

Superhero Snap!: Card Game

A construction toy in sticker book form, with lots of superheores to put together using the stickers provided. Satisfyingly stylish and detailed artwork will appeal to children of all ages.

Up, down and all around, youll get totally twisted in this awesome collection of mazes, featuring the Amazing Spider-Man and friends!

With over 90 000 entries in alphabetical order, this crossword dictionary is a comprehensive yet easy to use reference with material from a wide range of sources.

Introducing a new, fast-paced casual card game for word lovers and anyone who loves to think on their feet. Simple to learn, with nearly endless possibilities, this free-for-all game is a fun addition to any game night.

20 Super Activities to Help You Save the World!

Adventures of the Norfolk Hero

Billiards, Bagatelle, Backgammon, Chess, Draughts, Whist, Loo, Cribbage, Écarté, Picquet, All-fours, Quadrille, &c., &c

Tractor Jigsaw Book

The Kids' Book of Chess and Chess Set

Batman: Bat Signal

The Super Book for Super Heroes is a compendium of ideas, drawing, coloring, and activities that allows you to create your own crusaders for justice who do battle with super villains, unravelling their crazed schemes for taking over the world. You will learn to draw villains such as the Mad Scientist, Bog Creature, and Evil Robot, while also creating superheroes, their sidekicks, secret hideouts, outfits, and super gadgets. And there are superpowers to discover – such as invisibility, super strength, speed, flight, heat vision, teleportation, and X-ray vision. This book is a must for anyone wanting to create their own superhero universe!

Meet Spring, Skydart and their superhero friends in this action-packed activity book. There are dots to join, differences to circle, mazes to solve and dotted lines to trace over, as well as plenty of objects to find, count and draw around. Young children will enjoy doing the activities using the special pen, then wiping the shiny pages clean and doing them all again.

From just a tiny larva in diapers to . . . SUPER FLY! This is the story of Eugene Flystein, a small and nerdy, mild-mannered housefly, who also happens to be the world's smallest superhero and humanity's greatest crime fighter. SUPER FLY!: Able to stop tornadoes from destroying towns with just one breath. Strong enough to push a ship away from a looming iceberg. He's even read every book in the library twice. Yes, twice! Can this four-eyed little bugger, along with his trusty sidekick Fantastic Flea, take on Crazy Cockroach and his army of insect baddies? It's housefly vs. cockroach in this epic battle of good vs. evil. Who will come out on top? Stay tuned!

The first in a thrilling, action-packed middle grade trilogy, which School Library Journal declared "will likely find the same wide appeal as Rick Riordan's Percy Jackson books. The Cloak Society: An elite organization of supervillains graced with extraordinary powers. Ten years ago the Cloak Society was defeated by Sterling City's superheroes, the Rangers of Justice, and vanished without a trace. But the villains have been waiting for the perfect moment to resurface. . . . Twelve-year-old Alex Knight is a dedicated junior member of Cloak who has spent years mastering his telekinetic superpowers and preparing for the day when Cloak will rise to power again. Cloak is everything he believes in. But during his debut mission, Alex does the unthinkable: He saves the life of a Junior Ranger of Justice. Even worse . . . she becomes his friend. And the more time he spends with her, the more Alex wonders what, exactly, he's been fighting for.

Superhero Snap!

The Secret History of Wonder Woman

Match 27 Animals to Their Homes

The Handy Book of Games for Gentlemen

The Super Book for Super Heroes

Card Game

This beautifully illustrated bingo game features 64 species of birds from around the world. Spot all kinds of birds—from the robin to the puffin and the kookaburra to the splendid fairywren—mark them off on your card and bingo! Contains 64 superbly illustrated bird tokens, one board, 12 bingo cards, and brightly colored counters for you to mark up your card, as well as a leaflet containing basic information and a few quirky traits for all of the birds featured.

