The Big Book Of Maker Skills Popular Science Free

Start-to-finish, fun projects for makers of all types, ages, and skill levels! This easy-to-follow guide features dozens of DIY, low-cost projects that will arm you with the skills necessary to dream up and build your own creations. The Big Book of Makerspace Projects: Inspiring Makers to Experiment, Create, and Learn offers practical tips for beginners and open-ended challenges for advanced makers. Each project features non-technical, step-by-step instructions with photos and illustrations to ensure success and expand your imagination. You will learn recyclables hacks, smartphone tweaks, paper circuits, e-textiles, musical instruments, coding and programming, 3-D printing, and much, much more! Discover how to create: • Brushbot warriors, scribble machines, and balloon hovercrafts • Smartphone illusions, holograms, and projections • Paper circuits, origami, greeting cards, and pop-ups • Dodgeball, mazes, and other interesting Scratch games • Organs, guitars, and percussion instruments • Sewed LED bracelets, art cuffs, and Arduino stuffie • Makey Makey and littleBits gadgets • Programs for plug-and-play and Bluetooth-enabled robots • 3D design and printing projects and enhancements

From understanding the mysterious Mobius strip to learning about constellations on your bedroom ceiling, this hands-on science book is full of fascinating scientific facts and over 40 fun, educational projects and activities to make and do. From a building a 'candypult' made from marshmallow to a smartphone boom box, an unbreakable egg or a 'bug-o-scope', there are loads of amazingly fun projects to be made using materials found around the house. With step-by-step instructions, clear illustrations and high quality photography, there is little to no adult help needed, making this hands-on book perfect for use in the home or classroom.

Makers, get ready. This is your ultimate, must-have, tip-packed guide for taking your DIY projects to the next level—from basic wood- and metalworking skills to plugged-in fun with power tools, from cutting-edge electronics play to 3-D printing wizardry. Join Chris Hackett, Popular Science intrepid DIY columnist and star of the Science Channel's Stuck with Hackett , on a rummage through the toolbox of yore—and a foray into the technologies of the future. HAND TOOLS A classic is a classic for a reason. Learn to build your own metal forge, screen-print whatever you want, swing a hammer better than your ancestors, and repurpose what Hackett calls "obtainium"—but what others might call trash—into your own mad-scientist creations. POWER TOOLS Discover the supreme joy that is angle-grinding, rig your own welding machine out of a junked car battery or three, and meet and master a whole host of electronic gadgets—LEDs, piezo buzzers, solar panels, and more. ROBOTS & BEYOND When it comes to making, there's a whole new skillset in town. Get started with CNC milling, laser-cutting, programming microcontrollers, and 3D printing in a chapter that's all about building what's next. MUCH MORE Setting up a hackerspace, drones and space exploration tools, circuitry basics, sourcing and crowdsourcing and biotechnology- just to name a few more. You name it; it's probably in this book.

Who makes the important decisions in your organization? Strategy, product development, budgeting, compensation—such key decisions typically are made by company leaders. That's what bosses are for, right? But maybe the boss isn't the best person to make the call. That's the conclusion Dennis Bakke came to, and he used it to build AES into a Fortune 200 global power company with 27,000 people in 27 countries. He used it again to create Imagine Schools, the largest non-profit charter-school network in the U.S. As a student at Harvard Business School, Bakke made hundreds of decisions using the case-study method. He realized two things: decision-making is the best way to develop people; and that shouldn't stop at business school. So Bakke spread decision-making throughout his organizations, fully engaging people at all levels. Today, Bakke has given thousands of people the freedom and responsibility to make decisions that matter. In The Decision Maker, a leadership fable loosely based on Bakke's experience, the New York Times bestselling author shows us how giving decisions to the people closest to the action can transform any organization. The idea is simple. The results are powerful. When leaders put real control into the hands of their people, they tap incalculable potential. The Decision Maker, destined to be a business classic, holds the key to unlocking the potential of every person in your organization.

