

The Wonderful book project

“Powered by The Wonderful Ideas Project and Brown Bear/Windmill Books”

Let's do something

Wonderful

About us

Wonderful - adjective Inspiring delight, pleasure, or admiration; extremely good; marvellous.

We are a London based creator of publishing content. Internationally minded, entrepreneurial and flexible by nature. We bring many years of publishing experience to a broad range of products and brands.

We love wonder, to inspire and to delight! And we only work on projects and with partners which are, well.... Wonderful.

The Wonderful Book Project brings a diverse range of books to the publishing market. Our project is not built upon genre or held back by a narrow focus. Our identity is one built upon good ideas, market appropriate content and strong working partnerships at the core.

The Wonderful Ideas Project, supported by Brown Bear Books brings you 'The Wonderful Book Project'. Enjoy:.....and welcome to some wonderful stuff!

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LITTLE BRAIN BOX

A highly visual board book series for babies and toddlers that brings first concepts and key historical figures together. This series will keep readers of all ages entertained as they learn concepts through the eyes of famous historical figures. Who said learning can't incorporate new ideas, fun and a bit of history along the way!



Specifications:

- Board book
- 165 x 165mm to 180 x 180mm un/cased board
- £5/6.99
- Four colour
- Five spreads

Key selling points:

- Global core of characters with local interest added for major markets
- Appeal for both child and reader
- Soft entry points for key concepts
- Key vocab with a whimsical twist that will amuse the adult reader who has more knowledge of these historical figures



LITTLE BRAIN BOX



Other titles in the series:

- First Words with Little William Shakespeare
- First Numbers (1 – 10) with Little Stephen Hawking
- First Colours with Little Frida Kahlo
- First Animals with Little David Attenborough
- First Dinosaurs with Little Charles Darwin
- First Things that Go with Little Henry Ford
- First Baby Animals with Little Steve Irwin
- First Shapes with Little Piet Mondrian

FINGER DRAW

A brand new concept for young children and the board book market. Fingerdraw gently builds up childrens' drawing and observation skills, while they learn facts and expanding knowledge about a variety of fascinating subjects.



Specifications:

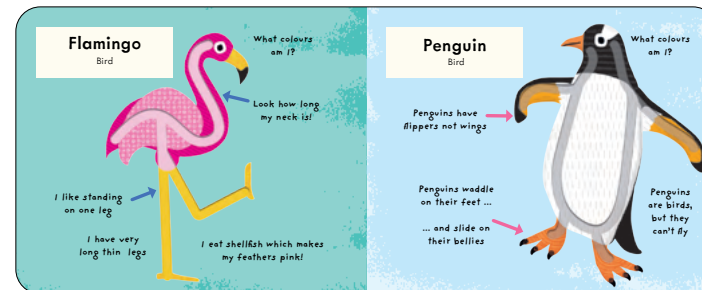
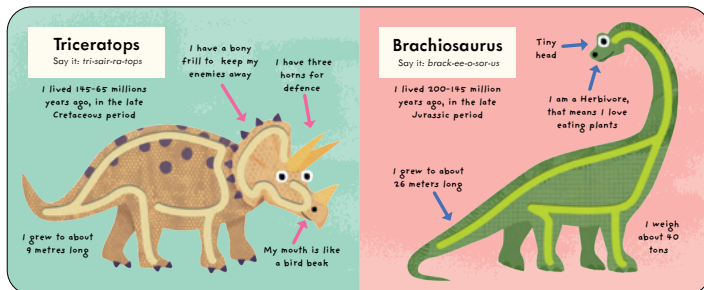
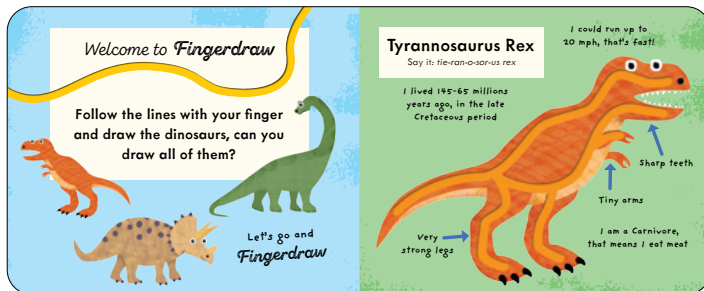
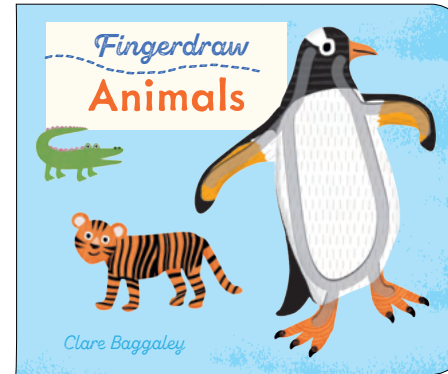
- 200mm x 180mm landscape
- 6 spreads and a cover (except ABC)
- Board book
- C4 colour throughout
- Die-cut fingerdraw paths on pages 3-10 using 300gsm board stuck to the board page

Key selling points:

- Children aged 3-5
- Easy way to learn how to draw and assists children to develop their fine motor skills and co-ordination
- Encourages bonding between adult and child
- Charming illustrations
- Helps build up confidence in drawing and promotes a have-a-go attitude. Aids the child to recognise shapes and colours
- Helps parents, carers and teachers who want to engage children with this educational series



FINGER DRAW

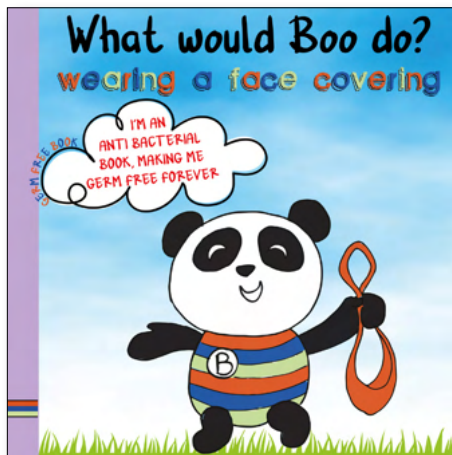


Other Concepts in the series:

- Tigers and Lions Safari
- On the Farm
- Farm Animals
- Baby Animals
- Dogs
- Cats
- Horses
- People
- Trees and Nature
- ABC (x14 spreads)
- Ocean Life
- Birds
- Bugs
- Bears

WHAT WOULD BOO DO?

A simple way to introduce babies and young children to everyday tasks, teaching them the importance of hygiene and keeping clean whatever they may do. This is an exciting launch of the new Boo series of Anti-Bacterial board books with an innovative coating to keep bacteria and viruses away and therefore making these children's books forever germ free.

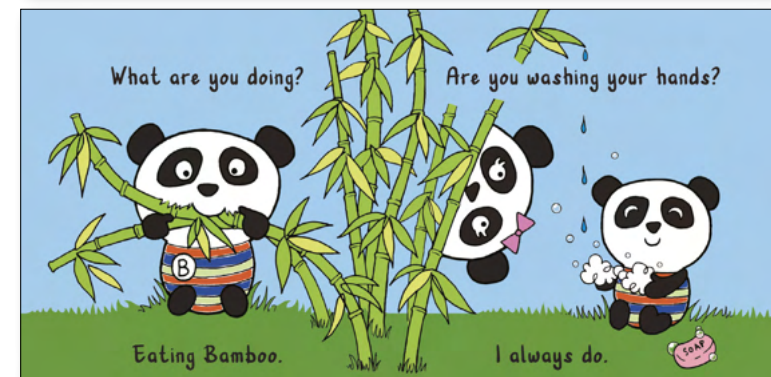


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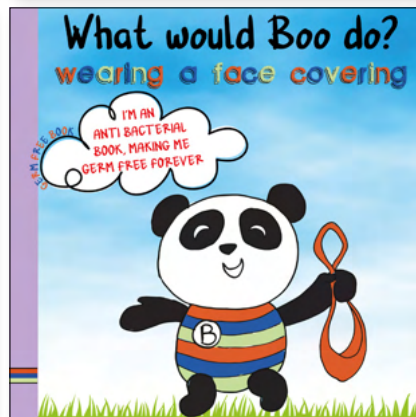
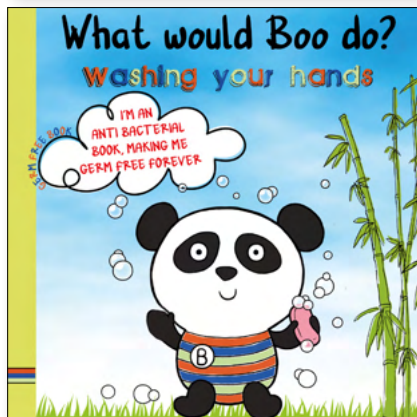
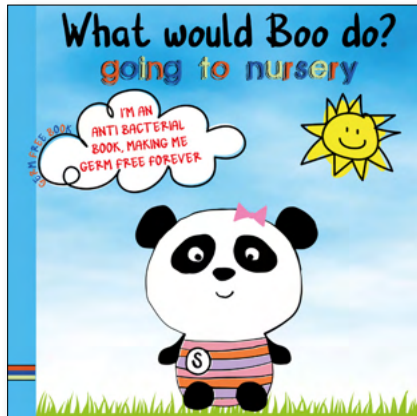
- 152 x 152cm (6in x 6in)
- 6 text spreads
- Approx 60 words per title
- Publication date: 01/05/21

Key selling points:

- The book is coated with an innovative Anti-Bacterial/viral coating keeping the book free from germs forever
- Boo will show how to do every day tasks and go on everyday journeys that young children will love. Always incorporating relevance to hygiene
- Themes are really relevant to our new everyday life from hygiene, social distancing, going back to school, going on an aeroplane, wearing a mask and generally keeping clean



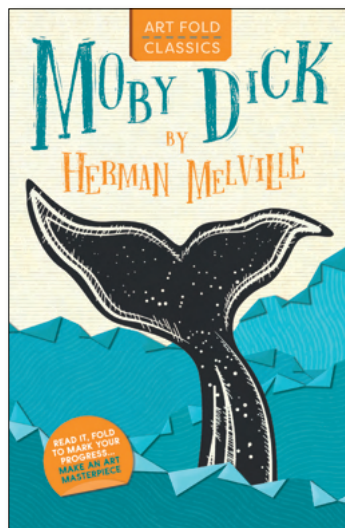
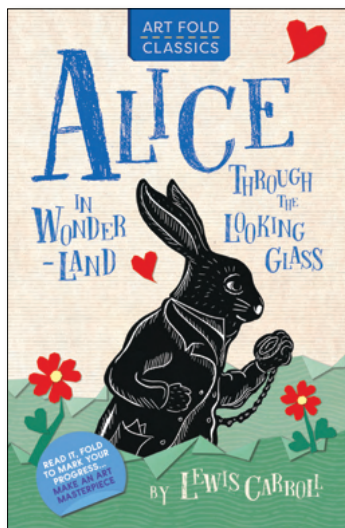
WHAT WOULD BOO DO?



ART FOLD CHILDREN'S CLASSICS

A wonderful new series which enables readers to turn their classics into treasured art works! By simply folding each page to mark their progress, the reader will produce a magical keepsake for their shelves.

The folded pages form a unique iconic emblem at the heart of each story.



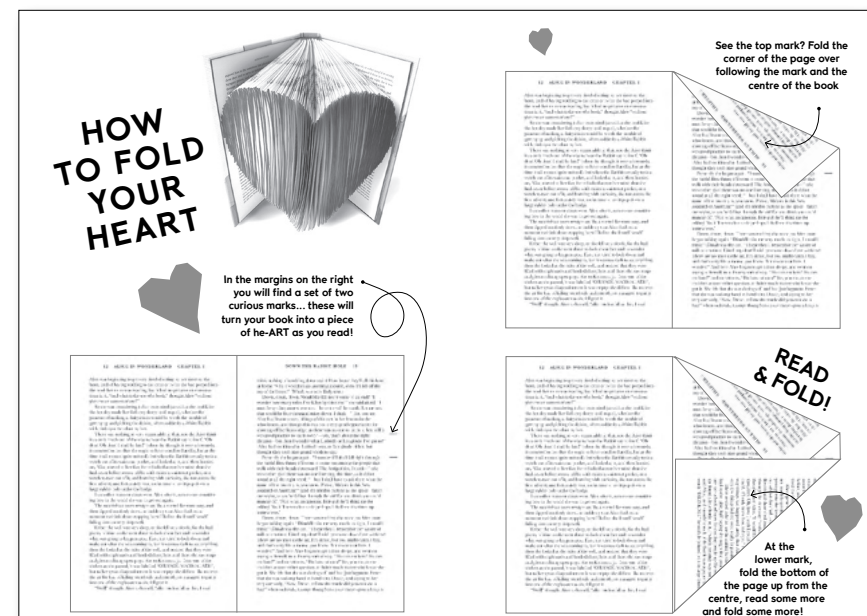
Specifications:

- Hardback
- C format
- Various extents



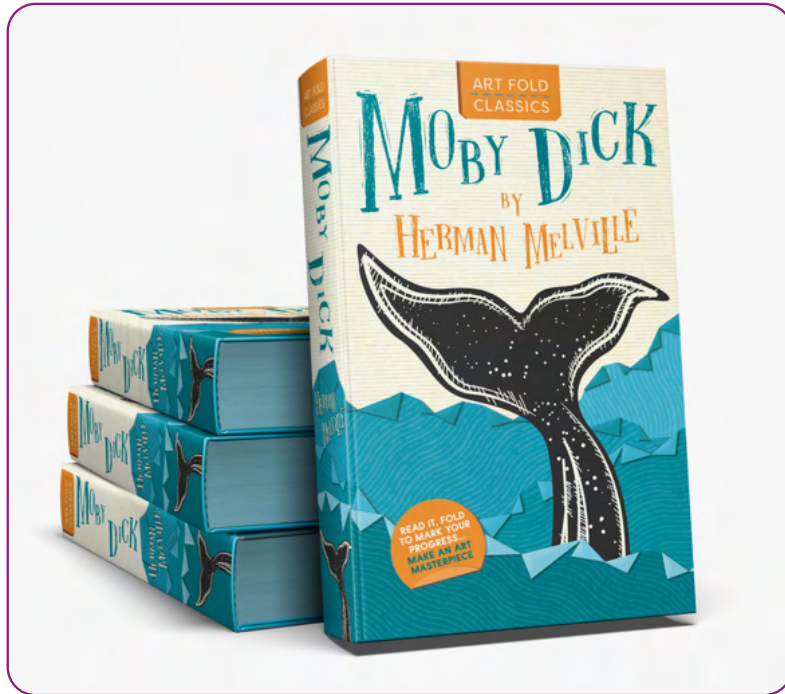
Key selling points:

- Crossover art fiction series
- Technology free approach
- Fold the page can be rolled out to other series



ART FOLD CHILDREN'S CLASSICS

Other titles in the series:



Other titles in the series:

- The Wonderful Wizard of Oz
- Little Women
- Treasure Island
- The Secret Garden
- Peter Pan
- Jungle Book
- Little Prince
- and many more

100% UNOFFICIAL FORTNITE ANNUAL

One of the world's biggest gaming brands - boasting 350m MAU Worldwide. Players typically becoming immersed in the world from 9-12 years old. New seasons continuing to be released demonstrates the high investment in this platform.



Specifications:

- 80pp cased Annual
- 300mm x 218mm 80pp 4/4 inc ends
- 306mm x 224mm x 9mm 4/0
- 56pp cased Annual (reduced page option)

Key selling points:

- Consistent high sales - Continues to deliver sales in all major markets and has become an evergreen performer
- Rights Available - Markets outside of UK and Eire



100% UNOFFICIAL FORTNITE TIN

One of the world's biggest gaming brands - boasting 350m MAU Worldwide. Players typically becoming immersed in the world from 9-12 years old. New seasons continuing to be released demonstrates the high investment in the platform.



Specifications:

- Tin Base: 245mm x 185mm x 32mm
- Tin Lid: 245mm x 185mm 10mm
- 4 Activity books :16pp wire stitched
- 228mm x 180mm
- Sheets of stickers:
- 210mm x 148mm
- 4/0 stickers each sheet
- Backing Sheet available

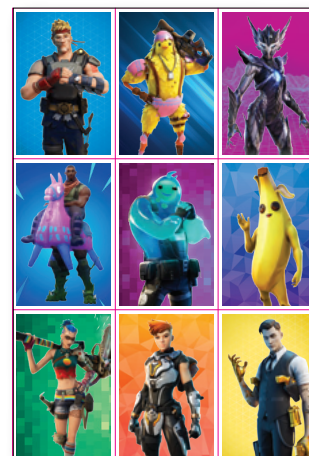
Key selling points:

- Consistent high sales - Continues to deliver sales in all major markets and has become an evergreen performer
- Rights Available - Markets outside of UK and Eire



100% UNOFFICIAL FORTNITE TIN

Tin includes 4x books and sticker sheet.



100% UNOFFICIAL MINECRAFT ANNUAL

One of the worlds biggest gaming brands – boasting 131m MAU Worldwide.
Players typically becoming immersed in the world from 7-10 years old.

