

Fantastical Fairies Matching Game

In a blink of an eye, four best friends all get their biggest wish—they're whisked off to Never Land, home to Tinker Bell and her fairy friends. A great read for readers ages 6 to 10, this 506-page ebook collection contains the first four Never Girls adventures—In a Blink, The Space Between, A Dandelion Wish, and From the Mist.

CHESS SCORE SHEET

This book is a way of sharing insights empirically gathered, over decades of interactive media development, by the author and other children's designers. Included is as much emerging theory as possible in order to provide background for practical and technical aspects of design while still keeping the information accessible. The author's intent for this book is not to create an academic treatise but to furnish an insightful and practical manual for the next generation of children's interactive media and game designers. Key Features Provides practical detailing of how children's developmental needs and capabilities translate to specific design elements of a piece of media Serves as an invaluable reference for anyone who is designing interactive games for children (or adults) Detailed discussions of how children learn and how they play Provides lots of examples and design tips on how to design content that will be appealing and effective for various age ranges Accessible approach, based on years of successful creative business experience, covers basics across the gamut from developmental needs and learning theories to formats, colors, and sounds

Creative storytelling and fairy fun at your fingertips at home or on the go! Turn fingerprints into imaginative play with Fingerprint Friends: Fairies! Story prompts and 9 colorful ink stamp pads encourage creative play and meaningful interaction between adults and kids. Sturdy pages and attached ink pad make Fingerprint Friends: Fairies perfect for art-time fun at home and on the go. The completed book will become a treasured keepsake that captures each child's unique imagination.

The Never Girls Collection: Books 1-4 (Disney: The Never Girls)

Duck & Goose Matching Game

Shakespeare Playing Cards

Chess Score Sheet

Television Aesthetics and Style

The Shakespeare Trade

This unique collection of L. Frank Baum's most beloved children's books has been designed and formatted to the highest digital standards. The Wonderful Wizard of Oz The Marvelous Land of Oz The Woggle-Bug Book Ozma of Oz Dorothy and the Wizard in Oz The Road to Oz The Emerald City of Oz The Patchwork Girl of Oz Little Wizard Stories of Oz Tik-Tok of Oz The Scarecrow of Oz Rinkitink in Oz The Lost Princess of Oz The Tin Woodman of Oz The Magic of Oz Glinda of Oz Mother Goose in Prose The Magical Monarch of Mo Dot and Tot of Merryland American Fairy Tales The Master Key The Life and Adventures of Santa Claus The Enchanted Island of Yew Queen Xixi of Ix John Dough and the Cherub The Sea Fairies Sky Island The Runaway Shadows A Kidnapped Santa Claus Nelebel's Fairyland The Tiger's Eye The Enchanted Buffalo Twinkle and Chubbins Policeman Bluejay... L. Frank Baum (1856-1919) was an American author chiefly known for his children's books, particularly The Wonderful Wizard of Oz which chronicles the adventures of a young farm girl named Dorothy in the magical Land of Oz, after she and her pet dog Toto are swept away from their Kansas home by a cyclone. The novel is one of the best-known stories in American literature and The Library of Congress has declared it "America's greatest and best-loved homegrown fairytale."

Photographer Andrew Zuckerman's collection of astonishing studio portraits of 175 wild creatures from baby leopards to parrots, bears, mandrills, and many more are stunningly foregrounded against white backgrounds, depicting their subjects with rare sensitivity, insight, humor, and wonder. --From publisher description.

