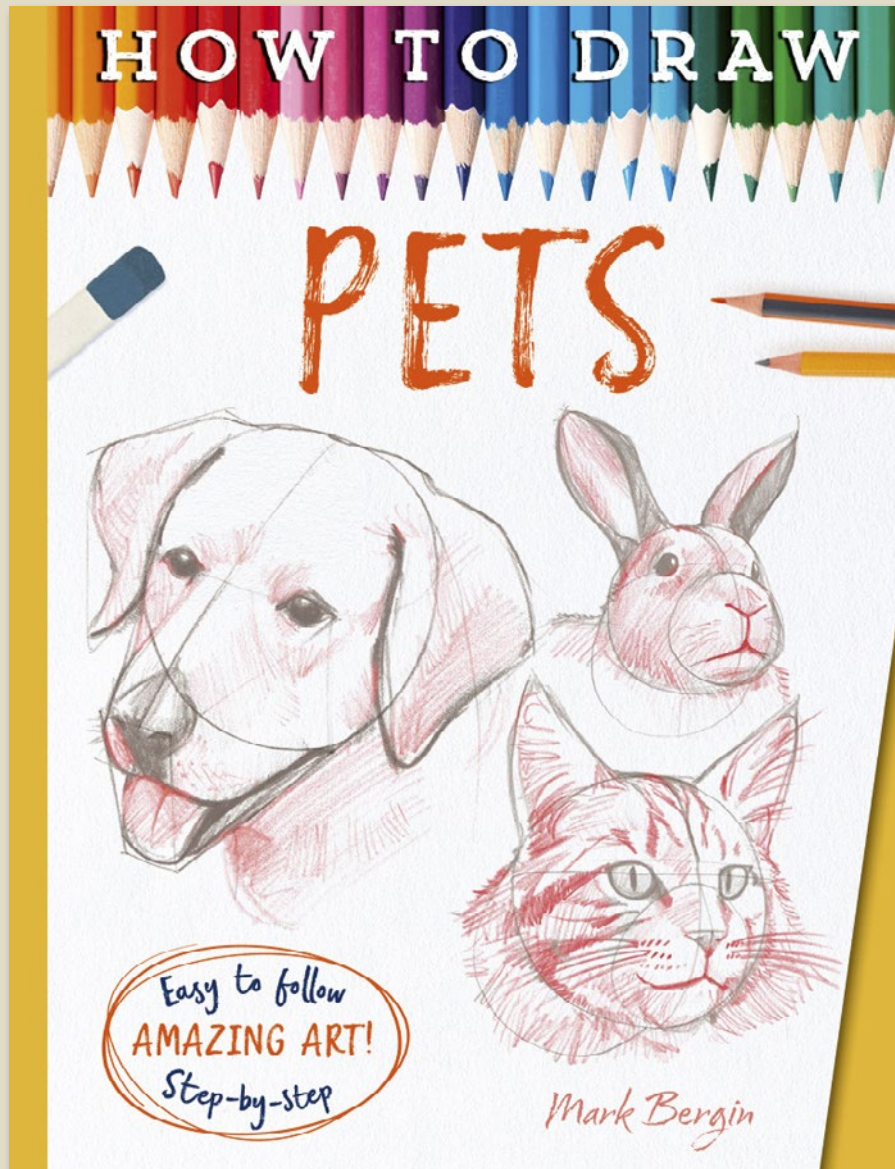




Rights Expert - New Hatch FBF24

How To Draw Pets



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

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

How To Draw Pets

Heads, paws and claws

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

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

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

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

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

10

Using photos

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

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

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

12

Dog

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

Draw a circle for the head. These two circles for the legs are the same size as the circle for the head.

Draw the dog's body, adding its neck and tail.

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

Sketch in the dog's head, adding its ears and eyes.

18

Rabbit

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

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

Draw two long connecting curved lines.

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

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

Position the rabbit's ears on its head.

Add a little round tail.

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

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

Add shading to areas where the light would not reach.

20

Pub Date	28/03/2024
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Author	Mark Bergin
Illustrator	Mark Bergin
Extent	32pp
Word Count	2955 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.

1. Draw a large oval for the egg.

2. Draw an oval shape for the dragon's head.

3. Draw the shape of the horns on the head.

4. Draw the position of the eyes and nostrils.

5. Draw the lines leading over the edge of the cracked shell.

6. Add a piece of broken egg shell behind the egg.

7. Complete the head and wings.

8. Add scales to the dragon's neck.

9. Draw some detail into the wings and tail skin.

10. Use straight lines to create scales down the shell.

11. Add shading to the egg to give it a three-dimensional effect.

Tip
The dragon's scales are made up of small scales in rows. You can use the tip of your pencil to draw the lines between the scales.

The wise dragon

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

1. Draw a circle for the head.

2. Draw a circle for the neck.

3. Draw a larger oval for the body.

4. Add the shape of the four wing segments.

5. Draw the dragon of the long wing.

6. Draw the main structure of the wing.

7. Add long curved lines extending out from the body to become the tail.

8. Draw some detail on the end of the tail to become the tail.

9. Use long curved lines to draw the shape of the dragon's wing.

10. Draw the head with the eye horns.

11. Add small scales at the top of the wing.

12. Draw large scales on the dragon's body.

13. Use long curved lines to draw the shape of the dragon's wing.

14. Finish off the detail of the wings.

15. Add the body skin.

16. Add a small figure standing next to the dragon for scale.

17. Complete the tail and head.

18. Add a small figure standing next to the dragon for scale.

Perched dragon

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

1. Draw a circle for the head.

2. Draw a circle for the neck.

3. Draw a large oval for the body.

4. Add the shape of the four wing segments.

5. Draw the dragon of the long wing.

6. Draw the main structure of the wing.

7. Add long curved lines extending out from the body to become the tail.

8. Draw some detail on the end of the tail to become the tail.

9. Use long curved lines to draw the shape of the dragon's wing.

10. Draw the head with the eye horns.

11. Add small scales at the top of the wing.

12. Draw large scales on the dragon's body.

13. Use long curved lines to draw the shape of the dragon's wing.

14. Finish off the detail of the wings.

15. Add the body skin.

16. Add a small figure standing next to the dragon for scale.

17. Complete the tail and head.

18. Add a small figure standing next to the dragon for scale.

Tip
Remember when drawing the dragon to give the dragon a three-dimensional effect.

Sleeping dragon

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

1. Start by drawing a large oval for the body.

2. Draw two curved lines for the neck.

3. Draw a circle for the head.

4. Draw simple shapes for the legs.

5. Draw a long curved line to indicate the dragon's spine and tail.

6. Draw the basic shape of the face using straight lines.

7. Start to add the shape of the tail.

8. Sketch the structure of the wings.

9. Draw the horns around the head.

10. Add the eyes and nostrils.

11. Add simple shapes for the feet.

12. Sketch in a simple shape for each foot.

13. Add three toes and talons.

14. Finish the claw off by adding skin detail.

15. Draw in the leathery, veined skin of the wings.

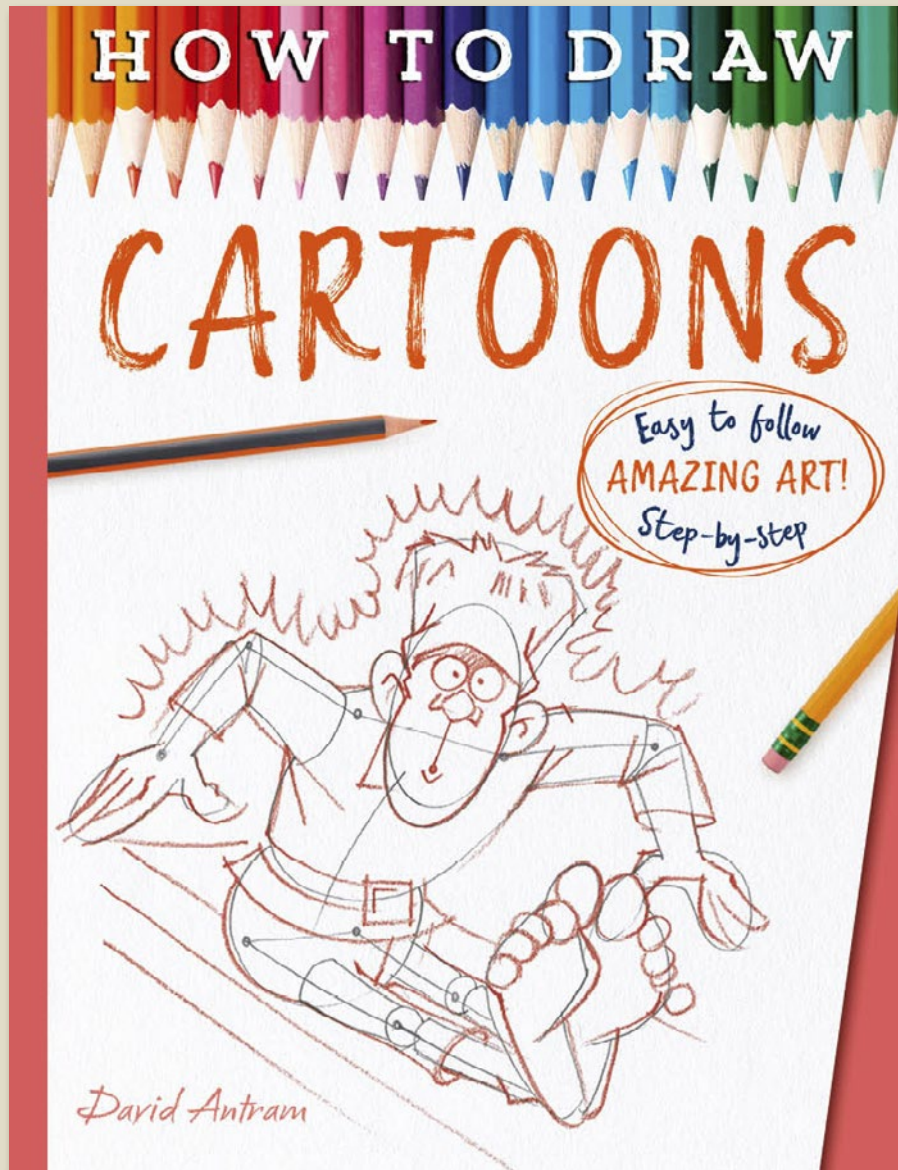
16. Add in the scales.

17. Add some ground or treasure under the dragon.

18. Complete all facial details like teeth and eyes.

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Rights Available	World

How To Draw Cartoons



A step-by-step guide to drawing cartoons

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

How To Draw Cartoons

Perspective

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

It helps to use a simple construction of a rectangular box to draw the object. The vanishing point (VP) is the point in perspective drawing where parallel lines appear to meet. The number of vanishing points depends on how many sides of the object you are drawing. A two-point drawing uses two vanishing points.

Two-point perspective drawing
For most perspective drawings, the vanishing points are far from the picture. Add the lines connecting across the figure. The lines converge towards a central point.

Low eye level
Normal eye level
High eye level

Rats

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

Start your drawing by sketching in simple shapes.

Start with a small oval for the head. Add a line for the ears. The simple curved lines to show the ears. Add lines for the eyes. The simple curved lines to show the eyes. Add lines for the nose and mouth. The simple curved lines to show the nose and mouth. Add lines for the tail. The simple curved lines to show the tail.

Make the rat's eyes big and round. Add lines for the whiskers. Add lines for the fur. Add lines for the shadow. Add lines for the background.

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 simple oval for the head. Add lines for the ears. Add lines for the eyes. Add lines for the nose and mouth. Add lines for the fur. Add lines for the shadow. Add lines for the background.

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. Make the legs into tube shapes. Add a small circle for the position of the big toe. This will help you draw the shoes.

Position the facial features as before. Inside the hand shape, draw a circle and one finger going into the mouth. Join the body and hips into one large oval.

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.

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

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

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

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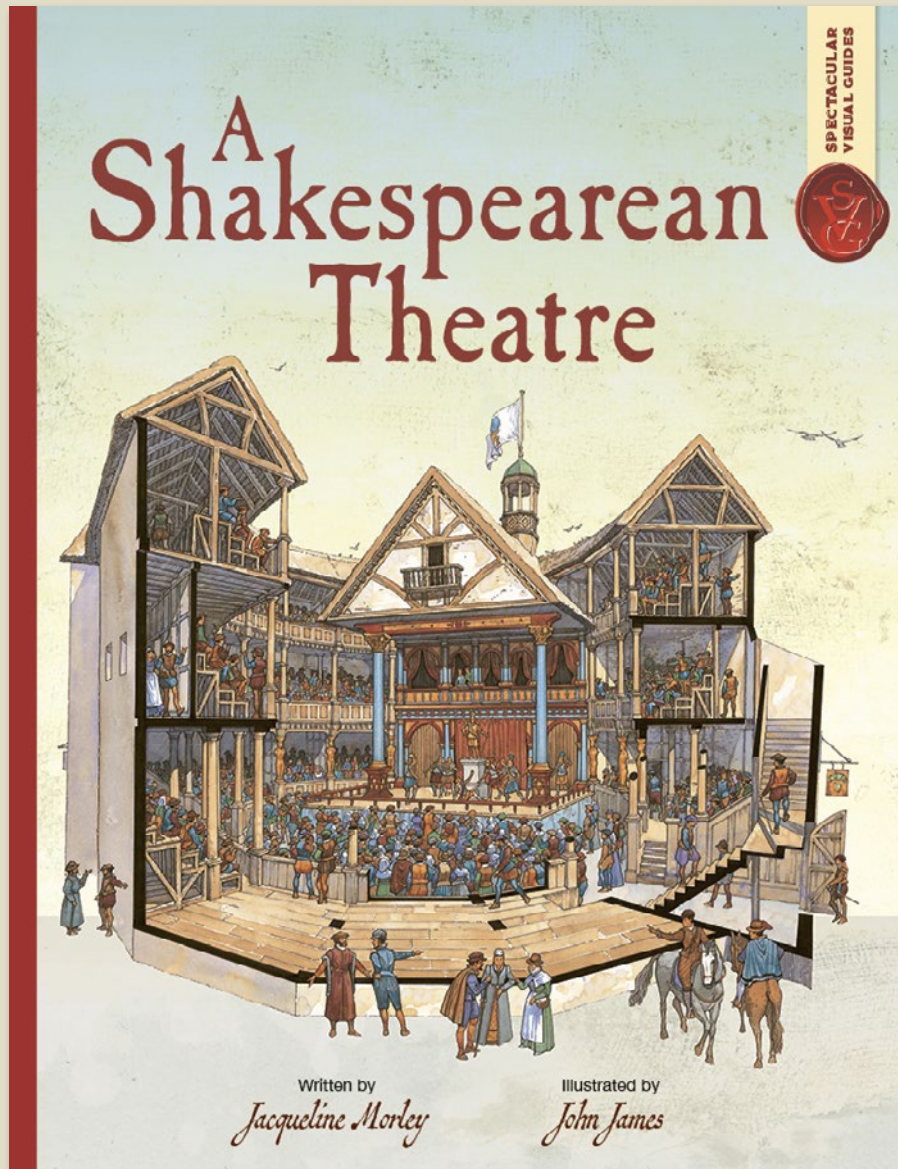
How To Draw Manga



A step-by-step guide to drawing manga

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

Spectacular Visual Guides: A Shakespearean Theatre



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

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

Spectacular Visual Guides: A Shakespearean Theatre

PLAYING IN LONDON

SIXTEENTH-CENTURY LONDON was a vibrant, growing city. By the 1570s its population of over 100,000 made it one of the largest cities in Europe. It was also one of the richest. Its houses, shops, specialist markets, taverns and theatres thrived. The city's growth was a constant force for change. As the city expanded, the theatre companies that performed in its streets and inns had to adapt. The first theatres were built on the edges of the city, where the land was cheap and the air was clean. The theatres were built on the edges of the city, where the land was cheap and the air was clean. The theatres were built on the edges of the city, where the land was cheap and the air was clean.

12 "It is good to see the world, to have a substantial picture painted before a picture to illustrate, in every sign, to fill the eye of the groundlings." Hamlet, Act II, Scene II

BACKSTAGE

THE DOORS AT THE BACK OF THE STAGE led into a cramped room where the players got ready and waited to enter on to the stage. The room was used for everything that was not part of the play. The backstage room was used for everything that was not part of the play. The backstage room was used for everything that was not part of the play.

13 "What ho! Silence up yere! About, fall in! No more words, what you are in play." The Taming of the Shrew, Act I, Scene I

FIRE!

THE FIRE AT THE GLOBE was a disaster that occurred in 1598. The fire destroyed the theatre and the property of the company. The fire was caused by a candle that had been left burning in a room. The fire was caused by a candle that had been left burning in a room. The fire was caused by a candle that had been left burning in a room.

14 "The day had fallen and made his England black. What light the stage had shown out, for their sake, in your fire made by the company's sake." Hamlet, Act V, Scene II

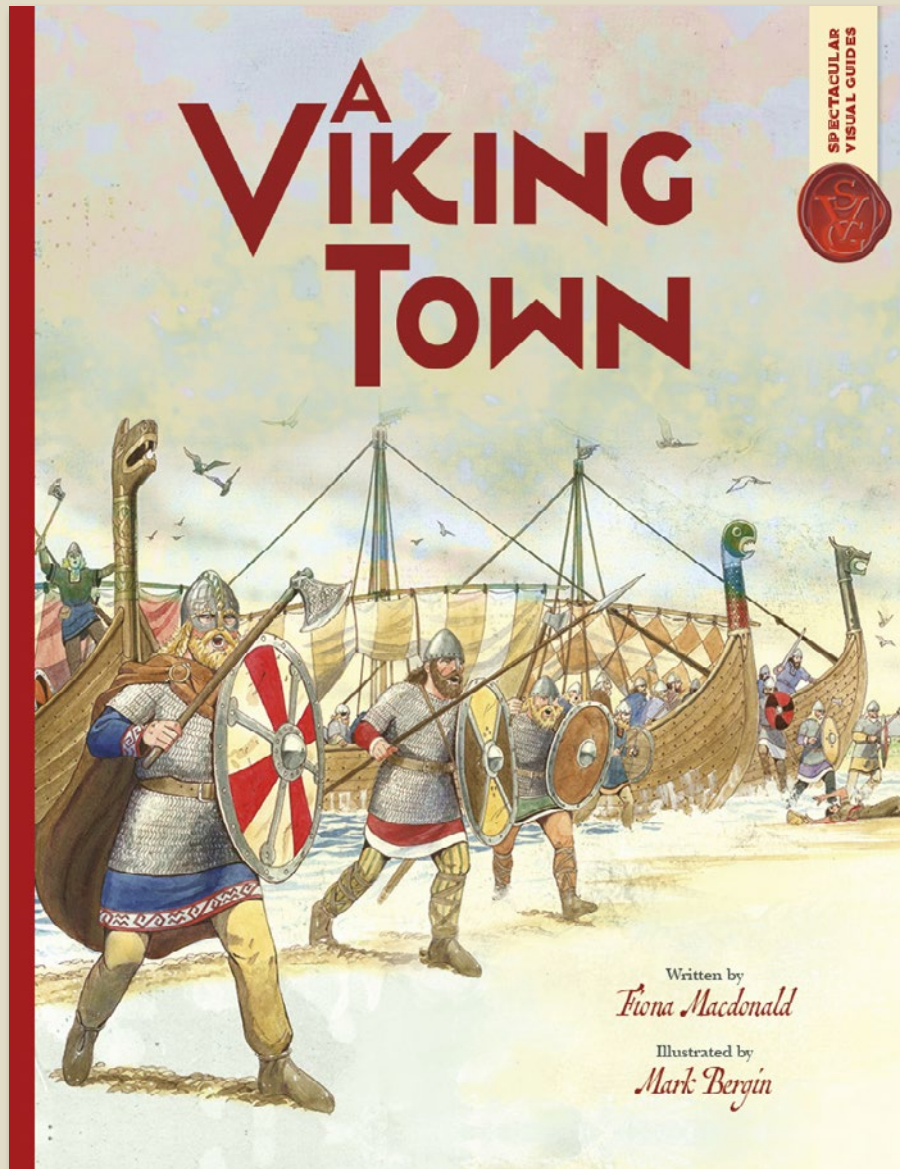
THE STAGE

THE STAGE OF THE GLOBE was still basically the platform that travelling players had used but with a permanent roof overhead. As soon as the last of three trumpet blasts warned that the play was starting, the opening players strode onto stage. They had to capture the audience's attention at once, without the help of a rising curtain or dimmed lights. Everything depended on the way they moved and spoke. Voices and gestures had to be commanding, so the style of acting was more exaggerated than we use today. Star players drew the crowds. At the Globe, the Chamberlain's Men could count on big audiences for their lead player, Richard Burbage. He was a great tragic actor and was the first to play Shakespeare's great characters, Othello, Hamlet and King Lear.

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

Pub Date	20/06/2024
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Illustrator	John James
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Rights Available	World

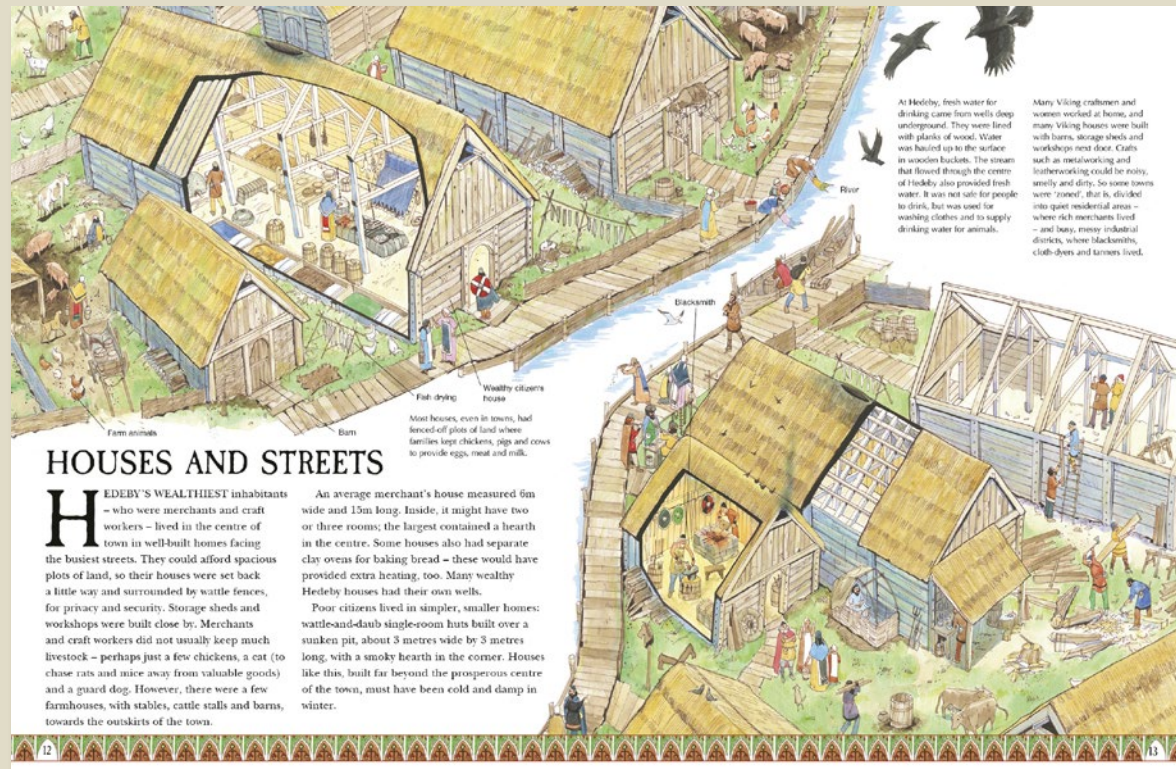
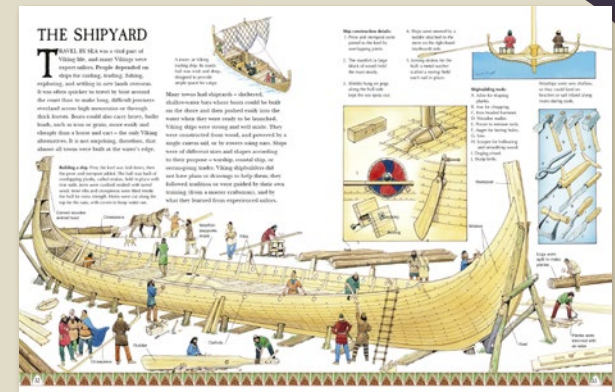
Spectacular Visual Guides: Viking Town



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

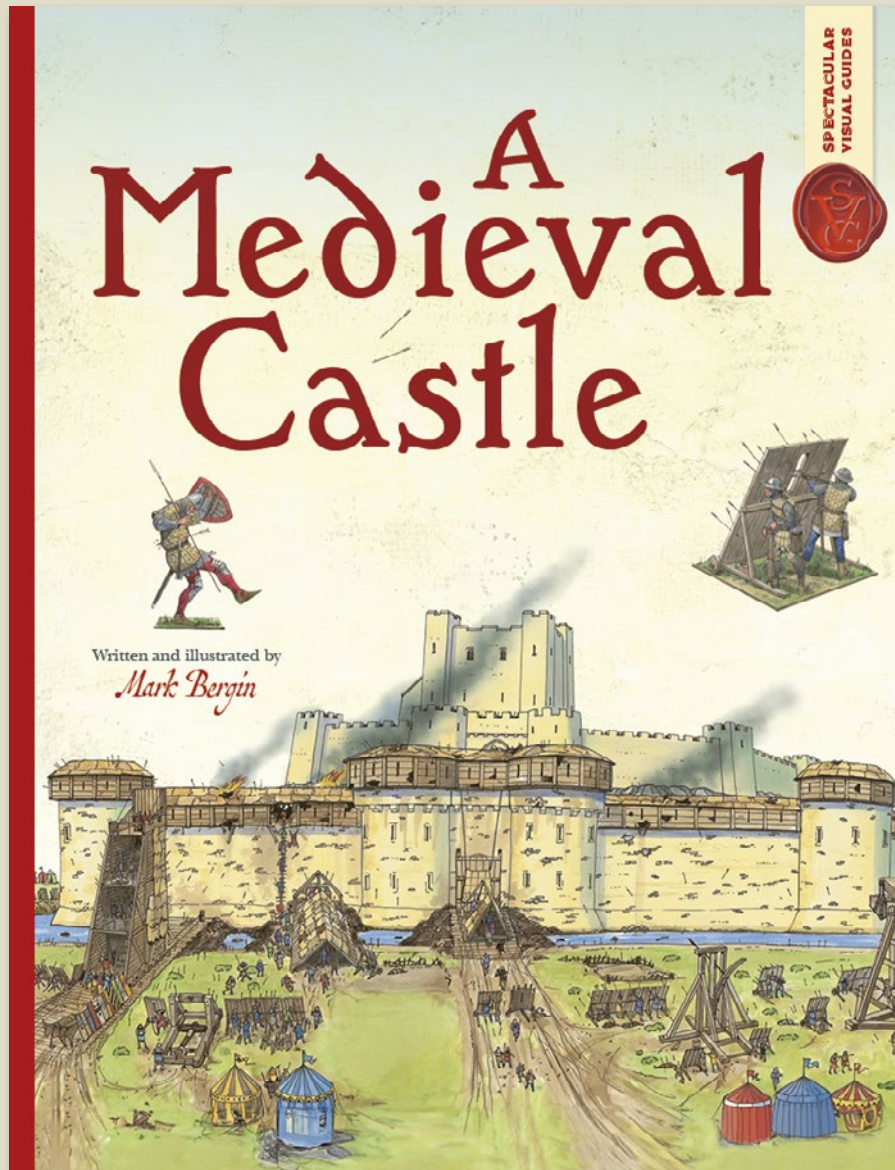
- Packed with information, including superb cutaway illustrations, a full glossary, maps, captions, and cutaway illustrations to engage readers and educate children.
- Perfect introductory guide to the Viking world and architectural developments made during this period, from day-to-day activities to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

Spectacular Visual Guides: Viking Town



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Illustrator	Mark Bergin
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Rights Available	World

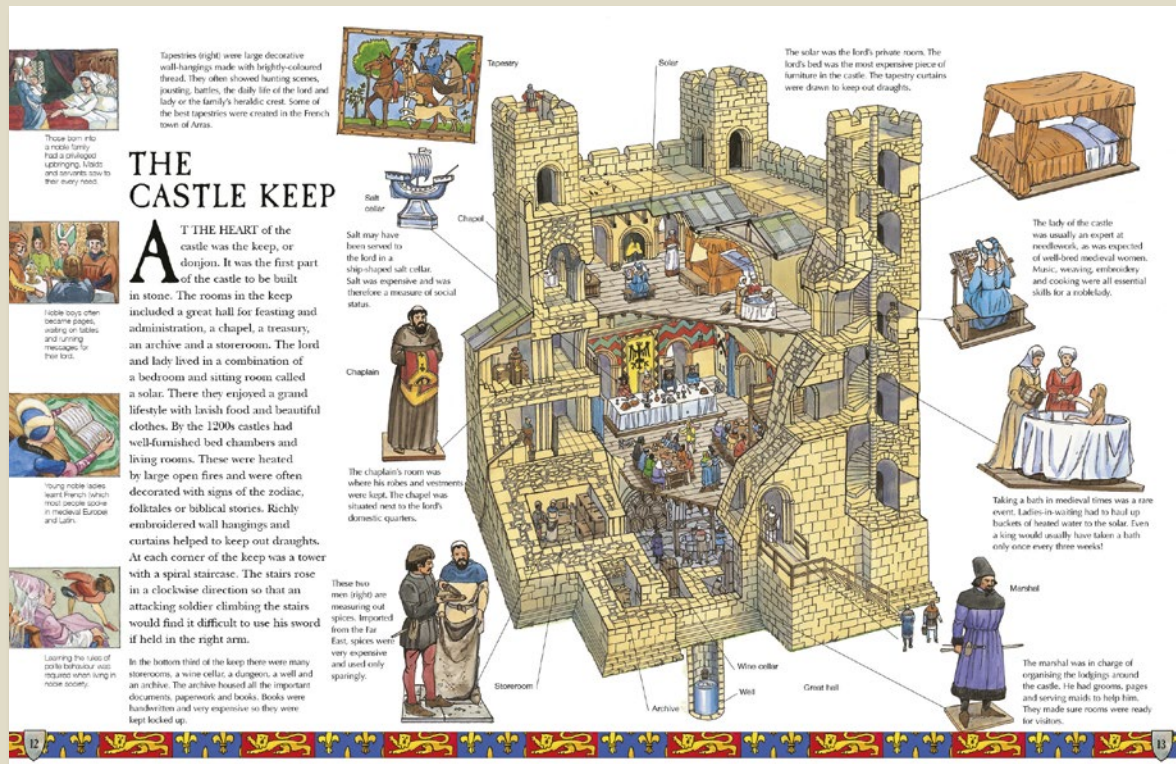
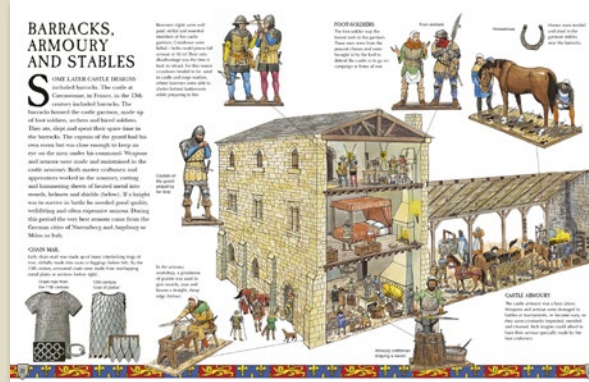
Spectacular Visual Guides: A Medieval Castle



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

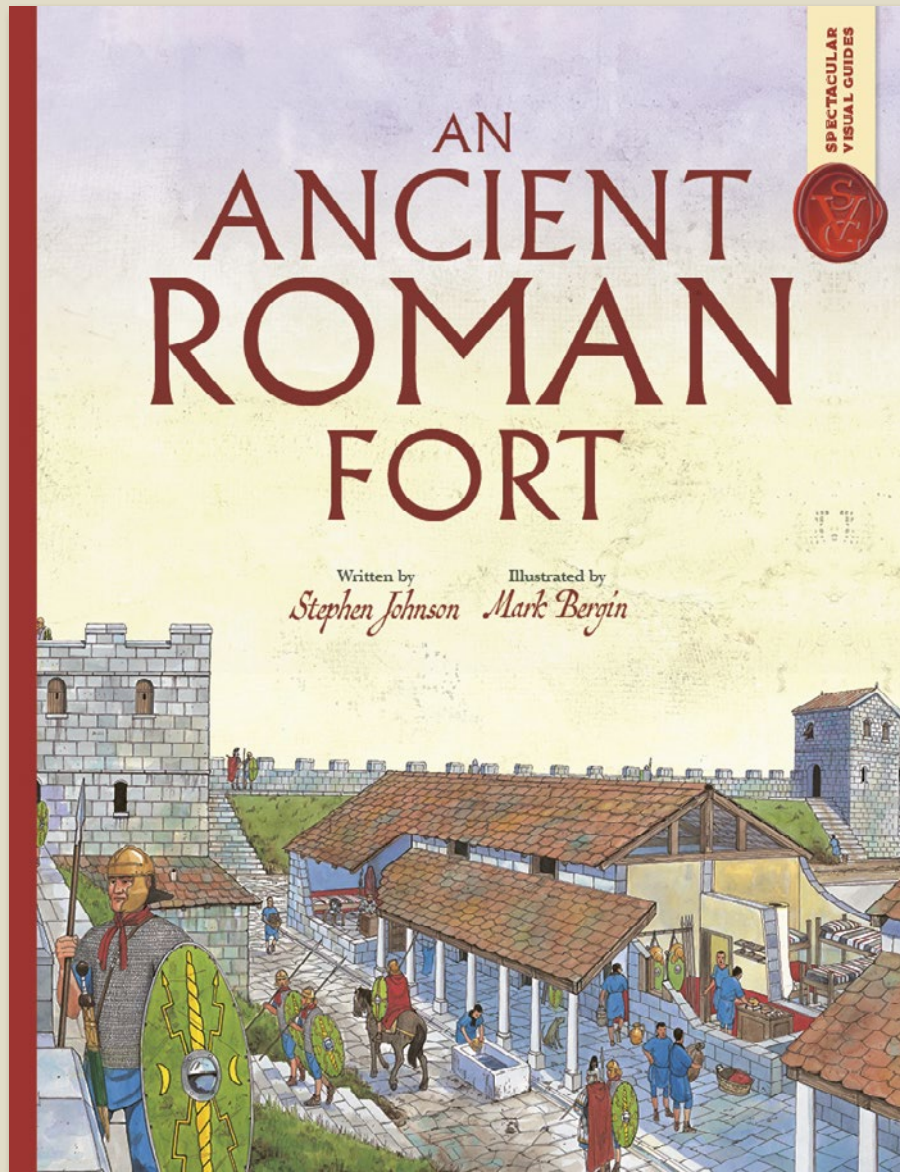
- Perfect introductory guide to the Medieval world, and the architectural and technological advances made during the Middle Ages - a great curriculum resource for history students, especially those learning about different castles.
- Visually spectacular and packed with information, including a full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



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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 a wall, were the most luxurious in the fort. They were built on a raised platform to protect them from flooding. The houses were built on a raised platform to protect them from flooding. The houses were built on a raised platform to protect them from flooding.

TRIVIAL DATAS

KEEPING A CLEAN FORT

THE SETTLEMENT

TRIVIAL DATAS

KEEPING A CLEAN FORT

THE SETTLEMENT

THE SETTLEMENT

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 500 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 tunic, put on over the undervestments, was usually a woollen tunic.

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 wheel 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 wore oval or rectangular.

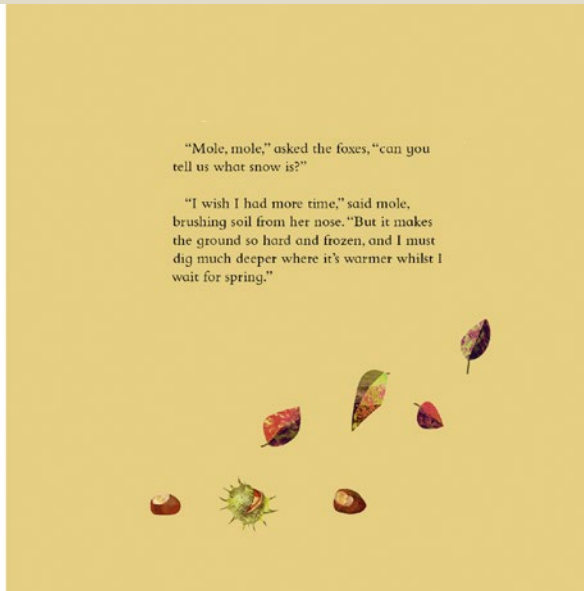
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Author	Stephen Johnson
Illustrator	Mark Bergin
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Join two inquisitive foxes as they search for snow!

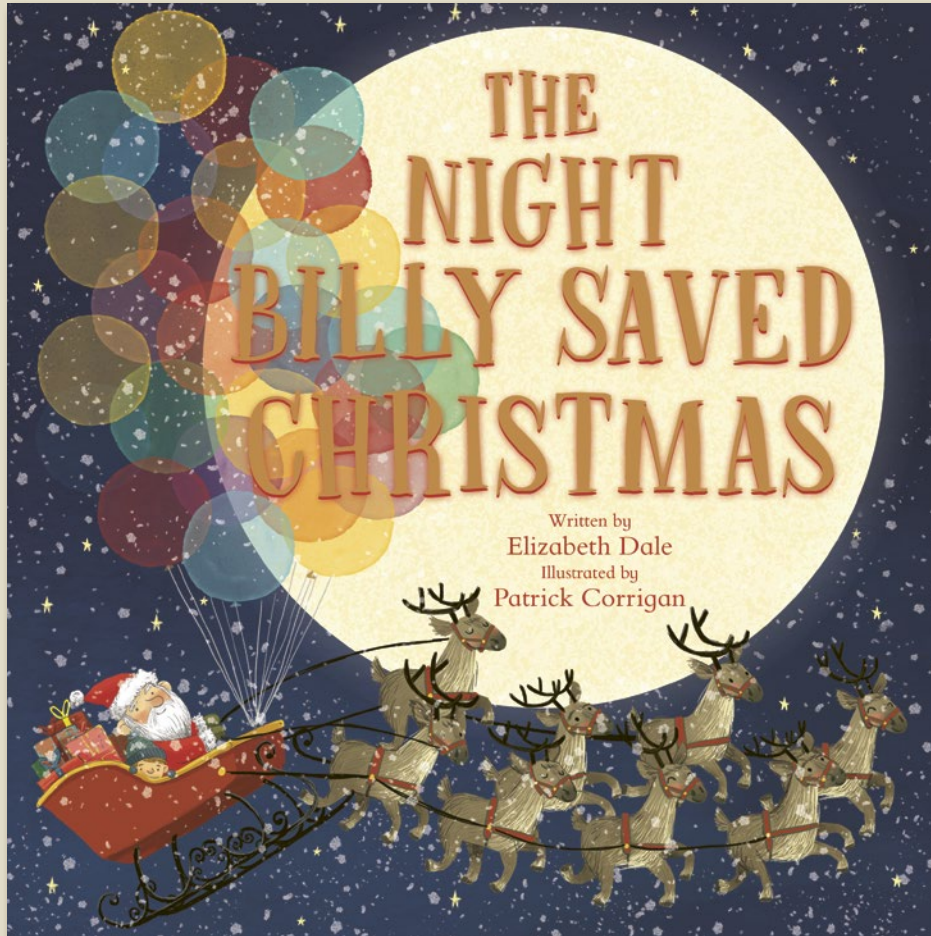
- Winner of the Stratford Literary Festival and Salariya Picture Book Prize 2020
- An endearing and classic-feeling winter picture book celebrating the wonder of the natural world and a child's first snowfall
- Soft introduction to winter woodland animals, hibernation, migration and how wildlife adapts 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



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Illustrator	Joanne Surman
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The Night Billy Saved Christmas



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

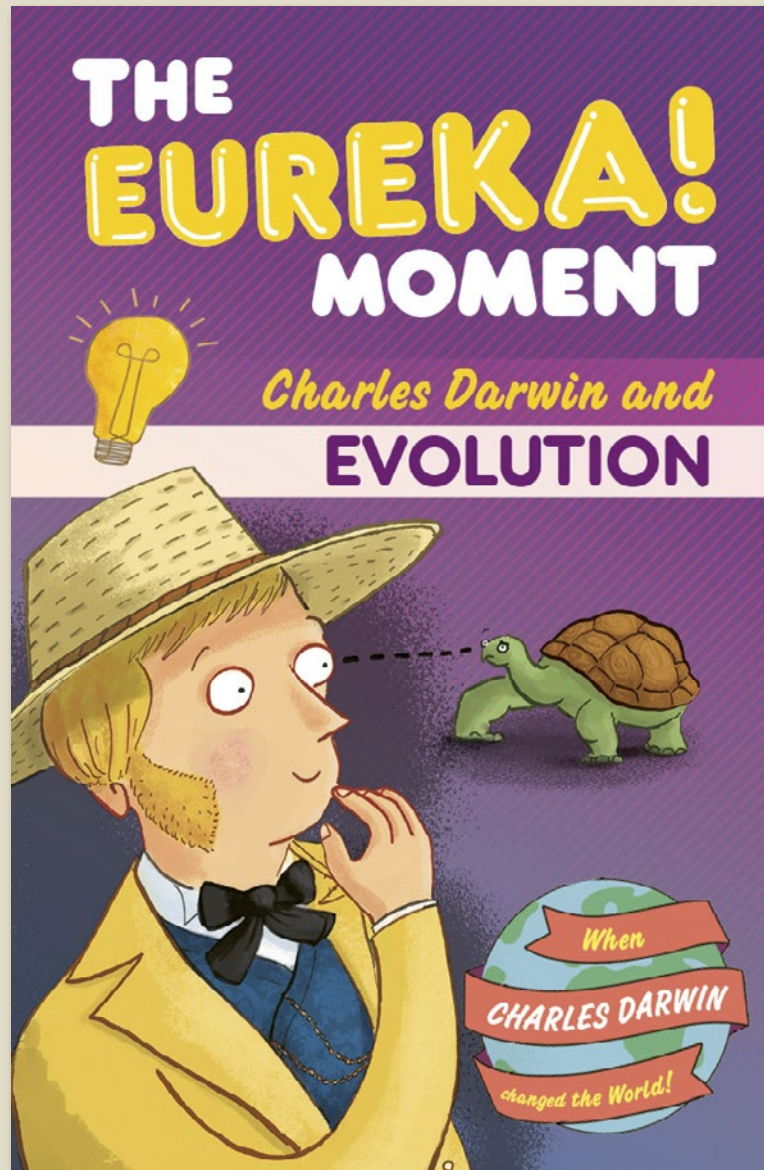
- Elizabeth Dale and Patrick Corrigan are the winners of the 2019 Northern Lights Book Award for Best Preschool Picture Book (*Save the Day for Ada May!*)
- A hilarious Christmas Eve read that will make children excited about the big day ahead, aimed at 3-6 year olds
- Celebrates being a child and the 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



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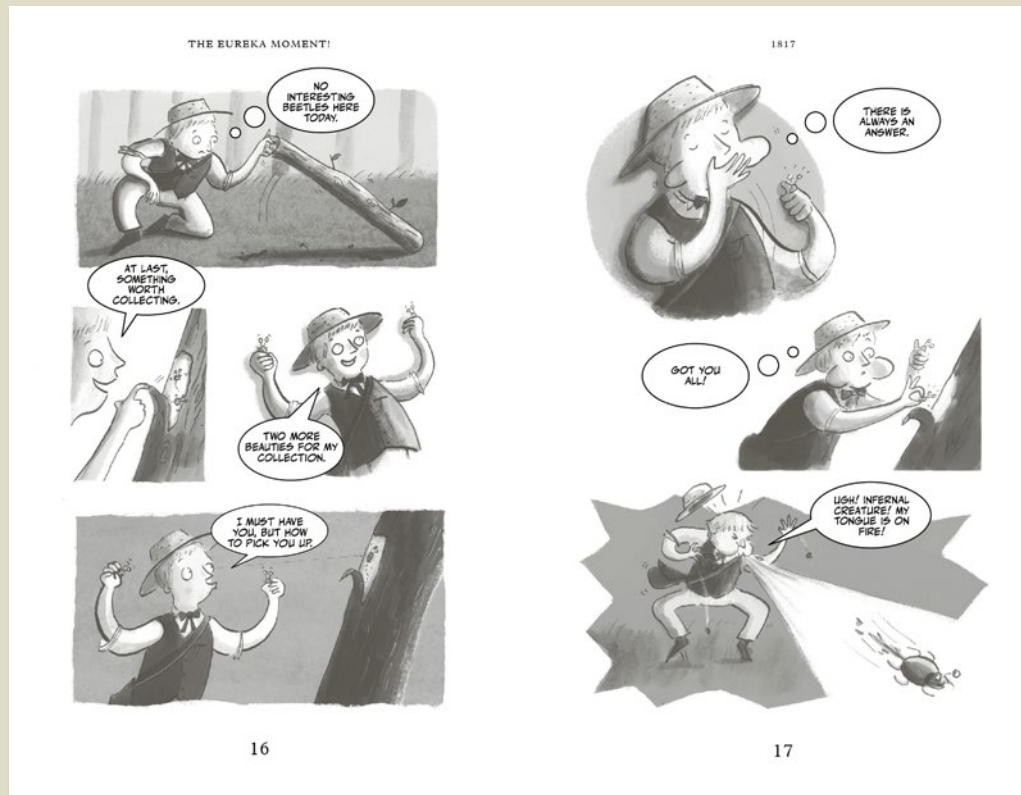
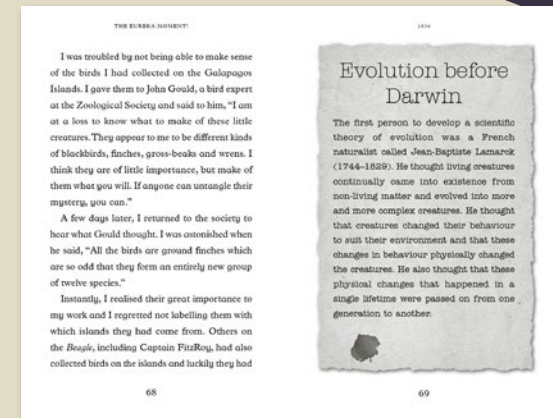
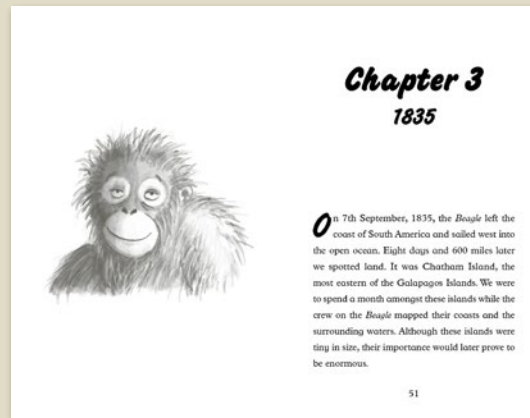
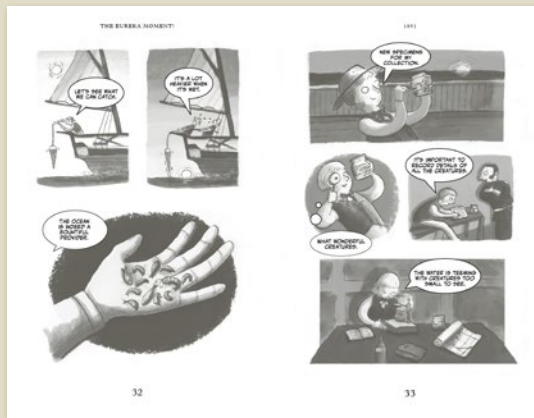
Evolution: The Eureka! Moment



Explore Charles Darwin's incredible 'Eureka' moment!

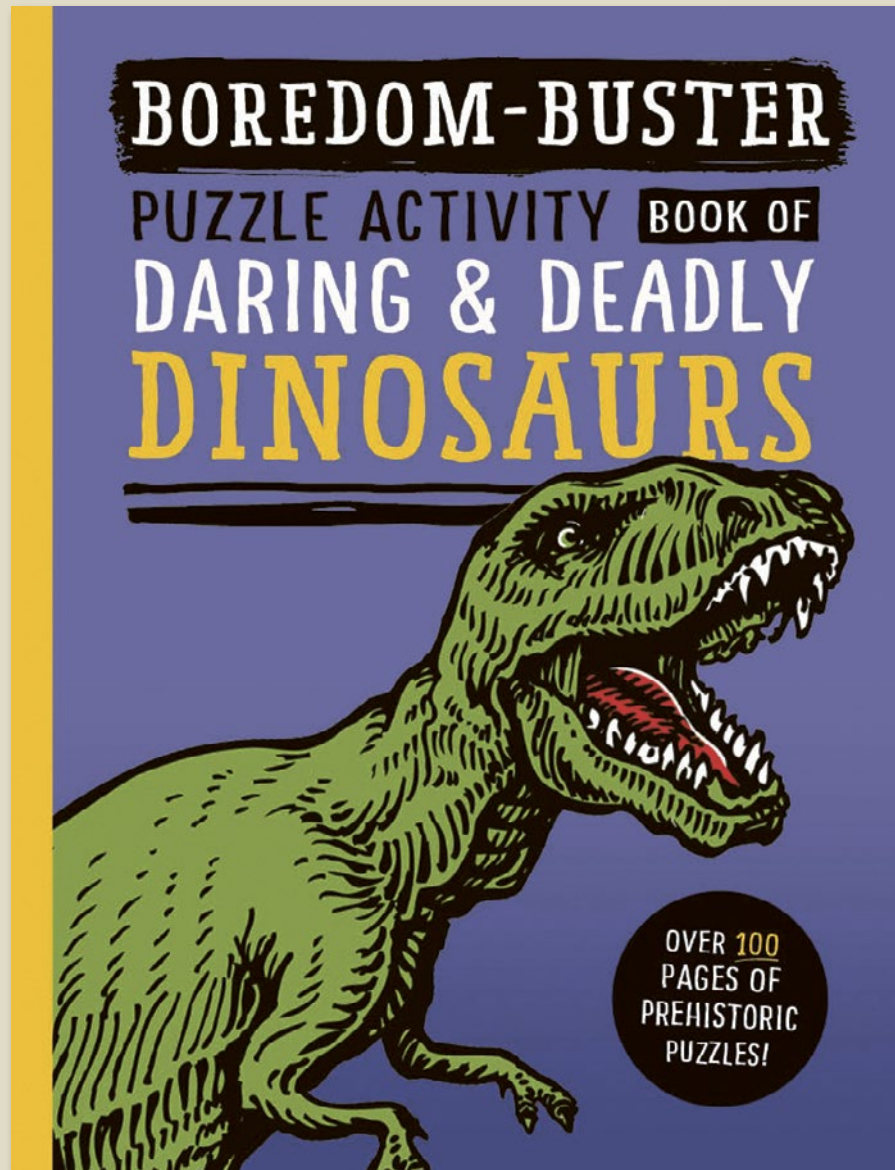
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining way.
- Short comic strips scattered throughout the narrative to help children visualise and engage with key events.
- This series introduces children to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



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Illustrator	Annaliese Stoney
Extent	144pp
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Rights Available	World

Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs



A deadly, daring dinosaur activity book!

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

Boredom Buster: Puzzle Activity Book of Daring & Deadly Dinosaurs

FINISH DRAWING IN THESE DINOSAURS

Tyrannosaurus rex

Pteranodon

Triceratops

Stegosaurus

TROODON CHASE

Which one of these Troodons will catch their lunch?

SPINOSAURUS

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

A	S	C	D	B	M	I	L	S	R	O	C	T	U
M	A	S	P	I	N	O	S	A	U	R	U	S	P
F	B	B	S	H	I	F	F	L	P	D	V	T	S
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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	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?

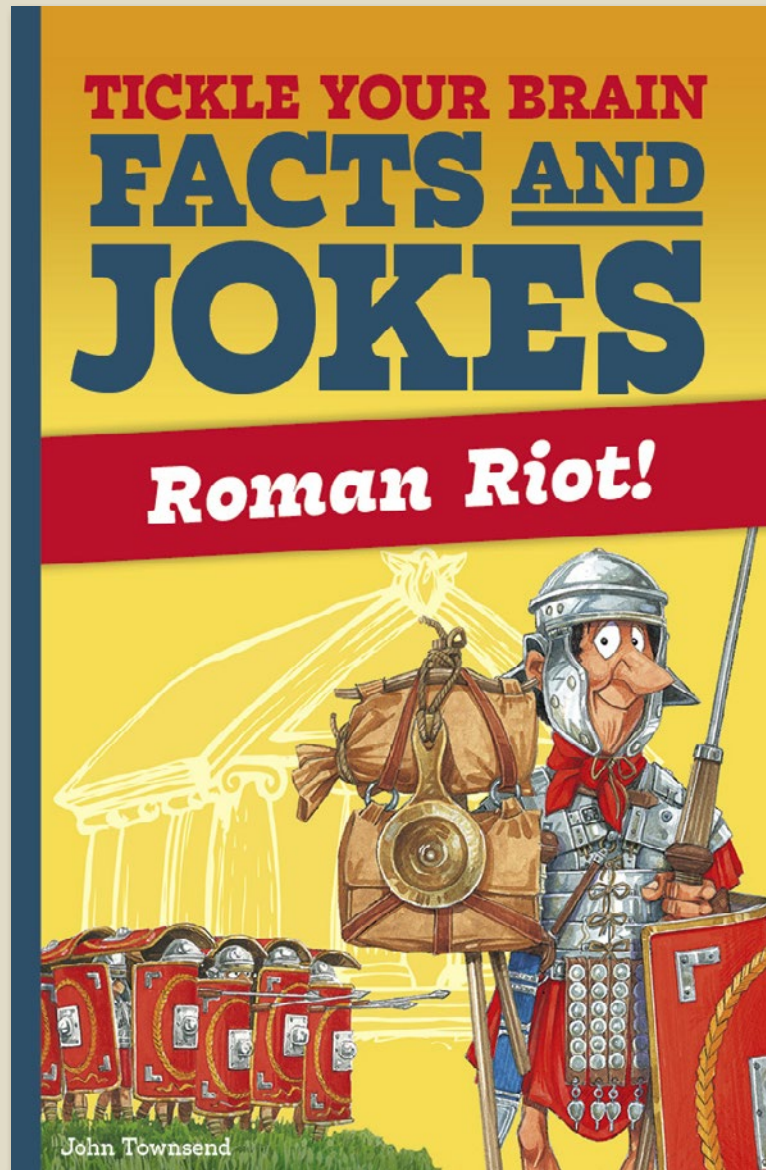
BRACHIOSAURUS MASK

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
Pub Price	£5.99
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H x W	280 x 215mm
Binding	Paperback
Age Range	7-9 years
Author	David Antram
Extent	112pp
Word Count	3986 words
Freight On Board	11/08/2024
Rights Available	World

Tickle Your Brain: Roman Riot!




Adventure into the unruly world of Ancient Rome!

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

Tickle Your Brain: Roman Riot!

INTRODUCTION



The ancient Romans really were an impressive bunch. Their legacy stretches across the British Isles, and the world at large, to this very day. As expert innovators and civil engineers, they created many inventions that changed the globe. They developed concrete, modern roads, aqueducts, baths and even underfloor heating. They even crafted a legal and political system that still lays the groundwork for much of the world today. No wonder they're so popular!


With the Romans, we've all become smitten, as so many books have been written. But none like this one, (Which is second to none). For learning about Romans in Britain!

Welcome to the riotous world of ancient Rome! This hilarious book covers every aspect of Roman history in Britain, tracing their impact across the Isles. Get ready to uncover gory details from brutal battles and ferocious emperors to back-stabbing plots and courageous Celts. It's time to put on your sandals, grab your toga, and tickle your brain!

4

CAN YOU BELIEVE IT?

About 70,000-80,000 Romans and British were killed in the battles led by Boudicca. All this trouble made Emperor Nero consider withdrawing all Roman forces from Britain. But once Boudicca was out of the way, the Romans carried on invading more areas.




No GPS needed - all roads lead to Rome!

Most Britons in southern Britain settled down to Roman order and discipline. Towns grew up across the country, including York, Chester, St. Albans, Bath, Lincoln, Gloucester and Colchester. All of these major centres are still linked today by roads built by the Romans, radiating from the port of London. The Romans were now here to stay.

BY THE WAY - A NOTE ON NERO

(Emperor from 54 to 68 AD)



A few Roman emperors were totally bonkers. Nero was one of them. He didn't like his mother much so he tried to poison her - three times. Each time he failed so it was Plan B. He made the ceiling collapse on her. She survived. Plan C was to sink the ship she was sailing on. She survived. In the end, he fell back on his lethal last resort: he sent his own soldiers to stab her to death. What a lovely son!

5

NASTY NERO


But Nero's reign of terror didn't end with his mother. Oh no - he also had a nasty habit of turning Christians into human candles and burning them alive! Under Nero's rule, Christians became public enemy number one, as their new religion threatened the stability of the Roman Empire. The notorious Nero presided over a very tumultuous period of rule, including Boudicca's rebellion and the Great Fire of Rome that raged through the city for six days. But some modern historians have questioned Nero's villainous reputation, suggesting the man behind the myth was less monstrous than sources would have us believe.

Q: Did you hear about the rule of Nero?
A: He had many burning ambitions!

Q: Which Roman never gets asked out on a date?
A: Hiccup!


GORY GLADIATORS

Gladiators were armed fighters (from the Latin word gladius for sword), who fought against each other, condemned criminals and wild animals. In most cases, they fought till one of them accepted defeat or was killed. Gladiators fought for the entertainment of the public. People filled a stadium or amphitheatre to cheer on the gladiators fighting to the death in the arena. Those with ringside seats would risk getting splashed with blood, but that was all part of the fun, so they thought.



22

GET READY FOR A FIGHT!



You're looking a little blue in the face!

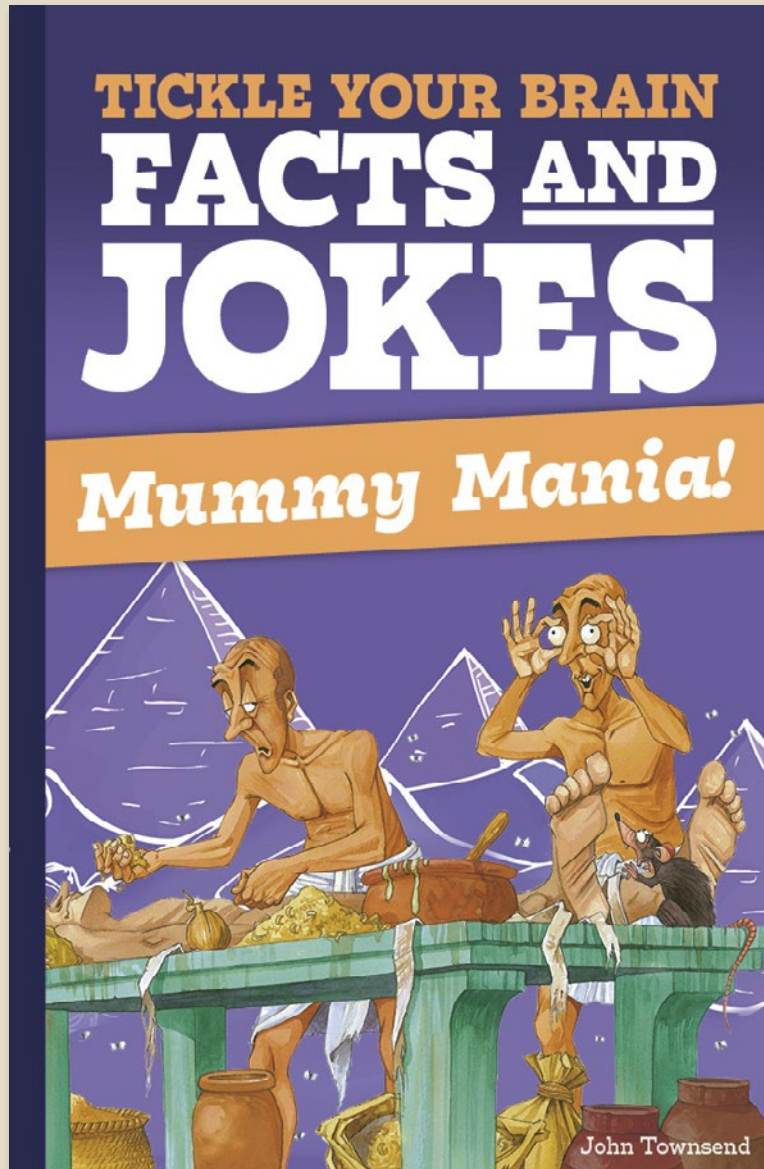
ARRGGH!

When the Romans invaded, they battled cut-throat Celtic tribes, determined to defend their land. In 60 AD, one native leader raised a huge army. She was Queen Boudicca of the Iceni tribe. Her forces rampaged Roman towns, burning Colchester and London before heading north to St Albans. When the Roman army heard about this, they abandoned their campaign in Wales to face Boudicca. Even though the Romans were outnumbered by Boudicca's 200,000 warriors, they were the better trained and better equipped side. Both sides clashed in a fierce battle, but the Romans finally won out. Romans 1, Britons 0. Boudicca dead. No one truly knows what happened to her; whether she killed herself to avoid capture, or died from illness.

19

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Author	John Townsend
Illustrator	David Antram
Extent	112pp
Word Count	8915 words
Freight On Board	17/07/2024
Rights Available	World

Tickle Your Brain: Mummy Mania!



Delve into the unruly world of Ancient Egypt!

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

Tickle Your Brain: Mummy Mania!

CAN YOU BELIEVE IT?

