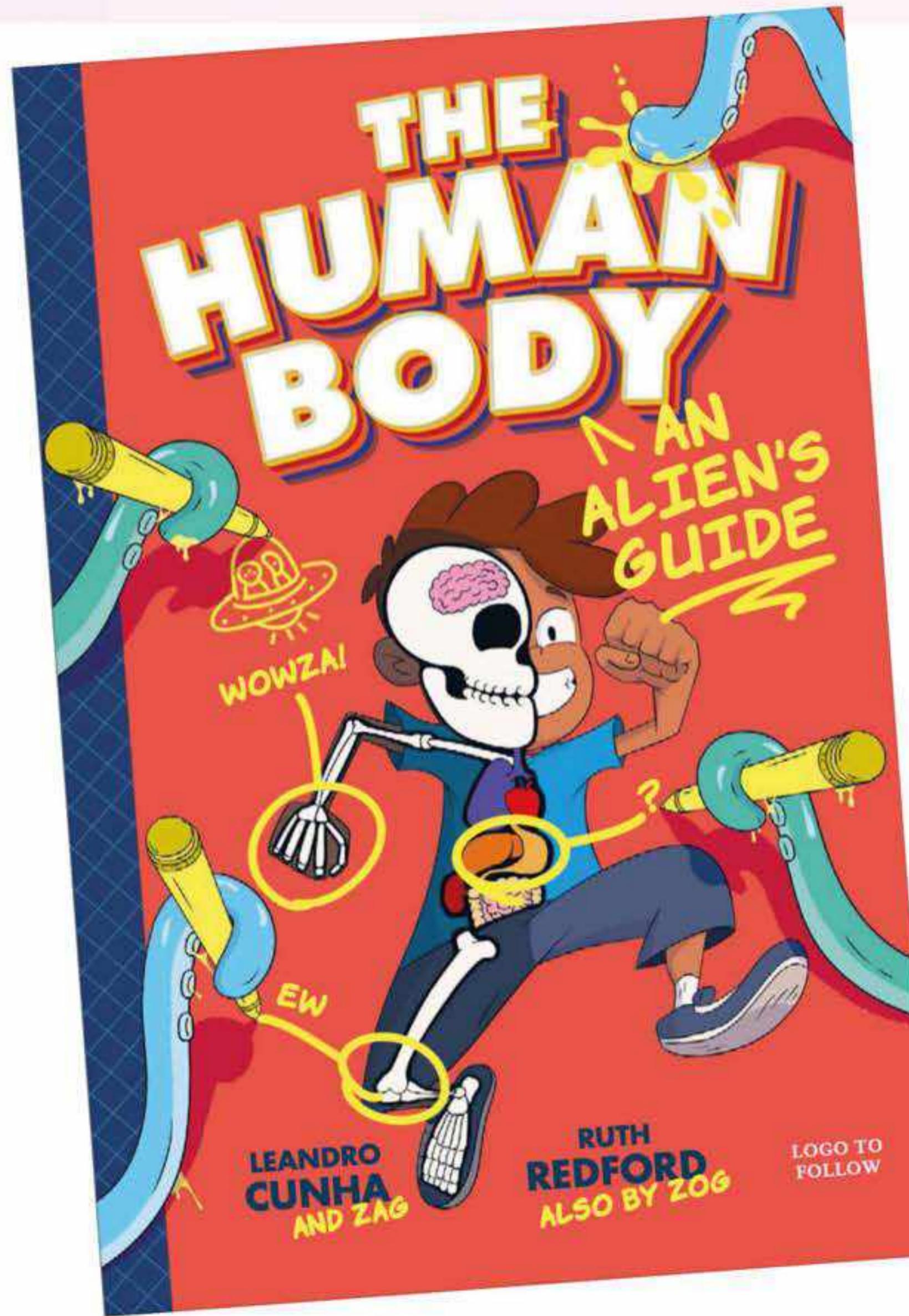




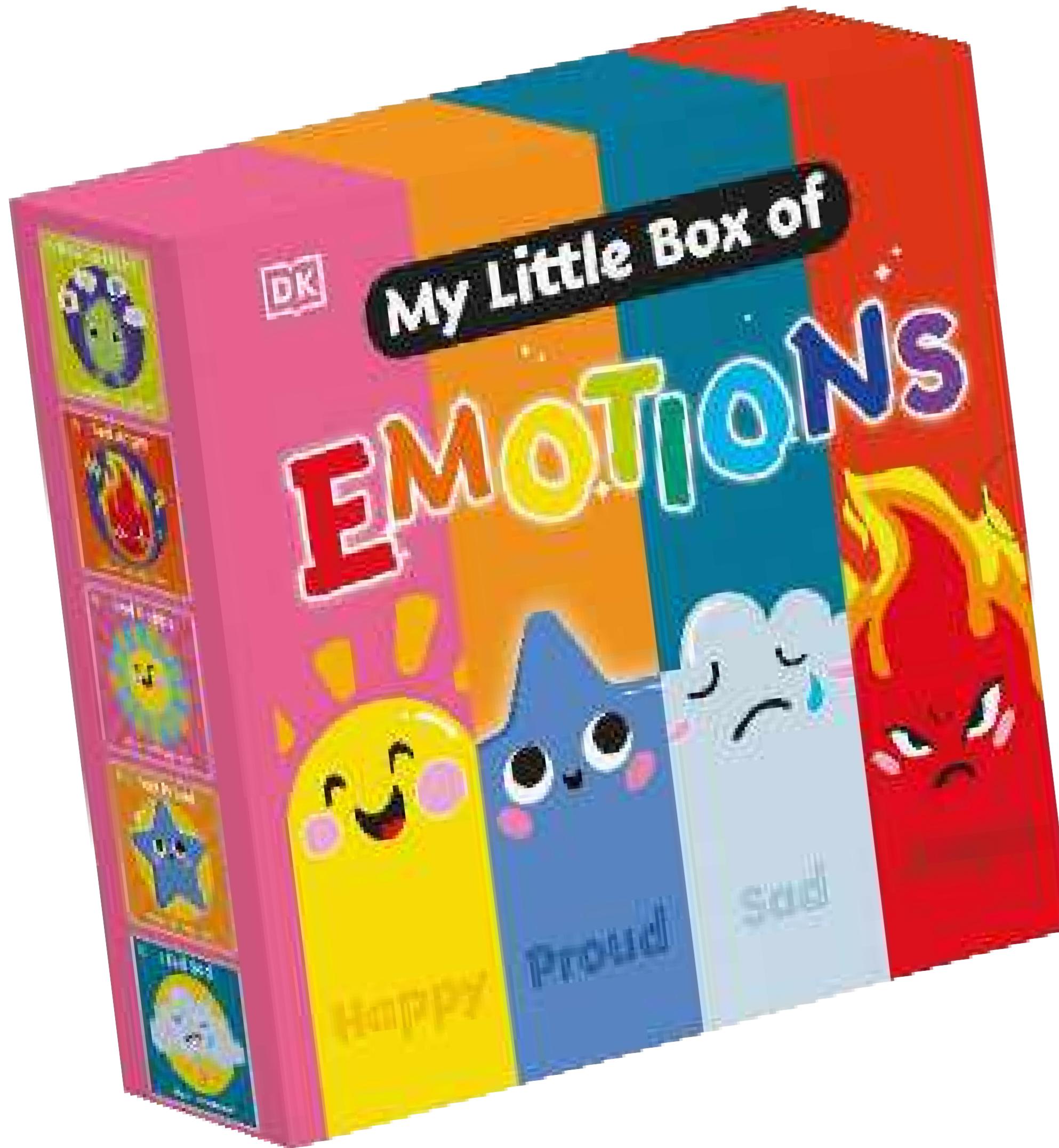
Creating books for  
the world's leading  
publishers and brands...



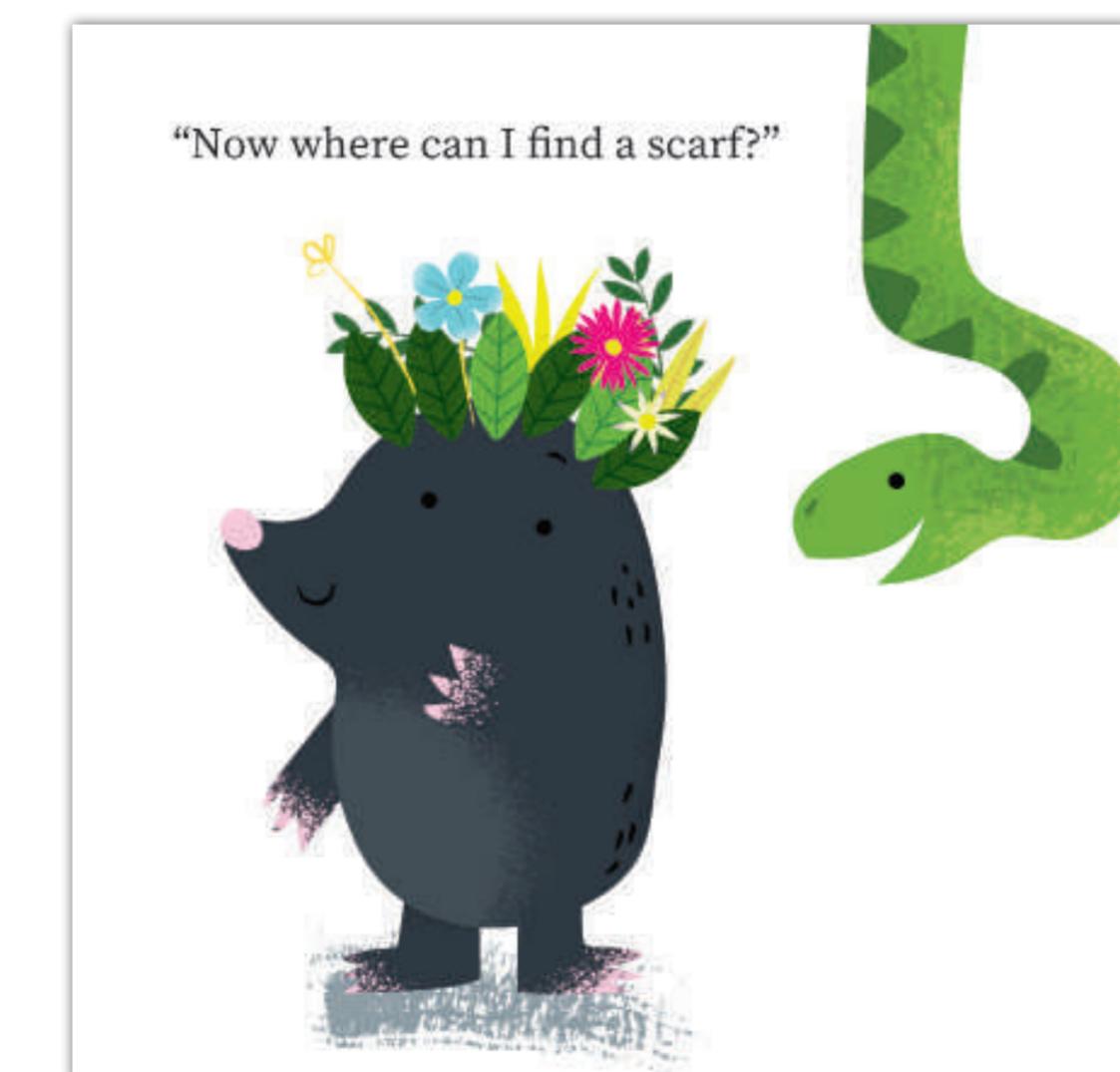
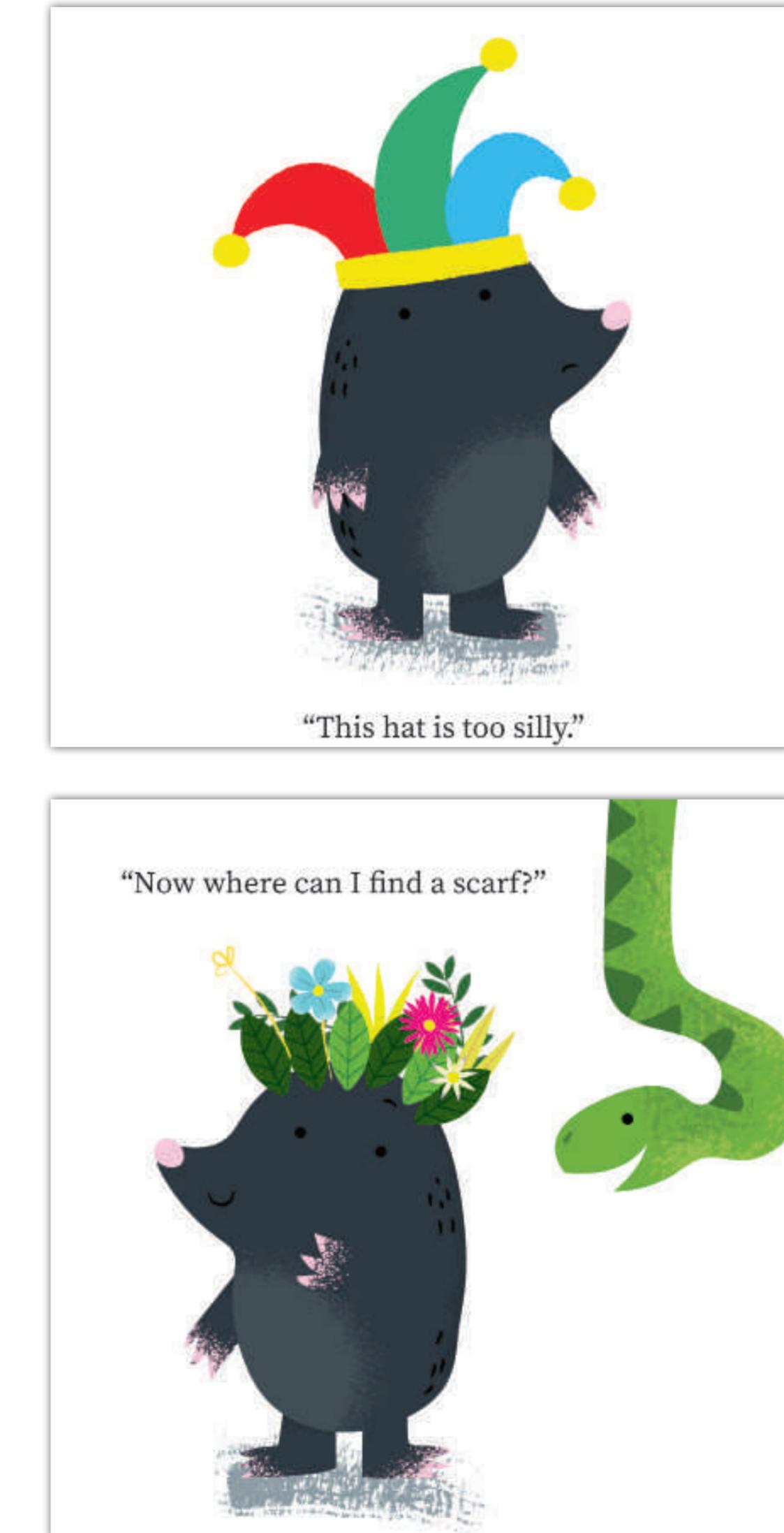
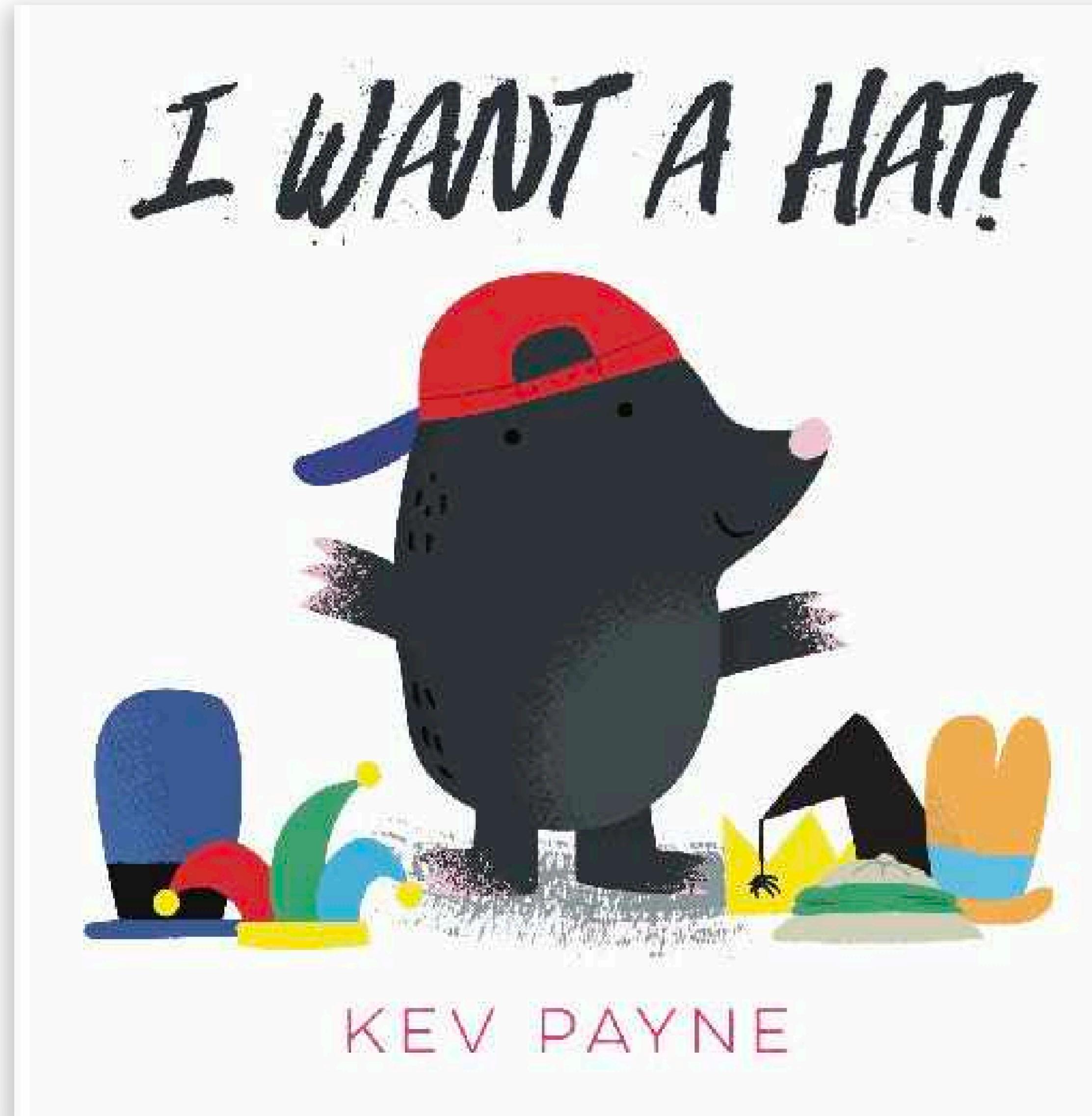
# Collaborating works - STEM project highlights



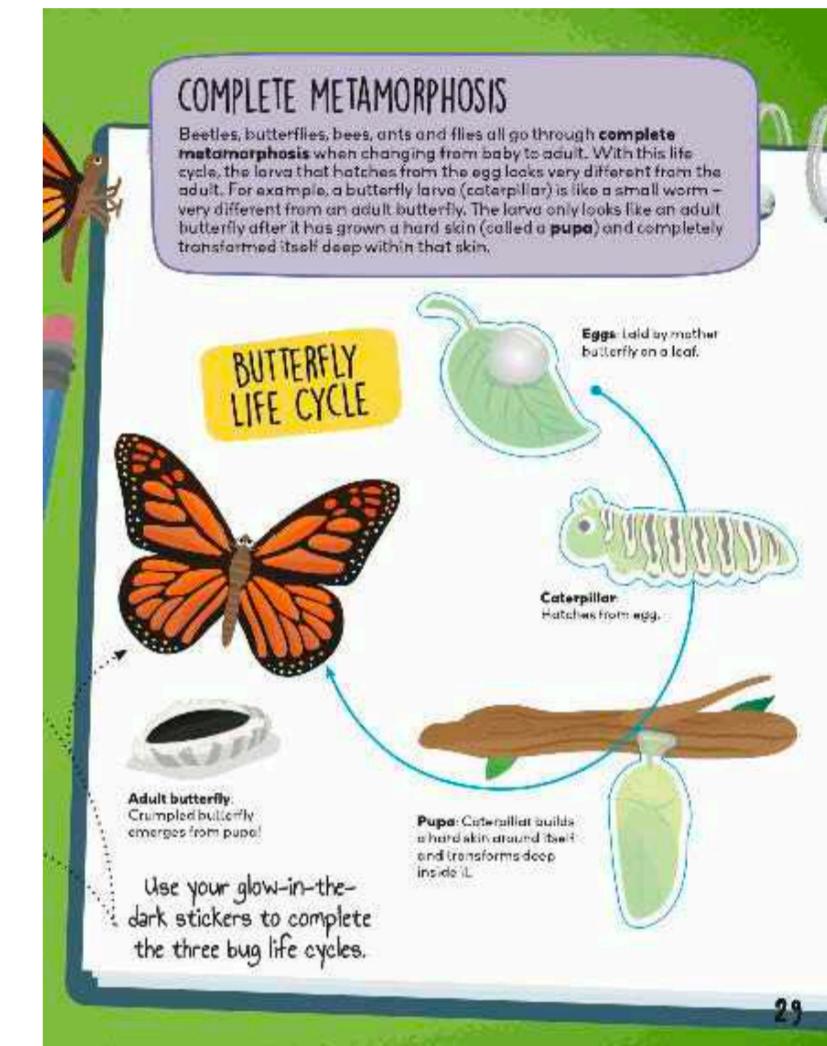
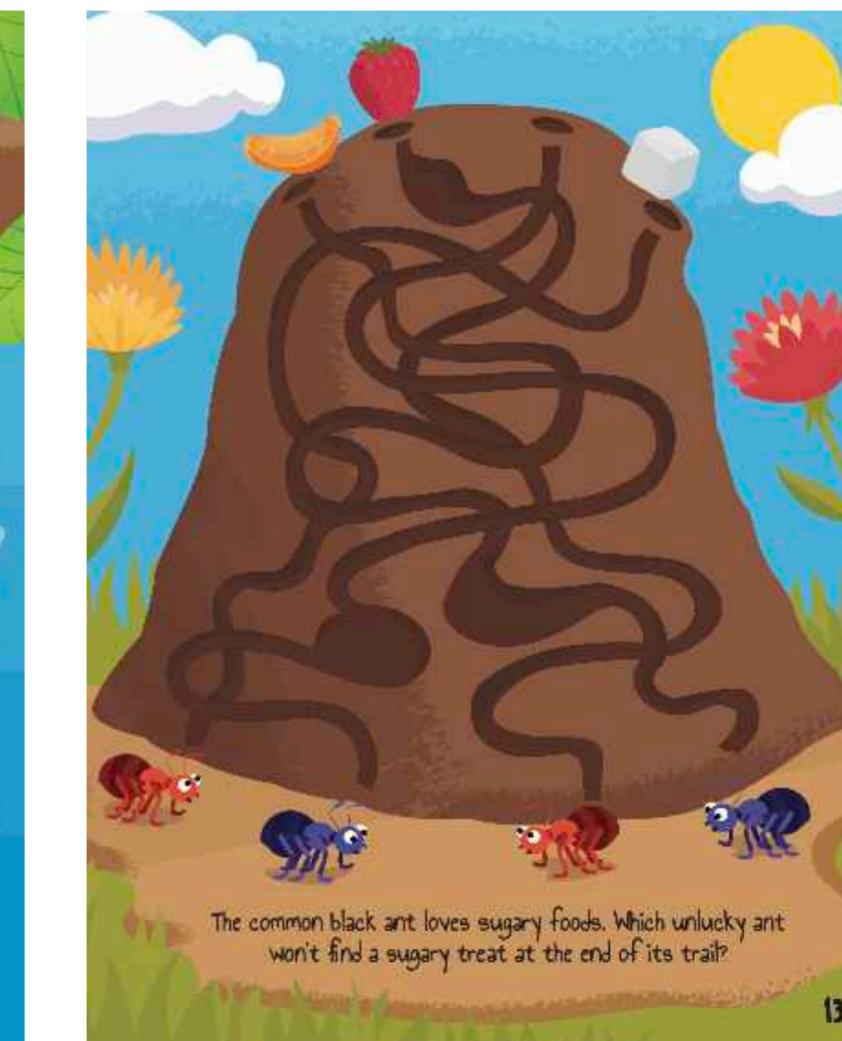
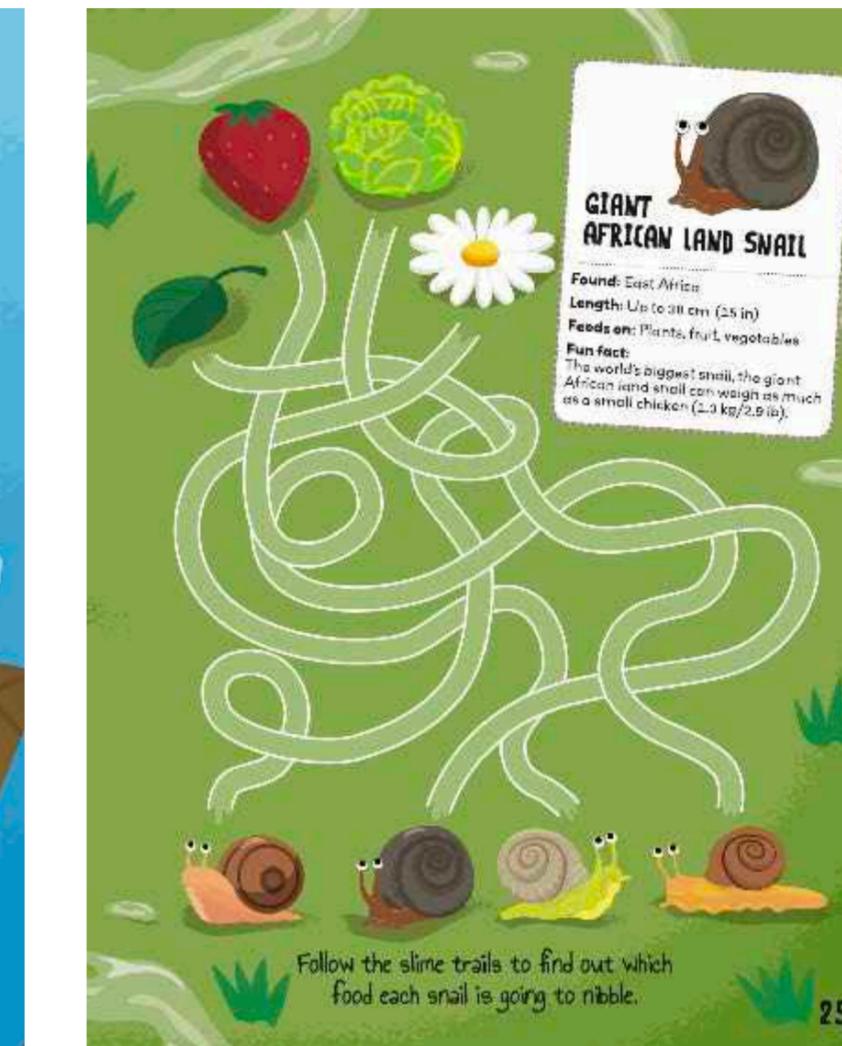
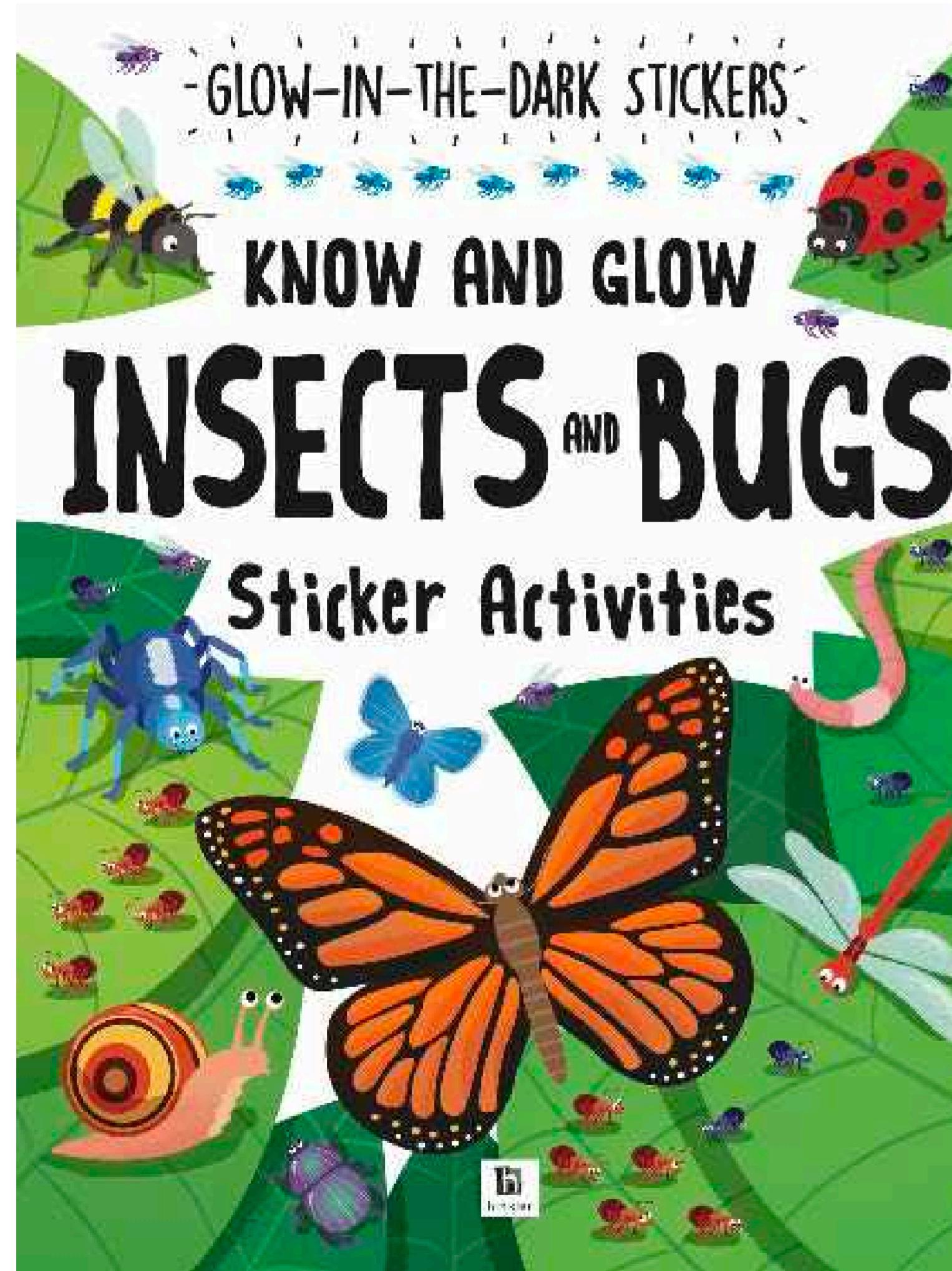
# Project Highlights



