

## Canon Creative Park Papercraft

*The Nativity Set is a joyful children's book that awakens creativity while learning of the birth of Jesus.*

*Celebrate 20 exciting years ofTomb Raiderwith this premium, hardcover tome! With stunning visuals and in-depth commentary, "20 Years of Tomb Raider"explores the ground-breaking, rich, and diverse history of this iconic gaming franchise. Including...*

*Previously unpublished images and assets. Packed full of information on the rich lore, iconic characters, epic fan community, and, of course, the games that started it all. Over 200 Contributors, including industry insiders, writers, artists, fans, and more! Exclusive interviews from Core Design, Crystal Dynamics, official voice actors, composers, live actions models, comic artists, and others. An in-depth look at all the iconic games, with insights into unreleased titles. Covers the entirety of the Tomb Raider universe - games, comics, Hollywood movies, pop culture influences, and the community."*

*In this funny, uncannily wise portrait of the dynamics of a sixth-grade class and of the greatness that sometimes comes in unlikely packages, Dwight, a loser, talks to his classmates via an origami finger puppet of Yoda. If that weren't strange enough, the puppet is uncannily wise and prescient. Origami Yoda predicts the date of a pop quiz, guesses who stole the classroom Shakespeare bust, and saves a classmate from popularity-crushing embarrassment with some well-timed advice. Dwight's classmate Tommy wonders how Yoda can be so smart when Dwight himself is so clueless. With contributions from his puzzled classmates, Tommy assembles this first case file in the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, and hailed by School Library Journal as "honest, funny, and immensely entertaining." F&P Level: T F&P Genre: RF*

*A perfect beginners' guide to making attractive things from paper with really professional results.*

*Prehistoric Origami*

*W is for Whale*

*50 Creative Exercises for Designers and Artists*

*Russian Folk Costumes Paper Dolls*

*A Guide to Surviving and Thriving*

*Karakuri*

*A companion guide to THE TRIALS OF APOLLO series, set in the world of PERCY JACKSON. Camp Half-Blood FYI is the funny insider's guide to the demigod training camp in Long Island, narrated by none other than Percy Jackson himself, and other favourite characters will be heard from, too. In response to an awful camp orientation video created by the god Apollo, Percy Jackson and other residents of Camp Half-Blood answer such questions as "What is this place?" and "Do I get to keep the T-shirt?" Newbies can check out the section on the Divine Cabins, read up on Magical Landmarks, and consult the chapter of Training Arenas. But Camp Half-Blood Confidential explores much more than just the buildings and grounds. It includes info that can only be learned from those who live there. For instance, campers do not always co-exist in peace and harmony. The camp is not run with superior efficiency. Prophecies do not flow forth with great regularity. Sprinkled throughout are stories from heroes who have called Camp Half-Blood home or just passed through on their way to places unknown. Chiron himself introduces the book with a brief history of training based on his millennia of experience. And, of course, divine words of wisdom from the god Apollo himself are included, because the demigod authors would prefer not to be struck down by him, thank you very much.*

*Dress 2 figures in 16 finely detailed costumes worn at folk festivals during the late-19th and early-20th centuries in former republics of the Soviet Union. Wardrobes include beautifully embroidered shawls, skirts, tunics, trousers, and long coats from Russia, Estonia, Georgia, Azerbaijan, Kazakhstan, Uzbekistan, Turkmenistan, and Tajikistan.*

