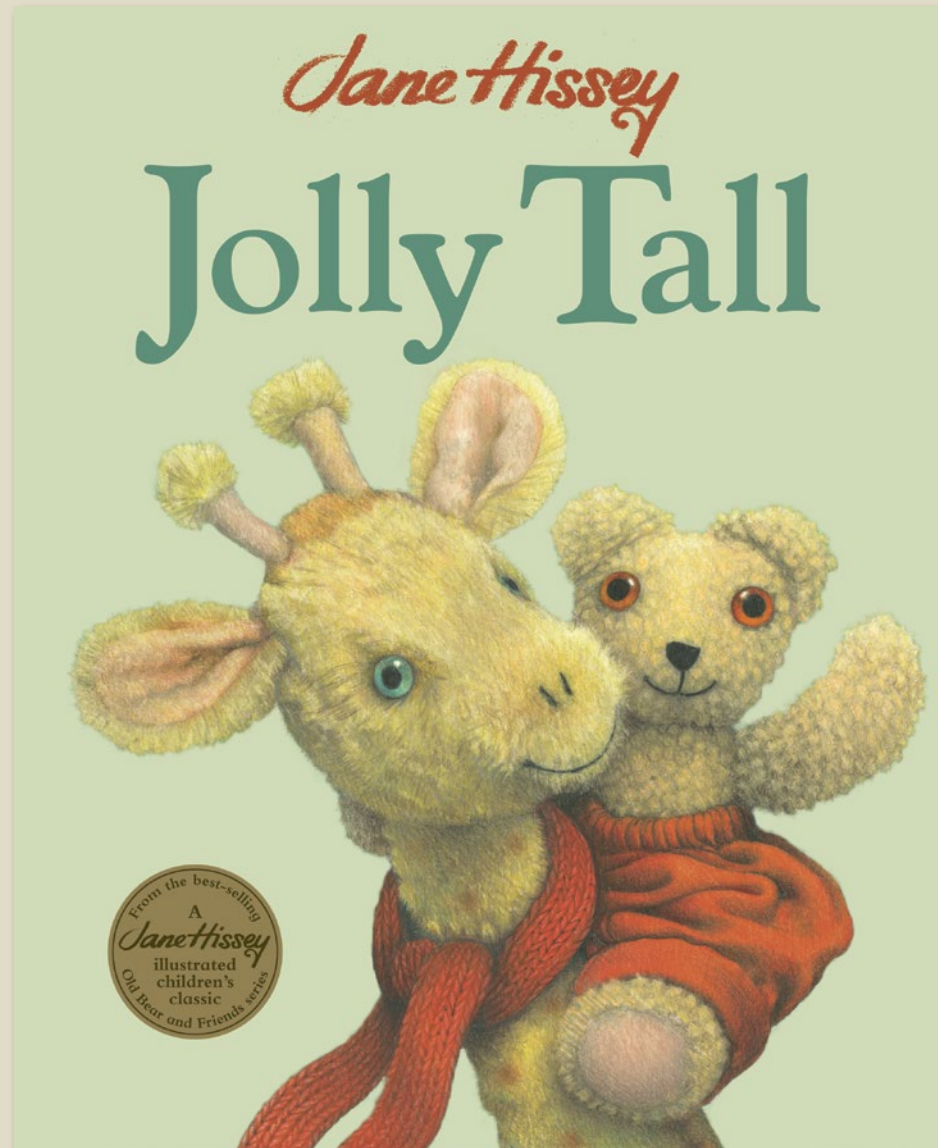
Join Little Bear as he hunts for his missing trousers!

- Jane Hissey's best-selling Old Bear and Friends series became the basis for the BAFTA award-winning TV series, *Old Bear and Friends*.
- The *Old Bear and Friends* series has become a timeless classic for teddy bear lovers across the globe, selling over 7 million copies worldwide and 126,000 in TCM alone.
- Jane Hissey's elegant, photo-realistic coloured-pencil illustrations give the book a beautiful, nostalgic feel.
- First published in the 80s, this new refreshed paperback edition brings Little Bear's hilarious tale to a new generation of children whose parents grew up reading these books.

Little Bear's Trousers



Pub Date	29/02/2024
Pub Price	£7.99
ISBN	9781800788688
H x W	292 x 191mm
Binding	Paperback
Age Range	0-5 years
Author	Jane Hissey
Illustrator	Jane Hissey
Extent	32pp
Word Count	735 words
Rights Available	World



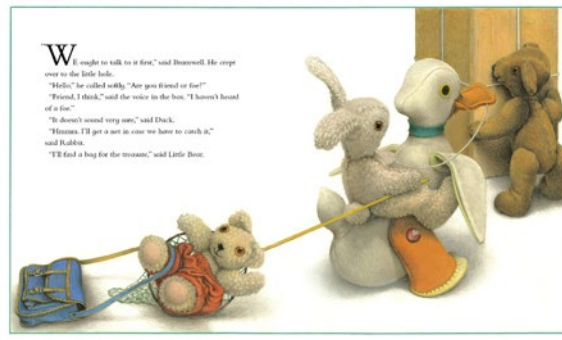
Jolly Tall arrives at the playroom!

- Jane Hissey's best-selling teddy bear series became the basis for the BAFTA award-winning TV series, Old Bear and Friends.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers across the globe, selling over 127k in TCM alone.
- Jane Hissey's elegant, photo-realistic coloured-pencil illustrations give the book a beautiful nostalgic glow.
- Introducing a new generation of children to Jane Hissey's iconic series, Jolly Tall is the first book to feature it's titular jolly giraffe!

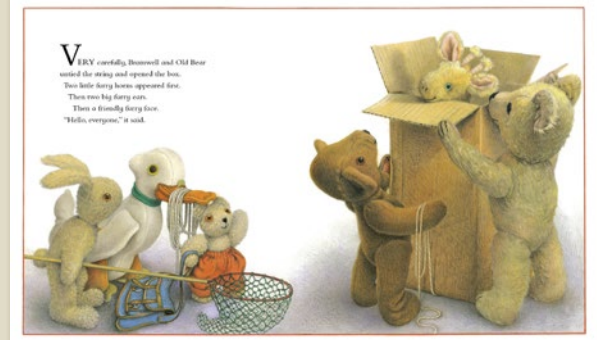
Jolly Tall



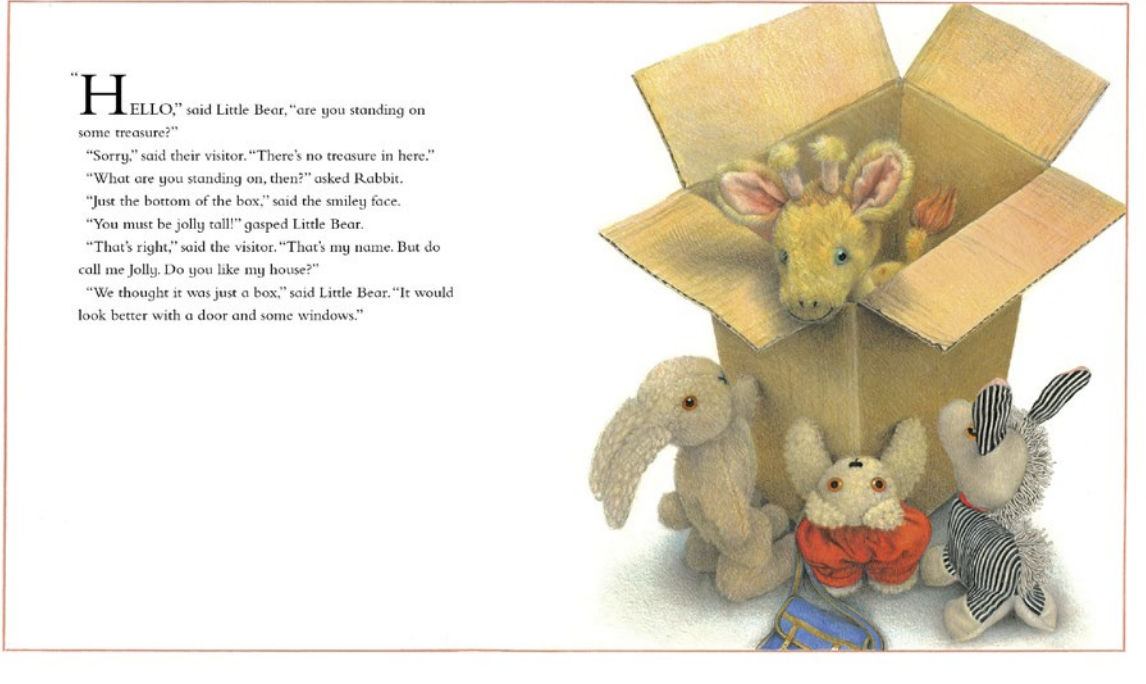
I'll look inside," said Brownell, poking a little hole with his knitting needle.
"Ouch!" said the box.
"That box just rolled!" said Little Bear.
"It won't be long," said Old Bear. "It was the something inside."
"Nice room, then!" said Little Bear.
"Perhaps something guarding the treasure," said Rabbit, hopefully. "Let's open the box!"



