

## Old Tracks New Tricks

Brian Willson has undertaken risk-taking, non-violent actions in an attempt to educate and effect political change throughout his life, whether tax refusal, fasting or using one's body as an obstruction. In 1987, the world watched in horror as Willson was run over by a US government munitions train during a non-violent blocking action, but losing his legs only strengthened his resolve and empathy with the victims of US imperialism. His memoir serves as a guidebook for those who question imperialistic foreign policies and wish to explore ways to combat it.

**Shark VS. Train! WHO WILL WIN?!** If you think Superman vs. Batman would be an exciting matchup, wait until you see Shark vs. Train. In this hilarious and wacky picture book, Shark and Train egg each other on for one competition after another, including burping, bowling, Ping Pong, piano playing, pie eating, and many more! Who do YOU think will win, Shark or Train? [star] "This is a genius concept." -- Publishers Weekly, starred review [star] "Lichtenheld's snarling shark and grimacing train are definitely ready for a fight, and his scenarios gleefully play up the absurdity. The combatants' expressions are priceless when they lose. A glum train in smoky dejection, or a bewildered, crestfallen shark? It's hard to choose; both are winners." -- Kirkus, starred review

Brilliant graphic illustrations and a gentle, thought-provoking text pay homage to birds and their wonder-inspiring ways. Birds are like thoughts. They come, stay awhile . . . and then fly away. Birds come in all shapes, sizes, and colors. They like to chat with one another as they fly high and low in the sky. Birds make music, with songs that are like the loving words of a friend, and we are lucky enough to enjoy those sweet melodies. But best of all, birds are capable of flying wherever they please -- they just let their hearts guide them. And we can do that, too, if we use our imaginations. In a lyrical ode to our winged friends, the creator of *Trees* turns her eye to a diverse class of creatures that has much to teach about transcending the barriers that lie between us.

A whimsical guide to training a "pet train" instructs young enthusiasts about important issues including where trains live, what they like to eat, and how to get them to perform the best train tricks.

Discusses the use of leveled texts in kindergarten through eighth-grade classrooms, examines the "text base" needed for effective language literacy instruction, provides guidelines for creating a high-quality leveled book collection and matching books to readers, and explains how to analyze and level books. In *Trickster Makes This World*, Lewis Hyde brings to life the playful and disruptive side of human imagination as it is embodied in trickster mythology. He first visits the old stories—Hermes in Greece, Eshu in West Africa, Krishna in India, Coyote in North America, among others—and then holds them up against the lives and work of more recent creators: Picasso, Duchamp, Ginsberg, John Cage, and Frederick Douglass. Twelve years after its first publication, *Trickster Makes This*

World—authoritative in its scholarship, loose-limbed in its style—has taken its place among the great works of modern cultural criticism. This new edition includes an introduction by Michael Chabon.

Lord Branin of the dragshi, is more than just a man, but two beings—one a dragon, the other a human. The pair share one body in space in time and are able to change forms with the other at will. From the time Branin's twinned soul, Llewlyn, awoke, Branin knew the freedom of flight. However, being a shifter comes with a price. Branin and Llewlyn are the only two of their kind who have not found their intended mates, despite millennia of waiting... and searching. The red-haired firebrand, Broch of Ky'Port plans to fill that position in Branin's life—with or without his cooperation. For eons, he fears he would never find a woman with her own dragon soul partner—until one day another's mind touched his.

David Gibson uses 3D visual representations of sounds in a mix as a tool to explain the dynamics that can be created in a mix. This book provides an in-depth exploration into the aesthetics of what makes a great mix. Gibson's unique approach explains how to map sounds to visuals in order to create a visual framework that can be used to analyze what is going on in any mix. Once you have the framework down, Gibson then uses it to explain the traditions that have been developed over time by great recording engineers for different styles of music and songs. You will come to understand everything that can be done in a mix to create dynamics that affect people in really deep ways. Once you understand what engineers are doing to create the great mixes they do, you can then use this framework to develop your own values as to what you feel is a good mix. Once you have a perspective on what all can be done, you have the power to be truly creative on your own – to create whole new mixing possibilities. It is all about creating art out of technology. This book goes beyond explaining what the equipment does – it explains what to do with the equipment to make the best possible mixes.

