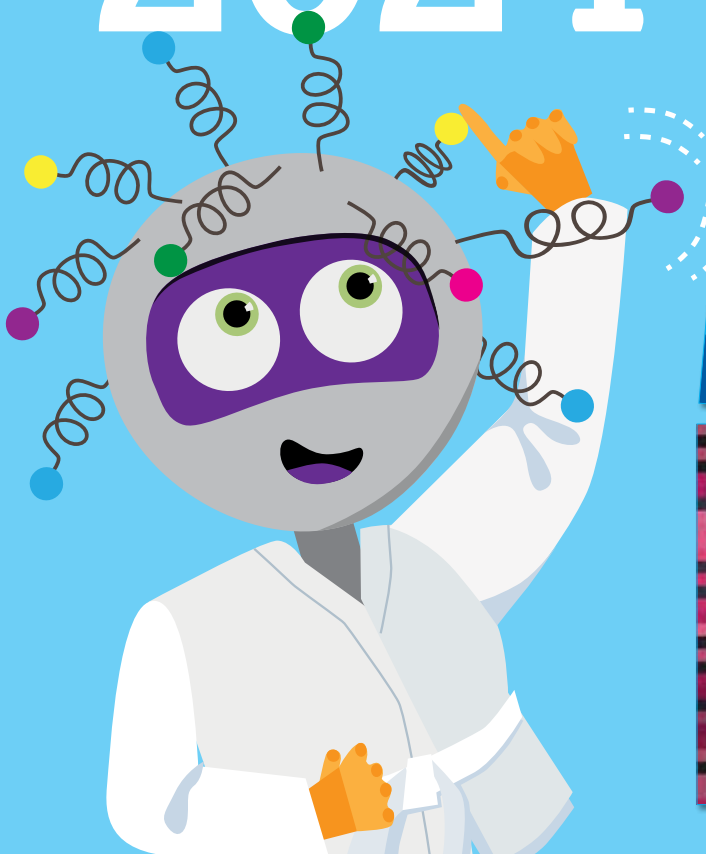


Alix Wood Books



SPRING
2024



Alix Wood Books



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 career in the electronics industry and has taught business management at degree level. He writes our science and computing titles and handles the company's computer support, accounts and marketing. Kevin is also keeping busy renovating an old farmhouse in Ireland!

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.



For Editorial Queries, contact:
Alix Wood
alix@alixwoodbooks.co.uk

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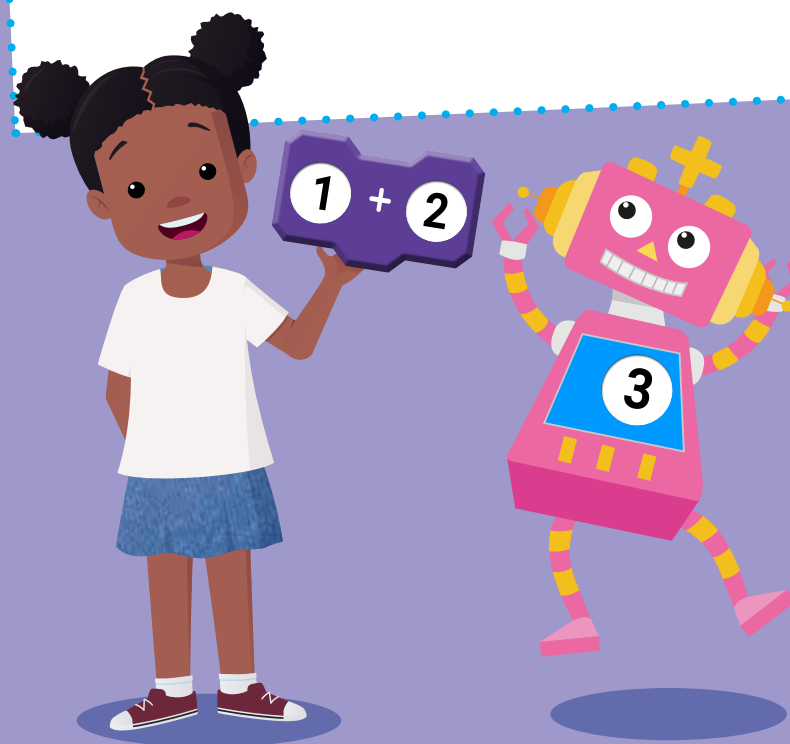
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Pre-order now - Coming Soon

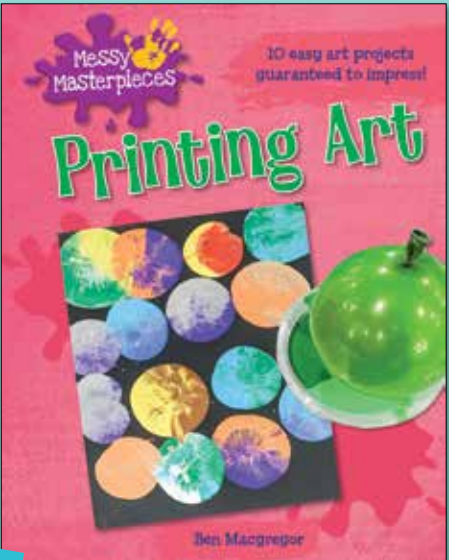
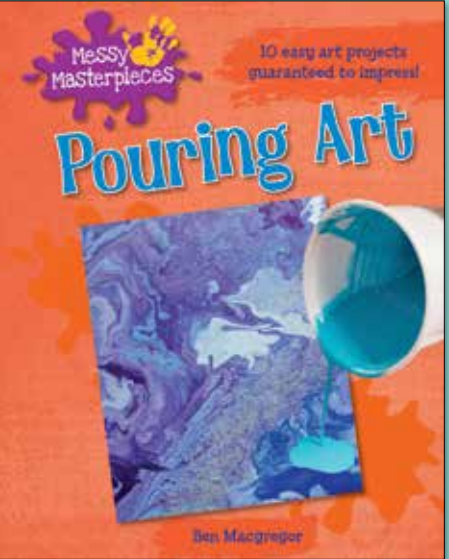
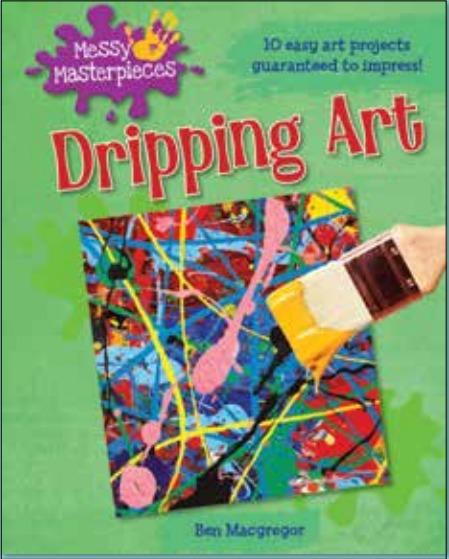
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Messy Masterpieces introduces four trending, super-simple art techniques that produce really achievable frame-worthy art.

