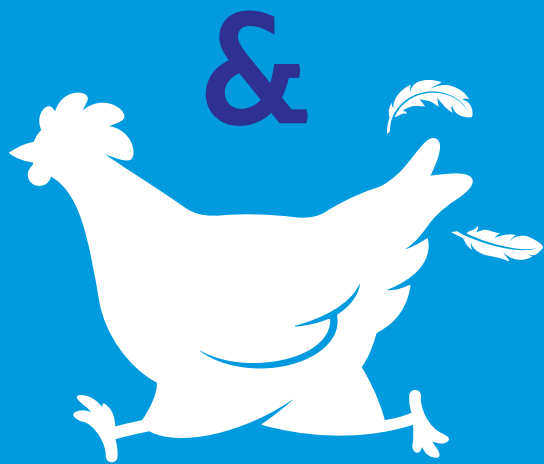


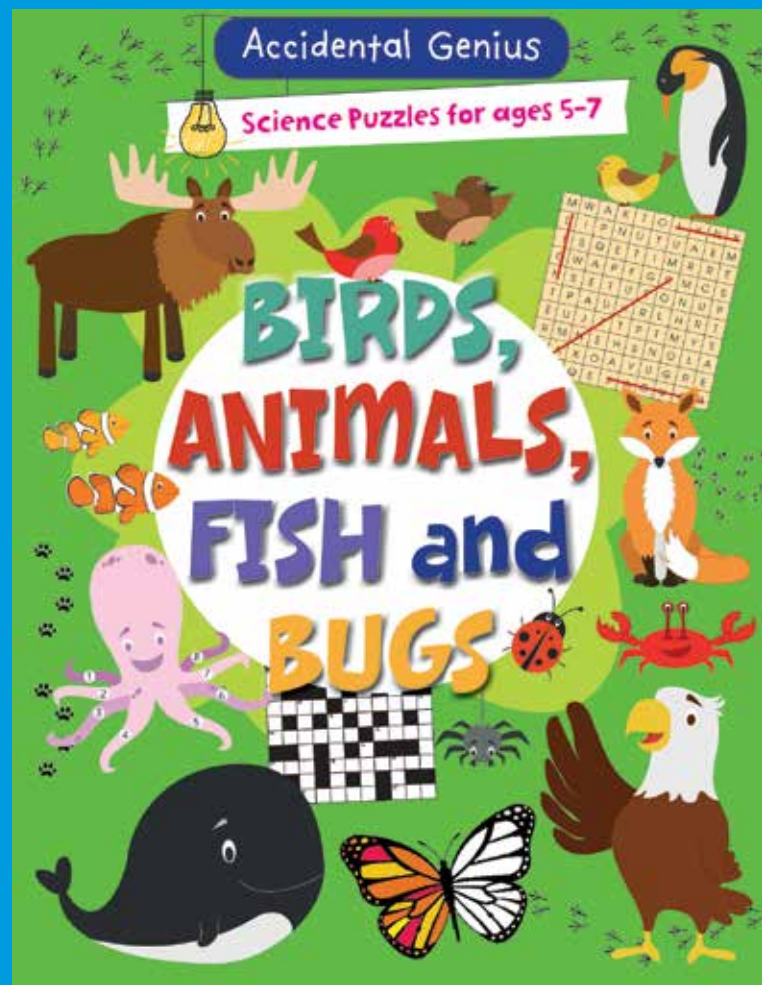
Alix Wood Books



FREE-RANGE BOOKS

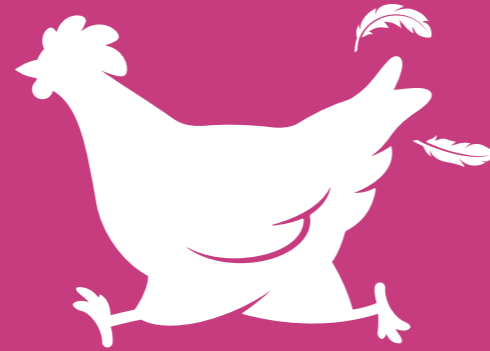
AUTUMN

2021



Introducing ... FREE-RANGE BOOKS

2021 sees the launch of our new imprint for younger readers. This exciting new range of titles are designed for the 0-7 age range. Take a look at our great cute titles on pages 4 to 8.



The Team

Alix Wood



Alix Wood is an experienced and imaginative author and designer and enthusiastic keeper of chickens. Initially a primary school teacher, she then studied design and illustration. A strong background in education and design means producing attractive children's books is the perfect job!

Kevin Wood



Kevin Wood had a successful career in the electronics industry before joining the team. He has taught business management at degree level and handles the company's computer support, accounts and marketing. He writes our science and computing titles.

Ben Macgregor



Junior designer Ben Macgregor is a talented artist, designer, and photographer. He is currently working on our craft titles. A keen extreme sports enthusiast too, he helps create and consult on all our sporty books.

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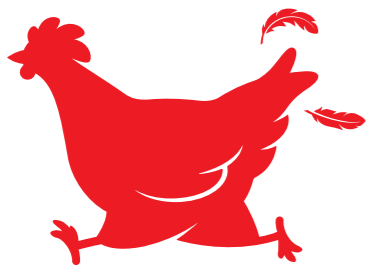
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Introducing...



FREE-RANGE BOOKS

Our new imprint for younger readers is launching this year. This exciting new range of titles are designed specifically for the 0-7 age range.

Take a look at our fun but accidentally educational science activity books, and our cute board book treasury.

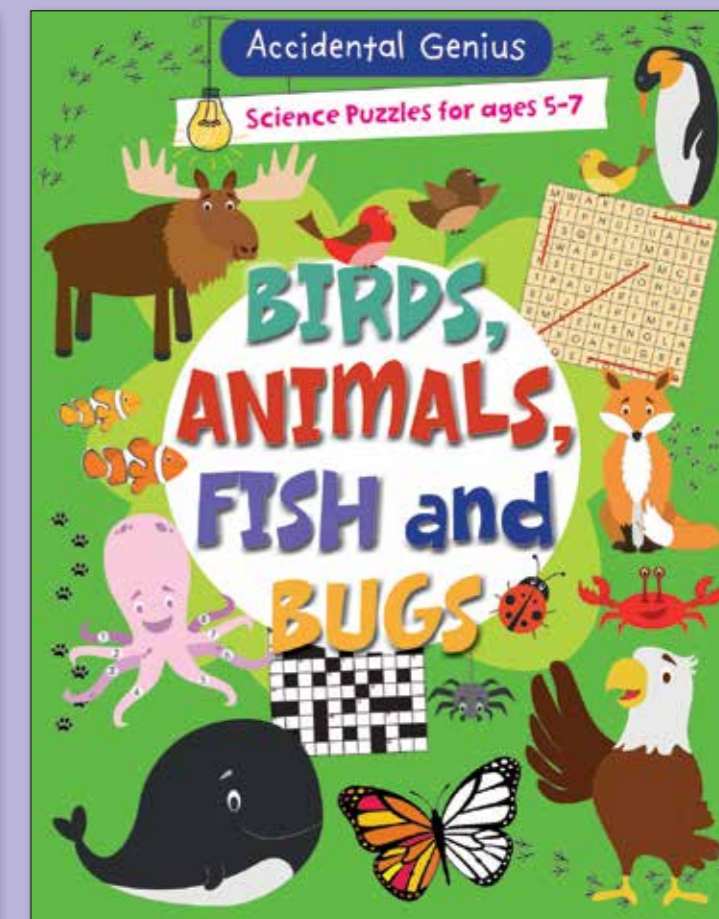
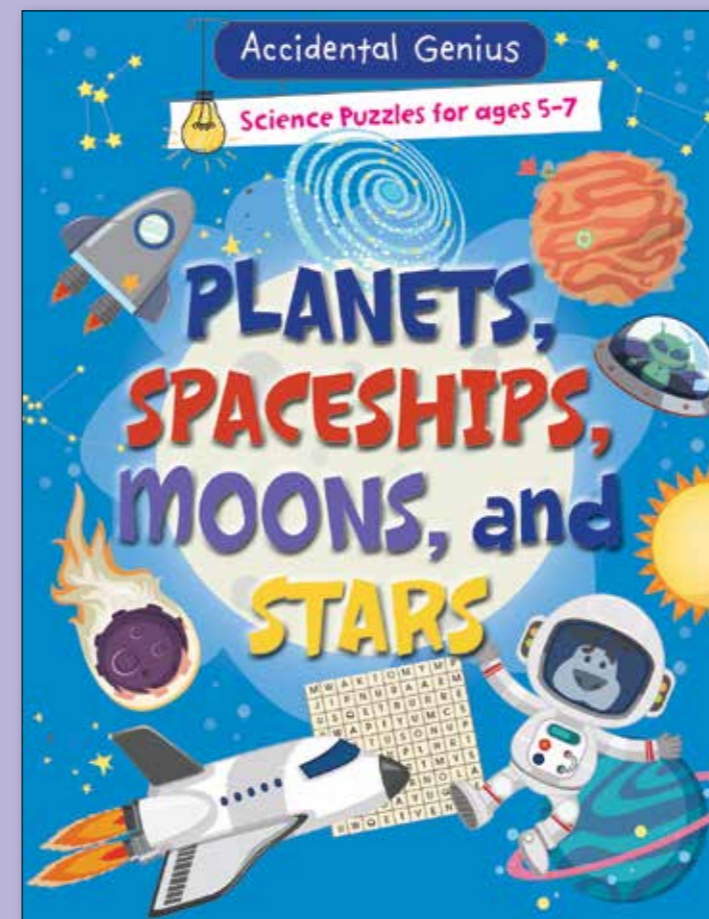
Accidental Genius

Science Puzzles for ages 5-7

Trim: 279.4 x 215.9mm
Pages: 48
Age Range: 5-7 years

These science-themed activity books will keep any 5-7 year old busy and entertained. Oh, and they might accidentally learn loads about science too! Every page contains carefully thought-out puzzles with educational value. But they won't notice, because they'll be having too much fun!

You can use these books as a starting point, or as consolidation for home-school learning. Designed to appeal to the 5-7 age range, they feature appealing illustrations, that readers can interactively write and draw onto.



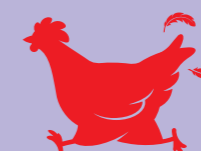
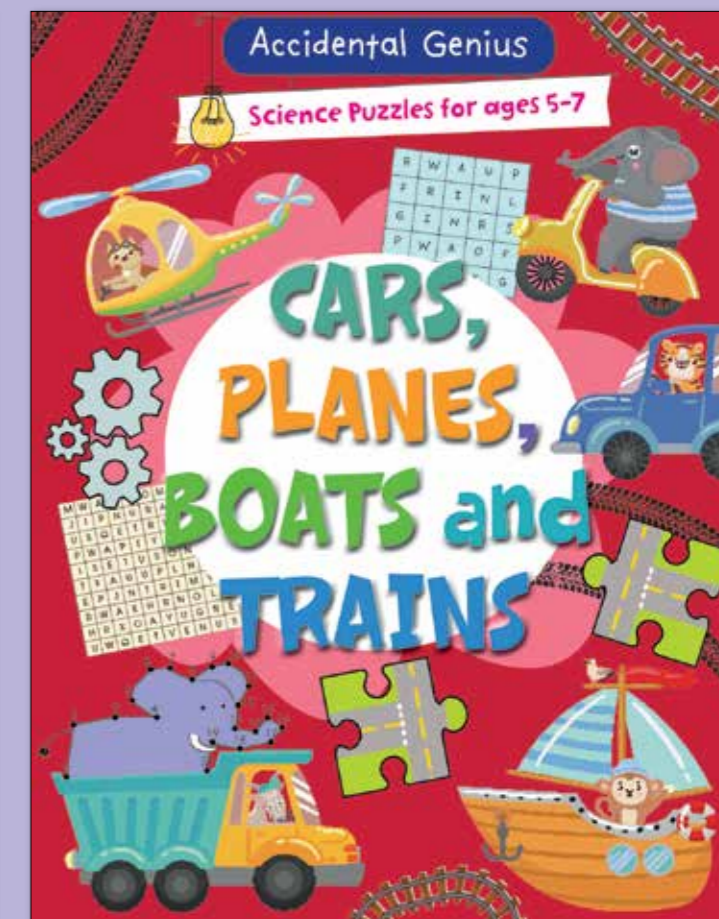
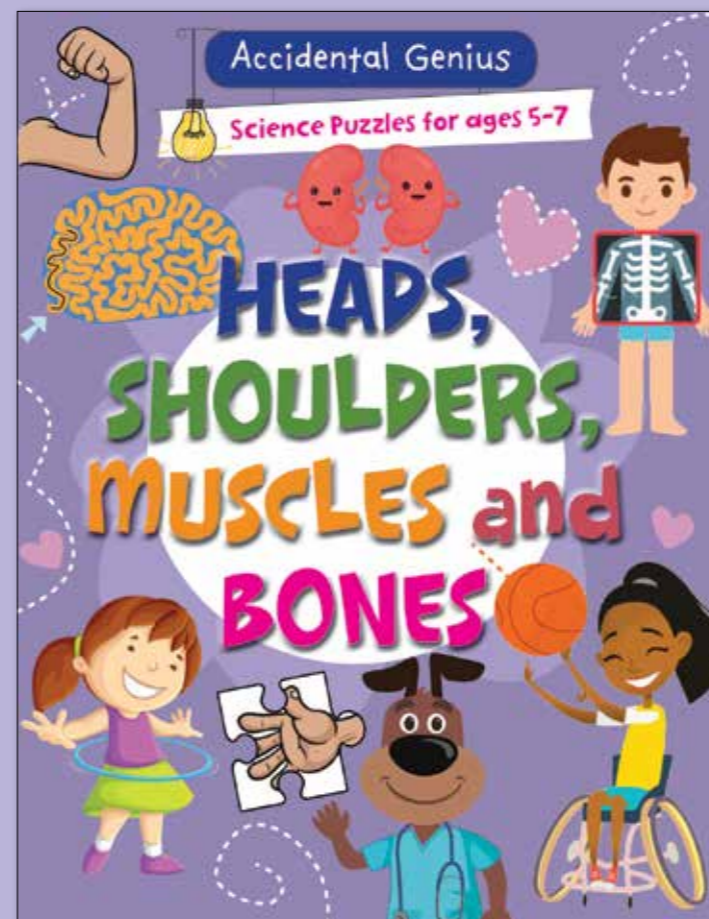
The Asteroid Belt

Between the planets Mars and Jupiter, there is a swirling circle of rocky asteroids. This area is known as the asteroid belt. Sometimes, Jupiter's gravity pulls an asteroid toward Earth. The asteroid turns into a burning hot meteor!

Can you fly your spaceship safely through the asteroid belt? You mustn't go past any meteors. Pick up ten stars on the way.

An asteroid hitting Earth 65 million years ago may have wiped out the dinosaurs!

