

Backlist Rights Guide Fall 2021

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NURSERY RHYME BOARD BOOKS

Sing along with Nursery Rhyme Board Books! With charming illustrations, traditional songs such as Old MacDonald and Wheels on the Bus come to life. Children will delight in these die-cut board books that are perfectly sized for little hands.

SELLING POINTS

- Die-cut, shaped board book
- Perfect size for little hands
- Traditional rhyming song paired with colourful, charming illustrations
- Easy to read and sing along
- Perfect for home and pre-school settings.

CURIOUS FOX

AGE LEVEL: 1-3 • TRIM: 127 x 133 • PAGES: 10

Old MacDonald Had a Farm • 9781474790857 Wheels on the Bus • 9781474790840



BASIC TRAINING

Transform toilet training into an action-packed, fun-filled mission! There comes a time when every toddler must answer the call -- the call of doodie! Their mission: identify the target (the toilet), open fire (pee and poo), and make a clean getaway (wash those hands). With each success, little soldiers move up the ranks, from rookie privates to full-fledged poo-tenants!

SELLING POINTS

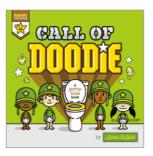
- A hilarious, imaginative approach to potty training
- From Lemke & Lentz, the team behind the acclaimed BOOK-O-BEARDS: A WEARABLE BOOK

CAPSTONE EDITIONS

AGE LEVEL: 2-4 • TRIM: 178 x 178 • PAGES: 30

Basic Training: Call of Doodie • 9781684460083

A Few Good Manners • 9781684460083







HELLO GENIUS

For the youngest learners, fun, cheerful read-alouds that help guide a child's first steps in learning and growing.

SELLING POINTS

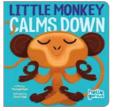
- Award-winning author Michael Dahl
- Much-sought-after topic for parents of toddlers; Humorous and relateable stories that toddlers will want to read over and over again
- + Hello Genius series has sold more than 400,000 copies
- Award-winning author Michael Dahl
- · Much-sought-after topic for parents of toddlers
- Humorous and relateable stories that toddlers will want to read over and over again
- Hello Genius series has sold more than 400,000 copies worldwide

CURIOUS FOX

AGE LEVEL: 2-4 • TRIM: 203 x 203 • PAGES: 20

Bear Says "Thank You" • 9781404867864
Big Bed for Giraffe • 9781479557912
Bunny Eats Lunch • 9781404857285
Bye-Bye Bottles, Zebra • 9781479557929
Duck Goes Potty • 9781404857261
Go to Bed Goat • 9781398201231
Haircut for Lion • 9781398201248
Hippo Says "Excuse Me" • 9781404867871
Little Elephant Listens • 9781479522897
Little Lion Shares • 9781479522873
Little Monkey Calms Down • 9781479522866
Little Tiger Picks Up • 9781479522880
Little Turtle Tries • 9781684462827
Mouse Says "Sorry" • 9781404867895
Nap Time for Kitty • 9781404852167
No More Pacifier, Duck • 9781479557936
No Worries for Whale • 9781684462834
Penguin Misses Mom • 9781479587391
Penguin Says "Please" • 9781404867888
Pig Takes A Bath • 9781404857292
Playdate for Panda • 9781479587414
Pony Brushes His Teeth • 9781404857278
Story Time for Lamb • 9781404864955
Thumbs Up, Brown Bear • 9781479557943















It's bedtime, Goat. Please put on your pajamas.



HENRY HELPS

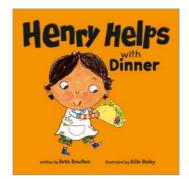
Studies have found that participating in household activities at a young age is the best predictor of future success. Henry Helps is a series about a sweet little boy who really wants to help out around the house. From sorting the washing to setting the table, his parents find routine and predictable activities that Henry can accomplish to feel helpful. Topped off with a touch of humour, these board books will soon become family favourites.

SELLING POINTS

- Board book format handy for toddlers and first readers
- Teaches important PSHE values at a young age
- Promotes self-esteem and self-worth through contributing to daily family chores

CURIOUS FOX

AGE LEVEL: 2-4 • TRIM: 178 x 178 • PAGES: 20
Henry Helps with Dinner • 9781474798754
Henry Helps with the Baby • 9781474798723
Henry Helps with the Dog • 9781474798730
Henry Helps with the Washing • 9781474798747





HERBIE'S BIG ADVENTURE

Herbie is a little hedgehog who is perfectly happy at home with his mother. But one day Mommy tells Herbie that it's time to go exploring-all by himself! Herbie is not so sure, but ready or not, a westerly wind sweeps Herbie into the wide world ... and Herbie's Big Adventure begins! Little Herbie finds that he's braver than he thinks and even makes a friend before coming safely back home.

SELLING POINTS

- Great for kids starting school or needing courage for a big change
- Celebrates independence and reaching milestones
- Gorgeous, charming illustrations
- Features positive mother/child relationship

CAPSTONE EDITIONS

AGE LEVEL: 3 to 8 • TRIM: 178 x 178 • PAGES: 30

Herbie's Big Adventure • 9781684460922





DALMATIAN IN A DIGGER

Dugger! Dugger! What's that noise? Little Dalmatian is about to find out as he follows the booming noises of big construction vehicles in this energetic board book.

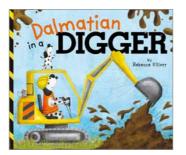
SELLING POINTS

- Transportation/vehicle theme mixed with animals
- Hidden mouse on each spread
- Exciting sound words are perfect for reading out loud

CAPSTONE EDITIONS

AGE LEVEL: 4-7 • TRIM: 178 x 152 • PAGES: 30

Dalmatian in a Digger • 9781684460946









4 capstone | 2022 Rights Guide

FAIRY TALE TUNES

Music breathes new life into these old classics, allowing students to sing along and join in on the adventure with their favourite fairy tale characters. Each book is accompanied by online access to MP3 song recordings and sheet music.

SELLING POINTS

- Access the song on your phone and sing along!
- A catchy song and bright illustrations will capture the imagination of the youngest book-lovers
- Ideal for parents to share with babies and young children
- Encourages children to follow along with the song
- Well-loved songs with a fun new twist!

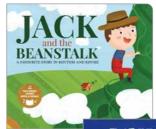
CURIOUS FOX

AGE LEVEL: 4-8 • TRIM: 178 x 152 • PAGES: 20

Jack and the Beanstalk: A Favourite Story in Rhythm and Rhyme • 9781474798327

Rapunzel: A Favourite Story in Rhythm and Rhyme • 9781474798334

Three Little Pigs: A Favourite Story in Rhythm and Rhyme • 9781474798341







BACKLIST

A PLACE FOR PLUTO

Pluto got the shock of his life when he was kicked out of the famous nine. His planet status was stripped away, leaving him lost and confused. Poor Pluto! On his quest to find a place where he belongs, he talks to comets, asteroids, and meteoroids. He doesn't fit it anywhere! But when Pluto is about to give up, he runs into a dwarf planet and finally finds his place in the solar system. This feel-good board book combines a popular science topic with character education themes of self discovery, acceptance, and friendship.

SELLING POINTS

- Written and illustrated by best-selling author Katy Hudson
- Good seasonal appeal for spring promotions and/or birthday promotions
- Charming story-line

CAPSTONE EDITIONS

AGE LEVEL: 5-8 • TRIM: 178 x 178 • PAGES: 30

A Place for Pluto • 9781684460939



2019 Golden Duck Notable Picture Books List





TOO MANY CARROTS

The bestselling picture book that Publisher's Weekly calls "simultaneously sassy and sweet." Rabbit loves carrots and that's a big problem! In this phenomenal bestseller, Rabbit loves carrots a little too much. In fact, his carrots are crowding him out of his cozy burrow. When his friends offer to help, they're just asking for trouble, a lot of trouble! This charming and lovingly illustrated children's book, by acclaimed author Katy Hudson (A Loud Winter's Nap and Bear and Duck), shows how friendships get us over the rough spots in life, even if the going gets a little bumpy. Too Many Carrots is the perfect springtime, Eastertime, and anytime gift.

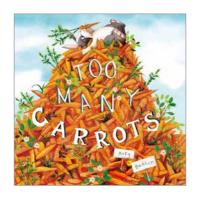
SELLING POINTS

- Beautiful picture book showcasing the value of friendship over material items
- Adorable animal characters with tons of appeal including a rabbit, tortoise, bird, squirrel, and beaver
- Perfect for Easter and Spring promotions

PICTURE WINDOW BOOKS

AGE LEVEL: 3-5 • TRIM: 254 x 254 • PAGES: 32

Too Many Carrots • 9781515830030





A LOUD WINTER'S NAP

Every year Tortoise sleeps through winter. He assumes he isn't missing much. However, his friends are determined to prove otherwise! Will Tortoise sleep through another winter, or will his friends convince him to stay awake and experience the frosty fun of winter? Best-selling author Katy Hudson's charming picture book will have everyone excited for winter.

SELLING POINTS

- Themes of animals, hibernation, and winter
- Katy Hudson is the best-selling author/illustrator of Too Many Carrots
- Humorous story with sweet ending

PICTURE WINDOW BOOKS

AGE LEVEL: 3-5 • TRIM: 254 x 254 • PAGES: 32

A Loud Winter's Nap • 9781479598519







THE GOLDEN ACORN

Whoosh! Squirrel takes off at full speed through the autumn leaves. But slam on the brakes, because this year The Golden Nut Hunt race is a team event. Squirrel reluctantly enlists her friends and is not impressed. Will Squirrel's competitive spirit take over or will she learn how to be a team player? Best-selling author Katy Hudson (Too Many Carrots and A Loud Winter's Nap) proves that winning isn't everything in this energetic picture book about friendship, teamwork and forgiveness – and that those are things to go nuts about!

SELLING POINTS

- By best-selling author Katy Hudson, author of Too Many Carrots and A Loud Winter's Nap
- · Seasonal appeal for autumn promotions
- Great PSHE themes of acceptence, cooperation and teamwork

RAINTREE PUBLISHERS

AGE LEVEL: 3-5 • TRIM: 254 x 254 • PAGES: 32

The Golden Acorn • 9781474778060

THE PERFECT BIRTHDAY RECIPE

PICTURE BOOKS

Beaver's friends are determined to make his birthday extra special this year! Tortoise, Bird, Rabbit and Squirrel insist on baking his birthday cake, but Beaver isn't so sure. He is the ultimate perfectionist and would rather do it himself, following the recipe exactly. Will Beaver's nitpicky ways ruin his birthday and his friendships? The Perfect Birthday Recipe is the fourth and final story in Katy Hudson's best-selling collection of seasonal picture books, including Too Many Carrots, A Loud Winter's Nap, and The Golden Acorn.

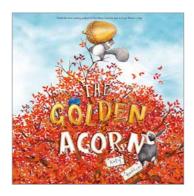
SELLING POINTS

- Written and illustrated by best-selling author Katy Hudson
- Good seasonal appeal for spring promotions and/ or birthday promotions
- Charming story-line prompts discussion of themes of trust and friendship

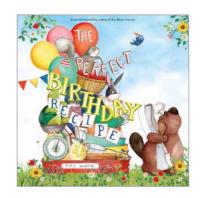
RAINTREE PUBLISHERS

AGE LEVEL: 3-5 •	TRIM: 254 x 254 •	PAGES: 32
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The Perfect Birthday Recipe • 9781474778077









BEARS MAKE THE BEST...

Adelaide and Bear can tackle any school assignment together, as long as Adelaide's teacher will let them buddy up and get to work. Each story in Carmen Oliver's series shows friendship and cooperation in action—and learning is always fun with a friend like Bear!

SELLING POINTS

- Perfect fit for story time
- STEAM connections
- · Theme of acceptance and persuasion
- · Contemporary illustrations

RAINTREE PUBLISHERS

AGE LEVEL: 5-7 • TRIM: 229 x 279 • PAGES: 32

Bears Make the Best Reading Buddies • 9781479591817

Bears Make the Best Maths Buddies • 9781474787222

Bears Make the Best Writing Buddies • 9781684460816

Bears Make the Best Science Buddies • 9781684460830







BACKLIST

DO NOT TAKE YOUR DRAGON...

Have you ever thought about bringing your dragon to the library? What about on a school trip or out to dinner? Don't do it! Author Julie Gassman's popular Do Not Take Your Dragon... series uses rhyming text, relatable situations and a diverse cast of characters to show the importance of proper etiquette in a fun, entertaining way.

SELLING POINTS

- Reading themed around common activities e.g. last day of school, school trip
- Fun read-aloud with opportunity for audience participation
- · Energetic rhyming text which is fun to read aloud
- · Colourful art with a diverse cast of characters and dragons

CAPSTONE EDITIONS

AGE LEVEL: 4-7 • TRIM: 229 x 279 • PAGES: 32

Do Not Let Your Dragon Spread Germs • 9781398207486

Do Not Bring Your Dragon to the Library • 9781474729048

Do Not Take Your Dragon to the Playground • 9781474761383

Do Not Take Your Dragon on a School Trip • 9781474787246

Do Not Take Your Dragon to the Last Day of School • 9781474793162

















FLIP-SIDE NURSERY RHYMES

Check out the flip-side of beloved nursery rhymes. One half of these books has the original rhyme. Flip over the book and start from the "back" for a fresh. new rhyme from another character's point of view. Bold, whimsical illustrations complement the playful text.

SELLING POINTS

- Full-color whimsical illustrations
- · Common Core for very early readers

Нимр

• Unique flipbook approach

PICTURE WINDOW BOOKS

AGE LEVEL: 4-6 • TRIM: 10 x 10 • PAGES: 24
Humpty Dumpty Flip-Side Rhymes • 9781474790543
Jack and Jill Flip-Side Rhymes • 9781474790567
Little Bo Peep Flip-Side Rhymes • 9781474790574
Little Miss Muffet Flip-Side Rhymes • 9781474790550

HELP WANTED, MUST LOVE BOOKS

Shailey loves bedtime, especially reading with her dad. But her dad starts a new job, and it gets in the way of their bedtime routine. So Shailey takes action! She fires her dad, posts a Help Wanted sign, and starts interviews immediately. She is thrilled when her favorite characters from fairytales line up to apply. But Sleeping Beauty can't stay awake, the Gingerbread Man steals her book, and Snow White brings along her whole team. Shailey is running out of options. Is bedtime ruined forever?

SELLING POINTS

- · Addresses the common struggle of a perfect bedtime routine for caregivers and children
- Features a determined main character who feels empowered to take control and use her creativity to solve a problem
- · Highlights the father/daughter relationship in a positive way
- · Opens kids' imaginations by incorporating fairy tale characters into everyday situations

CAPSTONE EDITIONS

AGE LEVEL: 4-7	•	TRIM: 254 x 203 • PAG	BES: 32
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Help Wanted, Must Love Books • 9781684460755









ΡΑCHO ΝΑCHO

Mama and Papa could not agree on a name for their first baby, and everyone in the family had an opinion. That's how the name Pacho-Nacho-Nico-Tico-Melo-Felo-Kiko-Rico came to be, and Pacho's parents insisted that everyone use his full name. But when Pacho finds himself in trouble, his younger brother, Juan, must quickly find help, which isn't easy when you have to keep saying Pacho-Nacho-Nico-Tico-Melo-Felo-Kiko-Rico. Author Silvia Lopez highlights family values, community connections, and brotherly love in this interactive, energetic, and silly picture book. Pacho Nacho is based on an old Japanese folktale and includes Spanish words and phrases and multicultural settings.

SELLING POINTS

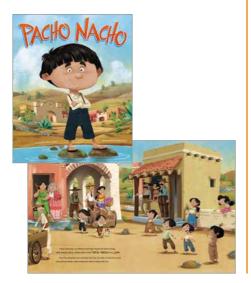
- Showcases extended family values, community connections, and brotherly love
- Introduces some simple Spanish words and multicultural settings, filling the need for multicultural books
- Rhyming, plot repetitions, and the sprinkling of Spanish words make this read-aloud perfect for audience interaction and participation
- Hits common core themes of second-language learning and classic folktales

CAPSTONE EDITIONS

AGE LEVEL: 4-7 • TRIM: 203 x 254 • PAGES: 32

Pacho Nacho

9781684460984



BECAUSE I STUBBED MY TOE

A young boy stubs his toe, which leads to a sequence of silly events and one delicious ending.

SELLING POINTS

 Adorable, humorous picture book that explores the cause and effects of one boy stubbing his toe

CURIOUS FOX

AGE LEVEL: 5-7	• TRIM: 11 x 9	• PAGES: 32
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Because I Stubbed My Toe • 9781623700881









MY FOOTPRINTS

Every child feels different in some way, but Thuy feels "double different." She is Vietnamese American and she has two moms. Thuy walks home one winter afternoon, angry and lonely after a bully's taunts. Then a bird catches her attention and sets Thuy on an imaginary exploration. What if she could fly away like a bird? What if she could sprint like a deer, or roar like a bear? Mimicking the footprints of each creature in the snow, she makes her way home to the arms of her moms. Together, the three of them imagine beautiful and powerful creatures who always have courage - just like Thuy.

SELLING POINTS

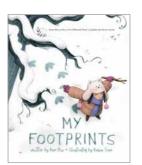
- A second picture book by Bao Phi, author of the Caldecott-honor-winning A Different Pond
- Themes address a story about finding inner courage and strength and rising above bullies
- A celebration of an LGBTQ family and embracing differences
- + #OwnVoices author and illustrator

CAPSTONE EDITIONS

AGE LEVEL: 5-9 • TRIM: 229 x 279 •

ne New York Times

My Footprints • 9781684460007





A DIFFERENT POND

A 2018 Caldecott Honor Book that Kirkus Reviews calls "a must-read for our times." A Different Pond is an unforgettable story about a simple event - a long-ago fishing trip. Graphic novelist Thi Bui and acclaimed poet Bao Phi deliver a powerful, honest glimpse into a relationship between father and son - and between cultures, old and new, As a young boy, Bao and his father awoke early, hours before his father's long work day began, to fish on the shores of a small pond in a Western city. Unlike many other anglers, Bao and his father fished for food, not recreation. A successful catch meant a fed family. Between hope-filled casts. Bao's father told him about a different pond in their homeland of Vietnam. Thi Bui's striking, evocative art paired with Phi's expertly crafted prose has earned this powerful picture books six starred reviews and numerous awards.

SELLING POINTS

- Winner of numerous awards in the US, including the Caldecott Honor, Ezra Jack Keats New Writer Honor and New Illustrator Honor, and the Charlotte Zolotow Award Authentic memoir from Bao Phi, acclaimed poet and political activist
- Gorgeous illustrations by Thi Bui
- Creator of the critically acclaimed graphic novel, The Best We Could Do: An Illustrated Memoir (Abrams Comic Arts, 2017) Powerful storytelling
- Details Phi's childhood immigrant experience through a simple story about fishing Unique
- Celebrates family history and the sacrifices that families make for each other

CURIOUS FOX



SELFIE

Click! Click! Click! Sylvie the Squirrel is obsessed with selfies. However, as she's clicking away, Sylvie is missing out on the fun right in front of her. When her friends save her from a scary situation, Sylvie realizes what's really important and it's not taking selfies. Social media starts at an early age, and debut author/illustrator Sandy Horsley brings that issue to the forefront in this timely picture book. Selfies are fun, but nothing is more fun than being a good friend and living in the moment.

SELLING POINTS

- Trendy social media topic that fills a gap in marketplace for this age level
- Social/emotional themes of friendship, being a good friend, and remembering what is really important
- Debut author based in the U.K. illustrator Sandy Horsley
- The detrimental effect of excessive social media use on children's mental health has been widely reported
- Selfie encourages children to be preent in the moment and to use social media sparingly

CAPSTONE EDITIONS

AGE LEVEL: 5-7 • TRIM: 203 x 254 • PAGES: 32

Selfie • 9781684461455



THE VERY LAST LEAF

Lance Cottonwood is the best and brightest of the leaves, but even the top students on the tree have worries. Can Lance conquer his fear of falling and just let go when the time comes for his final exam, or will he let his worries take over? In this funny and encouraging picture book, best-selling author Stef Wade (A Place for Pluto) tells an engaging story and deftly addresses social and emotional struggles many kids encounter each day...feeling anxious, wanting to be perfect, facing fears, etc. These themes combined with illustrator Jennifer Davison's delightful characters and rich autumnal colors make The Very Last Leaf a perfect book for the start of a new school year, the arrival of autumn, or any period of transition in life.

SELLING POINTS

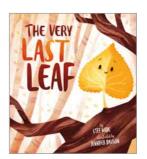
- A new story from the author of A Place for Pluto, a best-selling picture book
- The engaging and accessible storyline hits on important social/emotional themes involving anxiety, perfectionism, and facing fears
- The story also features a science hook related to the seasons and cycles of nature

CAPSTONE EDITIONS

AGE LEVEL: 5-7 • TRIM: 235 x 260 • PAGES: 32

The Very Last Leaf

9781684461042





WORD ADVENTURES

Want dry, monochromatic grammar texts that ellicit nothing but sighs and groans from readers? KEEP LOOKING. This is NOT the series for youl Buckle in as Word Adventures whisks you away to the beach with Verbs, on a scouting trip with Conjunctions, and to the heart of a bustling city with Prepositions to learn how parts of speech work (and play). Informative, curriculum-based text is supplemented with delightfully quirky parts of speech characters who share their stories and word examples in speech bubbles. Back matter questions, refreshers and deeper-dive information fortifies this grammar set.

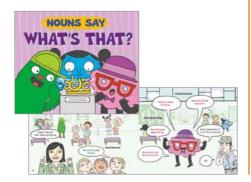
SELLING POINTS

- Introduces new writers to grammar basics in an illustrated, quirky, storybook-like way to make learning fun
- Written by bestselling author Michael Dahl (3 million+ copies in print worldwide)
- Part of a paired-series offering (with our Punctuation series) to help teach grammar to primary children
- Imaginatively drawn parts of speech characters/ creatures turn the often-dry subject of grammar into an engaging adventure

NONFICTION PICTURE BOOKS

AGE LEVEL: **5-8** • TRIM: **279** × **229** • PAGES: **32** Adjectives Say "Incredible!" • 9781474771832 Adverbs Say "Finally!" • 9781474771849 Conjunctions Say "Join Us!" • 9781474774871 Interjections Say "Hooray!" • 9781474774888 Nouns Say "What's That?" • 9781474771818 Prepositions Say "Under Where?" • 9781474774864 Pronouns Say "You and Me!" • 9781474774857

Verbs Say "Go!" • 9781474771825



14 capstone | 2022 Rights Guide

BILLY JOHNSON AND HIS DUCK ARE EXPLORERS

An all-ages, adventure-comedy graphic novel, Billy Johnson and His Duck Are Explorers has it all: humor, peril, and out-of-this-world archaeological adventures (oh. and ducks!). Billy Johnson, the son of two worldfamous explorers (who mysteriously disappeared eight years ago) has big dreams. The teenager may be a part-time janitor now, but exploring is in his blood. He just needs one big discovery to prove to the Explorers League that he's worthy of the rank of Ace Explorer. Luckily, Billy has an ally in his best friend, Barrace. Not only is Barrace a college professor of linguistics, but he's also a duck! Together, these boon companions brave hidden jungle kingdoms, haunted tombs, deadly deserts, and treacherous mythological trials to uncover the mysteries of the world. But will they discover that the biggest mystery of all may be following them every step of the way?

SELLING POINTS

- An all-ages, adventure-comedy full-color graphic novel
- Modern-day Tintin chock-full of humor, peril, and globe-trotting, archaeological, out-of-this-world adventures (oh, and ducks)
- Fans of Mighty Jack, HiLo, and The Cardboard Kingdom will be desperately searching for the next installment
- Written and illustrated by debut author-illustrator Mathew New, a graduate of the Center for Cartoon Studies

CAPSTONE EDITIONS

AGE LEVEL: 8-11 • TRIM: 152 x 229 • PAGES: 144

Billy Johnson and His Duck Are Explorers • 9781684461509



KUNKUSH

Uses Common Core narrative nonfiction approach to tell the true story of a cat that becomes separated from his family when they flee Iraq for refuge in Europe. Their reunion will bring tears to the coldest heart.