When mummy mania spread across Europe, people were desperate to get their hands on them. Fakes flooded the market – the sellers were in de-NILE about the authenticity of their mummies! Even the very first ones to enter the British Museum were found out to be fakes. The first genuine mummies were acquired by the museum in 1756.

I might call on sick today I'm feeling a bit wrapped up!



CREEPY TALES FROM THE BRITISH MUSEUM...

Most of the mummies in the British Museum still have their wrappings in place, and no mummy has been unwrapped there since the 1790s. One of the British Museum's most famous mummies is nicknamed 'Ginger' because of his unusual hair colour. It actually predates the time Egyptians began mummifying their dead regularly. Ginger was an adult male who died more than 5,000 years ago and was buried in direct contact with the dry desert sand, which is why his body didn't decay. Like many other early Egyptian mummies, he's an example of a natural mummy, created through specific environmental conditions. He's also thought to be the oldest.

33

THE MYTH OF 'THE UNLUCKY MUMMY'



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



The mummy-board was said to have been purchased by a young English traveller who visited the archaeological digs in Egypt. He arranged for the coffin to be shipped back to his home, but was not there to receive it. Instead, he and his friends on the same trip all found unfortunate ends: two died or were seriously injured in shooting accidents, and two died after losing their fortune and descending into poverty.

Upon the coffin's arrival in England, it was passed along to one of the traveller's sisters. As soon as it entered her house however, the occupants reported experiencing a series of unfortunate events. Hiring a clairvoyant, an 'evil influence' was reportedly traced back to the mummy-board (decorated wooden cover), and the sister was urged to dispose of The Unlucky Mummy to prevent anymore misfortune. It was therefore presented to the British Museum.

66

MUMMIFIED AND RATIFIED

Rat 1: The Egyptians mummified a lot of rats, you know.

Rat 2: Are you sure?

Rat 1: Yes - many rat mummies had little coffins, too.

Rat 2: Whatever for?



66

Rat 1: To keep them safe for the afterlife. It was believed that rats ate the hearts of sinners on judgment day.

Rat 2: Yuck!

Rat 1: And did you know that the pharaohs were mummified with their hands crossed over their chests?

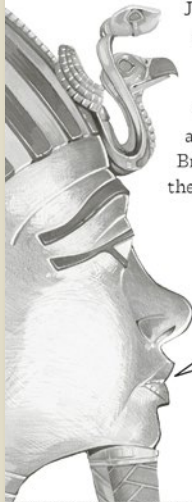
Rat 2: I wonder why?

Rat 1: Maybe they thought there would be lots of water slides in the afterlife. Tee hee!



67

BACK AT THE MUSEUMS...



Just imagine coming face to face with somebody (yes, some body) who is thousands of years old. You can do just that, as well as admire some of their amazing possessions, in lots of British museums, up and down the country.

Archeologists say that mummies are hard to find - they're always kept under wraps!

42

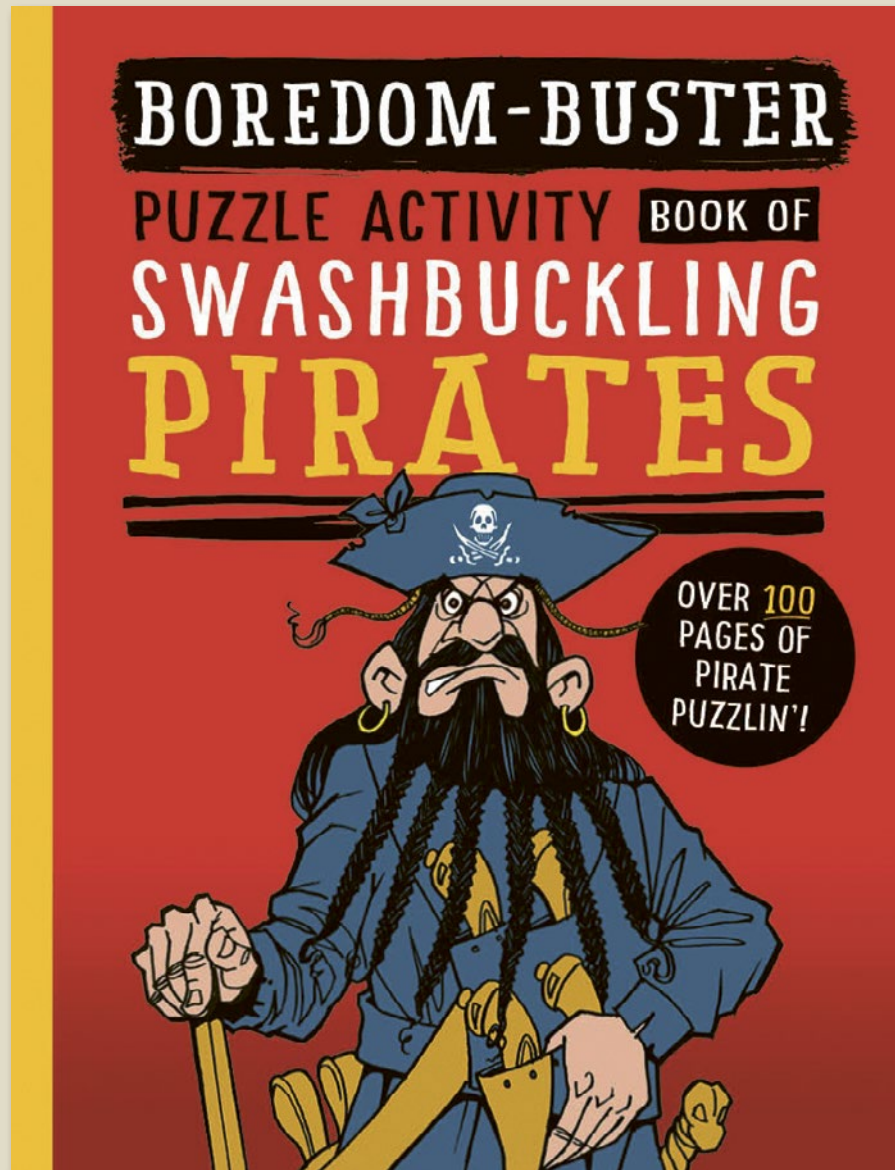
The National Museum of Scotland in Edinburgh has a very impressive collection, discovered in Egyptian tombs long ago. The museum houses two particularly interesting mummies: a young woman and child, buried with magnificent gold and luxurious finery around 1550 BC. Her stunning gold painted coffin suggests that the woman may have been a queen. Now known as 'The Qurna Queen', she wore a magnificent collar of gold rings, a pair of gold earrings, two pairs of gold bracelets and a girdle of rings (over 90% pure gold). To stop her getting hungry in the afterlife, she was buried with bread, grapes, dates and a pomegranate. Alas, these are now a tad past their sell-by date!

You can even see what this tall, elegant woman would have looked like. Experts have scanned her skull to help create a realistic model of her face. Why don't you visit, take a peek and say hi!

43

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Illustrator	David Antram
Extent	112pp
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Freight On Board	17/07/2024
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.




33

HOW TO DRAW A PIRATE CAPTAIN

Copy this step-by-step pencil drawing

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



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

Start drawing in his hat and his facial features.

Add Blackbeard's eyepatch, beard and moustache.

Use a soft pencil to build up tone by crosshatching.

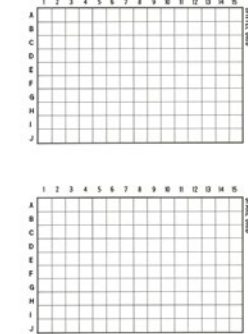
34

BATTLESHIPS

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

BATTLESHIP RULES (2 PLAYERS)

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



1 Square rigger (5 squares) ■■■■■

1 Brigantine (4 squares) ■■■■

1 Schooner (3 squares) ■■■


2 Sloops (2 squares each) ■■ ■■

35

BUCCANEERS

Colour in this picture.

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

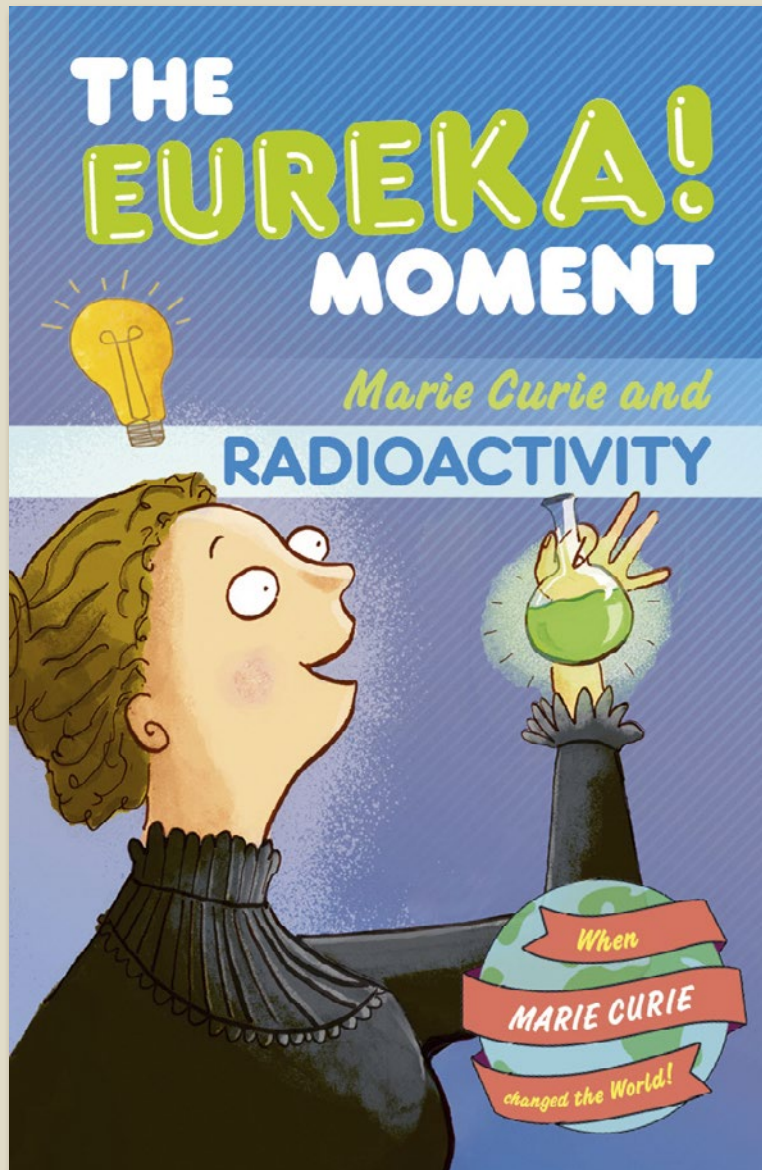


22

23

Pub Date	10/10/2024
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Age Range	7-9 years
Author	David Antram
Extent	112pp
Word Count	3885 words
Freight On Board	11/08/2024
Rights Available	World

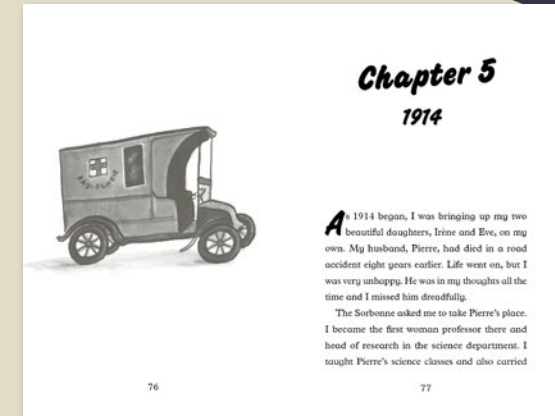
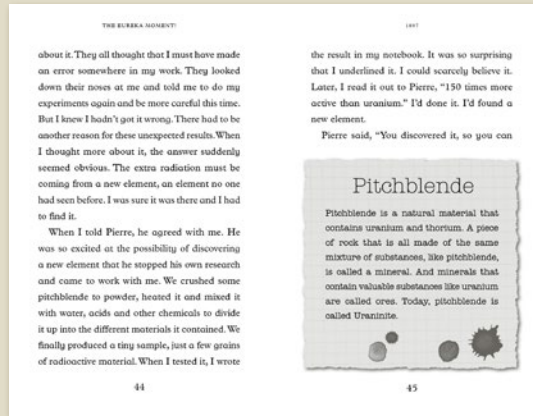
Radioactivity: The Eureka! Moment



Explore Marie Curie's incredible 'Eureka' moment!

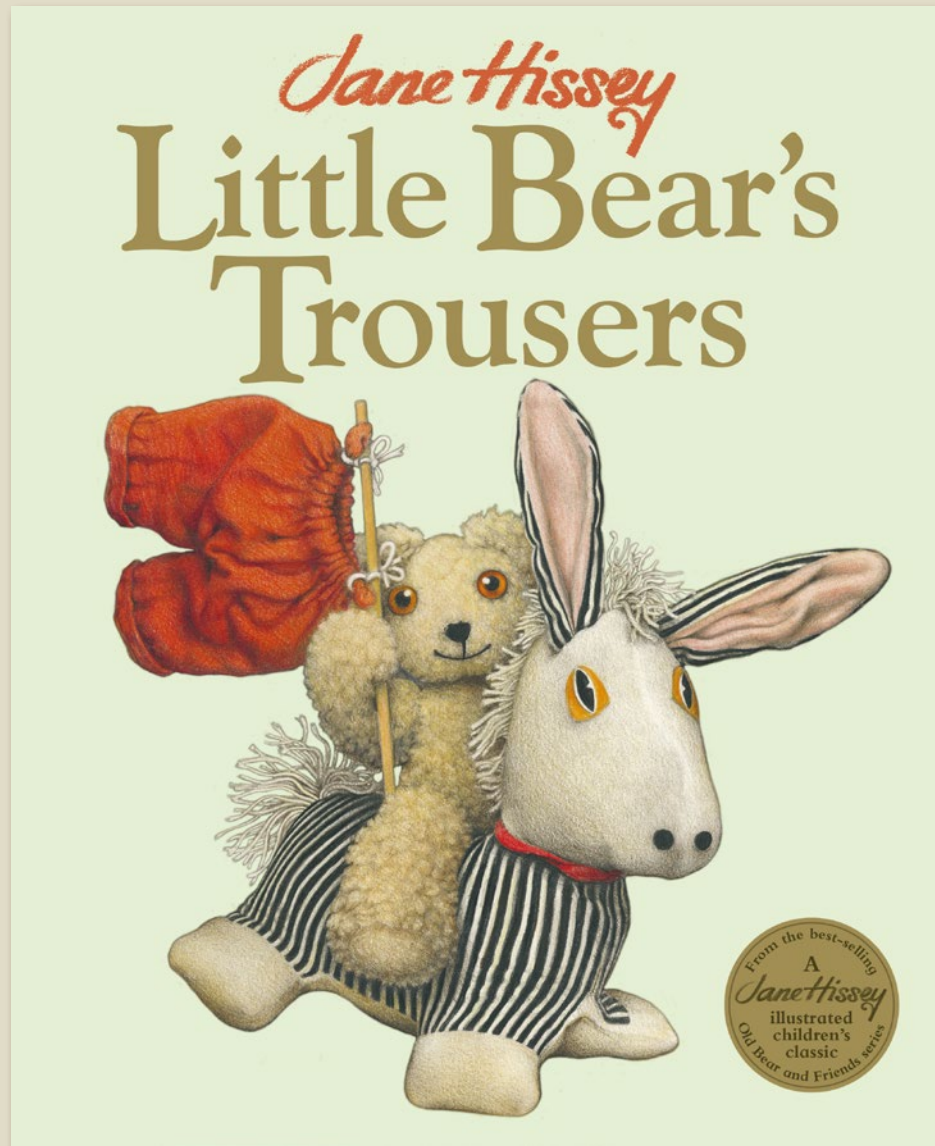
- Child-friendly narrative non-fiction curated to deepen children's knowledge of key moments in the history of science in an accessible, entertaining manner.
- This series introduces children to a myriad of inspirational individuals and the barriers they faced during their quest for knowledge, encouraging 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



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Pub Price	£5.99
ISBN	9781800788527
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Binding	Paperback
Age Range	9-11 years
Author	Ian Graham
Illustrator	Annaliese Stoney
Extent	144pp
Word Count	14683 words
Rights Available	World

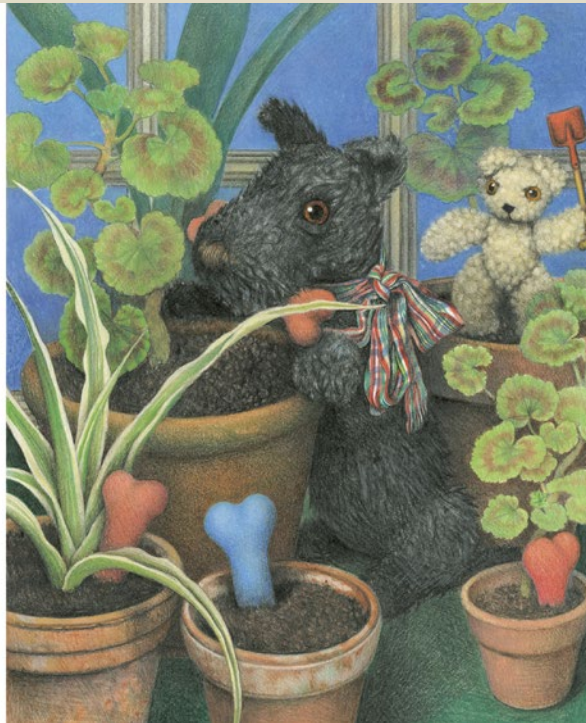
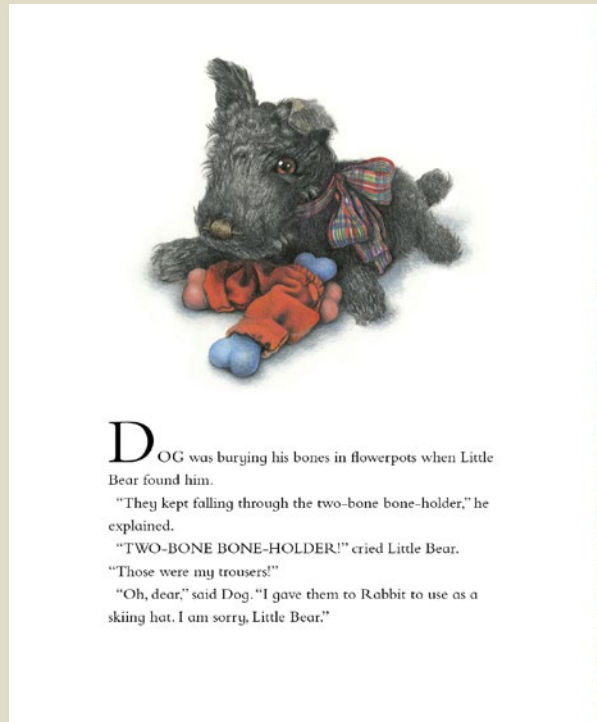
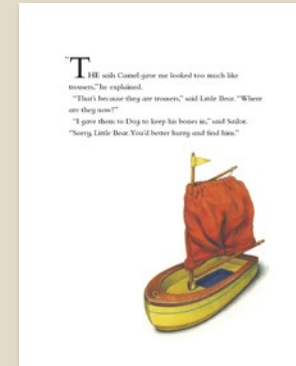
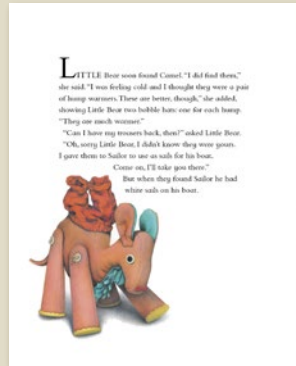
Little Bear's Trousers



Join Little Bear as he hunts for his missing trousers!

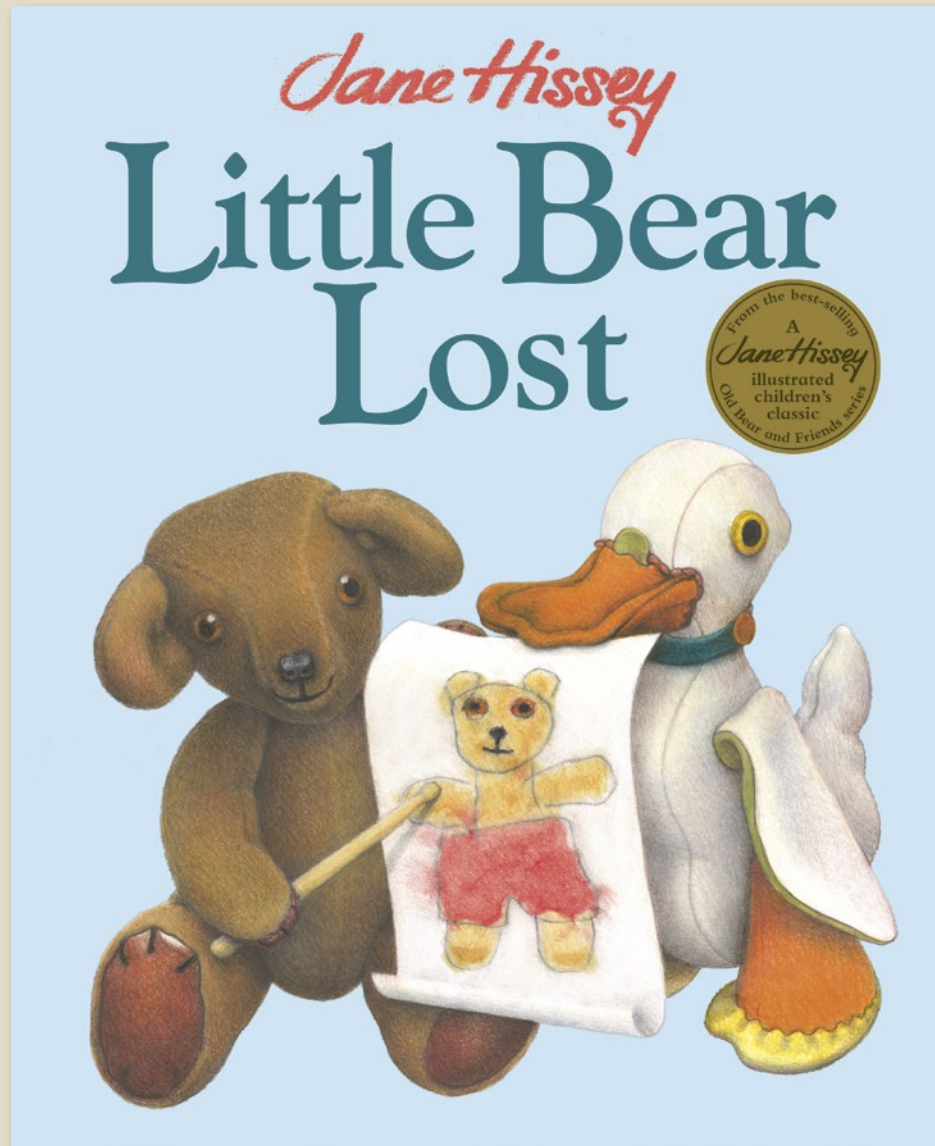
- Jane Hissey's best-selling Old Bear and Friends series became the basis for the BAFTA award-winning TV series, *Old Bear and Friends*.
- The *Old Bear and Friends* series has become a timeless classic for teddy bear lovers across the globe, selling over 7 million copies worldwide and 126,000 in TCM 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

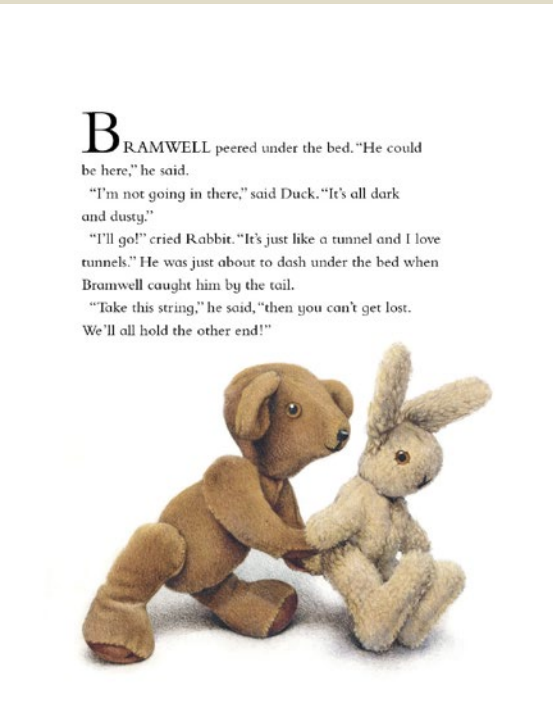
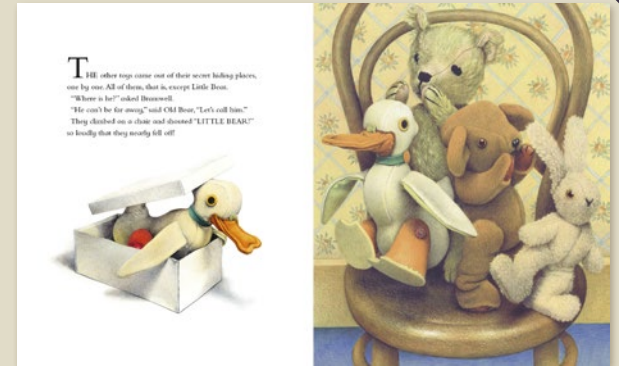
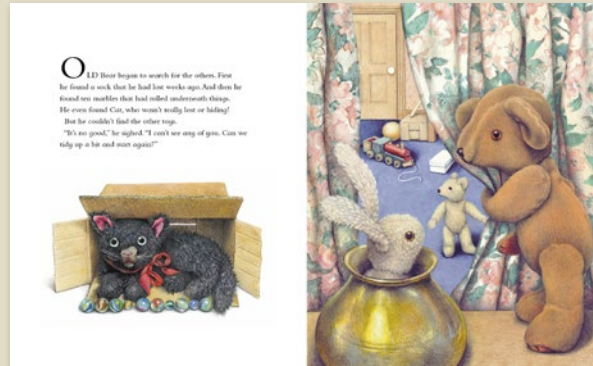
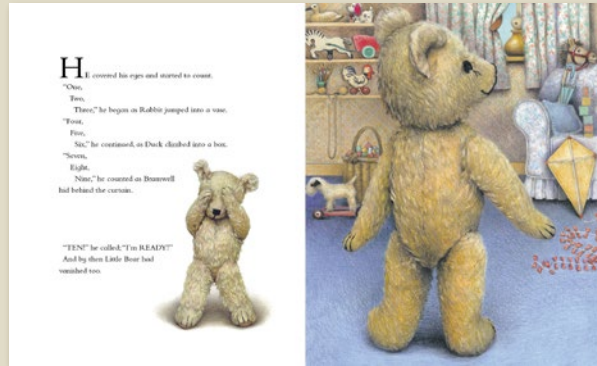
Little Bear Lost



It's time to find Little Bear!

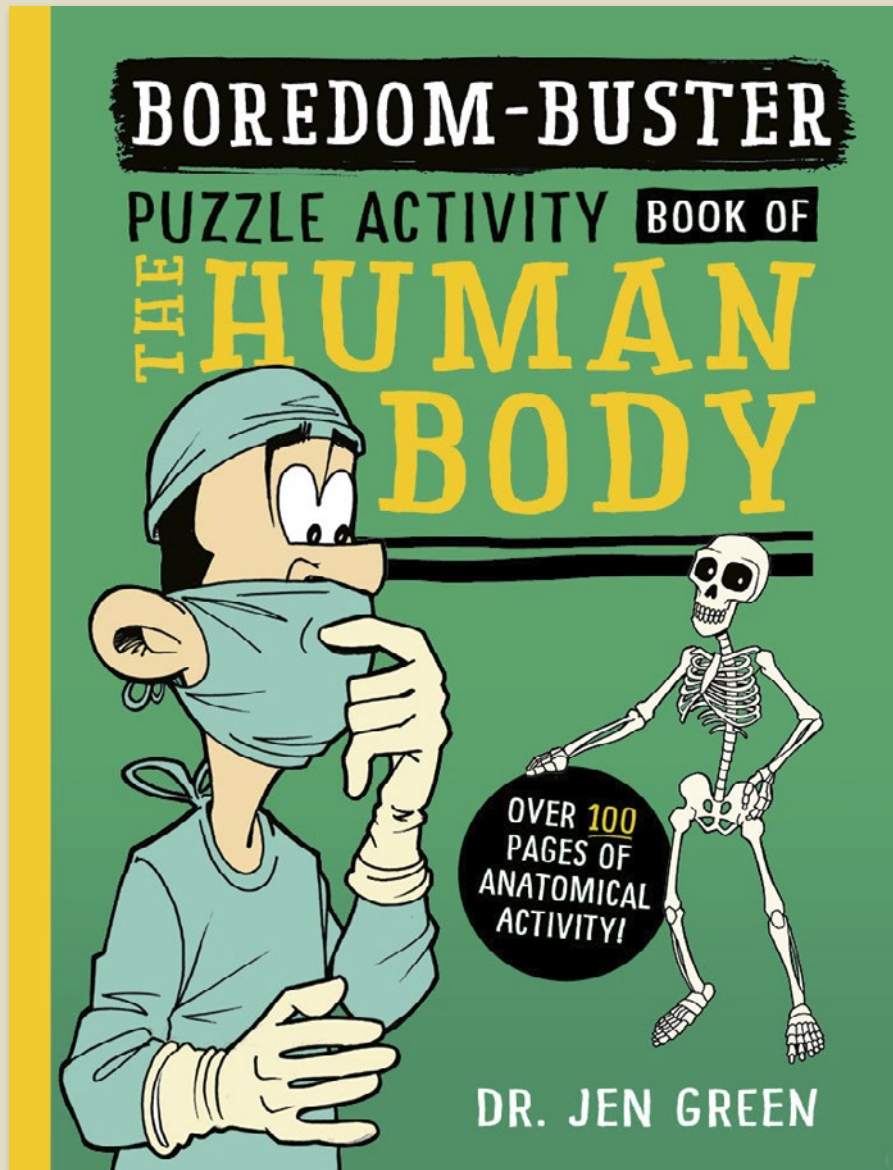
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Little Bear Lost



Pub Date	09/05/2024
Pub Price	£7.99
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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
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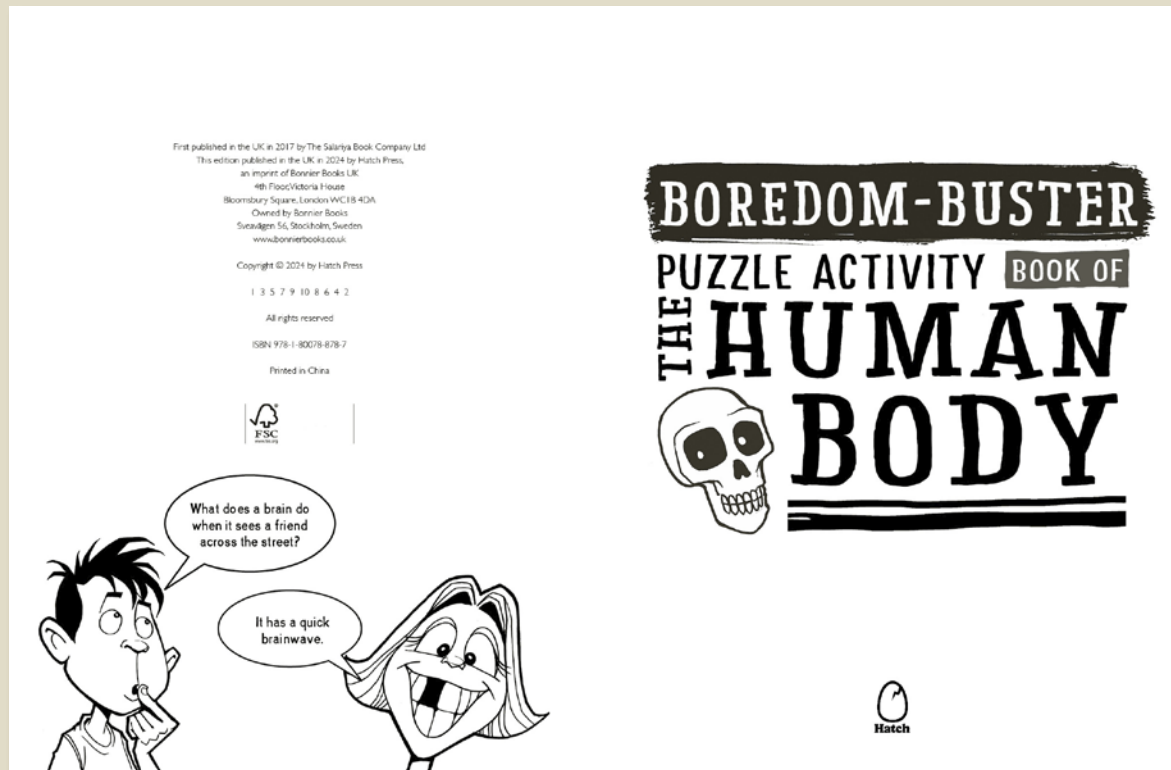
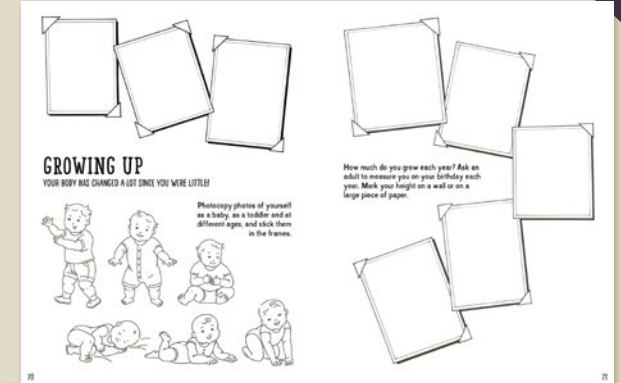
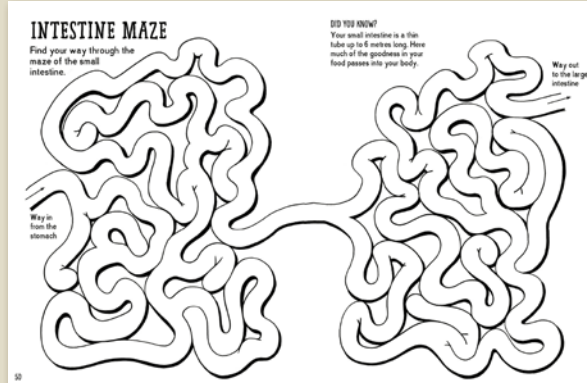
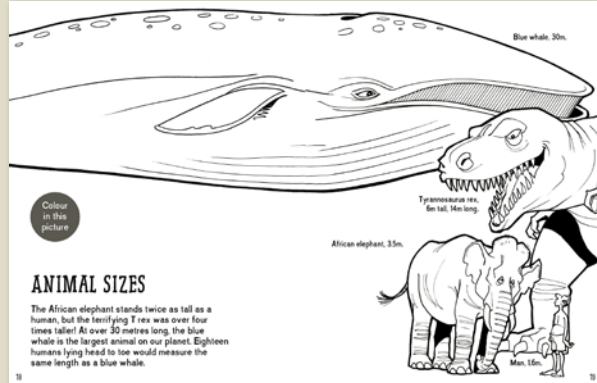
Boredom Buster: A Puzzle Activity Book of the Human Body



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.

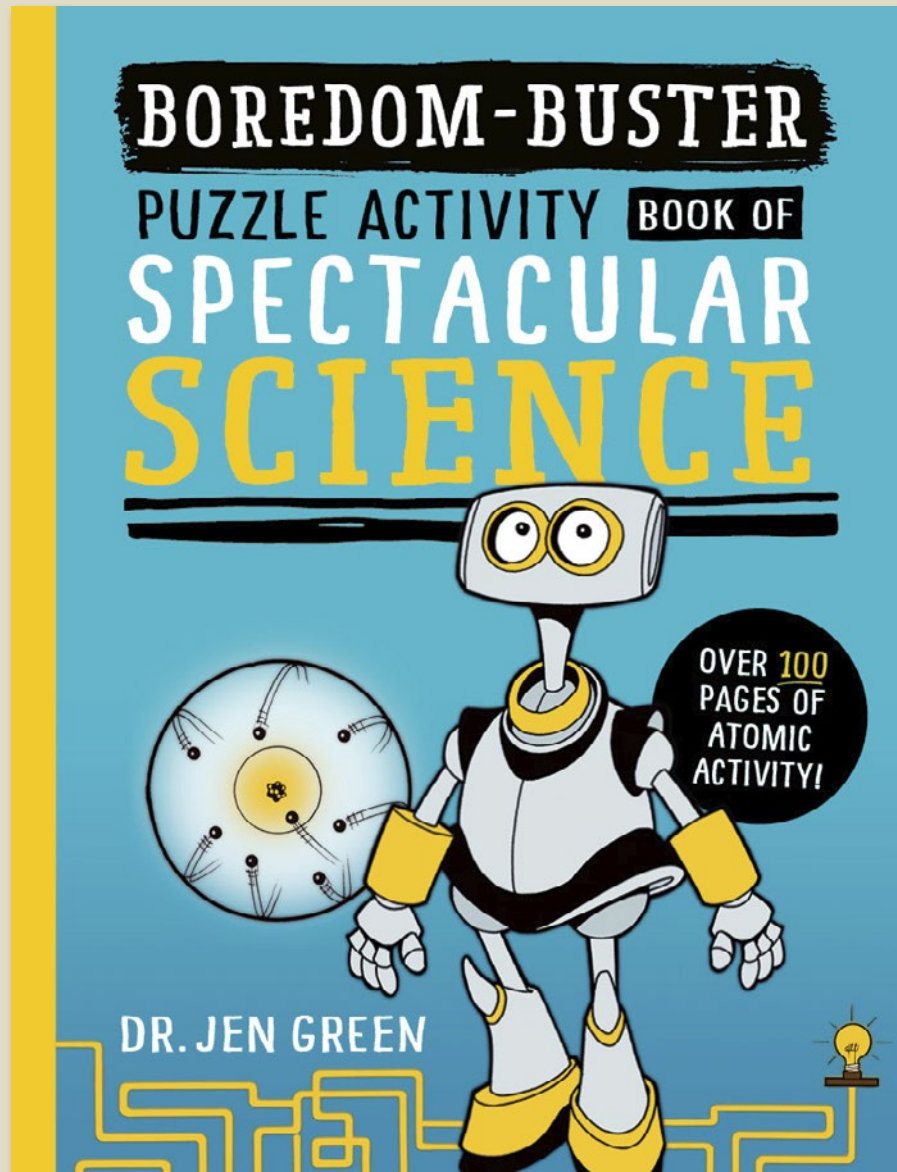
Boredom Buster: A Puzzle Activity Book of the Human Body



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Author	Dr Jen Green
Extent	112pp
Word Count	4111 words
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Rights Available	World

bookshelf.bonnierbooks.co.uk/books/9781800788787

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.

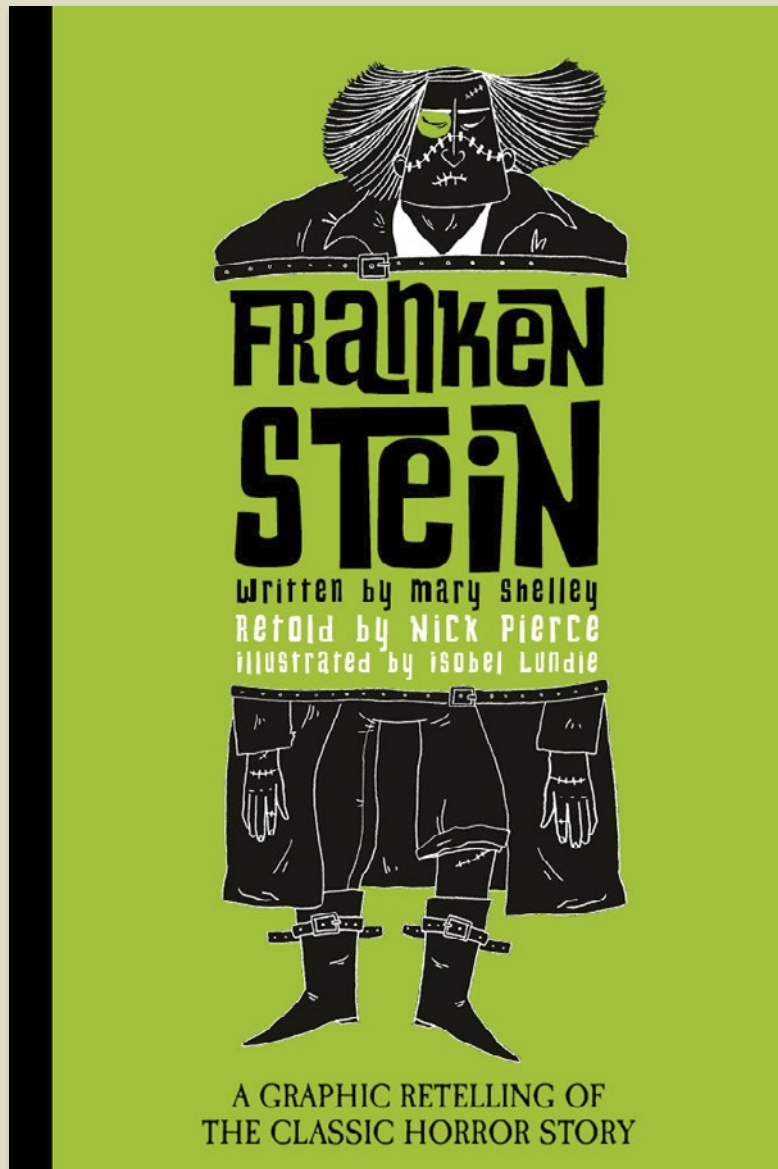
This experiment uses the warm air from a radiator.

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

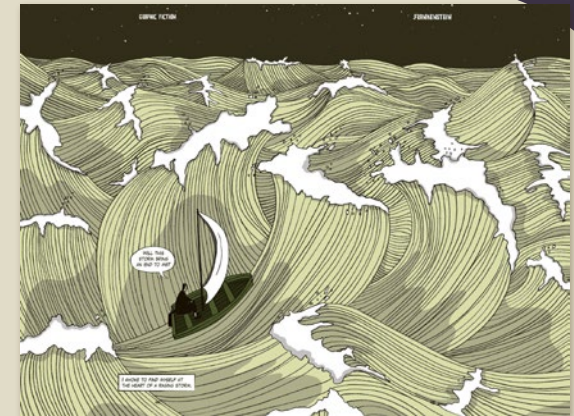
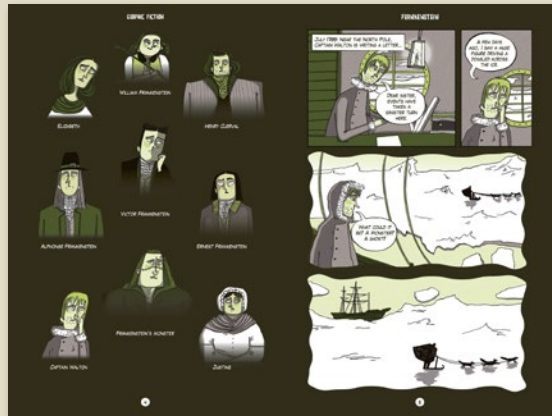
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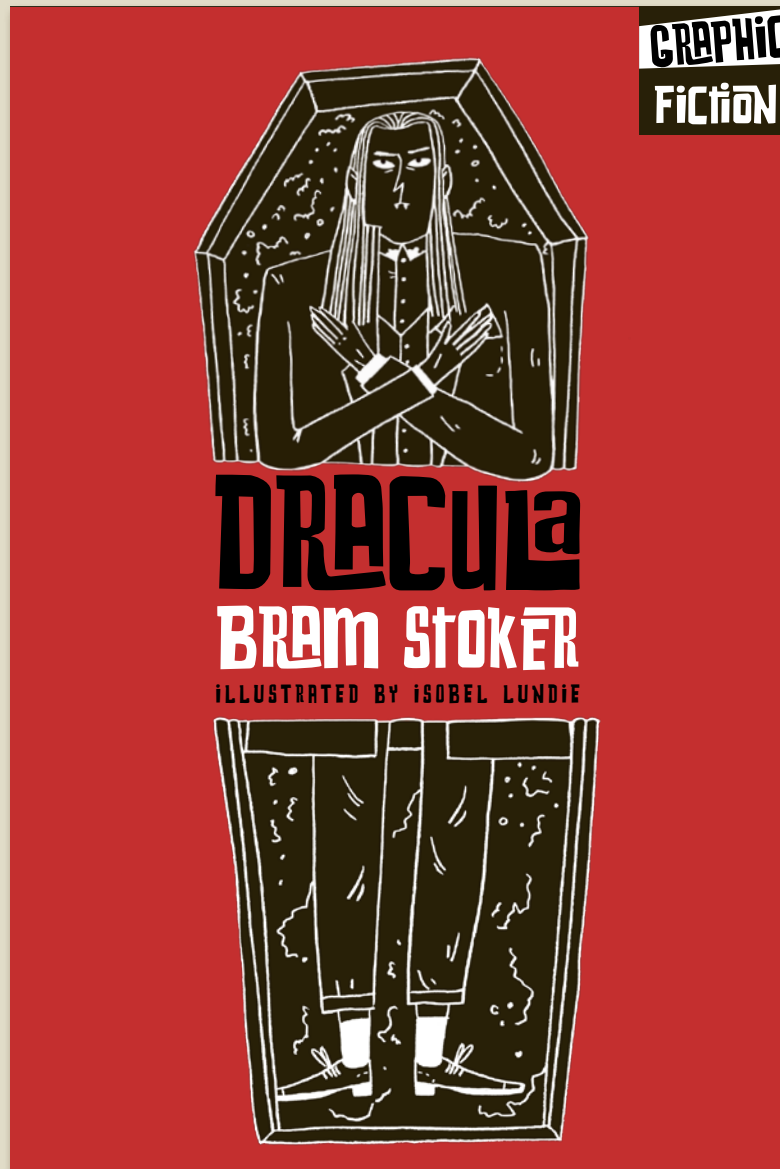
A graphic retelling of Mary Shelley's gothic masterpiece

- 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!

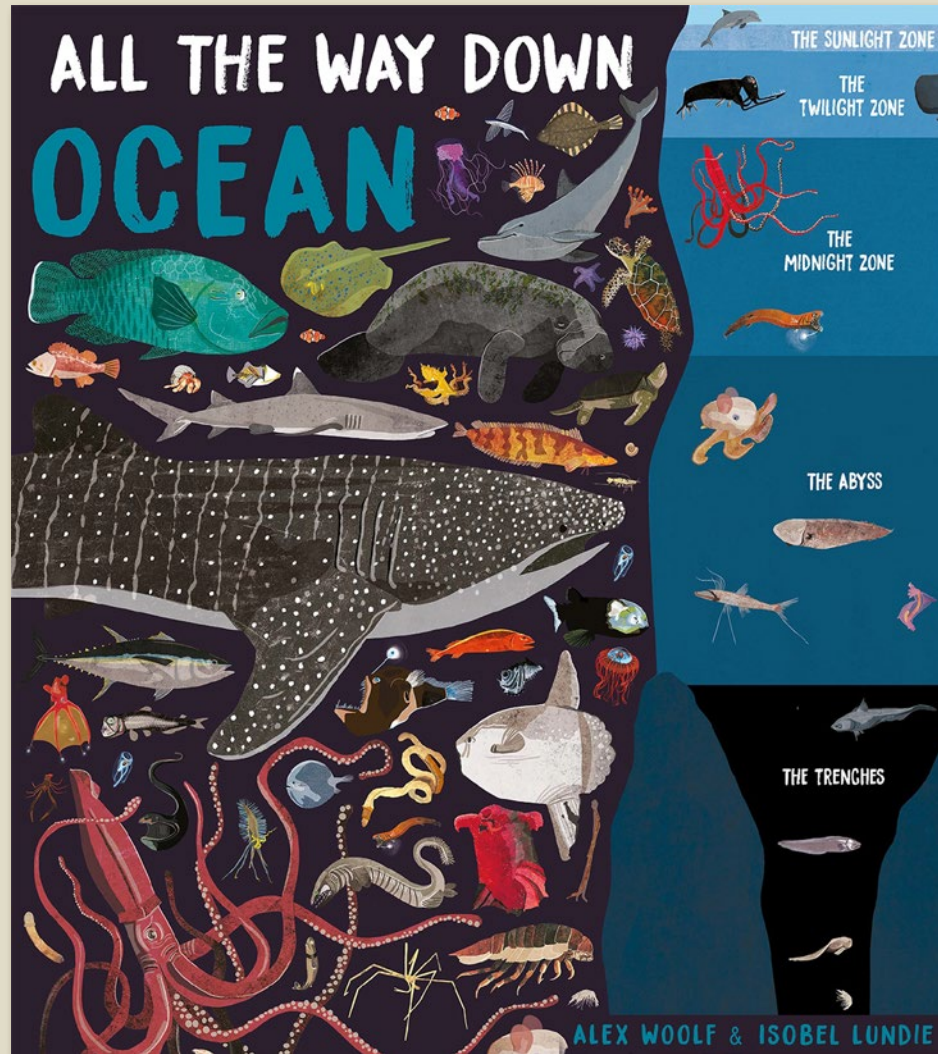
- A contemporary twist on a 19th Century classic. This creepy graphic retelling is the perfect tool for engaging reluctant readers and introducing children to the literary canon.
- An excellent English Literature curriculum companion. The endmatter contains an educational author biography, history of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

Dracula



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

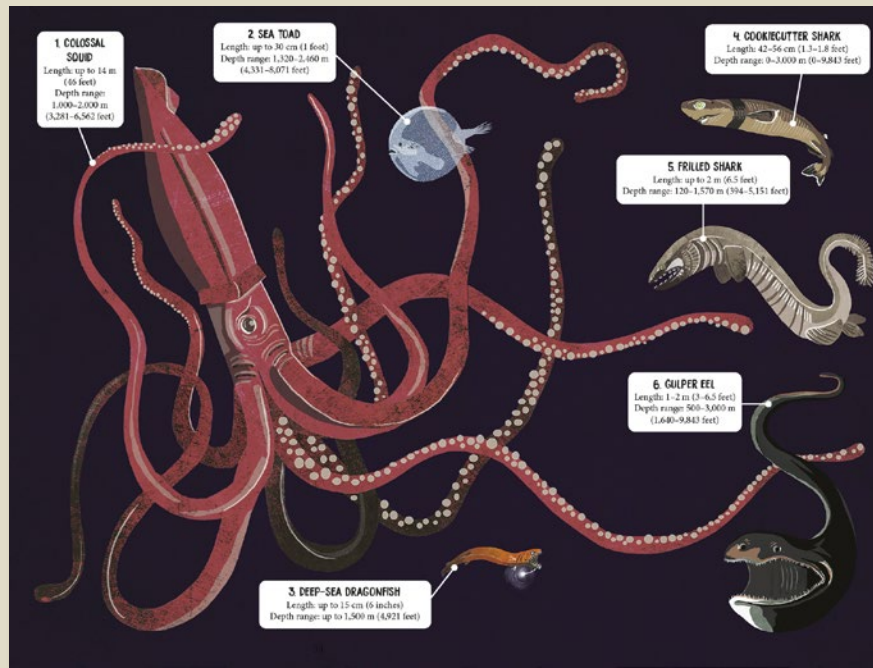
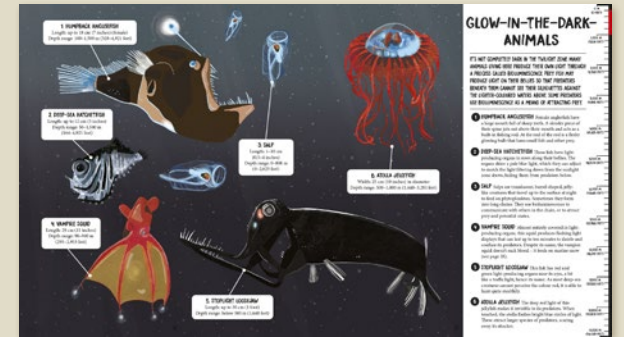
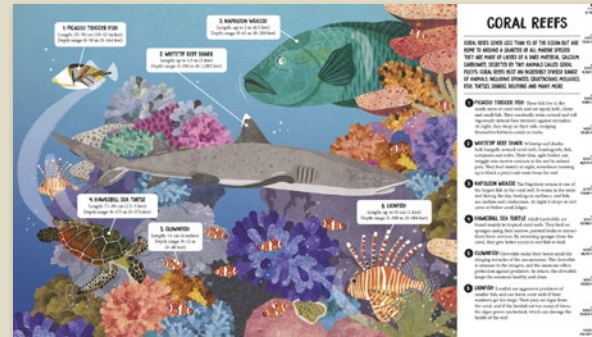
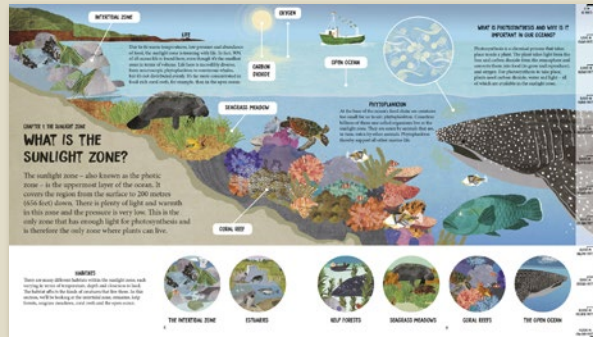
All The Way Down: Ocean



An ingenious exploration of our oceans

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

All The Way Down: Ocean



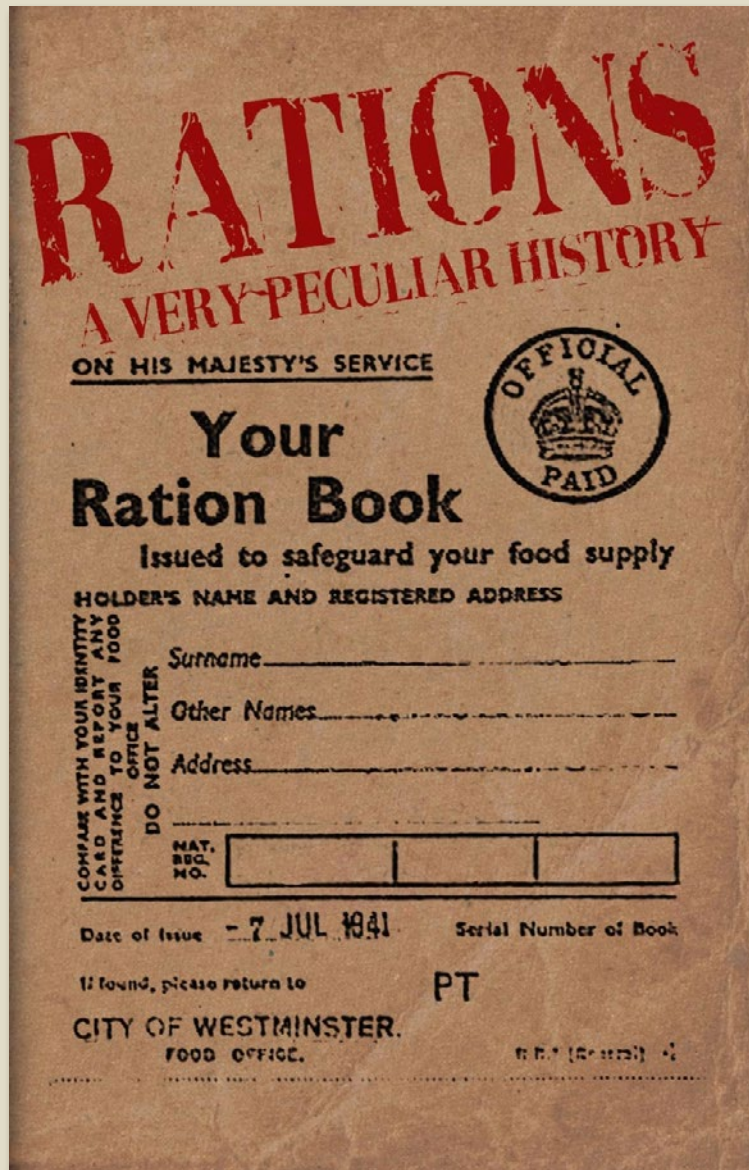
PREDATORS OF THE MIDNIGHT ZONE

PREY IS SCARCE IN THE MIDNIGHT ZONE, AND PREDATORS HAVE DEVELOPED ADAPTATIONS TO SURVIVE THERE. INCLUDING LONG, SHARP BACKWARD-POINTING TEETH TO ENSURE THAT PREY ONCE CAUGHT CAN'T WIGGLE FREE. IN THE ABSOLUTE QUIET OF THE MIDNIGHT ZONE, MANY PREDATORS HAVE HIGHLY DEVELOPED HEARING. ONE FAMILY OF SNAKE-TOOTH FISHES LISTEN WITH THEIR FACES.

- COLOSSAL SQUID** Colossal squid are superbly adapted to hunting in the dark depths. They have the largest eyes in the animal kingdom, and the biggest beaks of any squid. There are 25 rotating hooks on the ends of their tentacles for seizing prey.
- SEA TOAD** The sea toad saves energy by barely moving at all, breathing by pushing water across its gills. It sits on the seafloor and waits, motionless, for prey to come within reach. It doesn't need to feed often, and isn't picky about what it eats.
- DEEP-SEA DRAGONFISH** These fish have light organs next to their eyes that produce blue and red light. Emitting red light effectively makes them invisible to their prey. Dragonfishes have large jaws and can eat prey more than half their own length.
- COOKIECUTTER SHARK** This little shark has predators with bioluminescence, and attaches itself to them with its thick, sucking lips. Then, with its razor-sharp, hook-like teeth, it cuts out a plug of flesh, leaving a crater wound.
- FRILLED SHARK** The frilled shark hunts above the seabed, lunging at its prey like a snake. It has several rows of small, needle-sharp teeth ideal for snagging the soft bodies of squid. Its favourite prey. Its long, flexible jaws enable it to swallow prey whole.
- GULPER EEL** The gulper, or pelican eel, has an enormous esophagus for a mouth, which it uses as a net as it swims into groups of small crustaceans. It then expels the water through its gills. Its tail has tentacles that glow pink to attract prey.

Pub Date	06/03/2025
Pub Price	£9.99
ISBN	9781800788855
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	11636 words
Files To Printer	14/10/2024
Freight On Board	19/12/2024
Rights Available	World

A Very Peculiar History: Rations



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

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

A Very Peculiar History: Rations

RATIONS A VERY PECULIAR HISTORY

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

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

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

A royal drizzle

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

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

10

Five inches of water could go a surprisingly long way.

11

RATIONS A VERY PECULIAR HISTORY

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

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

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

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

12

CHAPTER ONE

WHY WE RAN SHORT

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

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

13

Germany's U-boats were responsible for many sunken trade ships.

14

WHY WE RAN SHORT

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

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

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

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

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

15

RATIONS A VERY PECULIAR HISTORY

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

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

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

Those queues

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

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

8

Doing it by the book

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

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

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

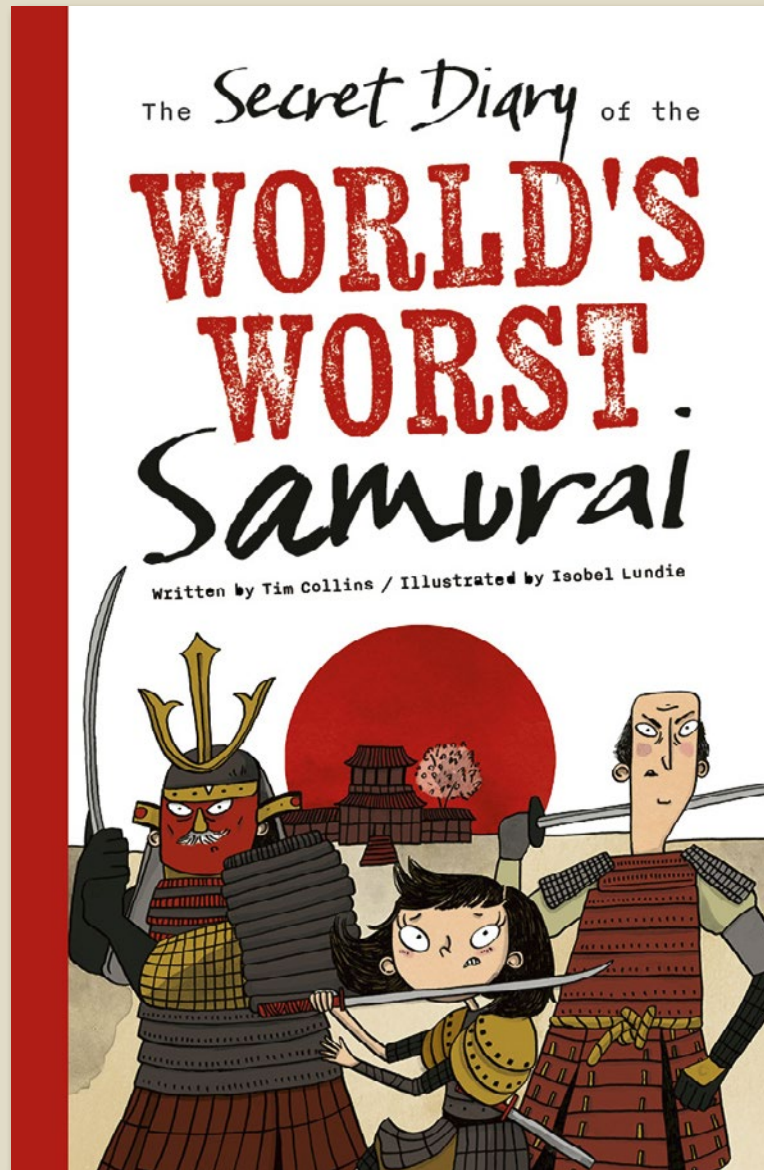
Meat was rationed by cost rather than weight, so that you could choose between a small cut of something expensive or a joint of something cheap.

