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This treasure trove of boredom-busting ideas will keep you entertained - wherever, whenever. Whether it's a rainy afternoon or a long summer's day, whether you're at home or on a journey, whether you're on your own or with friends, you'll never get bored with this book. Discover how to stage a shadow puppet show, make musical instruments and write your own stories, and lots more projects besides to expand your creativity. Stimulate your brain with riddles, word games and memory puzzles, then learn Ancient Egyptian hieroglyphs and some Latin words too. Be surprised! Open the book to find board games, a guide to elephant body language, a recipe for 'snow' and instructions for making a loud bang with just a piece of paper.

Produce your own circus! Make your own stilts, juggling sticks, and tightrope, then learn to use them; master the human pyramid; discover how to create your own circus acts and shows; and much more with DIY Circus Lab for Kids. Companion online video tutorials for every prop and skill make learning easy. Veteran circus educator Jackie Leigh Davis takes you, step by step, through the props and skills you need to perform all the major circus arts: Acrobatics, acrobalance, and human pyramids Balance arts Clowning Gyroscopic and toss juggling You'll learn how to make juggling balls, a hoola hoop, a rola bola, a clown nose and hat, and a pair of poi, among other circus essentials. With these props, you'll learn how to juggle, hoop,

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balance, perform clown gags, and more. Photo demonstrations, numbered steps, and online tutorials ensure you'll understand exactly how to make the props and perform the skills. Did you know that a tight rope walker in Ancient Greece was called a funambulus? Or that female jugglers can be found pictured in 4,000-year-old hieroglyphs on the wall of an Egyptian tomb? DIYCircus Lab for Kids includes the history of each family of circus skills. "Circademics" sidebars explore the science and academics behind the circus activities, like how the brain changes when you learn how to juggle. "Circussecrets" sidebars throughout connect circus arts to social and emotional skills, like listening, persistence, and asking for and giving help. Many of the skills in this book are safe enough for kids to do themselves, with a few requiring an adult "spotter" so families or classes can enjoy them together. Once you've learned how to create your own circus with DIY Circus Lab for Kids, you can also: host a circus prop-making party, start a juggling club at school, clown at a senior center or daycare, start a community circus meet-up in a park, or integrate circus themes into your school's curriculum—the opportunities for circus fun are endless. The popular Lab for Kids series features a growing list of books that share hands-on activities and projects on a wide host of topics, including art, astronomy, clay, geology, math, and even bugs—all authored by established experts in their fields. Each lab contains a complete materials list, clear step-by-step photographs of the process, as well as finished samples. The labs can be used as singular projects or as part of a yearlong curriculum of experiential learning. The activities are open-ended, designed to be explored over and over, often with different results. Geared toward being taught or guided by adults, they are enriching for a range of ages and skill levels. Gain firsthand knowledge on your favorite topic with Lab for Kids.

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In 1802, Jean-Francois Champollion was eleven years old. That year, he vowed to be the first person to read Egypt's ancient hieroglyphs. Champollion's dream was to sail up the Nile in Egypt and uncover the secrets of the past, and he dedicated the next twenty years to the challenge. James Rumford introduces the remarkable man who deciphered the ancient Egyptian script and fulfilled a lifelong dream in the process. Stunning watercolors bring Champollion's adventure to life in a story that challenges the mind and touches the heart. This is the book that started it all! The basis for the smash hit Tony Award-winning Broadway musical, Gregory Maguire's breathtaking New York Times bestseller *Wicked* views the land of Oz, its inhabitants, its Wizard, and the Emerald City, through a darker and greener (not rosier) lens. Brilliantly inventive, *Wicked* offers us a radical new evaluation of one of the most feared and hated characters in all of literature: the much maligned Wicked Witch of the West who, as Maguire tells us, wasn't nearly as Wicked as we imagined.