All aboard for Dreamland! Hold on to your pillow because the Goodnight Train is taking off. Roll that corner, rock that curve, and soar past mermaids, leaping sheep, and even ice-cream clouds. You won't want to miss a thing, so whatever you do, don't . . . close . . . your . . . eyes! With soothing, lyrical words and magical illustrations, June Sobel and Laura Huliska-Beith have created a nighttime fantasy that's guaranteed to make even the most resistant sleeper snuggle up tight. Ready to keep rolling? The companion books *Goodnight Train Rolls On* and *Santa and the Goodnight Train* are now available! Influential, early 20th-century cartoonist Rube Goldberg sets the stage for contemporary artists engaged with humorous explorations of mechanical devices. Combines original Goldberg material with paintings, video, sculpture, and installations from artists such as Fischli & Weiss, Roman de Salvo, Jeanne Silverthorne, Tim Hawkinson, and more. Old-timey cartoony stuff, weird and fun.

"Sweeping between Prague during World War II and modern day Los Angeles, this deeply moving debut follows a young Jewish man in 1934 who falls in love and joins the circus as the country descends into war. Decades later, a young boy seeks out the now cynical, elderly magician in the hopes that his spells might keep his family together.

Prague, 1934: The fifteen-year-old rabbi's son Moshe Goldenhirsch marvels at the legendary circus magician known as the Half-Moon Man. Unexpectedly, he falls madly in love with the magician's delightful assistant, spurring him to run away from home to join the circus, which is slowly making its way to Germany as war looms on the horizon. Soon, he becomes a world-renowned magician known as the Great Zabbatini, even sought after by Adolf Hitler. But when Moshe is discovered to be a Jew, only his special talent can save him from perishing in a concentration camp. Los Angeles, 2007: Ten-year-old Max Cohn is convinced that magic can bring his estranged parents back together before they divorce. So one night he climbs out of his bedroom window in search of the Great Zabbatini, certain this powerful magician has the power to reunite his family. Perfect for fans of *All the Light We Cannot See* and *The Nightingale*, this radiant historical novel is both a deeply moving story of a small boy who believes in everything and an old man who believes in nothing--as well as a gripping and heartfelt tale about the beauty and fragility of life"--

Train is speeding through the countryside when Dog sees a red signal. There's a fallen tree and the mail train is stuck! How can Train help to keep the mail moving? It's time to get busy with machines that race, vroom and zoom! This vibrant series is designed to excite playful pre-schoolers. Each story features a popular vehicle as the central character, and involves a group of animal characters in a supporting role. A detailed spread on different parts of the vehicle will help children to understand what makes up the machines and help familiarise them with vehicle vocabulary and noises.

"There is no Jessica," said Ruthie's parents. But of course there was. She ate with Ruthie, played with Ruthie, and was sorry when Ruthie was bad. Nobody could see Jessica -- except Ruthie. When it came time for Ruthie to go to school, Jessica went with her. Her parents hoped Ruthie would find a friend at school who would replace Jessica. They were in for a (happy) surprise!

Every culture has a creation myth, and skateboarding is no different. The Ollie forged a new identity for skateboarding after its invention in the 1970s, and it lies at the root of nearly every significant move in street skating today. This groundbreaking no-handed aerial has also affected the evolution of surfing and snowboarding, and has left a permanent impression upon popular culture and language. This, then, is the story of the Ollie, the history and technology that set the stage for its creation, the pioneers who made it happen, and the skaters who used it to start a revolution.

Trixie and Tracky are disappointed when the wooden train set they join is full of bossy trains and snoring train tracks.