SELLING POINTS

- Narrative non-fiction approach tells compelling story of the journeys of an Iraqi refugee family and their cat
- · Tackles the refugee crisis in a relatable way

CAPSTONE EDITIONS

AGE LEVEL: 8-12 • TRIM: 235 x 286 • PAGES: 32

Kunkush • 9781515773191





RAILWAY JACK

Jim was a South African railway inspector in the late 1800s who lost his legs in an accident while at work. Unable to perform all his tasks with his disability but desperate to keep his job, Jim discovered a brilliant solution, a baboon named Jack. Jim trained Jack to help him both at home and at the depot. But when the railway authorities and the public discovered a monkey on the job, Jack and Jim had to work together to convince everyone that they made a great team. This inspiring true story celebrates the history of service animals and a devoted friendship.

SELLING POINTS

- A fascinating look at the inner workings of railway depots in the 1800s
- Content-rich narrative nonfiction for upper elementary readers
- Inspiring story of problem-solving and living with a disability
- Lots of backmatter with photos and additional info on the story, the history of service animals, and baboons
- Strong industry sales for books about service animals (e.g., Tuesday Tucks Me In and Rescue and Jessica)

CAPSTONE EDITIONS





THE BRAVE CYCLIST

Once a skinny and weak child, Italian Gino Bartali rose to become a Tour de France champion and one of cycling's greatest stars. But all that seemed unimportant when his country came under the grip of a brutal dictator and entered World War II on the side of Nazi Germany. Bartali might have appeared a mere bystander to the harassment and hatred directed toward Italy's Jewish people, but secretly he accepted a role in a dangerous plan to help them. Putting his own life at risk, Bartali used his speed and endurance on a bike to deliver documents that Jewish people needed to help them escape harm. His inspiring story reveals how one person could make a difference against violence and prejudice during the time of the Holocaust.

SELLING POINTS

- Gino Bartali's life provides an inspiring story that merges sports and wartime heroics
- Bartali's little-known acts of heroism reveal how one person could make a difference against fascism and anti-Semitism
- Personal stories help young readers empathise with
 those who lived under the rule of brutal dictators

NONFICTION PICTURE BOOKS

AGE LEVEL: 9-12 • TRIM: 279 x 229 • PAGES: 40

The Brave Cyclist • 9781474787260





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FAIRY TALES & MYTHOLOGY

FAR OUT FAIRY TALES

What do you get when classic fairy tales are twisted about, turned inside out, and reworked for the graphic novel format? Far Out Fairy Tales! Discover what Snow White would be like if she were raised by robots. Play along when three billy goats named Gruff get stuck inside a video game... and much more! Each fairy tale revision holds true to the spirit of the original while adding a modern twist to the classic tales we know and love.

SELLING POINTS

- Graphic novel appeal will make these a popular pick for self-selected reading
- Educational back matter-including info on the original tale, a guide to the Far Out twists, and visual comprehension questions-will critically engage students
- Short sentences and engaging visual format reduce reading anxiety in struggling readers

STONE ARCH BOOKS

AGE LEVEL: 8-11 • TRIM: 178 x 254 • PAGES: 40

Beauty and the Dreaded Sea Beast: A Graphic Novel • 9781496584427

The Dragon and the Swordmaker: A Graphic Novel • 9781496599070

The Ghost Emperor's New Clothes: A Graphic Novel • 9781496599087

The Ginger-Red Caterpillar: A Graphic Novel • 9781496599056

The Little Werewolf: A Graphic Novel • 9781496599063

Private Eye Princess and the Emerald Pea: A Graphic Novel • 9781496584434

Rapunzel vs. Frankenstein: A Graphic Novel • 9781496584441

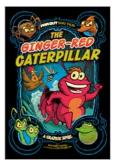
Thumbelina, Wrestling Champ: A Graphic Novel • 9781496584458



















FAIRY TALES & MYTHOLOGY

BACKLIST

FAR OUT CLASSIC STORIES

Timeless tales get a wildly fun update in Far Out Classic Stories! Continuing the success of the popular Far Out Fairy Tales series, these actionpacked graphic novels retell famous literature with a modern twist that'll hook young readers. Follow along as Alice joins the wacky secret agents of Wonderland. Discover what happens when Peter Pan is a flying mummy... and more! Bonus back matter extras also introduce children to the original story. Experience age-old favorites like never before with this playful series of full-color comic books for kids.

SELLING POINTS

- · Graphic novel appeals to young readers
- Makes reading fun for even the most reluctant readers
- Back matter includes a brief summary of the original story and a Far Out Guide to the new tale's twists, providing a perfect way to discuss comparing and contrasting

STONE ARCH BOOKS

AGE LEVEL: 8-12 • TRIM: 178 x 254 • PAGES: 40

Alice, Secret Agent of Wonderland • 9781496591920
Peter Pan in Mummy Land • 9781496591937
Robin Hood, Time Traveler • 9781496591944
The Silver Spurs of Oz • 9781496591951

MYTHOLOGY AROUND THE WORLD

Compelling stories of powerful gods, goddesses and creatures who created and ruled the land, sea and skies come to life in stories from myths around the world. Engaging, age-appropriate narrative introduces kids to these characters and explains their connection to the ancient cultures of the Egyptians, Romans, Greeks and Norse. Vibrant photos and illustrations will capture readers' attention. Sidebars, infographics and fact boxes will further immerse kids into the mythical worlds.

SELLING POINTS

- Presents key stories from mythology
- Clearly demonstrates connection between myths
 and culture
- Links to KS2 History

FACT FINDERS

AGE LEVEL: 8-10	• TRIM: 197 x 222	•	PAGES: 32
			TAOLS.

Egyptian Myths • 9781474752503

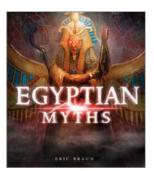
Greek Myths • 9781474752534

Norse Myths • 9781474752510

Roman Myths • 9781474752527









CANTATA

FAIRY TALE TUNES

Music breathes new life into these old classics, allowing students to sing along and join in on the adventure with their favorite fairy tale characters. These songs and books offer an engaging way to support language arts standards.

SELLING POINTS

- · Introduces fairy tales to infants and young children
- Sturdy board book format perfect for little hands
- Retells classic stories in imaginative song form

CANTATA LEARNING

AGE LEVEL: 3-9 • TRIM: 178 x 152 • PAGES: 24

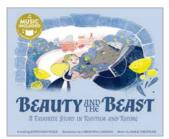
Beauty and the Beast: A Favorite Story in Rhythm and Rhyme • 9781684101009

The Frog Prince: A Favorite Story in Rhythm and Rhyme • 9781684102853

Jack and the Beanstalk: A Favorite Story in Rhythm and Rhyme • 9781684101016

Rapunzel: A Favorite Story in Rhythm and Rhyme • 9781515860983

Three Little Pigs: A Favorite Story in Rhythm and Rhyme • 9781515860976







GOOD SPORTS

What does it mean to be a good sport? This series explores the important topic of good sportsmanship through action-packed stories featuring baseball, basketball, football, and soccer. From playing fair to not giving up, the skills presented in each story are essential, on and off the field. Readers will especially love the relatable game-time scenes featuring young players like themselves! With fun songs written to familiar tunes, learning how to be a good sport has never been easier.

SELLING POINTS

Popular topic for engaging young readers

CANTATA LEARNING

AGE LEVEL: 3-7 • TRIM: 279 x 229 • PAGES: 24
Good Sports Don't Give Up • 9781684104277
Good Sports Play Fair • 9781684104284
Good Sports Use Teamwork • 9781684104291
Good Sports, Win or Lose • 9781684104307







CANTATA

BACKLISI

MY FEELINGS, MY CHOICES

My Feelings, My Choices presents harmonious opportunities for meaningful conversations with children about emotions, goals, choices, and persistence. Such social emotional skills lay an important foundation for student success and mental health. So it's never too early-or too late-to help students develop these skills! Written and performed by beloved Kindie Rock artist Emily Arrow, these stories help kids connect intangible concepts to real-life problems they may experience. The empathetic illustrations that accompany the text help bring these concepts to life in a friendly, approachable manner, just right for young readers.

SELLING POINTS

- · Perfect for young children who are learning about their feelings
- Engaging subject matter with high quality photos

CANTATA LEARNING

AGE LEVEL: 3-7 • TRIM: 279 x 229 • PAGES: 24

Checking In • 9781684104314

Making It Happen • 9781684104321

Taking a Spin • 9781684104338

Trying Again • 9781684104345







PATTERNS OF TIME

What month is it? What day is it? What time is it? While these questions are an essential part of our everyday lives, time can be a tricky concept for kids to grasp. Lively artwork incorporates visual representations of time, such as clocks and calendars, helping young readers to comprehend core concepts. Memorable lyrics serve to help kids retain these concepts! The Patterns of Time series invites readers to explore the clues offered by each pattern of time-building confidence in their own understanding of days, months, seasons, and telling time.

SELLING POINTS

- · Covers the vital early learning concept of days, months, seasons and time
- Memorable lyrics engage young children

CANTATA LEARNING

AGE LEVEL: 3-7 • TRIM: 279 x 229 • PAGES: 24
The Days of the Week • 9781684104352
The Months of the Year • 9781684104369
The Seasons of the Year • 9781684104376
Telling Time • 9781684104383







CANTATA

HOLIDAYS IN RHYTHM AND RHYME

Joining together to celebrate something is a central experience of any culture. Of course, celebrations are always more fun with music! In this charming series, catchy songs provide introductions to each holiday and the contemporary activities associated with them. Through memorable lyrics and vibrant illustrations, students will get to know the holidays that help us honor traditions, unite for a common cause, memorialize historic events, and celebrate special occasions.

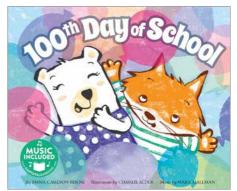
SELLING POINTS

- Memorable lyrics and vibrant illustrations to engage young readers
- Imaginative song form engages with subject matter

CANTATA LEARNING

AGE LEVEL: 5-7 • TRIM: 279 x 229 • PAGES: 24

100th Day of School • 9781684103966







CLASSROOM CRITTERS

Stella the Mouse, Nico the Toad, Delilah the Spider and Bo the Parakeet all live within the walls, nooks and crannies of a primary school. They're in the lucky position of being able to learn alongside the kids every day. They observe the routines, patterns and fun of the school day. Follow along as they explore the school, form friendships and learn tonnes of information in these sweet early readers from acclaimed picture book author Molly Beth Griffin

SELLING POINTS

- Written by acclaimed picture book author Molly Beth Griffin
- The perfect combination of friendship and school stories
- Readers get a mouse-level view of school routines
- A great companion to topics focusing on class pets, animals or friendship
- Gender-neutral stories where teamwork is the focus

RAINTREE PUBLISHERS

AGE LEVEL: 4-8 • TRIM: 152 x 229 • PAGES: 32

Hard Hat Heroes • 9781474784825

School Trip Trouble • 9781474784818

Sports Day Fun • 9781474784801

Test Stress • 9781474784832



and went looking for ini The children arrived. The teachers explained to their classes what wa happening. Everyone was excited. After the building work was done, they'd have a new wing in the wheel

Bo looked at his scinos acorded "Not your wings, Bo! She means new mores and corridors " said Nico "See?" said Delilah. "It's like I said. I tear down an old web to build a new one. A better one. It must be th same with schools!"

20



AZALEAH LANE

Eight-year-old Azaleah Lane has an amazing life. She lives with her mom (a chef), her dad (a lawyer), and two sisters. Being the middle child isn't always easy, but Azaleah is never bored or lonely. Between life at home, adventures at her family's restaurant. and busy days at school, there are always problems and mysteries for Azaleah to solve. Full of style, charm, and spunk, this series is a must-read for adventurous young readers everywhere.

SELLING POINTS

- · A new at-level chapter book for young readers that will appeal to fan of Capstone's Kylie Jean series
- #OwnVoices author Nikki Shannon Smith brings authentic experiences to this mystery series featuring an African American main character
- Full color spot illustrations throughout help engage young readers

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 133 x 191 • PAGES: 112

The Amazing Life of Azaleah Lane • 9781515844648





Why is she alone?" I asked "We want her to get used to her new ital," the pookeeper answered. "? will get to must her neighbour upon." I glanced at the enclosure next door Another tiger lived there. It kept swimmin

er to a lit the window to see h "I didn't know tigers could swim." I said "Most big cuts can." the zookeeps plied. "Lions, cheetaha and leopards can oil swim, but they tend to avoid water. They're better at hunting on land. Tigen mially live in magics with lots of wide ivers, so they're good at swimming. The only other hig out that swims well a

I hadn't known that either. There was a lot to learn at the p "Who's ready to see the giant pandas?" our guide asked

BOO BOOKS

A scary (but not too scary) series for young readers. Boo Books put familiar monsters in familiar settings to creep out a rotating cast of characters. What's the sound coming from upstairs? Could it be a ghost? Who's that skulking in the woods? Must be a vampire. Is the new neighbor a witch? Probably. With short chapters, easy-to-read text, and enhanced back matter, Boo Books deliver just-right frights (without the sleepless nights) for the earliest readers.

SELLING POINTS

- Scary stories mixed with a little humor are perfect for early readers
- Short chapters and easy-to-read text combine nicely with energetic art that holds young readers' interest
- Enhanced back matter includes a glossary, author and illustrator bios, discussion questions, writing prompts, and "scared silly" jokes

CURIOUS FOX

AGE LEVEL: 5-7	•	TRIM: 148 x 229 • PAGES: 32
AGE LEVEL.		

Attack of the Cute • 9781474785532

Campfire Vampire • 9781474785549

Night of the Digging Dog • 9781474785556

Scare Ball • 9781474785563

The Haunted Backpack • 9781474785570

Witch's Stew • 9781474785587





Emmy grabbed the monster's hand and smiled. "This way," she said, and happily led the monster to her parents' bedroom.



BUMBLE B.

Beatrice is funny, smart, and creative. Beatrice is also very clumsy, which is how she got the nickname Bumble B. From her butterfingers down to her two left feet, B. can turn the simplest event into an unforgettable memory. Like the time she blew up her best friend's birthday cake, or the time she sank the school play. Thankfully B. always has a mission and doesn't give up! With humor, spunk, and a whole lot of resilience, Bumble B. proves, without a doubt, what doesn't kill her makes her stronger! With fun-filled illustrations and easy-to-read text, this early chapter book series will prove that every negative can be turned into a positive if you have the right attitude.

SELLING POINTS

- Relatable stories with a strong focus on resilience/ perseverence
- Short chapters and easy-to-read text mixed with colorful art are just right for younger readers

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 146 x 190 • PAGES: 40

Mission Farmers' Market • 9781474790482

Mission Science Club • 9781474790499





Chapter 1 THE FIRST DAY

Bumble B., Koyla and Rosa were excited. Today was the first day of science club. "Hi, Mr Dan!" Bumble B. sold." I have the best idea for our first meeting. We can do hair science."

KATIE WOO

Katie Woo is a spunky, sassy, and stylish schoolgirl that readers will fall in love with. These early chapter books are perfect for explaining life changes, family celebrations and growing up. Award-winning author Fran Manushkin outdoes herself with these fun, lighthearted stories..

SELLING POINTS

- Katie Woo is a diverse character who experiences everyday adventures that all children can relate to
- Perfect stories to use in the classroom or at home to discuss issues affecting young readers
- Helpful back matter material helps children engage with the story and promotes critical reflection

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 152 x 229 • PAGES: 32

A Nervous Night • 9781474789738

Boss of the World • 9781474789721

Fly High, Katie • 9781474789769

Katie Woo Has the Flu • 9781474789752

Keep Dancing, Katie • 9781474789776

The Tricky Tooth • 9781474789745



"I'm not a great dancer," said JoJo. "But that's okay. I love to dance. It makes me happy."





"Yay!" shouted Katie. "It's fun dancing on the stage!"

KATIE WOO'S NEIGHBORHOOD

Author Fran Manushkin takes readers into the heart of Katie Woo's neighborhood. Meet the community helpers, shop owners, and local leaders that help make Katie's neighborhood a great place to live!

SELLING POINTS

- Features characters from the fan-favorite world of Katie Woo
- Ties to K-2 curriculum standards for community helpers
- Popular shorter early chapter book format builds
 confidence in developing readers

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 152 x 229 • PAGES: 32
Friends in the Mail • 9781515845584
Good Morning, Farmer Carmen! • 9781515858751
Helping Mayor Patty • 9781515845560
Katie's Vet Loves Pets • 9781515858768
Open Wide, Katie! • 9781515858744
Stocking Up for the Storm • 9781515845553
Super Paramedic! • 9781515845577
The Best Baker • 9781515858737



Good Morning, Farmer Carmen!

"Come and meet my aunt Carmen," said Pedro. "She's a new farmer at the market." "Hil" said Katie. "Is it fun to be a farmer?" "You can find out," said Aunt Carmen. "Come and stay overnight next Saturday. You can help bring my vecetables to the market."



KIDS' SPORTS STORIES

New readers will cheer for this series of fictional sports stories made just for them. From the football field to the gymnastics floor, these early chapter books focus on learning skills, having fun and making friends.

SELLING POINTS

- Short sentences, text-illustration match, and sight words to support new readers
- Sports stories for young athletes focus on personal strengths and teamwork, not on competition
- Diverse characters enable readers to better see themselves in the stories
- Glossaries define content terms with pictures and words for clear understanding
- A story-related back-matter feature (e.g., game, craft, recipe) in each title enhances the reading experience

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 152 x 229 • PAGES: 32

Aim High • 9781515870951

Basketball Buddies • 9781515870944

Cheers for Gymnastics • 9781515858775

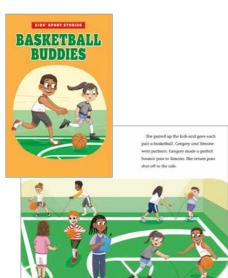
Hockey Hero • 9781515870982

Look Out, T-Ball! • 9781515858805

Ready, Set, Swim! • 9781515870975

Soccer Dreams • 9781515858799

Tae Kwon Do Test • 9781515858782



MAX AND ZOE

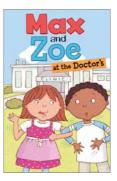
This delightful series features Max and his best friend Zoe. The terrific twosome learn lots of life's little lessons as they experience new places and adventures. Likeable characters and relatable experiences make this perfect for early readers!

SELLING POINTS

- Full-colour illustrations throughout makes these an accessible and engaging series for young readers
- The books teach valuable life lessons as Max and Zoe navigate their way through different experiences
- Writing prompts and related activities extend readers' engagement.

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 152 x 229 • PAGES: 32
Max and Zoe at Break Time • 9781474790727
Max and Zoe at Football Practice • 9781474790703
Max and Zoe at the Doctor's • 9781474790697
Max and Zoe at the School Concert • 9781474790710
Max and Zoe's Very Best Art Project • 9781474790734







BACKLIST

MY FURRY FOSTER FAMILY

Eight-year-old Kaita Takano has one dog, a miniature dachshund named Ollie. But there's never just one animal in the Takano house. Kaita and her family foster animals rescued by a local animal rescue group. They take them to medical appointments, teach them manners and tricks and help the animals find new homes. Kaita loves animals, but sometimes the zoo in her house gets out of control! It can be hard to say goodbye when the animals find forever homes, but Kaita is happy for them and excited to welcome a new foster animal to her family.

SELLING POINTS

- · Loads of appeal to all kids who love animals
- Similar to fan-favourite chapter-book series Adventures at Hound Hotel
- Focuses on character-building activities of caregiving, resilience and sacrifice
- Main character is of Japanese origin, filling the urgent need for more-inclusive chapter books in the market and allowing more readers to see themselves in the stories

RAINTREE PUBLISHERS

AGE LEVEL: **5-7** • TRIM: **133 x 190** • PAGES: **72** Apple and Annie, the Hamster Duo • 9781474784955 Betty the Bearded Dragon • 9781474785037 Buttons the Kitten • 9781474785044 Toby the Dog • 9781474785051



PEDRO

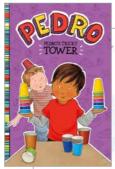
From the creator of Katie Woo, Fran Manushkin, comes a series about Katie's pal Pedro. Join Pedro and his friends as he enjoys adventures at school, on the soccer field, and at home with his sometimes pesky, younger brother Paco!

SELLING POINTS

- Spinoff series from Fran Manushkin's popular Katie Woo series
- Readers will relate to Pedro's interests, experiences, and happy-go-lucky personality
- Three-chapter structure builds confidence, as beginning readers are excited to be reading a chapter book

PICTURE WINDOW BOOKS

AGE LEVEL: 5-7 • TRIM: 152 x 229 • PAGES: 32
The Best Pet? • 9781515873167
The Big Stink • 9781515828259
On Top of the World • 9781515828280
Pedro and the Dragon • 9781663921840
Pedro and the Shark • 9781474789622
Pedro for President • 9781515800910
Pedro Goes Buggy • 9781515800897
Pedro Goes to Mars • 9781515873150
Pedro Goes Wild! • 9781515845638
Pedro Is Rich • 9781663921857
Pedro Keeps His Cool • 9781515845645
Pedro the Ninja • 9781474789646
Pedro's Big Break • 9781515828273
Pedro's Big Goal • 9781474789608
Pedro's Monster • 9781515828266
Pedro's Mystery Club • 9781474789592
Pedro's Tricky Tower • 9781474789639
Pirate Pedro • 9781474789615





"That's easy!" bragged Pedro. "All we need are lots of bricks."

26

TONGUE TWISTERS

Each of these tongue twisting tales features firstrate giggles and groans using the same letter or phonetic sound that gets distorted the faster you say it.

SELLING POINTS

- · Fun books perfect for beginning readers
- · Good companion readers for phonics learners
- · Great for read-alouds and looking at with friends

RAINTREE PUBLISHERS

AGE LEVEL: 5-9 • TRIM: 146 x 210 • PAGES: 24

Betty and Baxter's Batter Battle • 9781474791342

Harold Hickok Had the Hiccups • 9781474791366

Lady Lulu Liked to Litter • 9781474791373

The Fairies' First Flight • 9781474791359





PET CLUB

Four best friends and four silly pets form a club like no other! Follow the Pet Club as they uncover mysteries and experience adventures with the help of their loyal pets.

SELLING POINTS

- · Early Readers perfect for develping readers
- Popular topic of animals and friendship
- Features PSHE themes such as caring and responsibility

RAINTREE PUBLISHERS

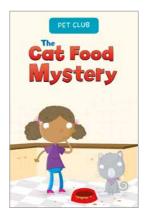
AGE LEVEL: 6-8 • TRIM: 152 x 229 • PAGES: 32

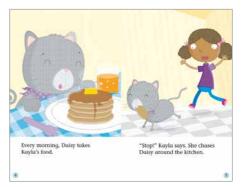
Pet Fancy Dress Party: A Pet Club Story • 9781474791571

The Best Trick: A Pet Club Story • 9781474791557

The Cat Food Mystery: A Pet Club Story • 9781474791564

The Noisy Night: A Pet Club Story • 9781474791540





YASMIN

Meet Yasmin! Yasmin is a spirited second-grader who's always on the lookout for those "aha" moments to help her solve life's little problems. Taking inspiration from her surroundings and her big imagination, she boldly faces any situationassuming her imagination doesn't get too big, of course! A creative thinker and curious explorer, Yasmin and her multi-generational Pakistani American family will delight and inspire readers.