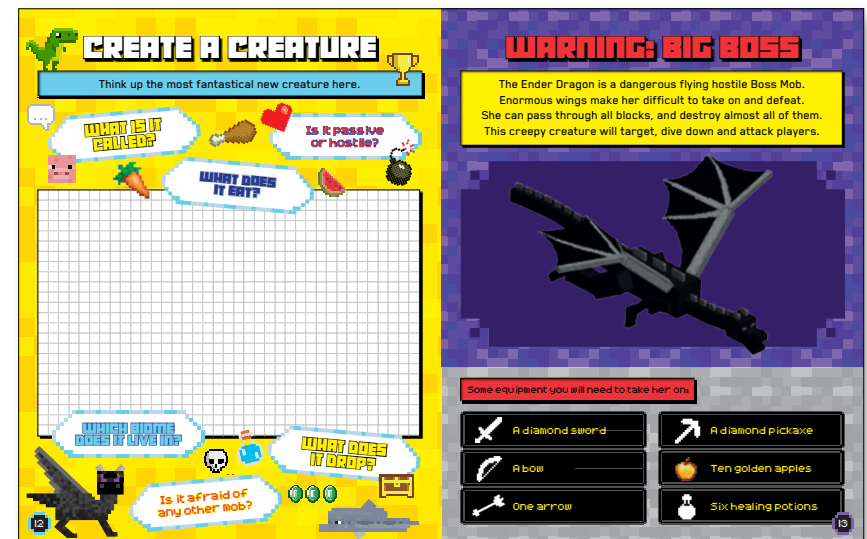
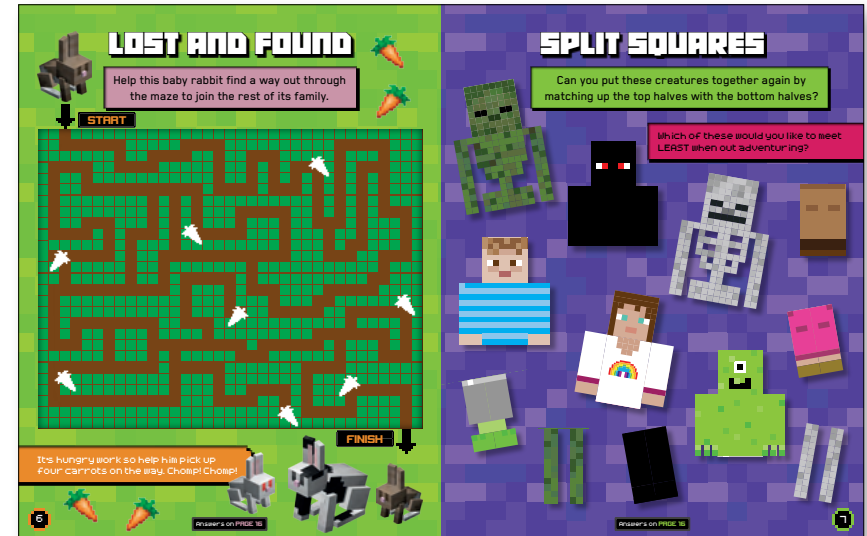


Specifications:

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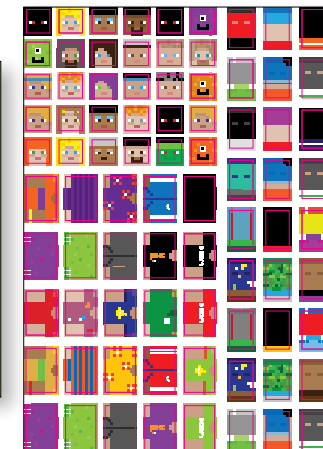
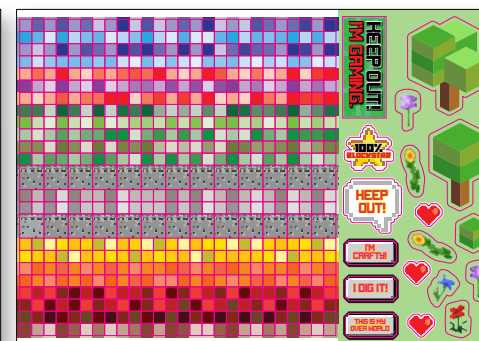
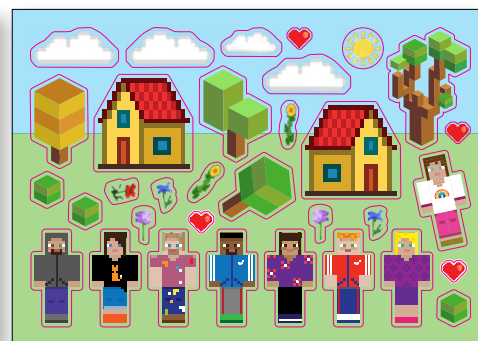
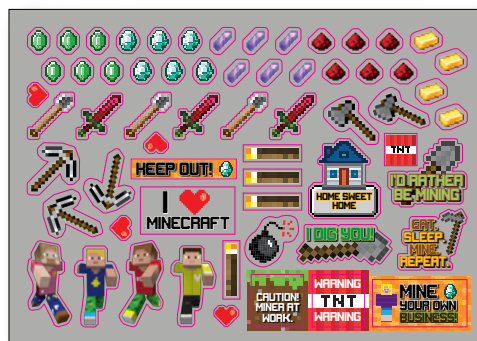
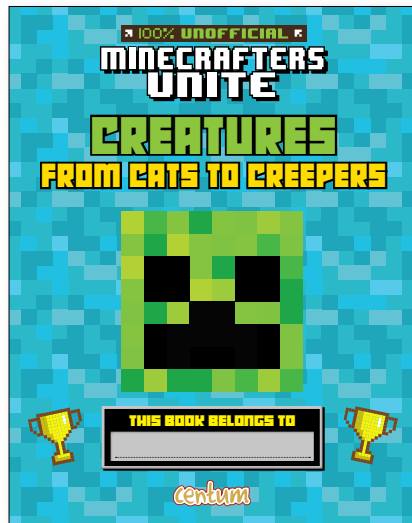
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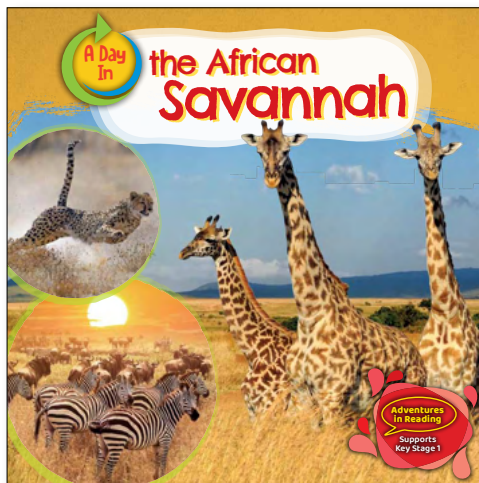
Tin includes 4x books and sticker sheet.



ADVENTURES IN READING

Adventures in reading follows a whole day in some of the coolest places on earth or following some of the most exciting animals. The 24 hour day is the mechanic to help support a child's understanding of both time and the changes that take place in the natural world through each part of the day.

Readers will spend a day in the most exciting places on Earth, with some of the most well-loved and interesting animals, and within the world's most destructive events.

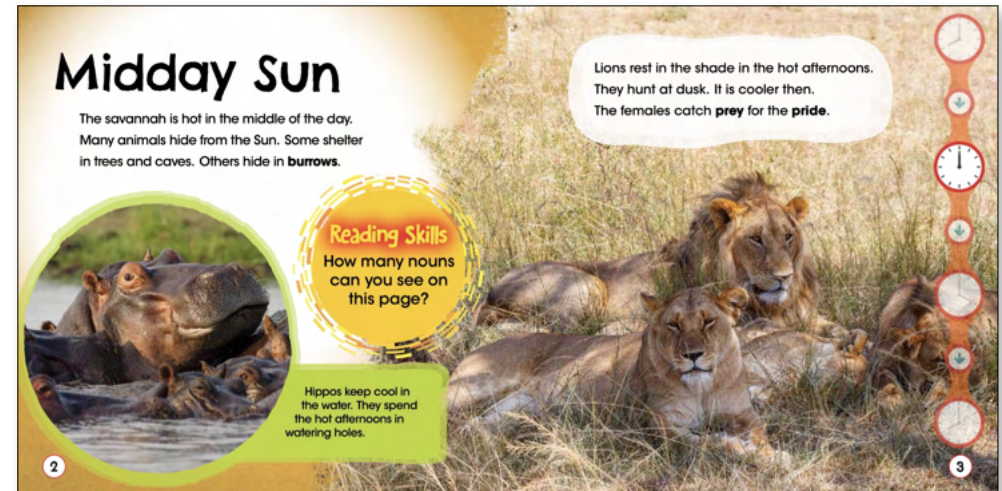


Specifications:

- 203 x 203 mm
- 24/32pp
- Hardback

Key selling points:

- Series designed with three levels of reading development, Emergent Reader, Early Reader and Growing confidence
- The reading system uses soft learning devices that support KS1-2 reading whilst keeping interest levels high for the reader



ADVENTURES IN READING

The series starts with small blocks of text building reading confidence, with progressive complexity as the series develops. Q&A's through the series reinforce understanding and development. Final glossary helps with key words. Each book includes an appropriately levelled practical activity to enhance learning.



Night Falls

As the sun sets, the water grows dark. Many reef fish stop feeding. They look for a safe place to spend the night. They often hide in small holes in the reef.

Reading Skills
Is there an apostrophe on this page?

parrot fish

A parrot fish makes a sleeping bag from snail. Now predators can't smell it.

Whitetip reef sharks rest on the bottom in the day. They come out to hunt at night. They stick their slender **snouts** into small holes to reach **prey**.

The Reef Wakes Up

A coral reef looks like a big plant. But it isn't! A reef is made of tiny animals. They are called coral **polyps**. In the day, they shelter in the hard parts of the reef.

Some coral polyps can live for hundreds of years.

Reading Skills
How many verbs are in the present tense on this page?

But at night, the coral wakes up. The **polyps** send out tiny arms. Their arms are like **tentacles**. They catch tiny animals that float by.

ADVENTURES IN READING

Topics which organically help the reader to develop the reader through three key stages of reading. High interest topics specifically chosen to match age groups. Learning to read can be fun, interesting and rewarding!

Emergent Reader (Red Splash)

High frequency words

Pictures support
the story telling

Soft questioning
for verbal check-in

+

Early Reader (Blue Splash)

Developing vocabulary

Pictures provide
clues to story

Questions to
build confidence

+

Growing Confidence (Green Splash)

Expanded vocabulary

Deeper topic areas

Questions increase
fluency of vocabulary

Emergent Reader

Ice Worlds (Polar)

Africa (Savannah)

Coral Reef

Desert

Mountains

Rainforest (Tropical)

+

Early Reader

Space frontiers

Ferocious predators

Bird life

Exploding volcanoes

Temperate forest

Dangerous dinosaurs

+

Growing Confidence

The human body

Powerful & destructive
hurricanes

Deep sea predators

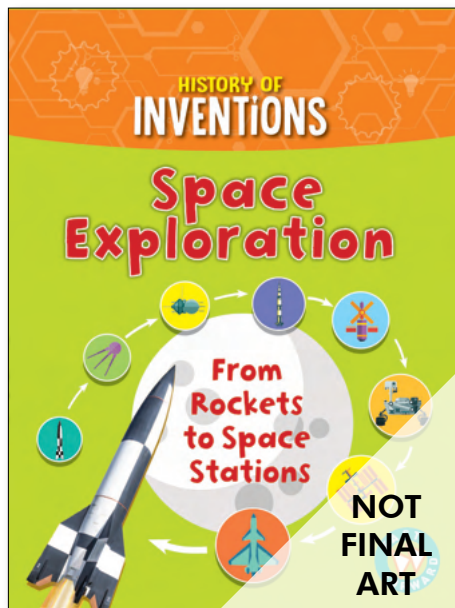
The Endangered
animal kingdom

Insects all around us

Amazing reptile life

HISTORY OF INVENTIONS

Even very young kids can use a smartphone and listen to music on a streaming site, but how did we get to the technology we use today? This series traces the history of inventions, explaining how one breakthrough leads to the next. A visual timeline at the bottom of each spread is a reminder of how the story unfolds.

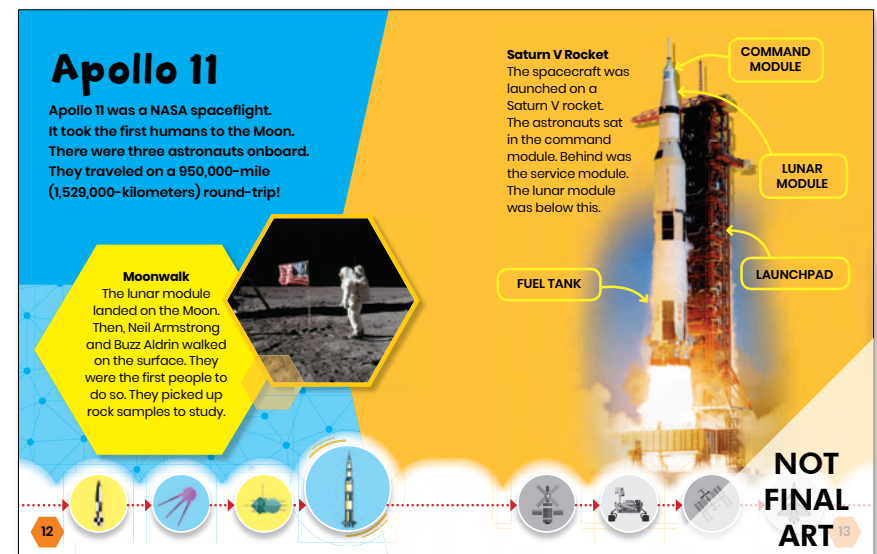
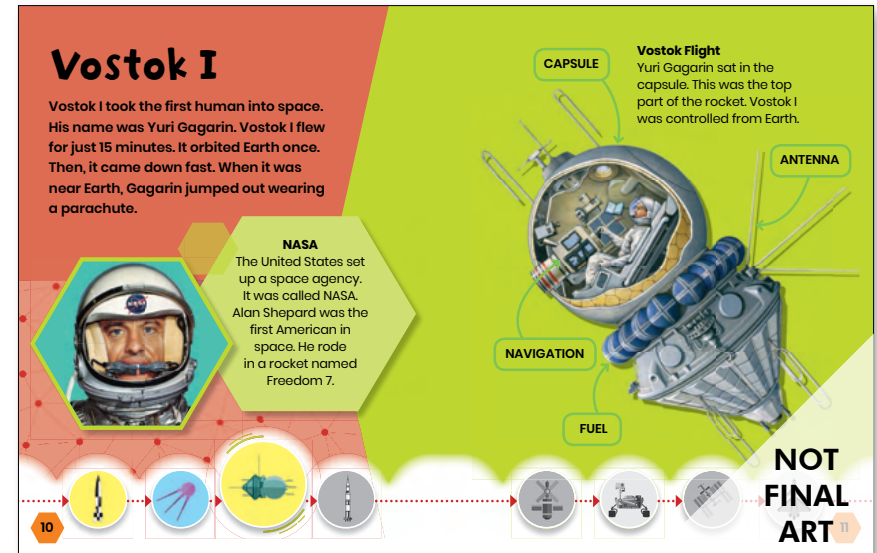


Specifications:

- 229 x 178 mm (7 x 9 in)
- 24 pp
- 850–900 words
- 20–24 photos and artworks

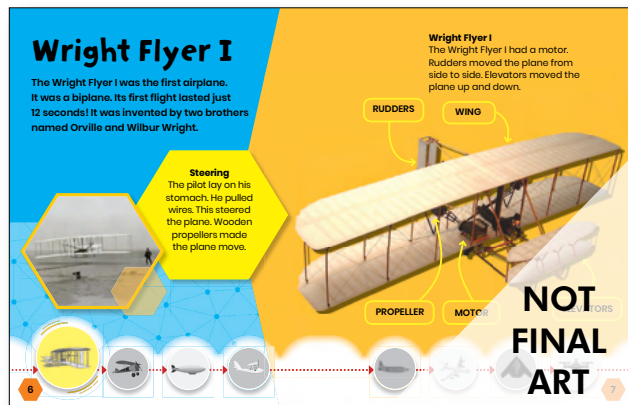
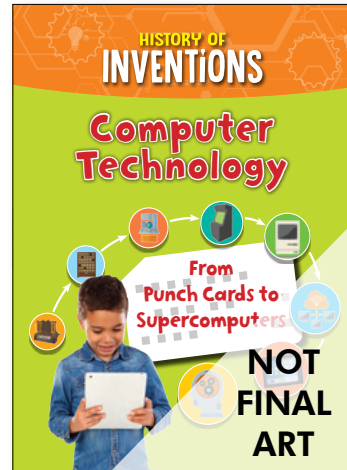
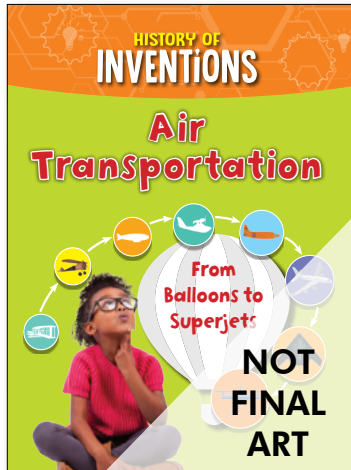
Key selling points:

- Grades 2–4, Ages 7–10



HISTORY OF INVENTIONS

Other titles in the series:



Volumes:

- Air Transportation: From Balloons to Superjets
- Communication Technology: From Smoke Signals to Smartphones
- Computer Technology: From Punch Cards to Supercomputers
- Music Technology: From Gramophones to Music Streaming
- Road Transportation: From Carts to Racing Cars
- Space Exploration: From Rockets to Space Stations

ANIMALS IN DANGER

Looks at some of the animals facing a fight for survival because of hunting, loss of habitat or climate change. With stunning photos and levelled text, each book looks at how the animals live, why they are in danger and what is being done to help them survive.



Specifications:

- 203 x 203 mm (8 x 8 in)
- 24 pp
- 600–650 words
- 20–25 photographs and diagrams

Key selling points:

- Small blocks of text
- Fact File for each animal
- Each book includes a maths-based activity to enhance learning
- Grades K–2, Ages 5–7

Other titles in the series:

- Bengal Tigers
- Chimpanzees
- Green Sea Turtles
- Orangutans
- Polar Bears
- Sea Otters



COMPUTING FOR KIDS

This bright and colourful series is a first introduction for young children to computers and how they work. From the hardware inside a computer, to networks and smart technology, this series explains the key concepts that are essential in today's digital world. The books provide a quick understanding of basic computing functions.