A beloved classic that captures the powerful bond between man and man's best friend. Billy has long dreamt of owning not one, but two, dogs. So when he's finally able to save up enough money for two pups to call his own—Old Dan and Little Ann—he's ecstatic. It doesn't matter that times are tough; together they'll roam the hills of the Ozarks. Soon Billy and his hounds become the finest hunting team in the valley. Stories of their great achievements spread throughout the region, and the combination of Old Dan's brawn, Little Ann's brains, and Billy's sheer will seems unbeatable. But tragedy awaits these determined hunters—now friends—and Billy learns that hope can grow out of despair, and that the seeds of the future can come from the scars of the past. Praise for *Where the Red Fern Grows* A Top 100 Children's Novel, School Library Journal's A Fuse #8 Production A Must-Read for Kids 9 to 14, NPR Winner of Multiple State

Awards Over 7 million copies in print! “Very touching.” —The New York Times Book Review “One of the great classics of children’s literature . . . Any child who doesn’t get to read this beloved and powerfully emotional book has missed out on an important piece of childhood for the last 40-plus years.” —Common Sense Media “An exciting tale of love and adventure you’ll never forget.” —School Library Journal “A book of unadorned naturalness.” —Kirkus Reviews “Written with so much feeling and sentiment that adults as well as children are drawn [in] with a passion.” —Arizona Daily Star “It’s a story about a young boy and his two hunting dogs and . . . I can’t even go on without getting a little misty.” —The Huffington Post “We tear up just thinking about it.” —Time on the film adaptation

Once upon a time, there wasn't a song. Then, sometime later, there was. "How the \$&%! did that happen?" you might ask. *How to Write a Song (Even If You've Never Written One Before and You Think You Suck)* is the definitive, no-nonsense and 100% beginner-proof guide to writing original songs. Whether you're a complete beginner or a more experienced songwriter looking to improve your songwriting process, *How to Write a Song...* walks you through a powerful, stimulating but simple process you can use to create great songs, time after time. It's not a formula. It's not a songwriting 'method'. You'll craft every single note and word of your song. You'll write in any style you like. Meanwhile, you'll learn not just what to do but why you're doing it - so you can use those skills in every other song you create. You'll be guided step-by-step through how to find a great song idea, how to choose an effective title, how to craft a solid lyric, how to write catchy melodies and grooves, and how to combine all of those parts effectively into a complete song. And best of all, literally all you need get started is some basic experience on piano or guitar, or with a Digital Audio Workstation like Logic, Ableton or GarageBand. Everything else is inside.

The #1 New York Times bestseller. Over 3 million copies sold! *Tiny Changes, Remarkable Results* No matter your goals, *Atomic Habits* offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: • make time for new habits (even when life gets crazy); • overcome a lack of motivation and willpower; • design your environment to make success easier; • get back on track when you fall off course; ...and much more. *Atomic Habits* will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your

habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

An instructional guide for serious skaters looking for unusual and innovative tricks. Performers Kyra and Chalcy illustrate each trick. Trick training is a great way to bond with your dog, help your dog integrate into your family, and keep him mentally and physically challenged. Includes: beg, bow, say your prayers, fetch the paper, find the remote, and more; also, step-by-step instructions to guide the trainer; troubleshooting tips to solve problems; and "build-on" ideas that encourage taking a mastered skill to the next level.--Publisher's description.

Harry has always admired the famous escape artist Houdini. And when Houdini asks for help in coming back to life, it seems like an amazing chance...or could it be Houdini's greatest trick of all? Eleven-year-old Harry Mancini is NOT Harry Houdini--the famous escape artist who died in 1926. But Harry DOES live in Houdini's old New York City home, and he definitely knows everything there is to know about Houdini's life. What is he supposed to do, then, when someone starts texting him claiming that they're Houdini, communicating from beyond the grave? Respond, of course. It's hard for Harry to believe that Houdini is really contacting him, but this Houdini texts the secrets to all of the escape tricks the dead Houdini used to do. What's more, Houdini's offering Harry a chance to go back in time and experience it for himself. Should Harry ignore what must be a hoax? Or should he give it a try and take Houdini up on this death-defying offer? Dan Gutman is the award-winning author of series including *My Weird School*, *The Genius Files*, and the baseball card series, including *Honus & Me*. He uses his writing powers for good once again in this exciting new middle grade novel. Named a New York State Great Read by the Empire State Center for the Book!