Master Swiss Cheese Maker

The Colonial Wigmaker

The Decision Maker

500 Projects That Are the Bestest, Funnest Ever

The Big Book of Mead Recipes

Bread is a staple of the Western diet, yet all too often families rely on store-bought loaves that lack both taste and nutritional value. Happily, good bread is surprisingly easy to make, and bread machines simplify the task even further. With a healthy and inspiring recipe for each day of the year, this big cookbook brings excitement—and nutrients—back to our daily bread. It's broken down into eight sections—bread basics, everyday bread and rolls, specialty and festive breads, flat breads, quick breads, bread machine recipes, gluten-free breads, and bread dishes—and features a deliciously diverse selection of culinary traditions, from Indian naan and Scottish oatcakes to panettone and Greek Easter Bread. An authoritative introduction explains breadmaking basics, and gives advice on equipment and ingredients as well as tips for crafting the perfect loaf. Dozens of luscious color photos add further inspiration.

Some of the most creative artists from today's maker scene discuss their process, workspaces and more in this inspiring guide to tinkering. The Art of Tinkering is an unprecedented celebration of what it means to tinker: to take things apart, explore tools and materials, and build wondrous, wild art that's part science, part technology, and entirely creative. Join 150+ makers as they share the stories behind their beautiful and bold work—then do some tinkering yourself! This collection of exhibits, artwork, and projects explores a whole new way to learn, in which people expand their knowledge through making and doing, working with readily available materials, getting their hands dirty, collaborating with others, and problem-solving in the most fun sense of the word. Each artist featured in The Art of Tinkering shares their process and the backstory behind their work. Whether it's dicussing their favorite tools (who knew toenail clippers could be so handy?) or offering a glimpse of their workspaces (you'd be amazed how many electronics tools you can pack into a pantry!), the stories, lessons, and tips in The Art of Tinkering offer a fascinating portrait of today's maker scene. Artists include: Scott Weaver, Arthur Ganson, Moxie, Tim Hunkin, AnnMarie Thomas, Ranjit Bhatnajar and Jie Qi.

Fast and easy woodworking projects, from toys to furniture, folk art to garden items.

An entertaining guide for girls on how to make the world into their workshop—with screen-free, hands-on activities for independent exploration, making, building, and play. The Girl's Guide to Building a Fort shows girls and their grown-ups how to knock down the four walls holding them in and transform each day into a canvas for play and adventure. This illustrated, information-packed guide is for Hands-On Girls, girls who want to fix things, make things, and learn more about the world around them. The book contains two sticker pages and dozens of activities, projects, and games—many of which can be done in 30 minutes or less with materials you already have in and around your home—and fun and interesting information on everything from how to spot constellations and change a bike tire to how to make your own jerky and what to do if you get lost in the woods. It's the must-have book for anyone, big or little, who's ready to learn new skills, get a little dirty, and reconnect with the whimsical, gutsy girl in each of us.

Moment Maker

How Arcade Fire, Led Zeppelin, Nirvana, Vampire Weekend, and 532 Other Bands Got Their Names

You Can Live Your Life or It Will Live You

The Big Book of Weekend Woodworking

YOU CAN BUILD YOURSELF

30-Minute Sustainable Science Projects

In this reboot of the popular 2012 title, readers will find a collection of the most up-to-date and thrilling DIY tech projects around -- straight from the experts at Popular Science magazine. Updated with new and more modern projects, the Big Book of Hacks the perfect book for aspiring makers, curious young techies and old-school enthusiasts alike ... especially any who love using a soldering iron! Charge up that drill, fire up your soldering iron, and get ready to hack! Starting with a robust introduction to basic yet essential maker skills and followed by four comprehensive chapters of hack projects, this book has everything you'll need.

