

Herv Tullet S Zazazoom A Game Of Imagination Mix Match Connect Play

A sweet and clever friendship story in rhyme, about looking past physical differences to appreciate the person (or dragon) underneath. George and Blaise are pen pals, and they write letters to each other about everything: their pets, birthdays, favorite sports, and science fair projects. There's just one thing that the two friends don't know: George is a human, while Blaise is a dragon! What will happen when these pen pals finally meet face-to-face? "When I was a kid, my best friend was Josh Funk. Now he's becoming a friend to a whole new generation."--B.J. Novak, author of The New York Times bestseller *The Book With No Pictures*

AstroNuts Mission Two: The Water Planet is the second book in the laugh-out-loud series by children's literature legend Jon Scieszka. The book follows a new mission, where *AstroWolf*, *LaserShark*, *SmartHawk*, and *StinkBug* must find a planet fit for human life after we've finally made Earth unlivable. After they splash-land on the Water Planet, they find power-hungry clams, a rebellious underwater force, and a world full of too-good-to-be-true. Can this aquatic world really be humans' new home? And why are these clams so eager to swap planets? • A can't-put-it-down page-turner for reluctant readers • Complete with how-to-draw pages in the back *AstroNuts Mission Two* is full of laugh-out loud humor with a thoughtful commentary on the reality of climate change at the core of the story. Eager and reluctant readers alike ages 8 to 12 years old will be over the moon about this visually groundbreaking read. • Creatively illustrated, full-color action-packed space saga • Perfect for fans of *Dog Man*, *Big Nate*, *Wimpy Kid*, and *Captain Underpants* • Great for parents, grandparents, teachers, librarians, and educators who are looking to introduce STEM and environmental topics to children • You'll love this book if you love books like *The Bad Guys in Superbad* by Aaron Blabey, *The 104-Story Treehouse: Dental Dramas & Jokes Galore!* by Andy Griffiths, and *The Stinky Cheese Man and Other Fairly Stupid Tales* by Jon Scieszka.

This wonderful game will allow your family to create its own fairy tales. Highly original and with a contemporary twist, this box contains 20 cards, printed on both sides, which can be interchanged, allowing for all kinds of plots. With three alternative endings! Can you save the missing elf before he is eaten by the big, bad wolf? Is the witch offering you a poisoned apple, or will she help you - by magically shrinking the giant pink rabbit that is terrorizing your castle? Tell a different story each time you play, in this 8-foot-long fairytale puzzle.

Climb down to the depths of the ocean in this amazing fold-out coloring book, the longest in the world! Color an amazing tower, all the way from a boat bobbing in the waves, past sea dragons, mermaids, aqua robots, and sharks, to reach the deep ocean floor.

Are you ready? Place your finger on 'start' and then follow the trail with the tip of your finger. You have to turn the pages and find the matching shapes in order to follow the right trail and get to the end. Off you go!

A guide to eleven children's art workshops by one of the world's most innovative facilitators and best-selling bookmakers. Workshops are designed to spark children's imaginations, champion group bonding, and give visually pleasing results - with no artistic ability required. Illustrated and written by author of *Press Here* (over 1 million

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copies sold worldwide and a The New York Times bestseller for 3 years running). Each workshop includes: a list of materials needed, a step-by-step guide to facilitation, practical tips, illustrated examples, and photos of workshops in progress. Tried and tested around the world by children of all ages. Perfect for organizing group events at home, in schools, at parties, at museums - anywhere!

The Game of Sculpture is the first interactive book of its kind on sculpture. Create colorful imaginative sculpture, adding your own creations. Fun for sharing, and the family, and a perfect gift for every child.