While doing genealogy research, a college professor runs across a true example of that most wayward of American existences--the hobo--in a story of a pair of runaways who hopped the rails, departing for times and places unknown, with only their adventurous spirits to guide them. Near his life's end, Percy B. Gates was a distinguished family man. He'd settled down and leveled out, but his past was full of adventure. At age thirteen, Percy and his best friend, Bill, ran off, whisked away from their homes on railroad tracks. They met a wide cast of characters while traveling the fifty states, from Wyatt Earp in the Old West to Teddy Roosevelt down in San Antonio. Bill fought a war, and Percy barely missed joining Roosevelt's Rough Riders. Eventually, they became boilermakers on that same railroad and found themselves in the middle of more than one outburst of union violence. Their rowdy journey through life ended up as more than those young runaways could have imagined. This expansive adventure portrays a classic American story, based on the author's grandfather's own tales and letters. Leaving a disastrous past behind, the hobo sets off on his own American dream. The Caldecott Medal Winner, Sibert Honor Book, and New York Times bestseller *Locomotive* is a rich and detailed sensory exploration of America's early railroads, from the creator of the "stunning" (Booklist) *Moonshot*. It is the summer of 1869, and trains, crews, and family are traveling together, riding America's brand-new transcontinental railroad. These pages come alive with descriptive details of the journey: the sounds, speed, and strength of the mighty locomotives; the work that keeps them moving; and the thrill of travel from plains to mountain to ocean. Come sit inside the caboose, feel

the heat of the engine, watch the landscape race by. Come ride the rails, come cross the young country!

With magical animals, science, mystery, and adventure -- the brand new series Zoey and Sassafras has something for everyone! Easy-to-read language and illustrations on nearly every page make this series perfect for a wide range of ages. In the fourth book, an unexpected snow storm causes trouble for the magical creatures of the forest. When Zoey and Sassafras attempt to rescue trapped caterfly eggs, they make a mistake. Can they figure out a way to fix things before the baby caterflies hatch?

Quentin Tarantino's long-awaited first work of fiction—at once hilarious, delicious and brutal—is the always surprising, sometimes shocking, novelization of his Academy Award winning film. RICK DALTON—Once he had his own TV series, but now Rick's a washed-up villain-of-the-week drowning his sorrows in whiskey sours. Will a phone call from Rome save his fate or seal it? CLIFF BOOTH—Rick's stunt double, and the most infamous man on any movie set because he's the only one there who might have got away with murder. . . . SHARON TATE—She left Texas to chase a movie-star dream, and found it. Sharon's salad days are now spent on Cielo Drive, high in the Hollywood Hills. CHARLES MANSON—The ex-con's got a bunch of zonked-out hippies thinking he's their spiritual leader, but he'd trade it all to be a rock 'n' roll star.

After a day at the track of zipping and zooming, a race car is tired and ready for bed. He washes his rims, fills his tummy with oil, and chooses a book that is all about speed. All toasty and warm, he drifts off to sleep, he shifts into gear . . . and dreams of the race! Carlos goes into the cloud forest to look for animals, but he manages to miss seeing them even though they have an adventure with his umbrella. On board pages.