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

9

Pub Date	01/03/2010
Pub Price	£7.99
ISBN	9781800788862
H x W	152 x 101mm
Binding	Hardback
Age Range	12+ years
Author	Arcscott David Arcscott
Extent	192pp
Word Count	26974 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'.

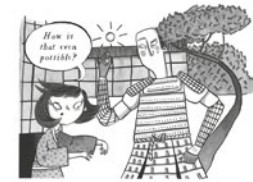
I would never have believed anyone could move that fast, never mind someone so thin and old.

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



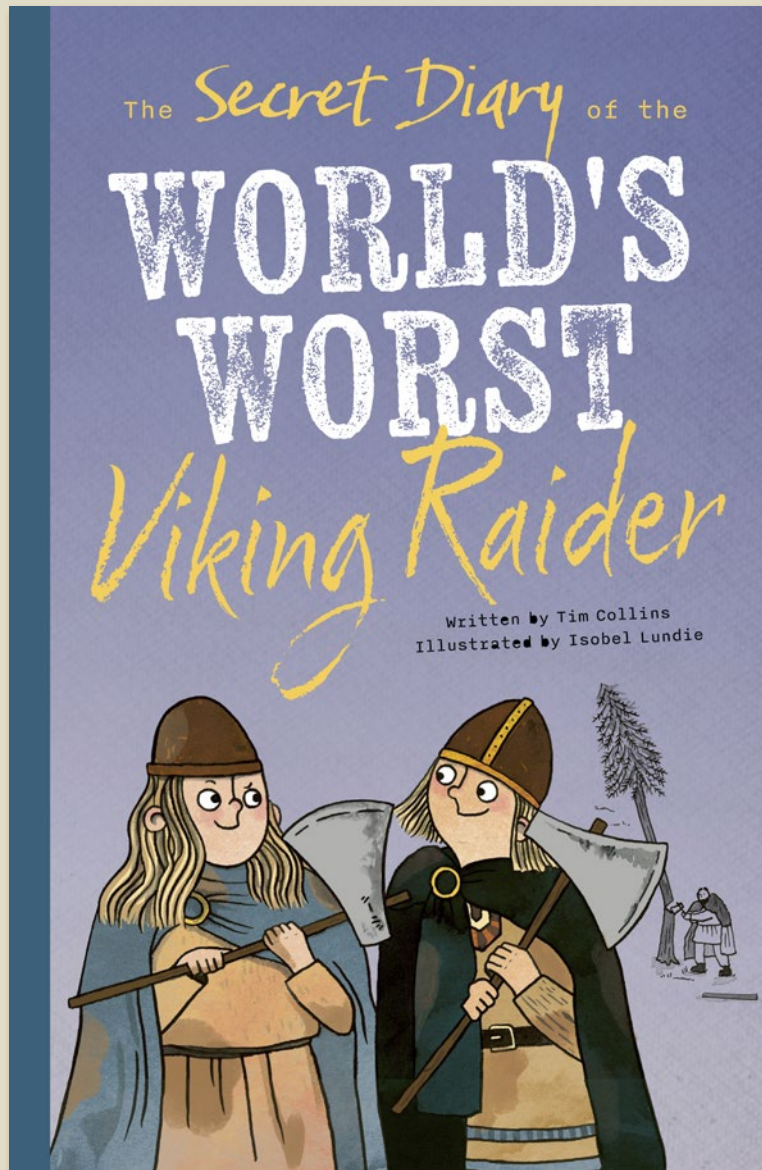
Day One

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.

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

World's Worst Viking Raider



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

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

World's Worst Viking Raider

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

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

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

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

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

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



GET REAL

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

Eighth Day

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



Ninth Day

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

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

Later

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



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

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



Third Day

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

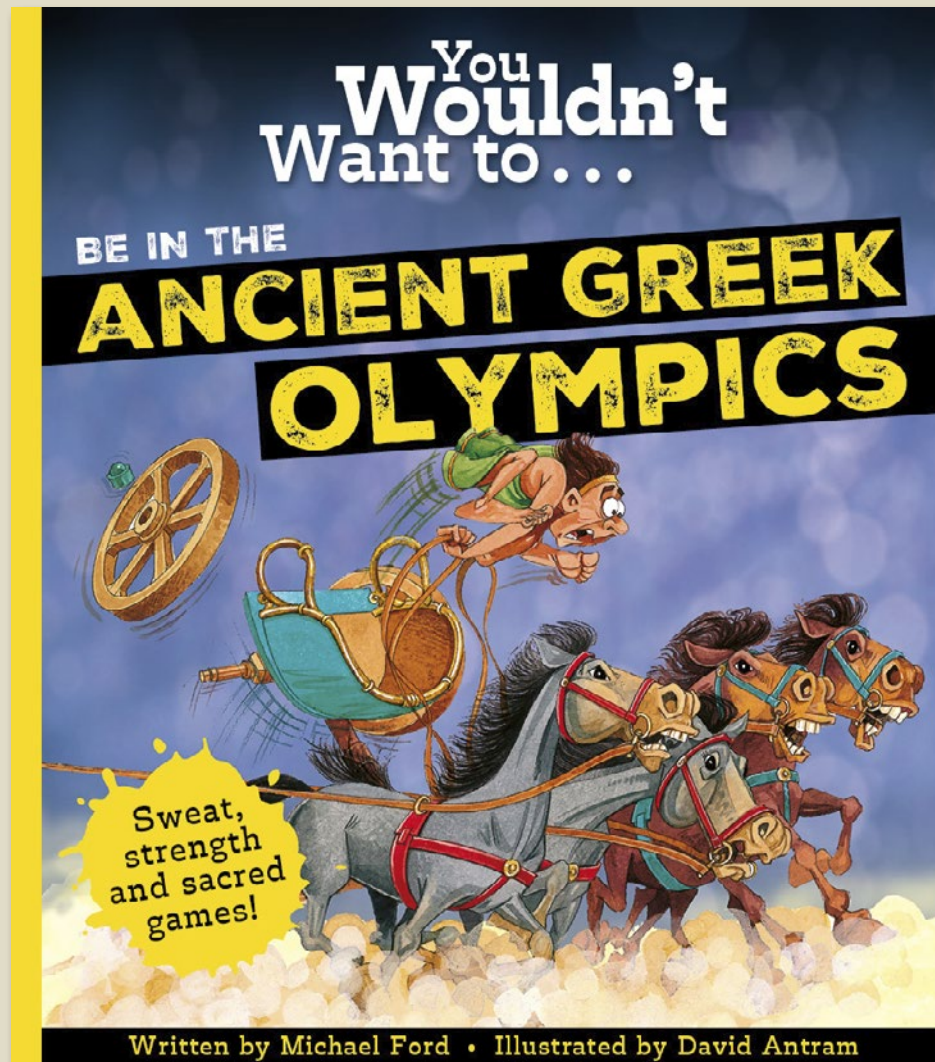
I met my best friend Astrid to play at raiding, and she brought one from her dad's workshop. He's the best blacksmith in our village, and he makes amazing shields and weapons.

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



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

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
The Greeks were a very practical people. They were used to working hard and getting things done. So they were very good at making things that were useful and practical.

POPEL
A girl who is a member of the same tribe as the boys is called a girl. This means that all Greek children were boys and girls.

THE GAMES
The Games were held in the city of Olympia. This was a very important place for the Greeks. It was where they went to worship the gods and to compete in the Games.

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Sacrifices to the gods

Handy hint
The Greeks were very religious. They believed that the gods were very powerful and that they could help or punish them. So they often made sacrifices to the gods to please them.

THE GAMES
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Practice makes perfect

Handy hint
The Greeks were very good at sports. They spent a lot of time practicing and training. This helped them to become very strong and fast.

THE GAMES
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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.

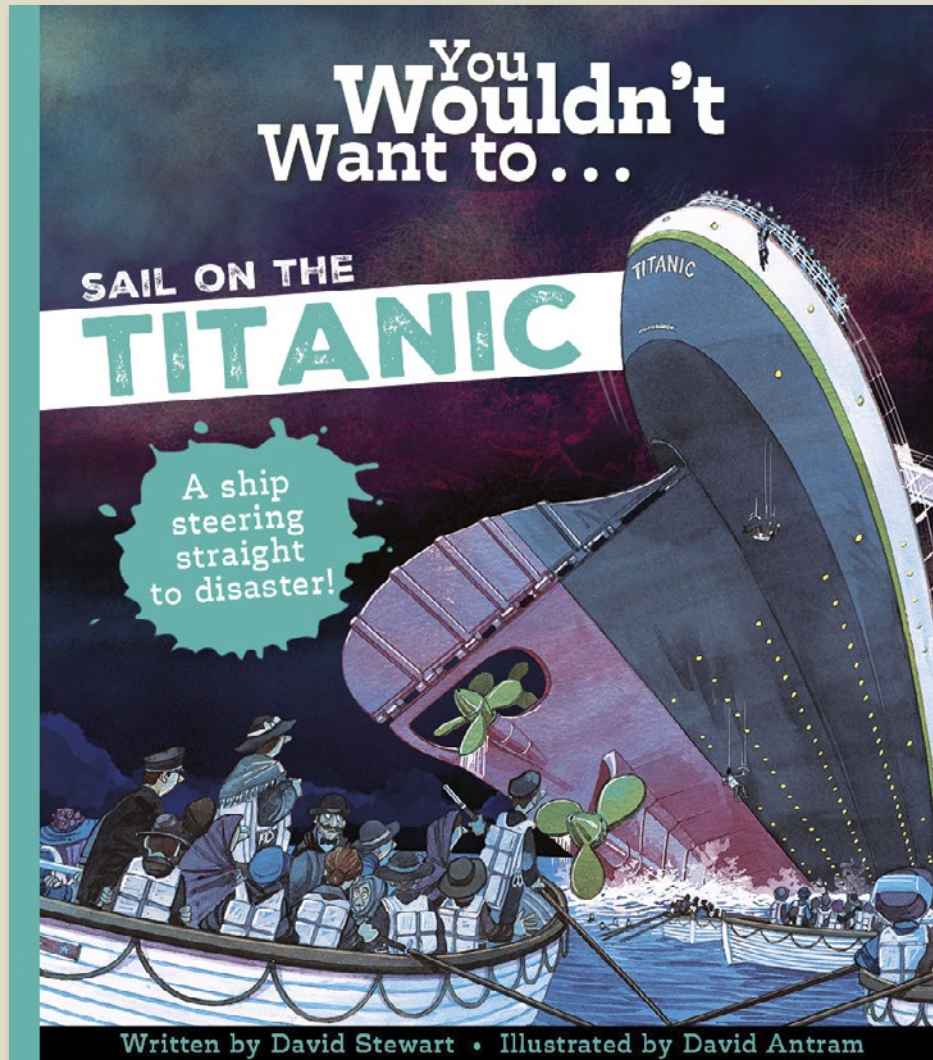
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Pub Date	09/05/2024
Pub Price	£6.99
ISBN	9781800788923
H x W	240 x 212mm
Binding	Paperback
Age Range	7-9 years
Author	Michael Ford
Illustrator	David Antram
Extent	32pp
Rights Available	World

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!

Wake Up! Life Jackets On!

What Do You Do? Soon after midnight, Captain Smith orders the lifeboats prepared and asks women and children to evacuate before the men. The first lifeboat number seven, splashes into the water at 12.25 a.m. 45 minutes after the collision. It contains 28 passengers but has space for 45. By 1.30 a.m., only six lifeboats have left the Titanic. Clang in the boiler and engine rooms, engineers and crew risk their lives to keep the lights burning and the pumps working. You help people onto the lifeboats, then quietly slip into collapsible boat C.

Handy Hint
It's not a good idea to panic when you wake up. Stay calm and listen to the crew's instructions. You may have to wait for a while before you can get into a lifeboat.

So much for being 'unsinkable'!

SMINKY! DON'T BELIEVE IT!
The captain believed in the ship's 'unsinkability' so much that he didn't even have a lifeboat for himself. He only got away when he was rescued from Boat Number 10.

Sinking Fast

How Titanic Sinks:

BELIEF: By 2.15 a.m. on 15 April, fourteen lifeboats, two emergency boats and four collapsibles have left the ship. Over 1,500 people remain on board. Titanic's stern begins to rise up out of the ocean. Water is pouring in through the open portholes. The ship's lights are still on and the band bravely continues to play. At 2.18 a.m., the lights start to flicker. Black smoke pours out of the funnels as the ship begins to break in two. The noise is deafening. Once the bow is totally submerged, it finally rips apart from the rest of the ship and plunges to the ocean floor. A few minutes later you turn your back as Titanic's stern slides underwater. Captain Smith is still on the bridge, offering last orders to the remaining ship.

Handy Hint
If you're on a ship, it's important to know where the lifeboats are. You should also know how to use them.

Molly Brown
Molly Brown was a wealthy woman who survived the Titanic. She was known for her bravery and for helping others to survive.

The Aftermath

Only one person is rescued alive from the wreckage. Over 1,500 lives are lost, but only 706 of those bodies are picked up. The food from first class are embedded and eaten for hours, but those from third class and crew members are seen up in heavy lines and buried at sea. The wages of the 214 surviving crew are collected and paid up to the survivors of the ship sink.

After the disaster, a change in the law ensures that all passenger ships carry enough lifeboats for everyone on board and that regular lifeboat drills be held. All ships also have to have 24-hour radio watch.

THE AFTERMATH
The Carpathia, a ship that had been ordered to head up to the survivors of the ship sink.

RECOVERED TAKEN TO NEW YORK
The Carpathia was the first ship to reach New York after the Titanic disaster. It carried 706 survivors and 197 of Titanic's crew members to the United States.

What Happens to You?

EMERGENCY!
What happens to the survivors of the Titanic? Some were rescued, but many were not. Some were buried at sea, and some were taken to New York.

We're definitely going to make the passengers' boat!

They are frozen to death, not drowned.

There's someone alive!

Designing the Titanic

The architects and draftsmen at the Harland and Wolff shipyard work hard to make the planned superliners a reality. Meanwhile, three dry docks are converted into two – no existing dry dock is large enough to build the huge new liners! On 29 July 1908, the plans are finalised. The keel plate for *Olympic*, the first of the three giant liners, is laid on 16 December 1908. The keel plate for the second liner is laid just three months later, on 31 March 1909. Her name is *Titanic*.

J Bruce Ismay
You were born in 1862 in Liverpool, England. Your father founded the White Star Shipping Line in 1869. In 1902, White Star was sold to American financier JP Morgan, but you stayed on as managing director.

I have a dream, to build three ships more luxurious than the world has ever seen.

Although *Olympic* and *Titanic* were almost identical in size, *Titanic* was 1,004 tonnes heavier than her sister ship.

The third ship, *Gigantic*, was later renamed *Bismarck*.

Titanic's Specifications

Ship weight: 66,329 gross registered tonnes (each tonne is equal to 100 cubic ft.)
Hull weight: 29,120 tonnes
Length: 269m
Width: 28m
Anchors: Three, with a total weight of 35 tonnes. Each chain link weighs about 60kg.
Rudder weight: 9185kg
Boilers: 29, each weighing over 100 tonnes.
Propellers: Three – one measuring 5m across and two others, each measuring 7m across.
Funnels: Four, but only the front three were in use. Stern funnel used for ventilation.
Cost: Completed ship cost £1,300,000 in 1912. Today, it would cost £200 million.

Handy Hint
You have designed one ship, so you might as well use the same design for two more.

How many passengers and crew on board?

Regulations state that the ship must carry lifeboats for 952 people. We have an extra four collapsible boats – room for 1,178 people.

We have room for 3,511 people.

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Author	David Stewart David Stewart
Illustrator	David Antram
Extent	32pp
Rights Available	World

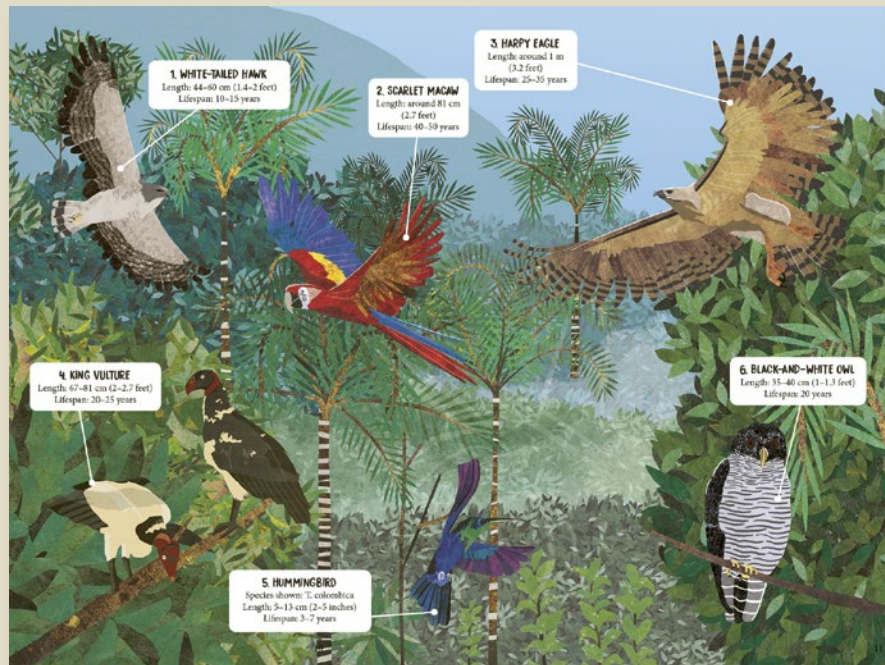
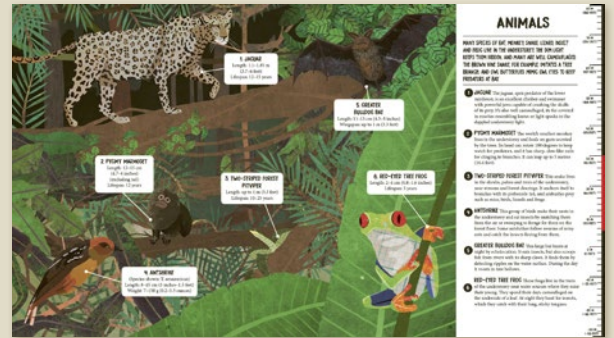
All The Way Down: Amazon Rainforest



An ingenious exploration of our rainforests

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

All The Way Down: Amazon Rainforest



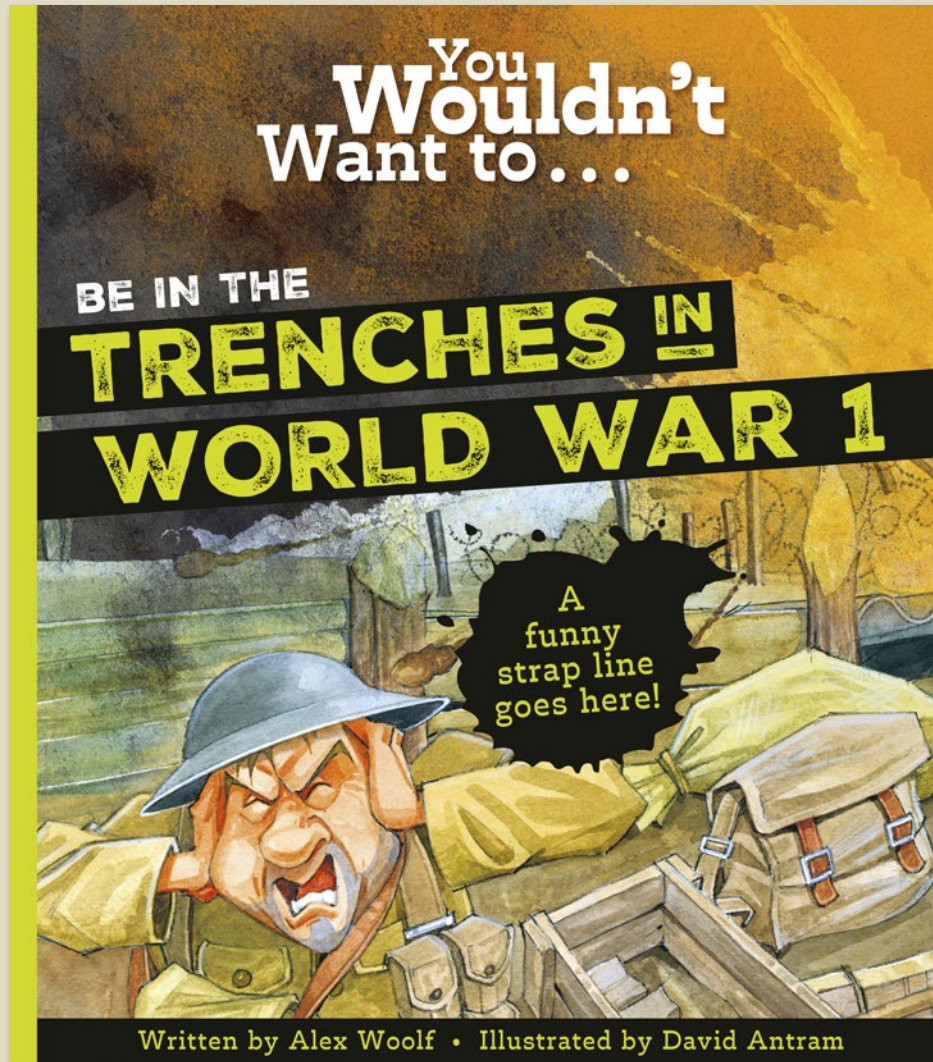
HIGH FLYERS

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

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

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

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



The brutal history of WW1 soldiers!

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

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

Joining up

Even though you're under age, you join the queue at the local recruiting centre and try to enlist with the army. When it's your turn to be interviewed, the recruiting sergeant asks for your age. You tell him and he says "Clear off, son. You can't join up unless you're 18 and can fight and give 18. Come back tomorrow and see if you're the right age." So you return the next day and give your age as 19. They give you up your right hand and swear to fight for king and country. The sergeant winks and hands over your first day's wages. You realise that the army is so desperate for soldiers, it's prepared to bend its own rules.

Handy hint
If you're going to join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

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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.

Handy hint
If you're going to join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

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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 German front lines - it's your first sighting of tanks, and they terrify you and your comrades as much as they do the Germans. You learn later that for those driving the tanks, the experience isn't 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, certain things prove very effective at breaking through German lines.

Handy hint
If you're going to join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

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 join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

Light flares

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

Handy hint
If you're going to join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

Handy hint
If you're going to join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

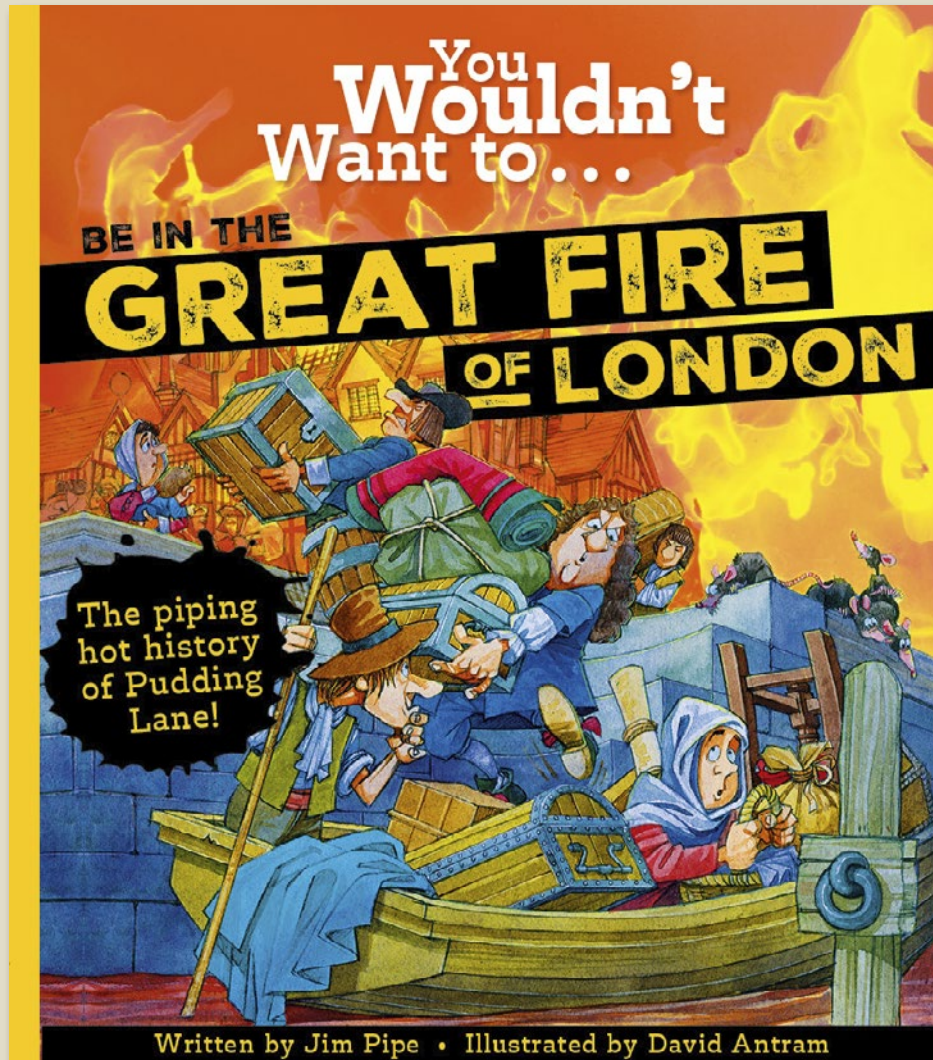
Night raids

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 join up, you must be 18 and can fight and give 18. You may think you're 18, but you're not. You can't join up unless you're 18 and can fight and give 18.

Pub Date	01/01/2014
Pub Price	£7.99
ISBN	9781800788954
H x W	240 x 212mm
Binding	Paperback
Age Range	7-9 years
Author	Alex Woolf
Illustrator	David Antram
Extent	32pp
Word Count	4234 words
Rights Available	World

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



The piping hot history of the Great Fire of London!

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

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

Who's to blame?

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

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

Handy hint
You've got the wrong baker!

Don't blame me, I blame the dog!

Earl Mordaunt

The baker!

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Rebuilding London

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

Change is in the air

Handy hint
The new streets look good!

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The Aftermath

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

Better firefighting

What survives today?

St Paul's Cathedral

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Dirty old town

Strolling through London in the summer of 1666, it's easy to be swamped by the sights, sounds and smells of this busy metropolis. London is a giant city with over 300,000 inhabitants. It's also a centre for trade, finance and government – a wealthy place where lords are carried in grand coaches by servants.

Yet the old centre of London, the City, is a horrible place. Its smoky streets are narrow, stuffy and dark. The summer of 1666 is hot and the place is bone-dry after 10 months of drought. You hold your nose to avoid the stench of dead dogs and rotting waste.

Why is life so grim?

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

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

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

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

6

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

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

I feel much better, honest!

Do you have any money?

Yes, loads of it, thanks!

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

7

Pub Date	01/02/2024
Pub Price	£6.99
ISBN	9781800788961
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Binding	Paperback
Age Range	9-11 years
Author	Jim Pipe
Illustrator	David Antram
Extent	32pp
Word Count	5913 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 in 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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ISBN	9781800788992
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Binding	Paperback
Age Range	7-9 years
Author	John Townsend
Illustrator	Isobel Lundie
Extent	128pp
Word Count	21744 words
Rights Available	World

Mystery Stories



Ten mysterious, spooky short stories

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

Mystery Stories

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



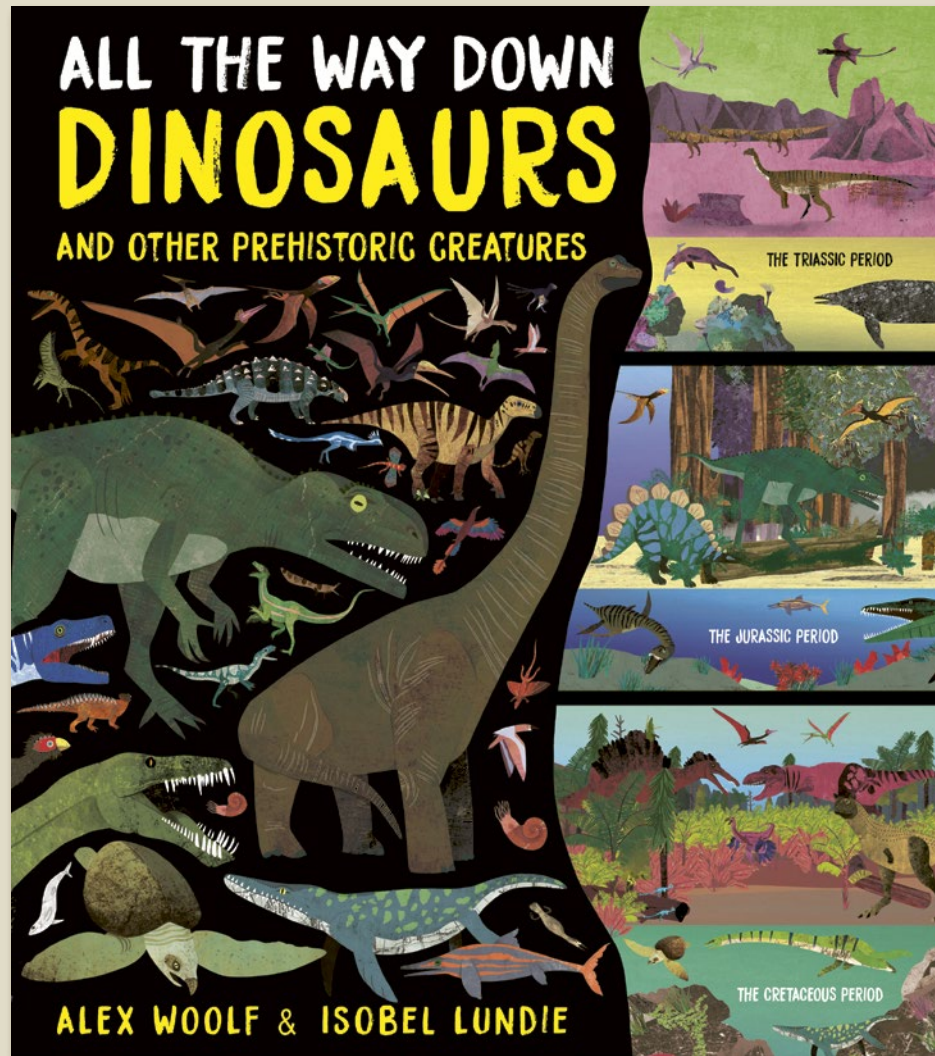
THE GHOST SHIP

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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Binding	Paperback
Age Range	7-9 years
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Illustrator	Isobel Lundie
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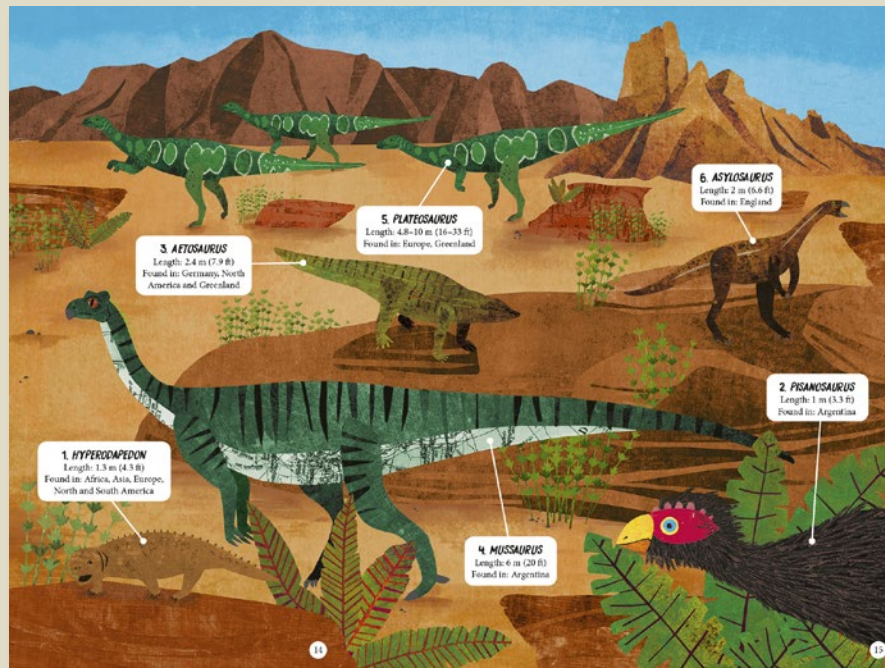
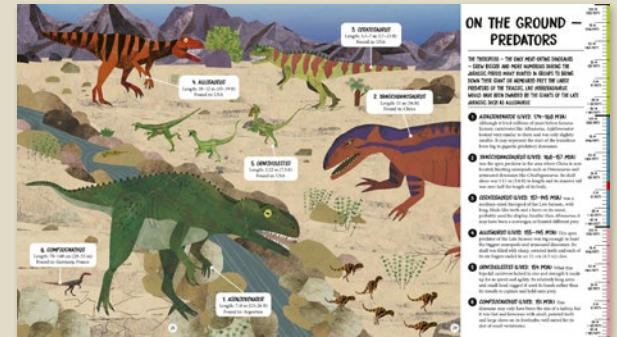
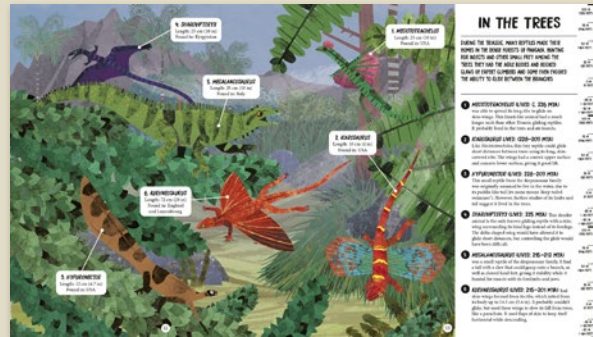
All The Way Down: Dinosaurs and Other Prehistoric Creatures



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 230 MILLION YEARS AGO. THEY WERE SMALL CREATURES DARTING AROUND ON THEIR HIND LEGS. THE DINOSAURS FORMED TWO MAIN GROUPS: THE SAGRISCHIA (LIZARD-HIPPED) AND THE ORNITHISCHIA (BIRD-HIPPED). BIRD-HIPPED DINOSAURS WERE MOSTLY PLANT-EATERS. LIZARD-HIPPED DINOSAURS WERE MOSTLY MEAT-EATERS AND PLANT-EATERS.

1. **HYPERODAPEDON** (LIVED: 230-227 MYA)
This weird-looking animal is a kind of rhycolosaur - 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.

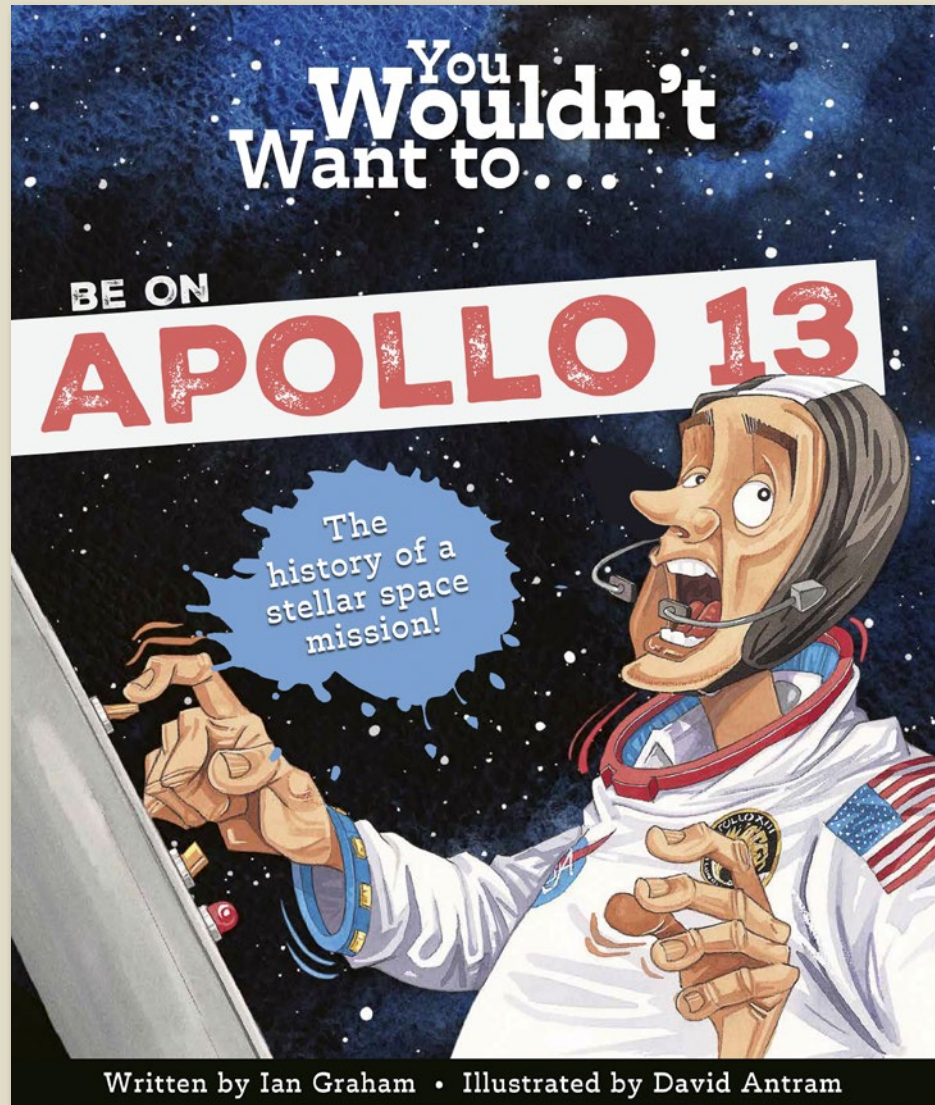
4. **MUSSAURUS** (LIVED: 215 MYA)
'Moose Lizard', got its name because the first fossils discovered were tiny. We now know these were infants. It was a sauropodomorph dinosaur - a bipedal ancestor of the giant sauropods that walked on all fours.

5. **PLATEOSAURUS** (LIVED: 214-204 MYA)
Plateosaurs was one of the biggest 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 sauropod, all walked on four legs.

Pub Date	28/07/2022
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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

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.

Do the Math
You will weigh one sixth as much as you do on Earth. How much would you weigh on the Moon? How much would you weigh on Mars?

Do the Moon
The Moon is about 384,000 km away from Earth. How long would it take for a message to travel from Earth to the Moon? How long would it take for a message to travel from the Moon to Earth?

Do the Sun
The Sun is about 149,600,000 km away from Earth. How long would it take for a message to travel from Earth to the Sun? How long would it take for a message to travel from the Sun to Earth?

Do the Stars
The nearest star to Earth is about 42 light years away. How long would it take for a message to travel from Earth to the nearest star? How long would it take for a message to travel from the nearest star to Earth?

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 use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

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.

A bit of do-it-yourself
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

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.

What a fantastic view!

If nothing had gone wrong...

ROCK ROCKS
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

WEE WEE
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

SUN SUN
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

PLANETARY
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

ROCKETS
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

SPACE
The Apollo 13 crew had to use a special toilet system. It was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet. The toilet was a small, portable toilet that could be used in any part of the spacecraft. The crew had to use it every time they needed to go to the toilet.

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.

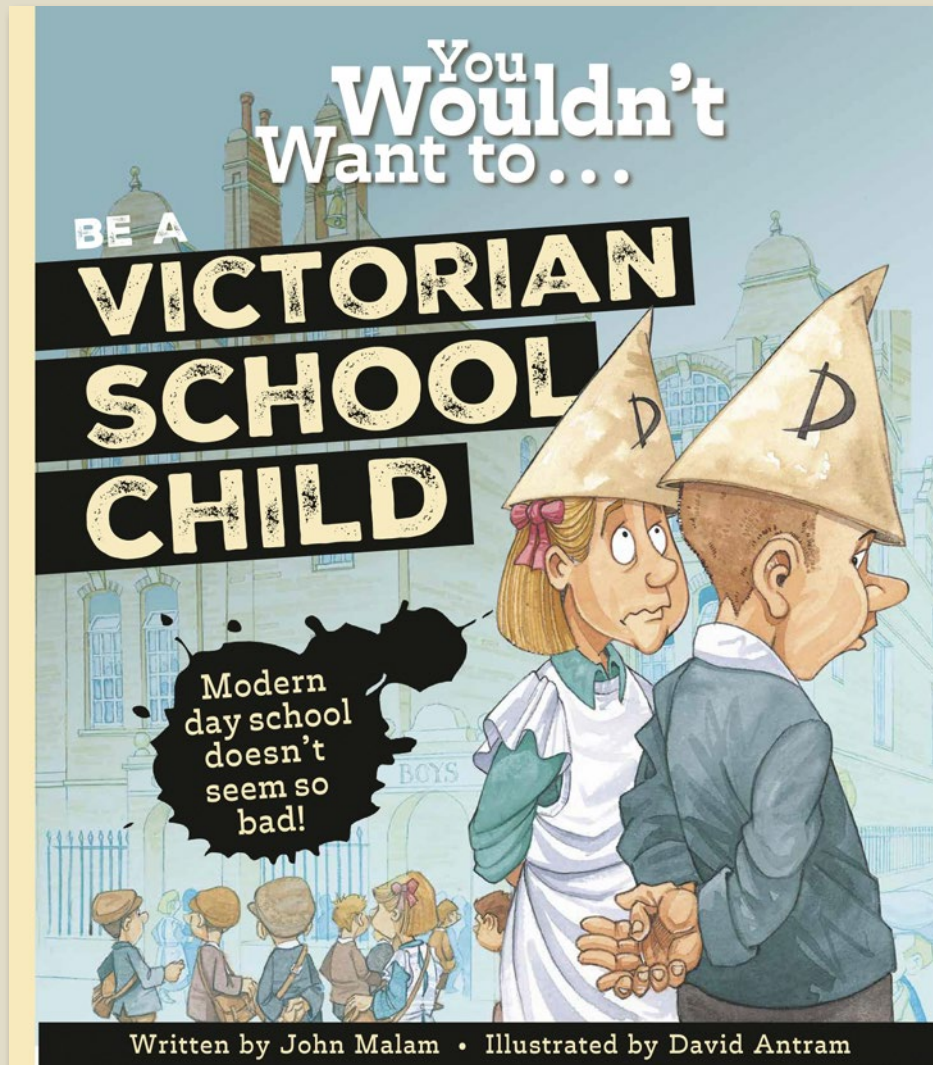
1*2 minutes, 44 seconds
The empty first stage falls away and 2 seconds later the second-stage engines fire.

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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Rights Available	World

You Wouldn't Want To Be A Victorian Schoolchild!



The grisly history of Victorian school children!

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

You Wouldn't Want To Be A Victorian Schoolchild!

No blots! The writing lesson

What you will need:
 Copybooks
 Ruler and pencil
 Pens and ink
 Pins and ink

Each lesson lasts about half an hour. When the writing lesson starts, you are told to get ready for the writing lesson. You'll need a ruler and pencil, a pen and, most important of all, your writing book or copybook.

The teacher tells you to open your copybook at a clean page and rub some sand, straight lines on it. A monitor fills a tray of inkwells with long black ink and gives one to each child in the class. Close the teacher as she writes a sentence on the blackboard. You must copy it word for word in your best handwriting into your copybook.

Handy hint
 Don't put your pen nib in the inkwell until you've washed it with water.

Other lessons:
 History
 Geography
 Science
 Music
 Art
 Physical Education

Times tables! The arithmetic lesson

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

It's all part of the lesson:
 Abacus
 Mental arithmetic
 Maths book
 Know your numbers
 Ruler
 Ink
 Pencil
 Copybook

Fractions, percentages, decimals and something called interest, which is very important if you want to make lots of money when you start work. And if you think this lot sounds difficult, just wait until the teacher starts filling your head with algebra and geometry!

Handy hint
 Don't put your pen nib in the inkwell until you've washed it with water.

Other lessons:
 History
 Geography
 Science
 Music
 Art
 Physical Education

What is it? The object lesson

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

Handy hint
 Don't put your pen nib in the inkwell until you've washed it with water.

Other lessons:
 History
 Geography
 Science
 Music
 Art
 Physical Education

School – the place for you

Ready for school:
 Sleep well the night before school starts so you don't come to lessons tired. Yawning in class will land you in trouble.
 Wash properly before you come to school. Scruffy children will be sent home.
 Eat a good breakfast. An empty stomach is an enemy head at school.
 Don't be late. School starts at 9 o'clock sharp. If you're late you'll be sent to see the headteacher for a talking-off.

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

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

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

Girls' classrooms
Boys' classrooms
School bell
DING! DONG!

Other lessons:
 History
 Geography
 Science
 Music
 Art
 Physical Education

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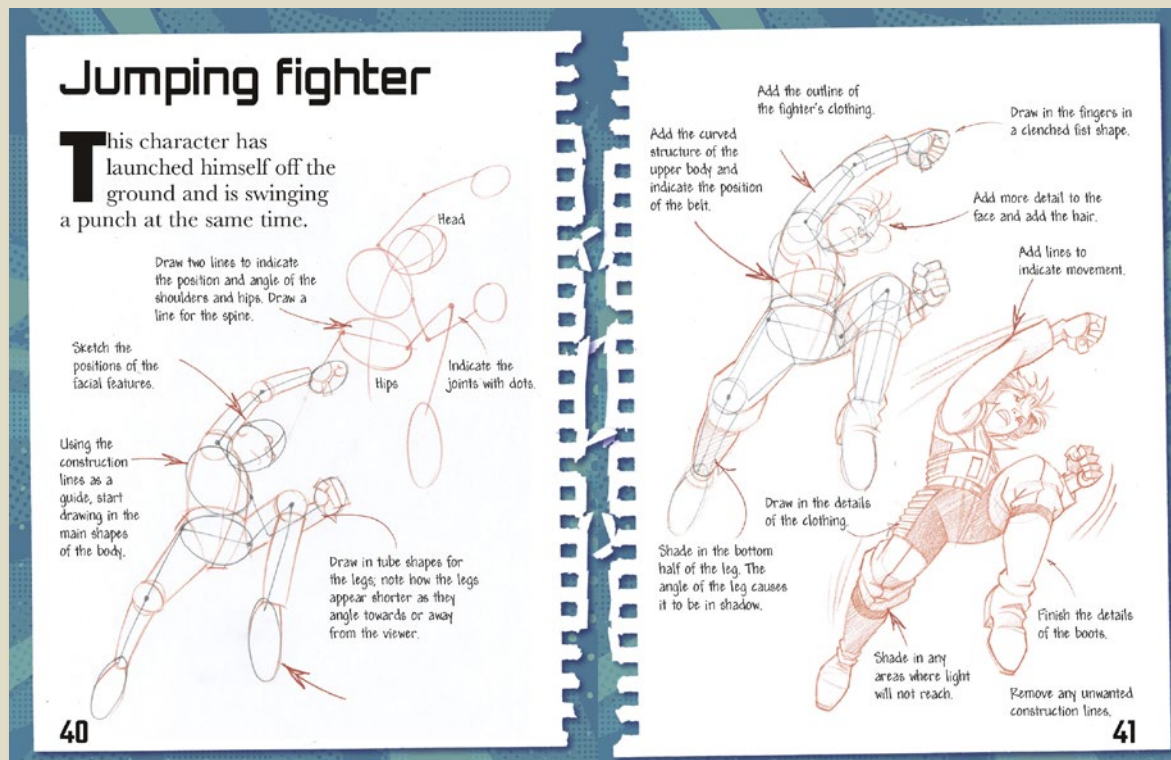
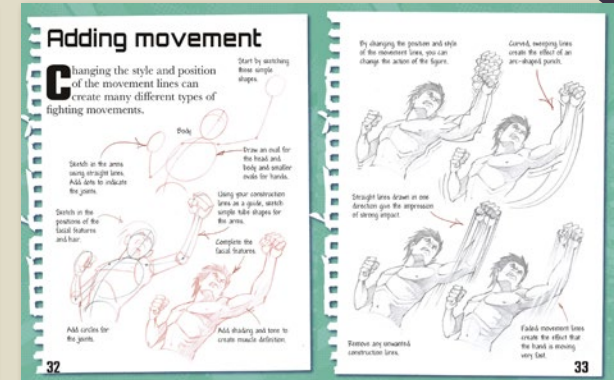
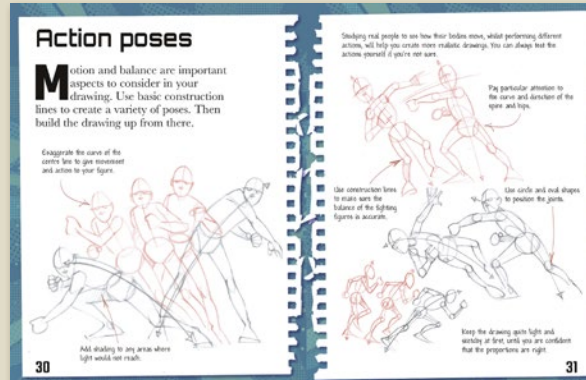
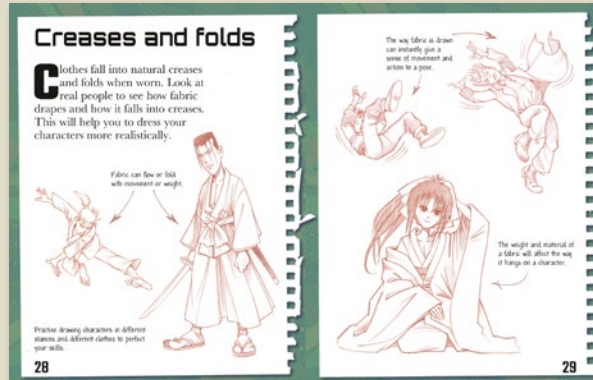
Art of Drawing Manga: Action and Movement



A step-by-step guide to manga style drawing

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

Art of Drawing Manga: Action and Movement



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Illustrator	David Antram
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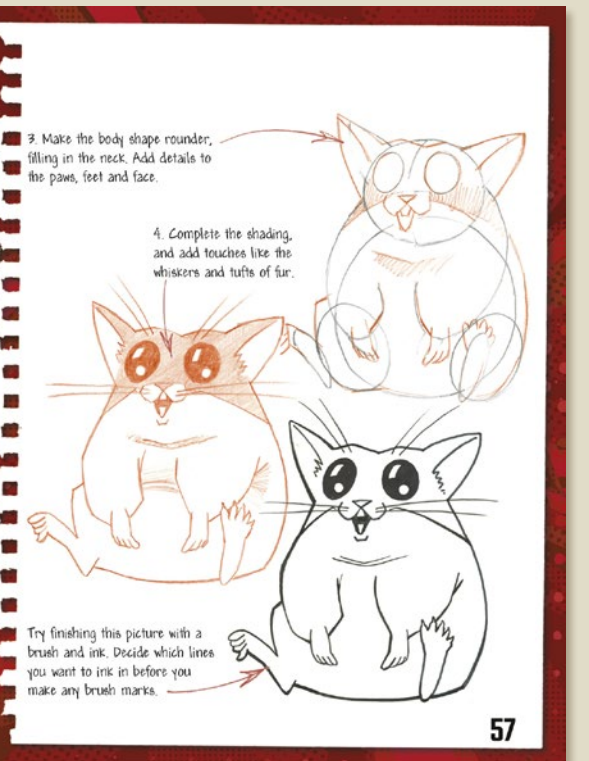
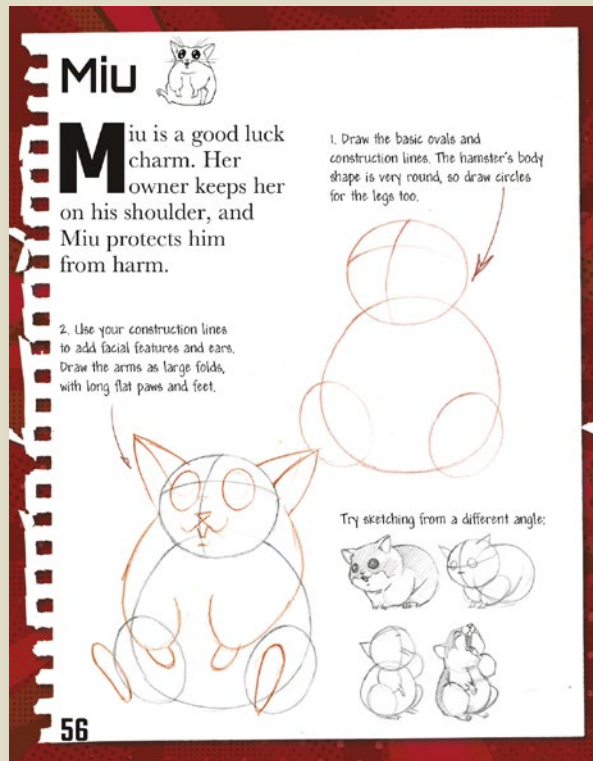
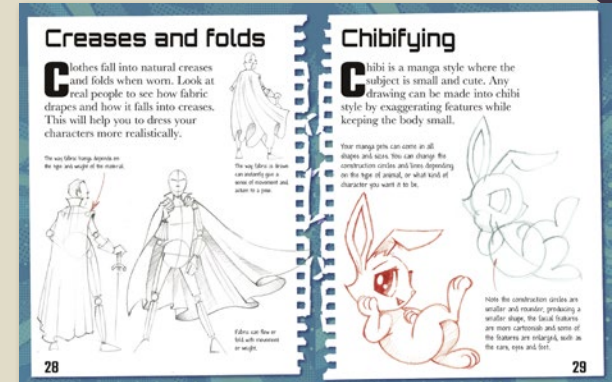
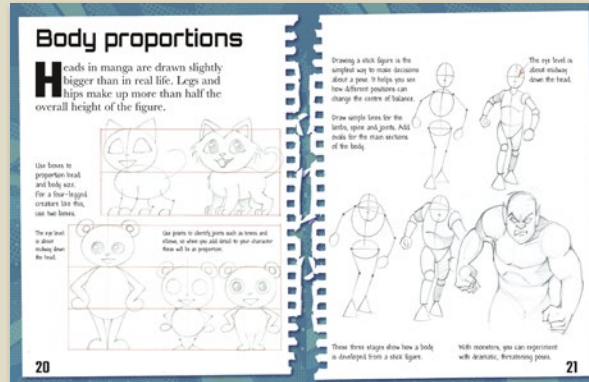
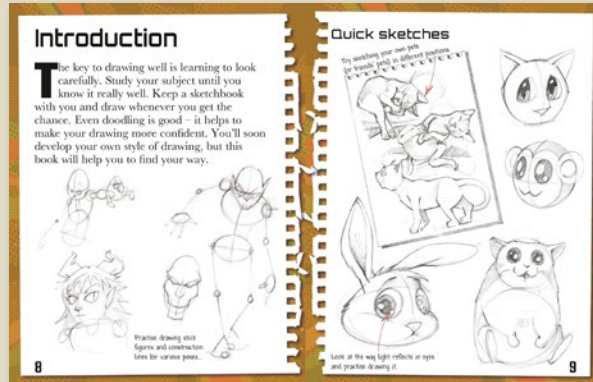
Art of Drawing Manga: Monsters and Pets



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

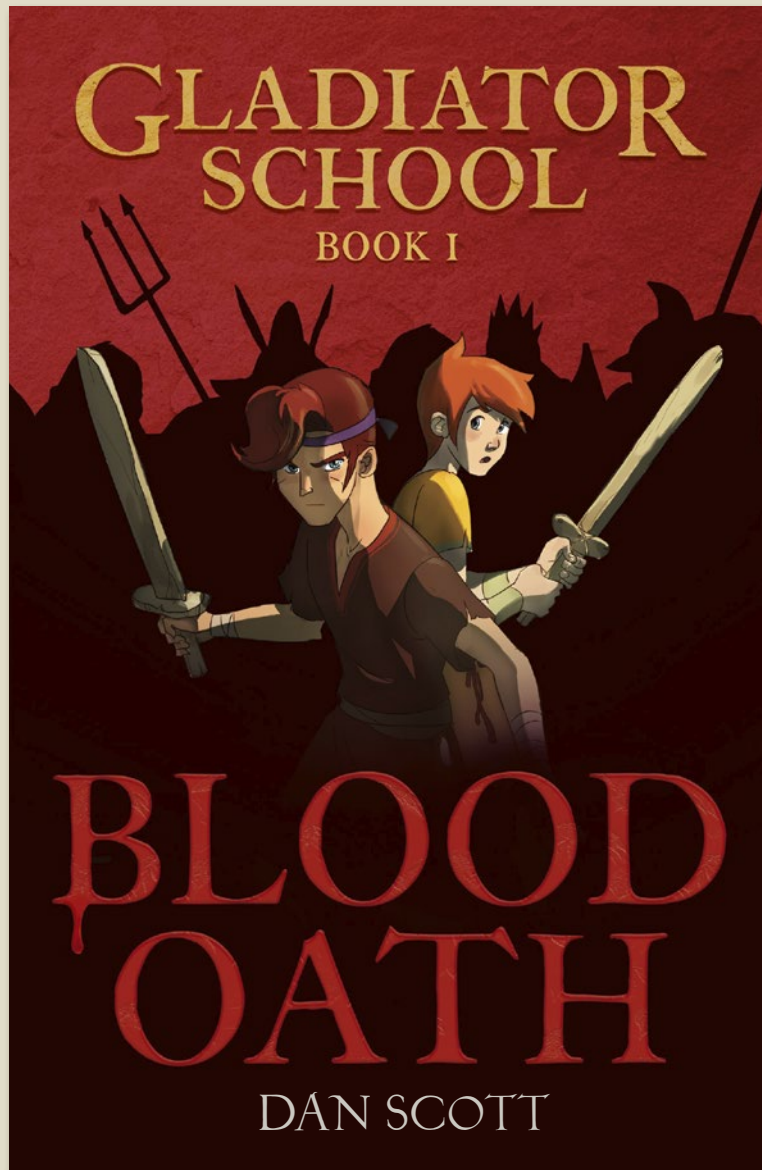
- An easy, accessible step-by-step guide that makes creating masterpieces easy.
- Manga has established itself as an incredibly popular art style amongst both children and adults.
- This book also teaches readers all the basics, including which materials to use when, values of light and dark, and how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

Art of Drawing Manga: Monsters and Pets



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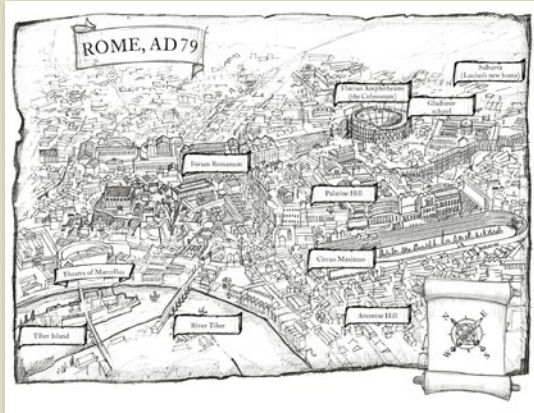
Gladiator School 1: Blood Oath



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

'He's not there,' Lucius said.

His voice sounded creaky and unfamiliar. 'What are you talking about?' asked Quintus.

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

19

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 are you supposed to mean?' Quint had recovered from his initial shock and was treacherous again.

11

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 haircloth, he looked like a child. Blood and sweat were smeared across his back and shoulders.

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

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

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

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

He certainly didn't feel like talking. He turned back to the arena, where Quin was on his back again.

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

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

** A novice (school work) or trainee 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 burned. 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.

9

The swarming 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.

19



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

PROLOGUE

TRAITOR!

ROME
JULY AD 79



Lucius stared at the household gods.

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

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

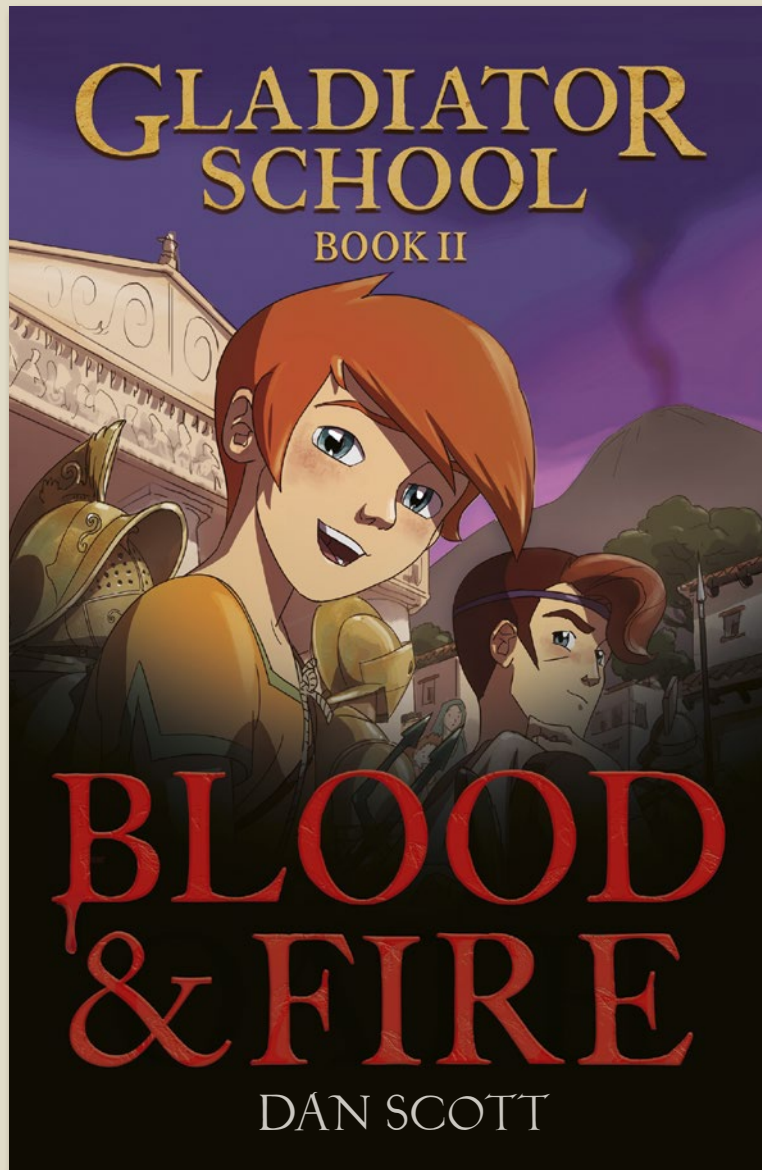
The soldiers had stormed through the villa, overturning furniture, rattling their swords and yelling, 'We arrest you, Quintus Valerius Aquila; in the name of the Emperor, show yourself!'

