

Alix Wood Books



2026



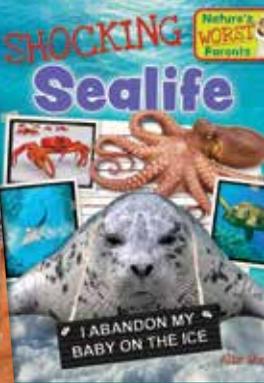
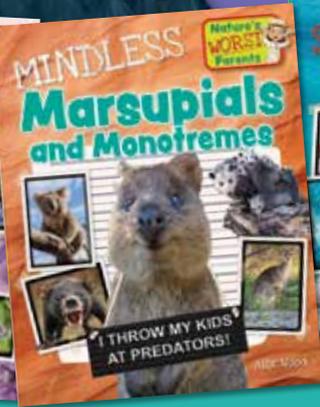
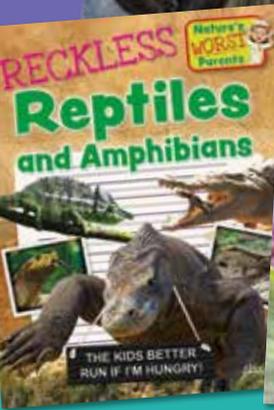
I THROW MY KIDS AT PREDATORS



I PICK FAVORITES



I JUST DROP MY NEWBORN ONTO THE FLOOR!



Alix Wood Books



About Us

We produce superb quality, highly illustrated non-fiction for the 5-11 age range. Alix Wood Books, and our younger imprint, Free-Range Books have together produced over 250 published titles.

Alix is an experienced and imaginative author and designer. Initially training as a primary school teacher, she then studied design and illustration while living for a few years in California. Alix enjoys travel and has lived in Virginia, The Netherlands, Germany, and all over the UK. She is currently enjoying exploring Ireland.

Kevin Wood writes and consults on our science and computing titles. He also renovates our houses! In his spare time he handles the company's computer support, accounts and marketing.

Our editor, Eloise Macgragor, has written many of our titles, including our very popular *Virus Warrior* series.

Designer and extreme sports enthusiast, Ben Macgregor, consults on our sports titles and has created many of our craft series.



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NEW
FOR
2026

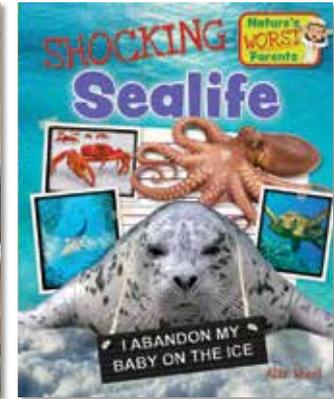
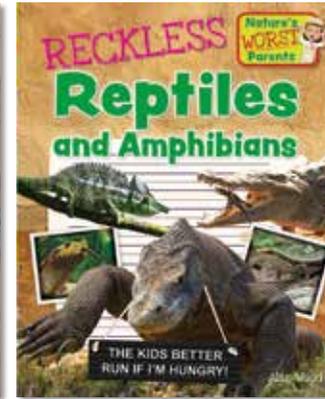
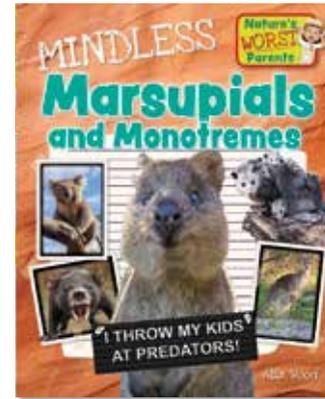
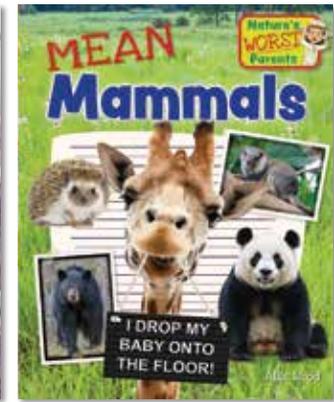
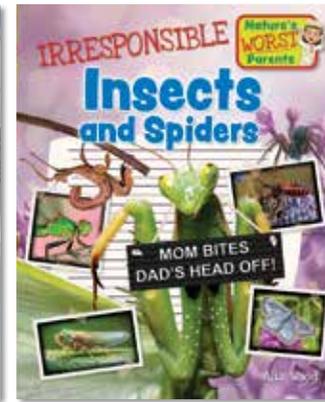
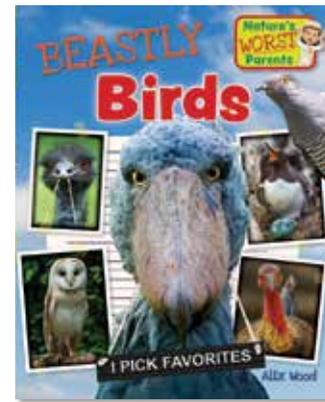


- Titles:**
 Beastly Birds
 Irresponsible Insects
 Mean Mammals
 Mindless Marsupials
 Reckless Reptiles
 Shocking Sealife

It can be tough surviving in the wild. You'd think animal parents would help their young every step of the way. But, there are a lot of truly awful animal parents out there!

Cuckoos lay their eggs in other birds' nests, and then fly off on holiday. Pandas think bringing up twins is too much hard work, so they just pick a favourite child. Storks throw their own chicks out of their nest. If a guppy mum is peckish, she'll happily snack on her own babies! This hilarious, engaging and informative title will appeal to any young reader.

Trim: 260 x 210 mm
 Pages: 32
 Full colour illustrations
 Reading level: 6-8 years
 Interest level: 6-10 years



Why Do They Do That?

Nature can be harsh, but there is usually a good reason why these parents are so mean. Fact boxes on each spread explain why the parents act as they do.

I THROW MY KIDS AT PREDATORS

Giraffes

Giraffes are the tallest land mammal. At around 18 feet (5.5 m) their legs are taller than a tall man! So, giraffe moms lie down to have their babies, right? Nope, they stand up.

I JUST DROP MY NEWBORN ONTO THE FLOOR!

The baby giraffe falls head first around 6 feet (2 m) onto the ground. Welcome to the world, kid!

WHAT?

It gets worse. After the birth, the mom kicks her baby to make it stand up. Why? Lions, hyenas, leopards, and wild dogs hunt baby giraffes. To keep safe, it needs to be able to stand and run quickly.

Newborn giraffes are born front legs and head first. They fly through the air like a superhero, until they crash to the ground!

Thanks to mom's friendly kicking, baby giraffes can stand in minutes, and run just 10 hours later.

Why Do They Do That?

Giving birth lying down can damage the baby's long neck. The fall helps the baby giraffe burst out of its birth sack. It also shocks the baby into taking its first breath.

PARTY Planners

Plan your own awesome themed party to entertain your friends! These books are packed with ideas to help you plan the perfect party.

Each title helps you easily create themed invitations, decorations, games and activities, party favours, and most importantly — amazing party food.

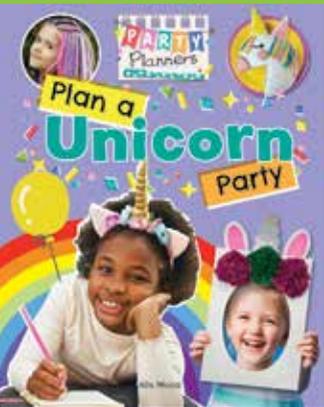
Whatever your interests, this series has a title to help you and your friends have the best party ever!