Each title features 8 projects, with step-by-step photographs, and simple instructions. An introduction explains the materials and techniques. Helpful tips ensure readers get the best results from each project.



Titles in the Series:
Dripping Art
Pouring Art
Printing Art
Squeegeeing Art

Specification:
Trim: 203.2 x 254 mm
Pages: 24
Photos: Full color
Age Range: 6-10 years



SPACE SCHOOL



Titles:

Zoom Around Planet Earth
Blast Off to Other Planets
Ride a Rocket to the Moon
Time Travel to Far Galaxies

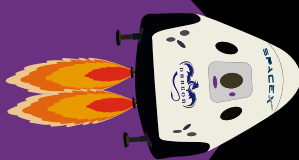
Trim:

265 x 210mm

Pages: 32

Age Range: 5-7 years

Make sure you enrol at Space School this year! Astronaut training is fun! With so much happening in the world of space exploration, these books are a great way to introduce essential science concepts such as gravity and atmosphere. So, enter the virtual classroom and sign up for the term!



ADAPTING TO SPACE

Now we are in orbit. As we fall around the Earth everything floats as if there is no gravity. With books, food, and people floating around it's hard to know what ANYTHING will do!

Try this task to get an idea how strange zero gravity is.

TASK 6

Take two balloons. Place a penny inside one. Inflate both balloons and tie them. Pat each balloon about. Do they behave the same? The one with the coin should act strangely. As the coin moves, it changes the balloon's center of gravity.

An object's center of gravity is the point where the weight is even on all sides.

ASK SKIP

What is the strangest thing about being in space?
There's no gravity pulling on your arms and legs. So, it's hard to tell where they are when you can't see them!
What is annoying in space?
No, we tie sleeping bags to the wall and sleep in those. The spacecraft can be noisy and bright. We wear ear plugs and eye masks to help us sleep.

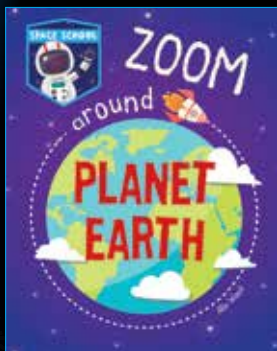
Can you spot some clever things astronauts do to keep objects from floating about?



QUESTION 6

Can you spot some clever things astronauts do to keep objects from floating about?

18



WELCOME TO SPACE SCHOOL!

THIS TERM'S MISSION ... to travel to space and fly around Planet Earth.

What is Space?

Space is the area beyond Earth's atmosphere. Earth's atmosphere is a layer of gases that protects us, like a big, bubble-shaped shield.

Let's figure out what we need to take with us when we zoom into space.



Astronaut Skip Holby here, ready to help you graduate Space School...

QUESTION 1

Do you know what humans need to stay alive? Tick the three things that we really need.

- ☐ air to breathe ☐ food to eat
☐ water to drink ☐ books to read

We breathe in oxygen gas. But space has no oxygen. Before a spacewalk, astronauts fill their spacesuits with oxygen.

Astronauts have to take everything they will need with them to space. They can make more oxygen from water. They use electricity, and science, to split water into oxygen and hydrogen gas. Clever!



NEW FOR 2024

GETTING INTO ORBIT

The astronauts are safely heading for space! But, it is not that simple to get a rocket to orbit Earth. You have to get the rocket's height and speed just right. Otherwise, you might fall to Earth, or disappear into space!

To go into orbit, a spacecraft must get to the right height, so it falls AROUND the planet.

At least 25,000 miles per hour (40,270 kph) to leave Earth's gravity.

At least 17,500 miles per hour (28,163 kph) it will go into orbit.

At less than 17,500 miles per hour (28,163 kph) it will fall back to Earth.

At least 25,000 miles per hour (40,270 kph) to leave Earth's gravity.

At least 17,500 miles per hour (28,163 kph) it will go into orbit.

At less than 17,500 miles per hour (28,163 kph) it will fall back to Earth.

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At least 25,000 miles per hour (40,270 kph) to leave Earth's gravity.

At least 17,500 miles per hour (28,163 kph) it will go into orbit.

QUESTION 5

Can you set your spacecraft to the right speed to get into orbit?

- ☐ a) 25,020 miles per hour
☐ b) 17,500 miles per hour
☐ c) 10,000 miles per hour

Once in orbit, the fuel tanks fall away. Small engines on the spacecraft can move it around in zero gravity, now.

HEADING HOME

It's time to head home. The astronauts move into the waiting capsule and close the hatch.

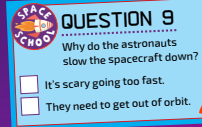
1 The spacecraft springs away from the space station.

2 The spacecraft turns. Astronauts blast the engines backwards. They must slow down to get out of orbit.

3 As the capsule enters Earth's atmosphere it becomes very hot. Friction from the air creates a ball of fire around the spacecraft!

4 Once back in Earth's atmosphere, gravity pulls the capsule toward Earth. Air particles in our atmosphere help slow the fall.

Our atmosphere protects us from space rocks, too. Rocks falling to Earth burn up in space before they hit the ground.



5 Parachutes slow them down even more. Then they land on the ground or in the ocean.

6 Rescue teams rush to the landing site. They help the astronauts out and check they are OK.

Astronauts' muscles get weaker in space. They're not used as much, as gravity doesn't pull them. Astronauts may need help to get out of the space capsule.

Rescue teams rush to the landing site. They help the astronauts out and check they are OK.