SELLING POINTS

- For fans of Katie Woo!
- An early reader featuring a Muslim, Pakistani American girl and her family
- Own Voices author and illustrator team
- A strong girl character with a knack for solving problems in unique ways
- Subtly weaves Muslim traditions into fun, relatable stories
- Series included on Girls of the Crescent Recommended Reading List

PICTURE WINDOW BOOKS

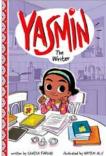
AGE LEVEL: 5-8 • TRIM: 152 x 229 • PAGES: 32
Yasmin the Builder • 9781515827306
Yasmin the Chef • 9781515845782
Yasmin the Explorer • 9781515827320
Yasmin the Fashionista • 9781515831044
Yasmin the Friend • 9781515858881
Yasmin the Gardener • 9781515858850
Yasmin the Librarian • 9781515883722
Yasmin the Painter • 9781515827313
Yasmin the Recycler • 9781515883746
Yasmin the Scientist • 9781515883739
Yasmin the Singer • 9781515883753
Yasmin the Soccer Star • 9781515858867
Yasmin the Superhero • 9781515845799
Yasmin the Teacher • 9781515845805
Yasmin the Writer • 9781515858874
Yasmin the Zookeeper • 9781515845812

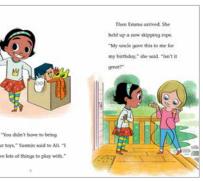
2019 Best Books for Kids & Teens -The Canadian Children's Book Centre





distrated by HATEM ALY





ROBOT AND RICO

One robot. One boy. One crazy friendship! Read all about the adventures of Robot and Rico in this series of early readers.

SELLING POINTS

- Readers designed to help beginning readers develop their vocabulary, literacy skills and comprehension
- Each book combines fresh story concepts and enticing art, keeping young readers interested and engaged

RAINTREE PUBLISHERS

AGE LEVEL: 6-8 • TRIM: 148 x 229 • PAGES: 32

A Prize Inside: A Robot and Rico Story • 9781474791717

Dino Hunt: A Robot and Rico Story • 9781474791724

The Big Catch: A Robot and Rico Story • 9781474791700

The Pirate Map: A Robot and Rico Story • 9781474791731





SADIQ

From author Siman Nuurali comes fun-loving third grader Sadiq and his lively Somali American family. Sadiq has many interests, from soccer to video games to cooking (and eating!) samosas. But he's also curious about new things! In each book, Sadiq shares a hobby with friends, brainstorms with buddies to solve problems, or gives something new a try. A natural connector and friend to all, Sadiq invites readers in on the fun!

SELLING POINTS

- Somali-origin main character
- Focus on friendship and making connections through starting clubs with classmates and neighbourhood kids
- Highlights a vibrant and diverse neighbourhood and community

RAINTREE PUBLISHERS

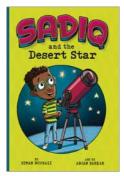
	AGE LEVEL: 6-8	•	TRIM: 133 x 191	•	PAGES: 6	4
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Sadiq and the Desert Star • 9781515845652

Sadiq and the Fun Run • 9781515845669

Sadiq and the Green Thumbs • 9781515845676

Sadig and the Pet Problem • 9781515845683



2020 Great Books Guide -Booktrust

Aliya nodded, "I asked Hooyo to muke them. She sold she would if I helped."

That gove Sodiq an idea. "Hooyo, piease could you make sambuus for the Space Club to sell at the Spring Festival this weekend?" he asked.

"Okoy, Sadiq, but I'li need your help. Sambuus are a lot of work," Hooyo said "I'll help!" Sadiq said.

The day before the Spring Festival, Sadiq, Aliya and Hooyo went food shopping. Sadiq picked out his favourite fillings for sambuas – minced beef, peppers, cariander, onions and carrots.



BACKLIST

ESCAPE FROM PLANET ALCATRAZ

Zak Nine and Erro are trapped! After hiding aboard a military ship, hoping to see an exciting space battle up-close, the two boys find themselves stuck on Alcatraz, a giant penal colony housing the galaxy's worst criminals. Now Zak, a human, and Erro, a boy from an alien world, are stuck trying to find a way to escape the notorious prison planet. Each book follows the boys' adventures across the planet as they desperately search for a way to escape and return home. Their travels lead them through various dangers, including poisonous seas, bottomless pits, flaming plains and more! Follow the boys' adventures as the two unlikely friends work together to Escape from Planet Alcatraz!

SELLING POINTS

- Michael Dahl is the best-selling author of the Library of Doom and similar Hi-Lo series
- Hi-Lo series featuring compelling science fiction content for struggling readers
- Themes include triumph over adversity, the power of friendship, and diverse identities
- Contemporary art brings the sci-fi world and stories to life
- Low word count, achievable chapter books, and rich, accessible vocabulary

RAINTREE PUBLISHERS

AGE LEVEL: 9-13 • TRIM: 127 x 178 • PAGES: 40
Arena of Monsters • 9781496593016
Attack of the Drones • 9781496583154
Beyond the Farthest Star • 9781496593023
The Canyon of Giants • 9781496593047
The Crushing Crystals • 9781496583161
Diamonds of Doom • 9781496593030
Flaming Fields of Death • 9781496583130
The Pit of No Return • 9781496583116
Prisoners of the Poison Sea • 9781496583123
Seven Doors to Death • 9781496593054
Terror Wood • 9781496593061
Voyage to the Motal Moon + 0791406592147













"I don't core," I say, "I just want to get out of here." "One more minute," says Ozosh. "Wuill" says Erro suddenty. "Something is following us!"







SPIES

GIRLS SURVIVE

Experience history's most fearsome events—from the bombing of Pearl Harbor to the sinking of Titanic—through the eyes of young heroines who are at the heart of the survival action. Part historical fiction, part adventure story, Girls Survive shows how girls fought for their survival during times of both tragedy and triumph, drawing readers in with strong characters and gripping action.

SELLING POINTS

- History made personal by experiencing it through a fictional character
- · Survival stories are perennial favorites
- Focus of female main characters allows girls to see themselves (and boys to see girls) as integral parts of history

STONE ARCH BOOKS

AGE LEVEL: 8-12 • TRIM: 133 x 191 • PAGES: 112

Carrie and the Great Storm: A Galveston Hurricane Survival Story • 9781496584472

Charlotte Spies for Justice: A Civil War Survival Story • 9781496584465

Daisy and the Deadly Flu: A 1918 Influenza Survival Story • 9781496592156

Lily and the Great Quake: A San Francisco Earthquake Survival Story • 9781496592170

Lucy Fights the Flames: A Triangle Shirtwaist Factory Survival Story • 9781496584489

Mary and the Trail of Tears: A Cherokee Removal Survival Story • 9781496592163

Ruth and the Night of Broken Glass: A World War II Survival Story • 9781496584496

Sarah Journeys West: An Oregon Trail Survival Story • 9781496592187



ten. One more marge. The tafe data's noise, it was assued, foreward the two reces. I dropped ones the rule, We were safe for more United the water tape room, I result to ignore the thought and samed to Henry-We're safe form." I tail him. "Housd we ping

ukdres"" Henry dah'i aniwer. Nis eyes wen lookad en amatiang soor my deadder.

I tarred to an a large, dark shape follows in the sears: It looked Harp, day keep and the same it. Under Harp and the search of the search of the search of the same and benergy to be painter where the search search of the search of the search of the search search of the search of the search of the search part of the search of the search of the search transformed to the search of the search of the shiring wear I have it as a other search of the shiring wear I have it as a other search of the search of the share of the search of the share of the search of th

what would happen to the people instille

CIRLS SURVIVE DAILS Y AND THE DEADLY FLU A 1918 Influenza Survival Story

GIRLS SURVIVE

AND THE GREAT STORM

A Galveston Hurricane Survival Storu

by lession Randerson



ARIETTE

FOR JUSTICE

A Civil War Survival Story









GROSS GODS

Gross yourself out with these hilariously disgusting chapter book series based on Greek and Roman myths. In these laugh-out-loud retellings, famous gods and goddesses battle otherworldly awfulness: Hercules scoops piles of poop! Theseus takes on a yucky, mucky maze! Jason finds a funktified fleece! And the monstrous Medusa tames her oh-so stinky snake-hair! With wacky illustrations and descriptions at the end of how the story links to the original myth, this series will have mythology lovers and gross-out fans alike reading in legendary proportions.

SELLING POINTS

- Hilariously disgusting chapter book series based on Greek and Roman myths
- Descriptions at the end of how the story links to the original myth, providing an introduction to some of the most popular myths
- Great link to KS2 History curriculum while being high-interest, fun reads

RAINTREE PUBLISHERS

AGE LEVEL: 7-10 • TRIM: 133 x 190 • PAGES: 64

Hercules and the Pooper-Scooper Peril • 9781474786461

Jason and the Totally Funky Fleece • 9781474786478

Medusa and Her Oh-So-Stinky Snakes • 9781474786485

Theseus and the Maze-O-Muck • 9781474786492



these: "The Marking the dublings" "Mark in the briegges and busiting. the starting and yriting, a large cover the formed and the breases a space of the start formed the galaxies." "Could gue so open one gue at large to appridue at a space of the start formed and challenge for a large the start of the start the dublic gue start of the start of the start the dublic gue start of the start of the start dup start of the start of the start of the start dup start of the start of the start of the start dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the start of the start of the start of the dup start of the dup start of the dup start of the s



capstone | 2022 Rights Guide

GRAPHIC SPIN

The world's greatest fairy tales are re-told in a graphic-novel format. Fresh, bold illustrations give these timeless tales a modern edge and will attract even the most reluctant readers.

SELLING POINTS

- Fairy tales get a fresh twist in a graphic novel format
- Fresh, bold illustrations give these timeless tales a modern edge
- Ideal for relucant or dormant readers

RAINTREE PUBLISHERS

AGE LEVEL: 8-11 • TRIM: 178 x 254 • PAGES: 40

Rapunzel: The Graphic Novel • 9781474791441

Rumpelstiltskin: The Graphic Novel • 9781474791427

Snow White: The Graphic Novel • 9781474791434

The Emperor's New Clothes: The Graphic Novel • 9781474791472

The Three Little Pigs: The Graphic Novel • 9781474791458

The Ugly Duckling: The Graphic Novel • 9781474791465



MONSTER AND ME

Like every kid in town, twelve-year-old Gabby has a pet monster. However, Gabby refuses to keep her monster, Dwight, in the cupboard. When she takes her pet to school, the drama teacher takes a liking to the beastly pet. He wants the monster to play Scrooge in the annual Christmas production. But if Dwight doesn't meet his expectations, both Gabby and her pet will be given the boot.

SELLING POINTS

- Fun, age-appropriate adventures in a graphicnovel format
- End matter includes a glossary, discussion questions, writing prompts and a fun activity.

RAINTREE PUBLISHERS

AGE LEVEL: 8-12 • TRIM: 152 x 229 • PAGE	es: 40
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Monster and Me • 9781474784382

Monster Moneymaker • 9781474784405

Monster Speller • 9781474784429





JAKE MADDOX SPORTS STORIES

These best-selling sports stories by Jake Maddox are a hit! Pumped-up, easy-to-read stories with an emphasis on speed, skill, and fair play. The boys in these books face obstacles on the court, the field, the ice, or the half-pipe, and meet mental and social challenges as well. Readers discover that an athlete's inner game, persistence, and courage are just as important as a steady hand or a chance for a goal.

SELLING POINTS

- Over 1.5 million copies sold in the Jake Maddox series
- Good for teaching plot and character development
- Features problem/solution sequel of events
- Discussion questions and writing prompts encourage students to engage and think critically
- Perfect for those that love sports

STONE ARCH BOOKS

AGE LEVEL: 8-11 • TRIM: 152 x 226 • PAGES: 72
Diamond Double Play • 9781496584526
Hockey Rink Heroes • 9781496598813
Lacrosse Legend • 9781496597045
Soccer Sensation • 9781496597038
Undercover BMX • 9781496584533





weighed on him. Not to mention the demanding schedule. Practice, games and weekend tournaments took up every minute of his free time.

He hadn't feit like that when he'd first started physing. Bock then, Devon and his friends had wotched hundreds of basketboll tigs and tricks videos. They'd tried to copy the coolest tricks in their local park. Basketball had been the ultimate freedom. But that was then, New, basketball just

But that was then. Now, basketball just wasn't fun anymore. But a game-winner is always nice, Devon

thought, bringing his mind back to the present.

A moment later, Ms Walker, the team coach, joined them on the court. "Great job, team?" she said. "Devon, amazing shot! We can always court on you."

JAKE MADDOX GIRL SPORTS STORIES

These best-selling sports stories by Jake Maddox are a hit with boys and girls alike! Pumped-up, easyto-read stories with an emphasis on speed, skill, and fair play. The boys and girls in these books face obstacles on the gridiron, the court, the ice, or the half-pipe, and meet mental and social challenges as well. Readers discover that an athlete's inner game, persistence, and courage are just as important as a steady hand or a chance for a goal.

SELLING POINTS

- Best-selling sports fiction Jake Maddox series will draw in reluctant and struggling readers
- · Good for teaching plot and character development
- Features problem/solution sequence of events
- Discussion questions and writing prompts encourage students to engage and think critically

STONE ARCH BOOKS

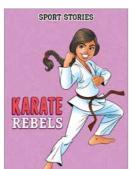
AGE LEVEL: 8-11 • TRIM: 152 x 226 • PAGES: 72

Balance Beam Boss • 9781496584519

Karate Rebels • 9781496597090

Nothing but Net • 9781496597069

Softball Switch-Up • 9781496584502





Suma was quick and light on her feet. She easily danced out of the way of Alhyah's joh and kicks. Bie Aliyah knew Suma's one weakness. Suma often forgot to block, koving herself open to kicks and punches. Adrenatine rushed through Alhyah's veins. Suma was good, but Aliyah still knew shif' wins. She always did.

Aliyuh hea wen every brown-belt sparring match since she'd arrived at the dojo two months ago. But there was nothing quite as sotisfying as beating Sumo. Nothing, that is, except being sure that she was going to get black belt fint.

"Keep your guard up," Sensei Juarez reminded Suma. She turned to Aliyuh. "Work on your kicks." Aliyuh studied Suma. She knew that

Suma tended to drop her back hand.

JAKE MADDOX ADVENTURE

Jake Maddox leaves the field for these extreme outdoor adventures! From glacial kayaking in Alaska to diving coral reefs to hiking the Appalachian trail, the kids in these stories have to work hard and push the boundaries in order to achieve their goals.

SELLING POINTS

- Over 2 million copies sold in the Jake Maddox series
- Emphasis on teamwork, integrity, and making an effort
- · Designed to appeal to both boys and girls
- Focus on the outdoors
- · Cross-gender relationships and teamwork
- Diverse characters with a wide range of backgrounds and ethnicities

STONE ARCH BOOKS

AGE LEVEL: 8-12 • TRIM: 152 x 226 • PAGES: 72

 Danger on the Reef • 9781496592064

 Extreme Ice Adventure • 9781496592057

Obstacle Challenge • 9781496592040

Trail Trouble • 9781496592033





ten years old and had just started diving, but he already thought he knew everything. He refused to listen to Jaamine.

Even though be was supposed to stay close, Arjan would wim further than arm's reach. He was only allowed to dave to a maximum of briry level, but that didn's stop him from trying to go deper. And that meant jamine had to chose after him. A least he's bad's predient make, lossnine

At least he's Dad's problem today, Josmine thought. She exhaled through her mouth, and

Sine extrained through net moving, und the bubbles from her regulators sped to the surface. Startled by the noise and movement, a golden damselfish daried away from her. Jasmine swam away and decided to check her maun's air stank. As Mun's diving buddy,

that was Jasmine's responsibility. Jasmine mode sure there were more than

BACKLIST

JAKE MADDOX GRAPHIC NOVELS

Fan-favorite Jake Maddox is going for the win-by combining exciting sports stories with the dynamic graphic novel format. Building off the success of the best-selling Jake Maddox series, these fast-paced tales of sportsmanship and teamwork come to life in full-color comics. Supportive back matter, including visual literacy discussion questions, writing prompts, and nonfiction sports info, encourages critical thinking and comprehension to help young readers and sports enthusiasts step up their game.

SELLING POINTS

- The best-selling Jake Maddox brand, now in exciting and popular graphic novel format!
- High-energy sports stories combined with actionpacked comics is perfect for reluctant or struggling readers

STONE ARCH BOOKS

AGE LEVEL: 8-11 • TRIM: 152 x 226 • PAGES: 72

A Taste for Victory • 9781496597144

Basketball Camp Champ • 9781496584540

Catch Soccer's Beat • 9781496597120

Dance Team Double Trouble • 9781496597137

Home Ice Rivals • 9781496597106

In the Red Zone • 9781496584557

Running Overload • 9781496584564

Soccer Superstar • 9781496584571



Jake Maddox is back – and this time, he's playing for keeps. These longer sports stories take the bestselling series to the next level with characters who will face tougher challenges, harder opponents, and be forced to work even harder to win.

SELLING POINTS

- Appeals to fans of the original Jake Maddox series. This series is Jake Maddox taken to the next level

 has slightly higher reading and interest levels
 and protagonists face tougher challenges and
 opponents
- Sports subject provides high interest level while engaging text and short chapters allow struggling readers a chance to practice reading
- Easy-to-read, simple plot, with the reluctant reader in mind.
- "More About" section encourages readers to find out more about the sports they are interested in and glossary helps strengthen vocabulary

STONE ARCH BOOKS

AGE LEVEL: 9-12 • TRIM: 152 x 226 • PAGES: 96
Hockey Camp Hustle • 9781496596994
Home Court • 9781496597007

JAKE MADDOX





BACKLIST

JAKE MADDOX JV GIRLS

Jake Maddox is back, and this time, he's playing for keeps. Jake Maddox JV Girls takes the best-selling Jake Maddox Girl Sports Stories series to the next level with characters who will tackle tougher challenges, face harder opponents, and work harder than ever to win. With the same engaging back matter as traditional Jake Maddox titles, sports-lovers are guaranteed to snap up these exciting additions to the well-known brand.

SELLING POINTS

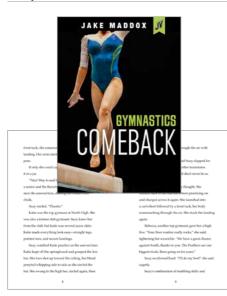
- Appeals to fans of the original Jake Maddox series.
 This series is Jake Maddox taken to the next level has slightly higher reading and interest levels and protagonists face tougher challenges and opponents
- Sports subject provides high interest level while engaging text and short chapters allow struggling readers a chance to practice reading
- Easy-to-read, simple plot, with the reluctant reader in mind.
- "More About" section encourages readers to find out more about the sports they are interested in and glossary helps strengthen vocabulary

STONE ARCH BOOKS

AGE LEVEL: 9-12 • TRIM: 152 x 226 • PAGES: 96

Gymnastics Comeback • 9781496597021

Volleyball Ace • 9781496597014



JIMMY SNIFFLES

The quirky, quick-witted recurring characters in these silly graphic novels have loads of appeal; The outrageous topics and funny situations will particularly appeal to boys; Great for reluctant or dormant readers

SELLING POINTS

- · Jimmy Sniffles has a superpower his nose!
- Read all about Jimmy's crackpot adventures in these zany and quick-witted graphic novels.

CURIOUS FOX

•••••••••••••••••••••••••••••••••••••••
AGE LEVEL: 8-10 • TRIM: 152 x 229 • PAGES: 40
A Nose for Danger • 9781474791861
Dognapped! • 9781474791878
Double Trouble • 9781474791885
Jimmy Sniffles vs the Mummy • 9781474791915
The Super-Powered Sneeze • 9781474791892
Up the President's Nose • 9781474791908





MICHAEL DAHL PRESENTS: MYSTERIES

Impossible! Whodunnit? But more importantly, HOWdunnit? Michael Dahl Presents the most mystifying new mysteries for young readers. Bestselling author Michael Dahl has curated a list of page-turning, mind-popping and brain-dazzling puzzlers from some of his favorite -- and trickiest -authors. Young readers will be surprised, challenged, tricked and ultimately delighted, following the adventures of super-sleuths not too different from themselves. Their cries of "That could never happen!" will transform to "Why didn't I think of that?" as they eagerly reach for the next book in the series.

SELLING POINTS

- Safe and age-appropriate spooky tales with just the right amount of creepiness and adventure to thrill young readers
- Stories curated by Michael Dahl, an expert on what kids love to read with more than 3 million books sold
- The chapter book format, with dynamic illustrations, is supported by discussion questions, author and illustrator bios, and more to extend comprehension

STONE ARCH BOOKS

AGE LEVEL: 8-11 • TRIM: 133 x 190 • PAGES: 72

Poison Moon • 9781496597113

 The 30,000-Foot Ghost
 9781496597052

 The Incredible Shrinking Horror
 9781496597083

 The Witch in the Wardrobe
 9781496597076



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Chapter One

FRIENDS REUNITED

"Welcome to Titant" Jod cried as Enao nepped off the transport ship. "How was your flight?" Enao grinned. "Long and boring." Jod and Enao had been friends since

3ed and Erass had been friends since pre-school. Jed was now a student assistant with the science programme on Titan colony. He had invited Eraos to visit him on Saturn's largest moon. MICHAEL DAHL PRESENTS: SCARY STORIES

Dark and twisted paths await. Who will be your guide through the land of nightmares? Michael Dahl, of course! Bestselling author Michael Dahl has curated the spookiest tales from some of his favorite authors. These hair-raising, spine-tingling books feature all kinds of kids in all kinds of scary situations. Read them if you dare!

SELLING POINTS

- With more than 3 million Michael Dahl books sold, he's an expert on what makes kids love to read
- · Accomplishable page count and word count
- Each book stands on its own, but they're thematically linked
- · If a reader likes one, they'll like them all!
- Stories present a challenging puzzle that must be solved
- Readers are given all the clues, and race to solve the mystery before the fictional detectives reveal their secrets
- Danger abounds or menace looms, but the tales are still age-appropriate

STONE ARCH BOOKS

AGE LEVEL: 8-11 • TRIM: 133 x 190 • PAGES: 72

The Medusa Doll • 9781496597151

The Nightmare Gnomes of Neary Heights • 9781496597168

The Watchers of Whitmore Way • 9781496597182

Werewolf Hotel • 9781496597175



Manue spreamd down the half. (If is any searched for any search of the guesses – but on for. In based sectors, Ho bases ang – be such none fort He save the rol of the halfing refere the form door way. And makinely, the guesse surgeed in front of a.



MICHAEL DAHL PRESENTS: SCREAMS IN SPACE

Journey to the outer reaches of the universeand into your deepest, darkest fears. Whether it's exploring a hostile alien planet or surviving aboard a stranded spaceship, these fiendishly frightful illustrated chapter books all have one thing in common: in space, no one can hear you scream ...

SELLING POINTS

- Popular high-interest topics of horror and science fiction are blended together in these exciting stories
- Futuristic settings have STEAM appeal
- Endmatter gives information about the technology and phenomena featured in the book

RAINTREE PUBLISHERS

AGE LEVEL: 8-10 • TRIM: 133 x 190 • PAGES: 112

A Hole in the Dome • 9781474772020

Alien Lockdown • 9781474772044

End User • 9781474786218

Haunted Planet • 9781474772037

The Final Mission • 9781474772013

Vampire Invasion • 9781474786225



Yas weighted her nose: She didn't like Broant's idea, but she couldn't argue. After all, they had promised to be his best-behieved customers.

But that usurbefore energibing west sensing, she thought.

The robot voice came on again. "The 158.3 is on lockdown. Please head to your secure station and avait internetiem. This is not a drill."

Brone netbed his systems. "Til be back an soon as I can." He uppered through the tight gap in the door and disappeared.