20 Fun-Filled Alphabet Games: Letter Tracing Book, Practice For Kids, Ages +3, Alphabet Writing Practice, Letter Recognition, Letter Sequencing, Letter Formation +140 PagesTable of Contents: Skill: Letter RecognitionLetter in My Name Sort 3Letter in My Name Worksheet 5Letter Shape Sort 9Letter Shape Worksheet 11Alphabet Stamping 15Mushroom Match Up 17Letter Building 21Alphabet Memory 24Alphabet Place Mat 31Alphabet Maze 33ABC Photo Shoot 36Little Mouse Alphabet House 40Skill: Letter SequencingPaperclip Letters 46Missing Letters Game 48Missing Letters Worksheet 54Skill: Letter FormationHide and Seek 56Tic Tac Toe 61Tic Tac Toe Worksheet 63Letter Tracing 64Race to the TopAlphabet, game, letters, letter, typography, font, games, geek, initials, play, word, words, college, creative, family, name, spell, student, nerd, cute, decoration, monogram, pop culture, retro, scrabble, tile, apartment, birthday, decorative, dorm, fun, geeky, helvetica, idea, ideas, living, nerdy, piece, pieces, room, scramble, throw, typewriter, wedding, player, sport, sports, christmas, fonts, type, typo, competition, team, text, athlete, ball, christmas gift, christmas gift idea, christmas gift ideas, competitions, football, initial, number, point, school, sign, athletic, athletic player, basketball, best friend, child, children, halloween, holiday, jersey, marriage proposal, match, message, name initial, porcodiseno, proposal, sentence, sentences, sports player, team building, university, varsity, christmas gifts, flushing meadows, french open, gaming, grand slam, hashtag, hashtags, london, magic, melbourne, new york, paris, pattern, roland garros, set, tennis, tennis ball, tennis player, tennis racket, tiebreak, training, us open, vector, wimbledon, 7, abc, ace, activities, activity, australian open, background, bodybuilding, coach, colorful, cypher, djokovic, england, fantasy, federer, fez, fit, fitness, funny, gamer, gomez, gym, jogging, nole, number 7, obnoxious, old, personal trainer, pixel, rafa, serve and volley, seven, social media, tennis match, trainer, video games, workout, 1, 2, 4, 7 type, 90s, adorable, advantage, aerobic, alphabet games, alphabet wall, american football, american sign language, american sign language alphabet, american sign language museum, ancient, animal, asl, asl alphabet, asl basics, asl certification, asl dictionary, asl games, asl instructions, asl interpreter, asl museum, asl phrases, asl posters, asl resources, asl slang, asl teacher, asl university, asl video, asl vocabulary, asl words, australia, australien open, barb, barbara, beach, beach typography, bebas, belief, blue, board, board game, boardgame, body, bodybuilder, bold, brand, british, cardio, cartography, cartoon, center court, centre court, champion, champions, christmas lights, citizen, color, comic, community, computer, computergames, condition, contour, cool, coomunity, court, cut it out, dead, death, defender, dragon, dragons, dragons lair, drunk, dustin, eleven, england fan, england rugby, english flag, europe, european, exercise, exercises, fairy, fancy, flag, flag of england, flags, flushing meadow, football team, forehead, fortune, forward, four, frame, france, full house, gathering, ghost, global, globe, goal, goalie, goalkeeper, goaltender, grand slam, graphic, great britain, gymnastics, happy, haunted, health, healthy food, holly, horn, horse, humor, ice hockey, insta, instagram, inverse, isolated, joey gladstone, jogger, jolly, jonathan, joyce, joystick, kids, laguna, lair, landscape, logo, love, lucas, map, maratus funk, match point, matchpoint, midfield, mike, monogramme, moon, motion communication, muscle muscles, nadal, nancy, national team, nature, netflix, new, nhl, novak, novak djokovic, number 1, number 2, number 4, number game, number seven, number sticker, numbers, nyc.

If you want to get published, read this book! Jeff Herman’s Guide unmasks nonsense, clears confusion, and unlocks secret doorways to success for new and veteran writers! This highly respected resource is used by publishing insiders everywhere and has been read by millions all over the world. Jeff Herman’s Guide is the writer’s best friend. It reveals the names, interests, and contact information of thousands of agents and editors. It presents invaluable information about more than 350 publishers and imprints (including Canadian and university presses), lists independent book editors who can help you make your work more publisher-friendly, and helps you spot scams. Jeff Herman’s Guide unseals the truth about how to outsmart the gatekeepers, break through the barriers, and decipher the hidden codes to getting your book published. Countless writers have achieved their highest aspirations by following Herman’s outside-the-box strategies. If you want to reach the top of your game and transform rejections into contracts, you need this book! Jeff Herman’s Guide will educate you, inspire you, and become your virtual entourage at every step along the exhilarating journey to publication. Ask anyone in the book business, and they will refer you to Jeff Herman’s Guide. NEW for 2015: Comprehensive index listing dozens of subjects and categories to help you find the perfect publisher or agent.