Astronauts' muscles get weaker in space. They're not used as much, as gravity doesn't pull them. Astronauts may need help to get out of the space capsule.

MR. HOLBY

Congratulations on finishing your term at Space School. Check out the answers on page 30 and see how well you did!

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Accidental Genius

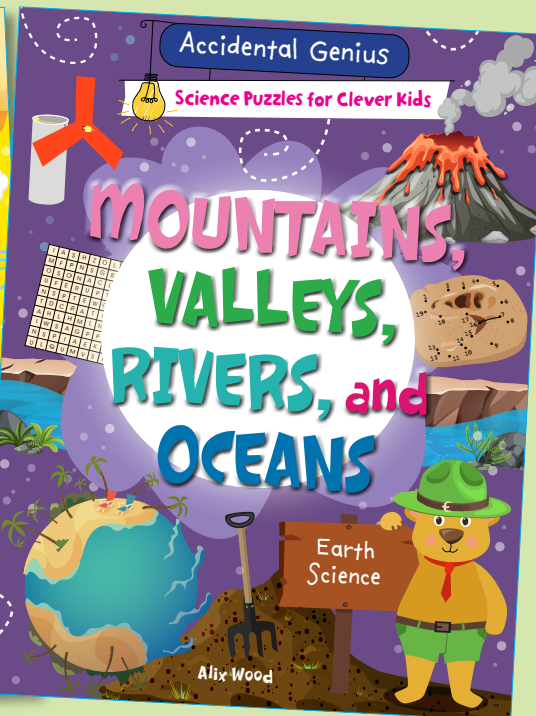
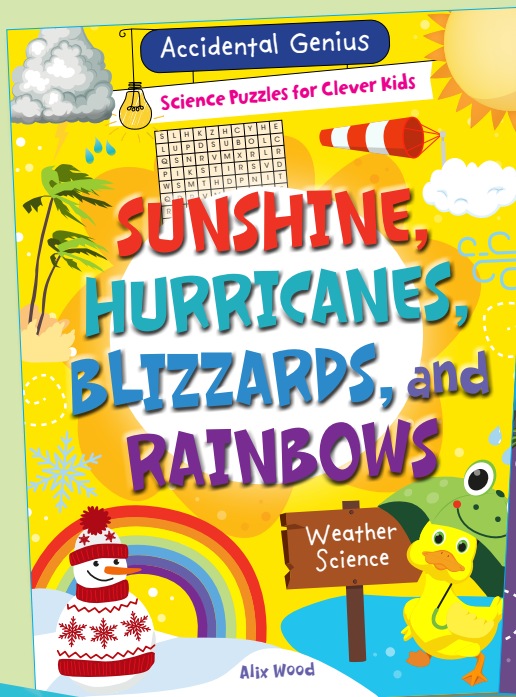
Science Puzzles for ages 5-7

TWO
NEW
TITLES
FOR 2024

These two brand new titles in our popular science-themed activity book series introduce the topics of Weather and Earth Science. The books are packed full of fun facts and activities that help consolidate learning on each area. Every page contains carefully thought-out puzzles with educational value.

Young readers will accidentally learn loads about weather and planet Earth!

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



Using the Wind

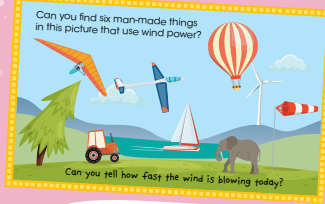
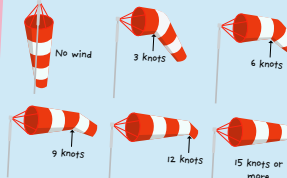
We can use the power of the wind to help us get around. Sail boats rely on winds to travel across oceans. Engineless airplanes, called gliders, use rising air to help them stay in the sky.



a glider

Wonderful Windsacks

Have you ever seen a striped windsack on an airport? Its stripes aren't just for decoration. The angle of the windsack helps show the speed of the wind. Wind can be measured in knots. Each wind-filled stripe on the windsack equals 3 knots of wind speed.



Can you find six man-made things in this picture that use wind power?

Can you tell how fast the wind is blowing today?

Match the Pairs

Can you find each matching pair of kites?



Amazing Rivers

Rivers are filled with fresh water. Many animals come to rivers to drink. Reptiles, amphibians, and fish spend some, or all, their lives in rivers.

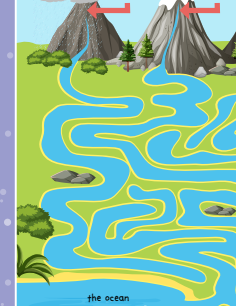
Can you find the 8 animals?



Rivers often start in mountains. Melting snow or rain forms a small stream that runs down the mountainside. The stream gets bigger, until it forms a river. Rivers can also form from underground mountain springs.

Which of these streams heads to the ocean?

a. the rainy stream b. the snowy stream c. the spring stream



the ocean

Super-Useful Plants

Thousands of different plants grow on Earth. From enormous trees, to plants so tiny you can barely see them!

Plants make oxygen. Oxygen is a gas that living things breathe.

Plants provide us and other animals with food.

Medicines, paper, chewing gum, corks and rubber all come from plants.

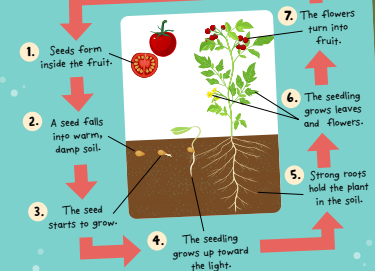
We can make clothes from plant fibers.

We build homes using wood from trees.

Flowers can decorate our homes and gardens.

Plants make great animal homes. Can you find the frog?

A Tomato Plant's Life Cycle



Can you put these pictures in the right order to show a seed into a new tomato?