In this visually engaging story book, The school cricket team is short of three players to play in the district cricket tournament? Will Bunt y & Chintu ask Tara, Muskaan and Naina for help? Will they be able to play? Will Dabung Girl join them in this journey? Remember, when the going gets tough, #DabungGirl always shows up! The book has been designed in a knowledge partnership with Kailash Satyarthi Children's Foundation. This comic book is a must-read for every child. A new Indian superhero is here, and this time, it is a female superhero. Dabung Girl. She is a fearless hero, who has an elastic body as her superpower. However, unlike some other superheroes, who come and save the day, she helps children find solutions on their own. The imagination, creativity, and fun continues throughout the comic. This comic book inspires children to find their inner superheroes. Why do millions of children love reading Dabung Girl comics / graphic novels? 📖She inspires them to learn, take action, and break stereotypes. 📖Presents India's very own girl superhero with reliable stories on overcoming gender biases. 📖Meticulously researched and expertly written, this book is packed with vivid, carefully created artwork, illuminating infographics, and insightfully curated dialogues that make the readers think. 📖Validated by educators as a valuable resource to encourage constructive dialogues. 📖Dabung Girl always comes forward to help her friends. Her superpower is nano-elasticity, and she can extend her body to reach far and wide in a jiffy. Her super neurons enable her to use her mind and heart at 100% capacity. Why do parents love Dabung Girl books? 📖Each story of Dabung Girl focuses on a specific social issue, such as environment, child protection, sports, etc. Some of these topics are barely touched upon in daily life, while others may be too sensitive for adults to figure out how to convey the message appropriately. This is where Dabung Girl will save the day and the future! It provides a platform for parents to have a more engaging discussion with their kids. 📖"I wanted my daughter to read things that inspire her to strive for success, that fuel her imagination and nurture her creative spirit! I am thankful to Dabung Girl for giving her a superhero she deserves!" - A caring mother. Does it really work? 📖Research shows that superhero stories give wings to the imagination and confidence of children. Children feel more empowered when they hear stories of superheroes. Often, the problems that seem very difficult can be solved if we believe in ourselves. 📖The impact of Dabung Girl stories is two-fold: empowered girls with confidence and knowledge, and at the same time, build gender sensitivity among boys, which is needed to build a better society Do I need to know anything more? ♥Apart from winning hearts, Dabung Girl is also winning several awards. Dabung Girl is also the winner of the best emerging comic book series for children at the prestigious CBAM Awards 2021. ♥Dabung Girl Comics present some of the most inspiring comic book stories ever created. Who are the authors of this story? Saurabh Agarwal - Dabung Girl has been created by an internationally recognized life skills educator, Saurabh Agarwal. He brings in his knowledge from Harvard University and has worked in the education sector for many years. Abhishek Singh - A global storyteller and an ex-management consultant with over a decade of experience across health, communications, media, and social sectors. KAVOOOM! So what are you waiting for? Don't forget to check out and read more Dabung Girl and SuperAvni books! ♥♥♥Other spellings: Dabang Girl , Dabangg Girl , 📖📖📖📖📖

As "The Dark Knight Rises" hits theaters in July, fans can call upon the Dark Knight himself with this replica of the Bat Signal, which lights up to project the iconic winged Batman symbol. Includes a full-color book of Batman history.

"Thorndike Press Striving Reader Collection."

Faith

Draw, Colour, Create Things from Out of This World!

Bird Bingo

Black History Playing Card Deck

A Fast-Paced Game of Witty Wordplay

Stickyscapes Superheroes

A direct, lively introduction to the game that's inspired passion and challenge for over 900 years—for kids ages 8-12. Everything a child needs to learn how to play chess, hone your skills, and become a grandmaster, including a custom-designed chess board and full set of 32 chess pieces! A 96-page book leads kids through the fundamentals of beginning, middle, and end game, and shows winning strategies for offense and defense. Full-color fantasy art captures the energy and excitement of chess's origins—the medieval battlefield. Over 1 million copies in print. For ages 8-12.

Kat Leyh's Snapdragon is a magical realist graphic novel about a young girl who befriends her town's witch and discovers the strange magic within herself. Snap's town had a witch. At least, that's how the rumor goes. But in reality, Jacks is just a crocks-wearing, internet-savvy old lady who sells roadkill skeletons online—after doing a little ritual to put their spirits to rest. It's creepy, sure, but Snap thinks it's kind of cool, too. They make a deal: Jacks will teach Snap how to take care of the baby opossums that Snap rescued, and Snap will help Jacks with her work. But as Snap starts to get to know Jacks, she realizes that Jacks may in fact have real magic—and a connection with Snap's family's past.