Frog is excited about autumn and the coming of winter. But when Owl informs him that frogs hibernate till spring, Frog is upset at missing out on all the snowy fun. In this hysterically funny twist on the classic "I don't want to go to bed" dilemma, Frog comes up with all kinds of reasons why he's not going to sleep through winter, until he devises a clever way to convince his friends to come along for the ride. Featuring the beloved young frog character from the hit I Don't Want to Be a Frog and his cast of zany animal friends, this new story is sure to bring a smile to every kid who's ever protested at bedtime. And parents will appreciate a bold new twist on a timeless childhood topic. It's another surefire crowd pleaser and perfect read-aloud. Praise for the series- I Don't Want to Be a Frog- ? "First-time author Petty's dialogue between a frog father and his son makes its point about accepting one's nature with a big grin. . . . The story might create similar gratitude in the minds of readers--or it might just make them giggle."

--Publishers Weekly, starred review I Don't Want to Be Big- "Reminiscent of Mo Willems's 'Elephant and Piggie' series." --Publishers Weekly There's Nothing to Do! ? "Snappy, spot-on dialogue pairs ideally with the outsize drama of Boldt's artwork; reading this book belongs on families' to-do lists." --Publishers Weekly, starred review Make some noise! Shout "OH!" Whisper "oh!" Say "Zoop"? Yes! "Zoop!" "Zoop!" "Zoop!" The newest book from Hervé Tullet magically responds with bursts of color and moving shapes, empowering children by letting their imaginations liberate and direct each page's reaction. Tullet's books define the genre of participatory bookmaking, encouraging readers to explore and interact with the physical book in all its dimensions. The reward is tremendous: a journey of whimsy and sheer fun that extends well beyond the book's pages. In this worthy and exhilarating companion to the bestselling trio launched with Press Here, Tullet's beloved dots will have readers literally "Ooh"-ing and "Ahh"-ing out loud in a happy collective encore.

In this hilarious picture book, a group of basket-bearing, egg-delivering animal friends give the Easter Bunny a run for his money—led by Peter Easter Frog! Here comes Peter Easter Frog, hopping down his favorite log. Hippity, hoppity, Easter's on its—wait.

Easter FROG? Peter Easter Frog loves, loves, LOVES Easter, and sharing is caring, AND he's just as good a hopper as any ol' rabbit, so he decides to pass out some of his own Easter eggs. Why should Bunny have all the fun, anyway? Turtle, Cow, Dog, and Chipmunk all agree. But what happens when the Easter Bunny finds out?

A Caldecott Honor Book Red caboose at the back, orange tank car, green cattle car, purple box car, black tender and a black steam engine . . . freight train. In simple, powerful words and vibrant illustrations, Donald Crews evokes the rolling wheels of that childhood favorite: a train. This Caldecott Honor Book features bright colors and bold shapes. Even a child not lucky enough to have counted freight cars will feel he or she has watched a freight train passing after reading Freight Train. Donald Crews used

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childhood memories of trains seen during his travels to his grandparents' farm in the American South as the inspiration for this timeless favorite.

For use in schools and libraries only. Contemporary fables with tongue-in-cheek morals address such topics as homework, curfews, and television commercials.

A new twist on the bestselling Listography journal series (almost 900,000 titles sold), this game invites players to create and share lists based on fun and thought-provoking topics from geography and pop culture to toothpaste and constellations! With the goal of being the first around the game board, players score points according to the number of similar or unique answers. Every round in the game results in creative thinking, surprise outcomes, and lots of laughs."

Youngsters may look at the cut-out pages imprinted with glow-in-the-dark designs in an unlit room to see bright images of outer space and other patterns.

One part matching game, one part dominoes, plus loads and loads of fun, this game is both a clever challenge to hone memory skills and a make-your-own visual adventure of colorful play pieces. With the tour-de-force inventiveness--which fuels his already-classics Press Here, Mix It Up!, and Let's Play!--Hervé Tullet's open-ended game stimulates creative thinking and fosters imagination.