NEW
FOR
2024

Make a MINECRAFT PARTY

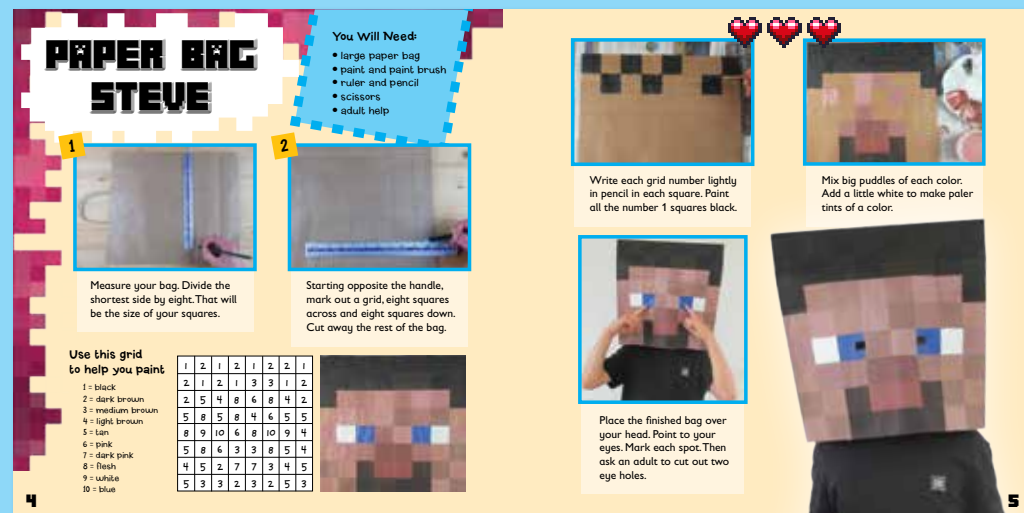


Titles in the Series:
Costumes
Decorations
Games
Food



MINECRAFT fans will love these high-interest titles, packed full of achievable, low cost, fun-to-make projects. Craft an amazing Minecraft-themed party and invite your friends.

Dress up as your favourite character, decorate your party room, and make Minecraft food and drink. Then, design some themed party games, and even make cute party bags for your guests to take home!



Trim: 203 x 203 mm
Pages: 24
Photos: Full colour
Age Range: 6-10 years

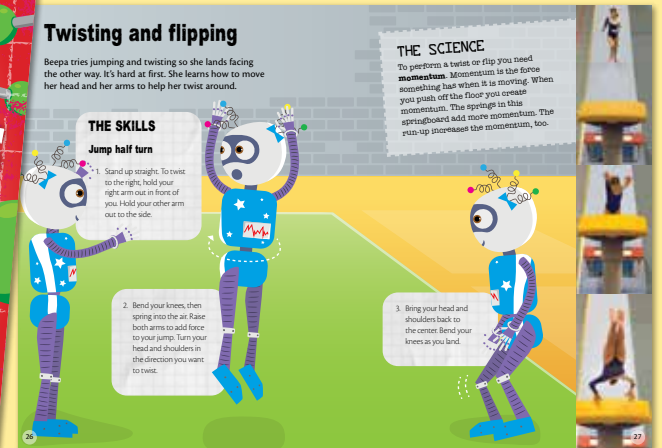
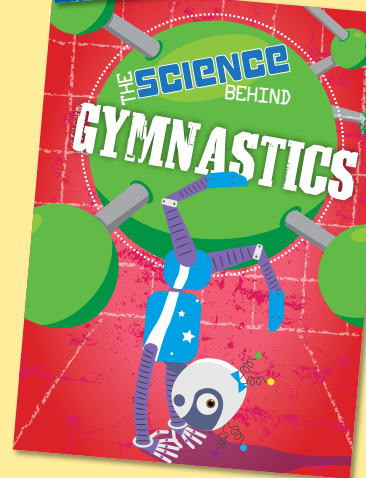
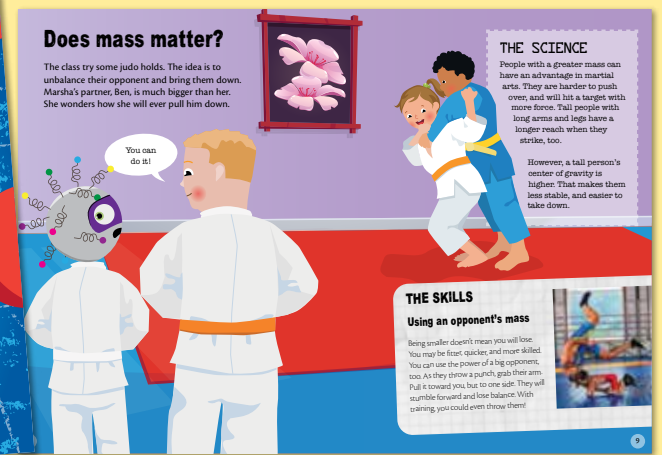
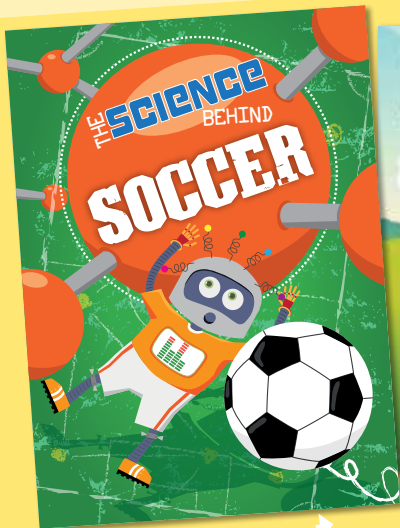


THE SCIENCE BEHIND SPORT

Titles:
The Science Behind:
Basketball
Gymnastics
Martial Arts
Soccer

Trim: 165 x 232 mm
Pages: 32
Full colour
Age range: 8-10

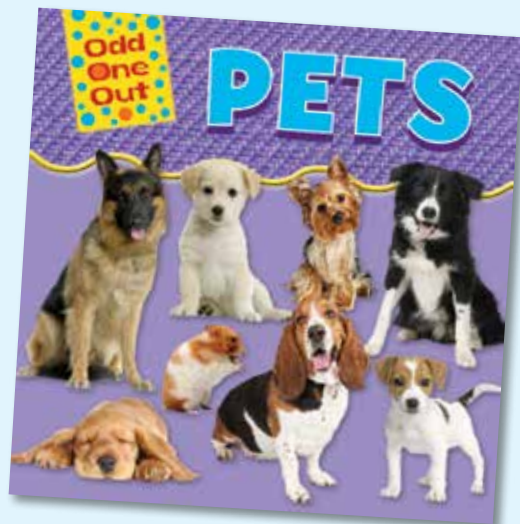
These titles are a must for any sports-lover. Interest-based learning helps even the most reluctant student get an understanding of science concepts. You'll be amazed how much science you can learn through these popular sports. Aerodynamics, forces, friction, kinetic energy. It's all there, and it's all easy to learn when you're motivated by the sport you love.