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

* atrium: the entrance hall of a Roman villa.

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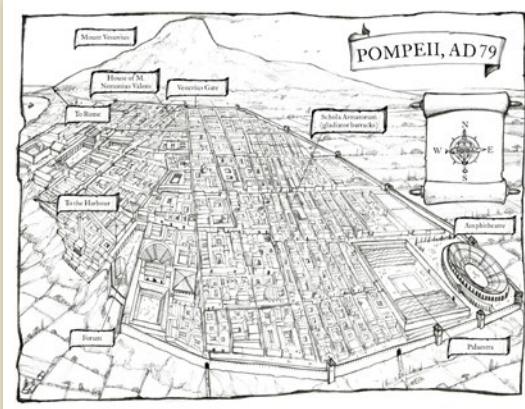
Gladiator School 2: Blood & Fire



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

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

Gladiator School 2: Blood & Fire



CHAPTER 1

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

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

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

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

GLADIATOR SCHOOLS

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

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 sprang in surprise and fell to the ground. His friends immediately closed in around Quintus, their jeers turning to snarls of anger.

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

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



THE MAIN CHARACTERS

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

PROLOGUE

FIRST BLOOD

ROME
10 August AD 79



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

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

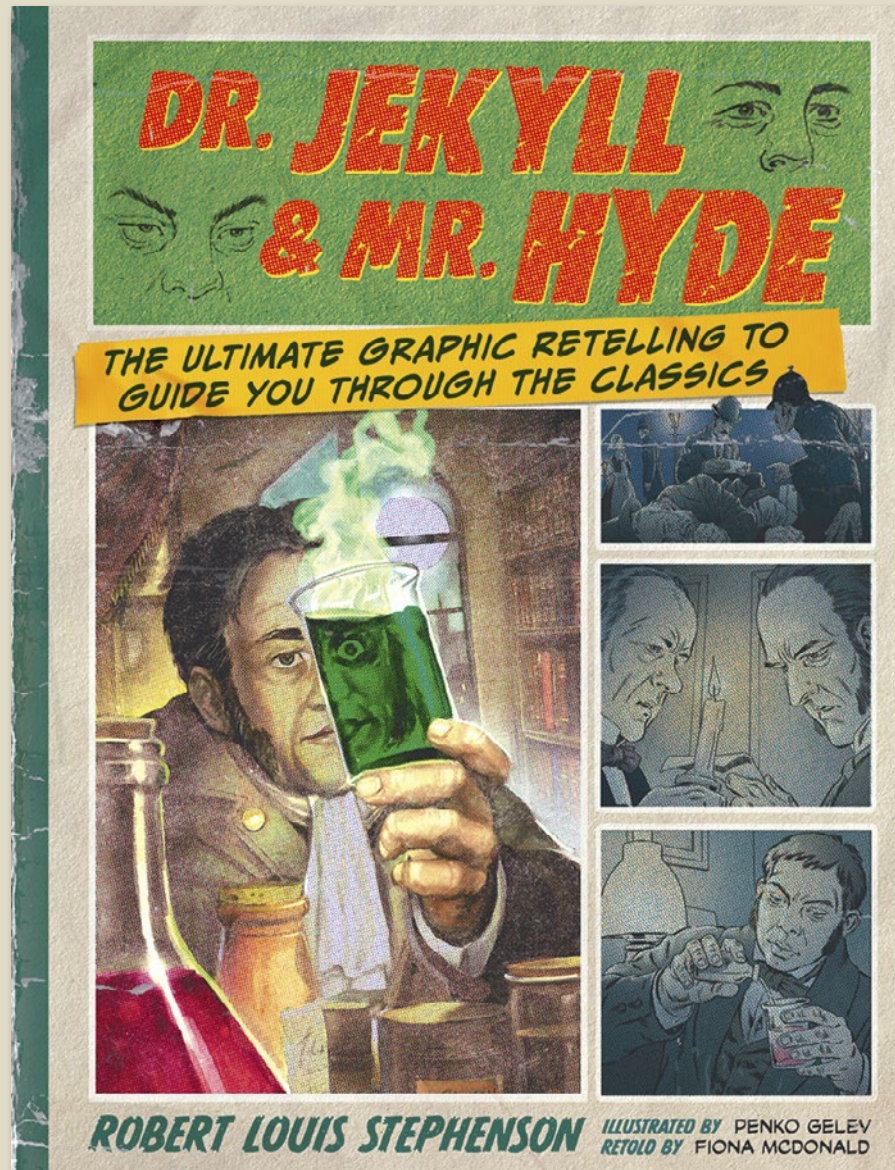
'You've read it at least twenty times,' said Isidora, sounding rather impatient. 'You can't change the words by staring at them, you know.'

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

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

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Dr. Jekyll & Mr. Hyde: Classic Comics



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

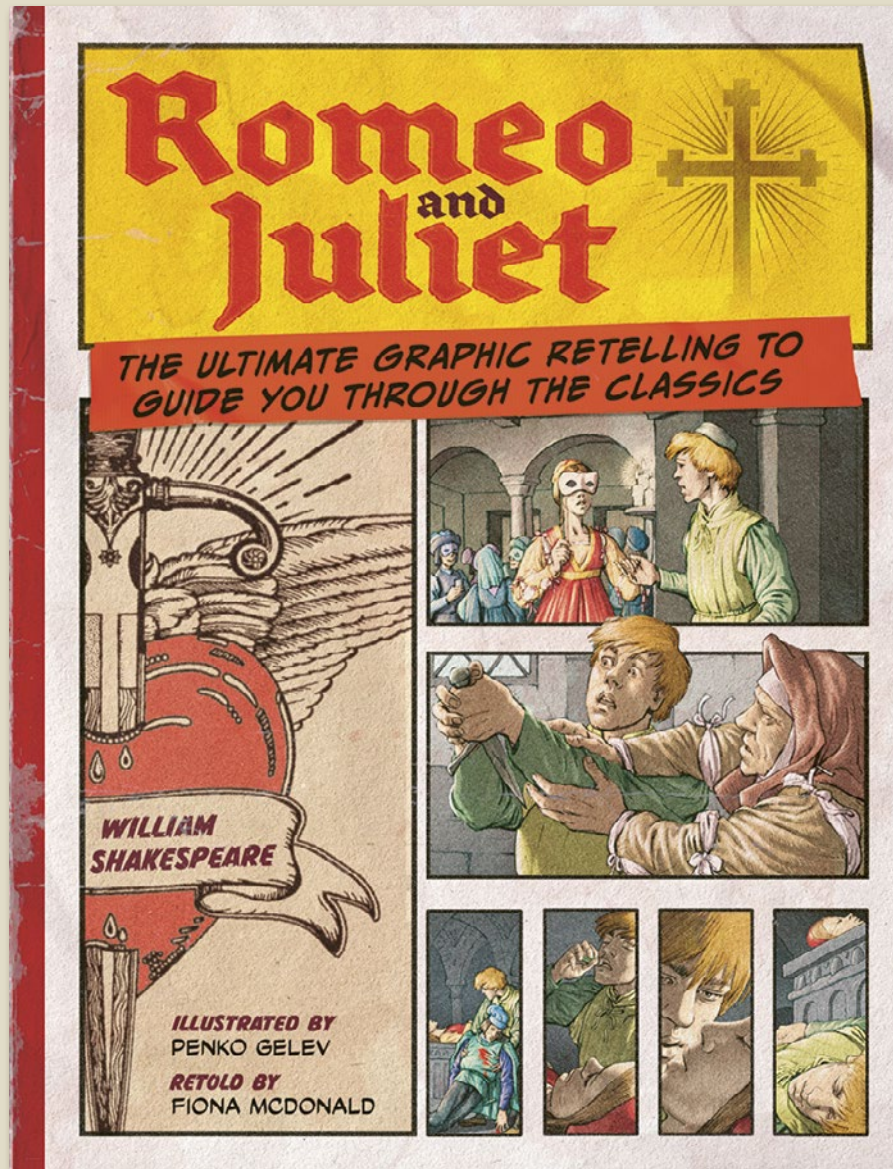
- The highly visual nature of comic book storytelling is the perfect way to encourage reluctant readers who are challenged or intimidated by reading to improve their literacy skills.
- Small amounts of text and easy-to-follow sequential ordering of the picture strips help make Shakespeare more accessible.
- 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



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Illustrator	Penko Gelev
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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
LORD CAPULET
LORD MONTAGUE
TYBALT'S MOTHER
ROMEO'S MOTHER
LORD MONTAGUE'S MOTHER
LORD CAPULET'S MOTHER
TYBALT'S BROTHER
TYBALT'S MOTHER
TYBALT'S BROTHER
TYBALT'S MOTHER

TWO FAMILIES AT WAR

IN ROMEO'S TOWN IN VERONA, ITALY, TWO OF THE MOST POWERFUL AND RICH FAMILIES ARE AT WAR. THE MONTAGUES AND THE CAPULETS ARE AT WAR BECAUSE OF A MISTAKE MADE BY TWO OF THEIR CHILDREN. THE MONTAGUES AND THE CAPULETS ARE AT WAR BECAUSE OF A MISTAKE MADE BY TWO OF THEIR CHILDREN. THE MONTAGUES AND THE CAPULETS ARE AT WAR BECAUSE OF A MISTAKE MADE BY TWO OF THEIR CHILDREN.

THE LOVERS MEET

ROMEO AND JULIET, SHAKESPEARE'S MOST ROMANTIC OF PAIRS, MEET FOR THE FIRST TIME IN A PUBLIC PLACE. ROMEO AND JULIET, SHAKESPEARE'S MOST ROMANTIC OF PAIRS, MEET FOR THE FIRST TIME IN A PUBLIC PLACE. ROMEO AND JULIET, SHAKESPEARE'S MOST ROMANTIC OF PAIRS, MEET FOR THE FIRST TIME IN A PUBLIC PLACE.

ROMEO AND JULIET

TO PARTNER HIS MOST FAMOUS PLAY, ROMEO AND JULIET, SHAKESPEARE CREATED ONE OF HIS GREATEST AND MOST TRAGIC LOVE STORIES EVER TOLD. ROMEO AND JULIET, SHAKESPEARE'S MOST ROMANTIC OF PAIRS, MEET FOR THE FIRST TIME IN A PUBLIC PLACE.

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.

FRIAR LAURENCE'S PLAN

ONCE PARIS HAS GONE, JULIET BURSTS INTO TEARS.

JULIET IS SO UPSET THAT SHE THREATENS TO KILL HERSELF WITH A DAGGER.

THE FRIAR CALMS JULIET DOWN AND TAKES THE KNIFE FROM HER.

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

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

WHEN THE POTION WEARS OFF, THE FRIAR AND ROMEO WILL BE WAITING. THEN JULIET AND ROMEO CAN LEAVE VERONA AND START A NEW LIFE.

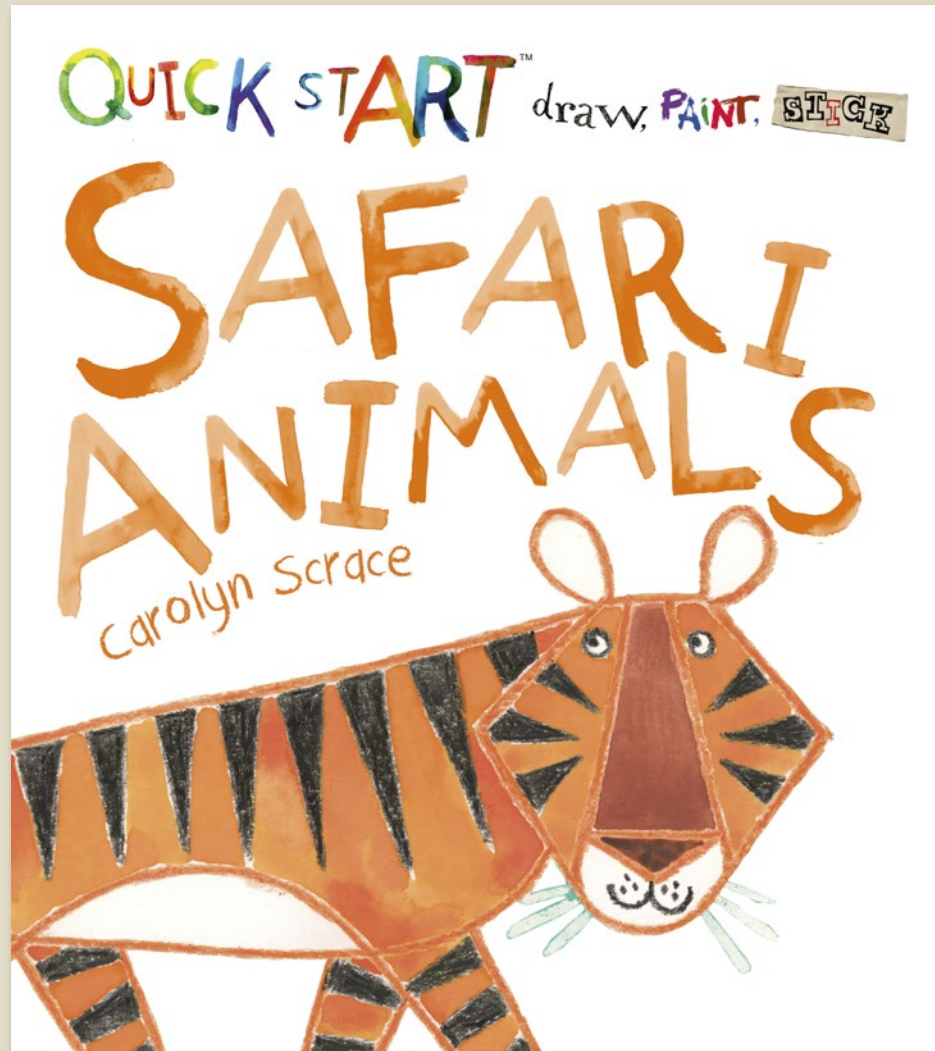
JULIET TAKES THE VIAL. THE FRIAR WARNS HER THE POTION IS NOT FOR THE FAINT-HEARTED.

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.

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

Quick Start: Safari Animals



An animal-themed introduction to arts and crafts!

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

Quick Start: Safari Animals

Handprint Elephant

You will need:
 • Paper
 • Poster paint
 • Large brush
 • Small brushes
 • Coloured paper
 • Scissors
 • Glue
 • PVA glue

Here are making your handprint then draw and paint on it to turn it into an elephant.

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

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

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

14

Folded Paper Tiger

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

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

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

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

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

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

20

Torn Paper Giraffe

You will need:
 • Paper
 • Thin paper for cutting
 • Glue
 • Coloured paper
 • PVA glue
 • Scissors
 • Felt tip pen

- 1 Pinch in single shapes for the head and neck.
- 2 Draw a single shape for the body and legs.
- 3 Add the other two legs to make 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 pattern on the giraffe's body. Glue in place.

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

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

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

26

Paper Cup Monkey

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

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

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

16

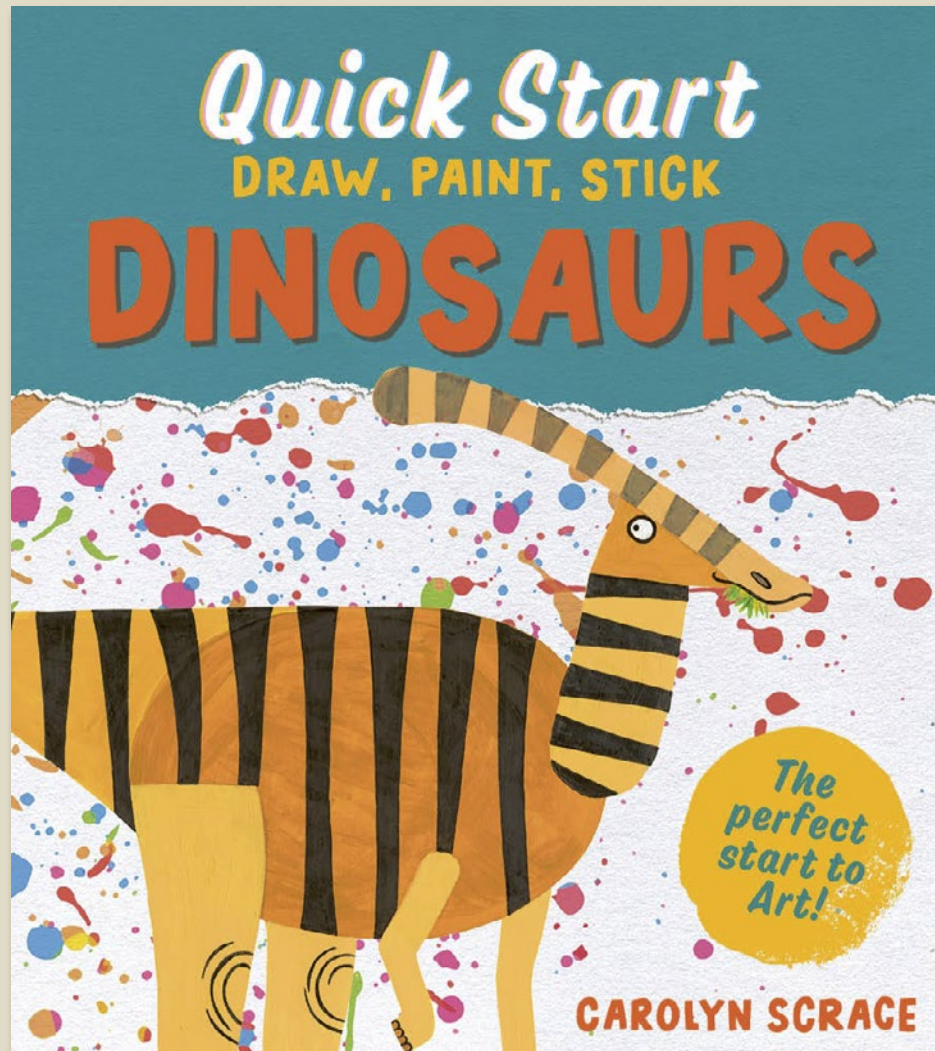
Glue a pipe cleaner onto the back of the paper cup to make a tail. Bend the top round into a curl.

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

17

Pub Date	01/02/2018
Pub Price	£6.99
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H x W	242 x 216mm
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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 its back legs.
- 4 Paint two thin shapes for the Parasaurolophus's front legs.
- 5 Paint a large rectangle for its tail, and a long curved shape for its head crest. Add details.
- 6 Use a black felt-tip pen to draw in its horns and to outline its nostrils.

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

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

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

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

12

Paper Cup Dinosaurs

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

You will need:
 paper cups
 poster paints
 paintbrushes
 PVA glue
 scissors
 PVA paper
 black 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 for details.
- 5 Paint your dinosaur brown and blue. Make its tongue and mouth red, its back white and the background dark green.
- 6 Use paper to draw and glue a tail and two legs on the dinosaur.

Use the paper to draw and glue a tail and two legs on the dinosaur.

16

Painted Pebble Dinosaur Eggs

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

You will need:
 poster paints
 paintbrushes
 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 rough outline for the dinosaur's eggshell.
- 3 Draw a rectangle for the baby dinosaur's head shape.
- 4 Draw in its neck and a small shape for its body. Draw in two short arms and hands with two fingers.
- 5 Paint the eggshell with cream-colored poster paint. Paint the hands of the shell black.
- 6 Use a black felt-tip pen to draw circles on the eggshell. Paint some grey yellow spots on the baby dinosaur.

Use the black felt-tip pen to outline the dinosaur, its eyes, mouth, nostrils and neck.

Use the edge of coloured paper to arrange over the shape of a dinosaur's nest. Glue down some large sheets of card and place your dinosaur eggs on top.

18

Handprint Triceratops

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

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

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

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

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

14

Painted Pebble Dinosaur Eggs

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 paintbrushes
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 PVA glue
 PVA paper

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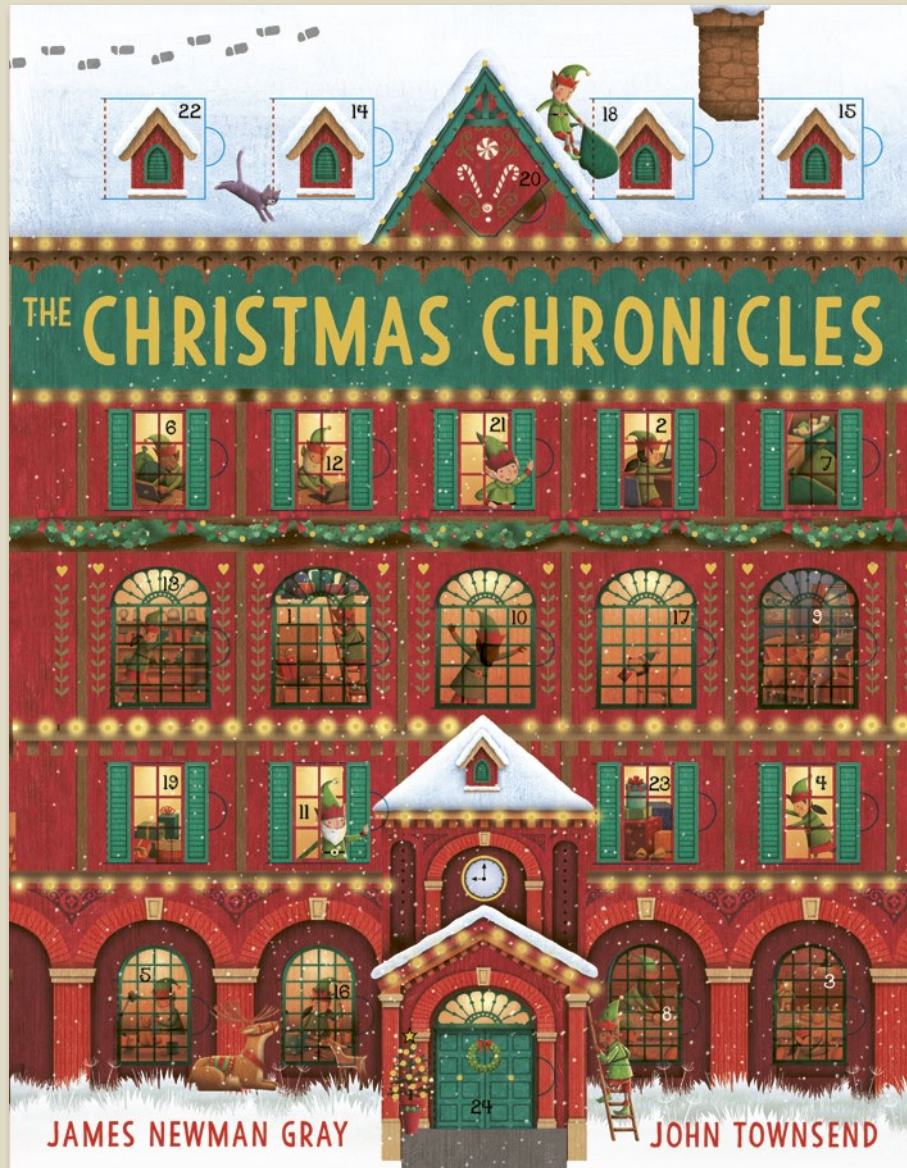
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18

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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

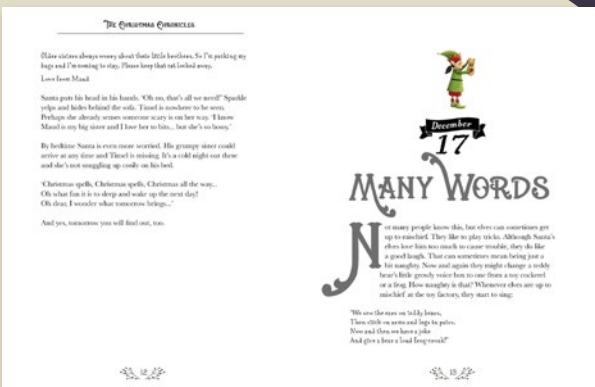
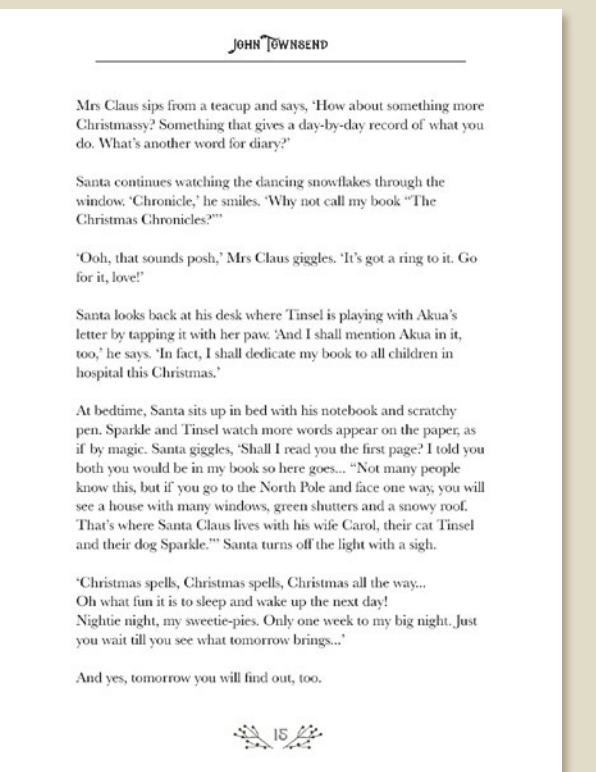
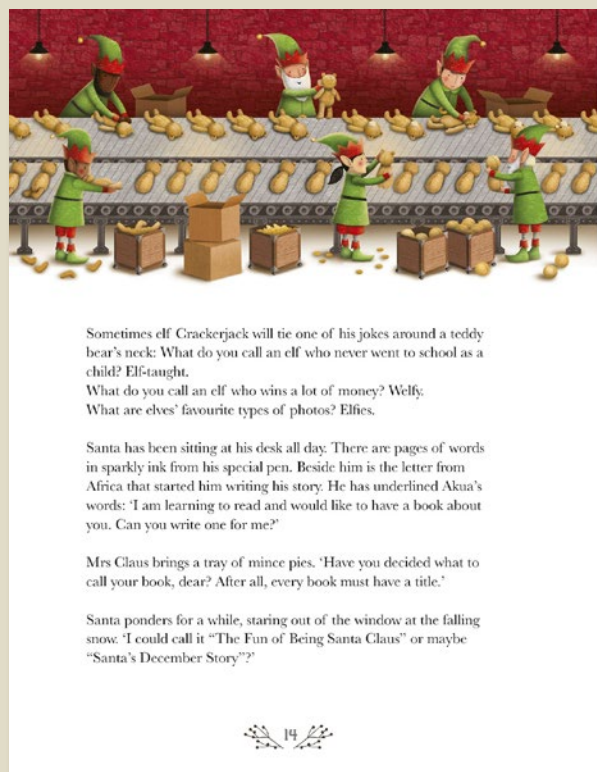
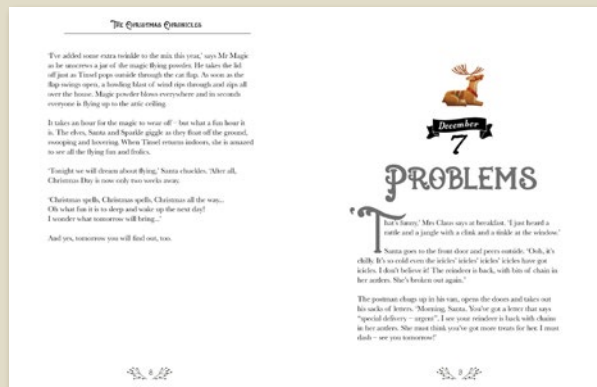
The Christmas Chronicles



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

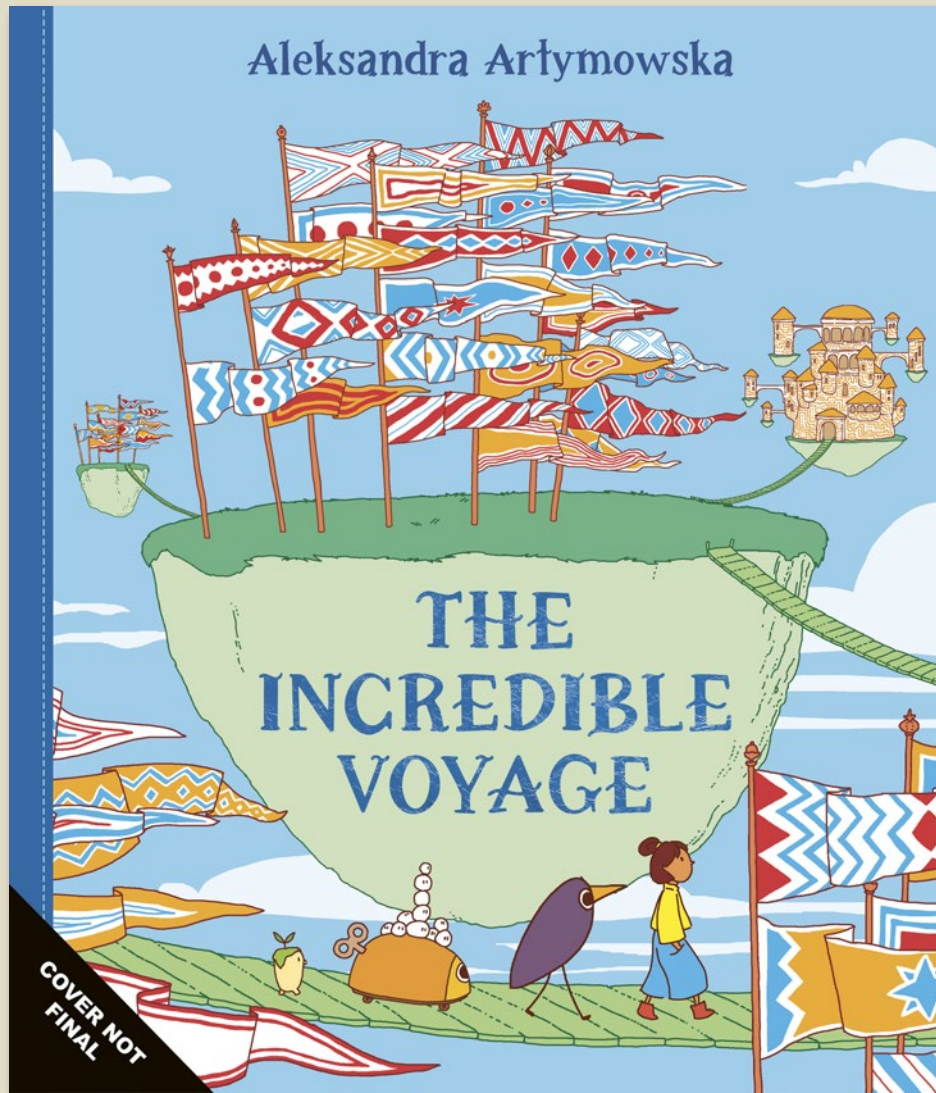
- Ingenious, interactive advent calendar-style design on cover. Children will love lifting the flaps on the cover to reveal a different Christmas character or object and, underneath, finding the page number where the chapter featuring this subject begins.
- These magical story features Santa, elves, 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
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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

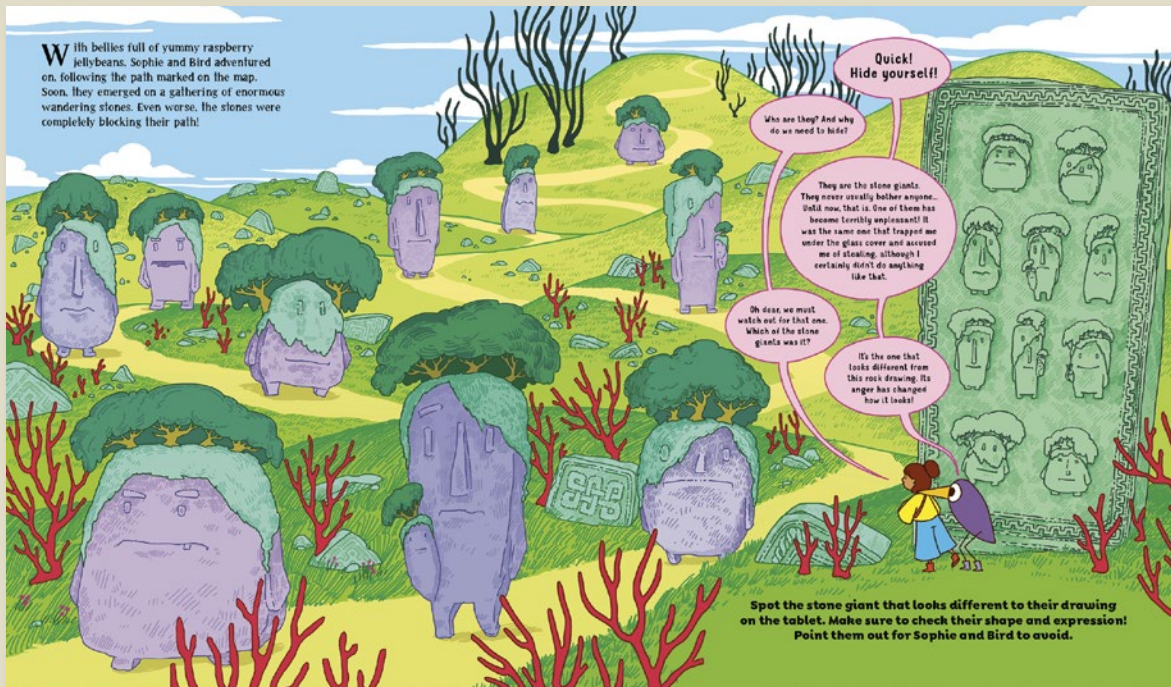
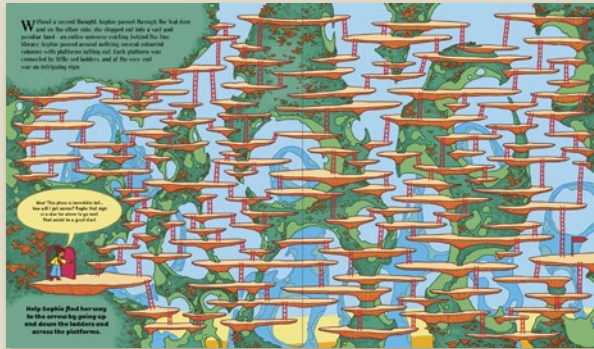
The Incredible Voyage



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

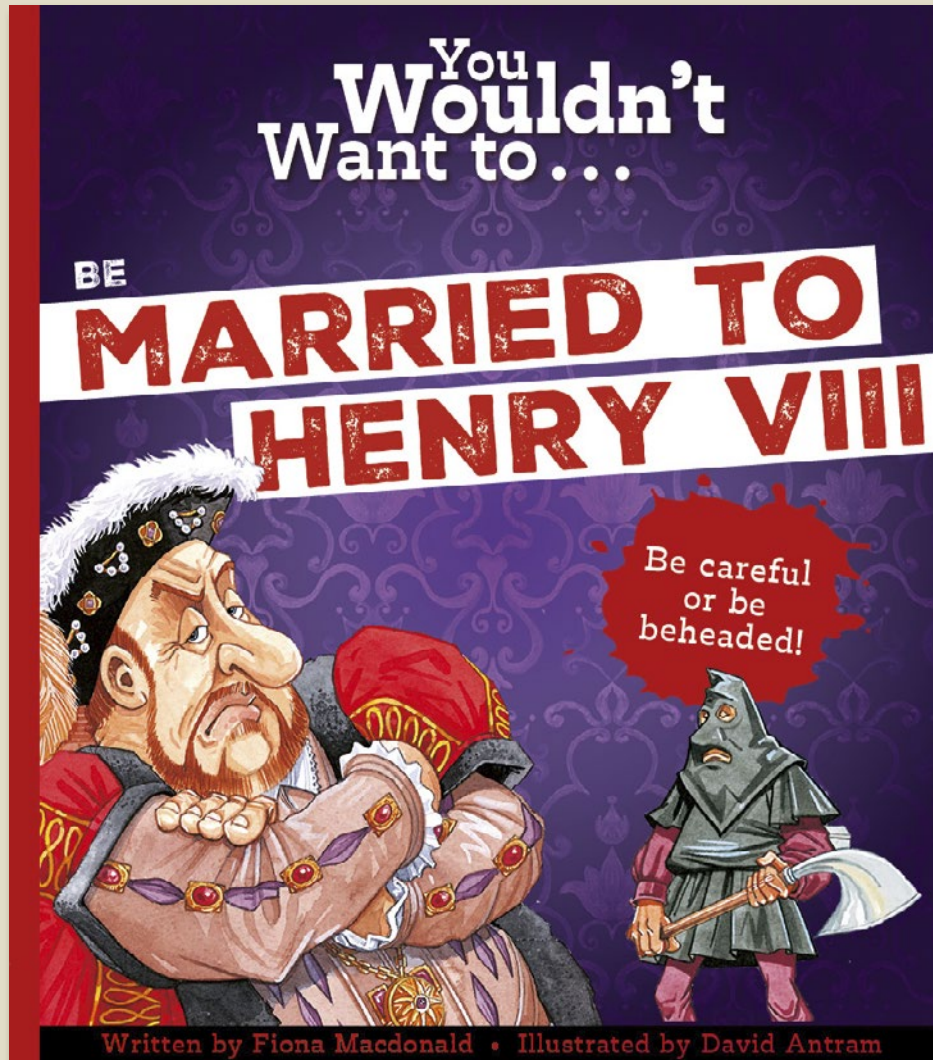
- A beautifully whimsical puzzle book, mixing the fun and interactivity of puzzles with an epic adventure story. Perfect for unlocking the joy of reading.
- Written and illustrated by Aleksandra Artymowska, illustrator of bestselling *Around the World in 80 Puzzles* and *20,000 Leagues Under the Sea: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

The Incredible Voyage



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Pub Price	£14.99
ISBN	9781800789340
H x W	287 x 247mm
Binding	Hardback
Age Range	7-9 years
Author	Aleksandra Artymowska
Illustrator	Aleksandra Artymowska
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Files To Printer	19/05/2025
Freight On Board	24/07/2025
Rights Available	World

You Wouldn't Want To Be Married To Henry VIII!



You really wouldn't want to be married to Henry VIII!

- Explores the grisly history of Henry VIII's infamous love life - perfect for Horrible Histories fans.
- A funny, foul and fact-filled book, packed with illustrations to engage reluctant readers with history and the KS2 curriculum.
- Combines humorous text and comic illustrations to fascinating facts, managing to accurately convey historical realities in an educational, engaging way.

You Wouldn't Want To Be Married To Henry VIII!

Wife no. 5: Young and foolish

After his experience with Anne of Cleves, Henry wanted to find beauty and passion in his next wife. He found both in the pretty seventeen-year-old Catherine Howard. Howard is truly lady-in-waiting. Catherine was young and charming but she did not love Henry, who was twice her age. She had a secret affair with Thomas Culpeper, which led to her death sentence.

News of Catherine's romance soon spread throughout the royal court. Catherine sealed her own fate, confessing to her previous encounters and her affair with Culpeper. Henry was furious and ordered swift and terrible punishments. After just two years of marriage she was beheaded. She was only twenty-one years old.

Handy hint
 It's a great success in spite of Henry's serious illness (he is plagued by ulcers on his legs). His unpredictable temper and his twenty-one-year age gap. You play the role of the deceased with Henry during his last illness. You also look after his three children: Mary, Elizabeth and Edward. Henry allows you to continue your studies and your interest in new Protestant religious ideas, even though he does not agree with all your views.

Will... have you finished one?

Handy hint
 Catherine was beheaded on the 19th of May 1542. She was only 17 years old when she was beheaded.

Handy hint
 Catherine was beheaded on the 19th of May 1542. She was only 17 years old when she was beheaded.

Handy hint
 Catherine was beheaded on the 19th of May 1542. She was only 17 years old when she was beheaded.

Wife no. 6: Happy at last

After carefully considering the faces of the king's first five wives, you decide to marry Henry VIII after all! Your wedding takes place in 1547 and your marriage lasts for four years, until Henry's death in 1551. It is a great success in spite of Henry's serious illness (he is plagued by ulcers on his legs). His unpredictable temper and his twenty-one-year age gap. You play the role of the deceased with Henry during his last illness. You also look after his three children: Mary, Elizabeth and Edward. Henry allows you to continue your studies and your interest in new Protestant religious ideas, even though he does not agree with all your views.

Then, there

Handy hint
 It's a great success in spite of Henry's serious illness (he is plagued by ulcers on his legs). His unpredictable temper and his twenty-one-year age gap. You play the role of the deceased with Henry during his last illness. You also look after his three children: Mary, Elizabeth and Edward. Henry allows you to continue your studies and your interest in new Protestant religious ideas, even though he does not agree with all your views.

It's hard work, today!

Handy hint
 Catherine was beheaded on the 19th of May 1542. She was only 17 years old when she was beheaded.

Handy hint
 Catherine was beheaded on the 19th of May 1542. She was only 17 years old when she was beheaded.

What happens next...

Divorced	Beheaded	Died	Divorced	Beheaded	Survived
 ANNE BOLEYN 1533-1536 Beheaded on 19 May 1536	 CATHERINE HOWARD 1539-1542 Beheaded on 19 May 1542	 JANE SEYMOUR 1537-1542 Died on 12 October 1542	 ANNE OF CLEVES 1539-1540 Divorced on 9 January 1540	 CATHERINE PARR 1530-1548 Beheaded on 7 May 1548	 ELIZABETH I 1533-1558 Survived
 MARY I 1531-1554 Died on 17 November 1554	 ELIZABETH II 1533-1548 Died on 21 September 1548	 EDWARD VI 1533-1553 Died on 6 July 1553	 MARY II 1533-1548 Died on 25 October 1548	 ELIZABETH III 1533-1548 Died on 21 September 1548	 ELIZABETH IV 1533-1548 Died on 21 September 1548

All three of Henry's children become kings or queens. Despite being the youngest, Edward is the first to rise as the only male heir. His reign is brief and because he is so young, advisors rule for him. They introduce many Protestant Church reforms. After Edward's death, Mary becomes queen. She is a Catholic, and has many Protestants burned at the stake - her harsh religious policies make her unpopular. Elizabeth is Henry's last child to take the throne, and her rule is the most successful. Remembered today as one of England's most glorious queens, her long reign (about fifty years) proved that women could rule as well as men, despite what Henry VIII thought!

Risky royals

Will you or won't you?

HENRY VIII, KING OF ENGLAND
 He is tall, strong, energetic and fond of hunting, music and dancing. He used to be handsome but is fast becoming overweight and riddled with disease. He is passionate and can be ruthless.

You must soon give Henry VIII an answer to his proposal of marriage. It's not an easy choice. Many people warn against it, and advise you to steer clear of the English royal family and the cunning politicians at court. Many ambitious men and women have enjoyed a brilliant career there - but many have ended up in prison or, even worse, on the chopping block! Life at court is unpredictable, and there are certain people you should be very wary of...

Watch out for:

 ARCHBISHOP CRANMER Protestant scholar and religious leader.	 EDWARD SEYMOUR Soldier, politician and keen Protestant.	 JOHN DUDLEY Top courtier and Protestant supporter.	 DUKE OF NORFOLK Leader of an ancient noble family. Catholic supporter.
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Ministers of State
 The royal government is run by ministers who are clever, ambitious and unscrupulous. Don't upset them!

Handy hint
 Think carefully! If you offend the king by refusing to marry him, he could make your life very miserable.

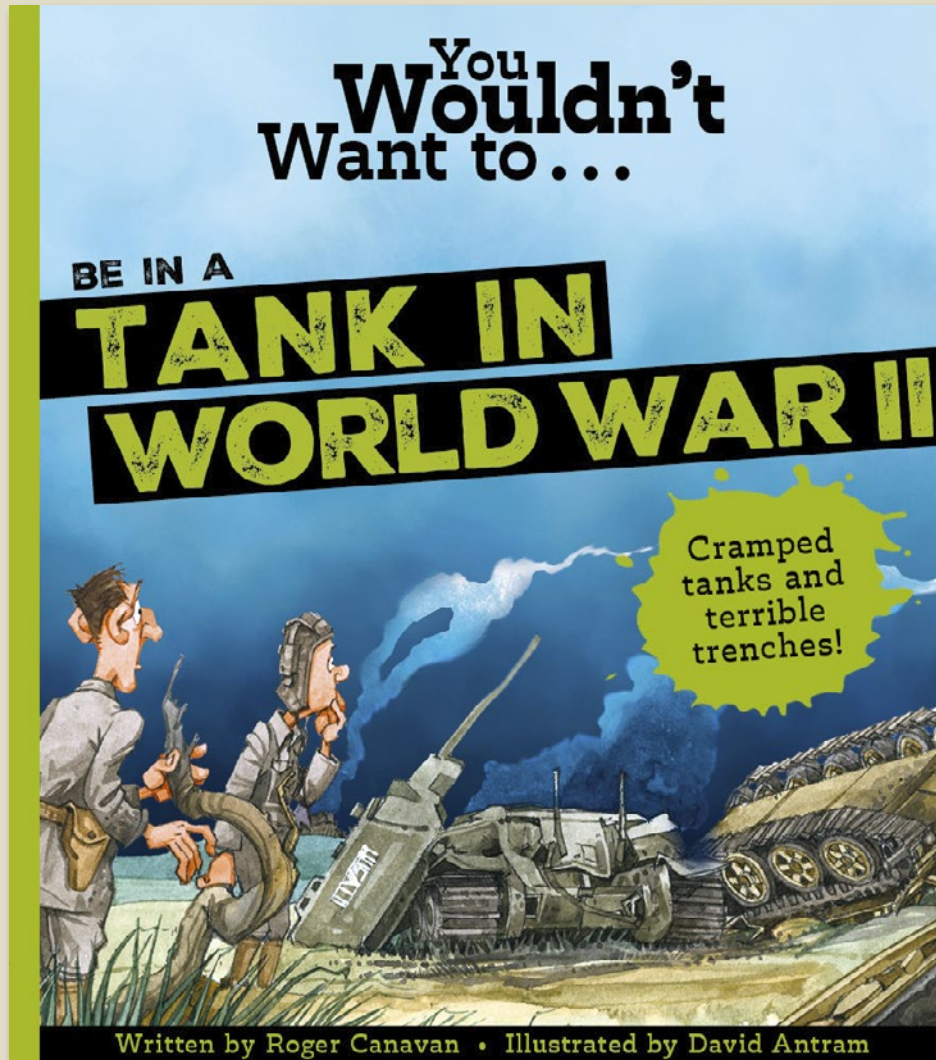
Of course she'll say yes - I'm irresistible!

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 Think carefully! If you offend the king by refusing to marry him, he could make your life very miserable.

Of course she'll say yes - I'm irresistible!

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H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Illustrator	David Antram
Extent	32pp
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 word has spread there are military displays over in 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 RANGES
The Royal Tank Corps was formed in 1917, and other armoured units were created in the 1920s and 30s. The Royal Tank Corps was the first to be formed, and it was the only one to be named after its role.

THE GREAT WAR
The Royal Tank Corps was formed in 1917, and other armoured units were created in the 1920s and 30s. The Royal Tank Corps was the first to be formed, and it was the only one to be named after its role.

HANDY HINT
A tank is a great way to get around, but it's not always the best. You'll need to know when to use it and when to get out. Remember, a tank is only as good as the crew inside it.

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. Do you feel the steering up or down? Or the engine noise? Well, it's not all that bad. Most tanks have similar features.

HANDY HINT
If you have any spare parts, make sure you have them handy. You'll need them when you're in a tight spot.

LOOK! WE'RE THE BIG HAPPY FAMILY!
The crew of a tank is a team. You'll need to work together to get the job done.

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, exposed up in open tanks, dared to open the hatch, they faced risks – from snipers, machine-guns, machine-guns and enemy soldiers in the undergrowth.

HANDY HINT
Remember, a tank is only as good as the crew inside it. You'll need to work together to get the job done.

ALBERT'S BROTHERS
The crew of a tank is a team. You'll need to work together to get the job done.

THE GREAT WAR
The Royal Tank Corps was formed in 1917, and other armoured units were created in the 1920s and 30s. The Royal Tank Corps was the first to be formed, and it was the only one to be named after its role.

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 '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.

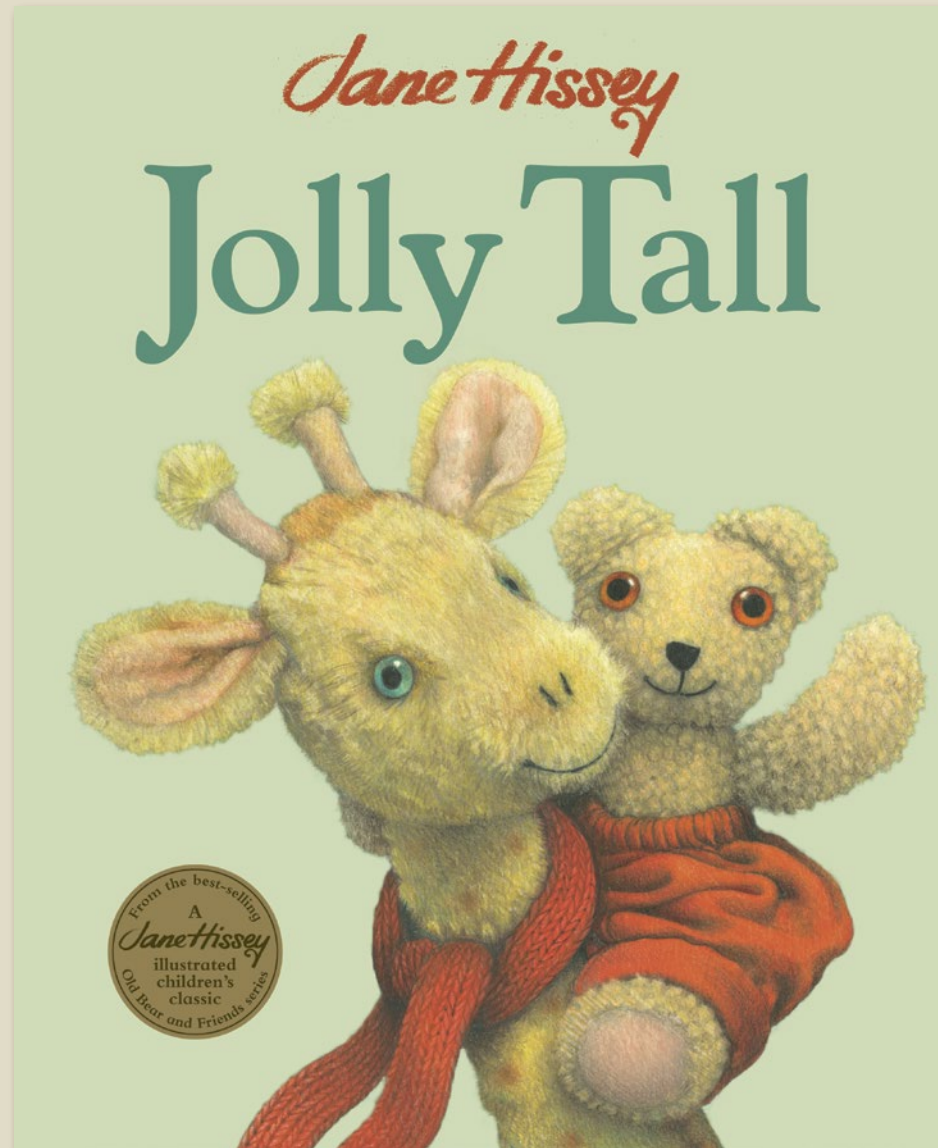
GOOD LUCK
Mascots brought tank crews luck. A grateful Dutch villager gave this teddy to a British tank crew in 1944. The bear travelled across Europe.

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!

AHOY THERE!
The tank's as dry as a bone.

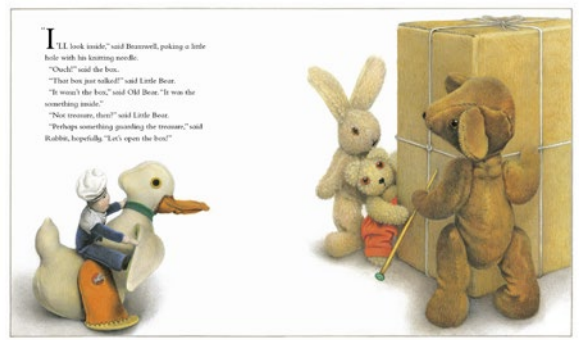
Pub Date	01/02/2024
Pub Price	£6.99
ISBN	9781800789425
H x W	240 x 212mm
Binding	Paperback
Age Range	9-11 years
Author	Canavan Roger Roger Canavan
Illustrator	David Antram
Extent	32pp
Rights Available	World



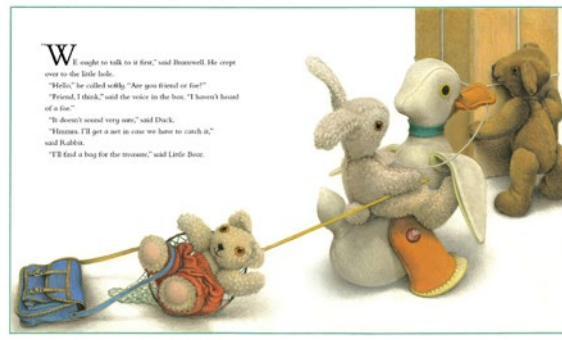
Jolly Tall arrives at the playroom!

- 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



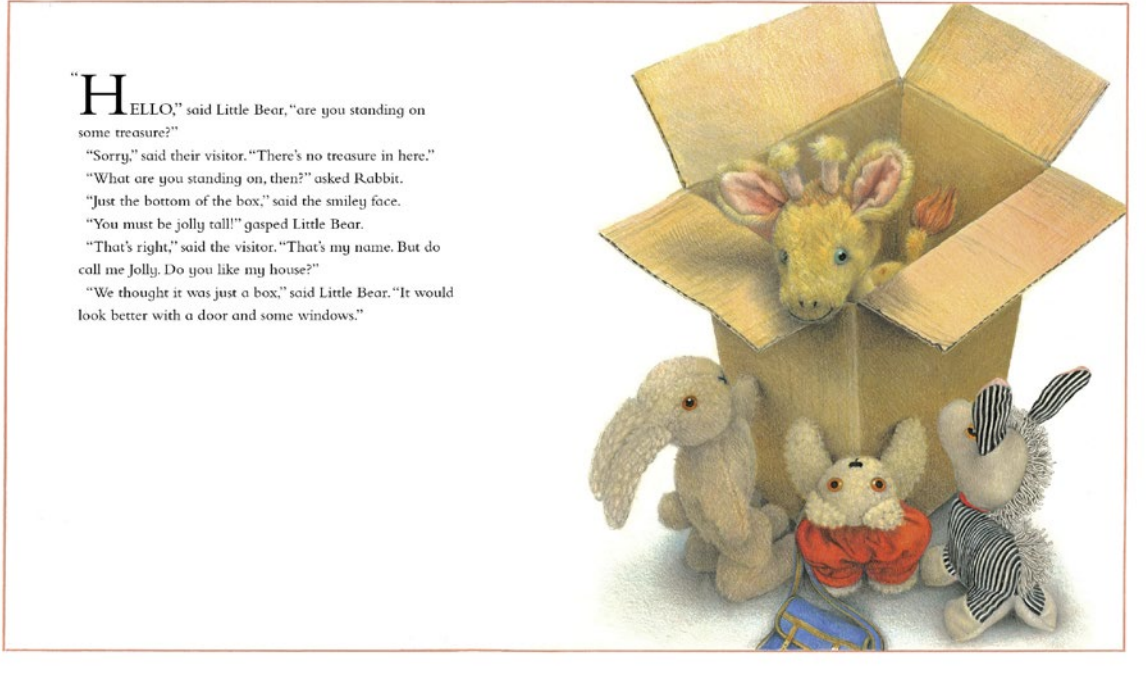
I'll look inside," said Brownell, poking a little hole with his knitting needle.
"Ouch!" said the box.
"That box just rolled!" said Little Bear.
"It won't be long," said Old Bear. "It was the something inside."
"Nice mouse, then?" said Little Bear.
"Perhaps something resembling the mouse," said Rabbit, 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 mouse," said Little Bear.



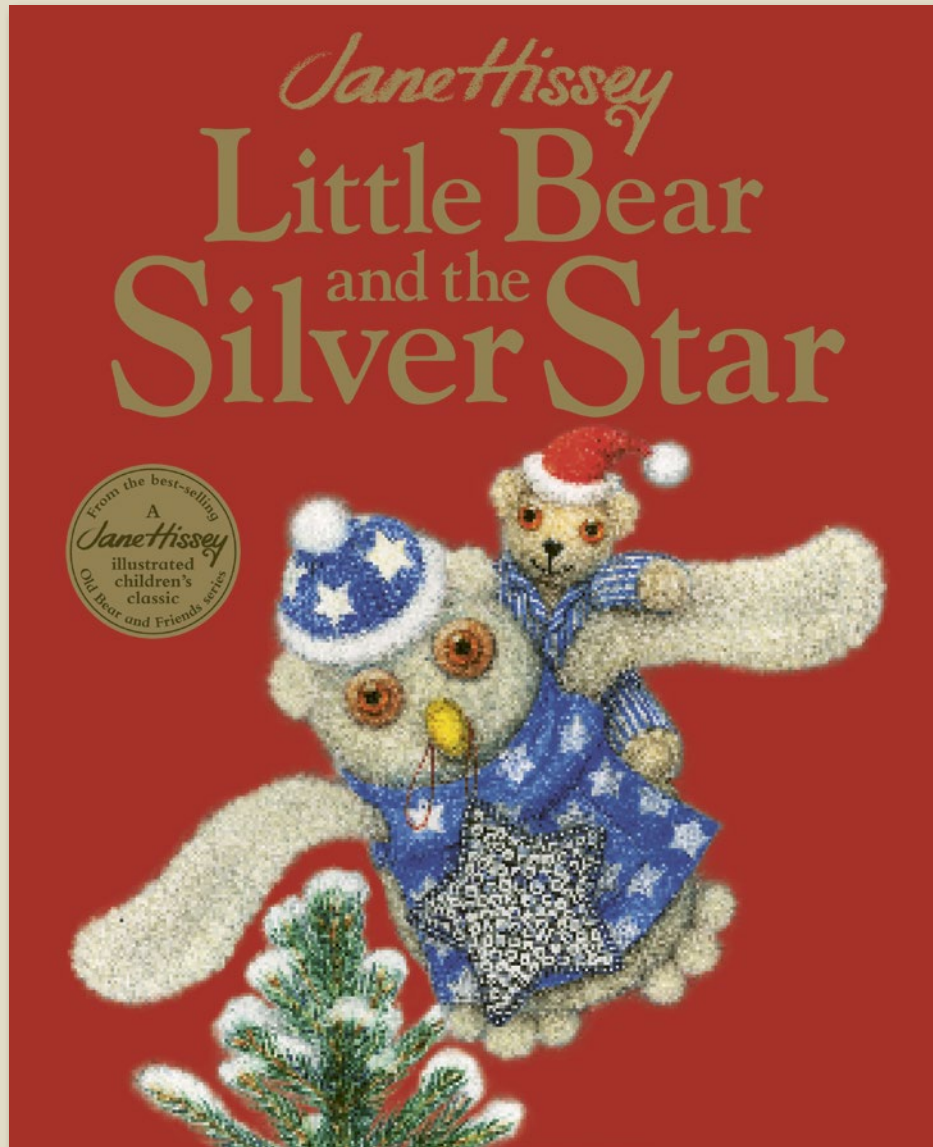
Very carefully, Brownell and Old Bear untied the string and opened the box.
Two little furry bears appeared first.
Then two big furry ones.
Then a friendly furry face.
"Hello, everyone," it said.



