

Paper Roller Coaster Project Templates

Harriet accepts her friend George's challenge to ride the frightening roller coaster and finds out that she is the brave one.

FT BUSINESS BOOK OF THE MONTH 'A comprehensive, concise, and practical guide that will enable anyone, in any situation, to develop their strategic thinking' Tiffani Bova, Chief Growth Evangelist, Salesforce, WSJ bestselling author, Growth IQ 'A must read for everyone who ever deals with complex important challenges. There are many take-away gems here that will help you push through the knotty centre of hard-to-resolve problems. Highly recommended!', Richard Rumelt, author of Good Strategy, Bad Strategy Being strategic is a critical skill. It enables you to solve problems on a day-to-day basis while also keeping an eye on the long term, anticipating opportunities and mitigating threats along the way. Fred Pelard has been teaching strategic thinking to executives at all levels at leading companies around the world for almost 20 years. How to Be Strategic is his accessible and thorough guide to strategic thinking in any situation. It contains 12 smartly illustrated, workable methodologies from leading experts like Eric Ries, Chan Kim, and Barbara Minto, and will help you find your own path to the right solution every time. 'A wonderful and inspirational look into wide-ranging frameworks and theories to spark new thinking and strategy' Tom Goodwin, author of Digital Darwinism and Head of Futures and Insight at Publicis Groupe 'Practical and comprehensive' Roeland Assenberg, Director, Strategy and Banking, Monitor Deloitte Netherlands

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion, the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.

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.

Popular Science

Roller Coaster Marble Run

Beginning Software Engineering

How to Solve Big Problems and Test New Ideas in Just Five Days

This Book Is a Planetarium

How to Make Mechanical Paper Models That Move

A Toolbox For Revolution (Pocket Edition)

How to Code a Rollercoaster Viking Books for Young Readers

Banksy, the Yes Men, Gandhi, Starhawk: the accumulated wisdom of decades of creative protest is now in the hands of the next generation of change-makers, thanks to Beautiful Trouble. Sophisticated enough for veteran activists, accessible enough for newbies, this compact pocket edition of the bestselling Beautiful Trouble is a book that 's both handy and inexpensive. Showcasing the synergies between artistic imagination and shrewd political strategy, this generously illustrated volume can easily be slipped into your pocket as you head out to the streets. This is for everyone who longs for a more beautiful, more just, more livable world – and wants to know how to get there. Includes a new introduction by the editors. Contributors include: Celia Alario • Andy Bichlbaum • Nadine Bloch • L. M. Bogad • Mike Bonnano • Andrew Boyd • Kevin Buckland • Doyle Canning • Samantha Corbin • Stephen Duncombe • Simon Enoch • Janice Fine • Lisa Fithian • Arun Gupta • Sarah Jaffe • John Jordan • Stephen Lerner • Zack Malitz • Nancy L. Mancias • Dave Oswald Mitchell • Tracey Mitchell • Mark Read • Patrick Reinsborough • Joshua Kahn Russell • Nathan Schneider • John Sellers • Matthew Skomarovsky • Jonathan Matthew Smucker • Starhawk • Eric Stoner • Harsha Walia

This book focuses on the emotional complexity of language teaching and how the diverse emotions that teachers experience while teaching are shaped and function. The book is based on the premise that teaching is not just about the transmission of academic knowledge but also about inspiring students, building rapport with them, creating relationships based on empathy and trust, being patient and most importantly controlling one 's own emotions and being able to influence students ' emotions in a positive way. The book covers a range of emotion-related topics on both positive and negative emotions which are relevant to language teaching including emotional labour, burnout, emotion regulation, resilience, emotional intelligence and wellbeing among others. These topics are studied within a wide range of contexts such as teacher education programmes, tertiary education, CLIL and action research settings, and primary and secondary schools across different countries. The book will appeal to any student, researcher, teacher or policymaker who is interested in research on the psychological aspects of foreign language teaching.

Oil, Gas, and Mining: A Sourcebook for Understanding the Extractive Industries provides developing countries with a technical understanding and practical options around oil, gas, and mining sector development issues. A central premise of the Sourcebook is that good technical knowledge can better inform political, economic, and social choices with respect to sector development and the related risks and opportunities. The guidance provided by the Sourcebook assumes a broad set of overarching principles, all centered on good governance and directed at achieving positive and broadly based sustainable development outcomes. This Sourcebook is rich in presenting options to challenges, on the understanding that contexts and needs vary, and that there is much to be gained from appreciating the lessons learned from a broad set of experiences.

