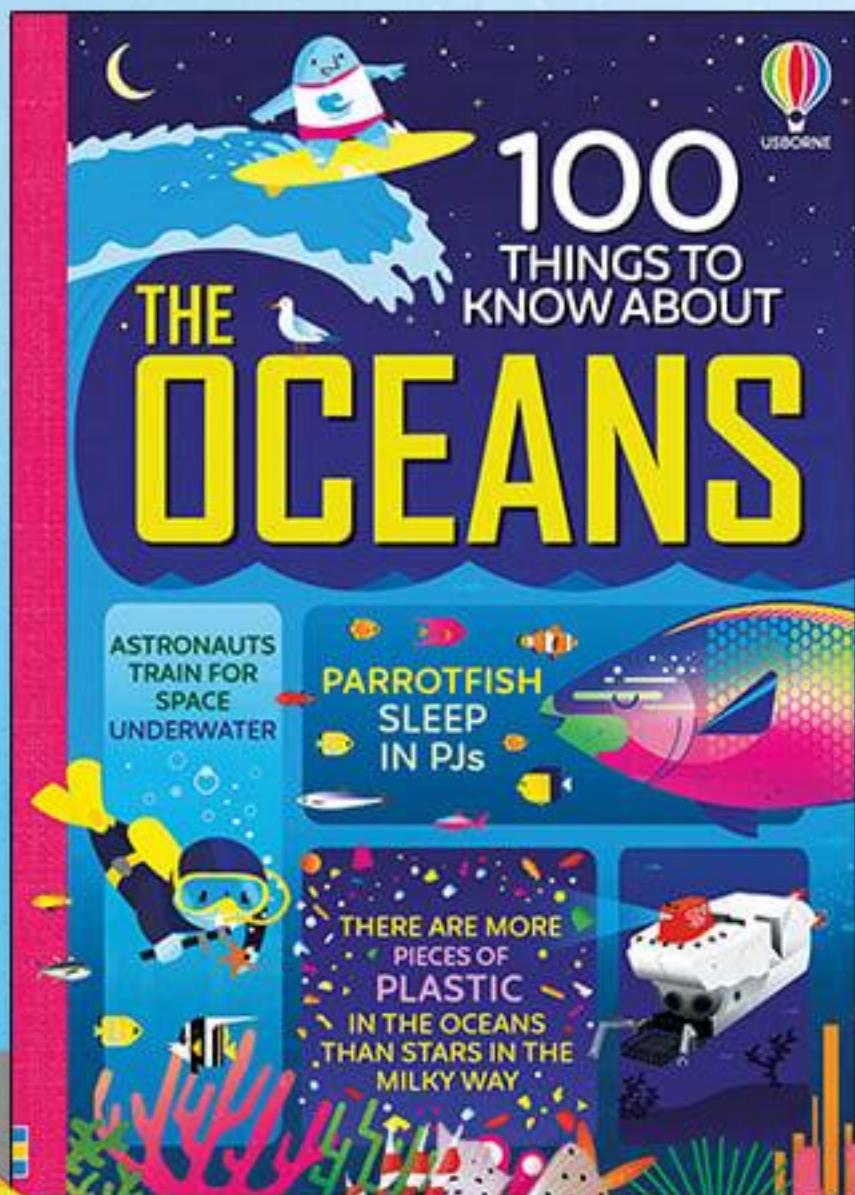


A thought-provoking series that explores feminist history in Britain through the lives of fictional characters living in one real-life house - 6, Chelsea Walk, London.

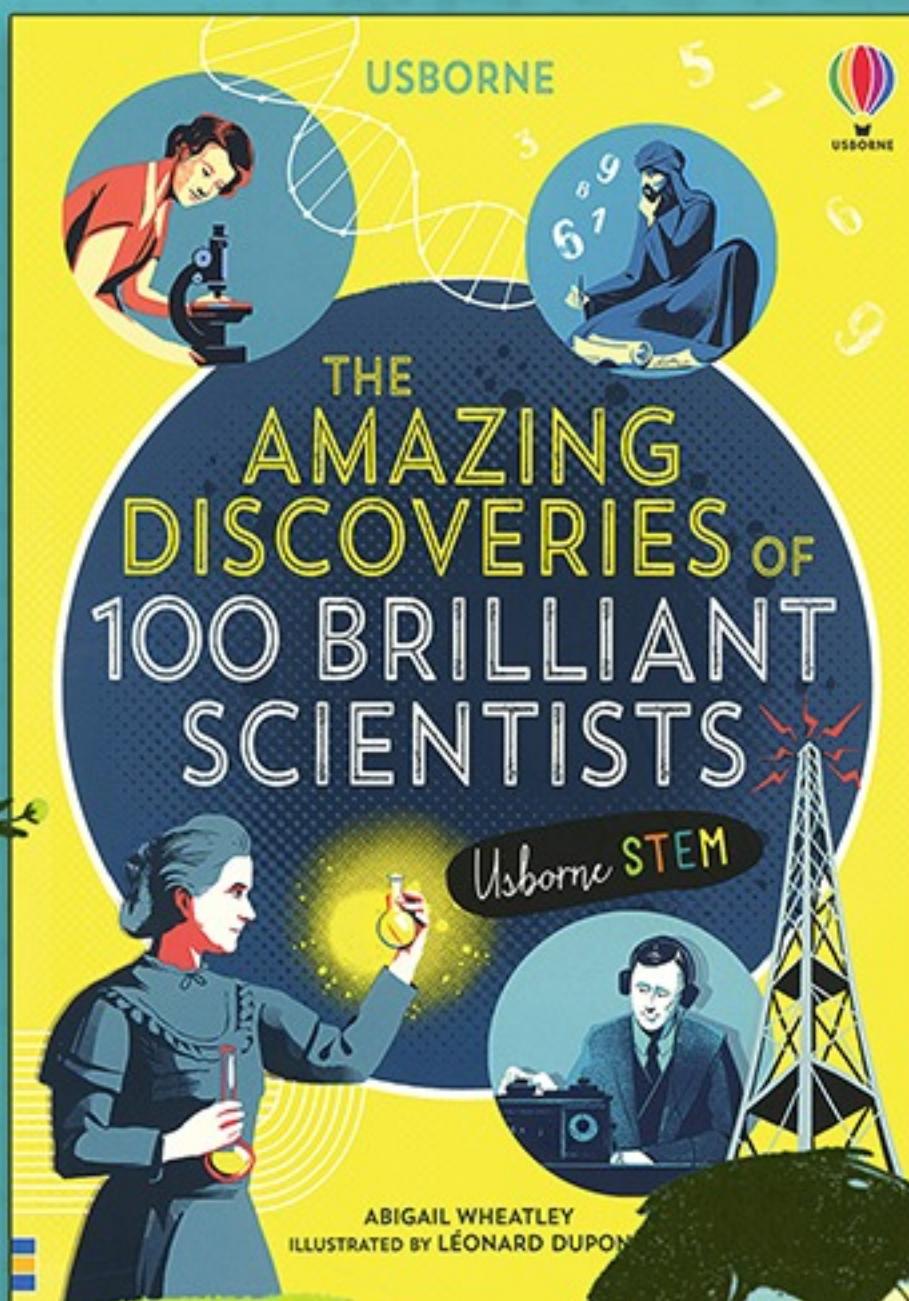


Dive into a world of
DISCOVERY
with these titles!



These friendly books break info down into bite-sized chunks, making them an accessible introduction for anyone who wants to find out about these fascinating subjects.

DISCOVER A BRILLIANT TITLE!



Every scientist dreams of doing something that can help the world.

HOW SECRET WARTIME CODES REVEALED A COMPUTING GENIUS

During the Second World War, different code-breaking machines were created by several remarkable scientists. One of these scientists was Alan Turing, a British mathematician so far ahead of his time that he wrote about computers before they even existed. His code-breaking machine brought computers one step closer.

BEGINNINGS

Turing first published his ideas about computers in 1936, calling them *Turing machines* – though at that time they existed only in his imagination. When the Second World War broke out in 1939, Turing went to work for the British military, cracking codes used by their enemies, the Germans.

BRILLIANT BOMBE

These codes had been created using devices called *Enigma machines*. Inspired by a Polish code-breaking machine, Turing designed the *Bombe* – a machine with hundreds of rotating cylinders powered by electricity.

The Bombe decoded Enigma messages quickly. Historians believe this may have shortened the war by two years and saved as many as 14 million lives.

More than this, Turing's ideas about computers have gone on to influence generations of computer scientists.

A COLOSSAL EFFORT BUILT THE VERY FIRST COMPUTER

The first ever programmable electronic computer was nicknamed *Colossus*, and cracked the most difficult codes invented during the Second World War. It was designed and built by a British engineer named Tommy Flowers.

SETTING TO WORK

In 1943, Flowers was asked to design a machine to crack a very complex German code – the *Lorenz cipher*. Alan Turing and other code-breakers had found a slow, long-hand method for breaking the cipher, but needed a machine to speed things up.

Flowers worked on a machine that used electrical circuits made from glass vacuum tubes. These weren't always dependable, but Flowers believed he could build a more powerful, reliable machine using thousands of vacuum tubes.

JUST IN TIME

Flowers worked on a machine that used electrical circuits made from glass vacuum tubes. These weren't always dependable, but Flowers believed he could build a more powerful, reliable machine using thousands of vacuum tubes.

The code-breakers dismissed Flowers' idea, but he continued, designing and building a vast machine named *Colossus*. It worked. Then, in 1944 an upgraded version of it broke codes relating to the D-Day landings – operations that changed the course of the war.

Colossus was the world's first programmable, electronic, digital computer. At the end of the war, Flowers was ordered to destroy it, to protect national security. So, his contribution to computing went unrecognized for many years.

Discover the lives and incredible work of some of the greatest scientists – many of them very famous, but also some who made great contributions but are not as famous as they ought to be. Most scientists have their own page, while some scientists who worked together are grouped on one page. Learn about the amazing scientific breakthroughs they have made in this informational book, with engaging graphics.

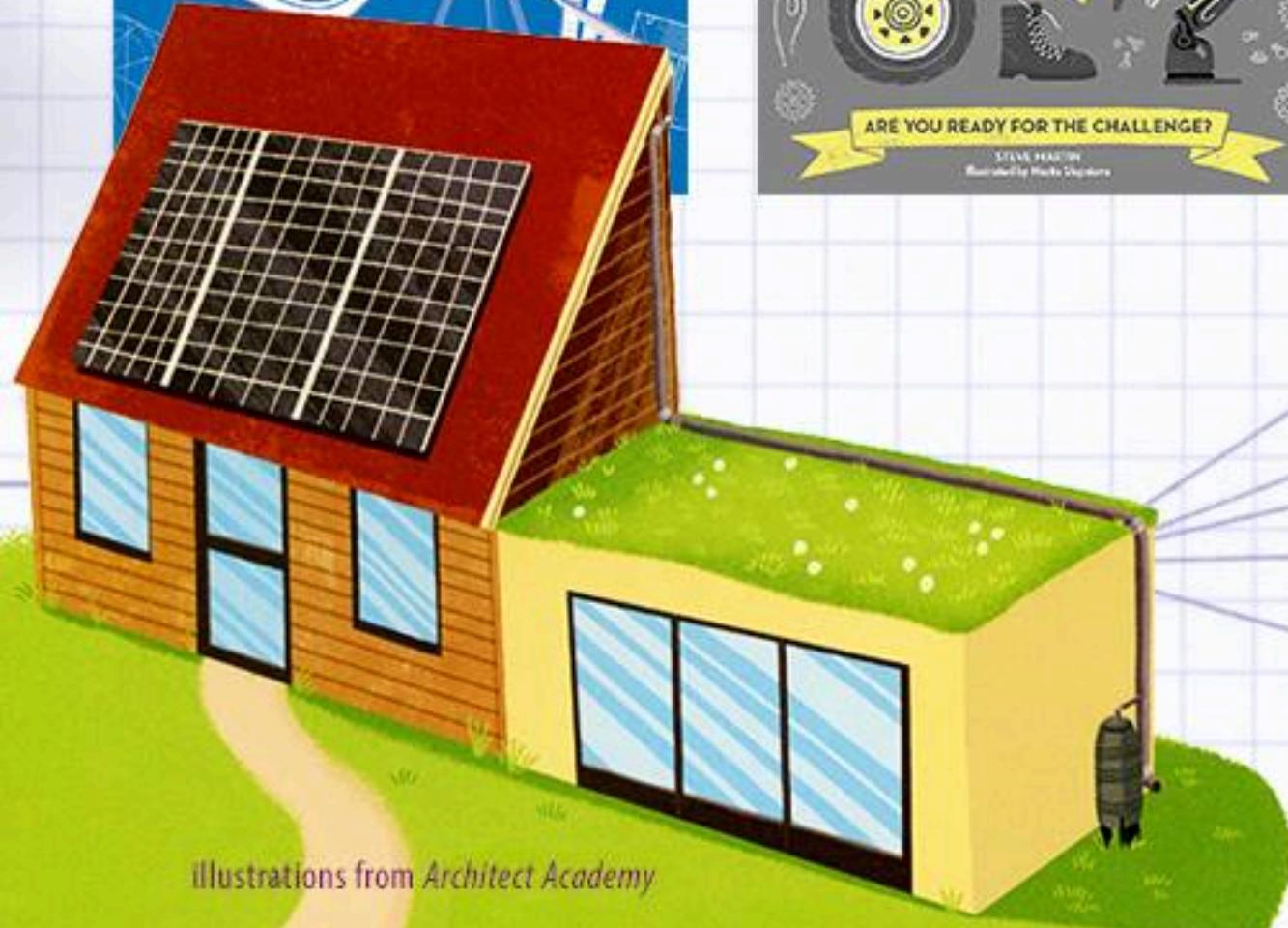
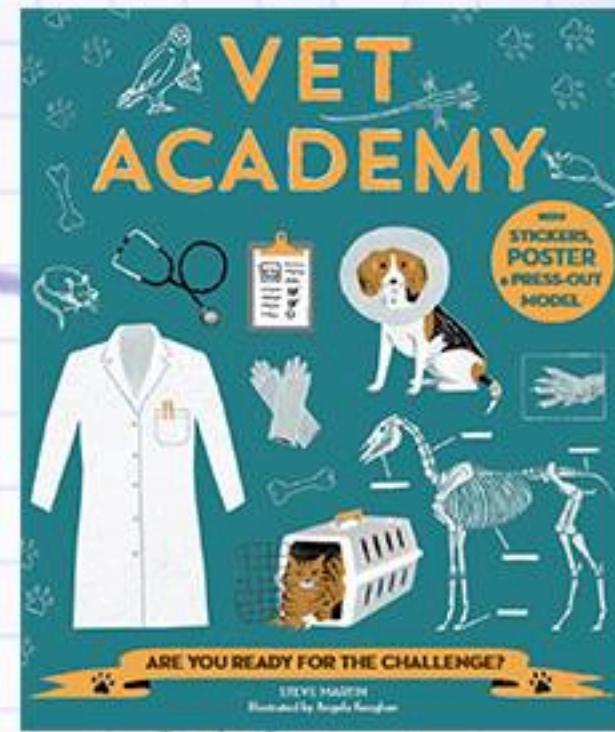
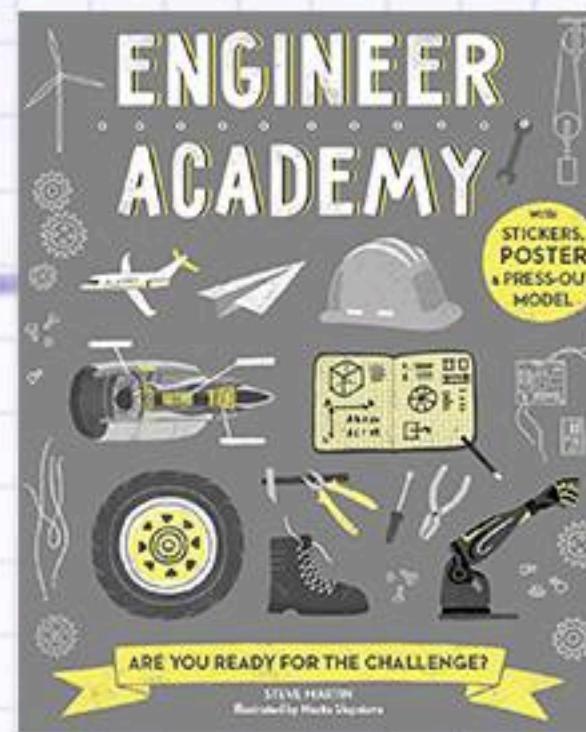
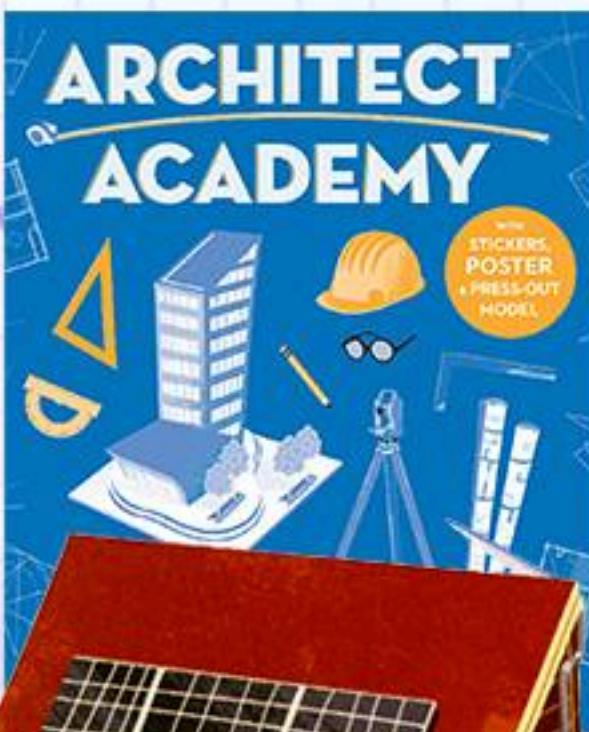


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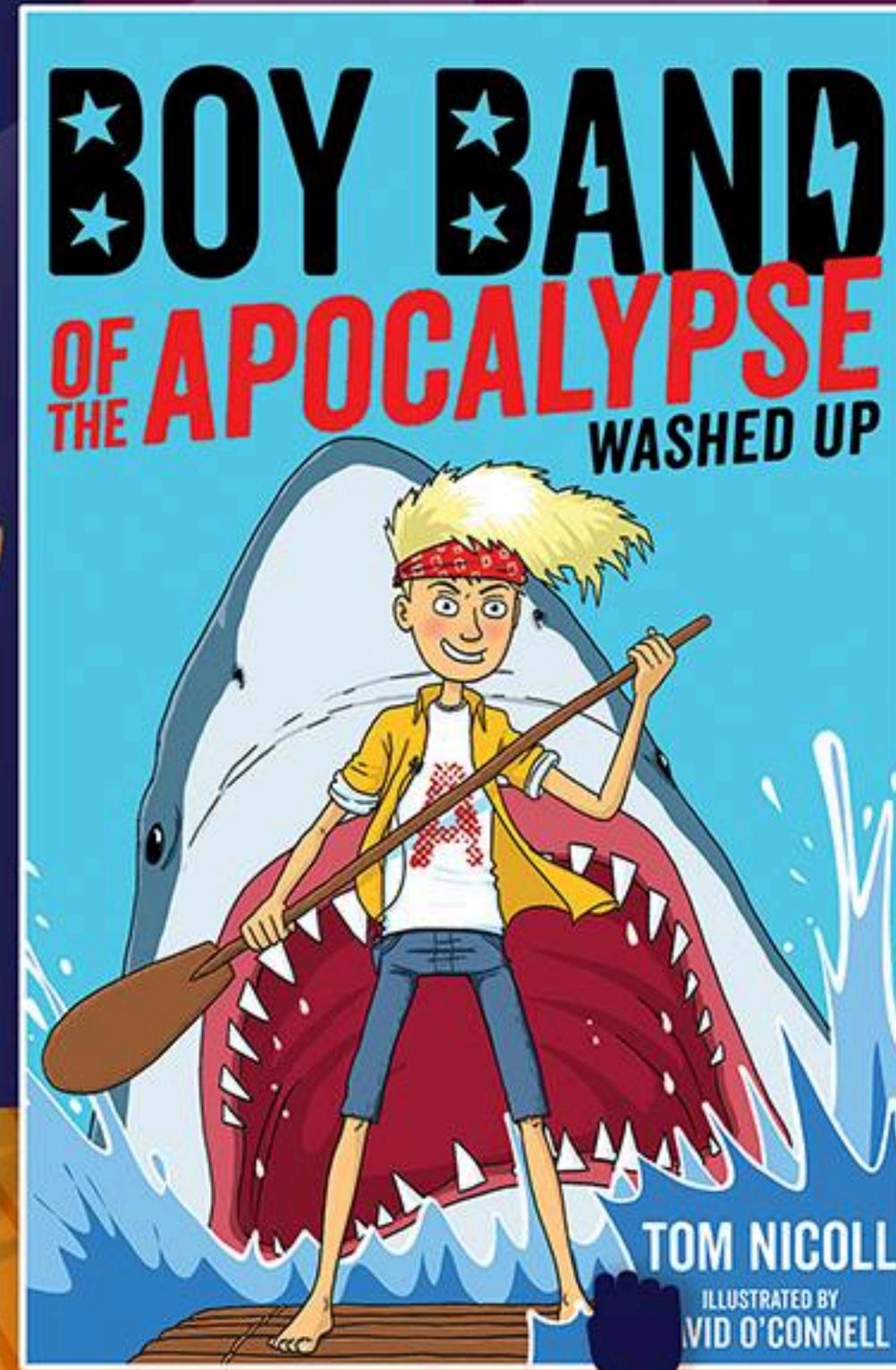
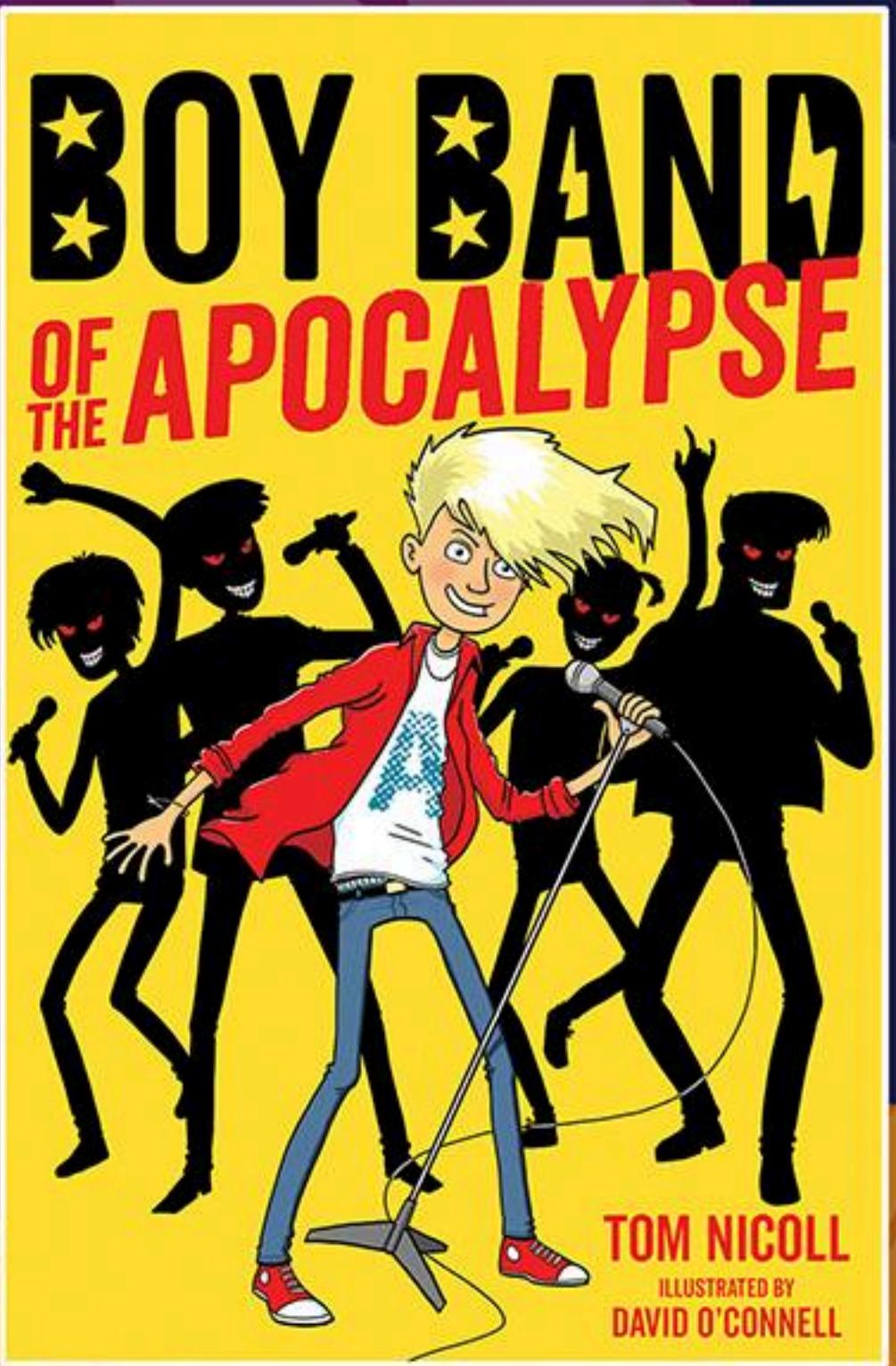
CHECK OUT *the*

