

The Stick Book Loads Of Things You Can Make Or Do With A Stick Going Wild

A celebration of the power of imagination from the Theodor Seuss Geisel Honor Award-winning creator of Not a Box Experience the thrill of the moment when pretend feels so real that it actually becomes real! Following the critically acclaimed Not a Box, this book proves that a stick is not always just a stick. Whether it's conducting an orchestra, painting a masterpiece, or slaying a dragon—give a child a stick and let imagination take over and the magic begin.

William Golding's unforgettable classic of boyhood adventure and the savagery of humanity comes to Penguin Classics in a stunning Graphic Deluxe Edition with a new foreword by Lois Lowry As provocative today as when it was first published in 1954, Lord of the Flies continues to ignite passionate debate with its startling, brutal portrait of human nature. William Golding's compelling story about a group of very ordinary boys marooned on a coral island has been labeled a parable, an allegory, a myth, a morality tale, a parody, a political treatise, and even a vision of the apocalypse. But above all, it has earned its place as one of the indisputable classics of the twentieth century for readers of any age. This Penguin Classics Graphic Deluxe Edition features an array of special features to supplement the novel, including a foreword by Lois Lowry, an introduction by Stephen King, an essay by E. M. Forster, an essay on teaching and reading the novel and suggestions for further exploration by scholar Jennifer Buehler, and an extended note by E. L. Epstein, the publisher of the first American paperback edition of Lord of the Flies. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

"Set in the coastal town of Danvers, Massachusetts, where the accusations began that led to the 1692 witch trials ... follows the 1989 Danvers High School Falcons field hockey team, who will do anything to make it to the state finals—even if it means tapping into some devilishly dark powers"--

Make it Wild! shows how children can enjoy the endless opportunities offered by wild places. Looking at what nature has to offer, they explore the potential of diverse raw materials such as snow, leaves, and sticks and suggest how to work with them. The book demonstrates how to use nature's free, renewable resources to make anything from a clay monster to an ice lantern or flaming balloons. Making things outdoors involves creativity and imagination, as well as learning how to solve practical problems, how to work together, the need to see a process through from start to finish, and the safe use of potentially dangerous tools — all of which help children acquire the skills they need to cope with the world and develop a commonsense understanding of the way it works. Discusses the best methods of learning, describing how rereading and rote repetition are counterproductive and how such techniques as self-testing, spaced retrieval, and finding additional layers of information in new material can enhance learning.

The Stick Book Loads of things you can make or do with a stick Frances Lincoln

Provides advice for parents and caregivers on encouraging children to engage in and enjoy healthy, safe outdoor activities, and suggests games, crafts, and other fun things to do in each season and after dark.

All students and professors need to write, and many struggle to finish their stalled dissertations, journal articles, book chapters, or grant proposals. Writing is hard work and can be difficult to wedge into a frenetic academic schedule. In this practical, light-hearted, and encouraging book, Paul Silvia explains that writing productively does not require innate skills or special traits but specific tactics and actions. Drawing examples from his own field of psychology, he shows readers how to overcome motivational roadblocks and become prolific without sacrificing evenings, weekends, and vacations. After describing strategies for writing productively, the author gives detailed advice from the trenches on how to write, submit, revise, and resubmit articles, how to improve writing quality, and how to write and publish academic work.

Learn skills, games, and activities for back-to-nature adventures and camping trips, for all ages and abilities, from children to adults. How to Play in the Woods is a must-have for anyone working with scouts or youth groups, as well as a handy reference book for campers and outdoor enthusiasts who need to brush up on basic survival skills. Learn how to make rope from plant materials, navigate using the sun and/or moon, build shelters, and start a fire. There are activities for teaching about safe knife handling, gathering and preparing wild foods, cooking on a spit, and plant medicines. And, for more fun and entertainment, there are instructions for making instruments, natural jewelry, clay containers, baskets, and even buckskin clothing. This book encourages and motivates readers to be interactive with nature, to be free from prescribed schedules, and to just play and enjoy outdoors while relearning the wisdom and ways of our ancestors. Robin Blankenship is the owner of the Earth Knack School and has been teaching primitive skills, sustainable modern life skill courses, and leading wilderness treks since 1978. She is the author of Earth Knack: Stone Age Skills for the 21st Century.