*Welcome to the Wonderful World of Manga Origami Origami masters Márcio Hideshi Noguchi and Seth Friedman show everything you need to know to create adorable paper characters from your favorite manga/anime stories with basic origami folding instructions and clear step-by-step diagrams. In the first section you'll learn about the paper and other necessary materials, the origami symbols and terminology, and the general folding techniques needed to create and assemble all the basic figures. In the second section you will find specific instructions for customizing each of the characters with their outfits/costumes, accessories, and unique hairstyles. Some of the twenty projects are very recognizable as Japanese manga/anime characters, such as the Ronin Samurai, Kimono-Chan, Tea Picker, and Shrine Maiden, while others, like the French Maid, Nurse, Baseball Player, and Bunny Girl are more western. Also included are some fantasy characters, like the Fairy, Ori Fighter, Santa's Helper, and Dragon Girl. Of course, characters depicting school life and summer vacation fun are here too, such as Schoolgirl, Sailor Fuku, Gym Girl, Beach Bunny, Sensei, Uki-wa Chan, Harem Otoko, and Neko Form. All projects are clearly marked with their difficulty level: beginner (\*), advanced beginner (\*\*), intermediate (\*\*\*), advanced (\*\*\*\*), and expert (\*\*\*\*\*). Get ready, get set, start folding. You'll want to make all 20 characters.*

*Provides instructions in the three basic patterns for making pop-up illustrations and how to use them in more complicated designs, as well as how to put together slides, pull tabs, and rotating disks*

*Fun papercraft projects to cut, fold and create*

*Paper Automata*

*Big Book of Papercraft*

*Easy Techniques for Creating 20 Super-Cute Characters*

*Theoretical and Practical Advances in Computer-based Educational Measurement*

*How to STEM*

*Gives easy to follow directions for making sailing and flying toys, puppets, and other objects out of folded paper.*

*SPECIAL PACKAING is a unique step-by-step manuals, containing hundreds of great folding ideas and ready-to-use designs. This book is an essential tool for anyone involved in the fields of graphic and industrial design, advertising, and printing. All patterns are stored in eps vector format on the enclosed CD-ROMs. They may be used freely to create new designs, and can be scaled and modified to suit any conceivable packaging need.*

*Your favorite dinosaurs pop out of the pages in this book.*

*"This is LIFE, people! You've got air coming through your nose! You've got a heartbeat! That means it's time to do something!" announces Kid President in his book, Kid President's Guide to Being Awesome. From YouTube sensation (75 million views and counting!) to Hub Network summer series star, Kid President-ten-year-old Robby Novak-and his videos have inspired millions to dance more, to celebrate life, and to throw spontaneous parades. In his Guide to Being Awesome, Kid President pulls together lists of awesome ideas to help the world, awesome interviews with his awesome celebrity friends (he has interviewed Beyoncé!), and a step-by-step guide to make pretty much everything a little bit awesomer. Grab a corn dog and settle in to your favorite comfy chair. Pretend it's your birthday! (In fact, treat everyone like it's THEIR birthday!) Kid President is here with a 240-page, full-color Guide to Being Awesome that'll spread love and inspire the world.*

*Music, Arts and Physical Education*

*A Hand-Drawn Approach for Better Design*

*Playing with Sketches*

*Harding's Lessons on Drawing*

*A Nose for Fun!*

*Say It With Paper*

*A primer for folding professionals across all disciplines that helps them create compelling and original concept designs by hand--as opposed to on the computer--in order to foster collaboration and win clients. In today's design world, technology for expressing ideas is pervasive; CAD models and renderings created with computer software provide an easy option for creating highly rendered pieces. However, the accessibility of this technology means that fewer designers know how to draw by hand, express their ideas spontaneously, and brainstorm effectively.In a unique board binding that mimics a sketchbook, Drawing Ideas provides a complete foundation in the techniques and methods for effectively communicating to an audience through clear and persuasive drawings.*

*"A teenage girl endures fire, flood and the loss of her parents in this bracing, oddly uplifting debut" set in the American Midwest of the mid-20th century (Kirkus). Dale M. Kushner's acclaimed debut novel traces the journey of a girl from childhood to adulthood as she reckons with her parents' abandonment, her need to break from society's limitations, and her overwhelming desire for love both spiritual and erotic. In 1953, ten-year-old Eunice lives in the backwaters of Wisconsin with her outrageously narcissistic mother, a manicureeste and movie star worshipper. Abandoned by her father as an infant, Eunice worries that she will become a misfit like her mother. But when a freak storm sends Eunice away from all things familiar, a strange odyssey begins. Through her capacity to redefine herself, reject bitterness and keep her heart open, Eunice survives and even flourishes despite hardship, heartbreak and loss.*