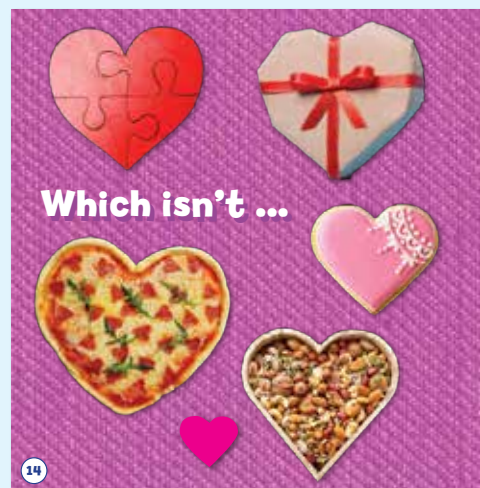
Odd One Out

Titles:
Pets
Shapes
Colours
On the Farm
Wild Animals
Vehicles

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



Can you spot the odd one out? Illustrated with appealing full colour photographs, the books encourage the reader to find the odd one out on each spread.



Children will enjoy poring over the colourful photographs. Ideal for learning about the world we live in, and encouraging discussion about the differences between things. Finding the odd one out sometimes isn't as easy as you'd think!



Accidental Genius

Science Puzzles for ages 5-7

Titles:

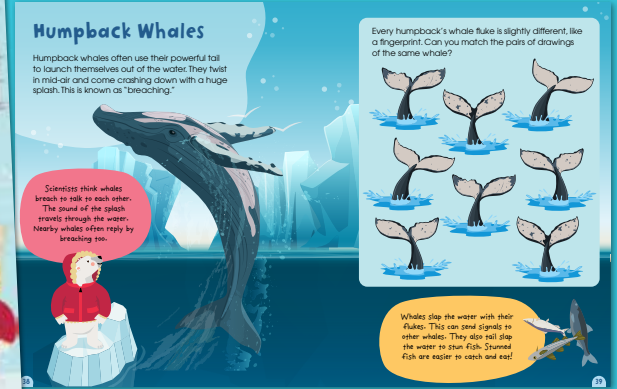
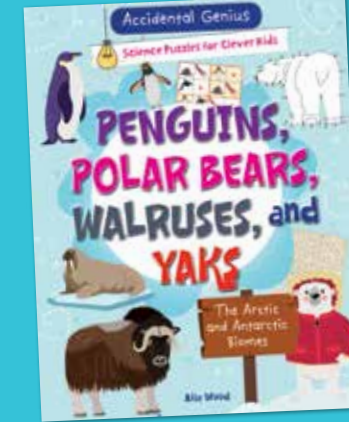
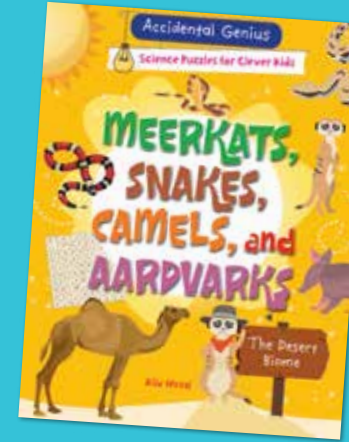
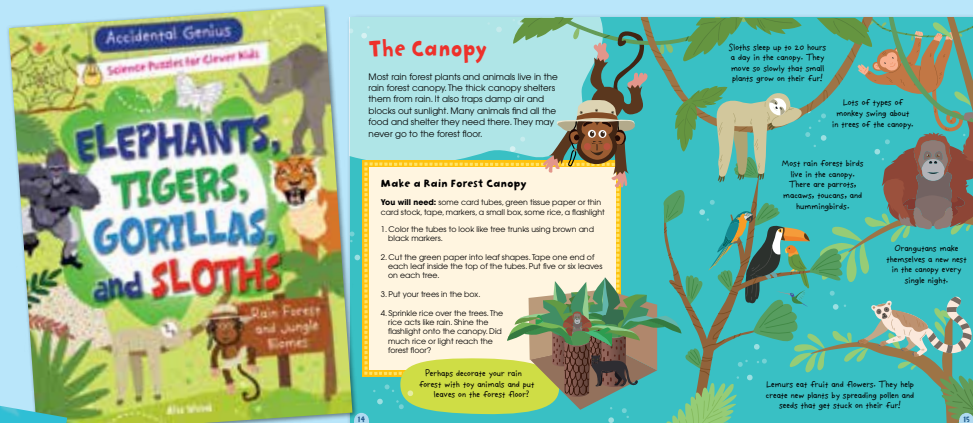
Dolphins, Jellyfish, Sharks, and Whales (Ocean Biome)

Meerkats, Aardvarks, Camels, and Snakes (Desert Biome)

Elephants, Gorillas, Tigers, and Sloths (Rainforest and Jungle Biome)

Penguins, Polar Bears, Walrus, and Yaks (Arctic Biome)

Accidentally learn about our planet's biomes with these science-themed activity books. They will keep any 5-7 year old busy and entertained. Every page contains carefully thought-out puzzles with educational value. But they won't notice, because they'll be having too much fun!



Titles in this series:



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

Trim: 203 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.



ESCAPE!