Cassandra Cain, teenage assassin, isn't exactly Batgirl material...not yet, at least. But with Batgirl missing from Gotham City, can Cassandra defy her destiny and take on a heroic mantle of her very own? She'll have to go through an identity crisis of epic proportions to find out. After a soul-shattering moment that sends Cass reeling, she'll attempt to answer this question the only way she knows how: learning everything she possibly can about her favorite hero-Batgirl. But Batgirl hasn't been seen in Gotham for years, and when Cass's father threatens the world she has grown to love, she'll have to step out of the shadows and overcome her greatest obstacle-that voice inside her head telling her she can never be a hero. Sarah Kuhn, author of Heroine Complex and I Love You So Mochi, takes on one of her favorite heroes for a new audience of readers. Featuring the edgy art style of Nicole Goux, Shadow of the Batgirl tells the harrowing story of a girl who overcomes the odds to find her unique identity.

BAM! POW! SNAP! This simple and fun card game based on Jason Ford's brilliant superheroes and dastardly villains is a must for all superhero fans. With the cards divided equally and held face down, players turn over their top cards into a pile in the middle. When players turn over matching superheroes or villains, the first player to shout 'SNAP!' wins all the cards in the middle. The winner is the first player to collect all the cards. Suitable for two or more players. Contains 52 cards, featuring 13 different superheroes and villains in matching sets of 4.

The Superhero Handbook

Maths Ages: Ages 4-5

Llamanoes

Ramble Book: Musings on Childhood, Friendship, Family and 80s Pop Culture

Public School Superhero

Little Children's Superheroes Puzzles

"A smart and kind story topped with just the right amount of social justice," according to Kirkus, James Patterson's newest hit illustrated novel is a genuinely funny, poignant look at middle school in a challenging inner-city setting, now available in paperback. Kenny Wright is a kid with a secret identity. In his mind, he's Stainlezz Steel, super-powered defender of the weak. In reality, he's a chess club devotee known as a "Grandma's Boy," a label that makes him an easy target for bullies. Kenny wants to bring a little more Steel to the real world, but the question is: can he recognize the real strength and goodness inside himself? Or will peer pressure force him to make the worst choice of his life? Interspersed with fantastic illustrations and comic-book panels, this book aims to both entertain and to provoke dialogue about identity, belonging, and doing the right thing.

Save the day every day with the Superhero Playset! In a cunning carousel format, this compact book opens up to reveal three super scenes – the awesome cityscape, the fearsome Fire Ice Caves, and the evil villain's Laboratory of Doom – and 12 superheroes, sidekicks, supercars and evil masterminds to populate them. Fantastically illustrated by artistic superhero Jason Ford, this playset contains everything you need to create and play out your own superhero stories.

The durable double-sided poster folds out to a length of four feet and contains a superheroes' cityscape on one side and supervillains' underground lair, complete with laser defence system and sinister research lab, on the other. Decorate the poster with over 120 stickers of super men, women, kids, and animals, plus their villainous counterparts, and a whole range of props and objects.
* Full of amazing superheroes and dastardly supervillains
* Familiar and fun illustration style from Jason Ford
* Learn all about the villains' superlair and the heroes' superpowers with a fun and interactive text
* A cheaper price point than previous Stickyscapes titles, but with the same number of stickers

These big, bright and beautiful colours, numbers, opposites and shapes sparkle board books are fantastic fun, just like the Wiggles Using colourful illustrations with hot foil diecut highlights, these wonderful books create for children a stimulating visual learning experience. Ages 3+.

Animals at Home

Spider-Man: 101 Totally Twisty Mazes (Marvel)

With 52 Portraits of Distinguished Black Americans

My Superhero Starter Kit

My Superhero Starter Kit

Super Fly

Draw, colour and create your very own mini superhero comic books! Make your superheroes - or even yourself - the stars of each super adventure. The book contains 10 exciting 8-page comics to draw, colour and complete. Each adventure has super story prompts to start you off - and the rest is up to you! You can even pull them out, put them together and give them to your friends to read.