*Introduces a variety of crafts centering on animal themes from different cultures, and provides instructions for such projects as a Haida raven and origami swams*

*One of 19th-century England's most respected artists and teachers presents 127 lessons that train both hand and mind in fundamentals of lines and circles, light and shade, perspective, and much more.*

*The Conditions of Love*

*Camp Half-Blood Confidential*

*Pop-Up Dinosaur*

*20 Years of Tomb Raider*

*The Floating Teacher*

*This open access book presents a large number of innovations in the world of operational testing. It brings together different but related areas and provides insight in their possibilities, their advantages and drawbacks. The book not only addresses improvements in the quality of educational measurement, innovations in (inter)national large scale assessments, but also several advances in psychometrics and improvements in computerized adaptive testing, and it also offers examples on the impact of new technology in assessment. Due to its nature, the book will appeal to a broad audience within the educational measurement community. It contributes to both theoretical knowledge and also pays attention to practical implementation of innovations in testing technology.*

*Rhyming text introduces a variety of ships and boats as they cross lakes, seas, and rivers with cargoes of merchandise or people.*

*Family: The Self Evident Truths Project examines Americans, asking them whether they are "other than straight," and photographing respondents who self-evaluate themselves to be "anything other than 100% straight." Between 2010 and 2016, iO Tillett Wright traveled to ALL 50 States in America and photographed 10,000 people who identify as ANYTHING other than 100% straight or 100% cis-gender (a person whose sense of personal identity and gender corresponds with their birth sex), with the goal of installing them on the National Mall, in front of the Washington Monument. The LGBT spectrum, long subjected to violence, rejection and stigma at every turn, is changing. A new generation is coming to the fore, one less concerned with labeling themselves, and more concerned with existing happily, free from the constraints of labels and the dangers of violence. These are their faces.*

*A guide to investing basics by the author of Broke Millennial, for anyone who feels like they aren't ready (or rich enough) to get into the market Millennials want to learn how to start investing. The problem is that most have no idea where to begin. There's a significant lack of information out there catering to the concerns of new millennial investors, such as: \* Should I invest while paying down student loans? \* How do I invest in a socially responsible way? \* What about robo-advisors and apps--are any of them any good? \* Where can I look online for investment advice? In this second book in the Broke Millennial series, Erin Lowry answers those questions and delivers all of the investment basics in one easy-to-digest package. Tackling topics ranging from common terminology to how to handle your anxiety to retirement savings and even how to actually buy and sell a stock, this hands-on guide will help any investment newbie become a confident player in the market on their way to building wealth.*

*Broke Millennial Takes On Investing*

*How to Make Mechanical Paper Models That Move*

*Decorative Paper Craft*

*Drawing Models, and Their Uses*

*Snappy Little Dinosaurs*

*Papercraft: Dari Desain Kreatif Hingga Bisnis*

*Tackle the common challenges of being a floating teacher from managing equipment and supplies to pre-planning lessons and organizing materials. Read the guide cover to cover, or reference the information you need right now. Randall also offers proven tips for administrators to support and fund teachers. Reproducible checklists, forms, templates, and lesson plans make your job easier, your time more productive, and your outlook positive.*

*Patterns and instructions for creating four models.*

*Presents projects, instructions, and color templates for fourteen paper robots.*

*Features instructions for crafts using paper and paint, including paper dolls, vegetable painting, and tie dyeing.*

*Kid President's Guide to Being Awesome*

*Paper Toys*

*Paper Engineering and Pop-ups For Dummies*

*The Strange Case of Origami Yoda (Origami Yoda #1)*

*100s of Mecha Model Designs on CD to Print Out and Assemble*

*Origami \* Paper Cutting \* Papier Maché*

*Paper Engineering & Pop-ups For Dummies covers a wide range of projects, from greeting cards to freestanding models. Easy-to-follow, step-by-step instructions and dozens of accompanying diagrams help readers not only to complete the diverse projects in the book, but also master the skills necessary to apply their own creativity and create new projects, beyond the book's pages.*