Priys, the boys and Yin returned to their classmatrix on the assund level. The kids all sat together as they waized, and they just stated out of the window into space. No one folt like subling any mare.



MICHAEL DAHL PRESENTS: SIDE-SPLITTING STORIES

Knock knock! Who's there? Michael Dahl! Michael Dahl who? Michael Dahl Presents the funniest stories known to kid. Bestselling author Michael Dahl has curated hilarious tales from some of his favorite authors in these side-splitting, rip-roaring books featuring all kinds of kids in all kinds of silly situations.

SELLING POINTS

- Humorous stories keep even the most reluctant of readers turning the page
- Curated by bestselling author Michael Dahl who has sold more than 3 million Michael Dahl copies, he's an expert on what makes kids love to read
- · Accomplishable page count and word count
- Each book stands on its own, but they're thematically linked
- · If a reader likes one, they'll like them all!

STONE ARCH BOOKS

AGE LEVEL: 8-12 • TRIM: 133 x 190 • PAGES: 72
Attack of the Deadly Diapers • 9781496592095
Bug Brigade • 9781496592071
Finding Yorgy • 9781496592088
Super Scavengers • 9781496592101



MIDNIGHT LIBRARY

A group of young interns work at an old, gigantic public library. But they're not just reshelving books and helping people find information. At this library, stories aren't bound by books - they can step out, create problems and mysteries. After all, once the library closes, only the stories remain...

SELLING POINTS

- Reviewed and endorsed by award-winning author Michael Dahl
- Fun, rollicking and, at times, scary adventures that present the library as a place of unlocking mysteries and imagination
- · Each book includes a diverse cast of characters

RAINTREE PUBLISHERS

AGE LEVEL: 8-11 • TRIM: 133 x 190 • PAGES: 80

The Final Frankenstein • 9781474771726

The Gulliver Giant • 9781474771702

The Lost Lenore • 9781474771696

The Minotaur Maze • 9781474771719



Mary put her hand on the memiter's fictionary head as if touching a loved one

"Nothing I can do will being this to life," Mary said, "In the book I'm writing now, electricity is used to animate the doctor's creation."

Bare almost Harred on the hC 1 and Frondenstrick. He wan't new if saying something like that in the Minipel Library would mane up Mary Shelley's work in the real work). He remembered that in the Classic herror story, it was hinted that Dr Frankenstein and electricity from a stores to bring the comments to He.

In the old films, the monster was a largeheaded creatore with bolts in its neck. Wires were stuched to the bolts. Then electricity



MR KAZARIAN, ALIEN LIBRARIAN

Four quirky kids, one extraterrestrial cat and the world's best librarian team up to keep a secret of intergalactic proportions: Mr Kazarian (the world's best librarian) also happens to be an alien. His important research mission to study the peculiar behaviour of young humans is at stake. Trips to space, actual non-fiction science lessons and mysteries keep this team (and readers!) on their toes as they protect Mr K's identity and give him lots more human fun and games to observe during their adventures!

SELLING POINTS

- Steve Foxe is the author of more than 20 children's books and comics for properties including Pokemon, Transformers and DC Super Friends
- Illustrator Gary Boller's quirky comic style is perfect for a wacky alien and his misfit students
- An adventure that mixes plenty of science with a lot of humour and fun
- The science and space elements help drive the adventure and infuse the story with solid nonfiction content

CURIOUS FOX

AGE LEVEL: 8-10 • TRIM: 152 x 229 • PAGES: 64

Mr Kazarian, Alien Librarian • 9781474787338 The Black Hole Bandits • 9781496583673



STONE ARCH GRAPHIC NOVELS

A complete collection of stories from some of Stone Arch Books' most popular characters, including Princess Candy, The Incredible Rockhead, Zinc Alloy, and Monster and Me. Comic-book-style artwork and full-length stories add to the appeal of these fun, funny graphic novels for kids. Four complete adventures in each book are sure to keep readers turning the pages.

SELLING POINTS

- Four complete stories in each book
- These graphic novels are full-length collections just right for elementary school students
- Full-color funny graphic novels for fans of Dog Man and Smile

STONE ARCH BOOKS

AGE LEVEL: 8-12 • TRIM: 152 x 226 • PAGES: 144

Monster and Me: The Complete Comics Collection
• 9781496593191

Princess Candy: The Complete Comics Collection • 9781496593207

The Incredible Rockhead: The Complete Comics Collection • 9781496593214

Zinc Alloy: The Complete Comics Collection • 9781496593221



Face your fears in a way you've never faced them before. YOU CHOOSE the path you will take through some of the scariest escape situations Follow the path of a visitor--temporary or permanent!--in these thrilling narrative nonfiction titles

SELLING POINTS

- Part of the popular You Choose series with over 2
 million copies sold
- An interactive reading adventure that puts kids in the driver's seat to choose their own path
- Full-color photos, descriptive scenarios, multiple choices and real-life situations

STONE ARCH BOOKS

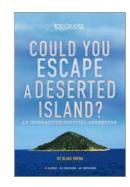
AGE LEVEL: 8-12 • TRIM: 133 x 190 • PAGES: 112

Could You Escape a Deserted Island?: An Interactive Survival Adventure • 9781543575606

Could You Escape Alcatraz?: An Interactive Survival Adventure • 9781543575613

Could You Escape the Paris Catacombs?: An Interactive Survival Adventure • 9781543575620

Could You Escape the Tower of London?: An Interactive Survival Adventure • 9781543575637





Chapter 1 SETTING OFF ON AN ADVENTURE

You have always watend to travel overseas, and now you get that channel You have been burned to give a non-in-in-initiate manner adversare. It's a great opportunity to view some of the world's most remoin end studie places, and observe wild animals in their natural halotten. What an exciting opportunity?

But before you start packing for your excursion, you need to choose a destination. There are countien places around the globe to explore. What interests you? Where will you go? What will you see? There are so many choice?



40

YOU CHOOSE: EXTREME SPORTS ADVENTURES

In You Choose: Extreme Sports Adventures, tackle some of the most extreme and deadly athletic feats—or die trying! Jam-packed with life-or-death decisions, this series puts you in the center of the action. Each choice will get you one step (or handhold) closer to legendary status or epic failure. Complete with nonfiction back matter and dozens of possible outcomes, You Choose: Extreme Sports is an adventure that never ends!

SELLING POINTS

- One of Capstone's most popular series with more than 2 million units sold
- Capitalizes on the popularity of extreme sports and introduces readers to some of history's greatest and most dangerous athletic achievements
- Builds perseverance as readers find the correct paths through the books
- Interactive, decision-making format motivates reluctant readers, while multiple endings encourage repeat readings

STONE ARCH BOOKS

AGE LEVEL: 8-11 • TRIM: 133 x 190 • PAGES: 112

Could You Be a Big Mountain Skier? • 9781496681492

Could You Be a Monster Wave Surfer? • 9781496681416

Could You Be a Pro BASE Jumper? • 9781496681508

YOU CHOOSE

Could You Be an Extreme Rock Climber? • 9781496681409

YOU CHOOSE: FRACTURED FAIRY TALES

In You Choose Fractured Fairy Tales, you're the fairy godmother! These adventures turn fairy tales upside down (and sideways and backward). Wave your wand and take charge of these tales, from once upon a time to happily ever after ... or not!

SELLING POINTS

- Fast-paced narratives in choose-your-own-path format puts kids in the driver's seat, engaging reluctant readers
- · Familiar fairy tales with fun, fresh twists
- · Offers perspectives from multiple points-of-view
- Final chapter includes information on the history of each fairy tale. Multiple endings and scenarios encourage re-reading

STONE ARCH BOOKS

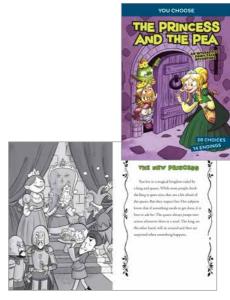
AGE LEVEL: 8-11 • TRIM: 133 x 190 • PAGES: 112

The Emperor's New Clothes: An Interactive Fairy Tale Adventure • 9781496658111

The Frog Prince: An Interactive Fairy Tale Adventure
• 9781496658128

The Little Mermaid: An Interactive Fairy Tale Adventure • 9781496658135

The Princess and the Pea: An Interactive Fairy Tale Adventure • 9781496658142



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YOU CHOOSE: PREHISTORIC SURVIVAL

What would happen if you went back in time? Imagine stepping into the Stone Age and meeting some Neanderthals. Would it be a peaceful encounter or a Stone-Age struggle? What if you went back to when dinosaurs roamed? Would you be a tasty snack for a T-Rex or one of the first humans to tame fire? Remember, in a time before recorded history, just about everything could kill you. You Choose Books offer an exciting, immersive non-fiction learning experience where the reader chooses which path to take through the story. Along the way, readers can learn about real time periods in a fun, interactive adventure.

SELLING POINTS

- Perfect for fans of Jurassic World and Stuck in the Stone Age
- Great outside reading in support of the KS2 History curriculum
- Interactive format motivates and engages all readers, including reluctant ones
- · Over 2 million copies sold in the You Choose brand

STONE ARCH BOOKS

AGE LEVEL: 8-12 • TRIM: 133 x 190 • PAGES: 112

Could You Survive the Cretaceous Period?: An Interactive Prehistoric Adventure • 9781474793353

Could You Survive the Ice Age?: An Interactive Prehistoric Adventure • 9781474793377

Could You Survive the Jurassic Period?: An Interactive Prehistoric Adventure • 9781474793360

Could You Survive the New Stone Age?: An Interactive Prehistoric Adventure • 9781474793384



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RATING YOUR BUNKMATES AND OTHER CAMP CRIMES

Twelve-year-old Abigail Hensley is a socially awkward aspiring anthropologist who has always had trouble connecting with her peers. Abigail is hopeful that a week at sleepaway camp is the answer to finally making a friend. After all, her extensive research shows that summer camp is the best place to make lifelong connections. Using her tried-and-true research methods, Abigail begins to study her cabinmates for friendship potential. But just when it seems that she is off to a good start, her bunkmate's phone gets stolen, and Abigail is the main suspect. Can she clear her name, find the real culprit, and make a friend before the week is done?

SELLING POINTS

- Clever and humorous in tone, this book captures the spirit of summer camp--carefree, fun, and a little mysterious
- Main character Abigail, who struggles with social interactions, will speak to readers who have ever felt left out or awkward. This is a story about an outsider who ultimately finds her place in a community
- Thread of mystery runs throughout the book, keeping readers on their toes; Unique format beginning each chapter will hook readers

STONE ARCH BOOKS

AGE LEVEL: 9-14 • TRIM: 133 x 190 • PAGES: 240

Rating Your Bunkmates and Other Camp Crimes • 9781684460779



2010



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BACKLIST

TEEN SPORT STORIES

Teen Sport Stories feature the same engaging elements readers have come to know and love about the original Sport Stories series, including a glossary, writing prompts, discussion questions and non-fiction sports information. But these longer stories take things to the next level with characters who face tougher challenges, harder opponents and are forced to work even harder to win.

SELLING POINTS

- Contains librarian support materials including a comprehensive glossary and pronunciation guide, non-fiction information about sport and discussion questions and writing prompts referring back to the text
- Features a problem and solution sequence of events. Good for teaching plot and character development
- · Appeals to fans of the original Sports Stories series. This series features slightly higher reading and interest levels and protagonists who face tougher challenges and opponents.

RAINTREE PUBLISHERS

AGE LEVEL: 9-12 • TRIM: 133 x 190 • PAGES: 96
Courage on Ice • 9781474789059
Out of Step • 9781474789066
Snowboard Sham • 9781474789035
Swim or Sink • 9781474789042





THE FRIENDSHIP LIE

Cora Davis's life is garbage. Literally. Her professor parents study what happens to trash after it gets thrown away, and Cora knows exactly how it feels--to be thrown away. Between her mom and dad separating and a fallout with her best friend, fifth grade for Cora has been a year of feeling like being tossed into the dumpster. But Cora has learned a couple of things from her parents' trash-tracking studies: Things don't always go where they're supposed to, and sometimes the things you thought you got rid of come back. And occasionally, one person's trash is another's treasure, which Cora and Sybella learn when they come across a diary detailing best-friendship problems.

SELLING POINTS

- Intertwining multiple perspectives allow readers to see conflicts from di erent angles, encouraging empathy and understanding
- Many readers this age experience similar family and friendship problems (parents going through divorce, fi ghts with friends, lack of self confidence, etc.)
- This book will be a welcome source of comfort and hope for such readers
- Theme of sustainability runs throughout the novel, providing a strong extended metaphor for dealing with emotions and relationships

CAPSTONE EDITIONS

AGE LEVEL: 9-12 • TRIM: 133 x 190 • PAGES: 272

The Friendship Lie • 9781684460618



i feel so sorry for you," said Marnie, swinging her legor the edge of the playground bars. "Cora was so roos, and't she? I mean, just."

Fybelia's doods warmed. "Wink, can we stop taking boot that?" Stock given up on typing to keep Marcine way. Marcine was the fly that buared areared the room, anding on your arm and jumping away when you indo to squark it. Now, care long awknast week attete poors had appeared in Sybelia's posed care. Marcine ward and Sybelia singly tradit to jouron her. "Sh, saws, of owners, Pin sores, Fil stop taking about 1. Impast, who owners, Pin sores, Fil stop taking about 1. Impast, who owners, Pin sores, Fil stop taking about 1. Impast, who owners, Pin sores, Fil stop taking about 1.

> in herself. All she said to me was that she never you were a very good iriend anyway and that—"

DALYA AND THE MAGIC INK BOTTLE

When twelve-year-old Dalya is dragged to Istanbul to help sell her family's ancestral home, the visit begins unpromisingly. Most of the aged mansion is off-limits because it's falling apart, her father is ignoring her, and her great aunt keeps prattling on about a family curse. Despite warnings against it, Dalya tiptoes upstairs, where she finds an old bottle of magic ink hidden under a floorboard. She asks the bottle's jinn (aka genie) to grant her a simple wish...to send her home. Except the jinn interprets "go home" to mean "send me back in time and turn me into a cat." Then Dalya must set off on a wild adventure through Istanbul's animal underworld to find the jinn with the power to set things right.

SELLING POINTS

- The Wizard of Oz meets Back to the Future in this middle-grade novel, a charming tale that combines adventure with cultural literacy and self-discovery
- An intriguing tale told with vivid writing and crisp pacing
- Set in Istanbul, Turkey, the story brings to life a place unfamiliar to many readers and introduces the culture in a way that honors it
- The author has family in Turkey and has visited the area extensively

CAPSTONE EDITIONS

AGE LEVEL: 10-14 • TRIM: 140 x 203 • PAGES: 200

Dalya and the Magic Ink Bottle • 9781684461301



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capstone | 2022 Rights Guide

HOBBIES & CRAFTS

10-MINUTE MAKERS

Makerspace activities, STAT! Whether your library makerspace is new or seasoned, this series is packed with quick, self-guided projects and activities that are sure to please and won't break the bank. From duct tape tablet holders and yarn moustaches to paper beads and bubbling lava cups, these fun projects will have kids making in no time.

SELLING POINTS

• Quick makerspace projects

CELL CARD Hists and artists both feach is about the v Turn your fevorite science topic into an artistic and four greating card!

- · Projects require minimal adult supervision
- Fun projects and activities that kids will want to make

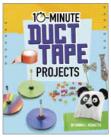
DABBLE LAB

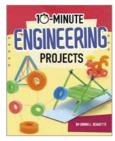
AGE LEVEL: 8-11 • TRIM: 203 x 254 • PAGES: 32
10-Minute Art Projects • 9781543590944
10-Minute Duct Tape Projects • 9781543590982
10-Minute Engineering Projects • 9781543590937
10-Minute Paper Projects • 9781543590968
10-Minute Science Projects • 9781543590951
10-Minute Yarn Projects • 9781543590975

What You Need:

What You Do







10-MINUTE

PROJECTS







HOBBIES & CRAFTS

FOLDING PAPER AIRPLANES WITH STEM: FOR BEGINNERS TO EXPERTS

It's equal parts stunt-plane fun and aviator cool for builders of all levels! With step-by-step, photoillustrated instructions, Folding Paper Airplanes with STEM shows readers how to fold a wild collection of gliders, blimps, jets, and whirlies, and pairs those projects with clear, concise explanations of the basic physics of flight.

SELLING POINTS

- Fact-filled text pairs with fun, hands-on paper crafts to provide comprehensive explanations of flight-science concepts
- Requiring only paper, these activities are a costsaving way to keep children entertained
- Activities range in difficulty from beginner to expert to appeal to a broad audience
- Projects build in difficulty to strengthen crafting and fine motor skills

DABBLE LAB

AGE LEVEL: 8-11 • TRIM: 203 x 254 • PAGES: 112

Folding Paper Airplanes with STEM: For Beginners to Experts • 9781543508062

CIRCUIT CREATIONS

Readers of this series will learn all about circuits—by creating them! Each book is full of easy projects for the beginning circuit creator. These interesting and enticing projects let readers' creativity flow. Each project contains a list of easy-to-find, affordable supplies and step-by-step instructions. Information about safety while creating each project is included.

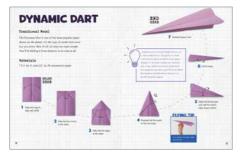
SELLING POINTS

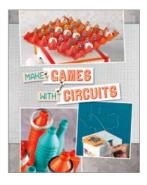
- · Perfect for Science curriculum on making circuits
- Fun and varied circuit projects
- Includes a list of supplies needed and simple step-by-step instructions

DABBLE LAB

AGE LEVEL: 8-10 • TRIM: 203 x 254 • PAGES: 48
Make Art with Circuits • 9781543539929
Make Circuits that Glow or Go • 9781543539943
Make Circuits You Can Wear • 9781543539936
Make Games with Circuits • 9781543539950









INFORMED!

Tweens and teens today are skeptical of the news, but they are more plugged into current events than ever. They don't think traditional news sources understand their lives. Give them Information from a trusted source on topics that matter to them. Clear but sensitive, these titles tackle tough topics with nuance and understanding in a way that middle schoolers can relate to. With solid research and experts in the field to back it up, you can be sure it's not fake news. Long-form journalism at its best, for the curious but skeptical middle school reader.

SELLING POINTS

- Informed! will is a trusted source, to help middle school students make sense of today's headlines without condescension or sensationalism
- Highly-designed series grabs attention to increase circulation of nonfiction
- Clear, understandable text will appeal to middle schoolers and high schoolers looking for current topics of interest
- Solid research and topic experts handle topics sensitively and appropriately

COMPASS POINT BOOKS

AGE LEVEL: 10-14 • TRIM: 152 x 226 • PAGES: 64

Big Pharma and the Opioid Epidemic: From Vicodin to Heroin • 9780756565602

Guns and the #NeverAgain Movement: What Would It Take to End Mass Shootings? • 9780756562274

Hate Crime in America: From Prejudice to Violence • 9780756565596

Immigration in America: Asylum, Borders, and Conflicts • 9780756565626

Sexual Harassment in the Age of #MeToo: Crossing the Line • 9780756562267

She/He/They/Them: Understanding Gender Identity • 9780756565619

The Deep State Conspiracy: Does It Exist? • 9780756562281

You Are Eating Plastic Every Day: What's in Our Food? • 9781474788991





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JOBS WITH ANIMALS

Do you have pets or love being around animals? There are jobs where you can work with animals every day! Jobs with Animals shows young readers how they can work with animals in careers including vets, zookeepers, dog trainers, horse-riding instructors and more. The series discusses the education and work experience required to get a job in these high-interest fields.

SELLING POINTS

- Relates readers' interest in animals to potential careers
- Includes information about the education and experience needed for each job
- Offers activities to help readers further explore their interest in animals

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32

Dog Trainer • 9781474781305

Horse-riding Instructor • 9781474781329

Marine Biologist • 9781474781282

Pet Groomer • 9781474781312

Vet • 9781474781251

Zookeeper • 9781474781275





BACKLIST

HELPING THE ENVIRONMENT

It's never too early for kids to learn about their environment and how they can help their communities. These easy-to-read introductions provide basic facts, large photos, and give how-to instructions on how kids can get involved in helping the world.

SELLING POINTS

- Encourages children to help take responsibility for the environment and their community
- A hands-on approach to caring for the world for young children

RAINTREE PUBLSHING

	AGE LEVEL: 4-8	•	TRIM: 203 x 173 ·	PAGES: 24
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- I Can Care for Nature 9781474770378
- I Can Pick Up Litter 9781474770354
- I Can Reduce Waste 9781474770385
- I Can Reuse and Recycle 9781474770361





We should all spend time in nature. Coring for nature is easy when you know what to do.



PLACES IN OUR COMMUNITY

Communities are full of places to visit and explore. Each place has people with special jobs to help the people in the community. Young readers can take a look inside the places in a community to see what happens, and they will learn why these places are important.

SELLING POINTS

- Bright, colorful illustrations and fun text combine to build knowledge of social studies content at an early age
- Bright, close-up engaging photos match at-level text
- Playful yet content-driven text at appropriate level for emergent readers
- · Chunking of text is used for ease of reading
- Includes table of contents, chapters, glossary, and index
- Includes discussion questions to prompt conversations with readers

PEBBLE PLUS

AGE LEVEL: 4-8 • TRIM: 279 x 229 • PAGES: 24
Our Community Center • 9781977117663
Our Farmers' Market • 9781977117670
Our Fire Station • 9781977117847
Our Law Enforcement Center • 9781977117687
Our Library • 9781977117830
Our Park • 9781977117694
Our Post Office • 9781977117717
Our School • 9781977117700





WHAT MAKES A FAMILY

Families love, laugh, and care for one another. But they share much more together. Families past and present work together and support each other. They also share meaningful traditions, celebrations and values. Vibrant photos and at-level text help readers discover the many sides of family life.

SELLING POINTS

- Teaches young readers about families, both similar and different to their own
- Easy nonfiction, informational text
- Full-color photographs, photo labels, and excellent photo-text match benefits early readers

PEBBLE PLUS

AGE LEVEL: 4-7 • TRIM: 279 x 229 • PAGES: 24

Families Share Values • 9781977110534

Family Celebrations • 9781977110497

Family Traditions • 9781977110503





Holidays

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NAME YOUR EMOTIONS

Emotional literacy is key to being able to notice, name, and interpret our emotions. Like many other skills in life, emotional literacy can be developed and improved with practice. This series helps young children to recognize, name, and manage a variety of common childhood emotions. A mindfulness activity in each book gives children an example of how to manage their feelings.

SELLING POINTS

- Supports the self-awareness competency of the CASEL framework for social-emotional learning
- · Helps young students recognize and identify emotions, in order to manage emotions as they grow
- Impactful and relatable photographs allow children to begin to recognize and associate facial expression and body language related to various emotions

PEBBLE EMERGE

HAT DOES IT FEEL

AGE LEVEL: 5-7 • TRIM: 203 x 203 • PAGES: 24
Sometimes I Feel Angry • 9781977124647
Sometimes I Feel Anxious • 9781977124692
Sometimes I Feel Embarrassed • 9781977124661
Sometimes I Feel Grumpy • 9781977124685
Sometimes I Feel Happy • 9781977124623
Sometimes I Feel Sad • 9781977124630
Sometimes I Feel Surprised • 9781977124678
Sometimes I Feel Worried • 9781977124654





COMMUNITY OUESTIONS

What makes a community? Who are community leaders? Why do communities need rules? Kids have questions about the world around them, and these books provide the answers, helping young readers understand their community, how it works. and how they can make it better. Engaging text, relatable color photos, and a direct connection to C3 Framework make this series a social studies top pick.