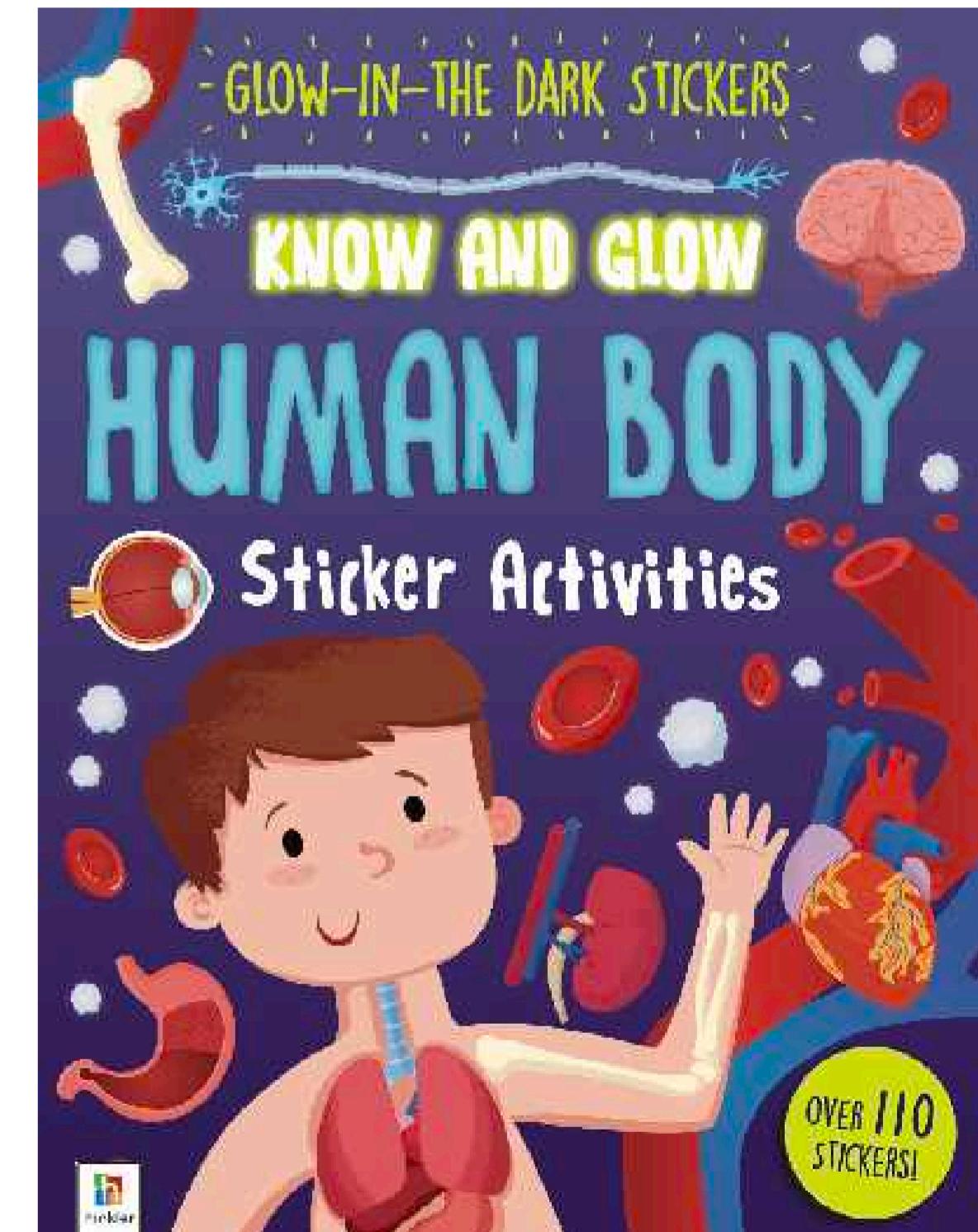
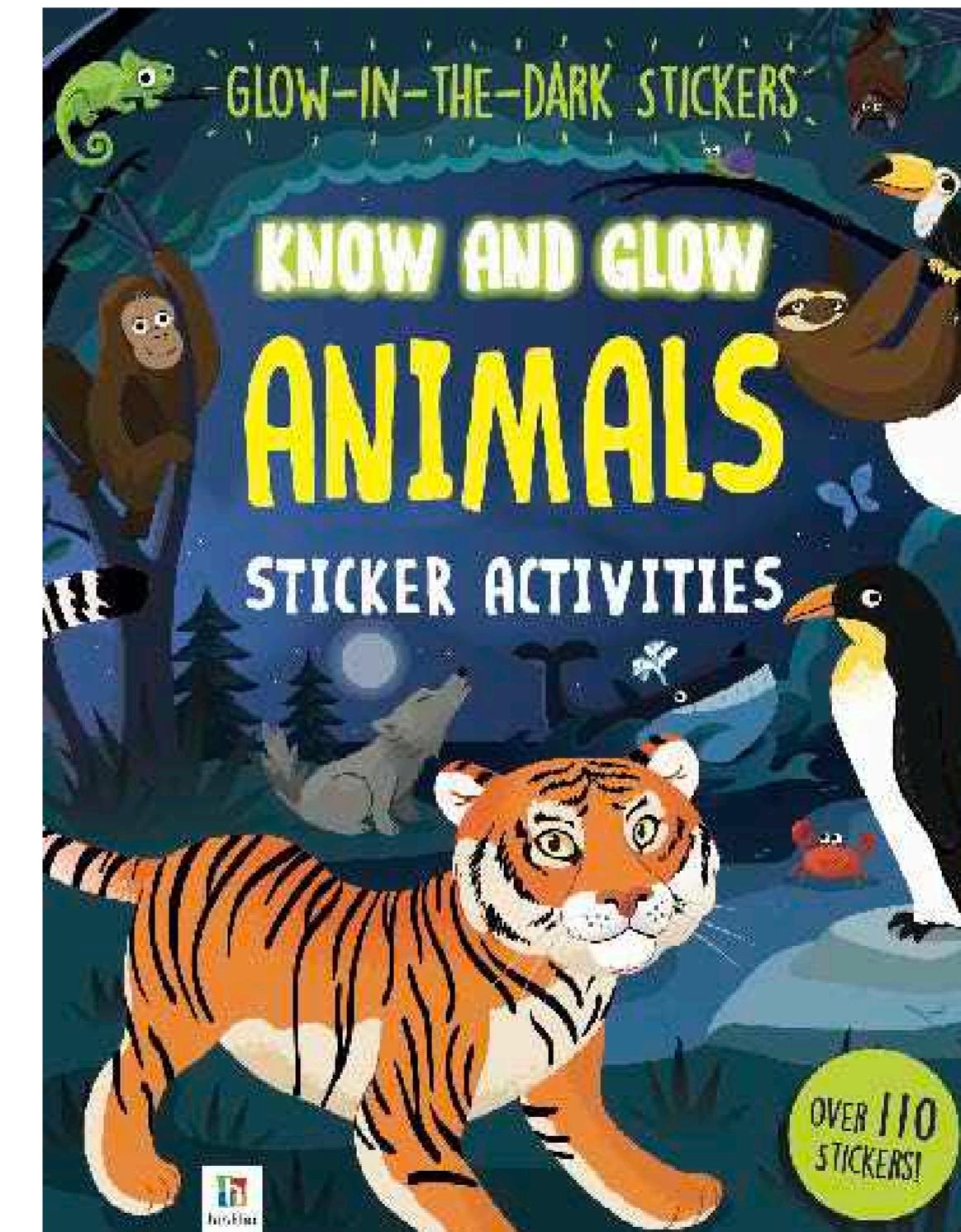
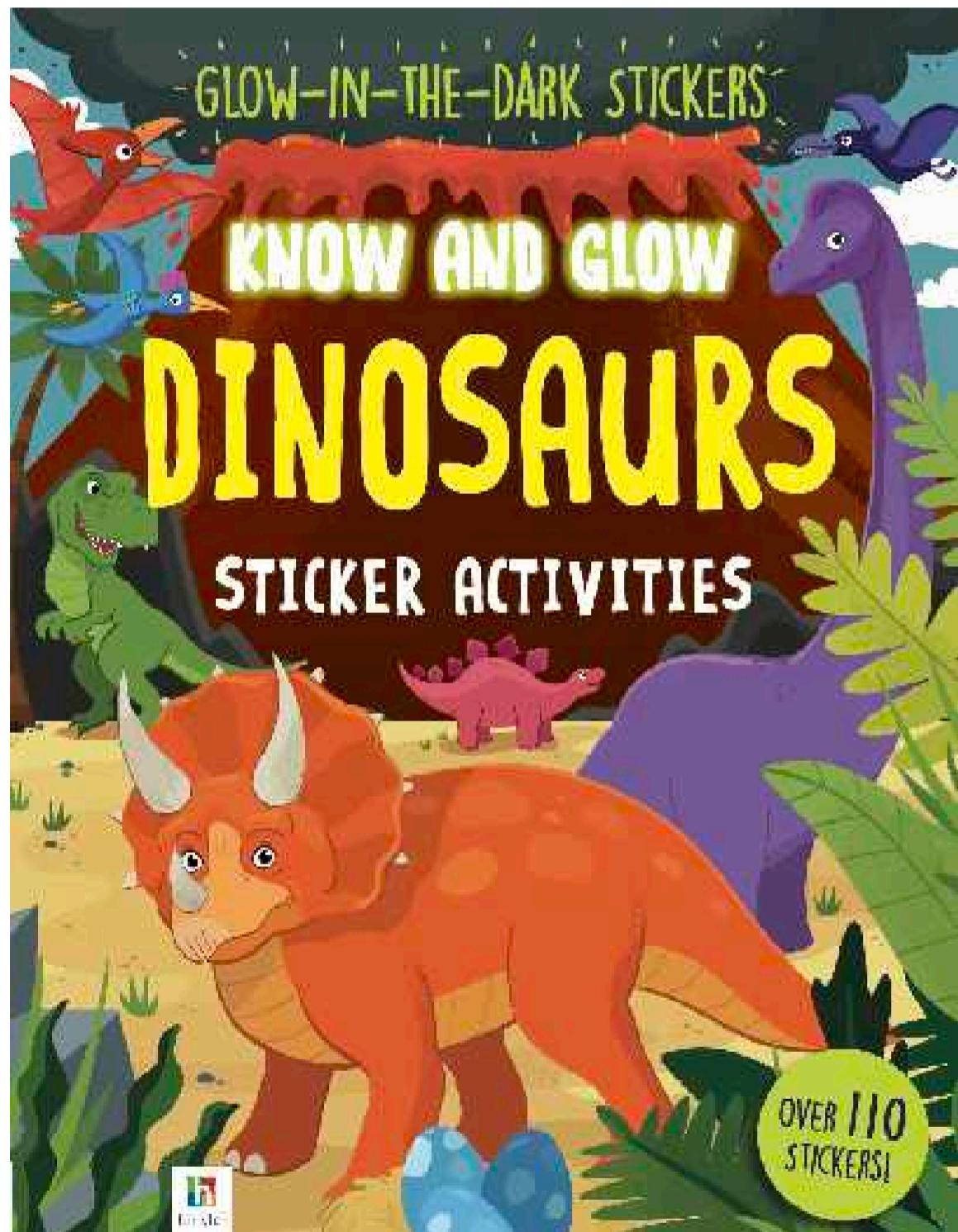
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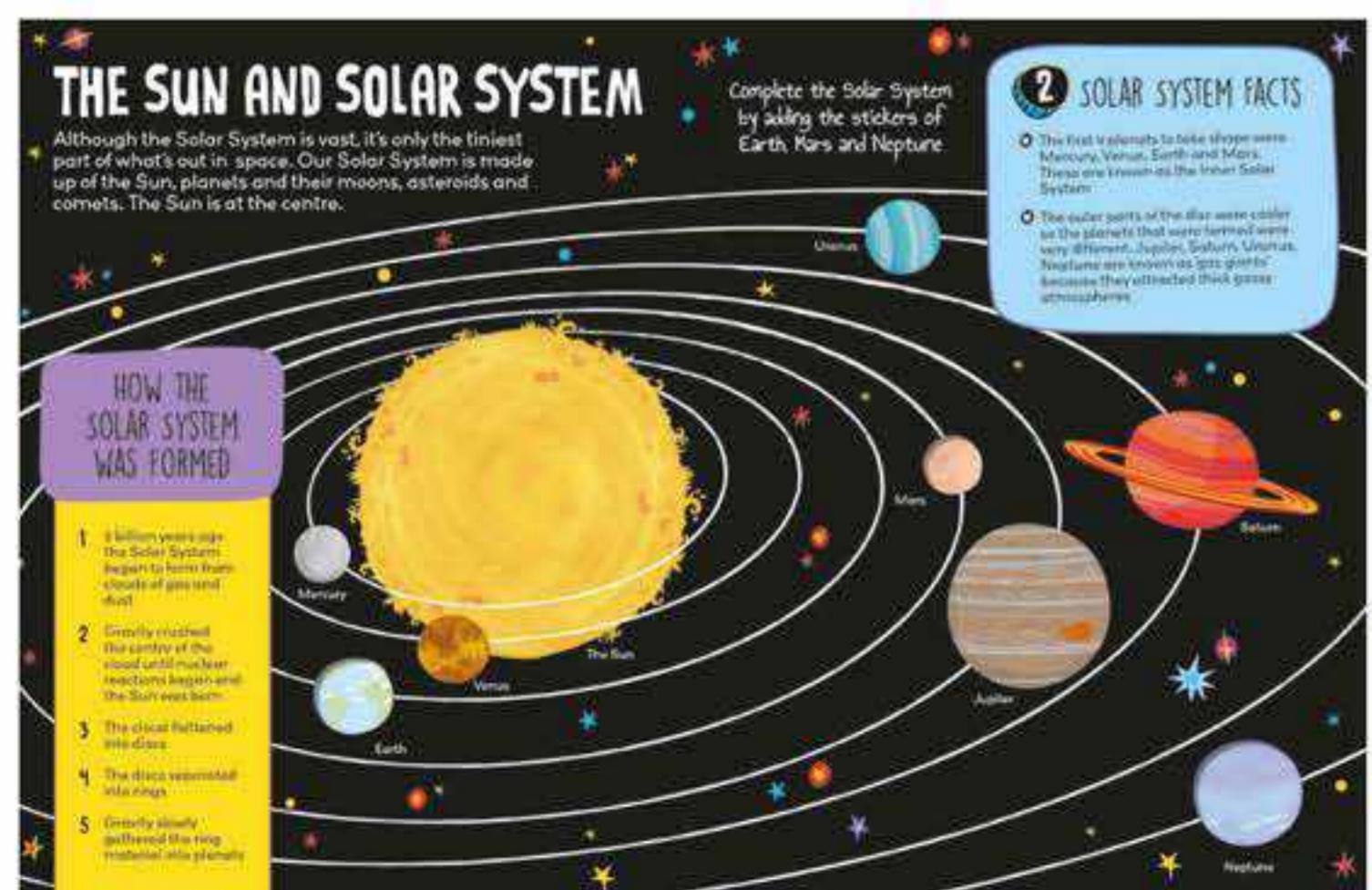
# Project Highlights



# Project Highlights



# Collaborating works - STEM project highlights



## ASTEROID AND KUIPER BELTS

Beyond Mars, a huge ring of rocks marks the edge of the inner Solar System. This is called the Asteroid Belt because it contains billions of lumps of metal or rock known as asteroids. The Kuiper Belt stretches from the edge of Neptune's orbit to at least 12 billion kilometers (75 billion miles) from the Sun.

### 3 ASTEROID BELT FACTS

- The Asteroid belt lies roughly between the orbits of Mars and Jupiter.
- Asteroids in the belt vary from tiny dust through to the dwarf planet Ceres.
- Gravitational forces can throw asteroids out of the belt towards the inner solar system.

Comets are huge lumps of ice which warm, releasing gasses, when they pass close to the sun.

Pluto is a 'dwarf' planet living within the Kuiper Belt. For a long time it was considered to be the ninth planet of the Solar System.

Navigate your spaceship through the Kuiper Belt to reach Pluto.

### 3 KUIPER BELT FACTS

- Scientists believe that left-over objects from the Sun and the planets were pushed towards the edge of the solar system by larger planets like Jupiter and Saturn.
- The Kuiper Belt is much larger than the Asteroid Belt and as much as 20 times as wide.
- In addition to rocks and metal, most of the objects on the Kuiper Belt are frozen.

# Collaborating works - STEM project highlights

**★ CHOMP-KID CHALLENGE**

A. **PLAY**  
GAME WINNER  
DENNY OLIVER  
TAYLOR READY  
LOSERS WRONG

B. **WORD SEARCH**  
Time to put it all together to defeat the first miniboss! Place the hidden number in the word search on the blue squares, the hidden name in the maze on the green squares, and the hidden number in the connect-the-dots on the orange squares.

C. **MAZE**

D. **SUDOKU PUZZLE**  
Now solve the Sudoku puzzle!

3	5	6	2	1	4			
6	5	1	4	3				
4				6	3			
		6	5	4				
5			2	4	6	1		
4		3	1	2				
			6	3	4			
2		4	3	5		1	6	
3	6	4		1	5			

E. **CONNECT THE DOTS**

PROGRESS

12 13

**LOST IN THE ARCADE**

written by Gina Denny illustrated by Jenny Palmer

Y ALPEIR  
READYPO  
OLIVERL  
WINNERY  
GGNDRWWR  
HYEMHGT  
TSBESOL

Time to put it all together to defeat the first miniboss! Place the hidden number in the word search on the blue squares, the hidden name in the maze on the green squares, and the hidden number in the connect-the-dots on the orange squares.

Now solve the Sudoku puzzle!

Click the companion that will keep you safe. There's a little difference from the one you chose.

PROGRESS

22 23

**CHAPTER 3 TONIC THE PORCUPINE**

As you exit the ancient temple, it disappears behind you.

Gilda and her friends and their animals were goodbye and disappear onto their next adventure. You already have an adventure. You are going to save your friends.

You turn your attention to the next level. "Come out, Dr. Glitch! Are you a coward?" Suddenly, the scenery changes, and you're standing in front of a race track. It stretches as far as you can see, blending into the bright blue sky.

Six little creatures wait at the starting line. "We are the guardians," one says. "We cannot let you pass."

"Why not?"

"We guard the entrance to the track. One of us will be a good companion and help you save. The other five, if chosen, will lead you to ruin."

You study the six, wondering if there is a clue for which one to choose.

Click the companion that will keep you safe. There's a little difference from the one you chose.

PROGRESS

22 23

**CHAPTER 2 THE MYTH OF THE OLD TEMPLE**

"I've been bamboozled!" Dr. Glitch exclaims. "You think you're so clever, eh? Well, I hope you're ready for . . . LEVEL TWO!" He zips away, further into the game.

You take a deep breath. Your friends have snatched. They're safe for now. You're gaining confidence from beating the big, confusing mini-boss at the end of level one. You're one step closer to victory.

This temple looks like exactly the kind of place where Dr. Glitch would set traps for you. You move inside very carefully.

PROGRESS

14 15

**CHAPTER 1 CHOMP-KID**

CRUNK CZHSI0CZASNSILUG  
WEJCRNGZQAMIPDTZCNBU  
AJDWLZXPOAHMDSTYCOU  
IPHRSROCZXDHNUEUIS

Write your hidden message here!

PROGRESS

16 17

**CHAPTER FIVE: DOCTOR GLITCH**

Your hidden message has unlocked the escape route for your friends!

"Penny!" you shout. "Oscar! Taylor!"

Cheering, they run to you. They hug you and blast you with high fives.

"You were so brave!" Oscar shouts.

"You were so smart!" Penny exclaims.

"It didn't look that hard," Taylor says.

"Maybe you can play next time," you reply.

The video game music plays again, and the characters you've met show up, ready to escort you back to the real world. Over the bridge and through the darkness. Down the stairs and the ramps. Through the temple and the mazes.

At last, Penny, Oscar, and Taylor burst out of the screen. The art is just as you left it.

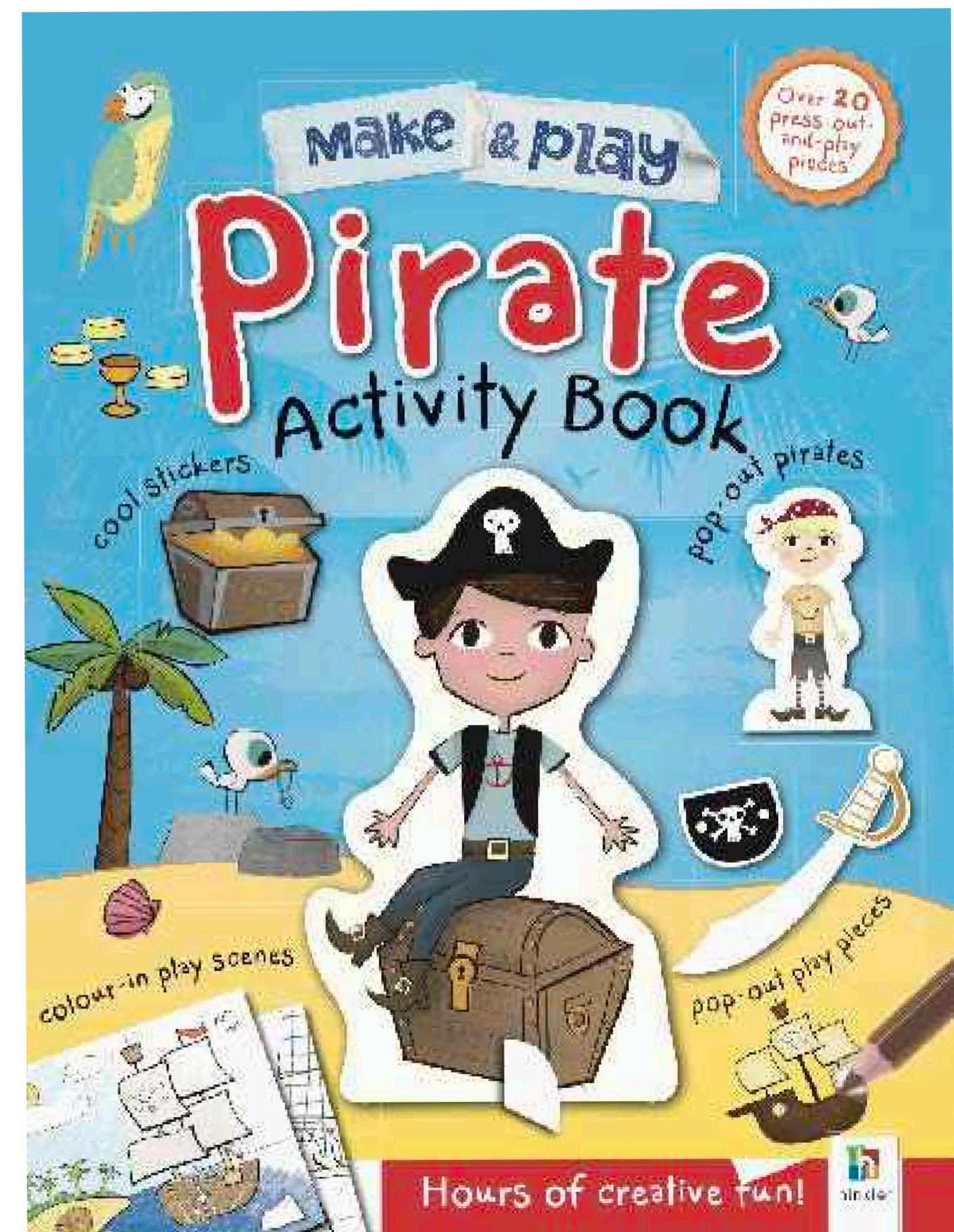
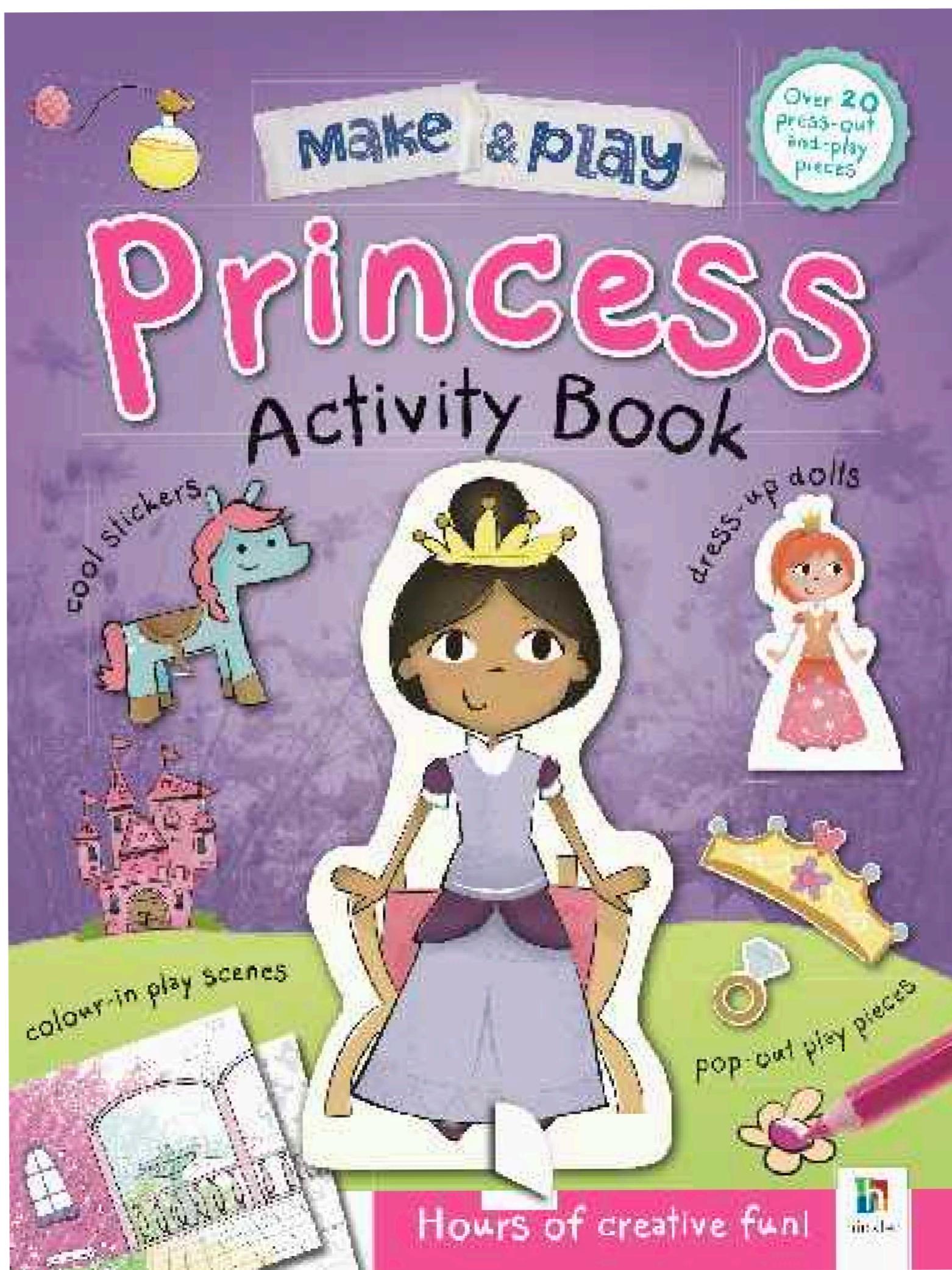
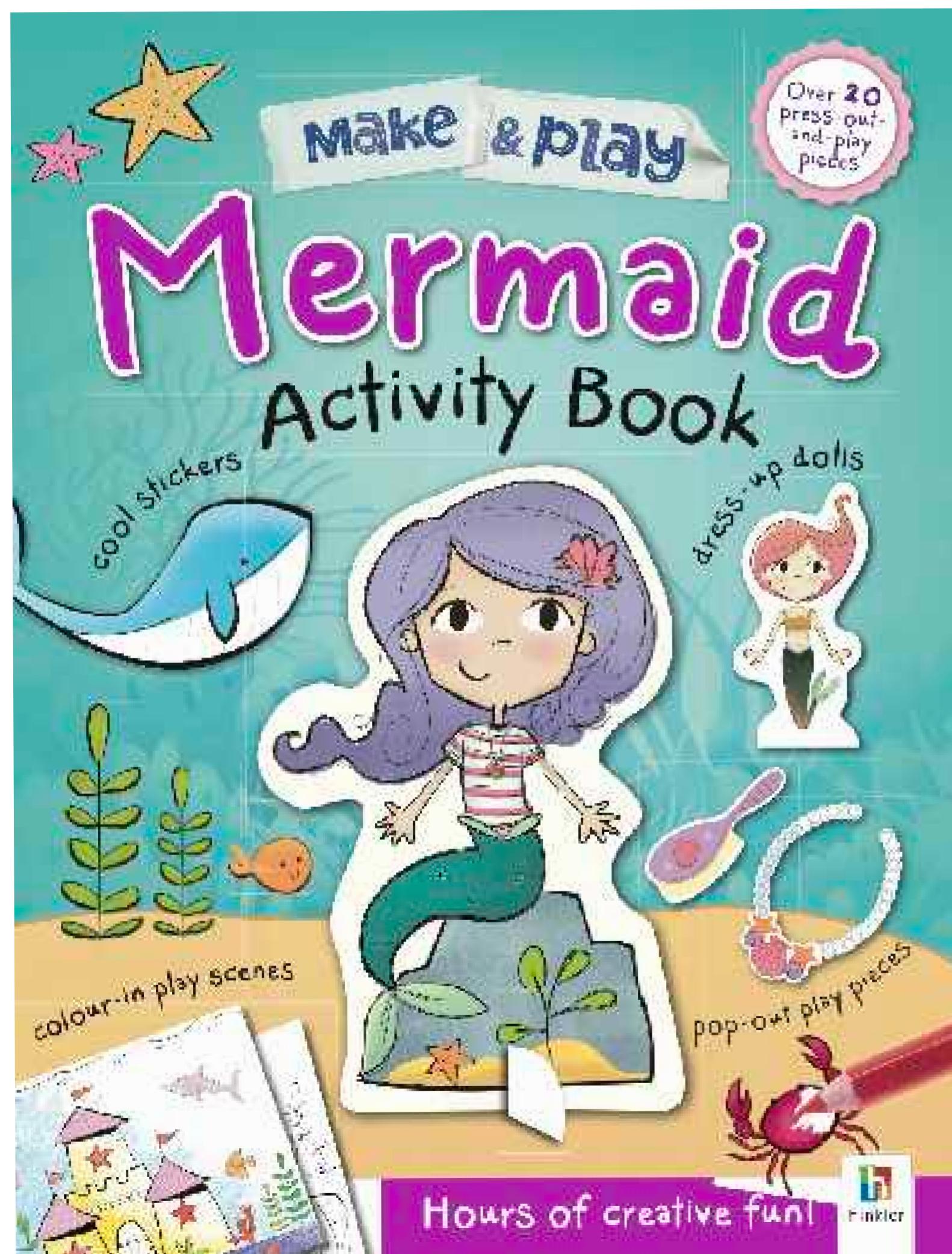
Except for the new toys scattered on the floor.

PROGRESS

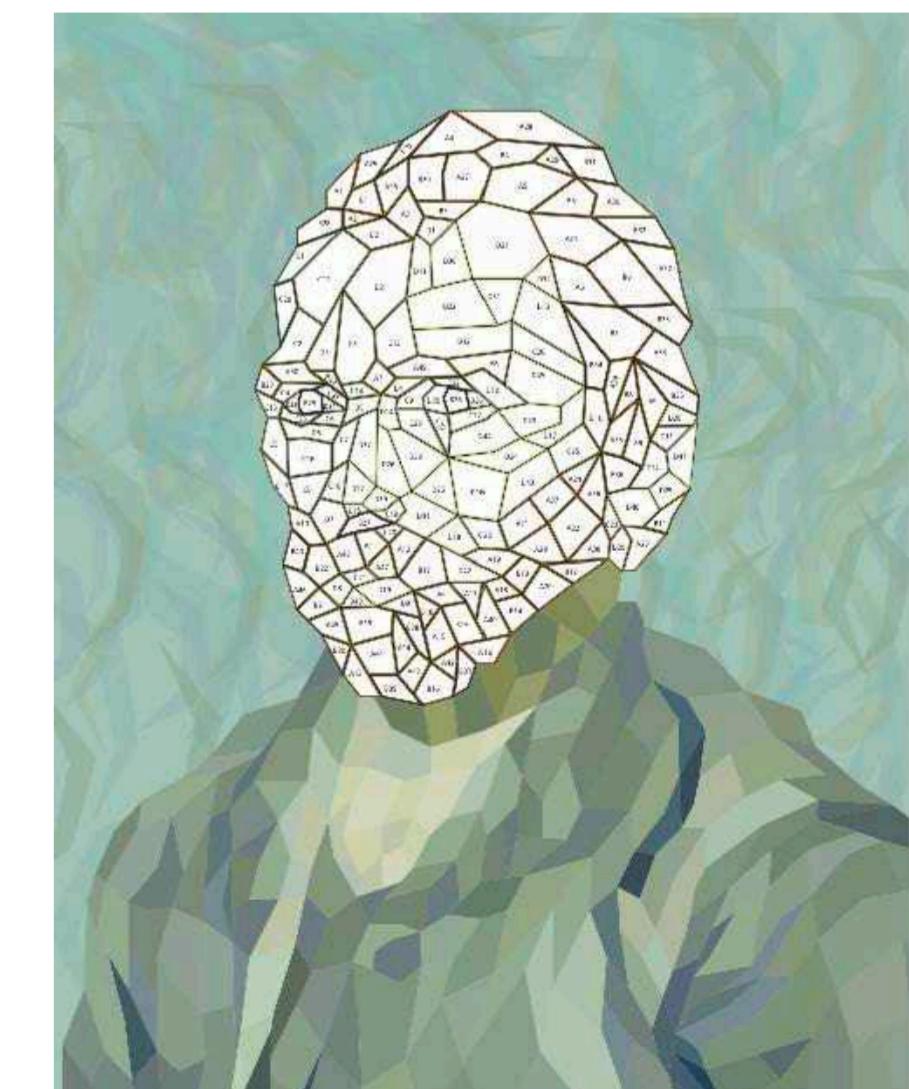
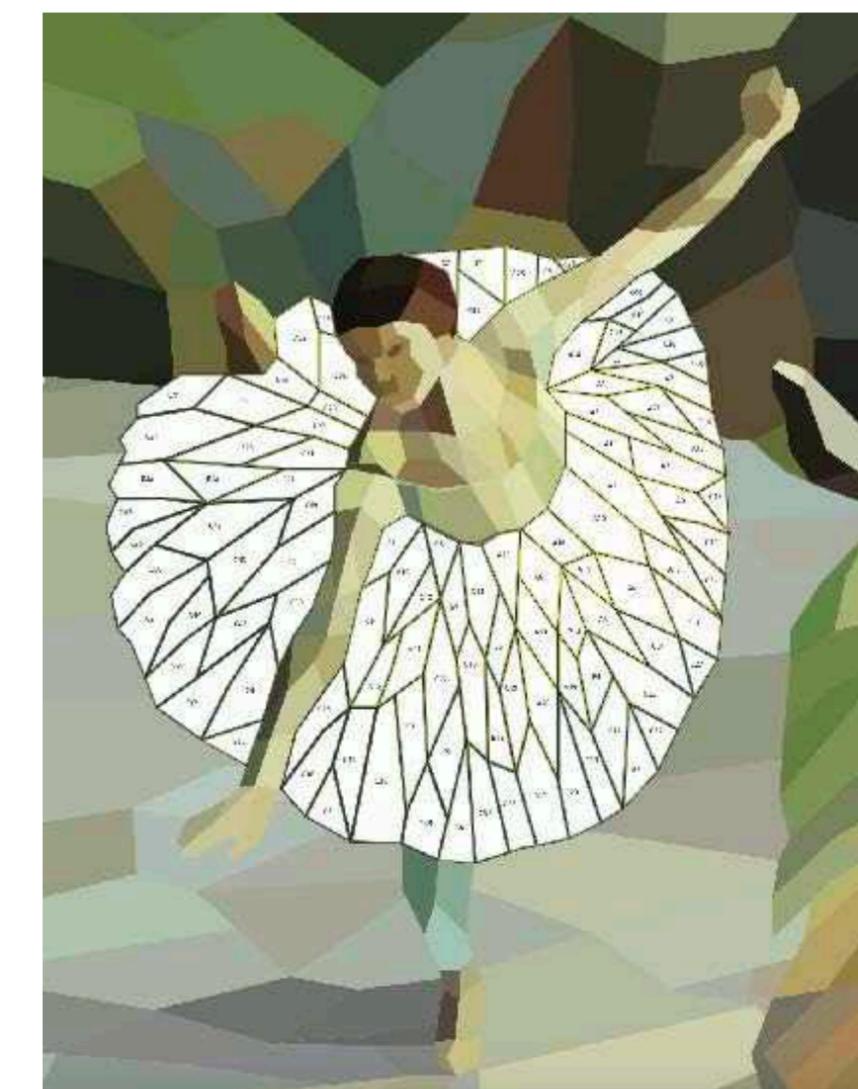
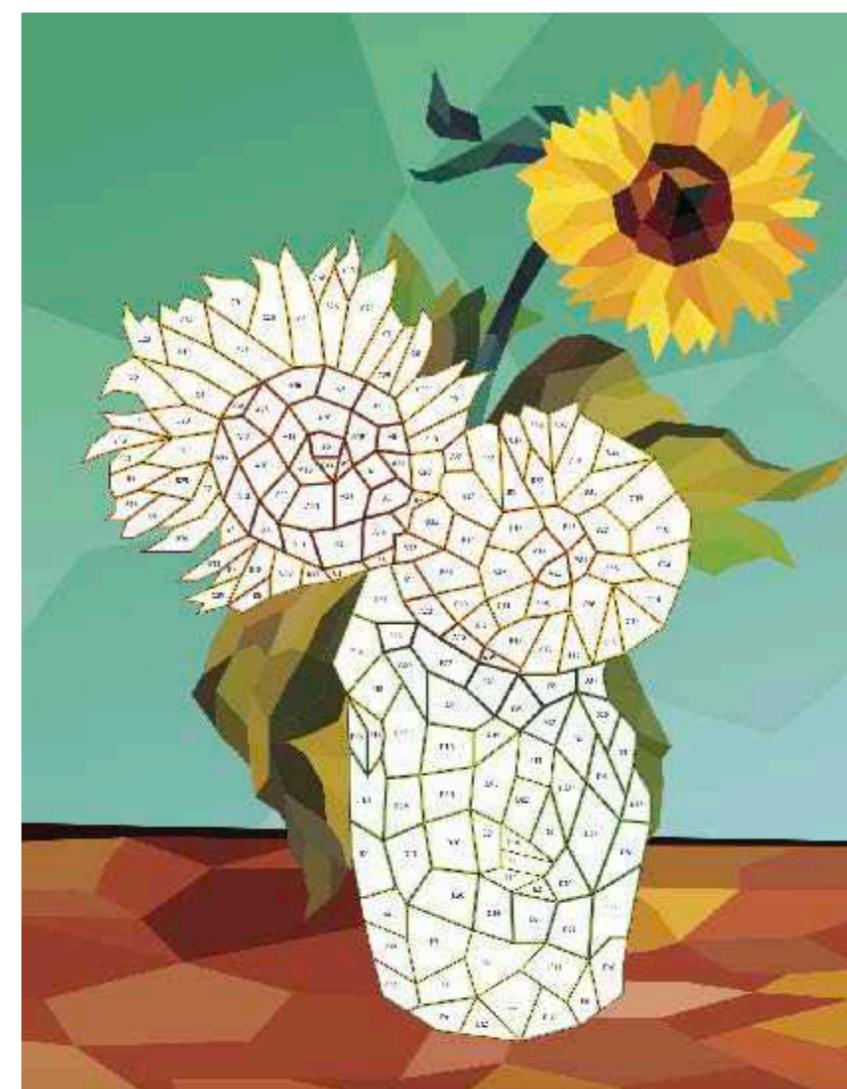
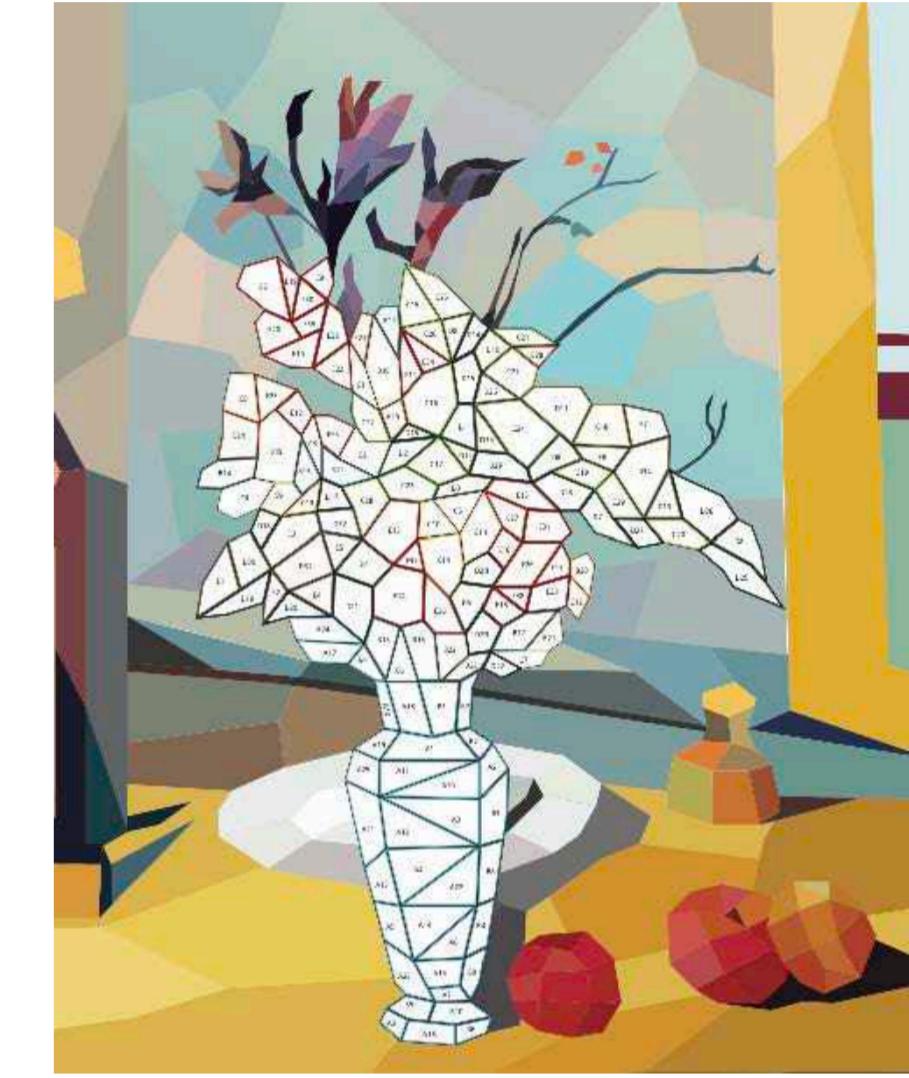
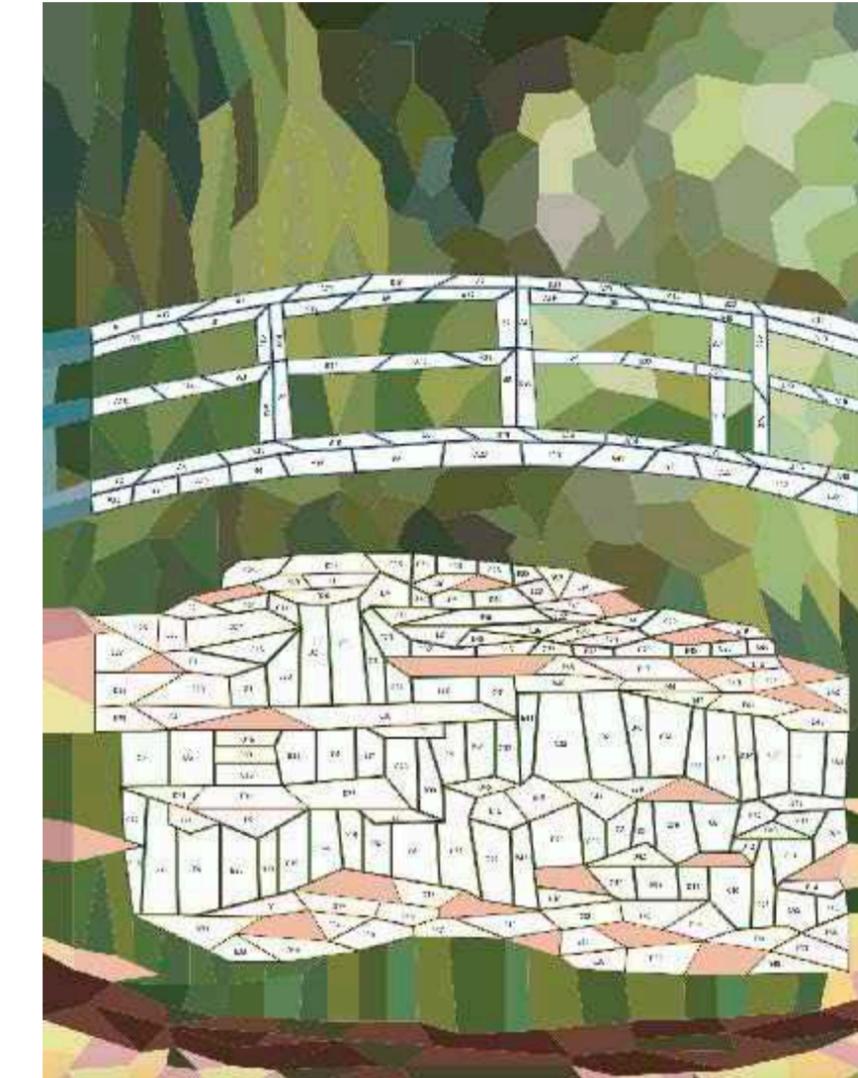
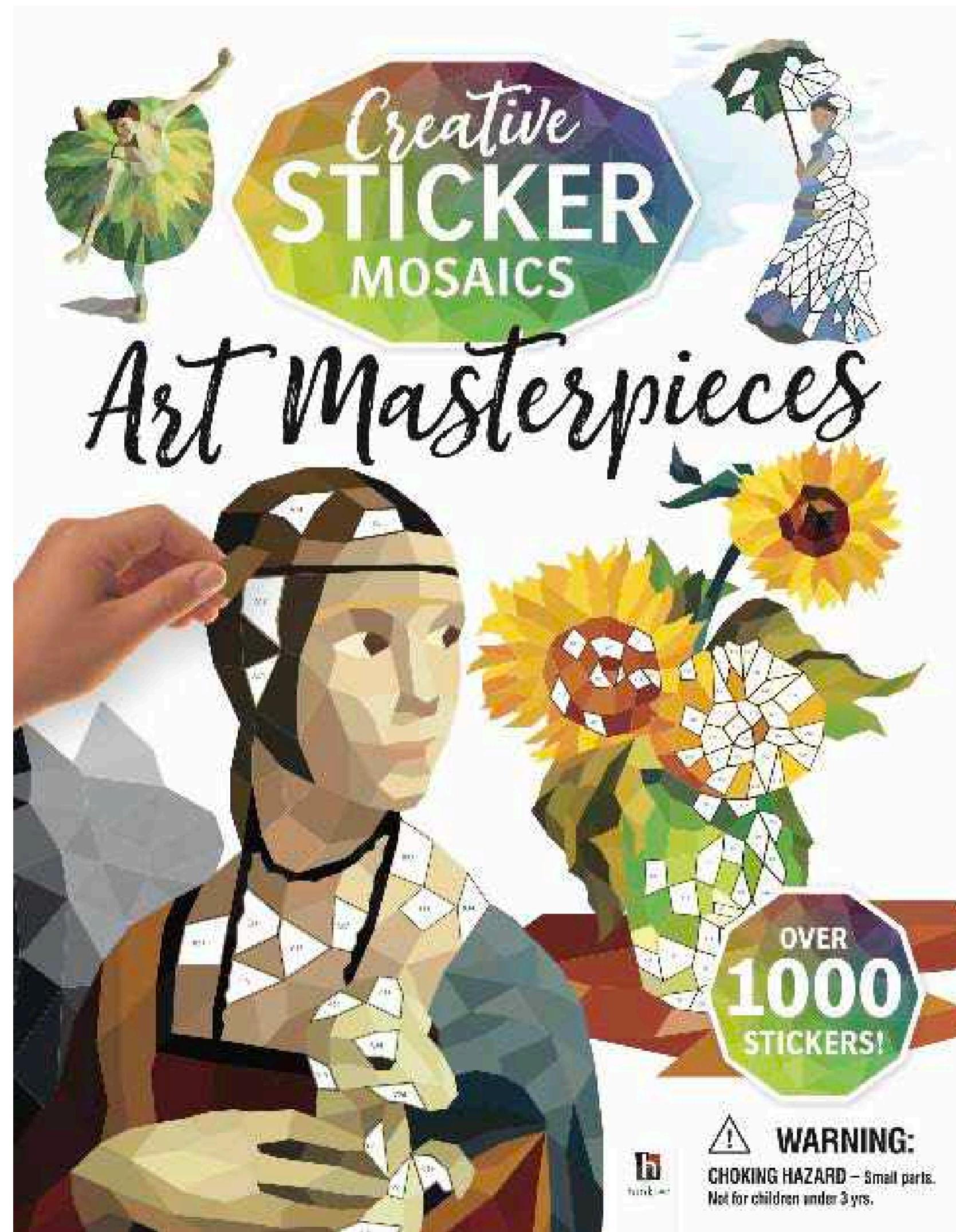
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# Project Highlights