Officer Anne Capestan and her squad of misfits must turn their attention to a more personal case--the murder of Capestan's ex-husband's father, a lifelong member of the Paris police force who had no shortage of enemies. After their successful solving of three cold cases and exposing corruption at the very highest levels of the Paris police force, Officer Anne Capestan's team of oddballs and no-hopers should be in a celebratory mood. However, now despised by their colleagues at 36, quai des Orfèvres and worried for their future, morale has never been lower among the members of the Awkward Squad. Capestan is doing her best to motivate the team, but even she cannot maintain a cheerful facade when she has been assigned to investigate the murder of Officer Serge Rufus, the father of her ex-husband. Worse, it soon appears that his murder is linked to two other victims, both of whom were warned by the killer before they struck. Can Capestan marshal the forces to solve another hopeless mystery, or will her team's previous success be proven just a fluke?

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote. Presentation Zen challenges the conventional wisdom of making "slide presentations" in today's world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations. Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

Faces streaked with soot or burnt cork, over six thousand paratroopers and glidermen of the 101st Airborne Division Screaming Eagles jumped or crashed into the swamps, canals, hedgerows and villages of the Cotentin Peninsular of France sometime after midnight on the sixth day of June 1944. Over four hundred C-47 Dakotas carried the Screaming Eagles through the darkness and into a thick cloud bank that night. One load of pathfinders crashed into the English Channel. Planes were seen to explode in midair. Others crashed and burned past all recognition, probably due to ground fire. Just before dawn, the initial glider serials slammed between the hedgerows, into trees and each other. Many planes safely delivered their troopers to their designated drop zones. However, come dawn eighteen planes, each carrying a

stick of fifteen to twenty paratroopers, were missing. As so often happened that night, many paratroopers found themselves alone. Some quickly banded together, others wandered for hours, evading Germans and capture. Some were all too quickly made casualties, either by the hard landing or German fire. Other were taken prisoner. Some of the real stories are even harder to fathom than the stories in *MISSING STICKS*, a fictional account of a handful of those missing men, representative of those declared casualties in real life.

Meet Eric Trum, the stick man with a big bum. He's only just come to life, and he's looking for something to do. Luckily, he's a stick man with a plan: from secret codes and string telephones to making his own comic strip, he's determined to keep boredom away! In this funny story, Eric will try out various fun activities that anyone can try, as all the instructions are included! Find out how things don't always run smoothly for the little stick man. If it's not his large bottom getting in the way, it's his neighbour, Jeremy Mothballs, trying to spoil his fun. How will he cope? *The Stick Man With a Big Bum* is a hilarious new book, with a heart-warming ending. Recommended for children ages 7-12, but anyone up to the age of 108 and beyond can enjoy this book! Also available - 'More Fun With Stick Man Trum' and 'The Stick Man With a Big Bum Doodle it Yourself Book.'

A landmark book about how we form habits, and what we can do with this knowledge to make positive change We spend a shocking 43 percent of our day doing things without thinking about them. That means that almost half of our actions aren't conscious choices but the result of our non-conscious mind nudging our body to act along learned behaviors. How we respond to the people around us; the way we conduct ourselves in a meeting; what we buy; when and how we exercise, eat, and drink—a truly remarkable number of things we do every day, regardless of their complexity, operate outside of our awareness. We do them automatically. We do them by habit. And yet, whenever we want to change something about ourselves, we rely on willpower. We keep turning to our conscious selves, hoping that our determination and intention will be enough to effect positive change. And that is why almost all of us fail. But what if you could harness the extraordinary power of your unconscious mind, which already determines so much of what you do, to truly reach your goals? Wendy Wood draws on three decades of original research to explain the fascinating science of how we form habits, and offers the key to unlocking our habitual mind in order to make the changes we seek. A potent mix of neuroscience, case studies, and experiments conducted in her lab, *Good Habits, Bad Habits* is a comprehensive, accessible, and above all deeply practical book that will change the way you think about almost every aspect of your life. By explaining how our brains are wired to respond to rewards, receive cues from our surroundings, and shut down when faced with too much friction, Wood skillfully dissects habit formation, demonstrating how we can take advantage of this knowledge to form better habits. Her clear and incisive work shows why willpower alone is woefully inadequate when we're working toward building the life we truly want, and offers real hope for those who want to make positive change.

A special handbook for youth and the adults who work with them.

A paean to play from an award-winning poet and a New York Times best-selling illustrator. The trappings of childhood change from generation to generation, but there are some timeless activities that every kid loves. Marilyn Singer and LeUyen Pham celebrate these universal types of play, from organized games such as hide-and-seek and hopscotch to imaginative play such as making mud soup or turning a stick into a magic wand. Lyrical poems and bold illustrations capture the energy of a group of children in one neighborhood as they amuse themselves over the course of a summer day. At a time when childhood obesity rates are soaring and money is tight for many families, here is a book that invites readers to join in the fun of active play with games that cost nothing.