What ought to talk to it first," said Brownell. He crept over to the little hole.
"Hello," he called softly. "Are you friend or foe?"
"Friend, I think," said the voice in the box. "I haven't heard of a foe."
"It doesn't sound very nice," said Duck.
"Hush! I'll get a net in case we have to catch it," said Rabbit.
"I'll find a bag for the treasure," said Little Bear.



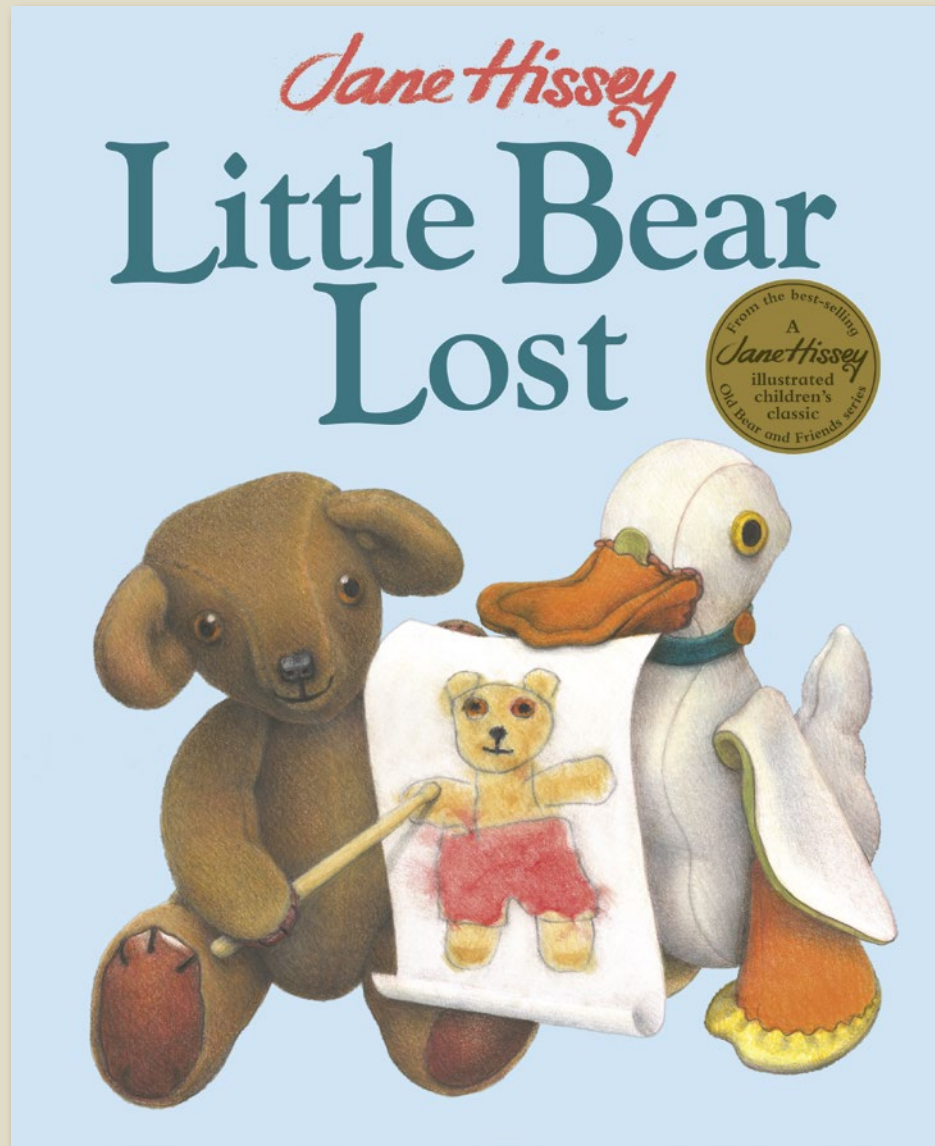
Very carefully, Brownell and Old Bear untied the string and opened the box.
Two little furry bears appeared first.
Then two big furry ones.
Then a family furry face.
"Hello, everyone," it said.



"HELLO," said Little Bear, "are you standing on some treasure?"
"Sorry," said their visitor. "There's no treasure in here."
"What are you standing on, then?" asked Rabbit.
"Just the bottom of the box," said the smiley face.
"You must be jolly tall!" gasped Little Bear.
"That's right," said the visitor. "That's my name. But do call me Jolly. Do you like my house?"
"We thought it was just a box," said Little Bear. "It would look better with a door and some windows."

Pub Date	01/08/2024
Pub Price	£7.99
ISBN	9781800789630
H x W	292 x 191mm
Binding	Paperback
Age Range	0-5 years
Author	Jane Hissey
Illustrator	Jane Hissey
Extent	32pp
Word Count	850 words
Rights Available	World

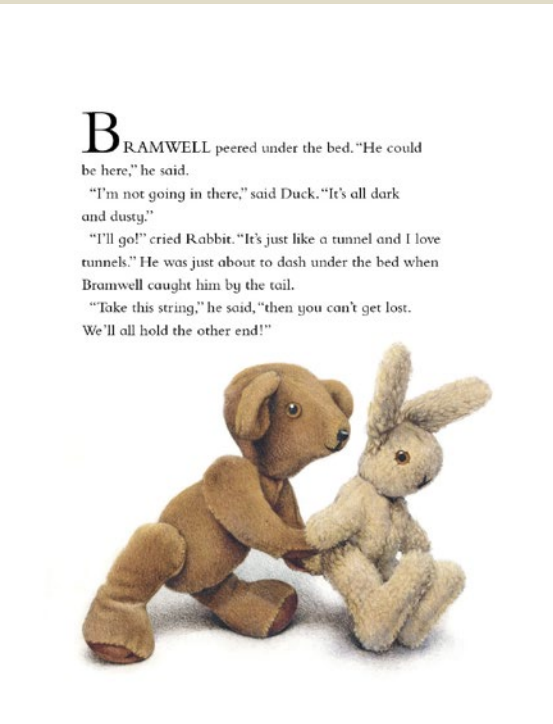
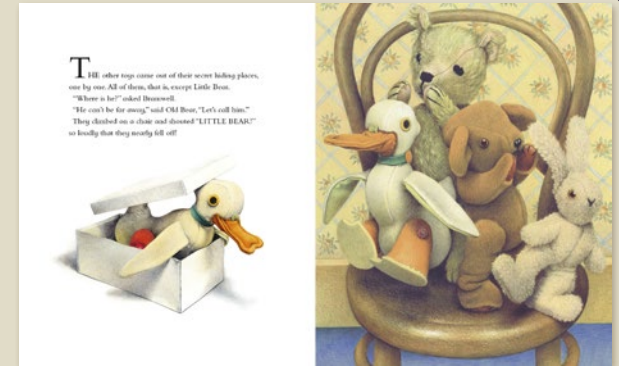
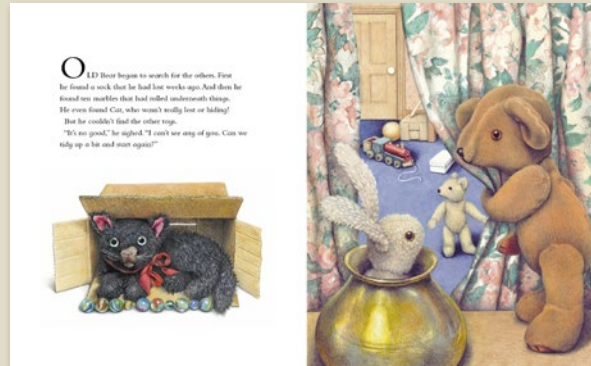
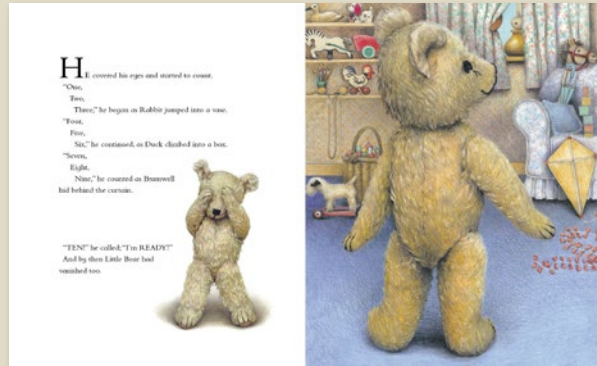
Little Bear Lost



It's time to find Little Bear!