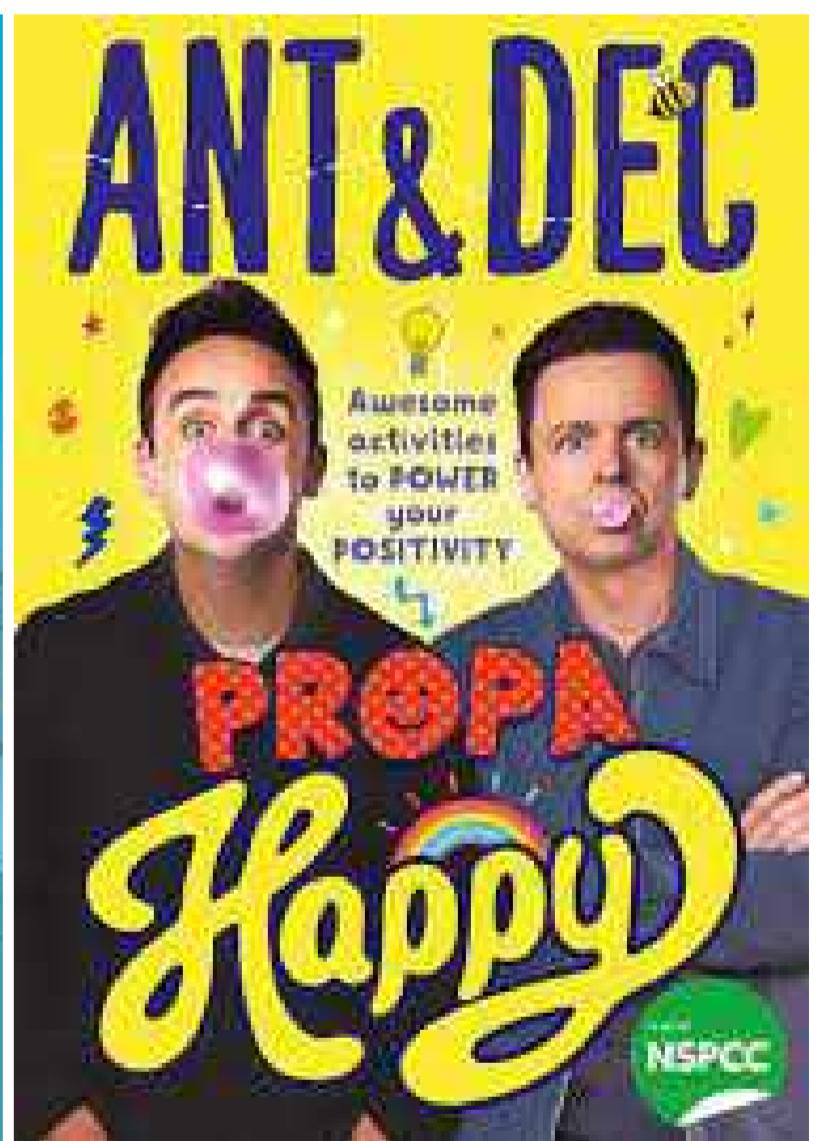
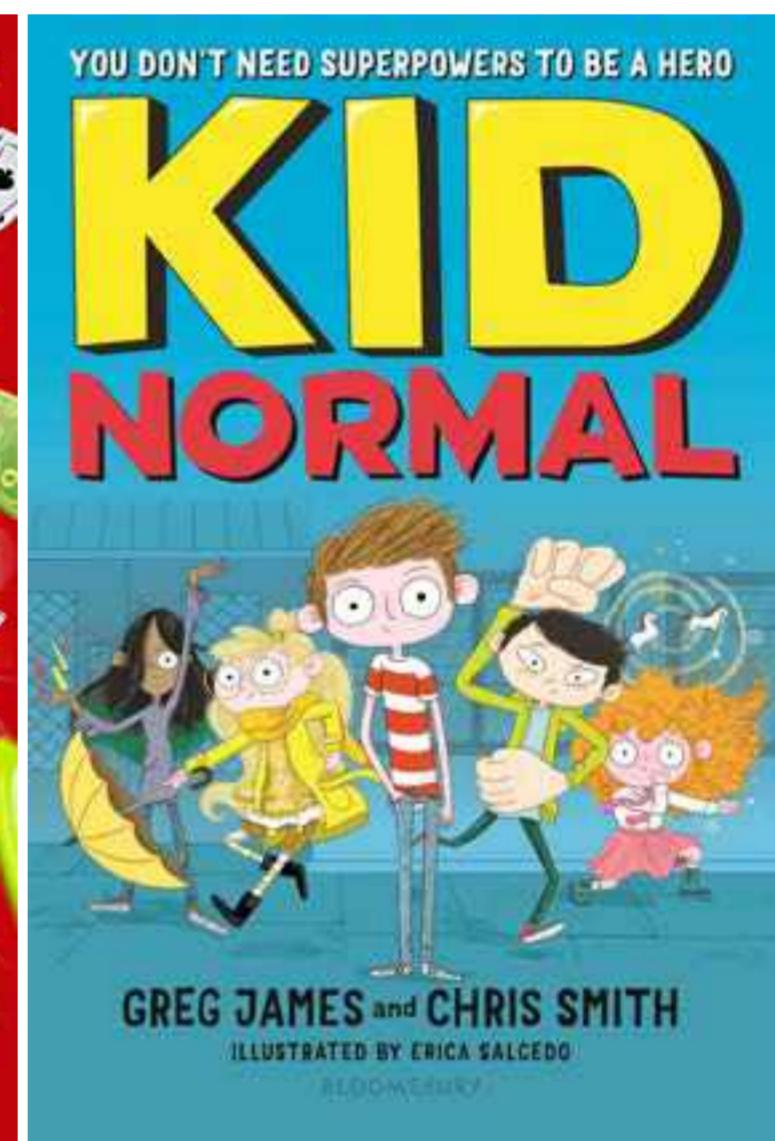
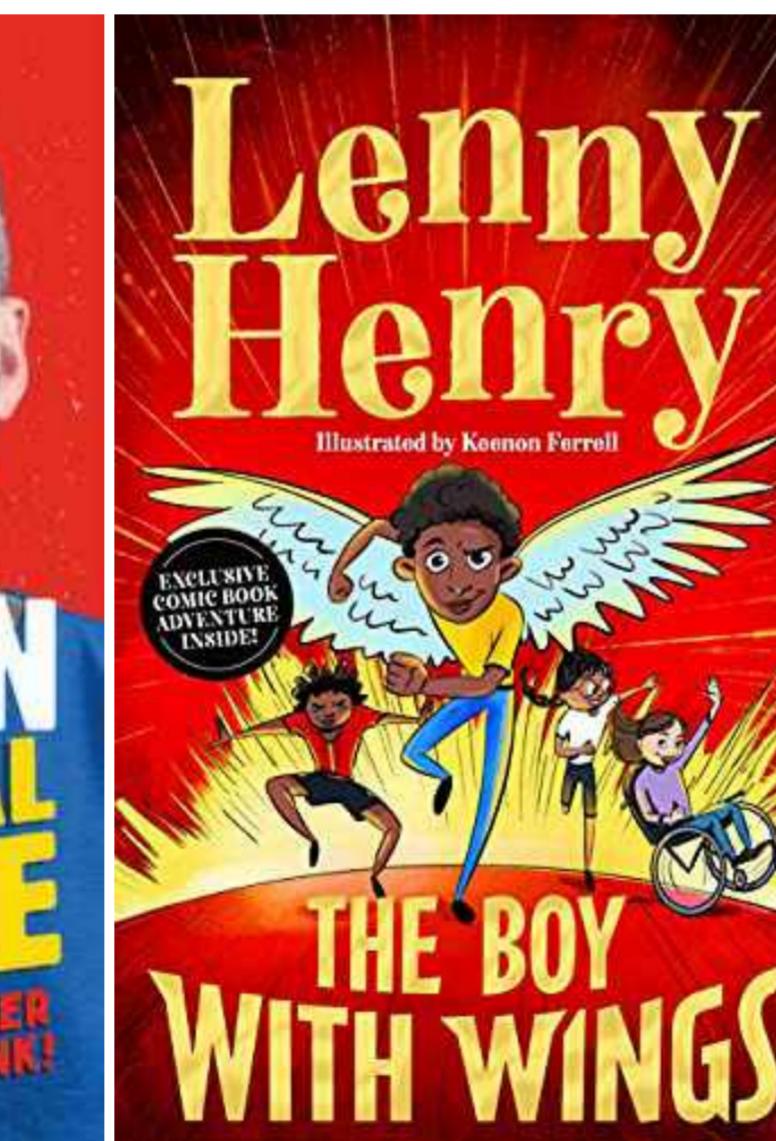
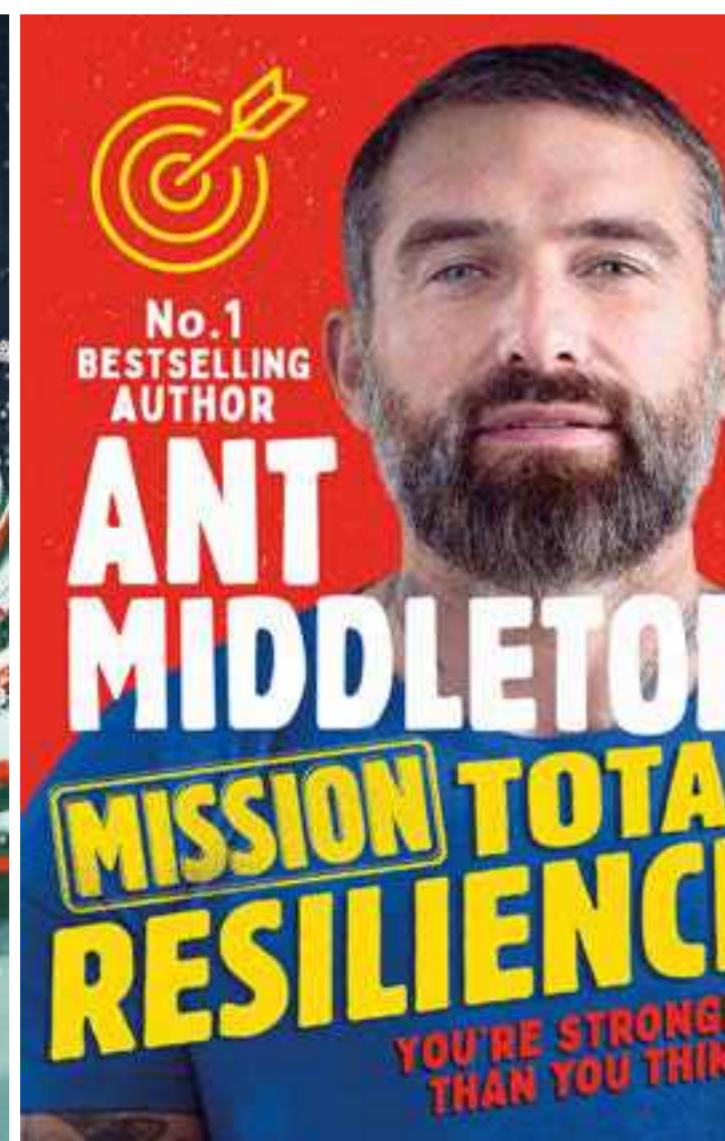
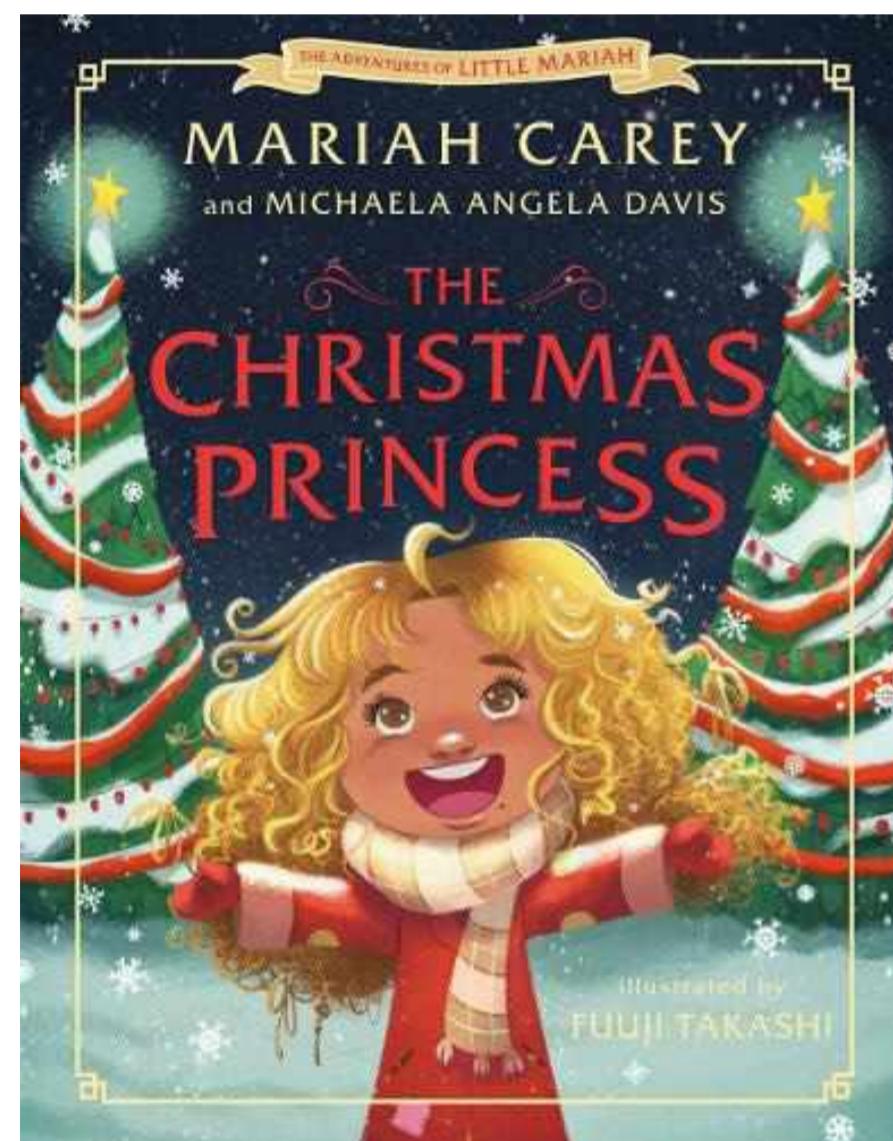
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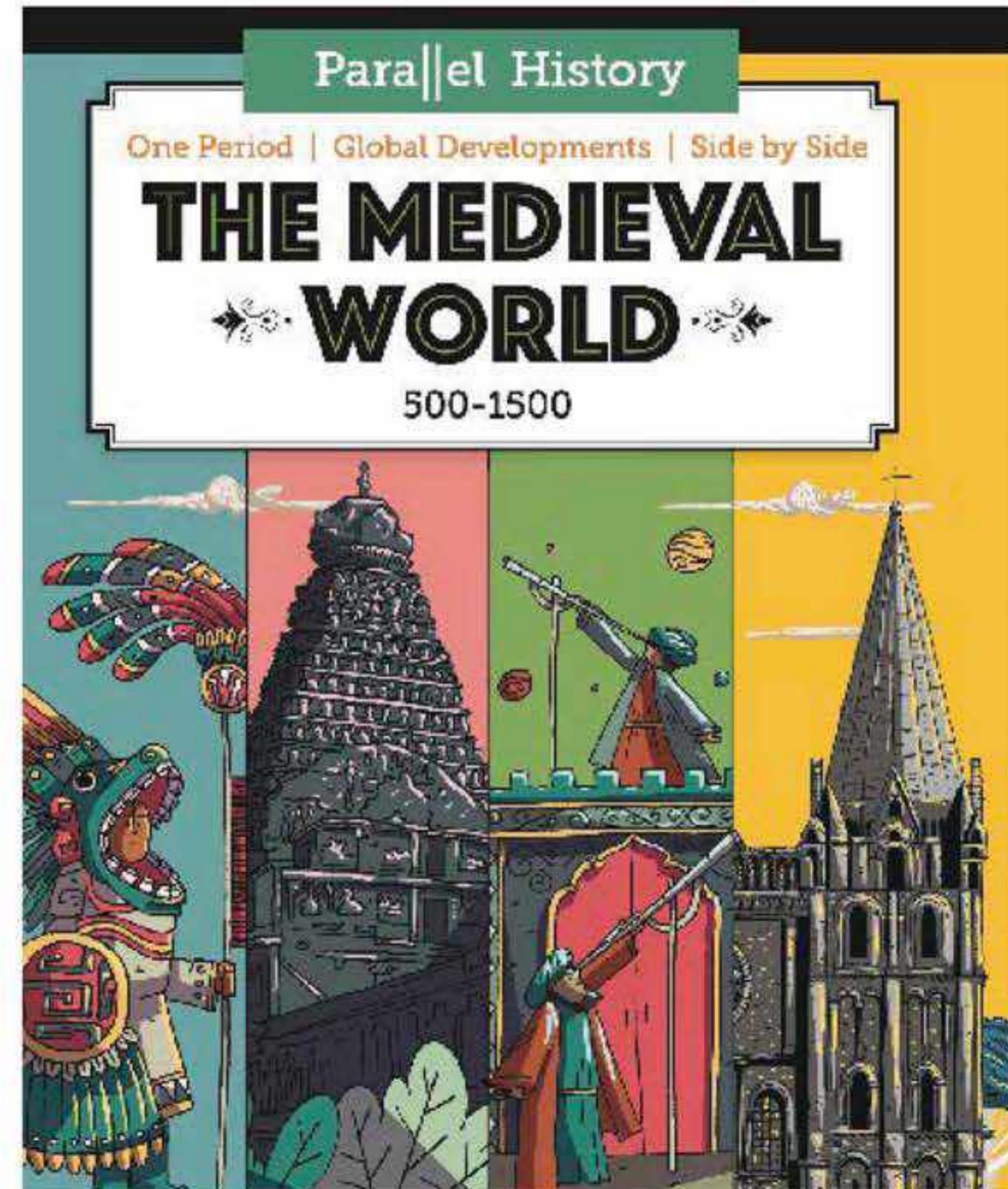
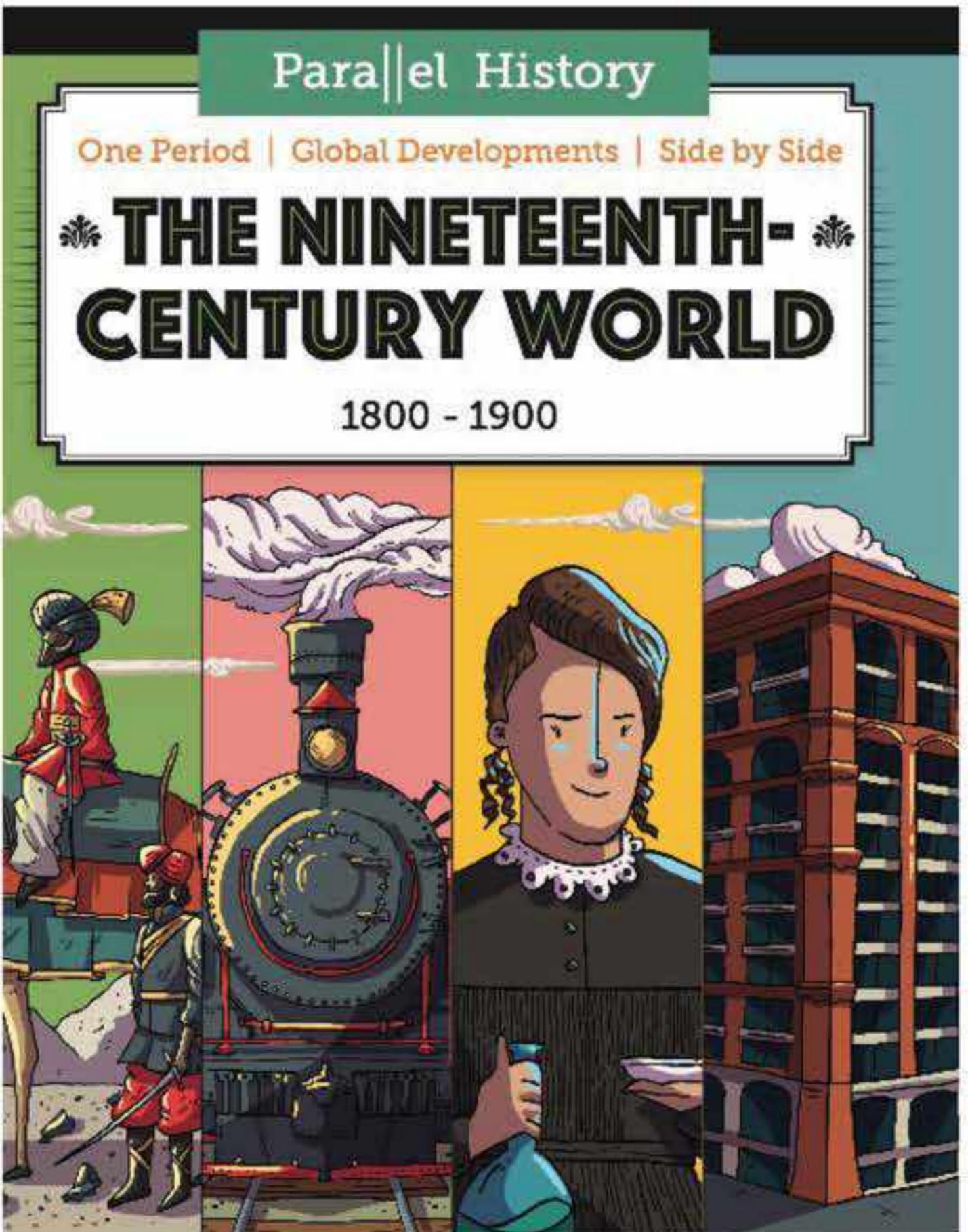
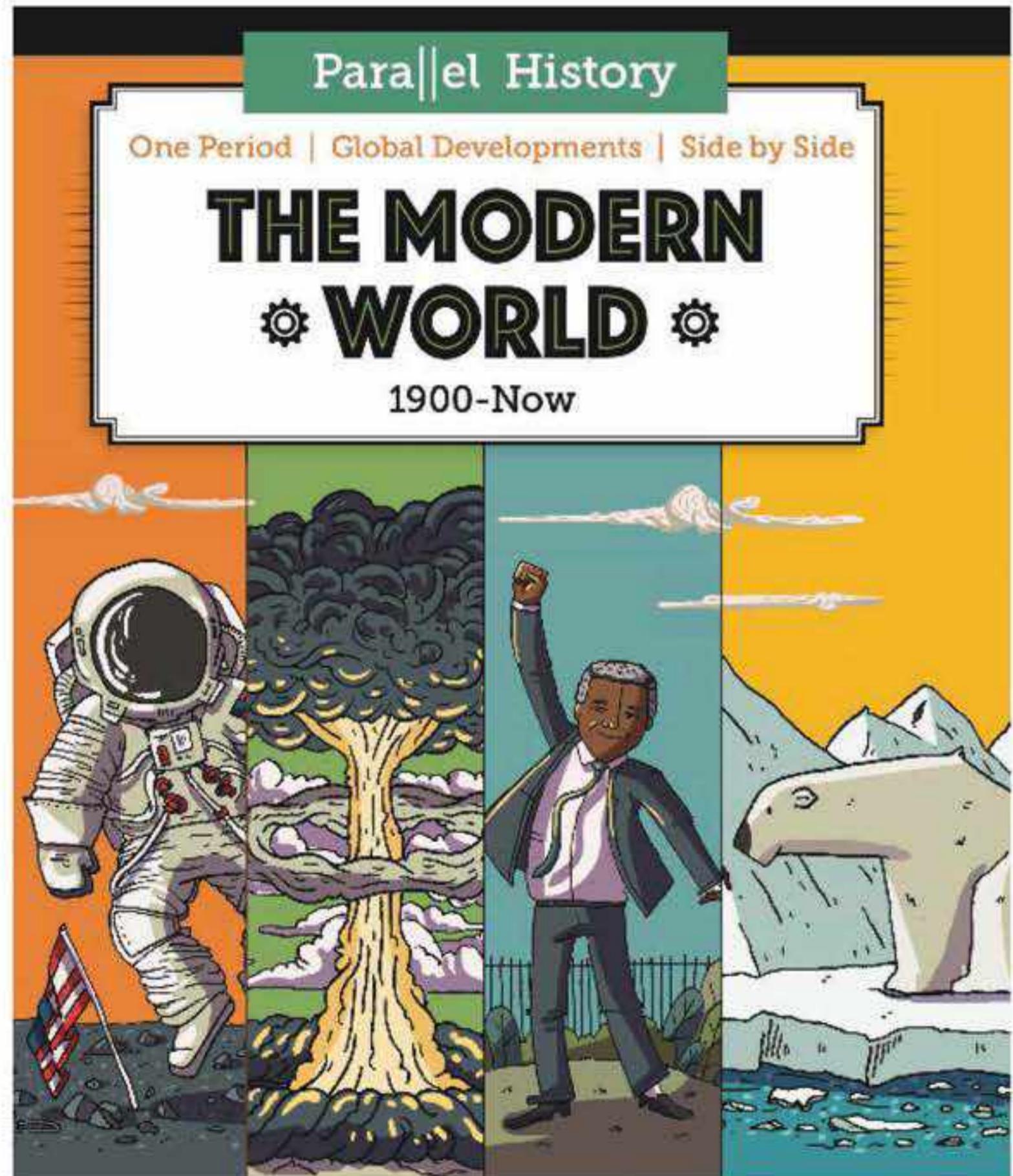
# Project Highlights