It is the biggest treasure hunt in history with contesting nations involved in a headlong race to locate the Seven Wonders of the Ancient World. 4500 years ago, a magnificent golden capstone sat at the peak of the Great Pyramid of Giza. It was a source of immense power, reputedly capable of bestowing upon its holder absolute global power. But then it was divided into seven pieces and hidden, each piece separately, within the seven greatest structures of the age. Now it's 2006 and the coming of a rare solar event means it's time to locate the seven pieces and rebuild the capstone. Everyone wants it – from the most powerful countries on Earth to gangs of terrorists . . . and one daring coalition of eight small nations. Led by the mysterious Captain Jack West Jr, this determined group enters a global battlefield filled with booby-trapped mines, crocodile-infested swamps, evil forces and an adventure beyond

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imagining. 'More action, hair-raising stunts and lethal hardware than you'd find in four Bond movies. Reilly is the hottest action writer around' Evening Telegraph

"Until the Rosetta Stone was finally translated and the decoding of hieroglyphic writing made possible, much of Egyptian history was lost. The author has done a masterful job of distilling information, citing the highlights, and fitting it all together in an interesting and enlightening look at a puzzling subject." —H. "The social and intellectual history here are fascinating. A handsome, inspiring book." —K. Notable Children's Books of 1991 (ALA) Notable 1990 Children's Trade Books in Social Studies (NCSS/CBC) Children's Books of 1990 (Library of Congress) 100 Books for Reading and Sharing (NY Public Library) Parenting Honorable Mention, Reading Magic Award

This fascinating kit tells the astonishing story of the ancient graphic-language symbols of the Middle East, the Far East, and Central America. The colorful 32 page book is accompanied by a fascinating activity pack featuring 27 rubber hieroglyphic stamps, an ink pad, a supply of papyrus templates, educational Rosetta Stone poster, cardboard model of the temple of Rameses III to assemble; reed stylus, modeling clay, and cylinder seal to practice cuneiform writing; world map of cultures, stickers, and Mehen board game.

The origins of religion and ritual in humans have been the focus of centuries of thought in archaeology, anthropology, theology, evolutionary psychology and more. Play and ritual have many aspects in common, and ritual is a key component of the early cult practices that underlie the religious systems of the first complex societies in all parts of the world. This book examines the formative cults and the roots of religious practice from the earliest times until the development of early religion in the Near East, in China, in Peru, in Mesoamerica and beyond.

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Here, leading prehistorians and other specialists bring a fresh approach to the early practices that underlie the faiths and religions of the world. They demonstrate the profound role of play ritual and belief systems and offer powerful new insights into the emergence of early civilization.

A classic on the aesthetics of filmmaking from the pioneering Soviet director who made *Battleship Potemkin*. Though he completed only a half-dozen films, Sergei Eisenstein remains one of the great names in filmmaking, and is also renowned for his theory and analysis of the medium. *Film Form* collects twelve essays, written between 1928 and 1945, that demonstrate key points in the development of Eisenstein's film theory and in particular his analysis of the sound-film medium. Edited, translated, and with an introduction by Jay Leyda, this volume allows modern-day film students and fans to gain insights from the man who produced classics such as *Alexander Nevsky* and *Ivan the Terrible* and created the renowned "Odessa Steps" sequence.

It takes a graveyard to raise a child. Nobody Owens, known as Bod, is a normal boy. He would be completely normal if he didn't live in a graveyard, being raised by ghosts, with a guardian who belongs to neither the world of the living nor the dead. There are adventures in the graveyard for a boy—an ancient Indigo Man, a gateway to the abandoned city of ghouls, the strange and terrible Sleer. But if Bod leaves the graveyard, he will be in danger from the man Jack—who has already killed Bod's family.

A former presidential speechwriter for Bill Clinton explores the hidden power of analogy to fuel thought, connect ideas, spark innovation, and shape outcomes. From the meatpacking plants that inspired Henry Ford's first moving assembly line to the domino theory that led America

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into Vietnam to the “bicycle for the mind” that Steve Jobs envisioned as the Macintosh computer, analogies have played a dynamic role in shaping the world around us—and still do today. Analogies are far more complex than their SAT stereotype and lie at the very core of human cognition and creativity. Once we become aware of this, we start seeing them everywhere—in ads, apps, political debates, legal arguments, logos, and euphemisms, to name just a few. At their very best, analogies inspire new ways of thinking, enable invention, and motivate people to action. Unfortunately, not every analogy that rings true is true. That’s why, at their worst, analogies can deceive, manipulate, or mislead us into disaster. The challenge? Spotting the difference before it’s too late. Rich with engaging stories, surprising examples, and a practical method to evaluate the truth or effectiveness of any analogy, *Shortcut* will improve critical thinking, enhance creativity, and offer readers a fresh approach to resolving some of today’s most intractable challenges.