Titles:

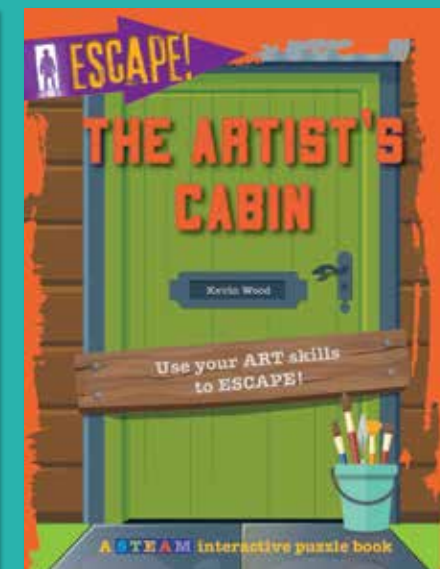
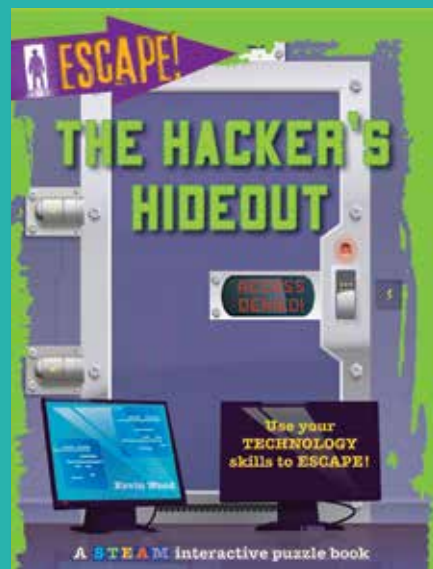
The Empty Science Lab
The Hacker's Hideout
The Engine Room
The Artist's Cabin
The Maths Maze

Trim: 216 x 279 mm

Pages: 32

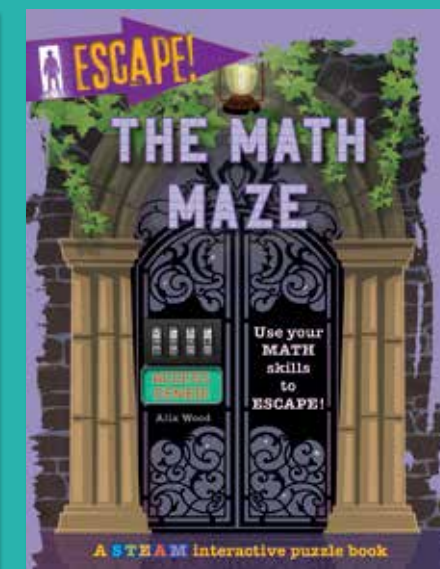
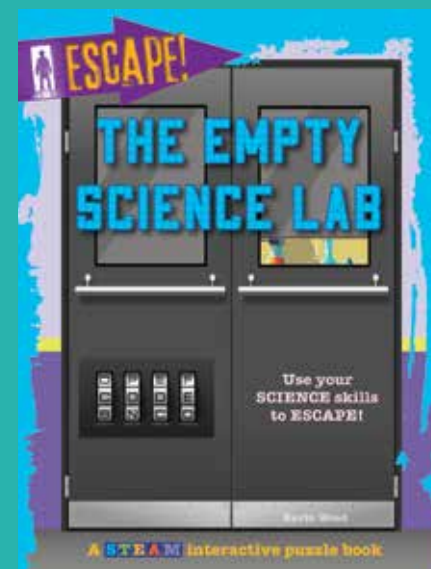
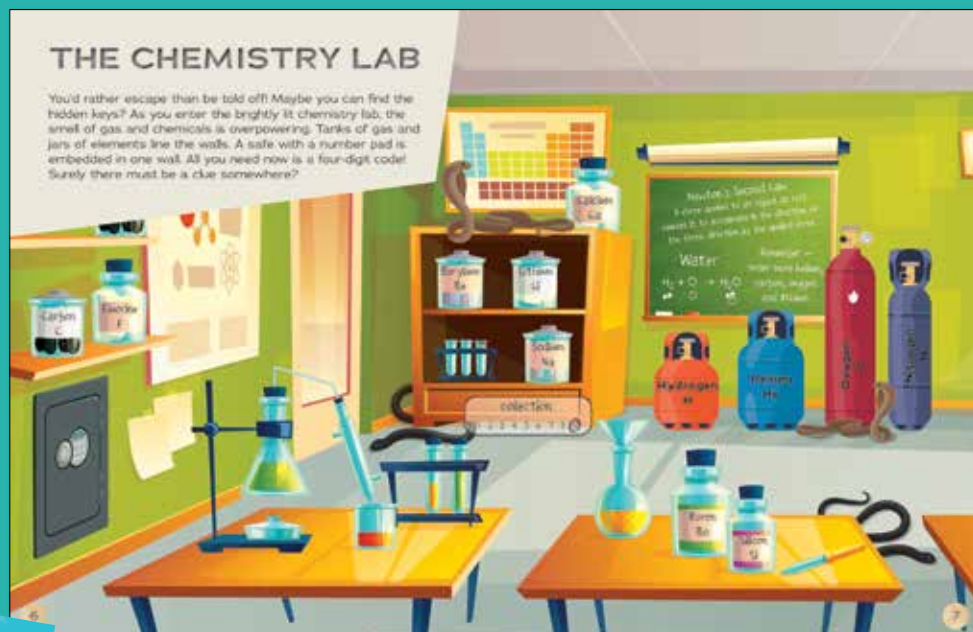
Photos: Full colour

Age Range: 7-11 years



www.escapepuzzlebooks.com

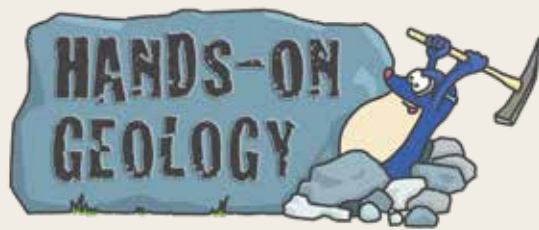
Solve these puzzles on your own, or team up with your friends or family. This unique series challenges readers to use their subject knowledge to work out the secret escape codes. Optional online links to interactive locks and keypads allow readers to enter their answers and receive hints to the puzzles. Designed to be challenging and rewarding, these titles link to the STEAM curriculum in a fun and motivating way.



A linked website allows students to enter their guesses, with hints, and instant feedback.

"Exciting clues and colorful spreads make this eye-catching and inescapably interesting."
—BOOKLIST

"Escape! is a perfect addition to your STEAM collection. No digital tech equipment. No in-classroom set up needed."



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!