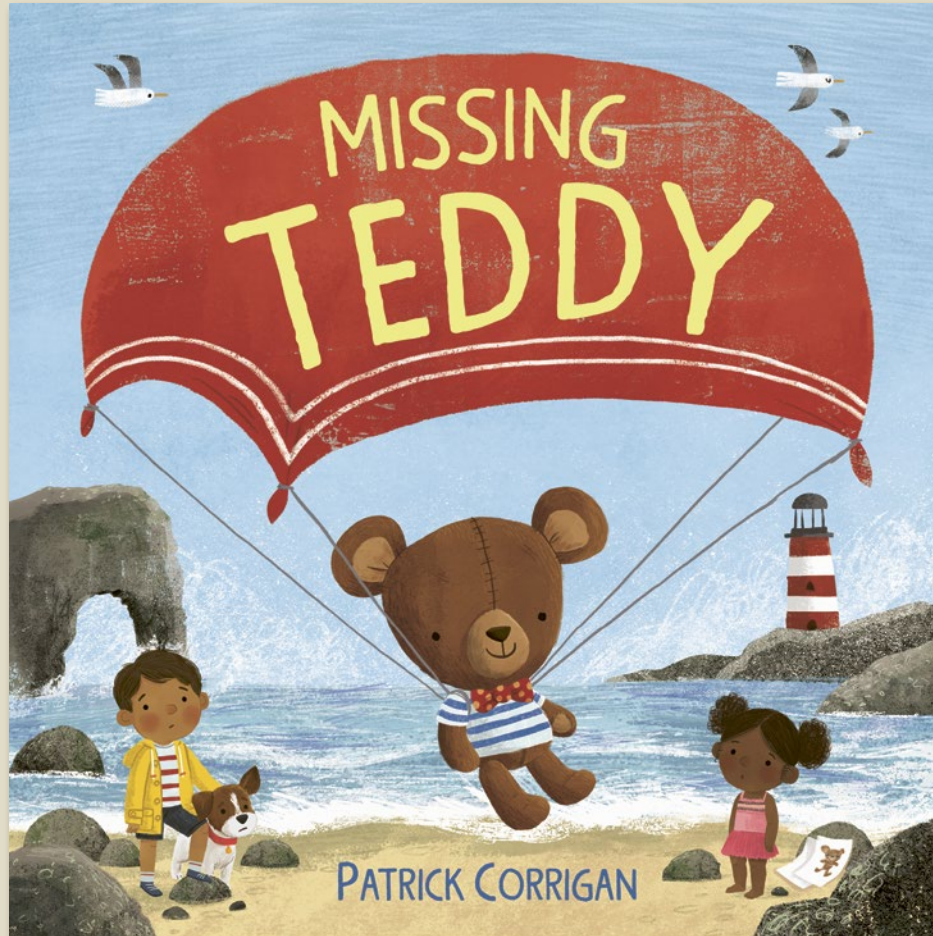
- Jane Hissey's best-selling teddy bear series became the basis for the BAFTA award-winning TV series, Old Bear and Friends
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers across the globe, selling over 127k in TCM alone
- Jane Hissey's elegant, photo-realistic coloured-pencil illustrations give the book a beautiful, nostalgic feel
- First published in the 80s, this new refreshed paperback edition brings Little Bear and friends to a new generation of children whose parents grew up reading these books

Little Bear Lost



Pub Date	09/05/2024
Pub Price	£7.99
ISBN	9781800788749
H x W	292 x 191mm
Binding	Paperback
Age Range	0-5 years
Author	Jane Hissey
Illustrator	Jane Hissey
Extent	32pp
Word Count	815 words
Rights Available	World

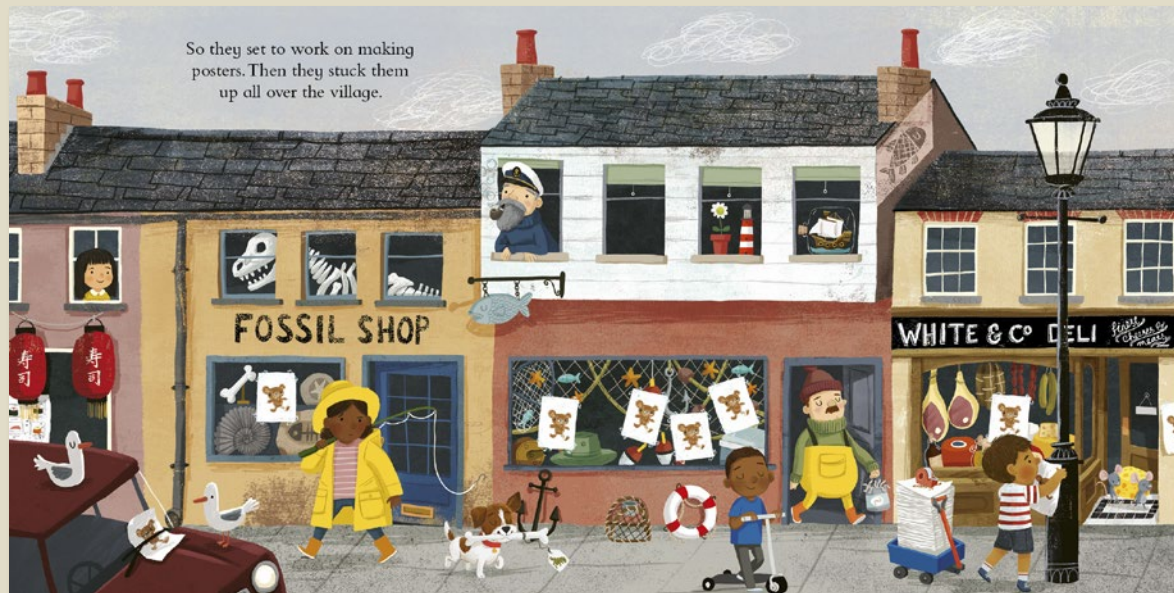
Missing Richmond



A heartwarming tale about a boy, his dog, and his beloved teddy bear.

- A beautiful tale about appreciating what you have, paying it forward, and how learning to share can lead to wonderful friendships.
- The perfect tale for children starting school and making friends for the very first time.
- Colourful, snuggly illustrations and empathetic text make this an adorable classic.
- Pat Corrigan was longlisted for the 2022 and 2023 World Illustration Awards.

Missing Richmond



Pub Date	10/04/2025
Pub Price	£7.99
ISBN	9781835871911
H x W	250 x 250mm
Binding	Paperback
Age Range	5-7 years
Author	Patrick Corrigan
Illustrator	Patrick Corrigan
Extent	32pp
Word Count	564 words
Rights Available	World

Monster Manners: Wash Those Hands!



Master your manners and learn how to scrub your hands clean in this humorous guide to hygiene habits!

- Colourful monster characters guide little ones on an exciting journey to cleanliness, helping to build confidence and instil healthy hygiene habits.
- Funny, reassuring rhyming text will help children to memorise each step and ensure hand washing becomes an enjoyable part of a child's daily routine.
- Perfect for introducing children aged 3-6 years old to the concept personal hygiene.
- Includes a monster manners quiz at the back to solidify children's learning and encourage interactive engagement.

Monster Manners: Wash Those Hands!



These tiny germs can make us ill
By spreading some diseases.
They whizz and whirr right through the air
The moment someone sneezes.



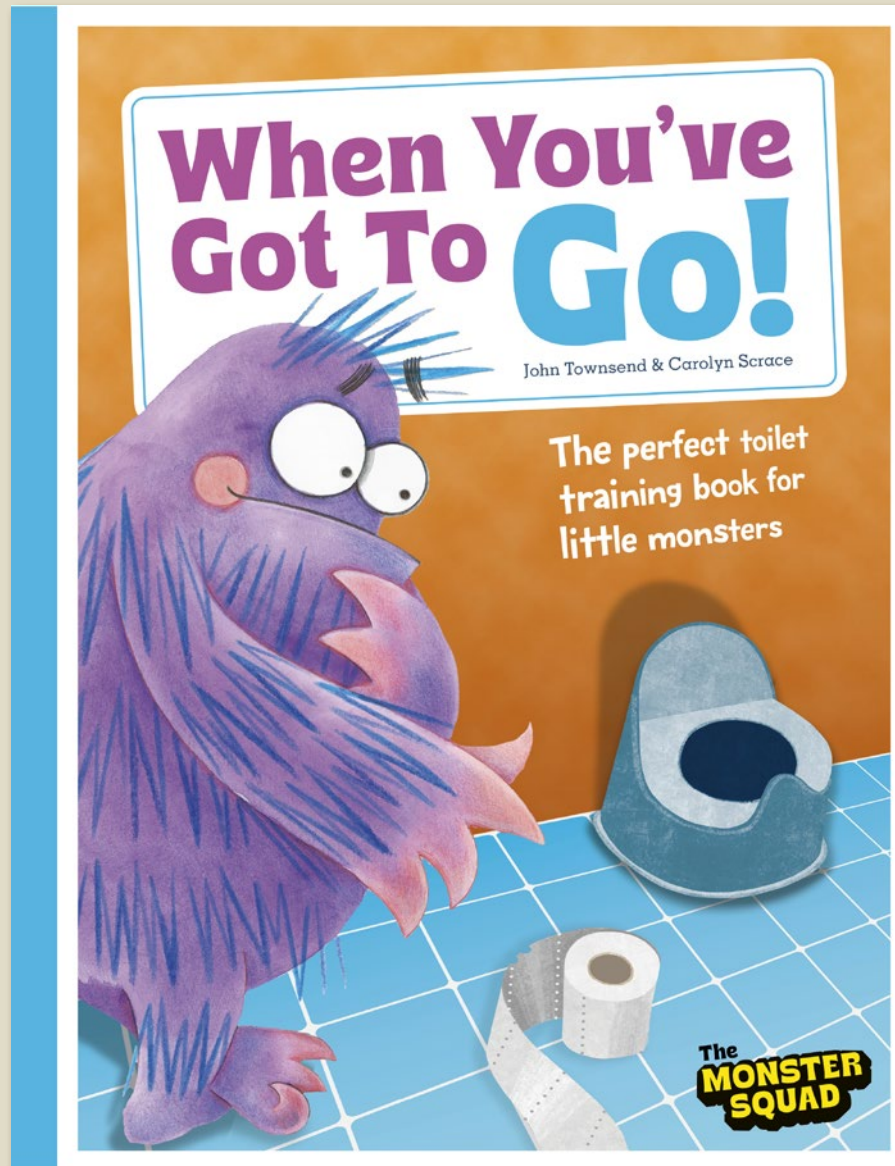
Rocky asks that when you're sneezing.