An intimate, beautifully written coming-of-age memoir recounting a young girl's journey from war-torn Vietnam to Ridgewood, Queens, and her struggle to find her voice amid clashing cultural expectations. Ly Tran is just a toddler in 1993 when she and her family immigrate from a small town along the Mekong river in Vietnam to a two-bedroom railroad apartment in Queens. Ly's father, a former lieutenant in the South Vietnamese army, spent nearly a decade as a POW, and their resettlement is made possible through a humanitarian program run by the US government. Soon after they arrive, Ly joins her parents and three older brothers sewing ties and cummerbunds piece-meal on their living room floor to make ends meet. As they navigate this new landscape, Ly finds herself torn between two worlds. She knows she must honor her parents' Buddhist faith and contribute to the family livelihood, working long hours at home and eventually as a manicurist alongside her mother at a nail salon in Brownsville, Brooklyn, that her parents take over. But at school, Ly feels the mounting pressure to blend in. A growing inability to see the blackboard presents new challenges, especially when her father forbids her from getting glasses, calling her diagnosis of poor vision a government conspiracy. His frightening temper and paranoia leave an indelible mark on Ly's sense of self. Who is she outside of everything her family expects of her? Told in a spare, evocative voice that, with flashes of humor, weaves together her family's immigration experience with her own fraught and courageous coming of age, *House of Sticks* is a timely and powerful portrait of one girl's struggle to reckon with her heritage and forge her own path.

A sticker book based on the web-slinging teenaged hero in MARVEL's *Spider-Man: Homecoming!* © 2017 MARVEL © 2017 CPII

Young people these days are often homebound, entertaining themselves with the Internet, television, video games, and text messages, but completely disconnected from the reality of the great outdoors. Many have never experienced simple pleasures such as telling stories around a warm campfire, camping outdoors, or whittling a stick. *Go Wild!* is the perfect book for families with children ages 10 to 14 wanting to get in touch with the natural world. The authors describe a range of wild and fun adventures for families to share. Readers learn potentially life-saving skills that give them confidence, independence, and a sense of environmental awareness. Topics include building shelter, building a fire, foraging for food, cooking outdoors, tools and weapons, bushcraft skills, water and keeping clean, and safety. From making a catapult to catching crayfish, creating fire without matches to constructing a tepee, *Go Wild!* is all about thrilling activities, amazing discoveries, and young people having the time of their lives in the great outdoors.

The third installment of Bernard Cornwell's bestselling series chronicling the epic saga of the making of England, "like *Game of Thrones*, but real" (*The Observer*, London)—the basis for *The Last Kingdom*, the hit television series coming to Netflix in Fall 2016. After achieving victory at King Alfred's side, Uhtred of Bebbanburg is returning to his home in the North, finally free of his allegiance to the King—or so he believes. An encounter with a vicious slave trader introduces Uhtred to Guthred, the self-proclaimed King of Northumbria. Curious about Guthred's astounding claim, Uhtred follows him north. But he soon discovers fate has another incredible surprise in store, and begins an unexpected journey that climaxes in the midnight siege of a city thought impregnable—a dangerous seige that results in the forging of England. *Lords of the North* is Bernard Cornwell's finest work yet—a breathtaking adventure, but it also tells the story of the

creation of English identity, as the English and Danes begin to become one people, appropriating each other's languages and, thrillingly, fighting side-by-side.

'A beautiful and inspiring book, bursting with practical suggestions which will appeal to every child's imagination. Reading it, I wanted to rush out to my nearest wood immediately!' Julia Donaldson, author of *The Gruffalo* Who doesn't love a stick? The universal toy for children and adults alike, sticks can provide endless opportunities for outdoor adventures, creative play, woodcraft and conservation. Packed with 70 ideas and projects, *The Stick Book* will give you loads of ideas for using the wonderful, free and all-natural toy: the stick. As The National Museum of Play (New York) pointed out when they selected a stick for inclusion in their National Toy Hall of Fame, 'It can be a Wild West horse, a medieval knight's sword, a boat on a stream, or a slingshot with a rubber band ...' A stick can be anything you want it to be. This book will give you loads of inventive ideas for spending quality time outdoors with your children – from the adventurous to the magical, getting creative to playing games, making music to building bug hotels. Try your hands at: Making a DIY tent or den Creating a woodland monster or magic carpet Wild weaving or making your own natural wind chimes Playing capture the flag or a woodland mapping game Making a bird feeder or bug hotel With 70 ideas and projects, there will be something for every little adventurer, dreamer or budding ecologist in *The Stick Book*. All you need to get started is ... a stick!