ACADEMY SERIES!



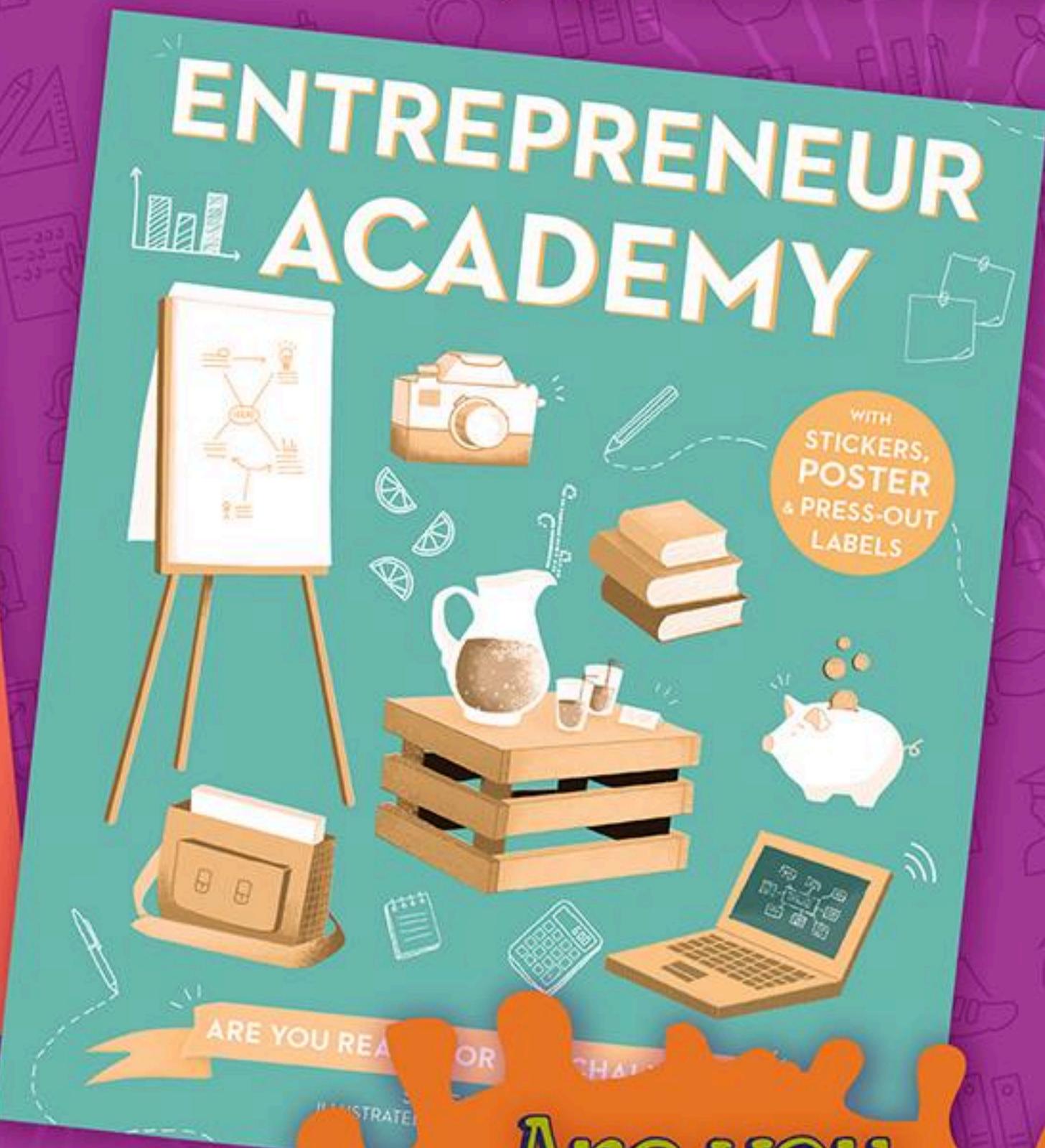
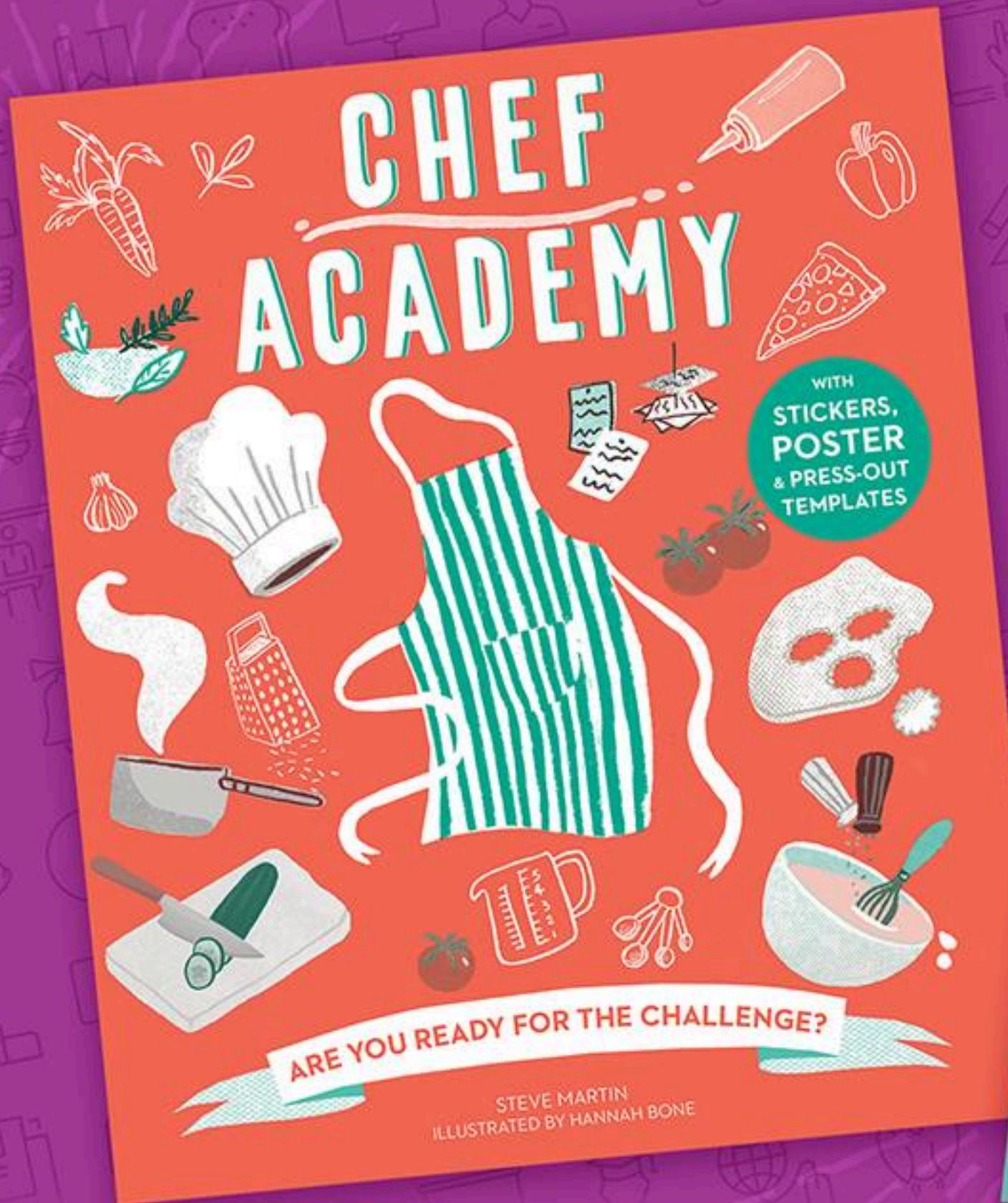
Illustrations from Architect Academy

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The World's Most Evil Boy Band™ is plotting to destroy the universe.
Sam must discover his hidden talents if he wants to save humanity...

 **USBORNE**
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Are you bursting with creative ideas? Discover what it takes to be a successful leader! You'll learn how to test your ideas, stand out from the competition, and give back to the world!

Are you
ready for the
challenge?



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< CODER > ACADEMY

WITH
STICKERS,
POSTER
& PRESS-OUT
MODELS

ARE YOU READY FOR THE CHAL

LEARN TO CODE IN THE ACADEMY SERIES!

At the Coder Academy, you can take your first steps to becoming a coder. You'll learn how to create music, games, web pages and animations. You'll also find out how computers think, how to give them instructions, how to use Scratch, write HTML and lots more.



MEET FELIX!



Felix Twain's life is all about numbers: he must tap door handles twice and position objects in pairs. Then Charlie Pye arrives - can she help Felix learn that numbers aren't the only things you can count on?



at my desk, cross my hands in front of me and wait for class to start.

There are some other students already here. Samira Chen is sitting on her desk chatting to the twins Daisy and Maisie about some boy band that they all really like. Oscar and Gerund are at the back of the room, throwing a scrunched-up ball of paper back and forth. Emma and Alva are sitting huddled together feverishly reading a physics book and there are others playing cards near the door or chatting outside in the hallway.

"Good morning, everyone," says Mrs. Green.

She claps her hands together twice. This gets everyone's attention and they take their seats at their desks. "It is great to see you all. I'm feeling much better, although I've heard that yesterday was such an exciting day that you are probably wishing that I would be away more often."

Several sniggers escape from people's mouths and Gerund O'Toole has such a big grin that you would think it would be hurting his face to smile that much. The twins can't help but let out a little giggle. I can feel a lot of eyes staring at me.

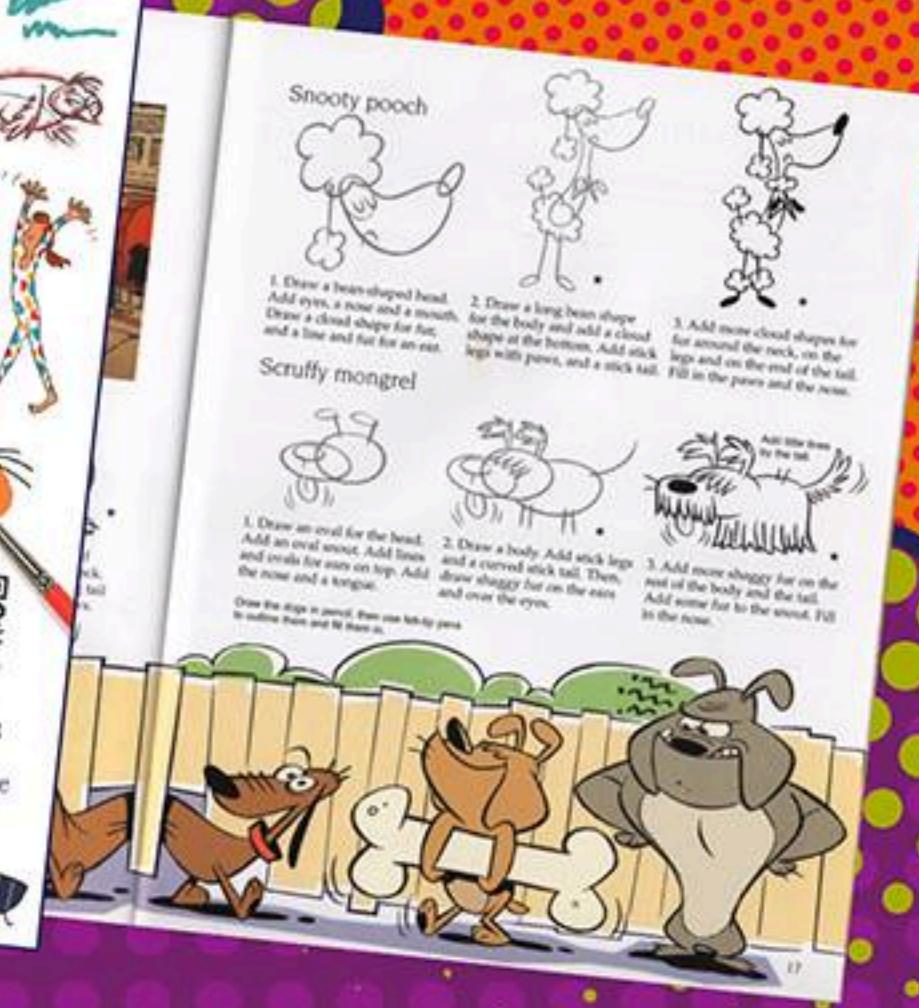
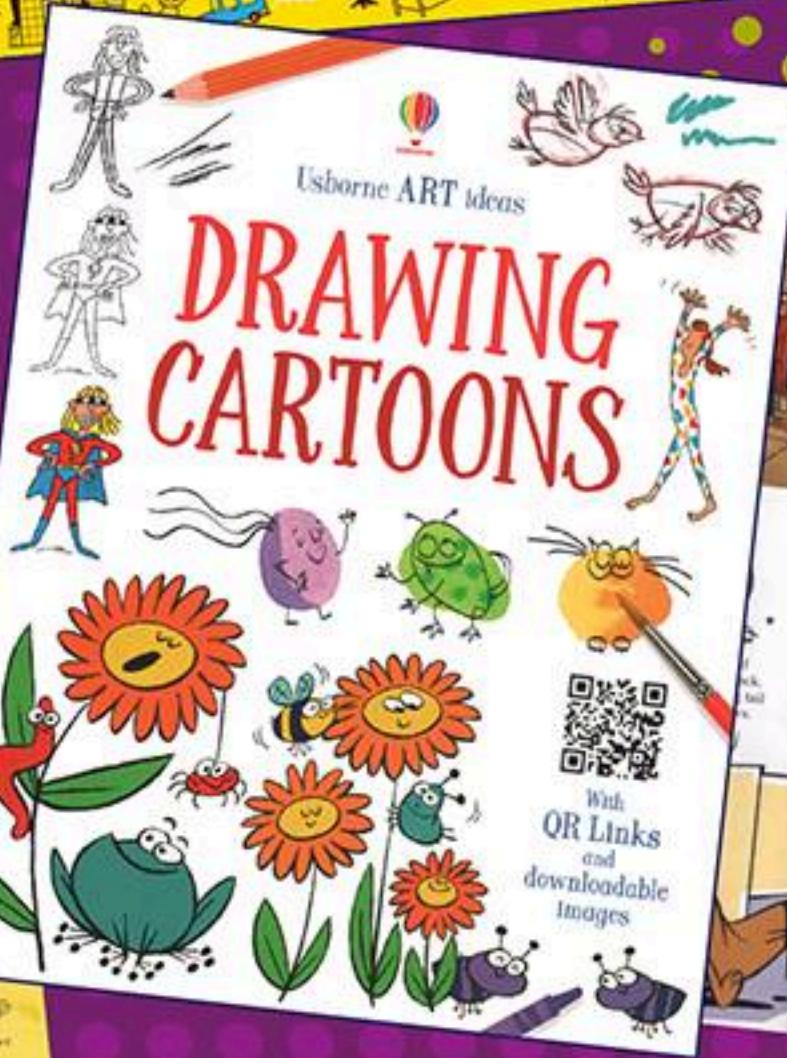
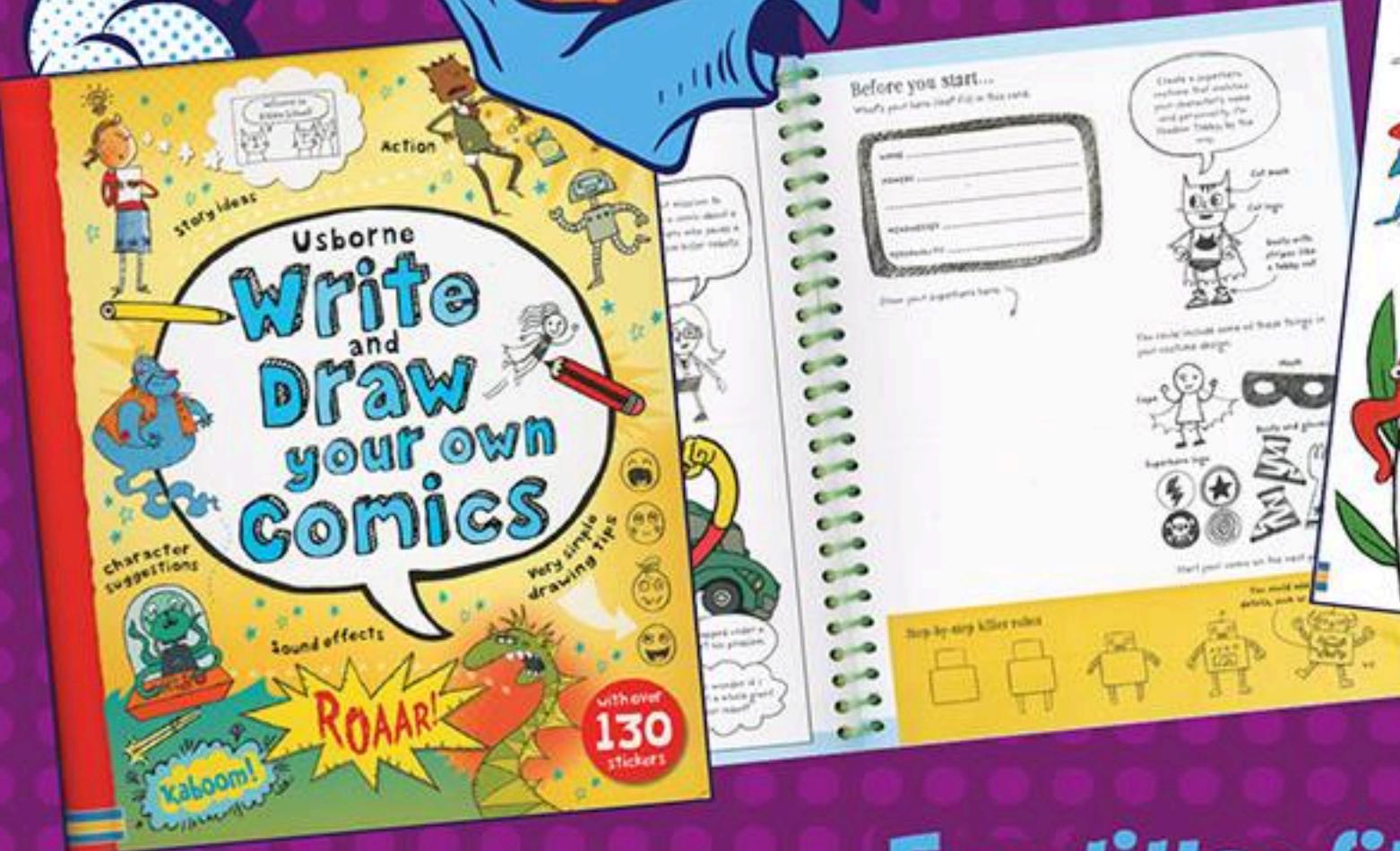
"Now, today we have a —" Mrs. Green stops. The classroom door opens.