"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

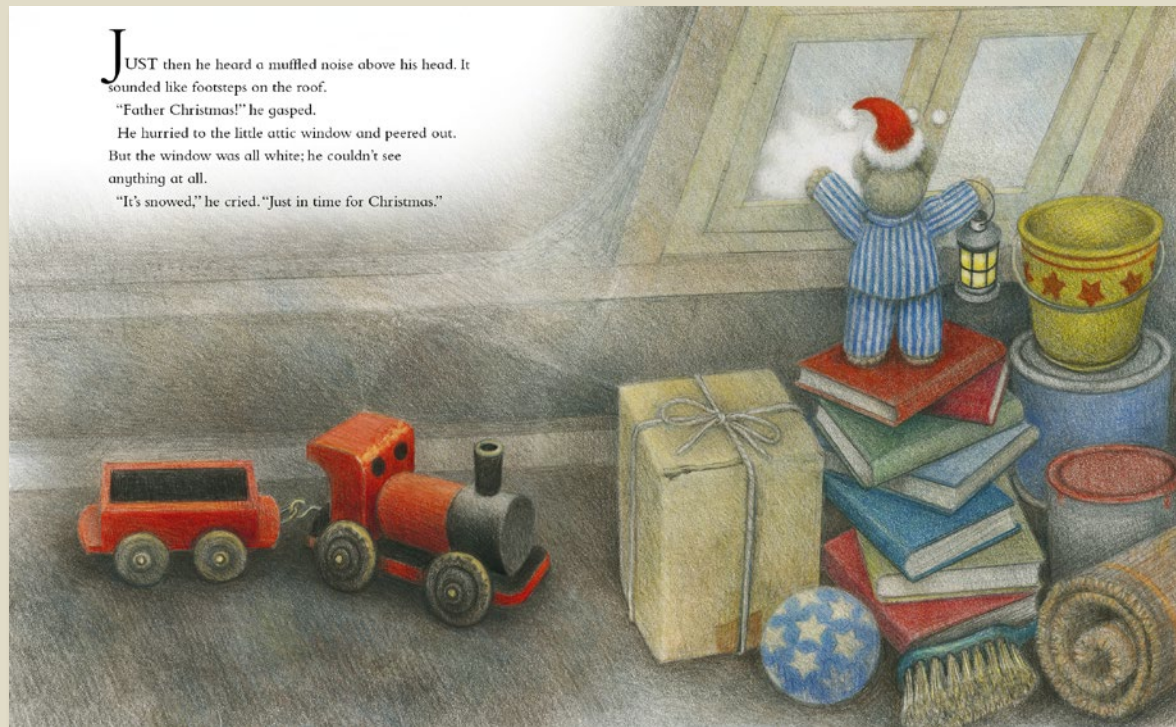
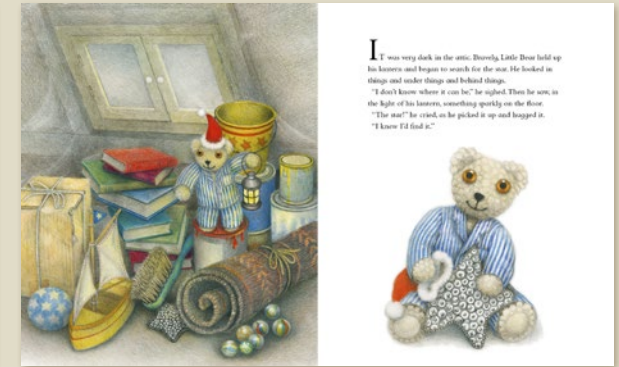
Little Bear and the Silver Star



It's time to find the silver star!

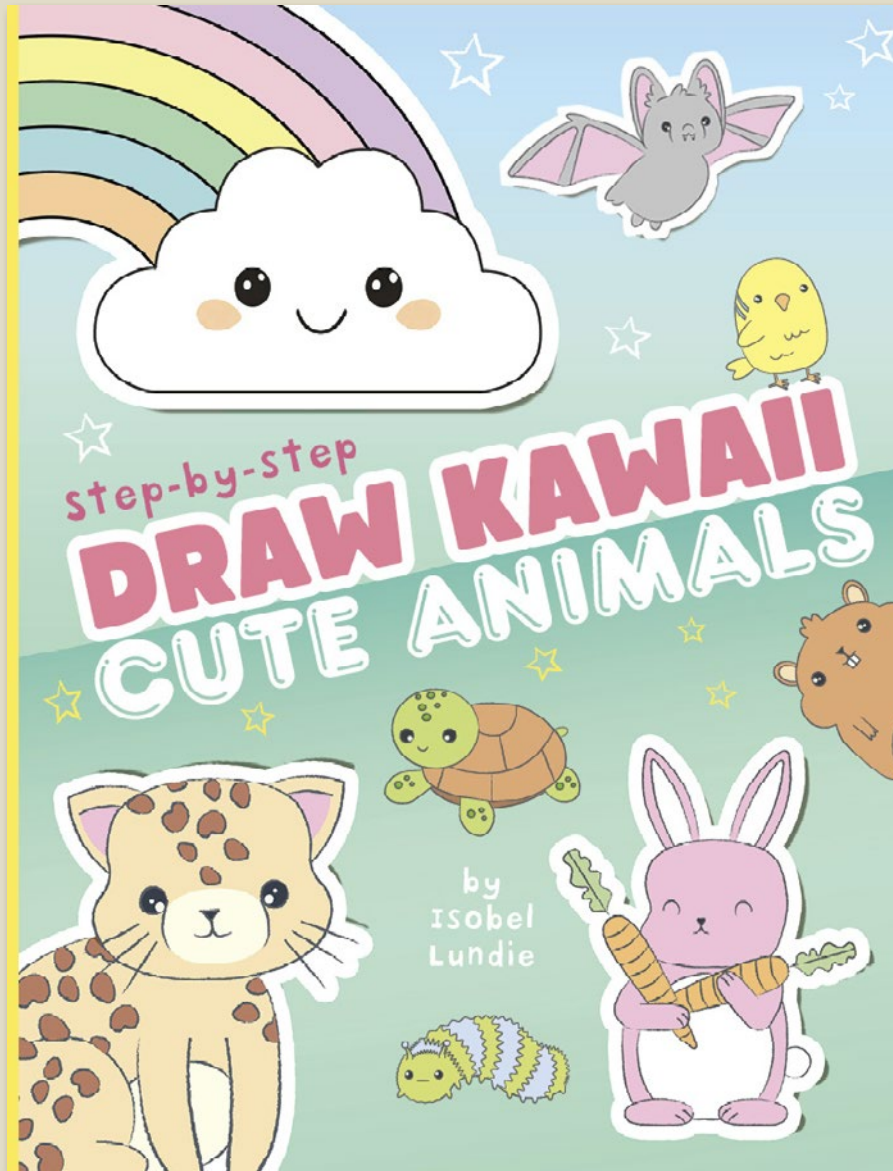
- Jane Hissey's best-selling teddy bear series became the basis for the BAFTA award-winning TV series, Old Bear and Friends.
- Jane Hissey's elegant, photo-realistic coloured-pencil drawings give the book a beautiful, nostalgic glow.
- The Old Bear and Friends series has become a timeless classic for 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

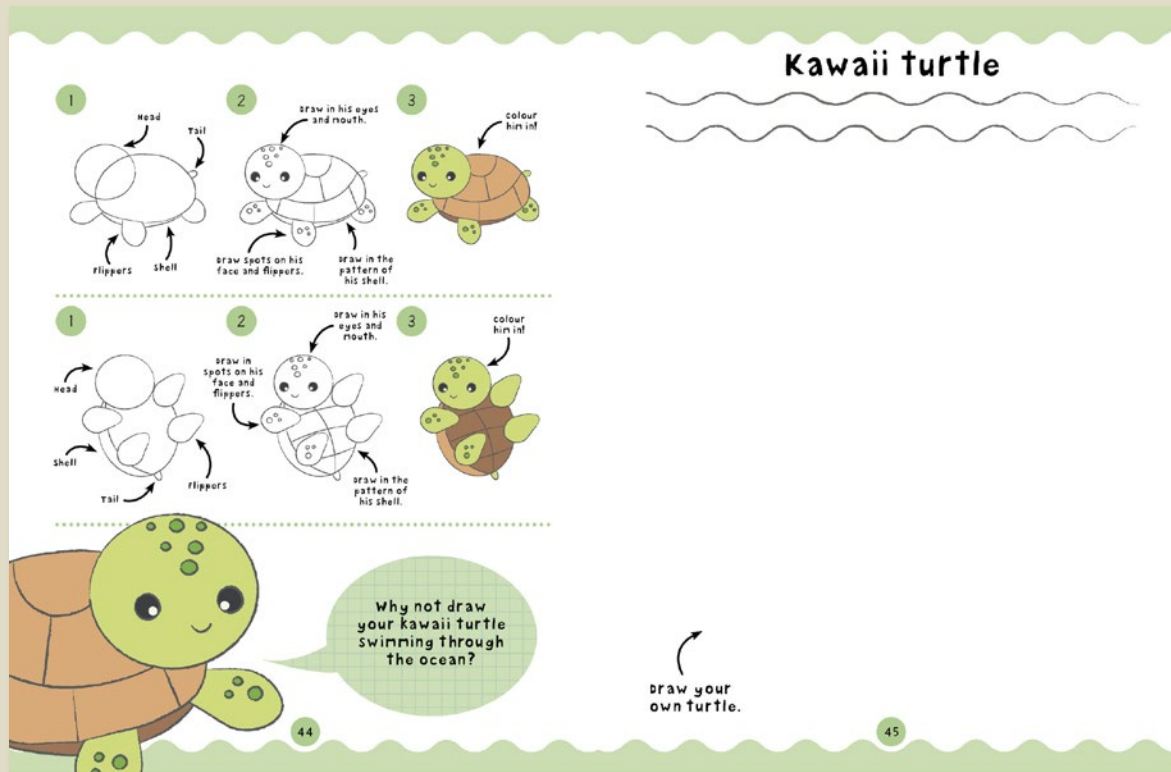
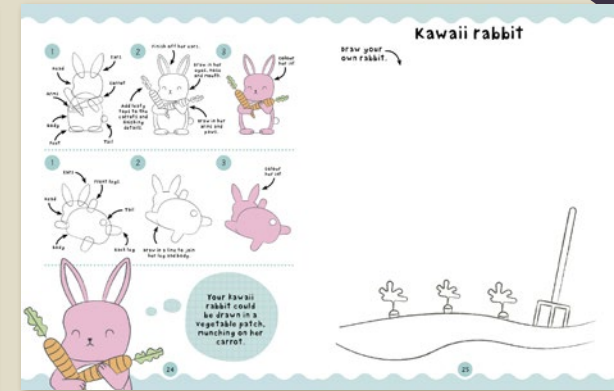
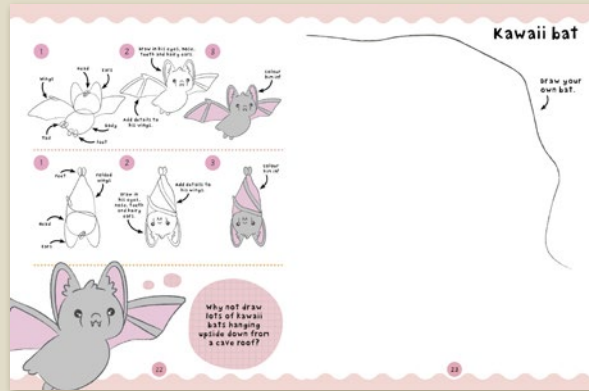
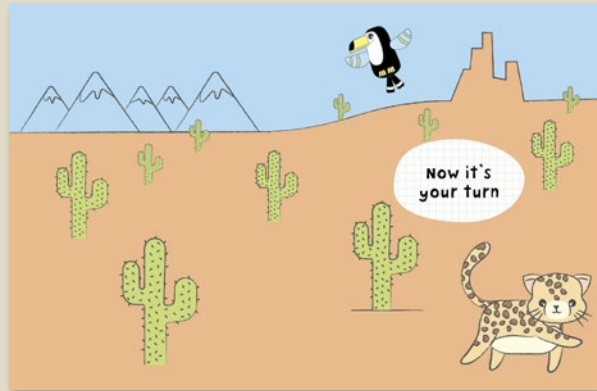
Draw Kawaii: Cute Animals



Introduce your child to the charming world of kawaii!

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

Draw Kawaii: Cute Animals



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

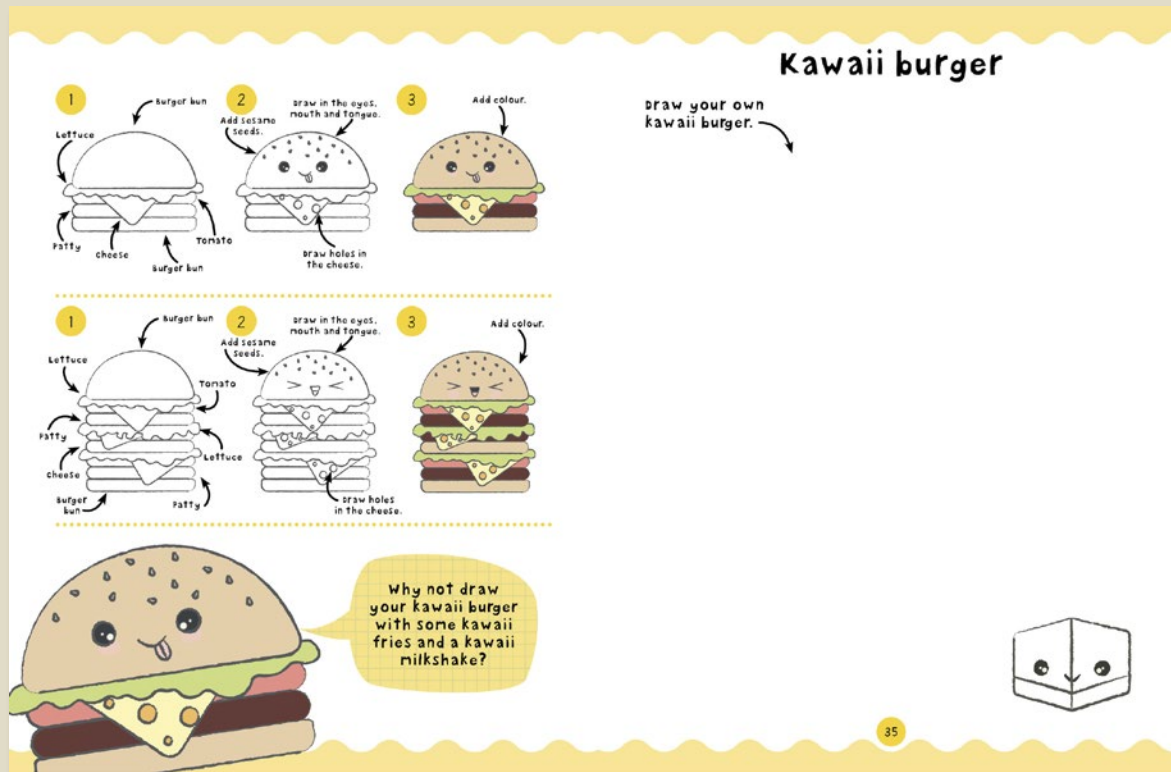
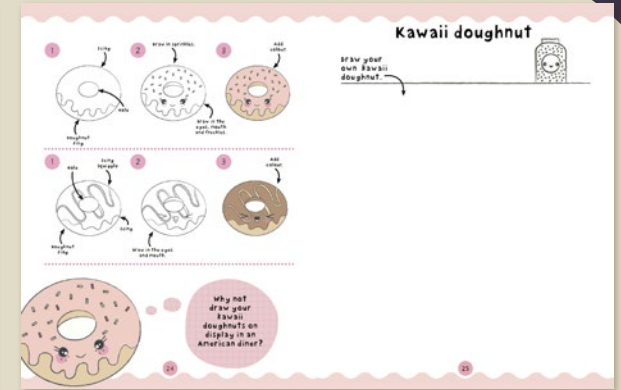
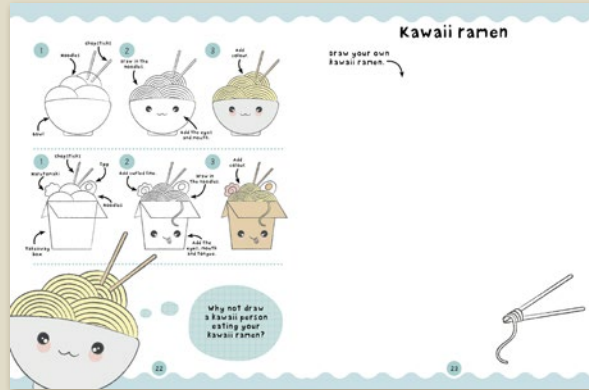
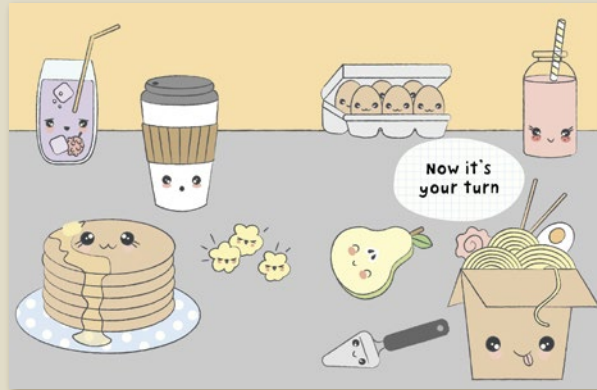
Draw Kawaii: Cute Food



Welcome to the charming world of kawaii!

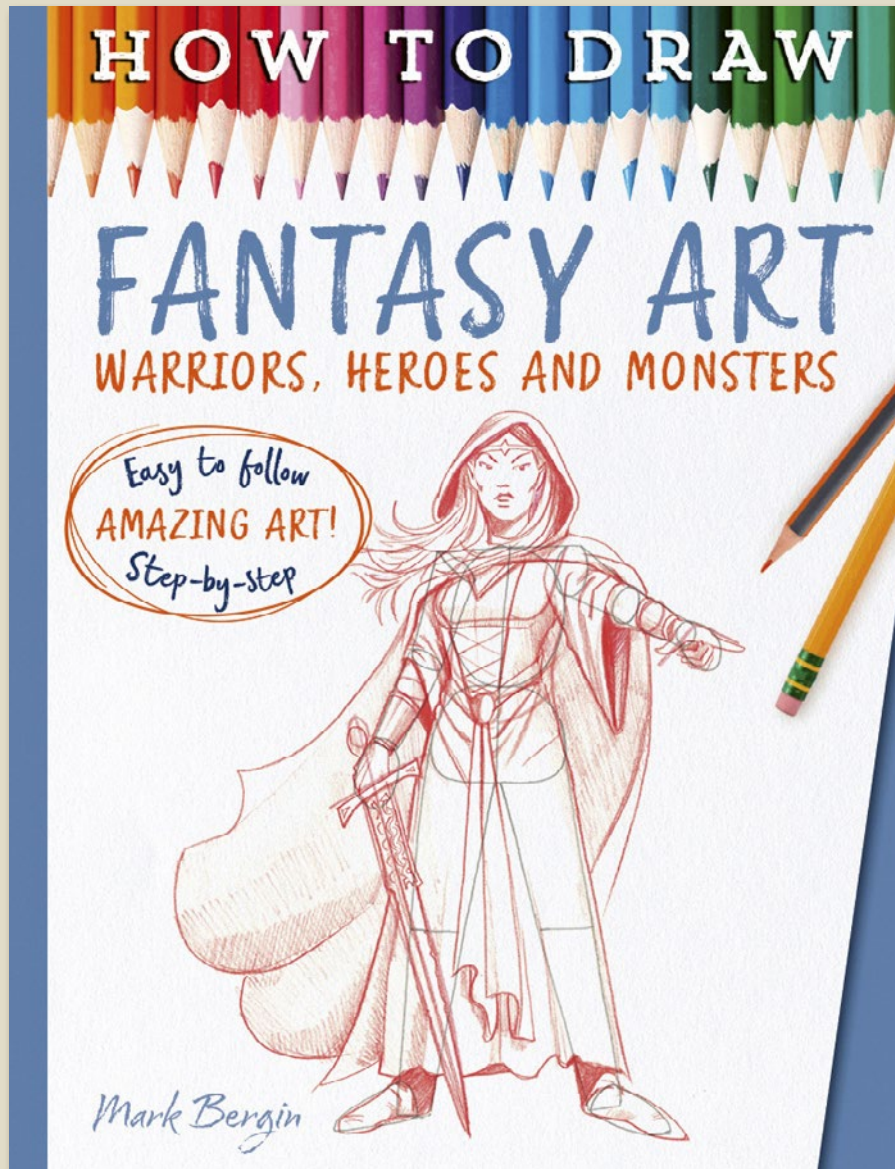
- Easy to follow instructions and guides throughout.
- From fries to cupcakes, learn how to draw a range of different cute kawaii food - perfect for young girls in particular!
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to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

Draw Kawaii: Cute Food



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

How To Draw Fantasy Art



A step-by-step guide to fantasy art!

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

How To Draw Fantasy Art

Drawing materials

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

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

Watercolour is a great medium for creating atmospheric effects in a drawing done with wax crayons.

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

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

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

Character proportions

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

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

Man beasts

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

Warrior A human that takes on the shape of a wolf when there is a full moon.

Dragon man The body of a man with the characteristics of a dragon's scales.

Amazon warrior

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

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

Add the basic shape of the hand.

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

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

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

Add the foot shape and direction.

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

Add the sword using straight lines.

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

Sketch in the shape of the hair mass.

Indicate the position and shape of the breasts.

Add the costume's draped cloth using simple lines.

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

Add shape, tone and details to the hair.

Draw in bracelets and armbands.

Add tone to the legs.

Draw in the top of the costume.

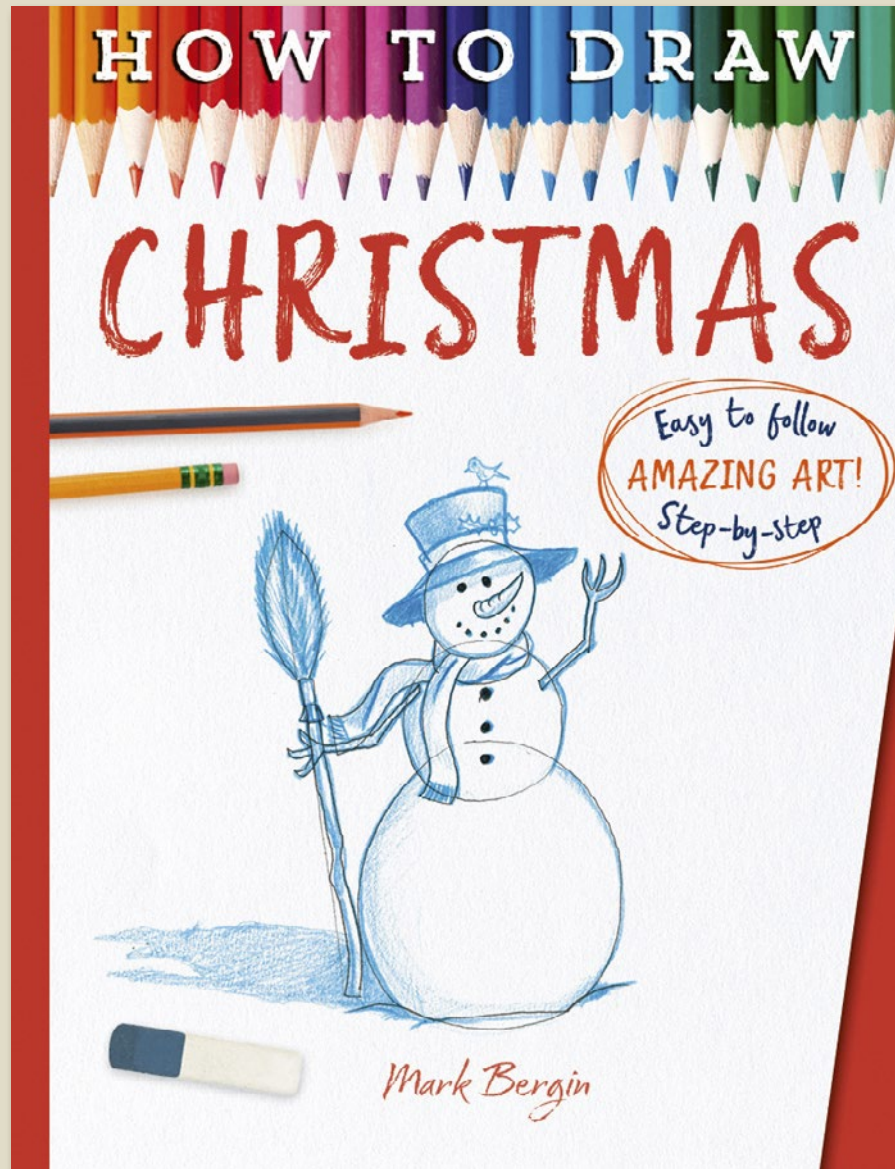
Draw in the boot shapes.

Complete the details on the boots.

Add shade to areas where the light would not reach.

Pub Date	12/09/2024
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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

How To Draw Christmas



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

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

How To Draw Christmas

Drawing materials

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

Small Drawings can include a vast amount of detail and focus. They're especially good for different grades of pencil to get a range of light and dark effects in your drawing.

Pen and ink Remember the best equipment and materials will not necessarily make the best drawing - only practice will!

Ballpoint pens Add light and dark to a drawing with an ink pen can be tricky. You will need to be very patient and slow down. Use light pencil outlines and then work in the drawing with the ballpoint pen. Use the side of the pen for the lightest lines.

Charcoal Charcoal is a drawing material that can be used to create a wide range of tones. It's great for creating a sense of atmosphere and texture. You can use it to create a range of tones with the same material. It's also great for creating a sense of atmosphere and texture.

Ballpoint pens Add light and dark to a drawing with an ink pen can be tricky. You will need to be very patient and slow down. Use light pencil outlines and then work in the drawing with the ballpoint pen. Use the side of the pen for the lightest lines.

Christmas alphabet

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

There are some ideas for a Christmas-themed alphabet.

N P The numbers in this line can be used to create a range of tones. It's great for creating a sense of atmosphere and texture. You can use it to create a range of tones with the same material. It's also great for creating a sense of atmosphere and texture.

E E You can create a wide variety of different Christmas letters, such as a gift-wrapped letter or a letter with a Christmas tree. You can use it to create a range of tones with the same material. It's also great for creating a sense of atmosphere and texture.

ABCDEFGHIJKL MNOPQRSTUVWXYZ AEOA&

Santa Claus' sleigh

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

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

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

Use the construction lines to roughly position the reindeer. Draw in the small circles for the reindeer's heads and add a small circle for the reindeer's tail.

Draw in the reindeer's necks.

Now draw in Santa Claus with sack for the presents.

Add the harness and ball-and-socket joint.

Use the drawing to create Santa Claus and his reindeer. Add shading to the back view of reindeer legs.

Perspective

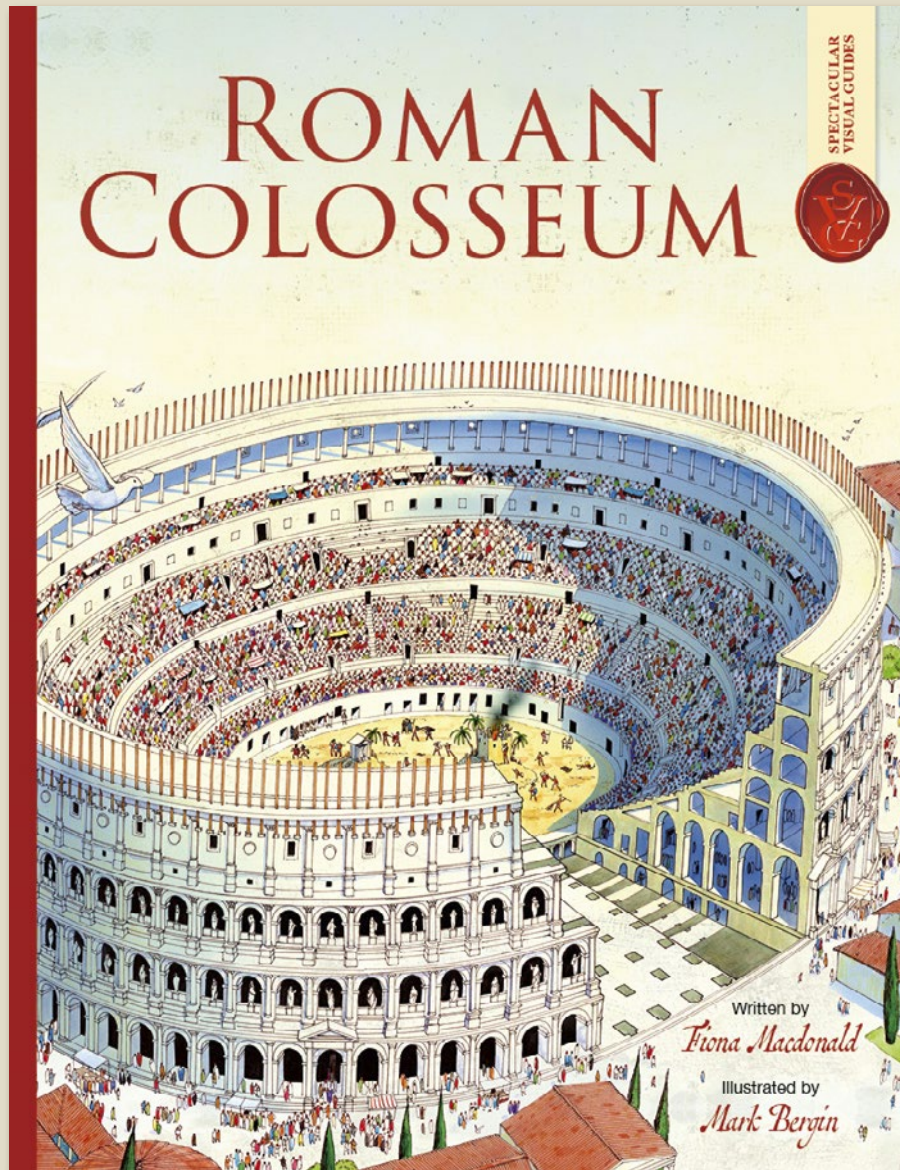
If you look at anything from different viewpoints, you will see that the part that is closest to you looks larger, and the part furthest away from you looks smaller. Drawing in perspective is a way of creating a feeling of space - of showing three dimensions on a flat surface.

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

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

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

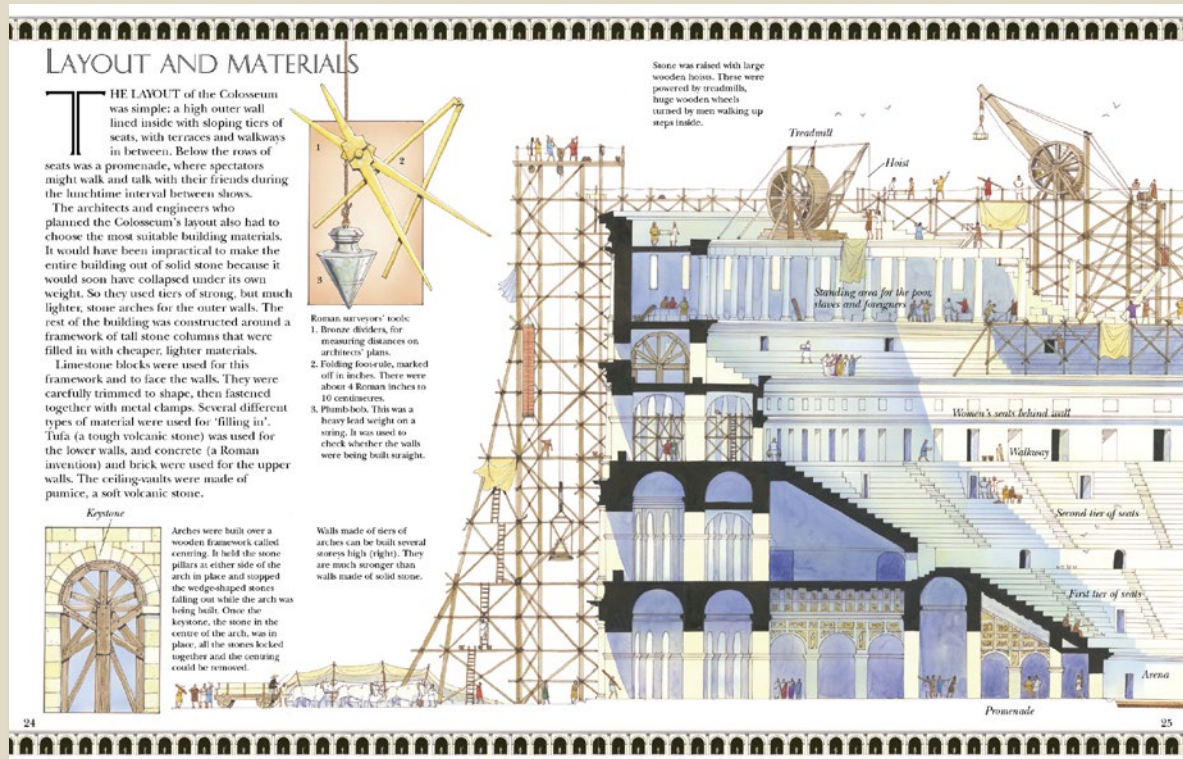
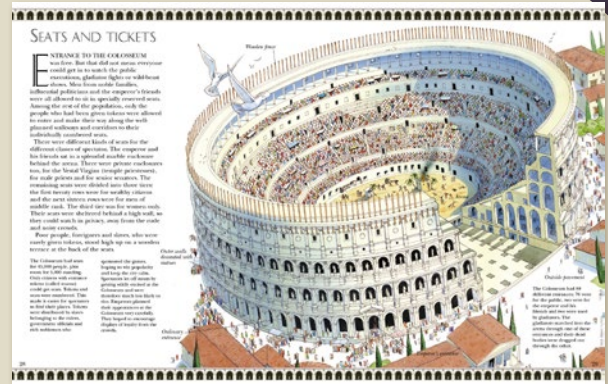
Roman Colosseum: Spectacular Visual Guides



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

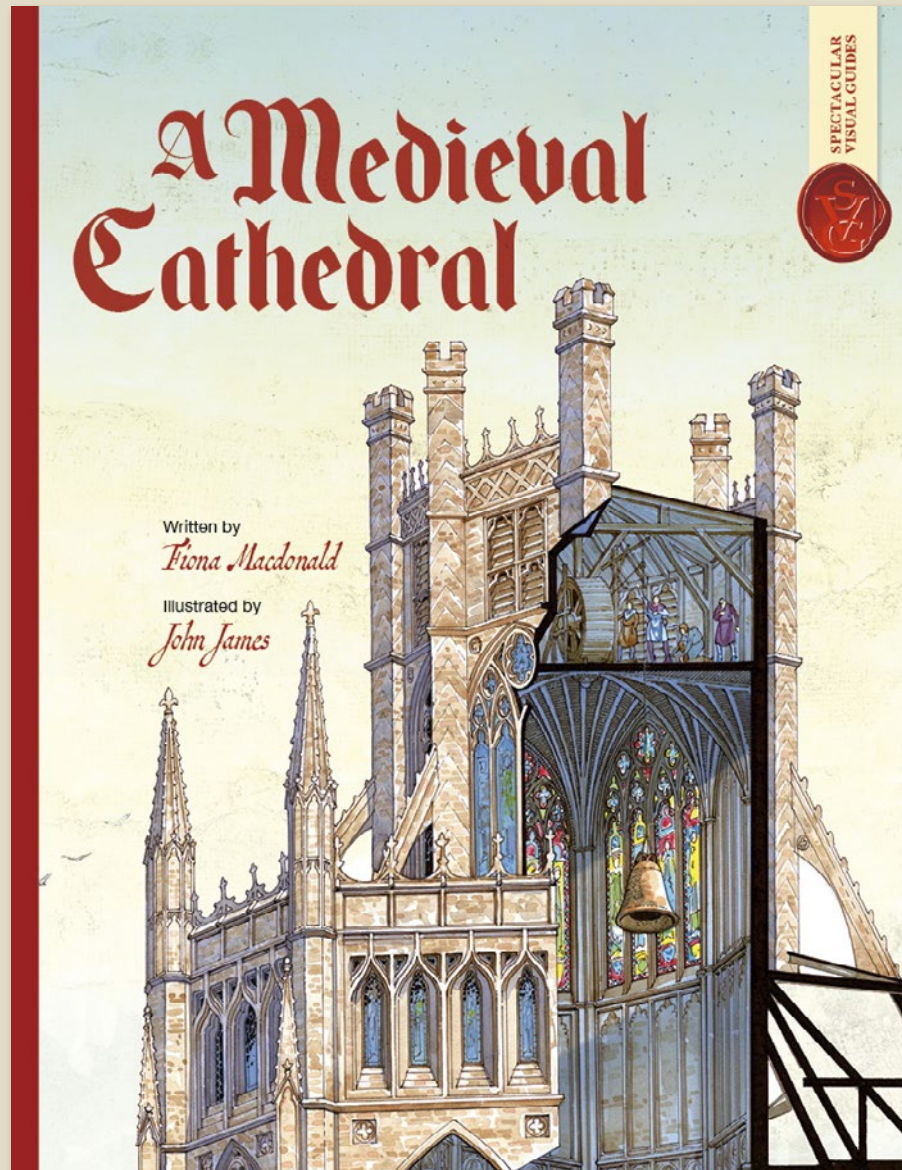
- Perfect introductory guide to ancient Rome, and the architectural and technological advances made during this period - a great curriculum resource for history students, especially those learning about the ancient world.
- Visually spectacular and packed with information, including a full glossary, 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
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Extent	48pp
Freight On Board	26/12/2024
Rights Available	World

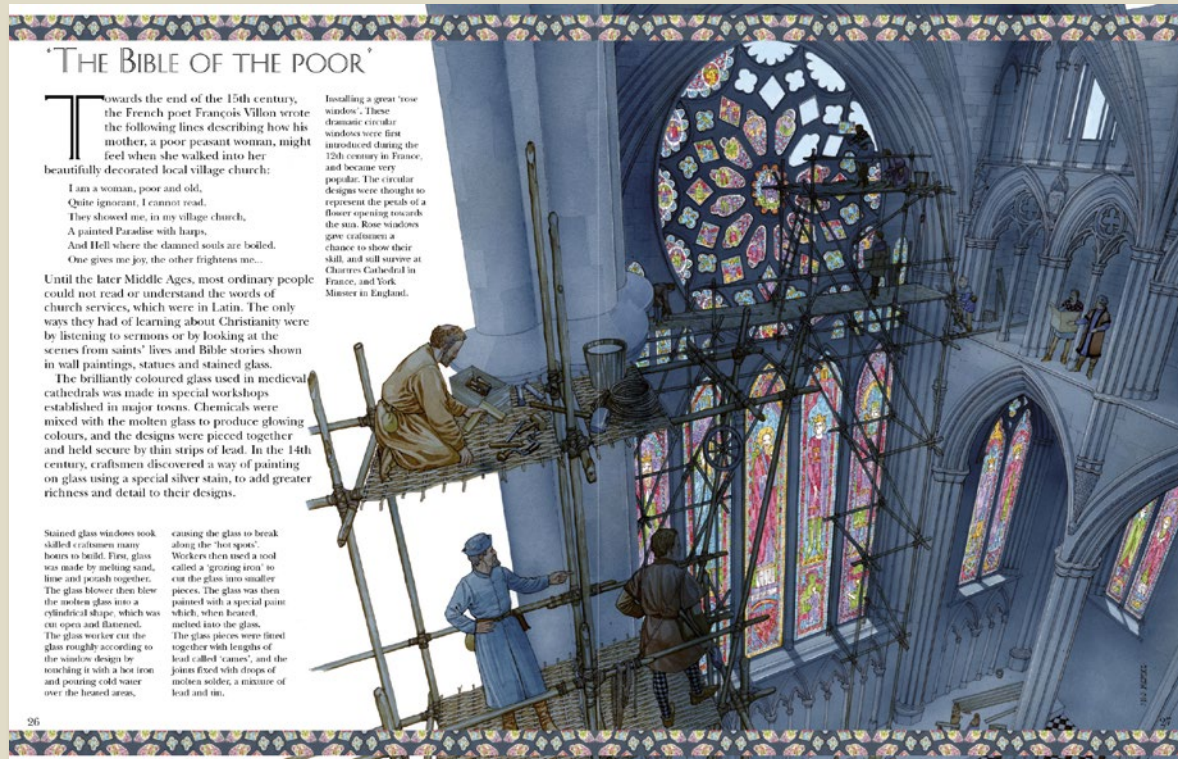
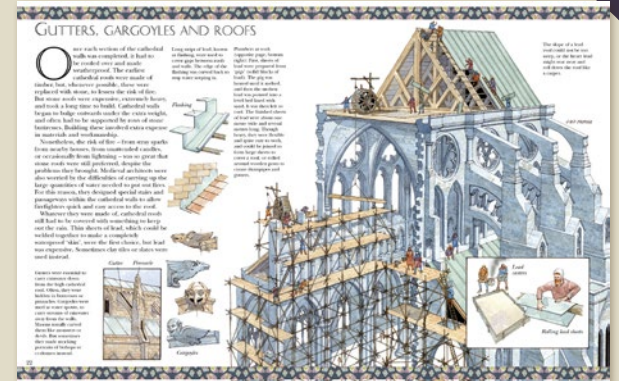
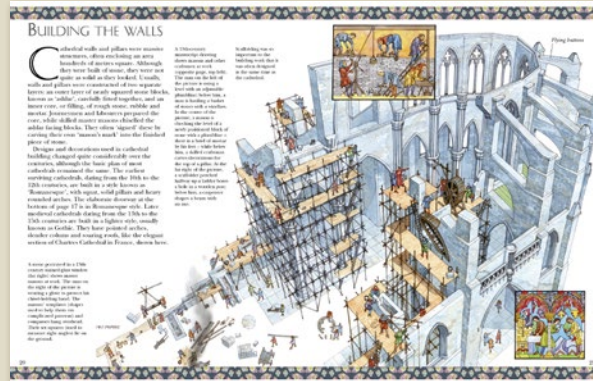
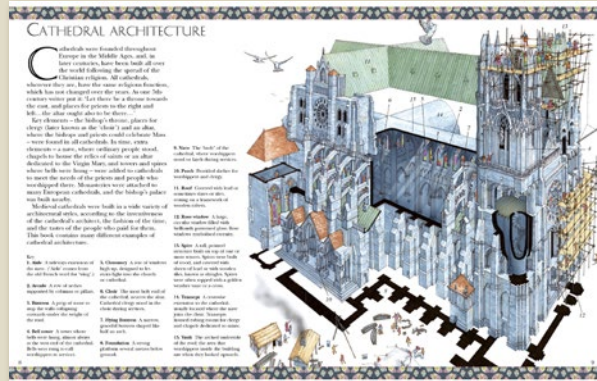
Medieval Cathedral: Spectacular Visual Guides



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

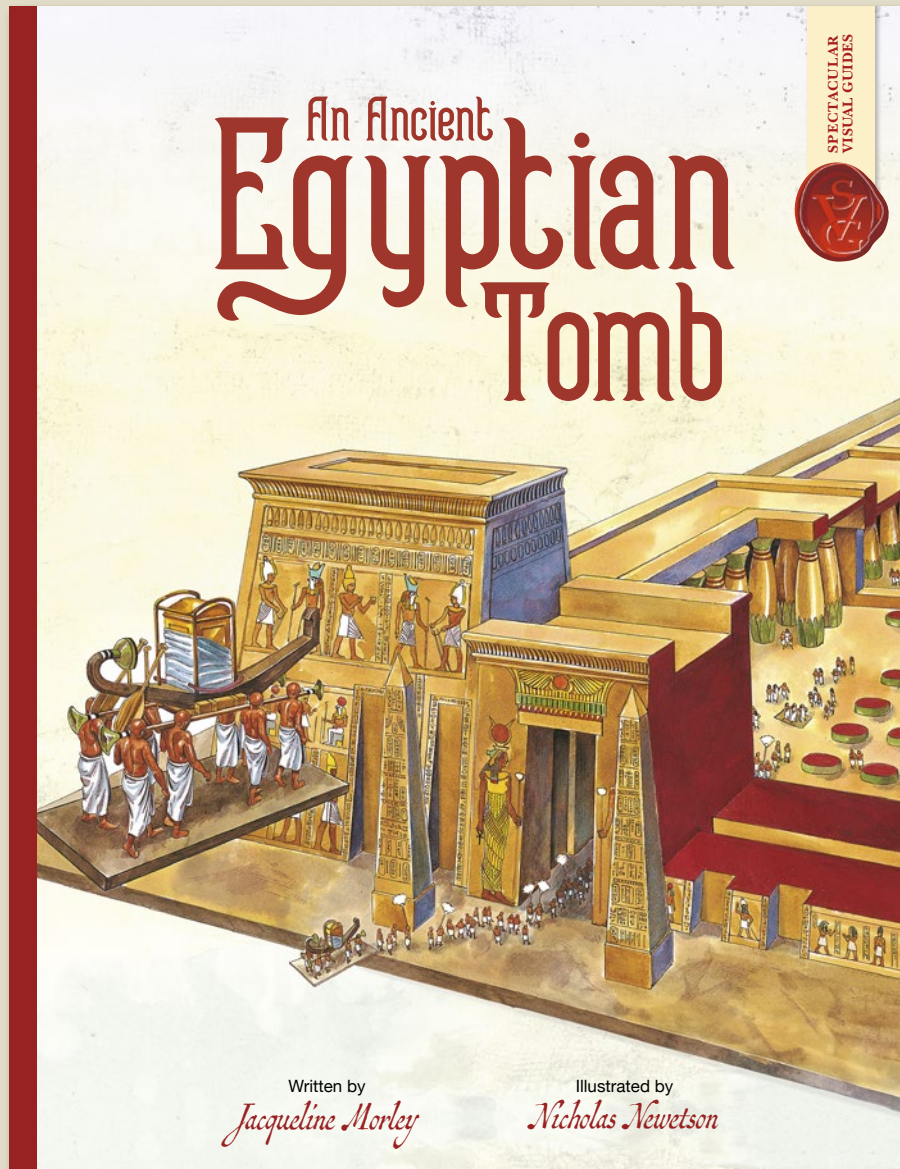
- Perfect introductory guide to the Medieval world, and the architectural and technological advances made during this period - a great curriculum resource for history students, especially those learning about religion in the Middle Ages.
- Visually spectacular and packed with information, including a full glossary, maps, captions, and cutaway illustrations to engage readers.
- The perfect book to consolidate learning after a trip to the museum or a famous cathedral.

Medieval Cathedral: Spectacular Visual Guides



Pub Date	27/03/2025
Pub Price	£6.99
ISBN	9781835870129
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Fiona MacDonald
Extent	48pp
Freight On Board	26/12/2024
Rights Available	World

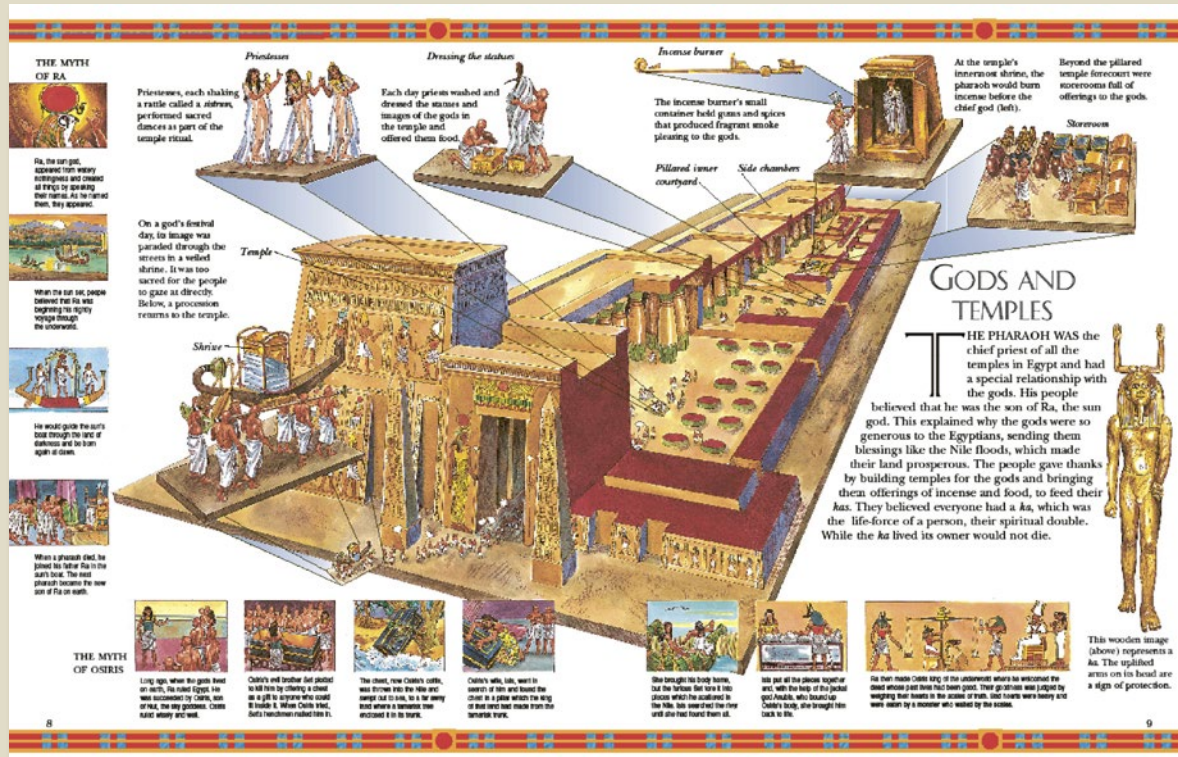
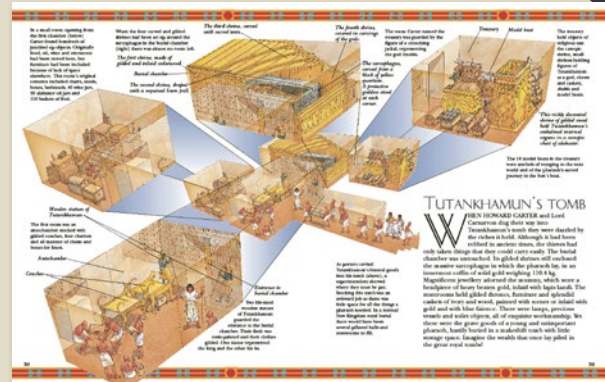
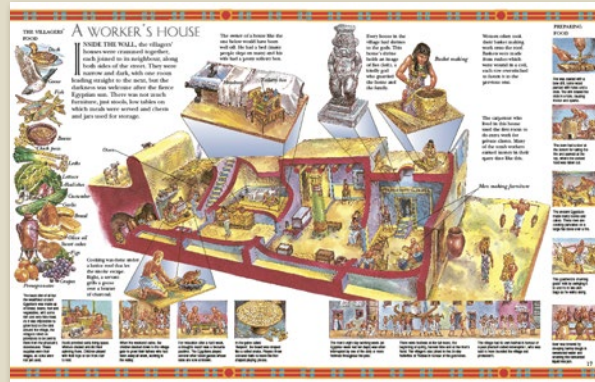
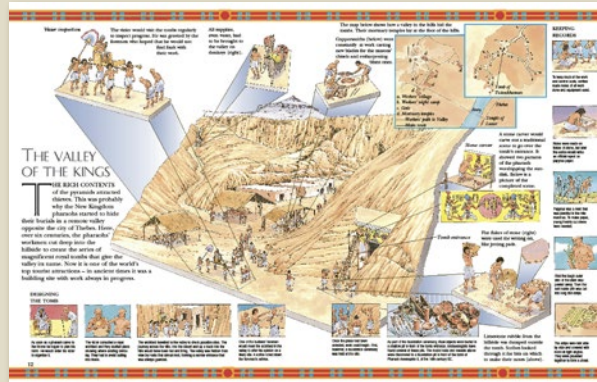
Ancient Egyptian Tomb: Spectacular Visual Guides



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

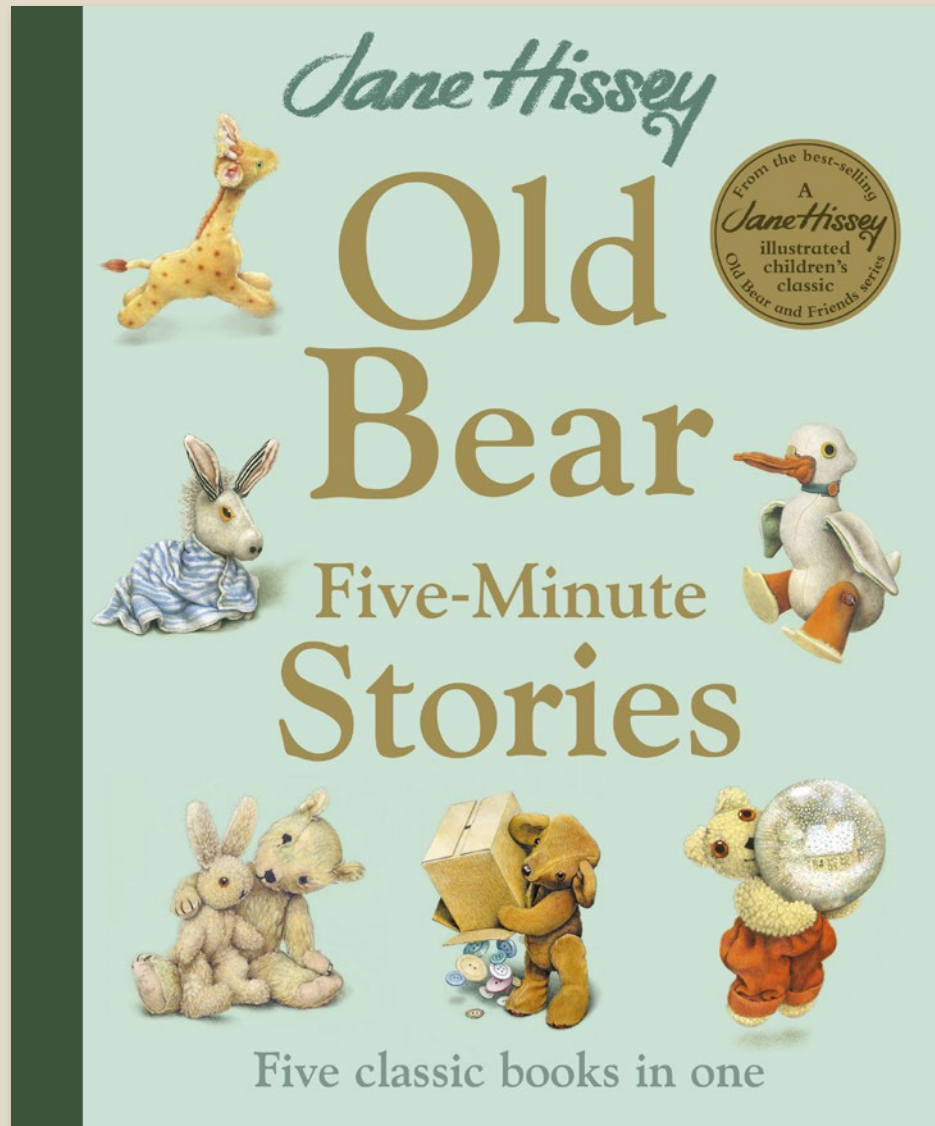
- The perfect introductory guide to the ancient world and the incredible architectural feats made by the ancient Egyptians. A great curriculum resource for history students, especially those learning about life, death, religion and royalty across different cultures.
- Visually spectacular and packed 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
Extent	48pp
Freight On Board	26/12/2024
Rights Available	World

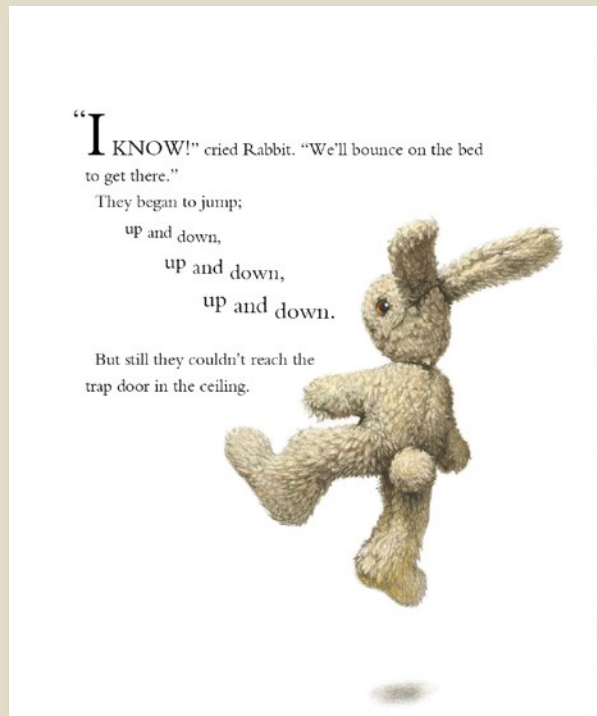
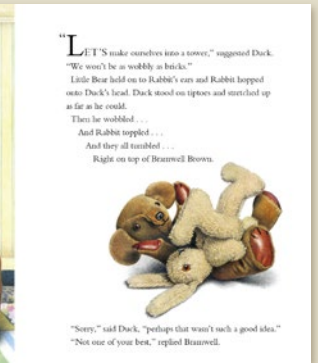
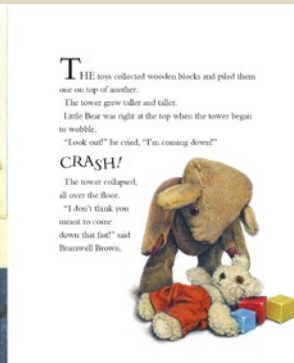
Old Bear Five-Minute Stories



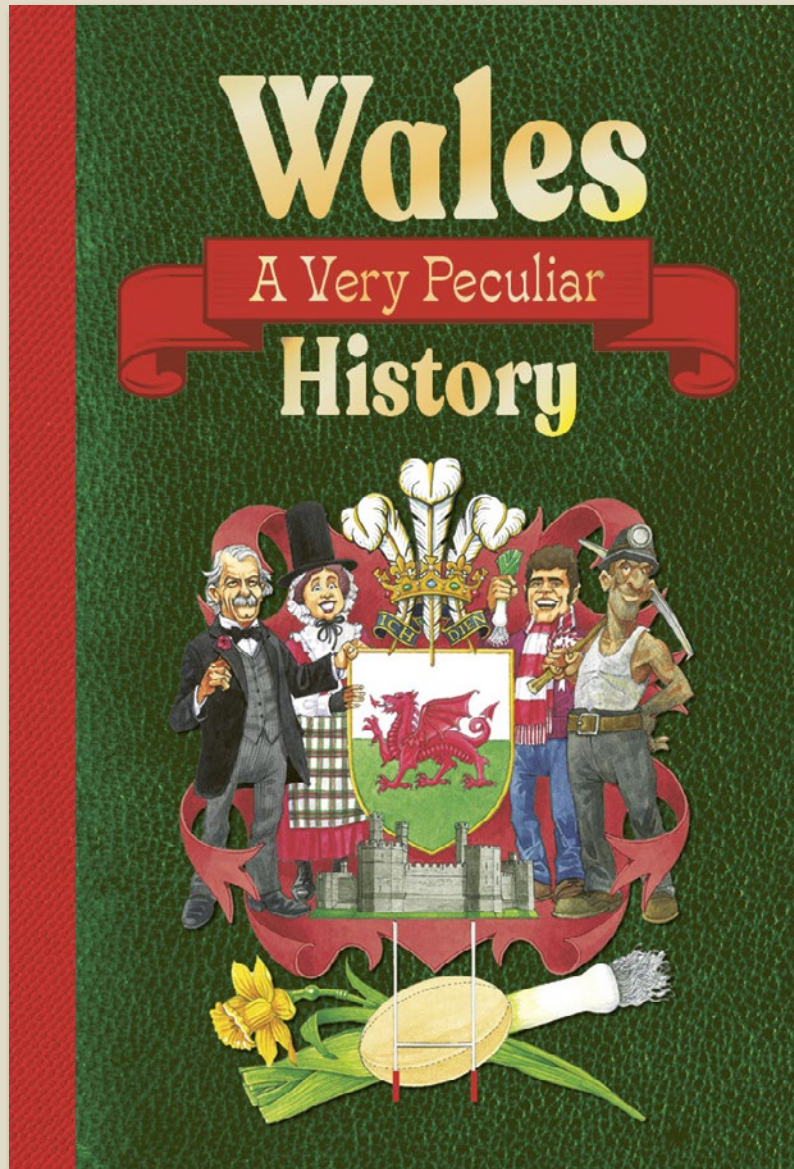
An enchanting treasury of teddy bear tales from the beloved Old Bear series!

- 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



A pocket-sized guide filled with very peculiar Welsh facts!

- Traces the history of Wales in a humorous, engaging way, featuring interesting stories and facts, quirky comic-style illustrations, a Welsh pronunciation guide, a full glossary, a timeline of Welsh history, and a comprehensive index.
- A fun, fascinating deep dive into the Celtic nation, perfect for gifting.
- Brings readers all the way up to the modern day, with a section on the revival of the Welsh language, the Welsh Assembly, etc.
- The Very Peculiar History series delves into the quirky, odd and interesting aspects of our very peculiar past, uncovering untold tales and hidden histories
- Hardback with a faux leather graining, faux quarter binding and gold foil.

Human sacrifice

At some Celtic festivals a criminal or a prisoner of war would be put into a large figure made of wicker and straw. The wicker figure was then set on fire and the victim burned to death. Other victims were beheaded and the severed heads were offered to the gods. The bodies were often put in pits or in bogs.

But sacrifices of animals were more common. The killing of humans may have been kept for special festivals or when a tribe or kingdom was in severe need.

Head hunters

After a battle, the Celts would slice off the heads of dead enemies and nail them up over the front door to impress visitors. If a warrior was very proud of the head of a famous enemy, it would be preserved in oil inside a chest. It would be brought out at dinner to be shown to friends for the next hundred years or more. Each time the head came out, the family would kill the sheep of love it was taken.

"Another one for the collection!"



34

The forgotten years

The Celts of Wales eventually formed five major tribes. These were the Silures of the south-east, the Demetae of the south-west, the Ordovices of the north-west, the Deceangli of the north-east and the Cornovii of central Wales. Each tribe was ruled by a powerful royal family, but there were many smaller noble families who were important locally.

Celtic warfare

For the Celts, going to war was an occasion for singing, drinking and generally strutting their stuff. Everyone wore their best jewellery and finest clothes while carrying weapons and armour decorated with gold and silver. The warriors formed up in dense masses while the nobles rode in front in their chariots.

Most battles began with the nobles dashing out in front of their armies to show off. They were skilled in galloping at high speed while juggling with their swords, doing handstands on the backs of the chariot ponies or dancing up and down the chariot poles. Nobles would dash forward to engage each other in single combat, with the armies cheering them on.