US rights sold. Other rights available

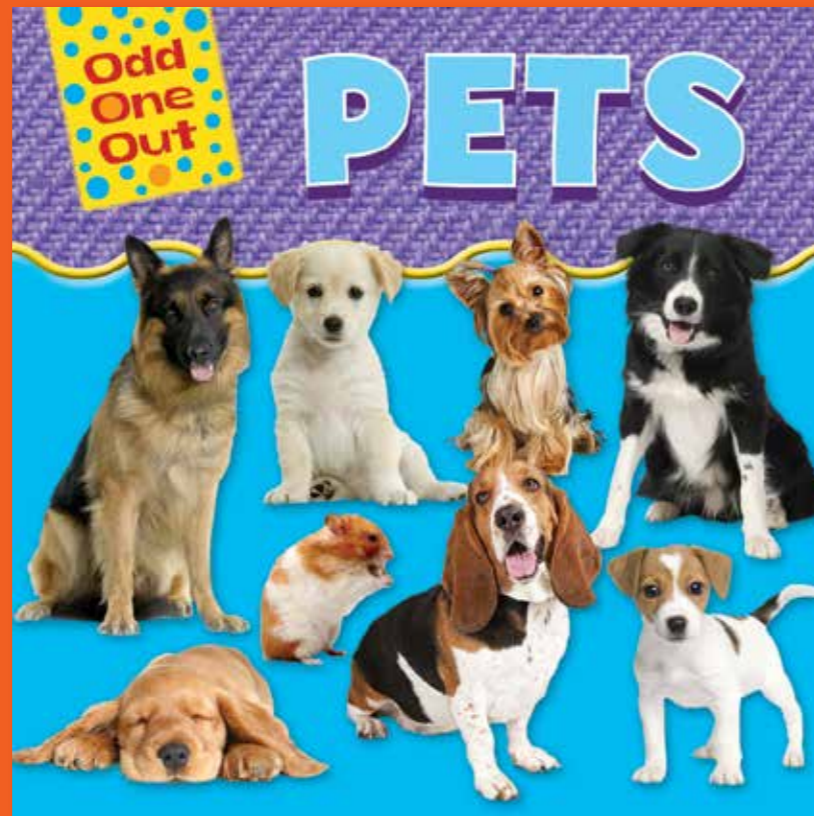


Odd One Out

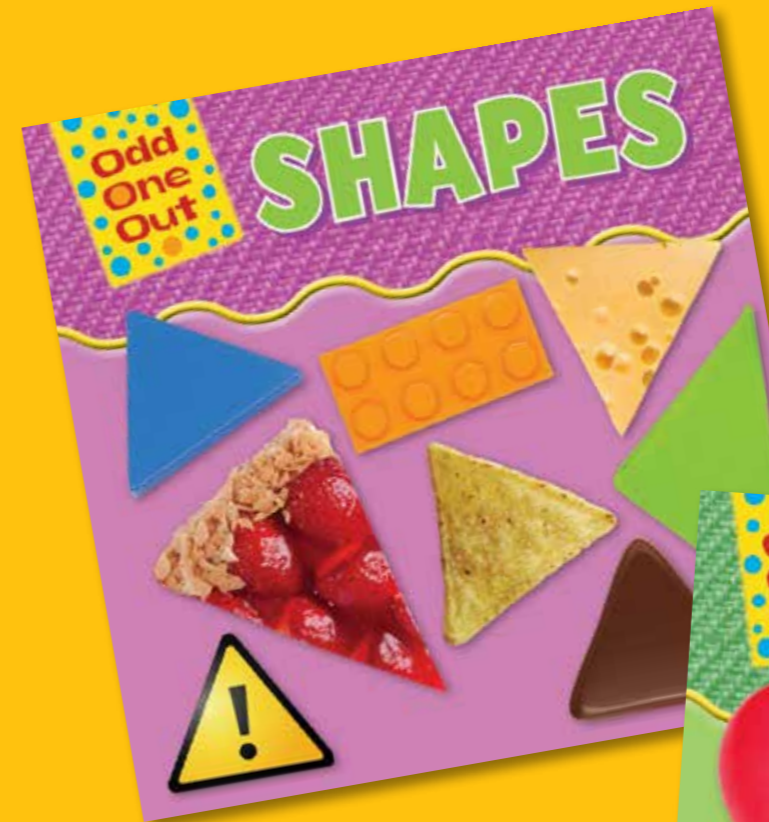
Titles:
Pets
Shapes
Colours

Trim: 150 x 150mm
Pages: 24
Photos: Full colour
Interest level: 2-5 years
Reading level: 4-5 years

World,
all language
rights
available



Can you spot the odd one out in this fun series of early learner books? Illustrated with appealing full colour photographs, the books encourage the reader to find the odd one out on each spread. Ideal for learning about the world we live in, and encouraging discussion about the differences between things.



Children will enjoy poring over the colourful photographs. Finding the odd one out sometimes isn't as easy as you'd think!

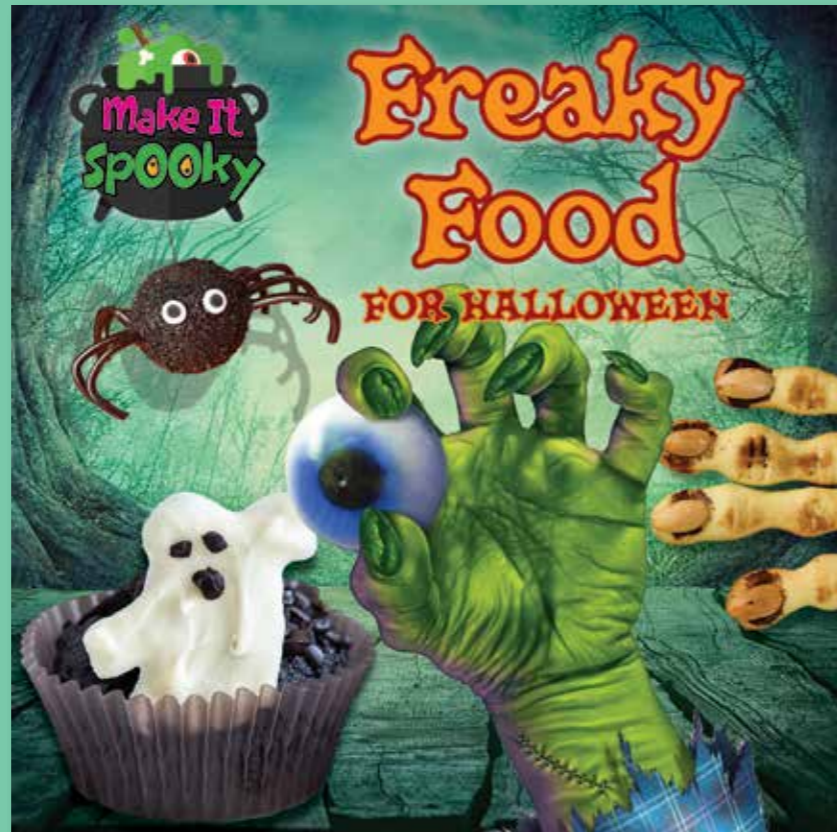



FREE-RANGE BOOKS



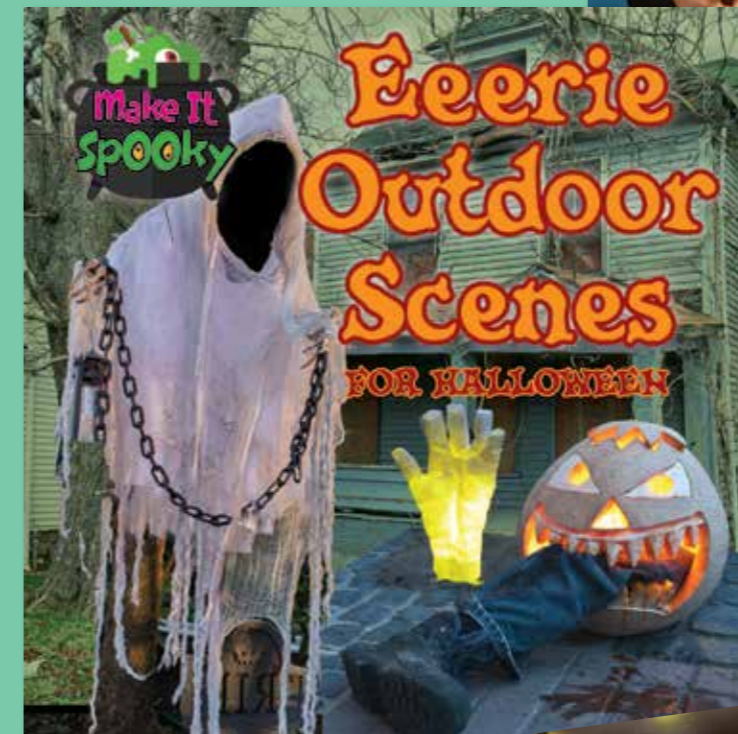
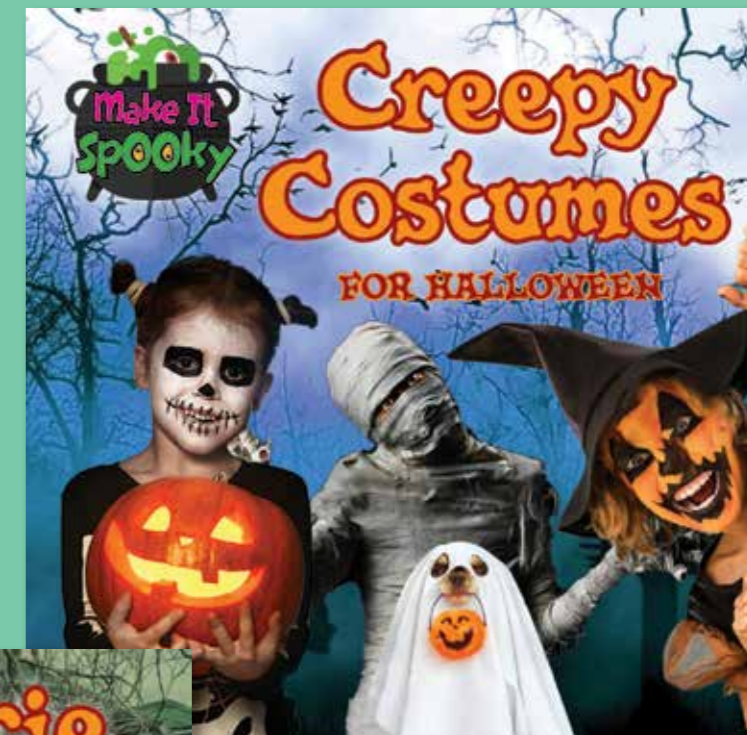
- Titles:**
- Freaky Food for Halloween
 - Eerie Outdoor Scenes for Halloween
 - Haunted Houses for Halloween
 - Creepy Costumes for Halloween

Trim: 203 mm x 203 mm
 Pages: 32
 Photos: Full colour
 Interest level: 7-10 years
 Reading level: 7-9 years



Want to make edible slimy eyeballs? Or maybe you fancy turning yourself into a rotting zombie? Getting ready for Halloween has never been such gruesome fun. Make disgusting snacks, terrifying house decorations, creepy outdoor decor, and fantastically scary costumes.

This high-interest series is packed full of grade-appropriate super gross projects. Each recipe or craft has clear, step-by-step instructions, illustrated with full colour photographs. Information boxes feature on each spread, with tips to help the reader create the most successful creepy outcome.



US rights sold. Other rights available

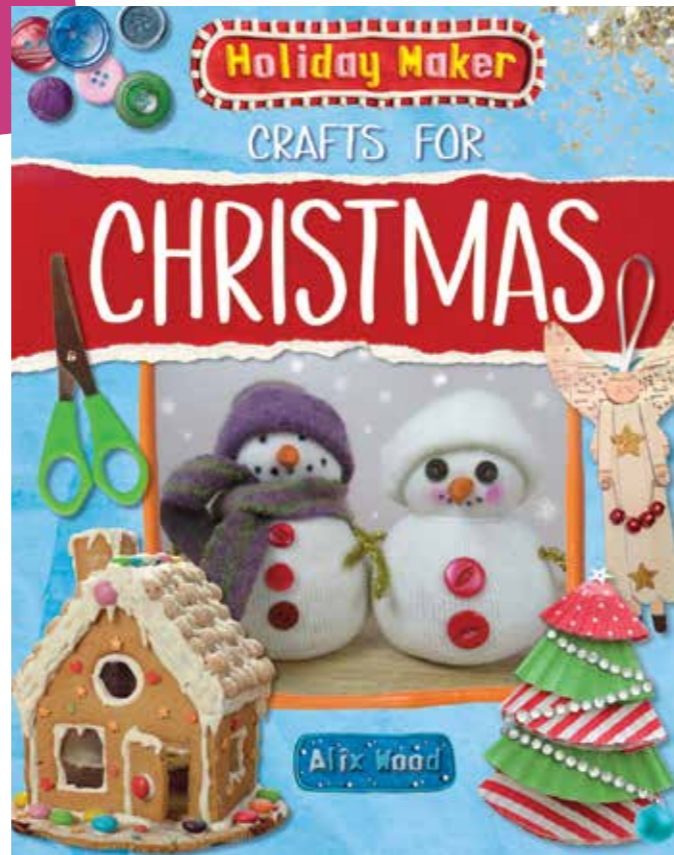


Coming Soon ...

Holiday Maker

Trim: 265 x 210mm
 Pages: 32
 Photos: Full colour
 Age Range: 7-9 years

- Titles in the series:
- Crafts for Christmas
- Crafts for Easter
- Crafts for Father's Day
- Crafts for Halloween
- Crafts for Mother's Day
- Crafts for Thanksgiving



This six-book series is packed full of fun and usable seasonal projects to create for the home, or give as gifts. Clear, step-by-step instructions are illustrated with full colour photographs. Each book has an introduction to the season, and useful hints and tips to help create the perfect holiday. The titles feature 13 different projects, with something sure to suit every reader.