Creature

FANTASTICAL ADVENTURES – L. Frank Baum Edition (Childhood Essentials Library)

Speculative Fiction in a Post Modern World

Chasing Rabbits

Letter Tracing Book, Practice For Kids, Ages +3, Alphabet Writing Practice, Letter Recognition, Letter Sequencing, Letter Formation +140 Pages

Princesses, Mermaids, and Unicorns Activity Book

Little learners will let their imaginations run wild with fantastic puzzles, activities, games, mazes, doodles, and more! With colorful puzzles featuring mermaids, princesses, and fairies, children will have hours of playful fun. And the easy-to-carry format is perfect for kids on the go.Includes colorful pages, entertaining activities, and bright illustrations! Playful activities keep kids engaged and provide hours of fun. Filled with mermaids, fairies, unicorns, and princesses. A perfect summer travel companion!

On Monday, 8:15 a.m., August 6, 1945, the world changed forever. In the single largest act of destruction ever initiated by humans, a bomb with the equivalent force of 20,000 tons of TNT shattered Hiroshima, killing tens of thousands of civilians, people who had become used to the American war planes flying overhead, planes that were purposely not dropping bombs on their city, to the point where the rush to the bomb shelters had become lackadaisical, and the normal activities continued with little interruption - getting the children up and off to school, opening the many small retail stores for the daily customers, perhaps stopping at a local café for morning coffee or tea, perhaps joining in on the group exercise classes. This is the precise instant we entered the postmodern world, one where the easy truths of centuries no longer applied. Speculative Fiction projects real possibilities beyond the now shattered assumptions, moving through marginalized fictional landscapes - science fiction, fantasy, horror, weird fiction, supernatural fiction, superhero comics, graphic novels, and movies, utopian and dystopian fiction, apocalyptic and post-apocalyptic fiction, Cyber Punk, the New Wave, as well as related static, motion, and virtual arts, including everything from graphic novels to video games.

The Encyclopedia of Italian Literary Studies is a two-volume reference book containing some 600 entries on all aspects of Italian literary culture. It includes analytical essays on authors and works, from the most important figures of Italian literature to little known authors and works that are influential to the field. The Encyclopedia is distinguished by substantial articles on critics, themes, genres, schools, historical surveys, and other topics related to the overall subject of Italian literary studies. The Encyclopedia also includes writers and subjects of contemporary interest, such as those relating to journalism, film, media, children's literature, food and vernacular literatures. Entries consist of an essay on the topic and a bibliographic portion listing works for further reading, and, in the case of entries on individuals, a brief biographical paragraph and list of works by the person. It will be useful to people without specialized knowledge of Italian literature as well as to scholars.

This adorable matching game, populated by a fantastically diverse array of fairies, will enchant young fairy fans while helping to develop memory, concentration, and identification skills.

The Year of the Balls 2008: A Disrespective

Fairy Tale

Free Agent

Norwegian-English Bilingual First Story for Kids

The Greatest Children's Books - E. Nesbit Collection: Fantastical Adventures, Tales of Magical Creatures & Journeys into Enchanting Worlds (Illustrated)

A Guide to the Celtic Fair Folk

Discover where faeries and other mythical creatures are hiding in our modern, urban environment with this beautifully illustrated guide to uncovering magical beings. From the musty corners of libraries to the darkest depths of urban sewers, faeries, boggarts, redcaps, and other fantastical species can be found all around us—but only if we know where to look. And like every other being in the modern world, these wondrous creatures have been forced to adapt to the climate, industrial, and cultural changes of the modern era. Many formerly common creatures from akeki to cave trolls have been driven out by the urban sprawl, technological advancements, and climate change while others, including ether sprites and brownies, have been able to thrive in abundance, creating homes within electrical hotbeds and massive landfills. Featuring descriptions of magical creatures from around the globe, this encyclopedic collection details the history and adaptability of more than fifty different species of fae. Describing little-known and fascinating creatures such as the Luck Pigeon of Baltimore, the akaname of Eastern Asia, and the konderong of South Africa, this book will expose readers to fantastical species from a variety of cultures and communities. Combining scholarship with modern lore and environmentalism, and featuring stunning hand-drawn illustrations, Finding Faeries is a captivating look at the fantastical beings that inhabit our world today.

Sure to be a family favorite, this fun and easy game will help children develop memory, concentration, and matching skills. Plus each card also features a caption that teaches young players the names of 36 amazing animals!

A landmark publication in the field, this state of the art reference work, with contributions from leading thinkers across a range of disciplines, is an essential guide to the study of children and childhood, and sets out future research agendas for the subject.