**NEW
FOR
2026**

- Titles:**
 Plan a Flower Power Party
 Plan a Magical Party
 Plan a Pirate Party
 Plan a Superhero Party
 Plan a Rock Star Party
 Plan a Unicorn Party

Trim: 260 x 210 mm
 Pages: 32

Reading level: 6-8 years
 Interest level: 6-10 years



Decorations

City Skyline

You will need:

- a dark tablecloth
- masking tape
- scissors

TIP
We cut our disposable tablecloth in half. We used the other half to cover the table.

This city skyline makes a great backdrop to your party table. It is super cheap and easy to make, too. A cloth or paper tablecloth works best. The tape may pucker a plastic tablecloth.

- 1 Start drawing your skyline by sticking strips of masking tape to the cloth.
- 2 You can create simple rectangles, or you could add more interesting roof details.
- 3 Gradually build other. Leave plus cloth as a photo
- 4 Cut small strips of tape for the windows.
- 5 Roll some strips of masking tape, sticky-side out. Place them along the top of the back of the cloth. Then stick it to the wall.

TIP
Masking tape shouldn't mark your walls. Don't use any other tape. If you pull off the tape, it may tear the paint.

Try This
Make a superhero photo booth. Once your guests have eaten, lay the cloth on the floor. You can take

Food

Magic Potions

You will need:

- clear soda
- kiwi fruit
- ice cube tray
- food coloring
- water
- toothpick
- see-through cups or glasses

Make these magical drinks for your party. As the ice melts the drinks will change color!

- 1 Pour some water into an ice cube tray. Make sure the water stays in the compartments.
- 2 Add a few drops of food color to each compartment.
- 3 Stir the color into the water using a toothpick.
- 4 You can mix colors. We added a tiny drop of red to some yellow to make orange.
- 5 Place the ice cube tray in the freezer. Be careful! not to splash the tray, or the colors will mix and spoil.
- 6 Pour the clear soda into each guest's glass.
- 7 Add a few different color ice cubes to each glass.
- 8 The ice cubes melt fast. So pop them in the glasses at the last minute.
- 9 Ask an adult to help you cut some kiwi fruit into thick slices. Cut a slit to the center of each slice. Then hang the slices over the edge of the glasses.
- 10 Watch as the drinks change color!

Food

Unicorn Cake

You will need:

- a circular cake
- white frosting
- a blunt knife
- red food color
- yellow honey
- black frosting tube
- yellow candy
- rainbow candy strips

Make this cool unicorn cake as a centerpiece for your party table.

TIP
Wrap some paper around the cake. Then use this circle as a guide to cut the frosting.

- 1 Make, or buy, a cake. It can be any kind of cake, as long as it is circular.
- 2 Roll the frosting into a circle large enough to cover the top of the cake.
- 3 Melt a few drops of red food color into the leftover frosting until it turns pink. Create two pink triangles for the nose and ear, and a circle for the cheek.
- 4 Cut a section of cake. Cut that section in half to make the ear and horn.
- 5 Put a pink triangle on your cake, as shown. Press and mold it to the right shape.
- 6 Put the ear in place. Blend the frosting to the main cake by pressing it using a blunt knife.
- 7 Spread a little honey on the horn to make it sticky.
- 8 Pour yellow candy onto the horn. Then put the horn in place on the cake.
- 9 Cut lengths of rainbow candy strips to make the mane.
- 10 If you can't find this candy, use tiny marshmallows or other colored candy for the mane.
- 11 Gently peel the strips apart at one end, and place them on the cake.

Superhero

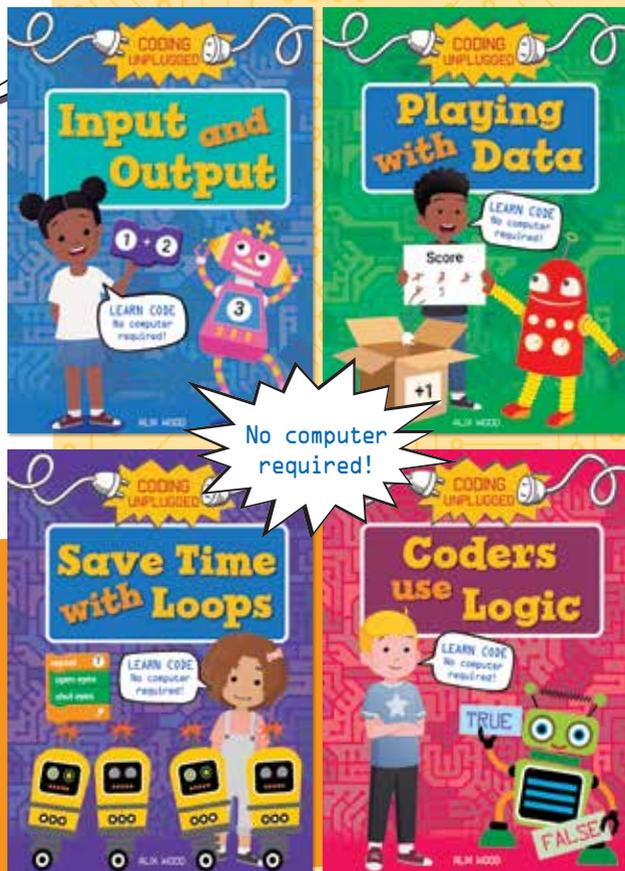
Unicorn

CODING UNPLUGGED

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

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

Learning to code is now a basic skill for first schools. This accessible series explains the building blocks of coding, using fun, friendly child and robot characters.



No computer required!

Use Loops

If we want our friend to blink seven times, we could write this code. It is quite long and hard to read.

```
ShutEyes
OpenEyes
ShutEyes
ShutEyes
OpenEyes
ShutEyes
OpenEyes
ShutEyes
OpenEyes
ShutEyes
OpenEyes
```

Clever coders use a loop instead.

This loop asks the friend to repeat "shut eyes, open eyes" until the count reaches seven.

```
repeat 7
  shut eyes
  open eyes
```

The arrow tells you to repeat the code inside the loop.

A loop makes the code simpler and shorter. There are different kinds of loop you can use.

If you want your friend to hop for a number of times, use a simple loop.

```
repeat 4
  hop
```

If you want your friend to hop while you clap your hands, use a While Loop, or a Repeat Until Loop.

```
while clapping
  hop
```

```
repeat until clapping stops
  hop
```

If you want your friend to hop forever, use an Endless or Forever Loop.

```
forever
  hop
```

What type of loop would you need to make a ringing sound while a doorbell is pressed?

Answers are on page 32

Each title gives a hands-on introduction using games, challenges, exercises and tips. A quiz at the end helps consolidate learning. With no need for a computer, or device, or any particular programming language, these titles will stand the test of time and work well with a limited budget.



Playing With Data

How do computers get the data? We give them data in different ways.

- You can type numbers and words in using a keyboard.
- You can upload a photo.
- You may draw a picture using a mouse.
- You can record sounds.

Computers turn the data into something they understand. Computers use electrical parts called transistors. Transistors are like switches. They just have two states. They can either be on or off. 0 = off, and 1 = on.