# UK celebrity titles

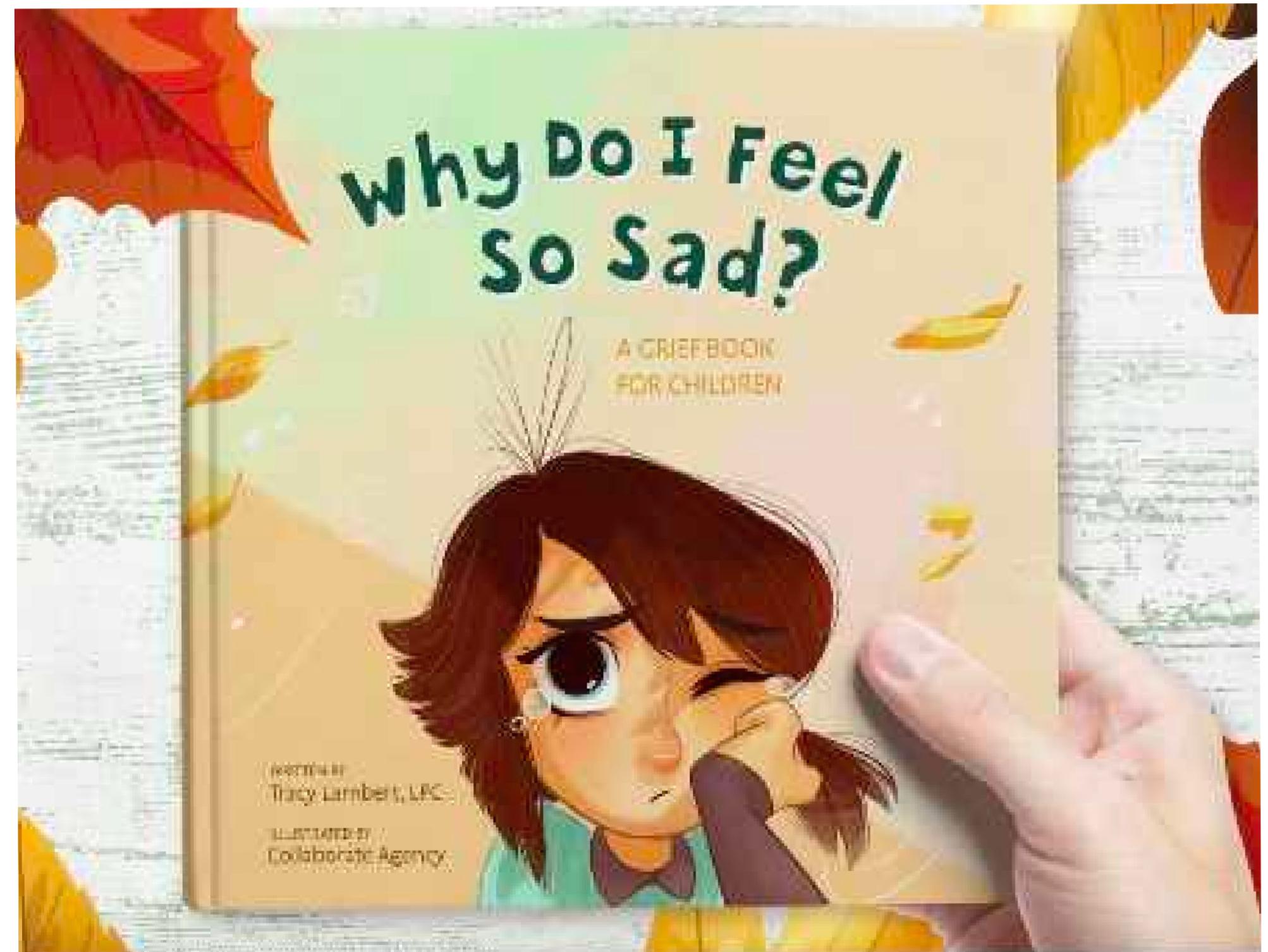


# Collaborating works - STEM project highlights

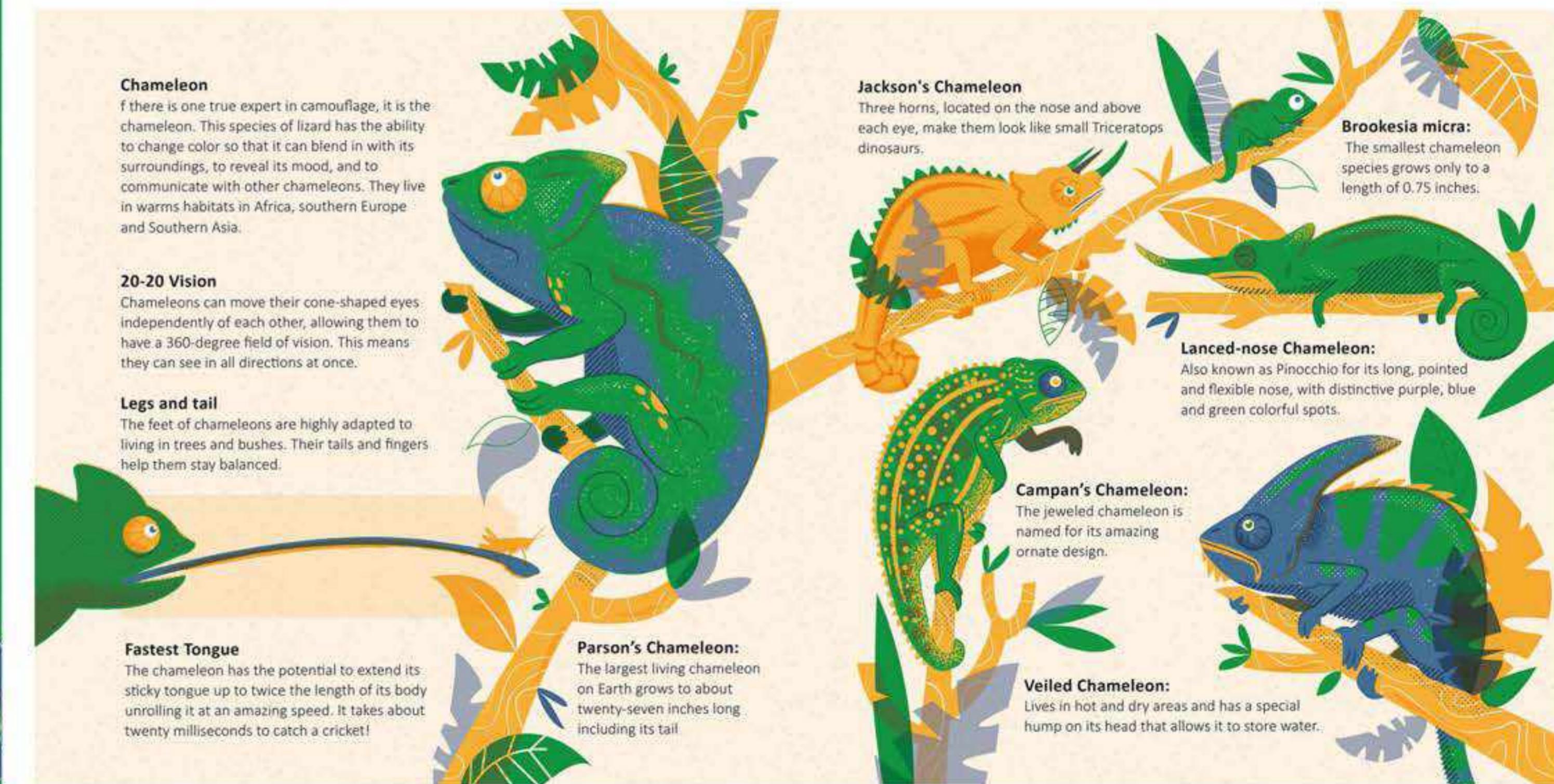
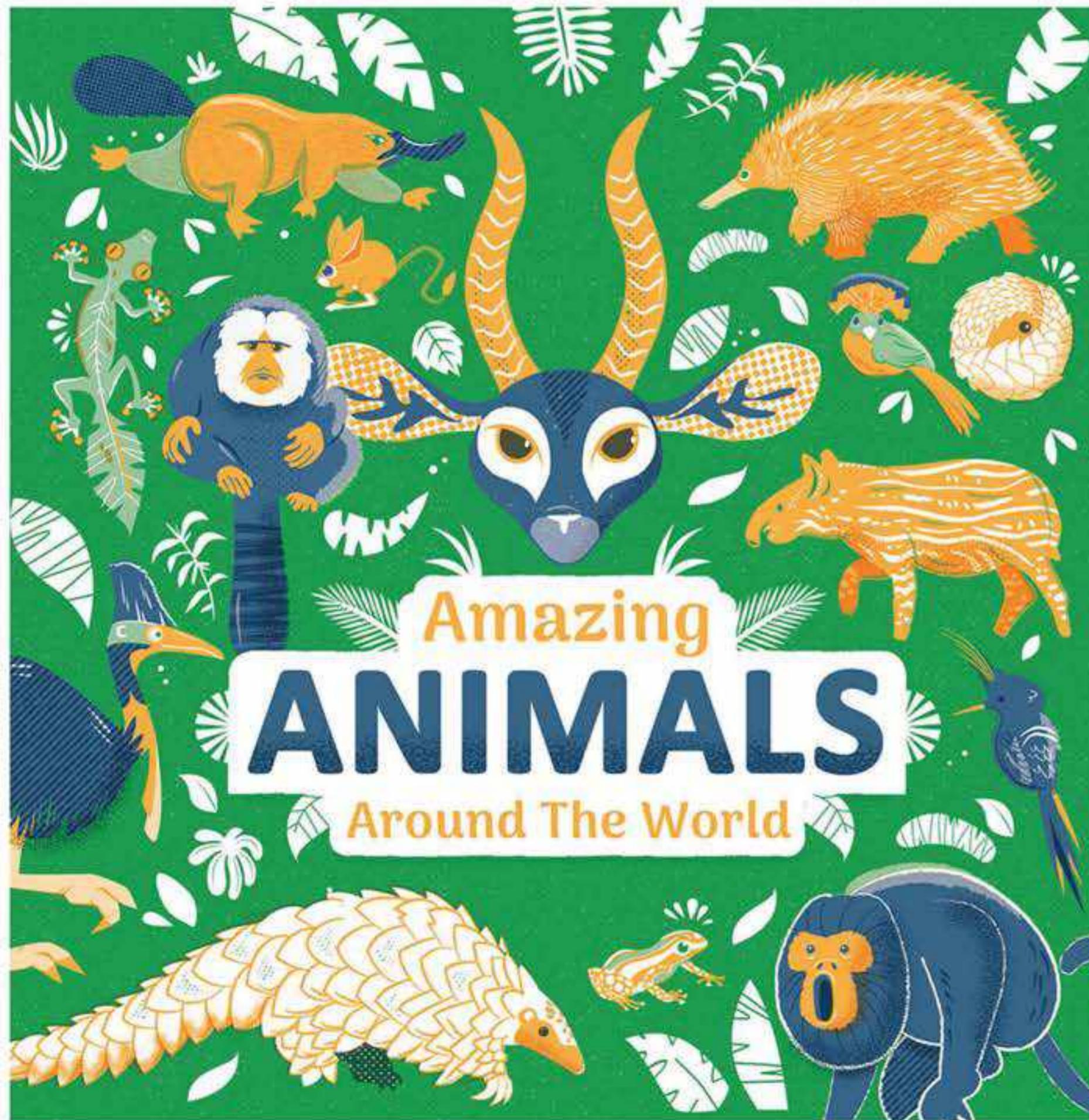


# Project Highlights

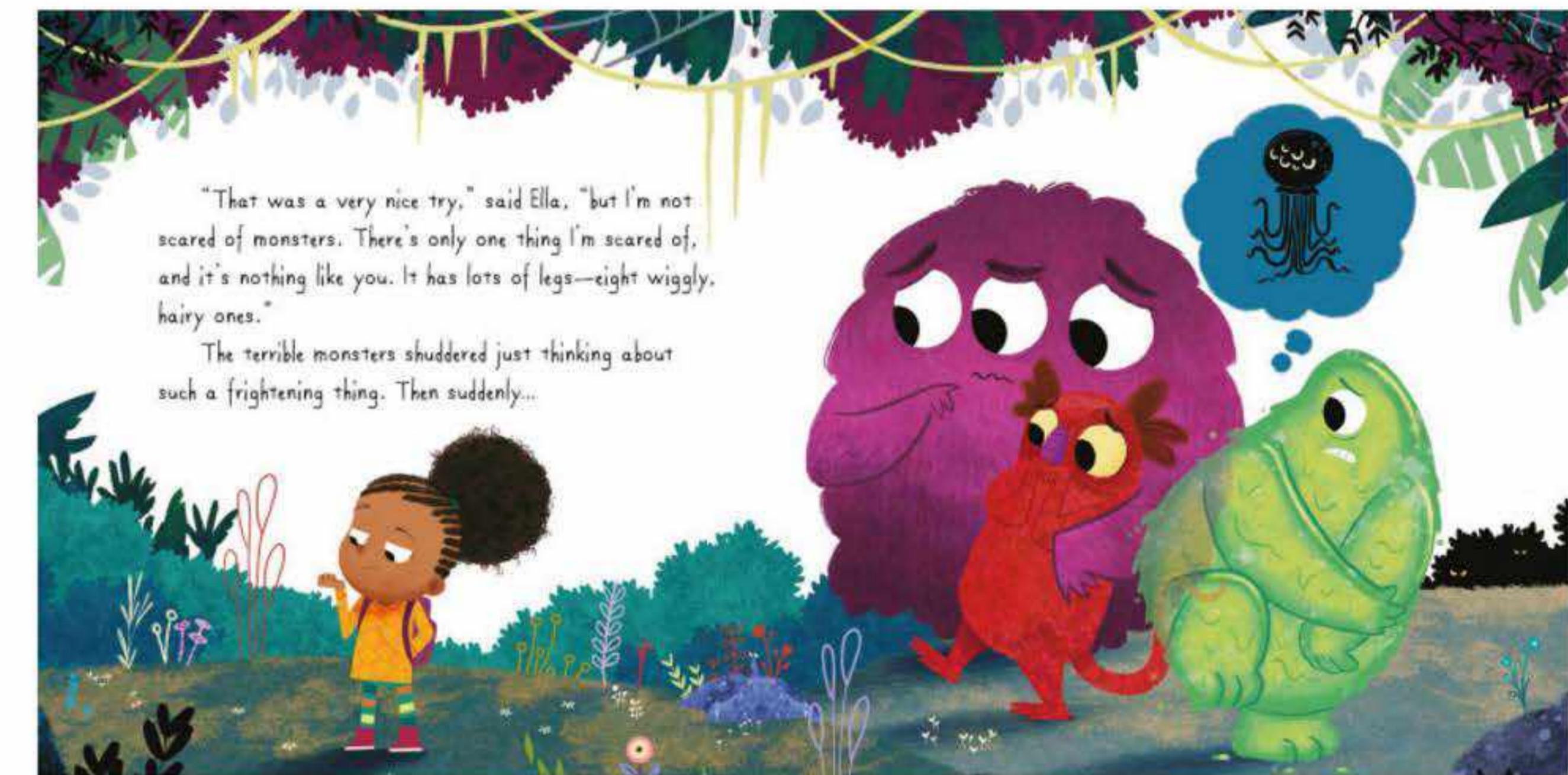
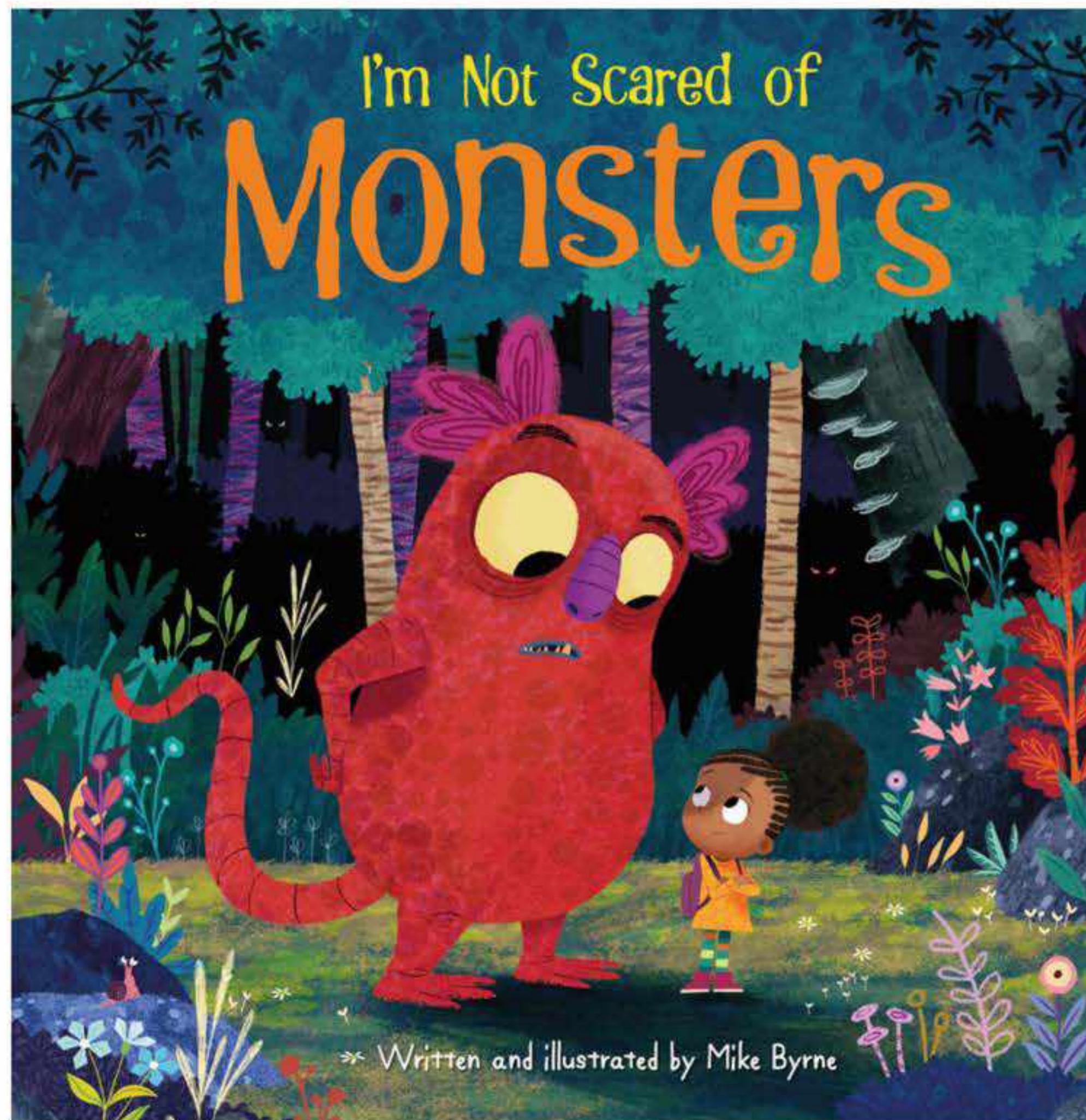
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# Collaborating works - STEM project highlights

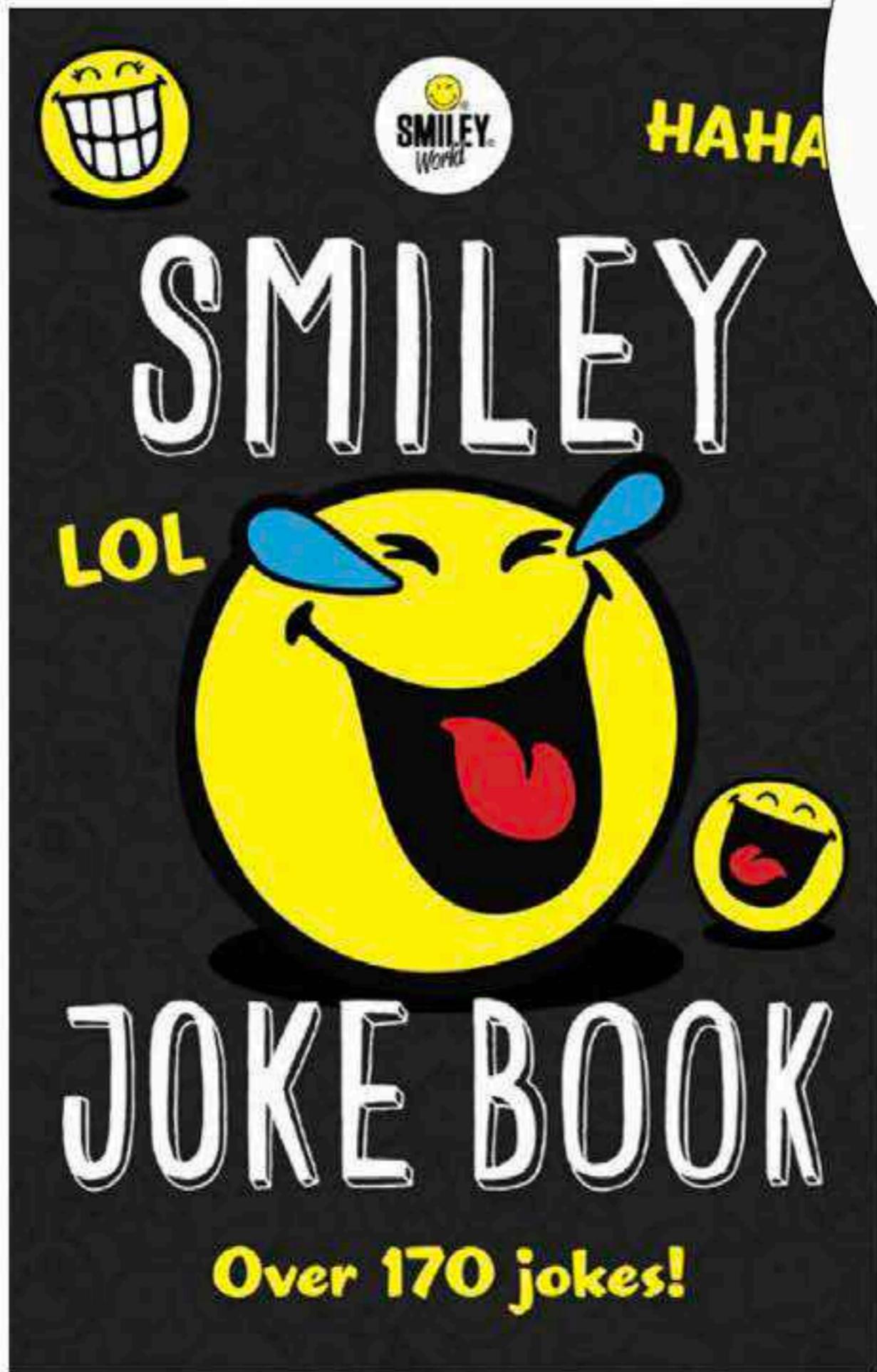
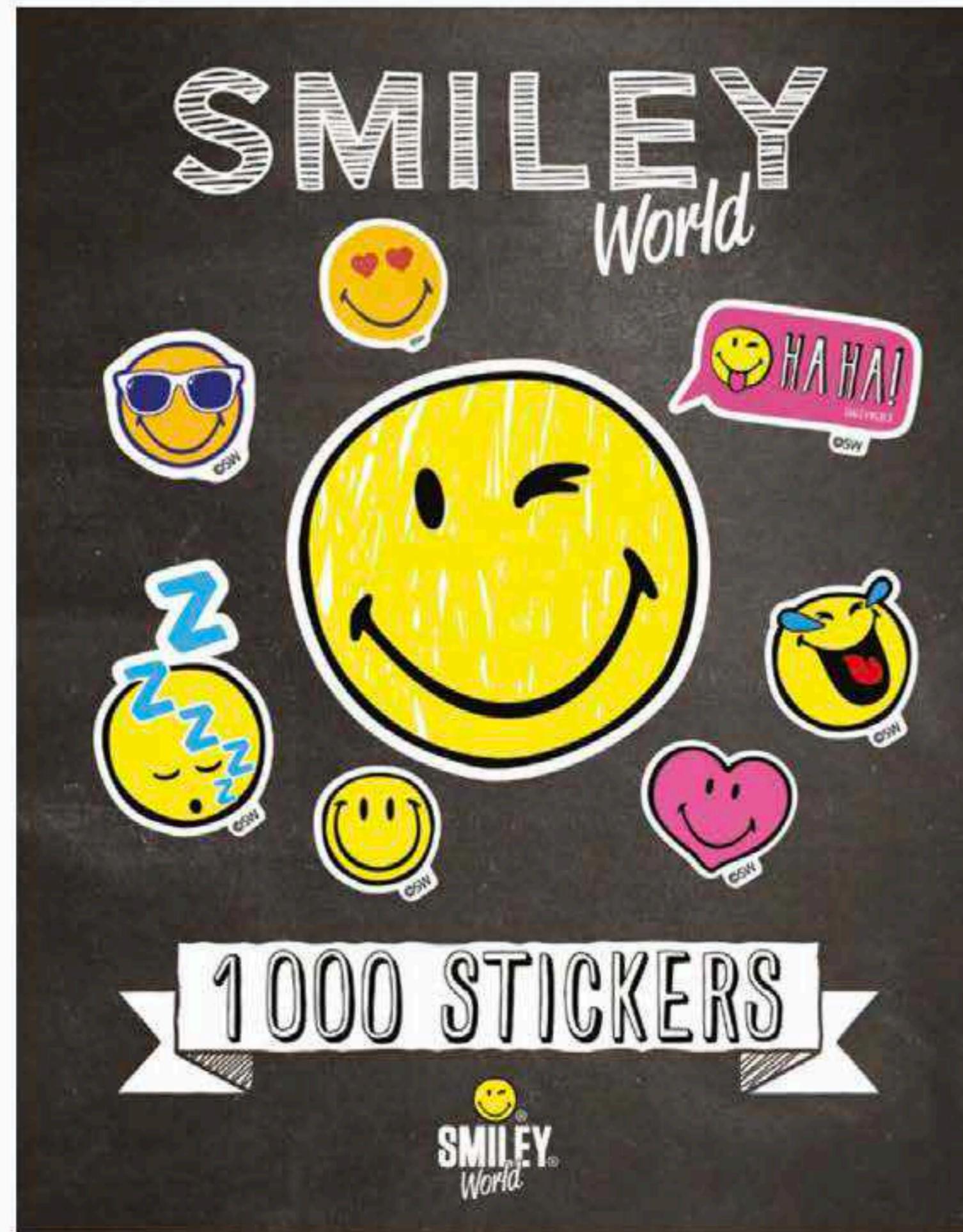


# Project Highlights



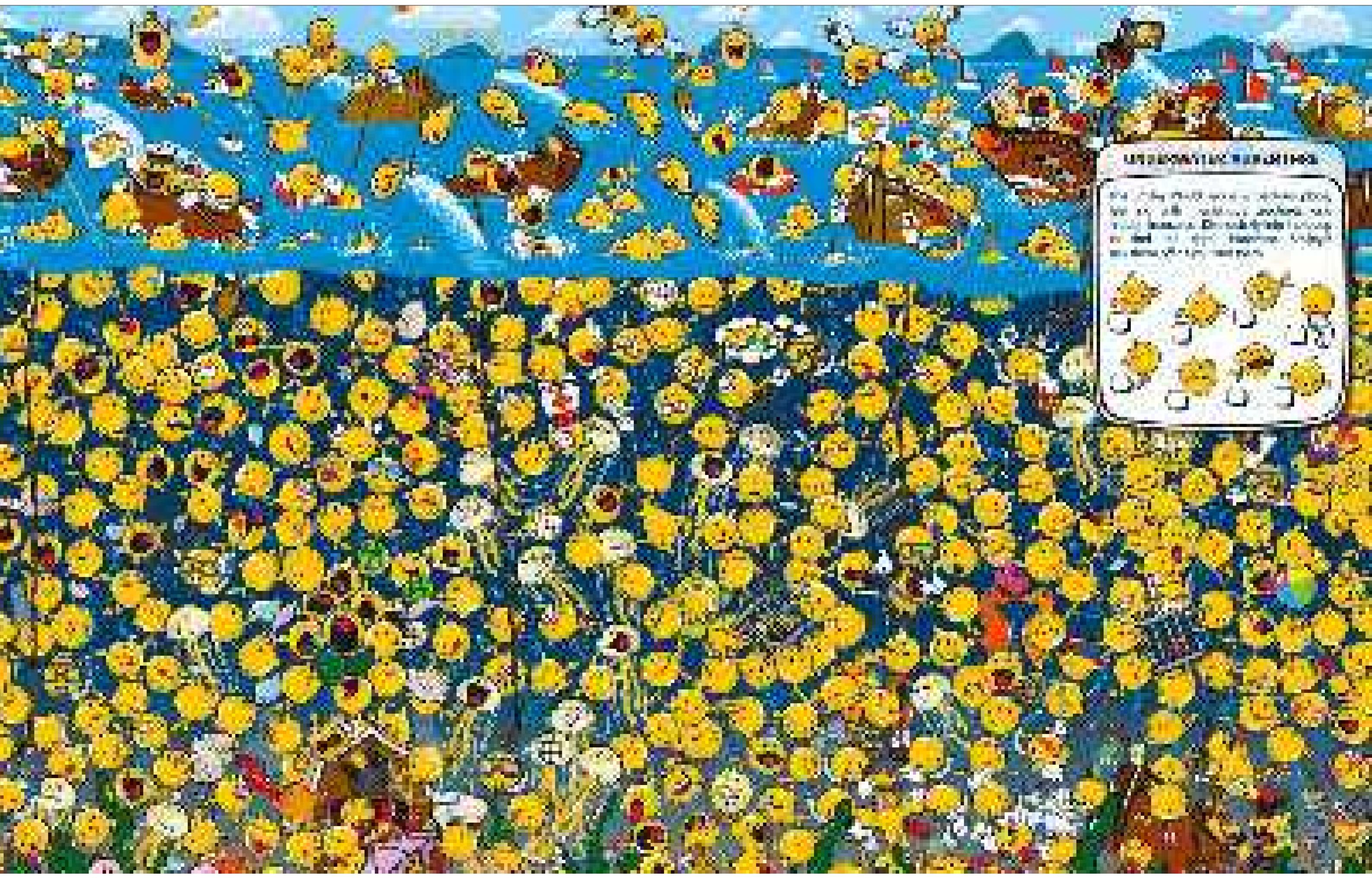
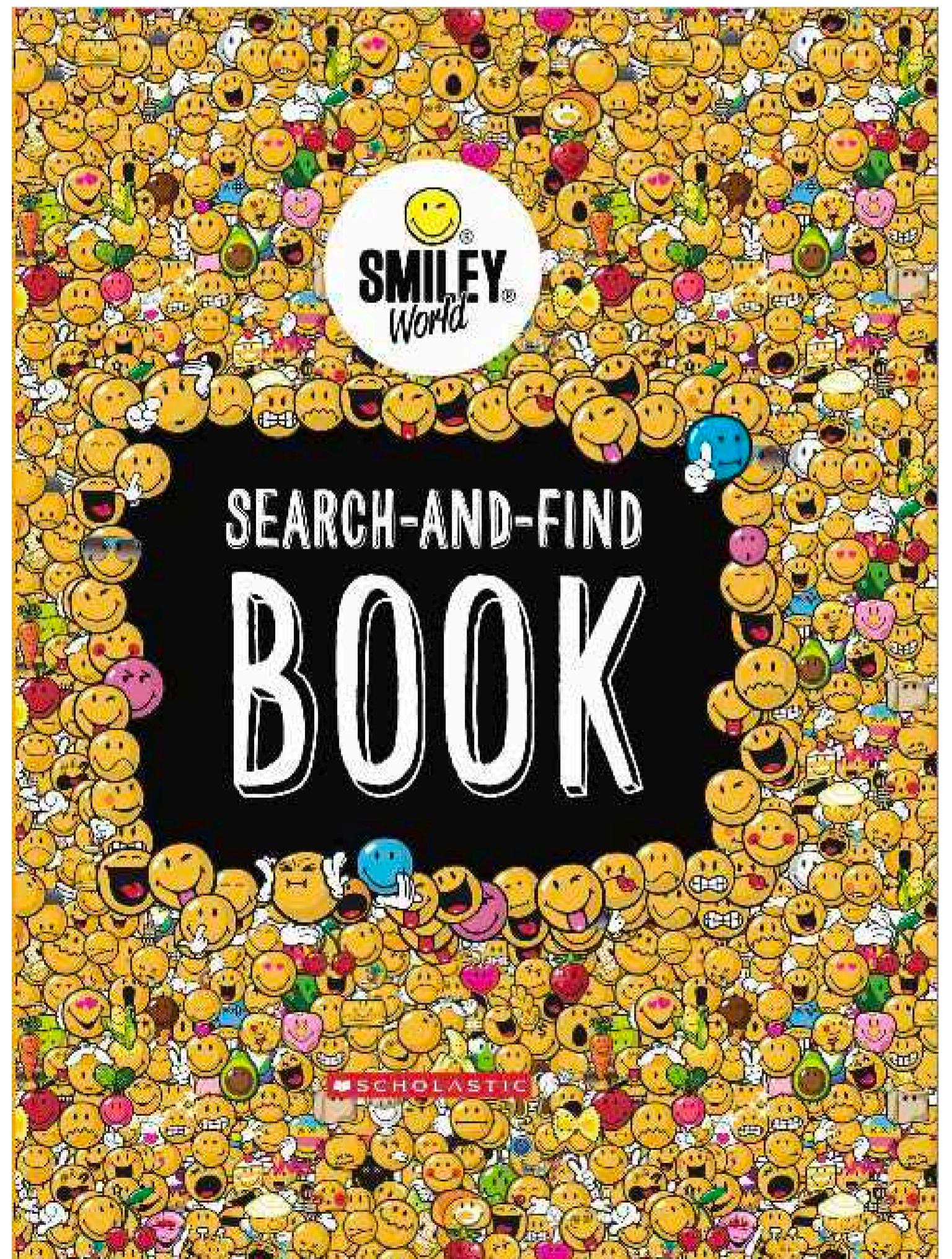
# Smiley World