Although Film Studies has successfully (re)turned attention to matters of style and interpretation, its sibling discipline has left the territory uncharted - until now. The question of how television operates on a stylistic level has been critically underexplored, despite being fundamental to our viewing experience. This significant new work redresses a vital gap in Television Studies by engaging with the stylistic dynamics of TV; exploring the aesthetic properties and values of both the medium and particular types of output (specific programmes); and raising important questions about the way we judge television as both cultural artifact and art form. Television Aesthetics and Style provides a unique and vital intervention in the field, raising key questions about television's artistic properties and possibilities. Through a series of case-studies by internationally renowned scholars, the collection takes a radical step forward in understanding TV's stylistic achievements.

A Practical Guide by Miss Edythe McFate

20 Fun-Filled Alphabet Games

A Fantastical Flipbook of Extraordinary Beasts

Jeff Herman’s Guide to Book Publishers, Editors & Literary Agents

Fingerprint Fairies

Electric Sheep Slouching Towards Bethlehem

A lavishly illustrated reference to the world of modern fairies shares practical advice for recognizing good and bad fairies and includes eight cautionary tales about fairy encounters in New York.

You might have heard of the basilisk and the griffin, but what about the basiffin? This fantastical flipbook collects together magical and mythical creatures from all over the world, then lets you mix and match their fronts and backs to create even more wondrous beasts of your own! From the wolpertinger and nekomata to the thunderbird and the cockatrice, this mixed-up magical bestiary has over 1,000 possible creations to fascinate, bewitch, and beguile.

This carefully crafted ebook: “The Greatest Children's Books – E. Nesbit Collection: Fantastical Adventures, Tales of Magical Creatures & Journeys into Enchanting Worlds (Illustrated)” is formatted for your eReader with a functional and detailed table of contents. The Bastable Trilogy The Story of the Treasure Seekers The Wouldbegoods The New Treasure Seekers The Psammead Trilogy Five Children and It The Phoenix and the Carpet The Story of the Amulet The Mouldiwarp Chronicles The House of Arden Harding's Luck Other Novels The Railway Children The Enchanted Castle The Magic City The Wonderful Garden Wet Magic Short Story Collections The Book of Dragons: The Book of Beasts Uncle James, or The Purple Stranger The Deliverers of Their Country The Ice Dragon, or Do as You Are Told The Island of the Nine Whirlpools The Dragon Tamers The Fiery Dragon, or The Heart of Stone and the Heart of Gold Kind Little Edmund, or The Caves and the Cockatrice Royal Children of English History: Alfred the Great Prince Arthur Henry the Third The First Prince of Wales Edward the Black Prince Henry the Fifth and the Baby King Pussy and Doggy Tales: Too Clever by Half The White Persian A Powerful Friend A Silly Question The Selfish Pussy Meddlesome Pussy Nine Lives The Magic World The Cat-hood of Maurice The Mixed Mine Accidental Magic The Princess and the Hedge-pig Septimus Septimsson The White Cat Belinda and Bellamant Justnowland The Related Muff The Aunt and Amabel Kenneth and the Carp The Magician's Heart Nine Unlikely Tales The Cockatoucan Whereyouwanttogoto The Blue Mountain The Prince, Two, Mice, and some Kitchen Maids Melisande Fortunatus Rex and Co. The Sums That Came Right The Town in the Library, in the Town in the Library The Plush Usurpe Oswald Bastable and Others ... Edith Nesbit (1858-1924) was the author of world famous books for children - the tales of fantastical adventures, juo

Fantastical Fairies Matching GameChronicle Books

The Palgrave Handbook of Childhood Studies

Encyclopedia of Italian Literary Studies: A–J

USA Today

| Kid's Activity Books | Art Books for Kids | Fairy Craft Books

Pink Fairy Fantasy Unicorn with Heart- a 120 Pages Notebook, Scorebook to Track Record Games Moves, Chess Match Rating, Duration, Tactics and Strategy (6 X 9)

Once Upon a Time...