It shows respect to wash your hands
Whenever you've been sneezing.
You care for others when you do...
Good manners are so pleasing!



Pub Date	13/02/2025
Pub Price	£7.99
ISBN	9781835871201
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Author	John Townsend
Illustrator	Carolyn Scrace
Extent	32pp
Word Count	840 words
Rights Available	World

Monster Manners: When You've Got To Go!



Master your manners and learn how to perfect using the potty in this humorous guide to hygiene habits!

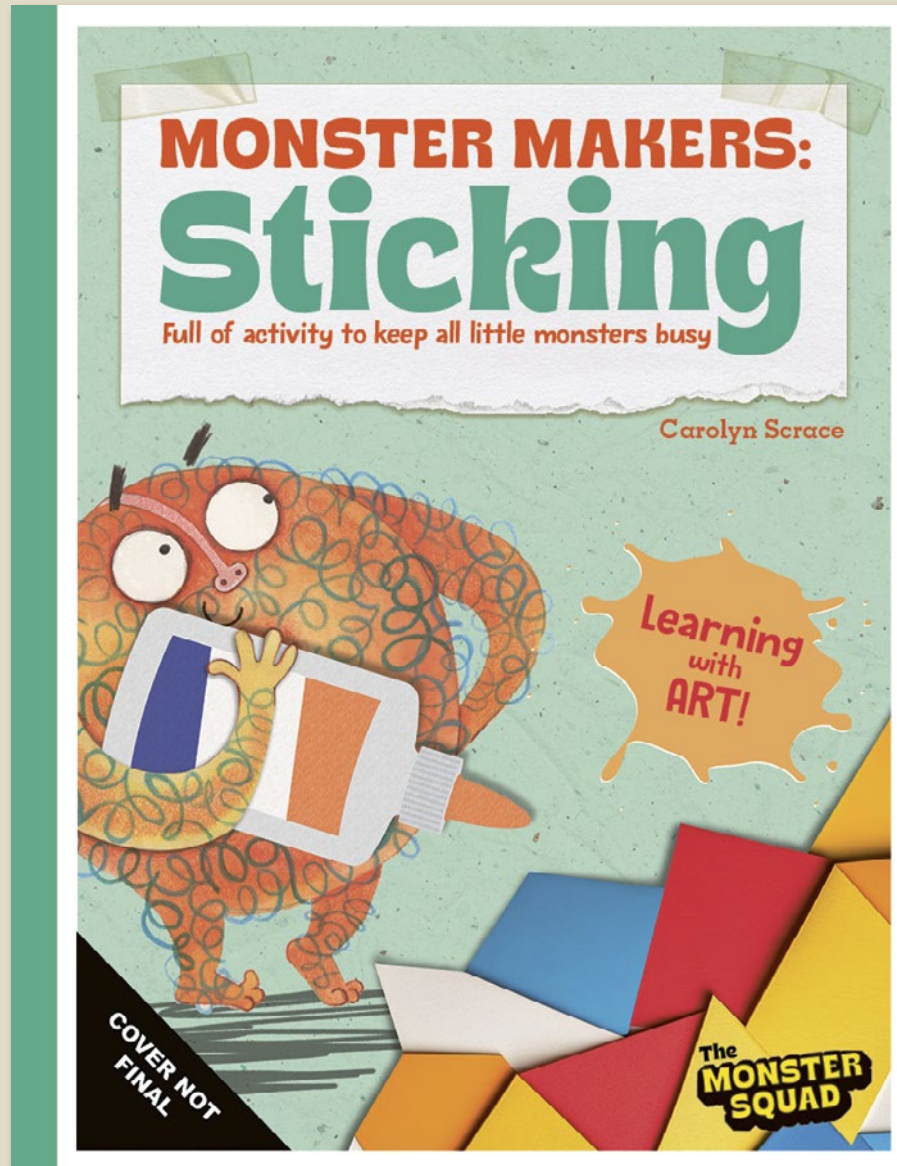
- Colourful monster characters guide little ones on an exciting journey to cleanliness, helping to build confidence and instil healthy hygiene habits.
- Funny, reassuring rhyming text will help children to memorise each step and ensure transitioning to the potty or toilet becomes an enjoyable, stress-free part of a child's daily routine.
- Perfect for introducing children aged 2-5 years old to the concept personal hygiene and toilet training.
- Includes a monster manners quiz at the back to solidify children's learning and encourage interactive engagement.

Monster Manners: When You've Got To Go!



Pub Date	13/02/2025
Pub Price	£7.99
ISBN	9781835871218
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Author	John Townsend
Illustrator	Carolyn Scrase
Extent	32pp
Word Count	840 words
Rights Available	World

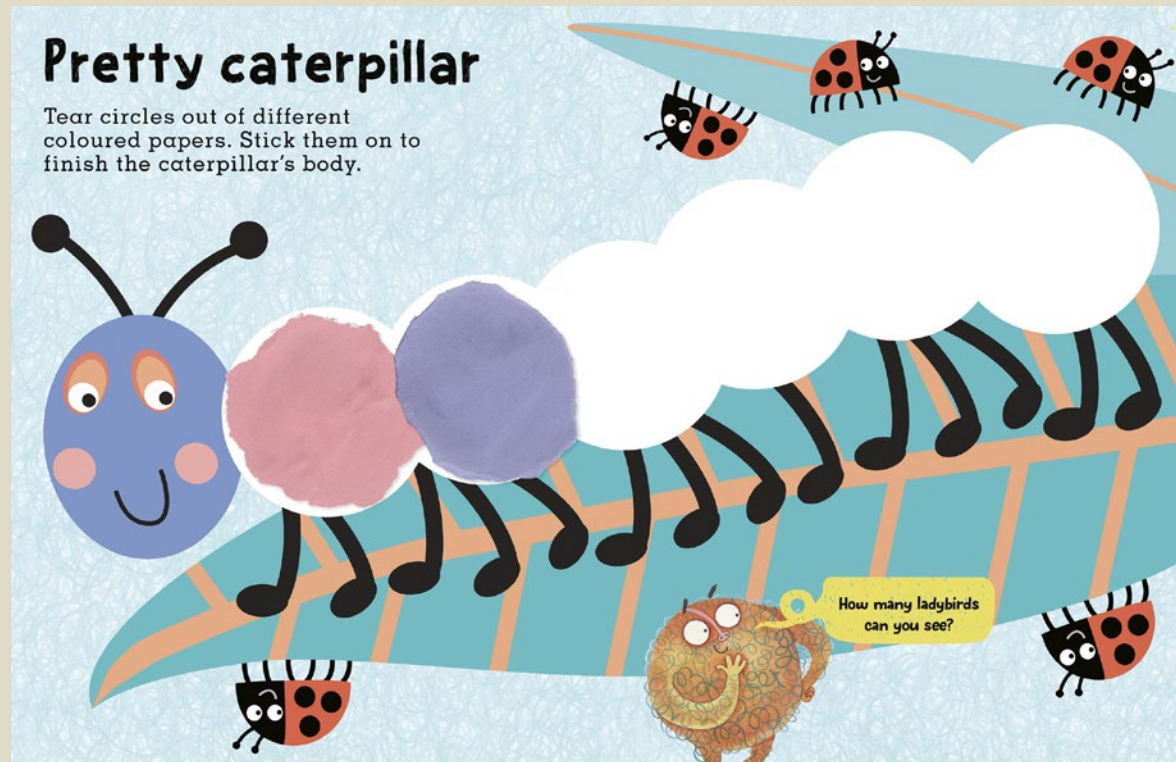
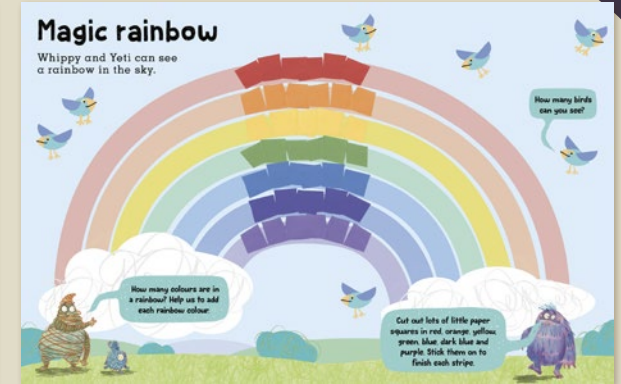
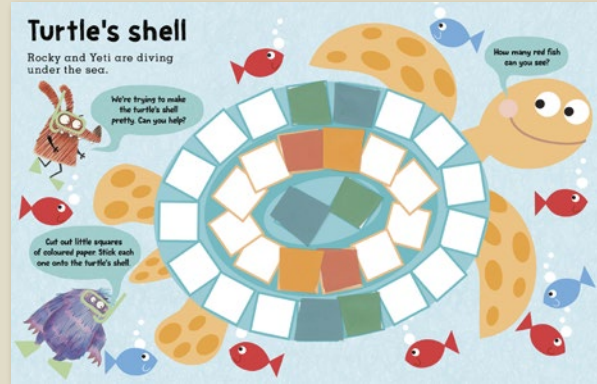
Monster Makers: Sticking