Designing for Kids

BIM Handbook

How to Code a Rollercoaster

Cool, Inventive Projects for Tinkerers, Makers & Future Scientists

Paper Engineering and Pop-ups For Dummies

Ancient Science

The Read-Aloud Family

Twelve people set aside their fears and ride a roller coaster, including one who has never done so before.

Designers, especially design students, rarely have access to children or their worlds when creating products, images, experiences and environments for them. Therefore, fine distinctions between age transitions and the day-to-day experiences of children are often overlooked. Designing for Kids brings together all a designer needs to know about developmental stages, play patterns, age transitions, playtesting, safety standards, materials and the daily lives of kids, providing a primer on the differences in designing for kids versus designing for adults. Research and interviews with designers, social scientists and industry experts are included, highlighting theories and terms used in the fields of design,

developmental psychology, sociology, cultural anthropology and education. This textbook includes more than 150 color images, helpful discussion questions and clearly formatted chapters, making it relevant to a wide range of readers. It is a useful tool for students in industrial design, interaction design, environmental design and graphic design with children as the main audience for their creations.

"Pearl and her trusty rust-proof robot, Pascal, are enjoying a day out at the amusement park and learning more about coding"--

Perfect for Paper Lovers: A Traditional Technique with a Modern Twist! Originating in Germany and refined in nineteenth-century Denmark and Norway, the charming, time-honored craft of paper weaving has been transformed by virtuoso paper crafters Anna and Lene Schepper into a modern art form with an amazing array of creative possibilities. In *The Art of Paper Weaving*, Anna and Lene, creators of the blog PaperMatrix.dk, show how to get started with essential tools and techniques, then present instructions for 46 beautiful, colorful two- and three-dimensional projects from cones to stars to spheres, boxes, and beyond, in six gorgeous, inspiring themes: Love and Friendship, Celebrations, Magic Circus, Tivoli Gardens, Exotic Palace, and Advanced Designs. In addition to full-size templates for each project, which are also available for download online, you'll find practice paper to make a rocket ship! *The Art of Paper Weaving* gives paper crafters of all skill levels the techniques they need to master the craft, incredible projects, and the inspiration they need to create something truly unique.

Stem Lessons and Challenges, Grade 2

New York Magazine

Beautiful Trouble

Curious George Roller Coaster

Build Your Own Theme Park

Karakuri

Information Skills Toolkit

This book provides an ethnographic contribution to research on children's consumption, family life and happiness. Various and shifting notions of happiness are explored, as well as conditions for and challenges to happiness, through an analysis of video-recorded interviews and mobile ethnography conducted in two of the most popular theme parks in Sweden. Initially, the study outlines how previous research has conceptualized happiness in association with time and place in a rather static way. Based on a treatise of notions of happiness in philosophy and the social sciences, there is a turn in this thesis towards practice. It generates fundamental knowledge about the complexity of happiness. By employing this approach, it is possible to highlight how happiness is enacted as part of and in relation to ideals of family life, time, childhood, money, consumption, experiences and material things. As we explore the practices of children and their families, we discover that shifting meanings of happiness are located in contemporary culture, where emotions and consumption are of central importance. The approach is interdisciplinary, and draws on theoretical and methodological contributions in sociology, anthropology and Science and Technology Studies (STS). Notions of meshwork and enactment become important for the exploration of happiness as a complex and changing matter, which productively involves social relations and material things. Throughout the thesis there is a dialogue with previous research on happiness, consumption and childhood which highlights the importance of exploring messy practices, in movement. It is argued that explorations of practice contribute to a critical understanding of how happiness and contemporary ideals of childhood can be approached – through consumption and as part of citizenship in a consumer society where happiness is of central importance. Abstract [sv] Denna avhandling utgör ett etnografiskt bidrag till forskning om barns konsumtion, familjeliv och lycka. Genom en analys av videoinspelade intervjuer samt familjebesök till två av Sveriges mest välbesökta temaparker utforskas skiftande betydelser av lycka, liksom dess förutsättningar och utmaningar. Tidigare temaparks-forskning har generellt tagit lyckans existens för given. Utifrån en inledande diskussion om bland annat olika filosofiska och samhällsvetenskapliga lycketeorier argumenterar avhandlingen för att studier av praktik tillför ny och grundläggande kunskap om lyckans komplexa sammansättningar. Avhandlingen visar därigenom att lycka iscensätts som en del av – och i förhållande till – ideal om familjeliv, tid, barndom, pengar, konsumtion, upplevelser och materiella ting. Genom att fokusera på barn och deras familjers praktiker lokaliserar lyckans skiftande betydelser i en samtidskultur där emotioner och konsumtion är centrala. Avhandlingens ansats är tvärvetenskaplig och hämtar teoretisk och metodologisk inspiration från sociologi, antropologi samt teknik- och vetenskapsstudier (STS). Genom denna ansats synliggörs sammanflätningar av sociala relationer och materiella ting som produktiva i iscensättandet av lycka. Genom en dialog mellan empiriska beskrivningar och forskning om lycka, konsumtion och barndom belyser avhandlingen nödvändigheten av att synliggöra och utforska röriga och rörliga praktiker. Det bidrar till en kritisk förståelse av praktik som kan förändra hur vi närmar oss lycka och samtida barndomsideal – som konsumenter och medborgare i ett lyckosträvande konsumtionssamhälle.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

