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GQUZJD - SHANNON JONAS

This Screenplay Writing Big Giant Notebook: From Story Idea to First Draft is an essential notebook for scriptwriters. Hand write your screenplay in industry-standard format on a specially dotted lined pages. It contains all the necessary templates for developing the screenplay. This Screenwriter's notebook contains 112 pages of screenplay development templates, and 400 pages of blank script pages. Screenplay Development templates includes: *Screenplay Information: Title, Logline, Theme, Genre, Format, Screenplay Notes *Story Idea Board: Dotted Line, Un-ruled pages *Screenplay Synopsis/Outline *One Sheet/Pitch-On-Paper: Title, Logline, Story Summary *Spec Treatment: Dotted Line *Two-Page Treatment: Dotted Line *Act Summary: Act 1, Act 2, Act 3 *Character's Bio/Act Summary *Story Spiral Diagram *Story Clock: 2 hour format *Story Arc/Plot Diagram: Grid *Character's Story Elements: Custom *Character's Objective *Character's Action Summary *Scene List: Scene No, Scene Description, Scene Order *Beat Summary: Act #, Beat, Beat Description, Page Start & End *Screenwriter's To-Do List *Screenwriter's Communication Log List *Script Title page *Blank Script pages: Line, 400 pages, pre-numbered

Rose Lee Carter, a 13-year-old African-American girl, dreams of life beyond the Mississippi cotton fields during the summer of 1955. Her world is rocked when a 14-year-old African-American boy, Emmett Till, is killed for allegedly whistling at a whit

Four tales of fantasy from a twentieth-century literary master—selected as the 1975 New York Times Outstanding Book for Children John Gardner's first children's book takes the traditional fairy tale and turns it on its head. In the title story, a meddlesome dragon meets his match. "The Tailor and the Giant" tells the story of a cowardly man who finally faces his fears. A villainous beast of burden attempts to rid himself of his master in "The Miller's Mule." And in "The Last Piece of Light," a brave young chimney-sweep saves the world from darkness. Filled with irreverent twists on the classic elements of princes and princesses, witches and wizards, and the magical realms that they inhabit, Dragon, Dragon is a collection of fun and fantastic tales to be cherished by readers of all ages.

Millions of users create and share Excel spreadsheets every day, but few go deeply enough to learn the techniques that will make their work much easier. There are many ways to take advantage of Excel's advanced capabilities without spending hours on advanced study. Excel Hacks provides more than 130 hacks -- clever tools, tips and techniques -- that will leapfrog your work beyond the ordinary. Now expanded to include Excel 2007, this resourceful, roll-up-your-sleeves guide gives you little known "backdoor" tricks for several Excel versions using different platforms and external applications. Think of this book as a toolbox. When a need arises or a problem occurs, you can simply use the right tool for the job. Hacks are grouped into chapters so you can find what you need quickly, including ways to: Reduce workbook and worksheet frustration -- manage how users interact with worksheets, find and highlight information, and deal with debris and corruption. Analyze and manage data -- extend and automate these features, moving beyond the limited tasks they were designed to perform. Hack names -- learn not only how to name cells and ranges, but also how to create names that adapt to the data in your spreadsheet. Get the most out of PivotTables -- avoid the problems that make them frustrating and learn how to extend them. Create customized charts -- tweak and combine Excel's built-in charting capabilities. Hack formulas and functions -- subjects range from moving formulas around to dealing with datatype issues to improving recalculation time. Make the most of macros -- including ways to manage them and use them to extend other features. Use the enhanced capabilities of Microsoft Office 2007 to combine Excel with Word, Access, and Outlook. You can either browse through the book or read it from cover to cover, studying the procedures and scripts to learn more about Excel. However you use it, Excel Hacks will help you increase productivity and give you hours of "hacking" enjoyment along the way.