"What does it mean to be lonely?" Dumm asks. His inquiry, documented in this book, takes us beyond social circumstances and into the deeper forces that shape our very existence as modern individuals. The modern individual, Dumm suggests, is fundamentally a lonely self. This book challenges us, not to overcome our loneliness, but to learn how to re-inhabit it in a better way.

Introduces Gene, HI-5, Jailbreak, and the other emojis who live in Textopolis, and describes how to use emojis and how an emoji can avoid ending up in the trash.

An account of the author's coming-of-age in 1950s Hong Kong describes his experiences of early adolescence as a British citizen in a Chinese society and the conflicts between his Chinese-embracing mother and bigoted father.

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“Pollan keeps you turning the pages . . . cleareyed and assured.” —New York Times A #1 New York Times Bestseller, New York Times Book Review 10 Best Books of 2018, and New York Times Notable Book A brilliant and brave investigation into the medical and scientific revolution taking place around psychedelic drugs--and the spellbinding story of his own life-changing psychedelic experiences When Michael Pollan set out to research how LSD and psilocybin (the active ingredient in magic mushrooms) are being used to provide relief to people suffering from difficult-to-treat conditions such as depression, addiction and anxiety, he did not intend to write what is undoubtedly his most personal book. But upon discovering how these remarkable substances are improving the lives not only of the mentally ill but also of healthy people coming to grips with the challenges of everyday life, he decided to explore the landscape of the mind in the first person as well as the third. Thus began a singular adventure into various altered states of consciousness, along with a dive deep into both the latest brain science and the thriving underground community of psychedelic therapists. Pollan sifts the historical record to separate the truth about these mysterious drugs from the myths that have surrounded them since the 1960s, when a handful of psychedelic evangelists inadvertently catalyzed a powerful backlash against what was then a promising field of research. A unique and elegant blend of science, memoir, travel writing, history, and medicine, *How to Change Your Mind* is a triumph of participatory journalism. By turns dazzling and edifying, it is the gripping account of a journey to an exciting and unexpected new frontier in our understanding of the mind, the self, and our place in the world. The true subject of Pollan's "mental travelogue" is not just psychedelic drugs but also the eternal puzzle of human consciousness and how, in a world that offers us both suffering and joy, we can do our best to be fully present and find meaning in our lives.

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From the award-winning, New York Times bestselling author of NOS4A2 and Heart-Shaped Box comes a chilling novel about a worldwide pandemic of spontaneous combustion that threatens to reduce civilization to ashes and a band of improbable heroes who battle to save it, led by one powerful and enigmatic man known as the Fireman. The fireman is coming. Stay cool. No one knows exactly when it began or where it originated. A terrifying new plague is spreading like wildfire across the country, striking cities one by one: Boston, Detroit, Seattle. The doctors call it Draco Incendia Trychophyton. To everyone else it's Dragonscale, a highly contagious, deadly spore that marks its hosts with beautiful black and gold marks across their bodies—before causing them to burst into flames. Millions are infected; blazes erupt everywhere. There is no antidote. No one is safe. Harper Grayson, a compassionate, dedicated nurse as pragmatic as Mary Poppins, treated hundreds of infected patients before her hospital burned to the ground. Now she's discovered the telltale gold-flecked marks on her skin. When the outbreak first began, she and her husband, Jakob, had made a pact: they would take matters into their own hands if they became infected. To Jakob's dismay, Harper wants to live—at least until the fetus she is carrying comes to term. At the hospital, she witnessed infected mothers give birth to healthy babies and believes hers will be fine too. . . if she can live long enough to deliver the child. Convinced that his do-gooding wife has made him sick, Jakob becomes unhinged, and eventually abandons her as their placid New England community collapses in terror. The chaos gives rise to ruthless Cremation Squads—armed, self-appointed posses roaming the streets and woods to exterminate those who they believe carry the spore. But Harper isn't as alone as she fears: a mysterious and compelling stranger she briefly met at the hospital, a man in a dirty yellow fire fighter's jacket, carrying a hooked iron