SELLING POINTS

- Engaging text and colorful photos combine to build knowledge of social studies and civics content at an early age
- Bright, close-up, engaging photos complement at-level text
- · Question-and-answer format promotes critical thinking skills
- · Connection to C3 Framework
- Simple back matter activity encourages active community participation

PEBBLE

AGE LEVEL: 5-8 • TRIM: 203 x 203 • PAGES: 24

How Can People Help Communities? • 9781977122704





lary live, work, and play together ryone wants to live in a safe plac work to be happy and healthy to o get those things, we work togeth-Each of us can help our community



JOBS PEOPLE DO

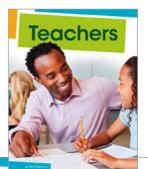
What do you want to be when you grow up? Kids hear that guestion all the time, but how can they know? This series gives them the scoop on jobs that appeal to many young people including careers in law enforcement, meteorology, medicine, and more. Perfect for first reports on jobs that people do, these books inform kids about the main duties and tools of each iob.

SELLING POINTS

- Presents key facts about different careers and their impact on society in a way that young readers can understand
- Appropriately leveled text is perfect for first reports
- Brilliant, action-oriented images captivate readers

PEBBLE EXPLORE

Chefs • 9781977118134	
Doctors • 9781977118097	
Firefighters • 9781977118103	
Librarians • 9781977118110	
Meteorologists • 9781977118127	
Police Officers • 9781977118141	
Teachers • 9781977118158	
Veterinarians • 9781977118165	



What Teachers Do

Some teachers take their students n field trips. They ride buses. They go ns, parks, or other spots.

Teachers help their studen They give lessons about new facts and ideas. They write quizzes and ests. They give quizzes and tests to shutents. Sometimes shutents give ng answers on a test, Teachers ip them know why they were wr

chers for lower grades teach posic skills to their students. They och reading, writing, math, and science. They use games and activitie help young students with new skill

ALI AND ANNIE'S GUIDES

This excellent series gives practical and sensible advice to young readers on real-life issues that they or their friends and family members might be facing. Tackling tough topics, the series aims to help children cope with potentially difficult circumstances as well as flourish. Characters Ali and Annie guide readers through the issues in each book and give advice and 'top tips', while Charlie the dog shows that he understands how readers might feel.

SELLING POINTS

- Practical and sensible advice to young readers about some tough real-life issues they may be facing
- As well as giving advice on coping, the series aims to help children to flourish
- Illustrated characters, Ali and Annie, give practical advice on how to cope with situations and give 'top tips' at the back of the book
- Includes quotes on how other children coped with their individual situations
- Illustrated character, Charlie the Dog, echoes the emotions that young readers may be feeling while reading about different scenarios, providing the children with empathetic support

YOUNG EXPLORER

AGE LEVEL: 6-8 • TRIM: 195 x 220 • PAGES: 32 Coping with Bullying • 978!474773102 Coping with Death and Grief • 978!474773089 Coping with Divorce and Separation • 978!474773096 Coping with Illness and Disability • 978!474773133 Feeling Good About Yourself • 978!47477319 Gender • 978!474773126



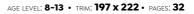
DECODING MEDIA LITERACY

Everybody thinks they can handle social media. They're only on with their friends. Everything on social media is real. Except that it isn't. Easy-tounderstand language, simple infographics, and evocative photos show kids what's real and what's fake on the various social media platforms, and how to tell the difference.

SELLING POINTS

- Readers will learn to crack the code of all the messages sent by social media to become knowledgeable digital citizens.
- Infographics help visual learners.
- Stories of cyberbullying and other dangers of social media sites will help readers learn to navigate these sites.

FACT FINDERS



Understanding Social Media • 9781474760300



BACKLIST

KIDS' GUIDE TO ELECTIONS

Election Day is never far away. These books explain the ins and outs of elections in simple but engaging terms. Readers will find out the importance of civic and democratic values, rules for voting, what political parties are, how election campaigns functions, and what the electoral college is all about.

SELLING POINTS

- Timed to correlate to the 2020 presidential election
- · Fair and balanced viewpoints
- · Engaging, kid-friendly language

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 32

Democratic Values: A Kid's Guide • 9781496666055

Election Campaigns: A Kid's Guide • 9781496666062

Political Parties: A Kid's Guide • 9781496666048

The Electoral College: A Kid's Guide • 9781496666024

Voting: A Kid's Guide • 9781496666031

LGBTQ+ MATTERS

What exactly does being lesbian, gay, bisexual or transgender mean? How has the gay rights movement helped to change society's view of the LGBTQ+ community during the past century? What is it like to have same-sex parents? How do people "come out" to their friends? What is homophobia? Find out all this and much more. Using real-life case studies, this book gives sensitive insights into what it means to be LGBTQ+ in 21st century Britain.

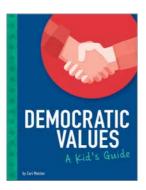
SELLING POINTS

- Takes a neutral and sensitive approach to sexuality that is suitable for primary readers
- Great content for supporting the PSHE Education Programme of Study
- Real-life case studies with questions and answers give readers first-hand insight into life as LGBTQ+

RAINTREE PUBLISHERS

AGE LEVEL: 9-13 • TRIM: 190 x 240 • PAGES: 32

LGBTQ+ Matters • 9781474772976











FUN STEM CHALLENGES

Inspired by real STEM challenges in the library makerspace and classroom, this series gives K-2 readers the building basics for a variety of projects, including towers, boats, bridges, traps, and marble runs. These projects in turn support physical science concepts of forces and motion, energy, buoyancy, and simple machines. A kid-friendly inquiry approach mimics student questions, leading to simple, clear answers for grades K-2. Fun STEM Challenges encourage students to experiment with, test, and learn from their designs. It's perfect hands-on learning to build confidence in all young engineers!

SELLING POINTS

- Simple, kid-friendly inquiry approach introduces basic engineering concepts to build confidence
- Supports project-based learning and design thinking skills in early elementary
- Perfect K-2 elementary support for Next Generation Science Standards (NGSS) for physical science and engineering and design practices

PEBBLE PLUS

AGE LEVEL: 4-8 • TRIM: 279 x 229 • PAGES: 24
Building Boats that Float • 9781977117779
Building Marble Runs • 9781977117809
Building Simple Traps • 9781977117786
Building Strong Bridges • 9781977117793
Building Sunshades • 9781977117816

Building Tough Towers • 9781977117762



What is a boat?

Boots Burt on water in lakes, rivers and seas. Long ups, people learned to make boots. to carry people and things.



STAYING SAFE!

The Staying Safe series teaches emergent readers basic safety for everyday situations. The accessible reading level of ATOS 1.0 or lower helps readers learn to be safe on buses, sidewalks, and bikes. Students also learn important safety rules for being online, around strangers, doing science experiments, in case of a fire, and for staying healthy.

SELLING POINTS

- Gives confidence to early readers on ways to stay safe
- Bright, close-up engaging photos that match text
- Simple yet content-driven text; All Little Pebble books have an Accelerated Reader ATOS of 1.0 or below

LITTLE PEBBLE

AGE LEVEL: 4-7 •	TRIM: 178 x 178 • PAGES: 24
Bike Safety •	9781977110268
Fire Safety • 🤅	781977110275
Health Safety	• 9781977110282
Online Safety	• 9781977110299
Pedestrian Saf	fety • 9781977110305
School Bus Sa	fety • 9781977110312
Science Safety	• 9781977110329
Stranger Safet	y • 9781977110336



Sam helps drivers see her. She wears bright colors. She rides during the day.



TRANSPORT IN MY COMMUNITY

Zoom along with different types of transport in our communities in this engaging and colourful series. Learn about the variety of vehicles in communities and the world around you. Find out the basics of how vehicles work, along with a brief history. A short photo timeline in the back of each book reinforces how technology has changed over time.

SELLING POINTS

- High-interest reads for children interested in vehicles
- Bright, colourful photos and levelled text perfect for early readers
- Early introduction to history with timeline on how vehicles have changed over time

A+ BOOKS

AGE LEVEL: 4-8 • TRIM: 235 x 260 • PAGES: 32

Aeroplanes • 9781474769037

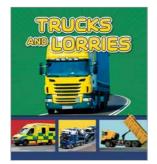
Boats and Ships • 9781474769044

Buses • 9781474774901

Cars • 9781474769020

Trains • 9781474774925

Trucks and Lorries • 9781474769013





EXCEPTIONAL ENGINEERING

Every structure you can imagine was designed by engineers. Engineers use their skills in maths and science and their understanding of technology to bring their amazing designs to life. From the everyday to the extraordinary, engineers create bridges, landmarks, skyscrapers and other buildings. Exceptional Engineering offers a look inside the world of engineers and exposes the secrets behind some of the world's greatest engineering feats.

SELLING POINTS

- Explores and explains where, how and why famous structures were built while closely tying the construction and engineering processes to the STEM Initiative
- Covers the construction of these structures in terms of the engineering process and include why they were built, when and where they were built, the design stages and technologies used during the planning and construction

FACT FINDERS

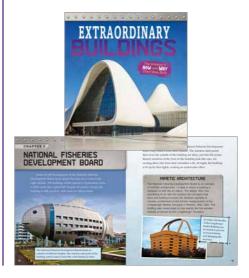
AGE LEVEL: 8-13	•	TRIM: 197 x 222 •	PAGES: 32

Extraordinary Bridges: The Science of How and Why They Were Built • 9781474762687

Extraordinary Buildings: The Science of How and Why They Were Built • 9781474762663

Extraordinary Landmarks: The Science of How and Why They Were Built • 9781474762694

Extraordinary Skyscrapers: The Science of How and Why They Were Built • 9781474762670



TECH ON WHEELS

How do cars get around without human drivers? What can vehicles run on besides gasoline? What's behind the mind-blowing speed of a race car? Give young readers an under-the-hood look at some of the most cutting-edge, high-tech vehicles on the market and in development. From amphibious vehicles to electric cars and more, the technology inside that makes each vehicle so amazing will be revealed. Entice reluctant readers with a topic they love while meeting standards for STEAM and the Next Generation Science Standards.

SELLING POINTS

- Relates directly to Next Generation Science Standards for engineering and design and is part of STEAM and STEM initiatives
- Content discusses not only current technology but also what engineers are planning or hoping to have in the future
- Useful for Hi-Lo readers in middle school reading at a third or fourth grade level
- High-interest topic of vehicles entices reluctant readers

EDGE BOOKS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

The Tech Behind Amphibious Vehicles • 9781543573060

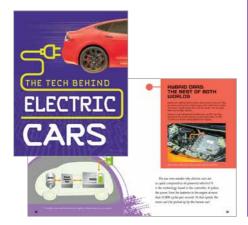
The Tech Behind Concept Cars • 9781543573046

The Tech Behind Electric Cars • 9781543573077

The Tech Behind Off-Road Vehicles • 9781543574227

The Tech Behind Race Cars • 9781543574210

The Tech Behind Self-Driving Cars • 9781543573053



THE WORLD OF ARTIFICIAL INTELLIGENCE

When it comes to Artificial Intelligence (AI), the future is now. Companies such as Amazon and Netflix already suggest things you might like based on your past interactions. Soon a shop might be able to suggest a shirt in your favourite colour when you walk in the door. Cars can brake automatically when they sense a potential accident, and fully self-driving cars are on the horizon. Young readers will learn about up-to-the minute AI, including some of the ethics surrounding AI developments. This high-interest topic will appeal to readers while also connecting to science, technology, engineering, arts and mathematics (STEAM) curriculum topics.

SELLING POINTS

- Current information on an exploding technology topic carefully levelled and written for reluctant and struggling readers
- Useful for Hi-Lo readers
- High-interest topic ties directly to Science, Technology, Engineering, Art, and Math (STEAM) curriculum
- Topic appeals to video gamers, petrolheads, gadget lovers, robotics clubs and social media users who want to know more about their favourite pastimes

EDGE BOOKS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

Artificial Intelligence and Entertainment • 9781474771078

Artificial Intelligence and Humanoid Robots • 9781474771047

Artificial Intelligence and Work • 9781474771061

Artificial Intelligence at Home and on the Go • 9781474771054



BACKLIST

VIDEO GAME REVOLUTION

Video games have come a long way since Pong. In the past year almost three-fourths of teens have played or watched video games. Noobs and experienced players alike will find something, from the Esports phenomenon to the YouTube and Twitch stars making millions of dollars. Pull away from the screen to learn more about this fanfavorite topic.

SELLING POINTS

- Useful for Hi-Lo readers in middle school reading at a third or fourth grade level
- Appeals to fans of Fortnite, Overwatch, Splatoon, Minecraft, Mario Bros., League of Legends, Pokémon, Legend of Zelda, and more!
- Appeals to fans of Ready Player One, Wreck-It Ralph, and famous YouTube Gamers, including PopularMMOs, Stacy Plays, and DanTDM
- The National Federation of State High School Associations added eSports to their official roster of competitions in 2018
- High-interest topic ties to Science, Technology, Engineering, Art, and Math (STEAM) curriculum
- Brings students real-world examples they care about in the Next Generation Science Standards (NGSS) related to engineering, technology, and the applications of science

EDGE BOOKS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32
Esports Revolution • 9781543571554
Video Games Save the World • 9781543571585
The Basics of Game Design • 9781543571516
The History of Gaming • 9781543571561

Paid to Game • 9781543571578

Video Games Are Good For You! • 9781543571592







BODIES OF WATER

Simple text describes how oceans, lakes, rivers, and ponds form and the animals and plants that are supported by them. This series of informational books are essential for curious young readers.

SELLING POINTS

- This series takes readers on a tour of some of the most beautiful natural features that nature has to offer
- High interest, low-level text
- Combines science information with stunning photography
- Contains geology concepts that are understandable for readers

RAINTREE PUBLISHER

AGE LEVEL: 4-7 • TRIM: 178 x 178 • PAGES: 24
Lakes • 9781474758420
Oceans • 9781474758406
Ponds • 9781474758413
Rivers • 9781474758437





LET'S LOOK AT COUNTRIES

What is life like in a Russian city? Which sports do people play in South Africa? How high are the Andes Mountains of Peru? Each country offers the world different gifts and flavours. Get your passport stamped and find out what makes a nation unique. Let's look at countries!

SELLING POINTS

- Easy-to-read text, with clear photos, which make a complex topic accessible for beginning readers
- Fills a need for an easy-to-read country series
- Aligns to geography curriculum requirements relating to culture, history, people and places, governance, economics, and global connections

PEBBLE PLUS

AGE LEVEL: 5-7 • TRIM: 279 x 229 • PAGES: 24
Let's Look at Australia • 9781474769648
Let's Look at Brazil • 9781474769587
Let's Look at Canada • 9781474769594
Let's Look at Japan • 9781474769624
Let's Look at Mexico • 9781474769617
Let's Look at North Korea • 9781474769570
Let's Look at Somalia • 9781474769631
Let's Look at the United States of America • 9781474769600



From rainforests to beaches The Anzane fore and the annualing unifiend on its head. Breat also hes kills, wellands and beaches. The water is were and and all are



OUR WORLD

ENDANGERED EARTH

In these books, readers can learn all about the world's most invaluable resources, including rivers, oceans, rainforests and fossil fuels, and how human activity is damaging or destroying them. Examples that relate to the reader's everyday life are used to further explore and examine issues facing natural resources. Text explores the causes and effects of human activity and discusses ways to help protect Earth's resources.

SELLING POINTS

- Shows readers the causes and effects of human actions, including their own actions, on the Earth
- Shows readers ways in which people, including themselves, can stop and reverse the harm that is being done to the Earth
- Tackles important global environmental issues in a way readers can understand
- · Uses examples relatable to readers
- Uses text features and graphic features to help explain content

FACT FINDERS

AGE LEVEL: 8-10 • TRIM: 197 x 222 • PAGES: 32

Endangered Energy: Investigating the Scarcity of Fossil Fuels • 9781474792486

Endangered Oceans: Investigating Oceans in Crisis • 9781474792493

Endangered Rainforests: Investigating Rainforests in Crisis • 9781474792509

Endangered Rivers: Investigating Rivers in Crisis • 9781474792516



58 capstone | 2022 Rights Guide

EXPLORING EARTH'S BIOMES

Our world is comprised of many different biomes. In this series, readers will learn about the animals, plants, climate, and geography of each biome. Readers will walk away with an understanding of what makes each biome unique, why people live in each biome, as well as what each biome's future might look like.

SELLING POINTS

- Uses maps, satellite images, photographs, and other representations to explain relationships between the locations of places and regions and their environmental characteristics
- Describes how environmental characteristics influence population distribution in specific places or regions
- Explains how environmental characteristics affect the distribution and movement of people, goods, and ideas
- Explains how human settlements and movements relate to the locations and use of various natural resources
- Exhibits why environmental characteristics vary among different regions

FACT FINDERS

AGE LEVEL: 8-11	•	TRIM: 197	' x 222	•	PAGES: 32
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Desert Biomes Around the World • 9781543575316

Forest Biomes Around the World • 9781543575323

Freshwater Biomes Around the World • 9781543575330

Grassland Biomes Around the World • 9781543575347 Marine Biomes Around the World • 9781543575354 Tundra Biomes Around the World • 9781543575361



OUR WORLD

EARTH BY NUMBERS

This series looks at our planet's incredible processes through amazing facts, figures and stats.

SELLING POINTS

- Perfect for KS2 Geography and Science topics
- Information presented through amazing facts, figures and stats, making it visually appealing and interesting
- Beautifully written by Nancy Dickmann, winner of Mastermind in 2010

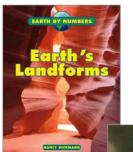
RAINTREE PUBLISHERS

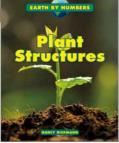
AGE LEVEL: 9-11 • TRIM: 216 x 279 • PAGES: 32

Earth's Landforms • 9781474765411

Habitats and Biomes • 9781474765459

Plant Structures • 9781474765428







ENERGY REVOLUTION

Fossil fuels are running out and destroying our environment. Never fearl There is an energy revolution afoot. Clean energy technology is getting cheaper, and jobs in these fields are growing. This series will introduce young readers to the science and engineering behind four of the most common sources of clean energy being used today: solar, wind, geothermal and hydropower.

SELLING POINTS

- Introduces readers to the latest in energy technology
- Explains the science behind each technology
- Highly topical subject matter

FACT FINDERS

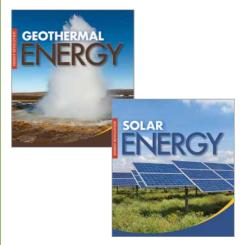
AGE LEVEL: 9-13 •	TRIM:	97 x 222 •	PAGES: 32	
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Geothermal Energy • 9781474769952

Hydropower • 9781474769969

Solar Energy • 9781474769938

Wind Energy • 9781474769945





Earth is constanting sparsing, for 2 starts, for each family, the jub are prepared in the start family the jub are prepared on the start of the start of the start of the start is the start of the start of the start of the start is the start of start of the start of start of the start of the start of the start of starts of the start of the st

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OUR WORLD

Avalanches tear down mountains. Tsunamis drown towns. Magma from volcances flows through homes. Throughout history the world has faced many natural disasters. Learn about the world's worst and some helpful tips needed to survive them.

SELLING POINTS

- High-interest content presented in low-level text (Hi-Lo)
- Captures reader's interest with real-life scenarios and practical safety tips

BLAZERS

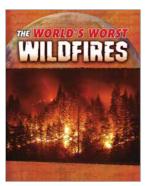
AGE LEVEL: 9-13	٠	TRIM: 178 x 229 • PAGES: 32	

The World's Worst Avalanches • 9781474771269

The World's Worst Tsunamis • 9781474771238

The World's Worst Volcanic Eruptions • 9781474771252

The World's Worst Wildfires • 9781474771245





60 capstone | 2022 Rights Guide

PASSPORT TO NATURE

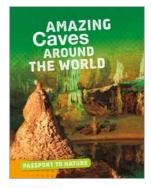
This compelling series takes readers on a journey to see the most incredible features that Earth has to offer.

SELLING POINTS

- This series takes readers on a tour of some of the most beautiful natural features that nature has to offer
- High interest, low-level text
- Combines science information with stunning
 photography
- Contains geology concepts that are understandable for readers

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32
Amazing Canyons Around the World • 9781474781213
Amazing Caves Around the World • 9781474781169
Amazing Deserts Around the World • 9781474781190
Amazing Islands Around the World • 9781474781206
Amazing Lakes Around the World • 9781474781176
Amazing Mountains Around the World • 9781474781183
Amazing Volcanoes Around the World • 9781474781220
Amazing Waterfalls Around the World • 9781474781237





THE HISTORY OF TOYS

How did teddies get their name? When were yo-yos first made? What were the Teletubbies? From toy cars to Barbies, Rubik's cubes to Fortnite, the toys children play with have changed a lot over the past century. But some of the toys that your grandparents played with in their youth may not be that different to the ones you play with now! Find out all about the history of toys, what has changed and what hasn't, and what children have loved to play with through the decades.

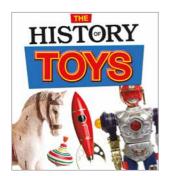
SELLING POINTS

- Great topic for KS1 History curriculum "changes within living memory"
- High-interest topic of toys will appeal to all readers
- Lots of fun photos of toys over the decades such as Barbie dolls, Rubik' cubes, Matchbox cars, etc.

RAINTREE PUBLISHER

AGE LEVEL: 6-8 • TRIM: 195 x 220 • PAGES: 32

The History of Toys • 9781474792608





THE STORY OF SANITATION

How do we get clean water and where does our rubbish go after the bin lorry takes it away? Go behind the scenes of our amazing sanitation system to find out. Learn about the history of toilets and the mystery of tap water. Discover what happens after we *flush* and after the rubbish is taken away. Readers will never look at rubbish, toilets and waste in the same way again!

SELLING POINTS

- Information on the waste humans create and how it affects the environment
- Writing prompts encourage reflection and analysis of text
- Includes diagram/illustration showing each sanitation system
- Easy-to-read text and clear photos make a complex topic accessible for readers

FACT FINDERS

AGE LEVEL: 7-11 • TRIM: 197 x 222 • PAGES: 32

Down the Toilet!: What happens when we flush? • 9781474764308

Running Water!: How does water get into our taps? • 9781474764285

Stinking Sewers!: What happens to our waste? • 9781474764292

What a Load of Rubbish!: What happens to the things we throw away? • 9781474764278



INFECTED!

Deadly diseases have killed millions of people throughout history, but modern medicine has discovered ways to fight back. Infected! explores how deadly diseases have shaped human history. Readers will learn how scientific discoveries have improved the treatment of these diseases.

SELLING POINTS

- High-interest topic hooks readers and skilfully
 weaves in history and science content
- Carefully levelled and written for reluctant and struggling readers
- High-interest topic ties into Science, Technology, Engineering and Maths (STEM)

EDGE BOOKS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

Malaria: How a Parasite Changed History • 9781474770439

Smallpox: How a Pox Changed History • 9781474770422





GRAPHIC HISTORY: WARRIORS

Travel back in time to learn about history's most courageous warriors! Readers can experience the life and times of fearsome Vikings, honour-bound Samurai, stealthy ninjas and chivalrous knights. With riveting, full-colour graphic novel stories of famous historical warriors, readers will get an in-depth look at each warrior class's time and culture, as well as learning key details about the warriors' armour, weapons, skills and missions.

SELLING POINTS

- Historical information conveyed through graphic novel storytelling grabs readers' attention and keeps them wanting more
- Easy-to-read text tells several high-interest stories about each historical warrior, their training, armour, weapons, battle tactics and achievements
- Provides readers with extra facts and a map highlighting the location of several historical battles and events involving the warriors
- Includes discussion questions, writing prompts and further reading suggestions.