US rights sold. Other rights available



World-Changing ENGINEERS

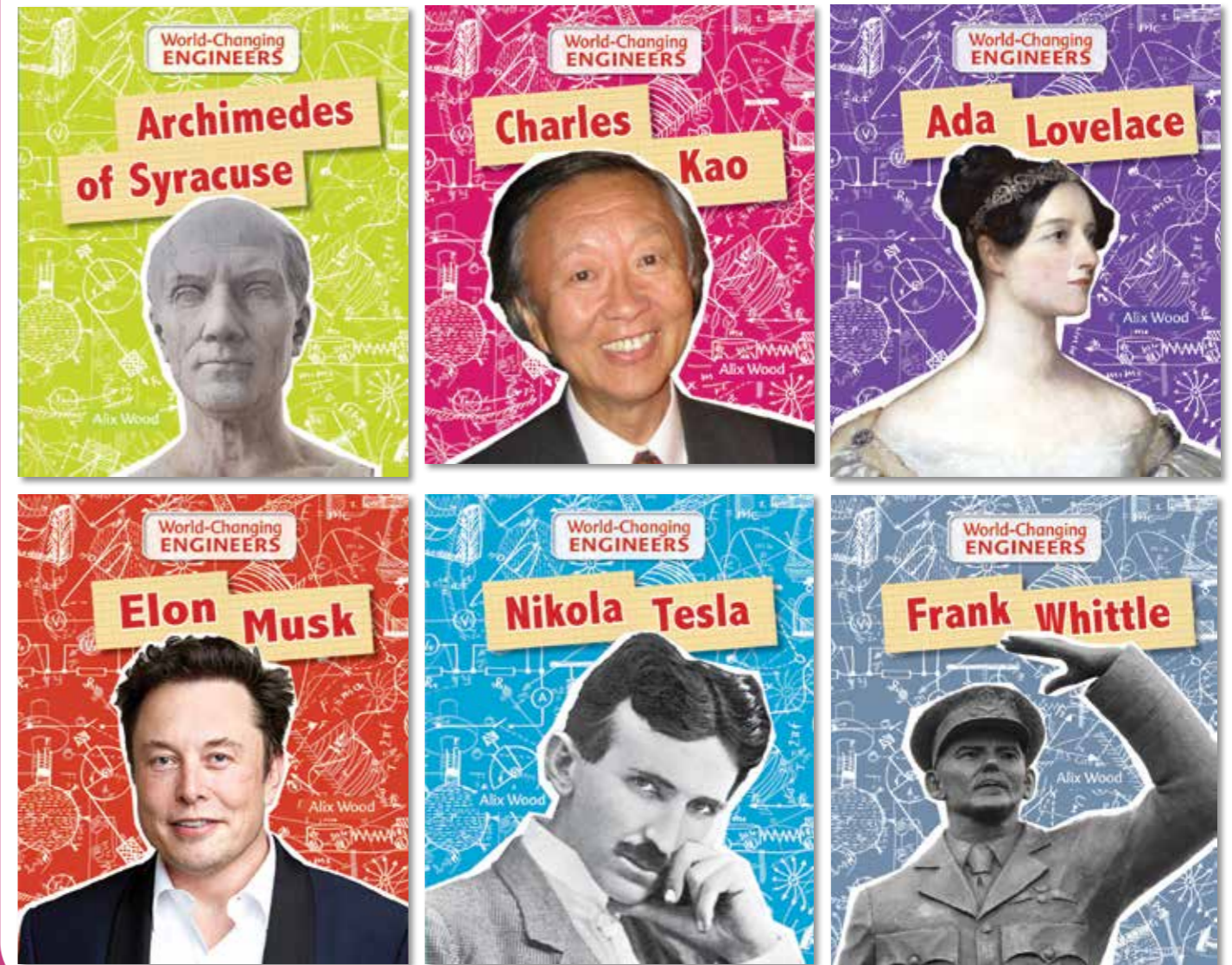
World, all language rights available

Titles:
 Archimedes
 Charles Kuen Kao
 Ada Lovelace
 Nikola Tesla
 Elon Musk
 Frank Whittle

Trim: 181 mm x 216 mm
 Pages: 32
 Photos: Full colour
 Interest level: 7-11 years
 Reading level: 7-9 years

World-Changing Engineers is a series of biographies about engineers who have made some of the world's most important inventions. The books follow the stories of their childhoods, their interesting lives, and their discoveries.

The titles include science notes highlighting interesting facts, with straight-forward explanations about each engineer's discoveries. With pull-out quotes, information boxes and a quiz at the end of each title there is plenty to help consolidate learning. The books are completed by a glossary, a further reading section and an index.



See the six-book sister series "World-Changing Scientists" on page 24

ESCAPE!

Titles:

The Empty Science Lab
 The Hacker's Hideout
 The Artist's Cabin
 The Maths Maze

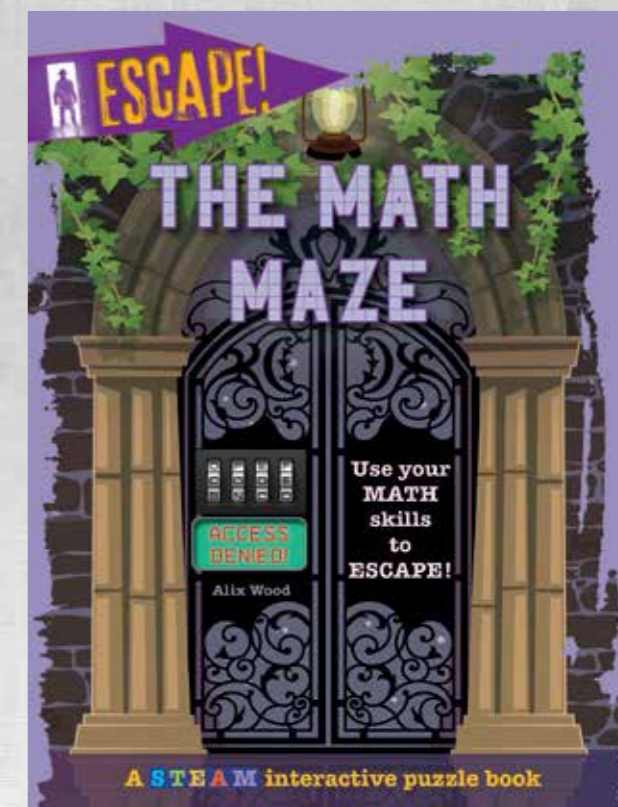
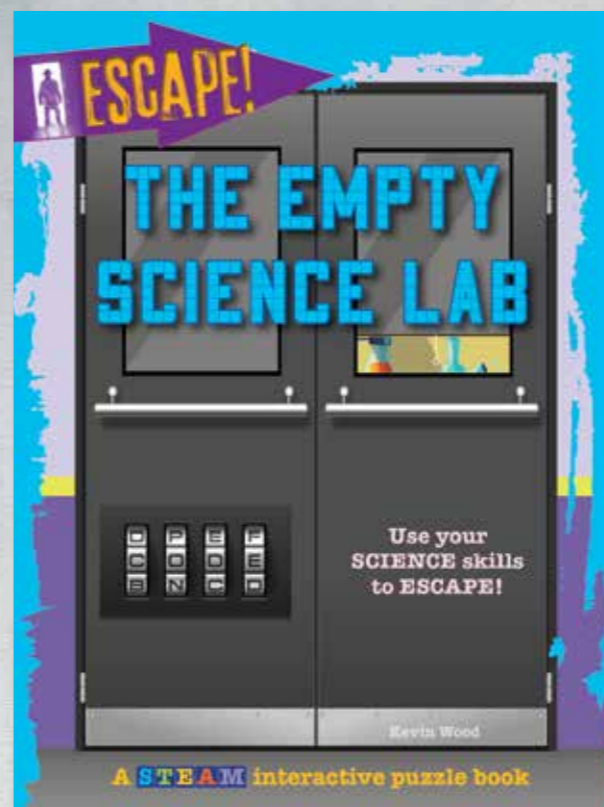
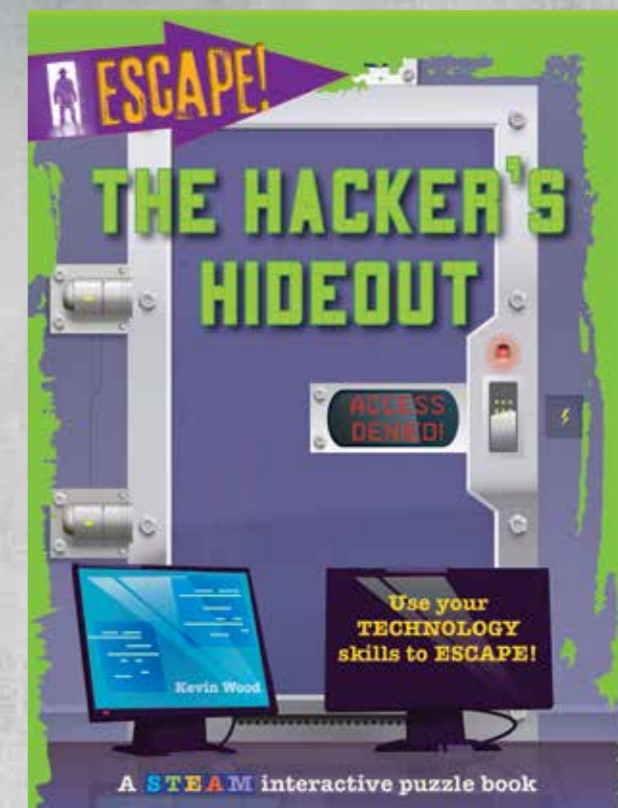
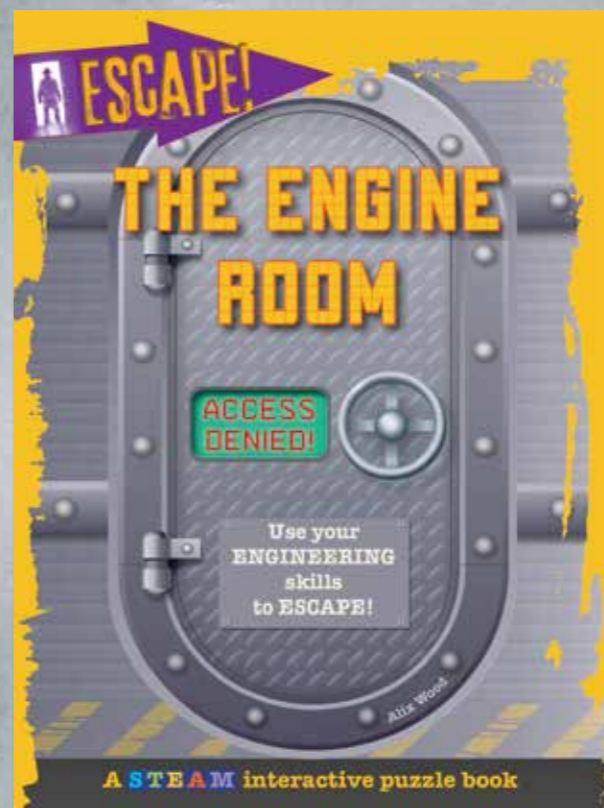
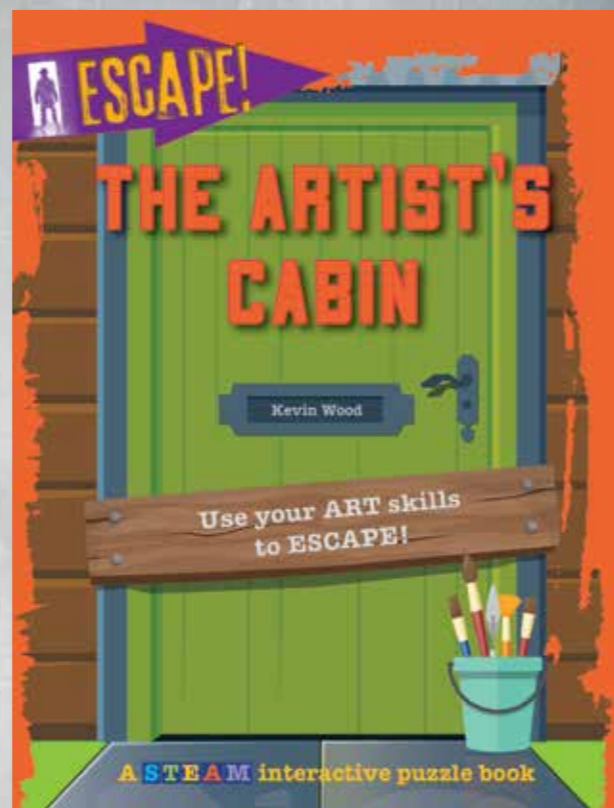
Trim: 216 x 279 mm

Pages: 32

Photos: Full colour

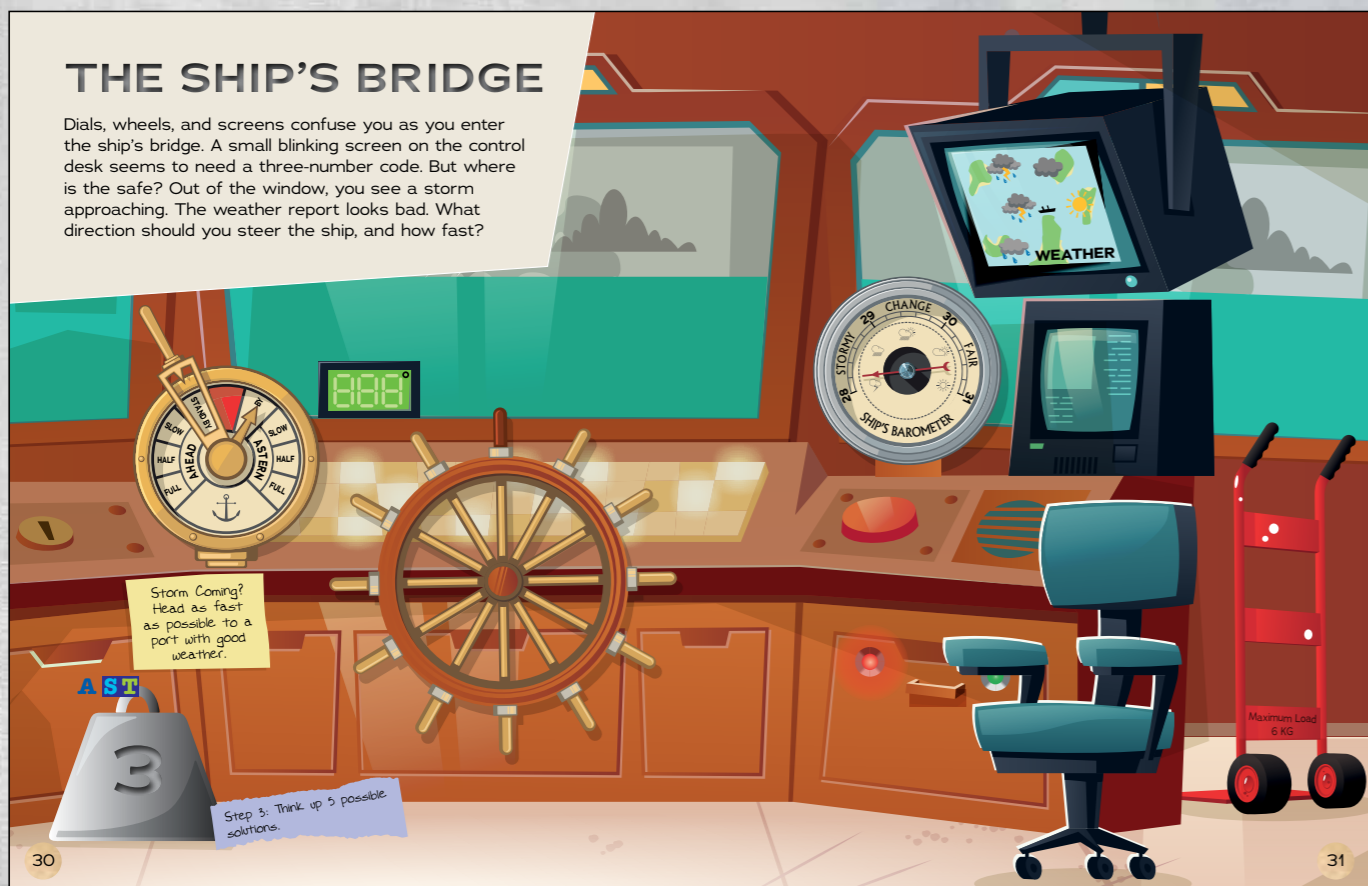
Age Range: 8-14 years

S
T
E
A
M



THE SHIP'S BRIDGE

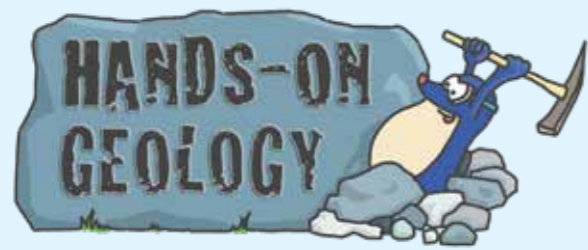
Dials, wheels, and screens confuse you as you enter the ship's bridge. A small blinking screen on the control desk seems to need a three-number code. But where is the safe? Out of the window, you see a storm approaching. The weather report looks bad. What direction should you steer the ship, and how fast?