An Adult Coloring Book for Authors!This book will help you paint powerful visual scenes that stick with readers long after they've finished your book. The techniques described within are simple and easy to use. Think of this as a guided coloring book adventure. YOUR adventure.There are lots of systems and guides to plotting, but if you're like me you have journals filled with notes, scenes and description... it can get overwhelming. I've based this book on traditional three-act story architecture, but it's greatly simplified. Plotters and pantsers can use the guided exercises to gain greater visual clarity and build more meaningful scenes with resonance. This book will help you get organized and unlock hidden potential in your scenes that you didn't know was there, by going beyond words and focusing on drawing and coloring your scenes until you have a full outline.This book makes an excellent workbook for writing retreats, is simple enough for children to use (it's never too early to write your first novel), and introduces a new, and hopefully useful, way to organize your novel, improve your writing, and create unforgettable scenes that will make a deep and lasting impact.

This remarkable and monumental book at last provides a comprehensive answer to the age-old riddle of whether there are only a small number of 'basic stories' in the world. Using a wealth of examples, from ancient myths and folk tales via the plays and novels of great literature to the popular movies and TV soap operas of today, it shows that there are seven archetypal themes which recur throughout every kind of storytelling. But this is only the prelude to an investigation into how and why we are 'programmed' to imagine stories in these ways, and how they relate to the inmost patterns of human psychology. Drawing on a vast array of examples, from Proust to detective stories, from the Marquis de Sade to E.T., Christopher Booker then leads us through the extraordinary changes in the nature of storytelling over the past 200 years, and why so many stories have 'lost the plot' by losing touch with their underlying archetypal purpose. Booker analyses why evolution has given us the need to tell stories and illustrates how storytelling has provided a uniquely revealing mirror to mankind's psychological development over the past 5000 years. This seminal book opens up in an entirely new way our understanding of the real purpose storytelling plays in our lives, and will be a talking point for years to come.

Discover how to create stories that build suspense, reveal character, and engage your audience with this ultimate guide to writing. When it comes to writing bestsellers, it's all about the plot. Trouble is, plot is where most writers fall down—but you don't have to be one of them. With this book, you'll learn how to create stories that build suspense, reveal character, and engage readers—one scene at a time. Celebrated writing teacher and author Martha Alderson has devised a plotting system that's as innovative as it is easy to implement. With her foolproof blueprint, you'll learn to devise a successful storyline for any genre. She shows how to: -Use the power of the Universal Story -Create plot lines and subplots that work together -Effectively use a scene tracker for maximum impact -Insert energetic markers at the right points in your story -Show character transformation at the book's climax This is the ultimate guide for you to write page-turners that sell!

What makes a good story or a screenplay great? The vast majority of writers begin the storytelling process with only a partial understanding where to begin. Some labor their entire lives without ever learning that successful stories are as dependent upon good engineering as they are artistry. But the truth is, unless you are master of the form, function and criteria of successful storytelling, sitting down and pounding out a first draft without planning is an ineffective way to begin. Story Engineering starts with the criteria and the architecture of storytelling, the engineering and design of a story--and uses it as the basis for narrative. The greatest potential of any story is found in the way six specific aspects of storytelling combine and empower each other on the page. When rendered artfully, they become a sum in excess of their parts. You'll learn to wrap your head around the big pictures of storytelling at a professional level through a new approach that shows how to combine these six core competencies which include: • Four elemental competencies of concept, character, theme, and story structure (plot) • Two executional competencies of scene construction and writing voice The true magic of storytelling happens when these six core competencies work together in perfect harmony. And the best part? Anyone can do it!