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bar, straddles the abyss between insanity and death. Known as The Fireman, he strolls the ruins of New Hampshire, a madman afflicted with Dragonscale who has learned to control the fire within himself, using it as a shield to protect the hunted . . . and as a weapon to avenge the wronged. In the desperate season to come, as the world burns out of control, Harper must learn the Fireman's secrets before her life—and that of her unborn child—goes up in smoke.

“Passion among the pyramids. Forged antiquities. A country at war. A camel in the garden. A cameo by Lawrence of Arabia. Add in Peters's trademark intelligent plotting, engaging characters, and stylish writing and we can hardly ask for anything more.” —Cincinnati Enquirer

One of the most beloved characters in mystery/suspense fiction, archeologist and Egyptologist Amelia Peabody bravely faces gravest peril in Cairo on the eve of World War One in New York Times bestselling Grandmaster Elizabeth Peters's magnificent Egyptian adventure, *He Shall Thunder in the Sky*. The San Francisco Examiner calls these heart-racing exploits of Amelia and her courageous family, the Emersons, “pure delight.” But perhaps the New York Times Book Review states it best: “Between Amelia Peabody and Indiana Jones, it's Amelia—in wit and daring—by a landslide.”

“A compelling story of everyday courage” (Elizabeth Gilbert). Patty Chang Anker grew up eager to please and afraid to fail. But after thirty-nine years, she decided it was time to stop being a chicken. Motivated initially to become a better role

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model for her two kids, she vowed to master the fears that were choking the fun and spontaneity out of life. She learned to dive into a swimming pool, ride a bike, do a handstand, and surf. As she shared her experiences, she discovered that most people suffer from their own secret terrors—of flying, driving, heights, public speaking, and more. It became her mission to help others do what they thought they couldn't and to experience the joy and aliveness that is the true reward of becoming brave. Inspired and inspiring, this book draws on Anker's interviews with teachers, therapists, coaches, and clergy to convey both practical advice and profound wisdom. Through her own journey and the stories of others, she conveys with grace and infectious exhilaration the most vital lesson of all: Fear isn't the end point to life, but the point of entry.

Help children of all learning styles and strengths improve their critical thinking skills with these creative, cross-curricular activities. Each engaging activity focuses on skills such as recognizing and recalling, evaluating, and analyzing. The diary and essays of Brian Eno republished twenty-five years on with a new introduction by the artist in a beautiful hardback edition. 'A cranium tour of one of the most creative minds of our age . . . [Eno] delivers razor-sharp commentary with devilish snarkiness and brutal honesty.' Wired At the end of 1994, Brian Eno resolved to keep a diary. His plans to go to the cinema, theatre and galleries fell

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quickly to the wayside. What he did do - and write - however, was astonishing: ruminations on his collaborative work with David Bowie, U2, James and Jah Wobble, interspersed with correspondence and essays dating back to 1978. These 'appendices' covered topics from the generative and ambient music Eno pioneered to what he believed the role of an artist and their art to be, alongside adroit commentary on quotidian tribulations and happenings around the world. An intimate insight into one of the most influential creative artists of our time, *A Year with Swollen Appendices* is an essential classic.

Published to accompany the 1994 exhibition at The Museum of Modern Art, New York, this book constitutes the most extensive survey of modern illustrated books to be offered in many years. Work by artists from Pierre Bonnard to Barbara Kruger and writers from Guillaume Apollinaire to Susan Sontag. An important reference for collectors and connoisseurs. Includes notable works by Marc Chagall, Henri Matisse, and Pablo Picasso.