This practical, user-friendly reference book of common mechanical engineering concepts is geared toward makers who don't have (or want) an engineering degree but need to know the essentials of basic mechanical elements to successfully accomplish their personal projects. The book provides practical mechanical engineering information (supplemented with the applicable math, science, physics, and engineering theory) without being boring like a typical textbook. Most chapters contain at least one hands-on, fully illustrated, step-by-step project to demonstrate the topic being discussed and requires only common, inexpensive, easily sourced materials and tools. Some projects also provide alternative materials and tools and processes to align with the reader's individual preferences, skills, tools, and materials-at-hand. Linked together via the authors' overarching project -- building a kid-sized tank -- the chapters describe the thinking behind each mechanism and then expands the discussions to similar mechanical concepts in other applications. Written with humor, a bit of irreverence, and entertaining personal insights and first-hand experiences, the book presents complex concepts in an uncomplicated way. Highlights include: Provides mechanical engineering information that includes math, science, physics and engineering theory without being a textbook Contains hands-on projects in each chapter that require common, inexpensive, easily sourced materials and tools All hands-on projects are fully illustrated with step-by-step instructions Some hands-on projects provide alternative materials and tools/processes to align with the reader's individual preferences, skills, tools and materials-at-hand Includes real-world insights from the authors like tips and tricks ("Staying on Track") and fail moments ("Lost Track!") Many chapters contain a section ("Tracking Further") that dives deeper into the chapter subject, for those readers that are interested in more details of the topic Builds on two related Make: projects to link and illustrate all the chapter topics and bring individual concepts together into one system Furnishes an accompanying website that offers further information, illustrations, projects, discussion boards, videos, animations, patterns, drawings, etc. Learn to effectively use professional mechanical engineering principles in your projects, without having to graduate from engineering school!

500 Easy, Creative and Fun Activities That You and Your Family Will Love Never again will you hear the all-too-common call of, "I'm bored!" Whether you're making glow-in-the-dark slime, launching rocket ships, conducting backyard science experiments or playing Family Four Square, there are super fun activities for children aged 3 to 12. This incredible compilation of bestselling kids' activities books is perfect for parents, grandparents and babysitters looking for new ways to entertain kids for hours on end. Not only are there great group games and crafts, but there are also dozens of learning games to help kids brush up on reading, writing and math in a fun and engaging way. With outdoor and indoor activities plus tips for adjusting each one according to your child's age, you'll have an almost never-ending supply of activities that will keep your children laughing and learning-no television needed.

Readers with a creative flair and an eye for attractive layout can let their creative sides show with this title about the artistic and inventive field of interior design. Readers will explore multiple styles of design, as well as learn about some influential designers and the artistic movements that shaped them. They'll also learn how to make a room design board, how to build a 3-D model of an interior space, and how to dress it to match their own unique style. These tools help them experiment with their own designs and adapt them to suit many kinds of spaces.

Maker Faire

Maker Projects for Kids Who Love Animation

Unlock the Potential of Everyone in Your Organization, One Decision at a Time

150 Easy Projects

The Big Book of Makerspace Projects: Inspiring Makers to Experiment, Create, and Learn

Maker Projects for Kids Who Love Photography

What was it like to be an American pioneer during the 1800s? Great Pioneer Projects You Can Build Yourself introduces readers ages 9 and up to the settling of the great American frontier with over 25 hands-on building projects and activities. Young learners build replica sod houses, log cabins, and covered wagons and create their own printing presses and maps. Great Pioneer Projects You Can Build Yourself provides detailed step-by-step instructions, diagrams, and templates for creating each project. Historical facts and anecdotes, biographies, and fascinating trivia support the fun projects and teach readers about the American pioneers' relentless push westward. Together they give kids a first-hand look at daily life on the trail and on the frontier. Great Pioneer Projects You Can Build Yourself brings the American Pioneer experience to life.

Presents recipes for foods that can be made using the kitchen appliance, including cupcakes, muffins, miniature pies, appetizers, quiches, and cups with savory fillings.

Publisher's Note: Products purchased from Third Partysellers are not guaranteed by the publisher for quality, authenticity, oraccess to any online entitlements included with the product. Fun DIY projects that will inspire young makers to explore, create, and share! This entertaining guide contains dozens of start-to-finish projects that enable you to host an engaging makercamp—the kids won't even know they're learning! Written by an experienced teacher and dedicated hobbyist, The Big Book of Maker Camp Projects clearly explains the awesome activities that will make your camp epic. Wearables, electronics, arts and crafts, cosplay, and other favorite topics are fully covered. With expert advice on howto create your own unique program, you will discover how to host the coolest camp on the block and inspire young hobbyists to hone their skills and gain confidence. Whether working with an established makerspace or taking your makercamp on to a local library, community center, school, museum, or private home, this book has you covered! Projects include: •Camp t-shirts using tie dye, spray paint, bleach,dirt, and Spin Art•Color-changing jewelry that teaches the basics of wearable technology•Light up and glow stick sunglasses that go further with wearables!•Cosplay outfits, masks, capes, swords, and more•Games that teach upcycling and hacking, including Lego-based labyrinths •Photos and videos that show campers green screen techniques•PVC pipe marshmallow shooting games and resin action figures•Faux campfires that glow using LEDs and CPX boards•Fireflies and moths that light up using origami and LEDs•Light-up, flying insects that reinforce electronics and origami skills