Computers use 0s and 1s to stand for all the letters, sounds, numbers and pictures that it handles!

PROGRAM A FRIEND

Can just two states do anything useful?
 Yes they can! Find out how with this car spotting data game. First, create a colour chart like this.

Give your friend the chart and a pencil and go outside to watch cars. Shout out the colour of each passing car. Your friend must shade in a square in that colour's column.

Your chart just uses two states: shaded squares, and unshaded squares.

But, this simple data tells you which colour car is popular in your neighbourhood!

Using just 0s and 1s to write code is hard. Computer scientists created computer languages to help us write code more easily.

Keyboard Know-How

If a computer only understands true and false, how does it understand the words that we type?

Each letter and symbol on a keyboard is given a number.

65=A	74=J	83=S
66=B	75=K	84=T
67=C	76=L	85=U
68=D	77=M	86=V
69=E	78=N	87=W
70=F	79=O	88=X
71=G	80=P	89=Y
72=H	81=Q	90=Z
73=I	82=R	

That number is turned into a code made up of 0s and 1s that the computer can understand.

Can you use the chart above to work out what these words are?

a) 67, 79, 68, 69 c) 83, 65, 89
 b) 82, 79, 66, 79, 84 d) 72, 69, 76, 76, 79

Answers are on page 32

Computers don't actually understand our words. They test the words we type and see if they match any instructions they have given.

To make our robot wave, we need to write some code to tell it how.

```
define WAVE
  raise 1 arm
  move hand to left
  move hand to right
```

We can put the "WAVE" code inside a loop, so the robot waves five times.

```
repeat 5
  WAVE
```

WRITE some CODE

Can you write the two pieces of code you would need to tell the robot to clap three times?

```
define CLAP
```

Answers are on page 32

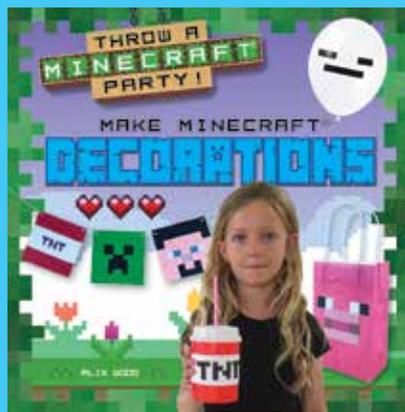
THROW A MINECRAFT PARTY!

Minecraft fans will love these high-interest titles!

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

Packed full of achievable, affordable, fun-to-make projects. Craft an amazing Minecraft-themed party and invite your friends.

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



PAPER BAG STEVE

This Steve head looks amazing. It takes time to paint the squares, but it is worth it.

- You Will Need:**
- a large paper bag that fits over your head
 - paint and paint brush
 - ruler and pencil
 - scissors
 - adult help



Measure your bag. Divide the shortest side by eight. That will be the size of your squares.

Starting opposite the handle, mark out a grid, eight squares across and eight squares down.

Cut away the rest of the bag, including the handle. Now you should have a square bag.

Use this grid to help you paint

- 1 = black
- 2 = dark brown
- 3 = medium brown
- 4 = light brown
- 5 = tan
- 6 = pink
- 7 = dark pink
- 8 = flesh
- 9 = white

1	2	1	2	2	2	1
2	1	2	3	3	3	2
2	5	4	8	6	8	4
5	8	5	8	4	5	5
8	9	10	6	10	9	10
5	8	6	3	3	6	5
4	5	2	7	7	3	4
5	3	2	3	2	5	3



Write each grid number lightly in pencil in each square. Paint all the number 1 squares black.

Mix a big puddle of the flesh color. Then add a little white to make paler tins.

Continue painting your Steve face until all the squares are painted.



Place the finished bag over your head. Point to your eyes. Mark each spot.



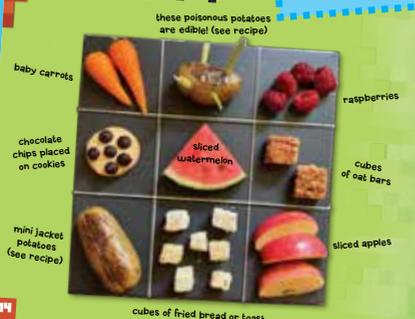
Ask an adult to help cut out two eye holes.

Pop on a blue T-shirt and you are ready to party!

INVENTORY

Make everyone their own food inventory to nibble on during the party.

- You Will Need:**
- a table mat
 - some string
 - the food items below
 - a knife
 - an adult to help you
 - a saucepan
 - butter
 - scallions



Tie four lengths of string around a table mat to create the inventory squares. Tie at the back.

To make the mini baked potatoes, ask an adult to help you boil some small potatoes, for around ten minutes, until cooked.

Ask an adult to help you fry them in some butter, until the outsides are crisp.



To make a poisonous potato, pierce it four times with a skewer.

Place a piece of food in each square of your inventory.

You could use some of the food you made in this book, on your inventory, too.

BALLOONS

Decorate your room with these super-simple balloons.

- You Will Need:**
- balloons
 - masking tape
 - black and purple markers
 - string



Blow up a black balloon and tie it closed.

Cut two lengths of masking tape. Color in the center third using black marker.

Tape the strips onto your balloon.

Blow up a green balloon and tie it closed.

Draw on a Creeper face using black marker, as shown.

Color in your Creeper face.



Draw two black marker squares onto two strips of masking tape, as shown.

Make the eyebrows using two strips of tape. Make eyes by coloring in three-quarters of two tape squares.



Stick the face onto a brown balloon.

TIP
Try this. Make a ghost balloon by sticking lengths of black tape onto a white balloon.

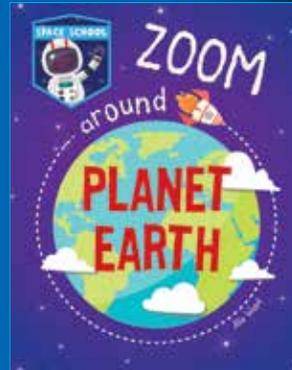
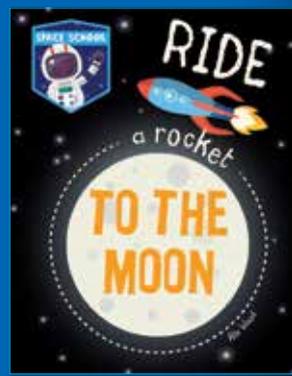
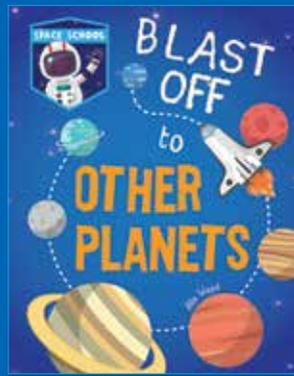


SPACE SCHOOL

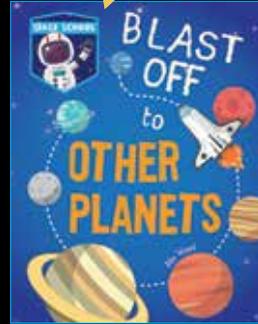


Titles:
Zoom Around Planet Earth
Blast Off to Other Planets
Ride a Rocket to the Moon
Time Travel to Far Galaxies

Trim:
265 x 210mm
Pages: 32
Age Range: 5-7 years



NEW FOR 2024



EXPLORING MARS

Uncrewed orbiters, landers, helicopters and rovers have all been sent to Mars.