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

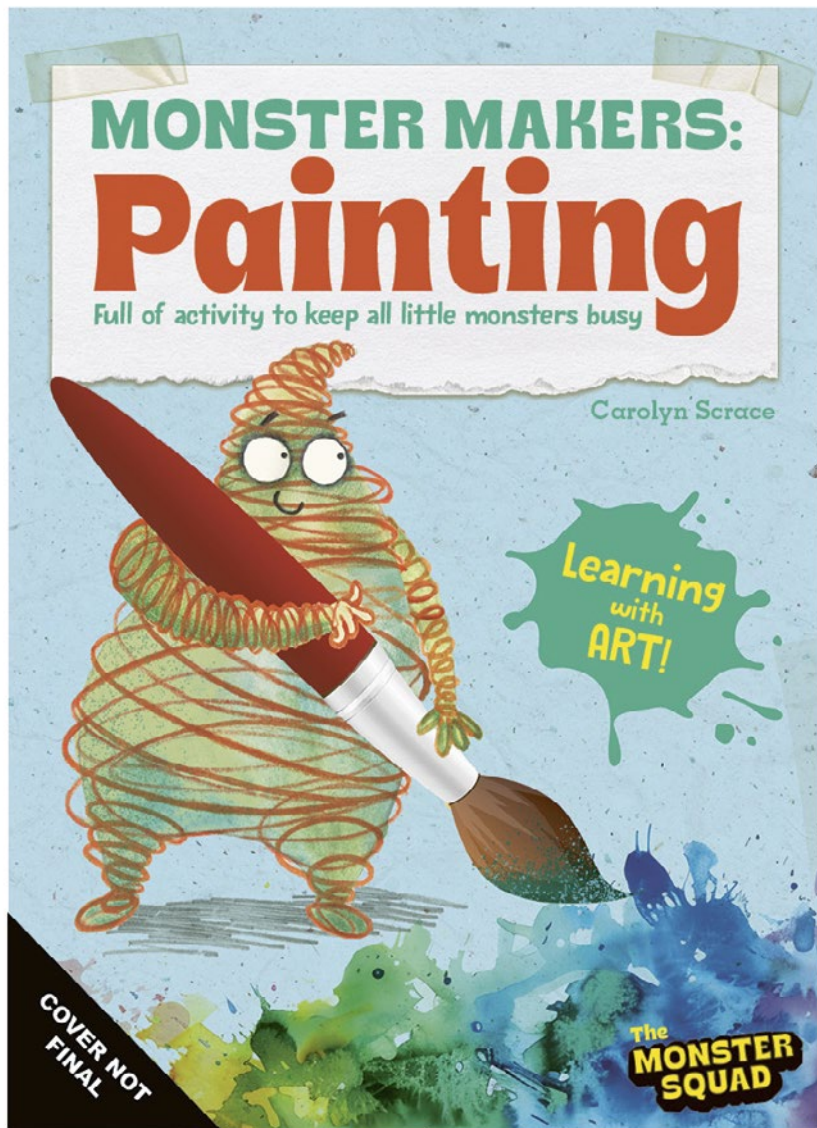
- Introduces children to concepts of shape, colour, size and pattern.
- Improves manual dexterity, visual spatial awareness and coordination skills in little ones.
- Inspires children to create art from materials they already have at home, such as scrap paper, producing unexpected masterpieces and expanding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

Monster Makers: Sticking



Pub Date	14/08/2025
Pub Price	£7.99
ISBN	9781835871225
H x W	280 x 215mm
Binding	Paperback
Age Range	0-5 years
Extent	32pp
Files To Printer	14/03/2025
Freight On Board	05/06/2025
Rights Available	World ex USA,- Can,Ppines

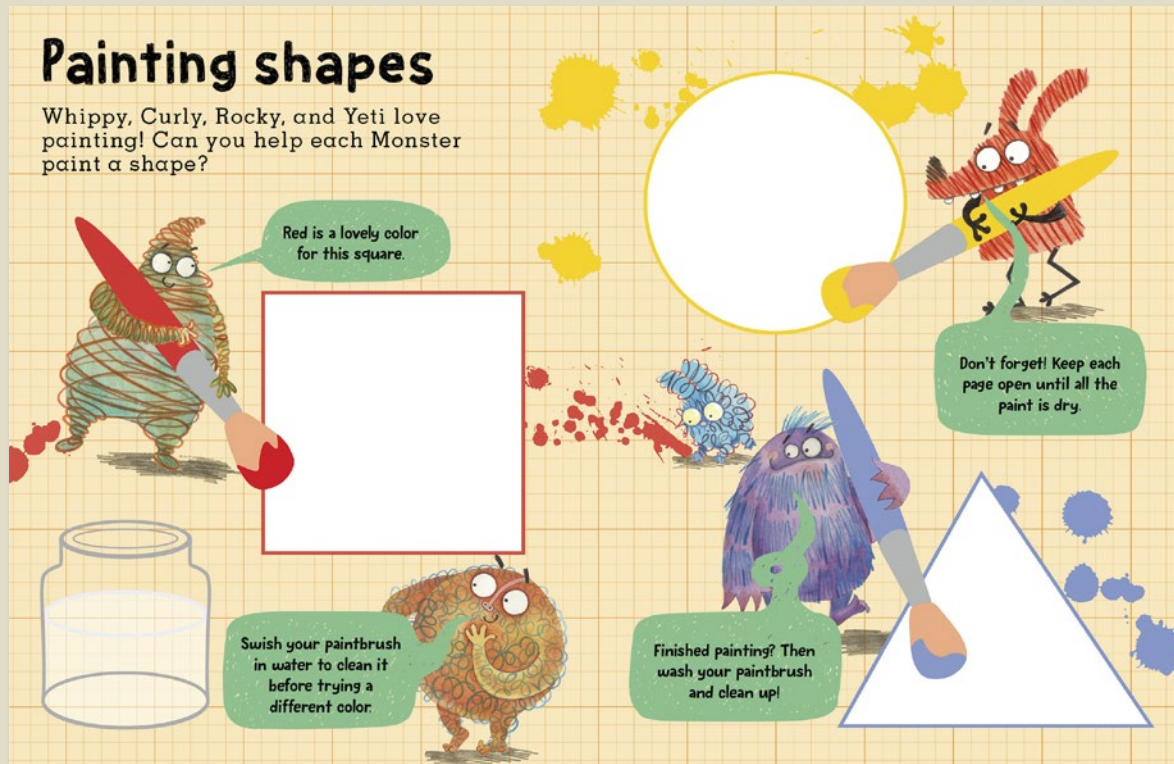
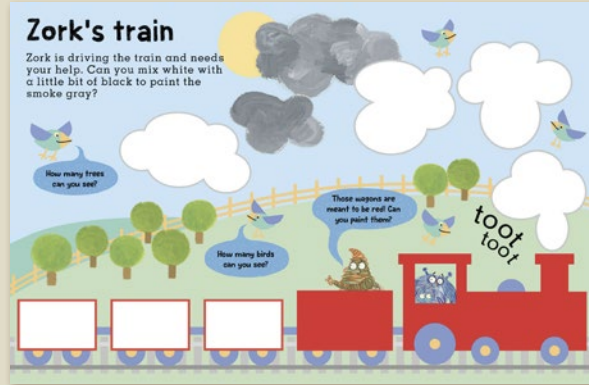
Monster Makers: Painting