Travel down the Nile and into the heart of an ancient tomb with young Neferu, who is training to mummify a great pharaoh. Look over his shoulder to witness the dog-headed Anubis weighing the heart of a corpse, or the brains being removed and the body wrapped. Unlock the secrets and rituals as you see how to prepare for the afterlife in Ancient Egypt more than three thousand years ago. But make sure to keep safe by using spells from the Book of the Dead!

The Big Book of Maker Camp Projects

The Big Book of Hacks

365 Delicious Recipes for Bread Machines and Home-Baking

Maker Lab

The Original Working Manuscript of Alcoholics Anonymous

GREAT PIONEER PROJECTS

This award-winning science book is bubbling over with entertaining and educational experiments for budding scientists to follow at home or in the classroom. Build a soap-powered sailboat, recreate the Solar System out of rubber bands, construct your own colorful kaleidoscope, or make mouthwatering monster marshmallows. Explore the whole range of imaginative activities of Andraka, a teen award-winning inventor, sets the tone for this spectacular book. Try your hand at 28 different science projects, using simple instructions, everyday ingredients, and stunning photography to guide you from start to finish. Plus fact-filled panels explain the science behind each and every experiment, while contemporary examples give a clear context to better unders principles. Grab your goggles, put on your lab coat, and let's get started!

Are you possessed by the urge to invent, design, and make something that others enjoy, but don't know how to plug into the Maker movement? In this book, you'll follow author David Lang's headfirst dive into the Maker world and how he grew to be a successful entrepreneur. You'll discover how to navigate this new community, and find the best resources for learning the tools a dynamic maker in your own right. Lang reveals how he became a pro maker after losing his job, and how the experience helped him start OpenROV—a DIY community and product line focused on open source undersea exploration. It all happened once he became an active member of the Maker culture. Ready to take the plunge into the next Industrial Revolution? This guide p roadmap. Take an eye-opening journey from unskilled observer to engaged maker-entrepreneur Enter the Maker community to connect with experts and pick up new skills Use a template for building a maker-based entrepreneurial lifestyle Learn from the organizer of the first-ever Maker Startup Weekend Be prepared for exciting careers of the future

From high-powered cameras to smartphones, photography is a popular and accessible interest of many individuals today. This title helps young photographers explore the history of this important art, and the pioneers who innovated and created some of the worlds most notable cameras and photos. Readers will learn about lenses, filters, composition, and lighting. They will also their own photography projects using different styles and mediums, and changing their photos into forms that suit their ideas and concepts.

Veteran dolls' house maker, expert on all things miniature, and prolific author Jean Nisbett presents a comprehensive volume that brings all the elements of her previous work together. The result: a complete guide to the making and furnishing of all kinds of dolls' houses, large and small, from the leading writer in the field. Incorporating practical advice, expert tips, and inspiring p covers both the standard 1/12th scale and the increasingly popular 1/24th. And there's an incredible range of styles, from fabulous palaces and elegant mansions to country cottages and Shaker homes. Breathtaking photos display imaginative decorations, period rooms and room boxes, holiday settings, outdoor scenes, and charming collections of diminutive china and other trin

Science Maker Book

Outdoor + Indoor Adventures for Hands-On Girls

Zero to Maker

Weber's Big Book of Grilling

Tools & Techniques for Building Great Tech Projects

The Big Book of Kids Activities

Colin Furze, five-time Guinness World Record Holder and YouTube's undisputed king of crazy inventions, instructs fans and curious young inventors on how to build ten brand new wacky inventions at home with an affordable tool kit. Colin Furze's bonkers and brilliant inventions such as a homemade hoverbike, DIY Wolverine Claws, an alarm clock ejector bed, and Hoover shoes have earned him 4.5 million YouTube subscribers and more than 450 million video views. Now Colin is on a mission to inspire a new generation of budding inventors with This Book Isn't Safe! This Book Isn't Safe contains instructions on how to make ten brand new inventions with a basic at-home toolkit, alongside behind-the-scenes stories about some of Colin's greatest inventions and top secret tips and tricks straight from his invention bunker (aka a shed in his backyard in Stamford Lincolnshire).