There is a girl standing in the doorway. She is wearing the red and blue Scribbly Gum school uniform, but it doesn't look the same as mine. She

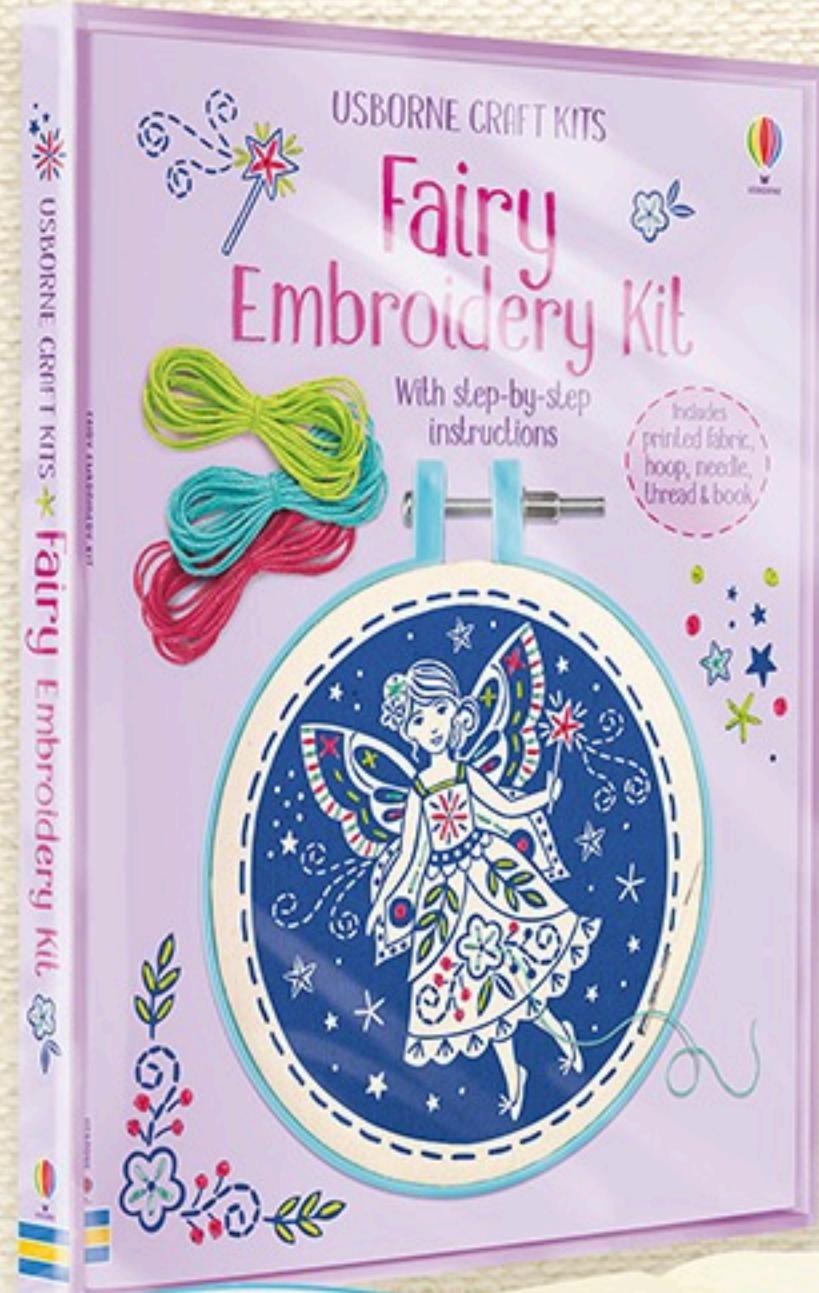
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CREATE YOUR OWN COMICS!



New Kits!



These clever kits contain everything you need to embroider, frame, and hang the beautiful designs. The 16-page Usborne book included gives you simple, step-by-step instructions showing you exactly what to do every step of the way!



Basic stitches

These pages show you how to do the stitches you will need to embroider the owl design. There are printed guides - lines and dots - on the fabric to help you.

Straight stitch



- Push the needle up from the back of the fabric at one end of a guide line. Pull it all the way through.
 - Next, push the needle down through the other end of the guide line.
 - Then, pull the thread down at the back of the fabric, so that it lies



- 2** Next, push the needle down through the other end of the guide line.

3 Then, pull the thread down at the back of the fabric, so that it lies



- 3** Then, pull the thread down at the back of the fabric, so that it lies

Gross s



- 1 Start with a straight stitch along a diagonal guide line, like this.
 - 2 Push the needle up from the back, at the bottom of the other diagonal guide line.
 - 3 Push the needle down at the end of the guide line to make an X.



- 2** Push the needle up from the back, at the bottom of the other diagonal guide line.



- 3** Push the needle down at the end of the guide line to make an X.

Five-pointed star



- 1 Sew a straight stitch along this guide line.
 - 2 Push the needle up at the top of the next guide line and down at the start of the previous one.
 - 3 Repeat along the three remaining guide lines.



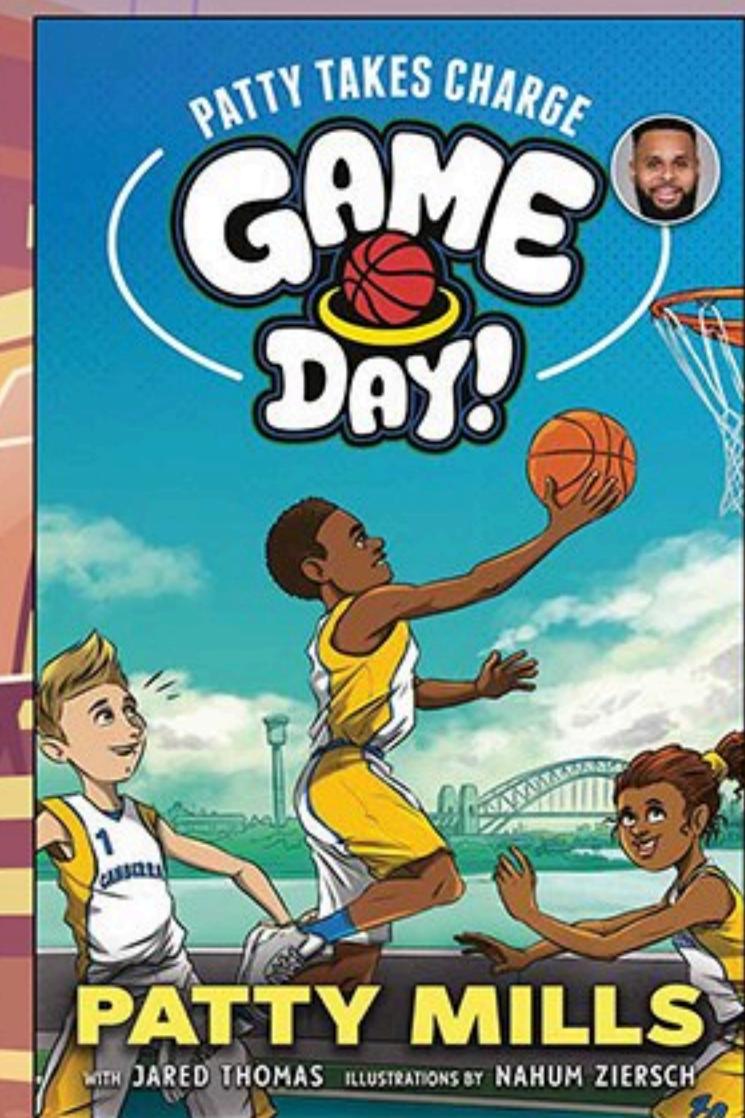
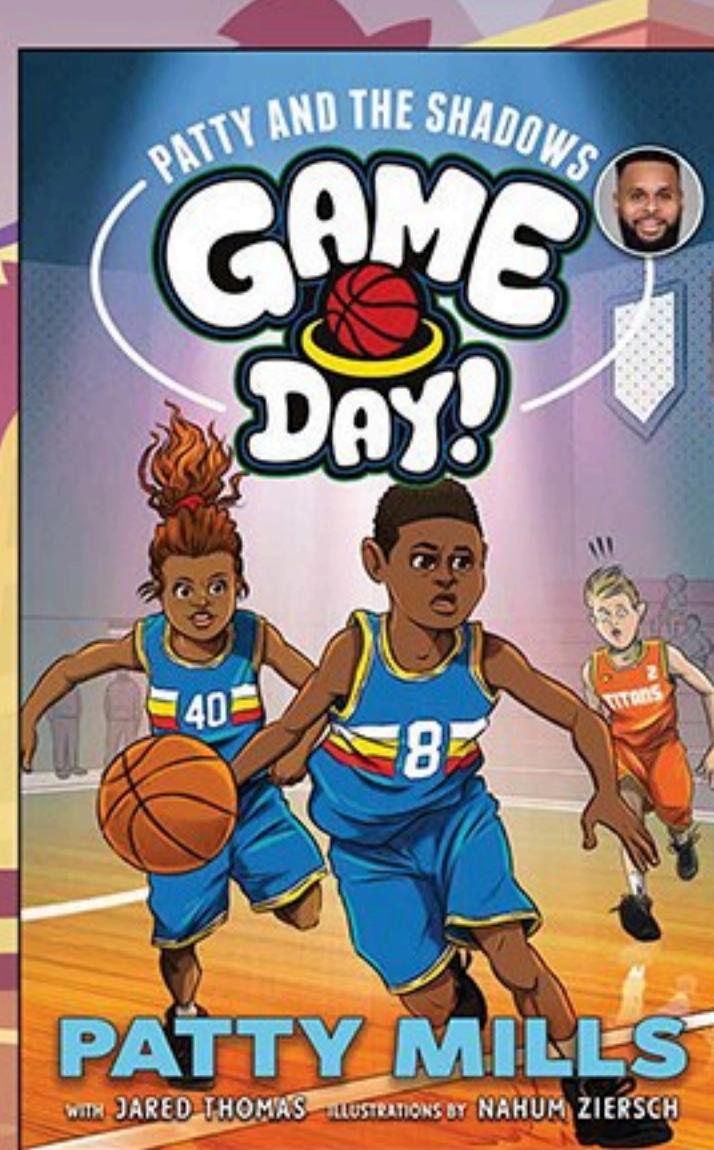
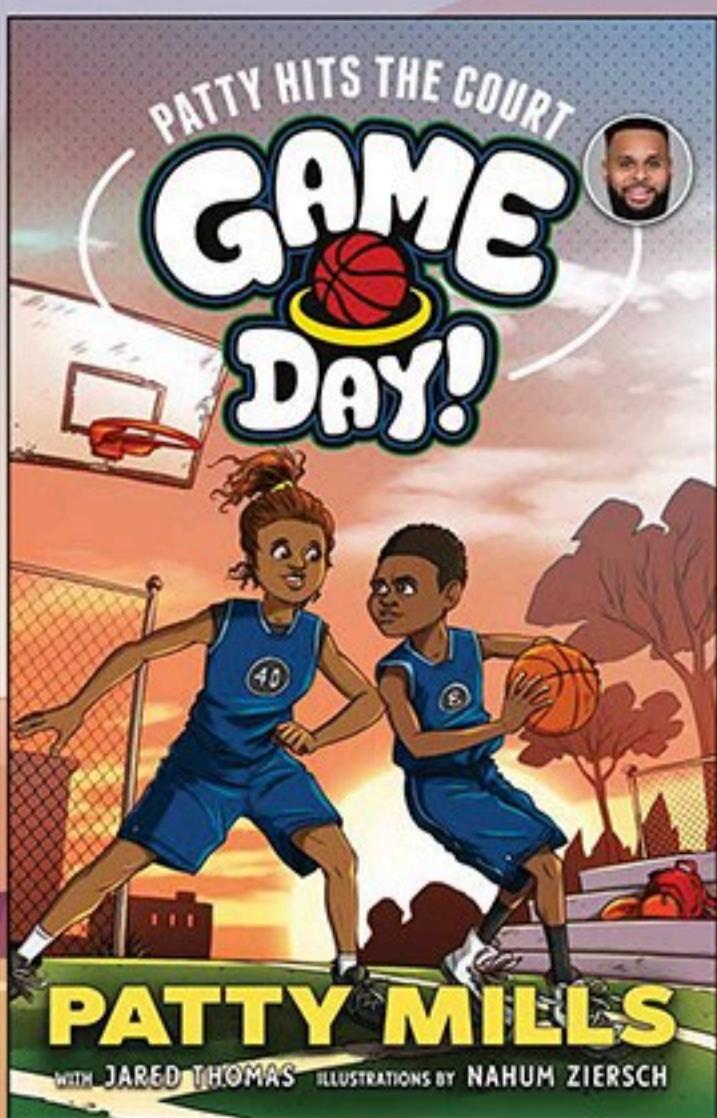
- 2** Push the needle up at the top of the next guide line and down at the place it intersects the previous line.



- 3** Repeat along the three remaining guide lines.

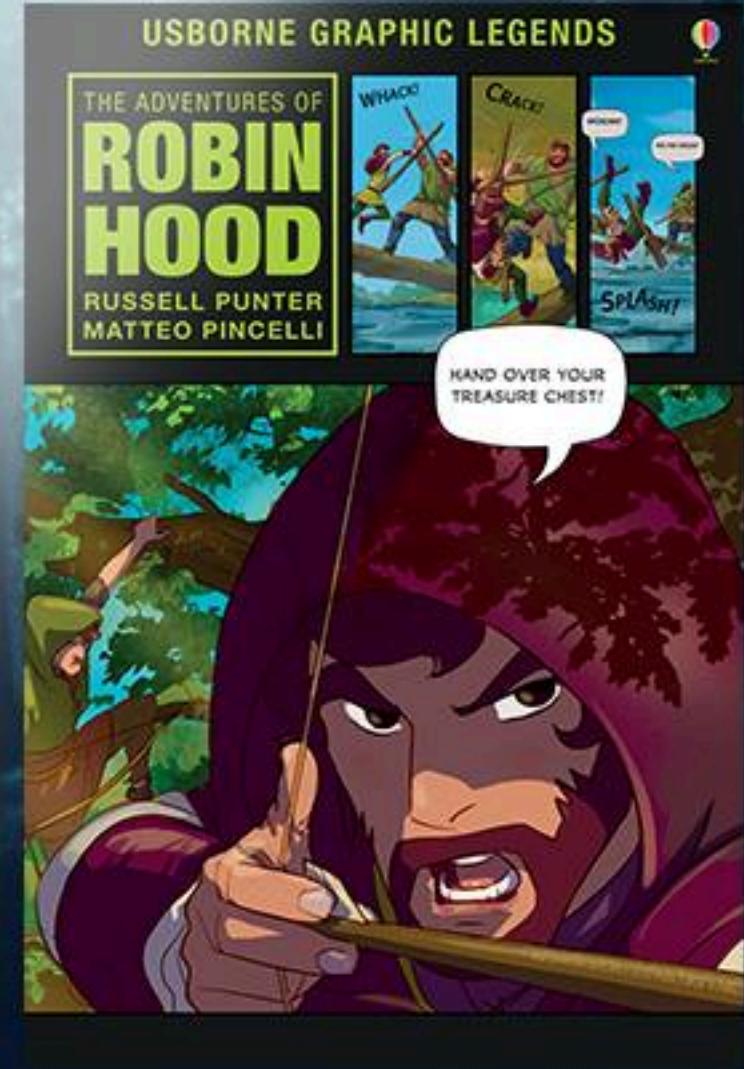
THIS NEW SERIES IS A

SLAM DUNK



A fantastic and fun basketball three-book series by Australian Olympian and NBA star Patty Mills to entertain young readers and inspire kids to achieve their goals through sports.

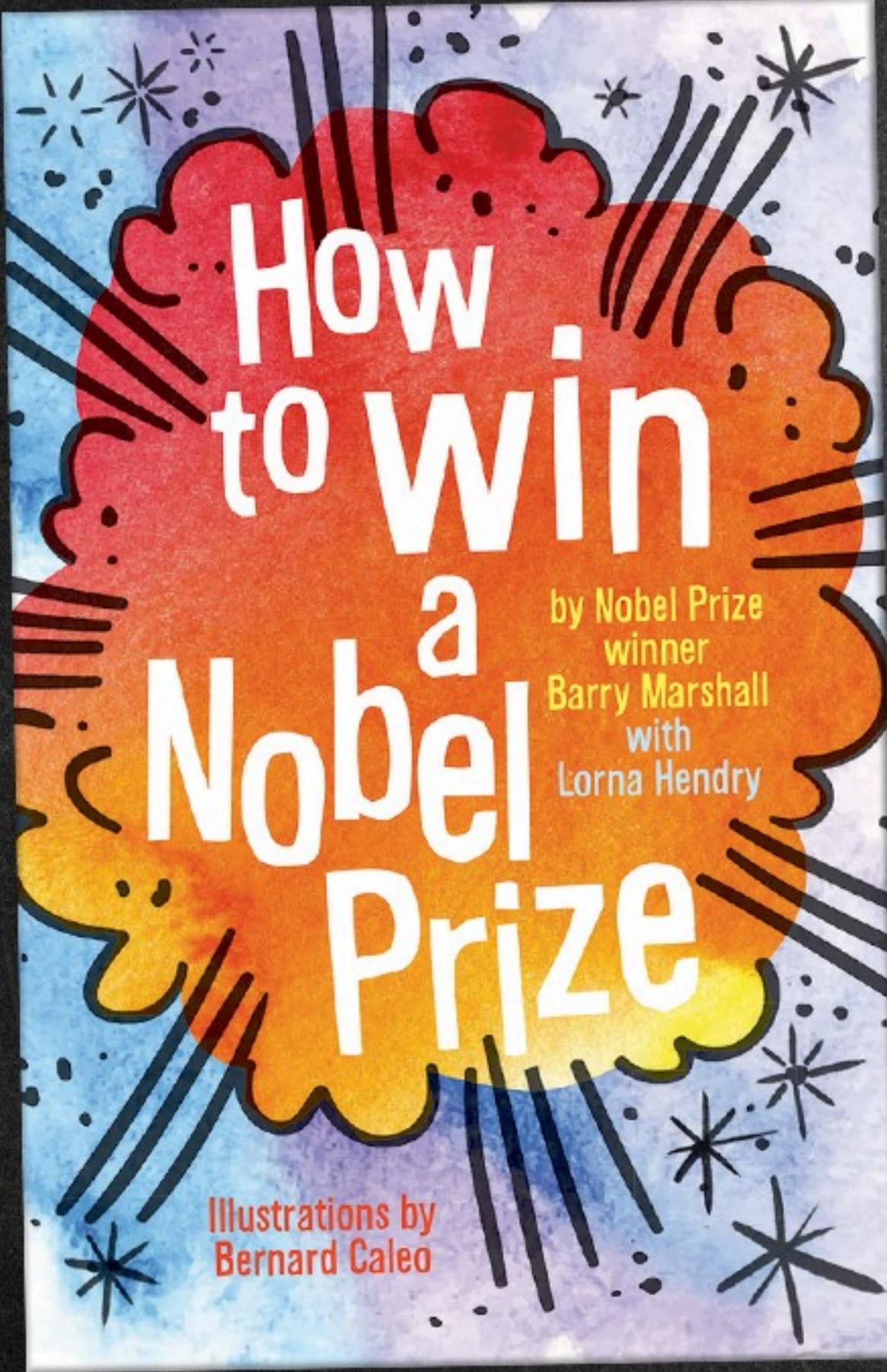
LEGENDARY ADVENTURES!



The Graphic Legends series offers entertaining stories that are filled with fun, action-packed illustrations. These books are a great way to initiate reluctant readers to the pleasure of sitting down and reading a book, plunging them into an legendary imaginary universe.



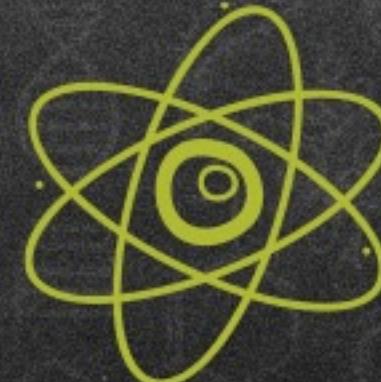
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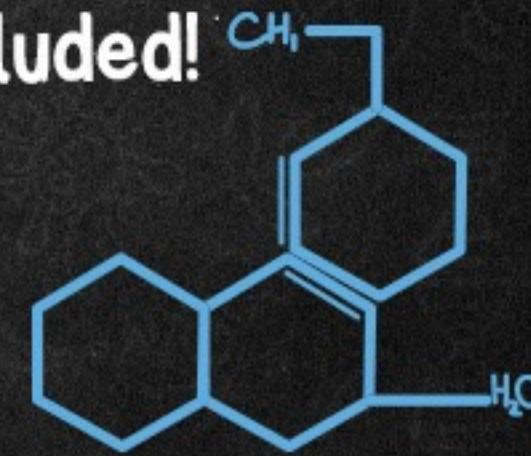
How to win a Nobel Prize

When Mary stumbles on a secret meeting of Nobel Prize winners, Dr. Barry Marshall agrees to travel with her through time to learn the secrets behind some of the most fascinating and important scientific discoveries.

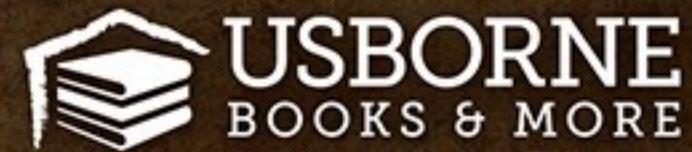
They talk time and space with Albert Einstein, radiation with Marie Curie, DNA with Crick, Watson, and Wilkins – and more!
Fun science experiments included!



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NEW TITLES!



Beautifully illustrated complete and unabridged stories to enchant and delight in paperback. The simple, clear text is perfect for confident readers to enjoy independently. These are the perfect books to introduce young children to world classics.



The "Bea" Chest

chest, a bundle tied up in oilcloth, and looking like papers, and a canvas bag that gave forth, at a touch, the jingle of gold.