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

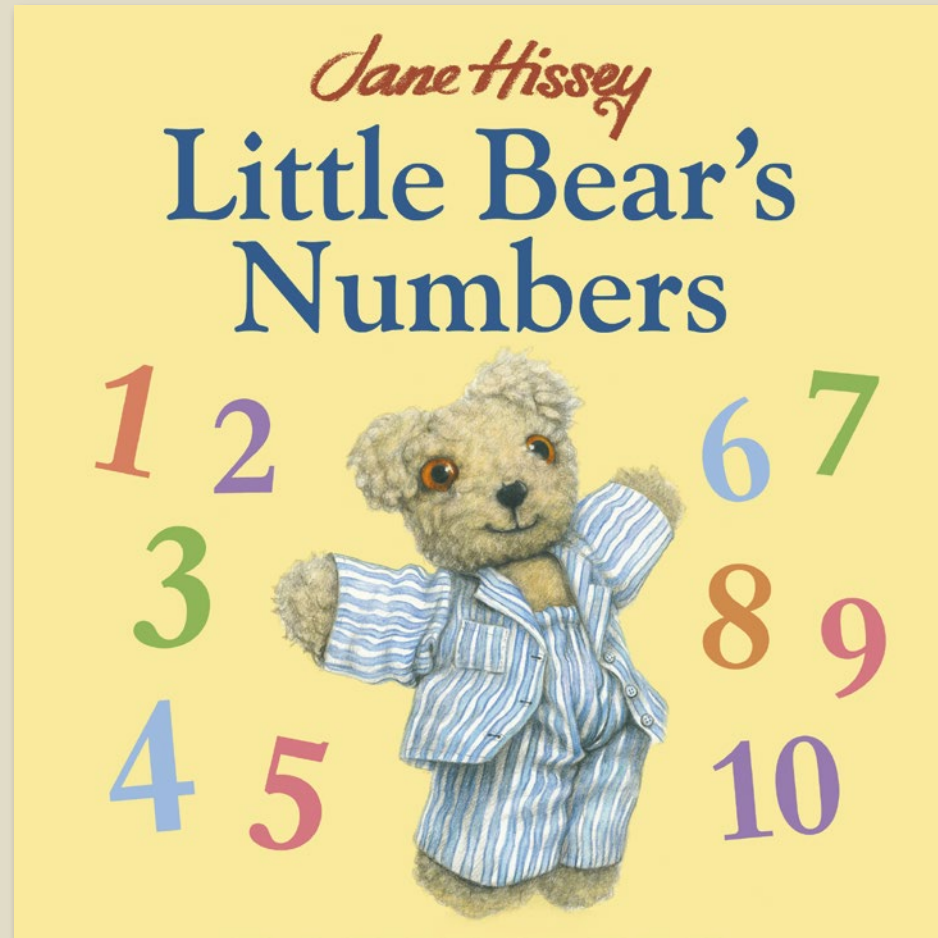
- Introduces children to concepts of shape, colour, size and pattern.
- Improves manual dexterity, visual spatial awareness and coordination skills in little ones.
- Prompts to mix colours to match real-world objects encourages creativity and an enhanced awareness of the world around them.
- Friendly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

Monster Makers: Painting



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

Little Bear's Numbers



Learn the numbers 1 to 10 with the help of Little Bear and his cuddly companions!

- A timeless board book with rounded corners, simple text and adorable illustrations, perfect for introducing children to the fundamental concepts of counting and numbers.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers, selling over 7 million copies internationally and 126,000 through TCM alone.
- The BAFTA-award winning TV series has broadcast in the UK (ITV and Channel 5), the United States (Cartoon Network's Small World), Canada (CBC morning children's block), Australia (ABC), South Africa (M-Net, SABC 2 and Bop TV), Singapore (MediaCorp Channel 5), Sri Lanka (Channel Eye), Czech Republic (CT1), Poland (TVP1), Sweden (TV2), and New Zealand (TV One).

Little Bear's Numbers



4 boots



Where is Dog hiding his **four** rubber bones?



5 biscuits



Here are **five** bears in a basket.



6 candles



Little Bear and Ruff have **six** bouncy balls.



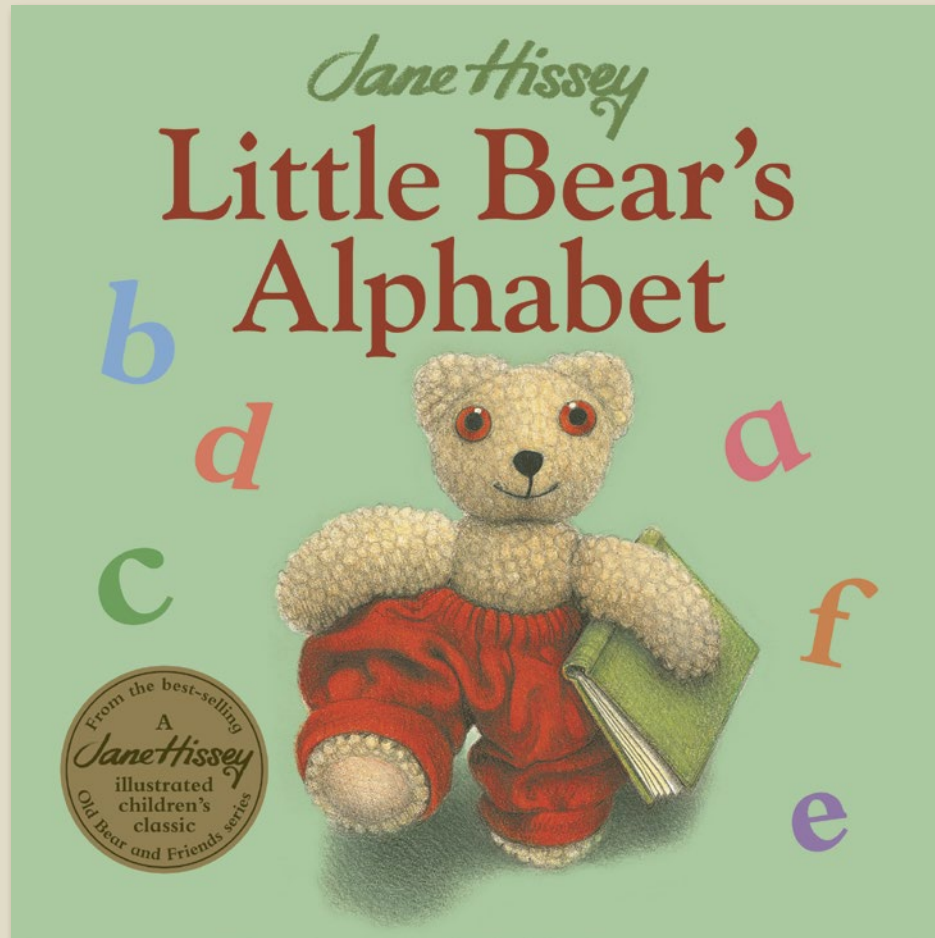
7 books



Can you see **seven** hats?

Pub Date	14/08/2025
Pub Price	£6.99
ISBN	9781835871812
H x W	180 x 180mm
Binding	Board Book
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	24pp
Freight On Board	29/05/2025
Rights Available	World

Little Bear's Alphabet



Learn your ABCs with Little Bear and his cuddly companions!

- A timeless board book with rounded corners, simple text and adorable illustrations, perfect for introducing children to the fundamental concept of the alphabet and words.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers, selling over 7 million copies internationally and 126,000 through TCM alone.
- The BAFTA-award winning TV series has broadcast in the UK (ITV and Channel 5), the United States (Cartoon Network's Small World), Canada (CBC morning children's block), Australia (ABC), South Africa (M-Net, SABC 2 and Bop TV), Singapore (MediaCorp Channel 5), Sri Lanka (Channel Eye), Czech Republic (CT1), Poland (TVP1), Sweden (TV2), and New Zealand (TV One).

Little Bear's Alphabet

G is for game.



The toys are playing a great game of hide-and-seek. Where has Bramwell gone?

H is for hold on tight, Little Bear!



Hoot is flying high.

I is for inside.



Little Bear is inside his sleeping bag.

J is for jelly.



Don't jump in Ruff's birthday jelly, Little Bear!

K is for kangaroo.



She is kicking a big red ball.

L is for leaf.



Don't let go, Little Bear!

M is for marbles.



How many marbles has Cat found?

N is for nest.



Hoot's new nest is a nice woolly hat.

O is for on.



Old Bear is sitting on a basket of food.

P is for present.



This one is wrapped in pretty paper.