You've heard it before: "You look just like your mother." "You have your uncle's nose." Have you ever wondered why? Austrian monk Gregor Mendel did. In the 1860s he became the first to scientifically study how characteristics pass from generation to generation. One hundred years later, James Watson and Francis Crick unraveled the structure of DNA. Genetics research has brought remarkable advances, from cloning to magic-bullet drugs to combat cancer. Learn more about genetics with twelve fun projects to do yourself. You'll think like a scientist as you extract DNA from strawberries, identify traits passed down from your parents, and even crossbreed Gummi-Bear candies. Explore how tiny molecules inside each cell connect us to all living things on earth!

The Big Book of Rock & Roll Names tells the behind-the-scenes stories of how the world's most popular and influential rock and pop acts got their names. By turns fascinating, funny, and bizarre, the pages offer insight into the peculiar choices and idiosyncratic psychologies of hundreds of top musicians from the 1960s to the present. Originally published more than two decades ago to great success, it's been out of print for years and has now been completely updated and expanded to feature dozens of exclusive interviews including conversations with groups like The Black Keys, The Killers, Twenty One Pilots, Coldplay, Cage the Elephant, and Vampire Weekend. From Arcade Fire to ZZ Top, this diverting and handsome collection reveals the often overlooked but defining histories of hundreds of the biggest names in rock and pop.

Game design requires many skills including imagination, problem solving, communication, and teamwork. These characteristics make it a natural fit for the Maker movement. From board games to video games, this exciting title introduces readers to the essential basics of game design including game components and systems, prototype design, play testing, and the steps in the iterative design process. "Makers and Shakers" sidebars introduce readers to some of the world's greatest game designers and innovators. The title also includes engaging, step-by-step Maker projects to put their game design skills to work

81 Easy Practice Programs

Mechanical Engineering for Makers

The Book That Started It All

The Art of Tinkering

The Big Book of the Dolls' House

How to Live Like an Egyptian Mummy Maker

Colonial wigmakers made hairpieces for all manner of people, including soldiers, government officials, and more. Learn about how they practiced their craft.

Jumping, spinning, twisting, turning, racing—the power is in your hands. Make bots that jump and spin, build a rubber band racer and a bottle boat, power a boat and a car with air. Make machines that move!

What can you do with recycled materials found in your home or at school in 30 minutes or less? How about making a pizza box oven? Clear step-by-step instructions and photos make these sustainable science projects fast, easy, and fun!

How to Make Every Moment of Every Day Count Every moment of every day, you have a choice to make. You can either let the minutes pass you by or you can claim them for what they are: opportunities to unlock the full depth of life's potential. For Carlos Whittaker, renowned blogger, musician and worship leader, and husband and dad, living deliberately is a way of life. Making moments that are significant, memorable, or impactful are a part of how he navigates each day, and it has forever changed the landscape of his story. In Moment Maker, Carlos explains his methodology for living intentionally and claiming moments that touch the lives of others, whether that be his family, his friends, his colleagues, or total strangers. Carlos isn't asking anyone to make a big investment in time, energy, or money. He is simply uncovering the investment of attention. You don't have to buy tickets to special events or orchestrate elaborate surprises. You just have to be aware—of your surroundings, the people you encounter, the things that interest those important to you, the opportunities that present themselves—and be prepared to seize those moments and see lives changed.

Moving Machines

The Girl's Guide to Building a Fort

The Big Book of Maker Skills

Projects in Genetics

The Big Book of Rock & Roll Names

Maker Projects for Kids Who Love Games

Provides advice for choosing a grill, tools, and safety, and contains recipes for sauces and marinades, meat, poultry, fish and seafood, vegetables, salads, and desserts.

How many things can you make in a day? A tower, a friend, a change? Rhyme, repetition, and a few seemingly straightforward questions engage young readers in a discussion about the many things we make—and the ways we can make a difference in the world. This simple, layered story celebrates creativity through beautiful rhyming verse and vibrant illustrations with a timely message.