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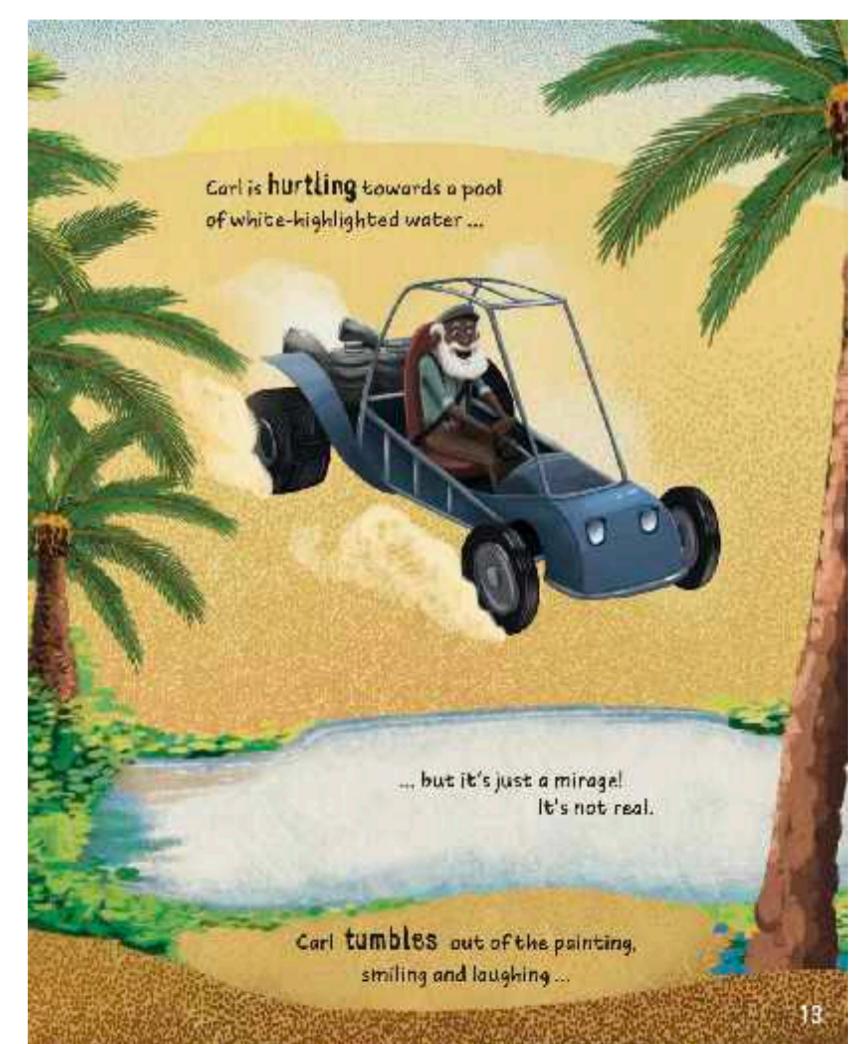
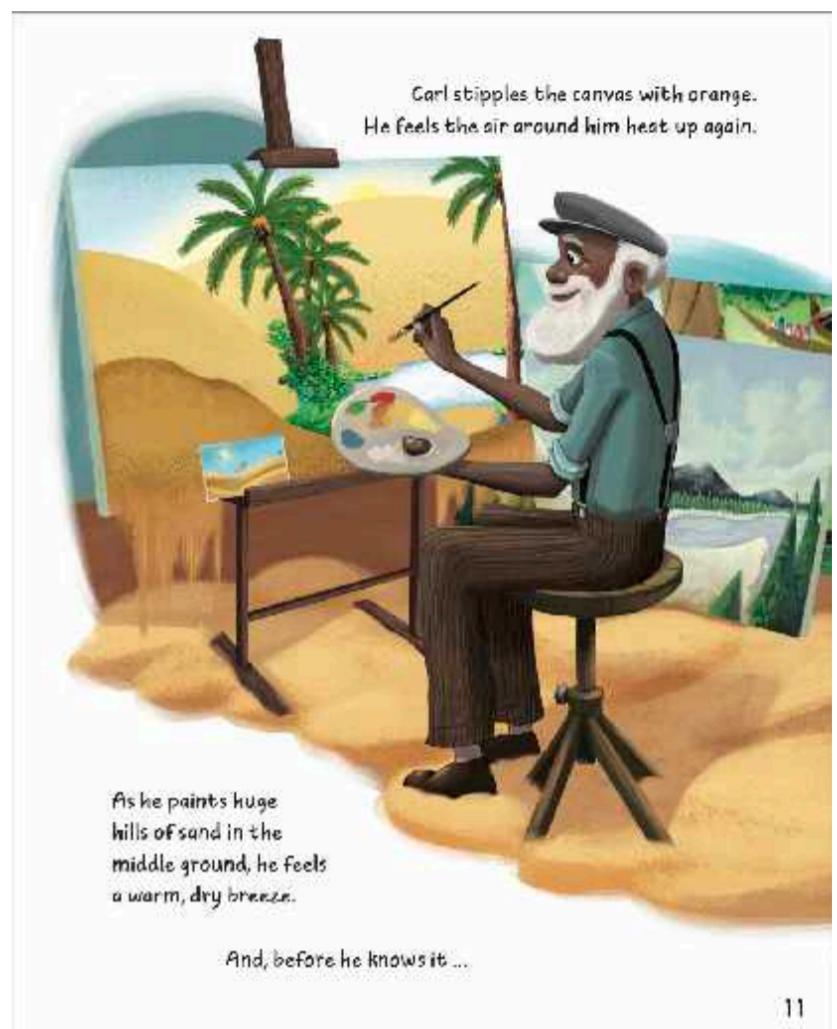
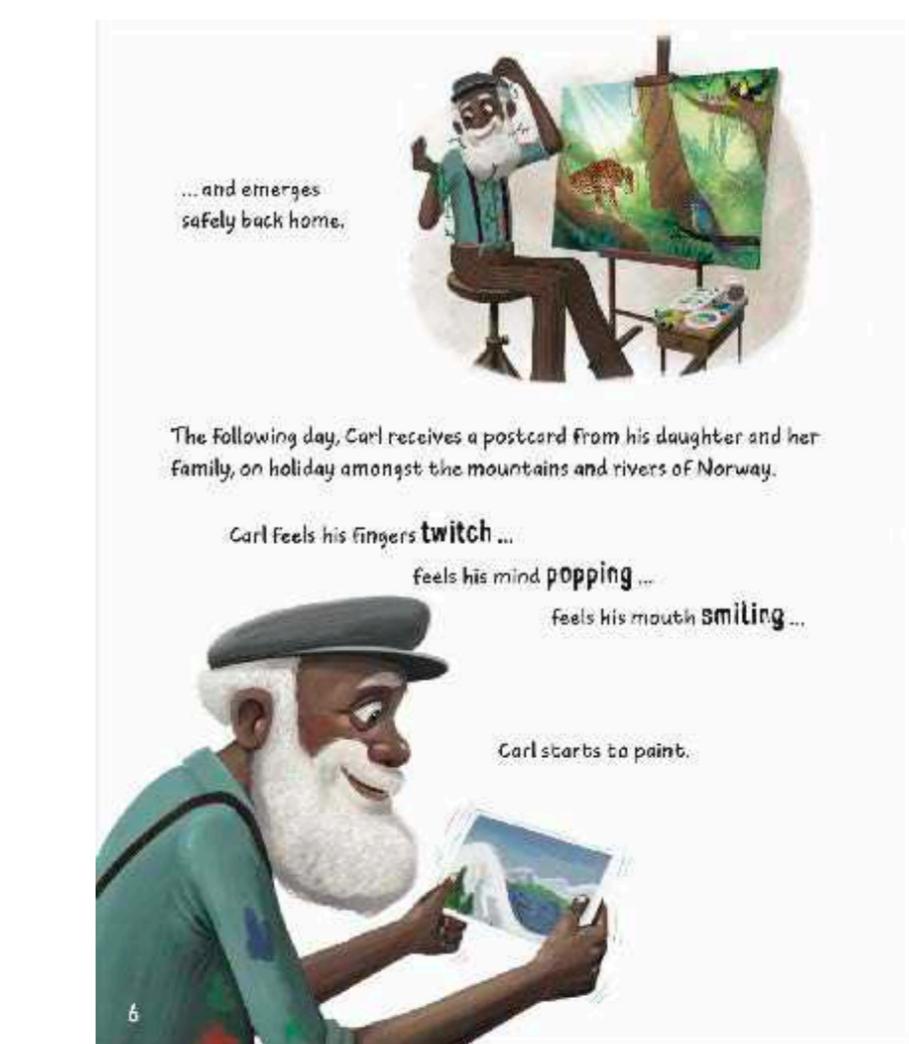
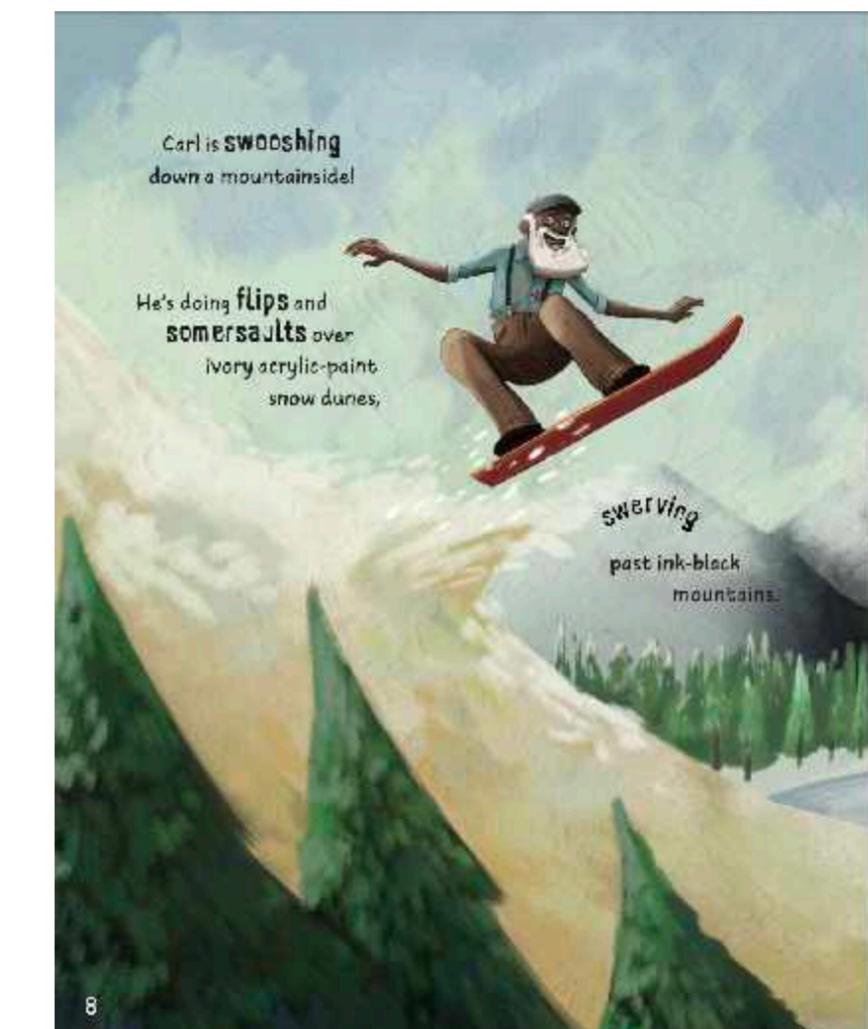
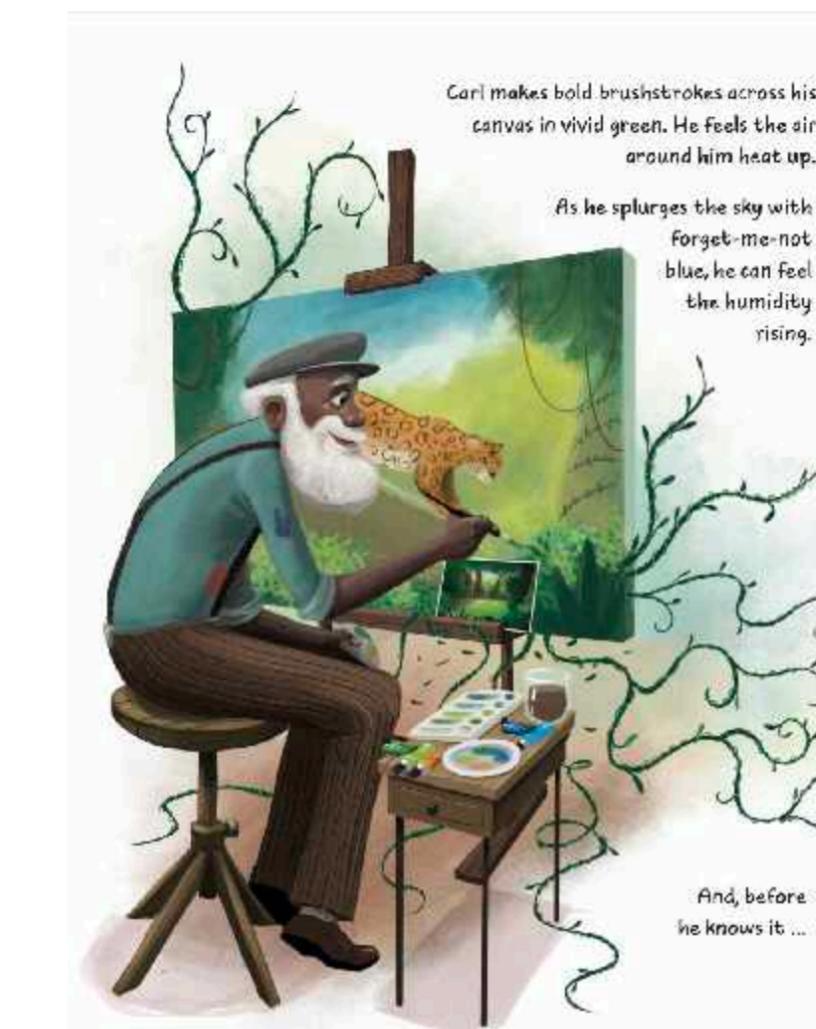
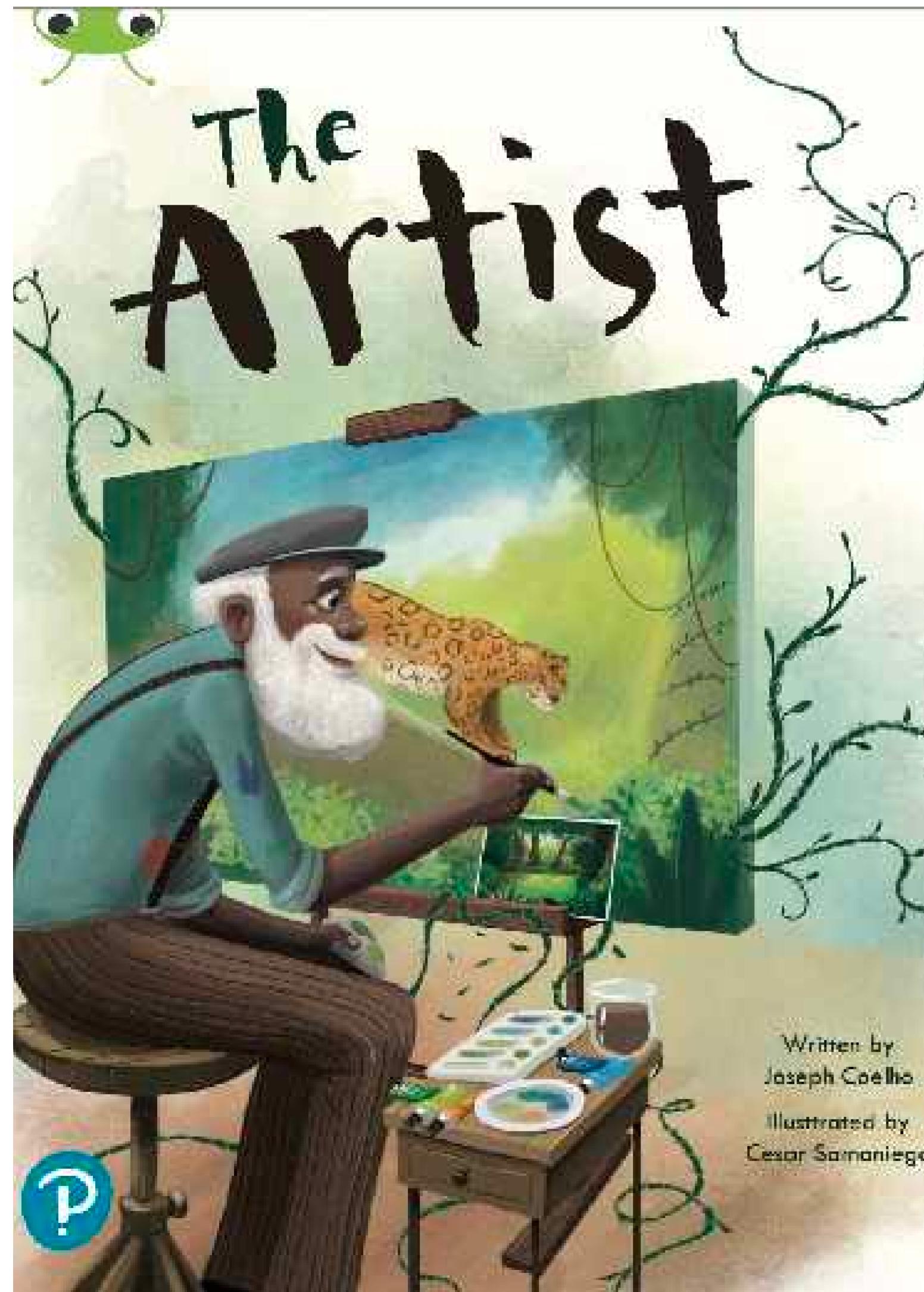


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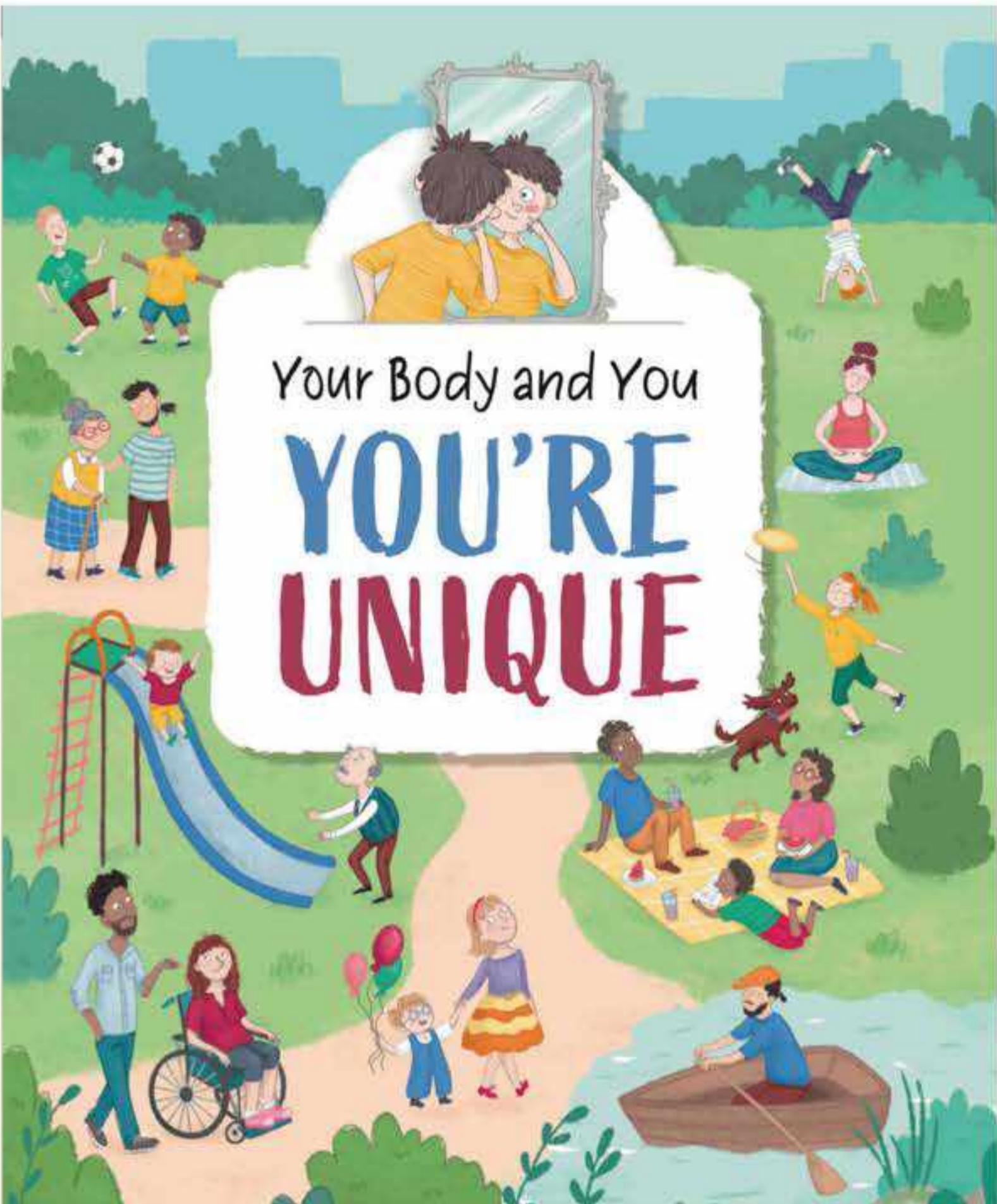
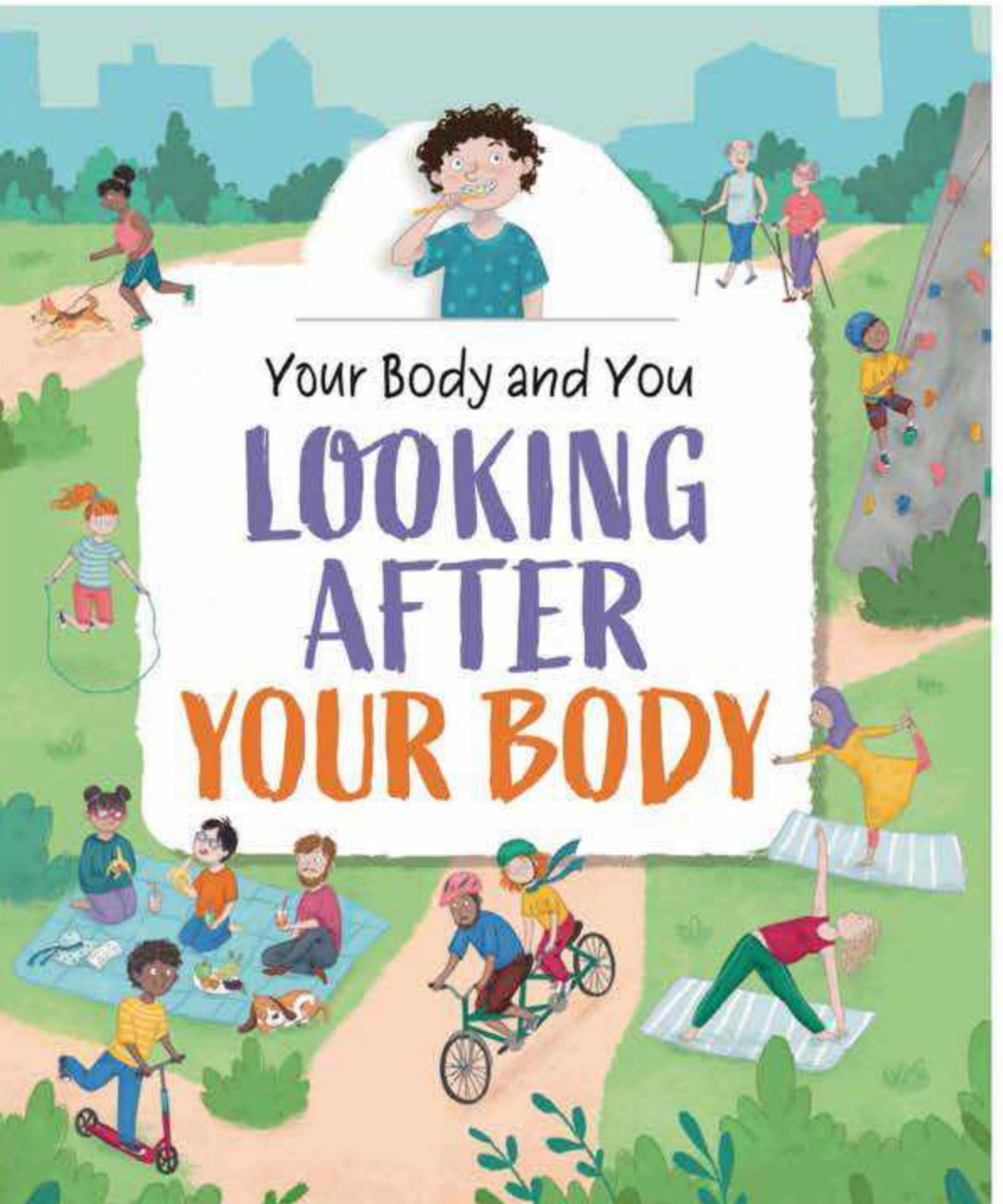
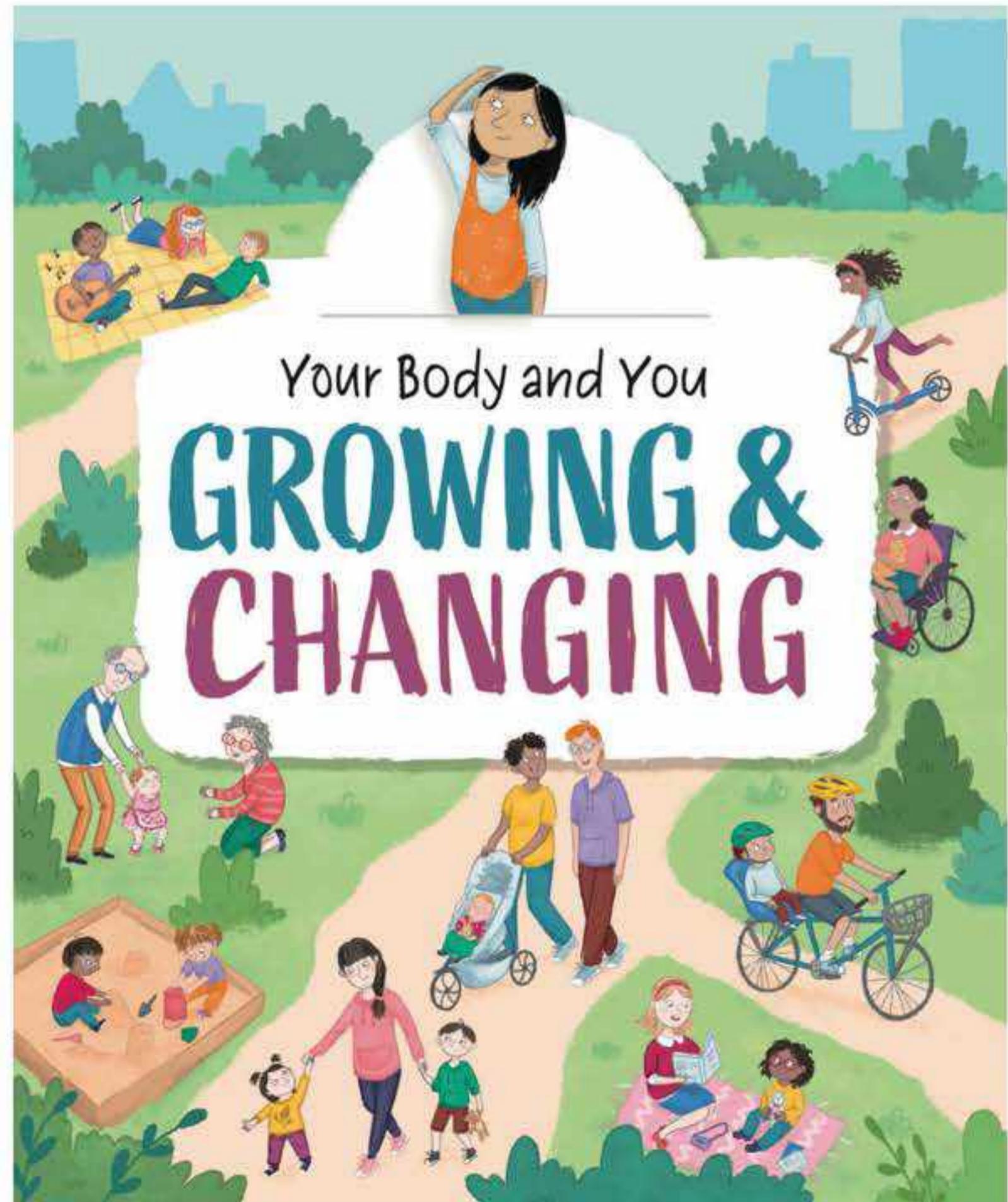
# Project Highlights



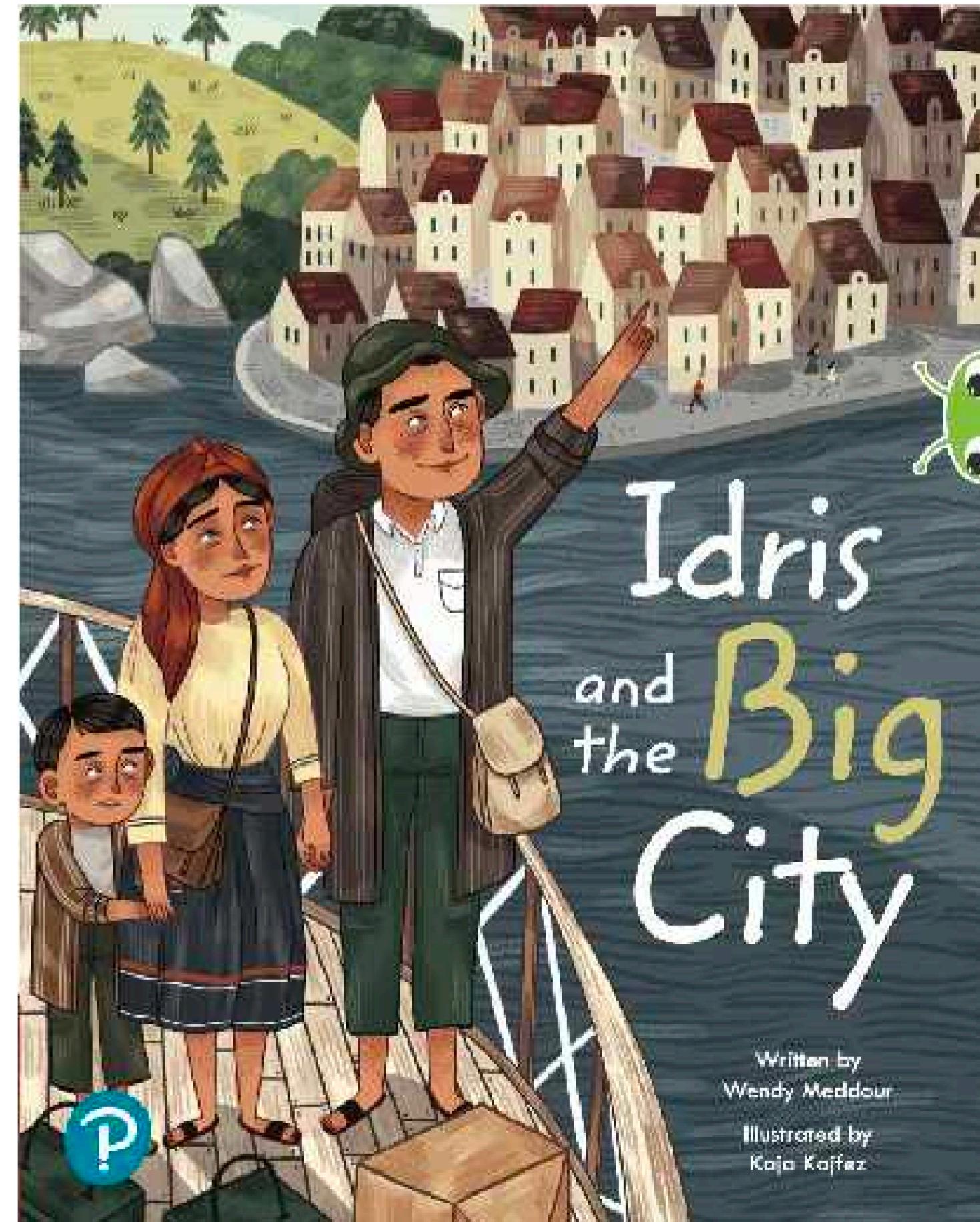
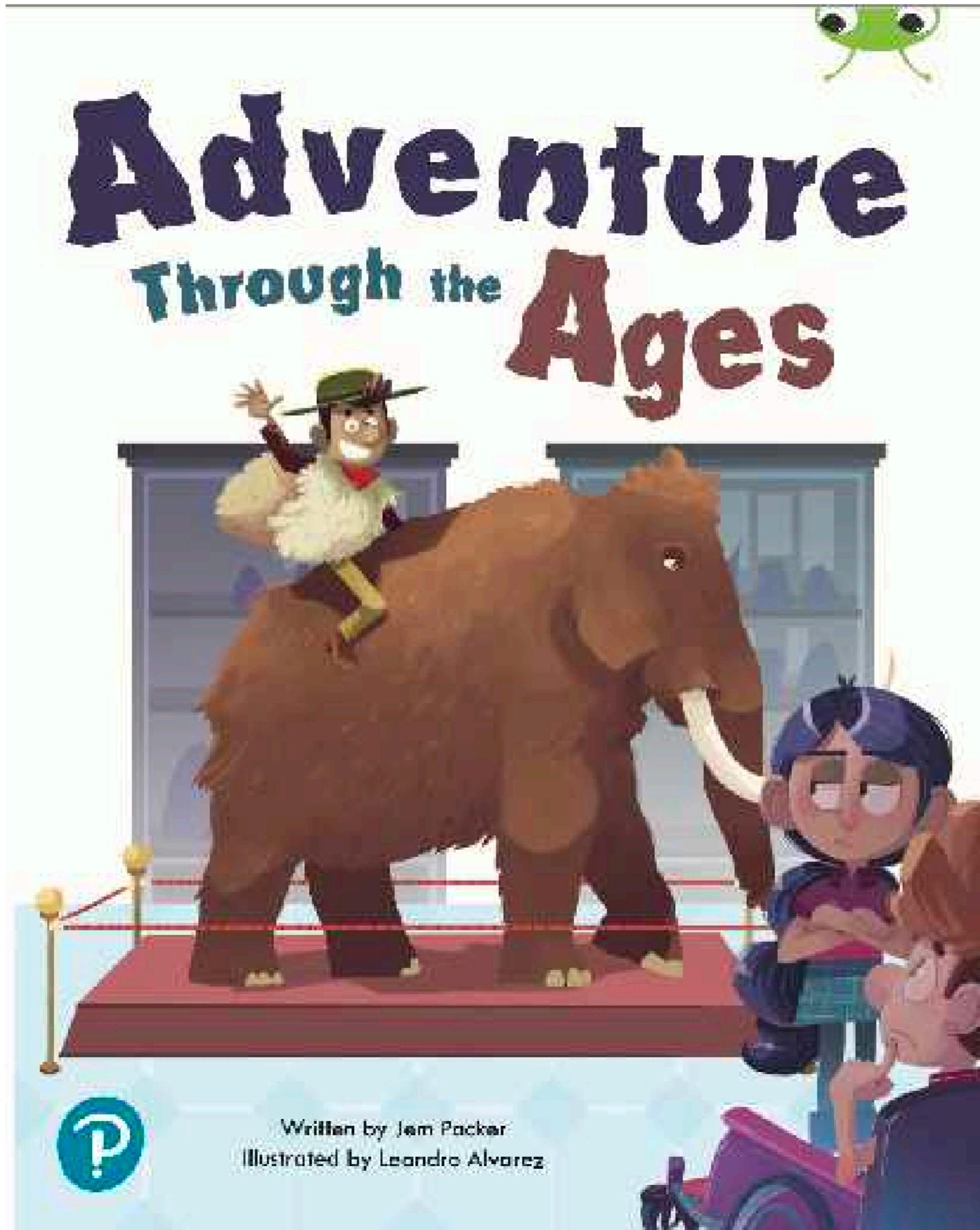
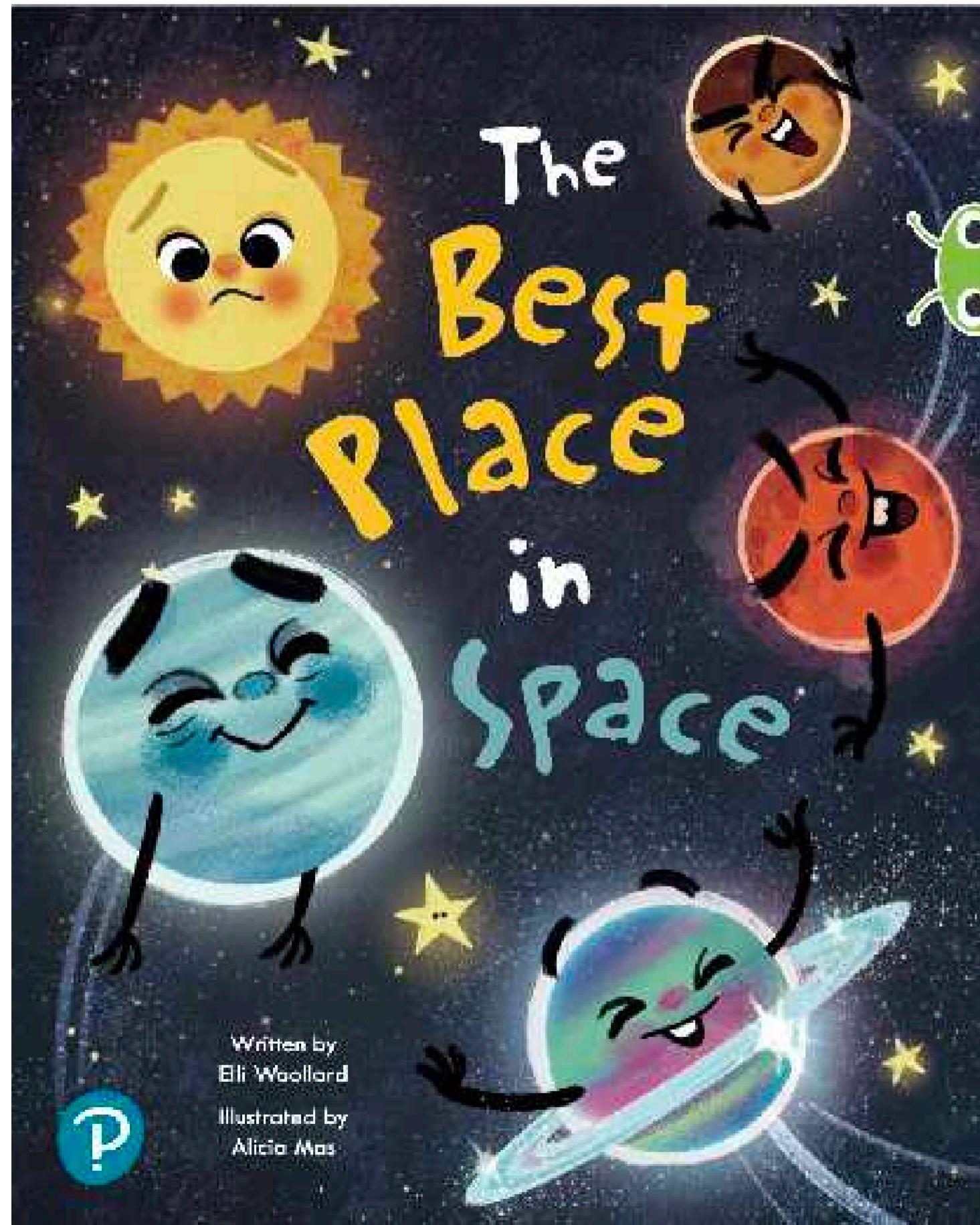
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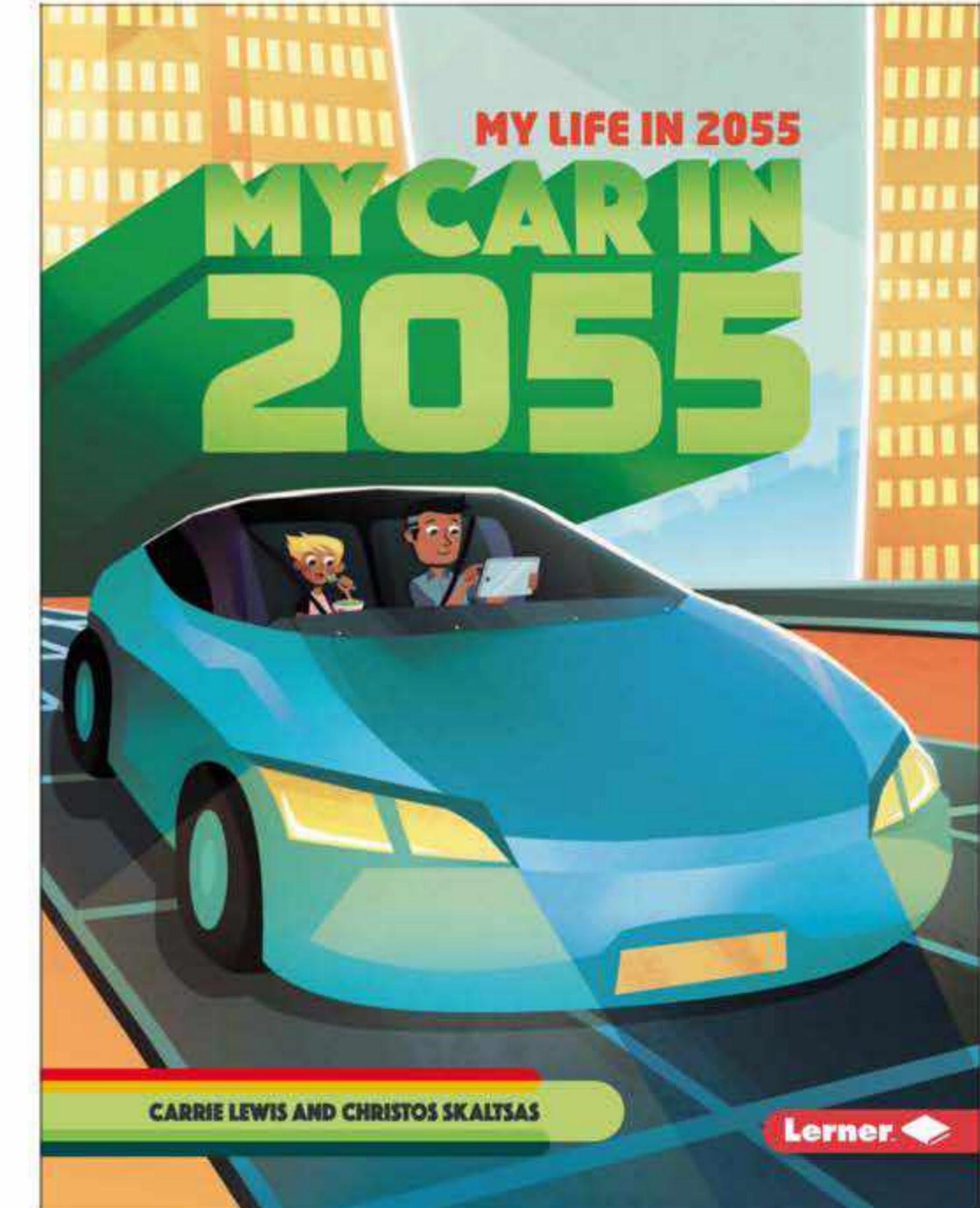
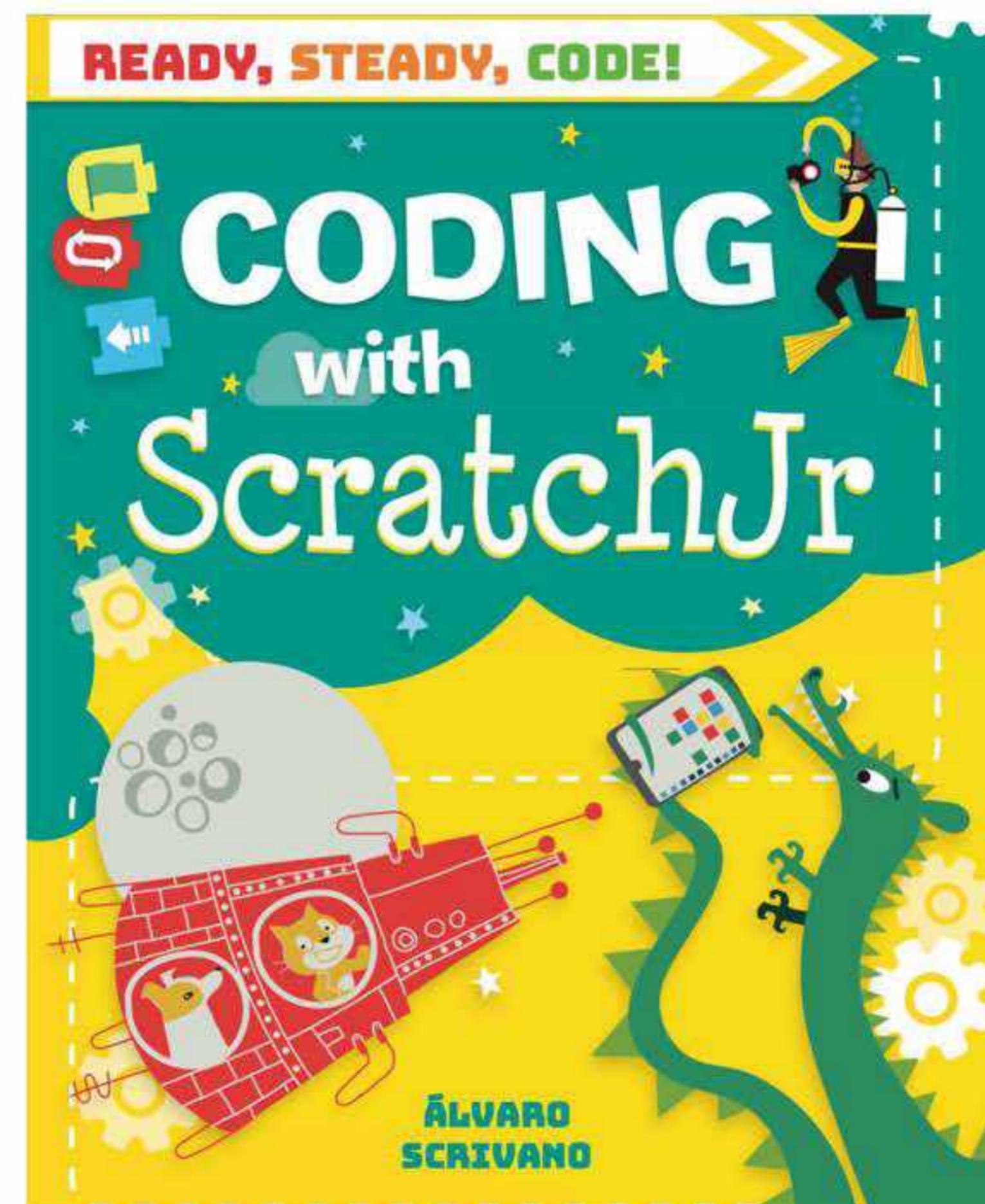
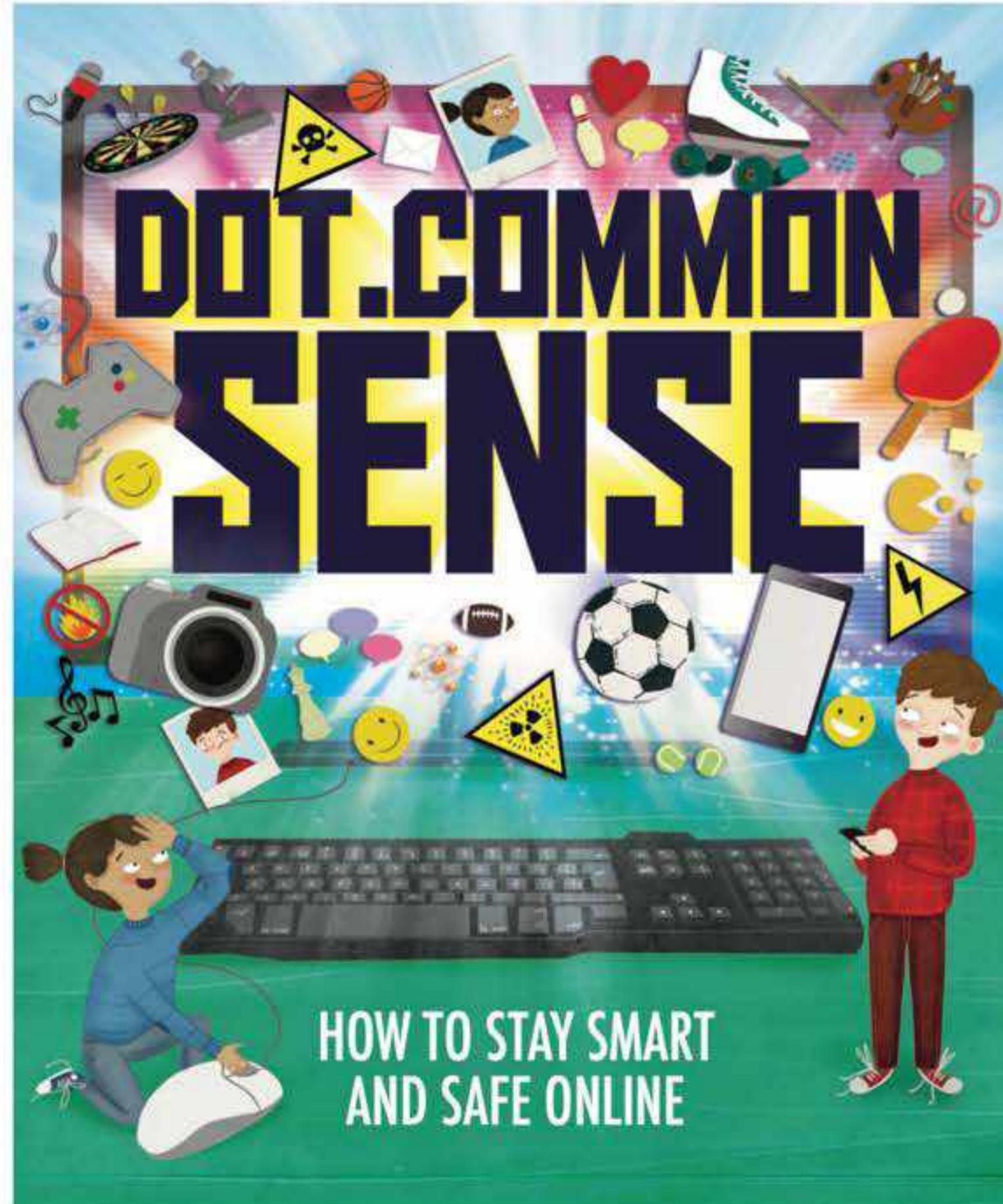
# Collaborating works - STEM project highlights