Enter the magical world of fairy tales with this charming first bilingual Norwegian–English reader. This beautifully illustrated bilingual picture book introduces first fairy tale related words (including prince, princess, unicorn and dragon) to beginner Norwegian language learners. ♥Level One story book - ideal for kids ages 3 to 6 (see below for guide) ♥XL size pages ♥Fairy tale and fantasy related vocabulary and basic sentences allow young learners to start reading and understanding Norwegian ♥Cute illustrations ♥Great for kids learning Norwegian in a bilingual home or in bilingual or multicultural education ♥Teaching resource for bilingual parents to modern foreign language teachers ♥More titles available Ottoly Square Ottoly Square is a small, independent publishing house dedicated to promoting fun and imaginative bilingual children's literature. We publish bilingual children's fiction, non-fiction and themed activity books in 11 different language combinations for a range of different learning stages. ♥Level One Our Level One books are designed to introduce first words and simple phrases to very young learners. Each book focuses on 5 to 10 basic words within a theme and these are repeated to build learning confidence and self esteem. Level One activity books include targeted games such as mazes, colouring pages and matching pairs. Ideal for use with young children aged between 3 and 6 (such as those in preschool, kindergarten and early years education) at the beginning of their learning. ♥Level Two Our Level Two books aim to expand vocabulary and introduce simple grammar concepts. Each book introduces 10 to 20 words and phrases within a theme and these are repeated and linked to different activities, such as counting games to support learning. Ideal for use with young children aged 5 to 8 (for example those in early years and junior school) who have some familiarity with the target language. ♥Level Three Our Level Three books build upon the foundations of language learning to introduce more grammar and vocabulary (around 20 to 50 words and phrases within a theme). Level Three activity books continue to repeat learned vocabulary to reinforce retention but also allow language learners to utilize the language within themed activities such as numbers in addition and subtraction games and repetition of vocabulary in targeted activities such as what comes next and can you find?. Ideal for language learners aged 7 to 9 who are expanding their knowledge and confidence in the target language. ♥Level Four Our Level Four books are designed as a launchpad for confident, young language learners to move forwards with their foreign language education. The number of words and phrases used increases to over 50 and grammar becomes more complex. Level Four activity books continue to use repetition of vocabulary as an effective educational tool and activities remain focused to allow learners to explore the use of language. Ideal for confident language learners aged 8 to 10 who are ready for more challenging vocabulary and grammar concepts.

Fairy Haven's newest arrival, Prilla, along with Rani and Vidla, embarks on a journey filled with danger, sacrifice, and adventure. The fate of Never Land rests on their shoulders.

Alice was wrong - Wonderland wasn't so wonderful after all. Kat never expected to be back in her hometown, but when house sitting turns into a mad rabbit chase, Kat finds herself with a whole new set of problems. A two headed bird with a Game of Thrones obsession, a party full of tea addicts, and a Cheshire Cat who could seduce the pants off her grandma? And if the citizens weren't bad enough their prince was off his rocker. This wasn't your run of the mill Wonderland. This was the Fae world, where rules are rules, and some things are exactly as they seem.

After evil returns to Rippleshank, Oglevey realizes he can longer protect Lexi from the ravenous Demoni. They follow a mysterious message and set off on a quest to find Lexis long lost uncle in the fair city of London. No sooner do they arrive than evil finds their path, and the pair find themselves immersed in a web of riddles and danger. Soon Kimora and Fiz join the perilous journey and the pursuit of the mysterious Uncle Billingsley and a rumored second, Hawkeneye. Reunited with his friends, the group chase after the shadows of Jebadiah Billingsley. They enter Fiz in the Battlestone Championships as cover for their actions, but their path leads to clue after treacherous clue and the most startling discovery to datethe City by the Sea. Unlock the secrets of Rippleshank, and join Lexi, Fiz, and Kimora on their most adventurous quest to date.

The Railway Children, The Enchanted Castle, The Magic City, The Book of Dragons, The Magic World, The Bastable Trilogy, The Psammead, Pussy and Doggy Tales, Beautiful Stories from Shakespeare...

Fairies:

Modern Fairies, Dwarves, Goblins, & Other Nasties

Fairy Dust and the Quest for the Egg

Color by Number, Mazes, Puzzles, Games, Doodles, and More!

On Fairy Tales, Disability, and Making Space

Containing almost 600 entries, this impressive 2-volume reference presents detailed and authoritative treatment of the field of Italian literature, with attention both to the work and influence of individual writers of all genres and to movements, styles, and critical approaches.