The stick is a universal toy. Totally natural, all-purpose, free, it offers limitless opportunities for outdoor play and adventure and it provides a starting point for an active imagination and the raw material for transformation into almost anything! As New York's Strong National Museum of Play pointed out when they selected a stick for inclusion in their National Toy Hall of Fame, 'It can be a Wild West horse, a medieval knight's sword, a boat on a stream, or a slingshot with a rubber band . . .' In this book Fiona Danks and Jo Schofield offer masses of suggestions for things to do with a stick, in the way of adventures and bushcraft, creative and imaginative play, games, woodcraft and conservation, music and more.

The 2011 Caldecott Medal winner is now available as a board book, perfect for the youngest of readers. Full color. Budding artists will learn that a popsicle stick can be the foundation of a wonderful and useful work of art, such as a smartphone stand, a piece of fairy furniture, or a puzzle made from a beloved photograph. This high-interest book will inspire young artists to use common and available materials to make imaginative crafts. The hardest part will be deciding whether to give each cool creation away or keep it for a private collection.

Adventures, games and crafts to get you outdoors all the year round. Playing outdoors should be an essential part of growing up; developing your imagination, keeping fit and letting the wild world weave its magic spell on you. In *The Wild Year Book*, Fiona and Jo have selected 70 of their favourite activities to help you enjoy spending time outdoors, season by season. Perhaps you'll want to play camouflage games in Spring and make enormous bubbles in the summer, challenge your friends to a foraging bake-off in the autumn, or create ice mobiles in the winter. With this book you will never be short of inspiration! Over 100,000 copies sold of Fiona and Jo's *Going Wild* series.

Fiona Danks and Jo Schofield are back with more wonderful ideas for fun outdoors even in the most challenging weather! Imagine - jumping in the biggest puddle you can find! - Or running barefoot and feeling squidgy mud ooze up between your toes! - Or run up the nearest hill to feel the wind try to carry you away! When it's wet, or windy or cold, there's no need to stay cooped up indoors; it's a great opportunity to rush outside for some fun. - Go on an animal hunt and find the creatures that come out in the wet. - Fly a kite in the wind and catch falling leaves. - Take your camera into a white world and see how many different icy patterns and shapes you can find. There are loads of exciting and creative things you can do in the natural world when the weather's wild. So don't wait for the sun: take this book with you and go outdoors for a wild weather adventure!

You don't need to live right on the water's edge to have fun at the beach! *The Beach Book* is all about finding wild places at the seaside, as well as by lakes and rivers and making the most of opportunities to explore and enjoy all these places have to offer. You can have fun: Discovering beach wildlife (eg. rock pooling, crabbing and fishing or making a rock-pool viewer) and exploring sand dunes and beach combing. Making the most of lakes and rivers by foraging, damming and diverting streams and boat racing. Using natural resources to play and invent new games (e.g., stone Jenga and skittles, ball runs and boules or funny face games. Being creative (e.g., making driftwood monsters, marram grass dolls and creating sand paintings).

In her first novel since *The Quick and the Dead* (a finalist for the Pulitzer Prize), the legendary writer takes us into an uncertain landscape after an environmental apocalypse, a world in which only the man-made has value, but some still wish to salvage the authentic. "She practices ... camouflage, except that instead of adapting to its environment, Williams's imagination, by remaining true to itself, reveals new colorations in the ecology around her." —A.O. Scott, *The New York Times Book Review* Kristen is a teenager who, her mother believes, was marked by greatness as a baby when she died for a moment and then came back to life. After Kristen's failing boarding school for gifted teens closes its doors, and she finds that her mother has disappeared, she ranges across the dead landscape and washes up at a "resort" on the shores of a mysterious, putrid lake the elderly residents there call "Big Girl." In a rotting honeycomb of rooms, these old ones plot actions to punish corporations and people they consider culpable in the destruction of the final scraps of nature's beauty. What will Kristen and Jeffrey, the precocious ten-year-old boy she meets there, learn from this "gabby seditious lot, in the worst of health but with kamikaze hearts, an army of the aged and ill, determined to refresh, through crackpot violence, a plundered earth"? Rivetingly strange and beautiful, and delivered with Williams's searing, deadpan wit, *Harrow* is their intertwined tale of paradise lost and of their reasons—against all reasonableness—to try and recover something of it.