You can enter your codes into the keypad on the linked website to see if your answers are correct. Click the hint button if you get stuck!

Check out the linked website at www.escapepuzzlebooks.com

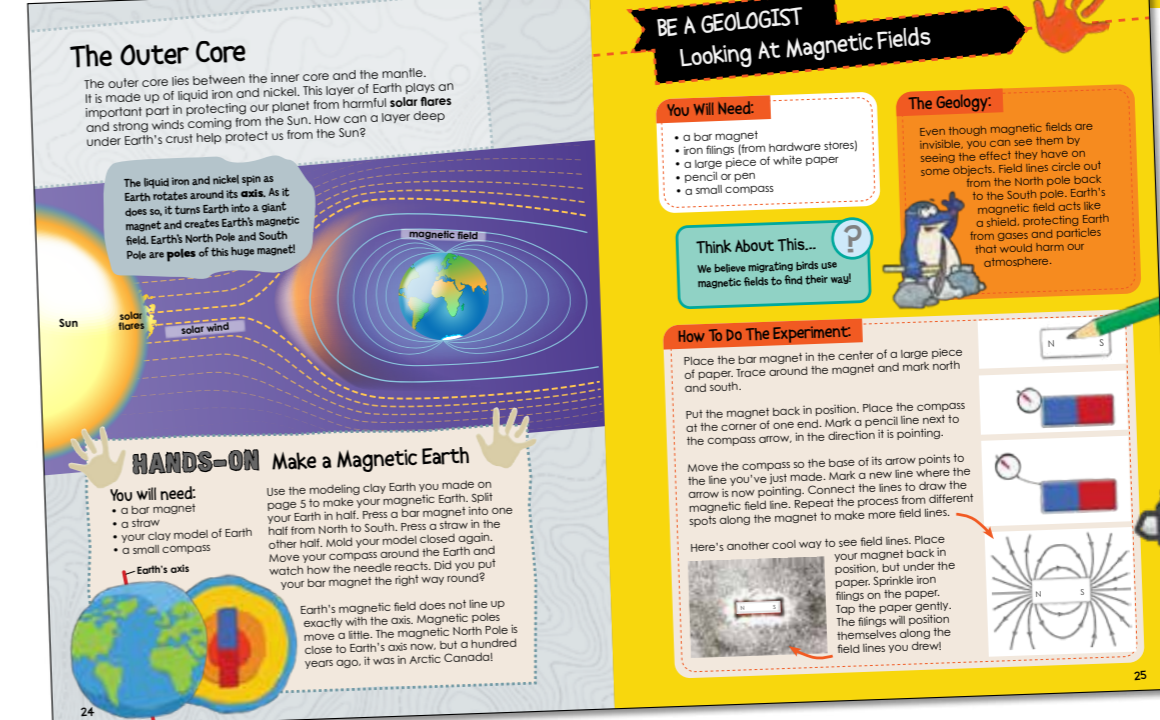
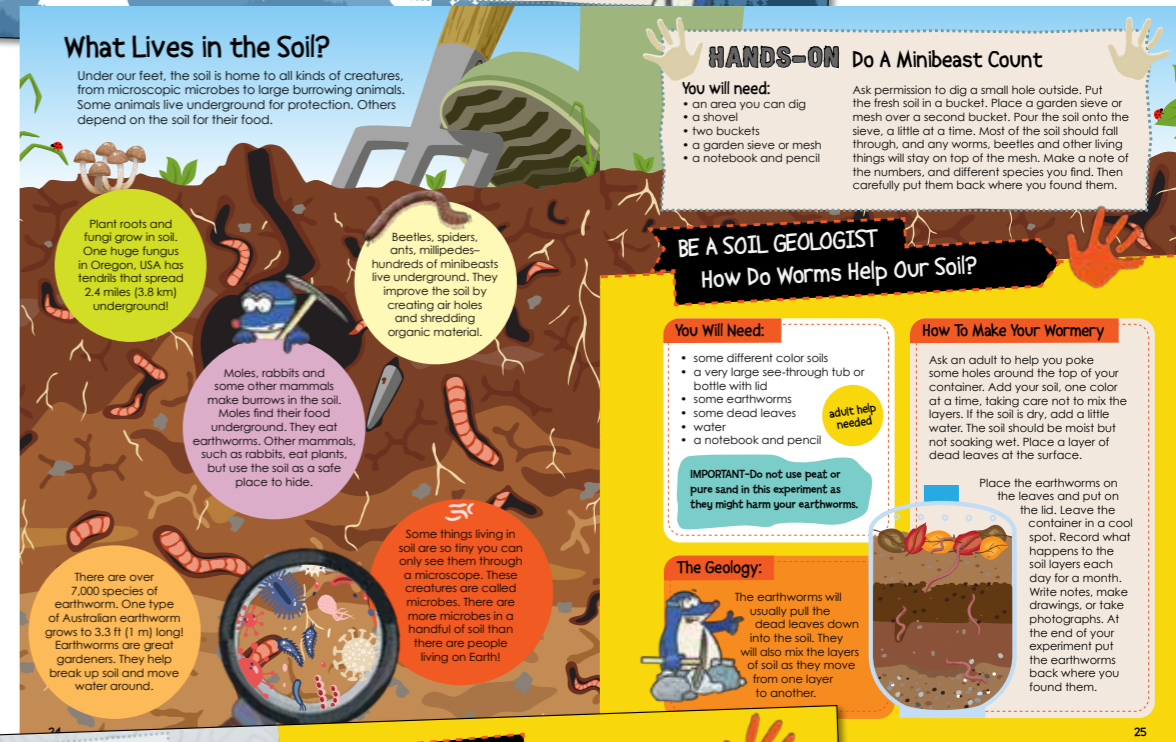
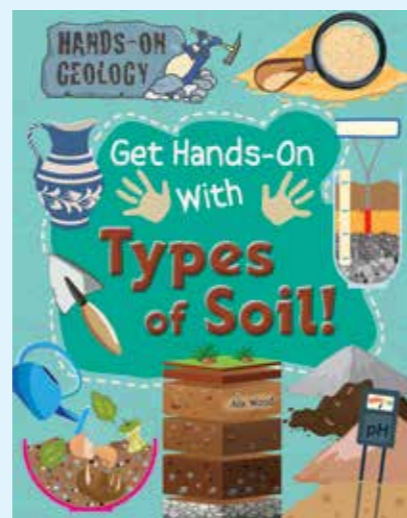
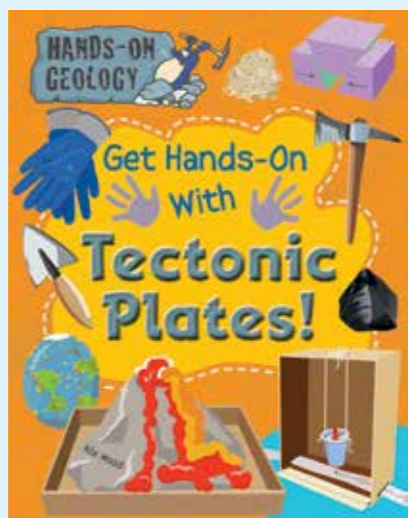
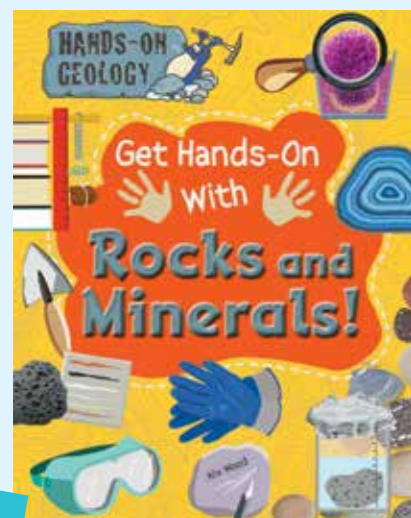
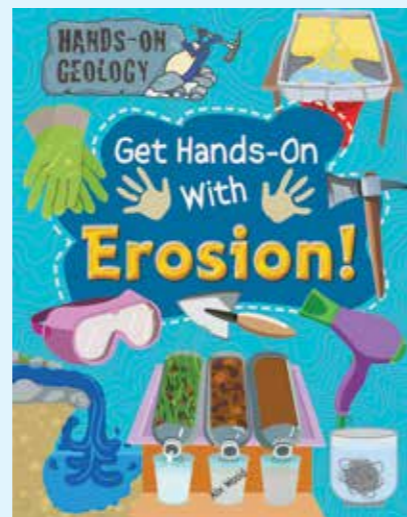
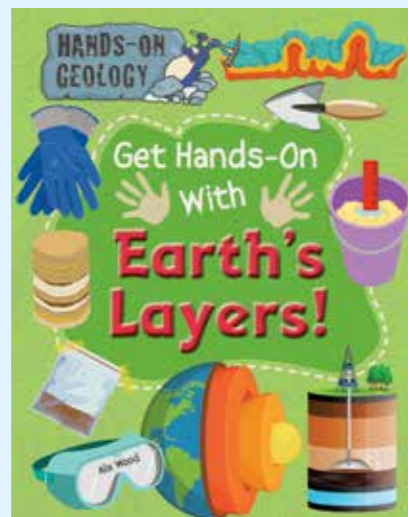
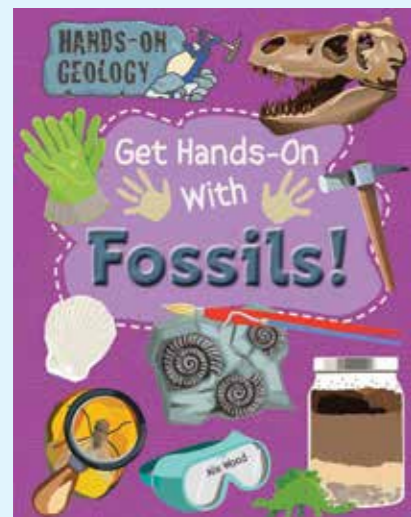
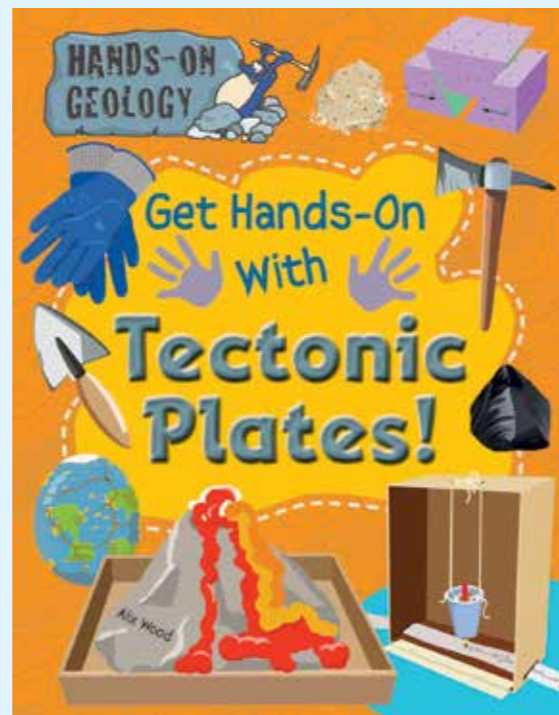




- Titles:**
- Get Hands-On with Fossils!
 - Get Hands-On with Earth's Layers!
 - Get Hands-On with Erosion!
 - Get Hands-On with Tectonic Plates!
 - Get Hands-On with Rocks and Minerals!
 - Get Hands-On with Types of Soil!

Trim: 8.5 x 11"
Pages: 32
Photos: Full colour
Interest level: 9-11 years

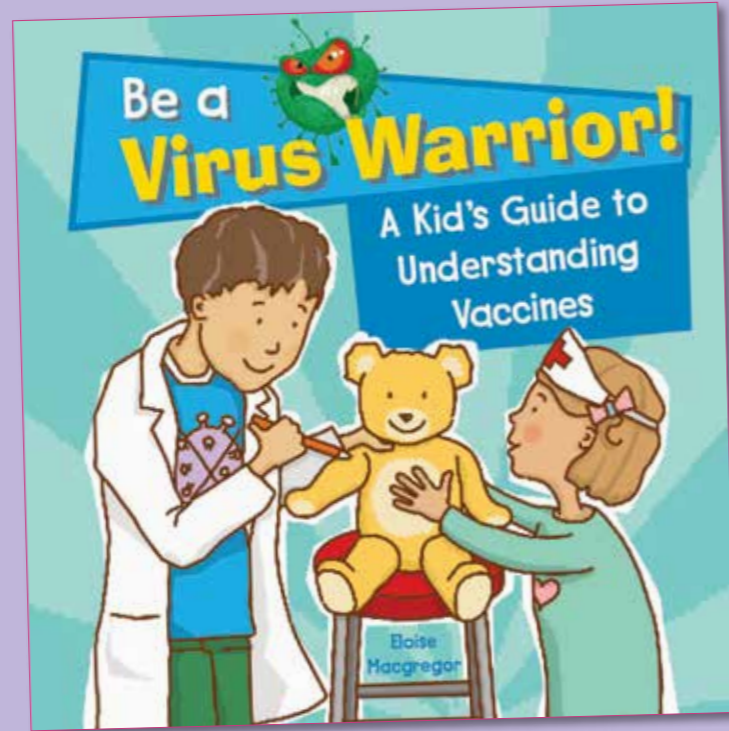
Conduct amazing experiments and get hands-on with the building blocks of our planet. These full-colour books are packed with interactive fun and information. Measure a rock's density with your own Jolly Balance. Build a stream table to study erosion. Make a mold-and-cast fossil, and then excavate it like a pro. Make an erupting volcano, or experiment with an earthquake shake table. Open-ended questions encourage further thought and study. These books give readers a brilliant insight into the science of geology in an engaging, interactive way.



Be a Virus Warrior!

A Kid's Guide to Understanding Vaccines

A brand new title for this season has been added to this popular series. The book gently answers any questions and fears children may have about vaccines, and COVID vaccines in particular. It looks at how vaccines work, if they are safe, and what having a vaccine would be like if they need to have one.