"I'll show those rogues that I'm an honest woman," said my mother. "I'll have my dues, and not a farthing over. Hold Mrs. Crossley's bag." And she began to count over the amount of the captain's score from the sailor's bag into the one that I was holding.

It was a long, difficult business, for the coins were of all countries and sizes — doubloons, and louis-d'ors, and guineas, and pieces of eight, and I know not what besides, all shaken together at random. The guineas, too, were about the scarcest, and it was with these only that my mother knew how to make her count.

When we were about half way through, I suddenly put my hand upon her arm; for I had heard in the silent, frosty air, a sound that brought my heart into my mouth — the tap-tapping of the blind man's stick upon the frozen road. It drew nearer and nearer, while we sat holding our breath. Then it struck sharp on the inn door, and then we could hear the handle being turned, and the bolt rattling as the wretched being tried to enter; and then there was a long time of silence

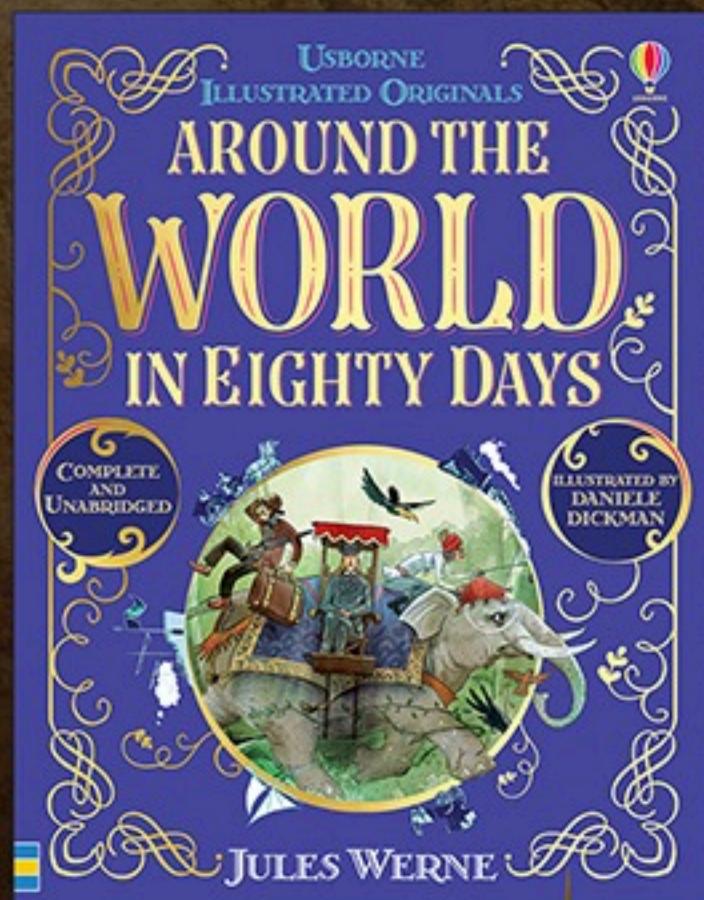
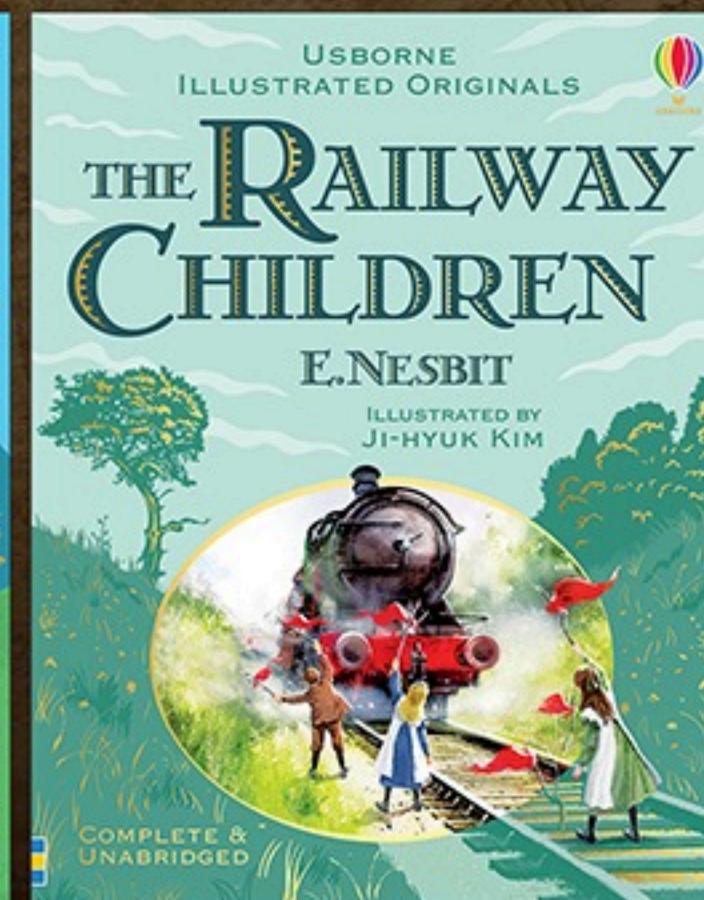
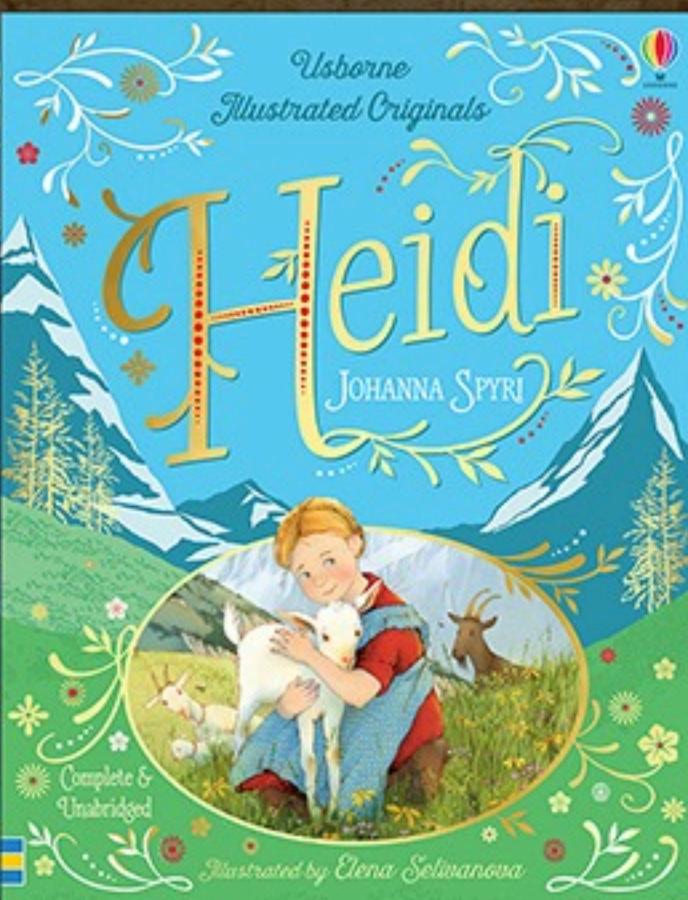
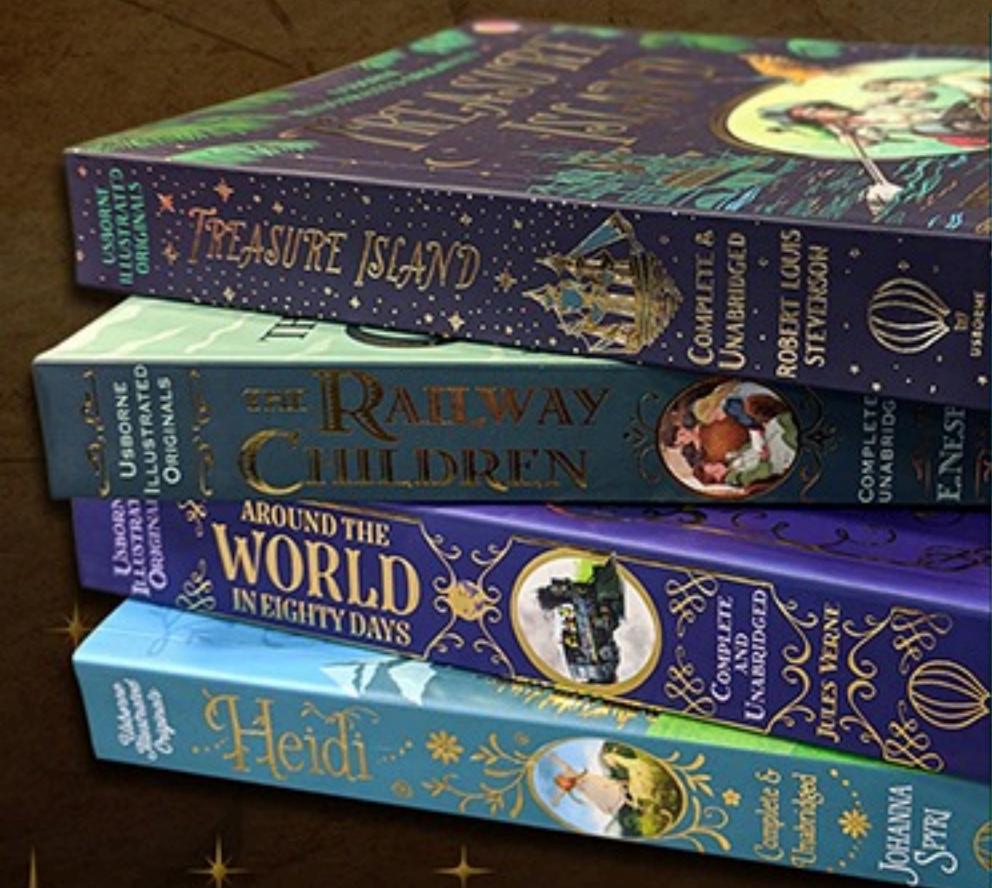
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The "Bea" Chest

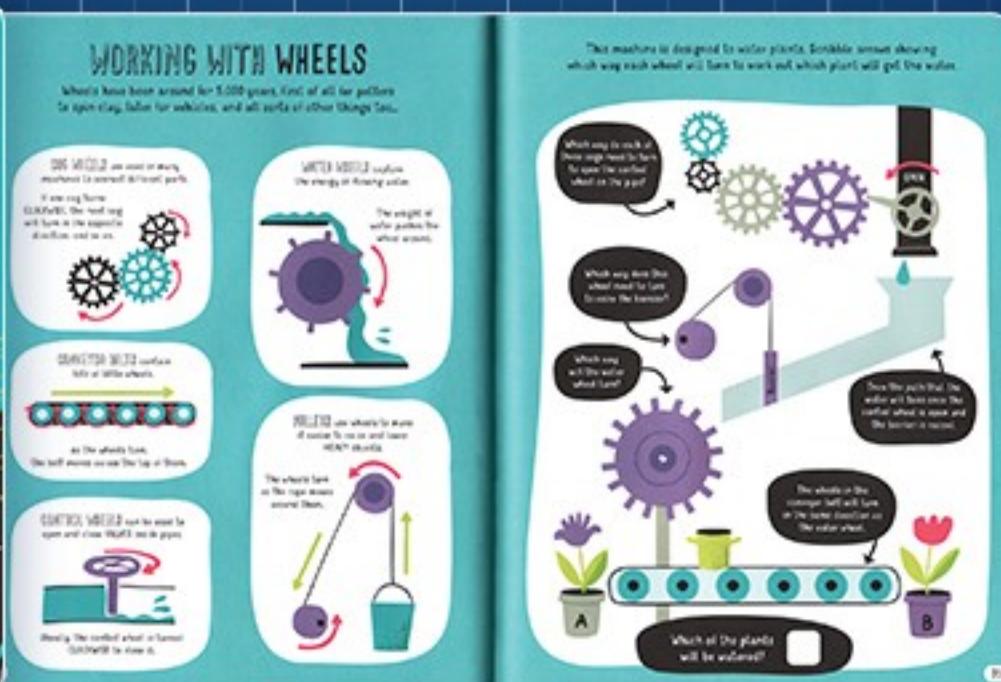
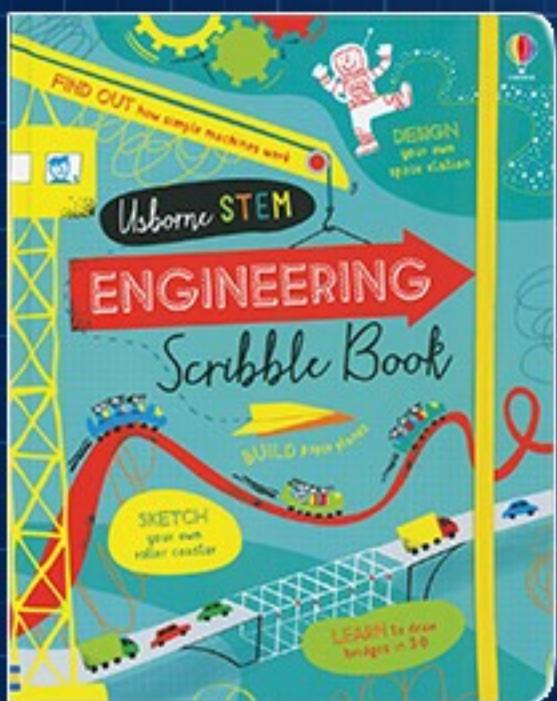
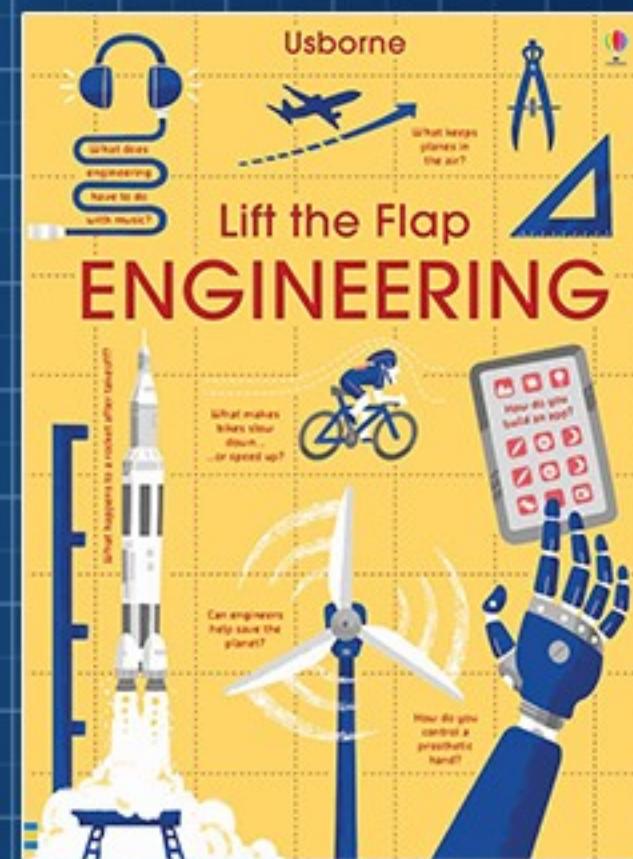
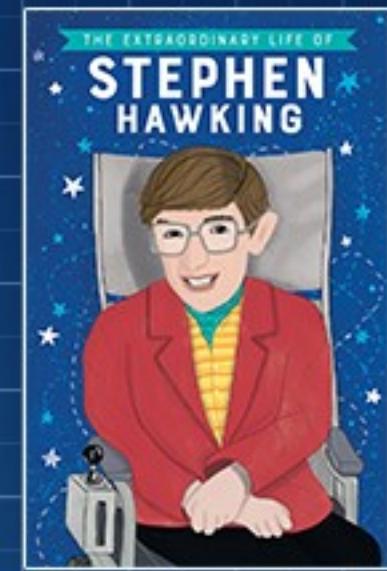
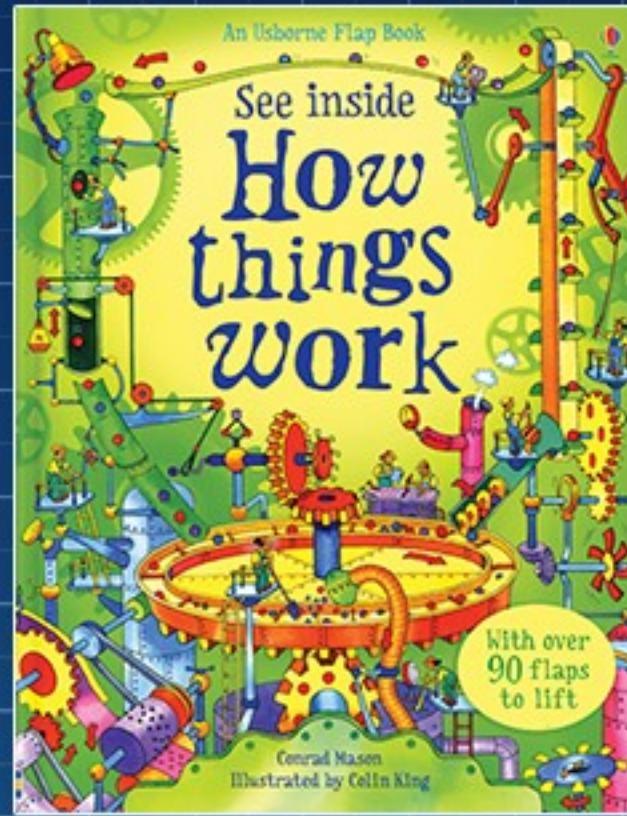
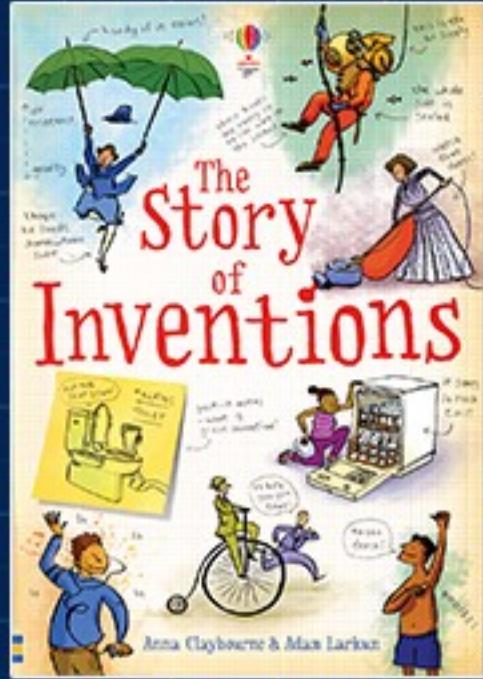


A strong smell of tobacco and tar rose from the iteration, but nothing was to be seen on the top except a suit of very good clothes, carefully brushed and folded.

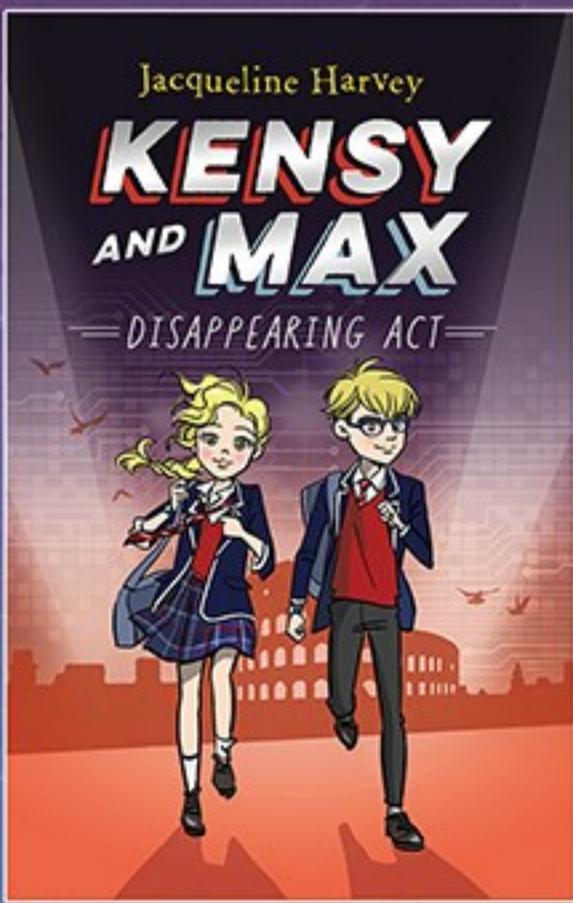
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TITLES TO ENCOURAGE BUDDING INVENTORS!

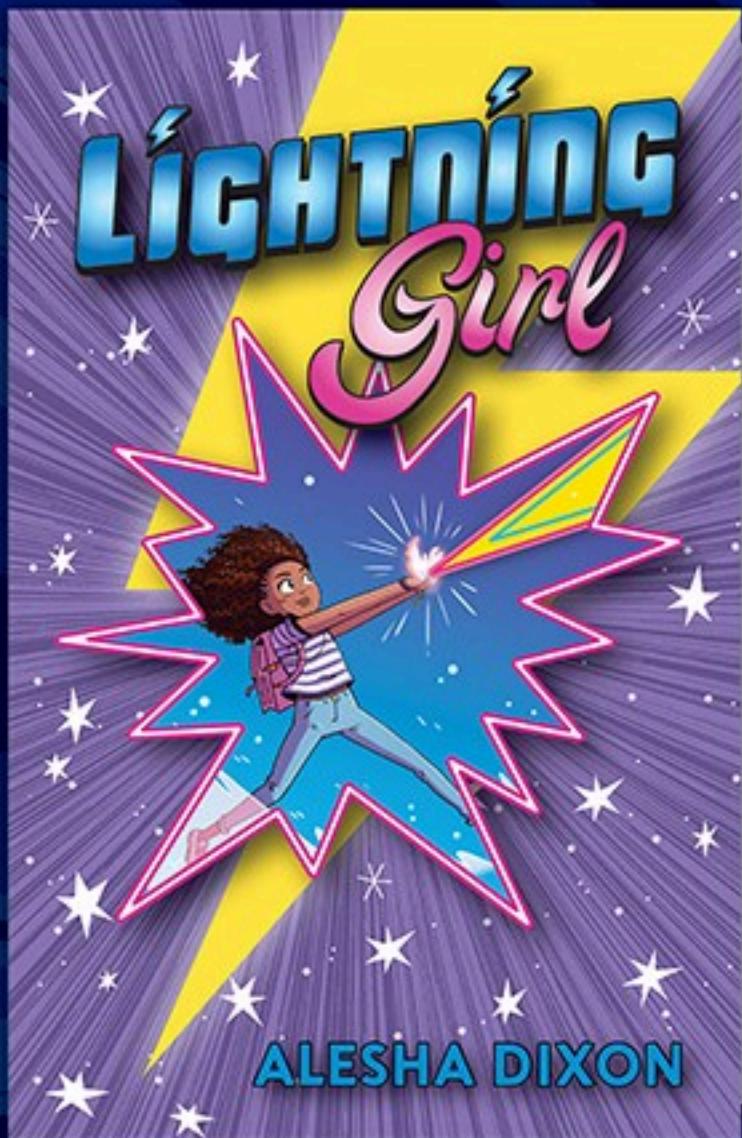


I SPY A GREAT SERIES!