Why do the world's most delicious foods taste even better served on a stick? Author and photographer Matt Armendariz

answers the question with dozens of delightful recipes for party food, street-cart food, junk food, and more. From elegant hors d'oeuvres to humble everyday fare, it's all here: • deep-fried mac 'n' cheese • s'mores • antipasti • bacon-wrapped shrimp • fudge puppies • fish and chips ...and more! Plus tricks for using sticks and skewers like cocktail picks, sugarcane, and fresh rosemary, ideas for entertaining, and quick and easy recipes for delicious homemade marinades, dips, and sauces. See for yourself why everything tastes better On a Stick!

Familiar Bible stories are told with parts of each picture labelled for vocabulary building.

Building a den, fort, treehouse or hideaway is part of childhood's imaginary world, where anything might be possible. Dens are universal play places: you can make them almost anywhere, out of almost anything. The Den Book uses descriptive text and ample photographs to inspire children (and their adults) to build amazing dens outdoors, for themselves, for their toys, or for the imaginary creatures who live in the woods or the park. What makes a good den? It should be secret: perhaps you need to know the password before you are allowed to enter. It should be a place to hang out with friends. It should be a place where you can escape into your imagination. The book includes basic construction tips on how to build a den, how to waterproof and furnish it, and specific advice on several different sorts of den, including: Sleep out dens, Outlaw dens, Party dens, Beach dens, Urban dens, Nature detective dens, Fairy Forts, Miniature dens, Garden dens, Treehouses and Teepees.

From the bestselling author of *Charlie and the Chocolate Factory* and *The BFG!* Mr. and Mrs. Twit are the smelliest, nastiest, ugliest people in the world. They hate everything—except playing mean jokes on each other, catching innocent birds to put in their Bird Pies, and making their caged monkeys, the Muggle-Wumps, stand on their heads all day. But the Muggle-Wumps have had enough. They don't just want out, they want revenge.

Take control of your wedding planning (and budget) with over 500 easy hacks to help your wedding go as smoothly as possible—from preventing wardrobe malfunctions to making an adjustable seating chart. Congratulations—you're engaged! But, now what? As you start to share the news with your family and friends, you might start feeling slightly stressed about the amount of planning you suddenly have to do. But wedding planning can actually be easier than you think! With *Wedding Hacks* you'll find solutions to all your wedding planning worries and prevent any problems that you might not have seen coming. From finding cheaper prices online to dealing with difficult relatives, this book has everything you need to know to make your wedding day one you'll never forget (all while keeping your sanity intact)!

Thailand's capital, Krungtep, known as Bangkok to Westerners and "the City of Angels" to Thais, has been home to smugglers and adventurers since the late eighteenth century. During the 1970s, it became a modern Casablanca to a new generation of treasure seekers: from surfers looking to finance their endless summers to wide-eyed hippie true believers and lethal marauders leftover from the Vietnam War. Moving a shipment of Thai sticks from northeast Thailand farms to American consumers meant navigating one of the most complex smuggling channels in the history of the drug trade. Peter Maguire and Mike Ritter are the first historians to document this underground industry, the only record of its existence rooted in the fading memories of its elusive participants. Conducting hundreds of interviews with smugglers and law enforcement agents, the authors recount the buy, the delivery, the voyage home, and the product offload. They capture the eccentric personalities who transformed the Thai marijuana trade from a GI cottage industry into one of the world's most lucrative commodities, unraveling a rare history from the smugglers' perspective.

More games, crafts and skills Forest School style, building on the success of *Play the Forest School Way*. This book is organized by season to encourage kids to get outdoors come rain, shine or snow! Following on from the bestselling *Play the Forest School Way*, here is a brilliant selection of brand-new games, crafts and activities to get kids developing new skills and exploring the natural world all year round. Structured around the four seasons of the year, each chapter is packed full of step-by-step Forest School games and activities that harmonize with the weather and what's happening in nature at that time of year, with a nod to seasonal festivals such as Easter and Christmas. In spring, for example, you could make a mud birthday cake to celebrate Earth Day on 22 April, or (inspired by bird song) craft sistrums from sticks and bottle tops, or make a clay hare and enjoy dandelion tea and a chocolate egg hunt at a spring day out. At Forest School, children return to the same location again and again, building a lasting connection with a specific part of the natural world, and this book in its year-round approach will bring this aspect of Forest School play to the fore. Each of the four seasonal chapters includes a description of an extended session (combining active and quieter activities plus, for some, an idea for foraging/cooking) to guide Forest School leaders planning themed days and parents looking for party inspiration or nature days out. The Forest School ethos of nature-based play and learning that encourages children to develop confidence, self-esteem and emotional intelligence is exactly what's needed in an era when childhood problems such as obesity and anxiety are on the rise. Woven through the year are stories from the authors' own Forest School classes, as they make a passionate case for the importance of ensuring children's access to nature and the incredible benefits they will gain from being outside, even in the heart of a city.