Orbiters orbit the planet taking pictures.

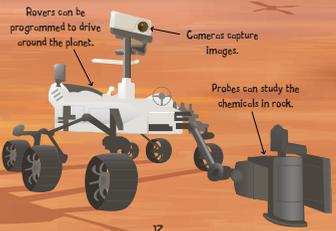
Landers land on the surface. They can take photos and get other information.



It takes around 20 minutes for signals from Earth to reach a Mars rover. Scientists have to plan their commands. They can't just say "stop" if they see danger!



TASK 4
Be a rover operator. Write a list of commands to get a robot to walk safely across your bedroom. It mustn't hit any objects. Write clear commands such as "Walk forwards two steps. Step sideways to the right one step."



Rovers can be programmed to drive around the planet. Cameras capture images.

Probes can study the chemicals in rock.

QUESTION 5
Before astronauts can go to Mars, which of the things below will they need?
 air to breathe
 water to drink
 shelter
 ability to grow food

ADAPTING TO SPACE

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



TASK 6
Take two balloons. Place a penny inside one. Inflate both balloons and tie them. Pat each balloon about. Do they behave the same? The one with the coin should act strangely. As the coin moves, it changes the balloon's center of gravity.



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

QUESTION 6
Can you spot some clever things astronauts do to keep objects from floating about?

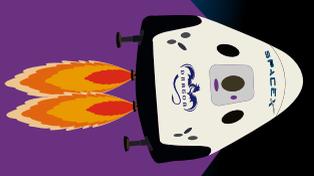
ASK SKIP

What is the strangest thing about being in space?
There's no gravity pulling on your arms and legs. So it's hard to tell where they are when you can't see them!

What is annoying in space?
It can be boring. The food isn't exciting.

Do you sleep in a bed?
No, we tie sleeping bags to the wall and sleep in those. The spacecraft can be really noisy and bright. We wear ear plugs and eye masks to help us sleep.

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



CAN WE LIVE ON THE MOON?
It wouldn't be easy. The Moon isn't protected by a thick atmosphere like Earth is. So, deadly radiation and crashing space objects are a danger! It can also get very hot, and very, very cold.



Poisonous dust make astronauts' eyes water and their throats hurt.
Meteorites make huge craters as they hit the ground.
There is no oxygen for us to breathe.
But, scientists can get oxygen from the soil.
To keep safe, and warm enough, or cool enough, it might be better to live underground.

GROWING FOOD
The soil is dusty and sandy. It's not good for growing food. Scientists have experimented sowing human food and earthworms! That makes the soil much better.
We'd need greenhouses to protect plants from the cold and the radiation. It will be difficult to make enough water to keep plants healthy, too.



Plants produce oxygen. We could use oxygen from the greenhouse for us to breathe.
QUESTION 9
Do you think we could live on the Moon?
 Yes, with difficulty No

IS THERE LIFE IN OTHER GALAXIES?
Earth is still the only planet that we know has life on it. But that doesn't mean there isn't life out there. It just means we haven't found it yet!



There are billions of other planets in the Universe. Surely one supports life? Maybe the life is very tiny, or hiding underground? Or maybe it doesn't need water, air and warmth?

Scientists are always searching for signs of life in outer space. They use huge massive telescopes to search the sky. Nothing has been proven - YET!

QUESTION 8
What three important things does a planet need for life as we know it to start there?

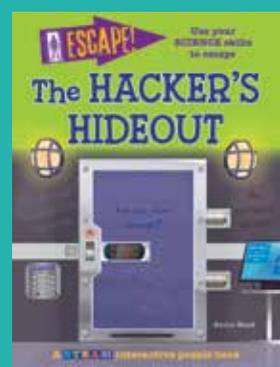
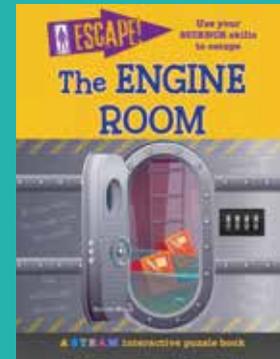
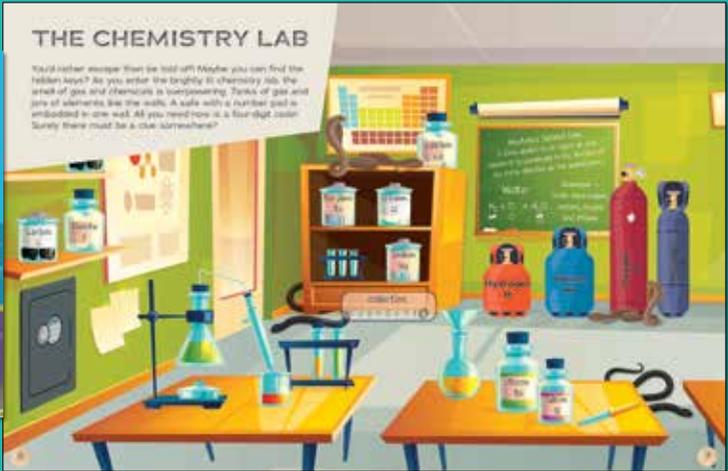
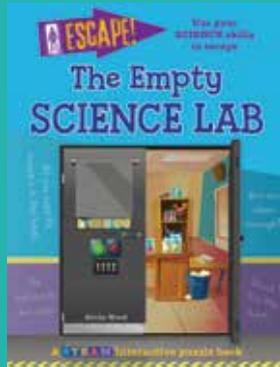
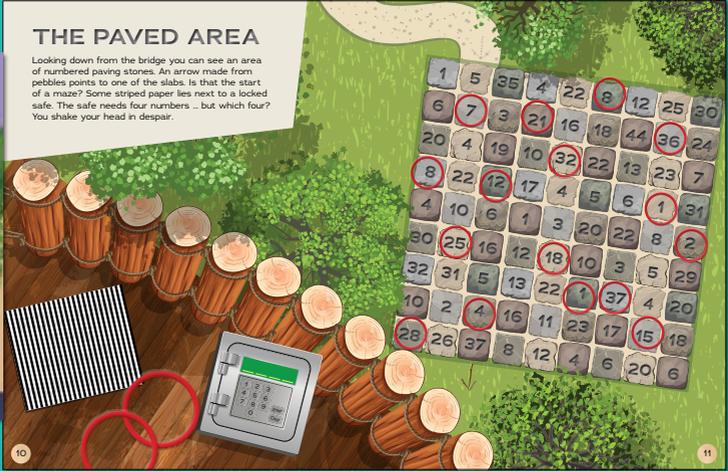
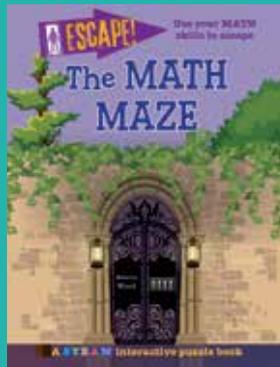
ESCAPE!