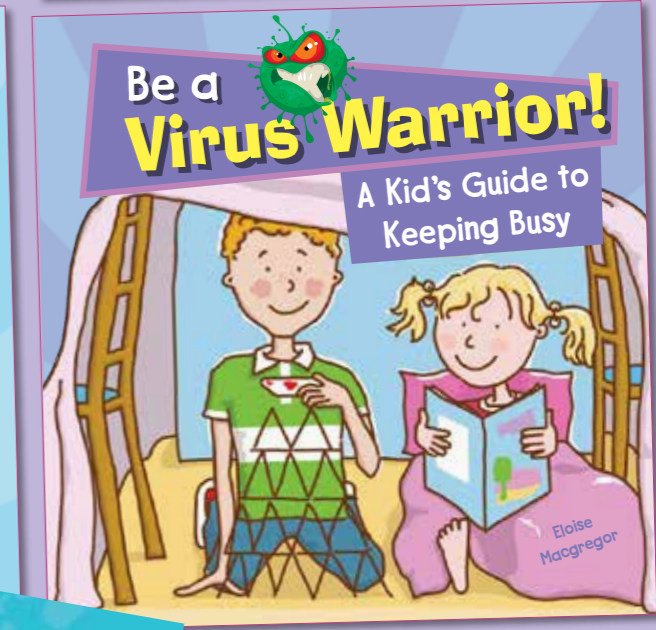
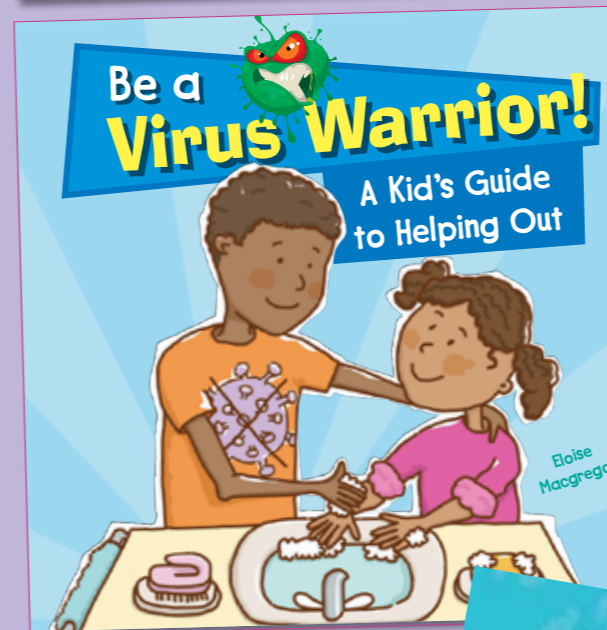
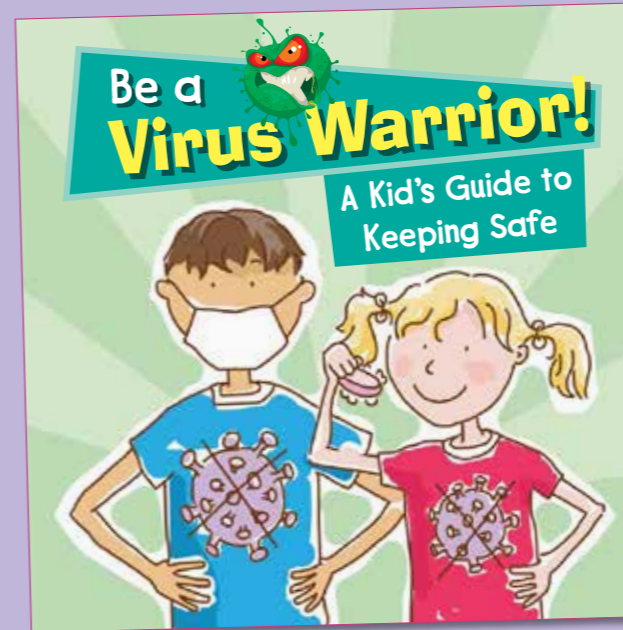


This Kid's Guide encourages discussion, but does not dictate. It will help allay some myths about vaccines, while acknowledging that deciding to have one or not is a personal choice.

Previous Titles:
 A Kid's Guide to:
 Keeping Safe
 Keeping Calm
 and Happy
 Helping Out
 Keeping Busy

Trim: 210 x 210mm
 Pages:24
 Photos: Full colour
 Age Range: 4-7 years

- In these testing times young children need guidance and reassurance. This sensitive series helps children understand what coronavirus is, and how to keep themselves and their families safe. Books give tips on how to keep happy and positive, how to help out their family and community, and how to keep themselves busy and active at home.
- Comforting, yet practical, these books allay fears, while at the same time encouraging and informing children on how to take care of their own safety and mental health.



How do vaccines work?

Your body has tiny helpers inside, known as your **immune system**. These disease-fighting cells are found all over your body. When they spot an invader, they get to work!

To make a vaccine, scientists examine the virus. They look for weak, harmless parts of it that they can use to create a safe vaccine.

A vaccine teaches your immune system to recognise and fight the virus, without making you sick.

After you've had the vaccine you can still catch and spread COVID-19.

Your immune system makes the virus weaker so it's not able to spread, so you're not getting sick.

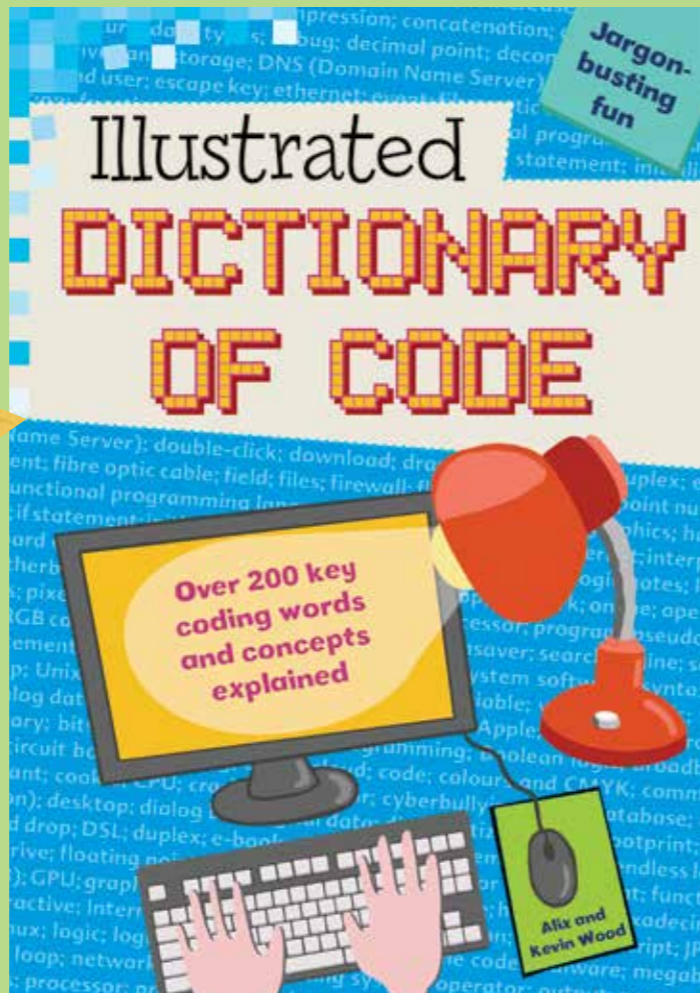
Some territories still available

Illustrated DICTIONARY OF CODE

Trim: 297 x 210mm
Pages: 72
Photos: Full colour
Age Range: 7-11 years

World,
all language
rights
available

De-mystify that coding jargon with this easy-to-understand, fully illustrated coding dictionary. Dip into it, or read it from cover to cover. Fun "Try It!" and "Did you know?" boxes turn this title into more than just a reference book. Designed to appeal to the 7-11 age range, it will soon become a must-read for all young coders and their families. Cleverly designed pages mean definitions can move for translations.



K Keyboards

keyboard - A keyboard is an input device. An input device sends data to a computer but does not receive any information back. When you type on a keyboard, the symbols appear on the monitor, allowing the user to communicate with the computer. Keys include letters, numbers, punctuation and function keys. There are many different types of keyboard layout.



keyboard layout
The modern keyboard is based on the old typewriter keys layout. Typewriters arranged their keyboard characters in a particular way so that the metal arms wouldn't jam when typing quickly. Known as the QWERTY keyboard, it got its name from the first six letters in the upper-left-hand corner of the letter keys.

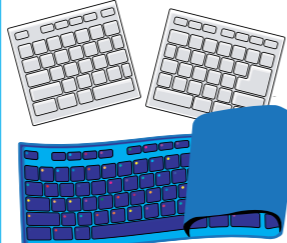
Did You Know?
When Email inventor Ray Tomlinson sent his first test email, he said the words were "insignificant, something like QWERTYUIOP". Why? It's just the top row of a QWERTY keyboard!



What do all the keys do?
Computer keyboards can be used to do more than just type. The arrow keys can be used to move the cursor up, down, left or right. Pressing the Command or Control key at the same time as another key or keys can perform "shortcuts". For example, pressing Command-S on a Mac, or Control-S on a PC will save the file you are working on.

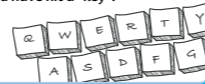
Most keyboards also have a row of function keys that act as shortcuts. The functions do different things depending on the operating system or software program you are using. Some keyboards have multimedia buttons that can let you adjust the volume, eject a CD, pause, stop, rewind, etc. Keyboards can also have a separate number pad, which makes working with numbers quicker.

Types of keyboard
There are some very fancy keyboard designs. Some keyboards split down the middle, others even fold in half. There are even waterproof, flexible keyboards that you can roll up and pop in your bag!



Some keyboards are mechanical, with switches under each key. The keys move and click so you can hear and feel when you have typed a key. Other keyboards use pressure pads known as membrane keys. The membrane helps protect the keyboard from dirt and liquid. People find typing with them strange, as they can't hear or feel if they have pressed a key.

Try It!
Try typing without the click. Draw a keyboard on some paper. Now pretend to type something. Does it seem weird? Add some sound by typing with your fingertips instead of your fingers. Is it easier to tell when you have hit a "key"?



laptop keyboard
A laptop keyboard needs to be smaller than a desktop keyboard. The keys are usually closer together. Instead of a row of function keys, there is just one function (Fn) key that performs functions when used with other keys. Press the Fn key with the up or down arrow and it will usually alter the brightness of your screen.



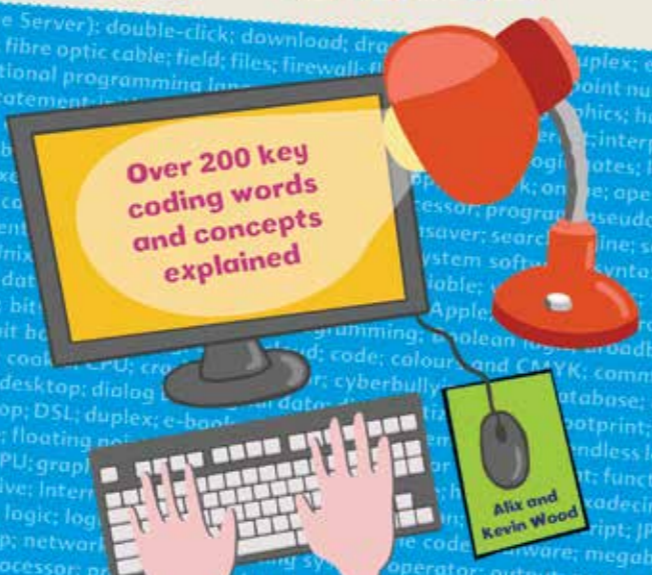
keyboard connection
Most desktop computer keyboards connect using USB or Bluetooth. USB stands for "Universal Serial Bus." It is currently the most common type of computer connection. Bluetooth is a wireless connection.
see cursor, data, email, file, function, input, operating system, shortcut, software, USB

kilobyte (KB)
Kilo means thousand—a kilometre is a thousand meters; a kilogram is a thousand grams. A kilobyte is approximately one thousand bytes. Why approximately? Computers work in binary, so they measure memory using powers of 2.

The closest you can get to 1,000 using binary is 2 to the power of 10.
 $(2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2) = 1024$.

Because of the confusion with "kilo" normally meaning exactly 1,000, the International Electrotechnical Commission (IEC) decided to call 1,000 bytes a kilobyte (kB), and now calls 1,024 bytes a kibibyte (KiB), instead! Most people still use the word kilobyte to mean both, though.
see binary, byte, gigabyte

Illustrated DICTIONARY OF CODE



Email
Email, short for "electronic mail", allows you to send and receive messages anywhere in the world. You can add attachments to emails by clicking the paper clip symbol. Attachments need to be small, usually not more than 20 megabytes in size.

Did You Know?
If you send an email to several people that don't know each other, you can "Bcc" (blind carbon copy) which hides the email addresses of each person from each other.

see megabyte

end user
The person who uses a product is known as the end user. Whenever you use a computer or other device you are an end user — unless you designed the hardware or software yourself. It is important to keep the end user in mind when you write code. You want to be sure that they will be able to use the program easily, that it does what they need, and that it doesn't have any bugs.

see bug, user

endless loop
A loop is a piece of code that tells a computer to do the same thing several times. An endless loop, or infinite loop, is a loop that never stops looping. Sometimes this is just what the coder wants—but an endless loop can happen due to a bug in your code. It can occur if the loop has no condition that tells it to stop. It can also happen if the code has a condition that can never be met, or one that causes the loop to start over.
see loop, terminating condition

Try It!
Can you bug fix these endless loops? See if you can find the bugs in these pieces of code and fix them so the loops stop looping.

Impossible condition

- Find strawberry cake
- If strawberry cake has strawberries add cream
- If strawberry cake has raspberries end loop

loop ---

A. Our code just KEEPS adding cream. Which word could you change to make the loop stop once the cake already has some cream?
a. Change "cream" to "strawberries"
b. Change "raspberries" to "cream"

No terminating condition

- Put one seed in bird feeder

loop ---

B. Can you think of a condition we can add to get our code to stop once the feeder is full?

escape key
The Escape key is in the upper-left corner of a computer keyboard, often next to the Function keys. It is usually labeled "esc".

The Escape key has several uses. It is usually used for exiting or "escaping" an operation that is running on your computer. The Escape key can also pause a game or end a presentation. Pressing the Escape key can hide the browser cursor, too. This can be useful if it is in an annoying place while you're viewing a Web page.
see browser, cursor, keyboard

event
An event is an action that causes something to happen in your code. Programmers write event loops which continually check whether a particular action has happened. Once the event happens, it triggers the rest of the code. Software that changes its behaviour in response to events is said to be event-driven.

- An event can be triggered by the action of a user pressing a key on the keyboard.
- A computer's built in clock can trigger an event at a certain time.
- A program can trigger an event by communicating that a task has been completed.

ethernet
Ethernet is a way of connecting computers on a network using cables. Ethernet can be used to create a Local Area Network, or LAN. A LAN is a network of connected devices in one location, such as a home or office, which allows all the devices to communicate with each other.

Wireless networks (WiFi) have become more popular, but cable networks still have some advantages over wireless networks. They are less likely to suffer from interference and are more secure than wireless networks.
see network, WiFi

Try It!
Below is an example of an event loop. Your robot dog is programmed to spend all day listening for the doorbell. The dog constantly asks "Has the doorbell rung?" in a loop until the answer is "Yes". When the answer is "Yes", the event triggers him to bark.

Try writing your own event loop.
see keyboard, loop, program

What's On Your Desktop?

There are a lot of different boxes and flashing lights that can be found sitting on a desktop. Here's a quick overview of what many of the machines and gizmos you may have seen actually do.