When it comes to crafting happily-ever-afters, the Agency is the best in the land of Kingdom. The Fairy Godfather Grimm can solve any problem—from eliminating imps to finding prince charming—as long as you can pay the price... Working for Grimm isn’t Marissa Locks’s dream job. But when your parents trade you to a Fairy Godfather for a miracle, you don’t have many career options. To pay off her parents’ debt and earn her freedom, Marissa must do whatever Grimm asks, no matter what fairy-tale fiasco she’s called on to deal with. Setting up a second-rate princess with a first-class prince is just another day at the office. But when the matchmaking goes wrong, Marissa and Grimm find themselves in a bigger magical muddle than ever before. Not only has the prince gone missing, but the Fae are gearing up to attack Kingdom, and a new Fairy Godmother is sniffing around Grimm’s turf, threatening Marissa with the one thing she can’t resist: her heart’s wishes. Now Marissa will have to take on Fairies, Fae, dragons, and princesses to save the realm—or give up any hope of ever getting her happy ending...

From the coauthor of Dork Diaries comes a witty and engaging picture book about a prankster who wants to pull off the best prank of all—pranking the Tooth Fairy! Kaylee loves pulling pranks: from dropping water balloons on passers by to even tricking Santa Claus, she’s a prize-winning prankster! But is she the Princess of Pranks? No! That title is held by none other than the Tooth Fairy. But when Kaylee loses a tooth and the Tooth Fairy goes about her usual tooth-taking business, Kaylee pranks her with a fake frog. As Kaylee and the Tooth Fairy try to out-prank one another, things get way out of hand, until the two finally see eye and eye and decide to share the crown!

"Hodgdon’s work should be required reading for anyone concerned with Shakespeare’s cultural capital at the end of the twentieth century.”—South Atlantic Review

Middlegame

Myth Match

The Greenwood Encyclopedia of Folktales and Fairy Tales: G-P

Hawkeneye: City by the Sea

The Greenwood Encyclopedia of Folktales and Fairy Tales

Discovering Sprites, Pixies, Redcaps, and Other Fantastical Creatures in an Urban Environment

Enter the magical world of fairy tales with this charming first bilingual Swedish–English reader. This beautifully illustrated bilingual picture book introduces first fairy tale related words (including prince, princess, unicorn and dragon) to beginner Swedish language learners. ?Level One story book - ideal for kids ages 3 to 6 (see below for guide) ?XL size pages ?Fairy tale and fantasy related vocabulary and basic sentences allow young learners to start reading and understanding Swedish ?Cute illustrations ?Great for kids learning Swedish in a bilingual home or in bilingual or multicultural education ?Teaching resource for bilingual parents to modern foreign language teachers ?More titles available Ottoly Square Ottoly Square is a small, independent publishing house dedicated to promoting fun and imaginative bilingual children's literature. We publish bilingual children's fiction, non-fiction and themed activity books in 11 different language combinations for a range of different learning stages. ?Level One Our Level One books are designed to introduce first words and simple phrases to very young learners. Each book focuses on 5 to 10 basic words within a theme and these are repeated to build learning confidence and self esteem. Level One activity books include targeted games such as mazes, colouring pages and matching pairs. Ideal for use with young children aged between 3 and 6 (such as those in preschool, kindergarten and early years education) at the beginning of their learning. ?Level Two Our Level Two books aim to expand vocabulary and introduce simple grammar concepts. Each book introduces 10 to 20 words and phrases within a theme and these are repeated and linked to different activities, such as counting games to support learning. Ideal for use with young children aged 5 to 8 (for example those in early years and junior school) who have some familiarity with the target language. ?Level Three Our Level Three books build upon the foundations of language learning to introduce more grammar and vocabulary (around 20 to 50 words and phrases within a theme). Level Three activity books continue to repeat learned vocabulary to reinforce retention but also allow language learners to utilize the language within themed activities such as numbers in addition and subtraction games and repetition of vocabulary in targeted activities such as what comes next and can you find?. Ideal for language learners aged 7 to 9 who are expanding their knowledge and confidence in the target language. ?Level Four Our Level Four books are designed as a launchpad for confident, young language learners to move forwards with their foreign language education. The number of words and phrases used increases to over 50 and grammar becomes more complex. Level Four activity books continue to use repetition of vocabulary as an effective educational tool and activities remain focused to allow learners to explore the use of language. Ideal for confident language learners aged 8 to 10 who are ready for more challenging vocabulary and grammar concepts.

A young music prodigy goes missing from a hotel room that was the site of an infamous murder–suicide 15 years earlier, renewing trauma for a bridesmaid who witnessed the first crime and rallying an eccentric cast of characters during a snowstorm that traps everyone on the grounds. 30,000 first printing.