Specifications:

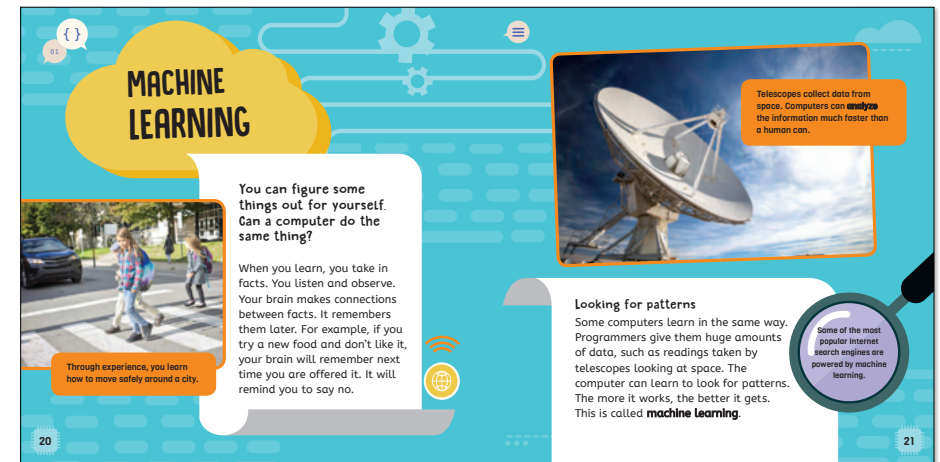
- 203 x 203 mm (8 x 8 in)
- 32 pp
- 1800 words
- 25–30 photos and diagrams

Key selling points:

- Lively colourful design
- Explains concepts in a simple, easy-to-understand way
- Fun quiz at the end of each book lets readers test what they've learned
- Grades K–3, Ages 5–8

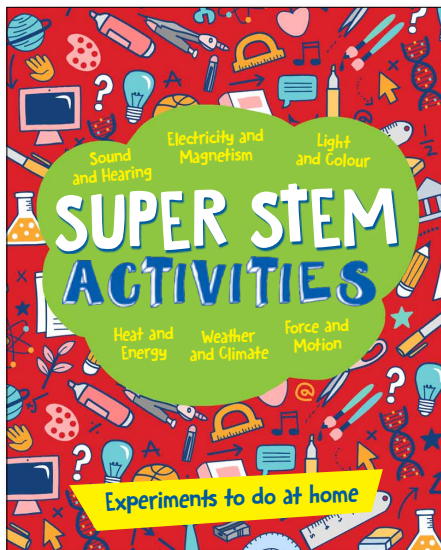
Other titles in the series:

- How Computers Work
- Computer Programs and Coding
- Networks and the Internet
- Robots and Artificial Intelligence



SUPER STEM ACTIVITIES

Get hands-on with STEM! This book contains a range of projects which will teach children basic STEM concepts while keeping them busy for hours. All the experiments can be done at home and give children an understanding of scientific principles through practical activities.

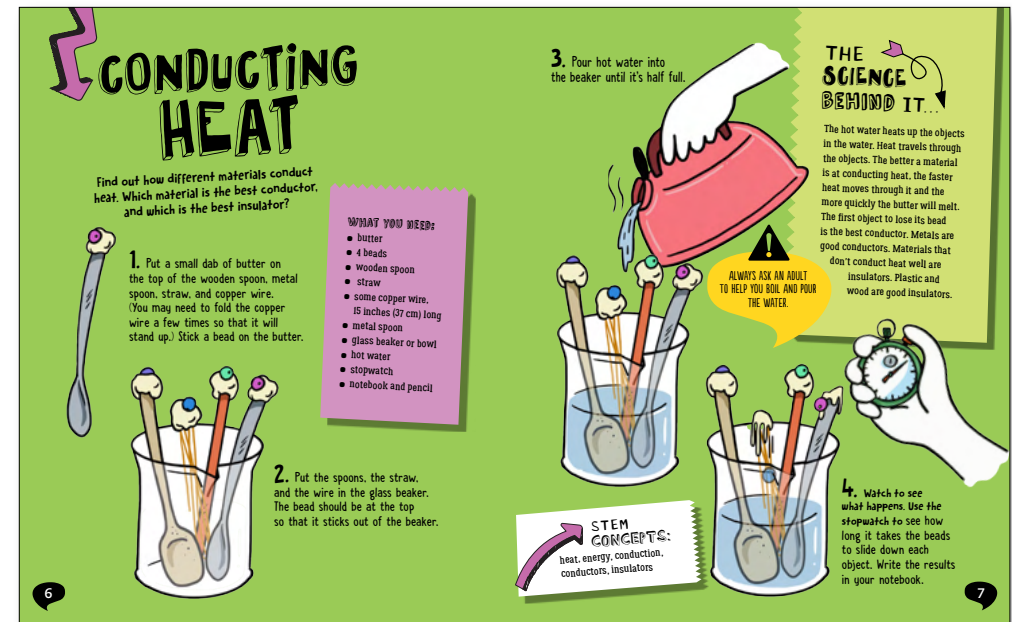


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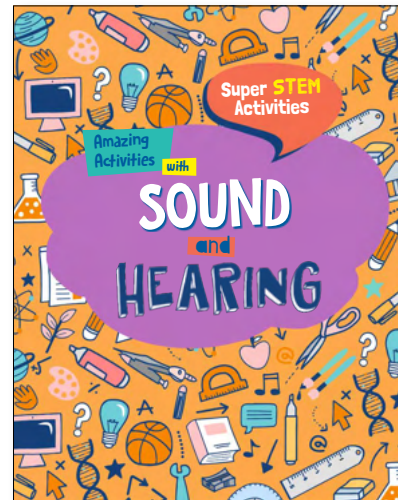
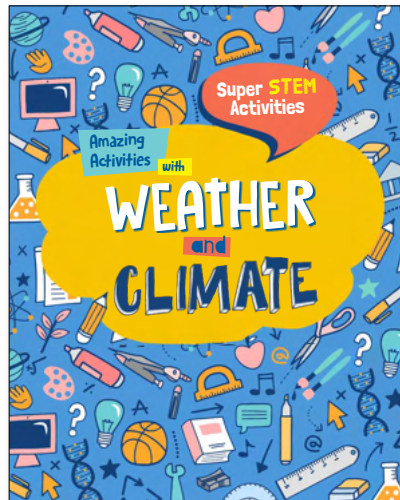
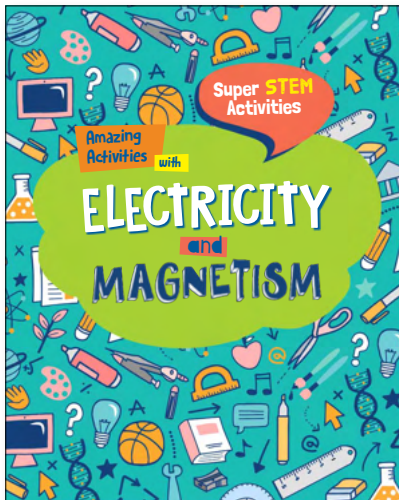
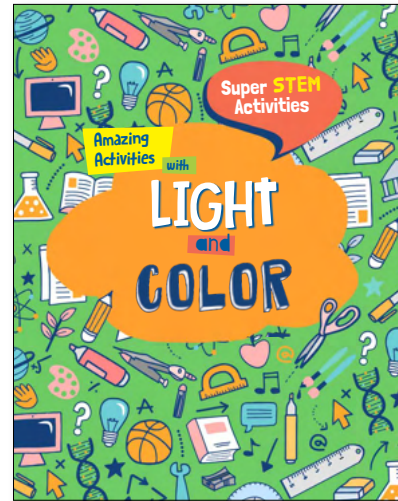
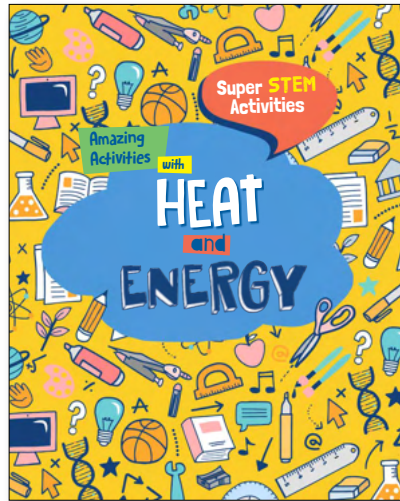
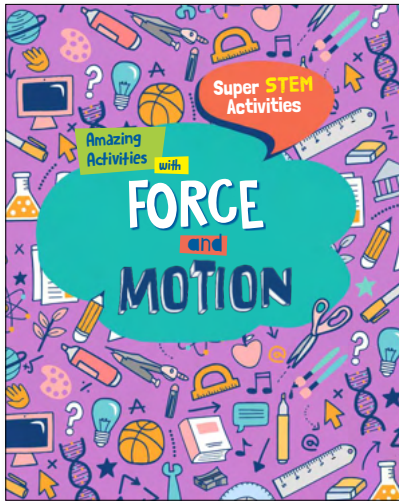
- 203 x 254 mm (8 x 10 in)
- 192 pp
- 10800 words
- 420 artworks

Key selling points:

- Lively artworks
- Special boxes explain the principles behind the experiments
- 12 projects per volume
- Grades 3–6, Ages 7–10



SUPER STEM ACTIVITIES

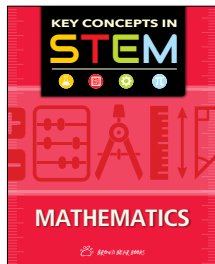
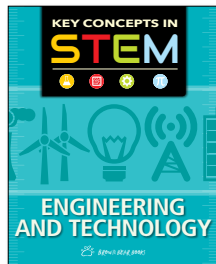
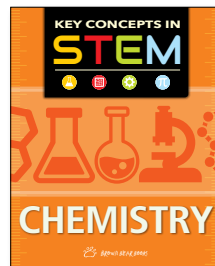
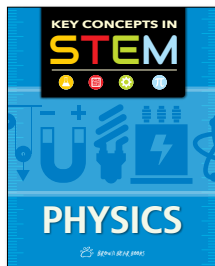


Single volumes available:

- Electricity and Magnetism
- Heat and Energy
- Force and Motion
- Light and Colour
- Weather and Climate
- Sound and Hearing

KEY CONCEPTS IN STEM

This remarkable series covers all the key concepts from the four STEM subjects: Science (chemistry, physics and biology), Technology and Engineering and Maths. This is the essential STEM collection for any school, library or family. This series is available as five titles or can be further broken down into 23 single topic titles at 64pg each.

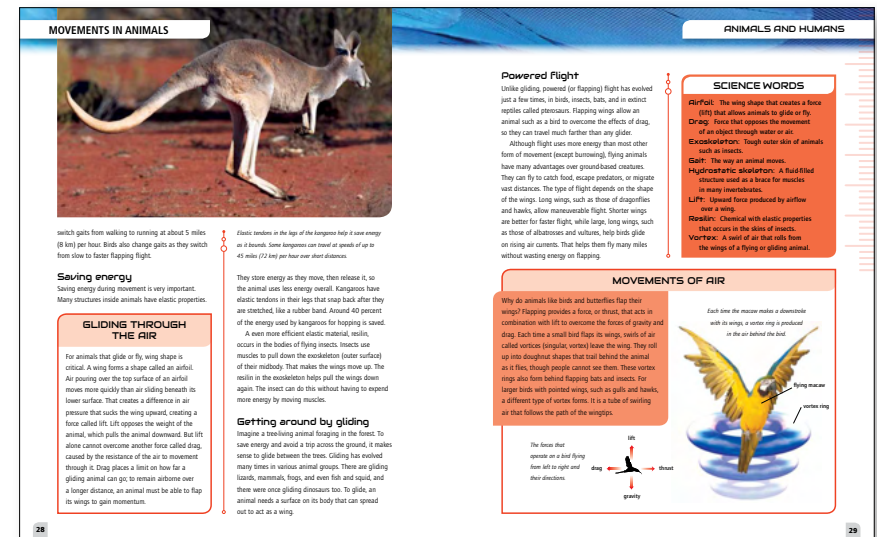
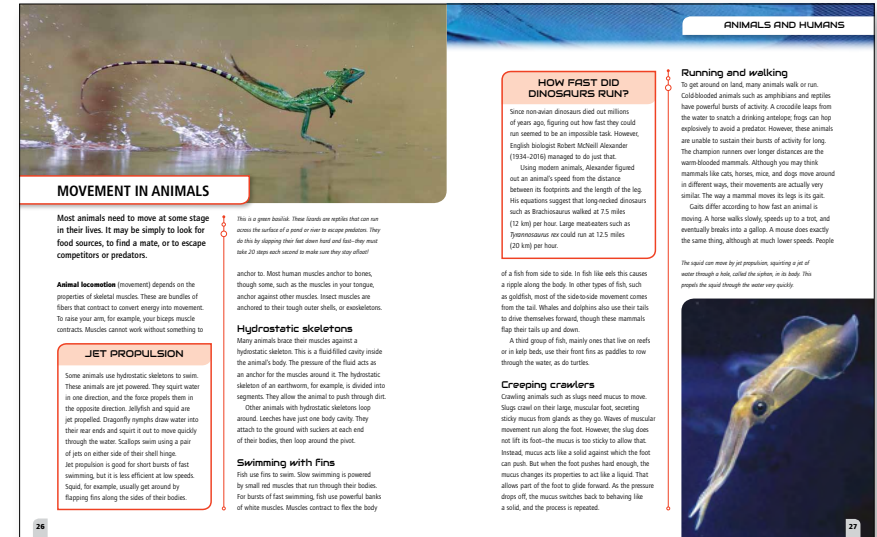


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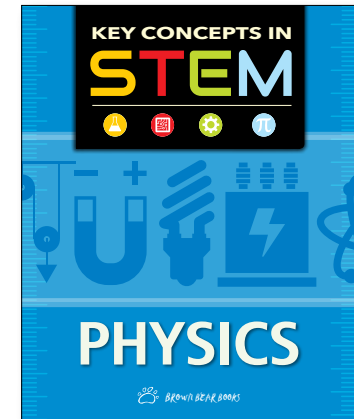
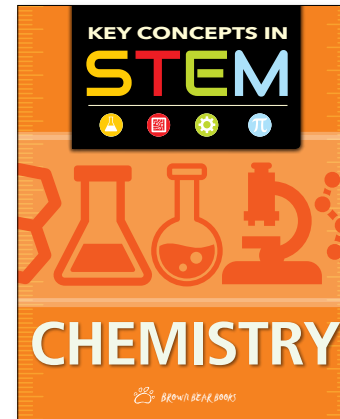
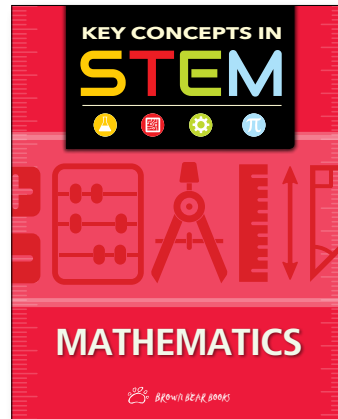
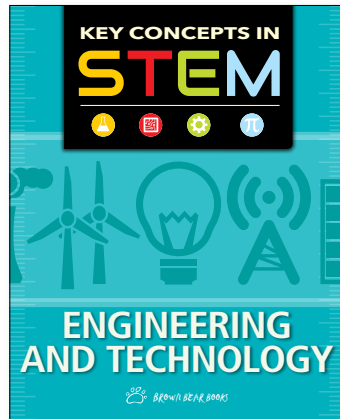
- 154x 203mm
- 128 pp
- 60000 words
- 180+ images and charts

Key selling points:

- Written by subject experts
- Offers a guided path through core subjects in STEM
- Information graded to be relevant to student needs
- “Science Words” boxes explain technical terms
- “Science and Society” sidebars place STEM in a broader context
- Biographical features note the contributions of major scientists
- Timelines show how disciplines develop
- Grades 7–12, Ages 12–17



KEY CONCEPTS IN STEM



WHAT IS A CHEMICAL REACTION?

Inside energy
Energy is an essential part of chemical reactions. It is required to break a chemical bond, and energy is released when another bond forms. There is a net gain of energy when a chemical reaction occurs. Some reactions will take in heat. Other chemical reactions will give off heat, such as burning fuel.

Putting it all together
When components undergo a chemical reaction, energy is used to break the bonds between the atoms.

For example, consider the equation $AB + C \rightarrow A + BC$. Elements A and B bond forming the AB compound. The AB compound and C are the reactants. During the reaction, the bond between A and B breaks and a bond forms between A and C, and the BC compound is the product.

The periodic table
The periodic table is an organized list providing information about individual and groups of elements. The vertical columns are called groups or families of elements. Elements of each group usually react in the same way. Each group has a set of three properties. For example, the elements on the left of the periodic table are known as the alkali metals. These are very reactive elements, such as sodium and potassium. Instead of measuring the properties for every element, chemists simply consult the periodic table.

SCIENCE WORDS
Atom: The smallest piece of an element that still retains the properties of that element.
Chemical reaction: A process in which atoms of different elements join together to form new substances.
Element: A substance made up of just one type of atom.
Matter: Anything that can be weighed.

THE PERIODIC TABLE

Group 1	Group 2	Transition metals										Group 13	Group 14	Group 15	Group 16	Group 17	Group 18		
Period 1	H	He																	Ne
Period 2	Li	Be	B	C	N	O	F	Ne											Ar
Period 3	Na	Mg	Al	Si	P	S	Cl	Ar											Kr
Period 4	K	Ca	Sc	Ti	V	Cr	Mn	Fe	Co	Ni	Cu	Zn	Ga	Ge	As	Se	Br	Kr	
Period 5	Rb	Sr	Y	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag	Cd	In	Sn	Sb	Te	I	Xe	
Period 6	Cs	Ba	La	Hf	Ta	W	Re	Os	Ir	Pt	Au	Hg	Tl	Pb	Bi	Po	At	Rn	
Period 7	Fr	Ra	Ac	Th	Pa	U	Np	Pu	Am	Cm	Bk	Cf	Es	Fm	Md	No	Lr		

Legend: Hydrogen (light blue), Alkali metals (yellow), Alkaline earth metals (orange), Transition metals (green), Halogens (red), Noble gases (purple), Lanthanides (pink), Actinides (dark pink).

ELECTROMAGNETIC DEVICES

STARTER MOTOR

Compressed cars have an electric starter motor, which is turned by a large electric current from the car's battery. This current is turned on by the battery's ignition switch. A substance made up of just one type of atom.

Electromagnetism and sound

Magnetism is vital in sound reproduction. Relatively weak electric currents, varying in strength many thousands of times per second, drive loudspeakers in a radio, cell phone, or TV. The pattern of the current in the audio signal is a copy of the pattern of loudness of the voice, music, or other sounds that the current might be representing. This varying current is passed through a solenoid called the voice coil, attached to the center of a paper or plastic cone. The coil is in the field of a strong permanent magnet that may take the form of, say, a ring surrounding the coil. The varying current gives rise to a constantly fluctuating magnetic field generated by the coil, and the coil is pulled by the permanent magnet with a strength that depends on the current. The coil vibrates, along with the cone attached to it. The vibrating cone disturbs the air, setting up sound waves that are exact copies of the original ones.

A microphone originally produces the electric current that carries the audio signal. In the most important types of microphones, this signal is an electromagnetic induction that plays a key role. The vibrations of sounds that strike the microphone cause a light plastic diaphragm to vibrate. Attached to the diaphragm is a metal ribbon or coil in the field of a permanent magnet. As the metal vibrates in the field, the effect is the same as if the magnet were being moved while the metal remained still: a voltage is induced in the metal. This creates the initial audio current.