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

- Titles:**
- The Empty Science Lab
 - The Hacker's Hideout
 - The Engine Room
 - The Artist's Cabin
 - The Maths Maze

- Love puzzles and escape rooms? You'll love these STEAM-themed “Escape!” books. Solve the puzzles on your own, or team up with your friends or family. This unique series challenges readers to scan the books for clues to work out the secret escape codes.
- Extra online links to interactive locks allow readers to enter their answers and receive hints to the puzzles, if desired. Challenging and rewarding, these titles link to the STEAM curriculum in a fun and motivating way.

Trim: 216 x 279 mm
Pages: 32
Age Range: 7-11 years

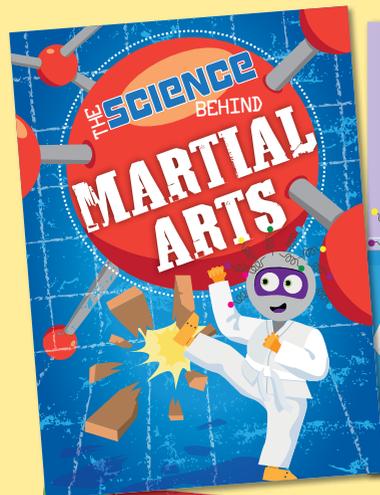


THE SCIENCE BEHIND SPORT

Titles:
 The Science Behind:
 Basketball
 Gymnastics
 Martial Arts
 Soccer

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

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

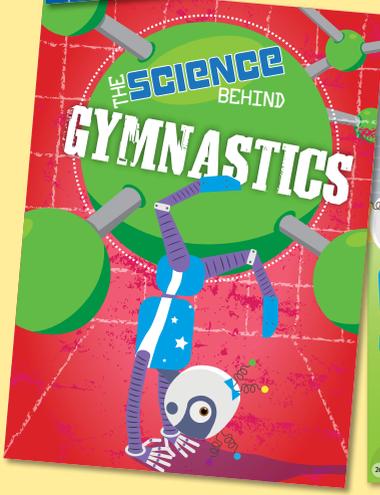


Does mass matter?

The class try some judo holds. The idea is to unbalance their opponent and bring them down. Marsha's partner, Ben, is much bigger than her. She wonders how she will ever pull him down.

THE SCIENCE
 People with a greater mass can have an advantage in martial arts. They are harder to push over, and will hit a target with more force. Tall people with long arms and legs have a longer reach when they strike, too.
 However, a tall person's center of gravity is higher. That makes them less stable, and easier to take down.

THE SKILLS
Using an opponent's mass
 Being smaller doesn't mean you will lose. You may be faster, quicker and more skilled. You can use the power of a big opponent, too. As they throw a punch, grab their arm. Pull it toward you, but to one side. They will stumble forward and lose balance. With training, you could even throw them!

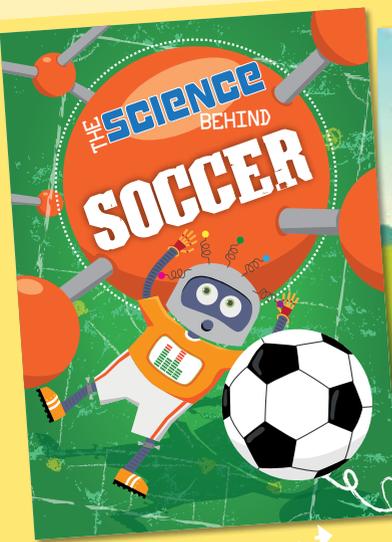


Twisting and flipping

Beepa tries jumping and twisting so she lands facing the other way. It's hard at first. She learns how to move her head and her arms to help her twist around.

THE SCIENCE
 To perform a twist or flip you need momentum. Momentum is the force something has when it is moving. When you push off the floor you create this momentum. The springboard adds more momentum. The springboard adds more momentum, too. Run-up increases the momentum, too.

THE SKILLS
Jump half turn
 1. Stand up straight. To twist to the right, hold your right arm out in front of you. Hold your other arm out to the side.
 2. Bend your knees, then spring into the air. Raise both arms to add force to your jump. Turn your head and shoulders in the direction you want to twist.
 3. Bring your head and shoulders back to the center. Bend your knees as you land.

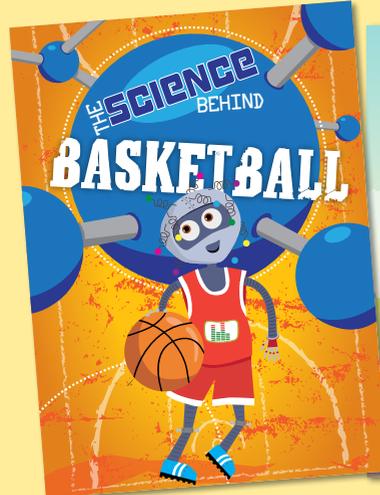


Newton helps Zink kick

The team decide Zink should start the game. They place the ball on the ground for him. Surprised, Zink walks over to the ball. He kicks it. He kicks. The ball just sits there.

THE SCIENCE
 The ball won't move unless a force acts on it. A kick, or gravity, or the wind, makes it move. Newton's laws describe what force and why things move. The three laws of motion help us understand movement in a scientific way.
 Newton's First Law of Motion: "An object at rest remains at rest... unless acted on by an external force."

THE SKILLS
Kicking
 1. Stand with feet apart, knees slightly bent. 2. Swing your right leg back and forward. 3. Kick the ball with your foot.



Defending

Harriet wins the ball and looks like she's about to shoot. Pronk decides to make himself as tall as he can, to stop the shot. He gets on his toes and raises his arms. Harriet dodges to one side. Pronk wobbles as he leans to block her. She scores!

THE SCIENCE
 The taller you stand, the higher your center of gravity will be. Your center of gravity is the point where your mass is the same, left to right, and top to bottom.
 Pronk's center of gravity is just above his waist. Gravity pulls on his heavy head and upper body, making him wobble when he leans.

THE SKILLS
Closing out
 1. When your opponent gets the ball, move quickly toward them. You want to be around an arm's length away.
 2. Keep on your toes with your feet shoulder-width apart and your knees slightly bent.
 3. Move your arms around and try to steal the ball, knock away their shot, or block their view.

THE SKILLS
Bend your knees and stay low when defending in basketball.
 A low center of gravity makes you more stable. Having bent knees helps you react faster, too.
 Lower center of gravity

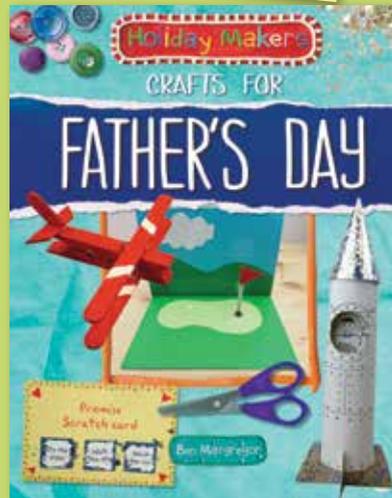
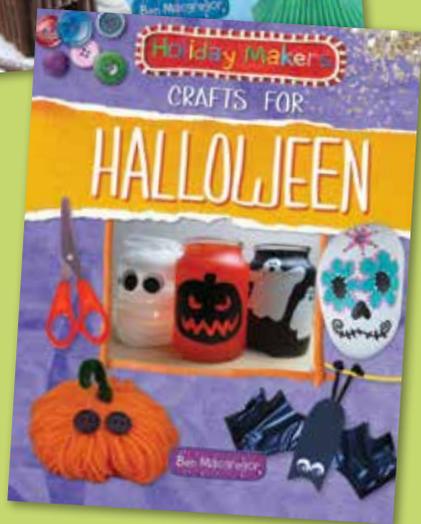
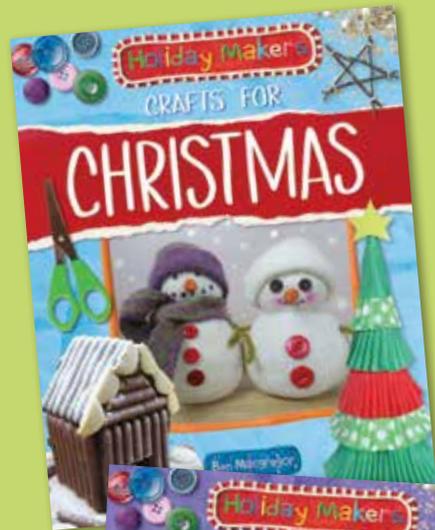