The Big Book of Maker Skills (Popular Science)Tools & Techniques for Building Great Tech ProjectsWeldon Owen

Have you ever wondered why Swiss cheese has holes? You'll find out in this story about a Swiss cheese maker named Casper Jaggi. Casper Jaggi was only six years old when his father taught him how to make cheese in the Swiss Alps. In 1913, Jaggi left Switzerland in search of new opportunities in the United States. Like many other Swiss, he settled in Green County, Wisconsin, where the rolling hills dotted with grazing cows reminded him of home. And soon, he'd be turning cow's milk into cheese, just as he did in Switzerland. The book opens the doors to Jaggi's Brodhead Swiss Cheese Factory - largest factory of its kind in Wisconsin in the 1950s. Archival photos help illustrate, step-by-step, the process Jaggi and his workers followed to transform 2,000 pounds of milk in a copper kettle into a 200-pound wheel of Swiss cheese. Jaggi was one of the many European immigrants who helped establish Wisconsin's reputation for delicious cheese. The artisan cheese makers crafting award-winning cheeses today are continuing this rich tradition in America's Dairyland.

Meet 150+ Makers Working at the Intersection of Art, Science & Technology

The Big Book of Bread

Over 60 Recipes from Every Mead Style

28 Super Cool Projects

This Book Isn't Safe

Learn (Just Enough) to Make (Just About) Anything

This ultimate guide for tech makers covers everything from hand tools to robots plus essential techniques for completing almost any DIY project. Makers, get ready: This is your must-have guide to taking your DIY projects to the next level. Legendary fabricator and alternative engineer Chris Hackett teams up with the editors of Popular Science to offer detailed instruction on everything from basic wood- and metalworking skills to 3D printing and laser-cutting wizardry. Hackett also explains the entrepreneurial and crowd-sourcing tactics needed to transform your back-of-the-envelope idea into a gleaming finished product. In The Big Book of Maker Skills, readers learn tried-and-true techniques from the shop classes of yore—how to use a metal lathe, or pick the perfect drill bit or saw—and get introduced to a whole new world of modern manufacturing technologies, like using CAD software, printing circuits, and more. Step-by-step illustrations, helpful diagrams, and exceptional photography make this book an easy-to-follow guide to getting your project done.

In this engaging title, readers interested in animation will learn about the history of this art in motion, and discover who the world's greatest animators have been and how they came to create their inspiring works. The book includes several imaginative Maker projects to inspire readers to create their own animation. They will be encouraged to choose the style of animation they wish to create and experiment with it to change it into a form that suits their ideas and concepts

Handmade cards are a delight both to give and to receive, and coordinating gift wrap adds an extra special touch. This book presents a range of beautiful and fun cards, boxes, bags, and gift wrap suitable for all occasions. Book jacket.

Around the world, makers come together to share their ideas and inventions at Maker Faires. Readers will integrate visual information with text and learn technical word meanings as they read what it is like to visit these incredible events and see some of the world's most innovative new projects. They will also find out how to volunteer at Maker Faires or event plan their own maker events.

The Big Book of Babycakes Cupcake Maker Recipes

Maker Projects for Kids Who Love Electronics

Maker Projects for Kids Who Love Designing Spaces

The Big Book of Handmade Cards and Gift Wrap

The Big Book of Maker Skills (Popular Science)

Homemade Bite-Sized Fun!

This plugged-in title helps readers navigate the sometimes-complex world of electronic innovation. Young readers can explore this exciting and popular field by learning the basics of electronic circuits and how electronic components work, which they can then apply to an idea of their own. They will be able to create their project using everyday materials and easy-to-understand computer elements. Important electronic innovators and their creations are profiled to provide inspiration for young makers.

Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find The Big Book of Small Python Projects both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting pro- grams, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create: • Hangman, Blackjack, and other games to play against your friends or the computer • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of The Big Book of Small Python Projects. It's proof that good things come in small programs!

Mead is the fastest growing craft beverage in the US, and until now, there hasn't been a large collection of proven recipes available. Rob Ratliff kicks off what will be multiple recipe books with this collection of mead recipes from every BJCP style, giving detailed ingredients and instructions to allow mead makers to create amazing meads.

The Book That Started It All Hardcover

Casper Jaggi

The Bra-makers Manual

The Big Book of Small Python Projects

Be a Maker