*Rhyming text and pop-up illustrations introduce such dinosaurs as triceratops, velociraptor, and ankylosaurus.*

*If you are a paper fan and love all things crafty, then this new title is for you! The twenty projects cover all your paper needs. Inspirational designs feature paper cuts, party themes, handy storage and fabulous items to decorate your home. Projects include: Flowers, pompoms, paper-cut clock, butterfly chandelier.*

*There are many things you can do with paper but what can paper do for you? Discover paper's true potential with this book full of exciting projects that enable you to discover new paper arts, such as pop ups, papercuts and 3-D shapes. Learn how paper can be used to communicate ideas, how it can be photographed and lit to great effect and even how it can be animated. Develop skills in construction, tessellation, model making and scene creating, while also working with scale and moving parts. Paper has never been more fun and more intriguing. Projects include: animal masks, ice creams, shadow puppets, tropical island, Ferris wheel, 3-D pig, car, lantern, geometric mobile, paper food, pop-up greetings card, paper theatre, giant pencil, and many more.*

*Teacher Toolkit*

*A Manual of Paper Mechanisms*

*A Novel*

*Rosie & Rex*

*Animal Crafts*

*Folding Paper Toys*

*Five common Elements bind all of creation together; Fire, Earth, Water, Air and Life. But the Aesir Element, wielded by the Creator's messengers, is the most beautiful and by far the deadliest. When the human crown-princess, Lrill Kettenring, suddenly manifests the Aesir Element it slowly corrupts her. Her eyes change color, limbs elongate, ears grow pointed and the power arcs out in crushing waves of blue flame to demolish everything around her. Feared, resented and mistaken for a hated Changeling, she flees to the Mage's Keep. There, with the help of a Telchine Scholar Mage, reluctant Changeling prince, kind-hearted Gnome, and a seductive Water Elf, she works to control her powers and find a way to reclaim her throne... but the very nature of her power makes her a ticking time bomb... and the only one who could cure her has been ordained her enemy by an ancient foe Lrill doesn't even know she has.*

*DIVDrawing is the backbone of art and design; with all of the tantalizing wonders of the digital world, the best designers, illustrators and artists know that itâ€™s good to step back occasionally and hit the refresh button on your hand and mind. Playing with Sketches is a hands-on, fun approach to exploring drawing principles. Beginning with an introduction to the philosophy of learning through the process of play, this book brings you through a series of basic warm-up exercises that can be combined with later projects. Then youâ€™ll move quickly on to more challenging and engaging exercises, including word games, dimensional shapes, and inventive sketchbooks and letterforms, eventually creating a â€œtoolkitâ€ of ideas and skills developed through the process of play. This book features creative, adaptable ideas, and numerous examples of designers and artists responses to each exercise, giving you a peek into their way of thinking and seeing. /divDIVWith over 25 contributors, from high-profile designers, illustrators and artists to talented graduate students, you see work that will walk you step-by-step through a process or inspire by example. The book provides meaningful outcomes for your practice, including building an image archive, being exposed to new ways to use media and tools, inspiring you to break the rules, to collaborate, and much more!/div*