GRAPHIC LIBRARY

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

Medieval Knights: Europe's Fearsome Armoured Soldiers • 9781474768597

Ninjas: Japan's Stealthy Secret Agents • 9781474768603

The Samurai: Japan's Noble Servant-Warriors • 9781474768610

The Vikings: Scandinavia's Ferocious Sea Raiders • 9781474768627





AMAZING WORLD WAR II STORIES

In World War II, courage wasn't limited to troops fighting on the front lines. From deceiving enemy forces to creating secret codes, these astonishing true stories share the bravery of several little-known heroes of World War II. Through action-packed, full-color graphic novels, readers will learn about a brave U.S. pilot who survived a Japanese POW camp, a Soviet all-female air force regiment, creative American G.I.s who tricked the enemy with carefully crafted illusions, and more.

SELLING POINTS

- Compelling World War II stories are a continual area of interest for young readers
- Action-packed stories presented in an engaging, graphic novel format appeal to emerging and reluctant readers
- Examines diverse people's contributions to the war effort

GRAPHIC LIBRARY

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

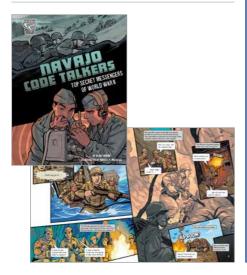
Amazing World War II Stories: Four Incredible True Tales • 9781496666581

Navajo Code Talkers: Top Secret Messengers of World War II • 9781543575491

Night Witches at War: The Soviet Women Pilots of World War II • 9781543575507

The Unbreakable Zamperini: A World War II Survivor's Brave Story • 9781543575484

U.S. Ghost Army: The Master Illusionists of World War II • 9781543575514



TANGLED HISTORY

Vivid storytelling and authentic dialogue bring history to life. Tangled History lets readers experience pivotal historical events through the eyes of real people. Suspenseful, dramatic events unfold in chronological, interwoven stories from the different perspectives of people who experienced the event while it was happening. Narratives intertwine to create a breathless, "What's Next?" kind of read. Students gain a new perspective on historical figures as they learn about real people struggling to decide how best to act in a given moment.

SELLING POINTS

- High-interest topic hooks readers and skilfully
 weaves in history and science content
- Carefully levelled and written for reluctant and struggling readers
- High-interest topic ties into Science, Technology, Engineering and Maths (STEM)

TANGLED HISTORY

AGE LEVEL: 8-14	•	TRIM: 133 x 190 • PAGES: 112
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Japanese American Internment: Prisoners in Their Own Land • 9781543575576

The Battle of Iwo Jima: Turning the Tide of War in the Pacific • 9781543575583

The Battle of the Bulge: Nazi Germany's Final Attack on the Western Front • 9781543575590



Lieutenant Colonal Otto Skorzeng

Lanumum Collord Onto Moreney around for his memory with Adulf Meller, Slocency halp and completed a meaning means in Hengery and hand meaning and served orders done by user lowers or building, and served orders done by user lowers or his Wolf Late. Thick had build done bondorpoord huildings is an anorempt of Germany called Postance, where the third form aroung structure

Biocentre losse P filter liked and structurel him. Brockdor the P langeries appreciation, the linearsone colored had carried out a during remains in 1940. Storatory and his must strained Italian leader Bernis Mananita alter the lead biose caproned by features whe expressed his rule. Mananitat was Hitler's classes ally an Essense.

Now, in the Wolf's Lun, Skarseny furneed as Hider and, "I have particips the most important job is your life for jun,"

Television has been a part of our world for well over half a century. Captured Television History shows how television has brought living history into our homes, in real time, giving immediacy to worldchanging events.

SELLING POINTS

- Photography combines with strong narrative nonfiction to tell the stories of history-changing events
- Explores the history of media literacy as it relates to television's impact on modern history

COMPASS POINT BOOKS

AGE LEVEL: 10-12 • TRIM: 235 x 260 • PAGES: 64

TV Brings the Moon Landing to Earth • 9780756560034

TV Displays Disaster as the Challenger Explodes • 9780756560027

TV Exposes Brutality on the Selma March • 9780756560058

TV Launches 24-Hour News with CNN • 9780756560041





WHY SHOULD I CARE ABOUT HISTORY?

You might suppose that what happened in the ancient past has no impact on your life today. Think again! Many things we use, eat, and wear today have stories that trace back to ancient civilizations. We can, for example, look to the past to see a model for many modern governments and to find forerunners of everyday items such as socks, toothbrushes, and makeup. Learn why you should care about history and get a fresh look at the world today by knowing the ideas, discoveries, and inventions of the distant past.

SELLING POINTS

- This fresh take on ancient civilizations links inventions from the distant past with their modern applications
- A unique presentation of history with direct connections to STEAM topics
- Written with kids' interests in mind, bringing ancient history alive in a fun and meaningful way
- · At-level content for middle grades

COMPASS POINT BOOKS

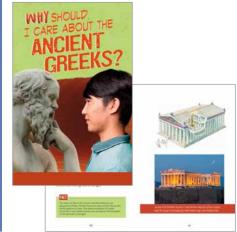
AGE LEVEL: 10-14 • TRIM: 152 x 226 • PAGES: 64

Why Should I Care About the Ancient Chinese? • 9780756565664

Why Should I Care About the Ancient Egyptians? • 9780756565633

Why Should I Care About the Ancient Greeks? • 978075656565657

Why Should I Care About the Ancient Romans? • 9780756565640



SILLY MEASUREMENTS

Measurements gone silly! Giggle-worthy scenarios and zany full-color photos will have pre-readers laughing (and learning) about comparisons. Kittens, donuts, motorcycles and other non-standard measuring units pair up with brief, playful text to convey math concepts in a format perfect for reading aloud.

SELLING POINTS

- An interactive, fun way to illustrate non-standard units of measurement
- Perfect for pre-readers
- Appealing, picture-book design that uses real photographs

PEBBLE SPROUT

AGE LEVEL: 4-8 • TRIM: 203 x 254 • PAGES: 32

How Many Ducks Could Fit in a Bus?: Creative Ways to Look at Volume • 9781977120113

How Many Flamingos Tall Is a Giraffe?: Creative Ways to Look at Height • 9781977120090

How Many Kittens Could Ride a Shark?: Creative Ways to Look at Length • 9781977120106

How Many Llamas Does a Car Weigh?: Creative Ways to Look at Weight • 9781977120120





EARN IT, SAVE IT, SPEND IT!

How do people earn money? And how do they use the money once they earn it? These practical guides have all the information you need to make the most of the money that you have while learning about the world of finance.

SELLING POINTS

- Fills a need for an easy-to-read series on financial literacy
- High-interest but also excellent classroom PSHE tools
- · At-level, accessible text for young readers
- includes practical information on how readers can donate, earn, save and spend any money that they might have
- Includes real-life examples to make tough topics more accessible

RAINTREE PUBLISHERS

AGE LEVEL: 6-8 • TRIM: 203 x 203 • PAGES: 24
Donate Money • 9781474781633
Earn Money • 9781474781602
Save Money • 9781474781619
Spend Money • 9781474781626





FARM FACTS

BACKLIST

Farm Facts delivers a basic introduction to farm animals, plants, machines and buildings with accessible, low-level text. It also features large, vibrant photos that engage kids and show them different aspects of farm life.

SELLING POINTS

- Low-level text, paired with large, vibrant photos, makes non-fiction farm topics accessible and engaging for emergent readers
- · Clear text/photo matches aid comprehension
- Series appeals to kids' fascination with animals, big machines and all things farm-related
- Encourages discussions about where food comes from, the work farmers do and what farm life is like

RAINTREE PUBLISHER

AGE LEVEL: 4-8 • TRIM: 178 x 178 • PAGES: 24

Animals on the Farm • 9781474768825

Buildings on the Farm • 9781474768849

Machines on the Farm • 9781474768832

Plants on the Farm • 9781474768856







WHAT WAS IT?

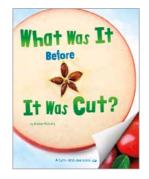
What was that colorful puddle of goo before it melted? A box of crayons, you say? That's right! These fun photo-puzzle books present eye-catching images of familiar things that have been smashed, soaked, sliced, or melted. Then they challenge prereaders to guess what each thing was in its original state. With a turn of the page, kids will discover the answer in photo form-and they'll be eager to see what mysterious mess comes next.

SELLING POINTS

- Capitalizes on internet craze of photos and videos that show how things are made and destroyed, put together, and taken apart
- Fun cause-and-effect puzzles supporting NGSS standards
- Excellent nonfiction STEM content for PreK-2
- Nearly wordless photo puzzle books

PEBBLE SPROUT

AGE LEVEL: 4-8 • TRIM: 203 x 254 • PAGES: 32
What Was It Before It Got Wet? • 9781977120168
What Was It Before It Melted? • 9781977120144
What Was It Before It Was Cut? • 9781977120137
What Was It Before It Was Smashed? • 9781977120151







WORD PLAY

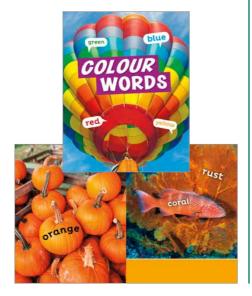
Introduce young learners to vocabulary words and grammar components with books that are sure to delight and inform. Each book allows children to connect words to the world around them, from family members and pets to places and patterns. As words are introduced, they are accompanied by vibrant, exciting photos. Vocabulary-building has never been so much fun!

SELLING POINTS

- Introduces pre-readers and English language learners to words that connect with the world around them
- · Each word connects directly with an engaging photo
- Introduces key grammar categories in a kidfriendly approach
- Promotes vocabulary growth, which is a key to developing literacy and later success in learning to read and write

PEBBLE SPROUT

AGE LEVEL: 4-8 • TRIM: 203 x 254 • PAGES: 32
Color Words • 9781977123664
Motion Words • 9781977118295
Texture Words • 9781977118288
What Words • 9781977118271
Where Words • 9781977118264
Who Words • 9781977118257



LOCATION WORDS

Is it near or far? Is it to the left or to the right? We use location words to describe where things are in our world. Discover the world around you while practising location words!

SELLING POINTS

- Perfect for Year 1 Maths curriculum: Geometry –
 position and direction
- Bright, close-up engaging photos that match carefully-levelled text
- Could also be used in studies about the community and beyond
- + ATOS level of 1.0 or below

RAINTREE PUBLISHER

AGE LEVEL: 5-8 • TRIM: 178 x 178 • PAGES: 24
Behind or In Front Of • 9781474768894
Left or Right • 9781474768870
Near or Far • 9781474768863
Over or Under • 9781474768887





The mountains are far away. The castle is far away. It is on an island. The castle is near the lake.

GROSS JOBS

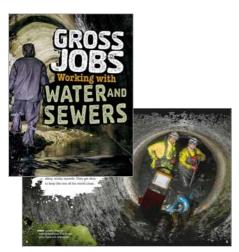
Who scrapes roadkill off the motorway? Who collects whale snot in the name of science? Who sniffs armpits to figure out if deodorant works? Explore the grossest collection of jobs we could find, sure to get the attention of even the most reluctant readers. These high-interest titles will be so fun to read, kids won't realise they are picking up information related to science, technology, engineering, and math (STEM) concepts. These books will appeal to struggling readers in junior and lower secondary school who don't want to carry "baby books," while the low reading level will allow them to read successfully.

SELLING POINTS

- Gross factor will appeal to both boys and girls, but especially to reluctant readers
- Design will appeal to struggling readers who don't want to carry "baby books", while the low text load will allow them to read successfully
- This high-interest topic also connects to Science, Technology, Engineering, and Math (STEM) education topics

BLAZERS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32
Gross Jobs in Medicine • 9781474770187
Gross Jobs in Science • 9781474770170
Gross Jobs Working with Animals • 9781474770163
Gross Jobs Working with Food • 9781474770194
Gross Jobs Working with Rubbish • 9781474770149
Gross Jobs Working with Water and Sewers • 9781474770156



WHAT THE FUTURE HOLDS

Machine learning, science, and technology innovations are all around us. What could the future hold? How could renewable and clean energy sources change the way we live? How might we communicate, and what types of entertainment could be available? Using the science-based research of future studies, this series takes topics that are important to today's young learners and projects how they might continue to influence our society in both the near and distant future.

SELLING POINTS

- Highlights the influence of engineering, technology, and science on society and the natural world, as called for in the Next Generation Science Standards
- High-interest topic ties to Science, Technology, Engineering, Art, and Math (STEAM) curriculum
- Carefully leveled, high-interest text, to engage even the most reluctant readers

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11	•	TRIM: 178 x 229 • PAGES: 48	

The Future of Communications: From Texting to Augmented Reality • 9781496666239

The Future of Energy: From Solar Cells to Flying Wind Farms • 9781496666246

The Future of Entertainment: From Movies to Virtual Reality • 9781496666253

The Future of Transportation: From Electric Cars to Jet Packs • 9781496666260



YOU CAN WORK IN THE ARTS

Do you like to sing, dance or act? Do you like reading or watching movies? There are jobs where you can do the things you love every day! You Can Work in the Arts shows young readers that they can work towards careers in music, fashion, movies, theatre, publishing and dance. The series looks at the types of jobs available in each of those highinterest fields.

SELLING POINTS

- Relates readers' passions for music, movies or other arts to a potential career
- Includes information about multiple jobs in each field
- Offers activities to help readers further explore their interests in the arts

BRIGHT IDEA BOOKS

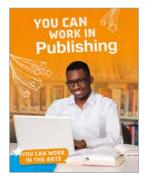
AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32

You Can Work in Movies • 9781474773560

You Can Work in Music • 9781474773546

You Can Work in Publishing • 9781474773584

You Can Work in Theatre • 9781474773577





DARING WOMEN

From political figures to explorers, inventors to freedom fighters—and everything in between—these women have left their mark on the world. Discover more than 100 of the most influential women from the 20th and 21st century. BACKLIST

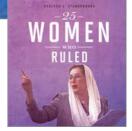
SELLING POINTS

- Engaging text and powerful images tell the stories of 25 amazing 20th and 21st century women and their feats of exploration, bravery and discovery
- Writing prompts encourage reflection and analysis of text

RAINTREE PUBLISHERS

AGE LEVEL: 12-18 • TRIM: 235 x 260 • PAGES: 64			
25 Women Who Dared to Go • 9781474762588			
25 Women Who Fought Back • 9781474762557			
25 Women Who Ruled • 9781474762564			
25 Women Who Thought of it First • 9781474762571			







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2022 Rights Guide

SCIENCE

LET'S LOOK AT LIGHT

Light is all around us. It brightens our day and helps us learn and play. But where does light come from and where does it go at night? How does light make shadows and create colors? Informative, at-level text and colorful images provide answers to these questions about light and more.

SELLING POINTS

- · Early introduction to key physical science topic
- · Includes text supports to aid emergent readers
- · Vibrant photos that support the at-level text
- Aligns with Next Generation Science Standards and college and career readiness standards for informational text

PEBBLE

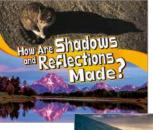
AGE LEVEL: 4-8 • TRIM: 279 x 229 • PAGES: 24

How Are Shadows and Reflections Made? • 9781977110411

Is It Light or Dark? • 9781977110404

Where Does Light Come From? • 9781977110428

Why Is Light Important? • 9781977110398





All about light

Sanlight and other types of light help in to see. Sanlight comes from rotore. Some light, such as light balls, one mode by people. Lights help as to see when it is slock.



CYCLES OF NATURE

On Earth natural cycles are always at work. The patterns of migration, hibernation, night and day, and seasons are just a few of these cycles. This series introduces the steps in nature's cycles and explains how people can upset the balance.

SELLING POINTS

- · Fills a need for easy-to-read nature cycles series
- · Includes diagrams for a closer look at nature cycles
- engaging color photographs provide a clear photo text match to support early readers
- Fits in with Next Generation Science Standards on Earth and Human Activity

PEBBLE PLUS

AGE LEVEL: 4-8 • TRIM: 279 x 229 • PAGES: 24
Day and Night • 9781977117724
Hibernation • 9781977117731
Migration • 9781977117748
Seasons • 9781977117755
The Life Cycle • 9781977117823





SEASON TO SEASON

Bright, colorful illustrations and fun text combine to build knowledge of earth science, life science, and geography content at an early age. Real-world examples kids understand to tie to Next Generation Science Standards (NGSS) related to life science and earth science; Playful yet content-driven text at appropriate level for emergent readers; Chunking of text is used for ease of reading.

SELLING POINTS

- Real-world examples kids understand that to tie to Next Generation Science Standards (NGSS) related to life science and earth science
- Playful yet content-driven text at appropriate level for emergent readers
- · Chunking of text is used for ease of reading

PEBBLE PLUS

AGE LEVEL: 4-8 • TRIM: 279 x 229 • PAGES: 24

A Year in the City • 9781977120045

- A Year in the Forest 9781977120052
- A Year in the Pond 9781977120069
- A Year on the Farm 9781977120076



Spring rain falls and bubbling straints flow firstigh the furest. Animals, such as budgehogs, come out of followrottion and stort looking for food.



WICKED WEATHER

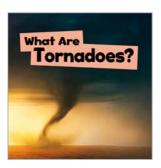
Mother Nature has amazing power. Destruction can happen in a matter of minutes. The Wicked Weather series takes a look at six natural disasters. Learn how these types of weather form and how you can stay safe during these wild weather occurrences.

SELLING POINTS

- The Wicked Weather set is the perfect introduction to natural disasters and wild weather
- This set is expertly leveled for readers at Foundation and KSI;The popular topic of weather will fit perfectly into any classroom or library
- Large, engaging photos assist readers in content comprehension
- Readers will not only learn how weather events occur but also how they could stay safe if they were there!

RAINTREE PUBLISHERS

AGE LEVEL: 4-8 • TRIM: 178 x 178 • PAGES: 24
What Are Blizzards? • 9781474768924
What Are Droughts? • 9781474768955
What Are Floods? • 9781474768948
What Are Hurricanes? • 9781474768900
What Are Thunderstorms? • 9781474768931
What Are Tornadoes? • 9781474768917



Tornadoes start in storm clouds. Warm air goes up. It meets cold, dry air. The air starts to spin.



CYCLES OF NATURE

Earth's natural cycles are always at work. Rocks, water, the Moon and carbon all change naturally, but people can affect cycles too. This series introduces the steps in nature's cycles and explains how certain things can upset the balance.

SELLING POINTS

- · Fills a need for easy-to-read nature cycles series
- Includes diagrams for a closer look at nature cycles
- · Fits in with curriculum work on cycles of nature

RAINTREE PUBLISHERS

AGE LEVEL: 5-7 • TRIM: 203 x 173 • PAGES: 24

Phases of the Moon • 9781474760737 The Carbon Cycle • 9781474760744 The Rock Cycle • 9781474760713 The Water Cycle • 9781474760720



on can be found deep in the nd. Dead plants and animals also give off carbon. Carbon in the air mians with gauges. This makes a past alled carbon disaide





capstone

2022 Rights Guide

ANIMALS

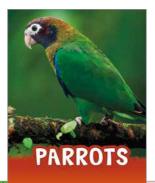
Animals are amazing! Creatures large and small, mighty and meek are subjects of kids' curiosity, and these books tap into that interest-and into kids' broader sense of wonder about nature. The series offers a perfect blend of easy-to-read text and rich detail for first reports.

SELLING POINTS

- Brilliant color images will captivate readers
- · Appropriately leveled text perfect for first animal reports
- High-interest approach to teach Next Generation Science Standards related to life science

PEBBLE EXPLORE

AGE LEVEL: 6-8 • TRIM: 178 x 229 • PAGES: 32
Anacondas • 9781977117939
Blue Whales • 9781977117946
Gorillas • 9781977117953
Great White Sharks • 9781977117960
Parrots • 9781977117977
Prairie Dogs • 9781977117984
Tarantulas • 9781977117991
Wolves • 9781977118004





find holes inside trees. They make sts there

or where there is no trees. They find other places to live. They take over mounds that termites build. They live inside coctus plants.

Some porrots live in cold oregs They make nests in the ground.



BACKLIST

MICROHABITATS

This book gives young readers an introduction to microhabitats and the minibeasts that live there. Find out about what lives under stones and on logs, leaves, flowers and trees in gardens or parks. And learn all about what they eat and what eats them!

SELLING POINTS

- · Perfect for Science curriculum
- Covers key scientific terms such as "predator" and "prey" and introduces a simple food chain
- Minibeast-focused content provides highinterest appeal

YOUNG EXPLORER

AGE LEVEL: 6-8 • TRIM: 195 x 220 • PAGES: 32

Microhabitats: At Home with the Minibeasts • 9781474766302



SCIENCE BASICS

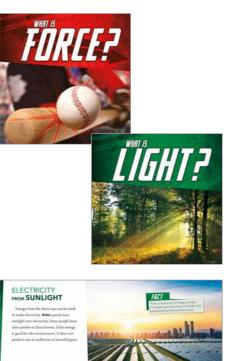
Where does light come from? How do magnets work? What is force? How does sound travel? Science Basics explores these questions (and more!) in an easy to explain, easy to read format that will spark a kid's interest in the world around them.

SELLING POINTS

- This easy-to-read series on physical science concepts will boost your hands-on science collection and make a complex topic accessible to young or struggling readers
- Experiments focussing on physics will encourage students to explore science in the real world

FIRST FACTS

AGE LEVEL: 6-9 • TRIM: 203 x 203 • PAGES: 24	
What Is Force? • 9781474770873	
What Is Light? • 9781474770897	
What Is Magnetism? • 9781474770903	
What Is Sound? • 9781474770880	



INSPIRED BY NATURE

From buildings to clothing to safety to transport, nature has sparked all sort of inventions, design and innovation. Learn about some of the best in this fascinating series. Each spread details one invention and how it has been inspired by nature.

SELLING POINTS

- Shows readers how plants and animals have inspired inventions
- Perfect curriculum crossover, with strong links to STEAM subjects of Science, Design and Technology and Art
- Encourages readers to find inspiration in nature for their own creativity
- Each spread details one invention and how it has been inspired by nature.

RAINTREE PUBLISHERS

AGE LEVEL: 6-9 • TRIM: 203 x 203 • PAGES: 24

Safety Inventions Inspired by Nature • 9781977108388

Clothing Inspired by Nature • 9781474785778

Transport Inspired by Nature • 9781474785815

Transportation Inspired by Nature • 9781977110091

Buildings Inspired by Nature • 9781977110060





ADVENTURES IN STEAM

Adventures in STEAM explores the roles of science, technology, engineering, art, and math in a range of fascinating topics. Learn about inspiring people and their creations, see how curiosity and creativity have led to groundbreaking discoveries, and test your own ideas with fun projects!

SELLING POINTS

 Closely ties into the STEAM initiative by offering an overview of the chemical properties of various materials, how they are used, and how they change over time.

CAPSTONE PRESS

AGE LEVEL: 8-11 • TRIM: 257 x 222 • PAGES: 48
Materials • 9781543532302
Vehicles • 9781543532890



OUTDOOR SCIENCE

Get outside and learn! These simple introductions to science topics encourage children to learn about science using experiments that can be completed outdoors, or by using materials from outside.

SELLING POINTS

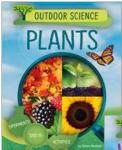
- Makerspace appeal: Includes experiments and projects
- Gets kids outdoors, which has been proven to help kids focus, boost engagement, creativity, and imagination--and it's fun!
- · Essential focus on environment

CAPSTONE PRESS

AGE LEVEL: 8-11 • TRIM: 210 x 270 • PAGES: 32

Plants • 9781496657978

Weather • 9781496657985







THEME PARK SCIENCE

A day at the theme park would be no fun without science! Look no further than the wildest rides for the ins and outs of forces and motion. Stop to watch light, sound and electrical energy take centre stage at a show. The stomach-dropping science behind all the rides and attractions will open readers' eyes to physics in action.