'The Reserve Bank of India would like to assure the General public that Indian Banking system is safe and stable.' – RBI Statement, 1 October 2019

Why did India's central Bank have to issue an unprecedented statement to that effect? In Pandemonium: The Great Indian Banking Tragedy, bestselling author Tamal Bandyopadhyay takes you in search for the answer. It is a definitive insider story on the rot in India's banking system – how many promoters easily swapped equity with debt as bank managements looked the other way to protect their balance sheets, until the RBI began waging a war against ballooning bad loans. The same troubles quickly spilled over to India's mushrooming non-banking financial companies, which were quick to spot the post-demonetisation easy liquidity and banks' reluctance to lend, prompting them to make the cardinal sin of borrowing short to lend long. What really ails public sector banks, the backbone of India's financial system? Is it the government ownership itself, or how this owner actually behaves? And just when many were rooting for privatisation as a way out, powerful bankers such as Chanda Kochhar and Rana Kapoor exposed the soft underbelly of seemingly more efficient and profitable private banks of India. A timely and insider look at dramatic forces reshaping banking in Asia's third-largest economy, this book is a bird's-eye view of Indian banking and also a fly-on-wall documentary. A must-read to understand contemporary India's challenges and economic potential.

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged.

Crepe Paper Flowers

Letter from the Birmingham Jail

Pandemonium: The Great Indian Banking Tragedy

40 Time-Traveling, World-Exploring, History-Making Activities for Kids

Collaborative Integrated Instruction for the Middle Grades

Stunning Stitches for Crazy Quilts

Fireflies!

Develop your second grade students creative problem-solving skills with STEM Lessons and Challenges. Students apply science, technology, engineering, and math concepts to solve real-world problems.

What really sets the best managers above the rest? It's their power to build a cadre of employees who have great inner work lives—consistently positive emotions; strong motivation; and favorable perceptions of the organization, their work, and their colleagues. The worst managers undermine inner work life, often unwittingly. As Teresa Amabile and Steven Kramer explain in *The Progress Principle*, seemingly mundane workday events can make or break employees' inner work lives. But it's forward momentum in meaningful work—progress—that creates the best inner work lives. Through rigorous analysis of nearly 12,000 diary entries provided by 238 employees in 7 companies, the authors explain how managers can foster progress and enhance inner work life every day. The book shows how to remove obstacles to progress, including meaningless tasks and toxic relationships. It also explains how to activate two forces that enable progress: (1) catalysts—events that directly facilitate project work, such as clear goals and autonomy—and (2) nourishers—interpersonal events that uplift workers, including encouragement and demonstrations of respect and collegiality. Brimming with honest examples from the companies studied, *The Progress Principle* equips aspiring and seasoned leaders alike with the insights they need to maximize their people's performance.

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

Never has humble paper had such radical ambitions. Defying every expectation of what a book can be, this pop-up extravaganza transforms into six fully functional tools: a real working planetarium projecting the constellations, a musical instrument complete with strings for strumming, a geometric drawing generator, an infinite calendar, a message decoder, and even a speaker that amplifies sound. Artist Kelli Anderson contributes enlightening text alongside each pop-up, explaining the scientific principles at play in her constructions and creating an interactive experience that's as educational as it is extraordinary. Inspiring awe that lasts long after the initial pop, *This Book Is a Planetarium* leaves readers of all ages with a renewed appreciation for the way things work—and for the enduring magic of books.