Kensy and Max Grey's lives are turned upside down when they are whisked off to London. As the situation unfolds, the twins discover mysteries that don't add up, and they are determined to uncover the truth!





"Cool." Clara nodded in awe.

"Aurora!" Dad's voice came floating up the stairs. "You need to let Kimmy out; she's bursting to go."

Alexis slid his headphones back on and returned his attention to his comic book, while Clara happily skipped along the corridor to her room and I made my way downstairs, swinging myself around the end of the banister and into the kitchen, where I was almost knocked to the floor by my very enthusiastic German shepherd.

"Hey, Kimmy!" I laughed, kneeling to greet her properly and gasping for air in between her slobbery licks. "Did you miss me today?"

"She rolled in my dahlias," Dad informed me, pulling out a stack of plates from the cupboard and setting them down on the side. "They were flowering beautifully."

22

"Kimmy," I said to her in my firmest voice as she sat down obediently in front of me, her tongue lolling out, "is that true? Did you roll in Dad's dahlias?"

She tilted her head.

"I see. It was an accident?"

She tilted her head the other way.

"You'll try your best never to do it again?"

She plonked her right paw on my leg.

"And you're very sorry?"

She leaned forward and gave me a big lick. I looked up at Dad as a smile broke across his face and he reached down to pat Kimmy's head. She nuzzled his leg in response.



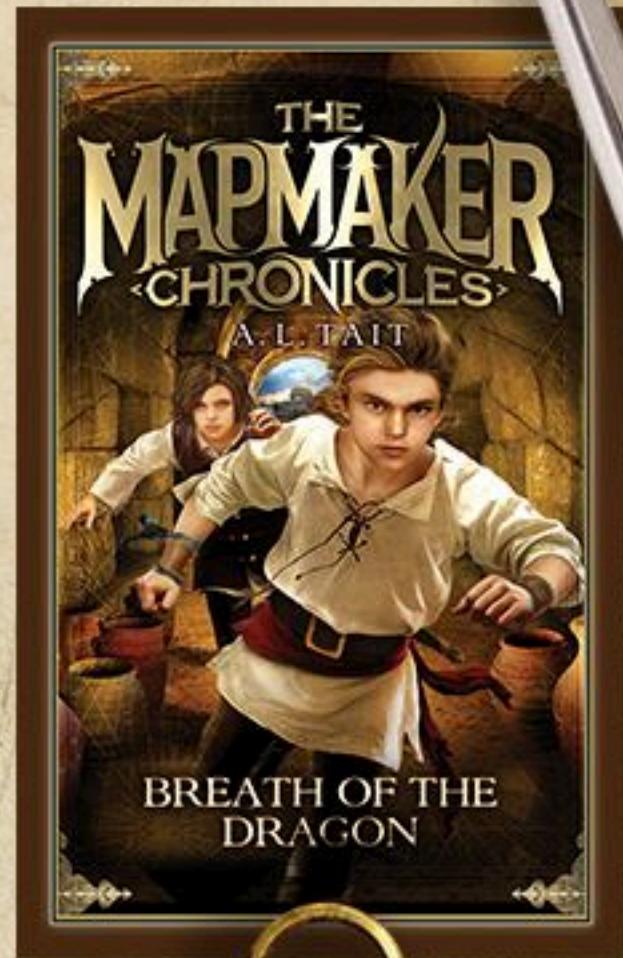
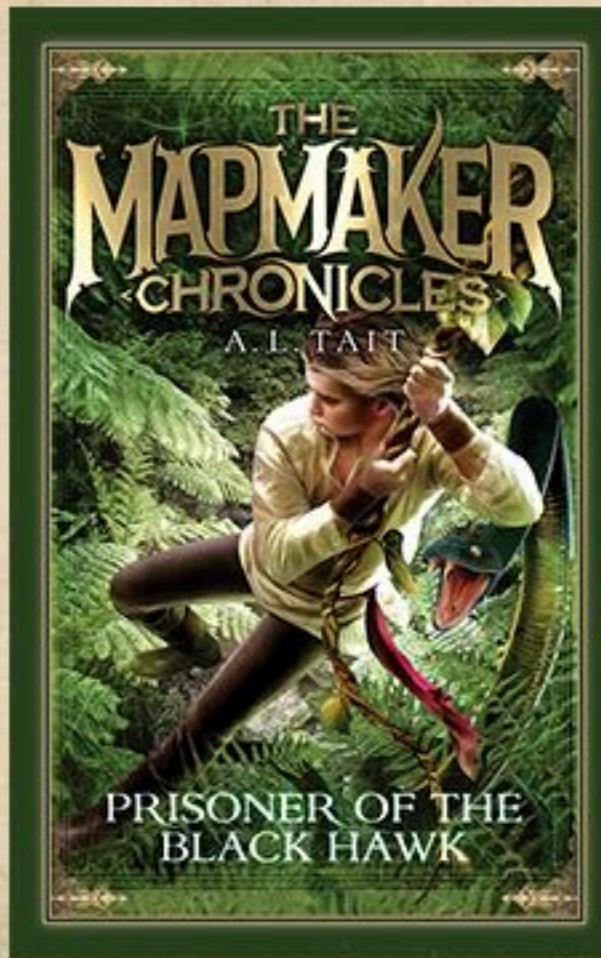
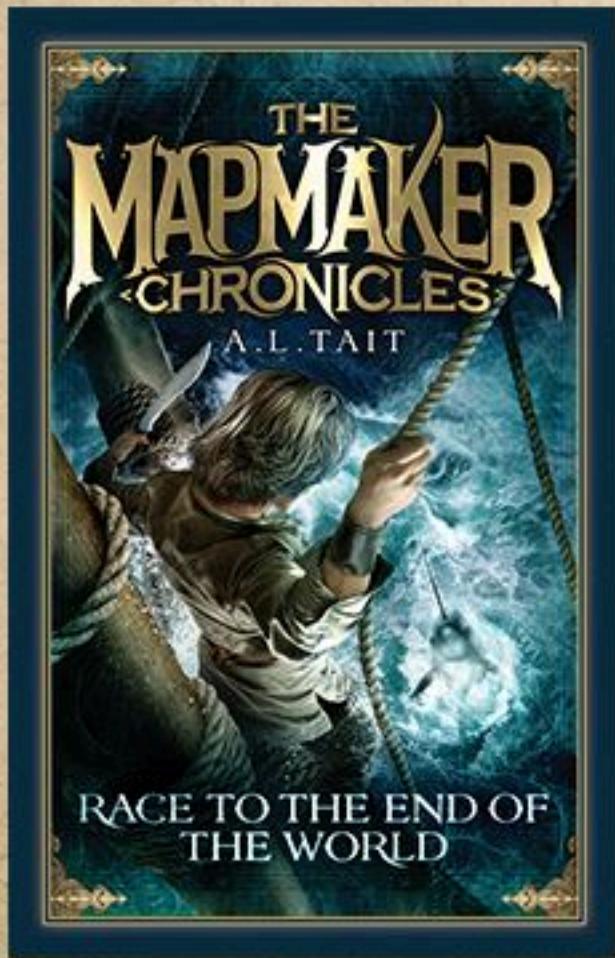
NEW Series

A BRAND-NEW SERIES WITH ALL THE CLASSIC TENSIONS OF SUPERHERO VERSUS SUPERVILLAIN!

THIS HIGH-VOLTAGE ADVENTURE SERIES HAS RELATABLE FAMILY AND FRIENDSHIP DYNAMICS, LAUGHS ON EVERY PAGE, AND FANTASTICALLY FUNNY ART THROUGHOUT.

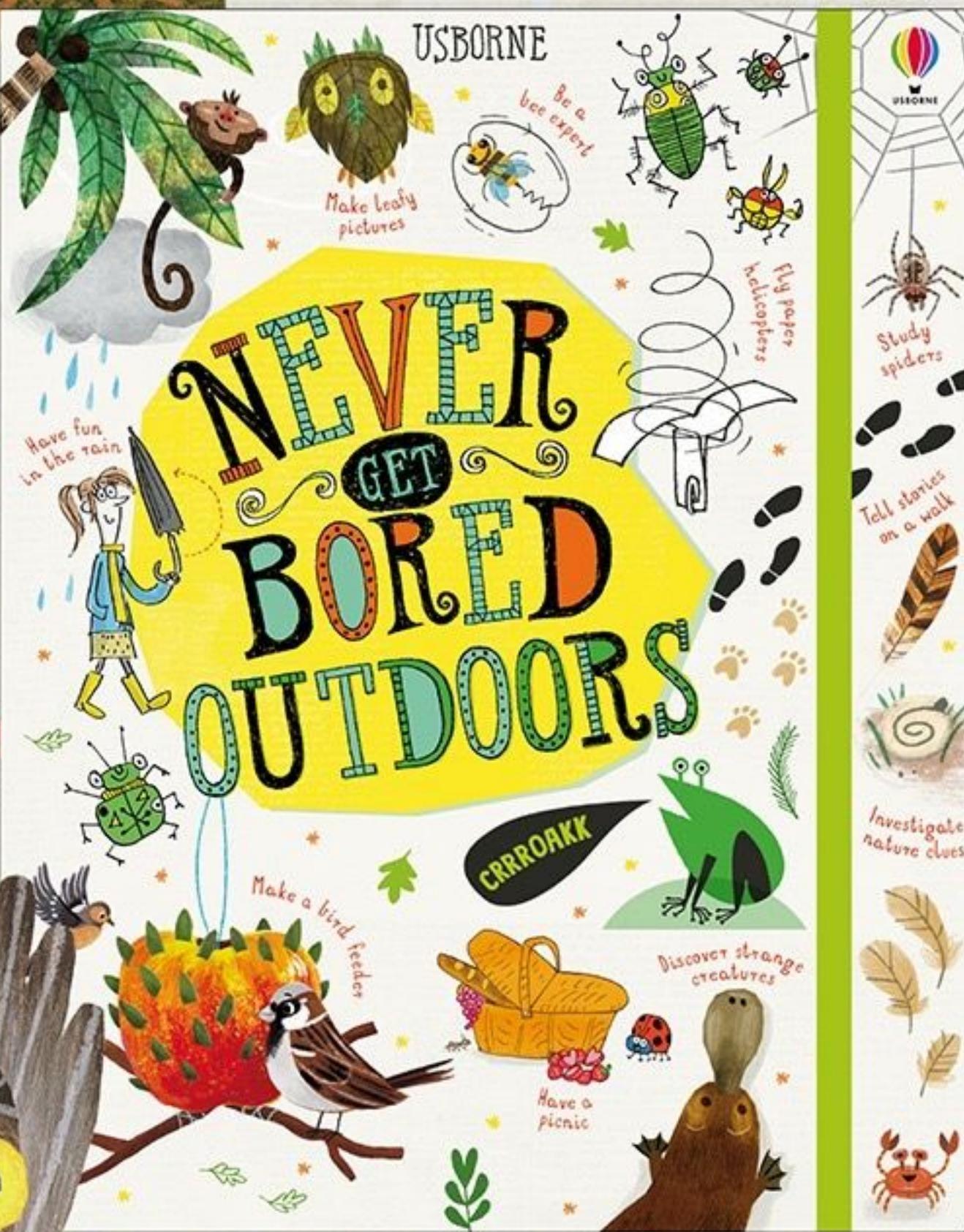
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Discovery and danger lie just off the edge of the map!



The Mapmaker Chronicles is an exciting adventure series about a race to map the world ... and a boy who discovers more than he ever imagined!





NEW TITLE

Unearth an amazing hoard of fun things to do outdoors throughout summer - and the other seasons, too!

Whether you're in a garden or at the park, up a hill or by the sea, walking through a forest or down a city street, there'll never be a dull moment outdoors with this book!

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Sally Rippin

Polly AND Buster



The MYSTERY of the
MAGIC STONES

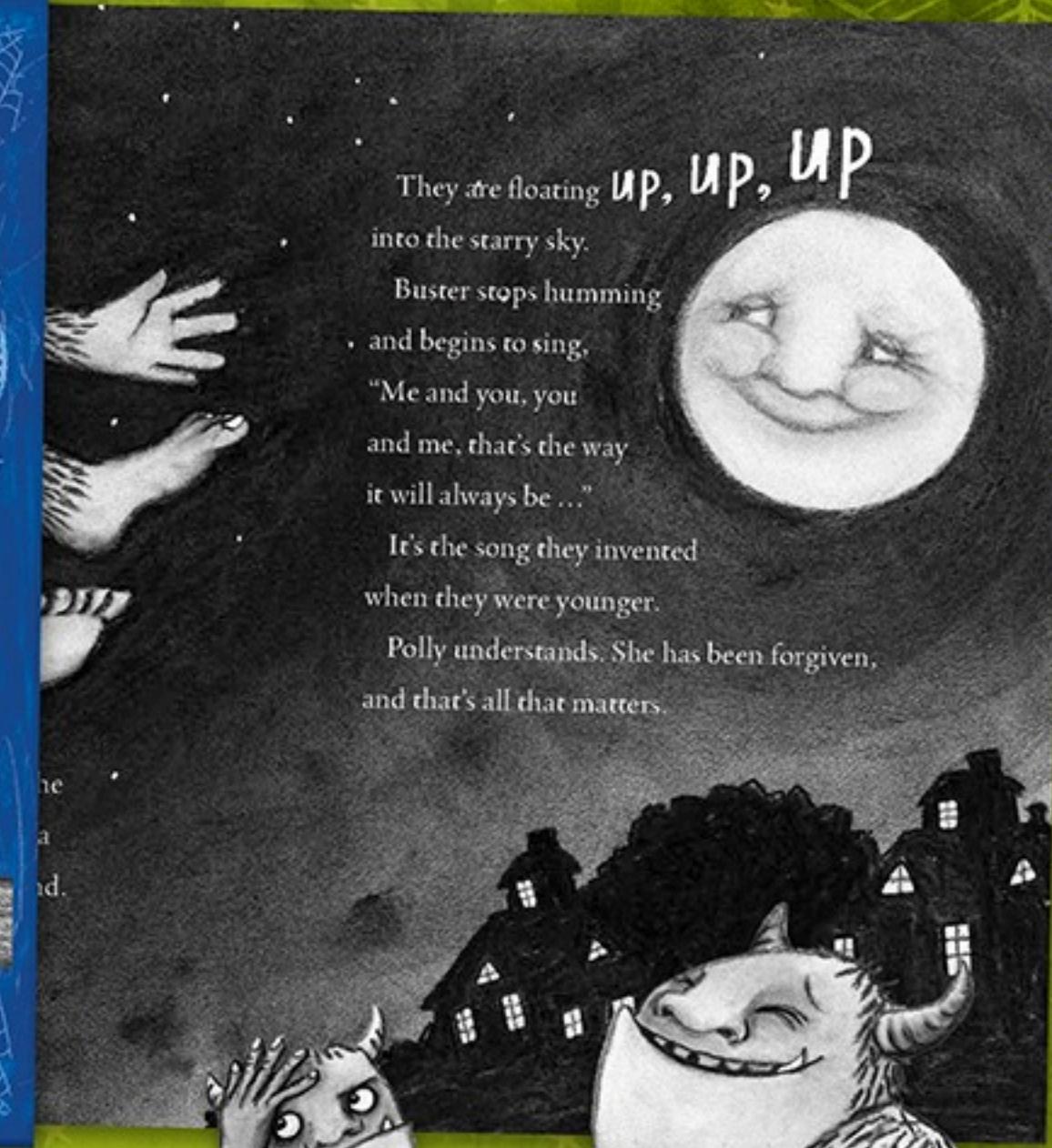
Sally Rippin

Polly AND Buster



THE WAYWARD WITCH
& the Feelings Monster

If Polly and Buster walk past each other in the street, they never say hello. After all, whoever heard of a witch being friends with a monster? But Polly the witch and Buster the feelings monster have been best friends forever. Follow this magical friendship on their spellbinding adventures!



They are floating **up, up, up**
into the starry sky.

Buster stops humming
and begins to sing,

"Me and you, you
and me, that's the way
it will always be ..."

It's the song they invented
when they were younger.

Polly understands. She has been forgiven,
and that's all that matters.



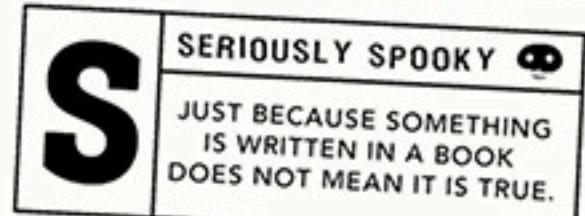
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Have you ever wondered what exactly does go bump in the night? From haunted objects to unexplained disappearances, read the amazing evidence of these mysterious, real-life cases and make up your own mind. Things are not always what they seem – until they are, and then you might wish you had never asked!



REAL-LIFE MYSTERIES
CAN YOU EXPLAIN THE UNEXPLAINED?

Investigated by
Susan Martineau & Vicky Barker

UNSOLVED CASES!

CASE FILE - Curses

The evidence so far...

Turn back to read the stories behind the case file...

The Great Eastern

The Victims

Several workmen.
Brunel himself.

No workmen vanish and bodies found until ship is broken up.



The Ship

The biggest steamship of its time.

Nearly 700 feet long and 83 feet wide.

Very expensive to build.
The company that built it went bust.



The Hope Diamond

The Jewel

A blue Indian diamond about the size of a walnut.
It has had about 21 owners.

Under certain lights it shines with a blood-red glow.

The Victims

gone mad

died

been murdered

had accidents



Ultraviolet light causes this type of diamond to glow red.

Theories

Brunel was exhausted by hard work and this may have made him ill.

The missing workmen were not found so their deaths joined the ship.

Building such a huge ship was very difficult so accidents were bound to happen.

James Dean's Car

The Car

A silver Porsche 550 Spyder.
The car was designed for racing.



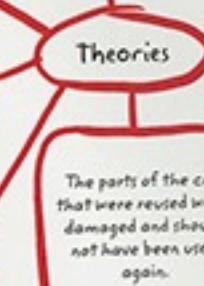
The Victims

James Dean died in the crash.
His passenger survived, but died in another crash years later.



Theories

There was something spooky about the vehicle. After the accident it continued to cause trouble for some supernatural reason.



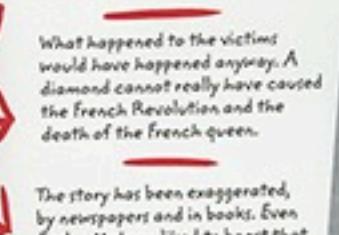
Self-Fulfilling Prophecy

This is an interesting theory that says if we think something is going to happen then we might behave in such a way that it actually does happen.

The Hindu priests of the temple put a curse on the diamond after it was stolen.

What happened to the victims would have happened anyway. A diamond cannot really have caused the French Revolution and the death of the French queen.

The story has been exaggerated by newspapers and in books. Even Evelyn McLean liked to boast that she was wearing a cursed jewel!



So You Think You Know About... DINOSAURS?

Packed full of dinosaur discoveries, battles, adventures, fascinating facts, quizzes, and a helpful glossary along with cartoon illustrations and paleo art, these nonfiction books read like novels and are just as engrossing.



So You Think You Know About...
VELOCIRAPTOR?

WITH AN INTRODUCTION BY DR. JANE GOODALL



So You Think You Know About...
STEGOSAURUS?

WITH AN INTRODUCTION BY DR. JANE GOODALL



So You Think You Know About...
TRICERATOPS?

WITH AN INTRODUCTION BY STEVE BACKSHALL



So You Think You Know About...
TYRANNOSAURUS REX?