User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

♥♥ The Most Dangerous Game by Richard Connell ♥♥ The Most Dangerous Game, also published as The Hounds of Zaroff, is a short story by Richard Connell first published in Collier's magazine on January 19, 1924. It features a big-game hunter from New York who falls off a yacht and swims to an isolated island in the Caribbean where he is hunted by a Cossack aristocrat. The story is an adaptation of the big-game hunting safaris in Africa and South America that were fashionable among wealthy Americans in the 1920s. ♥♥ The Most Dangerous Game by Richard Connell ♥♥ Big-game hunter Sanger Rainsford and his friend, Whitney, are traveling to the Amazon rainforest for a jaguar hunt. After a discussion about how they are "the hunters" instead of "the hunted," Whitney goes to bed and Rainsford hears gunshots. He climbs onto the yacht's rail and accidentally falls overboard, swimming to Ship-Trap Island, which is notorious for shipwrecks. On the island, he finds a palatial chateau inhabited by two Cossacks: the owner, General Zaroff, and his gigantic deaf-mute servant, Ivan. ♥♥ The Most Dangerous Game by Richard Connell ♥♥ Zaroff, another big-game hunter, knows of Rainsford from his published account of hunting snow leopards in Tibet. Over dinner, the middle-aged Zaroff explains that although he has been hunting animals since he was a boy, he has decided that killing big-game has become boring for him, so after escaping the Russian Revolution he moved to Ship-Trap Island and set it up to trick ships into wrecking themselves on the jagged rocks that surround it. He takes the survivors captive and hunts them for sport, giving them food, clothing, a knife, and a three-hour head start, and using only a small-caliber pistol for himself. Any captives who can elude Zaroff, Ivan, and a pack of hunting dogs for three days are set free. He reveals that he has won every hunt to date. Captives are offered a choice between being hunted or turned over to Ivan, who once served as official knouter for The Great White Czar. Rainsford denounces the hunt as barbarism, but Zaroff replies by claiming that "life is for the strong." Realizing he has no way out, Rainsford reluctantly agrees to be hunted. During his head start, Rainsford lays an intricate trail in the forest and then climbs a tree. Zaroff finds him easily, but decides to play with him as a cat would with a mouse, standing underneath the tree Rainsford is hiding in, smoking a cigarette, and then abruptly departing. ♥♥ The Most Dangerous Game by Richard Connell ♥♥ After the failed attempt at eluding Zaroff, Rainsford builds a Malay man-catcher, a weighted log attached to a trigger. This contraption injures Zaroff's shoulder, causing him to return home for the night, but he shouts his respect for the trap before departing. The next day Rainsford creates a Burmese tiger pit, which kills one of Zaroff's hounds. He sacrifices his knife and ties it to a sapling to make another trap, which kills Ivan when he stumbles into it. To escape Zaroff and his approaching hounds, Rainsford dives off a cliff into the sea; Zaroff, disappointed at Rainsford's apparent suicide, returns home. Zaroff smokes a pipe by his fireplace, but two issues keep him from the peace of mind: the difficulty of replacing Ivan and the uncertainty of whether Rainsford perished in his dive.

A Magical Key to Unlock Your Creative Wizard Are you writing a novel, but having trouble getting your first draft written? You've heard of "outlining," but that sounds too rigid for you. You've heard of "organic writing," but that seems a bit squishy to you. Take a look at the wildly popular Snowflake Method—ten battle-tested steps that jump-start your creativity and help you quickly map out your story. All around the world, novelists are using the Snowflake Method right now to ignite their imaginations and get their first drafts down. In this book, you'll follow the story of a fictitious novelist as she learns to tap into the amazing power of the Snowflake Method. Almost magically, she finds her story growing from a simple idea into a deep and powerful novel. And she finds her novel changing her—into a stronger, more courageous person. Zany, Over the Top, and Just Plain Fun How to Write a Novel Using the Snowflake Method is a "business parable"—a how-to guide written in story form. It's zany. It's over the top. It's just plain fun. It shows you how it's done, rather than tells you. You'll learn by example how to grow your story idea into a sizzling first draft. You'll discover: How to define your "target audience" the right way, so you know exactly how your ideal readers think and feel. Forget what the experts tell you about "demographics." How to create a dynamite selling tool that will instantly tell people whether they'll love your story or hate it. And you want them to love it or hate it. How to get inside the skin of each of your characters—even your villain. Especially your villain. How to find a deep, emotively powerful theme for your story. Do you know the best point in your novel to unveil your theme? How to know when to backtrack, and why backtracking is essential to writing great fiction. How to fire-test each scene to ensure it's high-impact—before you write it. Excerpt-Goldilocks had always wanted to write a novel. She learned to read before she went to kindergarten. In grade school, she always had her nose in a book. In junior high, the other kids thought she was weird, because she actually liked reading those dusty old novels in literature class. All through high school, Goldilocks dreamed of writing a book of her own someday. But when she went to college, her parents persuaded her to study something practical. Goldilocks hated practical, and secretly she