Holiday Makers

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

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

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



Accidental Genius

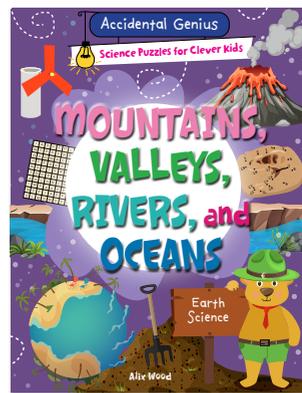
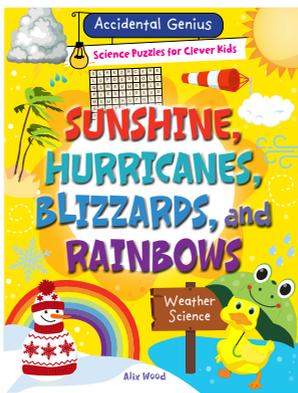
Science Puzzles for Clever Kids



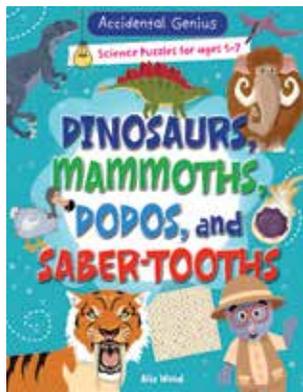
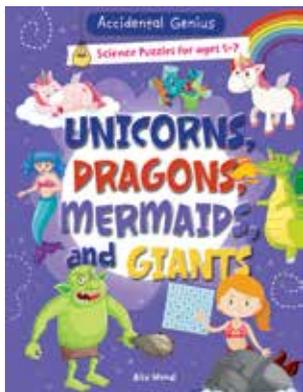
Accidentally learn with these fantastic, fun science-themed activity books. Every page contains carefully thought-out puzzles with educational value. But readers won't notice, because they'll be having too much fun!

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

Earth Science



These two titles introduce the topics of weather and Earth science.



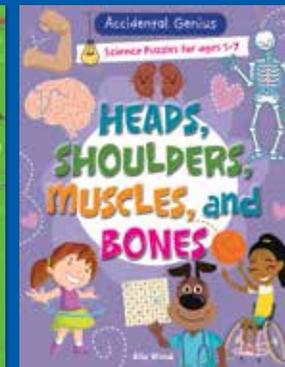
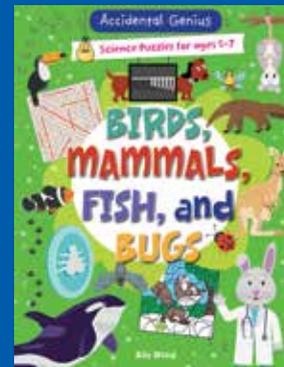
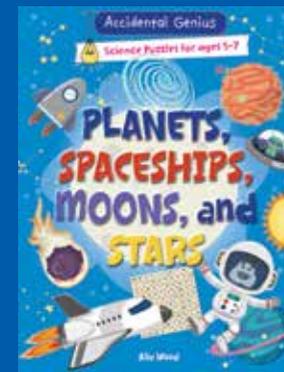
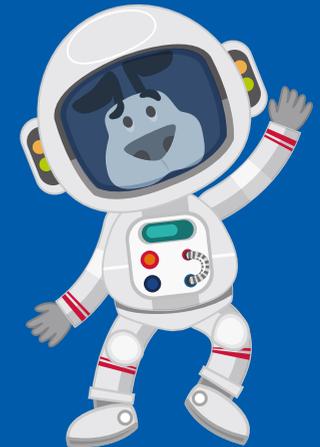
High Interest



High interest titles like these can contain so many important facts to accidentally learn.

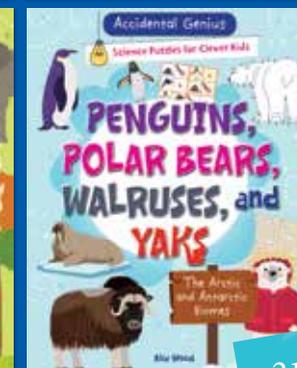
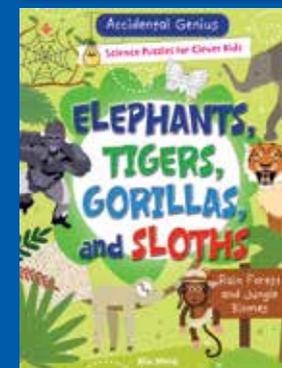
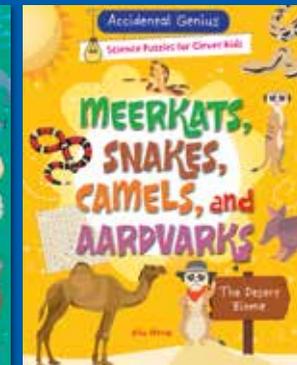
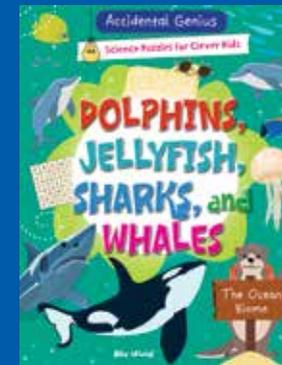
Early Learning

Our four early learning titles cover space science, human biology, animal life and the science behind transport.



Earth's Biomes

Accidentally learn about our planet's biomes with these science-themed activity books.



HANDS-ON GEOLOGY

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

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

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

What Lives in the Soil?

Under our feet, the soil is home to all kinds of creatures, from microscopic microbes to large burrowing animals. Some animals live underground for protection. Others depend on the soil for their food.

- Plant roots and fungi grow in soil. One huge fungus in Oregon, USA has tendrils that spread 2.4 miles (3.8 km) underground!
- Beetles, spiders, ants, millipedes—hundreds of minibeasts live underground. They improve the soil by creating air holes and shredding organic material.
- Moles, rabbits and some other mammals make burrows in the soil. Moles find their food underground. They eat earthworms. Other mammals such as rabbits, eat plants, but use the soil as a safe place to hide.
- There are over 7,000 species of earthworm. One type of Australian earthworm grows to 3.3ft (1 m) long! Earthworms are great gardeners. They help break up soil and move water around.
- Some things living in soil are so tiny you can only see them through a microscope. These creatures are called microbes. There are more microbes in a handful of soil than there are people living on Earth!