WITH AN INTRODUCTION BY STEVE BACKSHALL

35

Tyrannosaurus rex Relatives



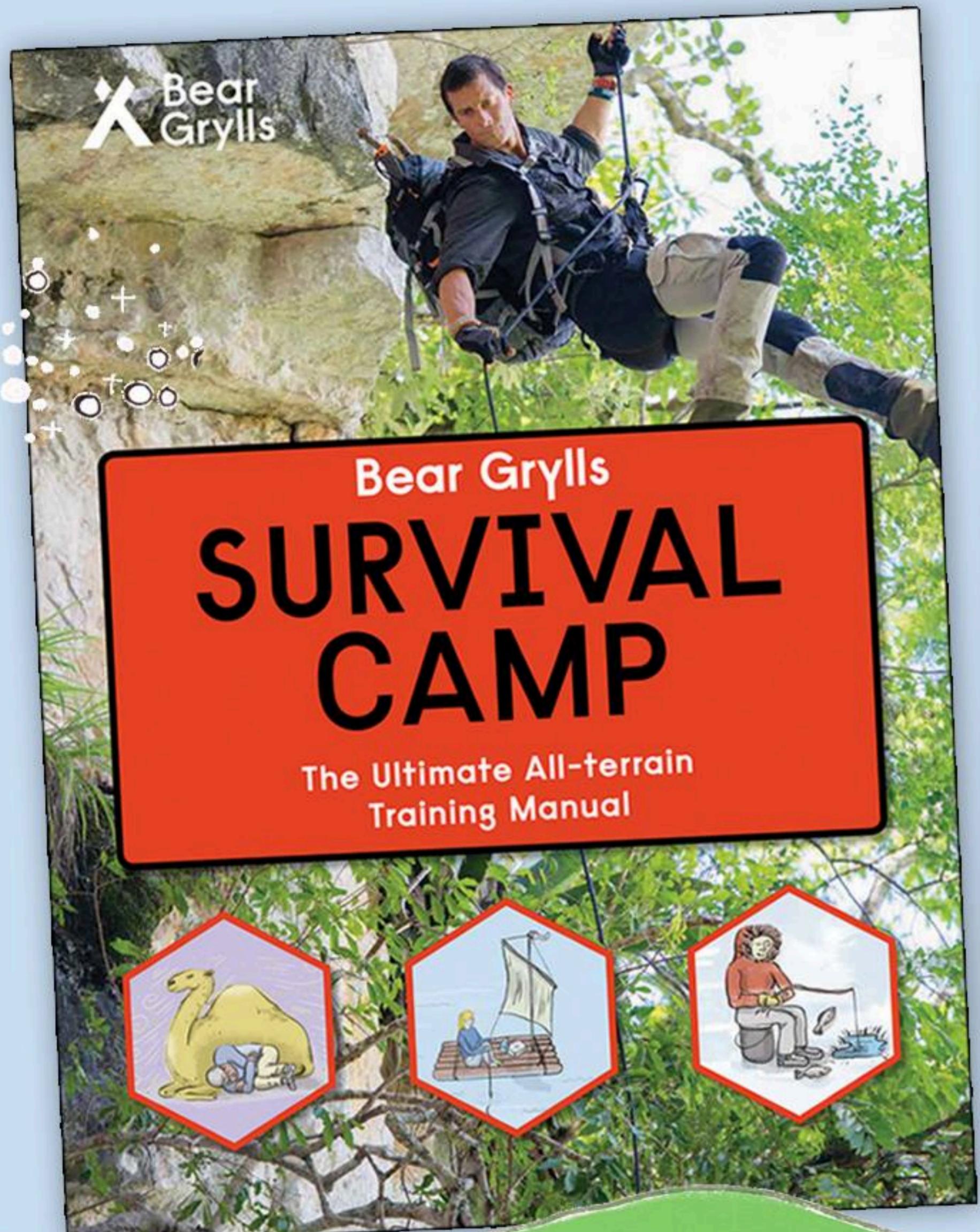
This medium-sized theropod lived about 75 million years ago (Late Cretaceous) in what is now North America. It was closely related to Albertosaurus. Because lots of specimens have been found, there are more fossils of Gorgosaurus than any other tyrannosaurid.

Gorgosaurus was up to 30 ft. long and weighed around 2-3 tons. It lived in the same areas as Daspletosaurus and scientists think the two tyrannosaurids behaved differently and hunted different things, so that they did not fight with each other. Gorgosaurus may have hunted hadrosaurs while the bigger, rarer Daspletosaurus hunted horned dinosaurs such as Ceratosaurus.



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**It's a wonderful world out there just waiting
to be discovered, but are you ready to be an explorer?**



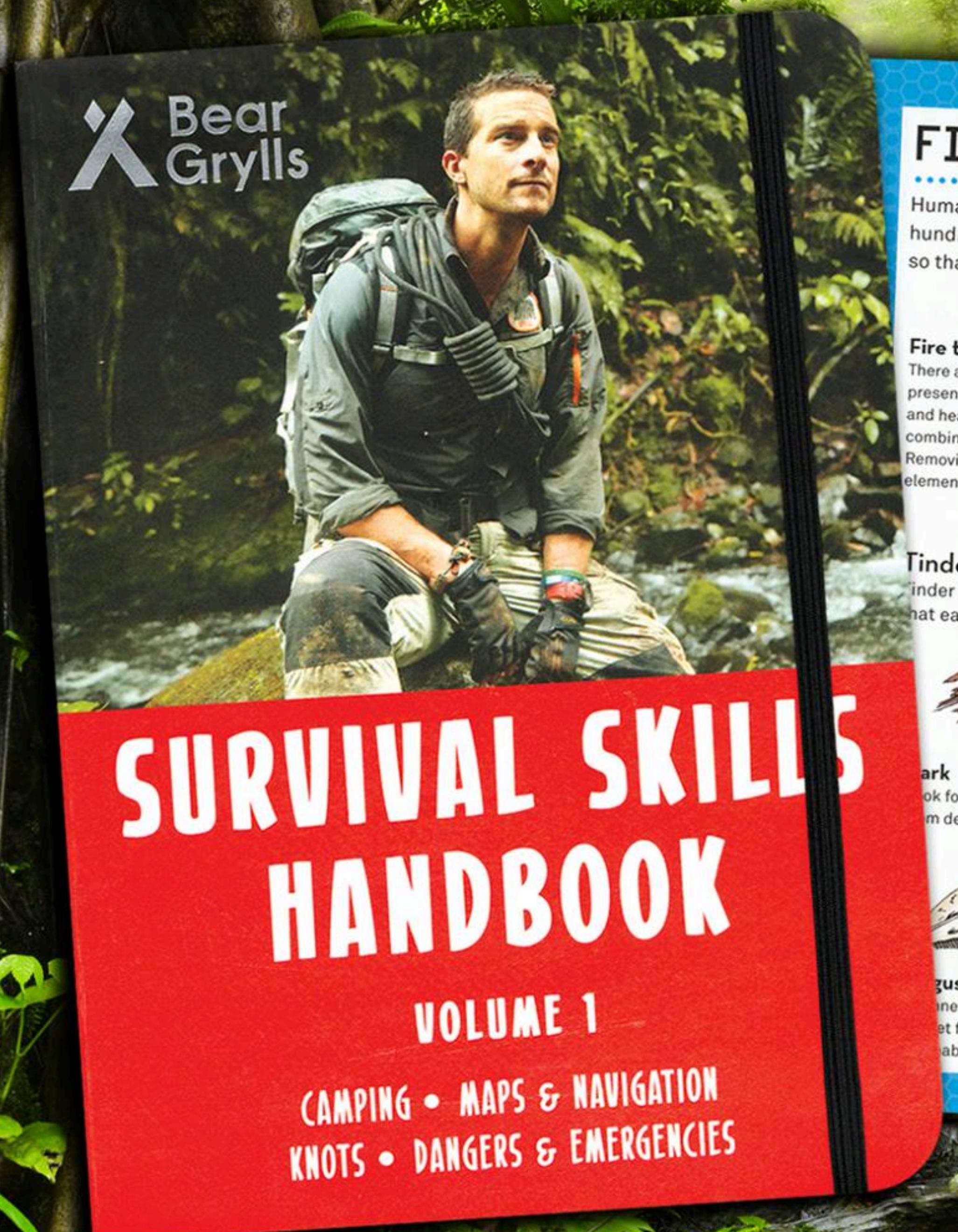
Do you know how to cope with searing heat and intense cold? Can you find food and water in the wild? Could you avoid deadly diseases and fight back against man-eating beasts?

Let Bear Grylls teach you everything you need to know to venture through all of Earth's terrains, as well as through the air, over the seas, and under the waves in Bear Grylls Survival Camp.



USBORNE
BOOKS & MORE

EMBARK ON AN EXCITING ADVENTURE IN THE GREAT OUTDOORS WITH BEAR GRYLLS!



Discover how to camp in the wild, find out how to spot and avoid dangers, learn how to find your way in any environment, and master amazing knots. Includes step-by-step instructions and tips from Bear!

FIRE MAKING

Humans have been making and cooking on campfires for a few hundred thousand years. Making fire is still an important skill to learn so that you can keep warm and cook when camping.

Fire triangle

There are three elements that must be present for a fire to exist: oxygen, fuel, and heat. You'll need them in the right combination to get your fire started. Removing one or more of these elements will put out the fire.

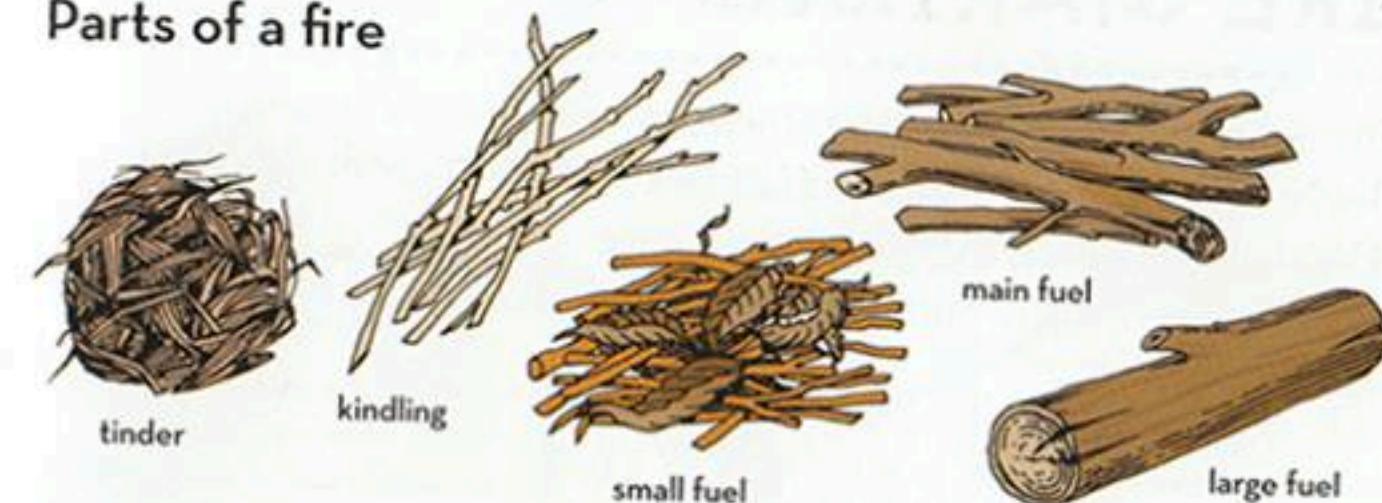


Tinder

Tinder is a fine flammable material that easily catches a spark.



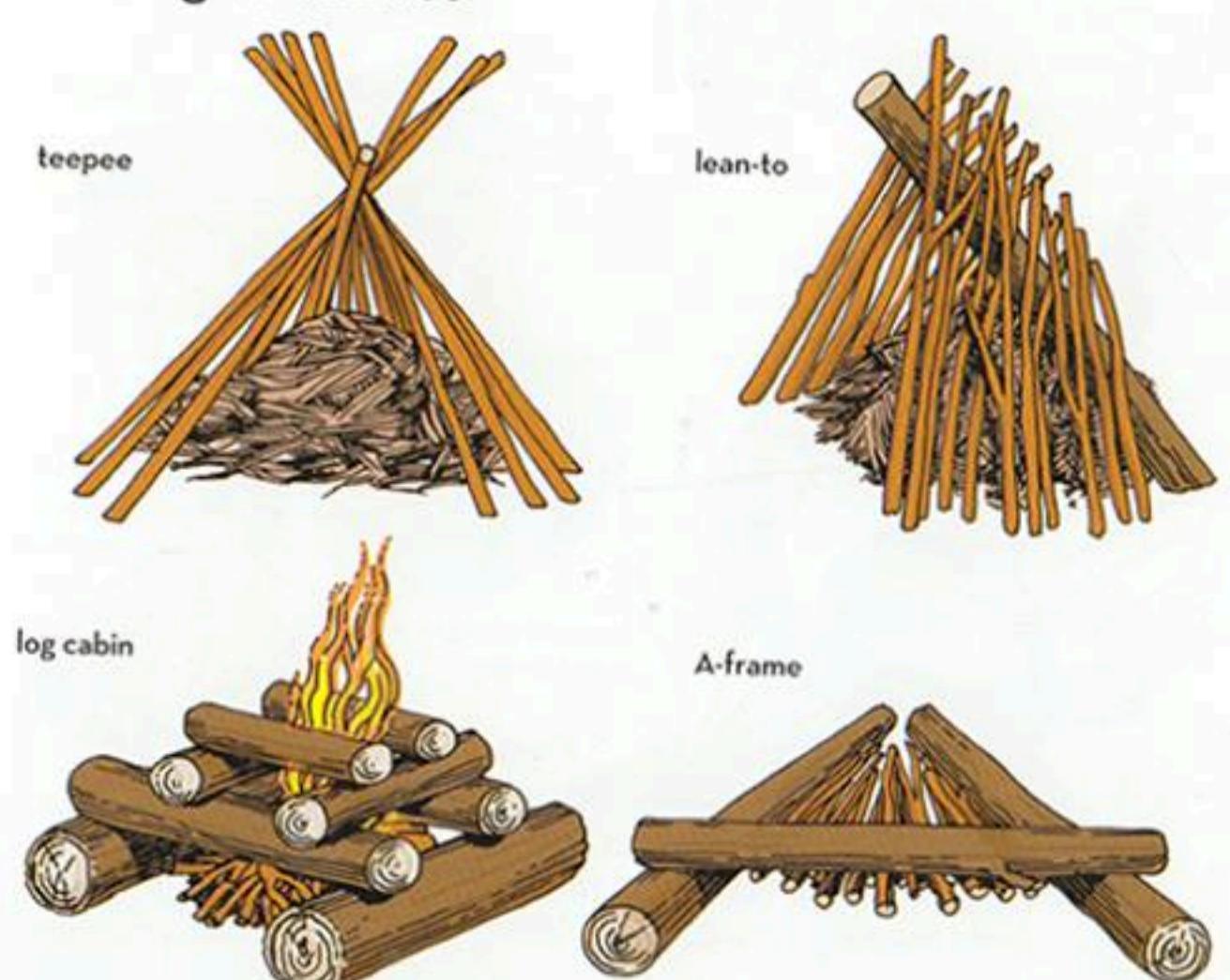
Parts of a fire



Build it up

A good fire is built up gradually. Start with tinder, then once the tinder has begun to burn, add kindling—dry twigs and sticks no thicker than your little finger. As coals are created, slowly add larger pieces of fuel.

Starting structures

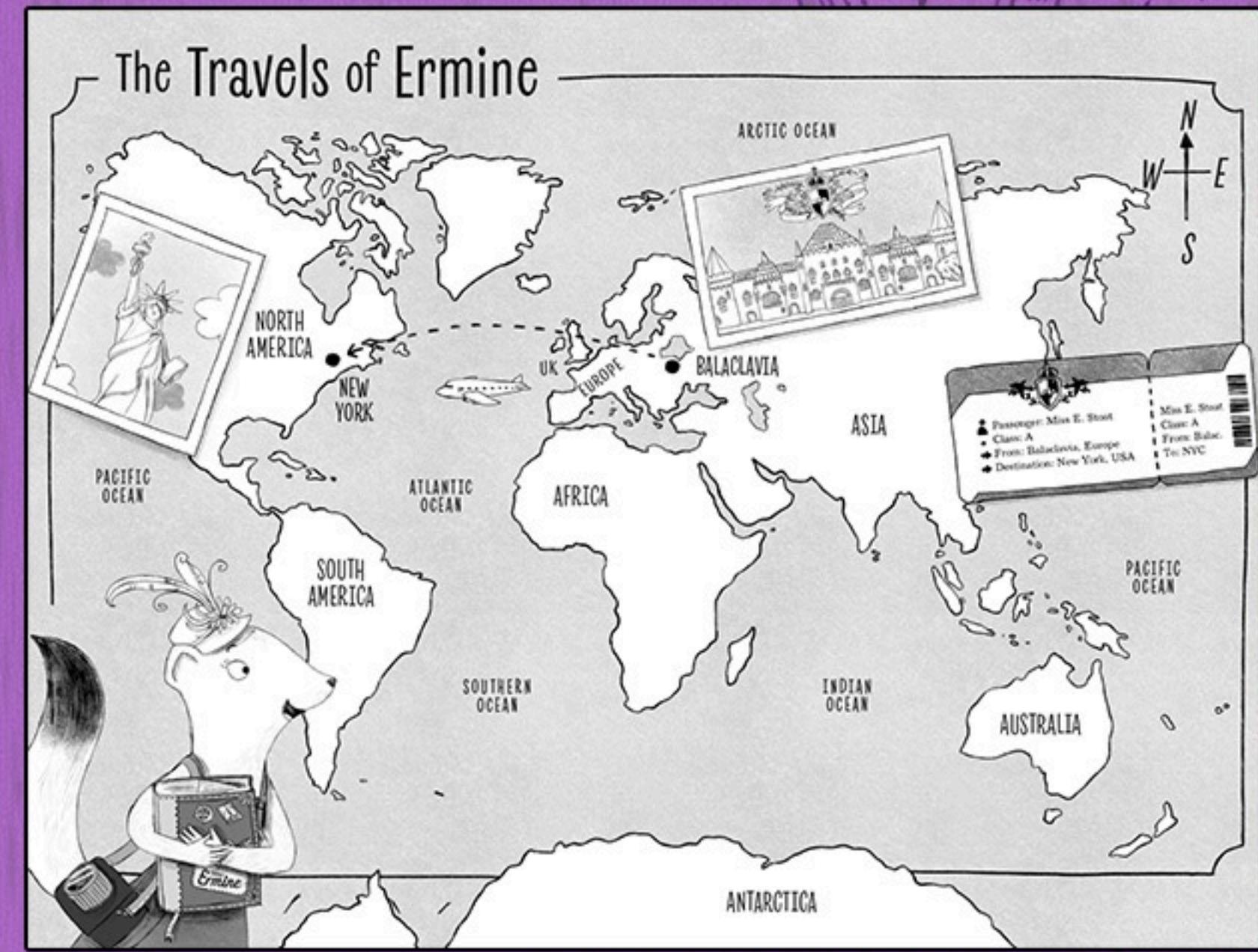


BE A SPEED READER



Showcasing the fastest, most powerful, and awe-inspiring machines currently on the road, these are packed with action and static photography, model specifications, and performance details on 100 exciting and fascinating vehicles.

New Series!

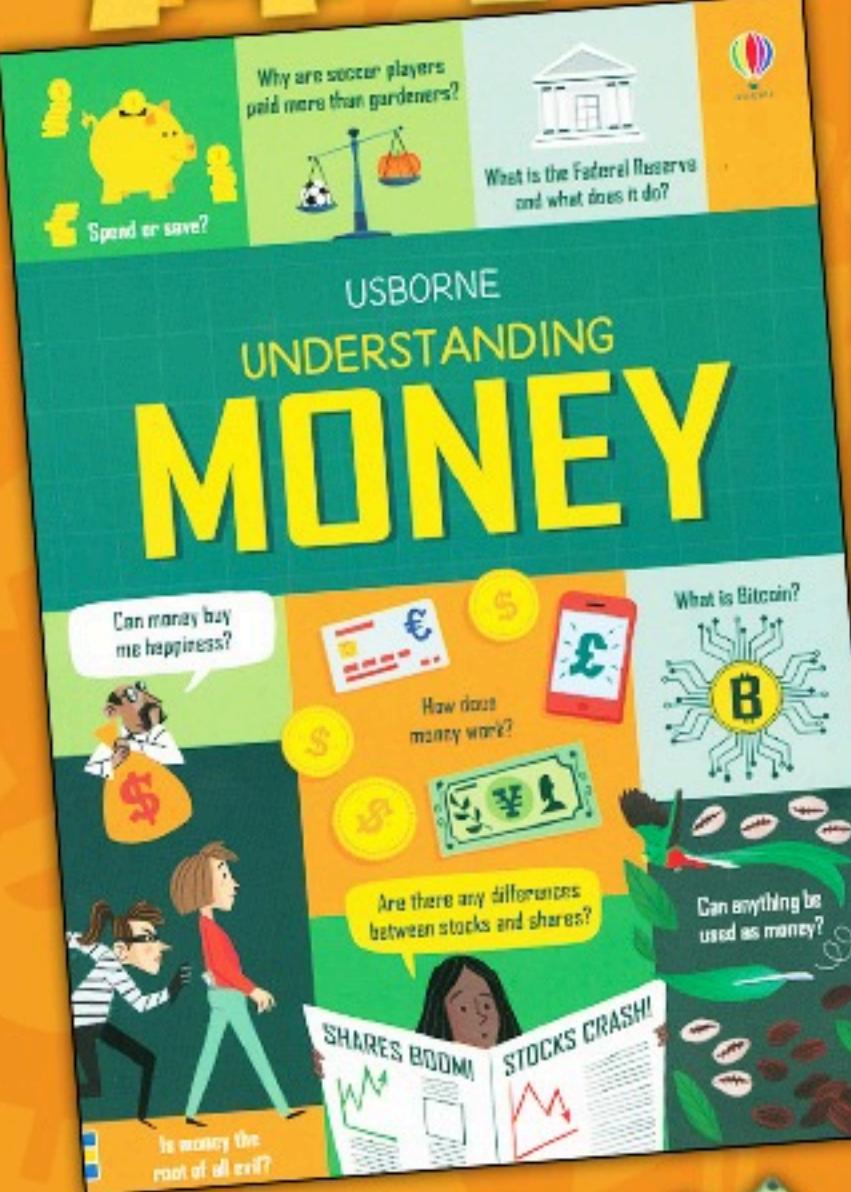


SHE MAY BE *small*, BUT SHE'S ON A
BIG JOURNEY AROUND THE WORLD!

Join Ermine on her travels to London, Sydney, and New York! Ermine is one fabulously funny and furry heroine who can't help but find adventure wherever she goes! Enjoy three stories with gorgeous black-and-white illustrations throughout.



INVEST IN A GOOD BOOK!



Growing money in a bank

Money isn't just for spending. You can use it to make even more money. One way to do this is by depositing it in a bank account that earns interest. It's a handy way of earning a bit more and saving for the future. Here's how it works.

If you've read chapter 3, you'll know that your money doesn't just sit in a bank account doing nothing...

The amount of interest you receive is a percentage of the money in your account. This is known as an interest rate. Different types of accounts have different interest rates. If you don't spend your money, it will grow by different amounts, depending on the type of account you put it in.

GREEN TREE BANKING

Our savings account has an interest rate of 4.5%. After one year \$100 becomes \$104.50, if you don't add or take money out.

Our checking account doesn't earn any interest. After one year, \$100 will still be \$100, if you don't add or take money out.