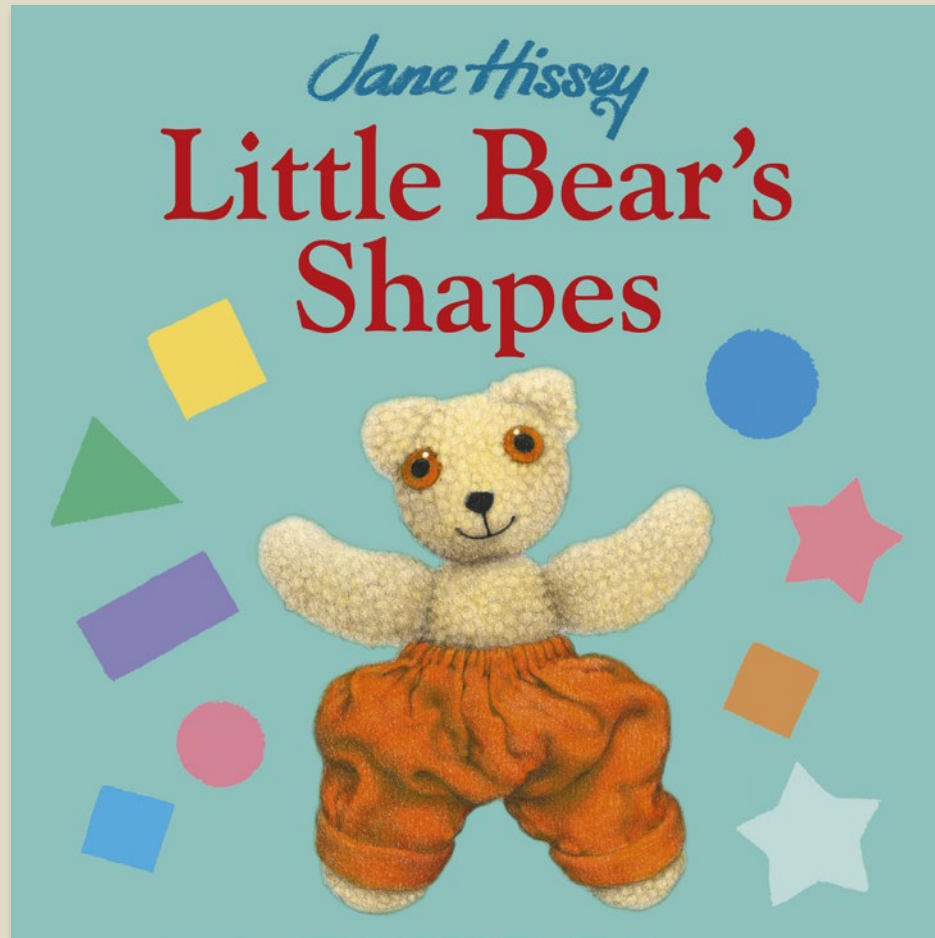
Q is for quiet, please.



Old Bear is sleeping under his quilt.

Pub Date	27/03/2025
Pub Price	£6.99
ISBN	9781835871829
H x W	180 x 180mm
Binding	Board Book
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	24pp
Word Count	328 words
Rights Available	World

Little Bear's Shapes



Introduce your child to the wonderful world of shapes with the help of Little Bear and his cuddly companions!

- A timeless board book with rounded corners, simple text and adorable illustrations, perfect for introducing children to the fundamental concept of shapes.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers, selling over 7 million copies internationally and 126,000 through TCM alone.

Little Bear's Shapes



see-through **rectangle**



Bramwell is pointing to a yellow **rectangle**.



paper star



Hoot has **stars** on her apron.



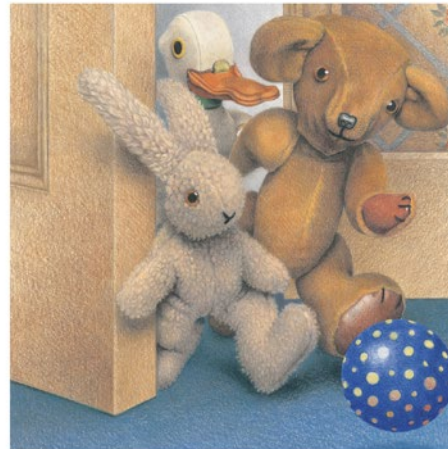
wooden cubes



Ruff's birthday cake is a **cube**.



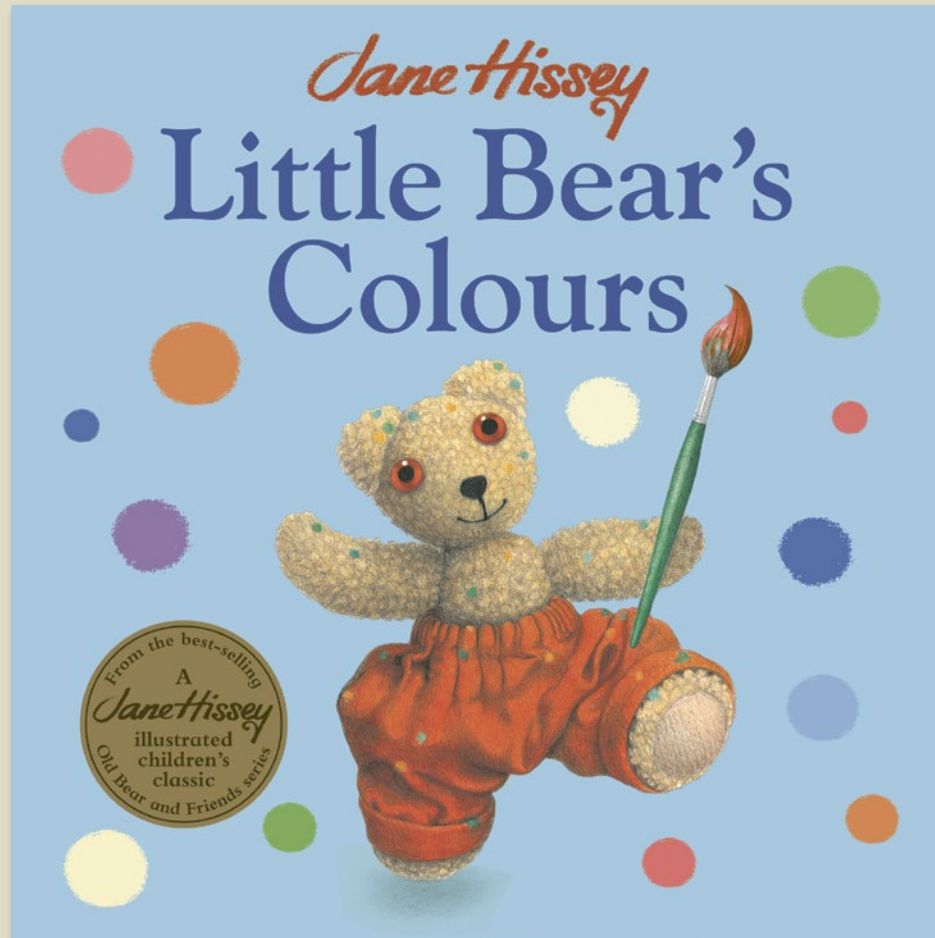
glass **sphere**



The ball the toys have found is a **sphere**.

Pub Date	14/08/2025
Pub Price	£6.99
ISBN	9781835871881
H x W	180 x 180mm
Binding	Board Book
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	24pp
Freight On Board	29/05/2025
Rights Available	World

Little Bear's Colours



Introduce your child to the wonderful world of colours with the help of Little Bear and his cuddly companions!

- A timeless board book with rounded corners, simple text and adorable illustrations, perfect for introducing children to the fundamental concept of colours.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers, selling over 7 million copies internationally and 126,000 through TCM alone.

Little Bear's Colours



green umbrella



What is the **green** monkey eating?



blue bone



Little Bear is standing on a **blue** chair.



purple hat



Jolly has caught two **purple** balloons.