The first sound-recording machines had speaking tubes for microphones and large horns to amplify the sound.

SCIENCE WORDS

Current: A flow of electric charge (electrons). Current may be supplied by the domestic electricity supply, generators, or batteries.
Magnet: A device that converts energy, usually electrical energy, into motion.
Relay: A device that is actuated by changes in an electric current in a circuit, causing it to switch a second electric circuit on or off. Relays often incorporate electromagnets.

THE RELAY

In control heating programmes, a relay (electronic circuit) flips on the power that controls a large current (gas boiler). This is a relay device. Below, a switch in a low-current circuit controls a motor that draws a high current. Closing the switch in the lower circuit allows a low current to pass, so the solenoid generates a magnetic field that attracts the pivoted armature, allowing a strong current to flow in the second circuit to operate the motor.

SPACE FACTS AND FIGURES

From our nearest neighbour in the solar system to distant galaxies and black holes, get the facts and figures about space. This illustrated series gives young readers the lowdown on an always popular subject. Read about mysterious exoplanets, how stars are born and how humans might one day be holidaying in space!

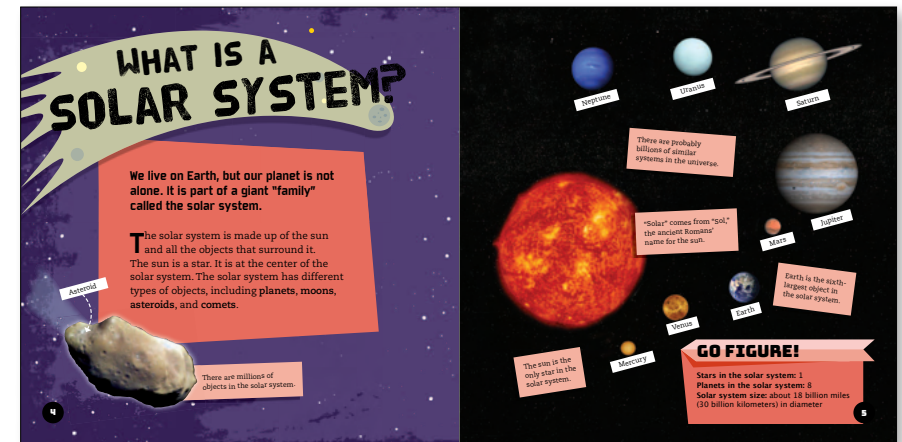


Specifications:

- 203 x 203 mm (8 x 8 in)
- 32 pp
- 2000 words
- 50–60 photographs and diagrams

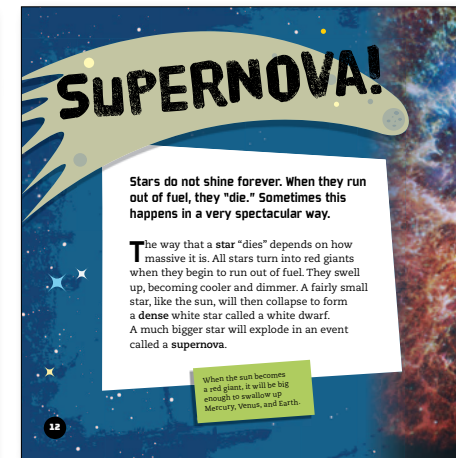
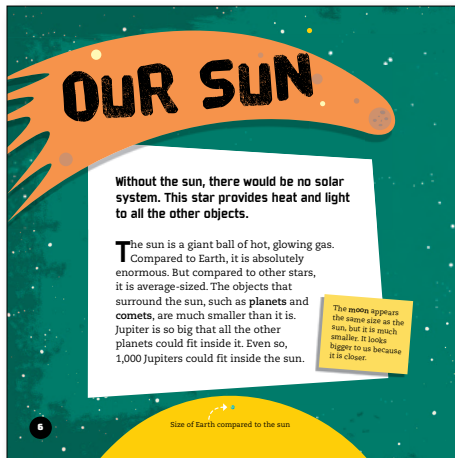
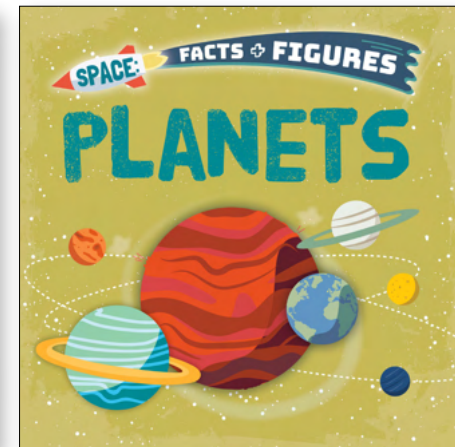
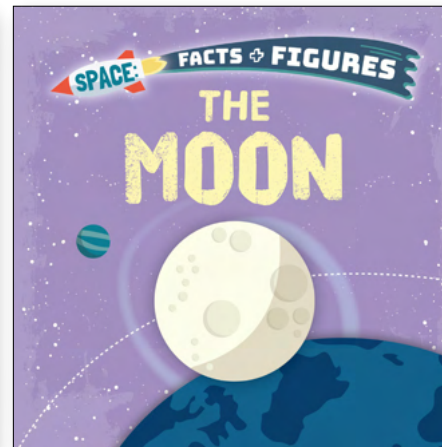
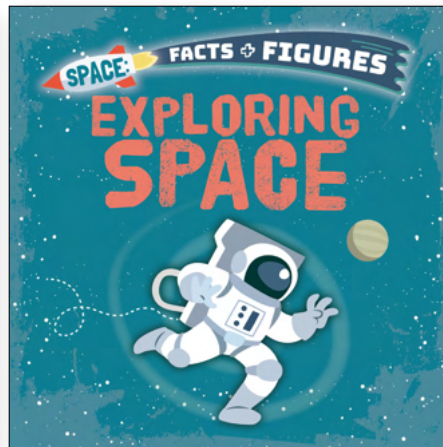
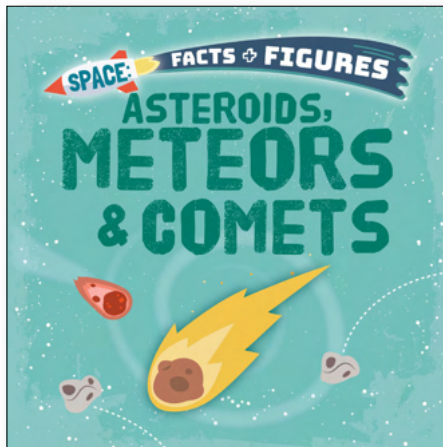
Key selling points:

- Original artworks with a combination of photos and labelled diagrams
- Original artworks with a combination of photos and labelled diagrams
- 'Go Figure' boxes on each spread
- Each book ends with a fun quiz so readers can test their knowledge
- Grades 1–3, Ages 6–9



SPACE FACTS AND FIGURES

Other titles in the series:



CURIOUS NATURE

These fun and fact-filled question and answer books are perfect for curious readers. Colourful artworks and clearly tailored text answers all the questions children love to ask about the natural world. From 'why do zebras have stripes?' To 'why does my stomach rumble?' Some of the answers might surprise you!



Specifications:

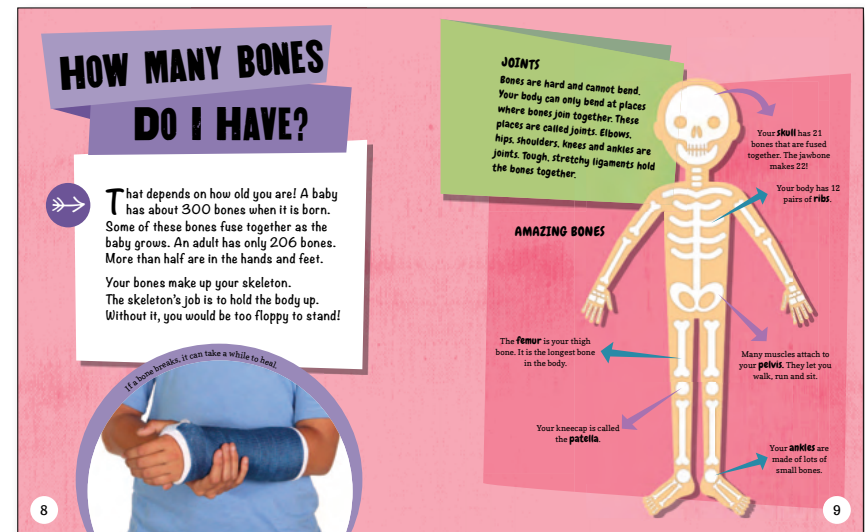
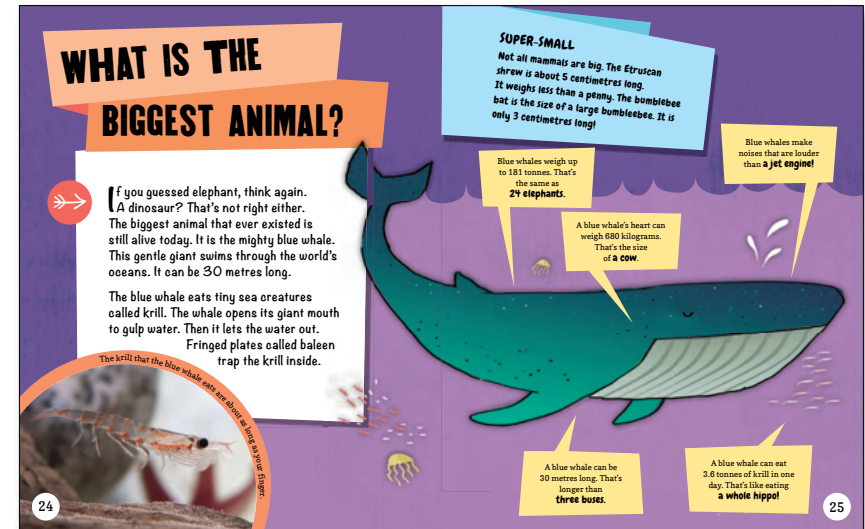
- 254 x 203 mm (8 x 10 in)
- 32 pp
- 2500 words
- 35 artworks and photographs

Key selling points:

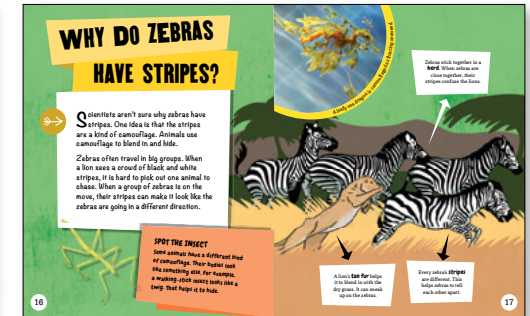
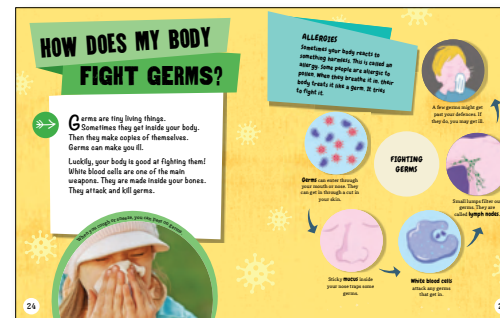
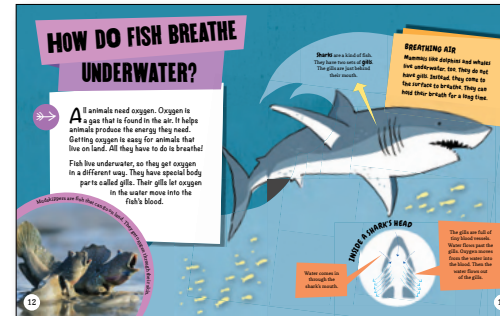
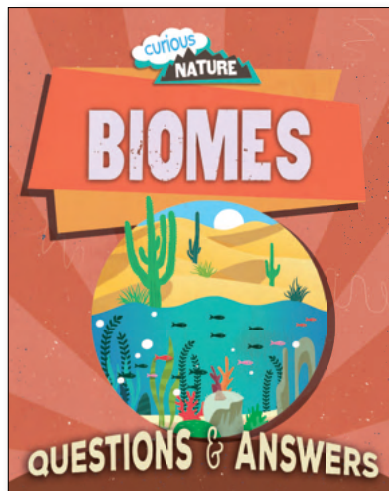
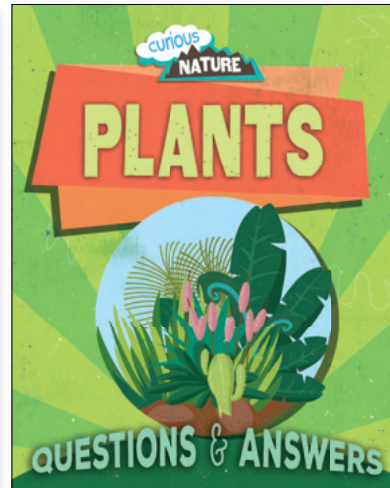
- Accessible text explains concepts
- Colourful and engaging artworks
- Each book includes a simple activity for readers to try
- Grades 2–4, Ages 6–9

Other titles in the series:

- Animals
- Biomes
- Human Body
- Planet Earth
- Plants
- Weather and Seasons



CURIOUS NATURE



YOUR NEW PET

Whether you own a pet, are thinking of getting one or just want to read about some cool animals, this series is for you. Each book has helpful hints and advice on choosing a pet and looking after it. There are profiles of popular breeds and activities such as something to make for your pet.



Specifications:

- 254 x 203mm (8 x 10 in)
- 32pp
- 2800 words
- 40 - 45 photographs and diagrams

Key selling points:

- Checklists show what you need for your pet
- Advice on how to choose a pet that fits in with your family's lifestyle
- Grades 2-6, Ages 7-11



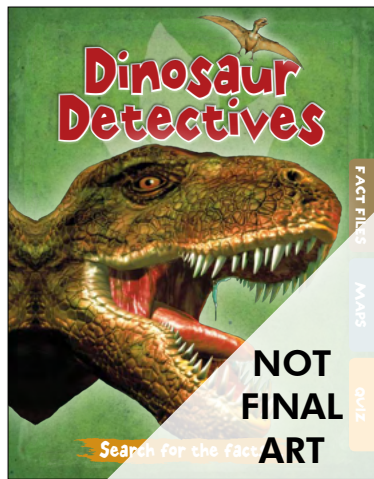
YOUR NEW PET

Other titles in the series:



ANIMAL DETECTIVES SERIES: DINOSAUR DETECTIVES

Become a 'dinosaur detective' and uncover facts about dinosaurs and other ancient reptiles. This series combines information about the age of the dinosaurs with a close-up look at some of the most well-known and best-loved types. A must for any young dinosaur enthusiast!

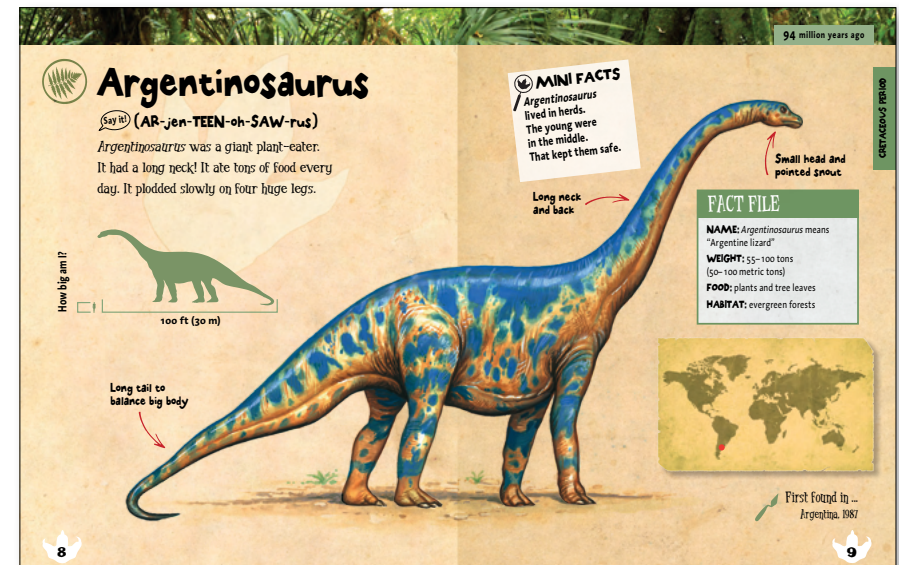
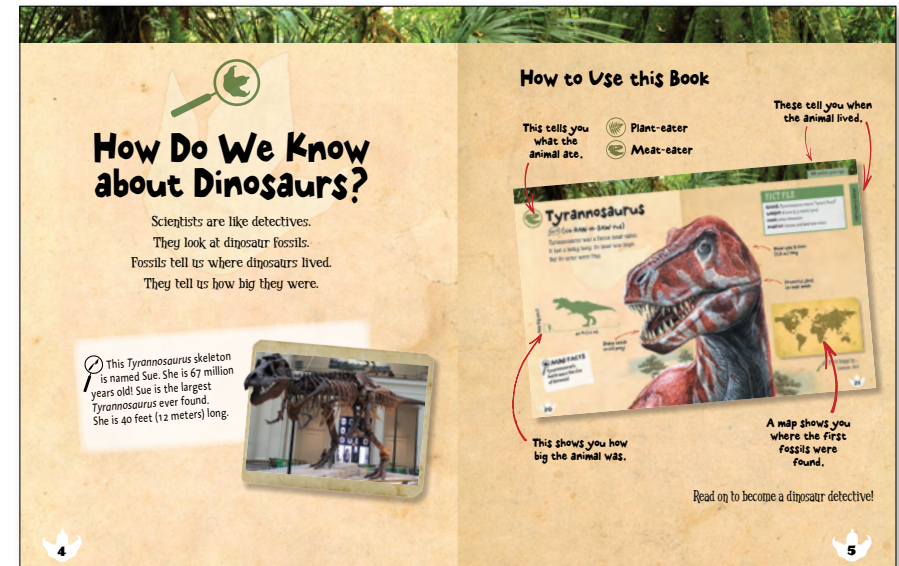


Specifications:

- 229 x 178 mm (7 x 9 in)
- 24 pp
- 700 words
- 20 artworks, maps and diagrams

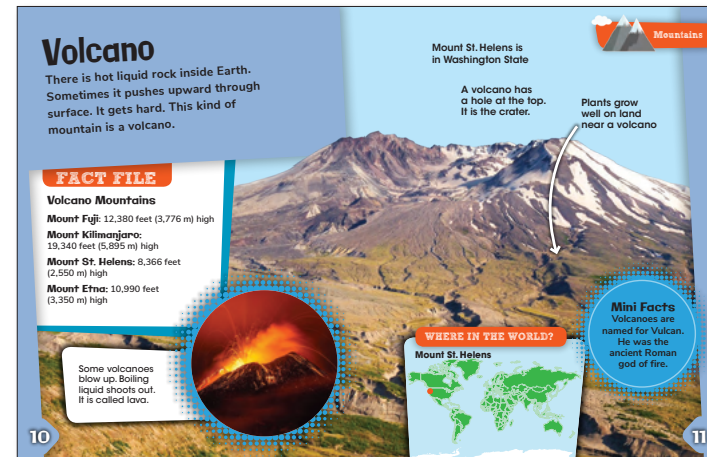
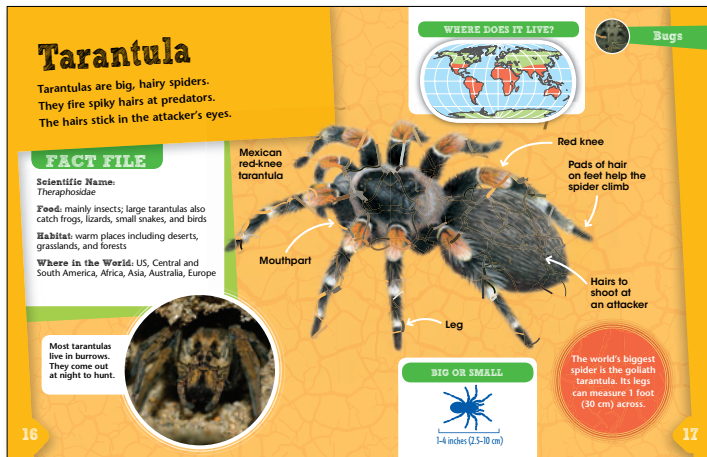
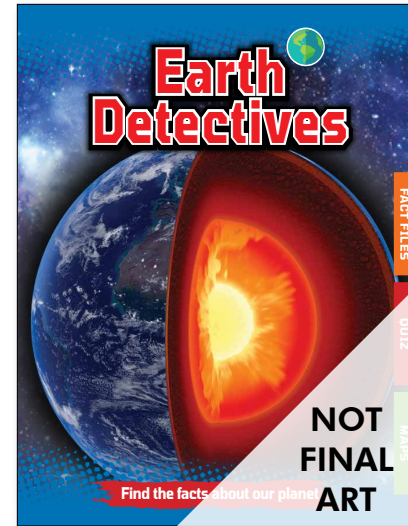
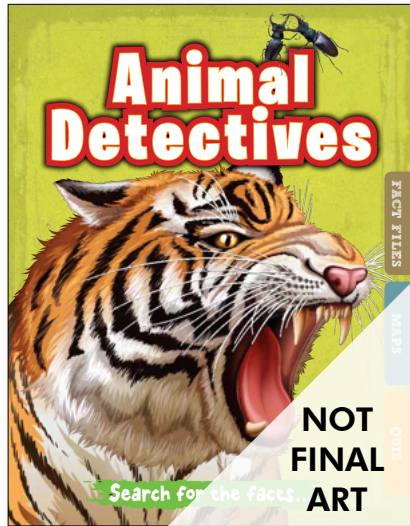
Key selling points:

- Presents key facts about popular dinosaurs and their relatives
- Accessible text, artworks and photographs
- Fun quiz to let reader test their knowledge
- Grades 2–4, Ages 6–9



ANIMAL DETECTIVES SERIES

Other titles in the series:



IMPACT ON EARTH (HOW WE CAN SAVE THE PLANET)

The modern world is full of remarkable developments that many of us take for granted, but many of these developments come at a cost. This series looks at the benefits of modern developments but also the negative impact on our planet and what we can do to change the situation.

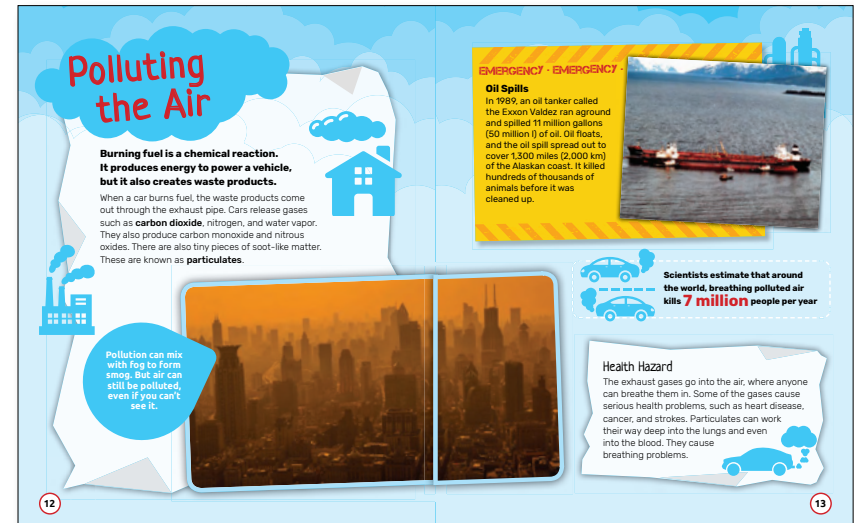


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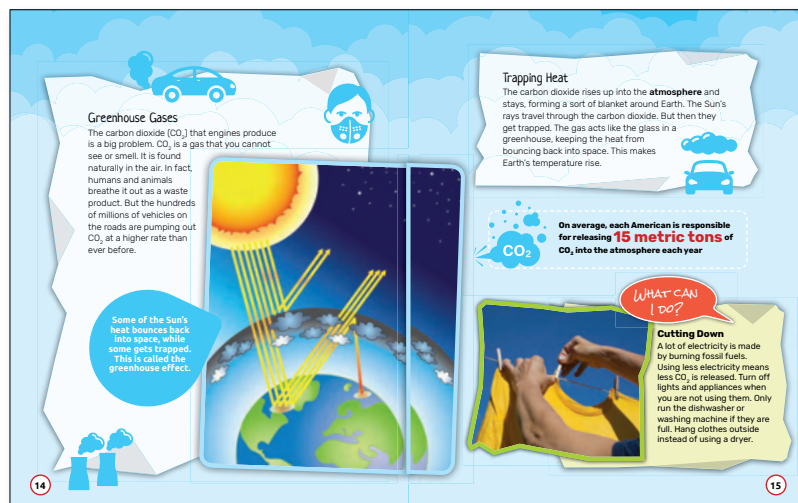
- 254 x 203 mm
- 192 pp
- 12000 words
- 300+ diagrams and images

Key selling points:

- Clear, concise text
- Boxes highlight what readers can do to help
- Lively and informative graphics

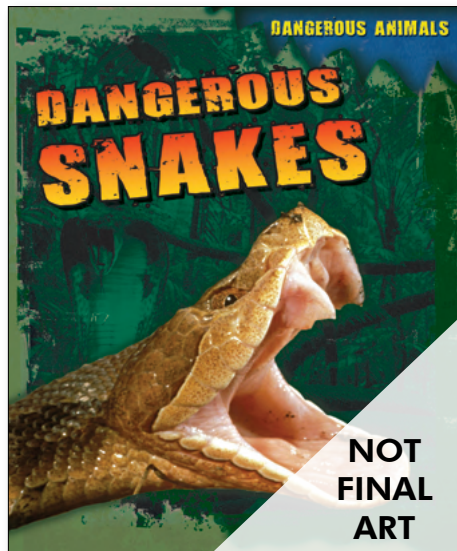


IMPACT EARTH



DANGEROUS ANIMALS SERIES: SNAKES

From spiders that turn their victims into soup to the most venomous snakes on the planet, take a tour of some of the deadliest predators that have ever lived.



Specifications:

- 279 x 216 mm
- 192 pp
- 15000 words
- 300+ photos and artworks

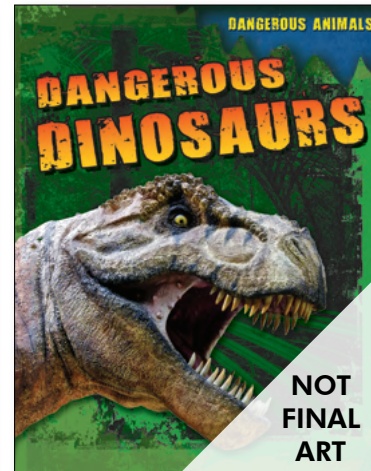
Key selling points:

- High interest subject areas for kids
- Great facts supporting key topics
- All major dangerous species included in the series



DANGEROUS ANIMALS SERIES

Other titles in the series:



LITTLE POCKET GUIDE TO...

A fun and visually impactful pocket guide series covering popular contemporary subjects and key areas of interest for young readers. Inspired by the popular trends of the moment.



Specifications:

- 175 x 125 mm
- 76pp

Key selling points:

- Targeted age range 7-11
- Visually impactful contemporary design. All the key facts, stats, tips, top 10s, record breakers, stars, quizzes and more
- Hugely engaging for reluctant readers
- Keen gifting price
- Encourages safe, fair and fun participation



LITTLE POCKET GUIDE TO...



Other titles in the series:

- Dinosaurs
- Roblox
- Sea Creatures
- Pets
- TIK TOK
- Guide to the Euros
- Best Films
- Best Books
- Fall Guys
- Kings and Queens
- Birds
- Sports Idols
- Inventors
- Scary Facts
- Disgusting Facts

MEET THE GREATS

Meet the people who changed history! These bright and visually appealing books introduce readers to a range of important personalities and their impacts on the world. Accessible text, witty cartoon artworks and photographs combine to create reader-friendly biographies.



Specifications:

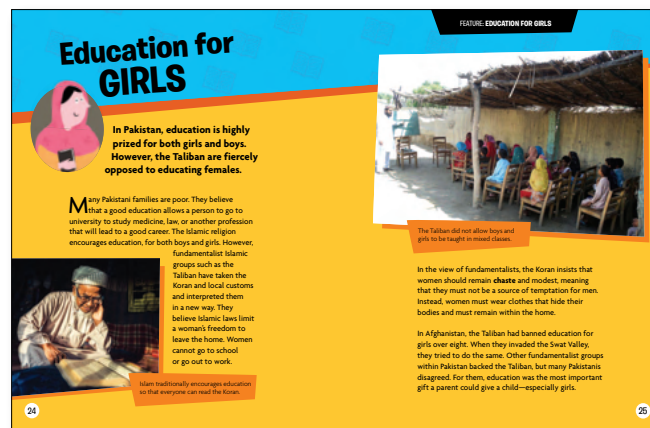
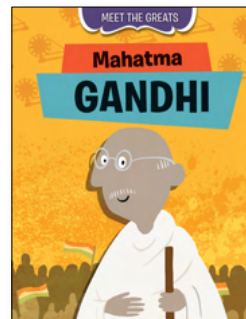
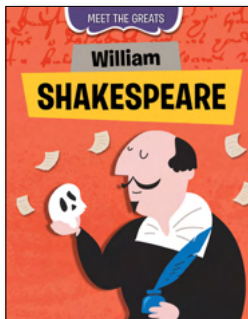
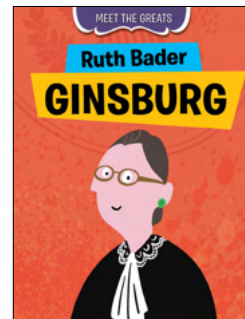
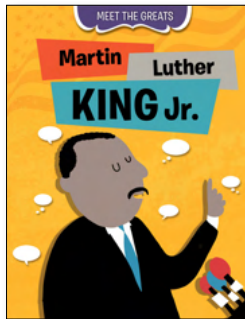
- 235 x 184 mm (7¼ x 9¼ in)
- 48 pp
- 4500 words
- 40 photos and artworks

Key selling points:

- Easy to read introductions to key figures from history
- Broad global appeal
- Mix of illustration and photography



MEET THE GREATS

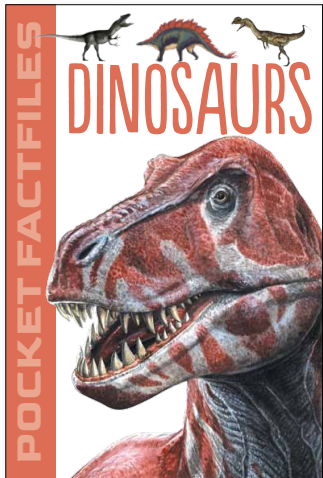


Other titles in the series:

- Geronimo
- Ruth Bader Ginsburg
- Nelson Mandela
- Kate Middleton
- Michelle Obama
- George Washington
- Anne Frank
- Barack Obama
- Malala Yousafzai
- Princess Diana
- Mahatma Gandhi
- Pope Francis
- Amelia Earhart
- Martin Luther King Jr.
- Mozart
- Florence Nightingale
- Sacagawea
- William Shakespeare

POCKET FACT FILES

Convenient, pocket-sized guides, bursting with facts and colour. Although small, they retain rigorous standards of accuracy and research and are written by acknowledged experts. Part of the success of these books lies in a careful selection of species – each one featured over two pages – so that all general types of birds, mammals and even dinosaurs are represented. Distribution maps are included and pages are colour coded according to animal group.

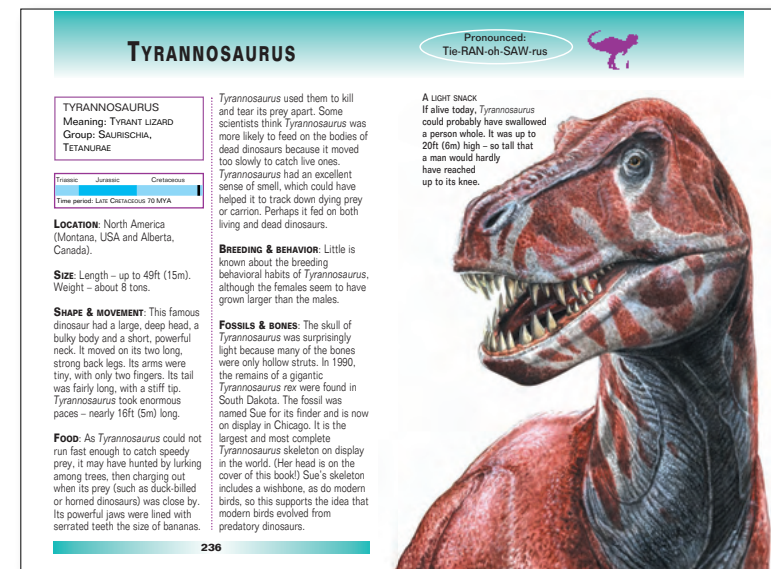
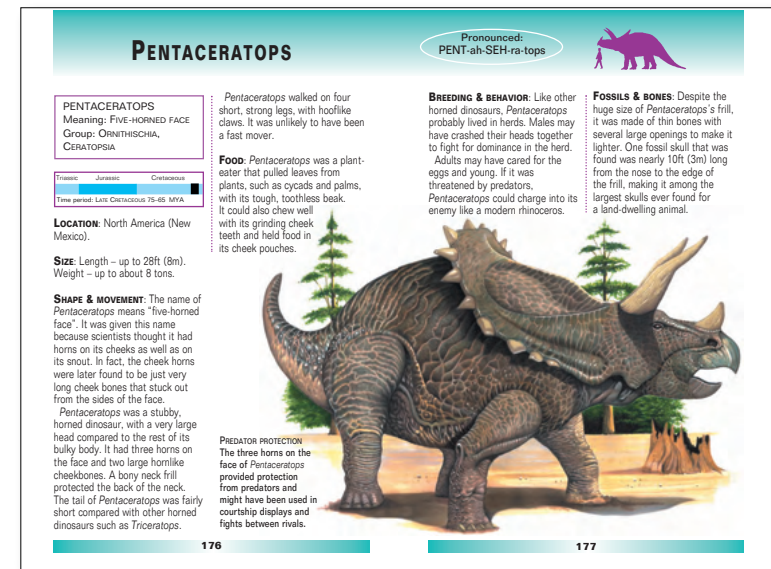


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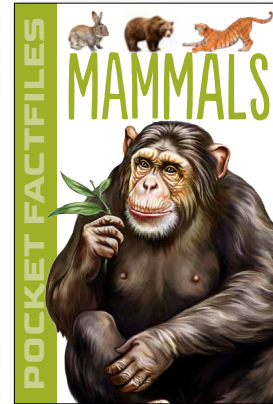
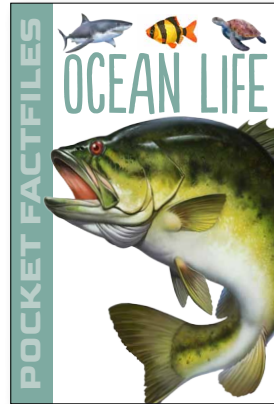
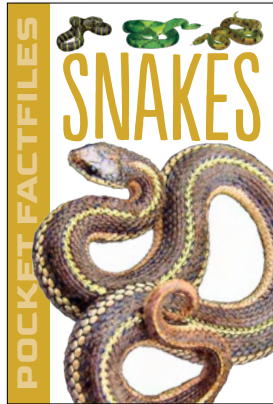
- 150 x 100 mm (6 x 4 in)
- 256 pp.
- 25,000 words
- Up to 150 illustrations or photographs

Key selling points:

- Handy pocket size reference
- Wide ranging topic series with all major species covered
- Colour illustrated throughout



POCKET FACT FILES



Other titles in the series:

- Mammals
- Endangered Animals
- Birds
- Ocean Life
- Snakes
- Dinosaurs

ARCHAEOPTERYX

Pronounced: ARK-ay-OP-ter-ix

ARCHAEOPTERYX
Meaning: ANCIENT FEATHER
Group: SAURISCHIA, TETANURAE

Triassic Jurassic Cretaceous
Time period: Late Jurassic 150 MYA

LOCATION: Semi-desert islands in a lagoon on the edge of an ancient sea, Bavaria, Germany.

SIZE: Length - up to 18in (45cm). Weight - 11oz (300g).

SHAPE & MOVEMENT: A small two-legged "reptile-bird", with very long arms covered in feathers, which formed broad wings. Archaeopteryx had a triangular head with a pointed snout, a thin flexible neck, three long, clawed fingers, a short body, long legs with stiff ankle joints, four long clawed toes (including one toe turned back) and a short, stiff, feathered tail. It was able to fly, but not very far and not very well. The claws on its fingers might have been used in climbing trees. (Only one living bird, the hoatzin, has wing claws.) Archaeopteryx could probably also run and swim.