Read the #1 New York Times best-selling series before it continues in *A Map of Days*. Bonus features • Q&A with author Ransom Riggs • Eight pages of color stills from the film • Sneak preview of *Hollow City*, the next novel in the series A mysterious island. An abandoned orphanage. A strange collection of very curious photographs. It all waits to be discovered in *Miss Peregrine's Home for Peculiar*

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Children, an unforgettable novel that mixes fiction and photography in a thrilling reading experience. As our story opens, a horrific family tragedy sets sixteen-year-old Jacob journeying to a remote island off the coast of Wales, where he discovers the crumbling ruins of Miss Peregrine's Home for Peculiar Children. As Jacob explores its abandoned bedrooms and hallways, it becomes clear that the children were more than just peculiar. They may have been dangerous. They may have been quarantined on a deserted island for good reason. And somehow—impossible though it seems—they may still be alive. A spine-tingling fantasy illustrated with haunting vintage photography, Miss Peregrine's Home for Peculiar Children will delight adults, teens, and anyone who relishes an adventure in the shadows. "A tense, moving, and wondrously strange first novel. The photographs and text work together brilliantly to create an unforgettable story."—John Green, New York Times best-selling author of *The Fault in Our Stars* "With its X-Men: First Class-meets-time-travel story line, David Lynchian imagery, and rich, eerie detail, it's no wonder Miss Peregrine's Home for Peculiar Children has been snapped up by Twentieth Century Fox. B+"—Entertainment Weekly "Peculiar' doesn't even begin to cover it. Riggs' chilling, wondrous novel is already headed to the movies."—People "You'll love it if you want a good thriller for the summer. It's a mystery, and you'll race to solve

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it before Jacob figures it out for himself.”—Seventeen

While working at summer jobs in San Francisco, twins Sophie and Josh find themselves caught up in the deadly, centuries-old struggle between rival alchemists, Nicholas Flamel and John Dee, over the possession of an ancient and powerful book.

This accessible textbook is the only introduction to linguistics in which each chapter is written by an expert who teaches courses on that topic, ensuring balanced and uniformly excellent coverage of the full range of modern linguistics. Assuming no prior knowledge the text offers a clear introduction to the traditional topics of structural linguistics (theories of sound, form, meaning, and language change), and in addition provides full coverage of contextual linguistics, including separate chapters on discourse, dialect variation, language and culture, and the politics of language. There are also up-to-date separate chapters on language and the brain, computational linguistics, writing, child language acquisition, and second-language learning. The breadth of the textbook makes it ideal for introductory courses on language and linguistics offered by departments of English, sociology, anthropology, and communications, as well as by linguistics departments.

Discover remarkable information about science, animals, history, and more with

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this collection of 150 interesting and intriguing facts. Did you know peanut butter could be turned into diamonds? Or that one teaspoon of honey is the life work of a dozen bees? Or that babies have 95 more bones than adults? These are just a few of the facts that you could learn in Factourism. Featuring 150 of the most extraordinary things that happen in the world every day, you'll find amazing pieces of trivia accompanied by bright, colorful illustrations. Each beautifully designed page holds a trivia tidbit that will leave you brimming with knowledge.

The classic book on the development of human language by the world's leading expert on language and the mind. In this classic, the world's expert on language and mind lucidly explains everything you always wanted to know about language: how it works, how children learn it, how it changes, how the brain computes it, and how it evolved. With deft use of examples of humor and wordplay, Steven Pinker weaves our vast knowledge of language into a compelling story: language is a human instinct, wired into our brains by evolution. The Language Instinct received the William James Book Prize from the American Psychological Association and the Public Interest Award from the Linguistics Society of America. This edition includes an update on advances in the science of language since The Language Instinct was first published.

This book is a captivating account of a professional mathematician's experiences

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conducting a math circle for preschoolers in his apartment in Moscow in the 1980s. As anyone who has taught or raised young children knows, mathematical education for little kids is a real mystery. What are they capable of? What should they learn first? How hard should they work? Should they even "work" at all? Should we push them, or just let them be? There are no correct answers to these questions, and the author deals with them in classic math-circle style: he doesn't ask and then answer a question, but shows us a problem--be it mathematical or pedagogical--and describes to us what happened. His book is a narrative about what he did, what he tried, what worked, what failed, but most important, what the kids experienced. This book does not purport to show you how to create precocious high achievers. It is just one person's story about things he tried with a half-dozen young children. Mathematicians, psychologists, educators, parents, and everybody interested in the intellectual development in young children will find this book to be an invaluable, inspiring resource. In the interest of fostering a greater awareness and appreciation of mathematics and its connections to other disciplines and everyday life, MSRI and the AMS are publishing books in the Mathematical Circles Library series as a service to young people, their parents and teachers, and the mathematics profession. Titles in this series are co-published with the Mathematical Sciences Research Institute (MSRI).