kept reading novels. But she was a very obedient girl, so she did what her parents told her. She got a very practical degree in marketing. After college, she got a job that bored her to tears—but at least it was practical. Then she got married, and within a few years, she had two children, a girl and then a boy. She quit her job to devote full time to them. As the children grew, Goldilocks took great joy in introducing them to the stories she had loved as a child. When her son went off to kindergarten, Goldilocks thought about looking for a job. But her resume now had a seven-year hole in it, and her practical skills were long out of date. The only jobs Goldilocks could qualify for were minimum wage. She suddenly realized that being practical had made her horribly unhappy. On a whim, Goldilocks decided to do the one thing she had always wanted more than anything else—she was finally going to write a novel. She didn't care if it was impractical. She didn't care if nobody would ever read her novel. She was going to do it just because she wanted to. For the first time in years, she was going to do something just for herself. And nobody was going to stop her.

Felix, a Jewish boy in Poland in 1942, is hiding from the Nazis in a Catholic orphanage. The only problem is that he doesn't know anything about the war, and thinks he's only in the orphanage while his parents travel and try to salvage their bookselling business. And when he thinks his parents are in danger, Felix sets off to warn them--straight into the heart of Nazi-occupied Poland. To Felix, everything is a story: Why did he get a whole carrot in his soup? It must be sign that his parents are coming to get him. Why are the Nazis burning books? They must be foreign librarians sent to clean out the orphanage's outdated library. But as Felix's journey gets increasingly dangerous, he begins to see horrors that not even stories can explain. Despite his grim suroundings, Felix never loses hope. Morris Gleitzman takes a painful subject and expertly turns it into a story filled with love, friendship, and even humor.

Winner of the Newbery Medal, Coretta Scott King Author Award, and Kirkus Prize for Young Readers' Literature! Perfect for fans of Raina Telgemeier and Gene Luen Yang, New Kid is a timely, honest graphic novel about starting over at a new school where diversity is low and the struggle to fit in is real, from award-winning author-illustrator Jerry Craft. Seventh grader Jordan Banks loves nothing more than drawing cartoons about his life. But instead of sending him to the art school of his dreams, his parents enroll him in a prestigious private school known for its academics, where Jordan is one of the few kids of color in his entire grade. As he makes the daily trip from his Washington Heights apartment to the upscale Riverdale Academy Day School, Jordan soon finds himself torn between two worlds—and not really fitting into either one. Can Jordan learn to navigate his new school culture while keeping his neighborhood friends and staying true to himself? This middle grade graphic novel is an excellent choice for tween readers, including for summer reading. New Kid is a selection of the Schomburg Center's Black Liberation Reading List. Plus don't miss Jerry Craft's Class Act!

If you're vexed and perplexed by PowerPoint, pick up a copy of Fixing PowerPoint Annoyances. This funny, and often opinionated, guide is chock full of tools and techniques for eliminating all the problems that drive audiences and presenters crazy. There's nothing more discouraging than an unresponsive audience--or worse, one that snickers at your slides. And there's nothing more maddening than technical glitches that turn your carefully planned slide show into a car wreck. Envious when you see other presenters effectively use nifty features that you've never been able to get to work right? Suffer no more! Fixing PowerPoint Annoyances by Microsoft PowerPoint MVP Echo Swinford rides to the rescue. Microsoft PowerPoint is the most popular presentation software on the planet, with an estimated 30 million presentations given each day. So no matter how frustrated you get, you're not about to chuck the program in the Recycle Bin. Fixing PowerPoint Annoyances, presents smart solutions to a variety of all-too-familiar, real-world annoyances. The book is divided into big categories, with annoyances grouped by topic. You can read it cover to cover or simply jump to the chapter or section most relevant to you. Inside its pages you'll learn how to create your own templates, work with multiple masters and slide layouts, and take advantage of various alignment and formatting tools. You'll also learn how to import Excel data; insert graphics, PDF, and Word content; create, edit, and format organization charts and diagrams; use action settings and hyperlinks to jump to other slides; and add sound, video, and other types of multimedia to spark up your presentations. Entertaining and informative, Fixing PowerPoint Annoyances is filled with humorous illustrations and packed with sidebars, tips, and tricks, as well as links to cool resources on the Web.