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had collapsed. Irish settlers were moving in to take over the rich farmlands of the Llŷn Peninsula and the far south-west.

In 410, the Romans who ran the British towns asked the Emperor Honorius to send army units to drive off the invaders. Honorius told them that he could spare neither men nor money to defend Britain. They would have to defend themselves. Most Romans assumed that things would get better, but they didn't. Roman rule over Britain had ended.

The first martyrs

On 1 July 304 two Christians named Aaron and Julius were executed at Caerleon. Their crime was that they refused to sacrifice to the Roman gods. The new religion of Christianity may have come to Britain as early as 43, but it took a long time to catch on. In 389 three British bishops travelled to a conference in Gaul (France), but the Welsh would not become fully Christianised for many years to come.

St. Martinians are not quite sure whether Vortigern used his name or his title; most believe that it was his name.



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Chapter Three

The Cymry come forward

Wales after the Romans



The years after the Romans abandoned Britain in AD 410 are among the most obscure in Welsh history. What we do know is that in 410 Wales was part of a Roman province, but by 750 it was home to a new nation: the Cymry, or Welsh.

It would seem that the councils of the civitates (main towns) of Britain created a new position called the 'high ruler', who would organise the defence of Britain. This ruler, Vortigern, followed standard Roman practice and hired

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Wales A Very Peculiar History

mercenaries – soldiers who were willing to work for anyone who paid them. He chose two Saxon brothers, Hengist and Horsa, and their warband.

Big mistake! In about 440, a quarrel between Vortigern and Hengist led to warfare that devastated much of southern Britain. The peace treaty handed the civitas of Cantium (Kent) to Hengist, who set himself up as an independent ruler – or 'king' in his language. Soon other mercenaries did the same.

Princes in charge

In Roman times the local rulers in Wales were often given Roman-style titles and thereby – partly to make them look more important to the locals, and partly to remind them who was really in charge. Some were given the title of *princeps*, which means 'first citizen' – or 'top man'. Later, the English form of this word – 'prince' – was used as the title for an independent ruler in Welsh areas. It was the equivalent of king in English areas.



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The red dragon rises

According to legend, Vortigern ordered a castle to be built on the River Gwent in Caerwent. The men worked hard, but every night an earthquake struck and the building collapsed.

Vortigern sent for a boy named Ambrosius Aurelianus, who magically revealed that two dragons were fighting in a cave beneath the site of the castle: a red dragon of Britain and a white dragon of the invading Germanic mercenaries. Ambrosius foretold that the red dragon would win and rise up from the ground.

Vortigern then gave the fortress to Ambrosius – hence its name, Dinas Eborac, which means 'the stronghold of Ambrosius'. The red dragon became a symbol of Welsh resistance against the English.



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'You've got to get your first tackle in early, even if it's late.'

*Welsh rugby international (and bard)
Ray Gravell fails to make his tactics clear.*

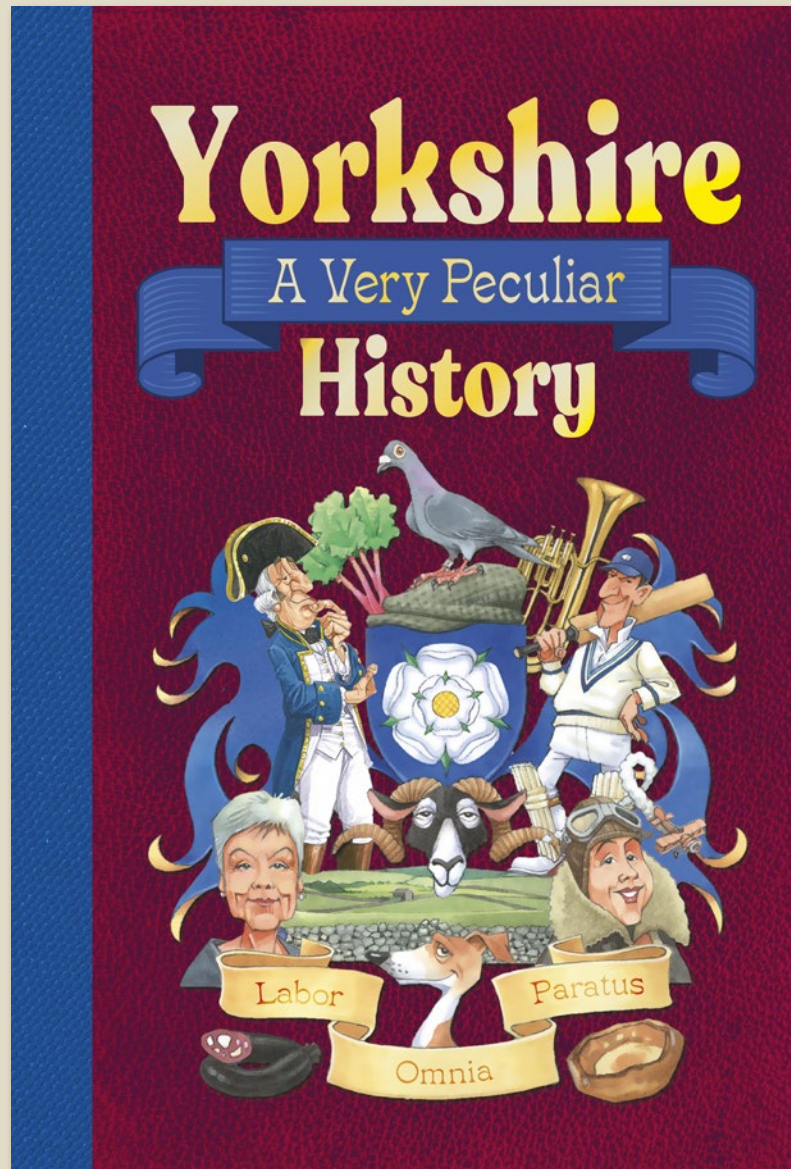
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Eisteddfodau

- Eisteddfodau (the plural of eisteddfod) are the leading artistic festivals in Wales. Some are small local events, others prestige affairs of international importance.
- Contests between poets, singers, writers and other artists are the main events at an eisteddfod.
- The first known eisteddfod took place in Cardigan in 1176. It was organised by Prince Rhys ap Gruffydd of Deheubarth.
- The word eisteddfod means 'a session' or 'a sitting'.
- The last of the great medieval eisteddfodau was held at Caerwyn in 1562. After that there were fewer and fewer professional bards, so the festivals declined.
- The first modern eisteddfod was held in 1729 at Corwen and was organised by local man Thomas Jones.
- The most important modern eisteddfod is the National Eisteddfod, which lasts for 2 days in August. About 150,000 people attend, and up to 6,000 compete in the various contests.
- At most eisteddfodau, Welsh is the only language allowed to be used.

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A pocket-sized guide to the very peculiar county of Yorkshire!

- Traces the history of Yorkshire in a humorous, engaging way, featuring interesting stories and facts, quirky comic-style illustrations, a full glossary and timeline, and a comprehensive index.
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Introduction

Where the 'eck is Yorkshire?

Is it possible there are people in the world - or even in Britain - who do not know where Yorkshire is? Apparently there are, and if you happen to be one of them, or misplaced (countries, that is, not children).

There was a time, not so very long ago, when British schools displayed huge roll-down maps of the British Isles on classroom walls, and school atlases had pages, usually at the front, devoted to British geography. This was how children learned about the nation's rivers, mountains, towns, transport networks and counties. Show them a map with the outlines of the counties.

Yorkshire A Very Peculiar History

and they'd be able to name a good number of them, especially those close to where they lived.

It's different today, and children can sail through their school years without learning that the Severn is Britain's longest river (354 km / 220 miles), that Ben Nevis is the highest mountain (1,344 m / 4,409 ft), or that there are 86 historic or traditional counties. Give today's youngsters an outline map of British counties to name, and many would be left blank, or misplaced (countries, that is, not children).

Could you do any better? Could you pick out, say, Derbyshire from Nottinghamshire, Brecknockshire from Radnorshire, or Morayshire from Banffshire? Could you be certain of pointing to Yorkshire and - heaven forbid - not its arch-rival Lancashire?

So, for the benefit of the geographically-challenged, here are a few basic facts to help you locate the fine county of Yorkshire on your mental map of the British Isles.

1. It is England. It is Scotland. It is Wales.

Location, Location, Location

• Yorkshire is in the north of England!

• To put it another way, Yorkshire is half-way up the map of Britain, on the right-hand side.

• York, the county town, is closer to Edinburgh, capital of Scotland, than it is to London, capital of England. A straight line to Edinburgh is 259 km (161 miles) but the line to London is an extra 21 km (13 miles). It's not much, but it's more than enough to make the point that Yorkshire is a true north-western Great Britain. The bit that London and the south are a long way from God's Own County, as they call it, with these just five.

• Yorkshire almost splits Britain in two, reaching from the North Sea west coast to within touching distance of the Irish Sea west coast. The county's most westerly point, Low Belfham, is a mere 21 km (13 miles) from the sea, and it's only a hop of Lancashire that stops Yorkshire stretching from coast to coast.

• There's no five to the north of Yorkshire, north from north. Some say the north begins at the Wharfedale - a break in the hills on the coast of Northumberland. Others say it begins further up the country at Crayke, in North Yorkshire, or further from Airedale, on the gateway to the north.

Yorkshire A Very Peculiar History

Hopefully, this has fixed Yorkshire 'up north' in your mind, and you should have the idea that it's big. In fact, it's Britain's biggest county. From north to south Yorkshire is about 152 km (95 miles), and west to east 183 km (114 miles).

Yorkshire is so big that when the Vikings arrived in the AD 800s, they carved it up into three pieces which eventually became known as the Ridings of Yorkshire. The North, West and East Ridings served the county well for more than one thousand years. Civil wars and world wars came

Ridings of Yorkshire

Why Ridings? Because the Viking word for the three pieces was *Ridings*, which became the Old English word *Riding*. It's riding it - what does it sound like? Thinking because the modern English word *riding* is simply *riding*.

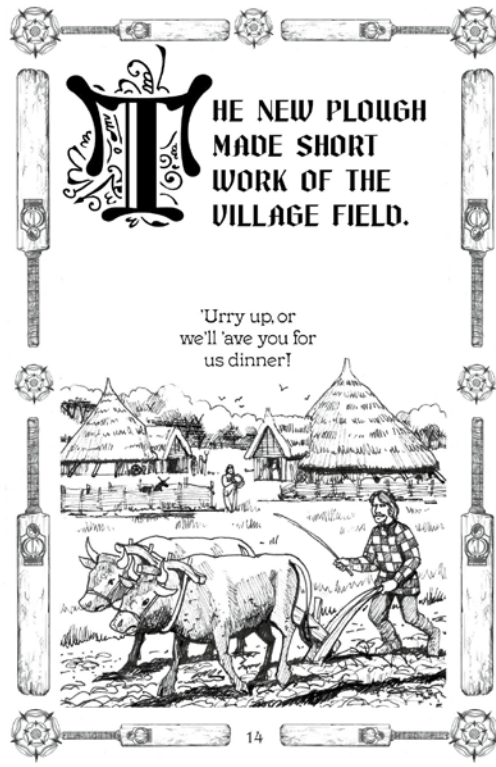


Where the 'eck is Yorkshire?

and went, and the Yorkshire Ridings survived the lot until, on 1st April 1974, the government scrapped centuries of heritage across England and Wales.

It might have been April Fool's Day, but no-one was laughing. When the Local Government Act of 1972 came into force in 1974, Yorkshirefok became known as a new-look county. Their ancient Ridings had gone, and were replaced by the new counties of North Yorkshire, West Yorkshire and South Yorkshire. But it was more than a change of a few old names. Civil servants had redrawn the county boundaries, and in a stroke of their pens did more to change the shape of Yorkshire than at any time since the Vikings.

What's it like today? Well, for most Yorkshirefok, Yorkshire means the historic county of Yorkshire - the county as it was before the government tinkered around with it in 1974. It's that definition that this book will try and stick to, and as you turn the pages you'll be given an insight into the long, and sometimes peculiar, history of Yorkshire.



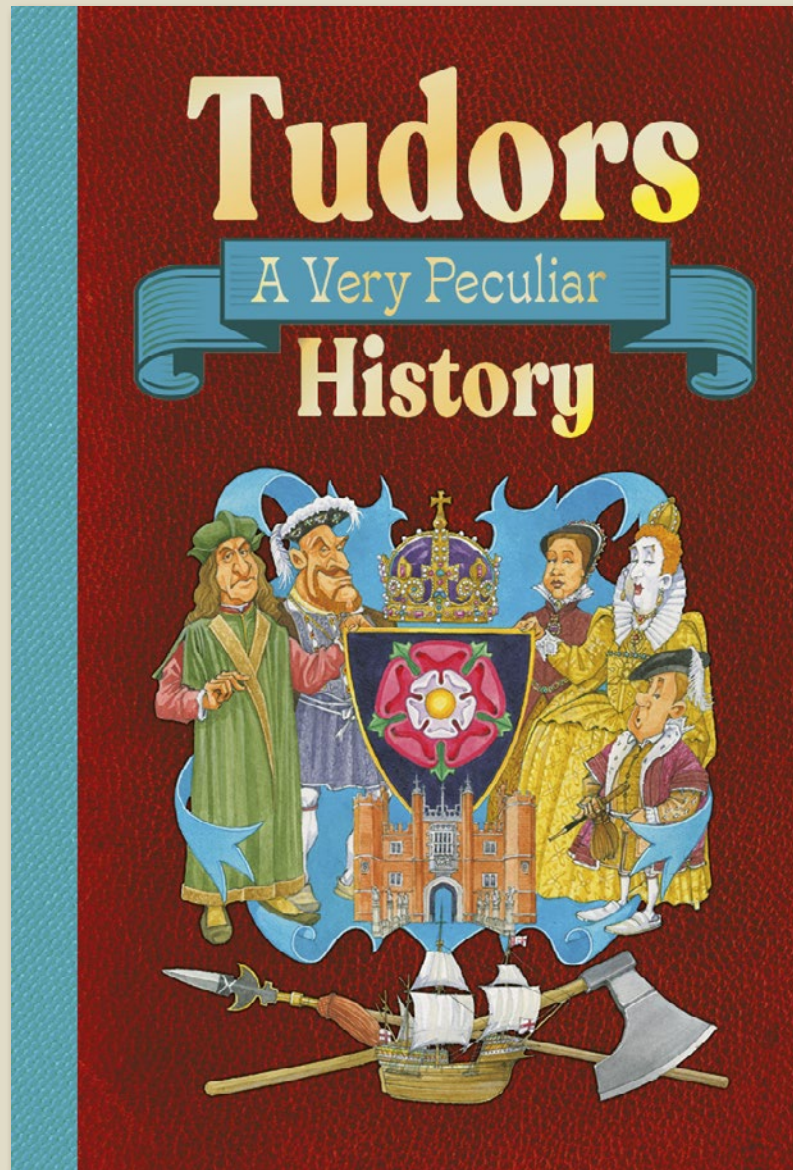
Chapter One

Prehistoric Yorkshire

Yorkshire's story begins a very long time ago. So long ago, you've got to go back to the end of the last Ice Age, which was about 10,000 years before the present day.

It's hard to say where Yorkshire's first people came from. There's a good chance they came from far away, perhaps from the mainland of Europe. If they did, they wouldn't have needed boats to make the long journey - they could have walked all the way. That was only possible because at the end of the last Ice Age the eastern side of Britain was joined to Europe by a land bridge - a big chunk of low-lying land

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A pocket-sized guide tracing the very peculiar history of the Tudor era!

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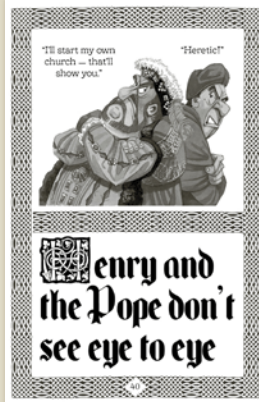


The birth of a dynasty

No love lost

You may have heard a story about Henry's men finding Richard III's crown in a haystack. True or not, Henry wasted no time in having himself crowned king on the battlefield. To make it clear who was boss, he had Richard's body stripped and lashed to a horse. In Leicester, the ex-king's naked corpse was displayed in a church for all to see, then buried in an unmarked grave two days later.

If that sounds a bit over the top, we should bear in mind that after years of bitter struggle Henry had a ruthless survival instinct that became a Tudor trademark. Now is probably a good time to wind back the clock and take a look at Henry's past. The squabbles among you can relax for a while, as even the Tudors had their romantic moments.



Chapter Two

Bluff King Hal

Henry VIII, surely the most famous English monarch of all, was never meant to be king. Born in Greenwich Palace on 28 June 1491, Henry was the third child of Henry VII and Elizabeth of York, and grew up in the shadow of his elder brother, Arthur, Prince of Wales. Henry was all set for a life in the Church: no playboy antics, no parties, no six wives and no lopping people's heads off.

As a result, young Henry was expected to study hard. He was taught by a priest called John Skelton, a famous poet and musician who encouraged the prince's love of music. Henry also had a good ear for language and became fluent in Latin, French and Spanish. Later on in life,



Mary, the Imp & the Nine Days' Queen

Not everyone in England wished the young prince good health. The enemies of the king even turned to black magic - dolls were found with pins stuck into them. Thomas Cromwell's spies also heard nasty rumours doing the rounds that baby Edward was a born murderer. Though this sounds far-fetched, in those days there was a strong belief in magic, and evil gossip quickly became fact. We can only guess how seriously the court took this threat, though it's interesting to note that among Edward's own toys was a box filled with sorcerers' tools, while another contained 'dried dragon', probably some sort of herb.

When you consider how long Henry waited for a son, it's odd that he visited him so rarely. In fact, Edward got more attention from his sisters Mary¹¹ and Elizabeth. Edward also became fond of Henry's new wife Catherine Parr, calling her his 'most dear mother'. Though the young prince led a carefree life as a child, playing cards and dancing with his friends,¹² he wasn't always well behaved.

¹¹ 'I like you much', he wrote to her in 1534.
¹² His childhood sweetheart was Jane Grey, 'my dear', later duchess of Devon.



Chapter One

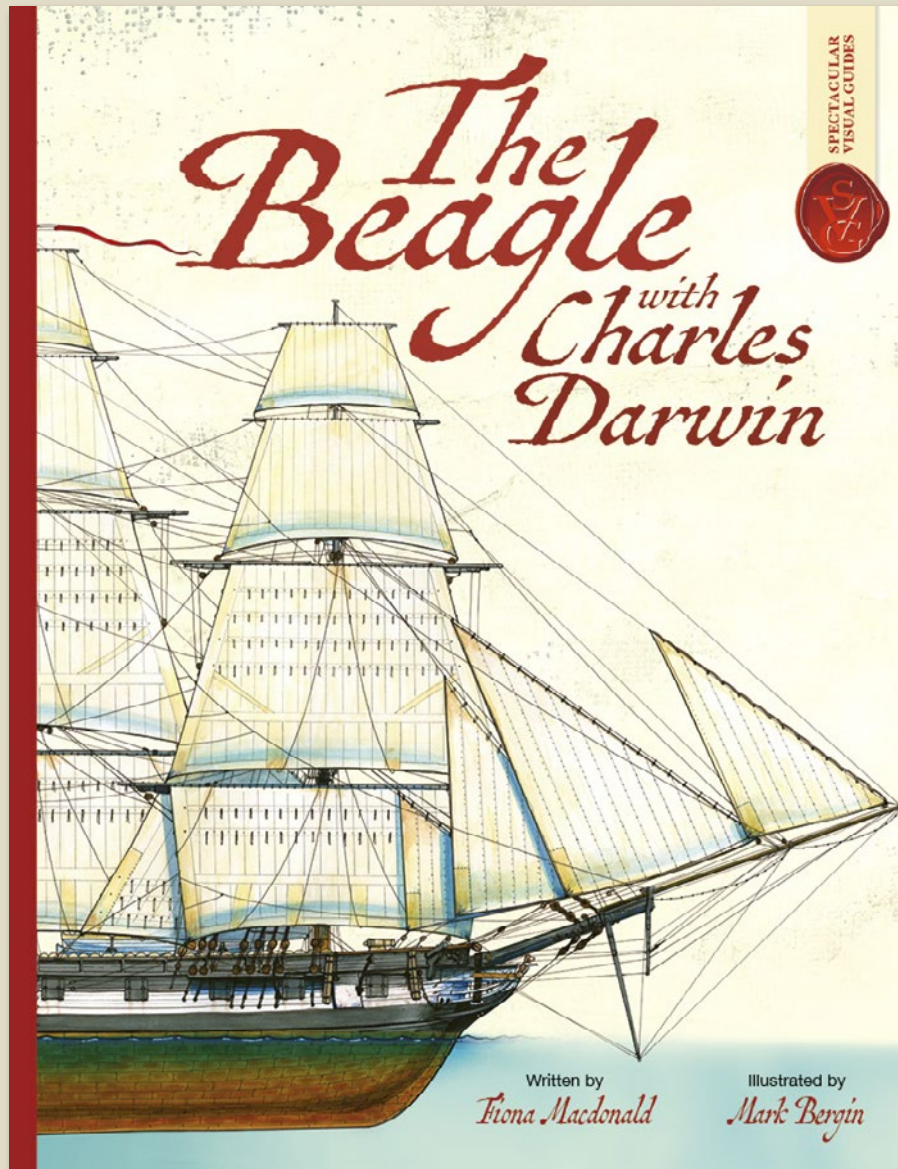
The birth of a dynasty

For those who like their history bloody, the Tudor age began on 22 August 1485 when ambitious Welsh nobleman Henry Tudor, 2nd Earl of Richmond, thrashed King Richard III of England at the Battle of Bosworth Field in Leicestershire. As one dynasty kicked off, another ended - after Henry's victory, England waved goodbye to the Plantagenets who had ruled the country since the 12th century.

In Tudor times, the battle was portrayed as a clash of the titans: Saintry Henry versus Wicked Richard. But in real life there were few saints

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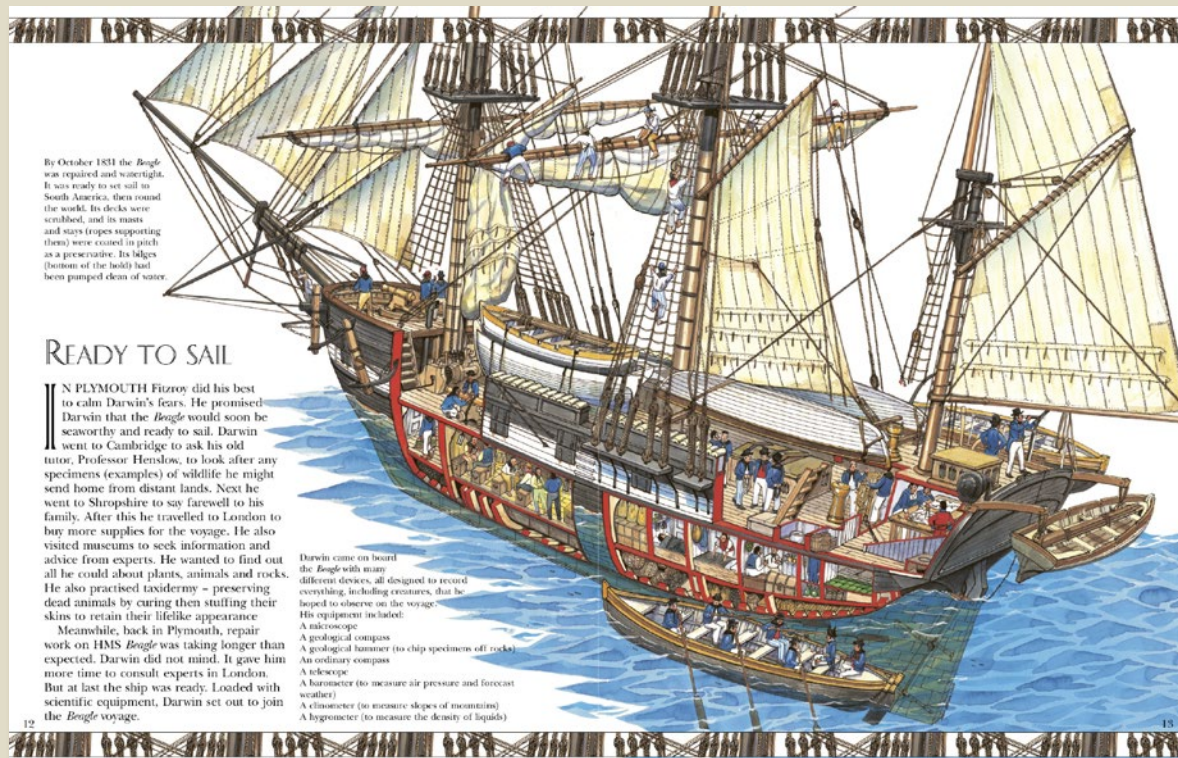
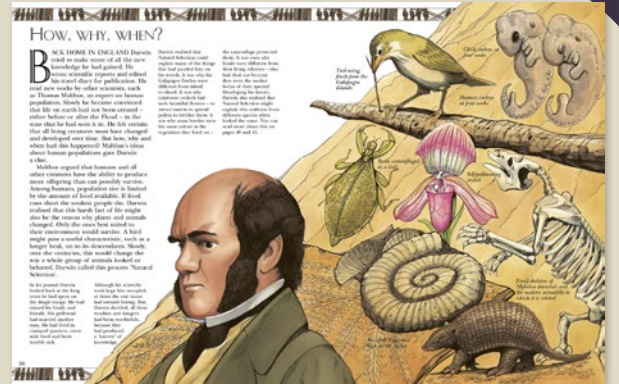
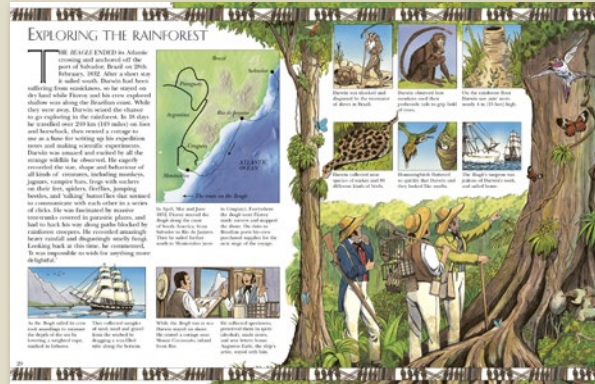
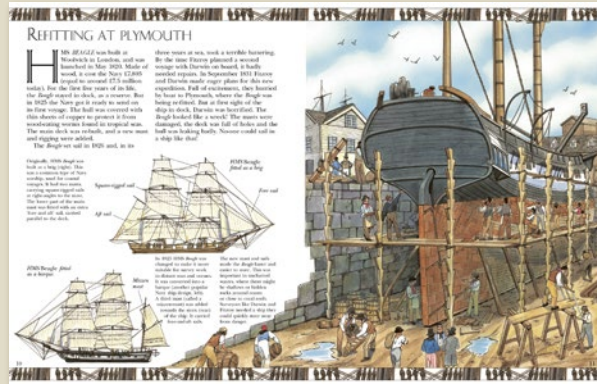
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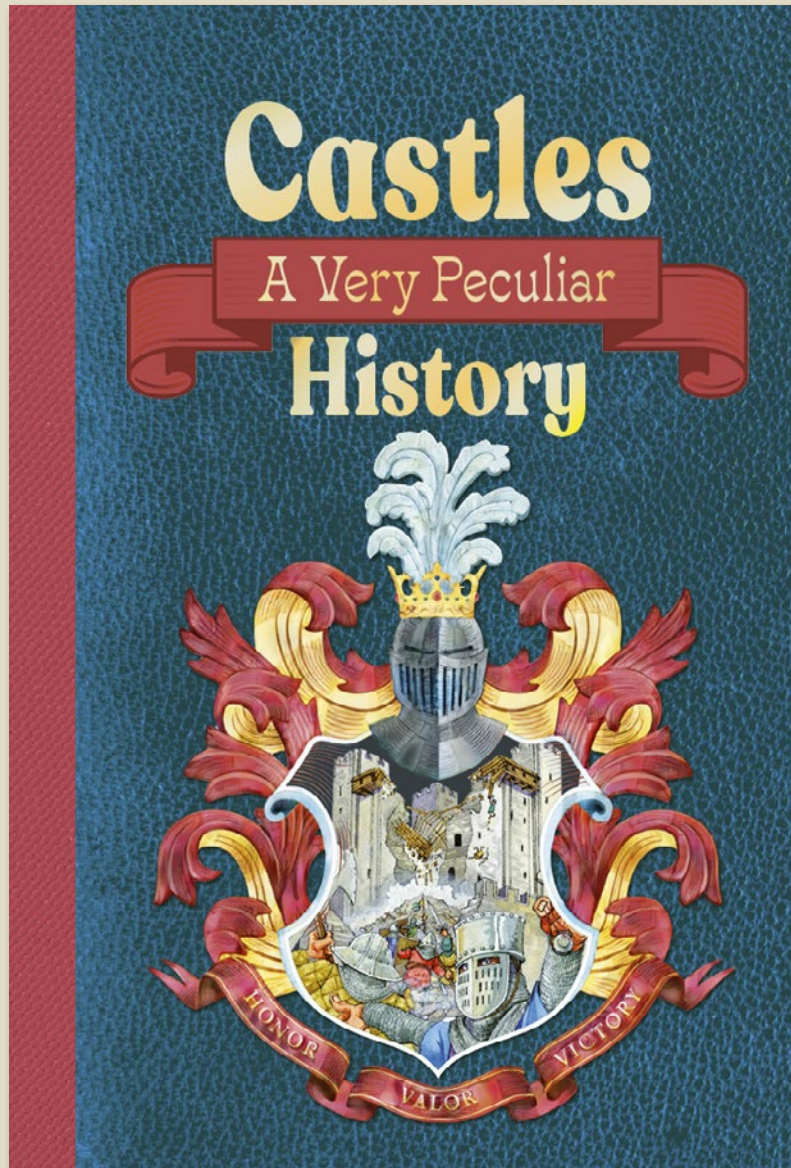
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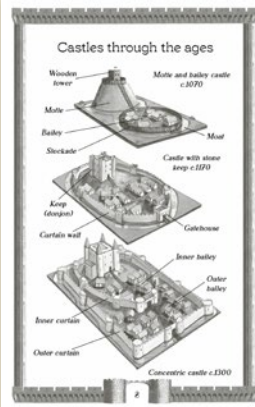


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Illustrator	Mark Bergin
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A pocket-sized guide filled with tips, tricks and facts about British castles!

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Introduction

What makes a castle a castle?

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

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

Castles A Very Peculiar History

When the king had trouble with his English earls, he'd invited French friends over (he'd been brought up in Normandy) and put them in top jobs. He'd given them land where they'd been putting up private fortifications (they had a French word for them: *chastel* - 'castle'). And when they were well dug in they'd been riding out and terrorising local people.

That's the definition of a castle. It's the private dwelling of a lord or king, that provides him with a safe, fortified base from which he and his fighting men can keep the upper hand over everyone else in the neighbourhood.

The English monk who recorded the castle-building fad of these foreigners (in his chronicle for the year 1051) had no doubt that it was a bad thing. Saxon and Viking fortifications had been communal efforts, protecting whole towns or settlements against a common enemy. These new castles were private 'me-against-you' affairs. And they had come to stay.

The coming of castles

Castles were the means by which William the Conqueror controlled the English kingdom he had won at the battle of Hastings in 1066. He rewarded the Norman barons who'd backed him by giving them large estates and encouraging them to protect their property - and dishearten the locals - by building castles there. Castles gave you clout. Of course, William granted the land on the strict condition that the barons continued to support him as king and to acknowledge that he was the real owner of the entire country. Over 500 castles sprouted in England during his reign.

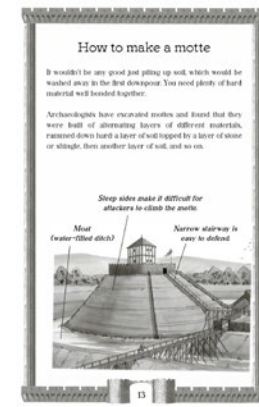
Castles A Very Peculiar History

What did the first castles look like?

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

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

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



Castles A Very Peculiar History

A flat-pack castle?

When William landed on Pevensey beach in Sussex in September 1066, his first concern was to establish a safe base. For this he needed a castle, and quickly. A twelfth-century chronicler says he brought it with him. The writer wasn't an eyewitness, but he may well have been right. It makes sense. When you've just landed in hostile territory you don't want to start felling trees and cutting them to size in full view of the enemy. Shipping pre-cut timbers would save valuable time.

After William's victory at Hastings the people of London took the prudent course and surrendered the city to him. He immediately started a castle there, too. It was the usual earth and timber affair, but within twelve years he had set about replacing it with a massive square tower of stone 27 metres high. It must have seemed a skyscraper to the English, who were used to single-storey wooden buildings.

Building in stone took longer and cost much more than wood, but a stone tower was stronger

The coming of castles

than a wooden one and made a much more intimidating statement. Stone castles had already appeared on the continent and this was to be the way forward in England too.

The main stone tower of a castle is now called its *keep*, though the Normans called it a *donjon* (which doesn't mean that it was a dungeon, even though it was a good place for holding people prisoner). It provided living quarters for the owner and his family, a safe retreat in times of danger and, above all, a vantage point from which to survey and control the surrounding land.

As a security measure, the entrance to the keep was on the first floor, with a removable wooden stairway outside. The ground floor was used for storage and there were two or three floors of living space above. The first floor was the grand reception hall, which might be divided by a cross-wall into a public hall and a more private chamber. Above were similar rooms for the lord and his family. There were sometimes chambers made in the depth of the walls, which were very thick. Spiral stairs led up and down.

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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.



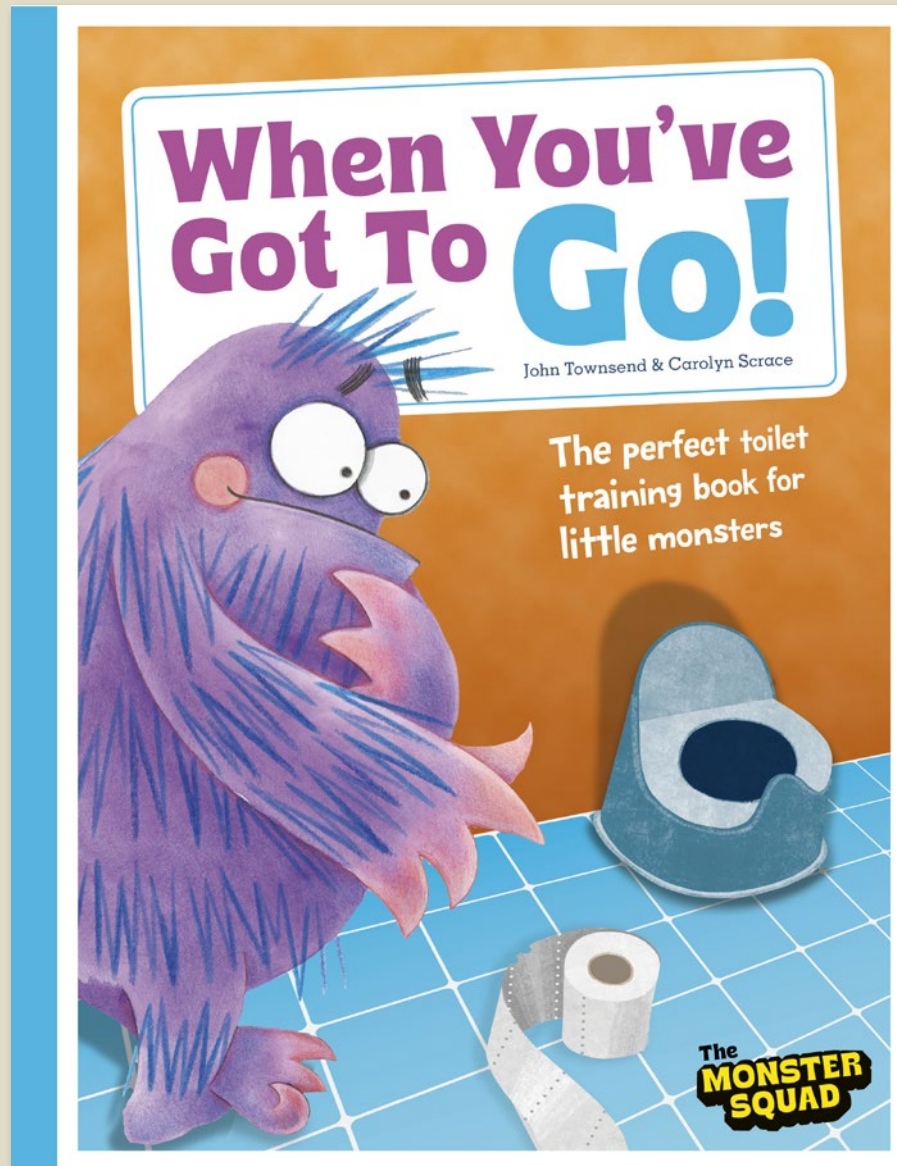
Rocky asks that when you're sneezing.

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



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Illustrator	Carolyn Scrace
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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!

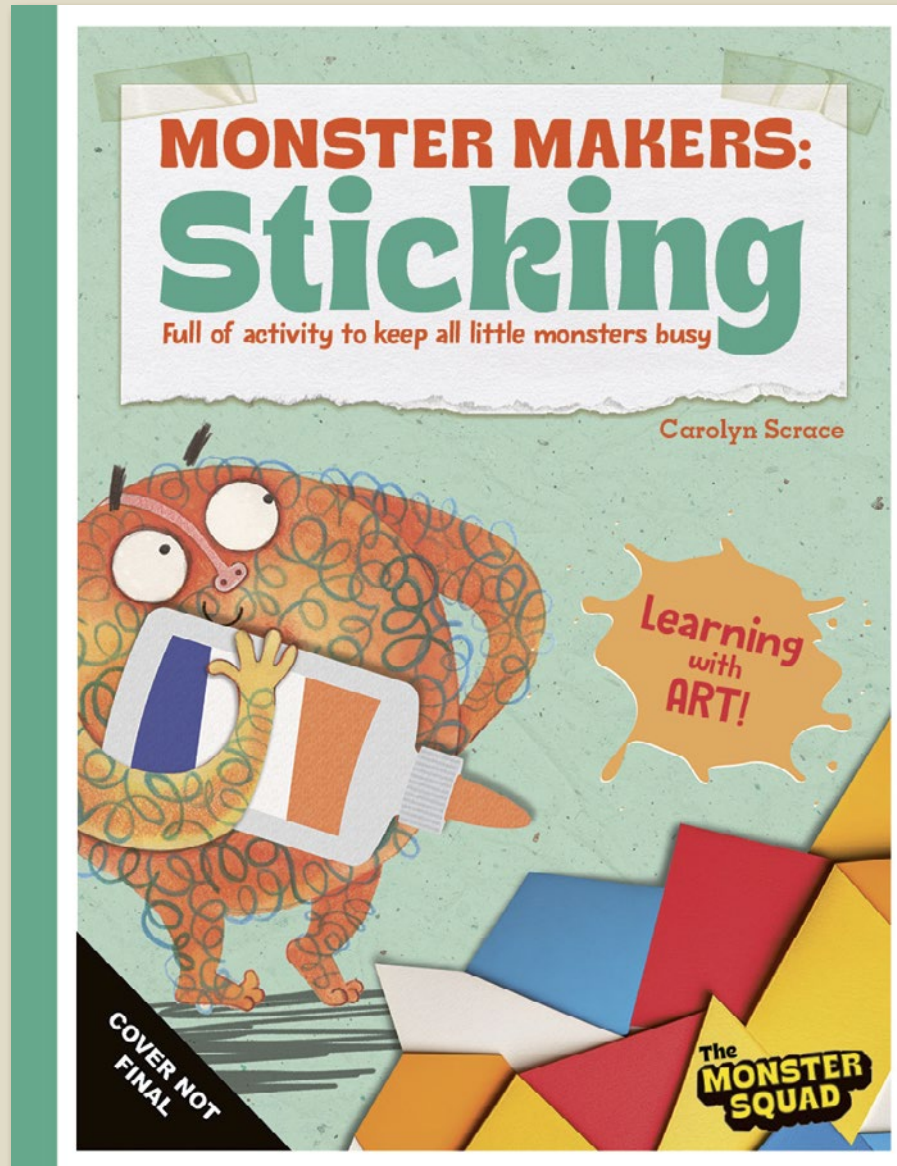
- Colourful monster characters guide little ones on an exciting journey to cleanliness, helping to build confidence and instil healthy hygiene habits.
- Funny, reassuring rhyming text will help children to memorise each step and ensure transitioning to the potty or toilet becomes an enjoyable, stress-free part of a child's daily routine.
- Perfect for introducing children aged 2-5 years old to the concept personal hygiene and toilet training.
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Monster Manners: When You've Got To Go!



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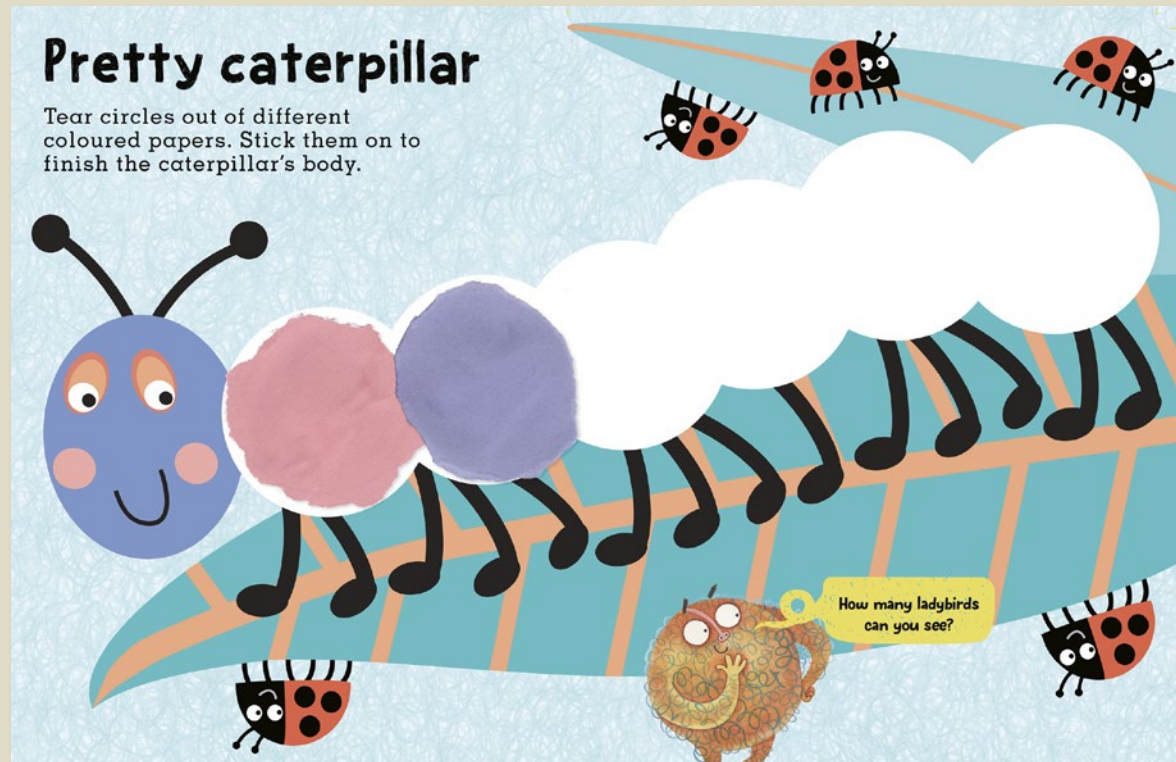
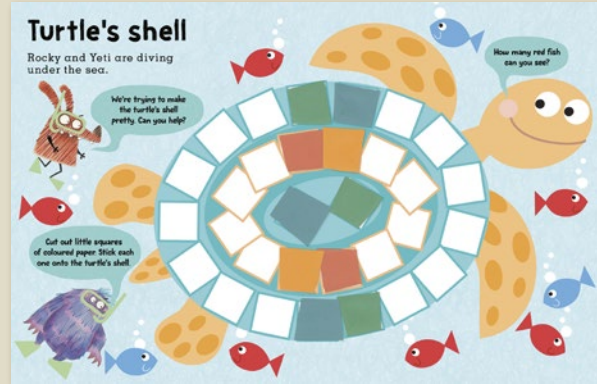
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The Monster Squad are here to take you on a cutting and sticking adventure in this exciting crafty activity book!

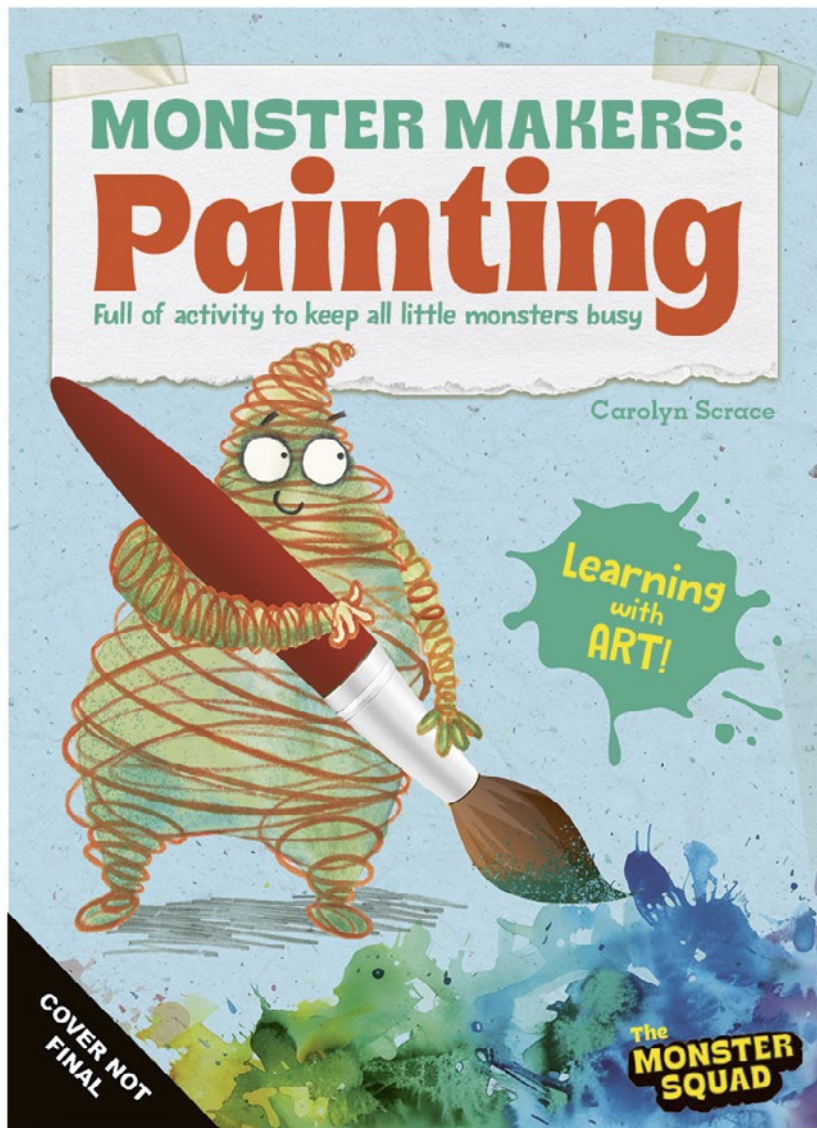
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- Improves manual dexterity, visual spatial awareness and coordination skills in little ones.
- Inspires children to create art from materials they already have at home, such as scrap paper, producing unexpected masterpieces and expanding imaginations.
- 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



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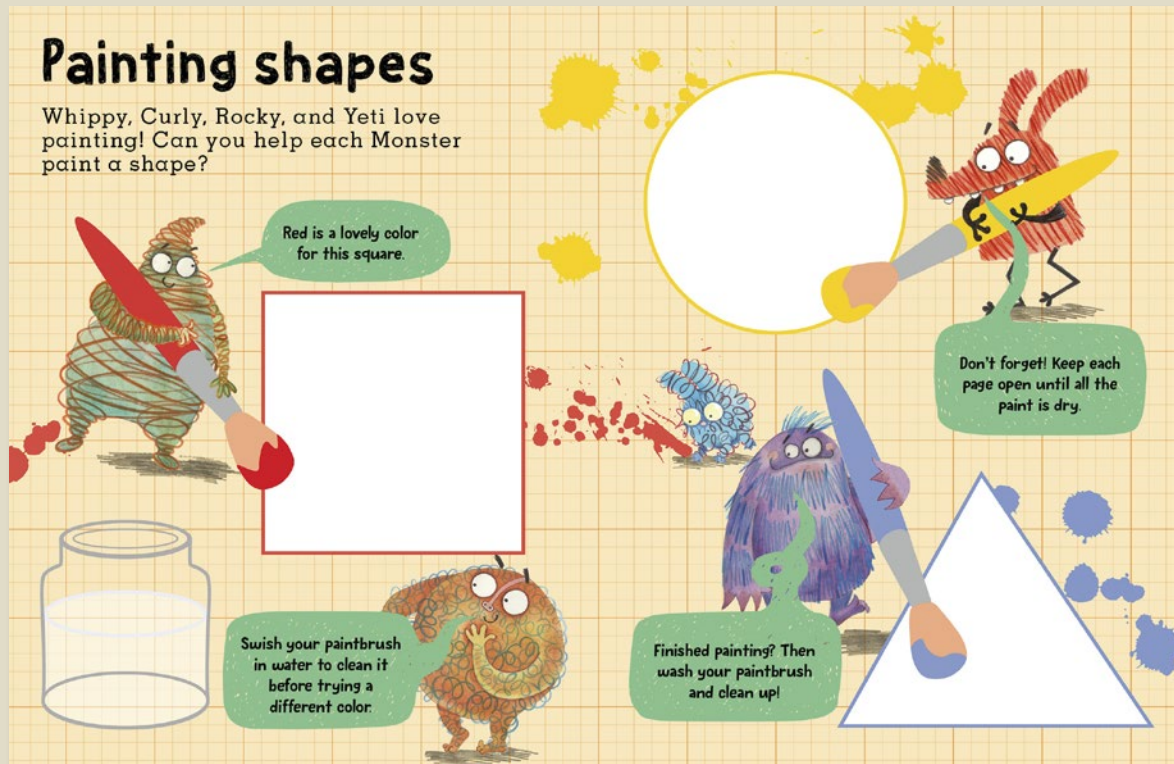
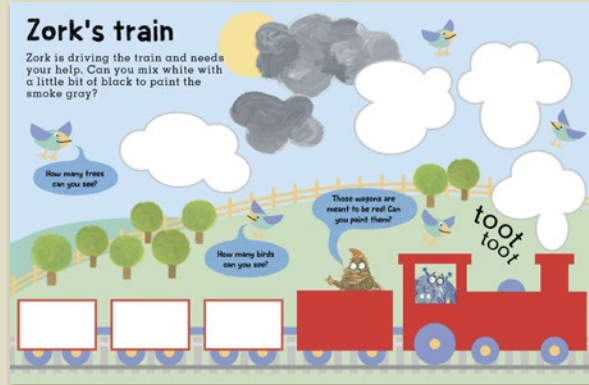
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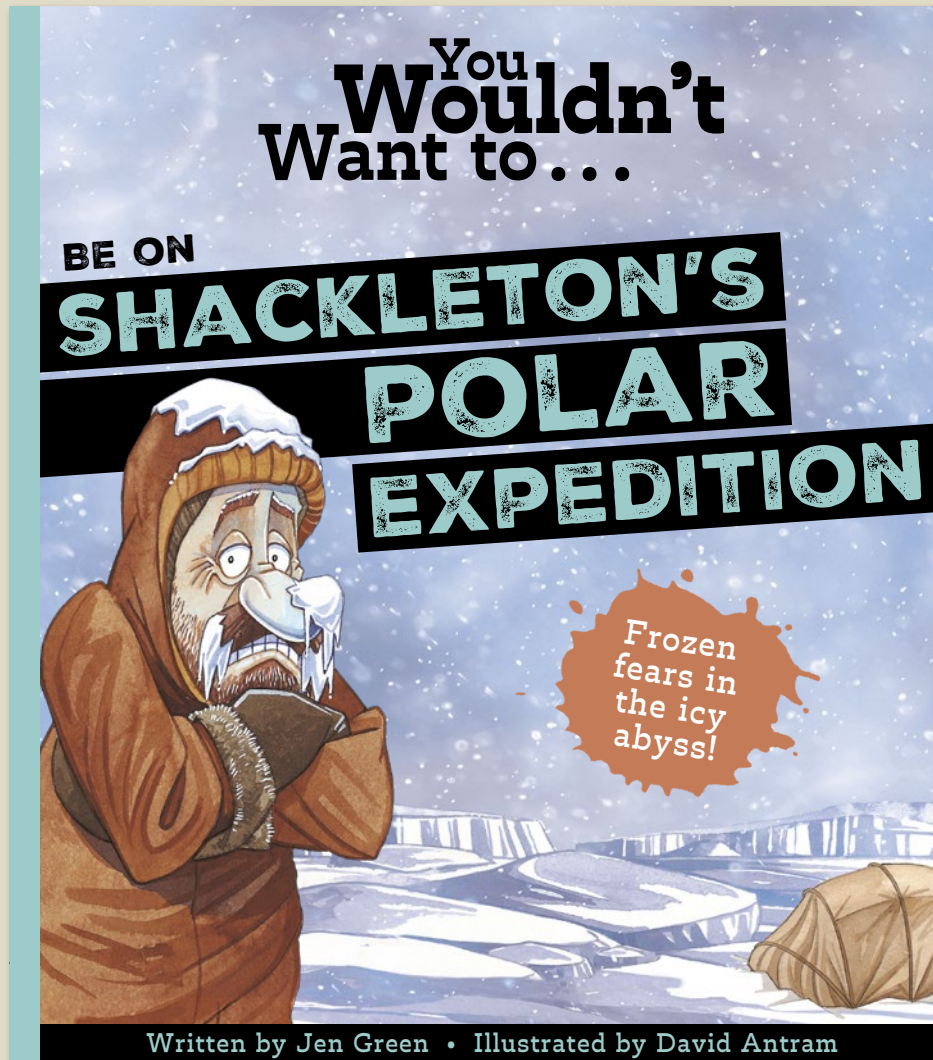
- Introduces children to concepts of shape, colour, size and pattern.
- Improves manual dexterity, visual spatial awareness and coordination skills in little ones.
- Prompts to mix colours to match real-world objects encourages creativity and an enhanced awareness of the world around them.
- Friendly 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

You Wouldn't Want To Be On Shackleton's Polar Expedition!



An extraordinary exploration of Shackleton's treacherous trip across the chilly Antarctic!

- Perfect for Horrible Histories fans, this book uncovers all the gross, funny bits that are left out of traditional history books.
- 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 the history curriculum and famous explorers, encouraging further independent reading.

You Wouldn't Want To Be On Shackleton's Polar Expedition!

A mad mission

Shackleton plans to make the first overland crossing of the vast continent of Antarctica via the South Pole. That's 3,330 km across a mostly uncharted frozen wilderness!

Shackleton announces his plans in *The Times* newspaper. You read the article with great interest. Eager for adventure, you apply immediately. Shackleton decides to take you on!

THE PLAN
The overland expedition will start in Ushuaia, the southernmost city in the world. On the last leg of the trip you will be carrying supplies for the rest of the journey.

SHACKLETON'S PREVIOUS EXPEDITION
The year is 1901. The expedition is led by Ernest Shackleton. The ship is the *Endurance*. The expedition is to reach the South Pole.

Handy hint
I wish I was with you!

Good to have you on board, Whizzer!

Ice camping

What's on the menu?
You abandon the first camp after a few weeks when the pack ice becomes smaller. The second is called Potemkin Camp – and patience is certainly something you need, as camp life is hardly boring. The men are busy hunting and trying to keep warm. You still wait for meat and see their blubber (fat) to fuel the stoves. You have to keep a careful watch for fierce leopard seals, whose huge fangs could kill you in an attack. By March 1914, the camp has drifted so far north that you reach the edge of the pack ice region.

Handy hint
Pack ice is a floating mass of snow and ice that has accumulated over time. It is not attached to the land.

Preparing the boat
The boat is covered in the ice. The men are using tools to clear the ice. The boat is being pushed through the ice.

Off again in an open boat

With no rescue likely, Shackleton decides to make for South Georgia in the strongest likelihood. The island lies 1,200 km away across the world's stormiest seas. He chooses a small team to go with him. You were an expert navigator on the way to Elephant Island, so Shackleton picks you, three sailors and the ship's carpenter.

Handy hint
The boat is covered in the ice. The men are using tools to clear the ice. The boat is being pushed through the ice.

Preparing the boat
The boat is covered in the ice. The men are using tools to clear the ice. The boat is being pushed through the ice.

Abandon ship!

After all these months, *Endurance* is still stuck fast. In August 1915 the pack ice moves and slowly begins to crush the ship. In October, loud groans and cracking sounds are heard as the hull timbers split and the glass shatters. The ship is thrown upwards and suddenly lurches onto its side while you are below decks. An icy torrent pours in and supplies, men and dogs slide into the water! You work the pumps day and night, but it's no use. Finally, Shackleton gives the order to abandon ship and you all move onto the ice.

Handy hint
Rig up canvas sheets as chutes to get supplies off the ship quickly. The huskies seem to enjoy the ride!

She's going, lads!

HELP!

CRACK!

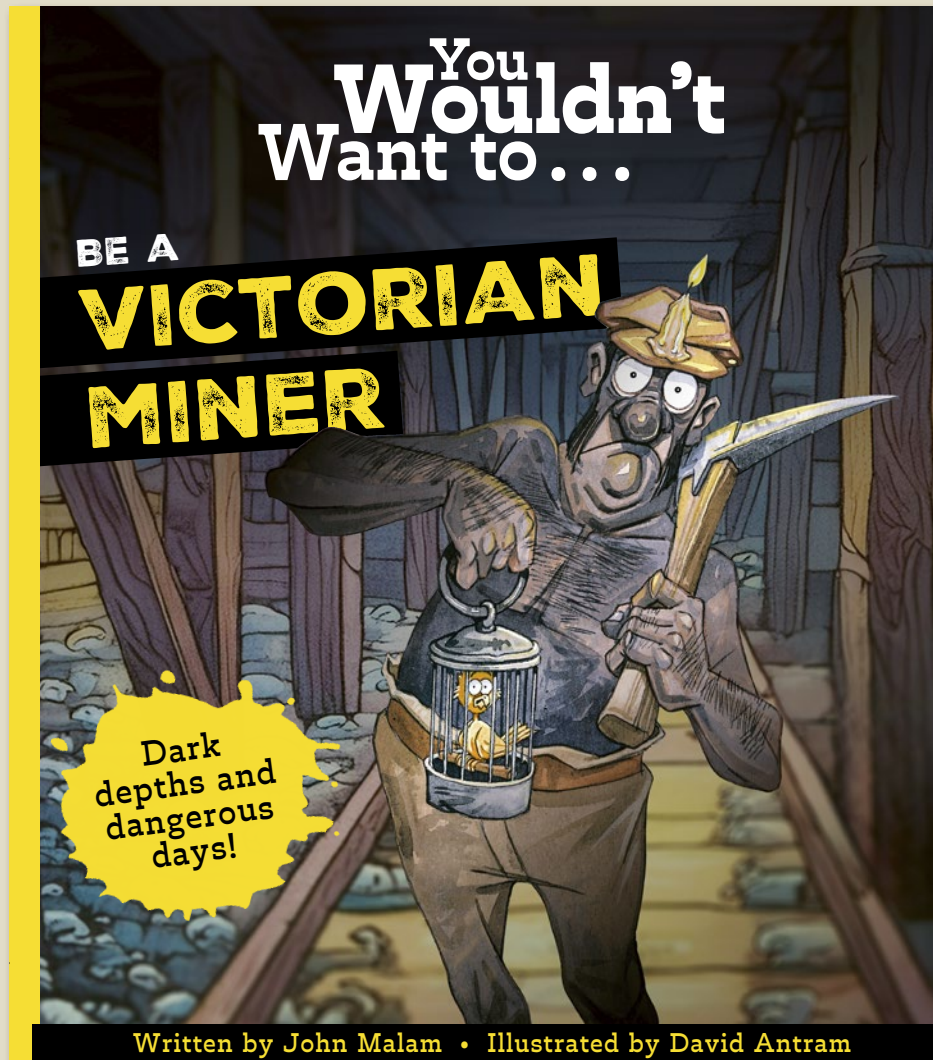
Save what you can!

ON THE ICE
You spend your first night on the ice in a freezing tent. The temperature is -28°C. The moon shines so brightly that it keeps you awake.

One week later

Pub Date	13/02/2025
Pub Price	£6.99
ISBN	9781835871423
H x W	240 x 212mm
Binding	Paperback
Age Range	7-9 years
Author	Green Jen Jen Green
Illustrator	David Antram
Extent	32pp
Files To Printer	14/11/2024
Freight On Board	05/12/2024
Rights Available	World

You Wouldn't Want To Be A Victorian Miner!



Plummet into the coal pits of Victorian Britain with this hilarious read, uncovering the gory secrets buried in deep underground!

- Combines funny text and comic illustrations to fascinating facts, managing to convey historical realities in an engaging, educational way.
- Funny and fact-filled book to engage reluctant readers with history and the Key Stage 2 curriculum.
- Perfect for Horrible Histories fans - this book keeps all the gory details in!

You Wouldn't Want To Be A Victorian Miner!

Down the shaft and underground!

The descent: More coal is needed every year. The trouble is, copper near the surface are almost dug out, so the miners collect level dig deeper and deeper ground than ever before, in order to reach new seams of coal. At 300 metres deep, your mine is one of the deepest there is. It's just when the ropes at the top of the shaft, try not to shake about the long drop before you descend, most surely you're not going to get any more coal. Once the ropes start to fall, there's no going back!