This guide takes you on a tour of the "home of the brick," the official LEGO® House, so you can experience it for yourself at home! With photos, interviews, essays, and art from the LEGO archives, The Secrets of LEGO House explores the visual wonders and the themed "zones"—yellow for emotions, blue for problem solving, green for social interaction, and red for creativity—within the iconic LEGO House in Billund, Denmark. The Secrets of LEGO House offers an insider's look at the creative philosophy behind the iconic brand. On each page, discover the true "secret" hidden among the 25 million LEGO bricks—that everything in the house is purposefully designed around nine core principles of learning through play. A joy for those who aren't able to visit in person, and just as exciting for those who have, The Secrets of LEGO House is a bright, colorful celebration of the endless experiences possible with LEGO bricks. • EXCLUSIVE CONTENT: This book is a perfect gift or self-purchase for avid collectors and super fans seeking new, never-before-published content. • BROAD APPEAL: This book is not only perfect for longtime LEGO collectors, but also a broader audience of fans looking to explore the history of the toy they know and love. • BELOVED BRAND: For decades, the LEGO brand has inspired billions of people to stretch the limits of their imaginations. This book captures the creativity and joy at the heart of the LEGO brand, taking readers behind the scenes to reveal the brand's core ethos and ideals.

In Alphabreaths, children will learn their ABCs and the basics of mindfulness through playful breathing exercises. Breaths like Mountain Breath and Redwood Breath will connect them with nature, while breaths like Heart Breath and Wish Breath will help them remember to fill their heart with gratitude and send good wishes to others. Simple, playful, and with delightful illustrations, Alphabreaths is the perfect introduction to mindfulness and breath awareness.

Presents board books which help find out where the fingerworms have been and where they live now.

In this exhilarating conclusion to the critically acclaimed Luck Uglies series, the final battle between the Luck Uglies and the treacherous Fork-Tongue Charmers comes to Rye O'Chanter's doorstep. Filled with adventure, humor, friendship, and a hint of

magic, this fantasy series is an irresistible cross between Chris Colfer's Land of Stories series and Joseph Delaney's Last Apprentice. When Rye travels back home to Village Drowning to help her father with his plan to defeat the Luck Uglies' bitter rivals, she finds the place in shambles. Monstrous Bog Noblins now raid the streets at night. And people are afraid to leave their houses because no one is around to protect them. Rye realizes she can't wait for the adults to sort it out—so she enlists her friends to come up with a plan. A plan that could change everything for Drowning . . . because the only way to save her village may be to destroy it. The Luck Uglies was named an ALA Notable Children's Book as well as a New York Public Library Title for Reading and Sharing, and it won the Cybil Award for Middle Grade Speculative Fiction.

Between the covers of lies a pop-up city that is full of surprises. The adventure unfolds in three dimensions with the turn of each page: a blue hat blows away with the wind, only to be stolen by a mischievous monkey. Readers must follow the monkey as he scampers through a library, a bakery, a zoo, and other familiar places, transformed in this playfully illustrated, interactive world.

The best-selling creator of Press Here presents a not-quite-finished story featuring sketched characters who are surprised by the reader and who attempt to track down their author in the hope of finding a happy ending.

Young art-chefs - your moment has come! The table is set and your ingredients await: an empty plate, color pens and - most important of all - your imagination! Now, add a dash of squiggles there, a handful of zig zags for flavor - and voila! From accordions to underwear, Pete the dog's impartial palate leads him to eat his way through the possessions of the entire family.

Wherever a buoyant red ball goes, a dog follows close behind, running, jumping, and wreaking delightful havoc in its wake! Turn the distinctive pages to discover what happens as the ball and the dog enter each new scene. Children and adults alike will be amused by this simple story featuring easy-to-learn action words. The fast pace and unique story arc—16 sequences that stand alone yet are all interconnected—give readers the fun, satisfying sense that they are propelling the action forward with every turn of the page!

Time to tackle the bunny slope! Shake to help Bunny make it snow, tilt to help Bunny ski down the slope, and turn to help Bunny escape a cliff in his path. Is there any obstacle Bunny can't conquer? Bringing grins and guffaws with each turn of the page, readers will find Claudia Rueda's innovative bookmaking as entertaining as the twists and turns of a ski slope—and as satisfying as a cozy cup of hot cocoa.

A wonderful new dot-play adventure from the much-loved internationally bestselling creator of Press Here and Mix it Up!