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What is the secret of talent? How do we unlock it? This groundbreaking work provides readers with tools they can use to maximize potential in themselves and others. Whether you're coaching soccer or teaching a child to play the piano, writing a novel or trying to improve your golf swing, this revolutionary book shows you how to grow talent by tapping into a newly discovered brain mechanism. Drawing on cutting-edge neurology and firsthand research gathered on journeys to nine of the world's talent hotbeds—from the baseball fields of the Caribbean to a classical-music academy in upstate New York—Coyle identifies the three key elements that will allow you to develop your gifts and optimize your performance in sports, art, music, math, or just about anything.

- **Deep Practice** Everyone knows that practice is a key to success. What everyone doesn't know is that specific kinds of practice can increase skill up to ten times faster than conventional practice.
- **Ignition** We all need a little motivation to get started. But what separates truly high achievers from the rest of the pack? A higher level of commitment—call it passion—born out of our deepest unconscious desires and triggered by certain primal cues. Understanding how these signals work can help you ignite passion and catalyze skill development.
- **Master Coaching** What are the secrets of the world's most effective teachers, trainers, and coaches? Discover the four virtues that enable these “talent whisperers” to fuel passion,

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inspire deep practice, and bring out the best in their students. These three elements work together within your brain to form myelin, a microscopic neural substance that adds vast amounts of speed and accuracy to your movements and thoughts. Scientists have discovered that myelin might just be the holy grail: the foundation of all forms of greatness, from Michelangelo's to Michael Jordan's. The good news about myelin is that it isn't fixed at birth; to the contrary, it grows, and like anything that grows, it can be cultivated and nourished. Combining revelatory analysis with illuminating examples of regular people who have achieved greatness, this book will not only change the way you think about talent, but equip you to reach your own highest potential.

CHILDREN'S BOOKS/ALL AGES

The present volume, *Publications of The Metropolitan Museum of Art, 1964–2005*, is a successor to a volume published by the Museum in 1965 entitled *Publications of The Metropolitan Museum of Art, 1870–1964*. These two bibliographic volumes endeavor to list all the known books, pamphlets, and serial publications bearing the Museum's imprint, and issued by the institution during the first 135 years of its existence (through June 2005). The first volume was compiled by Albert TenEyck Gardner, at the time an Associate Curator of American Paintings and Sculpture, and the present volume has been compiled

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from the Annual Reports issued by the Museum during the relevant years. Together the two volumes testify to the tremendous contributions made to knowledge by the curators and conservators of the Metropolitan and by the many other experts who have contributed to the Museum's exhibition catalogues. Various issues of the Bulletin emphasize the great sweep of the Museum's acquisitions during these years, and the exhibition catalogues—a number of them Alfred H. Barr Jr., Award or the George Wittenborn Award—testify to the continuity of the institution's dedicated program to enrich people's lives through knowledge of art. (This title was originally published in 2006.)

Fun with Hieroglyphs Viking Juvenile

With the help of Egyptologists Collier and Manley, museum-goers, tourists, and armchair travelers alike can gain a basic knowledge of the language and culture of ancient Egypt. Each chapter introduces a new aspect of hieroglyphic script and encourages acquisition of reading skills with practical exercises. 200 illustrations. A Curious Man is the marvelously compelling biography of Robert "Believe It or Not" Ripley, the enigmatic cartoonist turned globetrotting millionaire who won international fame by celebrating the world's strangest oddities, and whose outrageous showmanship taught us to believe in the unbelievable. As portrayed by acclaimed biographer Neal Thompson, Ripley's life is the stuff of a classic American fairy tale. Buck-toothed and cursed by shyness, Ripley