FOOD: It probably roamed beaches, feeding on stranded fish, king crabs, shellfish, and worms or snapping up insects. The small conical teeth lining the jaws were ideal for this. It may also have plucked fish from lagoons.

BREEDING & BEHAVIOR: Like modern birds, Archaeopteryx probably reproduced by laying eggs, but no fossils of these have yet been found. It may also have spent its time clambering about in low shrubs or trees.

FOSSILS & BONES: Only seven fossils of Archaeopteryx have ever been found and in most of them the impressions of feathers can be seen. This is remarkable because feathers are usually too delicate to be preserved as fossils. Archaeopteryx had a V-shaped "wishbone" (wishbone) in its shoulder girdle to brace the chest during flight. Wishbones (formed by the two collar bones joining together) have now been found on some meat-eating dinosaurs, suggesting they are related.

SMALL AND FEATHERED: Thought of as the first known bird, Archaeopteryx was about the same size as a modern magpie. Unlike modern birds, it had teeth, claws on its wings, and a long, bony tail like the lizard. Archaeopteryx is an important link between reptiles and birds.

22

ELASMOSAURUS

Pronounced: EE-laz-MO-SAW-rus

ELASMOSAURUS
Meaning: THIN-PLATED LIZARD
Group: PLESIOSAURIA, ELASMOSAURIDAE

Triassic Jurassic Cretaceous
Time period: Late Cretaceous 70 MYA

LOCATION: North America (Wyoming, Kansas); Asia (Japan).

SIZE: Length - up to 36ft (11m).

SHAPE & MOVEMENT: A large marine reptile with an extremely long neck and a tiny head. The body was short and rounded with a short tail. Four limbs like paddles enabled Elasmosaurus to "fly" underwater rather as penguins do today. The paddles of Elasmosaurus were smaller than in other sea reptiles, suggesting that it was a slower swimmer.

FOOD: The tiny head was filled with very long, interlocking spiny teeth, which would have been ideal for catching slippery prey, such as fish. It may have been a sit-and-wait predator, thrusting its small head quickly into schools of fish to spear a meal with its long teeth. Its long, flexible neck would have given it a huge reach.

BREEDING & BEHAVIOR: It is possible that elasmosaurs laid eggs on beaches in the way that modern turtles do. They may have come ashore at certain times of year to dig holes for their eggs with their flippers.

FOSSILS & BONES: Elasmosaurus had up to 71 bones in its neck - people (and most mammals) have only 7 neck bones!

SLAKE-LIKE NECK: This dinosaur had the longest neck in proportion to its body of any known animal. At up to 20ft (6m) long, it took up over half of its entire length.

84 85

KIDS COOK THE WORLD

A new way of exploring the recipes and cultures of six vibrant countries. Discover the dishes that people are eating in their daily life and for special celebrations. Learn how to cook them too! Includes easy to make and delicious recipes and also looks of the culture and history of the countries.



Specifications:

- 235 x 184 mm
- 192 pp
- 10000 words
- 300+ photos

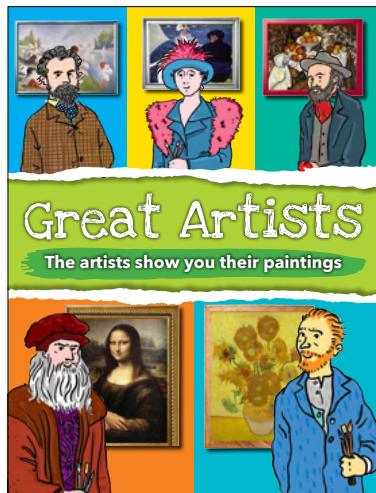
Key selling points:

- Lively colourful design
- Easy to follow recipes with step-by-step photography
- Covers key cooking cultures: China, France, India, Italy, Japan and Mexico
- Grades 4–7, Ages 9–12



GREAT ARTISTS

Introduces readers to the lives and works of great painters. Tells the life story of 12 of the world's greatest and most influential artists and examines their techniques. 'Picture in Focus' spreads take a close-up look at some of their best-known works, while a practical spread encourages the reader to try painting in the artist's style.



Specifications:

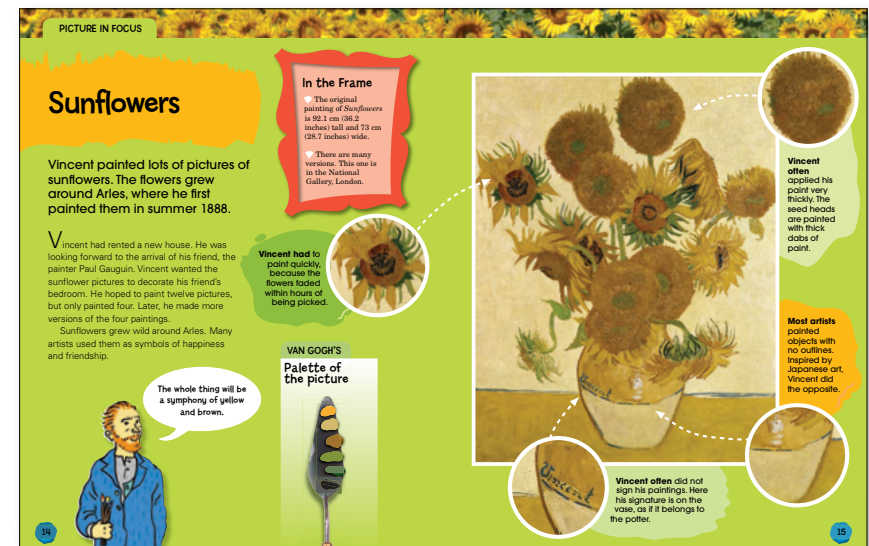
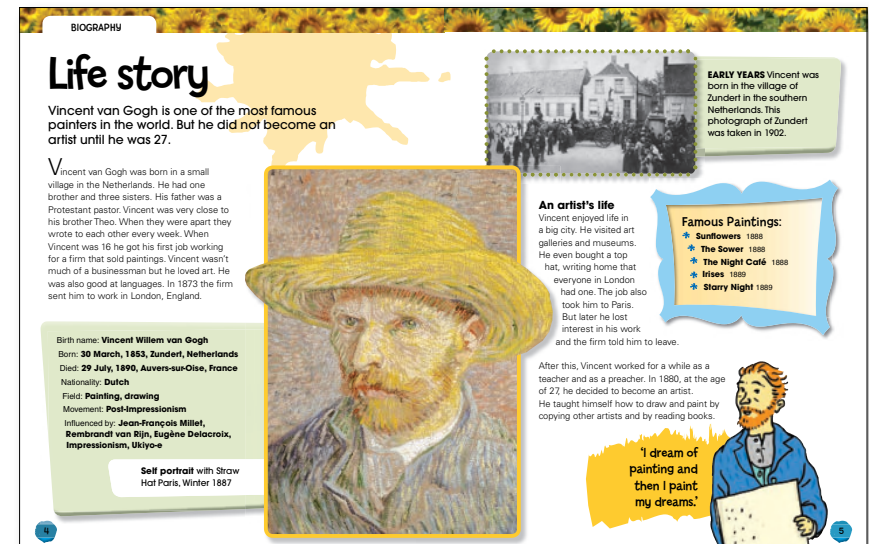
- 279 x 216 mm
- 192 pp
- 15000 words
- 300+ photos and artworks

Key selling points:

- Accessible text and full-colour artworks
- A charming cartoon of the artist leads the reader through each section
- Includes a timeline of the artist's life
- Available as individual editions
- Grades 3–5, Ages 7–10

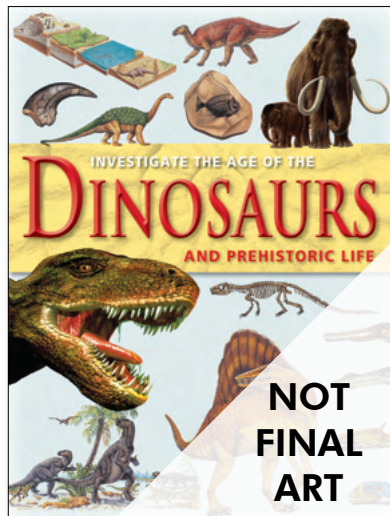
Single volumes available:

Edgar Degas, Claude Monet, Rembrandt, Pierre-Auguste Renoir, JMW Turner, Diego Velázquez, Vincent Van Gogh, Leonardo Da Vinci, Edouard Manet, Mary Cassatt, Georges Seurat, Paul Cézanne



INVESTIGATE THE AGE OF THE DINOSAURS AND PREHISTORIC LIFE

Looks at Earth before people ruled the planet. It begins with the earliest plants and animals, through the age of the dinosaurs and up to the ice ages. It also looks at the evidence that tells the story of prehistoric life.

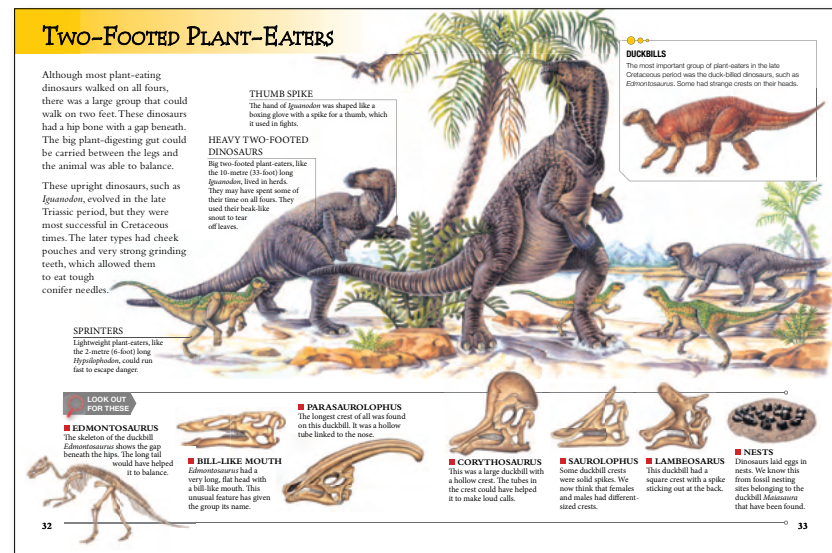
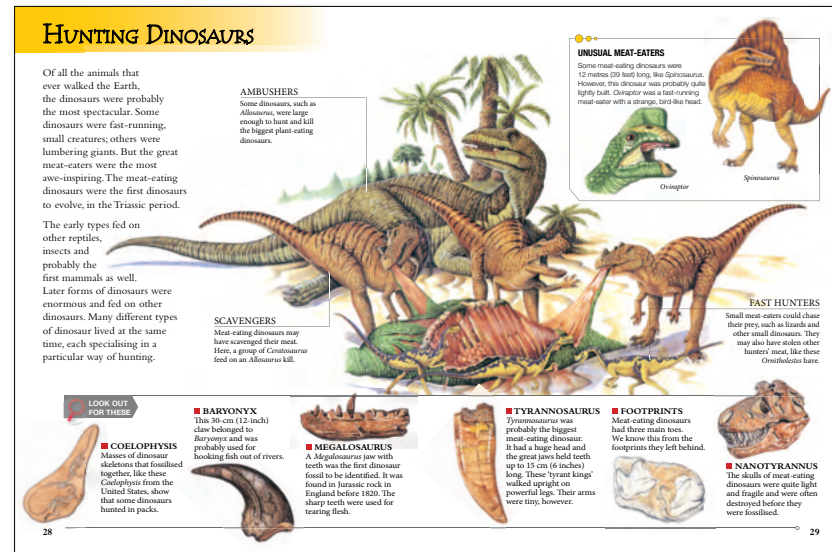


Specifications:

- 235 x 178 mm (7 x 9¼ in)
- 48 pp
- 7000 words
- 150 artworks and maps

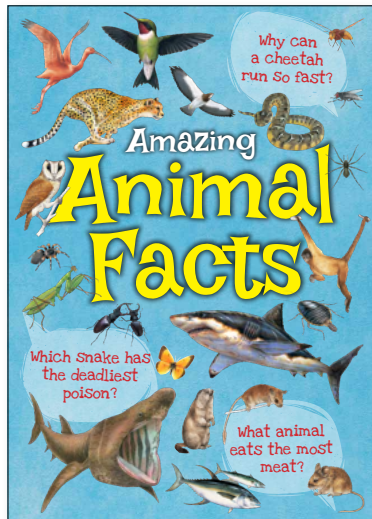
Key selling points:

- Clear sections covering each particular age of Earth
- Highly visual illustrations
- Bite sized information to support artworks



DO YOU KNOW?... AMAZING ANIMAL FACTS

Have you ever wondered why whales are so large, how zebras got their stripes or how rattlesnakes grow their rattles? Do You Know...? provides answers to these questions and many more. Using fun language, a wealth of intricate artworks and stunning photographs, the book unlocks the door to the amazing worlds of different groups of animals: worlds that are often a little weird, sometimes a bit unpleasant, but always awesome.



Specifications:

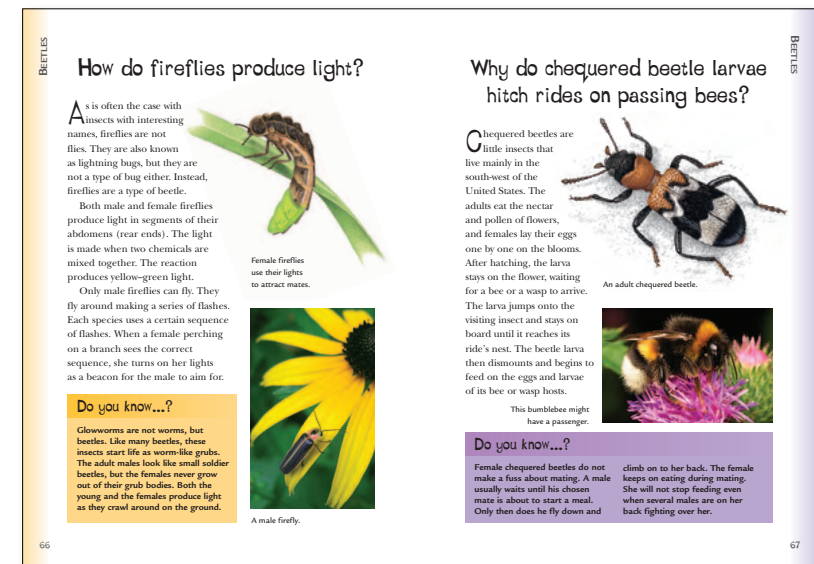
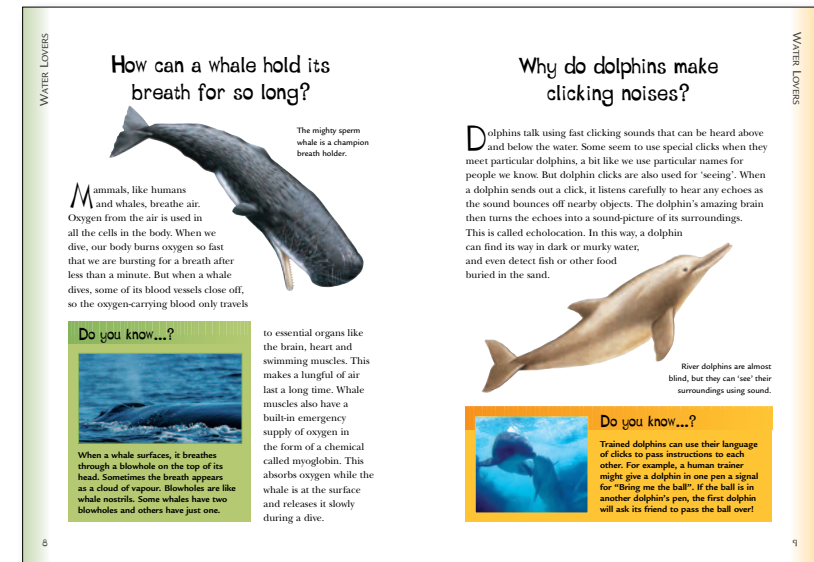
- 235 x 167 mm (9 1/4 x 6 9/16 in)
- 208 pp
- 50,000 words
- 500+ artworks and photographs

Key selling points:

- Perfect introductory reference
- High interest topics
- Titles make for a perfect bind-up
- Grades 3–5, Ages 8–10

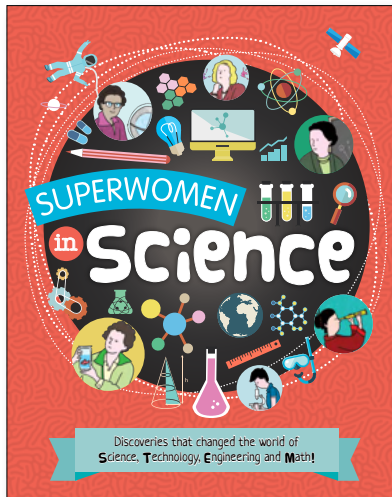
Single volumes available:

- Mammals
- Birds
- Reptiles and Amphibians
- Insects and Spiders



SUPERWOMEN IN SCIENCE

This exciting book looks at the lives and works of notable female pioneers in STEM (science, technology, engineering and maths). This book looks at thirty six incredible female scientists. It describes their struggles, celebrates their achievements and shows why their work is important. Be inspired!