Whether it is basketball dreams, family fiascos, first crushes, or new neighborhoods, this bold short story collection—written by some of the best children's authors including Kwame Alexander, Meg Medina, Jacqueline Woodson, and many more and published in partnership with We Need Diverse Books—celebrates the uniqueness and universality in all of us. "Will resonate with any kid who's ever felt different—which is to say, every kid." —Time Great stories take flight in this adventurous middle--grade anthology crafted by ten of the most recognizable and diverse authors writing today. Newbery Medalist Kwame Alexander delivers a story in-verse about a boy who just might have magical powers; National Book Award winner Jacqueline Woodson spins a tale of friendship against all odds; and Meg Medina uses wet paint to color in one girl's world with a short story that inspired her Newbery award-winner Merci Suárez Changes Gear. Plus, seven more bold voices that bring this collection to new heights with tales that challenge, inspire, and celebrate the unique talents within us all. AUTHORS INCLUDE: Kwame Alexander, Kelly J. Baptist, Soman Chainani, Matt de la Peña, Tim Federle, Grace Lin, Meg Medina, Walter Dean Myers, Tim Tingle, Jacqueline Woodson "There's plenty of magic in this collection to go around." —Booklist, Starred "A natural for middle school classrooms and libraries." —Kirkus Reviews, Starred "Inclusive, authentic, and eminently readable." —School Library Journal, Starred "Thought provoking and wide-ranging . . . should not be missed."—Publishers Weekly, Starred "Read more books by these authors." —The Bulletin, Starred

Ashamed of his younger brother's physical handicaps, an older brother teaches him how to walk and pushes him to attempt more strenuous activities.

Portrays the family life and simple pleasures of a girl growing up in a small mountain town.

This Screenplay Writing Notebook: From Story Idea to First Draft is an essential notebook for scriptwriters. Hand write your screenplay in industry-standard format on a specially dotted lined pages. It contains all the necessary templates for developing the screenplay. This Screenwriter's notebook contains 112 pages of screenplay development templates and 120 pages of script pages. Screenplay templates includes: -Screenplay Information: Title, Logline, Theme, Genre, Format, Screenplay Notes-Story Idea Board: Dotted Line, Un-ruled pages-Screenplay Synopsis/Outline-One Sheet/Pitch-On-Paper: Title, Logline, Story Summary-Spec Treatment: Dotted Line-Two-Page Treatment: Dotted Line-Act Summary: Act 1, Act 2, Act 3-Character's Bio/Act Summary-Story Spiral Diagram-Story Clock: 2 hour format-Story Arc/Plot Diagram: Grid -Character's Story Elements: Custom-Character's Objective -Character's Action Summary -Scene List: Scene No, Scene Description, Scene Order-Beat Summary: Act#, Beat, Beat Description, Page Start & End-Screenwriter's To-Do List -Screenwriter's Communication Log List -Script Title page-Blank Script pages: Line, 200 pages, pre-numbered

When sixteen-year-old Rashad is mistakenly accused of stealing, classmate Quinn witnesses his brutal beating at the hands of a police officer who happens to be the older brother of his best friend. Told through Rashad and Quinn's alternating viewpoints.

A seemingly ordinary village participates in a yearly lottery to determine a sacrificial victim.