*During the past few years, groups like the President's Council of Advisors on Science and Technology, Center for Education have been placing great emphasis on the significance of STEM (science, technology, engineering, and math) education. In brief, the US is seen as falling behind the rest of the world in science and technology education. In response, the curricula have been revised in many educational institutions and school districts across the country. It is clear that for STEM to be successful, other community organizations, most particularly libraries, need to be closely involved in the process. Library staff realize the importance of getting involved in STEM education, but many have difficulty finding comprehensive information that will help them plan and successfully implement STEM direction in their organization. This book is designed to meet that need. It is timely and relevant. How to STEM: Science, Technology, Engineering, and Math Education in Libraries is by and for libraries who are involved in contributing efforts into advancing these subjects. It is organized in 9 parts including funding, grant writing, community partnerships, outreach, research, and examples of specific programming activities. Authors are drawn from the professional staffs of educational institutions, libraries, and non-profit organizations such as science museums. The book contains eight parts, each emphasizing a different aspect of how to succeed with STEM. Part 1 emphasizes how hands-on activities that are both fun and educational can be used to further STEM awareness. Parts 2 and 3 contain chapters on the uniting of STEM with Information Literacy. Innovative collection development ideas are discussed in Part 4 and Part 5 focuses on research and publishing. Outreach is the theme of Part 6 and the programs described in these chapters offer an array of ways to connect with students of all ages. The final section of How to STEM: Science, Technology, Engineering, and Math Education in Libraries addresses the funding of these programs. Librarians of all types will be pleased to discover easy-to-implement suggestions for collaborative efforts, many rich and diverse programming ideas, strategies for improving reference services and library instruction to speakers of English as a second language, marketing and promotional tips designed to welcome multicultural patrons into the library,*

and much more.

Take a first look at the wonderful world of whales in this beautifully illustrated ebook for babies and toddlers. Part of DK's illustrated animal alphabet series, *W is for Whale* is the 23rd picture ebook instalment, a perfect first non-fiction ebook for young children. The friendly, read-aloud text and delightful illustrations will have young animal-lovers smiling in no time as they learn new words about whales that all begin with the letter "w". Have fun with your little one by pointing to the colourful illustrations that tell the story of these amazing animals. Learn where whales live, how big they are, and which wonderful member of the whale family has a unicorn-like white horn. Filled with simple, playful facts, *W is for Whale* provides lots to talk about and lots to look at for curious, animal loving babies and toddlers everywhere.

*The Self Evident Truths Project*

*Pop-up!*

*Busy Boats*

*Build Your Own Paper Robots*

*The Nativity Set*

*Drawing Ideas*

Originally published: Tokyo: Shubunsha, 2007.

Ross Morrison McGill, aka @TeacherToolkit believes that becoming a teacher is one of the best decisions you will ever make, but after more than two decades in the classroom, he knows that it is not an easy journey! Packed with countless anecdotes, from disastrous observations to marking in the broom cupboard, *TEACHER TOOLKIT* is a compendium of teaching strategies and advice, which aims to motivate, comfort, amuse and above all reduce the workload of a new teacher. The book includes humorous illustrations, photocopyable templates, a new-look 5 minute plan and QR codes to useful videos. This limited edition hardback version will be an invaluable addition to your school CPD library or a long-lasting bible to keep with you throughout your teaching career. As anyone who has followed him on Twitter knows, Ross is not afraid to share the highs and lows of his own successes and failures. He strives to share great teaching practice, to save you time and to ensure you are the best teacher you can be, whatever the new policy or framework. His eagerly-awaited new book continues in this vein and is a must-read for all new teachers. Vitruvian teaching will help you survive your first five years: Year 1: Be resilient (surviving your NQT year) Year 2: Be intelligent (refining your teaching) Year 3: Be innovative (take risks) Year 4: Be collaborative (share and work with others now your classroom practice is secure) Year 5: Be aspirational (moving towards middle leadership) Start working towards Vitruvian today.

Emmy Award-winning creator of the Nick Jr. preschool television series *Wow! Wow! Wubbzy!* Bob Boyle brings to life a vibrant, playful friendship story about robots, featuring Rosie and Rex. Young readers will delight in this exciting, humorous picture book in which robots meet all the fun of tea parties.

This easy to follow introduction to the art of paper-folding will teach you how to make classic origami models and brand new crafts. Each fun project is illustrated with clear, step-by-step photographs. Inside you will learn how to make lots of different paper toys, from "talking" animal puppets to fun fortune tellers.

Four Working Models to Cut Out and Glue Together

A Beginner's Guide to Leveling Up Your Money

Changeling Eyes

Manga Origami

A Classic Approach

Helping You Survive Your First Five Years