This exciting activity pad is packed with thrilling superhero-themed word, number and picture puzzles for young children. Help out the superheroes in their many guises with 100 tear-out pages of mazes, spot the difference puzzles, wordsearches, dot-to-dot drawing and more. All the activities are designed to help children develop vital skills in reading, writing, counting and observation.

A colourful and exciting addition to the Farmyard Tales series, combining simple jigsaw puzzles and an exciting story that features the familiar inhabitants of Apple Tree Farm.

Match a rabbit to its warren, a fox to her den and a hamster to his hutch in this colourful matching game. Including 25 animals and 25 different homes, your task it to help each animal find its nest, den, shell or burrow as quickly as you can!

My Big Art Show

Shadow of the Batgirl

Wipe-Clean Superhero Activities

Taking Flight

The Superhero Adventure Playset

A Hero for WondLa

Calling all superheroes! Perfect for pretend play, this starter kit includes an oh-so-shiny red cape along with masks and a belt to hide your child's secret identity. Wrist shields and punch-out decorations provide plenty of options for your one-of-a-kind super kid. There's more action-packed fun in the included idea book, to help kids imagine their storyline, devise their superhero name and discover their super powers. My Superhero Starter Kit is everything your child needs to save the day! Comes with: Punch out decorative pieces, 1 paper belt buckle, 1 red satin cape, 1 Belt, Satin ribbon, Foam tape squares
When a dark night comes to the big city, one little super hero prepares for a great adventure . . . bedtime! Award-winning author Michael Dahl (Goodnight Baseball, Goodnight Football, and Goodnight Hockey) and illustrator Ethen Beavers (DC Super Friends) team up to bring you the ultimate bedtime board book. Bedtime for Batman is the perfect way to say goodnight to your own little super hero.

A riveting work of historical detection, revealing that the origins of one of the world's most iconic Superheroes hides within it a fascinating family story — and a crucial history of twentieth-century feminism. Wonder Woman, created in 1941, is the most popular female superhero of all time. Aside from Superman and Batman, no superhero has lasted as long or commanded so vast and wildly passionate a following. Like every other superhero, Wonder Woman has a secret identity. Unlike every other superhero, she also has a secret history. Harvard historian and New Yorker staff writer Jill Lepore has uncovered an astonishing trove of documents, including the never-before-seen private papers of William Moulton Marston, Wonder Woman's creator. Beginning in his undergraduate years at Harvard, Marston was influenced by early suffragists and feminists, starting with Emmeline Pankhurst, who was banned from speaking on campus in 1911, when Marston was a freshman. In the 1920s, Marston and his wife, Sadie Elizabeth Holloway, brought into their home Olive Byrne, the niece of Margaret Sanger, one of the most influential feminists of the twentieth century. The Marston family story is a tale of drama, intrigue, and irony. In the 1930s, Marston and Byrne wrote a regular column for Family Circle celebrating conventional family life, even as they themselves pursued lives of extraordinary nonconformity. Marston, internationally known as an expert on truth — he invented the lie detector test — lived a life of secrets, only to spill them on the pages of Wonder Woman. The Secret History of Wonder Woman is a tour de force of intellectual and cultural history. Wonder Woman, Lepore argues, is the missing link in the history of the struggle for women's rights — a chain of events that begins with the women's suffrage campaigns of the early 1900s and ends with the troubled place of feminism a century later. PRAISE FOR JILL LEPORE ‘Few historians handle weirdness as deftly or thoughtfully as Lepore ... [Her] brilliance lies in knowing what to do with the material she has. In her hands, the Wonder Woman story unpacks not only a new cultural history of feminism, but a theory of history as well.’ The New York Times Book Review ‘Ms Lepore’s lively, surprising and occasionally salacious history is far more than the story of a comic strip. The author, a professor of history at Harvard, places Wonder Woman squarely in the story of women’s rights in America — a cycle of rights won, lost and endlessly fought for again ... Her superb narrative brings that history vividly into the present, weaving individual lives into the sweeping changes of the century.’ The Wall Street Journal

This range of Maths and English activity books really helps to boost your child s progress at every stage of their learning. The series aims to build up important skills through activity-packed fun. Each activity is designed to give your child a real sense of achievement. Help boost confidence and develop good learning habits for life. Motivate children to learn at home using colourful activities that make learning fun. Include helpful tips and answers so that you easily support your child s learning at home."