Checking accounts tend to have lower interest rates than savings accounts. Why?

Checking accounts are designed to make everyday spending easier.

- I can access my money immediately using a debit card.
- I can pay for things online.
- And I can take out my money whenever I want.

Most people use their checking account several times each week, so the amount in the account changes often.

Savings accounts are designed to help people save and grow their money.

- I can only access my money by transferring it into my checking account, or by going to the bank directly.
- And I can only transfer money a limited number of times each month.

It's harder to use money in a savings account to pay for things, so the amount in the account changes quite rarely.

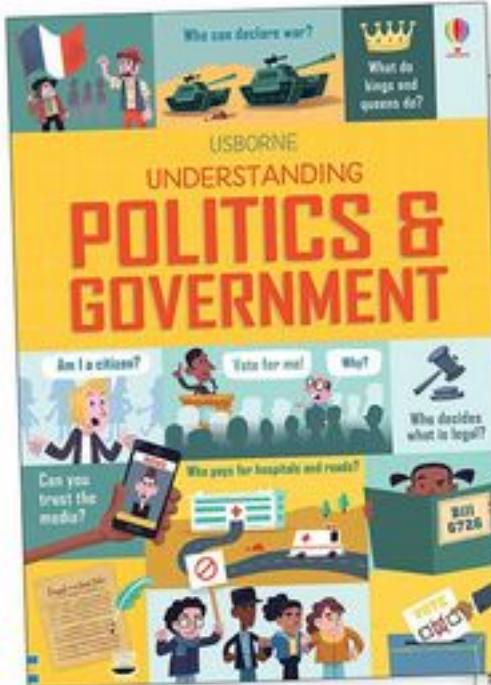
Banks need reliable sources of money so that they know how much they can lend out or invest. The amount in savings accounts changes less than checking accounts, making savings accounts more reliable. So banks try to encourage people to open them by offering higher interest rates.

Who doesn't want to see their money grow fast?

This informative introduction to the world of money covers everything from bank accounts, earning, and borrowing to government spending, taxes, and inflation.

It includes bright, infographic pictures, a detailed glossary, and links to specially selected websites where you can visit a virtual bank, see money from around the world, and more!

ENGAGING NEW TITLE



Ancient Rome

We should be a republic, like Ancient Rome. Everyone should be able to elect representatives to serve in government.



Britain

We should have a group of elected politicians called a parliament, as the British do.



France

We must follow our Declaration of Independence, in which we wrote that all men are created equal – as French philosophers have proved.



Understanding politics is essential to understanding the world around you. Learn about all types of government, how laws are decided upon and applied to countries, find out how the election process works and who gets to decide who rules a country! Children and adults alike will find this book interesting and approachable.

Representative democracy

The United States' new constitution created a system of government called representative democracy. But it wasn't very similar to how democracy had looked when it first started, in ancient Athens.



America was a much bigger and more complicated society than Athens – direct democracy would have been very difficult to organize. But there was a more fundamental reason too. One of the Founding Fathers, John Adams, called it...



In theory, in a democracy, 50% of people could vote to make 49% of people's lives a misery. So, simple democracy alone was never as responsive.

Most countries in the world today are representative democracies (although there are differences between them). Here are some of the reasons for preferring representative democracy to direct democracy.



Because representatives are often experts at something that they need to understand.



The perfect representative?

You might not know who they are, but you probably know representatives. You might think of them a little like a servant you've sent to buy you things you need from a shopping list...

...but many people – including the Founding Fathers – said representatives ought to do more. They should be wise enough to make decisions for you better than you can yourself. That's the theory, anyway...



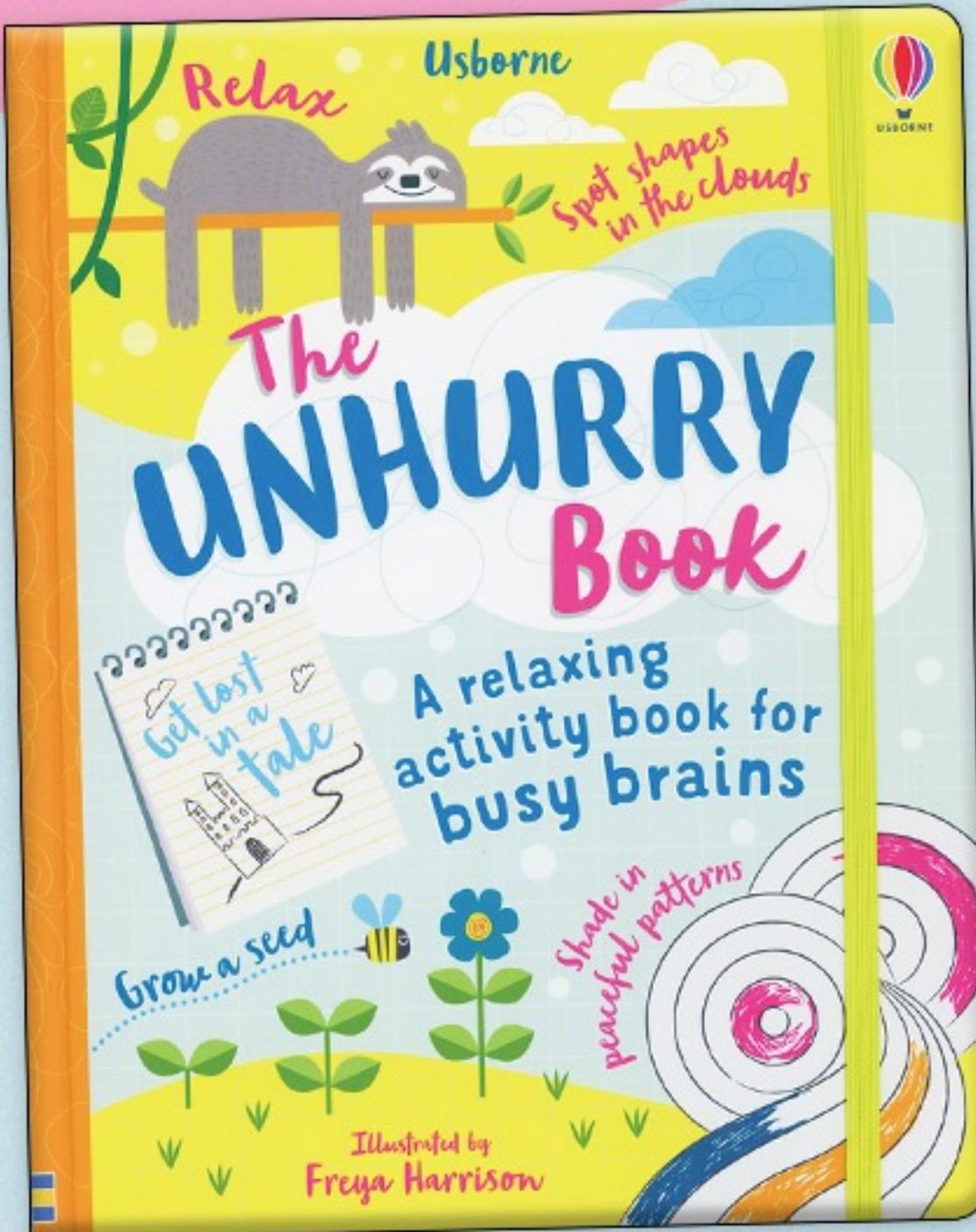
James Madison

Alexander Hamilton

Benjamin Franklin



The UNHURRY Book



This book is all about taking a little time to breathe, focus, and be calm.

Try some yoga, color in soothing squiggles, or write a poem — take a quiet moment, just for you.



* * NEED A GOOD BOOK? *

No Worries

We all worry. This book is full of ways to get worries out of your head and onto paper, with things to doodle, draw, write, scribble and scrunch.

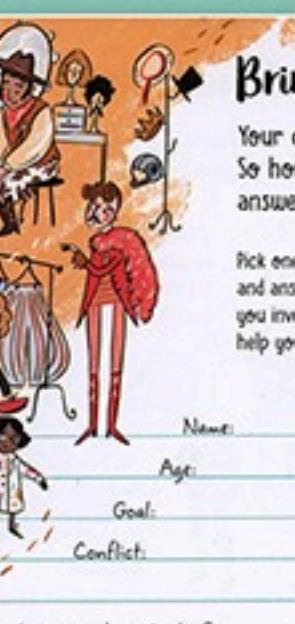


WHITE FANG



This special edition of Jack London's timeless classic – complete and unabridged – is beautifully illustrated by James Madsen. Follow the adventures of White Fang, half-wolf, half-dog, as he struggles for survival in the harsh, frozen wilds of northern Canada.

Lights, Camera, Action!



Bringing characters to life

Your characters are the beating heart of your story. So how do you make up a good one? One way is to answer a few questions.

Pick one of the characters you created on the previous page and answer this questionnaire about them. Not all the details you invent will come up in your script, but your answers will help you understand what makes your character tick.

Name:

Age:

Goal:

Conflict:

Where does your character live?

Who does your character live with?

What does your character do every day?

What three words best describe your character's personality?

What does your character look like?

Hobbies:

What's a typical day for your character?

Geste:

Scripting problem:

This book will help you write all kinds of scripts – scary ones, exciting ones, and hilariously silly ones. It's full of tips and ideas that will help you every step of the way – from planning and writing, to putting on your very own shows.

Loves?

Hates?

Best qualities?

Worst flaws?

Best friend?

Biggest enemy?

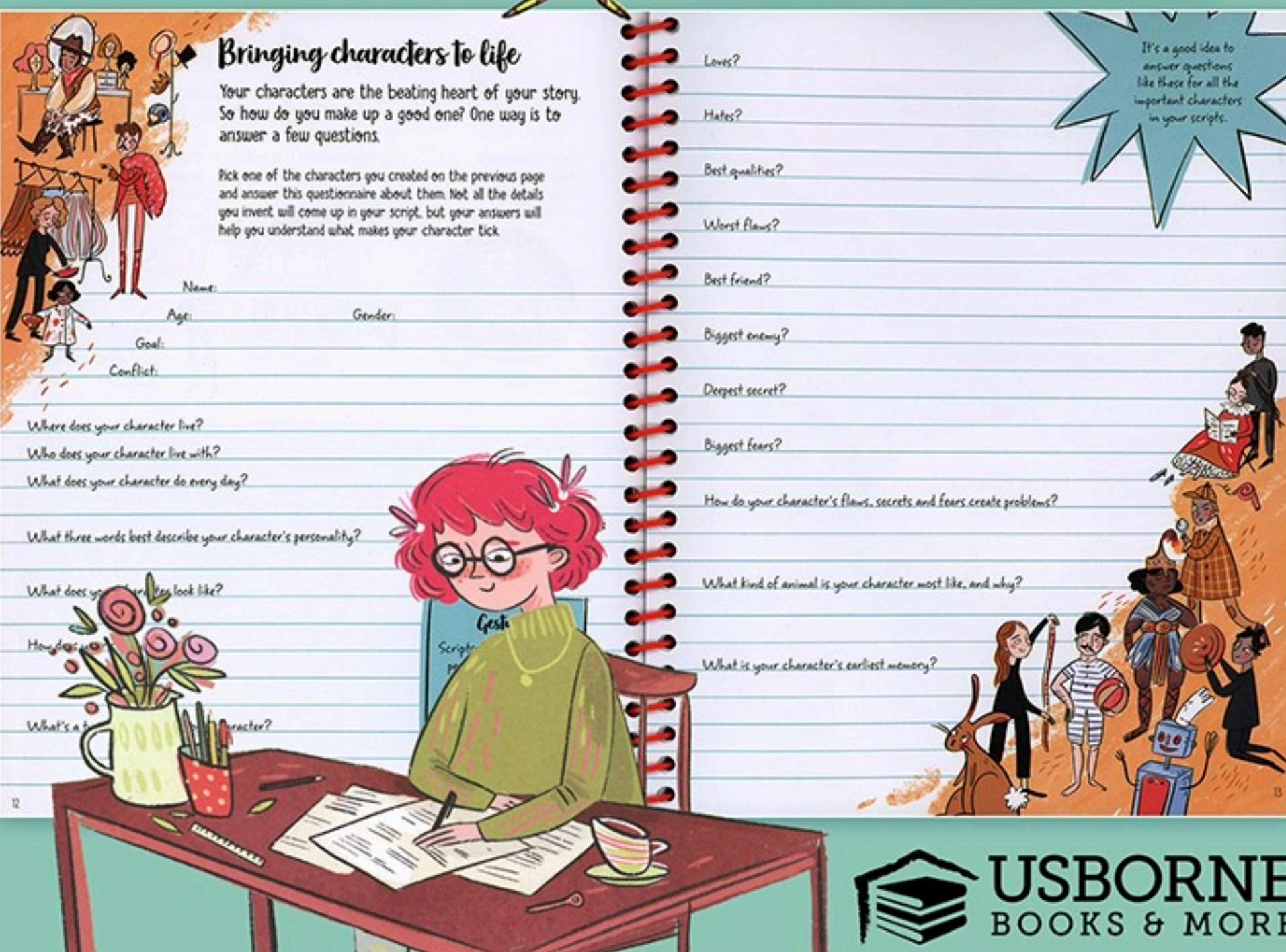
Deepest secret?