# Project Highlights

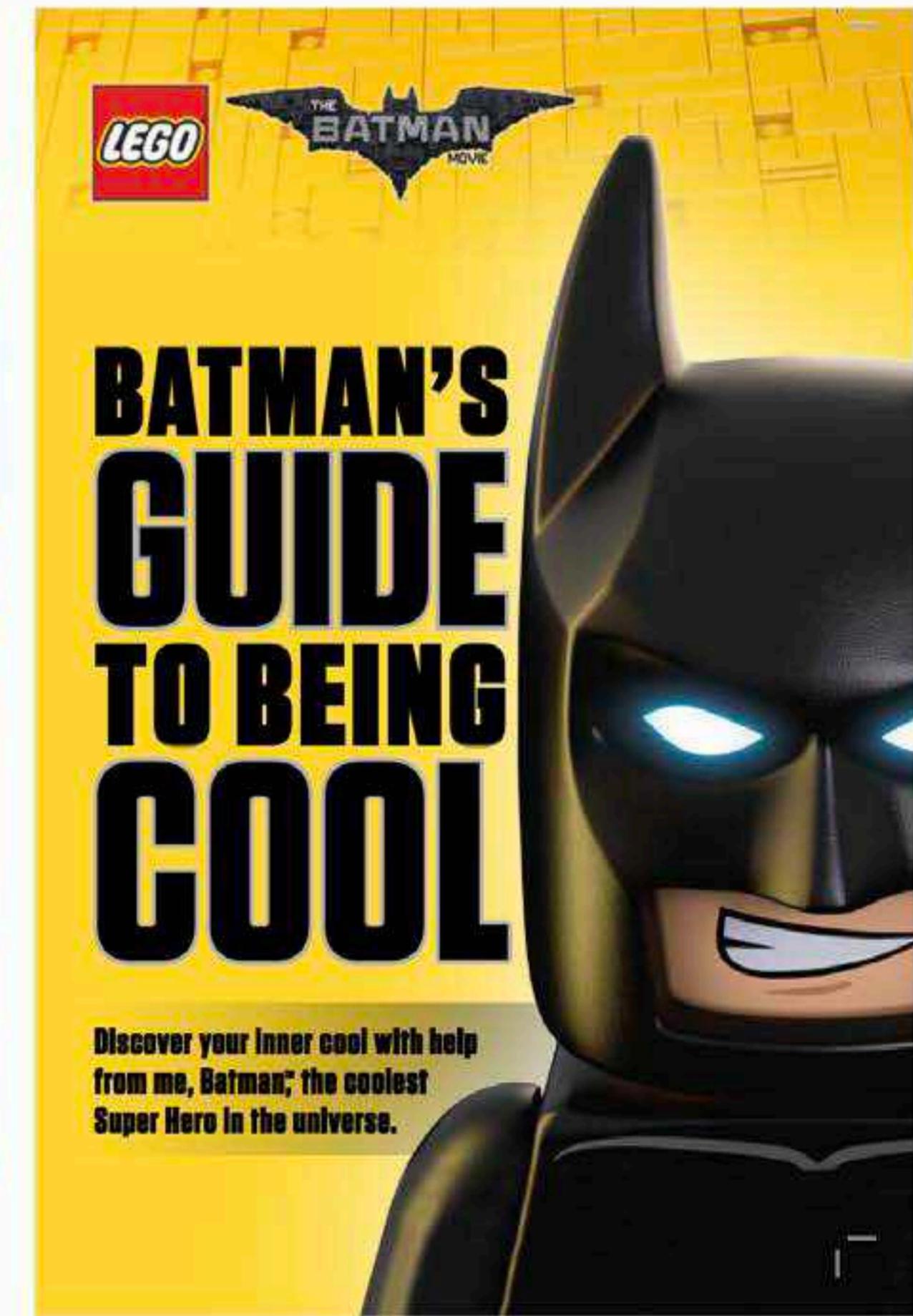
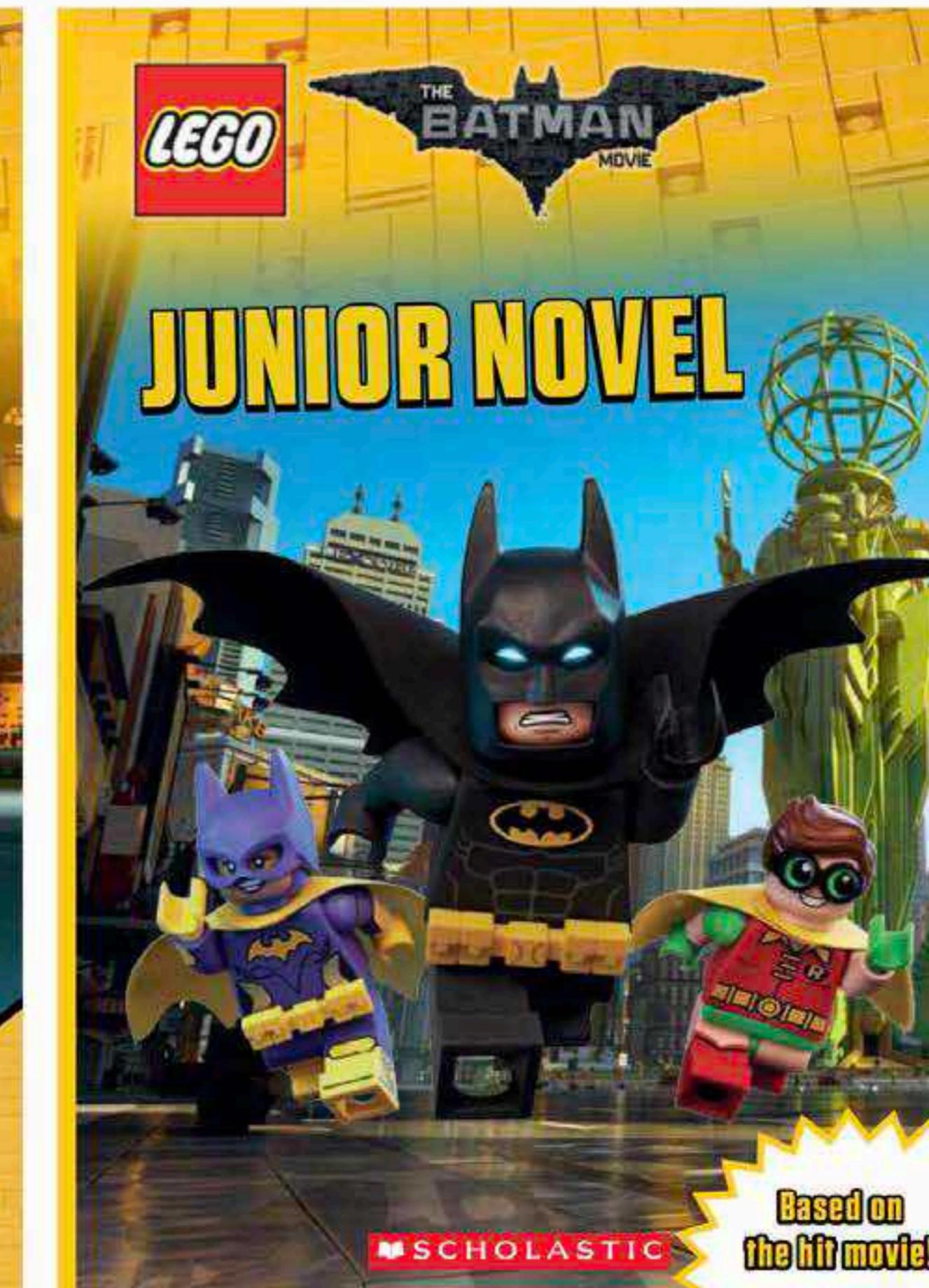


## Collaborating works - STEM project highlights

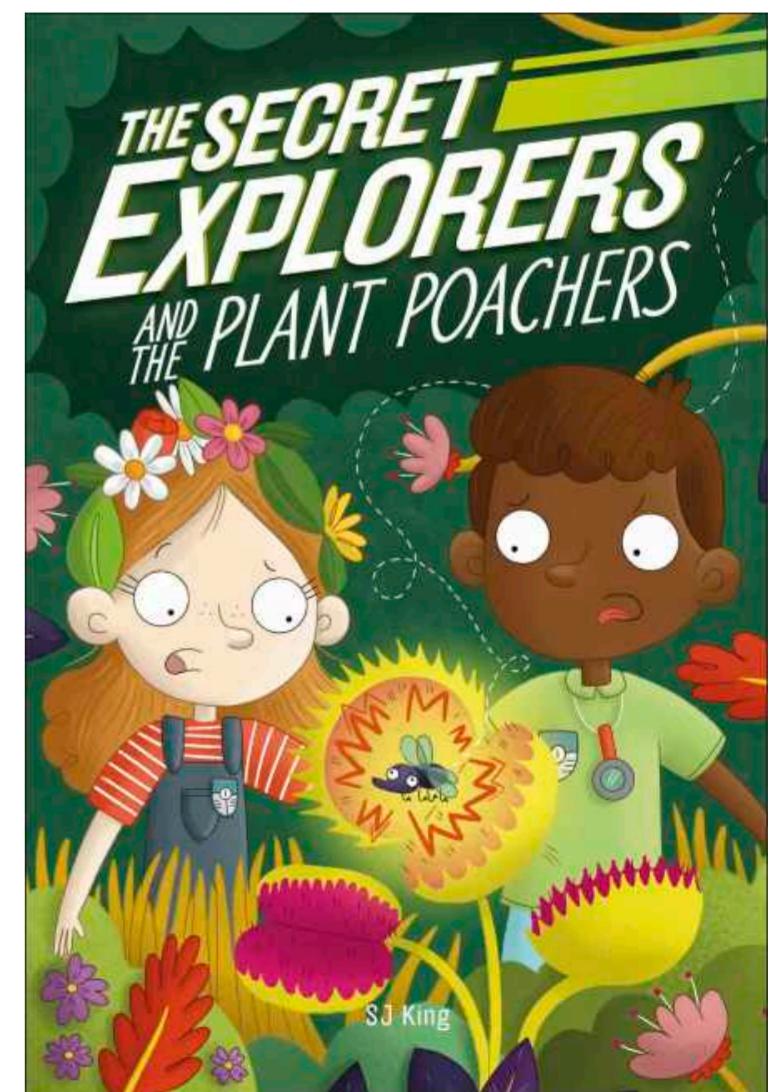
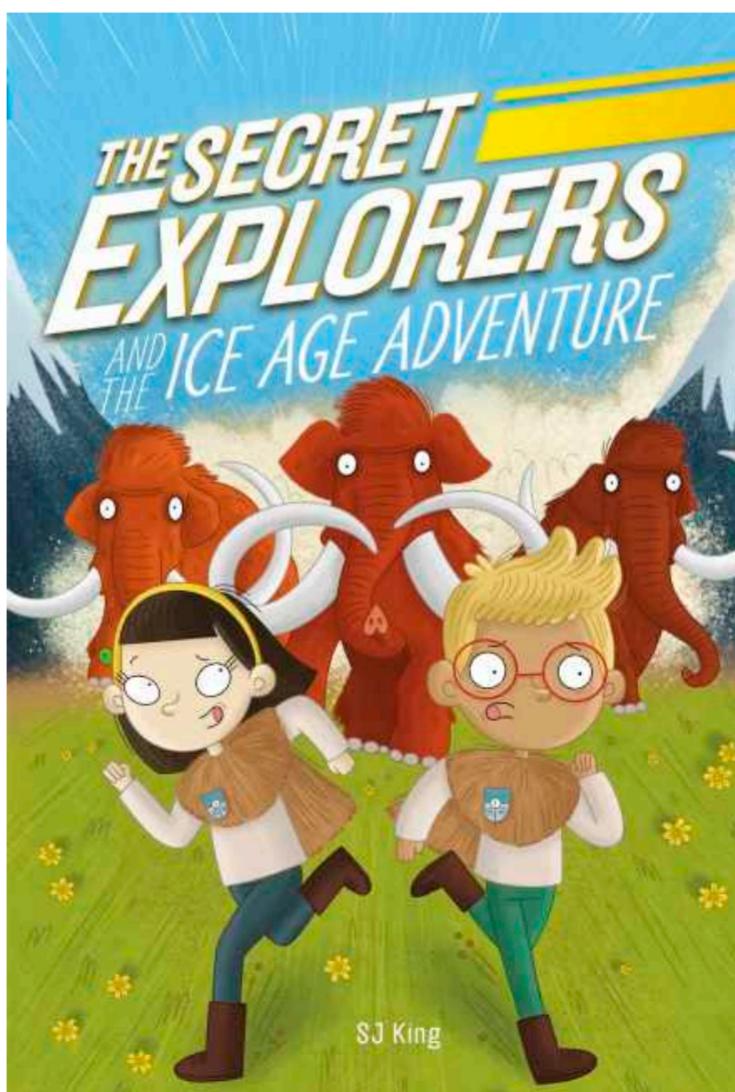
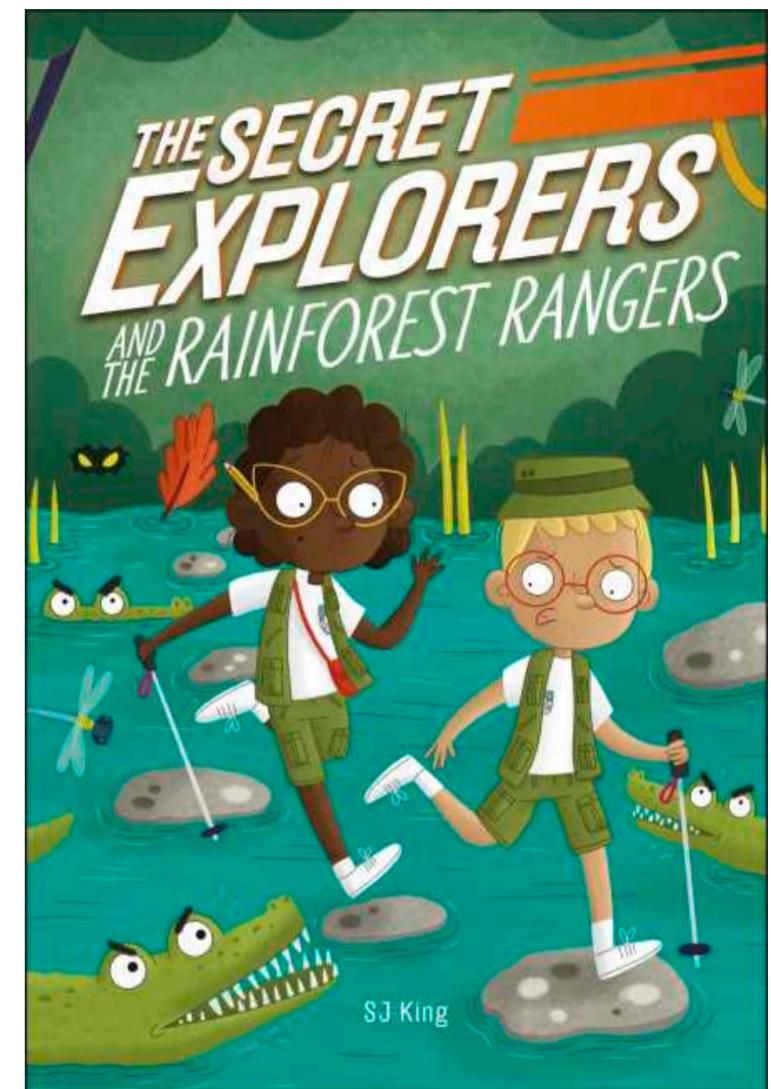
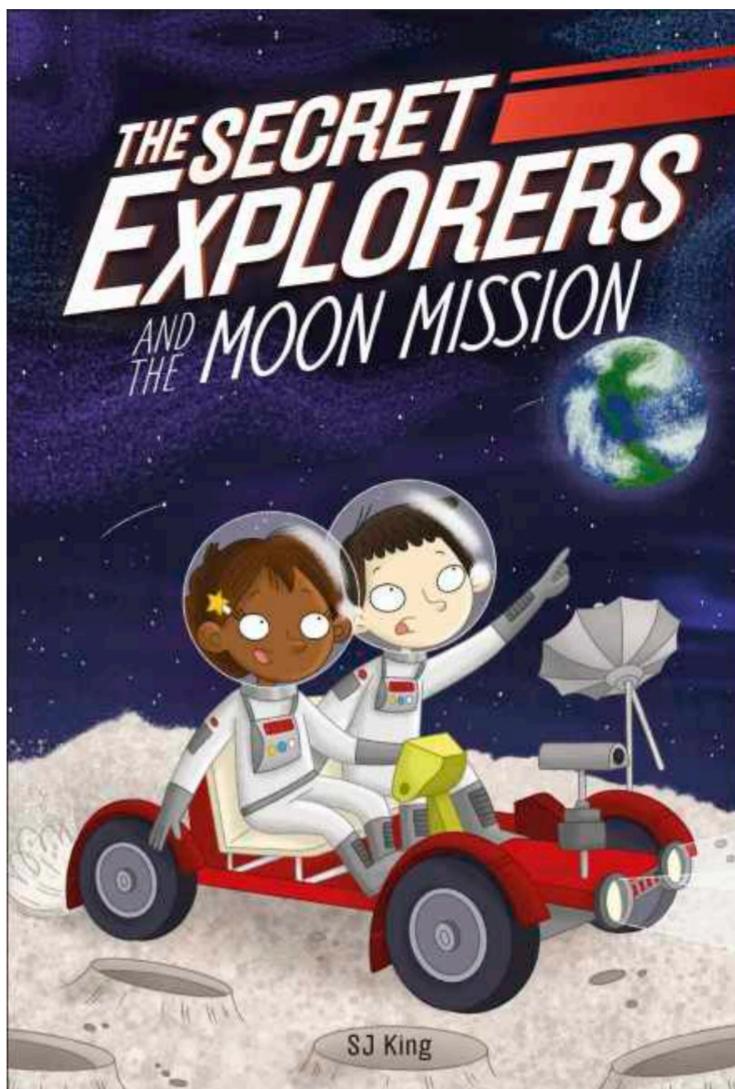
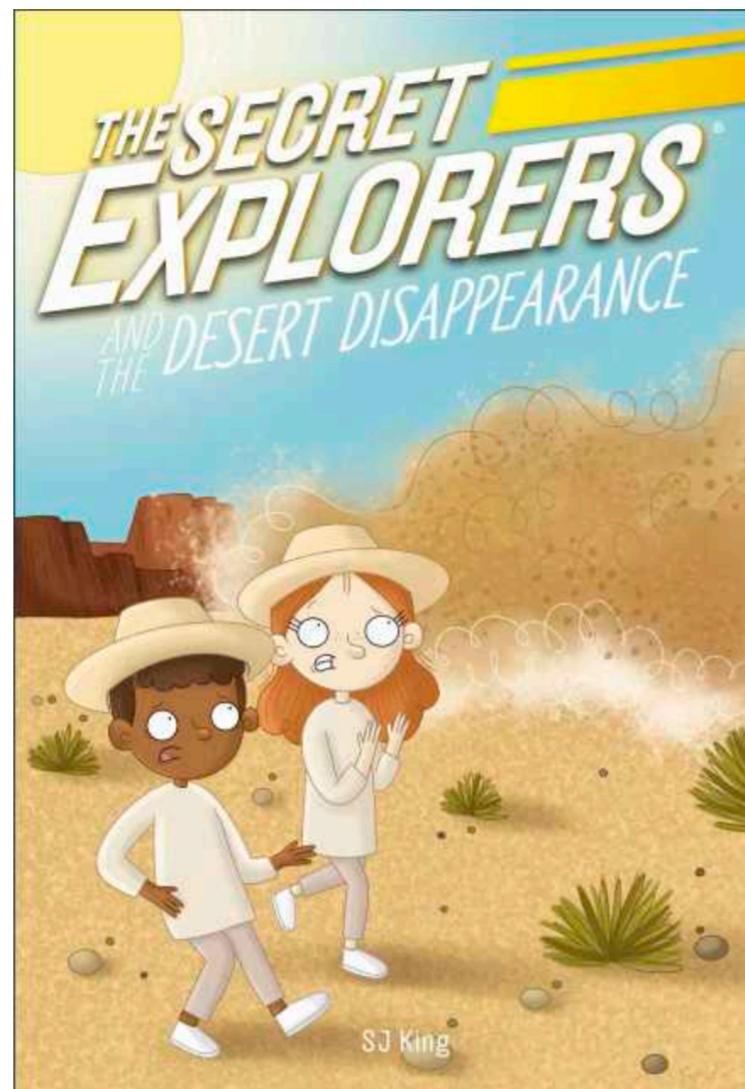
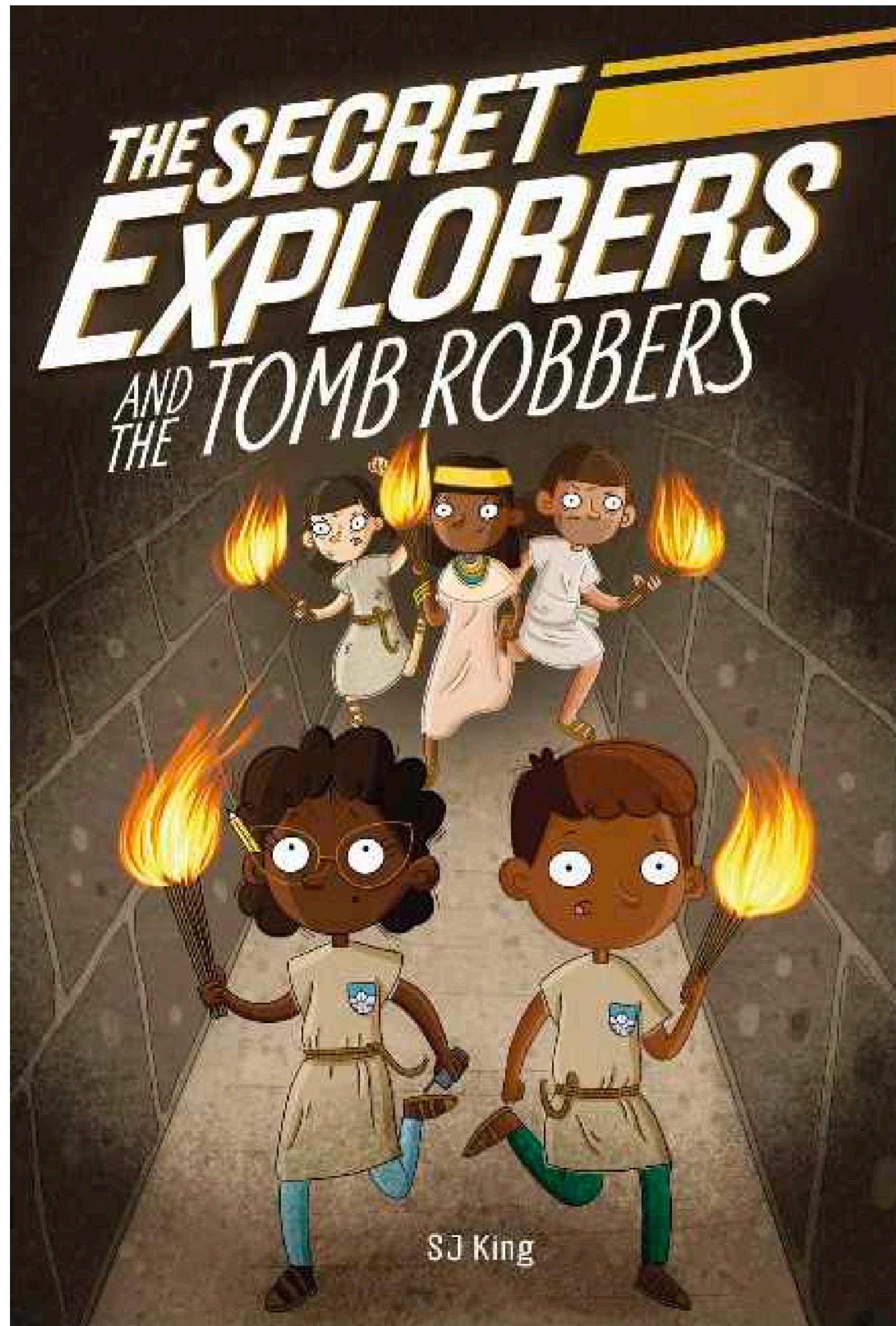