PM Net Work

46 Colorful, Dimensional Projects--Includes Full-Size Templates Inside & Online Plus Practice Paper for One Project

How to be Strategic

The Quilter's Paper-Piecing Workbook

A Paper Cut-Out Book

Oil, Gas, and Mining

The Beginner's Guide to Making and Arranging Beautiful Blooms

Dig into the science of ancient times and unearth amazing discoveries! * Have you ever wondered where paper comes from, who made the first known maps, or how the ancient Egyptians were able to build the pyramids? * Would you like to make your own sundial, discover how to detect earthquakes, or learn to write in hieroglyphics? * Are you looking for great ideas for your next science fair project? If you answered "Yes" to any of these questions, then *Ancient Science* is for you! From Greek lighthouses and Roman bridges to Chinese kites and Mesopotamian soap, you'll investigate some of the greatest scientific discoveries and the people who introduced them to the world. Dozens of fun-packed activities help you see for yourself how the earliest humans cultivated plants, why instruments make different sounds, how fireworks get their explosive power, and much more. All of the projects are safe and easy to do, and all you need is everyday stuff from around the house. So step back in time and take an amazing journey with *Ancient Science*!

With 30 projects and an introduction to both crafting paper flowers and working with crepe paper, this book is full of inspiration and expert advice for beginners. If you have a Cricut Maker, you can download the templates to your machine so you can enjoy your own homemade bouquets in no time. Crepe paper is the best material for creating paper flowers, especially for beginners. It's forgiving and malleable--easy to cut, bend, curl, and shape into peony petals, daffodil trumpets, chrysanthemum blooms, and more. And if you have a Cricut Maker, you can easily cut out the shapes from templates you download for free on Lia Griffith's website using a code. Then, follow instructions for crafting the flowers to arrange and display in vases and pots and as bouquets and wreaths.

A complete introduction to building robust and reliable software *Beginning Software Engineering* demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

In "Letter from Birmingham Jail," Martin Luther King Jr. explains why blacks can no longer be victims of inequality.

480 Embroidered Seam Designs, 36 Stitch-Template Designs for Perfect Placement

Making and Tinkering with STEM

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration

Paper Piece with Confidence to Create 18 Gorgeous Quilted Projects

Family theme parks, happiness and children's consumption: From roller-coasters to Pippi Longstocking

The Progress Principle

Get the fun going for makers of all ages with *Build Your Own Theme Park* with just scissors, glue, and your imagination! The first in a "Build Your Own" series of dynamic, interactive 3D activity books that combine engineering and creativity in an accessible way. Kids and adults alike will love the creativity and 3D thinking that comes with this paper cut-out theme park. Based on Lizz Lunney's characters and illustrations, build your theme park from the ticket booth to vending machines, arcade games, food stand, a carousel, a water ride with frogs,

and mountain roller coaster. Invent your own ride additions for the park, make it your own, and share it online with #BuildYourOwn.

Find endless inspiration for stitching your crazy quilts in this treasure trove of seam designs and templates by the creator of Shawl Designs. You don't have to be a master embroiderer to create beautiful crazy-quilt seams! With 480 seam designs to inspire your creativity, Stunning Stitches for Crazy Quilts will also teach you the simple techniques that give your stitches a professional appearance. Line everything up perfectly with full-size stitch templates and dozens of step-by-step illustrations. Then dress up embroidered seams with sparkly beads, buttons, sequins, and silk ribbon embellishments for endless creative combinations! This eBook edition includes links to printable full-size templates.

Have you always wanted to learn more about how roller coasters work? I'm not talking about the basic "roller coasters use gravity!" descriptions you're used to. I'm talking about learning in-depth about the nitty gritty engineering details, like: How do roller coaster engineers know what size motor is needed to pull the train to the top of the lift hill and how much will it cost to operate it? What material are the wheels made out of and how does it affect the performance of the ride? What is the difference between LIM and LSM propulsion? How does the control system on a racing or dueling coaster time up the near collision moments perfectly every single time? All of these questions and more are answered in the latest edition of Coasters 101: An Engineer's Guide to Roller Coaster Design. "I thought it was great. It was a good first look at roller coaster design. It also gave great information and details about roller coasters in general." - Adrina from Goodreads "Thanks for writing a very good book. I could not put it down. Lot's of great information. I am a technology and engineering teacher and the information I found here is very helpful in trying to get students more excited about engineering." -Amazon reviewer

Build your very own ROLLER COASTER MARBLE RUN completely from this book! Press out the pieces, assemble your roller coaster and watch as your structure grows. Then race marbles from two starting points and see which marble comes out first! With extra information about the science behind your build, this book will keep master builders entertained for hours.