Printer - This can print paper documents of the files on your computer. Most desktop printers use inkjets or lasers to print with.

Monitor - Your monitor is a video screen that displays your computer's information. It allows you to see what your computer is doing, so you can interact with it, usually by using a keyboard and mouse.

Wireless Router - An electronic device that sends data from your phone or cable line to your laptops, tablets, smartphones, and games consoles. This data can then be shared between devices using radio signals instead of another cable.

Tower - A tall metal cabinet-style computer that holds the power supply, motherboard, and storage devices. Vents that keep the parts cool and a side opening makes it easy to swap components in and out.

Keyboard - When you type on your keyboard, the symbols appear on the monitor. You can also send commands to your computer using the control and function keys.

External Drive - A portable storage device that can hold your data.

Scanner - A device that can scan documents and images and convert them into digital data.

USB Hub - USB stands for "Universal Serial Bus." USB is a common type of connector used for keyboards, mice, game controllers, etc. The hub increases the number of USB devices you can plug in.

Tablet - This mobile device is smaller than a laptop and larger than a smart phone. They are usually controlled by touching the screen. Some have fold-out keyboards. Typing can be more difficult on a touch screen so they are most often used for web browsing, mobile apps, watching movies, and playing

Mouse - An input device used with a computer. Moving a mouse on a special mat or flat surface moves an arrow or cursor around the screen. Items can be moved or selected by pressing the mouse.

Laptop - A portable personal computer. They are powered by a battery, or can be plugged into an electrical outlet, which charges the battery.

Data Stick - Also known as a flash drive or memory stick, this small USB device allows you to store and copy information.

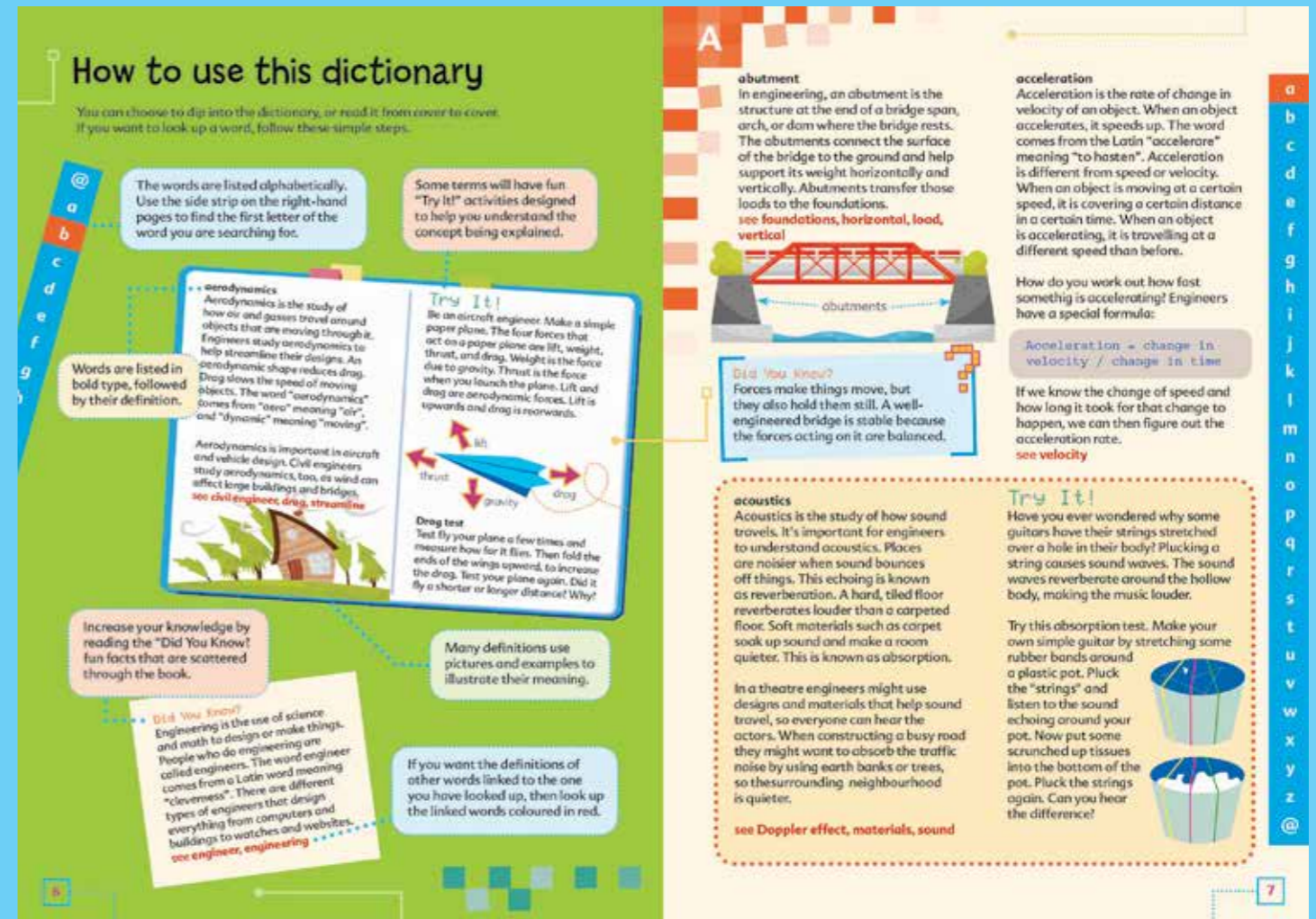
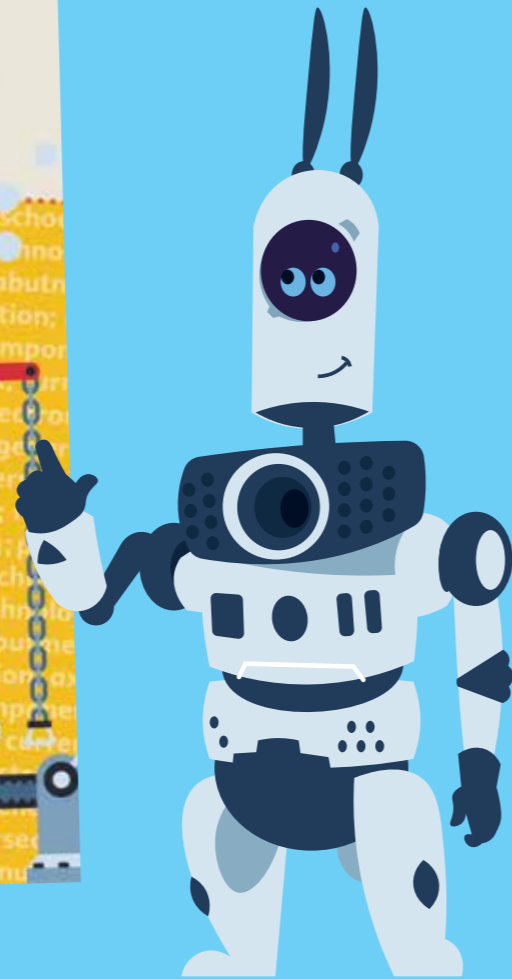
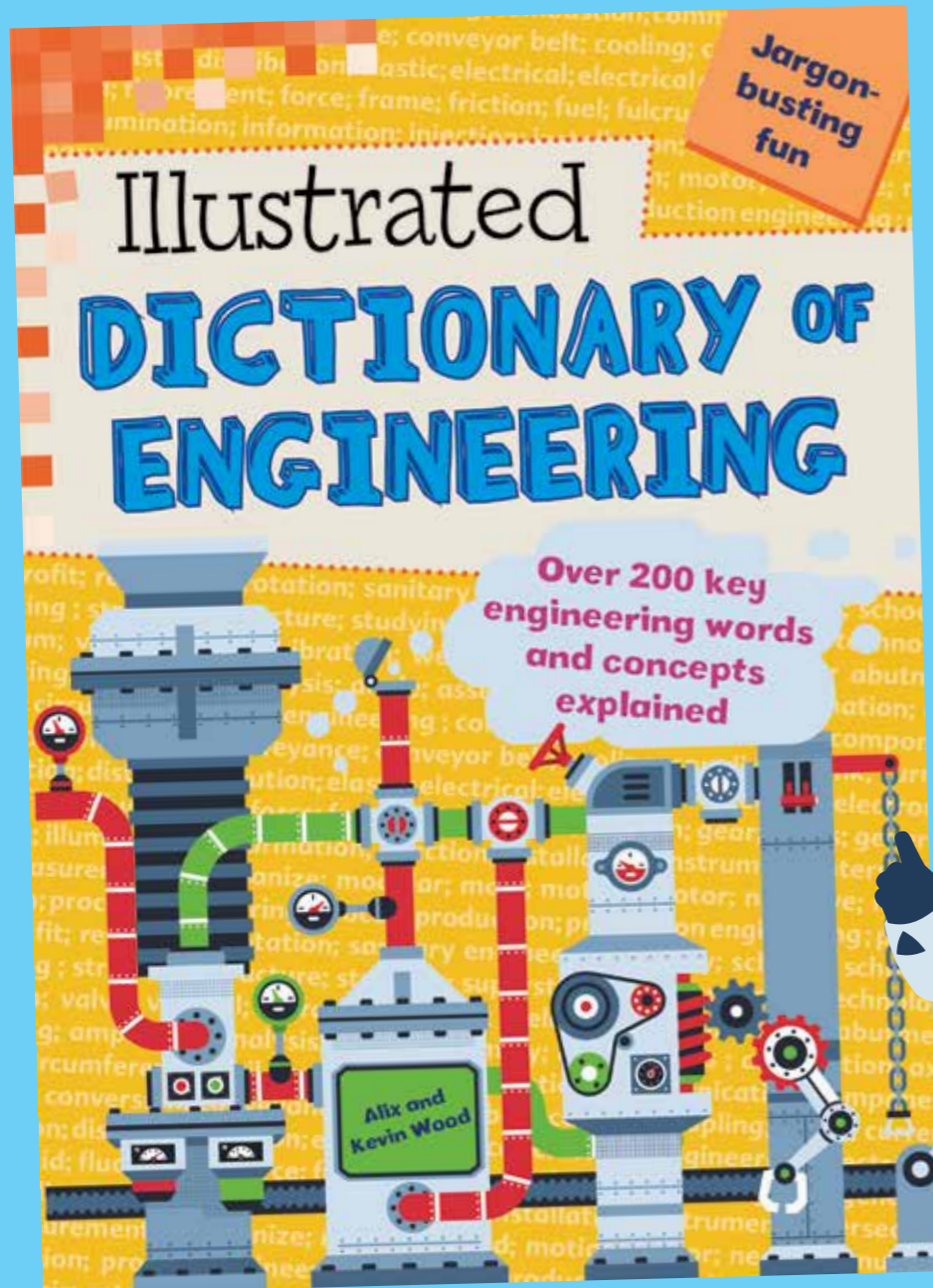
SD Card - A type of memory card typically used in digital cameras. SD stands for "Secure Digital."

Illustrated DICTIONARY OF ENGINEERING

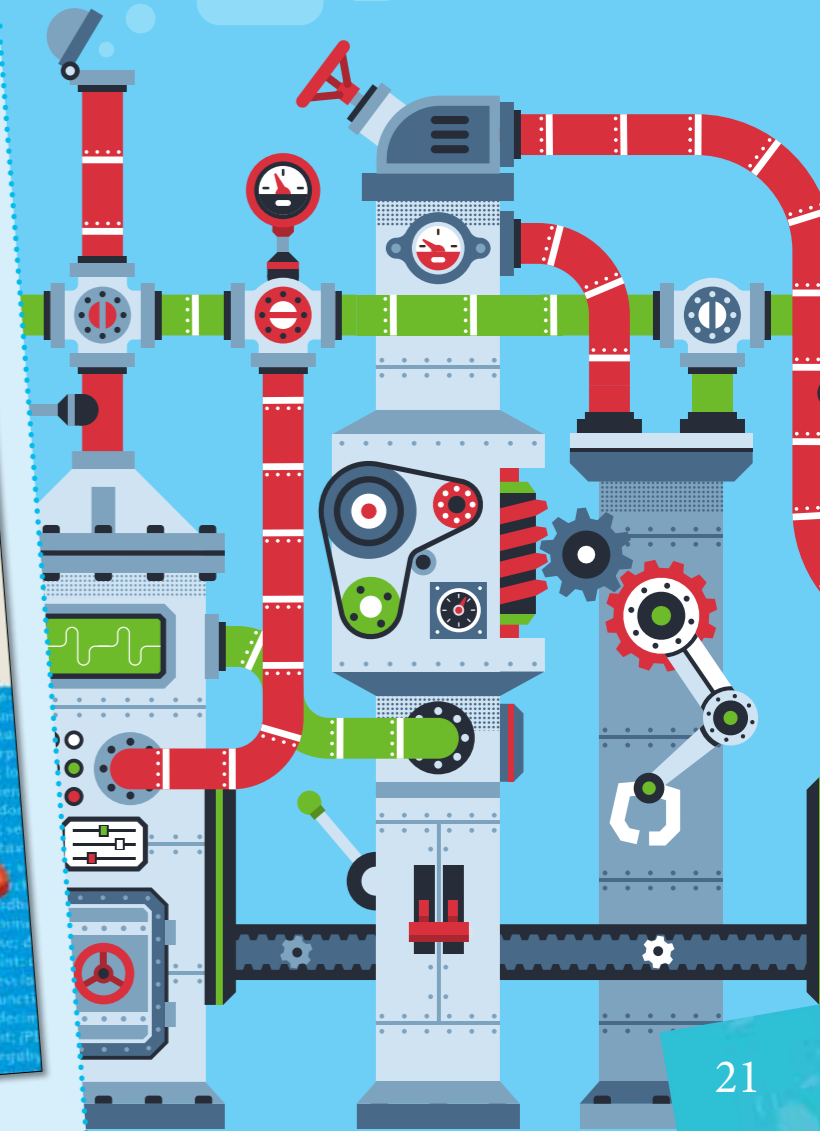
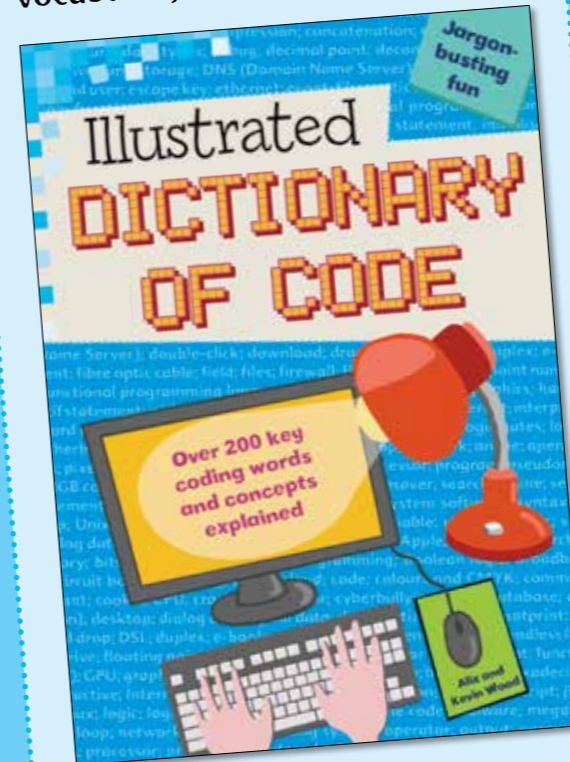
World,
all language
rights
available

Trim: 297 x 210mm
Pages: 72
Photos: Full colour
Age Range: 7-11 years

Confused by all that engineering jargon? Talk like an expert with this easy-to-understand, fully illustrated dictionary. You can dip into it, or read it from cover to cover. "Try It!" and "Did you know?" boxes turn this title into more than just a reference book. Designed to appeal to the 7-11 age range, it will soon become a must-read for all budding engineers and their families. Cleverly designed pages mean definitions can easily move for language translations.