SELLING POINTS

- A fresh and exciting introduction to one of the world's most watched and talked about sporting events
- Features memorable stories, amazing stats and surprising facts kids will want to share with their friends
- High interest design and carefully levelled text makes this series idea for reluctant and at-level readers alike

FACT FINDERS

AGE LEVEL: 8-11 • TRIM: 222 × 197 • PAGES: 32
Energy at the Theme Park • 9781474785150
Forces at the Theme Park • 9781474785167
Motion at the Theme Park • 9781474785174
Simple Machines at the Theme Park • 9781474785181





FUTURE SPACE

Cutting edge rocket science makes the final frontier more exciting than ever, with new missions to the Moon, Mars, and beyond. What do partnerships between NASA and private companies mean for future space travel? What can space telescopes and probes tell us about planets and galaxies far, far away? Space science meets far-out fun in these accessible, up-to-date volumes, perfect for fans of Star Wars and other science fiction stories. These high-interest topics also meet standards related to space and science and engineering practices in the NGSS.

SELLING POINTS

- Appeals to fans of Star Wars and science fiction, who are already interested in the future of space travel
- Useful for hi-lo readers in middle school reading at a third or fourth grade level
- The 50th anniversary of the Moon Landing in July 2019 increased curiosity in all things space, including what the future holds
- High-interest topics will get kids excited about curriculum related to space in the Next Generation Science Standards

EDGE BOOKS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

Selfies from Space: How Satellites Help Science on Earth • 9781543575170

Space Survival: Keeping People Alive in Space • 9781543575217

Space Telescopes: Instagram of the Stars • 9781543575194

Space, Incorporated: The Future of Commercial Space Travel • 9781543575200

<section-header>

HOW LONG DOES IT TAKE?

The world is full of complex cycles. Some of these cycles take longer than anyone has ever observed. How Long Does It Take? uncovers just how long some of these fascinating cycles take, from start to finish.

SELLING POINTS

- Full of fascinating facts about different cycles, incorporating science
- · High-interest topic ties directly to natural sciences
- Includes facts that will both inform and excite readers

FACT FINDERS

AGE LEVEL: 8-10 • TRIM: 197 x 222 • PAGES: 32

How Long Does a Redwood Tree Live? • 9781543575408

How Long Does It Take for Trash to Decompose? • 9781543575422

How Long Is the Water Cycle? • 9781543575439



GRAPHIC SCIENCE

Meet Max Axiom, Super Scientist! You've never had a science teacher like this! Whether shrinking to explore an atom or riding on a sound wave, Max Axiom does what it takes to make science super cool. Using his special powers, Max takes science out of the classroom and into the world-and beyond. Featuring all new Capstone 4D video content and activities, these nonfiction graphic novels bring the world of science to life like never before. Fans of augmented reality will love to experience learning beyond the printed page!

SELLING POINTS

- Carefully levelled text makes science-focused material comprehensible for KS2 students
- Clear photos, diagrams and sidebars provide additional information and explanation of the title's core topic
- Comprehension questions challenge readers and encourage reflection and analysis of the text
- The series is a useful tool for teachers to explain different rock types and the rock cycle

GRAPHIC LIBRARY

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

A Refreshing Look at Renewable Energy with Max Axiom, Super Scientist: 4D an Augmented Reading Science Experience • 9781543575446

Decoding Genes with Max Axiom: 4D Augmented Reading Science Experience • 9781543575453

The Surprising World of Bacteria with Max Axiom, Super Scientist: 4D an Augmented Reading Science Experience • 9781543575460

The Whirlwind World of Hurricanes with Max Axiom, Super Scientist: 4D an Augmented Reading Science Experience • 9781543575477



STEM ADVENTURES

Join super scientist Max Axiom as he explores the very workings of amazing technology we see and use every day. From cell phones to space travel and robots to drones, science and engineering content central to the STEM Initiative comes alive in full color graphic novel format. Max's adventures make it all fun!

SELLING POINTS

- Graphic novel appeals to young readers
- Makes reading fun for even the most reluctant readers
- Graphic Novel Format!

GRAPHIC LIBRARY

Science theme

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

The Amazing Story of Space Travel • 9781476534565

The Amazing Story of the Combustion Engine • 9781476534596

The Dynamic World of Drones • 9781515773962

The Remarkable World of Robots • 9781515773979

The Terrific Tale of Television Technology • 9781476534589





ROCKS

The Rocks series takes an in-depth look at the three types of rock-sedimentary, igneous and metamorphic as well as fossils. Find out how each rock type is formed and what each is composed of. Where are these types of rocks found, and where do fossils and minerals fit in? Learn what each rock is used for and much more.

SELLING POINTS

- Includes simple step-by-step instructions
- Projects get progressively more difficult as readers move through the books

FACT FINDERS

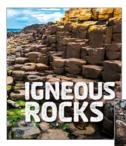
AGE LEVEL: 8-10 • TRIM: 197 x 222 • PAGES: 32

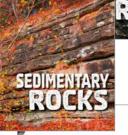
Fossils • 9781474760249

Igneous Rocks • 9781474760256

Metamorphic Rocks • 9781474760263

Sedimentary Rocks • 9781474760270





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SCI-FI TECH

In the world of science fiction, a seemingly endless variety of cool futuristic devices and vehicles can be seen. From jet packs and flying vehicles to laser shields and invisibility cloaks, each device helps make a story more exciting and imaginative. What if these items were in real life? It could happen someday! Explore how scientists are making progress toward real-life versions of famous sciencefiction devices. Discover the limits of today's research and learn what new technologies will be needed.

SELLING POINTS

- Provides information about how scientists are working to turn objects made famous by science fiction into science fact
- High-interest text that is appropriately leveled, along with vivid photos, make science facts exciting and understandable for readers
- Topics appeal to readers who have seen these objects mentioned in sci-fi movies, video games, books, and more

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 32

What Would It Take to Build a Deflector Shield? • 9781496666000

What Would It Take to Build a Time Machine? • 9781496666017

What Would It Take to Make a Flying Car? • 9781496665966

What Would It Take to Make a Hoverboard? • 9781496665959

What Would It Take to Make a Jet Pack? • 9781496665980

What Would It Take to Make an Energy Blade? • 9781496665973

What Would It Take to Make an Invisibility Cloak? • 9781496665942

What Would It Take to Upload a Mind? • 9781496665997





STEM PROJECTS

Create projects that light up, fizz, whirr, and grow with projects that teach kids science concepts--and then build on them. Start with the basics, and then build on what you know. Learn about engineering, locomotion, electricity, and chemical reactions and how to make and take them to the next level.

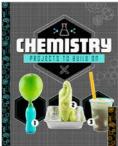
SELLING POINTS

- · Includes simple step-by-step instructions
- Projects get progressively more difficult as readers move through the books

DABBLE LAB

AGE LEVEL: 8-10	•	TRIM: 203 x 254	•	PAGES: 48
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Chemistry Projects to Build On • 9781474761819					
Electronics Projects to Build On • 9781474761796					
Engineering Projects to Build On • 9781474761826					
Motion Projects to Build On • 9781474761802					







WEATHER AND CLIMATE

Weather can be unpredictable, especially with climate change on the horizon. Learn about typical weather patterns in different locations around the world. Find out how natural hazards including floods, droughts, and tornadoes can affect people. Also find out what the effects of climate change have been, and what people are doing about it. Rich in NGSS content, these high-interest volumes bring weather to life!

SELLING POINTS

- A high-interest way to show weather patterns and changes in the natural world
- Useful for hi-lo readers in middle school reading at a third or fourth grade level
- High-interest topic ties to Science, Technology, Engineering, Art, and Math (STEAM) curriculum

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 32

Climate Change and You: How Climate Change Affects Your Life • 9781496657794

The Power of Weather: How Time and Weather Change the Earth • 9781496657770

Weather Watch: Forecasting the Weather • 9781496657787

Wide World of Weather: Weather and Climate Around the World • 9781496657800



SCIENCE OF THE FUTURE

Discover major scientific theories, how they have developed and the fascinating discoveries that have led to them and supported them. Then go beyond the theory to explore the possibilities that are yet to come! From discovering life on other planets, to cloning humans, find out what scientists are doing right now to deepen our understanding and make the impossible possible!

SELLING POINTS

- Unanswered' fact boxes delve into the areas that scientists are still puzzling over
- 'Behind the theory' boxes give historical and scientific context to the theories and discoveries made by scientists over the years
- Timeline shows how scientific theories have developed

RAINTREE PUBLISHERS

AGE LEVEL: 8-13 • TRIM: 184 x 234 • PAGES: 48

Advances in Robotics and Artificial Intelligence • 9781474777896

Exploring Black Holes and Other Space Mysteries • 9781474777889

Human Cloning and Genetic Engineering • 9781474777803

Searching for Life on Other Planets • 978147477759



GROWING UP

This book looks at the process of human life, from the beginnings as a foetus in the womb until old age. Take a journey through life, discovering all about stages in life such as childhood brain developments and puberty, while learning key scientific skills such as data comparison. With infographics, charts, timelines and much more, this book is a visual feast that is sure to fascinate.

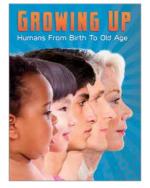
SELLING POINTS

- High-interest content and visual appeal mixed with solid Science curriculum content
- Key title for the proposed addition of Sex Education to the Primary curriculum
- Introduces readers to infographics, charts, timelines and other learning tools

RAINTREE PERSPECTIVES

AGE LEVEL: 9-11 • TRIM: 195 x 264 • PAGES: 32

Growing Up: Humans from Birth to Old Age • 9781474766272





SUPER SPACE SCIENCE

Take a journey through super space science! Find out all about the planets around us and those beyond the solar system. Search for extraterrestrial life and find out what it's like on the Sun. Find out what scientists are discovering about the universe around us in this fascinating series.

SELLING POINTS

- Fascinating space topics written in an engaging and lively way
- high-interest topics for children interested in science and planetory exploration
- · engaging and vivid design is sure to engage
- includes topics that aren't so widely covered, including what is out there well beyond our solar system

RAINTREE PUBLISHERS

AGE LEVEL: 9-13 • TRIM: 184 x 235 • PAGES: 48

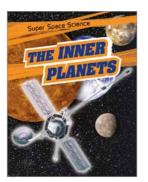
Beyond the Solar System • 9781474765893

Journey to Mars • 9781474765886

Searching for Extraterrestrials • 9781474765916

The Inner Planets • 9781474765923

The Outer Planets • 9781474765930





MIND-BLOWING SCIENCE FACTS

Discover incredible facts about high-interest topics in science! Mind-Blowing Science Facts explores the fascinating topics of space, dinosaurs, the human body and more. Young readers will be excited to learn these amazing facts about their world.

SELLING POINTS

- Provides fun and quirky facts that readers do not typically find in other books
- · Topic has appeal for struggling and reluctant readers
- Easy-to-read, high-interest text and vivid photos make facts exciting and accessible for readers
- Wide variety of topics appeals to readers interested in space, the weather, plants, animals and more

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32

A Plant That Eats Spiders: Cool Facts About Plants • 9781474782463

A Toad That Explodes: Cool Facts About Animals • 9781474782470

Dinosaurs are Everywhere!: Cool Facts About the Jurassic Period • 9781474782401

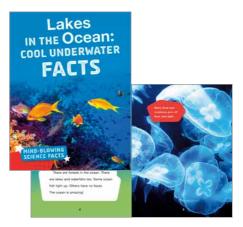
It's Raining Fish!: Cool Facts About the Weather • 9781474782456

Lakes in the Ocean: Cool Underwater Facts • 9781474782425

The Universe Began with a Bang: Cool Space Facts • 9781474782449

The World Was Once Covered by Giant Mushrooms: Cool Earth Facts • 9781474782432

Your Nose Never Stops Growing: Cool Human Body Facts • 9781474782418



DECODING THE MIND

Has your best friend ever lied to your face? Have you ever laughed while your friend was crying? Have you ever raged at your sister and later regretted it? Middle school is when you experience intense feelings, from scary anger to intense crushes to overwhelming happiness. Decoding the Mind will help you understand what's really going on in your (and your friends'!) brains. Plus, this fascinating topic teaches science curriculum related to biology and evolution. Jokes aside, mental health is important, so these titles will also help you understand when these behaviors and feelings aren't normal and it's time to seek help.

SELLING POINTS

- Trending topics of lying, fake news, and emotional intelligence are discussed in a general way to appeal to tweens and teens
- Playful design and conversational approach reduce stigma associated with picking up materials dealing with mental health and emotion
- High-interest approach to middle school science curriculum related to biology and evolution
- Appropriate for teen students reading at lower reading levels

COMPASS POINT BOOKS

AGE LEVEL: 10-14 • TRIM: 152 x 229 • PAGES: 64

Why We Cry • 9780756562205
Why We Love • 9780756562236
Why We Rage • 9780756562243
Why We Worry • 9780756562250
Why We Laugh • 9780756562212



WHAT LIVING THINGS NEED

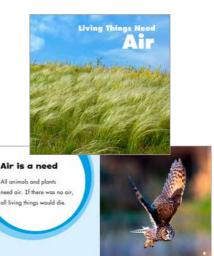
This series describes the basic needs of most plants and animals. Each topic is introduced by looking at human needs, so the reader can compare and contrast their own needs with those of plants and animals. The titles use a range of familiar examples to show the variety of ways living things get the basic necessities of life and also look at how some living things have adapted to survive without, or with only, limited resources. Other features include spreads with questions and answers and 'Can you guess?' quizzes relating to book's content.

SELLING POINTS

- Competition usually covers all needs within one title
- this unique series divides out each item for better content alignment to NGSS
- Bright, colorful illustrations and fun text combine to build knowledge of life science content at an early age. Ties into NGSS Standards. Bright, closeup engaging photos that match text, playful yet content-driven text. All Little Pebble books have an Accelerated Reader ATOS of 1.0 or below

PEBBLE

AGE LEVEL: 4-7 • TRIM: 178 x 178 • PAGES: 24
Living Things Need Air • 9781977110343
Living Things Need Food • 9781977110350
Living Things Need Light • 9781977110367
Living Things Need Shelter • 9781977110374
Living Things Need Water • 9781977110381



ANIMAL GROUPS

Learn all about what life is like for animals that live in groups and the reasons why they stick together. Each book looks at how the animals work together to find food, take care of their young and keep one another safe in their groups.

SELLING POINTS

- Ties into Next Generation Science Standards
- Colorful, full-page photos with chunked text aids beginning readers.

RAINTREE PUBLISHERS

AGE LEVEL: 4-8	•	TRIM: 279 X	(229 •	PAGES: 24
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- A Pride of Lions 9781474785365
- A Herd of Elephants 9781977110459
- A Pod of Whales 9781474785358
- A Colony of Bees 9781977110435
- A Pack of Wolves 9781474785341
- A Mob of Meerkats 9781977110442

HABITATS

Explore the world's habitats! This series introduces beginning readers to the plants, animals, and features of different habitats. Low level text at ATOS 1.0 is paired with closely matched photos to deliver key information with impact.

SELLING POINTS

- Meets Next Generation Science Standards related to earth science
- introduction to ecosystems, including animals, plants, and climates
- + ATOS level of 1.0 or below
- excellent photo-text match supports beginning readers

CAPSTONE PRESS

AGE LEVEL: 4-8 • TRIM: 178 × 178 • PAGES: 24				
All About Deserts • 9781515797579				
All About Forests • 9781515776383				
All About Oceans • 9781515776444				
All About Rain Forests • 9781515776437				
All About Wetlands • 9781515797593				





Burzt A bee znorm by. D is taking food to its colony A colory is a group of bees that line together.



Been build a next for the colory to bee in. The nexts are in trees or in the ground. Some one under roots or other soment server.





Treetops cross. They form a canopy. Little sun gets in.



BACKLIST

A DAY IN THE LIFE

Yawn... stretch! Wake up with diurnal animals and follow them up close throughout one day. Give young nature explorers and zoologists an exciting way to learn about the homes, eating habits, and behaviours of fascinating animals. Readers will enjoy watching the animals interact in their natural habitats and notice first-hand how different physical features help animals in their environments. And if readers don't want the day to end when the animals go to sleep, they have more to explore in the backmatter including a step-by-step life cycle diagram, critical thinking questions, and further resources.

SELLING POINTS

- · Includes a life cycle diagram
- Easy-to-read-text paired with clear photos makes a great match for early readers
- · Fun presentation of animal facts and information

A+ BOOKS

AGE LEVEL: 4-8	•	TRIM: 235 x 260 ·	PAGES: 32

A Day in the Life of a Chameleon • 9781474765008

A Day in the Life of a Cheetah • 9781474764995

A Day in the Life of a Penguin • 9781474758659

A Day in the Life of a Polar Bear • 9781474758642





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DINOSAURS

Take a trip back in time to the exciting world of dinosaurs! Each page will immerse readers with incredible, vibrant images and entice them with unique details about each dinosaur. Readers will learn more about the dinosaurs' appearance, behaviour, and their prehistoric habitat. Realistic illustrations and easy-to-read text help any young reader find something to enjoy.

SELLING POINTS

- Great for early readers wanting to learn about dinosaurs
- Perfect timing for Jurrassic World sequel
- · Contains realistic full colour pictures of dinosaurs
- Has an ATOS level under 2.6

PEBBLE PLUS

AGE LEVEL: 4-8	•	TRIM: 279 x 2	29.	PAGES: 24
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Stegosaurus • 9781474752299

Triceratops • 9781474752282

Tyrannosaurus Rex • 9781474752275

Velociraptor • 9781474752268







HABITAT HUNTER

There's no place like home, but is there someplace even better? When these animals grow bored with their natural habitats, they set off to explore and test out new and enticing places to call home. In the process, the animals discover why life is best in their natural habitats, and young readers find out how various habitats support the creatures found there.

SELLING POINTS

- Simple, fun text introduces kids to animals and their habitats
- Aligns nicely to NGSS observation animals to compare diversity of life in different habitats standard (2-LS4-1)
- These engaging read-alouds will have kids giggling and learning!

HABITAT HUNTER

AGE LEVEL: **4-8** • TRIM: **203** × **254** • PAGES: **32** Frog Moves Out of the Rain Forest • 9781977120212 Goat Moves Out of the Barnyard • 9781977120199 Meerkat Moves Out of the Desert • 9781977120175 Owl Moves Out of the Forest • 9781977120229 Penguin Moves Out of the Antarctic • 9781977120205 Shark Moves Out of the Ocean • 9781977120182





PENGUINS!

Penguins are birds that swim and walk, but do not fly. Some penguins are big. Others are small. Where do penguins live and what do they eat? Read about the different kinds of penguins to find out! Vibrant photos and at-level text help readers discover these amazing birds. BACKLIS

SELLING POINTS

- Teaches young readers about penguin species
- Meets Next Generation Science Standards
- · Easy nonfiction, informational text
- Full-color photographs, photo labels, and excellent photo-text match benefits early readers

PEBBLE PLUS

AGE LEVEL: 4-7 • TRIM: 279 x 229 • PAGES: 24
Adélie Penguins •
Emperor Penguins • 9781977109354
Gentoo Penguins • 9781977109361
King Penguins • 9781977109378
Little Penguins • 9781977109385
Rockhopper Penguins • 9781977109392



HOPPING Roddragaes live on sody almost an identity new Anteriors New Zastland, and South America Roddhagaes dan't woddle They hop from rock to rock.



BACKLIST

POLAR ANIMALS

They live in the world's coldest regions, but that's not the only thing that makes polar animals awesome! The long tusks of narwhals cut through frigid waters. Polar bears and their young play on snow-packed shores. Seals rest on sea ice while killer whales swim below. Colorful photos and engaging text provide an up-close look at the frigid world of these awesome polar animals.

SELLING POINTS

- Curriculum aligned content, Engaging narrative for use in read-alouds or independent reading
- + At-level, accessible text with ATOS under 2.5
- Vibrant photos with an appealing picture book design

A+ BOOKS

AGE LEVEL: 4-8 • TRIM: 235 x 260 • PAGES: 32
Arctic Foxes Are Awesome • 9781977109941
Caribou Are Awesome • 9781977109996
Snowy Owls Are Awesome • 9781977110015

ARCTICS DE ANIESOME MIESOME SNOWY ARE ANIESOME



WHOSE IS THIS?

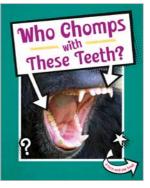
Grrr, chomp, swish! This photo-guessing game challenges kids to figure out which animal they are seeing in each eye-catching picture. What's so tough about that? The images show only the eyes, teeth, ears, nose, feet, or tail of each beast. These fun read-alouds align with the NGSS and will spark scientific thinking!

SELLING POINTS

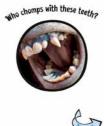
- Interactive, turn-the-page-and-see format makes these fun and entertaining for new readers
- · Lively introductions to basic animal parts
- · Connected to the NGSS curriculum

PEBBLE SPROUT

AGE LEVEL: 4-8 • TRIM: 203 x 254 • PAGES: 32				
Who Chomps with These Teeth? • 9781977125361				
Who Hears with These Ears? • 9781977125316				
Who Sees with These Eyes? • 9781977125323				
Who Sniffs with This Nose? • 9781977125330				
Who Walks with These Feet? • 9781977125354				
Who Wiggles This Tail? • 9781977125347				







FAST FACTS ABOUT DOGS

Dog lovers wanted! Looking for the ideal resource on dog breeds? Kids will learn all about dogs with punchy facts, beautiful photos, and a fun activity.

SELLING POINTS

- Highly visual approach with a kid-friendly aesthetic, this series appeals to the curiosity of young learners
- Subject matter is repeatedly a top-selling topic for grades K-2
- Depth of content is appropriate to the K-2 early reader market and perfect for young dog-lovers

PEBBLE

AGE LEVEL: 5-8 • TRIM: 203 x 203 • PAGES: 24

Fast Facts About Beagles • 9781977124548

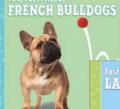
Fast Facts About Corgis • 9781977124555

Fast Facts About French Bulldogs • 9781977124531

Fast Facts About German Shepherds • 9781977124517

Fast Facts About Golden Retrievers • 9781977124524

Fast Facts About Labrador Retrievers • 9781977124500





🖶 🖶 The lovable labrador

> The Labrador retriever is a lovable dog. Labradors are happy to be part of a family. They are hierafly to people and other dogs. Labradors are the second most popular dog bread in the UK.





Labradors make great pets. They are playful and clever. They like to run and swim. Labradors love chesing and catching balls. They bring balls back to you

ANIMAL SUPERSTARS

From eye-swivelling chameleons to speedy sharks, all the greatest and most impressive creatures are gathered here to show off their amazing talents! Discover the true superheroes of the animal world, how they have adapted in amazing ways, and how they succeed in often challenging environments.

SELLING POINTS

- High-interest look at animals by species
- Set out in a fun way that gives specific animals 'star' prizes in categories such as 'Champion Trickster' and 'Super Senser'
- Lively and engaging text with fun fact boxes such as Top talent and Secret stars

RAINTREE PUBLISHERS

AGE LEVEL: 6-8 • TRIM: 228 x 228 • PAGES: 32
Superstar Fish • 9781474765251
Superstar Insects • 9781474765275
Superstar Mammals • 9781474765244
Superstar Reptiles • 9781474765268



AMAZING ANIMAL COLONIES

Can you imagine living in the same place with thousands of others? How would you keep order and divide up work? Watch animals that live in colonies for some tips! These animals know how to work together and get the job done. Find out what is really going on inside the homes of social insects, including bees, wasps, ants and termites. Discover how corals form amazing reefs that span thousands of miles. The surprising facts of these amazing animals are just waiting to be told!