This New York Times bestselling novel from acclaimed author Walter Dean Myers tells the story of

Steve Harmon, a teenage boy in juvenile detention and on trial. Presented as a screenplay of Steve's own imagination, and peppered with journal entries, the book shows how one single decision can change our whole lives. Monster is a multi-award-winning, provocative coming-of-age story that was the first-ever Michael L. Printz Award recipient, an ALA Best Book, a Coretta Scott King Honor selection, and a National Book Award finalist. Monster is now a major motion picture called All Rise and starring Jennifer Hudson, Kelvin Harrison, Jr., Nas, and A$AP Rocky. The late Walter Dean Myers was a National Ambassador for Young People's Literature, who was known for his commitment to realistically depicting kids from his hometown of Harlem.

Unable to celebrate the holidays in the wake of his older brother's death in a gang-related shooting, Lolly Rachpaul struggles to avoid being forced into a gang himself while constructing a fantastically creative LEGO city at the Harlem community center.

What makes a romance novel a romance? How do you write a kissing book? Writing a well-structured romance isn't the same as writing any other genre-something the popular novel and screenwriting guides don't address. The romance arc is made up of its own story beats, and the external plot and theme need to be braided to the romance arc-not the other way around. Told in conversational (and often irreverent) prose, Romancing the Beat can be read like you are sitting down to coffee with romance editor and author Gwen Hayes while she explains story structure. The way she does with her clients. Some of whom are regular inhabitants of the New York Times and USA Today bestseller lists. Romancing the Beat is a recipe, not a rigid system. The beats don't care if you plot or outline before you write, or if you pants your way through the drafts and do a "beat check" when you're revising. Pantsers and plotters are both welcome. So sit down, grab a cuppa, and let's talk about kissing books.

58 color reproducible graphic organizers to help your students comprehend any book or piece of literature in a visual way. Our graphic organizers enable readers to see how ideas fit together, and can be used to identify the strengths and weaknesses of your students' thought processes. Our graphic organizers are essential learning tools that will help your students construct meaning and understand what they are reading. They will help you observe your students' thinking process on what you read as a class, as a group, or independently, and can be used for assessment. They include: Story Maps, Plot Development, Character Webs, Predicting Outcomes, Inferencing, Foreshadowing, Characterization, Sequencing Maps, Cause-Effect Timelines, Themes, Story Summaries and Venn Diagrams.

WHAT IS THE STORY GRID? The Story Grid is a tool developed by editor Shawn Coyne to analyze stories and provide helpful editorial comments. It's like a CT Scan that takes a photo of the global story and tells the editor or writer what is working, what is not, and what must be done to make what works better and fix what's not. The Story Grid breaks down the component parts of stories to identify the problems. And finding the problems in a story is almost as difficult as the writing of the story itself (maybe even more difficult). The Story Grid is a tool with many applications: 1. It will tell a writer if a Story ?works? or ?doesn't work. 2. It pinpoints story problems but does not emotionally abuse the writer, revealing exactly where a Story (not the person creating the Story'the Story) has failed. 3. It will tell the writer the specific work necessary to fix that Story's problems. 4. It is a tool to re-envision and resuscitate a seemingly irredeemable pile of paper stuck in an attic drawer. 5. It is a tool that can inspire an original creation.

Have a ball with Dr. Seuss and the Cat in the Hat in this classic picture book...but don't forget to clean up your mess! A dreary day turns into a wild romp when this beloved story introduces readers to the Cat in the Hat and his troublemaking friends, Thing 1 and Thing 2. A favorite among kids, parents and teachers, this story uses simple words and basic rhyme to encourage and delight beginning readers. Then he said "That is that." And then he was gone With a tip of his hat. Originally created by Dr. Seuss himself, Beginner Books are fun, funny, and easy to read. These unjacketed hardcover early readers encourage children to read all on their own, using simple words and illustrations. Smaller than the classic large format Seuss picture books like The Lorax and Oh, The Places You'll Go!, these portable packages are perfect for practicing readers ages 3-7, and lucky parents too!