Handy hint I thought my case was going to burst!

Handy hint I don't know that.

Handy hint I don't know that.

Get to work! At the coalface

Your clothes: After what will seem like the longest walk you've ever made, you'll arrive at the coalface. This is where you'll work for the rest of your shift. Bring up your safety lamp, light one of the candles you've brought with you, take up your tools and get to work! The coal lies in a layer or seam sandwiched between layers of worthless rock. To your job is to dig into the seam, knocking out lumps of coal. You'll be lucky if you can stand up without hanging your head. Most of the time you'll work on your knees, or lying on your side. It's hot, dirty work.

Your tools: PICK AND SHOVELS, PICK AND SHOVELS, PICK AND SHOVELS, PICK AND SHOVELS. Use the pick to break up the coal. Use the shovel to load it into the wagon. PICK AND SHOVELS, PICK AND SHOVELS, PICK AND SHOVELS, PICK AND SHOVELS. Use the pick to break up the coal. Use the shovel to load it into the wagon.

Handy hint That water's dripping!

Handy hint That water's dripping!

Take care! How to stay alive

Luckily for you, coal mining is safer work than it was a few years ago. One of the most improvements came in 1862, when a law was passed which said all pits in Britain had to have a second shaft connected to the first. The owners of your colliery have obeyed the law, and a second shaft has been sunk. Get to know Shaft Number 2 - it could save your life. The new shaft is the pit's escape shaft. If an accident happens while you're below ground, and you can't use the main shaft, you'll use the one to return to the surface. It's also the pit's ventilation shaft, taking away foul air. Without it you might be breathing poisonous methane deep (carbon dioxide).

Handy hint The rules:

NO SMOKING Smoking is strictly forbidden in the mine. If you are caught smoking, you will be sent to the surface and your name will be put on a list of names to be sent to the gallows.

USE THE TRIPPS Tripps are used to hold up the roof of the mine. If you see a tripp that is loose, tell your boss. If you see a tripp that is loose, tell your boss.

BE CAREFUL Be careful of the roof of the mine. If you see a tripp that is loose, tell your boss. If you see a tripp that is loose, tell your boss.

The pit! It's where you'll work

You are given: The pits of the 1860s are different from the rough-and-ready mines of the olden days. Today's mines are thoroughly modern collieries, designed to extract as much coal from below ground as possible, sort it, and then send it on to wherever it's needed in the country. The pit never closes, and miners work in shifts. Some work in the daytime, others work at night. If you're on the day shift, you'll begin work at 6 o'clock in the morning.

Handy hint You'll be lowered down the shaft in an open iron cage. Grab hold of one of its chains, or you might fall out!

Another long day ahead of us...

A TALLY Before you go down the shaft, you'll be given a metal disc called a tally. Mine owners know how many men are below ground by checking how many tallies have been taken from the tally board.

SAFETY LAMP The lamp, or 'Dang', could save your life. It will warn you if there's a build-up of explosive fire-damp (methane gas).

The pit head is where mine waste is dumped. It's a mixture of slack (small coal) and dirt (pieces of stone and shale).

The screening shed is where the coal is sieved when it has come up the shaft in wagons. It is then sorted.

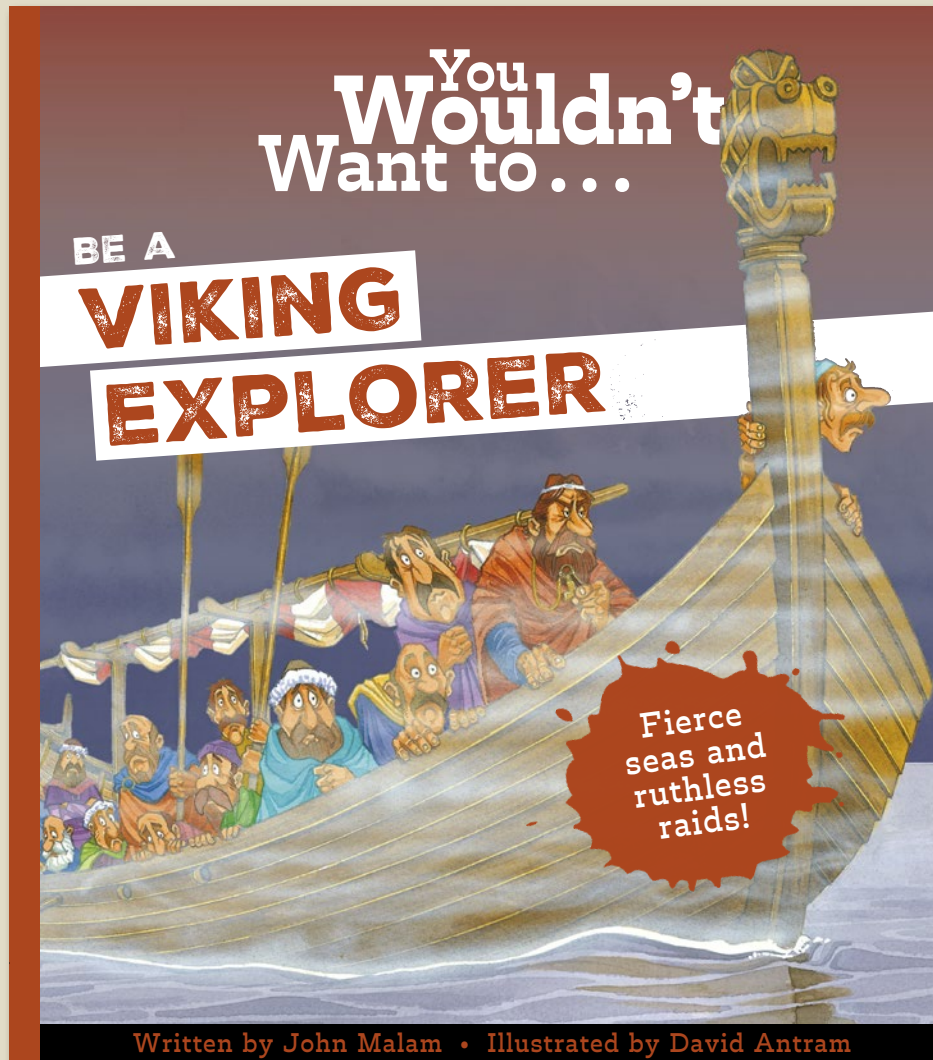
The engine house contains the winding engine that raises and lowers miners, ponies and equipment up and down the shaft. It also lifts coal to the surface.

Workers' housing is where miners live.

Wharf Coal barges and steam trains carry cleaned and sorted coal from the mine.

Pub Date	02/01/2025
Pub Price	£6.99
ISBN	9781835871447
H x W	240 x 212mm
Binding	Paperback
Age Range	Adult
Author	John Malam Malam John
Illustrator	David Antram
Extent	32pp
Files To Printer	14/11/2024
Freight On Board	05/12/2024
Rights Available	World

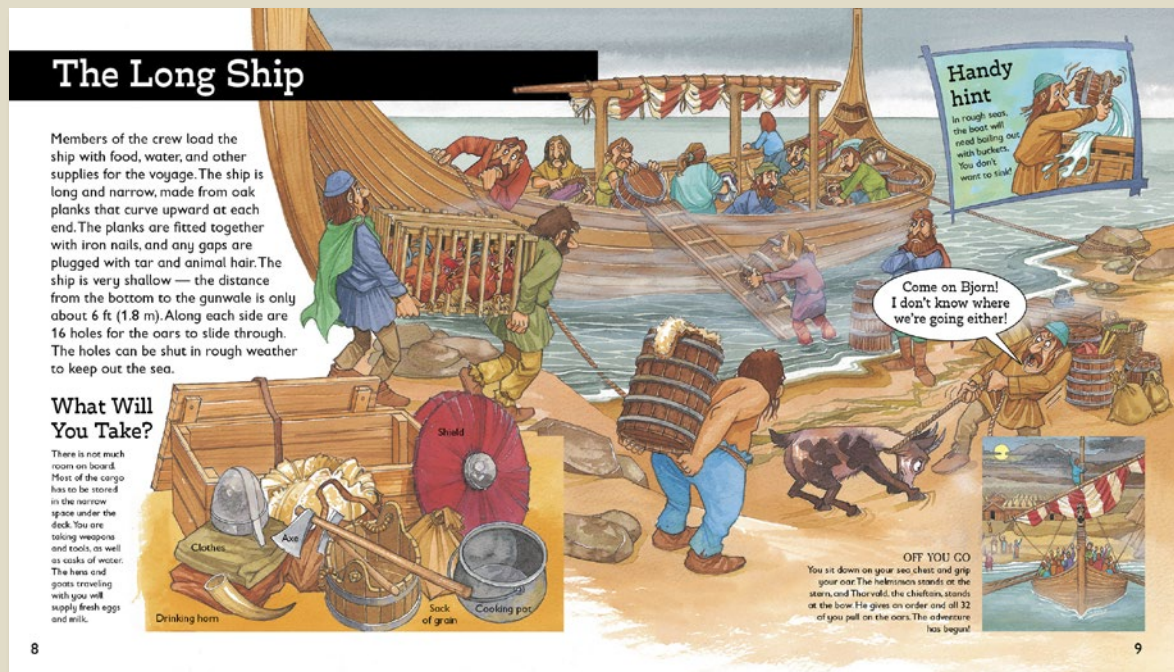
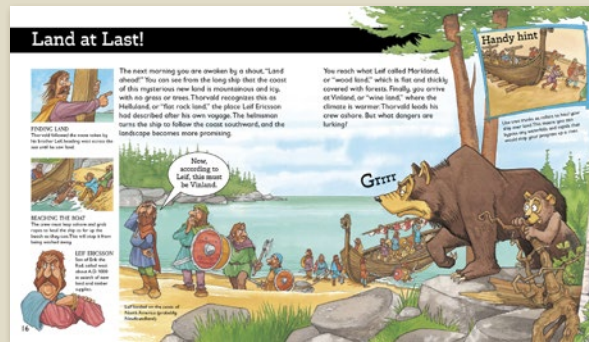
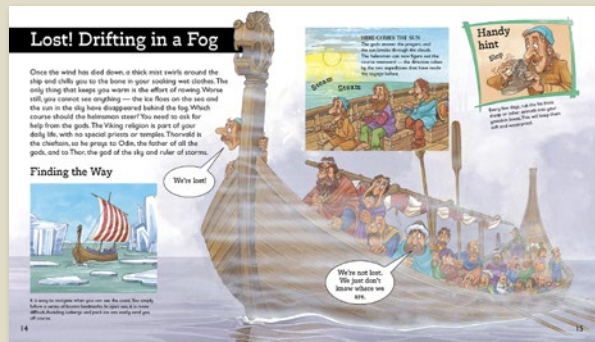
You Wouldn't Want To Be A Viking Explorer



An epic voyage into the world of Viking exploration!

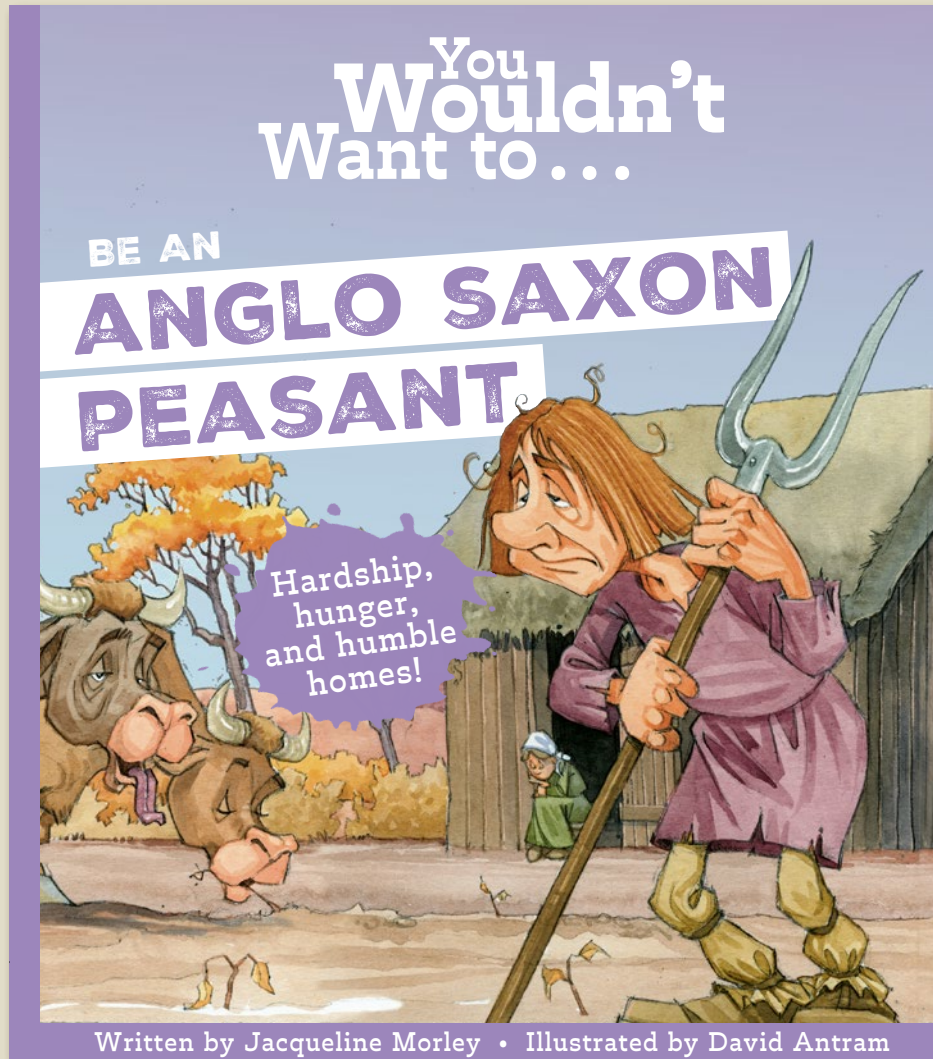
- Combines funny text and comic illustrations to fascinating facts, managing to convey historical realities in an engaging, educational way.
- Perfect for Horrible Histories fans - this book keeps all the gory details in!
- Funny and fact-filled book to engage reluctant readers with history, the Viking world and the Key Stage 2 curriculum.

You Wouldn't Want To Be A Viking Explorer



Pub Date	27/02/2025
Pub Price	£6.99
ISBN	9781835871454
H x W	240 x 212mm
Binding	Paperback
Age Range	7-9 years
Author	Langley Andrew Andrew Langley
Illustrator	David Antram
Extent	32pp
Files To Printer	14/11/2024
Freight On Board	05/12/2024
Rights Available	World

You Wouldn't Want To Be An Anglo-Saxon Peasant!



Discover the lives of Anglo-Saxon peasants in this hilarious history read, perfect for children 7-9 years old.

- Perfect for Horrible Histories fans - this book keeps all the gory details in!
- Funny and fact-filled book to engage reluctant readers with history and the Key Stage 2 curriculum.
- Combines funny text and comic illustrations to fascinating facts, managing to convey historical realities in an engaging, educational way.

You Wouldn't Want To Be An Anglo-Saxon Peasant!

Paying tribute to the king

Your king is here with his war band. Throughout the year he travels around the villages in his kingdom, having the villagers to hand over their stored-up food supplies and staying for as long as it takes to eat and drink the lot. The food or money collected from each village is known as a 'tribute' or 'tax'.

Thanks to these tributes, the king and his men live royally without doing any real work. But king and men will switch to a leader with more to offer. And men of high rank are great. There are many more things like yours, who must each pay tribute to the 'top king' - King Edwin, ruler of the whole of Northumbria.

Handy hint
Cattle are a valuable asset and a good way of storing up food for the winter.

That's a hard day's work!
In a world that can't seem to come to a standstill, the king and his men live royally without doing any real work. But king and men will switch to a leader with more to offer. And men of high rank are great. There are many more things like yours, who must each pay tribute to the 'top king' - King Edwin, ruler of the whole of Northumbria.

Back when life was hard as this, the king and his men lived royally without doing any real work. But king and men will switch to a leader with more to offer. And men of high rank are great. There are many more things like yours, who must each pay tribute to the 'top king' - King Edwin, ruler of the whole of Northumbria.

Going to market

Many of the things you use every day are made at home. Most people in the village are able to make their own simple tools, which they use in the village life. They make the wooden parts of the tools they need and ask the local blacksmith to fit them with metal cutting edges. Trading craftsmen sometimes come to the village selling things that need more skill to make, such as metal buckets and finely carved bone combs. But the best way to buy really high quality things is to visit a market. These are a new idea. Traders and craftsmen from neighbouring villages set up stalls together at some convenient spot where people gather regularly, such as a river crossing or an important crossroads. The stalls stay up for as long as the fine weather lasts, and people flock to the market to buy and sell. Your father has gone to the market hoping to get a good price for his calves. Your job is to keep an eye on them!

Handy hint
The best way to buy really high quality things is to visit a market. These are a new idea. Traders and craftsmen from neighbouring villages set up stalls together at some convenient spot where people gather regularly, such as a river crossing or an important crossroads. The stalls stay up for as long as the fine weather lasts, and people flock to the market to buy and sell. Your father has gone to the market hoping to get a good price for his calves. Your job is to keep an eye on them!

There is a blacksmith in the town who can make metal buckets and finely carved bone combs. But the best way to buy really high quality things is to visit a market. These are a new idea. Traders and craftsmen from neighbouring villages set up stalls together at some convenient spot where people gather regularly, such as a river crossing or an important crossroads. The stalls stay up for as long as the fine weather lasts, and people flock to the market to buy and sell. Your father has gone to the market hoping to get a good price for his calves. Your job is to keep an eye on them!

The old gods

Not long ago, your people worshipped the gods of their ancestors. Woden, king of the gods, Thunor the thunder god, the sea god and a host of other lesser gods. Christian missionaries have taught the Northumbrians that these are false gods, yet the people in some Anglo-Saxon villages still refuse to give up their old ways. Recently, an East Angles king was given a pagan burial in great style, in a large boat that had been draped onto land. A specially prepared chamber within the boat was lined with rich textiles and filled with beautiful and expensive objects worthy of a king. After the funeral ceremony the royal boat was hauled under a huge mound of earth which could be seen from far and wide.

Handy hint
The best way to buy really high quality things is to visit a market. These are a new idea. Traders and craftsmen from neighbouring villages set up stalls together at some convenient spot where people gather regularly, such as a river crossing or an important crossroads. The stalls stay up for as long as the fine weather lasts, and people flock to the market to buy and sell. Your father has gone to the market hoping to get a good price for his calves. Your job is to keep an eye on them!

It's what he would've wanted.

Village life

This is your village. There are about twenty wooden houses clustered around a much larger building, which is the great hall of the village overlord. The lord is a powerful warrior who leads a war band of loyal fighting men. These are high-ranking people, known as thanes. Ordinary villagers like you are ranked as ceorls (pronounced 'churts'). Apart from having to make certain payments to your lord, you are free to live as you wish - unlike some unlucky people in the village who are slaves.

Although ceorls are free, they haven't got many choices in life. They have to build their own houses with timber from the woods, and they have to grow crops and raise animals if they want to eat. You have no spare time to yourself as you spend all day helping your father with his cows and sheep, or working on his strips of land in the nearby fields.

Handy hint
If your house is draughty, stuff the gaps between the planks with wads of sheep's wool.

The water you use is all carried up from the river. This has been your job ever since you were big enough to carry the buckets.

Your thatched roof is starting to show signs of age. A new layer of thatch on top will help. You carry up bundles of straw which your father fixes in place with 'staples' or bent sticks.

Most families have a vegetable patch near the house for growing leeks and beans, and a fenced-off area for pigs and poultry. When the pigs push down the fence you're the one who has to mend it.

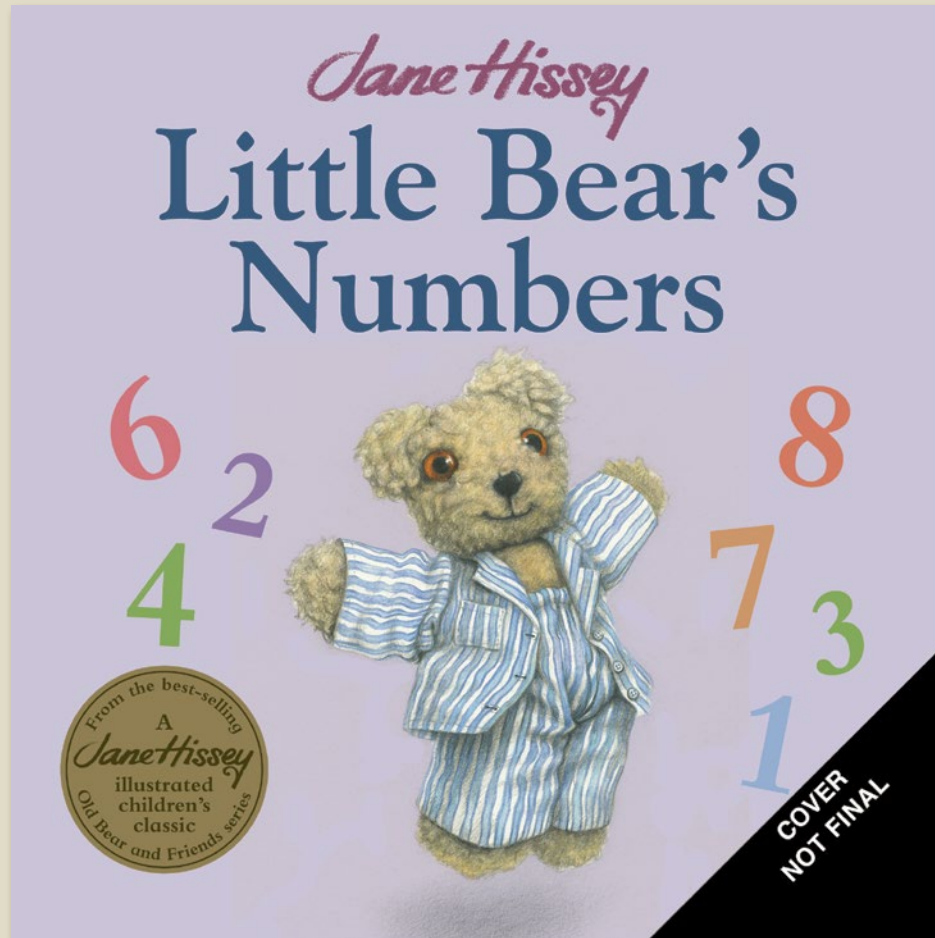
House-frames are made of strong posts set into the ground, strengthened with cross-braces. The walls are formed of wooden planks, or 'wattle and daub'. The roofs are thatched with straw.

Wattle and daub is made by weaving together small wooden branches, which are then plastered over with a mixture of mud, straw and pig dung. Plastering is not your favourite job!

Pooh!

Pub Date	02/01/2025
Pub Price	£6.99
ISBN	9781835871461
H x W	240 x 212mm
Binding	Paperback
Age Range	7-9 years
Author	Jacqueline Morley Morley Jacqueline
Illustrator	David Antram
Extent	32pp
Files To Printer	14/11/2024
Freight On Board	05/12/2024
Rights Available	World

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



2 buckets



Rabbit has **two** skis on his feet.



3 bears



Here are **three** naughty toys jumping on the bed.



4 boots



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



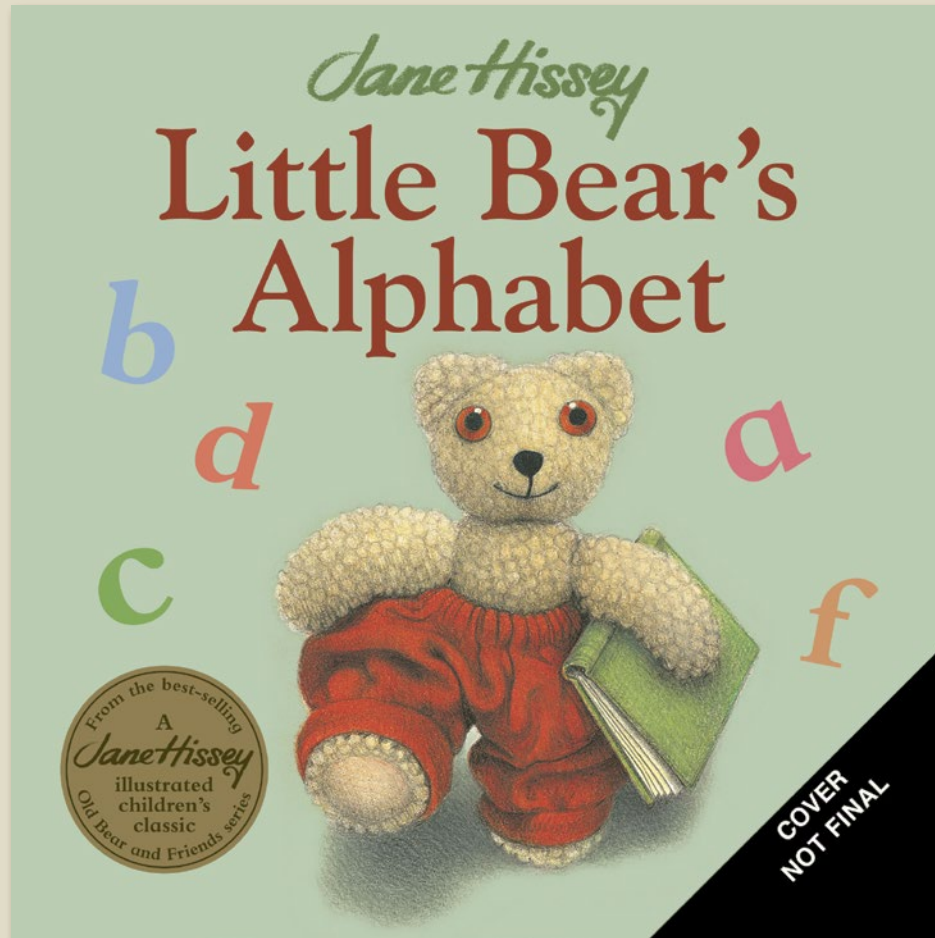
1 sock



There is **one** candle on Ruff's birthday cake.

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
Files To Printer	24/02/2025
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

C is for cake.



Bramwell is cutting a piece for Camel.

D is for doll.



Do you like her blue dress and hat?

E is for egg.



Be extra careful, Little Bear. Please don't drop it.

F is for food.



This picnic food looks fun to eat!

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!



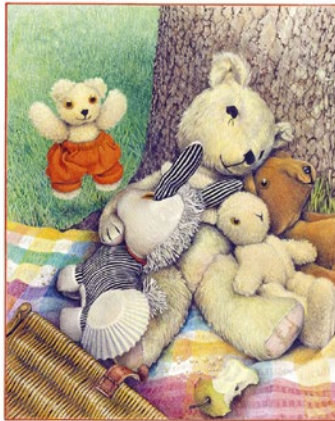
Hoot is flying high.

I is for inside.



Little Bear is inside his sleeping bag.

A is for animals.



All the animals are asleep... except Little Bear.

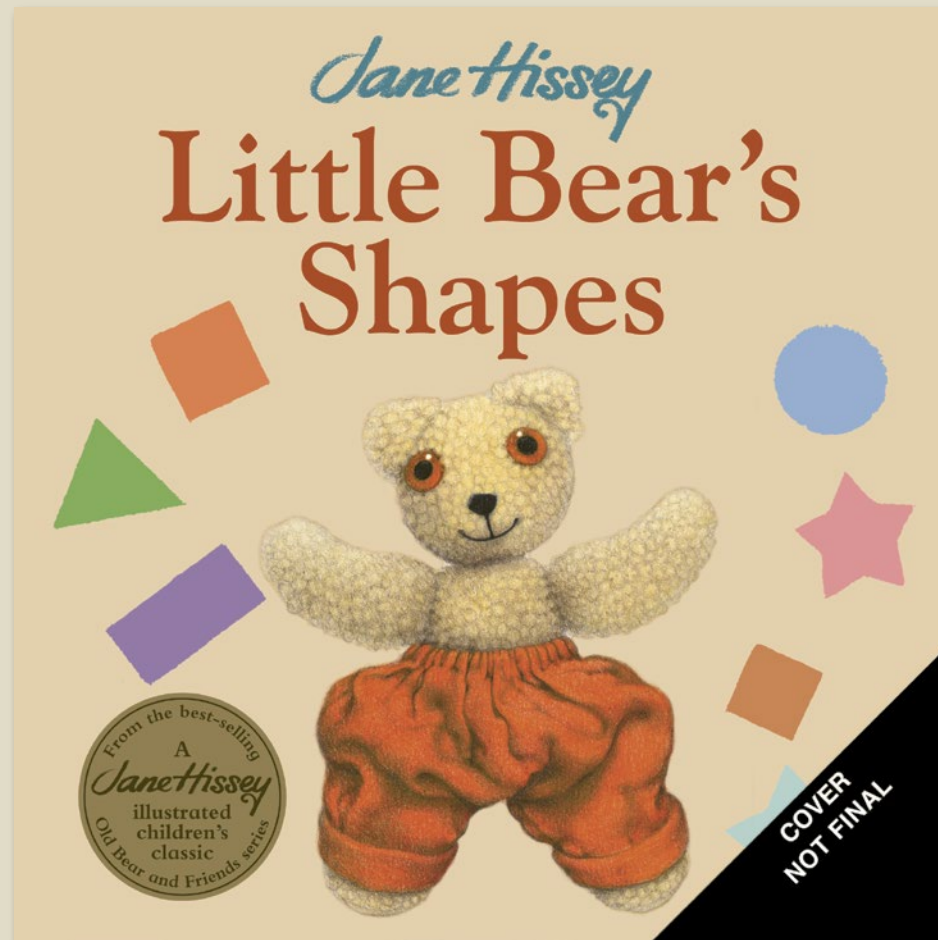
B is for box.



Bramwell Brown has a big box of buttons.

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
Files To Printer	31/10/2024
Freight On Board	16/01/2025
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



blue circle



Bruno's wooden hoop is a circle.



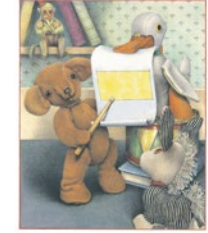
red triangle



Little Bear's dragon mask has triangles for teeth.



see-through rectangle



Bramwell is pointing to a yellow rectangle.



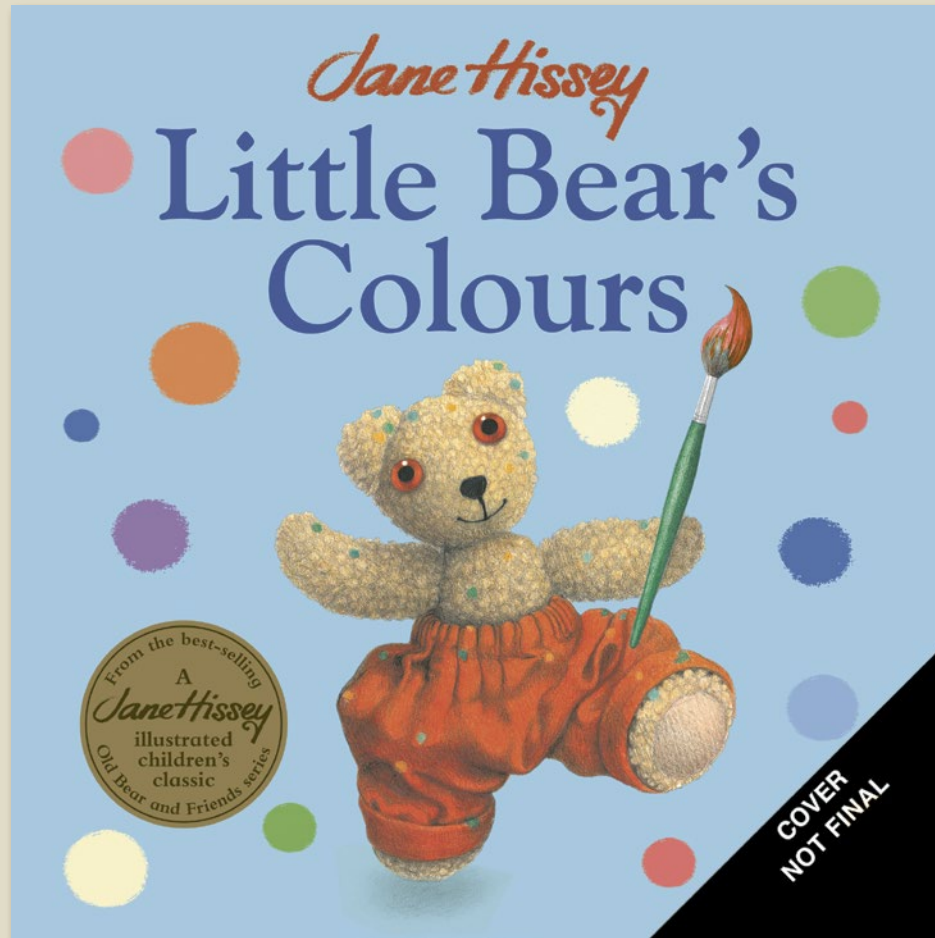
square flag



The toys are cutting out square windows.

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
Files To Printer	24/02/2025
Freight On Board	29/05/2025
Rights Available	World

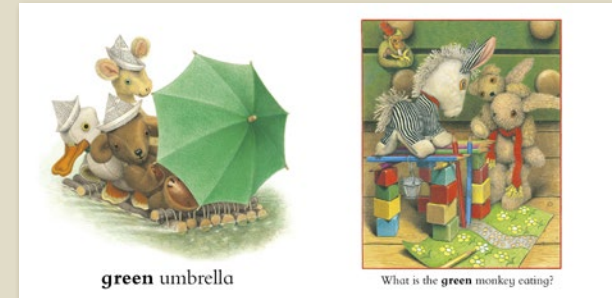
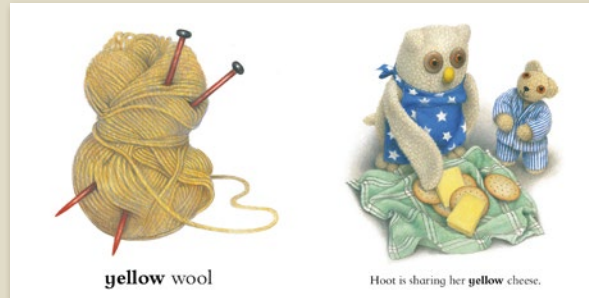
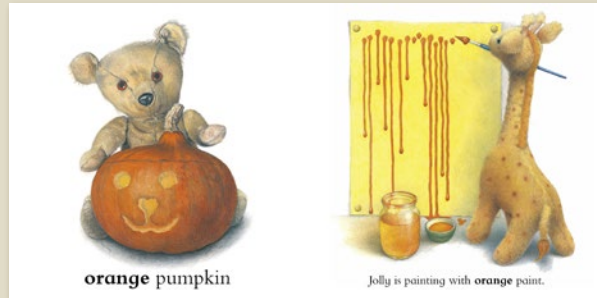
Little Bear's Colours



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

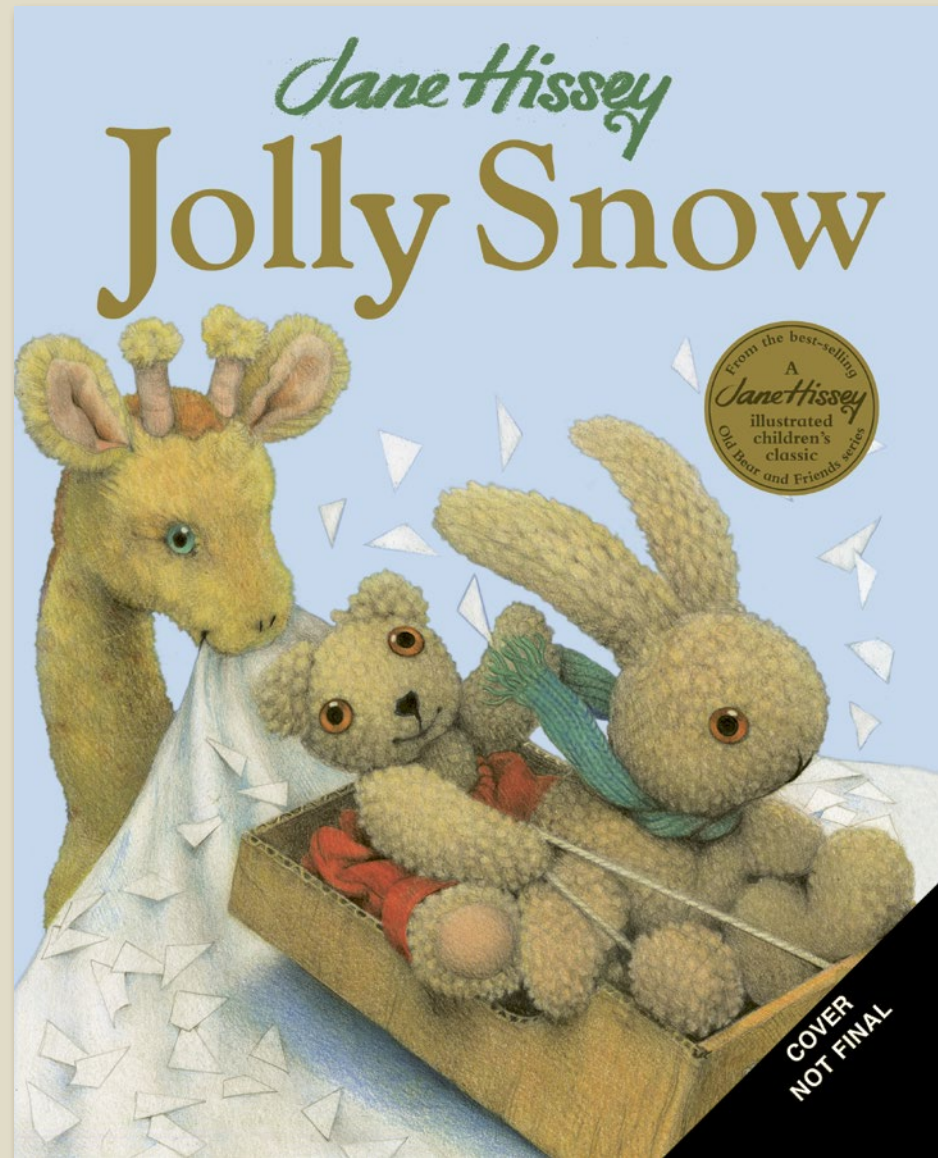
- A timeless board book with rounded corners, simple text and adorable illustrations, perfect for introducing children to the fundamental concept of colours.
- The Old Bear and Friends series has become a timeless classic for teddy bear lovers, selling over 7 million copies internationally and 126,000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

Little Bear's Colours



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
Files To Printer	31/10/2024
Freight On Board	16/01/2025
Rights Available	World

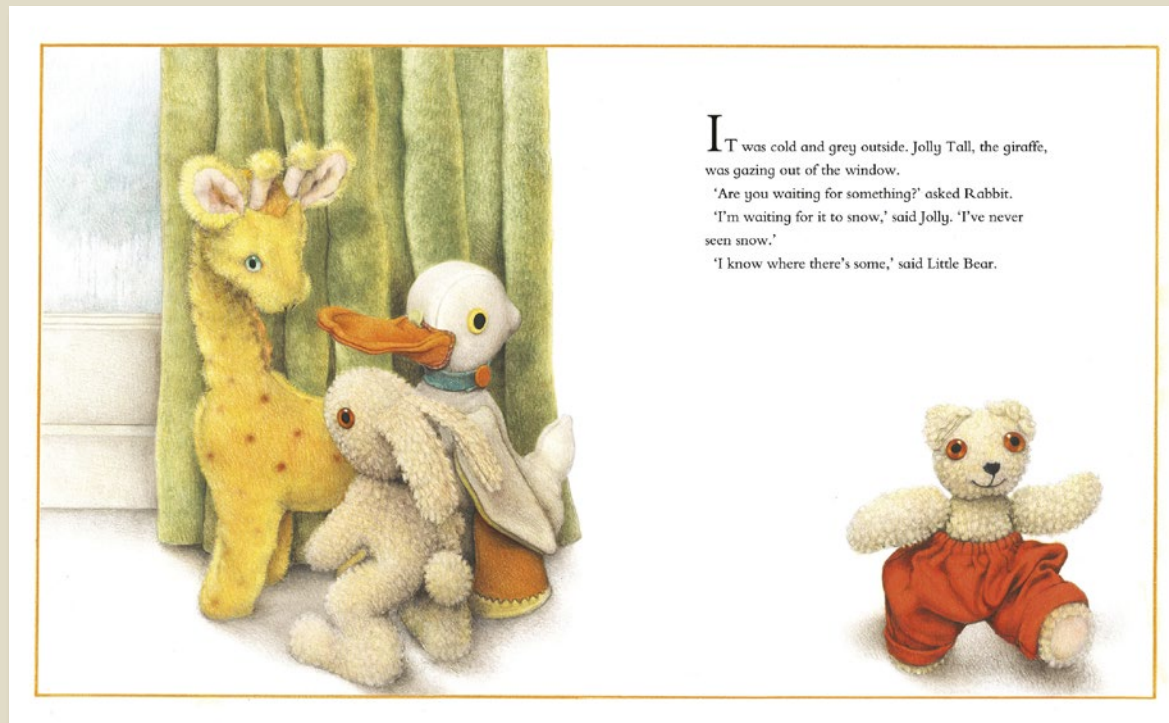
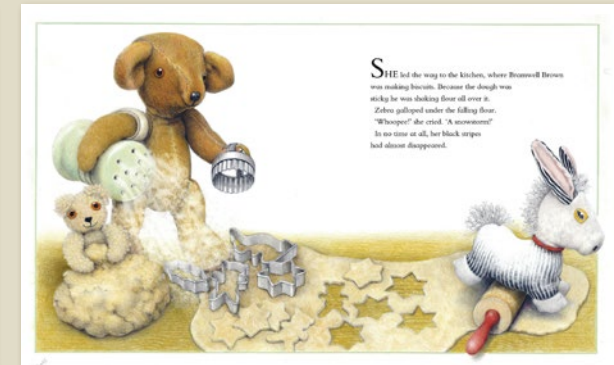
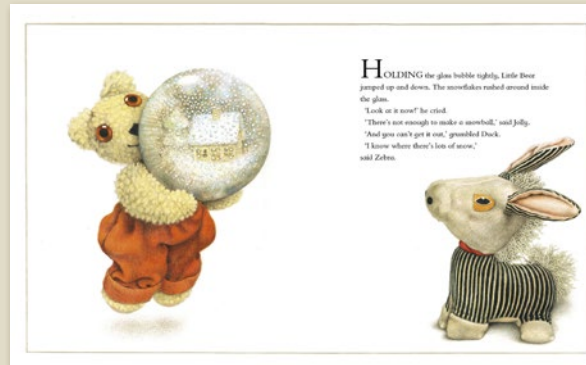
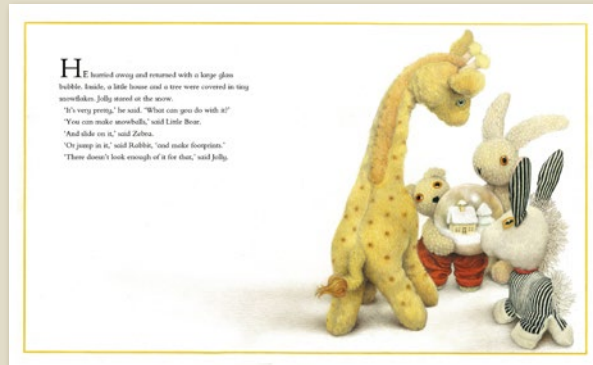
Jolly Snow



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

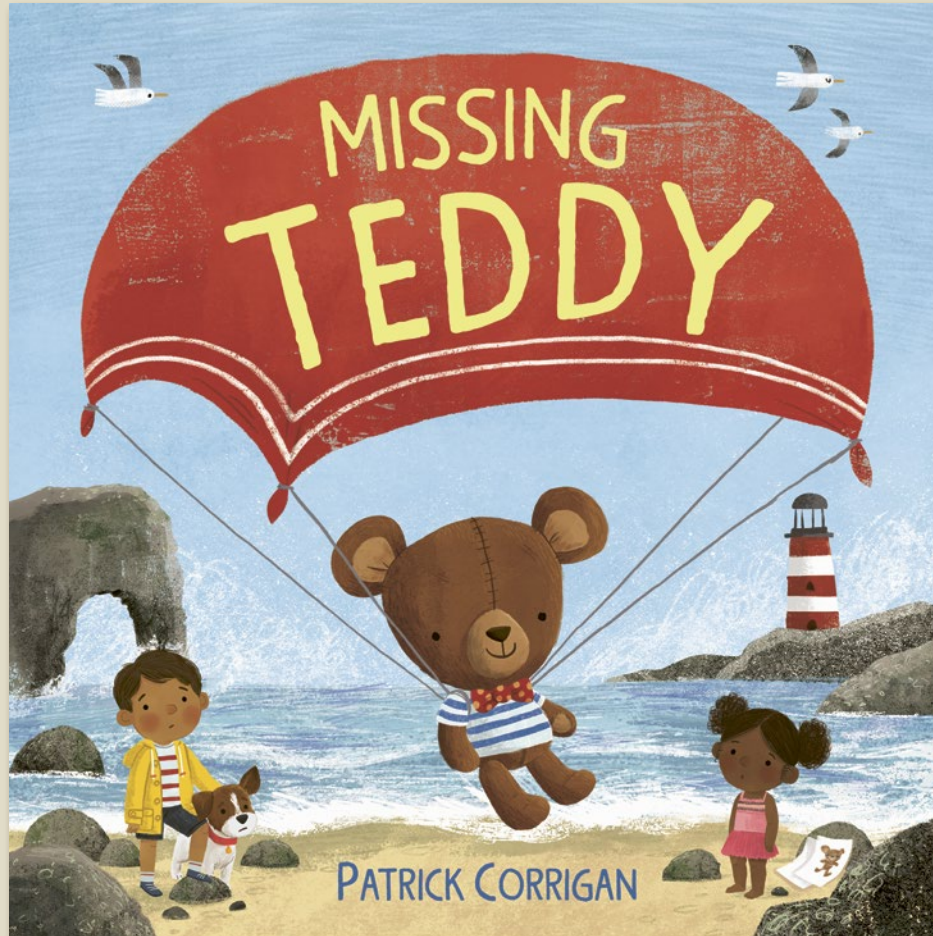
- Jane Hissey's best-selling teddy bear series became the basis for the BAFTA award-winning TV series, *Old Bear and Friends*.
- Jane Hissey's elegant, photo-realistic coloured-pencil drawings give the book a beautiful, wintry, nostalgic glow.
- The *Old Bear and Friends* series has become a timeless classic for teddy bear lovers across the globe, selling over 127k 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



Pub Date	09/10/2025
Pub Price	£7.99
ISBN	9781835871904
H x W	292 x 191mm
Binding	Paperback
Age Range	0-5 years
Author	Hissey Jane Jane Hissey
Illustrator	Jane Hissey
Extent	32pp
Files To Printer	19/05/2025
Freight On Board	24/07/2025
Rights Available	World

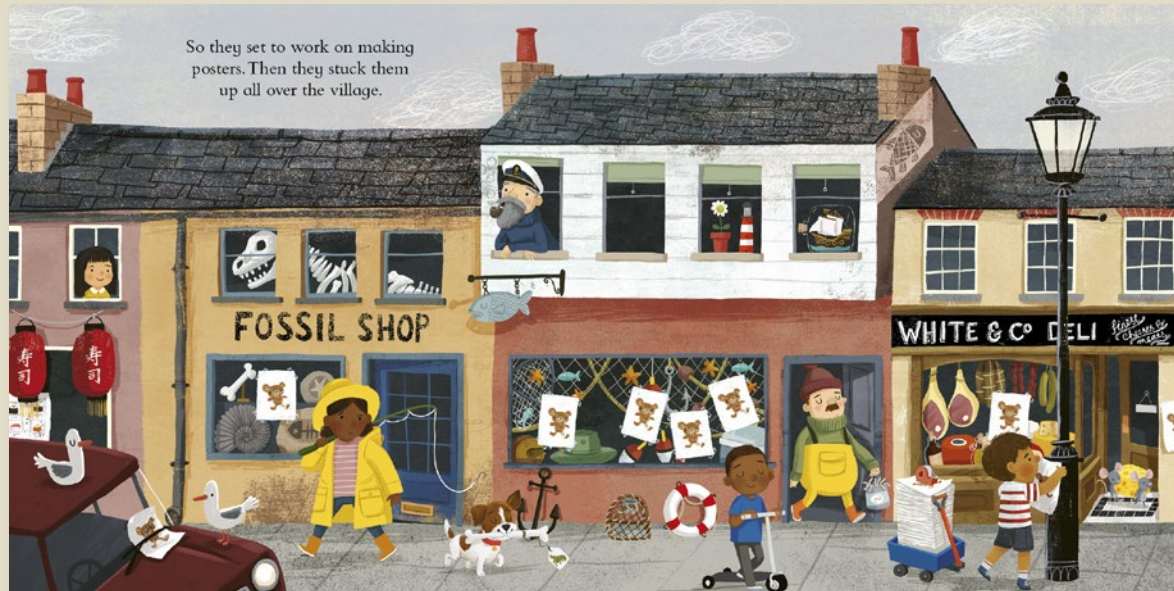
Missing Richmond



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

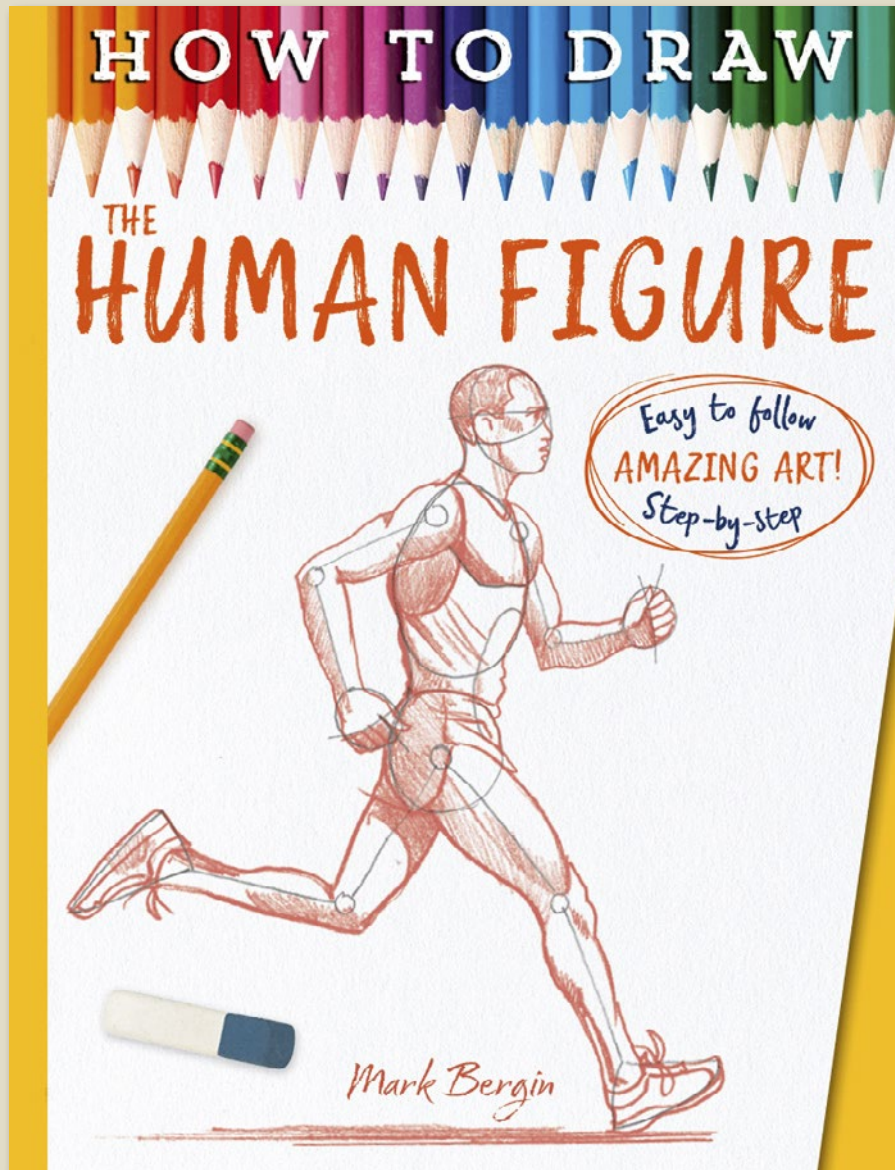
- A beautiful tale about appreciating what you have, paying it forward, and how learning to share can lead to wonderful friendships.
- The perfect tale for children starting school and making friends for the very first time.
- Colourful, snuggly illustrations and empathetic text make this an adorable 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
Extent	32pp
Files To Printer	14/10/2024
Freight On Board	02/01/2025
Rights Available	World

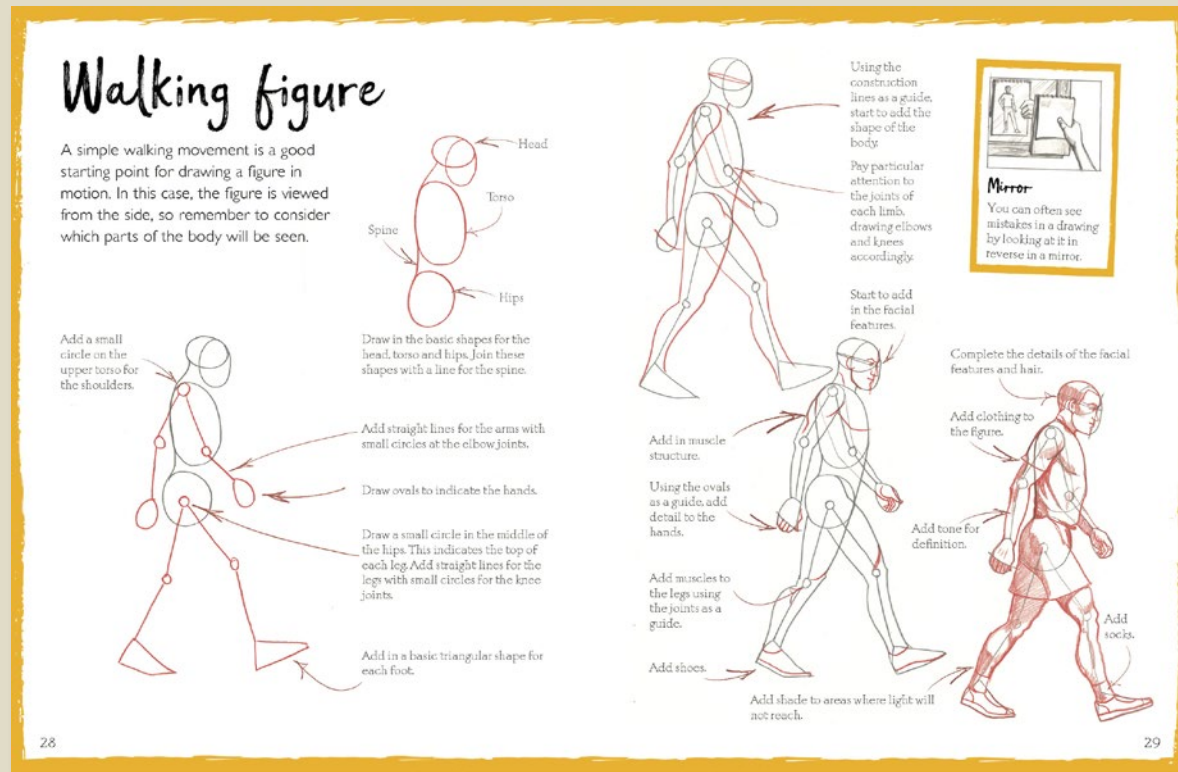
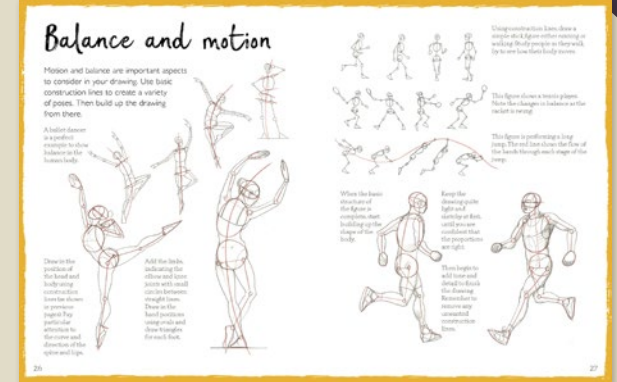
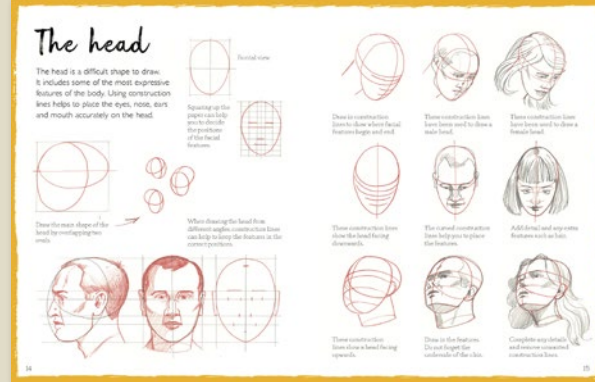
How To Draw The Human Figure



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

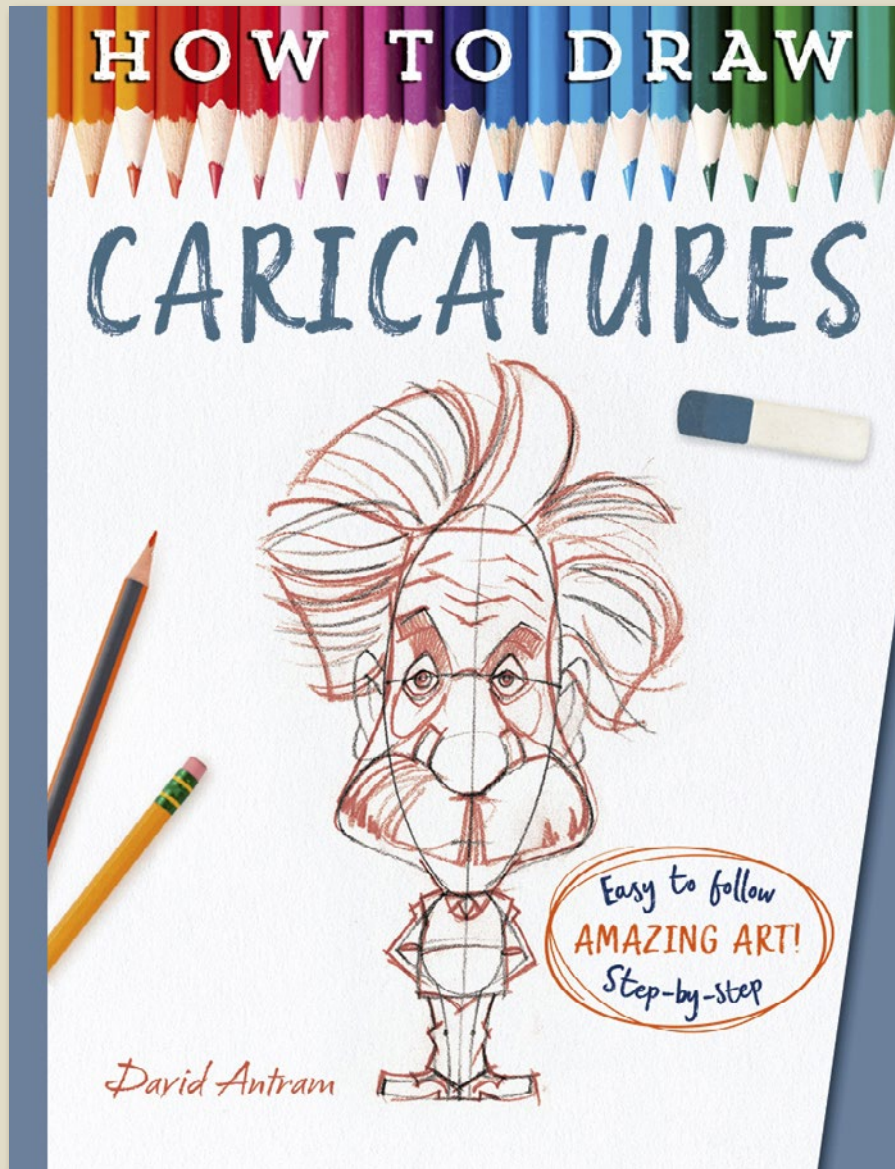
- Easy to follow instructions, simple steps and diagrams throughout.
- Perfect beginners guide to introduce artists to the human figure, ideal for budding illustrators and sketchers.
- Continue the series with 55 other How to Draw titles available!

How To Draw The Human Figure



Pub Date	13/02/2025
Pub Price	£6.99
ISBN	9781835871928
H x W	280 x 215mm
Binding	Paperback
Age Range	12+ years
Author	Bergin Mark Mark Bergin
Extent	32pp
Freight On Board	05/12/2024
Rights Available	World

How To Draw Caricatures



A step-by-step guide to creating caricatures!

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

How To Draw Caricatures

Different treatments

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

Amplify prominent features.

Add more detail to the face including bigger nose, hair, wrinkles, lines, creases, shading to make eye darker areas.

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

Draw the forehead. It has been considerably stretched and would add extra age to the character.

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

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

Insulting vs complimenting

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

Good features are the best. Drawing a caricature that is insulting or complimentary is a matter of choice.

Start by drawing an egg shape. Add construction lines for the face. Add a nose and mouth.

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

Draw a line for the nose. Add shading to the nose. Add shading to the mouth. Add shading to the eyes.

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

The hair is drawn in a way that it is in a bowl and it is well defined. To create a more realistic caricature, you can draw the hair in a way that it is in a bowl and it is well defined.