SELLING POINTS

- Animals, including insects, are a perennially popular topic with children
- Includes information on why insects are important to the ecosystem and the environment
- · Infographics support the text

FACT FINDERS

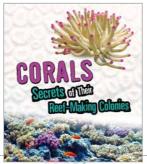
AGE LEVEL: 8-10 • TRIM: 197 x 222 • PAGES: 32

Ants: Secrets of Their Cooperative Colonies • 9781474770972

Bees and Wasps: Secrets of Their Busy Colonies • 9781474770989

Corals: Secrets of Their Reef-Making Colonies • 9781474771009

Termites: Secrets of Their Cozy Colonies • 9781474770996



MANY INTO ONE

Investing data from a bank one cross back. Genetic storeing senses have, your globe to researd, data band of you, or relater to sense to be used by bottom. It is a construct, You, back as more that and You are settleded to sense and thereafter film band perform.



The rest is full of life. A crab walks across it. An exterput slips into a task. Brightly colocased list seems martly. The rest looks solid and it steps to place. But the rest itself is slips but A credit and is made on of credit. Each could in each

or large numbers of individual animatic cilled polyginbe polygin small bodies look like famous. They are soft of bonders. Polygin ball their own electronic standarair and bodies. A read may look like it is mode of stone or ment. It is multy made of arithms of polyginalshows.

beintadender

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y well any animal with a tabatic losity and a neural must consumhed markets by longe group of animals of the same gambic that the tagether

BEASTS AND THE BATTLEFIELD

Armor designed like fish scales. Airplanes that fly like birds. Camouflage that blends in like a chameleon. Tiny drones that look like hummingbirds! Animals and nature have inspired militaries for thousands of years. Yet, the future may hold the most promise. Using biomimicry, military forces are developing many new animal-inspired technologies to help keep us safe. Rich in STEM and STEAM content, the high-interest titles in Beasts and the Battlefield bring old and new nature-based science to life.

SELLING POINTS

- A high-interest way to show how the natural world inspires technology
- Useful for hi-lo readers in middle school reading at a third or fourth grade level
- High-interest topic ties to Science, Technology, Engineering, Art, and Math (STEAM) curriculum
- Provides examples of historical, modern, and future uses of animal-inspired technology in the military forces

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 32

Beastly Armor: Military Defenses Inspired by Animals • 9781496665904

Beastly Firepower: Military Weapons and Tactics Inspired by Animals • 9781496665928

Beastly Robots and Drones: Military Technology Inspired by Animals • 9781496665911

Beasts on the Battlefield: Animals in Combat • 9781496665935





To more most wars, will rev and flamitlessory. These sequences and hors targets up to 20 meters. 10 forth mays: They worked a lot that a chambenhare setted sourced weights. This besite deoits har beneash insue to hardwale. The dominals raph hors that flames chine (12) downs falsershop.



TOP OF THE FOOD CHAIN

Find out all about top predators while discovering what happens in their individual food chains in this fascinating series. Links to the food chains plus "killer facts" help to break down information and present it in a fun and accessible way.

SELLING POINTS

- Perfect for KS2 food chains studies
- Fresh approach to studying food chains by focusing on the top predator
- "Links in the food chains" and "Killer facts" boxes break down information in an accessible and fun way

RAINTREE PUBLISHERS

AGE LEVEL: 8-13 • TRIM: 216 x 279 • PAGES	∷ 48
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Alligator • 9781474777988

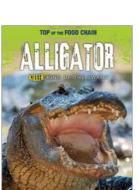
Shark • 9781474778022

Wolf • 9781474778039

Boa Constrictor • 9781474777995

Lion • 9781474778008

Polar Bear • 9781474778015





ANIMAL SOS

People have been trying to save these magnificent animals for decades. So why are they still dying out? Find out all about giant pandas, gorillas, humpback whales, cheetahs, chimpanzees and tigers in this fascinating series. Read about the threats that they face, what is being done to try and save them and how you can help to answer their SOS call. BACKLIST

SELLING POINTS

- High-interest look at animals under threat of extinction and what is being done to help them
- Suggestions for ways in which readers can help save these animals encourages empathy and environmental conscientiousness
- Excellent for children who are interested in conservation work or working with animals when they are older
- Good accompaniment for KS2 Science Habitats study

RAINTREE PUBLISHERS

AGE LEVEL: 9-13 • TRIM: 181 x 216 • PAGES: 32				
Save the Cheetah • 9781474797672				
Save the Chimpanzee • 9781474797689				





CRAZY ANIMAL FACTS

Animals may appear very different from humans. But they also have to poo, sleep and use their senses in order to survive. Crazy Animal Facts explores wacky and fun facts about animal biology through compelling, accessible text. Young readers will discover new information about a variety of animals. Learning about animal biology has never been so fascinating!

SELLING POINTS

- Provides fun and quirky facts that readers do not typically find in other books
- · Topic has appeal for struggling and reluctant readers
- Engaging and informative text makes this series perfect for both students and educators

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32

How Do Cats Purr? • 9781474773409

How Do Dolphins Sleep? • 9781474773386

How Do Penguins Stay Warm? • 9781474773393

How Do Sloths Poo? • 9781474773379

How Do Snakes Poo? • 9781474773355

How Do Spiders Hear? • 9781474773362





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UNIQUE ANIMAL ADAPTATIONS

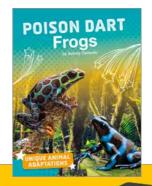
Do you love animals? Some animals have unusual adaptations that help them survive. Unique Animal Adaptations gives young readers a glimps of some of the amazing traits that help animals thrive. This series discusses how each adaptation works and how it helps the animals in their specific habitats.

SELLING POINTS

- Encourages an interest in natural science by appealing to readers' interest in animals
- Includes information about how each adaptation works and how it helps the animal survive
- Offers activities to help readers further explore their interest in animals

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32
Diving Bell Spiders • 9781543575064
Komodo Dragons • 9781543575071
Lungless Salamanders • 9781543575088
Mimic Octopuses • 9781543575095
Naked Mole-Rats • 9781543575101
Pink Dolphins • 9781543575118
Poison Dart Frogs • 9781543575125
Texas Horned Lizards • 9781543575132



For many years, people have used poison dart friges for darts. The is how the hogs got their name. People in Colombia used darts for hunting. The people vould nub darts on the logal backs. The period could kill a large monkey.

SPORTS

DANCE TODAY

Dance is a an important and entertaining way to communicate, whether you're a participant or in the audience. This series explores different dance forms, from their beginnings to the ways they are evolving today.

SELLING POINTS

- · Contemporary look at popular forms of dance
- Focus on diversity and contemporary evolution of the dance
- Covers basic elements of each dance form with additional content on history and iconic performances and dancers
- Written and designed to meet needs and interests of struggling readers
- Engaging narrative, vibrant photos and illustrations, sidebars, infographics and fun facts

SNAP BOOKS

AGE LEVEL: 8-12 • TRIM: 203 x 254 • PAGES: 32

Ballet • 9781474782357

Hip-Hop • 9781474782371

Street Dance • 9781474782388

Tap Dancing • 9781474782364





NATURAL THRILLS

See rock climbers, mountain bikers, kayakers, and other inventive athletes return to their roots to practice their craft in nature. They'll accept any challenge nature presents, resulting in some of the most gasp-worthy stunts ever seen. Thrilling shots of these sports in the natural world will amaze even the most reluctant readers. They'll learn how action sports stars honed their skills for years to even attempt these amazing tricks, inspiring kids to action, but not imitation. Fight nature-deficit disorder and encourage exercise.

SELLING POINTS

- Outdoor action sports foster social emotional learning and parts of health and wellness curriculum
- Getting kids excited about activities done in nature can help fight nature-deficit disorder

EDGE BOOKS

AGE LEVEL: 8-11	•	TRIM: 178 x 229	•	PAGES: 32
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Creeking and Other Extreme Kayaking • 9781543573237

Downhill Skateboarding and Other Extreme Skateboarding • 9781496666079

Enduro and Other Extreme Mountain Biking • 9781543573244

Free Soloing and Other Extreme Rock Climbing • 9781543573251

Freeriding and Other Extreme Motocross Sports • 9781496666086

Freeskiing and Other Extreme Snow Sports • 9781496666093

Slacklining and Other Extreme Rope Sports • 9781543573220

Surfing and Other Extreme Water Sports • 9781496666109



SPORTS

OUTDOOR ADVENTURE GUIDES

Make outdoor adventures memorable! Learn the basics of building shelters and navigating without a map. Discover delicious open-fire recipes. Enjoy safe, effective wildlife watching and nature photography. Even learn essential hygiene tips for keeping clean in the backcountry. With bold photos and infographics, step-by-step projects, and expert instructions, OUTDOOR ADVENTURE GUIDES will have first-time campers and enthusiasts alike opting outside.

SELLING POINTS

- A way for makerspace fans to take their craft outside
- Useful for Hi-Lo readers in middle school who read at a third or fourth grade level
- High-interest topic ties to Science, Technology, Engineering, Art, and Math (STEAM) curriculum
- Attractive multimedia approach includes bold photos and infographics, step-by-step projects, maps, and expert instructions

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 48

Backpacking Hacks: Camping Tips for Outdoor Adventures • 9781496666161

Campfire Cooking: Wild Eats for Outdoor Adventures • 9781496666178

Wilderness Survival: Basic Safety for Outdoor Adventures • 9781496666154

Wildlife Watching: Spotting Animals on Outdoor Adventures • 9781496666185



SPORTS CHAMPIONSHIPS

Few things are more exciting than watching the top athletes in the world compete for a championship in their sport. Young fans of baseball, basketball, football, hockey, and soccer will be thrilled by the memorable tales, surprising facts, recaps of historic moments, and interesting trivia found in this series. And readers will enjoy expertly leveled text as they learn more about their favorite sports.

SELLING POINTS

- A fresh and exciting introduction to one of the world's most watched and talked about sporting events
- Features memorable stories, amazing stats, and surprising facts kids will want to share with their friends
- High interest design and carefully leveled text makes this series idea for reluctant and at-level readers alike

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 32
The NBA Finals • 9781496657848
The Stanley Cup • 9781496657855
The Super Bowl • 9781496657817
The WNBA Finals • 9781496657831
The World Cup • 9781496657824
The World Series • 9781496657862



SPORTS

SPORTS ZONE

It's time to get in the zone -- the Sports Zone! These dynamic books will appeal to all sports enthusiasts, whether newcomers to the sport or seasoned young athletes wanting to learn more. From history and trivia to equipment, basic rules, and strategy, the engaging mix in each book will leave readers feeling like pros.

SELLING POINTS

- The mix of how-to, informational, and sports history will appeal to a broad range of budding athletes and young sports fans
- Titles cover the most popular sports among today's youth, including lacrosse, which is the fastest growing team sport in the United States, and Taekwondo, which experts suggest may help develop concentration and self-control skills for kids with ADD/ADHD
- The series targets an age group that is ready for learning and understanding the rules and strategy of many team sports

FACT FINDERS

AGE LEVEL: 8-10 • TRIM: 197 x 222 • PAGES: 32

Basketball: A Guide for Players and Fans • 9781543574555

Boys' Lacrosse: A Guide for Players and Fans • 9781543574593

Girls' Lacrosse: A Guide for Players and Fans • 9781543574609

Hockey: A Guide for Players and Fans • 9781543574586

Soccer: A Guide for Players and Fans • 9781543574616

Tae Kwon Do: A Guide for Athletes and Fans • 9781543574623



STARS OF SPORTS

The Stars of Sports series of high-interest biographies is sure to be a winner with everyone from young sports fanatics to first-time report writers on a deadline. Each story goes beyond basics and statistics to include the tales of defining moments, sportsmanship, and determination that make each of these superstars unique. The series includes sidebars and fact boxes throughout the text and a timeline of the athlete's life and career.

SELLING POINTS

- Full of action and impactful details, these are biographies kids want to read
- · Accessibly written, with kid-friendly language
- Each book includes information on sportsmanship, teamwork, and community

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 32

Alex Morgan: Soccer Champion • 9781543591682

Auston Matthews: Hockey Dynamo • 9781543591729

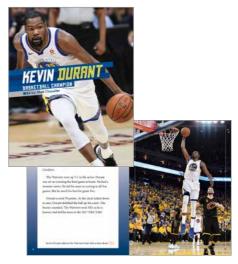
Candace Parker: Basketball Star • 9781543591767

Chloe Kim: Gold-Medal Snowboarder • 9781543591743

Giannis Antetokounmpo: Basketball Powerhouse • 9781543591712

Kevin Durant: Basketball Champion • 9781543591705

Khalil Mack: Football Dominator • 9781543591675 Patrick Mahomes: Football MVP • 9781543591750



CAN YOU FIND IT?

Look! Can you find it? From the creators of the enduringly popular Spot It books comes a seekand-find series bursting with beautifully composed photo puzzles. Each book showcases a kid-friendly theme from zoo animals to food and introduces pre-readers and early readers to the joy of exploring a picture book and searching out all of the hidden treasures.

SELLING POINTS

- Helps young readers to associate pictorial symbols with objects or words
- Creates an opportunity for young readers to engage with print books and fosters a love of reading

PEBBLE SPROUT

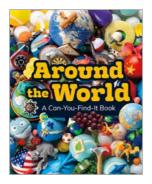
AGE LEVEL: 4-8 • TRIM: 203 x 254 • PAGES: 32

Around the World: A Can-You-Find-It Book • 9781977118318

Food: A Can-You-Find-It Book • 9781977118332

The Zoo: A Can-You-Find-It Book • 9781977118349

Vehicles: A Can-You-Find-It Book • 9781977118325





AGES: 32

A VISIT TO...

Text and photographs take readers on a visit to the zoo including descriptions of the things, people, and animals found there.

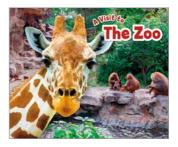
SELLING POINTS

• Easy-to-follow text and photos introduce readers to real places in their communities.

CAPSTONE PRESS

AGE LEVEL: 4-8	•	TRIM: 279 x 229 • PAGES: 24	
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The Zoo • 9781543508321











DINOSAUR DETECTIVES

How do we know about dinosaurs? What did Earth look like when they were alive? Be a dinosaur detective and take a close look at some of the amazing dinosaurs that roamed Earth millions of years ago. By looking at the fact files, you can find out what each one ate, what they weighed and where they lived.

SELLING POINTS

- High-interest dinosaur books
- Each dinosaur is presented with a stunning illustration and fact file containing information about weight, food and habitat
- · Mini facts give extra fun information
- Carefully levelled text makes the books perfect for early readers

RAINTREE PUBLISHERS

AGE LEVEL: 6-8 • TRIM: 229 x 229 • PAGES: 24

Archaeopteryx and Other Flying Reptiles • 9781474778398

Herrerasaurus and Other Triassic Dinosaurs • 9781474778367

Moschops and Other Ancient Reptiles • 9781474778350

Placodus and Other Swimming Reptiles • 9781474778404

Stegosaurus and Other Jurassic Dinosaurs • 9781474778374

Tyrannosaurus and Other Cretaceous Dinosaurs • 9781474778381



FANTASTIC FAILS

History comes alive with stories of great mishaps and the important lessons they provided. Some of the world's greatest failures taught us something and, in many cases, led to later successes. Learn about unforgettable failures in transportation, medicine, inventions, and structures from around the world and the lessons learned from each. Then discover the success stories that grew out of the failures.

SELLING POINTS

- Useful for at-level third or fourth graders, or for Hi-Lo readers in middle school reading at a third or fourth grade level
- + High interest topic ties to social studies curriculum
- Inspires growth mindset

CAPSTONE CAPTIVATE

AGE LEVEL: 8-11 • TRIM: 178 x 229 • PAGES: 48

Building Blunders: Learning from Bad Ideas • 9781496666192

Gadget Disasters: Learning from Bad Ideas • 9781496666208

Medical Mishaps: Learning from Bad Ideas • 9781496666222

Transportation Breakdowns: Learning from Bad Ideas • 9781496666215



MIND BENDERS

Mind Benders makes common subjects–like animals and space–amazing. Wacky, wild facts and a bright, bold design will keep struggling and reluctant readers wanting more! Entice browsers with quick facts that pack a punch.

SELLING POINTS

- · Each book is packed with at least 100 facts
- Higher page count with short sentences and lighter text load will help struggling and reluctant readers feel like they are making progress

MIND BENDERS

AGE LEVEL: 8-11 • TRIM: 203 x 152 • PAGES: 112

Totally Amazing Facts About Cats • 9781474765688

Totally Amazing Facts About Dinosaurs • 9781474792080

Totally Amazing Facts About Dogs • 9781474765664







REAL-LIFE GHOST STORIES

Stories about ghostly hauntings terrify readers around the world. This spooky series features one real-life ghost story per book, written in a can't-putit-down narrative style. Fact boxes and skeptic's notes give readers real-world context for these frightening tales, including the legendary Bloody Mary and Bell Witch ghost stories.

SELLING POINTS

- Appeals to fans of Stranger Things, Disney's Descendants, Pirates of the Caribbean, Goosebumps, and other paranormal and horror media
- Appeals to those who may be interested in horror but may be too young for the "teen" versions
- Carefully leveled text appeals to at-level reluctant readers as well as struggling readers at higher grades

SNAP BOOKS

AGE LEVEL: 8-11 • TRIM: 203 x 254 • PAGES: 32

Popper the Poltergeist: The First Haunting Shown on TV • 9781496666147

The Brown Lady: The Ghost of Raynham Hall • 9781496666130

The Flying Dutchman: The Doomed Ghost Ship • 9781496666116

The Greenbrier Ghost: A Ghost Convicts Her Killer • 9781496666123



STEAM JOBS

What do you want to be when you grow up? Not sure? That's great, because there are tons of fun and interesting jobs in STEM and STEAM fields to explore. Each book in this series teaches kids about exciting jobs in STEM and STEAM fields and is centred around a common theme. Readers will learn what each job entails, the places the career may take them, and what kind of schooling they can expect. Readers will also learn what they can do now to get ready for a job they may love to have one day.

SELLING POINTS

- Discusses various common and not-so-common jobs in the STEM and STEAM fields
- Includes jobs that don't fit into the typical wellknown career fields
- Gives readers an overview of each job, what kinds of companies they may work for, and what the job duties entail
- Tells readers what they should study at school and what they can do now to get ready for a future in a STEM or STEAM field

EDGE BOOKS

AGE LEVEL: 8-14	•	TRIM: 178 x 229 • PAGES: 32	
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- STEAM Jobs for Gamers 9781474764148
- STEAM Jobs for Petrolheads 9781474764155

STEAM Jobs for Thrill Seekers • 9781474764131

STEAM Jobs for Workers Willing to Get Dirty • 9781474764162



WIDE WORLD OF ESPORTS

Almost three quarters of teens play or watch online games each year. Esports has become so popular that it's now a sanctioned high school sport! The Wide World of Esports can help pull reluctant readers away from the screen for a few minutes to learn more about their favorite games. Best of all, this egaging series provides students with real-world examples of STEAM and NGSS standards related to the applications of science.

SELLING POINTS

- Appeals to fans of video games such as League of Legends, Overwatch, Madden football, FIFA soccer, NBA2K basketball, Super Smash Bros., and more!
- The National Federation of State High School Associations added esports to their official roster of competitions in 2018
- High-interest topic ties to STEAM and NGSS curriculum
- Useful for Hi-Lo readers in middle school reading at a third or fourth grade level

EDGE BOOKS

AGE LEVEL: 8-14 • TRIM: 178 x 229 • PAGES: 32

Athletic Esports: The Competitive Gaming World of Basketball, Football, Soccer, and More! • 9781543574517

Fighting Game Esports: The Competitive Gaming World of Super Smash Bros., Street Fighter, and Morel • 9781543574548

First-Person Action Esports: The Competitive Gaming World of Overwatch, Counter-Strike, and Morel • 9781543574524

Online Battle Arena Esports: The Competitive Gaming World of League of Legends, Dota 2, and Morel • 9781543574531



ALIENS

This thought-provoking series introduces readers to the possibility of other life in outer space. Aliens explores the exciting facts and fiction behind this famous mystery. Young readers will be able to make their own conclusions about their alien beliefs.

SELLING POINTS

- Provides true and fun facts for thrill-seeking readers
- Topic has appeal for struggling and reluctant readers
- Engaging and informative text makes this series perfect for both students and educators

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32
Ancient Aliens • 9781543574920
Area 51 • 9781543574937

Roswell • 9781543574944

UFO Sightings • 9781543574968



AREA 51



The objects moved in odd ways. Some people said they looked like spaceships. People started to believe the objects were from **aliens**.



MONSTER HISTORIES

Discover the origin stories behind some of the world's most frightening monsters. This series explores all of the details behind these horror histories. Young readers will be intrigued, but not scared, by these famous folklores.

SELLING POINTS

- This high-interest, compelling series offers readers everything they want to know about monsters
- · High-interest text brings these monsters to life
- · Topic has appeal for struggling and reluctant readers

BRIGHT IDEA BOOKS

AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32
Shapeshifters • 9781543575026
Vampires • 9781543575033
Werewolves • 9781543575040
Zombies • 9781543575057



SUPERHUMAN FEATS

Discover the jaw-dropping facts about some of humanity's most astonishing achievements! The Superhuman Feats series explores the greatest feats of human accomplishment in speed, strength, survival and more. Be inspired by the stamina and dedication demonstrated by these incredible "superhumans".

SELLING POINTS

- Inspiring true stories
- Includes stories from within, and outside, the world of sports to give readers a broad view of strength and courage around the world
- Includes activities inviting readers to test their own determination and skills

BRIGHT IDEA BOOKS

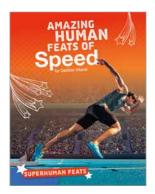
AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32

Amazing Human Feats of Engineering • 9781474773461

Amazing Human Feats of Speed • 9781474773416

Amazing Human Feats of Strength • 9781474773447

Amazing Human Feats of Survival • 9781474773423





THE REAL SCOOP

How do pro gamers train each day? What might be difficult about a YouTube star's job? This compelling series gives readers the real scoop on what life is really like for princesses, soldiers, pro gamers, and YouTube stars.

BACKLIST

SELLING POINTS

- Teaches students about the real lives of people they have seen in media
- Reminds readers what they have in common with people in roles they maybe admire
- Activities encourage creativity and learning about careers of interest

BRIGHT IDEA BOOKS

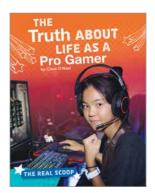
AGE LEVEL: 10-12 • TRIM: 178 x 229 • PAGES: 32

The Truth About Life as a Princess • 9781543590654

The Truth About Life as a Pro Gamer • 9781543590678

The Truth About Life as a U.S. Army Soldier • 9781543590692

The Truth About Life as a YouTube Star • 9781543590715





FIGHTING TO SURVIVE

The odds are stacked against them. Time is running out. They'll need courage, resourcefulness, and pure grit to succeed. Follow the gripping, true stories of these real people as they fight for their lives.

SELLING POINTS

- True, inspiring stories of surviving dangerous situations against low odds
- · Stories ripped from the headlines
- Short stories in magazine-like tone will pull readers in without dissuading them with large amounts of text
- · Filled with fact boxes to add to main content
- High interest
- Ideal for struggling or reluctant middle grade readers
- Maps will help set the scene and provide clarity for readers

COMPASS POINT BOOKS

AGE LEVEL: 10-14 • TRIM: 152 x 226 • PAGES: 64

Fighting to Survive Airplane Crashes: Terrifying True Stories • 9780756562304

Fighting to Survive Animal Attacks: Terrifying True Stories • 9780756562311

Fighting to Survive Being Lost at Sea: Terrifying True Stories • 9780756562328

Fighting to Survive in the American West: Terrifying True Stories • 9780756565695

Fighting to Survive in the Wilderness: Terrifying True Stories • 9780756562342

Fighting to Survive Natural Disasters: Terrifying True Stories • 978075656568

Fighting to Survive Space Disasters: Terrifying True Stories • 9780756562335

Fighting to Survive the Polar Regions: Terrifying True Stories • 9780756565701

Fighting to Survive Underground: Terrifying True Stories • 9780756565671

Fighting to Survive World War II: Terrifying True Stories • 9780756562359



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