Specifications:

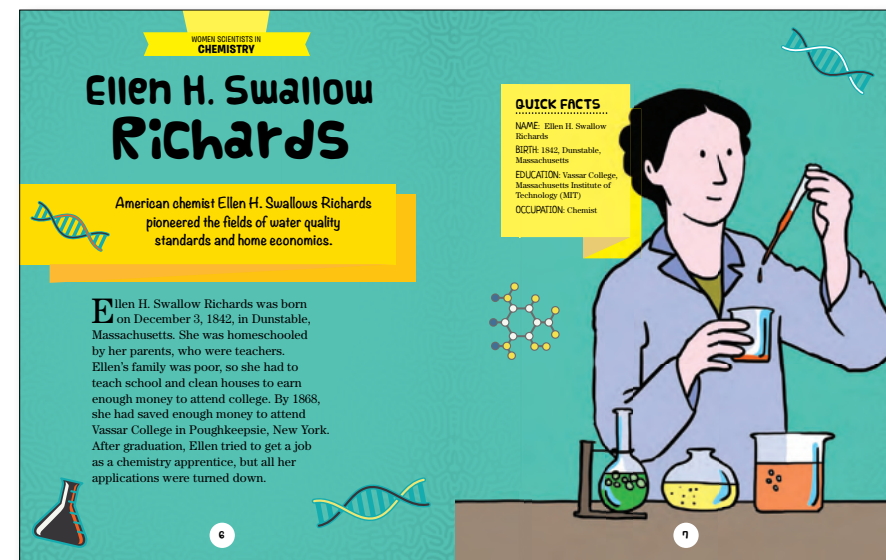
- 229 x 178 mm (7 x 9 in)
- 192 pp
- 12000 words
- 200+ photos and illustrations

Key selling points:

- Accessible text and clever character artworks engage readers
- Includes a timeline, glossary and ideas for further research
- Grades 4–5, Ages 9–10

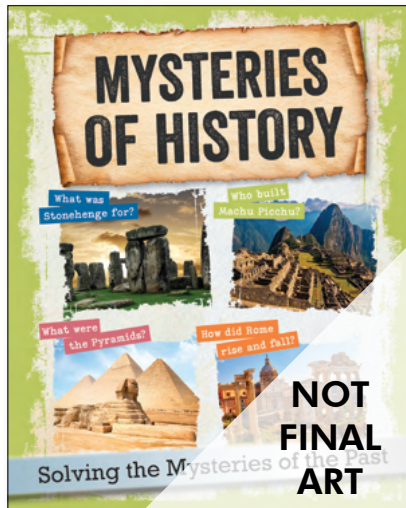
Single volumes available:

- Astronomy and Space
- Chemistry
- Life Science
- Maths and Coding
- Medicine and Health
- Physics and Engineering



MYSTERIES OF HISTORY

Some mysteries refuse to give up their secrets. Mysteries of History examines some enduring mysteries to discover what we know and what still waits to be explained. Readers learn about ancient cultures and follow the process of discovery by which we try to answer important questions about the past.



Specifications:

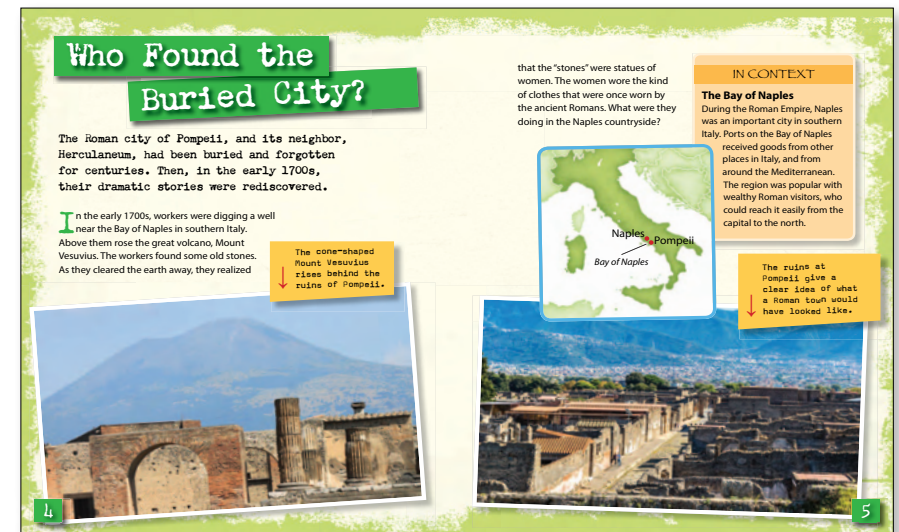
- 235 x 184 mm (7¼ x 9¼ in)
- 192 pp
- 20000 words,
- 200 photos and artworks

Key selling points:

- Explores evidence from the past.
- Explains how archaeologists and historians try to solve mysteries.
- Grades 5–7, Ages 9–12

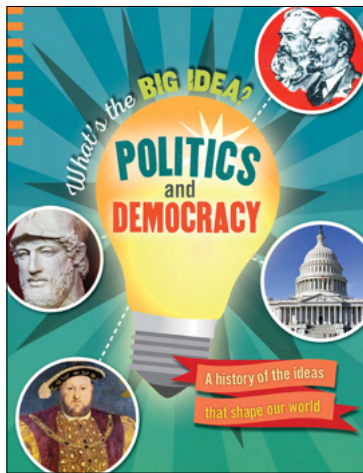
Single volumes available:

- What was Stonehenge for?
- Who Built Machu Picchu?
- What were the Pyramids?
- What Became of the Aztec Cities?
- What Happened to Pompeii?
- How did Rome Rise and Fall?



WHAT'S THE BIG IDEA?

What is a country? Why do we vote? When was money invented? This fascinating series asks and answers some big questions about the ideas that shape our world. A witty design and colourful infographics help to bring each topic to life. Each book provides a snapshot of how things work around the world today.



Specifications:

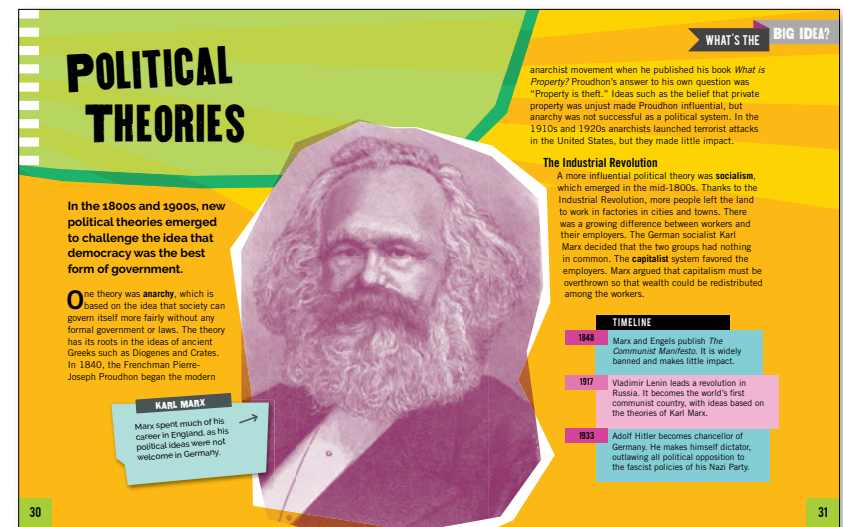
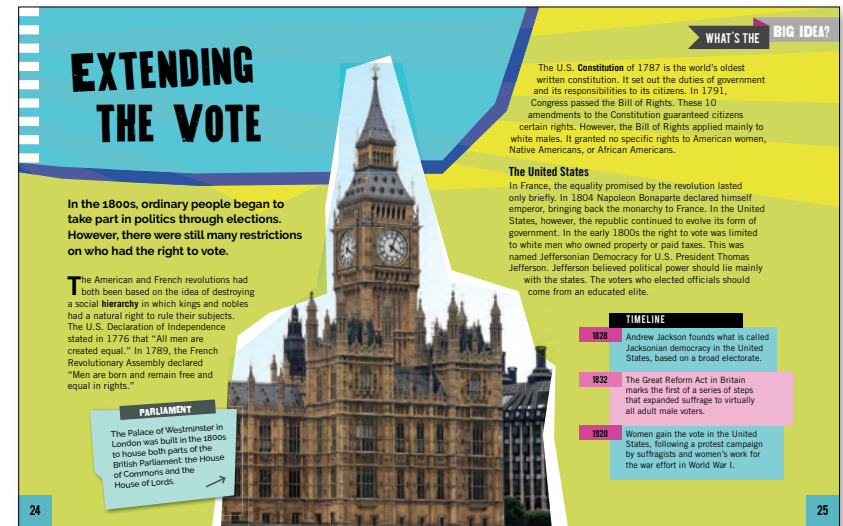
- 235 x 184 mm (7¼ x 9¼ in)
- 92pp
- 20000 words
- 200+ photographs and artworks

Key selling points:

- Available as bind up or individual editions
- Accessible text, clearly written
- Lively design and colourful photos
- Infographics, charts and lists provide information at a glance
- Grades 6–8, Ages 11–13

Single volumes available:

- Human Rights
- Knowledge and Education
- Money and Trade
- Nations and Nationality Politics and Democracy
- Society and Social Organization



WORKING TOWARDS ACHIEVING CIVIL RIGHTS

Through history, activists have had to fight and protest to bring about social change. This series takes a revealing look at social reform through the lens of activism, introducing the key change-makers and investigating the tactics used to make changes at different times. The journey isn't over, and these books encourage readers to get involved in activism today.



Specifications:

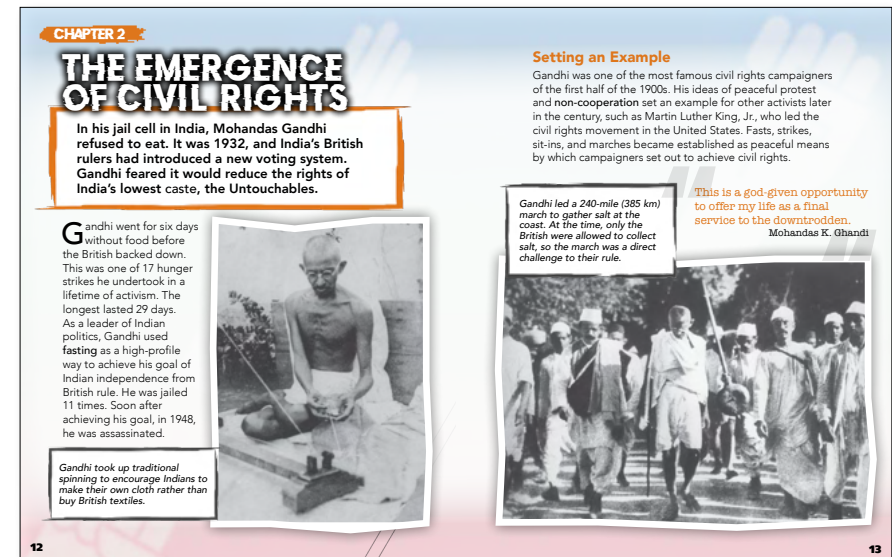
- 235 x 184 mm (7¼ x 9¼ in)
- 48 pp
- 5000 words
- 40–45 photos and diagrams

Key selling points:

- Tells the story of social movements in an engaging way
- Sidebars feature key people and key events
- Suggests ways that readers can get involved in social justice movements
- Grades 4–6, Ages 9–11

Single volumes available:

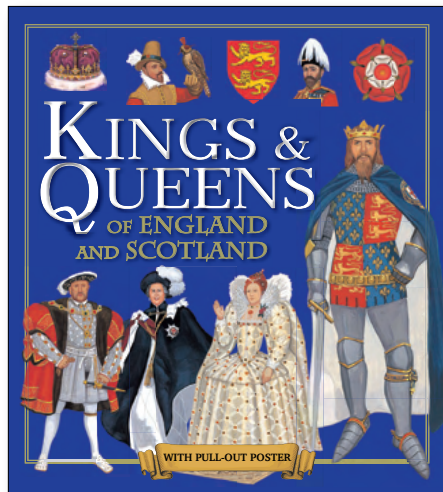
- Abolishing Poverty
- Abolishing Slavery
- Achieving Civil Rights
- Achieving Workers' Rights
- Gaining Equality for Women
- Protecting the Planet



KINGS & QUEENS OF ENGLAND AND SCOTLAND

This fascinating, full colour book illustrates and describes all the English monarchs since William the Conqueror and the Scottish monarchs from Robert the Bruce, right up to Elizabeth the second.

A pull-out poster is available showing a continuous timeline of all the monarchs in succession, along with the dates of each one's reign.

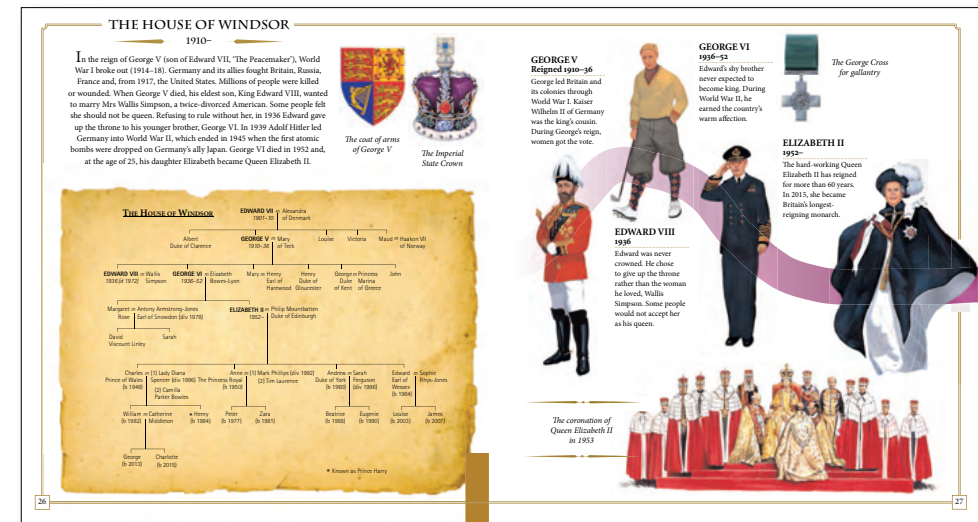
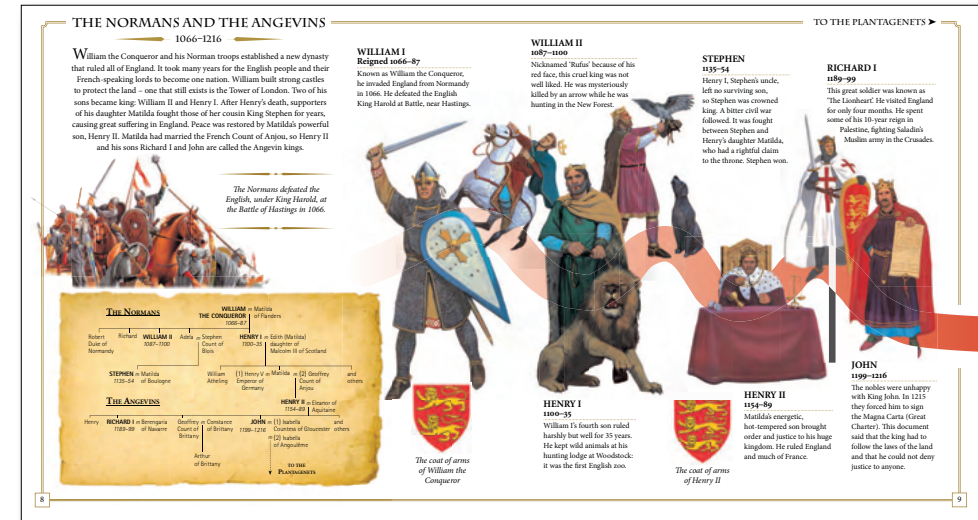


Specifications:

- 260 x 239 mm (9½ x 10¼ in)
- 32 pp
- 4000 words
- 100 illustrations

Key selling points:

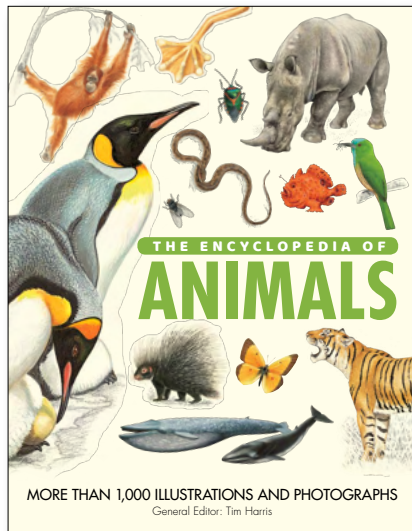
- The timeline approach helps readers understand the chronology of events
- Grades 7+



ULTIMATE VISUAL GUIDES

THE ENCYCLOPEDIA OF ANIMALS

From ants to zebras, this stunning book shows the rich variety of animal life from all corners of the globe. Hundreds of detailed illustrations and perfectly judged text bring the subject to life. Each piece of artwork is fully captioned to describe the animal and explain its lifestyle.

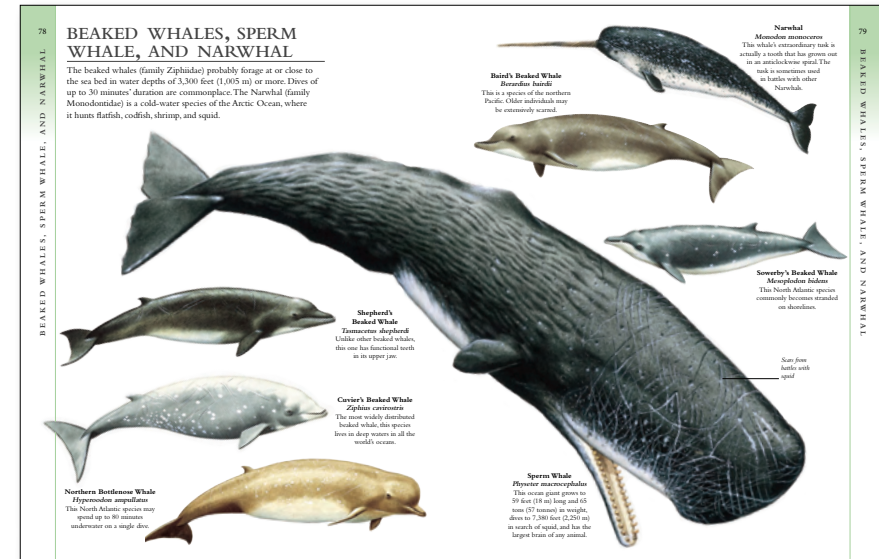


Specifications:

- 279 x 216 mm (8½ x 11 in)
- 192 pp
- 30,000 words
- 1000 illustrations

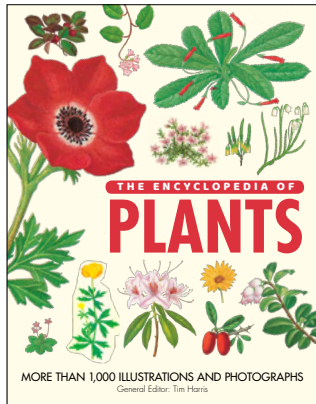
Key selling points:

- Highly visual illustrations
- Wide coverage of species
- Bite sized reference points



ULTIMATE VISUAL GUIDES

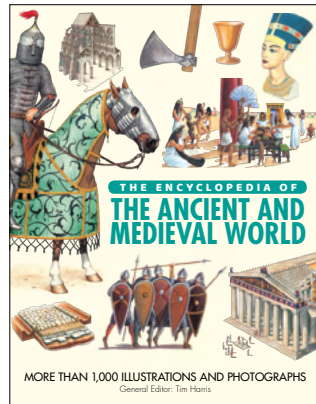
Other titles in the series:



THE ENCYCLOPEDIA OF PLANTS

A visual feast and a showcase for hundreds of flowering plants from around the world. Flowers, fruits and leaves are captured in detailed colour with sepia artworks with concise captions.