HANDS-ON Do A Minibeast Count

You will need:

- an area you can dig
- a shovel
- two buckets
- a garden sieve or mesh
- a notebook and pencil

Ask permission to dig a small hole outside. Put the fresh soil in a bucket. Place a garden sieve or mesh over a second bucket. Pour the soil onto the sieve, a little at a time. Most of the soil should fall through, and any worms, beetles and other living things will stay on top of the mesh. Make a note of the numbers, and different species you find. Then carefully put them back where you found them.

BE A SOIL GEOLOGIST How Do Worms Help Our Soil?

You Will Need:

- some different color soils
- a very large see-through tub or bottle with lid
- some earthworms
- some dead leaves
- water
- a notebook and pencil

How To Make Your Wormery

Ask an adult to help you poke some holes around the top of your container. Add your soil, one color at a time, taking care not to mix the layers. If the soil is dry, add a little water. The soil should be moist but not soaking wet. Place a layer of dead leaves at the surface.

Place the earthworms on the leaves and put on the lid. Leave the container in a cool spot. Record what happens to the soil layers each day for a month. Write notes, make drawings, or take photographs. At the end of your experiment put the earthworms back where you found them.

The Geology:

The earthworms will usually pull the dead leaves down into the soil. They will also mix the layers of soil as they move from one layer to another.

IMPORTANT—Do not use peat or pure sand in this experiment as they might harm your earthworms.

Get Hands-On with Fossils!

Get Hands-On with Earth's Layers!

Get Hands-On with Erosion!

Get Hands-On with Rocks and Minerals!

Get Hands-On with Tectonic Plates!

Get Hands-On with Types of Soil!

Making Mountains

Mountains are formed when tectonic plates collide, or when magma travels from the mantle up to the surface. Mountain ranges most often form along the boundaries of plates.

Types of Mountains

Mountains types get their names from how they formed.

Fold mountains form when two plates collide and Earth's crust crumples into folds. The Andes, Himalayas, and Rockies are fold mountain ranges.

Fault-block mountains form when blocks of rock at fault lines are forced up or down. The Sierra Nevada Mountains are fault-block mountains.

Volcanoes and dome mountains are both types of volcanic mountain. Volcanoes form when magma erupts at the surface and hardens.

Dome mountains, such as Mount St Helens, form when magma below the surface forces the rock above to bulge.

BE A GEOLOGIST Make a Fault-Block Mountain Model

You Will Need:

- a block of foam or a dry sponge
- some card stock
- double-sided tape
- a bread knife
- a ruler
- markers

How To Make It:

Measure the width of your sponge or foam block. Divide the width by five, and make a mark at the four points, on the top and bottom of the block. Draw a diagonal line between point 1 on the top and point 2 at the bottom. Draw a second line from point 3 at the bottom to point 4 along the top. Ask an adult to help you make two cuts through the sponge using your lines as guides.

Trace around each cut end on some card stock. Cut the four pieces out and stick them in place on the foam cut edges using double-sided tape.

HANDS-ON Model Faults

Use your model to see how different mountains are made. Hold your three pieces back how they started. Push each end. The center section will rise up forming a block mountain.

Gently pull the ends away from each other. The center will drop down again. If you continue to pull the blocks away, the center will sink, forming a rift valley.

Geologists call raised areas of fault-block mountains **horsts** and the sunken areas between the slopes are called **grabens**.

Think About This...

Many islands are actually the tops of underwater mountains.

Think About This...

Open-ended questions encourage further thought and study.

Coming Soon ...

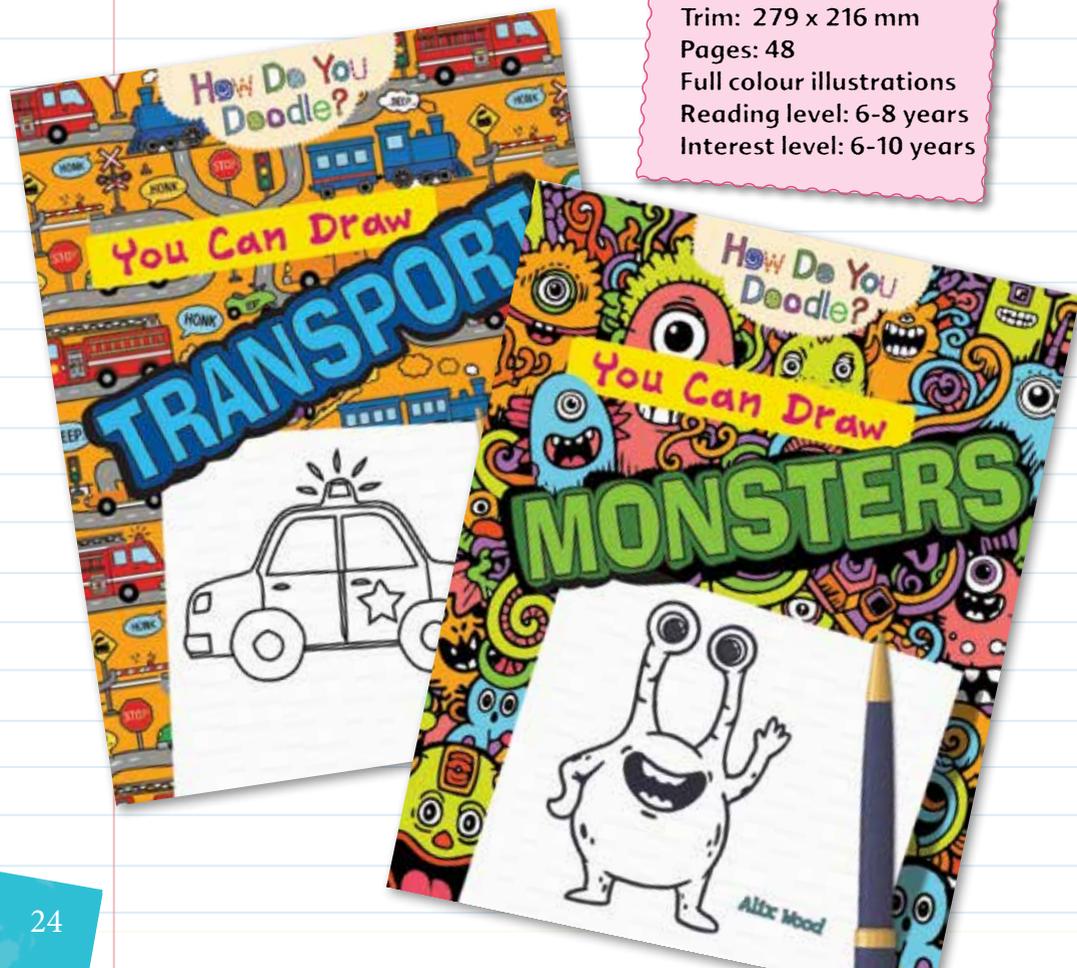


How Do You Doodle?

Titles:
Transport
Animals
Dinosaurs
Fashion
People
Monsters

Doodling couldn't be easier. Just follow the step-by-step instructions in these fun, creative books. There are doodle pictures to finish on most spreads, too. Let your doodling imagination go wild!

Trim: 279 x 216 mm
Pages: 48
Full colour illustrations
Reading level: 6-8 years
Interest level: 6-10 years



Getting Started

A blank piece of paper can be a little scary. So, start covering that paper! First, try drawing some simple lines.