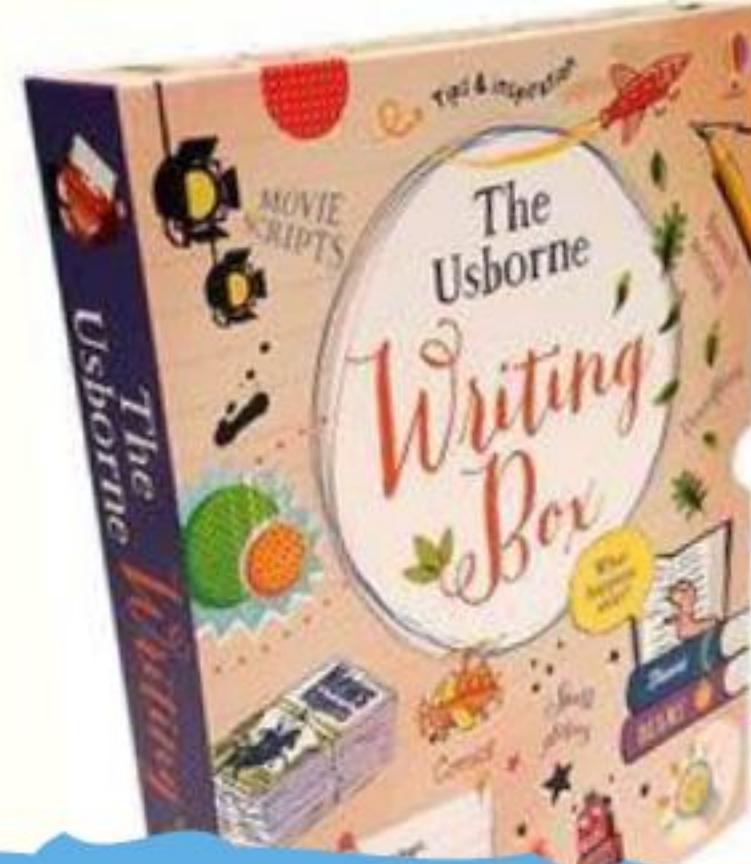
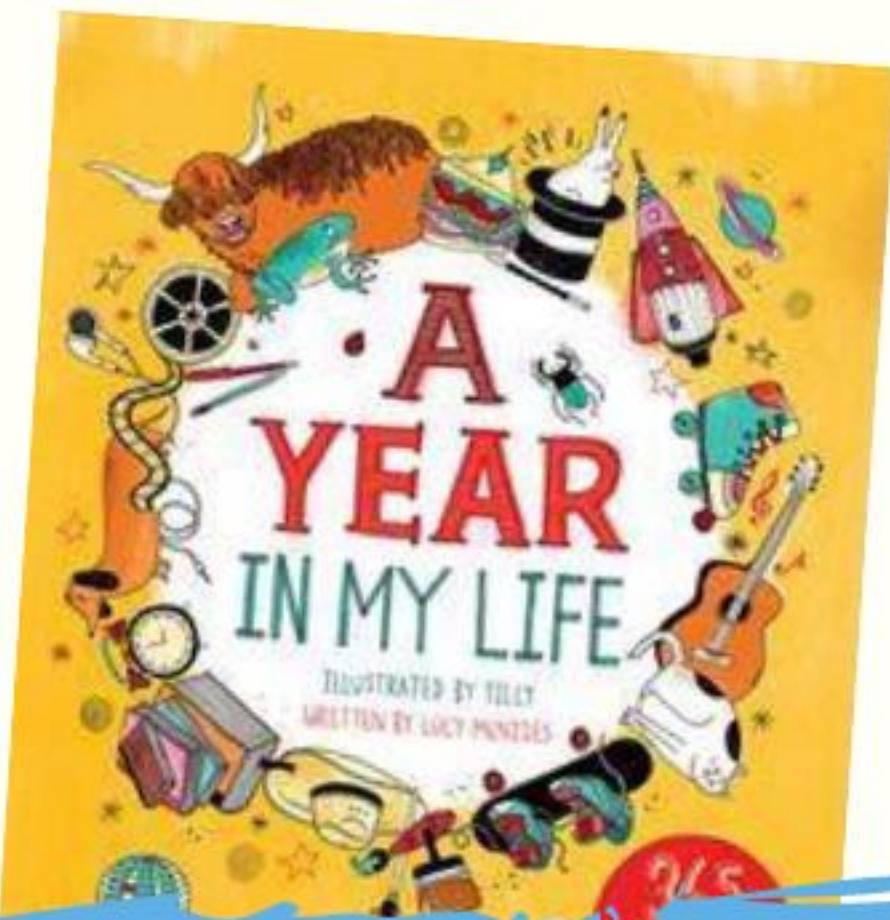
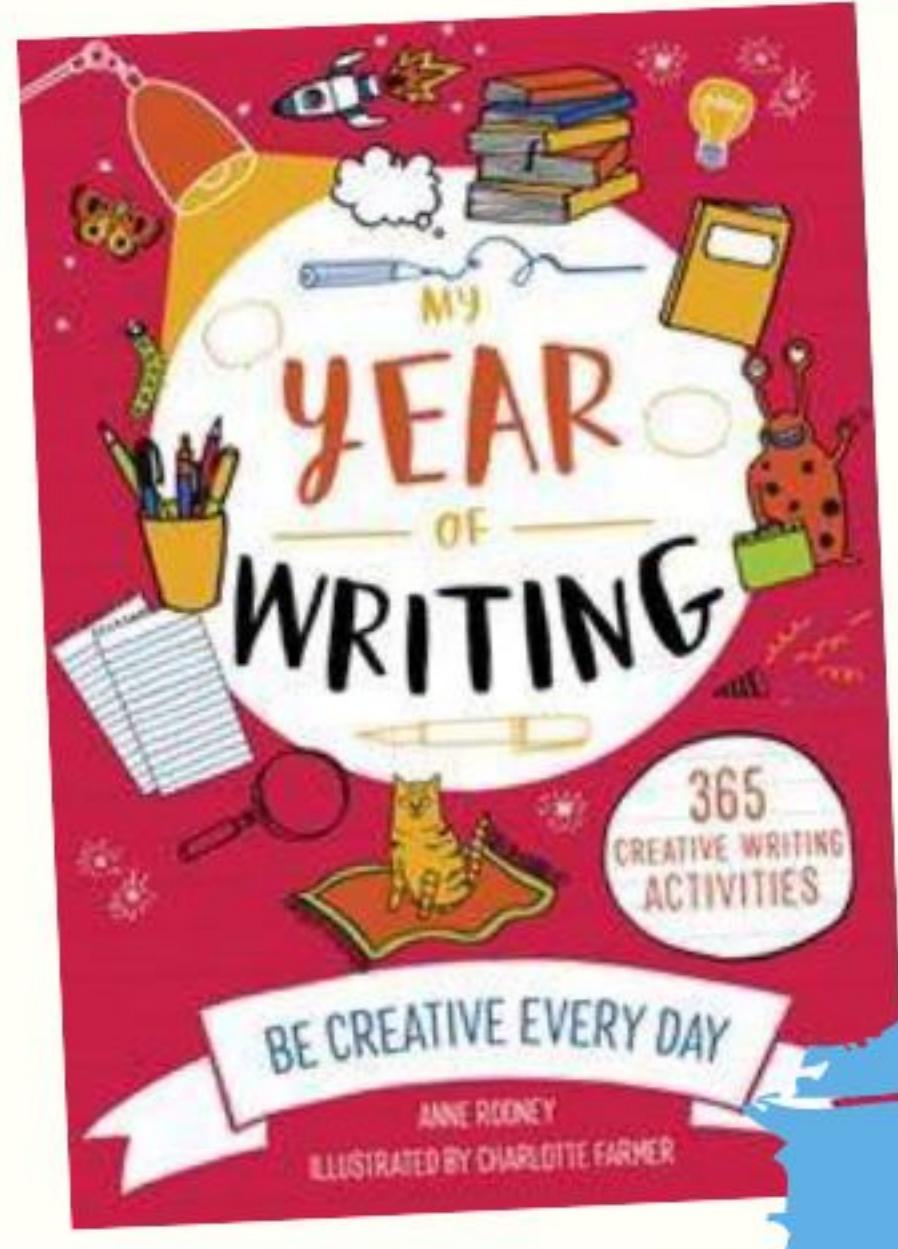
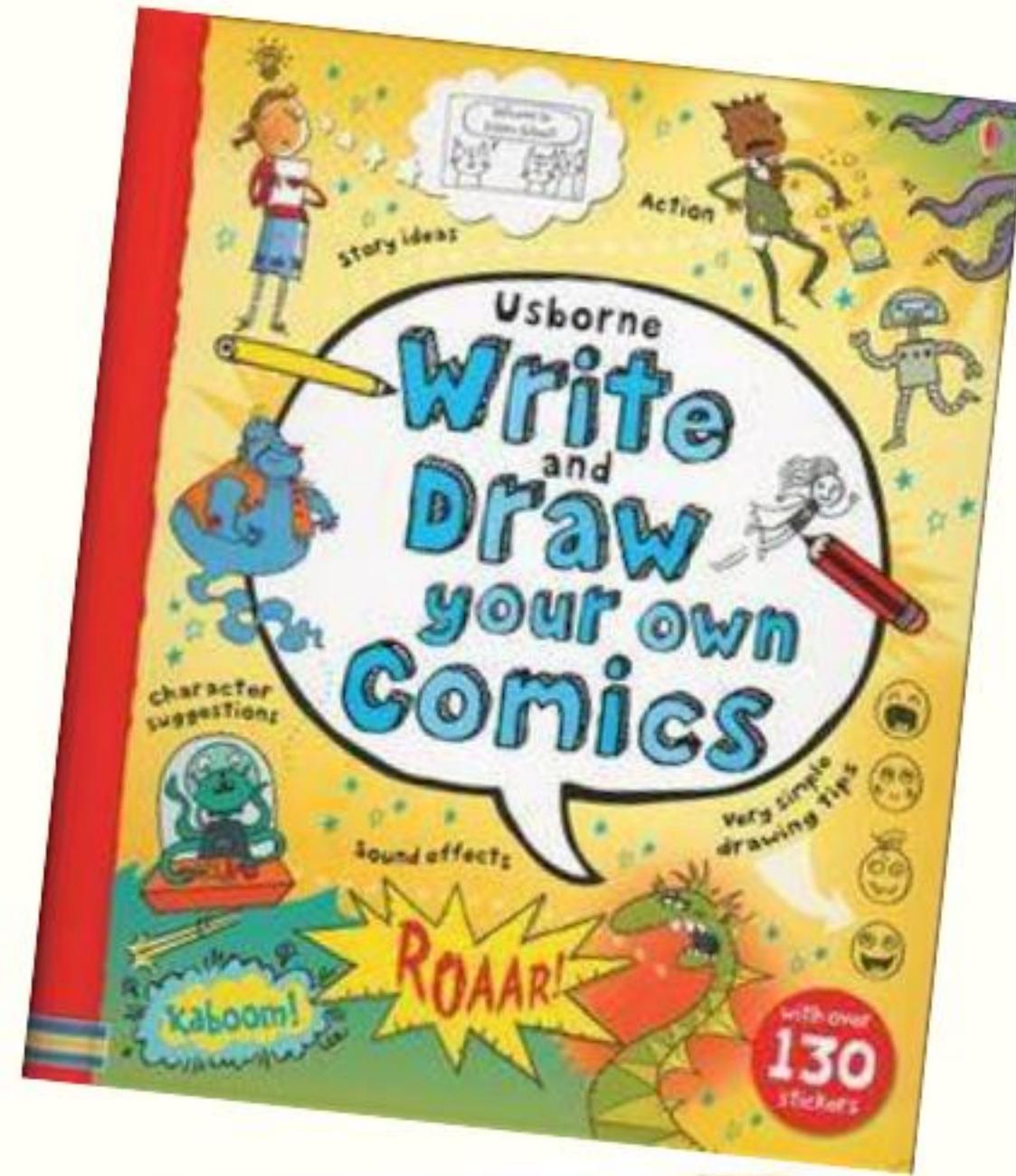
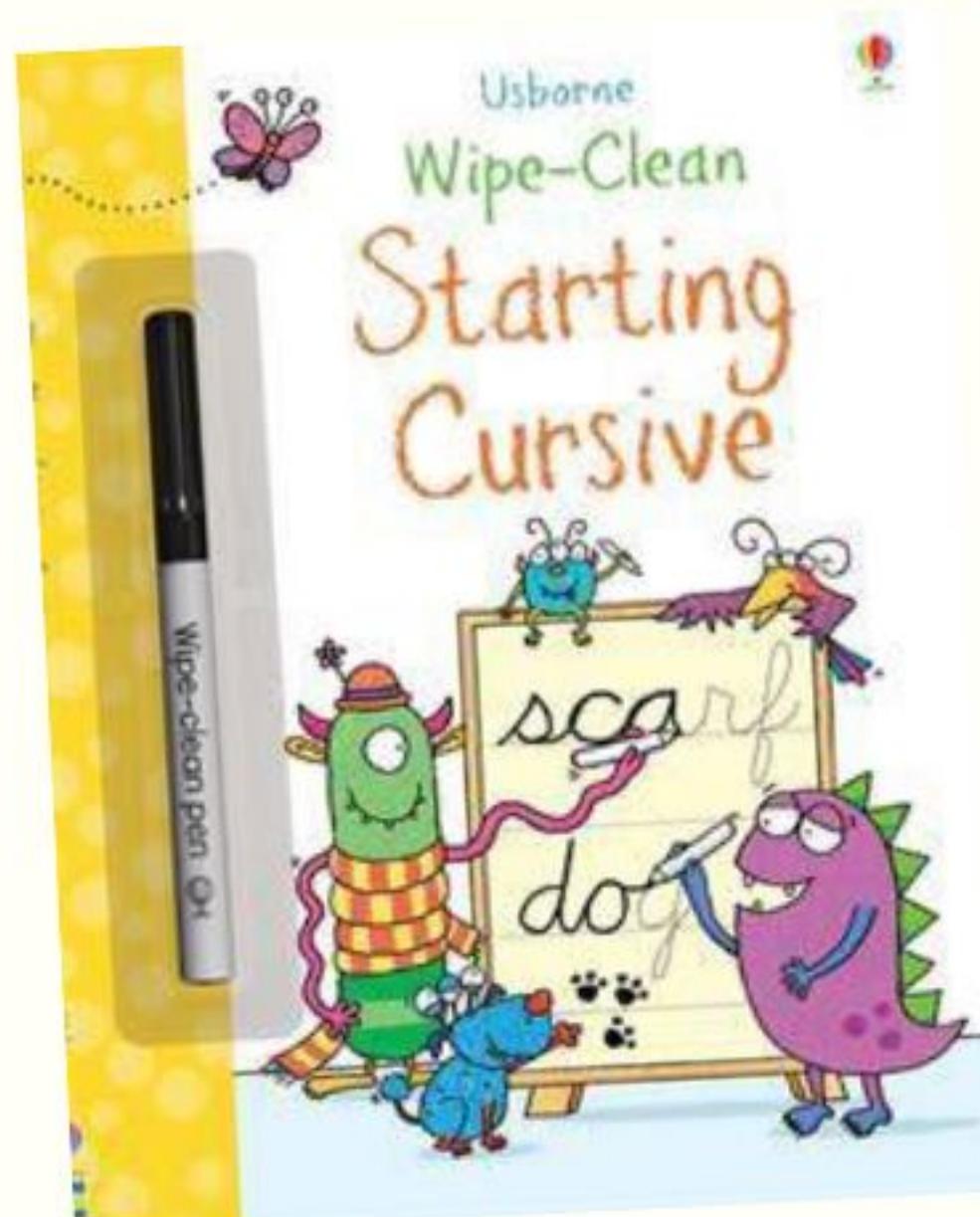
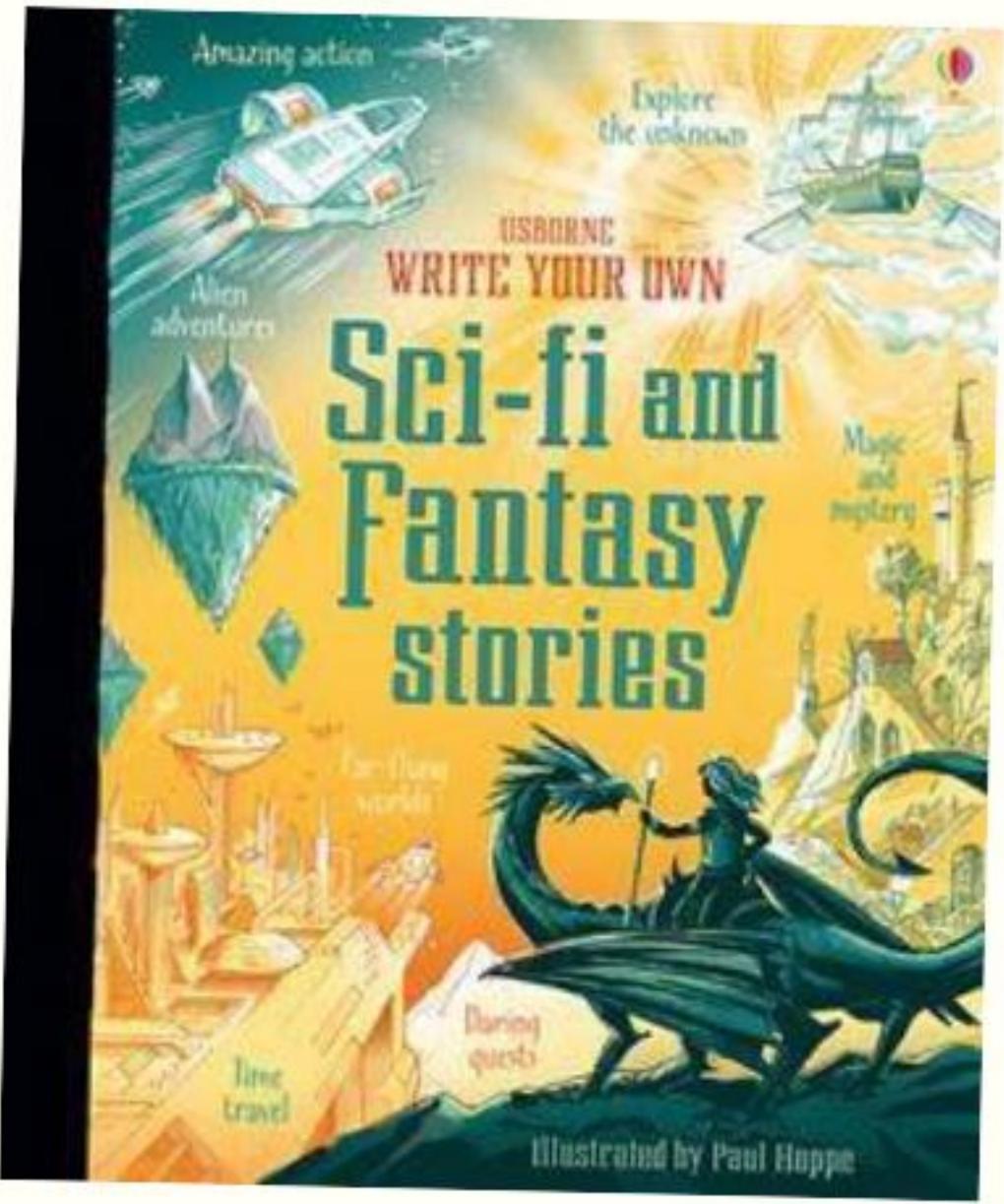
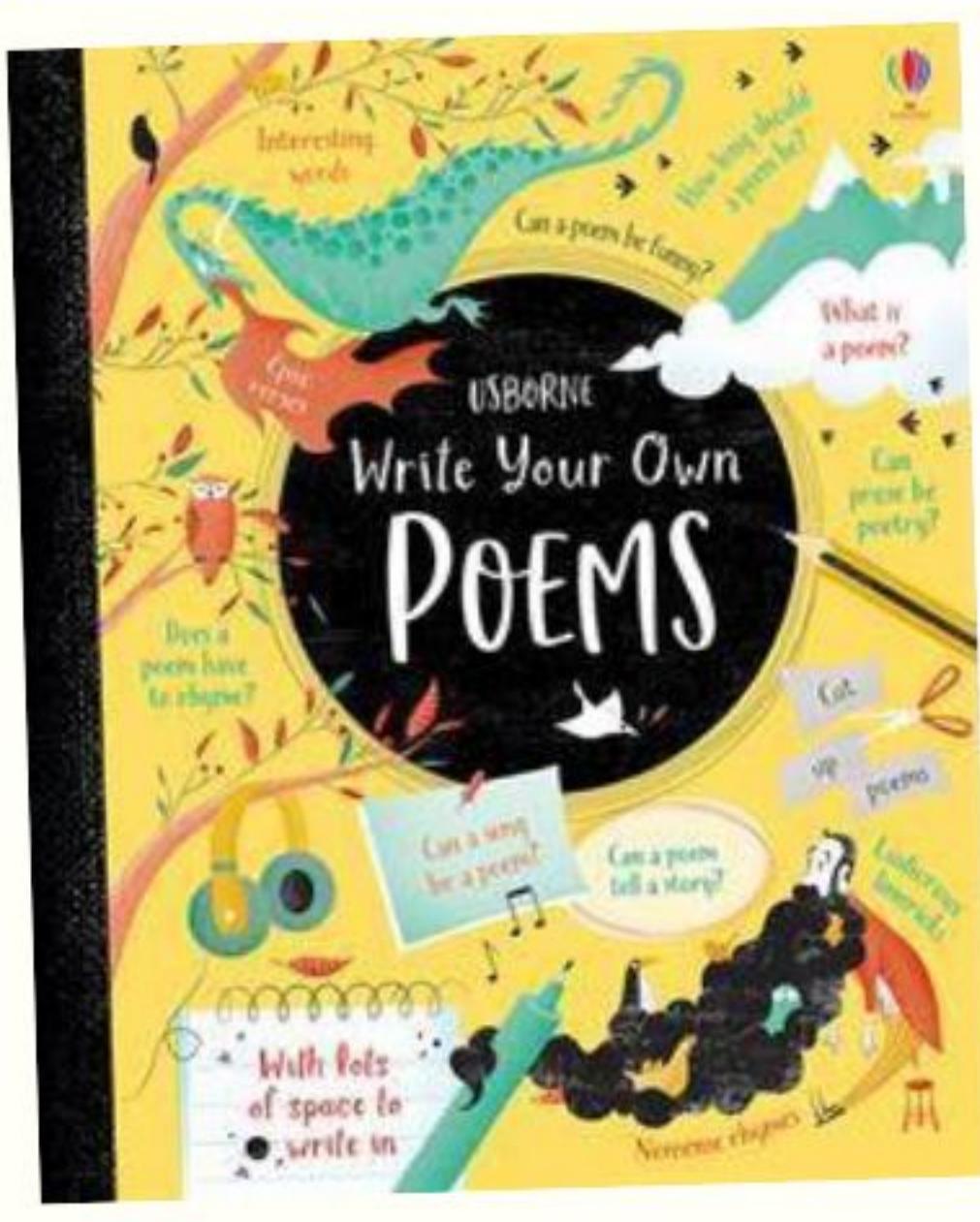
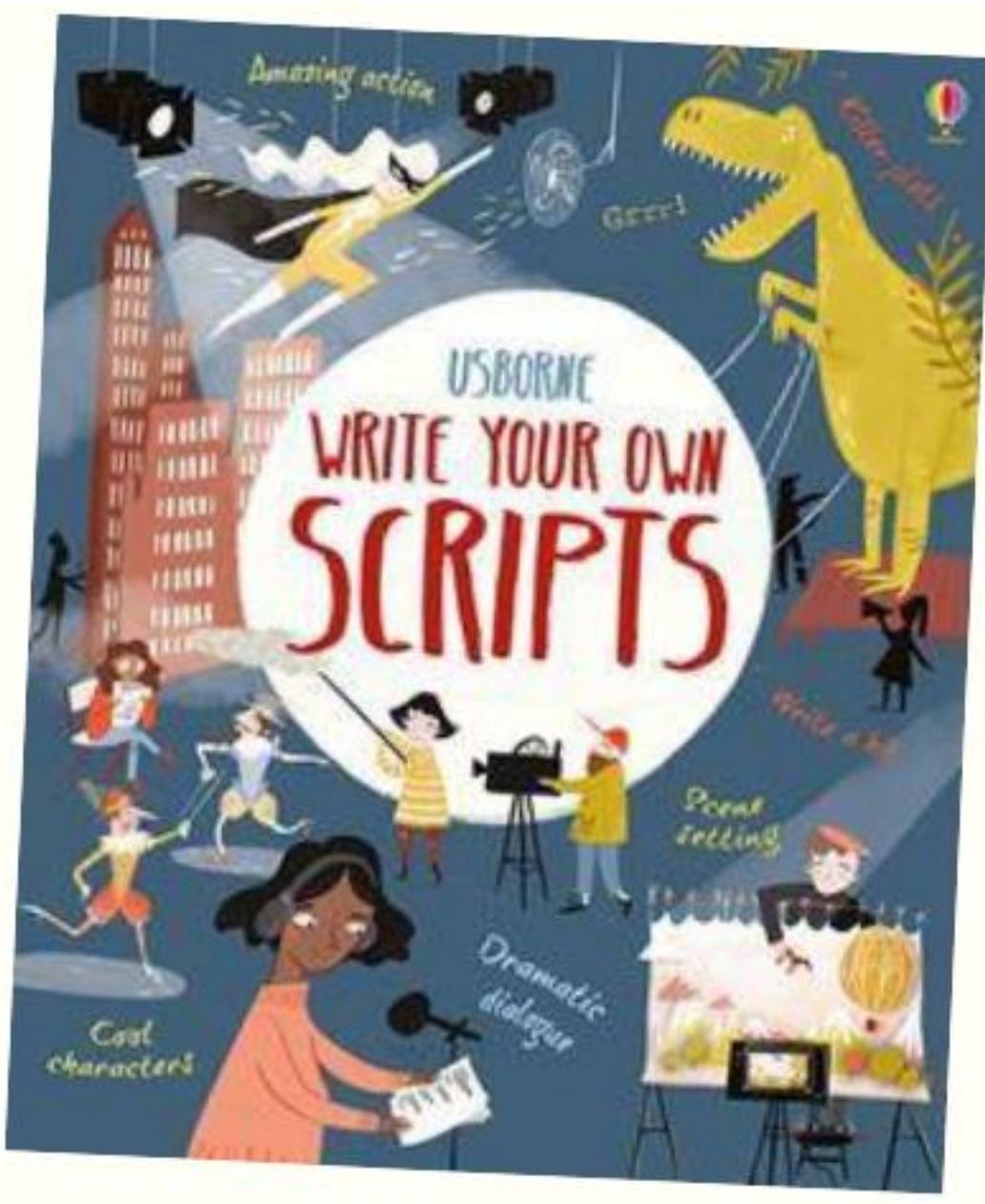
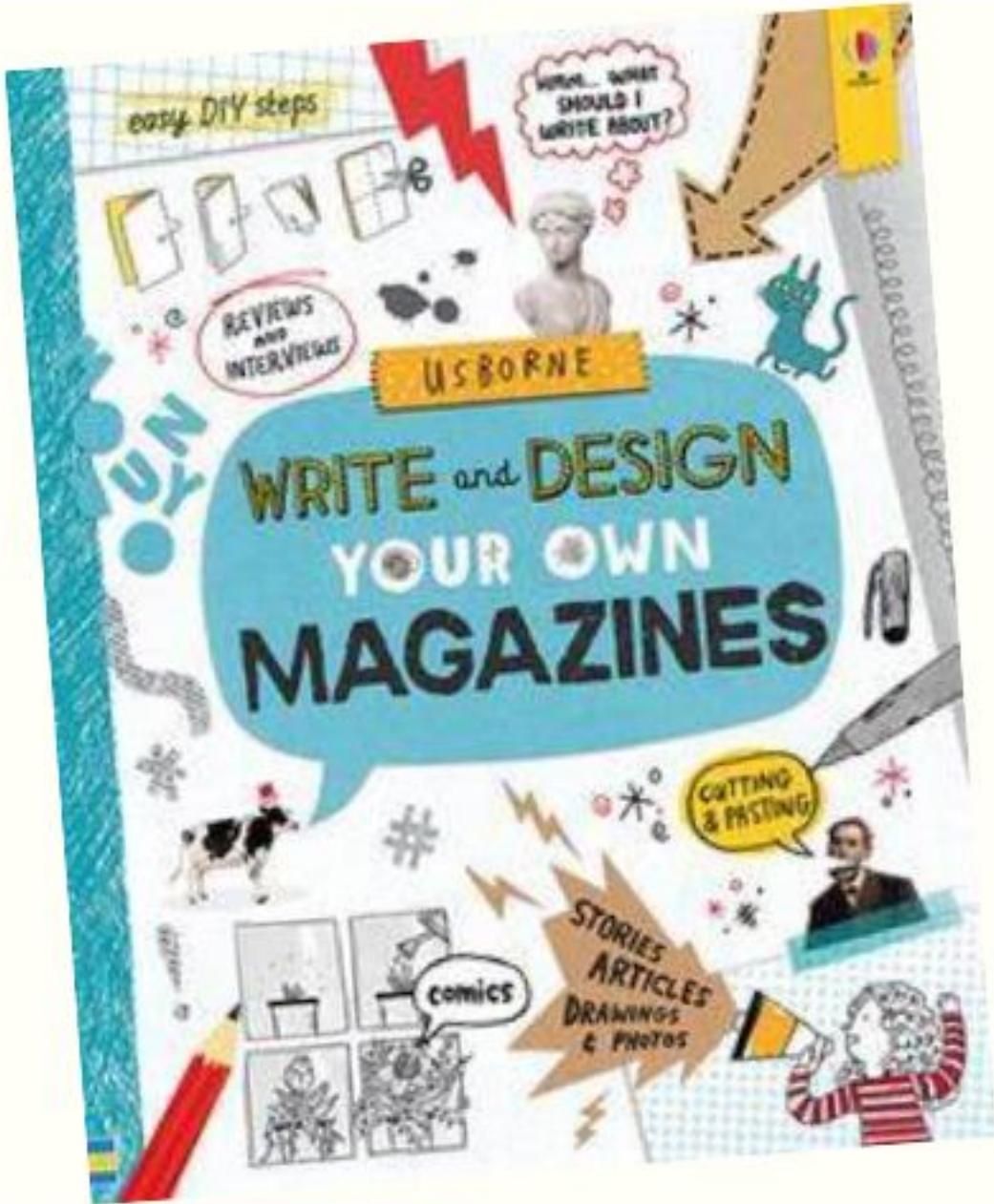
Biggest fears?

How do your character's flaws, secrets and fears create problems?

What kind of animal is your character most like, and why?

What is your character's earliest memory?





WRITE AND CREATE



Making magazines is fun and easy - and this marvelous title will help you every step of the way.

 **USBORNE**
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A new addition
to the POPULAR
Write YOUR
Own series!