The Art of Paper Weaving

English Paper Piecing beyond the Hexagon for Quilts & Small Projects

Solving Design Challenges with Young Children

The Emotional Rollercoaster of Language Teaching

And Other Extraordinary Pop-Up Contraptions

Coasters 101

All Points Patchwork

A gentle story and warm pictures capture the joyous freedom of a summer night.

Detailed lesson plans implementing information power skills standards include curriculum connections, background materials, activities, teaching tips, assessments, adaptations, and extensions.

Learn foundation paper-piecing one block at a time! Come join author and educator Elizabeth Dackson of DontCallMeBetsy.com in her quilt studio! Here she'll share all you need to know to grow your foundation paper-piecing skills in this must-have, comprehensive guide that takes you through this classic technique from start to finish. Through more than 20 unique paper-pieced blocks that are used in 18 unique quilted projects, you'll gain confidence and skill. Start with the basics that show you step-by-step how to foundation paper-piece your first blocks with projects that allow you to put your new skills to work. When you're ready for a paper-piecing challenge, get more adventurous with blocks that encourage you to take risks with foundation paper-piecing--with impressive results! Elizabeth has taught thousands of quilters the joy of foundation paper-piecing, now it's your turn. Discovering the possibilities that foundation paper-piecing has to offer has never been easier!

Curious George wants to ride a roller coaster at Zany Island, but the sign says that he is not tall enough so he does different things in order to grow.

The Complete Guide to Chain

An Engineer's Guide to Roller Coaster Design

Cardboard Box Engineering

A Sourcebook for Understanding the Extractive Industries

Making Meaningful and Lasting Connections with Your Kids

Using Small Wins to Ignite Joy, Engagement, and Creativity at Work

Harriet and the Roller Coaster

Yellow Bird has a button. It does . . . nothing! It is a good for nothing button. Red Bird and Blue Bird are excited to try the button. But when they press it, they discover that the button makes them happy. Happy is something! A flabbergasted Yellow Bird insists the button does nothing. But it sure does seem to be making him mad. Mad is something! The hilarious debate that follows takes readers on an emotional roller coaster that pokes at the power of imaginative play.

Originally published: Tokyo: Shubunsha, 2007.

The key to perfect patchwork is getting all of the points to match up – which is no easy feat! Set yourself up for success with the rediscovered technique of English paper piecing. Using paper templates to guide your pattern, you can expertly fit your quilting shapes together before you even start sewing. All Points Patchwork takes you far beyond traditional hexagons and accommodates triangles, diamonds, octagons, and even curved shapes. Simple instructions for decorating clothing, bedding, and home decor open up astounding possibilities for quilters of all levels.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Elephant & Piggie Like Reading! The Good for Nothing Button

Creating for Playing, Learning, and Growing

Roller Coaster

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

Sprint

Explore STEM concepts through making and tinkering!

Discover practical strategies to make reading aloud a meaningful family ritual. The stories we read--and the conversations we have about them--help shape family traditions, create lifelong memories, and become part of our legacy. Reading aloud not only has the power to change a family--it has the power to change the world. But we all know that connecting deeply with our families can be difficult in our busy, technology-driven society. Reading aloud is one of the best ways to be fully present with our children, even after they can read themselves, but it isn't always easy to do. Discover how to: Prepare your kids for academic success through reading to them Develop empathy and compassion in your kids through books Find time to read aloud in the midst of school, sports, and dinner dishes Choose books across a variety of sibling interests and ages Make reading aloud the best part of your family's day The Read-Aloud Family also offers age-appropriate book lists from infancy through adolescence. From a toddler's wonder to a teenager's resistance, you will find the inspiration you need to start a read-aloud movement in your own home.

Cardboard is everywhere! For creative kids aged 9 to 14, it ' s the perfect eco-friendly building material, and Cardboard Box Engineering is the perfect guide to get them started on inventive tinkering. A working kaleidoscope, a marble roller coaster, a robotic hand, and a wind-powered tractor with cardboard gears are just some of the ingenious projects developed by Jonathan Adolph, author of the best-selling Mason Jar Science. Working with simple household tools, kids can follow the step-by-step photographic instructions to exercise their design smarts, expand their 3-D thinking, and learn the basics of physics and engineering with activities that have real-life applications.