Lego

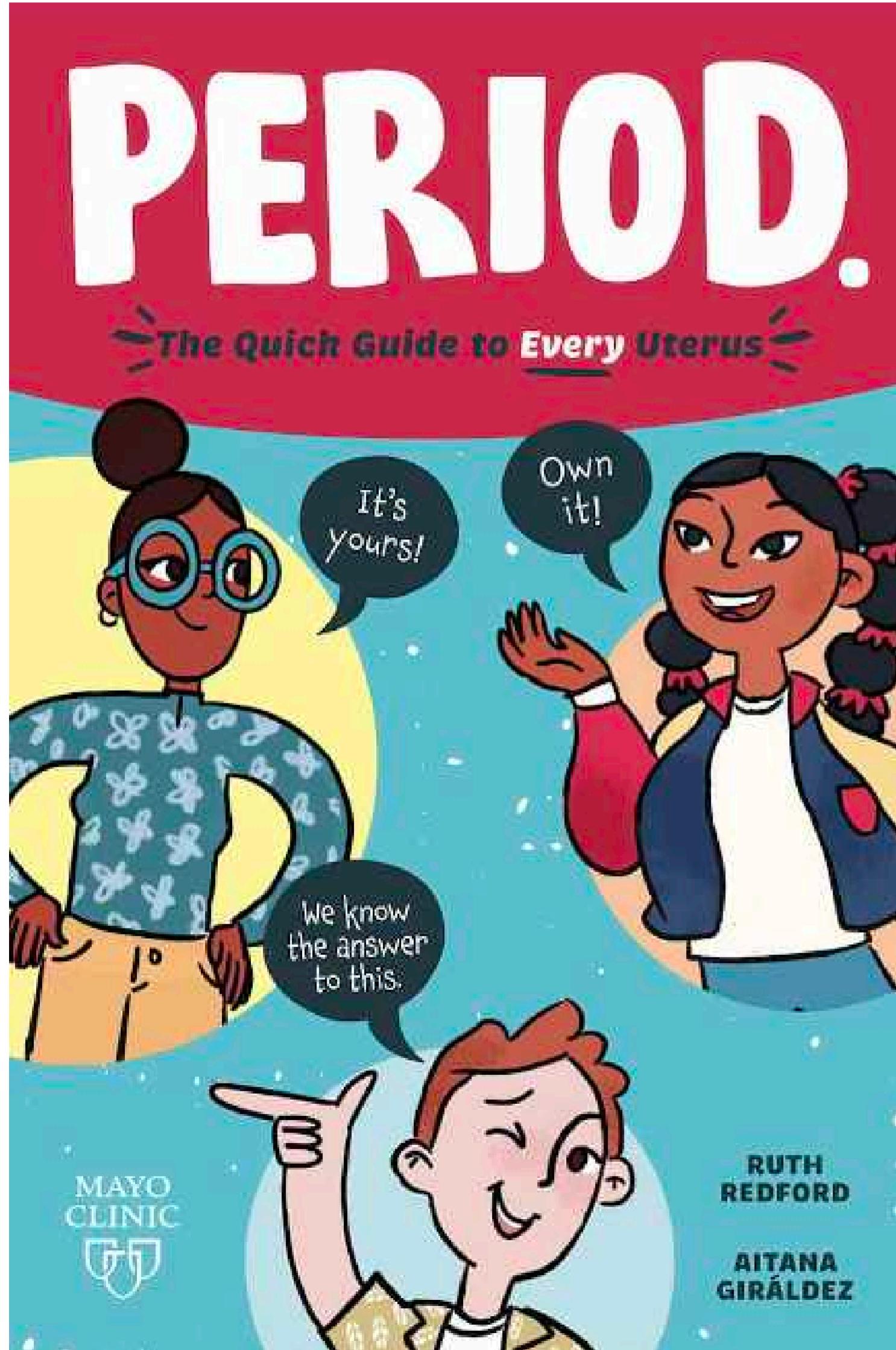
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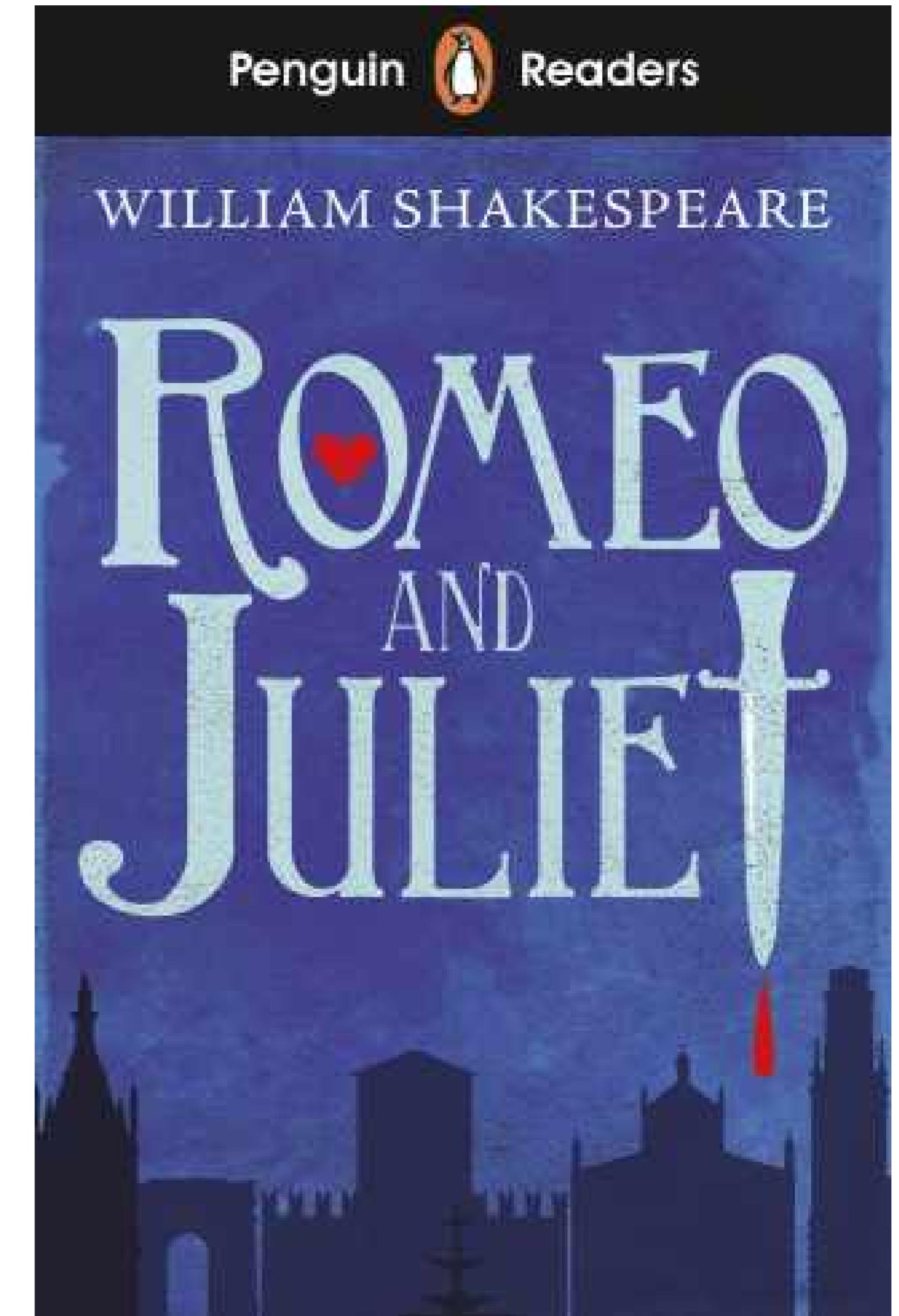
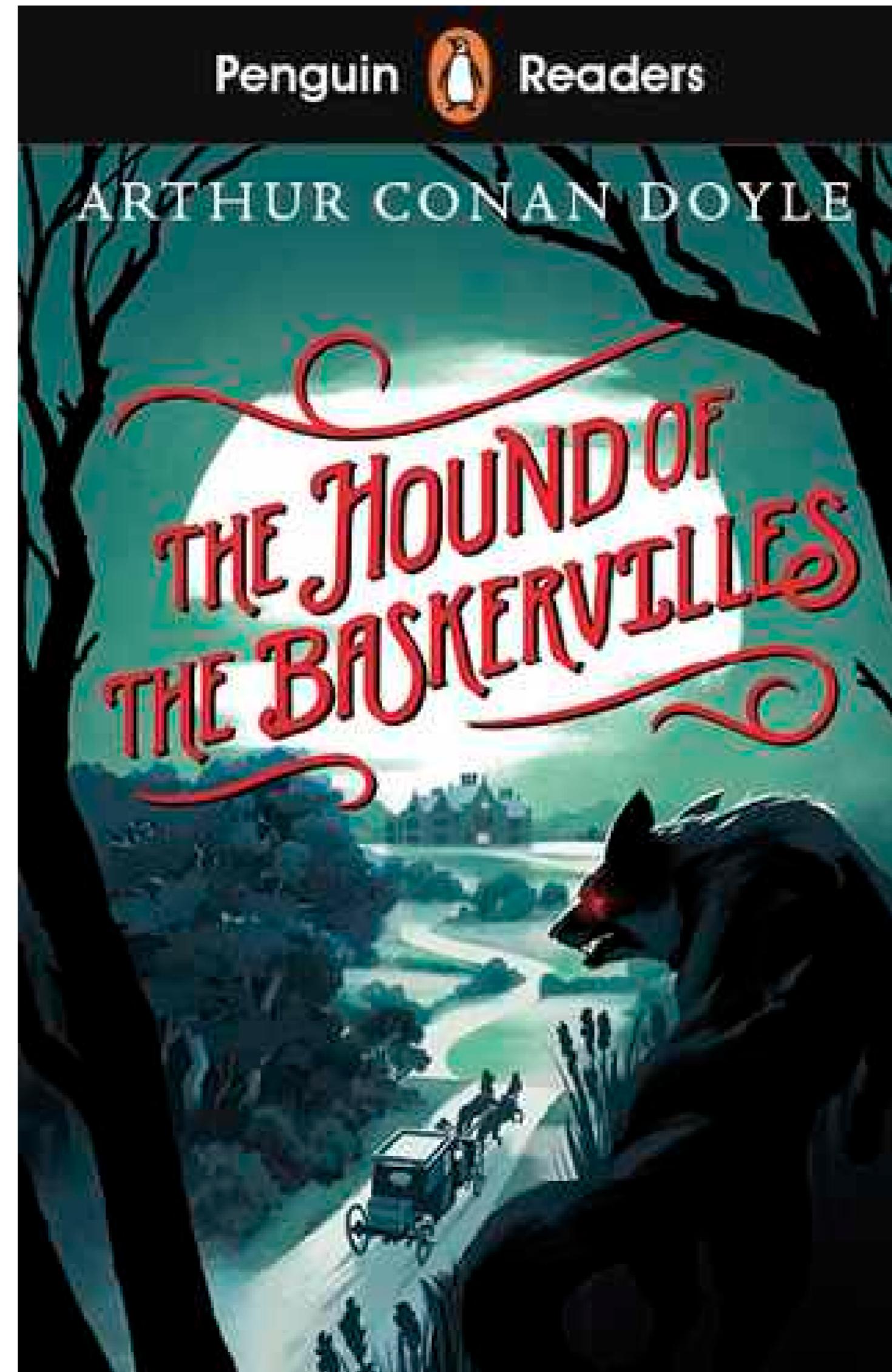
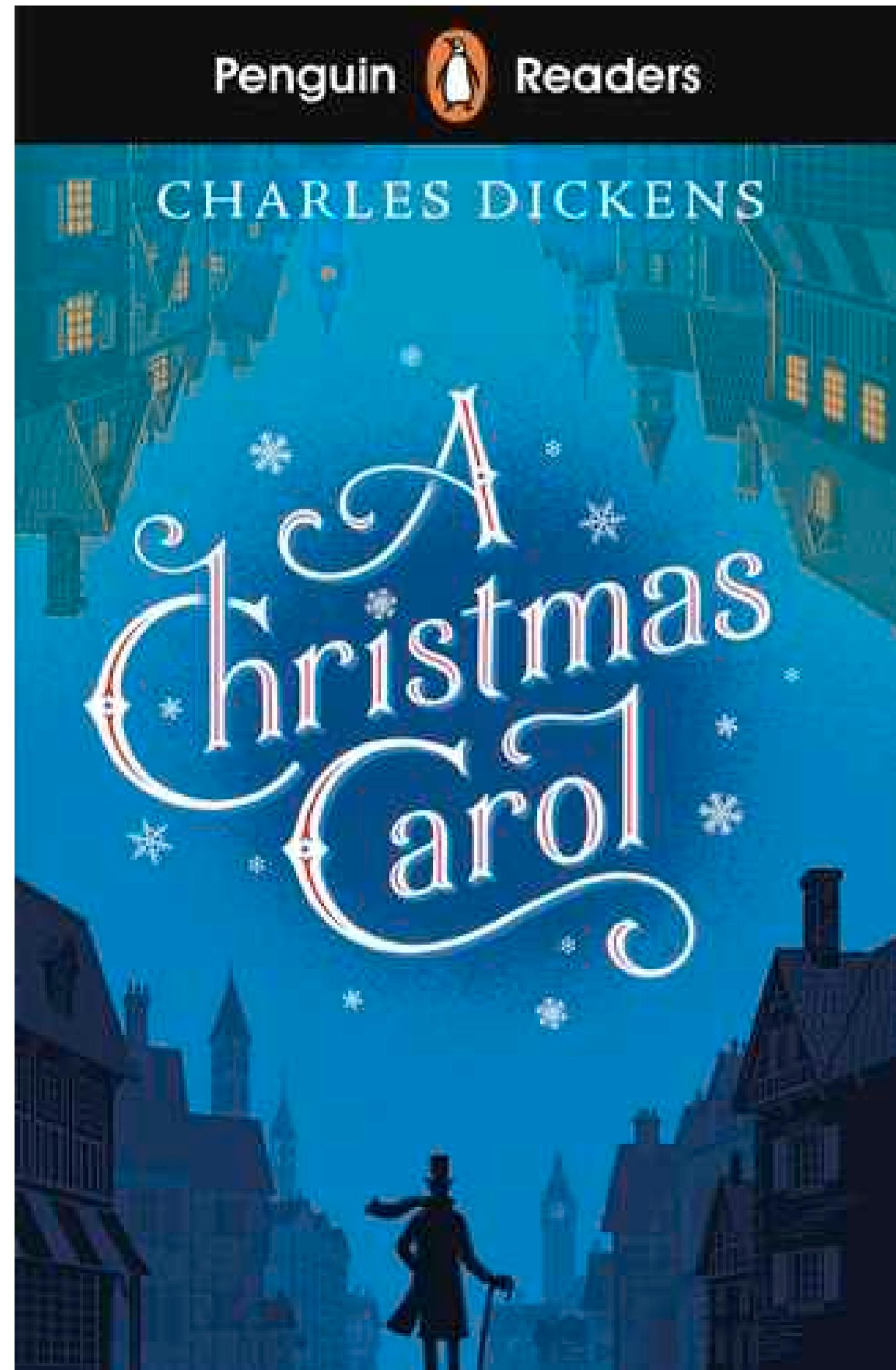


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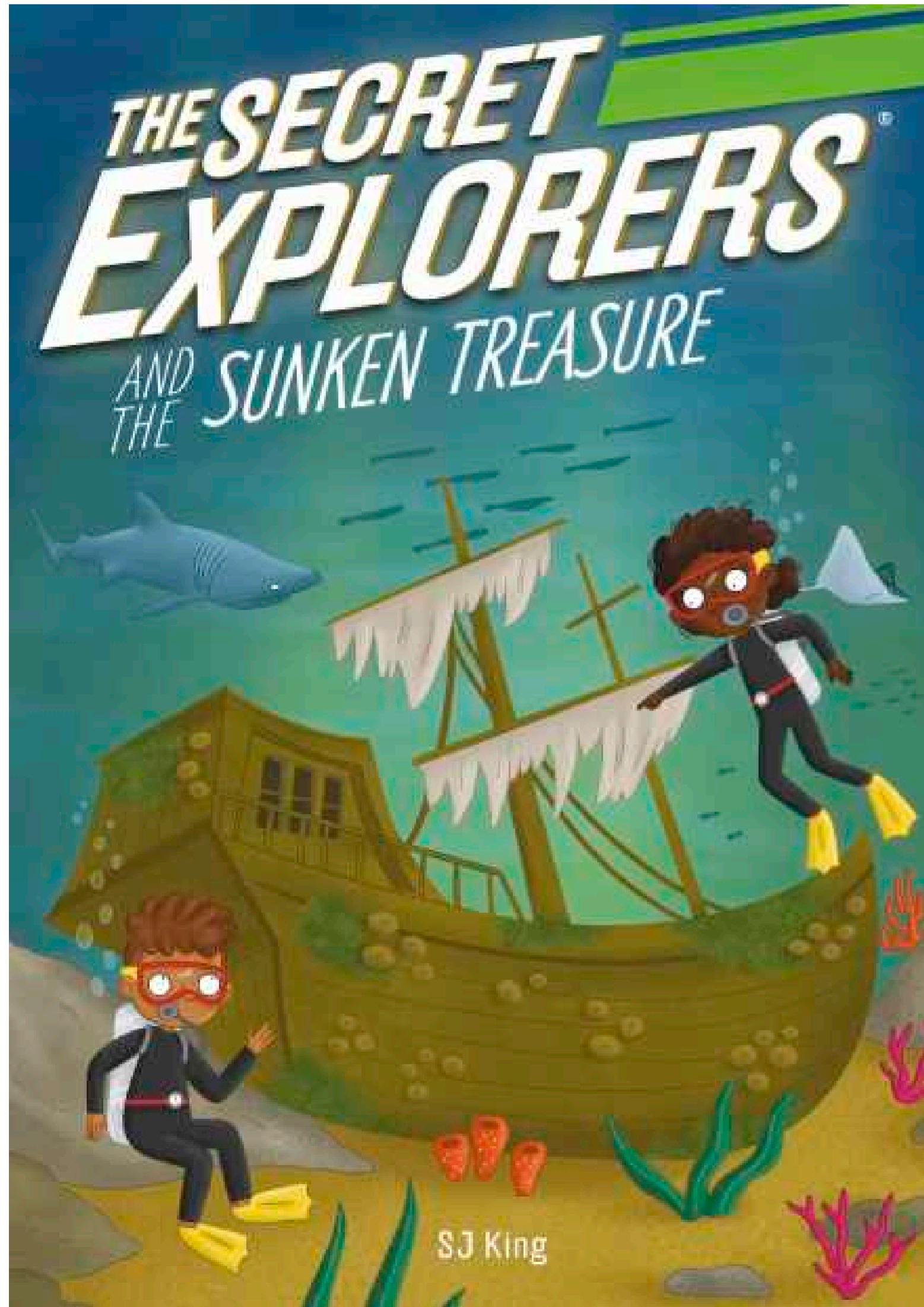


# Project Highlights

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# Project Highlights

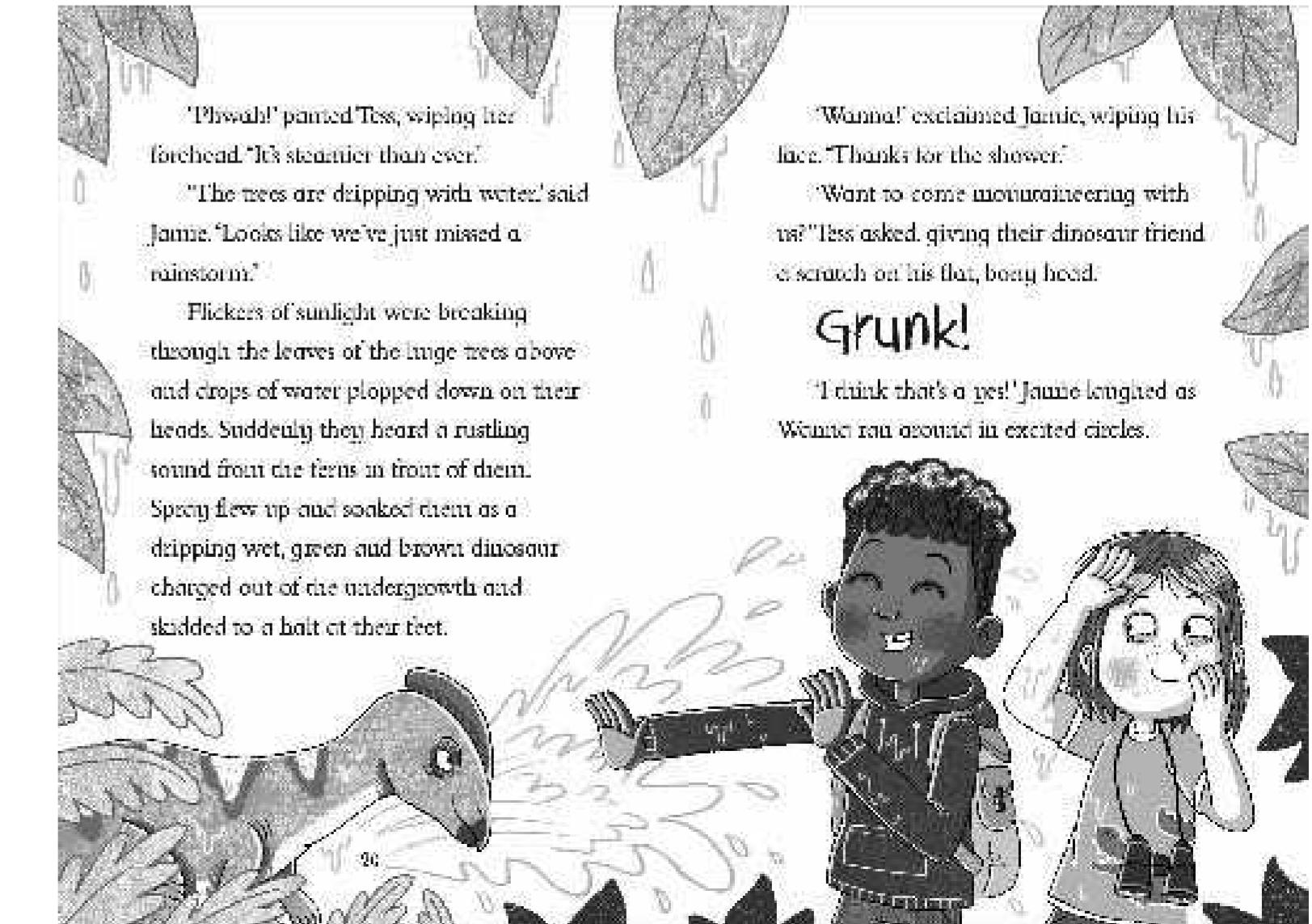
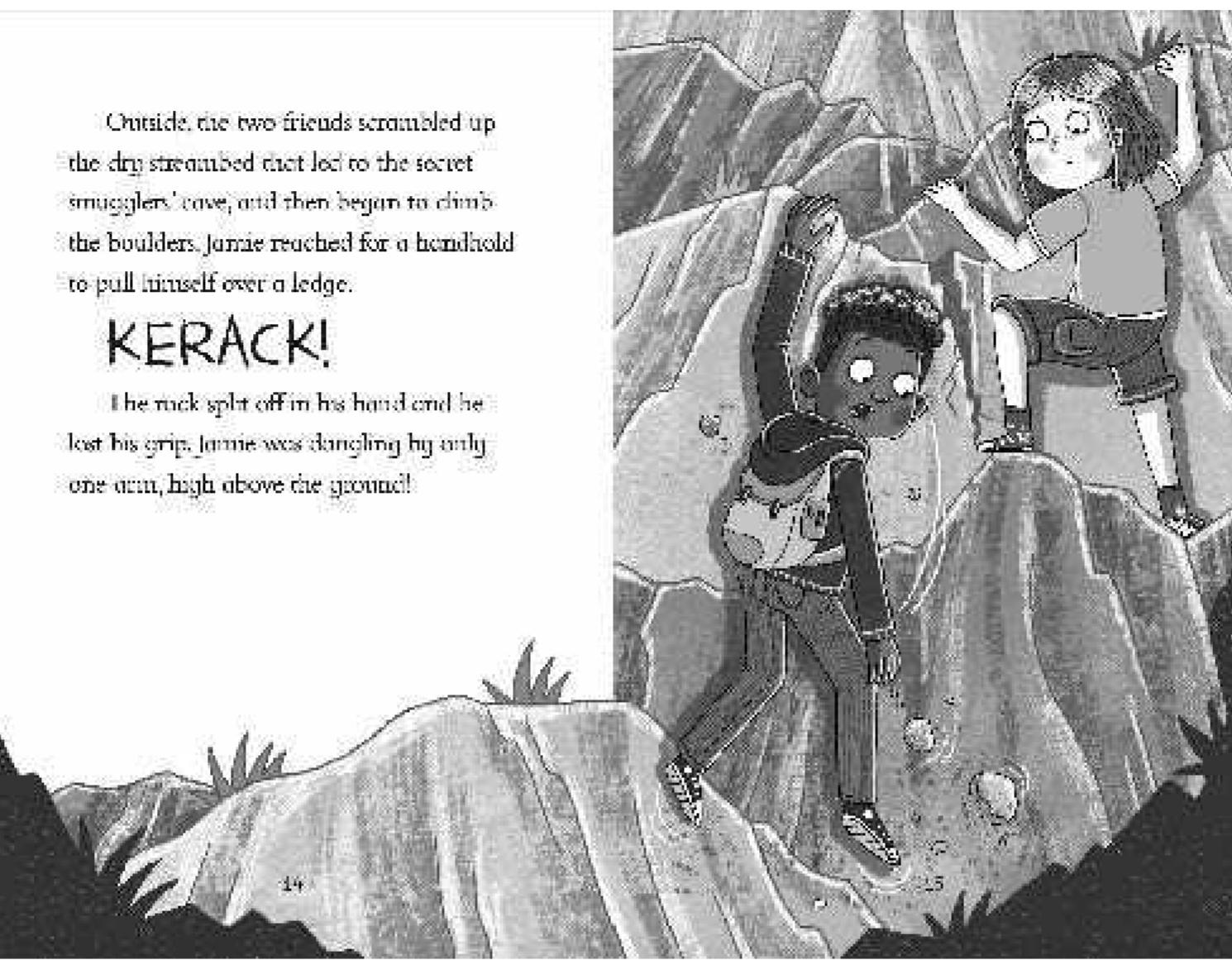
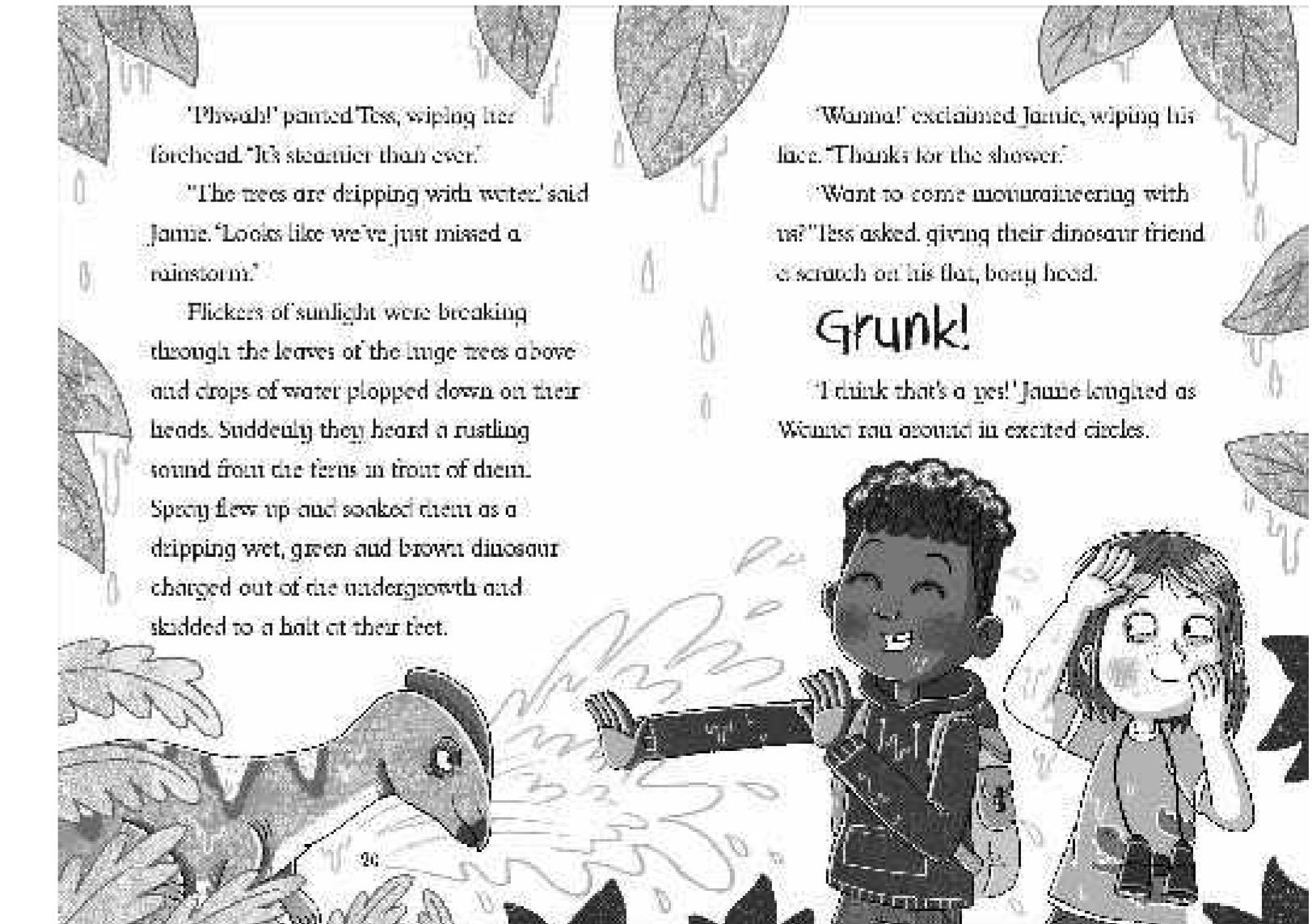
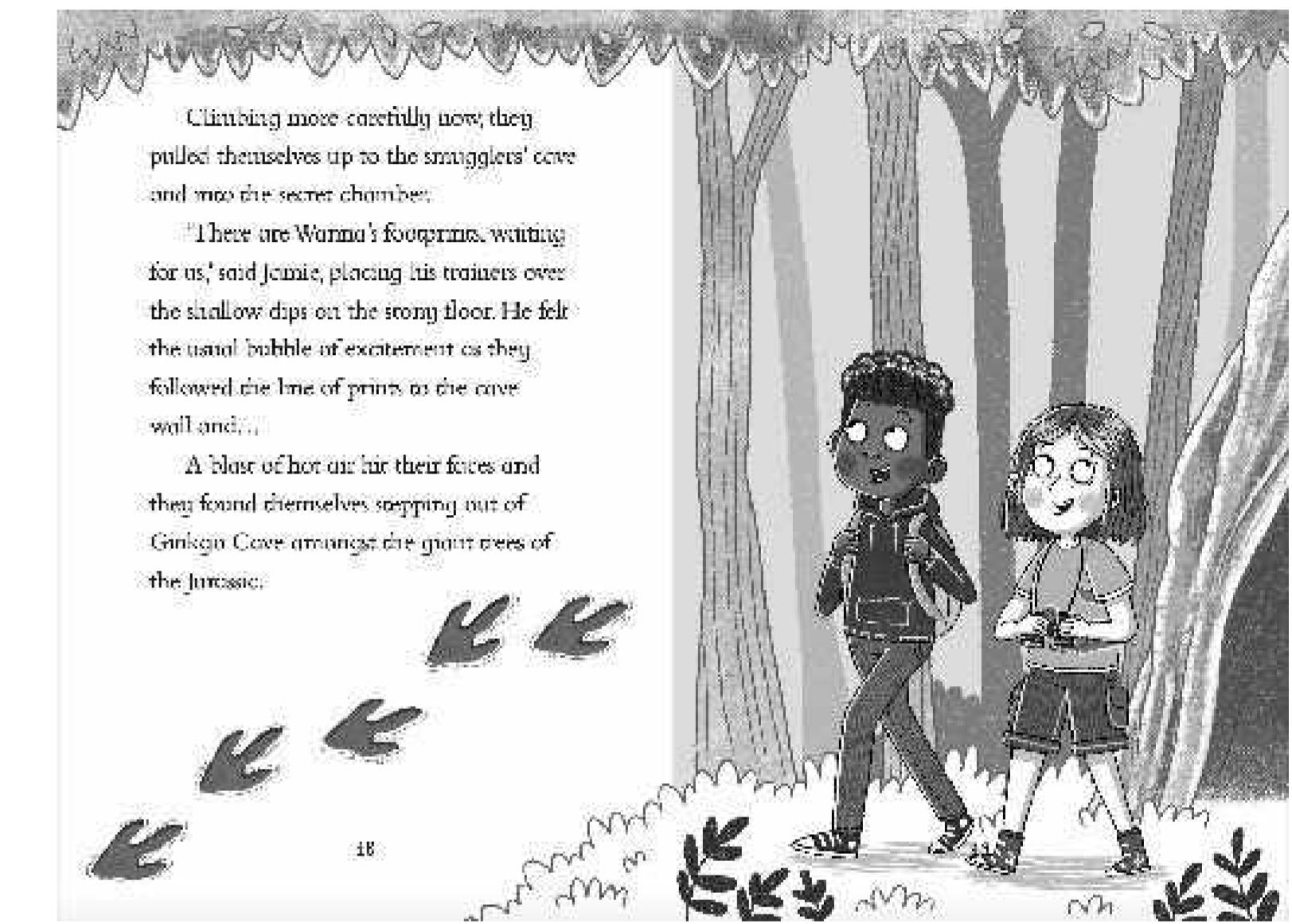
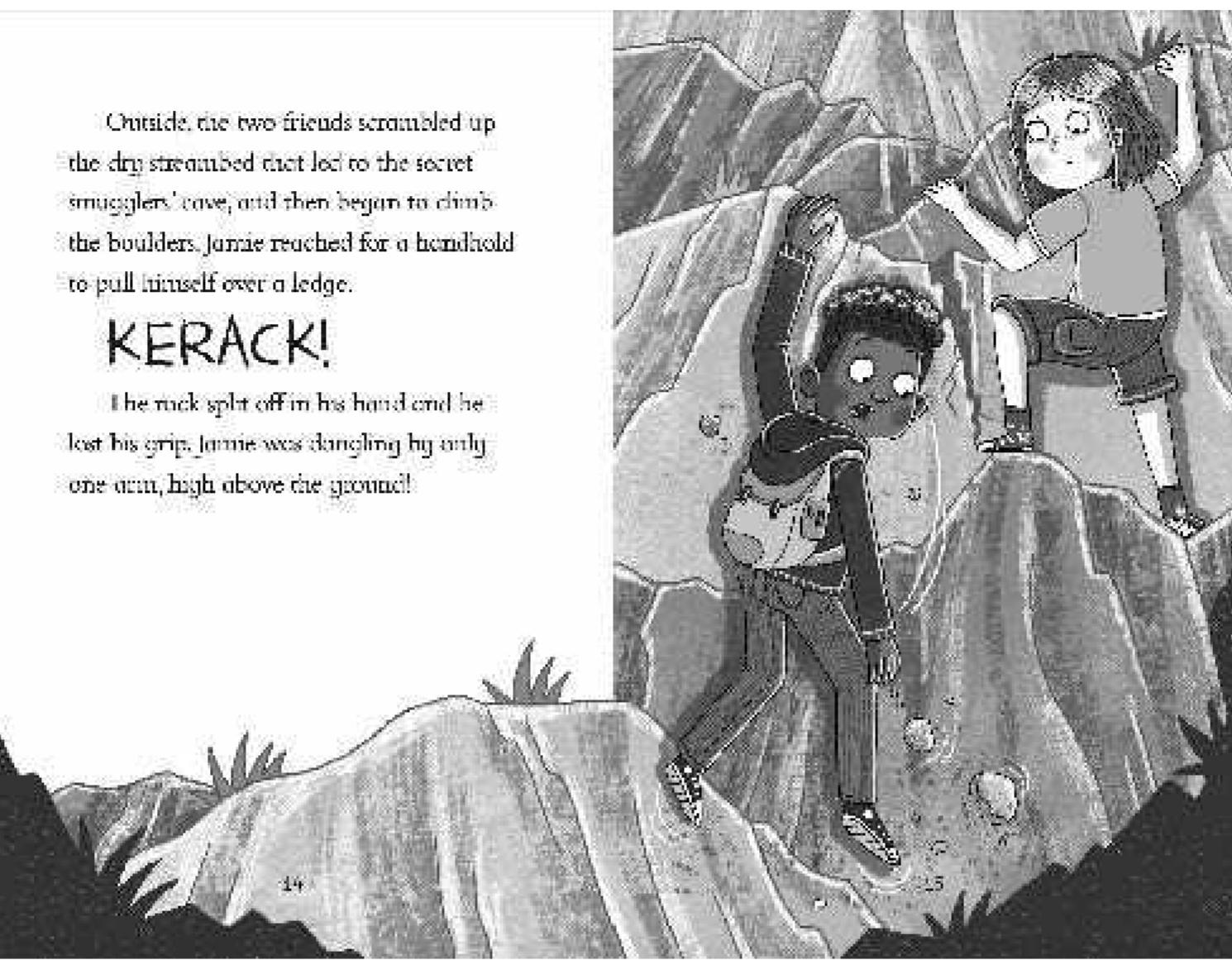
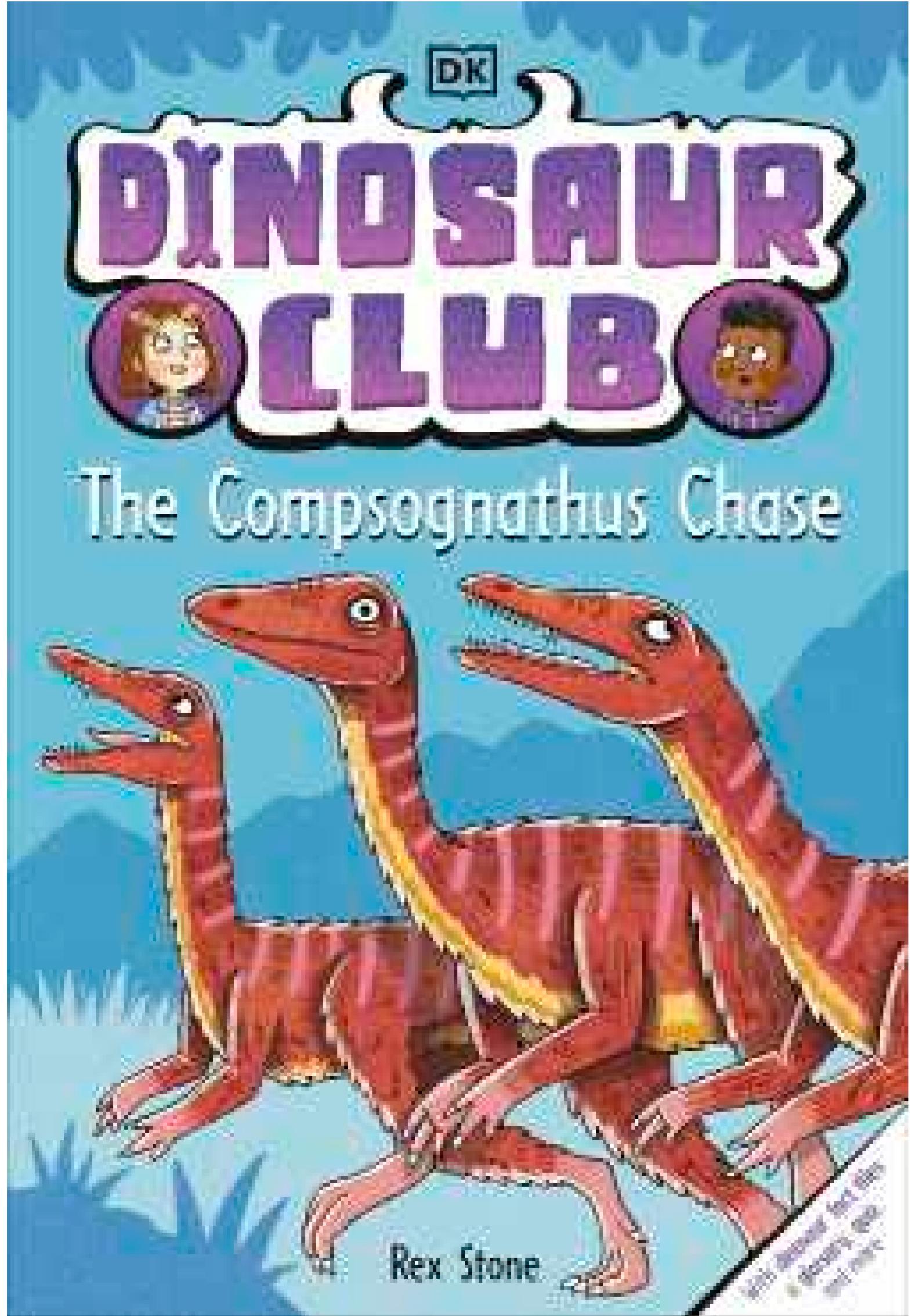


"This is one the toys from that ship?"  
"Could be. It's fun to think so, isn't it?"  
Connor nodded and smiled, but inside he was worried by the story. Plastic took 450 years to decompose and it was a real danger to animals in the ocean. He looked back at the rock pools, wondering if more toys had washed up there, and that's when he saw a bright silvery flash. What was it? Was it a fish out of water?