The Great Escape for the Great War: the astonishing true story of two World War I prisoners who pulled off one of the most ingenious escapes of all time. “Fox unspools Jones and Hill's delightfully elaborate scheme in nail-biting episodes that advance like a narrative Rube Goldberg machine.”—The New York Times Book Review Imprisoned in a remote Turkish POW camp during World War I, having survived a two-month forced march and a terrifying shootout in the desert, two British officers, Harry Jones and Cedric Hill, join forces to bamboozle their iron-fisted captors. To stave off despair and boredom, Jones takes a handmade Ouija board and fakes elaborate séances for his fellow prisoners. Word gets around, and one day an Ottoman official approaches Jones with a query: Could Jones contact the spirit world to find a vast treasure rumored to be buried nearby? Jones, a trained lawyer, and Hill, a brilliant magician, use the Ouija board—and their keen understanding of the psychology of deception—to build a trap for their captors that will ultimately lead them to freedom. A gripping nonfiction thriller, *The Confidence Men* is the story of one of the only known con games played for a good cause—and of a profound but unlikely friendship. Had it not been for “the Great War,” Jones, the Oxford-educated son of a British lord, and Hill, a mechanic on an Australian sheep ranch, would never have met. But in pain, loneliness, hunger, and isolation, they formed a powerful emotional and intellectual alliance that saved both of their lives. Margalit Fox brings her “nose for interesting facts, the ability to construct a taut narrative arc, and a Dickens-level gift for concisely conveying personality” (Kathryn Schulz, *New York*) to this tale of psychological strategy that is rife with cunning, danger, and moments of high farce that rival anything in *Catch-22*.

Zak George is a new type of dog trainer. A dynamic YouTube star and Animal Planet

personality with a fresh approach, Zak helps you to tailor train to your dog's unique traits and energy level--leading to quicker results and a much happier pet. Packed with everything you need to know to raise and care for your dog, this book will help you communicate and bond with one another in a way that makes training easier, more rewarding, and--most of all--fun!

Asked to leave the circus because the audiences have seen all his tricks, Spot the dog hopes to show them new tricks by turning different colors and changing the shape of his spots.

On a hot day on the subway, Oscar spies the "Island Lady," who proceeds to pull an island breeze, Caribbean foods, and even a steel drum band out of her bag to share with her fellow travelers.

A hands-on, practical survival guide from retired Navy SEAL Clint Emerson, from eluding pursuers, evading capture, and surviving dangerous situations.

### Old Tracks, New Tricks

With magical animals, science, mystery, and adventure -- the brand new series Zoey and Sassafras has something for everyone! Easy-to-read language and illustrations on nearly every page make this series perfect for a wide range of ages. In the third book of this series, Zoey and Sassafras head to the stream only to make a terrible discovery. Things get even more urgent when they learn that the magical creatures living in the stream are in danger! Can Zoey and Sassafras solve the mystery of the stream and save the Merhorses?

Cuddle up with the beloved animal friends from the bestselling Steam Train, Dream Train and count on lots of fun! Little train enthusiasts will love counting from one to ten along with the dreamy train cars!

Set in North Dakota at a time in this century when Indian tribes were struggling to keep what little remained of their lands, Tracks is a tale of passion and deep unrest. Over the course of ten crucial years, as tribal land and trust between people erode ceaselessly, men and women are pushed to the brink of their endurance--yet their pride and humor prohibit surrender. The reader will experience shock and pleasure in encountering a group of characters that are compelling and rich in their vigor, clarity, and indomitable vitality.

After Zephie, trying to help Brewster, pulls a box of heavy stone tiles and falls off the track, Brewster rescues her and Zephie resolves to stick with her own jobs in the future.

**#1 NEW YORK TIMES BESTSELLING PHENOMENON** More than 6 million copies sold A Reese Witherspoon x Hello Sunshine Book Club Pick A Business Insider Defining Book of the Decade "I can't even express how much I love this book! I didn't want this story to end!"--Reese Witherspoon "Painfully beautiful."--The New York Times Book Review For years, rumors of the "Marsh Girl" have haunted Barkley Cove, a quiet town on the North Carolina coast. So in late 1969, when handsome Chase Andrews is found dead, the locals immediately suspect Kya Clark, the so-called Marsh Girl. But Kya is not what they say. Sensitive and intelligent, she has survived for years alone in the marsh that she calls home, finding friends in the gulls and lessons in the sand. Then the time

comes when she yearns to be touched and loved. When two young men from town become intrigued by her wild beauty, Kya opens herself to a new life--until the unthinkable happens. *Where the Crawdads Sing* is at once an exquisite ode to the natural world, a heartbreaking coming-of-age story, and a surprising tale of possible murder. Owens reminds us that we are forever shaped by the children we once were, and that we are all subject to the beautiful and violent secrets that nature keeps.

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

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