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turned his sense of being an outsider into an appreciation for the strangeness of the world. After selling his first cartoon to Time magazine at age eighteen, more cartooning triumphs followed, but it was his “Believe It or Not” conceit and the wildly popular radio shows it birthed that would make him one of the most successful entertainment figures of his time and spur him to search the globe’s farthest corners for bizarre facts, exotic human curiosities, and shocking phenomena. Ripley delighted in making outrageous declarations that somehow always turned out to be true—such as that Charles Lindbergh was only the sixty-seventh man to fly across the Atlantic or that “The Star Spangled Banner” was not the national anthem. Assisted by an exotic harem of female admirers and by ex-banker Norbert Pearlroth, a devoted researcher who spoke eleven languages, Ripley simultaneously embodied the spirit of Peter Pan, the fearlessness of Marco Polo and the marketing savvy of P. T. Barnum. In a very real sense, Ripley sought to remake the world’s aesthetic. He demanded respect for those who were labeled “eccentrics” or “freaks”—whether it be E. L. Blystone, who wrote 1,615 alphabet letters on a grain of rice, or the man who could swallow his own nose. By the 1930s Ripley possessed a vast fortune, a private yacht, and a twenty-eight room mansion stocked with such “oddities” as shrunken heads and medieval torture devices, and his pioneering firsts in print, radio, and television were tapping into something deep in the American consciousness—a taste for the titillating and exotic, and a fascination with the fastest, biggest, dumbest and most weird. Today, that legacy continues and can be seen in reality TV, YouTube, America’s Funniest Home Videos, Jackass, MythBusters and a host of other pop-culture phenomena. In the end Robert L. Ripley changed everything. The supreme irony of his life, which was dedicated to exalting the strange and unusual, is that he may have been the most amazing oddity of all.

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The first time Melanie Ross meets April Hall, she's not sure they have anything in common. But she soon discovers that they both love anything to do with ancient Egypt. When they stumble upon a deserted storage yard, Melanie and April decide it's the perfect spot for the Egypt Game. Before long there are six Egyptians, and they all meet to wear costumes, hold ceremonies, and work on their secret code. Everyone thinks it's just a game until strange things start happening. Has the Egypt Game gone too far?

Aliki describes and illustrates the techniques and the reasons for the use of mummification in ancient Egypt.

English is the language of science today. No matter which languages you know, if you want your work seen, studied, and cited, you need to publish in English. But that hasn't always been the case. Though there was a time when Latin dominated the field, for centuries science has been a polyglot enterprise, conducted in a number of languages whose importance waxed and waned over time—until the rise of English in the twentieth century. So how did we get from there to here? How did French, German, Latin, Russian, and even Esperanto give way to English? And what can we reconstruct of the experience of doing science in the polyglot past? With *Scientific Babel*, Michael D. Gordin resurrects that lost world, in part through an ingenious mechanism: the pages of his highly readable narrative account teem with footnotes—not offering background information, but presenting quoted material in its original language. The result is stunning: as we read about the rise and fall of languages, driven by politics, war, economics, and institutions, we actually see it happen in the ever-changing web of multilingual examples. The history of science, and of English as its dominant language, comes to life, and brings with it a new understanding not only of the frictions generated by a scientific community

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that spoke in many often mutually unintelligible voices, but also of the possibilities of the polyglot, and the losses that the dominance of English entails. Few historians of science write as well as Gordin, and Scientific Babel reveals his incredible command of the literature, language, and intellectual essence of science past and present. No reader who takes this linguistic journey with him will be disappointed.

Deals with issue of sound in audio-visual images

As plague ravages the overcrowded Earth, observed by a ruthless lunar people, Cinder, a gifted mechanic and cyborg, becomes involved with handsome Prince Kai and must uncover secrets about her past in order to protect the world in this futuristic take on the Cinderella story. Twelve-year-old Artemis is a millionaire, a genius-and above all, a criminal mastermind. But Artemis doesn't know what he's taken on when he kidnaps a fairy, Captain Holly Short of the LEPrecon Unit. These aren't the fairies of the bedtime stories-they're dangerous!

"The purpose of this handbook is to provide an introduction to the study of Maya hieroglyphs and is designed to be used in conjunction with Maya hieroglyphic workshops"--Page 4.

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