Draw a line for the nose. Add shading to the nose. Add shading to the mouth. Add shading to the eyes.

Macaroni

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

Great exaggerate the height of the hair. There are wigs on high. The hair is drawn in a way that it is in a bowl and it is well defined.

Draw a line for the nose. Add shading to the nose. Add shading to the mouth. Add shading to the eyes.

Draw a line for the nose. Add shading to the nose. Add shading to the mouth. Add shading to the eyes.

Draw a line for the nose. Add shading to the nose. Add shading to the mouth. Add shading to the eyes.

Draw a line for the nose. Add shading to the nose. Add shading to the mouth. Add shading to the eyes.

Looking like your pet

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

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

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

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

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

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

Finish off both caricatures by completing all details.

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

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

Pub Date	27/02/2025
Pub Price	£6.99
ISBN	9781835871935
H x W	280 x 215mm
Binding	Paperback
Age Range	9-11 years
Author	Antram David David Antram
Extent	32pp
Freight On Board	05/12/2024
Rights Available	World

How To Draw Fantastic Beasts



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

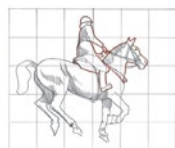
- Easy to follow instructions, simple steps and diagrams throughout.
- Learn to draw a range of different fantasy characters and art in all its intricacy!
- Perfect for beginners to learn the basics and build art confidence, and ideal for children 8-12 years old.
- Continue the series with 55 other How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

How To Draw Fantastic Beasts

Using photos

Drawing from photographs of real people and animals can help you identify shape and form. This will help to make your imaginary creatures more realistic and in proportion.

Make a drawing of a photograph and draw a grid of squares over it.



Now you can add to your sketch the extra details. Use a compass to get lines. Use a ruler to get straight lines. Use a pencil to get smooth curves.

To make your drawing look more realistic, draw the light to coming from one side and use a pencil to create a shadow.

Sketch an animal and use it as a model. Copy the proportions of the animal and use them to draw your creature.



Hydra

The Hydra in Greek mythology was said to guard the entrance to the underworld beneath the waters of Lake Lerna. Heracles killed this hideous creature as one of his twelve labors.

Draw a circle for each of the Hydra's heads.



Add two lines to join the necks to the body.



Minotaur

The Minotaur was half man, half bull. This creature of Greek myth was said to dwell in the labyrinth constructed by King Minos at Knossos. Theseus eventually killed the beast, then found his way out safely by following the trail of string he had left to guide him.

Draw a vertical line through the center.



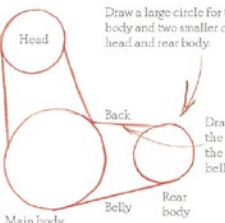
Sketch a large oval for the head and a smaller one for the body.



Gryphon

The gryphon (griffin) or lion-eagle was considered to be the king of the air, and was a powerful and majestic creature. In Persian culture, gryphons are shown drawing the sun across the sky.

Draw a pyramid shape for the face.



Draw a large circle for the main body and two smaller ones for the head and rear body.



Add lines for both wings.



Negative Space
Look at the space around the figure (negative space) to help check the proportions and shape of your drawing.



Draw lines for the positions of the legs.

Wing construction

First draw two straight lines.



Add two oval shapes.



Add muscles to the wing.



Indicate the groups of feathers.



Carefully draw in rows of feathers.



Add shading under the front edge of the wing.

Sketch in the beak, ears and eyes.



Add detail of back feet and legs.



Sketch in the front feet.



Finish drawing the detail of the gryphon's head.



Add a curved, lion-like tail.



Add feathers (see left).

Add shading.

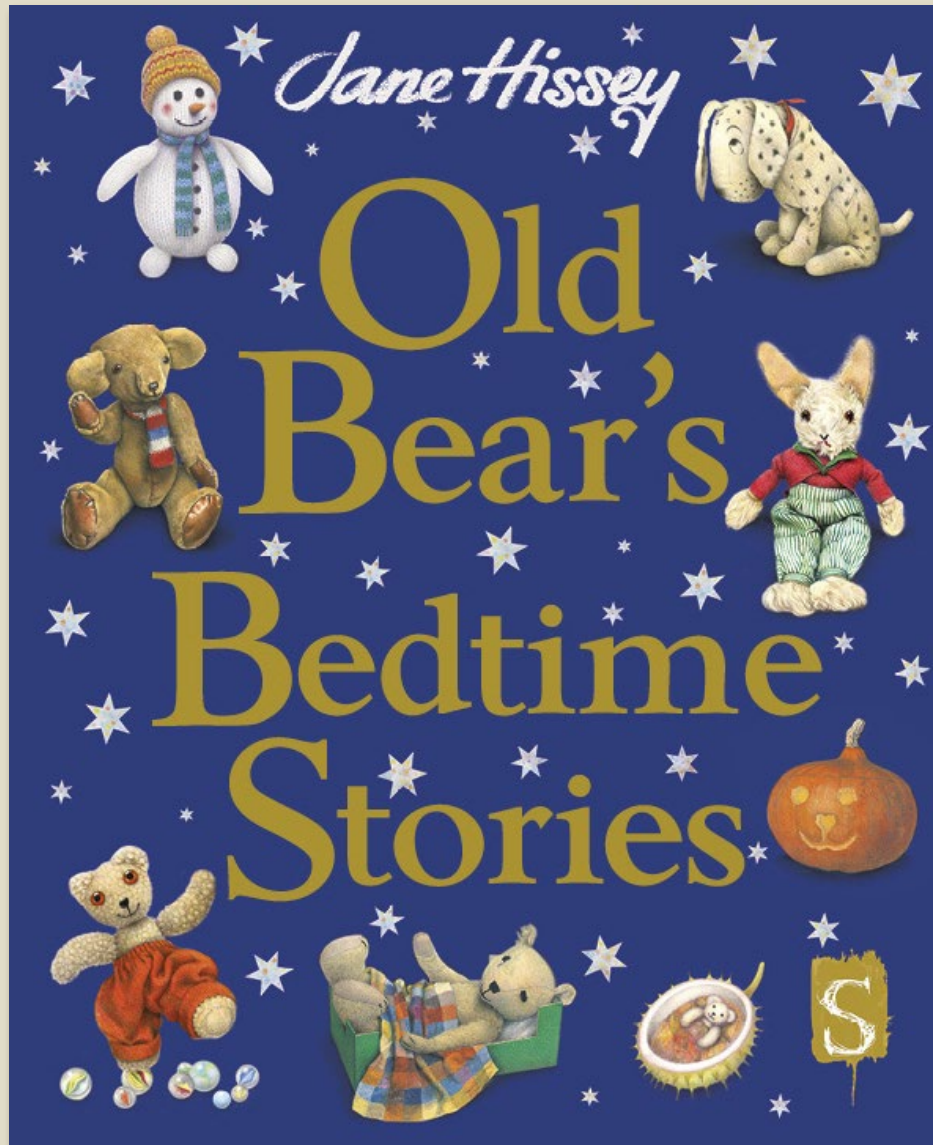
Use short strokes to draw the chest feathers.

Draw the sharp eagle's talons.

Add hair to the tip of the tail.

Pub Date	13/02/2025
Pub Price	£6.99
ISBN	9781835871942
H x W	280 x 215mm
Binding	Paperback
Age Range	Adult
Author	Mark Bergin
Extent	32pp
Freight On Board	05/12/2024
Rights Available	World

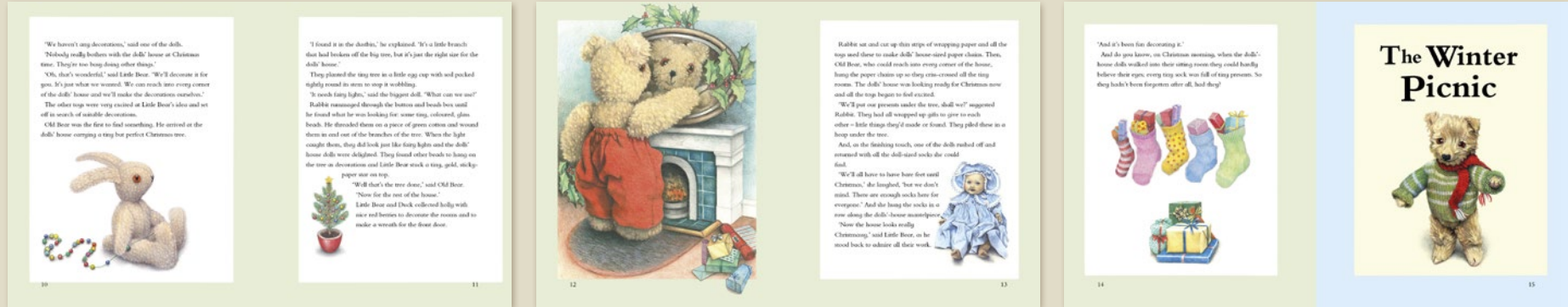
Old Bear's Bedtime Stories



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 Bedtime Stories



IT WAS nearly Christmas. The toys 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 toys 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 toys.

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

'They should have saved the low-down jobs for us,' said Rabbit.

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

'There's the pot the Christmas tree stands in,' said Little Bear, 'that's low down and it's always decorated.'

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

8



'There's nothing left for us to do,' said Little Bear. 'And I have been practising bows all week.'

Then he noticed the dolls' house. Standing in the corner of the playroom, it had been completely forgotten. There were no paper chains in the rooms, 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 dolls' house. 'It doesn't look very festive.'

9

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 Hissey**

Illustrator **Jane Hissey**

Extent **160pp**

Files To Printer **14/04/2025**

Freight On Board **19/06/2025**

Rights Available **World**

How To Draw Planes



A step-by-step guide to drawing planes!

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

How To Draw Planes

Fokker DR1 Triplane

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

How to draw: Start by drawing a circle for the fuselage. Add a line for the nose. Draw a line for the tail. Add a line for the wing. Add a line for the tail wing. Add a line for the wing.

Background: The DR1 was a difficult aircraft to fly and was regarded as a machine only for experienced pilots. Baron Manfred von Richthofen was the first to fly it in combat. He shot down eight British Sopwith triplanes and was killed in action on April 21, 1918.

Light and dark: Shading with drawing can help bring the drawing to life. Use light and dark to show the shape of the wings.

Supermarine S6B

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

How to draw: Start by drawing a circle for the fuselage. Add a line for the nose. Draw a line for the tail. Add a line for the wing. Add a line for the tail wing. Add a line for the wing.

Background: The S6B was designed by R. A. Smith and built by Supermarine. It was the first seaplane to be powered by a diesel engine. It was also the first seaplane to be built with a cantilever wing.

Light and dark: Shading with drawing can help bring the drawing to life. Use light and dark to show the shape of the wings.

Airbus A380

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

How to draw: Start by drawing a circle for the fuselage. Add a line for the nose. Draw a line for the tail. Add a line for the wing. Add a line for the tail wing. Add a line for the wing.

Background: The A380 was designed by Airbus. It is the largest passenger-carrying airliner in the world. It was first flown in 2005 and entered service in 2007.

Think 3-D: Drawing a 3D model can help bring the drawing to life. Use light and dark to show the shape of the wings.

Light and dark: Shading with drawing can help bring the drawing to life. Use light and dark to show the shape of the wings.

Sketching

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

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

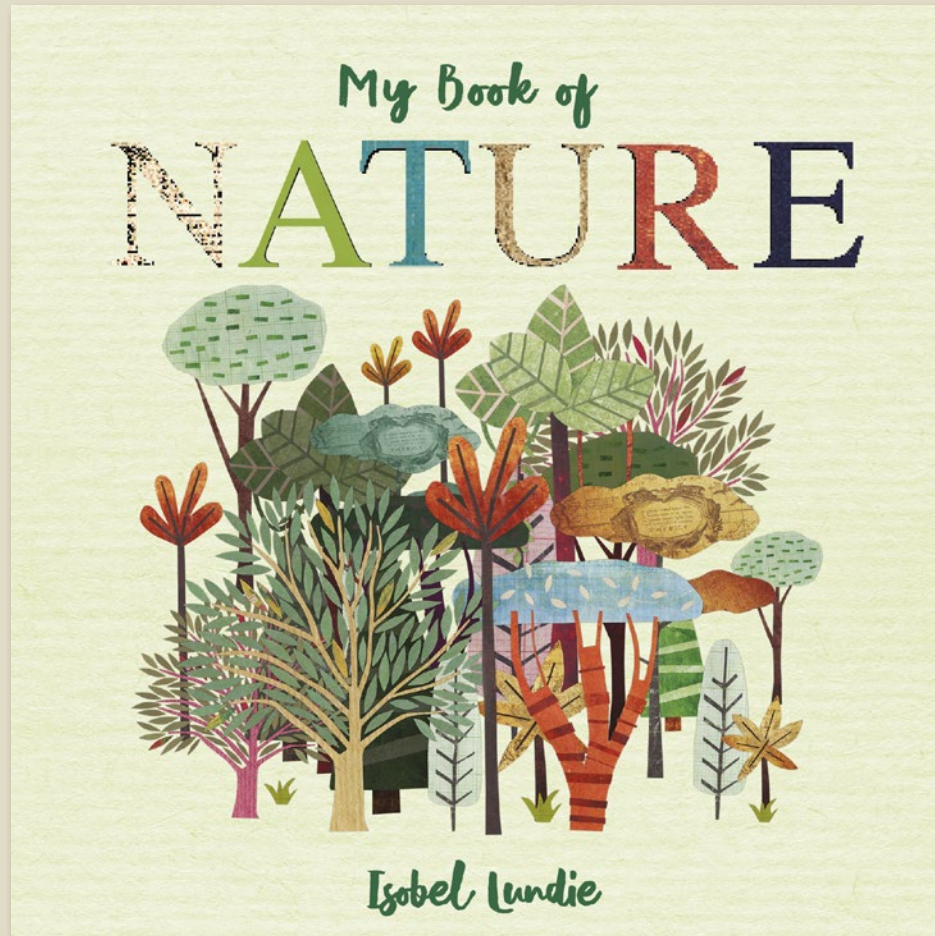
Sketching models: Try drawing model planes. It will be good practice for seeing and observing. The larger the model is, the better it is to draw because its proportions are better.

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

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

Pub Date	27/03/2025
Pub Price	£6.99
ISBN	9781835871966
H x W	280 x 215mm
Binding	Paperback
Age Range	Adult
Author	Bergin Mark Bergin
Extent	32pp
Freight On Board	05/12/2024
Rights Available	World

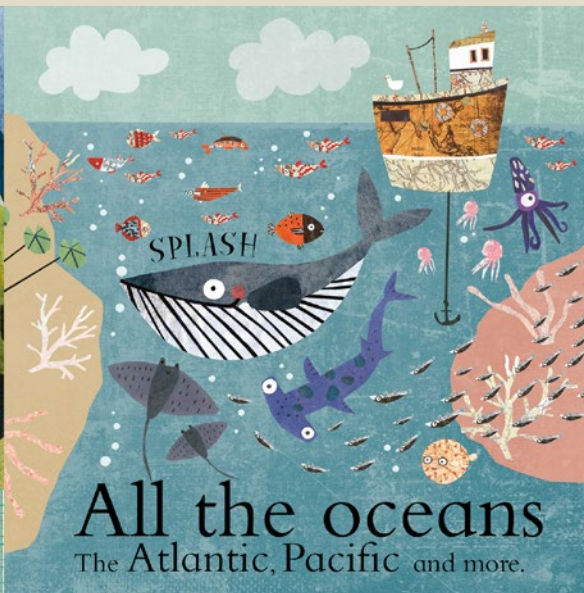
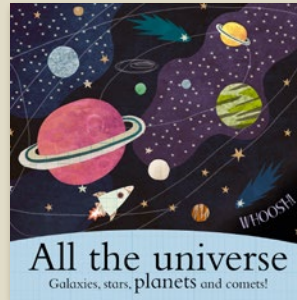
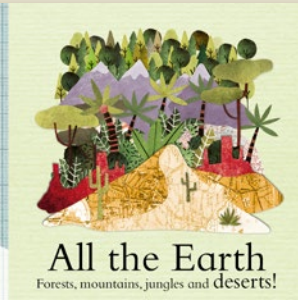
Scribblers Book of Nature



First words for nature lovers.

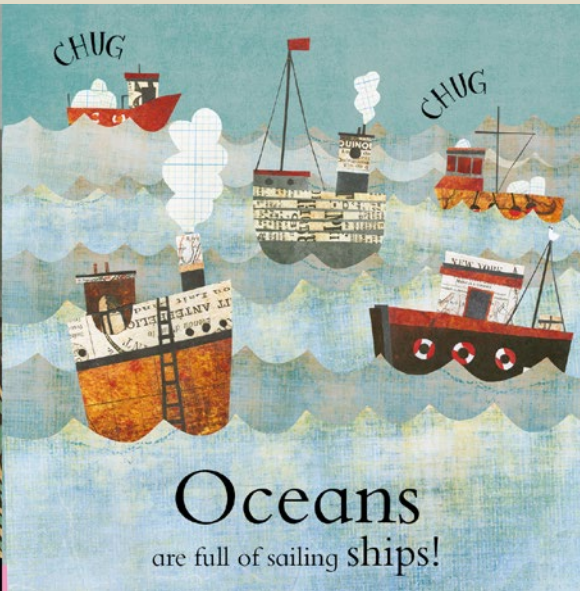
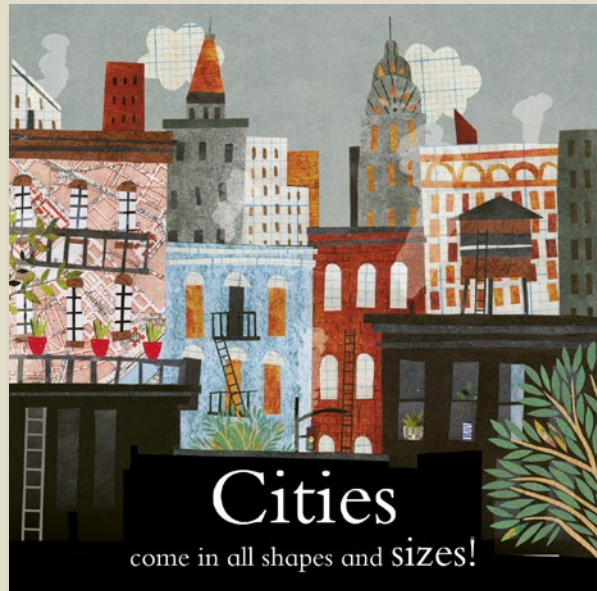
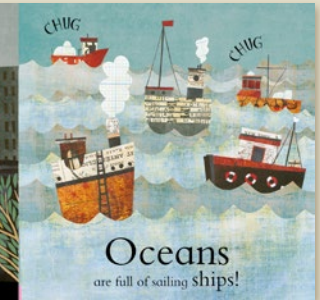
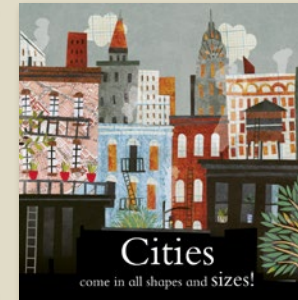
- Part of a larger early concepts series on a range of subjects.
- Includes simple text to encourage interaction with the illustrations.
- Beautifully textured illustrations to capture the attention of young children.

Scribblers Book of Nature



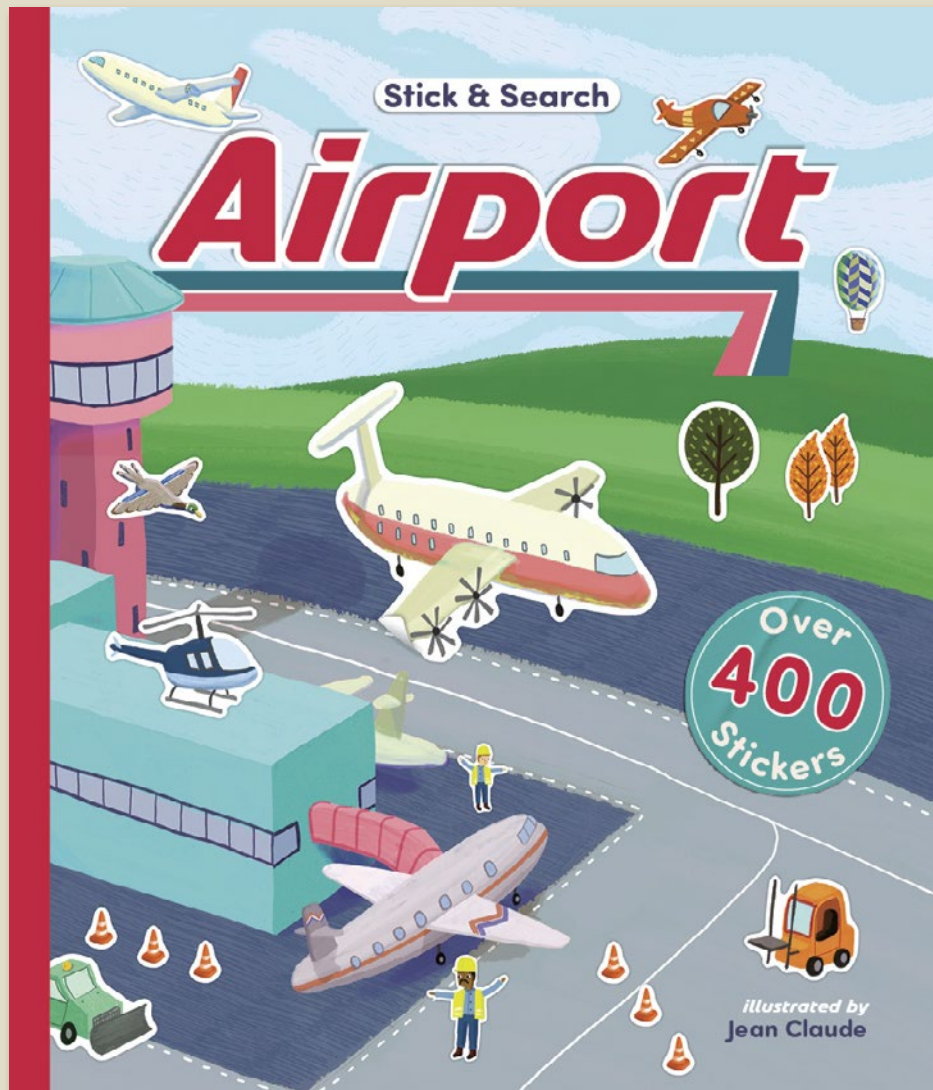
Pub Date	05/06/2025
Pub Price	£6.99
ISBN	9781835871973
H x W	150 x 150mm
Binding	Board Book
Age Range	0-5 years
Author	Isobel Lundie
Illustrator	Isobel Lundie Isobel Lundie
Extent	20pp
Translation Files	21/10/2024
Files To Printer	16/12/2024
Freight On Board	20/03/2025
Rights Available	World

Scribblers 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
Translation Files	21/10/2024
Files To Printer	16/12/2024
Freight On Board	20/03/2025
Rights Available	World

Scribblers Sticker Activity: Airport



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

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

Scribblers Sticker Activity: Airport



Cockpit

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

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



Cross-section

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

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



Stickers for pages 2-3 Contents

Stickers for pages 4-5 The Hub



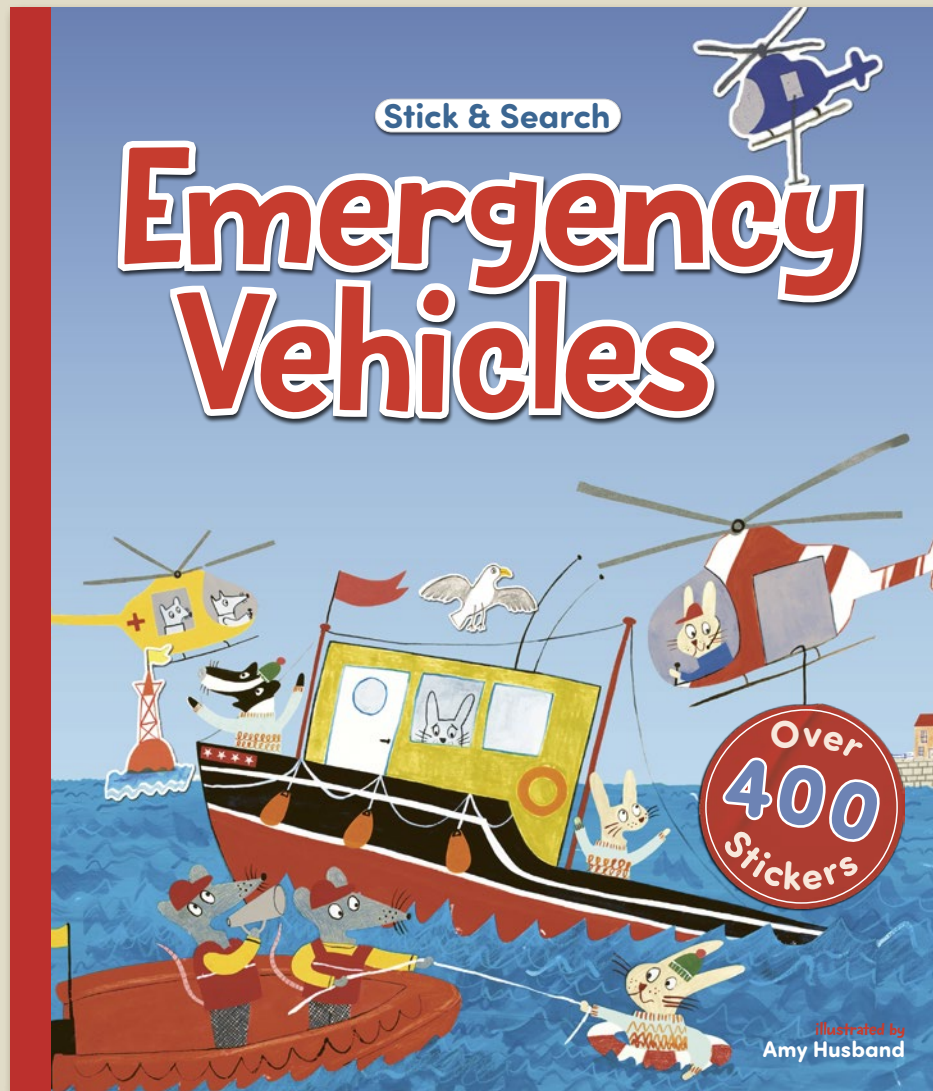
Departures

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

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

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

Scribblers Sticker Activity: Emergency Vehicles



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

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

Scribblers Sticker Activity: Emergency Vehicles



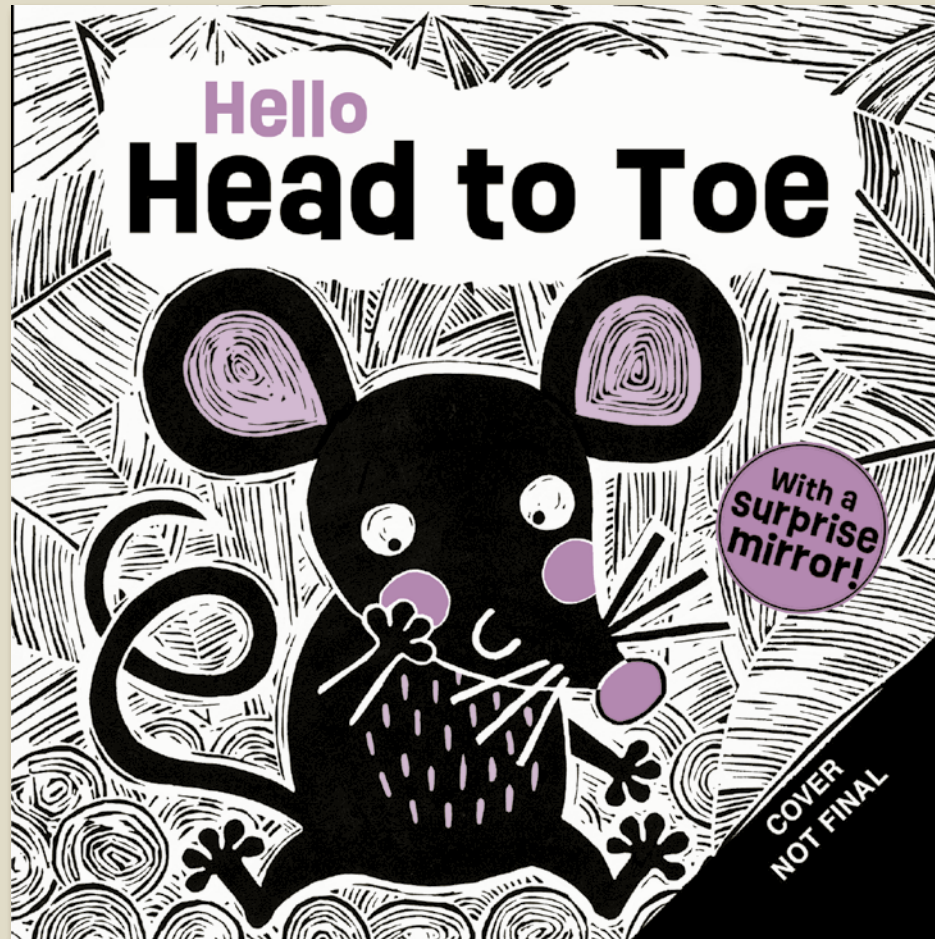
Contents

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

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

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

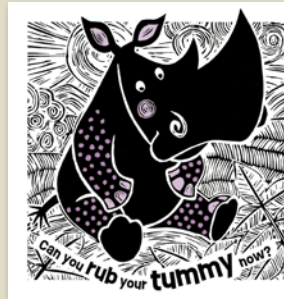
Hello Head to Toe



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
Translation Files	25/04/2025
Files To Printer	18/07/2025
Freight On Board	20/10/2025
Rights Available	World

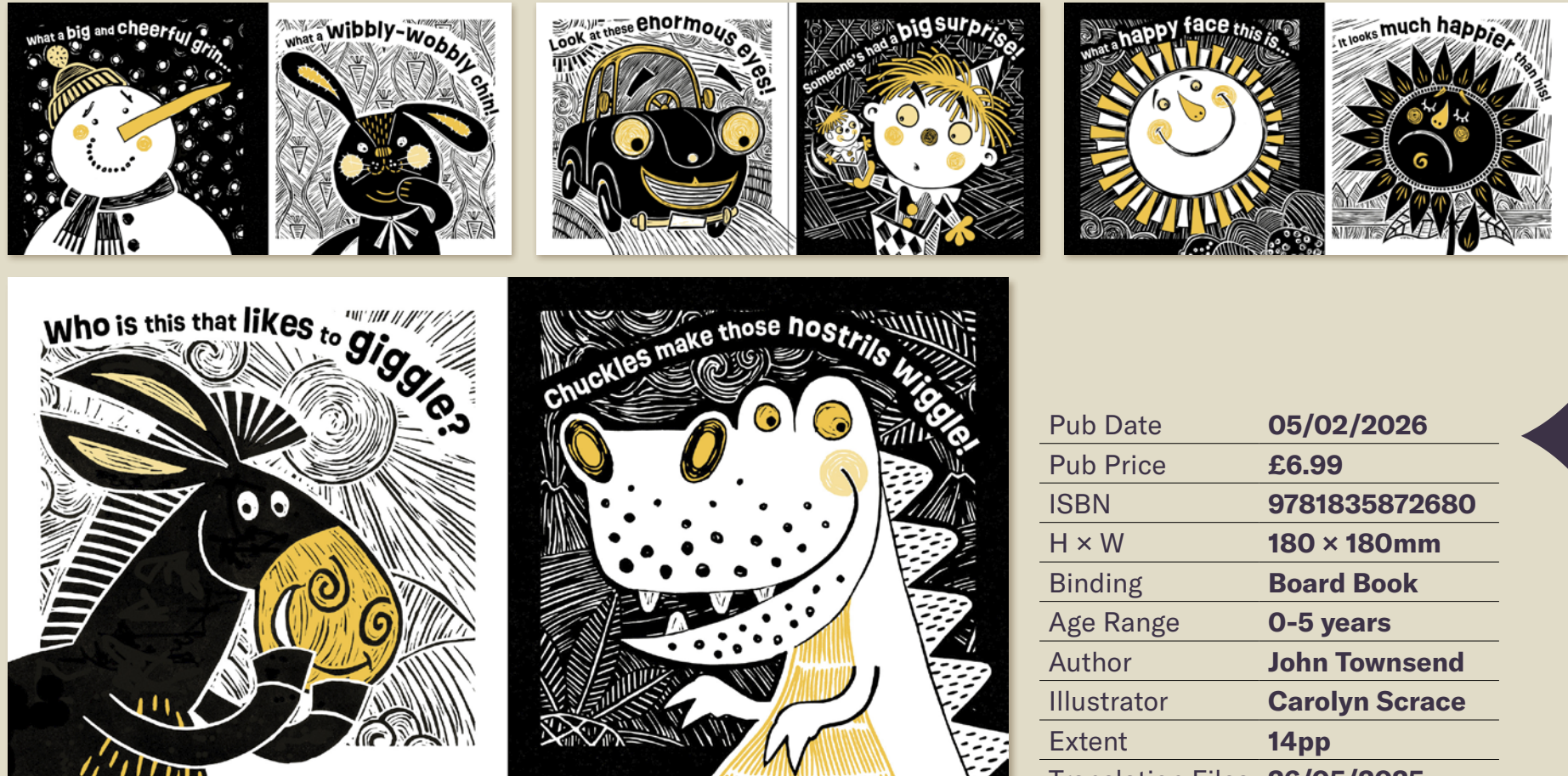
Hello Happy Faces



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

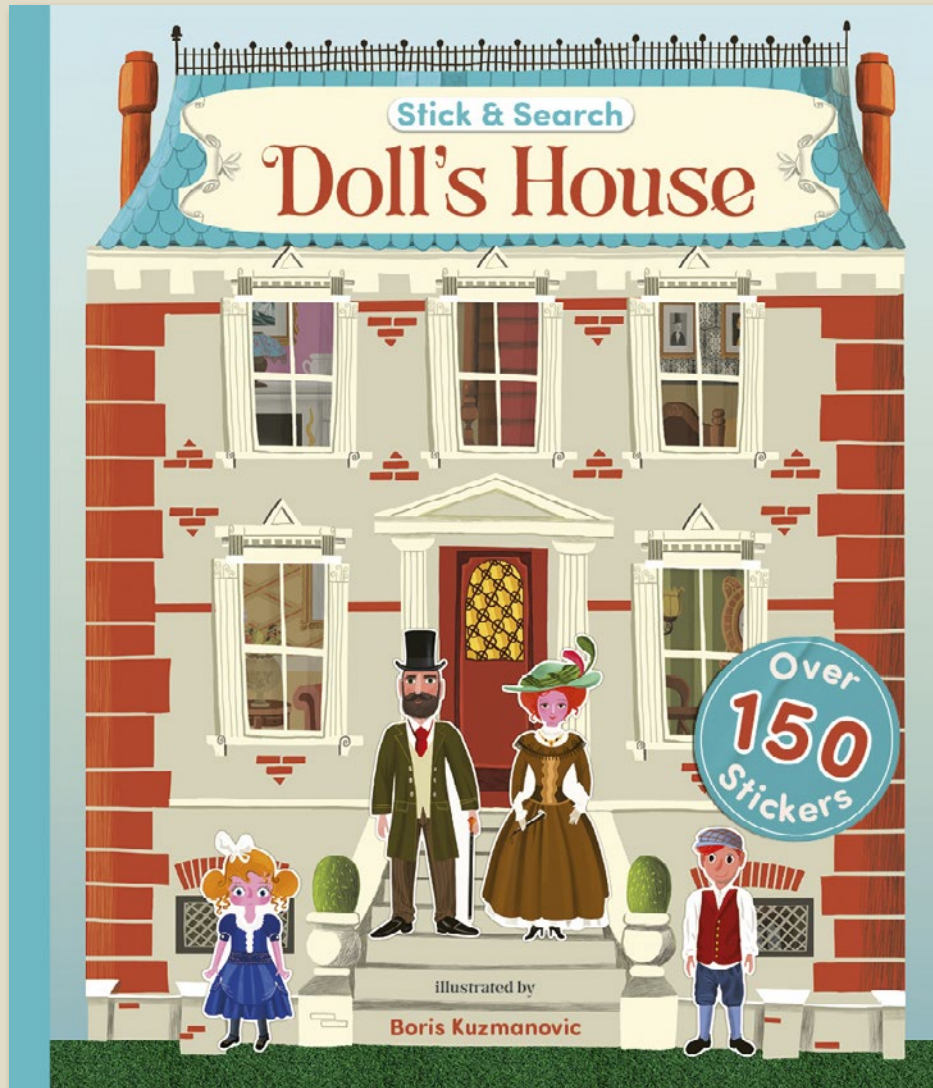
- High-contrast images are designed specifically for babies' eyesight.
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Hello Happy Faces



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
Translation Files	26/05/2025
Files To Printer	18/08/2025
Freight On Board	20/11/2025
Rights Available	World

Dolls' House



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

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

Dolls' House



House Plan

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

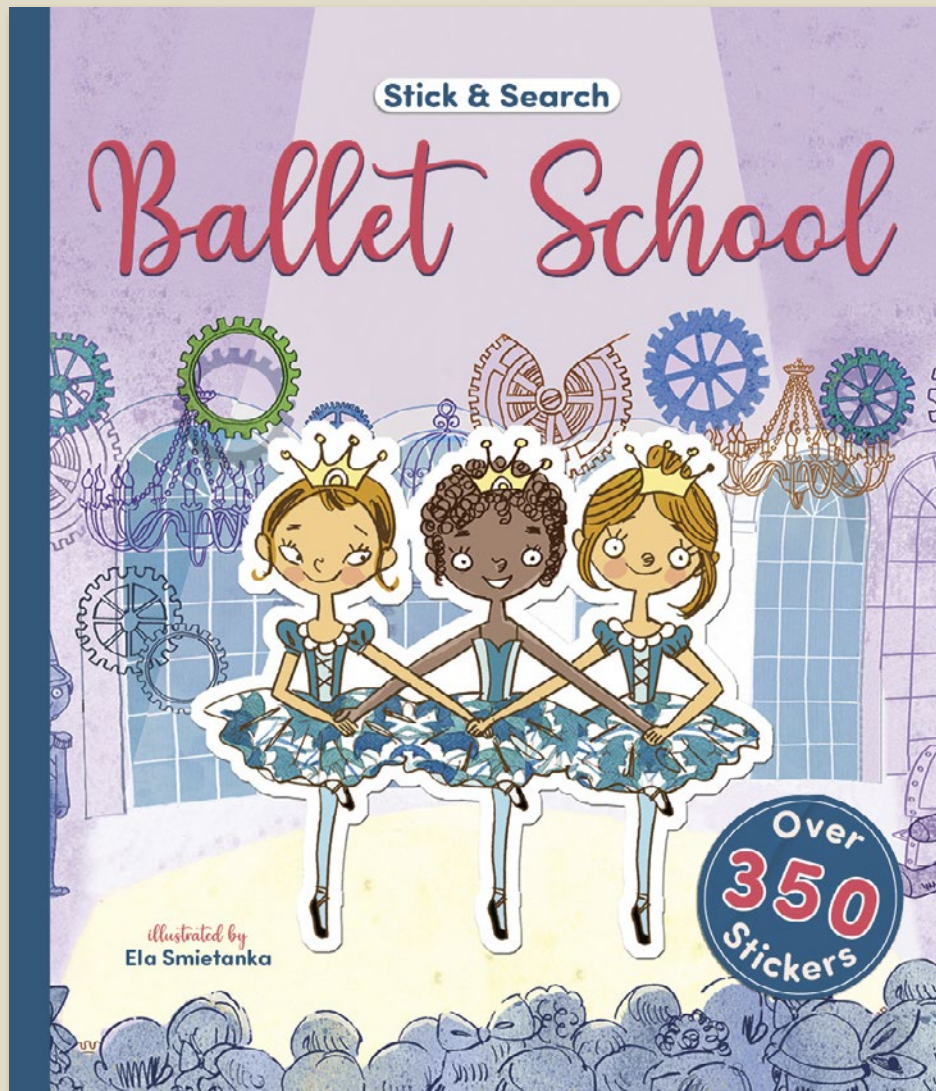
Look closely at the house plan and imagine the daily activities in each space. Which room would you decorate first? Get ready to furnish this charming home and bring it to life!

Can you find...?

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

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

Ballet School Sticker Book



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

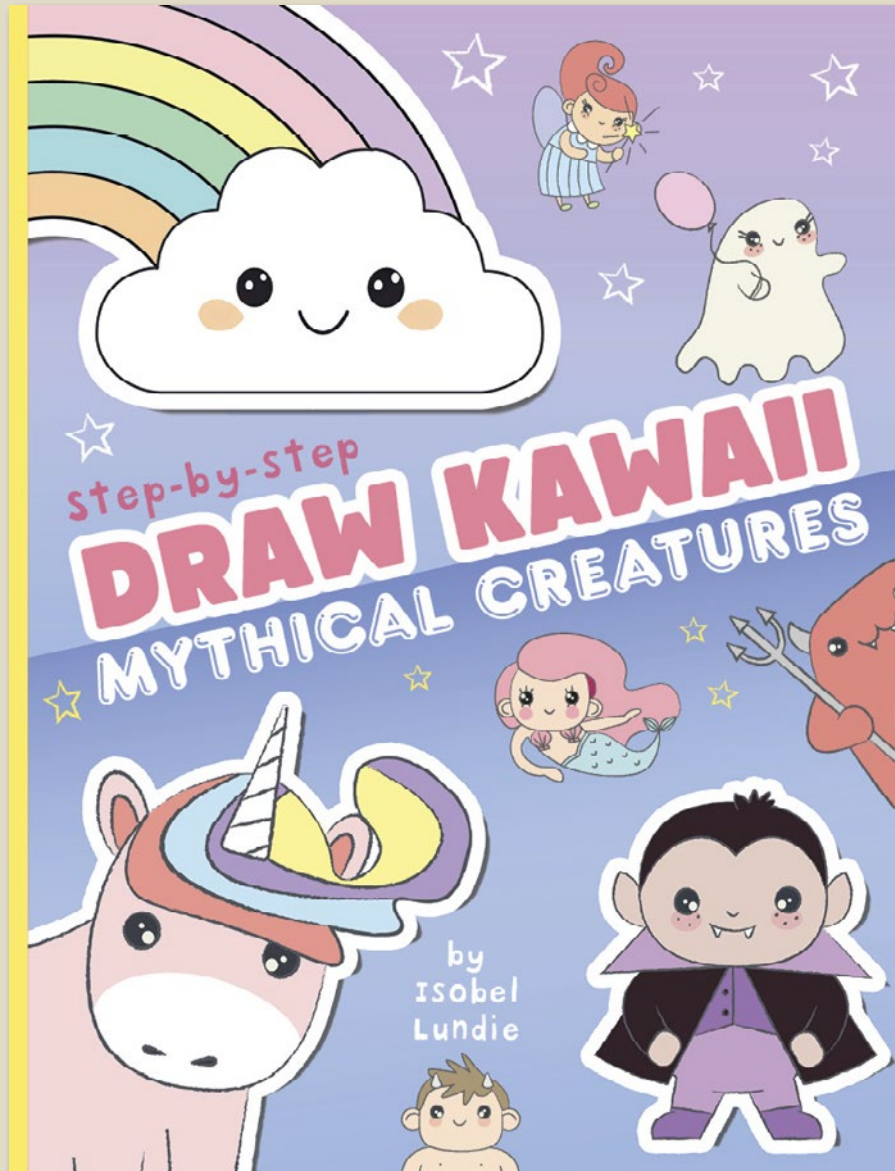
- Over 350 stickers to build beautiful scenes and create a dream ballet school.
- Packed with ballet facts to intrigue little learners and budding dancers about their interest and the world around them.
- Prompts to search and find objects throughout the book expand vocabulary and enhance connections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

Ballet School Sticker Book



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

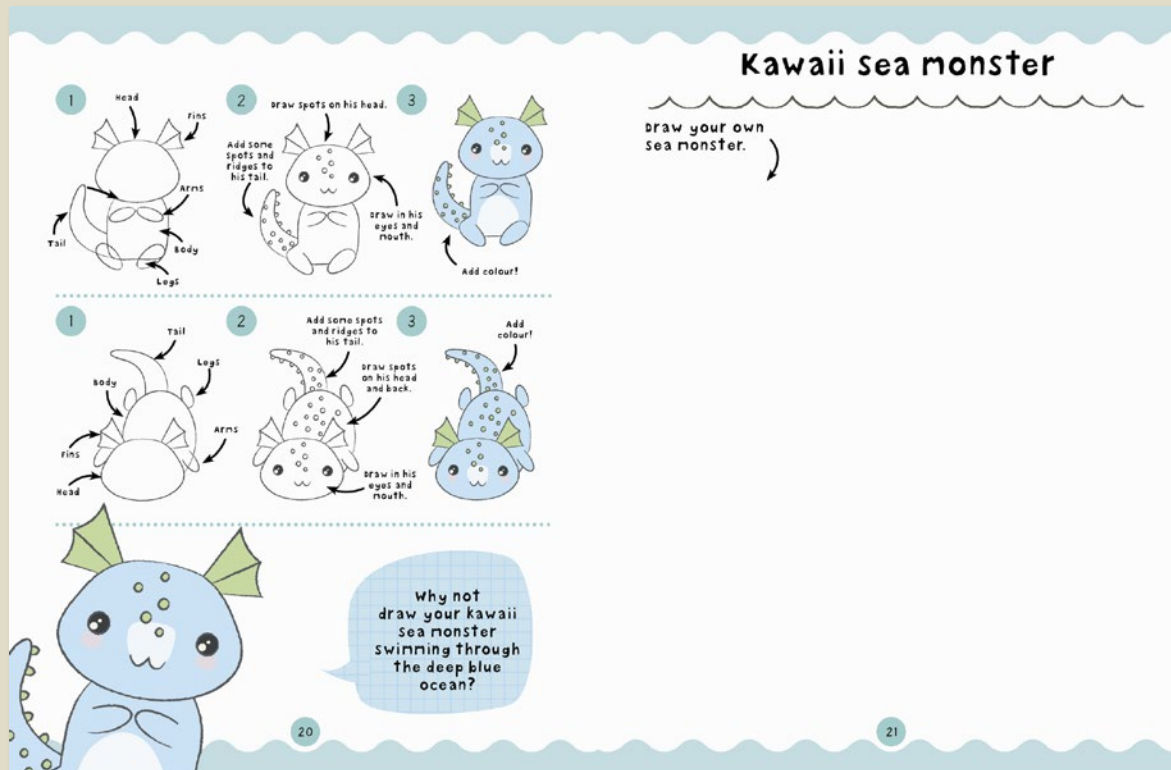
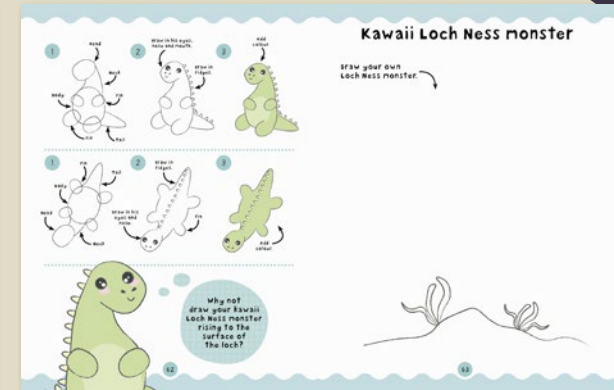
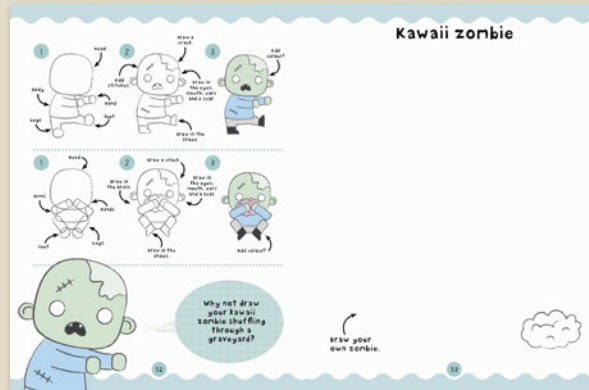
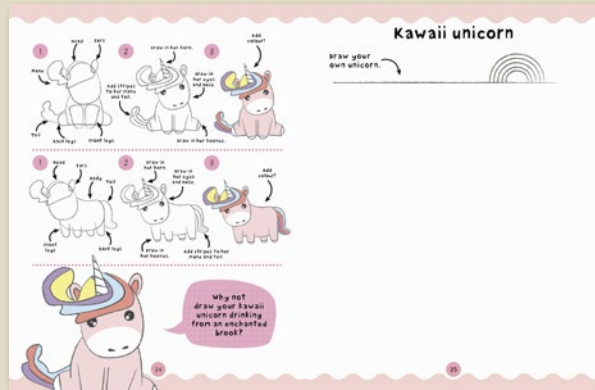
Draw Kawaii: Cute Mythical Creatures



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

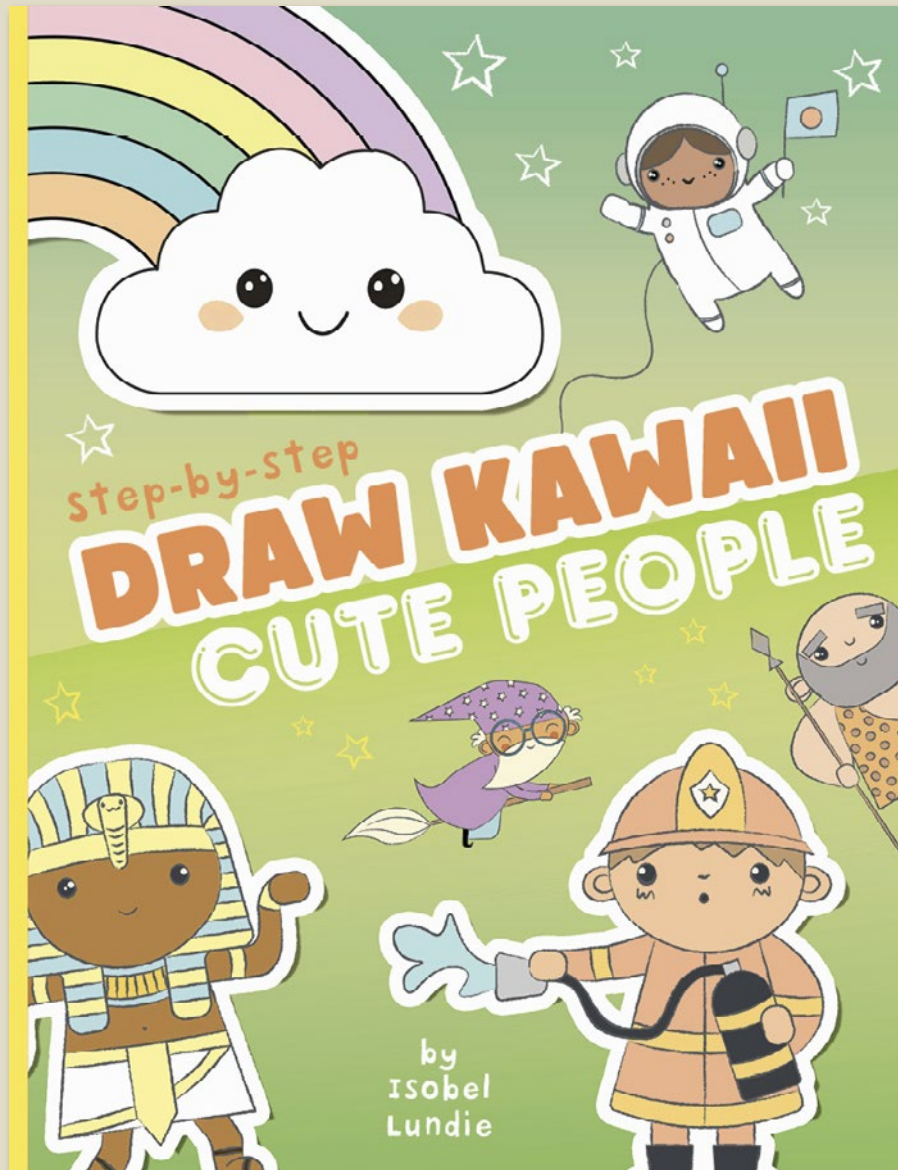
- An easy and accessible guide to creating original kawaii masterpieces.
- Kawaii is a Japanese cultural phenomenon proven to be incredibly popular amongst both children and adults across the world.
- A brilliant beginner's guide introducing children to different drawing techniques, mediums and art styles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

Draw Kawaii: Cute Mythical Creatures



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

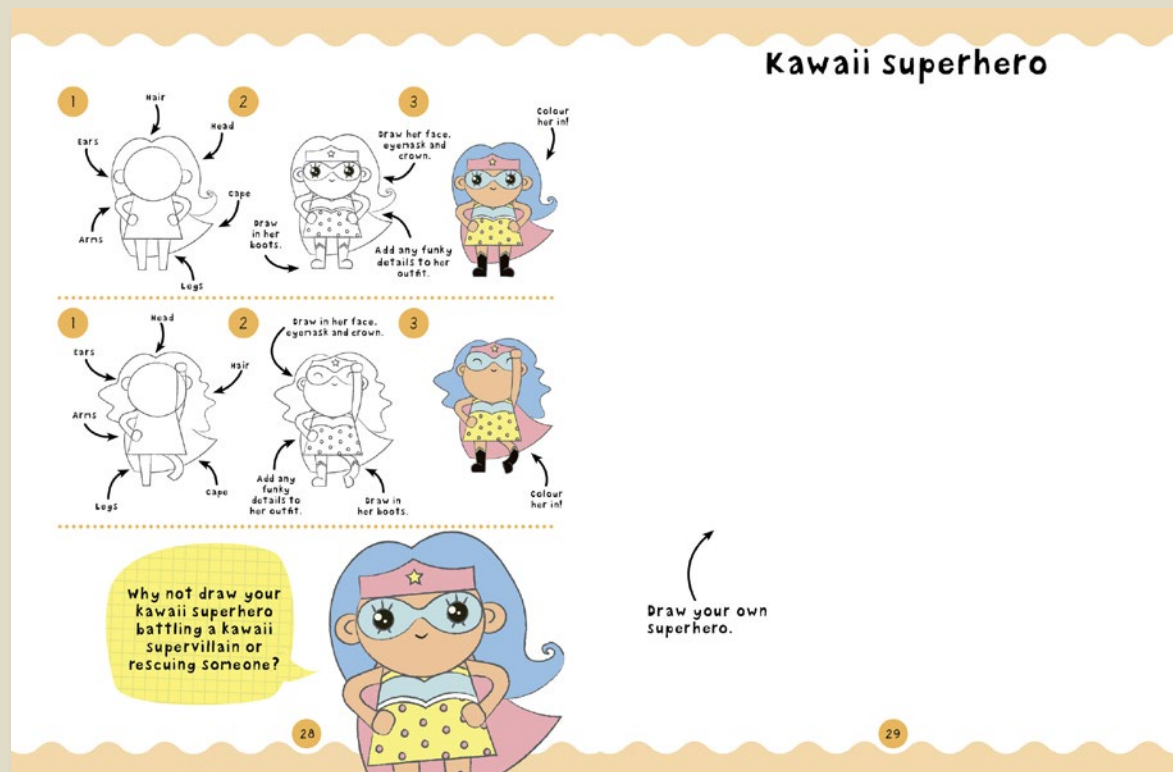
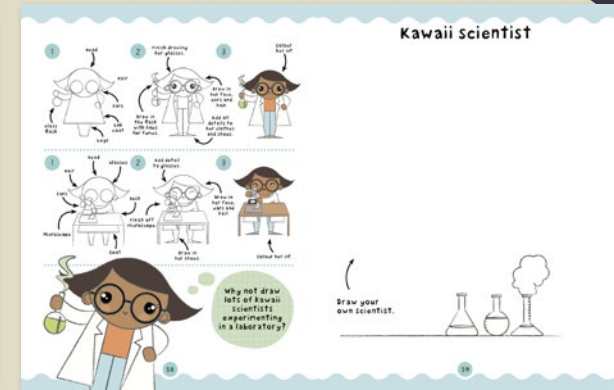
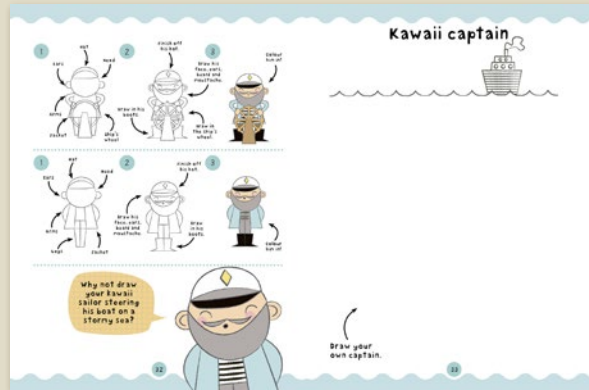
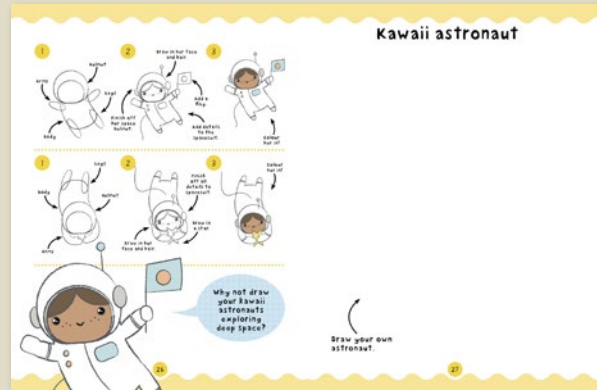
Draw Kawaii: Cute People



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

- An easy and accessible guide to creating original kawaii masterpieces.
- Kawaii is a Japanese cultural phenomenon proven to be incredibly popular amongst both children and adults across the world.
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Draw Kawaii: Cute People



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Rights Available	World

Landmarks: Sticker Maps



Discover the world through stickers in this book of landmarks!

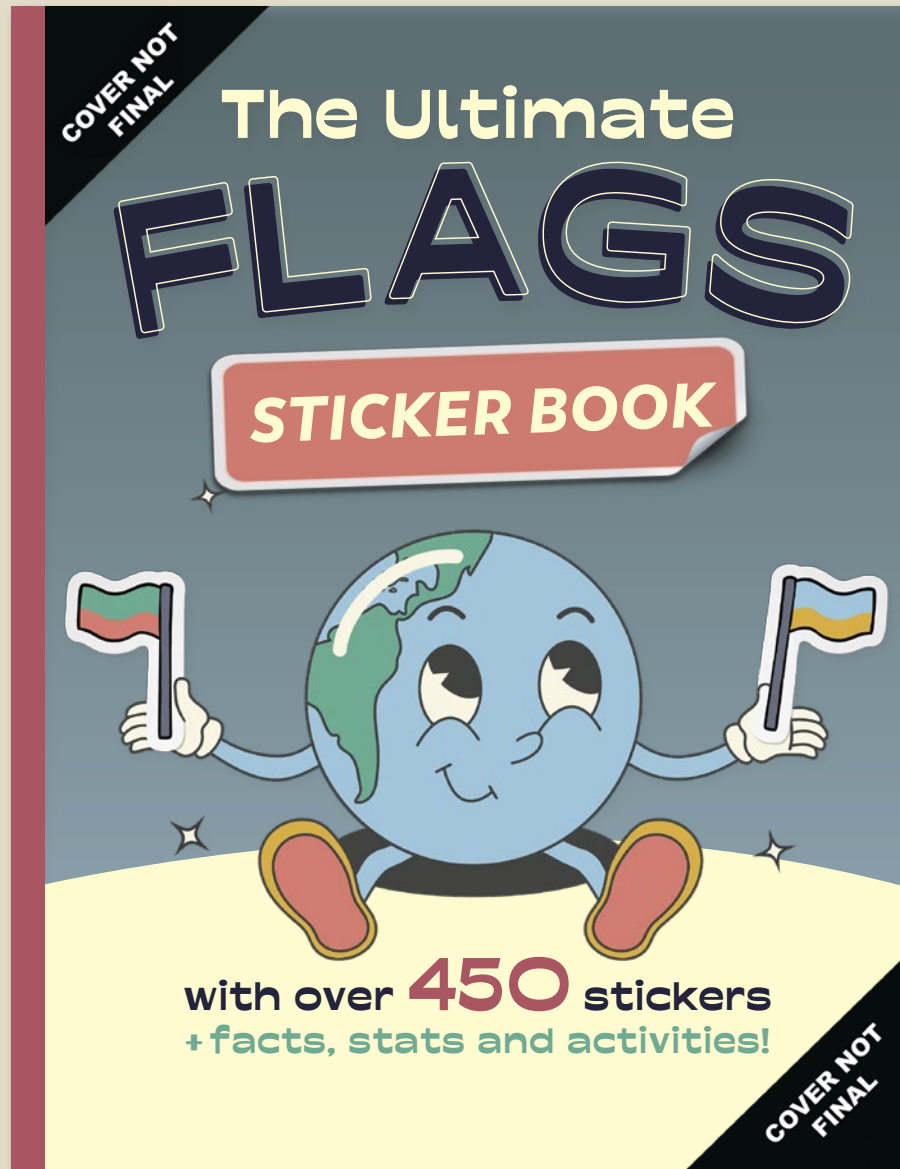
- Learn about landmarks all over the world through engaging activities and beautifully illustrated stickers.
- Over 450 stickers can be used both inside the book and just for fun!
- Packed with things to find and interesting facts, concepts of geography and history are introduced in an enjoyable way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

Landmarks: Sticker Maps



Pub Date	11/09/2025
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	11/11/2024
Freight On Board	26/06/2025
Rights Available	World ex USA,- Can,Ppines

Flags: Sticker Maps



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

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

Flags: Sticker Maps



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



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