The "Illustrated Dictionary of Engineering" makes an ideal companion to our popular "Illustrated Dictionary of Code". These child-friendly books help learners and educators alike to become familiar with the essential vocabulary of these STEM topics.



EXTREME STEAM

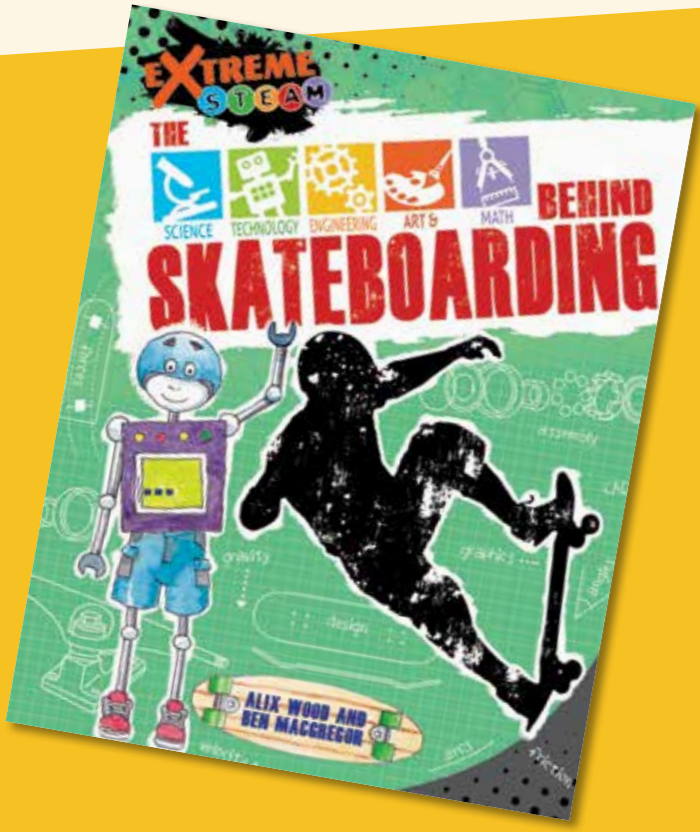
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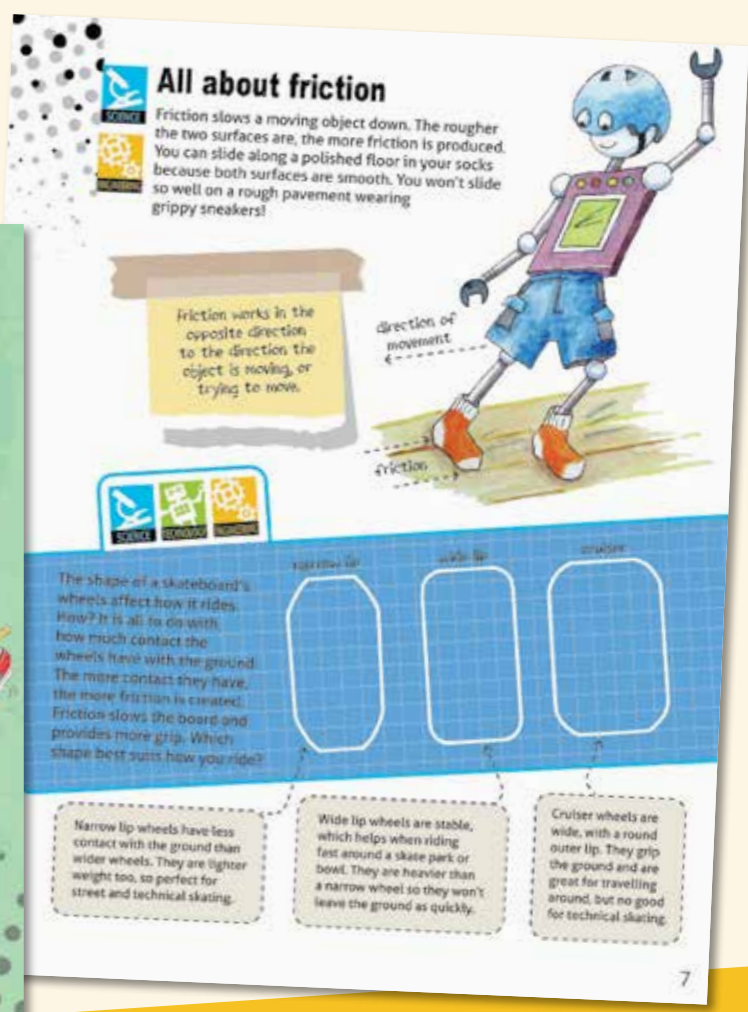
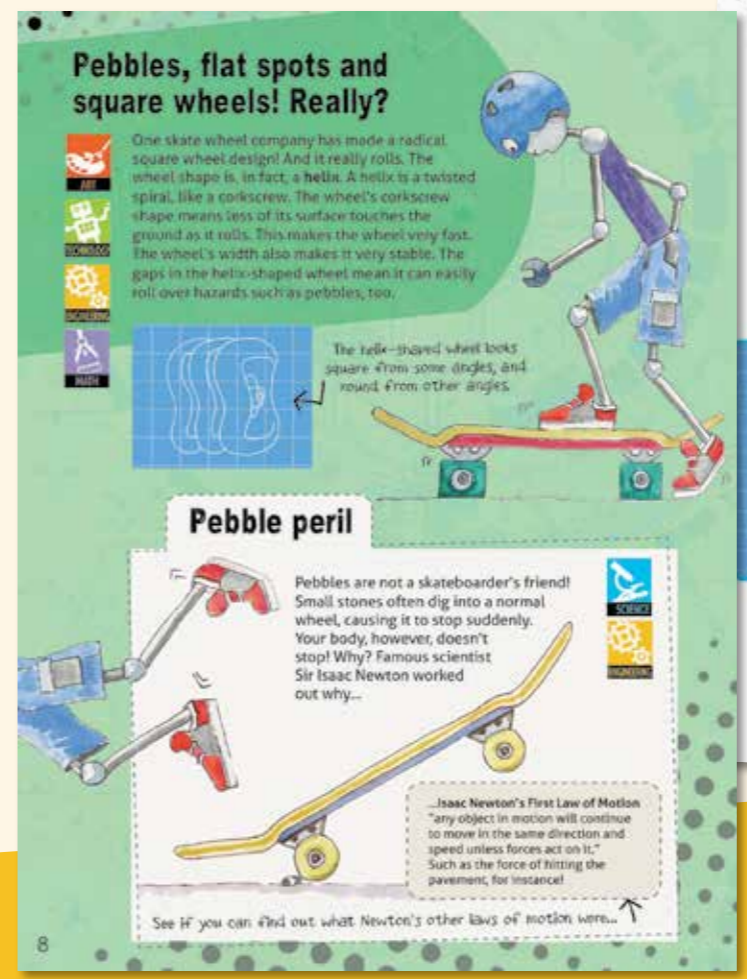
Titles:
 The Science, Technology, Engineering, Art, & Maths Behind:
 Scooters & BMX
 Skateboarding
 Snowboarding
 Surfing

- Trim: 210 x 265 mm
- Pages: 32
- Photos: Full colour
- Age range: 8-10

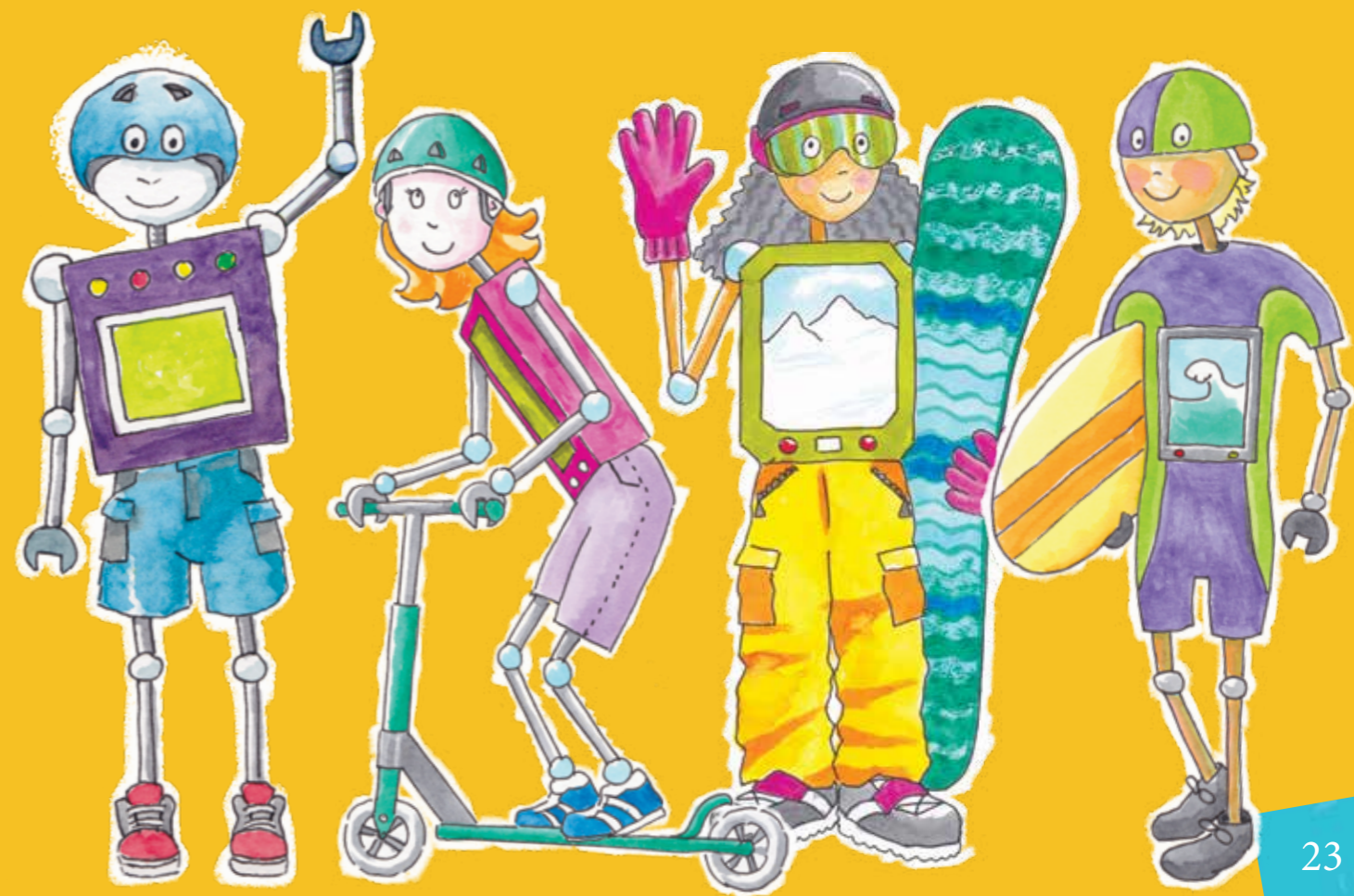
These titles are a must for any extreme sports-lover, and encourage interest-based learning in even the most reluctant student. You'll be amazed how much science, engineering, technology, maths and art you can learn through these high adrenalin sports. Learn about the science of aerodynamics, forces, friction, and kinetic energy. Readers can use maths to get the angles of jumps and landings just right, and learn about computer-aided design, materials, product development, and how to create stunning graphics.



These high-interest titles are sure to encourage interest-based learning in even the most reluctant of students.



Engaging robot characters introduce and explain the STEAM concepts in a fun way.



World-Changing SCIENTISTS

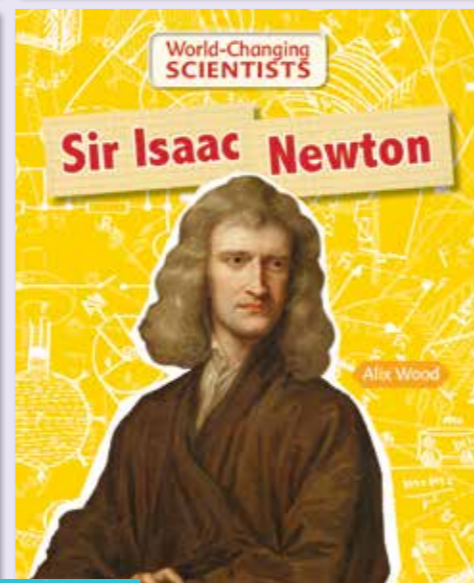
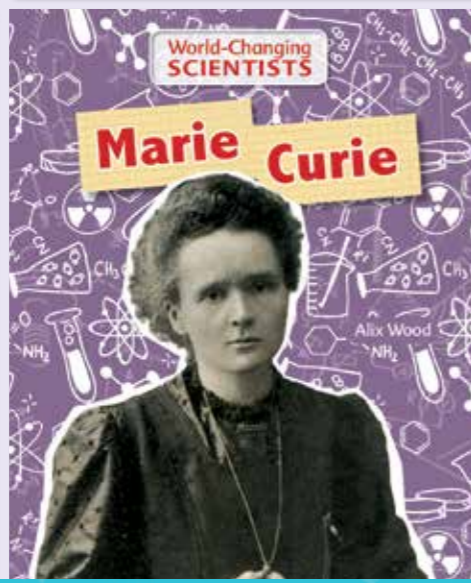
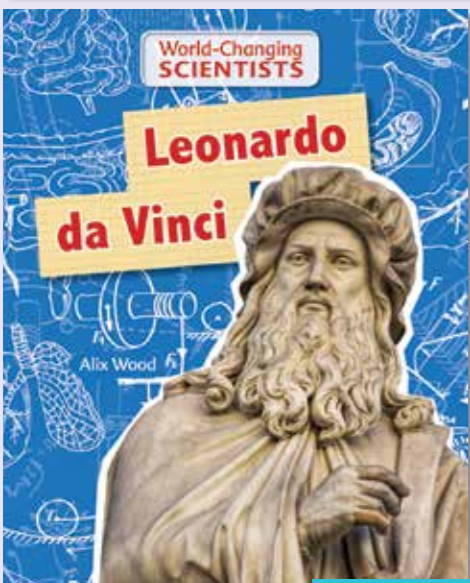
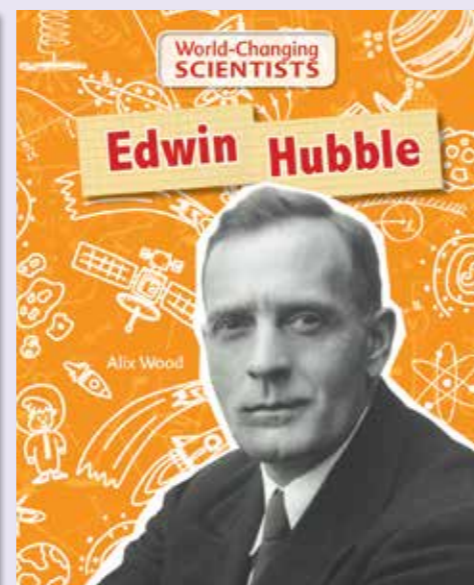
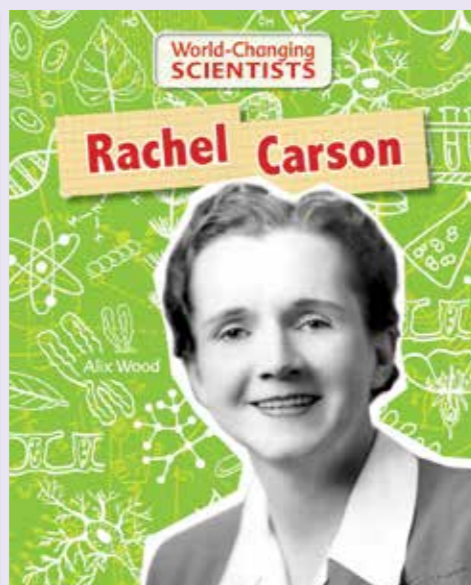
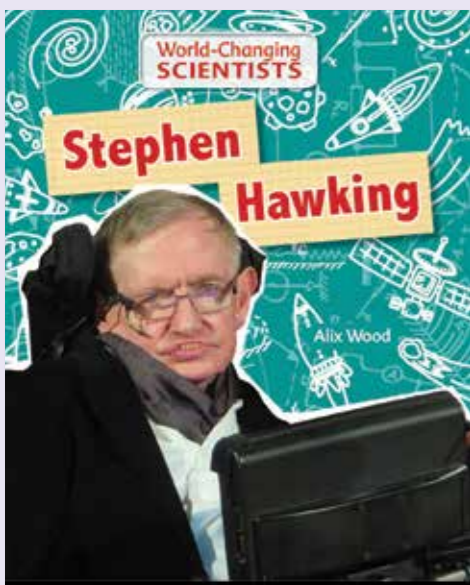
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Titles:

Rachel Carson
Marie Curie
Stephen Hawking
Edwin Hubble
Sir Isaac Newton
Leonardo da Vinci

Trim: 181 mm x 216 mm
Pages: 32
Photos: Full colour
Interest level: 7-11 years
Reading level: 7-9 years

- **World-Changing Scientists** is a series of biographies looking at some of the world's most innovative scientists. The books recount the story of their interesting lives, their childhoods, their discoveries, and their final years.
- These titles include science notes stuffed with interesting facts, and straight-forward explanations about each scientist's discoveries. Each book is designed with pull-out quotes, and information boxes that add to the text. A quiz at the end of each title helps consolidate learning. There is a glossary, a further reading section and an index.



See our new six-book sister series
"World-Changing Engineers" on page 11

World -Changing Scientist Dr. Stephen Hawking

Dr. Stephen Hawking was a world-famous British **theoretical physicist**. A theoretical physicist is a scientist who uses math to study theories about the universe, such as how it began and how it might change in the future. He is best known for his study of **black holes**. Hawking has written books for adults and children. His book *A Brief History of Time* was an international bestseller.



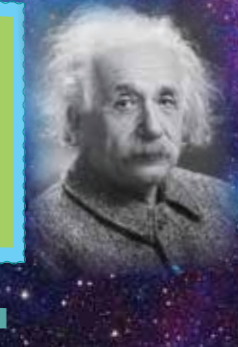
"All of my life, I have been fascinated by the big questions that face us, and have tried to find scientific answers to them. If, like me, you have looked at the stars, and tried to make sense of what you see, you too have started to wonder what makes the universe exist."

STEPHEN HAWKING

Science Notes

Stephen Hawking is probably best known for his work studying space. The study of space is called **cosmology**. When he was a child, Hawking and his mother and sisters would sometimes lie outside on the grass, looking at the stars. The family would take turns pointing out different constellations, and excitedly watch falling stars.

Hawking loved science and math at school. He found physics lessons too easy, so he didn't enjoy them as much as math! He was so good at science he was called Einstein by his friends, after the famous physicist Albert Einstein! Einstein is famous for his **theory of relativity**. Einstein's famous theory helped Hawking during his study of black holes.



Science Project

Test Leonardo's Parachute

Another of Leonardo's inventions was the parachute. His drawing shows a sealed linen cloth held open by a pyramid of wooden poles. He noted next to his drawing that anyone could jump from any height without injury using his parachute. In 2000, skydiver Adrian Nicholas tested Leonardo's design, jumping out of a hot-air balloon from 1.8 miles (3000 m) up. The only modification made was to attach a harness to hold the parachutist in place. The parachute worked! Nicholas found the ride was smooth, but that the weight of the poles could injure a person when they landed.

You Will Need:

- A1 sheet of paper
- scissors
- glue stick
- two equal lengths of string
- paper clips

Copy this template onto your paper.

- 1 Cut around your parachute along the solid lines.
- 2 Fold along the dotted lines. Glue the tab to the other open edge, to create a pyramid.
- 3 Make a hole at each black dot. Thread a length of string through each set of holes. Knot the string.
- 4 Join the strings using a paper clip. Try out your parachute. Add more paper clips and adjust the string until it will slowly glide to the ground.

How do parachutes work? Objects fall toward the ground due to the force of gravity. The resistance of any air caught in the open parachute slows the speed of the fall down.

The Hubble Sequence

Hubble began to study the galaxies. Looking through the powerful Hooker telescope, he began to notice that the galaxies he was studying formed different shapes. Hubble started to classify the galaxies that he saw by their appearance.

Elliptical galaxies are shaped like an ellipse.

Lenticular galaxies are sometimes called armless spiral galaxies. They are disk-shaped, with no spiral arms.

Spiral galaxies have a central bulge with spiral arms coming out from the center.

Barred spiral galaxies are like spiral galaxies, but the arms come out from the ends of a central bar, like ribbons on either end of a baton.



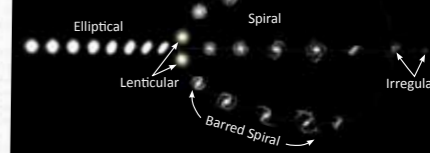
After Hubble's work, scientists have also added another classification, the irregular galaxies. These have no regular shape, and therefore cannot fit into any of the other classes.

Science Notes

Hubble's classification became known as the Hubble sequence. It is also sometimes called the tuning-fork diagram, because of the shape of the image used to demonstrate the galaxy types.

a tuning fork

The Hubble Sequence



When Hubble first published his galaxy classification scheme, the existence of lenticular galaxies was just a guess. Hubble believed that there must be a stage between the elliptical galaxies and spiral galaxies. Later, Hubble and other astronomers found some lenticular galaxies, and his belief was proved right. The lenticular class was then added to the Hubble sequence.

BACKYARD SCIENTIST

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Titles:

- Backyard Astronomy Experiments
- Backyard Biology Experiments
- Backyard Botany Experiments
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- Backyard Physics Experiments

Trim: 216 x 216 mm or 260 x 260mm

Pages: 32

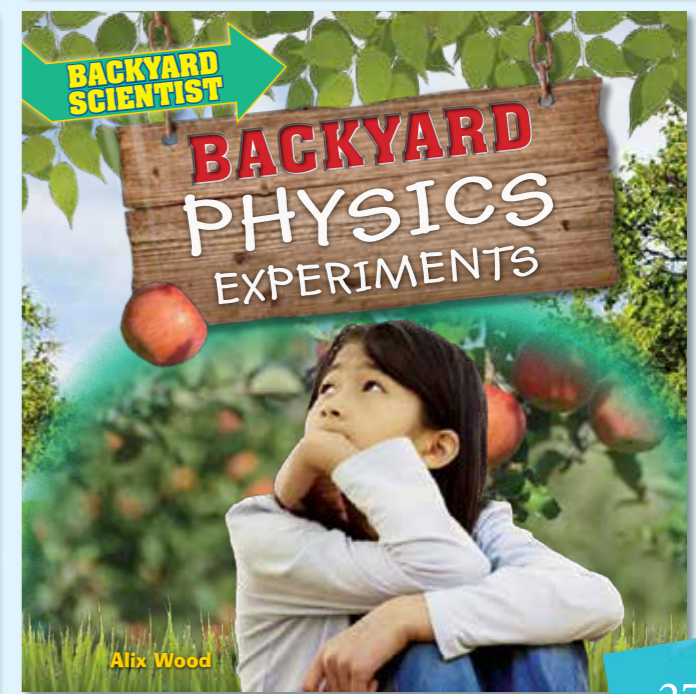
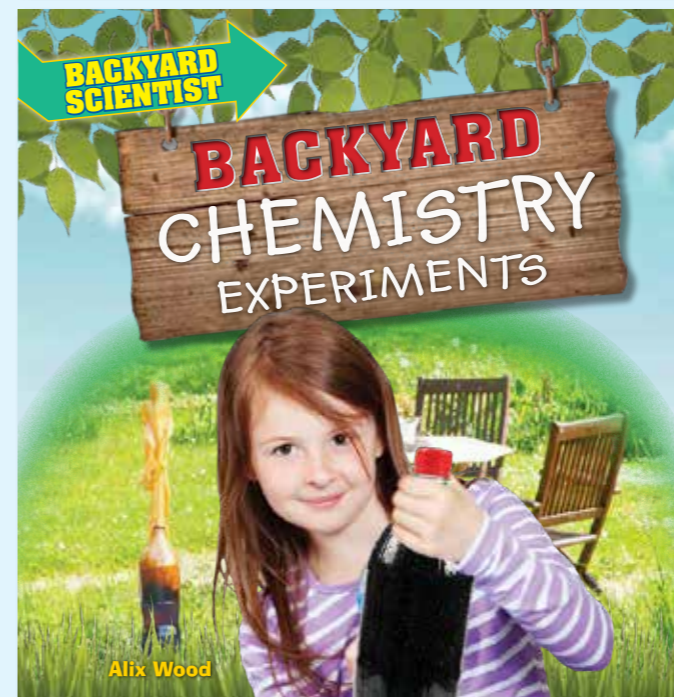
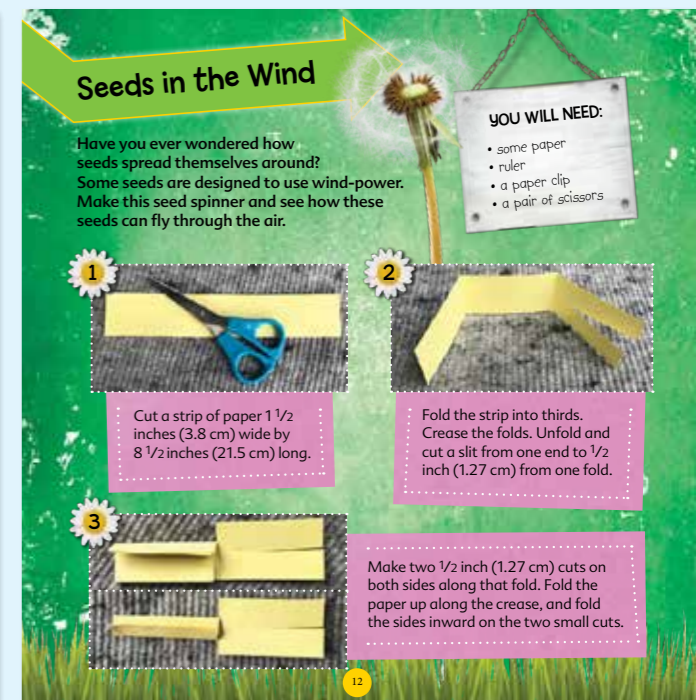
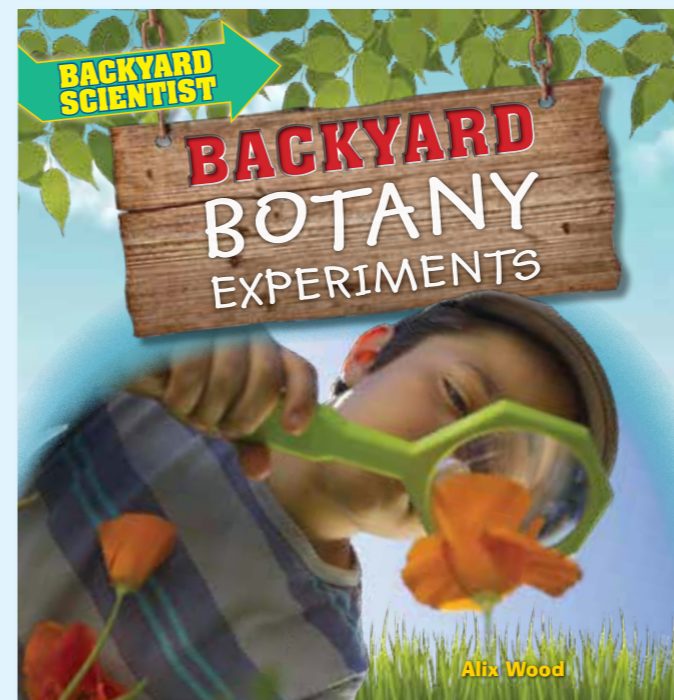
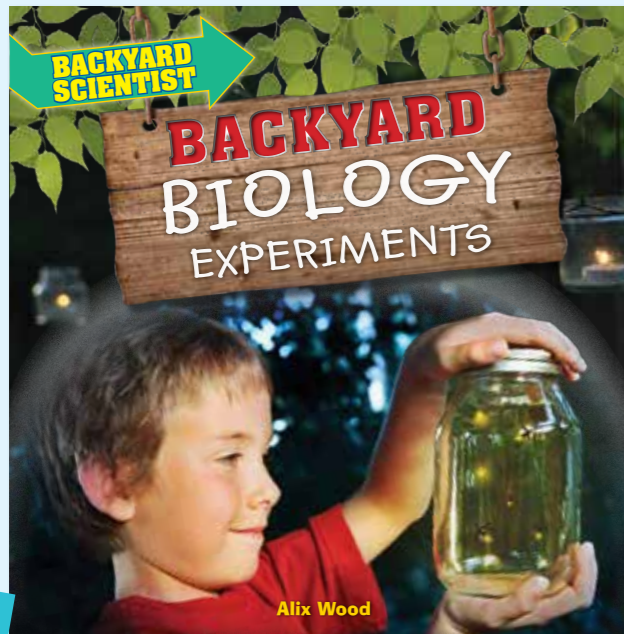
Photos: Full colour

Interest level: 7-11

Reading level: 7-9 years

Science can get messy, but getting messy can be fun. This series explores six different science disciplines with hands-on science experiments that can be done in your own back garden. Each book begins with an introduction to help readers understand the branch of science.

Clear, step-by-step instructions make the experiments easy to follow. Experiments are designed to encourage exploration and develop an interest in science and the scientific method. Essential elements of each featured science are explained in feature side-bars.



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