Offers craft projects children can create with cardboard boxes, including making a playhouse, giant dice, and a princess castle. The blistering story of a young man making his Broadway debut in *Henry IV* just as his marriage implodes--an utterly transfixing book about art and love, fame and heartbreak from the acclaimed actor/writer/director. Hawke's first novel in nearly twenty years is a bracing meditation on fame and celebrity, and the redemptive, healing power of art; a portrait of the ravages of disappointment and divorce; a poignant consideration of the rites of fatherhood and manhood; a novel soaked in rage and sex, longing and despair; and a passionate love letter to the world of theater. *A Bright Ray of Darkness* showcases Ethan Hawke's gifts as a novelist as never before. Hawke's narrator is a young man in torment, disgusted with himself after the collapse of his marriage, still half-hoping for a reconciliation that would allow him to forgive himself and move on as he clumsily, and sometimes hilariously, tries to manage the wreckage of his personal life with whiskey and sex. What saves him is theater: in particular, the challenge of performing the role of Hotspur in a production of *Henry IV* under the leadership of a brilliant director, helmed by one of the most electrifying--and narcissistic--Falstaff's of all time. Searing and raw, *A Bright Ray of Darkness* is a novel about shame and beauty and faith, and the moral power of art.

In a world in which we're never far from our phones or tablets, computers or consoles, we can often be blind to the joy that can be found in the great outdoors. We're building worlds in *Minecraft* when we could be building a raft; we're watching the latest Netflix

show when we could be gazing at the stars; we're idly scrolling on social media when we could be strolling through woodlands; we're internet shopping when we could be panning for gold. Our phones may be smarter, but our experiences have shrunk down to the size of the screens in front of our eyes. The Wild Book is here to re-acquaint us with the wonders that await in the outside world. Beautifully produced, full of fun, easy-to-do games and activities - including how to make sloe gin, climb trees, build a fire, identify different cloud formations and make a shelter - this is the ultimate book to unleash your inner child.

Five killers on a bullet train from Tokyo are competing for a suitcase full of money. Who will make it to the last station? An original and propulsive thriller from a massive Japanese bestseller. ***SOON TO BE A MAJOR MOTION PICTURE STARRING BRAD PITT AND SANDRA BULLOCK*** Satoshi looks like an innocent schoolboy but he is really a viciously cunning psychopath. Kimura's young son is in a coma thanks to him, and Kimura has tracked him onto the bullet train heading from Tokyo to Morioka to exact his revenge. But Kimura soon discovers that they are not the only dangerous passengers onboard. Nanao, the self-proclaimed 'unluckiest assassin in the world', and the deadly partnership of Tangerine and Lemon are also travelling to Morioka. A suitcase full of money leads others to show their hands. Why are they all on the same train, and who will get off alive at the last station? A huge bestseller in Japan, Bullet Train is an original and propulsive thriller which fizzes with an incredible energy as its complex net of double-crosses and twists unwinds to the last station. 'Entertaining...high-speed...with lots of twists and turns...it has a Tarantino-meets-the-Coen-Brothers feel to it' The Times Readers can't stop reading Bullet Train! 'Original, quirky and highly entertaining' 'A dark-humoured, twisty thriller that's a lot of fun' 'One of the most addictive thrillers I've ever read... smart and cinematic' 'What an original novel! Exciting from beginning to end' 'A whole lot of darkly comic fun' 'A thrilling ride' ***FILMING HAS JUST WRAPPED ON THE MOVIE STARRING BRAD PITT AND SANDRA BULLOCK, FROM THE DIRECTOR OF DEADPOOL 2 AND ATOMIC BLONDE*** Bullet Train was originally published in Japan with the title Maria Beetle.

Stanley, a young boy with a powerful imagination, pretends his stick is a match, fishing pole, dinosaur, and spoon.

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