Divergent Thinking for Advanced Learners, Grades 3–5 will develop students’ specific creative thinking skills. Divergent thinking is a skill which helps students approach problems with a flexible and open mind. Working through the lessons and handouts in this book, students will learn to examine problems from multiple perspectives and fluently generate varied solutions. This curriculum provides cohesive, scaffolded lessons to teach each targeted area of competency, followed by authentic application activities for students to then apply their newly developed skill set. This book can be used as a stand-alone gifted curriculum or as part of an integrated curriculum. Each lesson ties in both reading and metacognitive skills, making it easy for teachers to incorporate into a variety of contexts. A HUGO AWARD FINALIST! WINNER OF THE LOCUS AWARD FOR BEST FANTASY NOVEL, 2020! A Pick on the 2020 RUSA Reading List! New York Times bestselling and Alex, Nebula, and Hugo-Award-winning author Seanan McGuire introduces readers to a world of amoral alchemy, shadowy organizations, and impossible cities in the standalone fantasy, Middlegame. Meet Roger. Skilled with words, languages come easily to him. He instinctively understands how the world works through the power of story. Meet Dodger, his twin. Numbers are her world, her obsession, her everything. All she understands, she does so through the power of math. Roger and Dodger aren’t exactly human, though they don’t realise it. They aren’t exactly gods, either. Not entirely. Not yet. Meet Reed, skilled in the alchemical arts like his progenitor before him. Reed created Dodger and her brother. He’s not their father. Not quite. But he has a plan: to raise the twins to the highest power, to ascend with them and claim their authority as his own. Godhood is attainable. Pray it isn’t attained. A USA Today Bestseller, and named as one of Paste Magazine's 30 Best Fantasy Novels of the Decade! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Swedish-English Bilingual Short Story

Disfigured

Fantastical Fairies Matching Game

Performances and Appropriations

Bellweather Rhapsody

Understanding Kids, Play, and Interactive Design

Falling deeply in love with a suddenly withdrawn Cam after a shared childhood, 16-year-old Morgan is shocked when Cam is claimed by members of the fairy world who want him to assume his rightful place as their Fairy King. Original.

If Wisden is cricket's bible, then Cricket With Balls is its Satanic Verses. This is not a cricket book for the tea and crumpet set. You need to be a perverted sort of cricket fan to enjoy this. You'll find yourself immersed in the players' boudoir activities, cry at the Bryce McGain saga and will be asked to join Sehwagology. There are heroes, villains and tales of South African redemption that will make you question the very core of your being. The book has more cricket opinion than an orgy with Peter Roebuck, Navjot Sidhu, Arjuna Ranatunga and Geoffrey Boycott. Abducted directly from the blog cricketwithballs.com, this is the ultimate disrespectful of the 2008 cricket year.

The subject of fairies in Celtic cultures is a complex one that seems to endlessly intrigue people. What exactly are fairies? What can they do? How can we interact with them? Answering these questions becomes even harder in a world that is disconnected from the traditional folklore and flooded with modern sources that are often vastly at odds with the older beliefs. This book aims to present readers with a straightforward guide to the older fairy beliefs, covering everything from Fairyland itself to details about the beings within it. The Otherworld is full of dangers and blessings, and this guidebook will help you navigate a safe course among the Good People.

Fairy tales shape how we see the world, so what happens when you identify more with the Beast than Beauty? If every disabled character is mocked and mistreated, how does the Beast ever imagine a happily-ever-after? Amanda Leduc looks at fairy tales from the Brothers Grimm to Disney, showing us how they influence our expectations and behaviour and linking the quest for disability rights to new kinds of stories that celebrate difference. "Leduc persuasively illustrates the power of stories to affect reality in this painstakingly researched and provocative study that invites us to consider our favorite folktales from another angle." —Sara Shreve, Library Journal

How to Create Games Children Love

Who They Are, What They Want, How to Win Them Over

Divergent Thinking for Advanced Learners, Grades 3–5

How to Trick the Tooth Fairy

Finding Faeries

The Lost Fae Princess

Provides alphabetically arranged entries on folk and fairy tales from around the world, including information on authors, subjects, themes, characters, and national traditions.

Encyclopedia of Italian Literary Studies

Animals! Matching Game

The Wizard of Oz Series, Dot and Tot of Merryland, Mother Goose in Prose, The Magical Monarch of Mo, American Fairy Tales, The Master Key, The Life and Adventures of Santa Claus, The Sea Fairies...