Under this "marquee-book", a heterogeneous and talented family of artists offers us a magnificent show. Starting from the bottom of the "stack", the numbers of acrobats follow one another, to go up to ten! But beware, here is Mistinguette the cat! As in a construction game, the child-reader places the characters in balance one above the other by turning the pages. Here they form a pyramid, always higher and spectacular! Echoing the wooden games of the fifties (we think of the

famous animals of Enzo Mari), the members of this family fit into each other and take into account the personality of each to achieve a result may be fragile but harmonious and alive!

Mazes have been a part of civilization for at least 4,000 years, and there are more being built now than ever before. What is it about these magical life-size puzzles that continues to intrigue us? The idea of the maze taps into so many subconscious notions: the game, the quest, the spiritual journey. Perhaps this is the key to their enduring appeal. This beautifully illustrated book will delight lovers of mazes, acting as a guide, directory, and puzzle book combined.

Specially commissioned illustrations by Thibaud Hérem represent 60 real and imagined mazes from around the world, with a bird's eye view of each maze so that readers can make their own journey. Each maze is also accompanied by a fascinating and witty short history.

What kind of name is Cuddle?_Well, it's the perfect name for a kind, caring, and adorable little bunny! Cuddle Bunny enjoys all of life's adventures. From learning to love herself to reading to her friends, Cuddle will melt your heart in this collection of sweet stories.

A biography of Elizabeth Coleman, who battled segregation, poverty, and gender discrimination in order to become the first licensed African-American female pilot.

The hit book about a willful young frog with a serious identity crisis and his heard-it-all-before father is now available in paperback! Perfect for fans of Mo Willems's *Don't Let the Pigeon Drive the Bus!* and Jon Klassen's *I Want My Hat Back!* Frog wants to be anything but a slimy, wet frog. A cat, perhaps. Or a rabbit. An owl? But when a hungry wolf arrives--a wolf who HATES eating frogs--our hero decides that being himself isn't so bad after all. In this very silly story with a sly message, told in hilarious dialogue between a feisty young frog and his heard-it-all-before father, young readers will identify with little Frog's desire to be something different, while laughing along at his stubborn yet endearing schemes to prove himself right. And look for the hilarious sequels--*I Don't Want to Be Big*, *There's Nothing to Do!*, and *I Don't Want to Go to Sleep*. ? "First-time author Petty's dialogue between a frog father and his son makes its point about accepting one's nature with a big grin. . . . The story might create similar gratitude in the minds of readers--or it might just make them giggle."--Publishers Weekly, **STARRED REVIEW** "A lively look at self-acceptance."--Kirkus "This amusing story ends with a laugh and a much more content frog."--School Library Journal "Silliness and deadpan humor combine into a hopping good story of being happy with who you are."--Booklist "A paeon to self-acceptance wrapped in snappy dialogue and illustrated with richly colored comic paintings."--Wall Street Journal "Petty and Boldt provide just enough predictability to hook youngest readers, then deliver a delightful twist or two to create surprise and satisfaction--for both the green hero and the many fans he'll make with this book."--Shelf Awareness "This lighthearted exploration of identity will delight as a readaloud."--The Bulletin of the Center for Children's Books Presents an illustrated book with a large hole in the middle of every spread that includes suggestions for imaginative and creative ways for readers to interact with the hole.

Hervé Tullet's *ZaZaZoomMix. Match. Place. Play*

Experiment, play, and draw—but most of all, just have fun—inside and outside the box with bestselling author Hervé Tullet's new activity book! Tullet's signature bold dots bounce, spin, and splatter across spread after spread, brilliantly communicating the foundations of whimsical imagination. More than 135 pages brimming with activities invite readers to fill in, connect, decorate, and above all, reimagine the dots, opening up eyes and minds to see things differently, playfully, and creatively!

From her first bite, young Betty Bunny likes chocolate cake so much that she claims she will

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marry it one day, and she has trouble learning to wait patiently until she can have her next taste.

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