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results

In this contemporary novel, Newbery Medalist Linda Sue Park delivers a funny, lively story that illuminates both the process of writing a novel and the meaning of growing up American. "A rich work that treats serious issues with warmth, respect, and a good deal of humor" (Kirkus starred review). Perfect for both independent reading and classroom sharing. Julia Song and her friend Patrick would love to win a blue ribbon, maybe even two, at the state fair. They've always done projects together, and they work well as a team. This time, though, they're having trouble coming up with just the right project. Then Julia's mother offers a suggestion: They can raise silkworms, as she did when she was a girl in Korea. Patrick thinks it's a great idea. Of course there are obstacles—for example, where will they get mulberry leaves, the only thing silkworms can eat?—but nothing they can't handle. Julia isn't so sure. The club where kids do their projects is all about traditional American stuff, and raising silkworms just doesn't fit in. Moreover, the author, Ms. Park, seems determined to make Julia's life as complicated as possible, no matter how hard Julia tries to talk her out of it.

In his Caldecott acceptance speech for GRANDFATHER'S JOURNEY, Allen Say told of his difficulty in separating his dreams from reality. For him this separation was not as important as finding a meaning behind the contradictions and choices we all must make in life and their consequences. Early one morning a boy comes into town, hungry, and looking for work. He meets a sign painter who takes him on as a helper. The boy yearns to be a painter. The man offers him security. The two are commissioned to paint a series of billboards in the desert. Each billboard has one word, Arrowstar. They do not know its meaning. As they are about to paint the last sign, the boy looks up and sees in the distance a magnificent structure. Is it real? They go to find out. Through a simple text and extraordinary paintings, the reader learns of the temptation of safe choices and the uncertainties of following a personal dream. Here Allen Say tells a haunting and provocative story of dreams and choices for readers of all ages.

King Arthur is one of the greatest legends of all time. From the magical moment when Arthur releases the sword in the stone to the quest for the Holy Grail and the final tragedy of the Last Battle, Roger Lancelyn Green brings the enchanting world of King Arthur stunningly to life. One of the greatest legends of all time, with an inspiring introduction by David Almond, award-winning author of Clay, Skellig, Kit's Wilderness and The Fire-Eaters.

Presents the contemporary classic depicting the struggles of a U.S. airman attempting to survive the lunacy and depravity of a World War II base

In 1969 twelve-year-old Mimi and her family move to an all-white town in Vermont, where Mimi's mixed-race background and interest in "boyish" topics like astronomy make her feel like an outsider.

The quirky, hilarious farmyard tale that started it all from New York Times bestselling duo of Doreen Cronin and Betsy Lewin! Now the inspiration for a new Christmas special, CLICK, CLACK, MOO: Christmas on the Farm. Farmer Brown has a problem. His cows like to type. All day long he hears " Click, clack, moo. Click, clack, moo. Click, clack, moo. " But Farmer Brown's problems get bigger when his cows start leaving him notes! Listen in on the fun as a bunch of literate cows turn Farmer Brown's farm upside down!

Textbooks are symbols of centuries-old education. They're often outdated as soon as they hit students' desks. Acting "by the textbook" implies compliance and a lack of creativity. It's time to ditch those textbooks--and those textbook assumptions about learning In Ditch That Textbook, teacher and blogger Matt Miller encourages educators to throw out meaningless, pedestrian teaching and learning practices. He empowers them to evolve and improve on old, standard, teaching methods. Ditch That Textbook is a support system, toolbox, and manifesto to help educators free their teaching and revolutionize their classrooms.

The first novel-writing guide from the best-selling Save the Cat! story-structure series, which reveals the 15 essential plot points needed to make any novel a success. Novelist Jessica Brody presents a comprehensive story-structure guide for novelists that applies the famed Save the Cat! screenwriting methodology to the world of novel writing. Revealing the 15 "beats" (plot points) that comprise a successful story--from the opening image to the finale--this book lays out the Ten Story Genres (Monster in the House; Whydunit; Dude with a Problem) alongside quirky, original insights (Save the Cat; Shard of Glass) to help novelists craft a plot that will captivate--and a novel that will sell.

This ultimate insider's guide reveals the secrets that none dare admit, told by a show biz veteran who's proven that you can sell your script if you can save the cat!