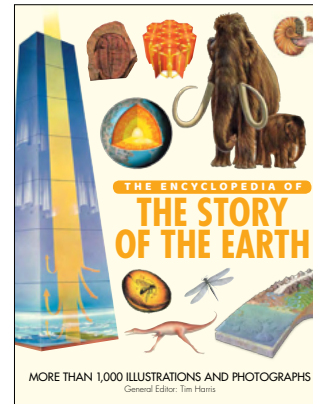
- 279 x 216 mm (8½ x 11 in)
- 192 pp
- 40,000 words
- 1000 illustrations



THE ENCYCLOPEDIA OF ANCIENT AND MEDIEVAL WORLD

This book chronicles the rich history of human life, from the first hunter gatherers to the end of the Middle Ages. All captured in vividly drawn, fully captioned illustrations.

- 279 x 216 mm (8½ x 11 in)
- 192 pp
- 30,000 words
- 600 illustrations

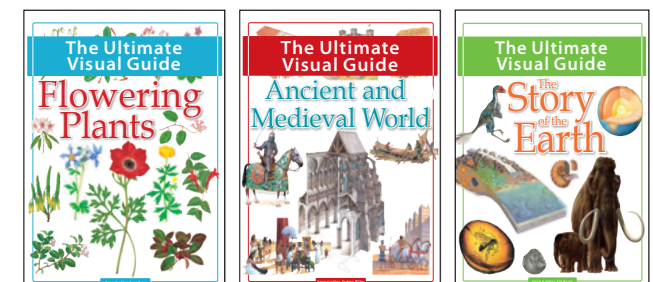


THE ENCYCLOPEDIA OF THE STORY OF THE EARTH

Hundreds of superb colour artworks chart the history of our planet, examine the forces that shape it daily and explore its huge diversity of environments, animals and plants.

- 279 x 216 mm (8½ x 11 in)
- 192 pp
- 30,000 words
- 900 illustrations

Alternative cover style



POCKET ENCYCLOPEDIAS: ANIMALS, SPACE AND EARTH

The pocket encyclopedias are perfect for providing in-depth and reliable reference in a handy format. The up-to-the-minute, fact-filled text is complemented by hundreds of colour photographs, maps and specially commissioned artworks. The information, which has been authenticated by experts in the field, is ideal both for readers who are new to the subject and for those seeking to broaden their knowledge. The flexible format allows contents to be arranged in the most convenient way for the reader looking for a source of rapid information or for browsing, be it in A-Z articles, chronological timelines and maps or short thematic chapters.



Specifications:

- 208 x 160 mm (8 x 6 1/4 in)
- 448 pp
- 75,000–180,000 words approx
- 450 photographs and artworks

Key selling points:

- Handy pocket size reference
- Series covering major curriculum topics
- Colour illustrated throughout

Other titles in the series:

- Earth
- Animals





The Horse Club series has proven to be a success, with a growing line of chapter books and other publishing products about a group of friends who form a secret club around their passion for horses.



32 pages
8 pages of stickers
size 205 × 288 mm
SAC-8401

Sticker Activity Challenges



The perfect sticker book for young Horse Club fans.

The book contains:

- Engaging activities solved with reusable stickers
- Activities based around the adventures of the main characters and their horses





World of Reading

This short book series is a perfect first reading experience for Horse Club fans. Light and colourful graphic design makes these books appealing to younger audiences.

The books, focusing on friendship and love for animals, feature girl characters experiencing horse-riding adventures at Lakeside. The first two titles in the series are centred around the character of Mia, who is Hannah's younger sister. Just like the Horse Club girls, Mia is enthusiastic about horse-riding and also willing to take part in Horse Club adventures.



48 pages
size 148 x 212 mm
hard cover with embossing
LWR-8402



The books contain:

Page-turning stories divided into five chapters for an easy reading experience

Full-colour illustrations accompanying the engaging stories

Picture glossary including information about the main characters, background characters, animals and locations — a bonus for both current and future fans

Short quiz and reading certificate at the end of the book



48 pages
size 148 x 212 mm
hard cover with embossing
LWR-8401





Fiction Series

While visiting the Cups & Saddles Rider Café, the Horse Club girls learn that Lisa's friend Alice lost her horse – it disappeared in mysterious circumstances. Meanwhile, a tournament will be taking place at Lakeside and Alice wants to join the competition. Without hesitation, the girls decide to help their friend. Can they solve this mystery before the start of the tournament? Reading The Missing Horse will teach young readers that good always wins.

The page-turning stories for 7+ readers feature:

Evergreen themes of friendship and horse riding

Strong female protagonists

Beautiful illustrations



128 pages
size 130 × 194 mm or 148 × 212 mm
soft/hard cover with embossing
LBWS-8408



128 pages
size 130 × 194 mm or 148 × 212 mm
soft/hard cover with embossing
LBWS-8407



128 pages
size 130 × 194 mm or 148 × 212 mm
soft/hard cover with embossing
LBWS-8409



LBWS-401

LBWS-402

LBWS-403

LBWS-404

LBWS-405

LBWS-406



LBWS-401

LBWS-402

LBWS-403

LBWS-404

LBWS-405

LBWS-406

Popular reader
in Germany
and Poland





Gift Box



The set contains:
Horse Club chapter book
Horse Club activity book
Original Schleich® Horse Club figurine
High quality, reusable box that can serve as a play scene



Box size 301 × 236 × 40 mm with window
Book 1 size 205 × 288 mm
24 pages
Book 2 size 148 × 212 mm
128 pages
Horse figurine
LAD-8402



Gift Box



The set contains:
Horse Club chapter book
Horse Club activity book
Original Schleich® Horse Club figurine
High quality, reusable box that can serve as a play scene



Foal figurine



Play scene

Box size 301 × 236 × 40 mm with window
Book 1 size 205 × 288 mm
24 pages
Book 2 size 148 × 212 mm
128 pages
Horse figurine
LAD-8401



Chapter book



Activity book



Dress-up Sticker Book



The book contains:
Activities that develop children's imagination
Horse-riding trivia that will expand the reader's knowledge of the theme
Stickers that encourage storytelling

24 pages
8 pages of stickers including 2 pages of stickers with glitter size 202 x 288 mm
SDU-8401

Colouring Sticker Book



32 pages
2 pages of stickers
size 205 x 288 mm
CAS-8401

Homework Journal



128 pages
size 140 x 190 mm
with lock option
LNH-8401

Journal



With an introduction from the Horse Club friends, inspiring quotes, lists, fascinating horse facts and riding tips, this beautiful journal is the perfect place to keep all secrets safe ... forever!

The book contains:
Prompts to encourage creativity

96 pages
with stickers (optional)
size 140 x 200 mm SEN-S401

Sticker Adventure Book



16 pages
8 pages of stickers
size 205 x 288 mm
LASS-401

Sticker Adventure Book



The book contains:
Over 200 stickers
Beautifully illustrated scenes from the Horse Club world
Interesting facts about horses

16 pages
8 pages of stickers
size 205 x 288 mm
LASS-401

Friendship Book



96 pages
size 190 x 190 mm
with ribbon bookmark inside
LFPS-401

A diary and journal for friends to fill in together!

The book contains:

Pages the readers can fill in by themselves or together with friends
Information about Horse Club characters
Photo album pages
Birthday calendar



FARM WORLD



Sticker Adventure Book

16 pages
8 pages of stickers
size 205 x 288 mm
LASS-301



Maze Book

32 pages
2 pages of stickers
size 205 x 288 mm
LMAS-301



Colouring Sticker Book

32 pages
2 pages of stickers
size 205 x 288 mm
CAS-5301

Dinosaurs



Original artwork

Sticker Adventure Book

16 pages
8 pages of stickers
size 205 x 288 mm
LASS-201



Maze Book

32 pages
2 pages of stickers
size 205 x 288 mm
LMAS-201



Friendship Book

96 pages
size 190 x 190 mm
LFP-8201



Wild Life



Original artwork

Sticker Adventure Book

16 pages
8 pages of stickers
size 205 x 288 mm
LASS-101



Reference Book

40 pages
size 240 x 290 mm
hard cover
BRB-8101



Maze Book

32 pages
2 pages of stickers
size 205 x 288 mm
LMAS-101



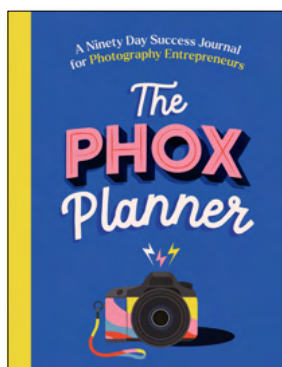
Colouring Sticker Book

32 pages
2 pages of stickers
size 205 x 288 mm
CAS-5101



THE PHOX PLANNER

The Phox Planner has been created for photography entrepreneurs who want to get organised, focused and motivated. The authors are successful photographers first and foremost. Kate and Jo have created a planner which is designed perfectly for a photographer's needs, all in one place. This is a must have for any budding photographer looking to create a successful business of their own. In just 90 days photographers can start the journey to smashing their goals with a clear plan to make it happen, all housed in this stylish hardback journal.

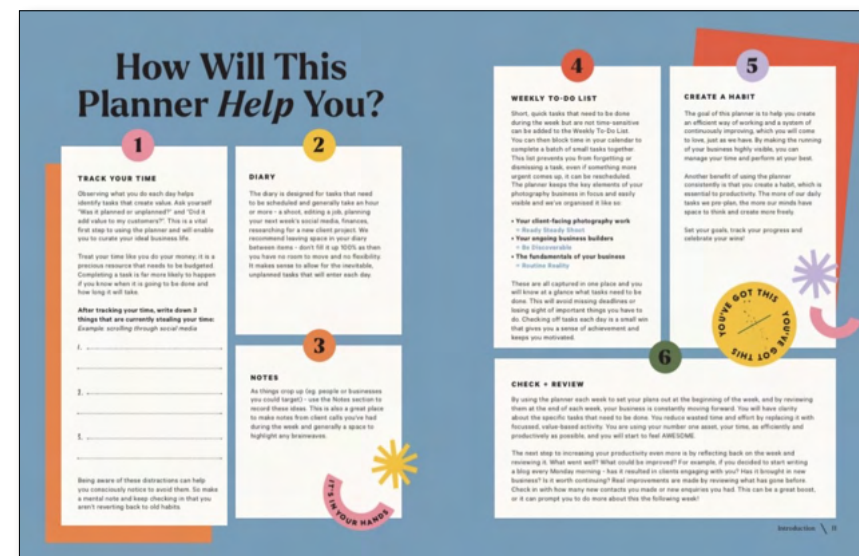


Specifications:

- 246mm x 189mm
- 192pp
- Hardback on woodfree paper

Key selling points:

- Debut title from successful photography duo
- Global rights available
- Strong social and web media presence
- Step by Step guide to building a successful photography business
- Packed with hints and tips plus practical journal exercises customisable to the reader
- Series potential in any future titles covering multiple media categories
- Journal is undated so can be started at any time
- Planner visually designed by Nic & Lou, who have previously worked on Joe Wicks titles



Synopsis of content

- 90-Day planner (undated)
- Business Plan Overview
- Goal planning, time management, task management and mindset tips
- Quarterly Calendar & Monthly Overviews
- Week ahead planner: Plan your week ahead to begin organising your week with shoots and prompts to keep your business turning throughout the week
- Week to view diary pages with timed blocks to carefully manage your time throughout the week
- Weekly roundup to review shoots, lessons learnt, new bookings, contacts and big wins for the week
- 90 Day Review
- Plenty of Notes pages

THE PHOX PLANNER



ABOUT THE AUTHORS

Kate Darkins and Jo Hughes are professional photographers and friends, who met on a photography course and bonded over the struggles of building a photography business. They have taken their wealth of knowledge and experience to create this Wonderful new book.

@phoxplanner & phoxplanner.com

90-Day Game Plan

Having identified your Dream Big Goals, you can break down the actions you need to take in the next 90 days to move towards your goals. This will give you an aim to focus on and drive your energy and persistence. Having a practical game plan means your Dream Big Goals are no longer just dreams.

What are the 3 most important things I need to do in the next 90 days? (Consider those that have the highest return opportunity)

1

Goal:

↓

Actions required:

2

Goal:

↓

Actions required:

3

Goal:

↓

Actions required:

Use the weekly roundup to stay on track and keep checking back in on your 90-day Game Plan to see if you're heading in the right direction.

26 / 90 Day Game Plan

Ready Steady Shoot

Questions to think about to maximise my client-facing work:

- / What is my target number of shoots?
- / How many shoots do I currently have booked?
- / How many more shoots do I need to book to reach my target?
- / Which type of clients do I want more of?
- / What is my profit goal for each type of client?
- / Do I need to learn any new skills to improve my photography shoots?
- / Do I need to research any ideas for upcoming planned shoots?
- / Do I need any new props, resources or equipment to improve my service?
- / Is my customer journey experience successful?
- / Can I improve my client communication at any part of the journey?

Here are some ideas of the things you could be contacting them about:

- / Follow up after shoot
- / Follow up after enquiry
- / Upcoming promotion
- / Updated shoot opportunity

YES I CAN YES I CAN YES I CAN

90 Day Game Plan / 27

Planning Your Week Ahead

Your week ahead focuses on what you've got coming up and what you need to focus on this week. Planning for a productive week will make you feel motivated, focused and inspired to do the work that matters. Here's an example and some ideas of how to complete the page:

<p>GAMEPLAN FOR THE WEEK</p> <p>Gameplan - what is important to you, what do you want to challenge yourself to achieve this week. Think about what will move your business forward and how things relate to your 90 day plan.</p> <p>Thinking on a weekly basis about what will move your business forward to achieve your 90 day goal. What is your purpose? what are you learning? What do you want to master?</p>	<p>BOOKED SHOTS</p> <p>Here's an overview of your upcoming shoots for the week</p>
<p>CLIENTS TO CONTACT</p> <p>You need to keep momentum in your business at all times and you especially need to keep in contact with previous clients. These are the people that will book you again or recommend you to their friends = new clients. Have a figure in mind for how many clients you will contact a week, whether it's 5 or 10 etc. Make this your weekly challenge.</p> <p>Here are some ideas of the things you could be contacting them about:</p> <ul style="list-style-type: none"> / Follow up after shoot / Follow up after enquiry / Upcoming promotion / Updated shoot opportunity 	<p>POST PRODUCTION / EDITING</p> <p>List all the shoots that require editing this week, so that time can be scheduled into your diary.</p>
<p>WHAT WILL MOVE MY BUSINESS FORWARD</p> <p>These are the small actions you can take to start moving your business to the next level. Even if it is as simple as being consistent</p>	<p>POSITIVE WORDS FOR THE WEEK</p> <p>Positivity and mindset are key to the performance of your business.</p> <p>Examples:</p> <ul style="list-style-type: none"> / Focus / Feeling inspired / Improved confidence

32 / 90 Day Game Plan

Your Weekly To Do List

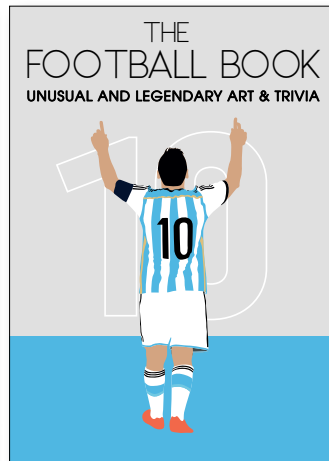
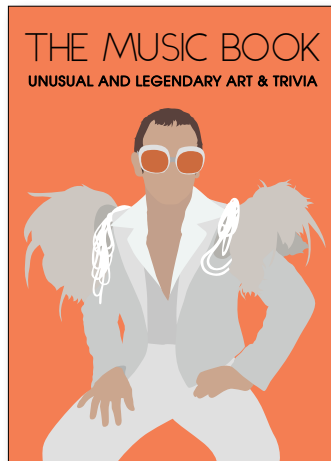
Be as specific as possible with your To Do List, this will focus your attention and drive awareness. Add anything that needs doing. Each task is a small win to check off each day which will help you feel a sense of achievement and further increase motivation. We've included some examples of how each box should work and what to include:

<p>READY STEADY SHOOT</p> <p>This is where you add your client projects.</p> <p>Here's some ideas of what you could add:</p> <p>Upcoming shoot Post production Customer service Shoot admin</p> <p>Examples:</p> <ul style="list-style-type: none"> / Call John regarding shoot enquiry / Prep for family Evans shoot / Editing for Smith wedding 	<p>BE DISCOVERABLE</p> <p>Business building activities make up a huge part of your week, so it's important to keep on top of these. These could also be classified as money making activities.</p> <p>Some of the things you could add are:</p> <ul style="list-style-type: none"> / Marketing / Prospecting / Social Media <p>Examples:</p> <ul style="list-style-type: none"> / Plan weekly social media posts / Research local networking meetings / Contact previous clients
<p>ROUTINE REALITY</p> <p>These are your business fundamentals which keep your business ticking over.</p> <p>These include tasks such as:</p> <ul style="list-style-type: none"> / Admin / Finance <p>Examples:</p> <ul style="list-style-type: none"> / Order print cartridges / Request testimonials / Send invoice to Sarah 	<p>ODDS + ENDS</p> <p>Other things in life need your attention too, and when you're running a business, these things can get forgotten. Here's a space for everything else in your life.</p> <p>Here's just a few examples of things that need doing:</p> <ul style="list-style-type: none"> / Schedule hospital appointment / Book car in for service / Book online shopping slot / Book kids dentist appointments

90 Day Game Plan / 33

THE MUSIC BOOK / THE FOOTBALL BOOK

The Music book will be the first in a series of highly visual gift books for the avid fan who wants to indulge their knowledge. Packed with exclusive, unique and beautiful artwork, together with some of the most unusual trivia and questions to entertain, amaze and tax the knowledge of the reader, these are sure to be coveted as a perfectly priced, quality gift.



Specifications:

- 234 X 153 mm
- 72pp
- 16pp colour photos
- Hardback

Key selling points:

- Consistent high sales - Continues to deliver sales in all major markets and has become an evergreen performer



Thank you, it's been

Wonderful

wonderfulideasproject.com

Dean@wonderfulideasproject.com

Dan@wonderfulideasproject.com