Farmyard Tales

The Cloak Society

Quicktionary

Learn about Opposites

Dabung Girl and Cricket Fever

The Lost Words

Raised underground by a robot, twelve-year-old Eva Nine finally finds all she ever wanted in the human colony of New Attica, but something very bad is going on there and unless Eva and her friends stop it, it could mean the end of life on Orbona.

From bestselling Landmarks author Robert Macfarlane and acclaimed artist and author Jackie Morris, a beautiful collection of poems and illustrations to help readers rediscover the magic of the natural world.

Ever wanted to be a superhero, but just didn't know how to go about it? The Superhero Handbook features 20 exciting activities to help you develop your superhero powers. Choose your superhero name, discover your superpower, make your own superhero costume and gadgets, and much more!

Superhero Snap!Card GameLaurence King

Pansegrouw's Crossword Dictionary

Superhero Graphic Novel / Comic Book

Dominoes... With Llamas!

Snapdragon

Seven Games: A Human History

Big Book of Family Games

An exciting educational card game in which children interact with art history from the perspective of a gallery curator

With 52 portraits of distinguished Americans and a booklet with biographies for each featured person, this deck highlights human rights, science and industry, adventure and the arts.

With life like a merry-go-round, here is an adventure set in the heart of a local pub. An adventure of comical euphoria, tinged within the shadows of sadness, where life, death, murder and birth, are all just an evening pint away. If a train stopped at the station, we could all escape the mayhem...

A RADIO 4 BOOK OF THE WEEK 'An affectionate and revealing account ... Funny, sad, real, rueful.' The Times 'Warm, rambling and self-aware' Guardian The long-awaited, rambling, tender, and very funny memoir from Adam Buxton

The Superhero Comic Kit

The Cosmic Book of Space, Aliens and Beyond

Bedtime for Batman

Build Your Own Superheroes Sticker Book

The World's Smallest Superhero!

101 Original Family & Group Games that Don't Need Charging!

Bring family and friends together for hours of entertainment with this giant compendium of hilarious and challenging interactive games. The Big Book of Family Games brings people together for hours of fun that requires virtually nothing more than pens and paper. Perfect for family gatherings or vacations, dinner parties, or any casual group setting, this book guarantees to get people off their phones and laptops and engaging in hilarious, challenging entertainment. The 1010 thoroughly original, rigorously tested games in this book are designed to challenge each player's ability to strategize, bluff, read minds, memorize, think quickly, solve puzzles, and more. No texting, tweeting, or web surfing allowed!

A group biography of seven enduring and beloved games, and the story of why—and how—we play them. Checkers, backgammon, chess, and Go. Poker, Scrabble, and bridge. These seven games, ancient and modern, fascinate millions of people worldwide. In Seven Games, Oliver Roeder charts their origins and historical importance, the delightful arcana of their rules, and the ways their design makes them pleasurable. Roeder introduces thrilling competitors, such as evangelical minister Marion Tinsley, who across forty years lost only three games of checkers; Shusai, the Master, the last Go champion of imperial Japan, defending tradition against “modern rationalism”; and an IBM engineer who created a backgammon program so capable at self-learning that NASA used it on the space shuttle. He delves into the history and lore of each game: backgammon boards in ancient Egypt, the Indian origins of chess, how certain shells from a particular beach in Japan make the finest white Go stones. Beyond the cultural and personal stories, Roeder explores why games, seemingly trivial pastimes, speak so deeply to the human soul. He introduces an early philosopher of games, the aptly named Bernard Suits, and visits an Oxford cosmologist who has perfected a computer that can effectively play bridge, a game as complicated as human language itself. Throughout, Roeder tells the compelling story of how humans, pursuing scientific glory and competitive advantage, have invented AI programs better than any human player, and what that means for the games—and for us. Funny, fascinating, and profound, Seven Games is a story of obsession, psychology, history, and how play makes us human.

3, 2, 1...blast off! Are you ready to journey out of this world to discover what lies beyond? From space pirates and surfing aliens to galactic shark ships and mysterious planets, strap in for the ultimate cosmic activity adventure. Grab your pencils, Earthlings. Let our mission commence!