You Will Need
• a ballpoint pen
• some paper

Draw some straight lines.



Then draw some diagonal lines.



Try drawing criss-cross lines.



You can use the lines you've practiced to draw this house.

Doodle Tips

How to draw good straight lines

- Hold the pen with a loose grip.
- Use your whole arm to draw.
- Practice drawing the line in the air first.
- Draw fast and with confidence.



Now try drawing wavy lines.



Draw loops ...



... zig-zags ...



... and dotted lines, too.



Simple shapes are useful too, when you are doodling.

Circles,



triangles,

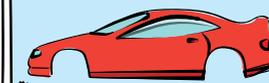


and squares.



You can use these lines and shapes to doodle a sea scene.

Can you doodle some wheels onto this car using circles?



If you are sharing this book, trace or copy this drawing onto paper first.

How?

Place a thin sheet of paper over the drawing. Then trace the lines onto the paper. Hold the page up to a window (in daylight) to see through the paper more easily.

Design your own monster. Draw something funny in the back of a truck. Or, have fun decorating a camper van. Readers will love creating their own amazing art.



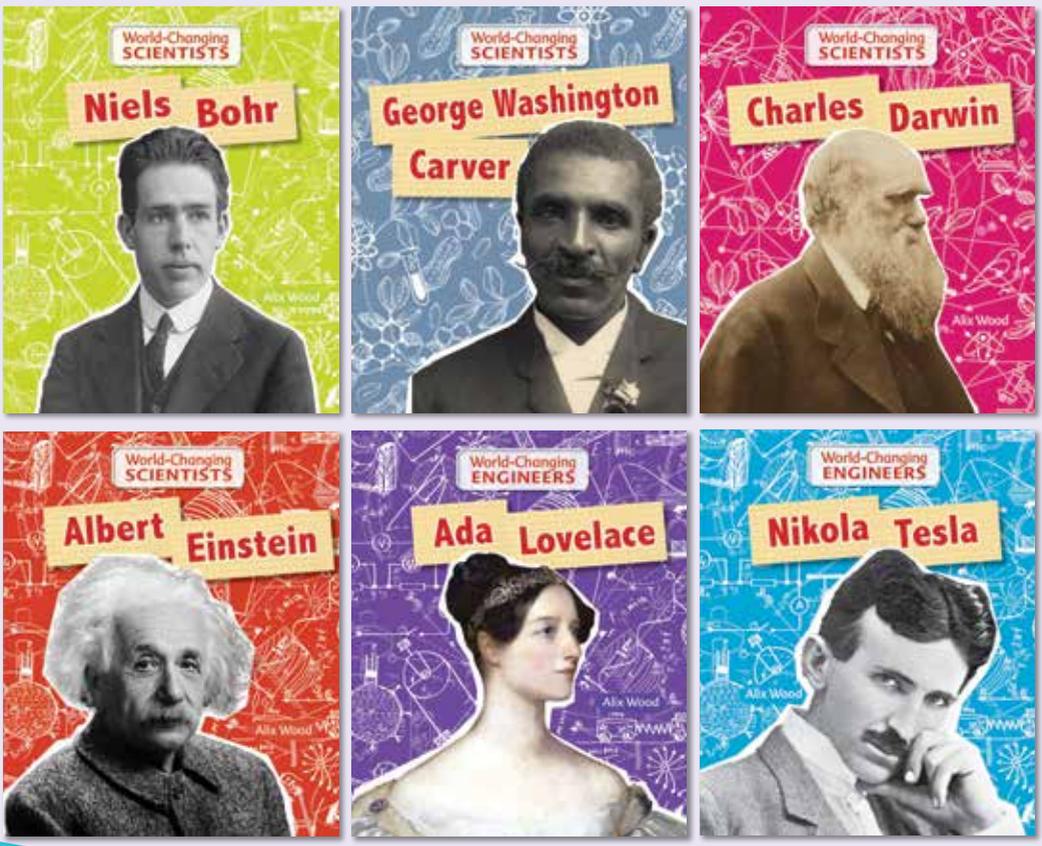
Coming Soon ...

World-Changing SCIENTISTS

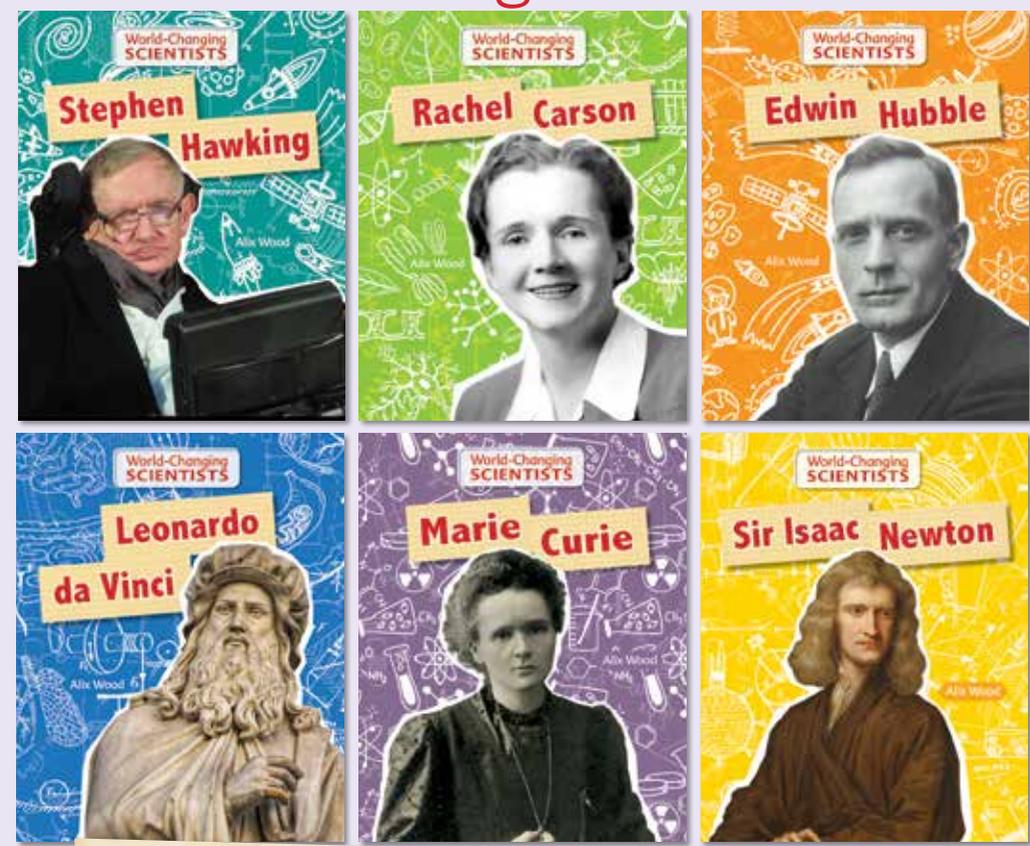
Titles:
 Niels Bohr
 George Washington Carver
 Charles Darwin
 Albert Einstein
 Ada Lovelace
 Nikola Tesla

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

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



Existing Titles



World-Changing Scientist
Dr. Stephen Hawking

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

Science Notes

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

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

STEPHEN HAWKING

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

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