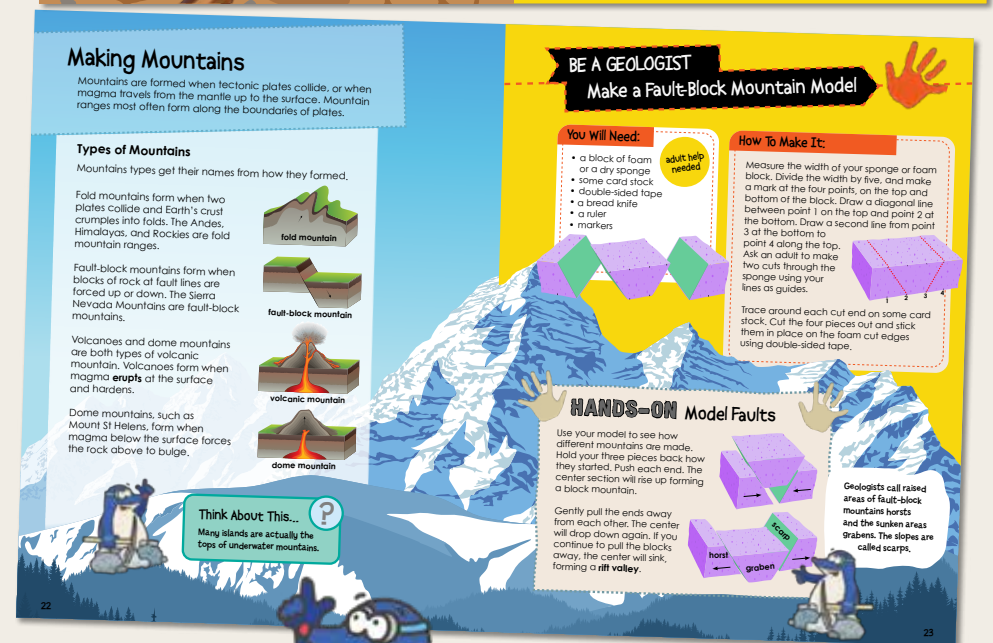
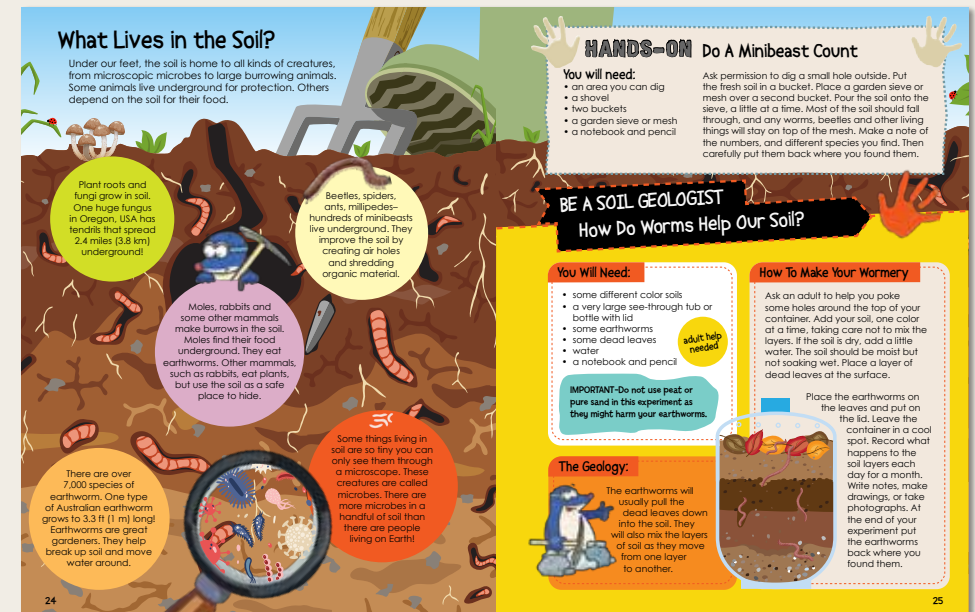
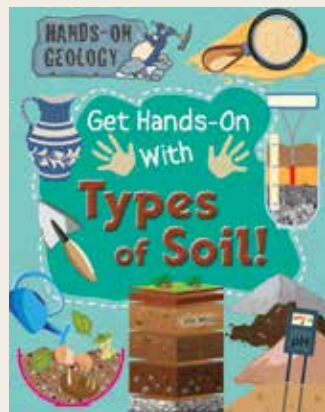
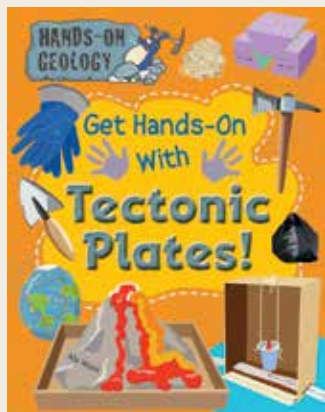
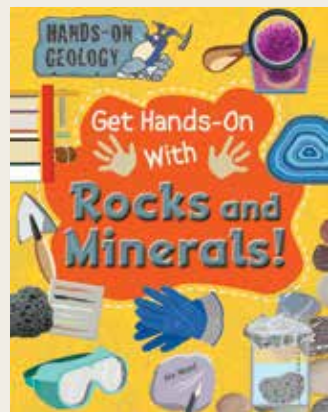
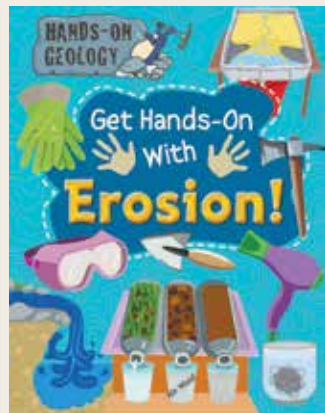
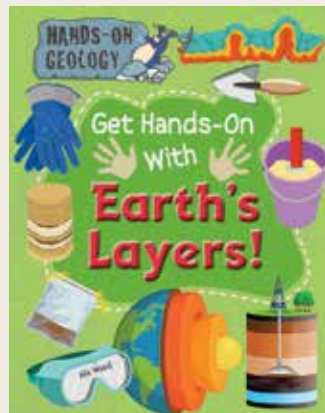
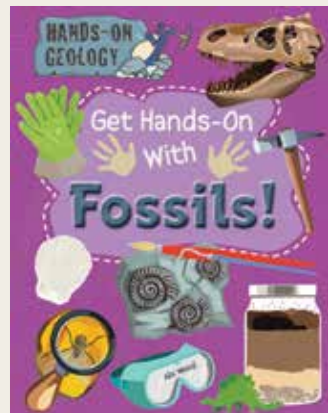
Trim: 8.5 x 11"