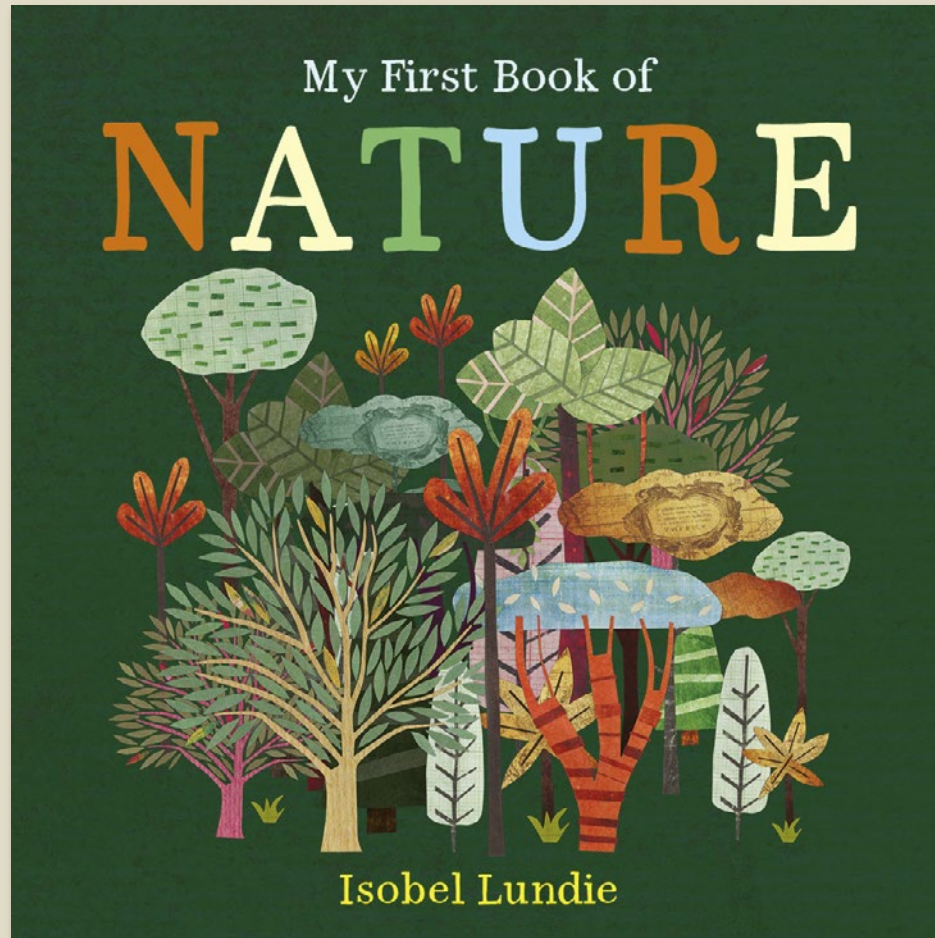
pink blanket



Lizzie Long Ears is wearing a **pink** dress.

Pub Date	27/03/2025
Pub Price	£6.99
ISBN	9781835871898
H x W	180 x 180mm
Binding	Board Book
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	24pp
Word Count	101 words
Rights Available	World

My First Book of Nature



First words for nature lovers.

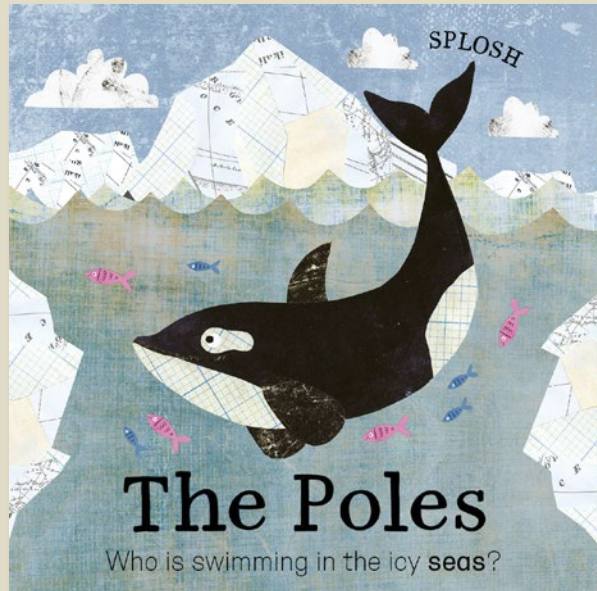
- Part of a larger early concepts series on a range of subjects.
- Includes simple text to encourage interaction with the illustrations.
- Beautifully textured illustrations to capture the attention of young children.

My First Book of Nature



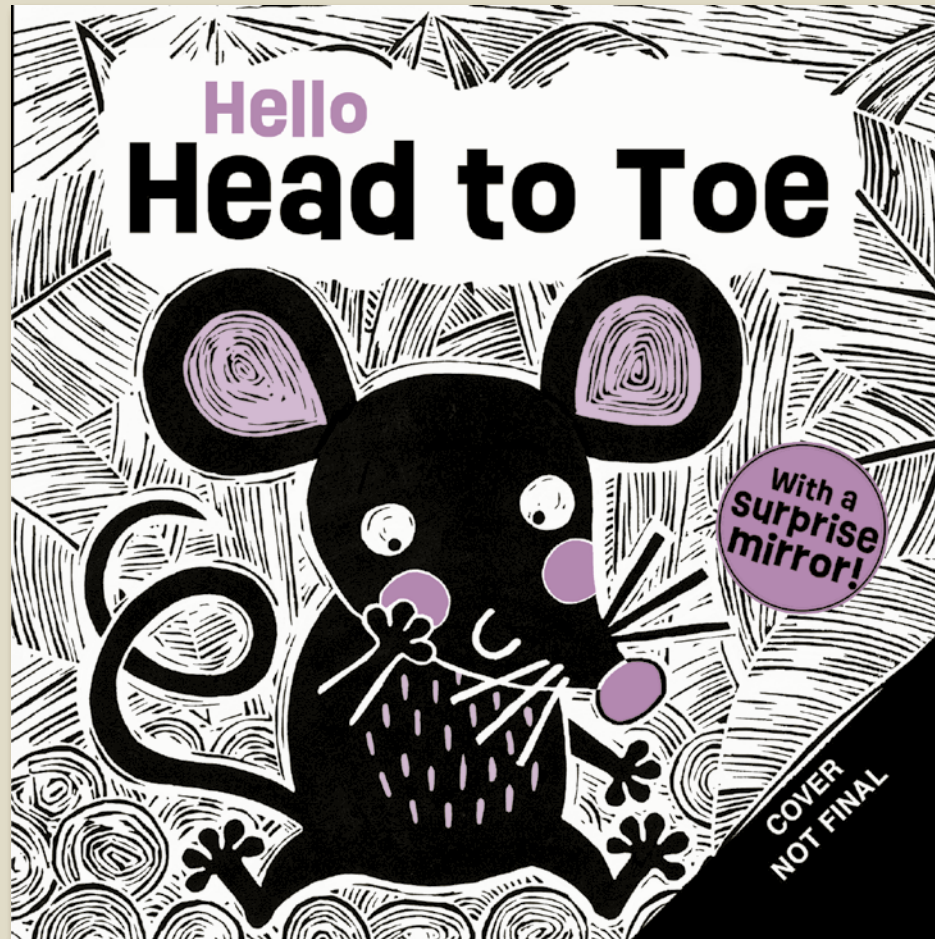
Pub Date	05/06/2025
Pub Price	£6.99
ISBN	9781835871973
H x W	150 x 150mm
Binding	Board Book
Age Range	0-5 years
Author	Isobel Lundie
Illustrator	Isobel Lundie Isobel Lundie
Extent	20pp
Word Count	84 words
Files To Printer	16/01/2025
Freight On Board	01/04/2025
Rights Available	World

My First Book of the Earth



Pub Date	05/06/2025
Pub Price	£6.99
ISBN	9781835871980
H x W	150 x 150mm
Binding	Board Book
Age Range	0-5 years
Author	Isobel Lundie
Illustrator	Isobel Lundie
Extent	20pp
Word Count	79 words
Files To Printer	16/01/2025
Freight On Board	01/04/2025
Rights Available	World

Hello Head to Toe



Follow the funny 'simon-Says'-style instructions to introduce the different parts of the body with this beautifully-designed, high-contrast baby book.

- High-contrast images are designed specially for babies' eyesight.
- An array of shapes, patterns and animals to discuss helps develop image and speech recognition.
- Rhyme, patterns and a mirror create a fun, engaging reading experience, piquing a baby's interest in books.
- Small, board book format is perfect for little hands.

Hello Head to Toe



Pub Date	05/01/2026
Pub Price	£6.99
ISBN	9781835872475
H x W	150 x 150mm
Binding	Board Book
Age Range	0-5 years
Author	John Townsend
Illustrator	Carolyn Scrace
Extent	14pp
Files To Printer	18/07/2025
Freight On Board	20/10/2025
Rights Available	World

Hello Happy Faces



Say 'hello' to the funny faces in this beautifully-designed, high-contrast baby book.

- High-contrast images are designed specifically for babies' eyesight.
- An array of shapes and patterns to discuss helps develop image and speech recognition.
- Rhyme, patterns and a mirror create a fun, engaging reading experience, piquing a baby's interest in books.
- Small, board book format is perfect for little hands.

Hello Happy Faces



Pub Date	05/02/2026
Pub Price	£6.99
ISBN	9781835872680
H x W	180 x 180mm
Binding	Board Book
Age Range	0-5 years
Author	John Townsend
Illustrator	Carolyn Scrace
Extent	14pp
Files To Printer	18/08/2025
Freight On Board	20/11/2025
Rights Available	World



Rights Expert – New Hatch BBF25

**Created by Cecilia Fanucci
cecilia.fanucci@bonnierbooks.co.uk**

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