Pages: 32

Photos: Full colour

Interest level: 9-11 years

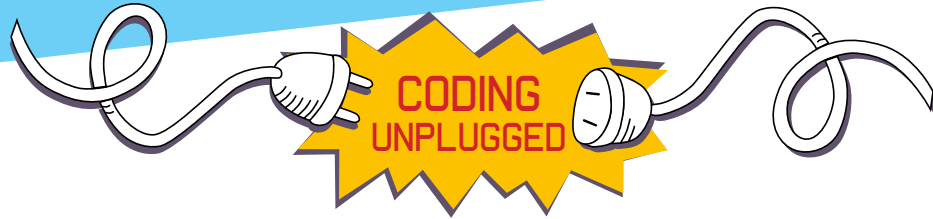
These engaging, interactive books give readers a brilliant insight into the science of geology. Conduct experiments and get hands-on. Build a stream table to study erosion. Make a mold-and-cast fossil, and then excavate it like a pro. Make an erupting volcano. Experiment with an earthquake shake table.



Think About This...

Open-ended questions encourage further thought and study.

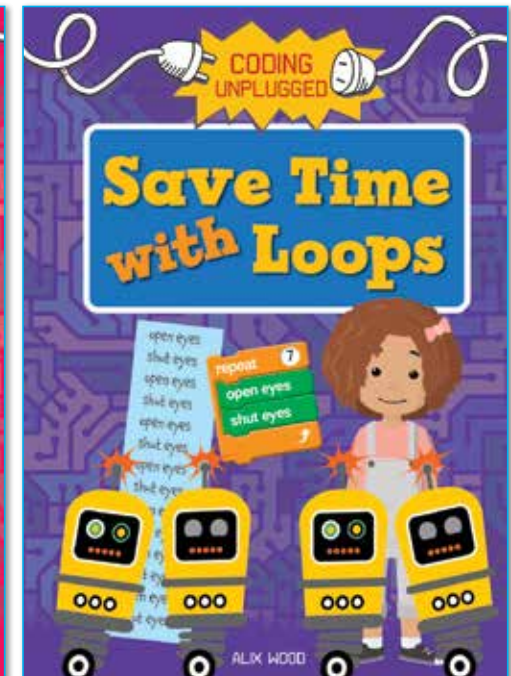
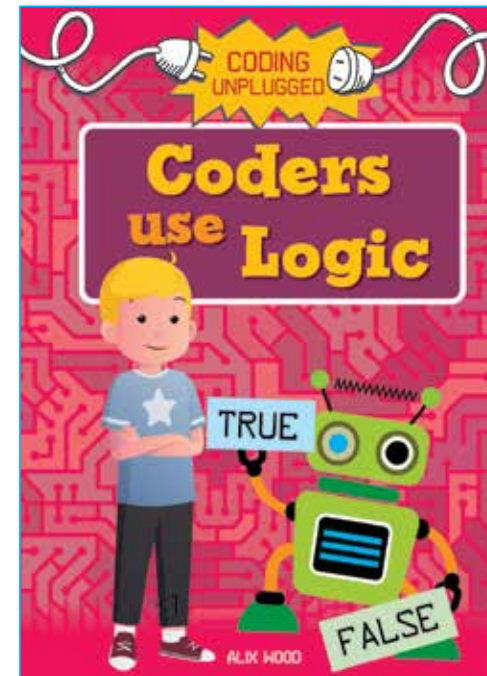
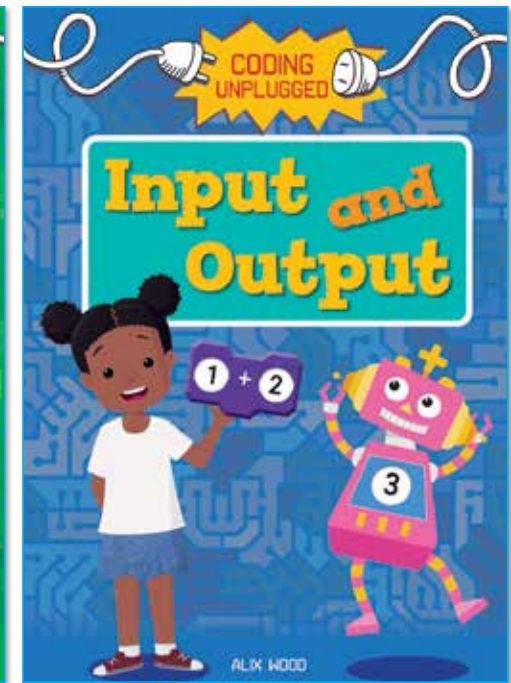
Coming Soon ...



Titles:
Playing With Data
Input and Output
Coders Use Logic
Save Time With Loops

Trim: 165 x 232 mm
Pages: 32
Full colour illustrations
Reading level: 5-7 years
Interest level: 5-7 years

- Learning to code is now a basic skill for the primary school age group. This accessible series explains the building blocks of coding, using fun illustrations and friendly robot characters. Each title gives a hands-on introduction to the essential building blocks of coding using games, challenges, exercises and tips. A quiz at the end helps consolidate learning.
- With no need for a computer, or device, or any particular programming language, these titles will stand the test of time and work well with a limited budget.



Coming Soon ...

Trim: 178 x 228 mm
Pages: 32
Photos: Full colour
Interest Age: 5-7 years
Reading Age: 5-7 years



Be the Best You! is a new series that encourages a positive self-image. The titles gently teach children to learn to love themselves for who they are. In our first title, Guinevere the guinea pig really wants to be a rabbit. Her friends all help her in her hilarious attempt, but will Guinevere realise being a rabbit is not as easy as it looks? Or as much fun?



Guinevere the guinea pig
was feeling grumpy.

So grumpy.



Would life be more fun as a rabbit? Guinevere the guinea pig thinks so. But how can she become one?

Her friends say she looks nothing like a rabbit. Her ears are too small. She doesn't have a cotton tail. And, she can't hop.

But Guinevere is determined, and sets about making her amazing rabbit disguise.

Things don't go as smoothly as Guinevere had hoped. Could being "the best guinea pig you can be" be better than being a rabbit, after all?



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