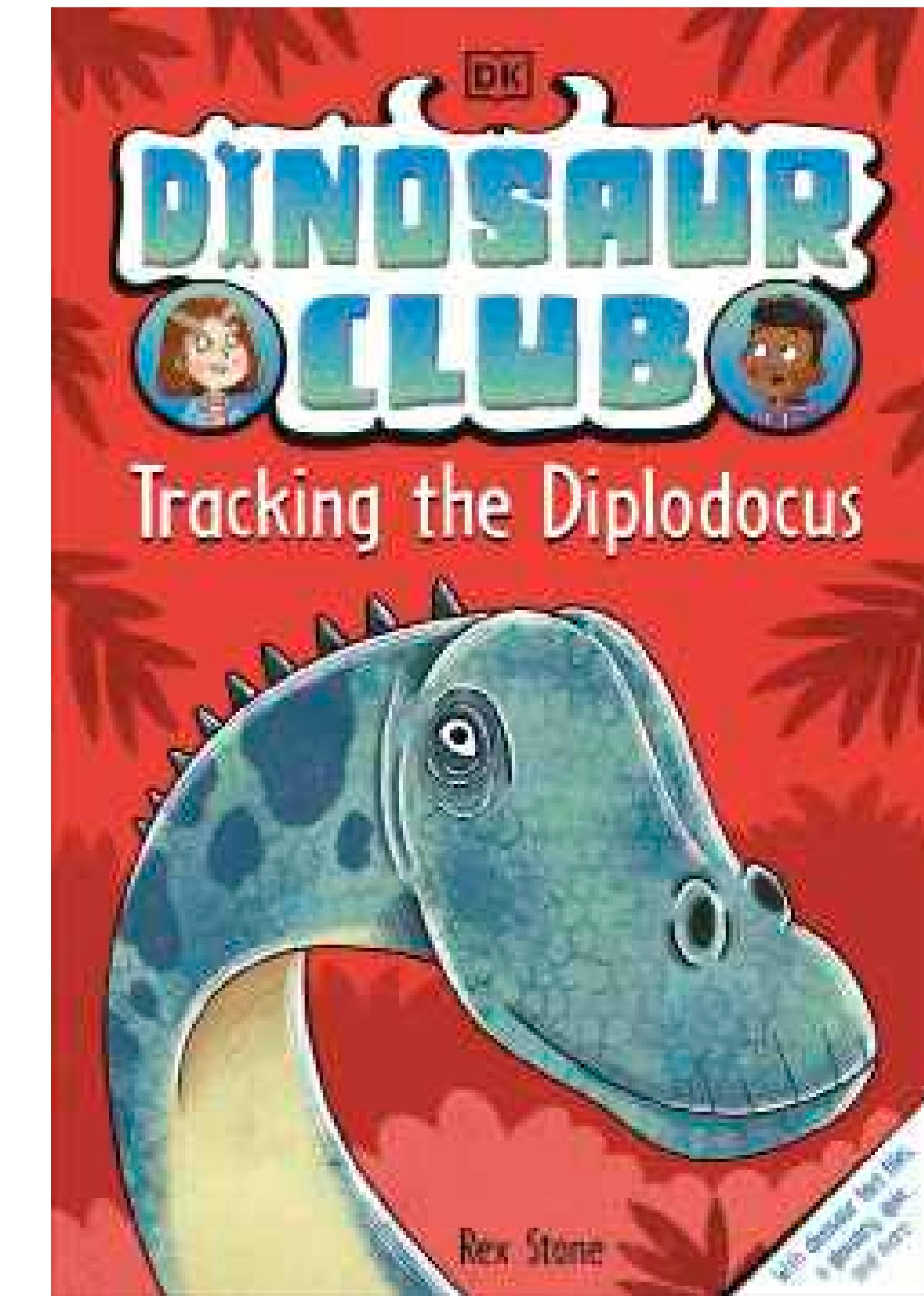
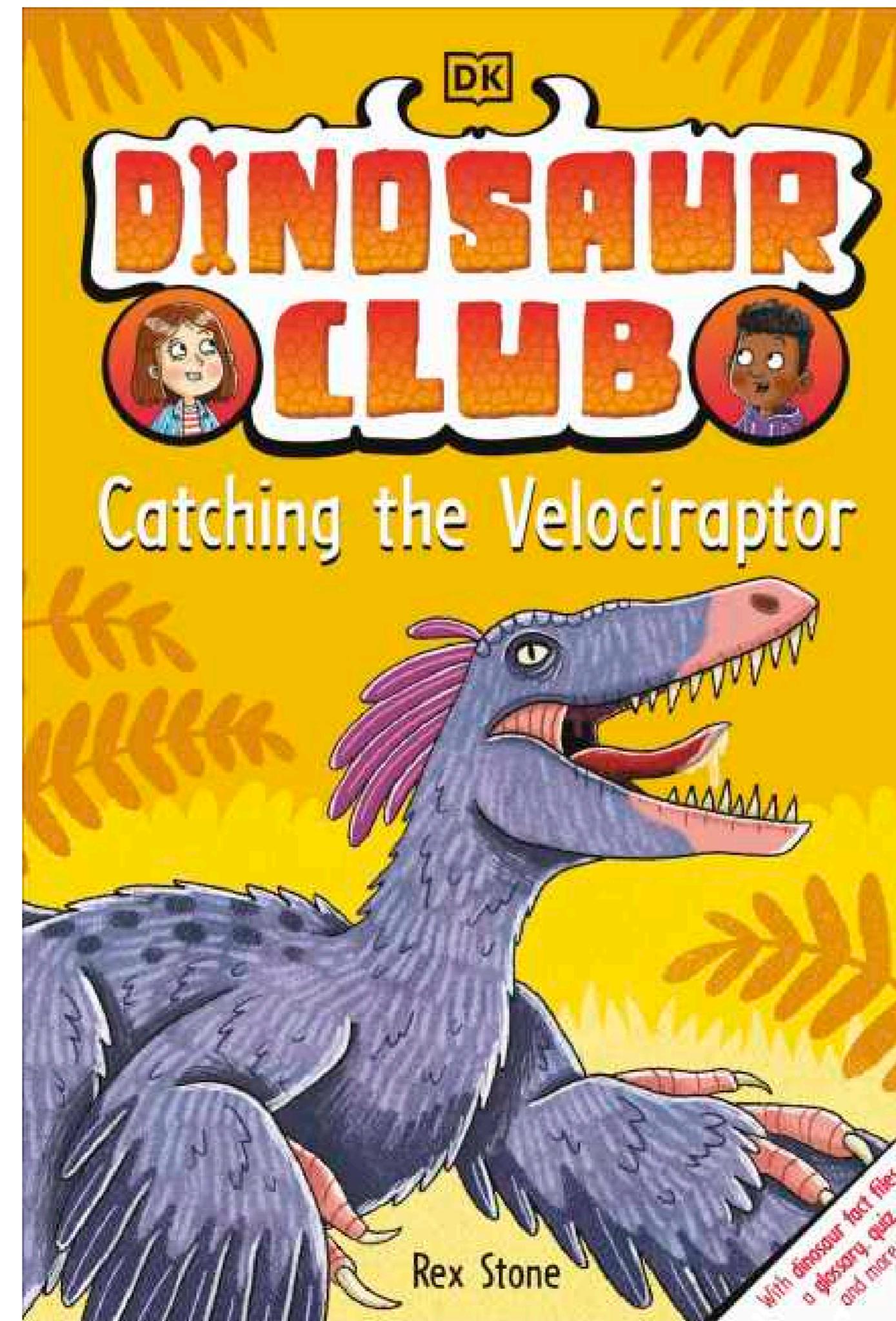
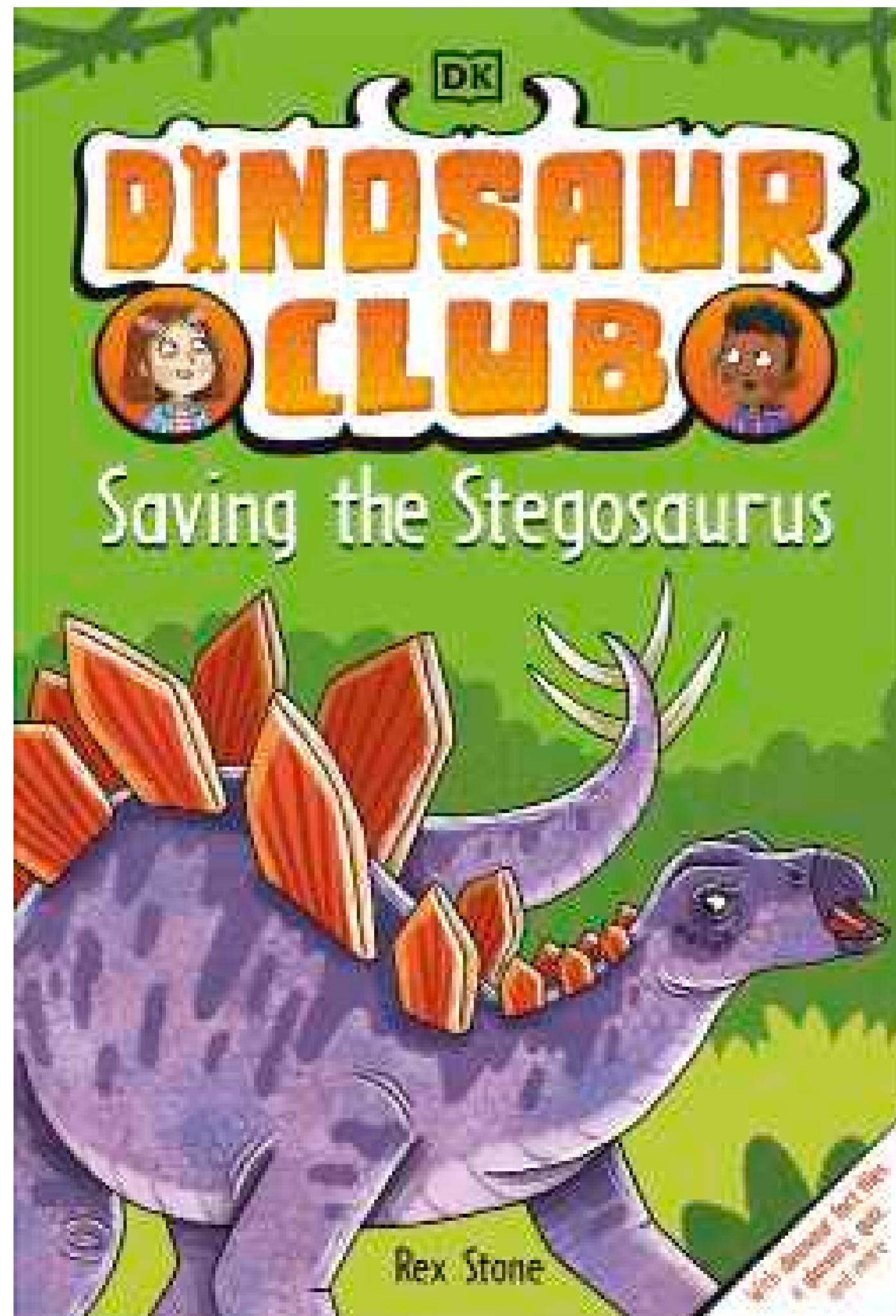
# Project Highlights

Collaborate  
Children's Book Creators

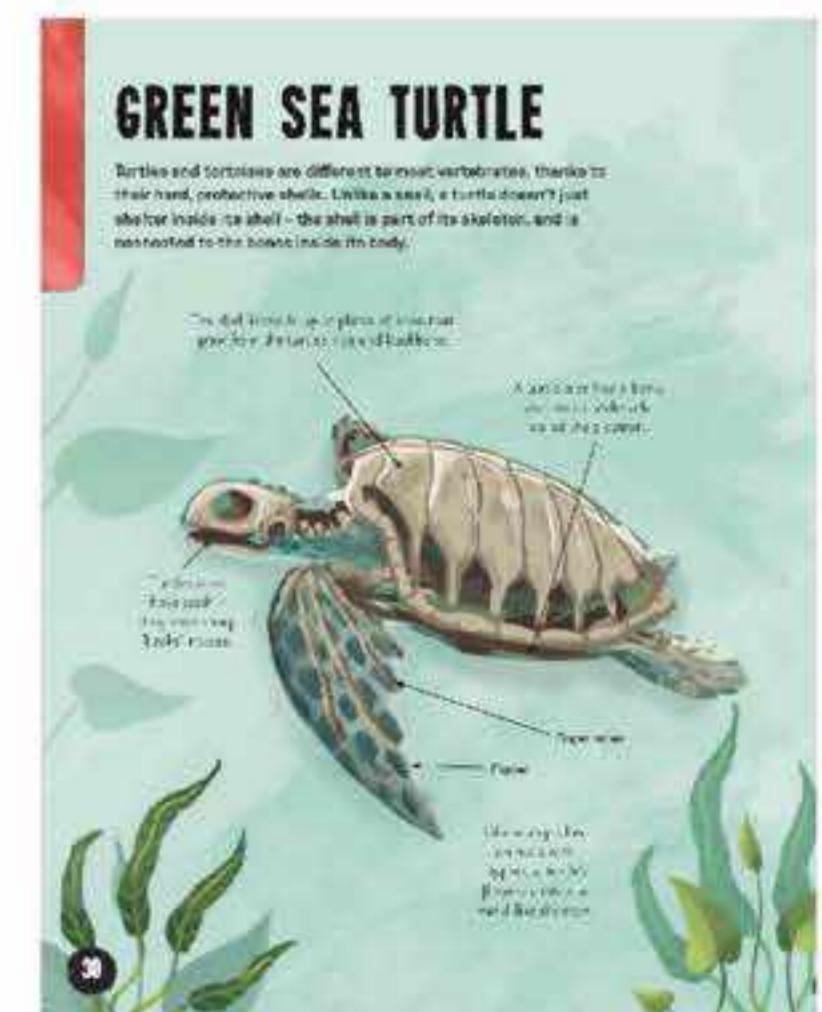
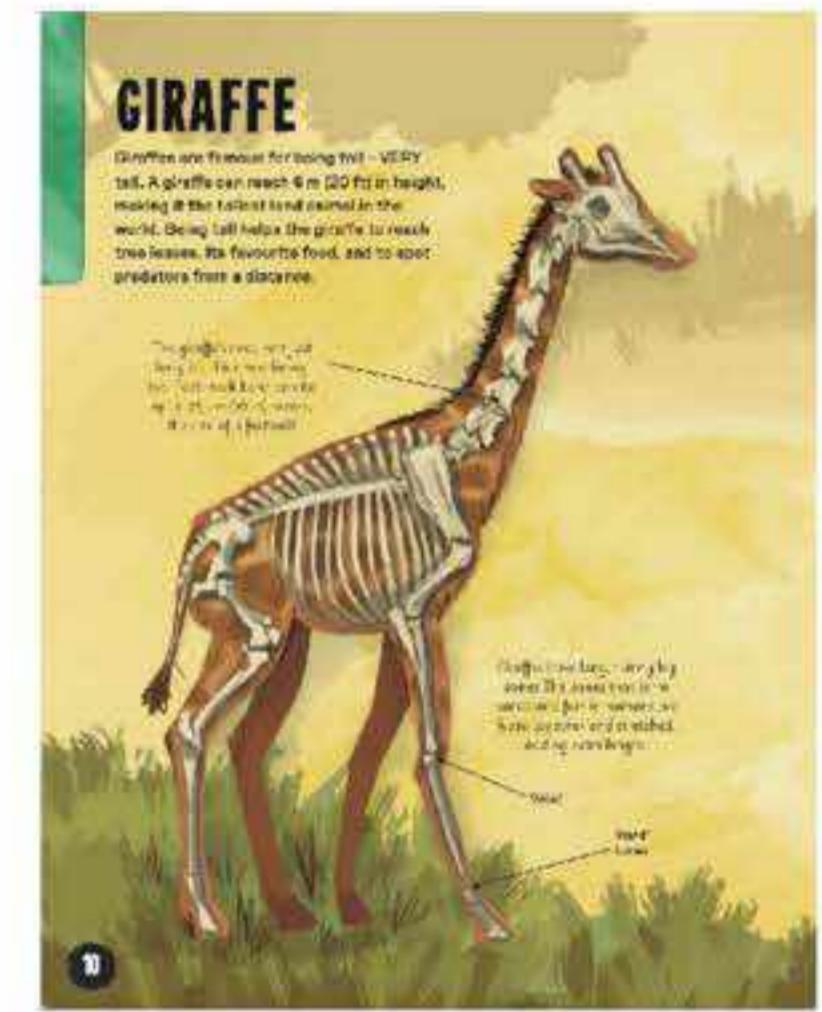
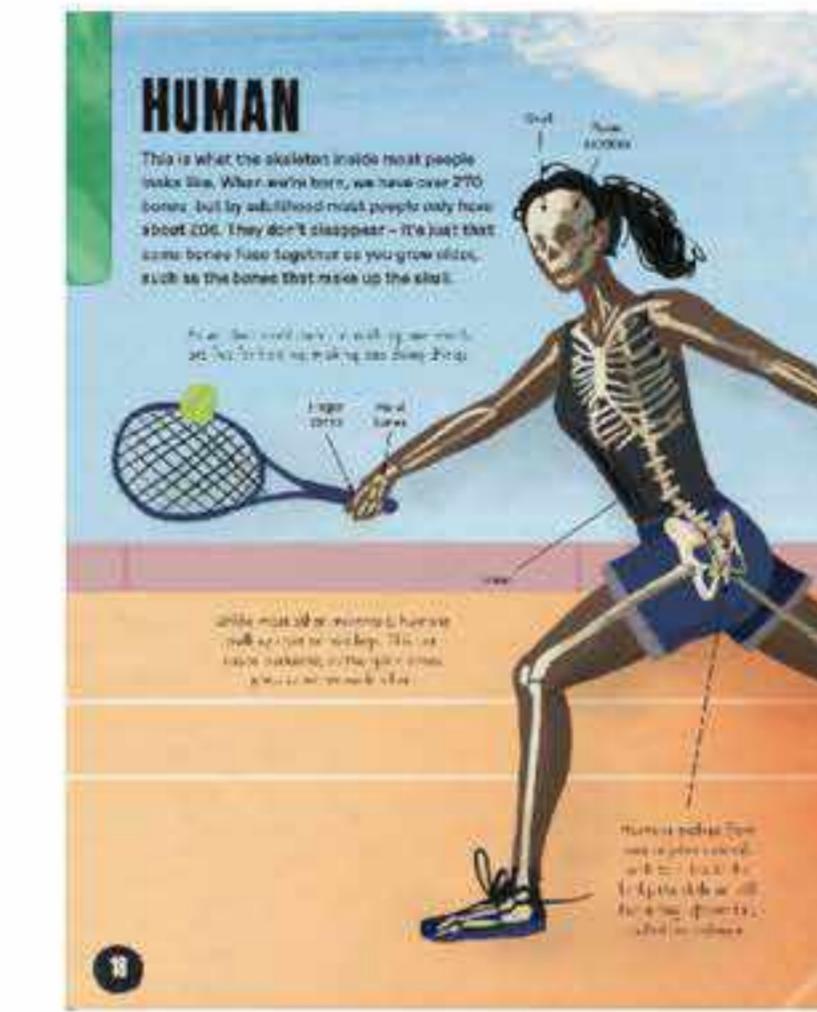
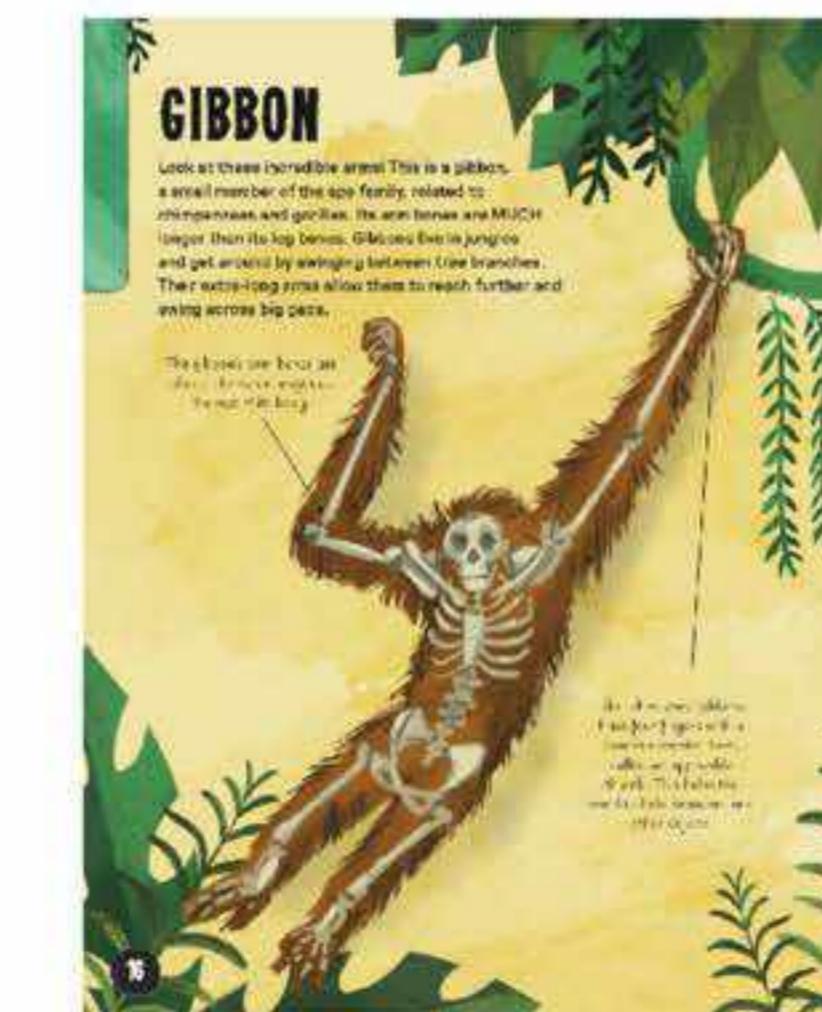
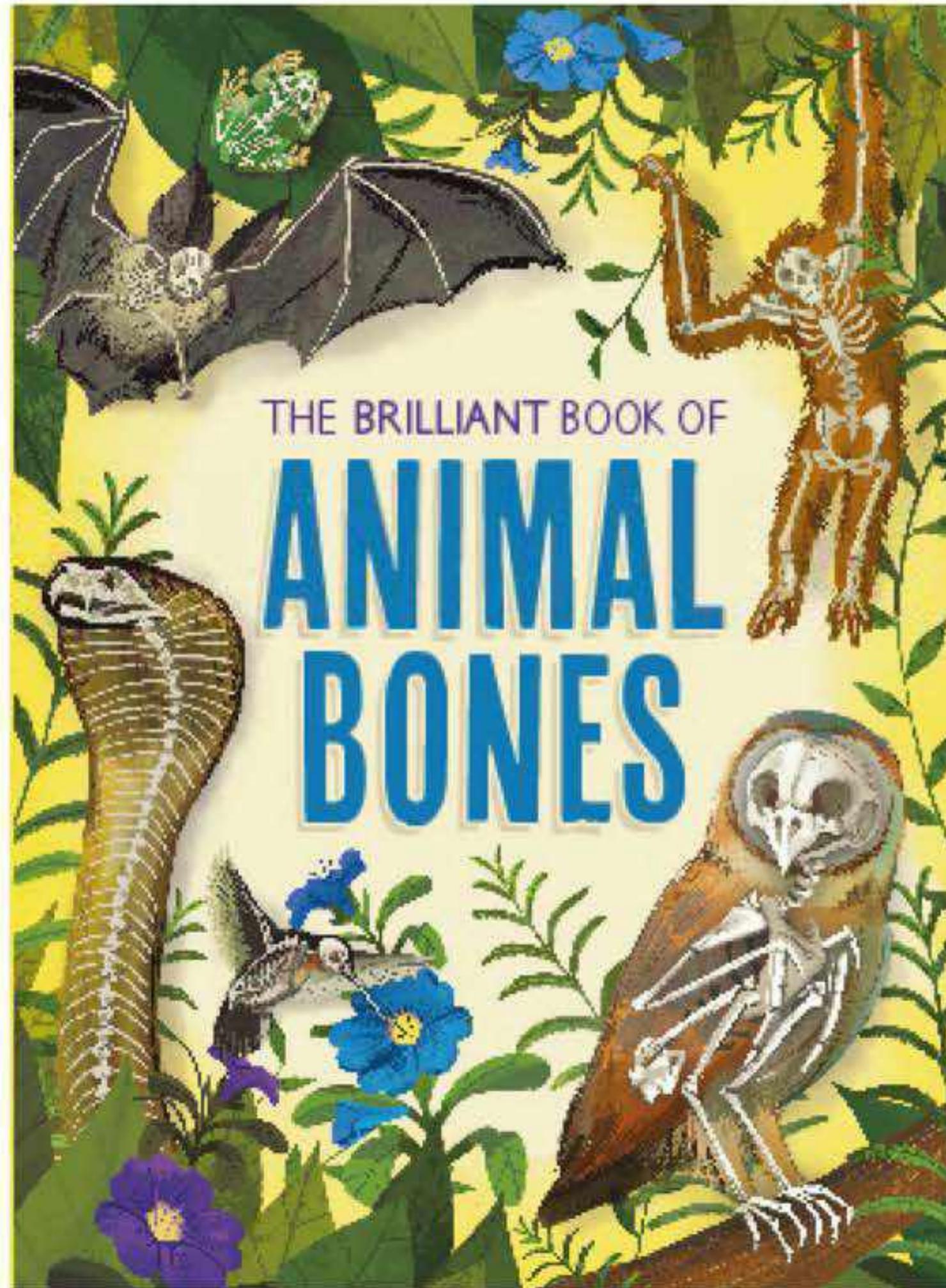


# Project Highlights

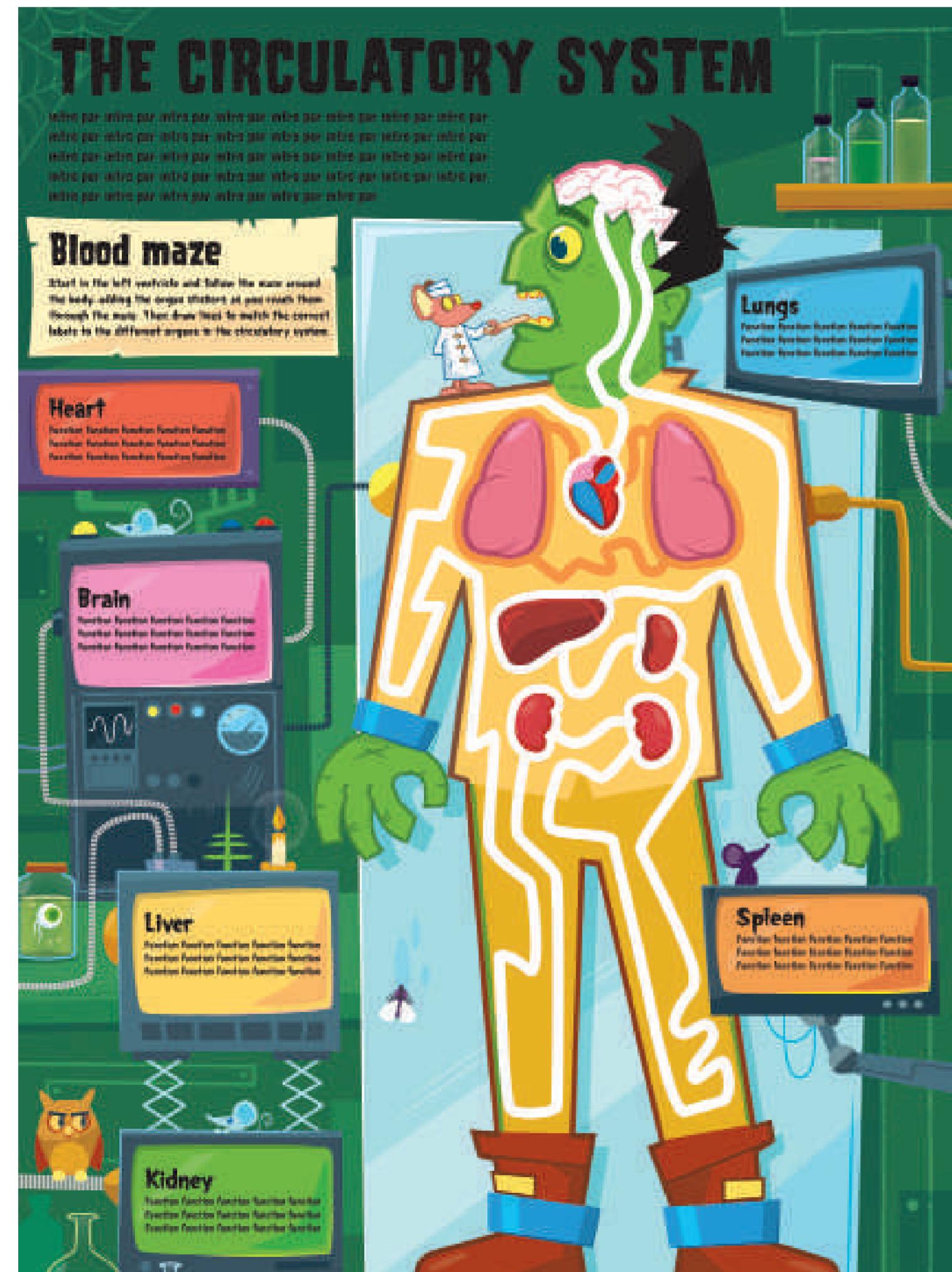
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# Collaborating works - STEM project highlights

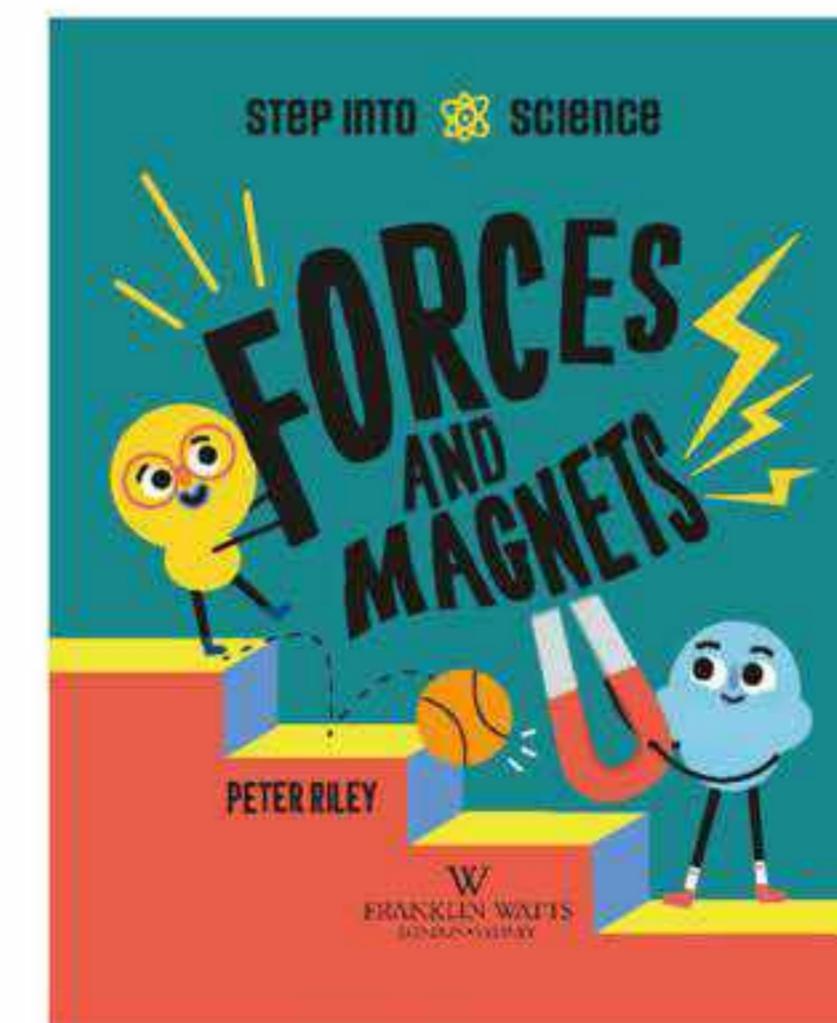
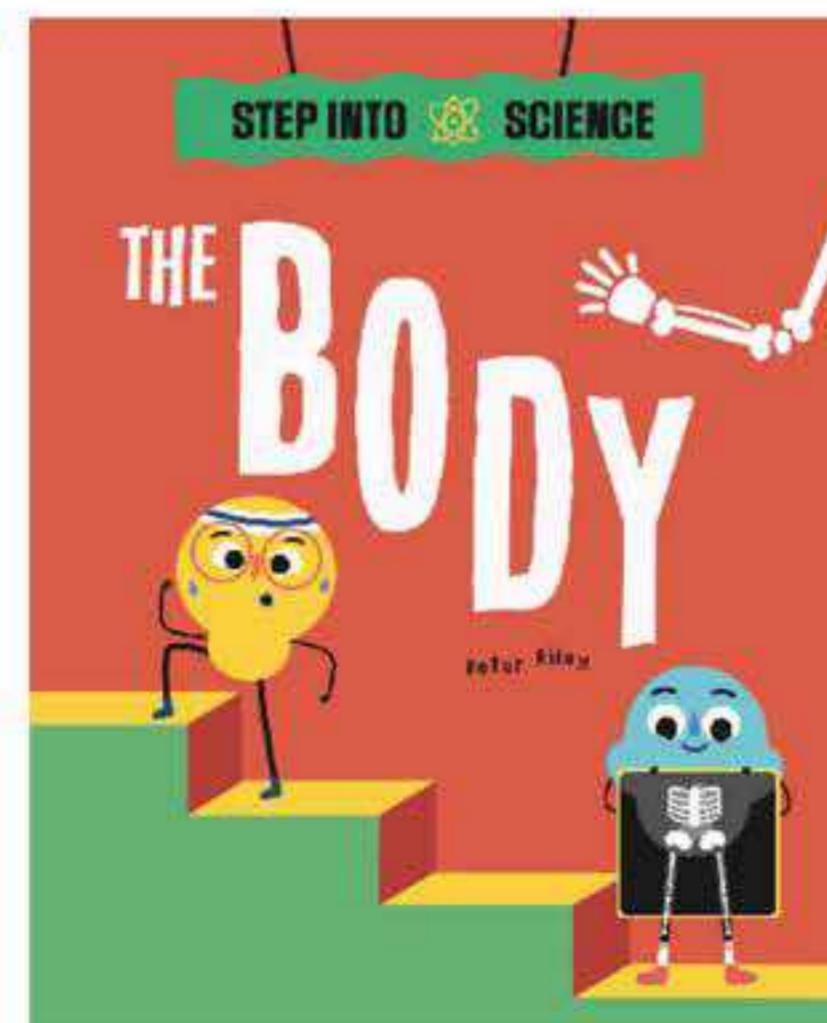
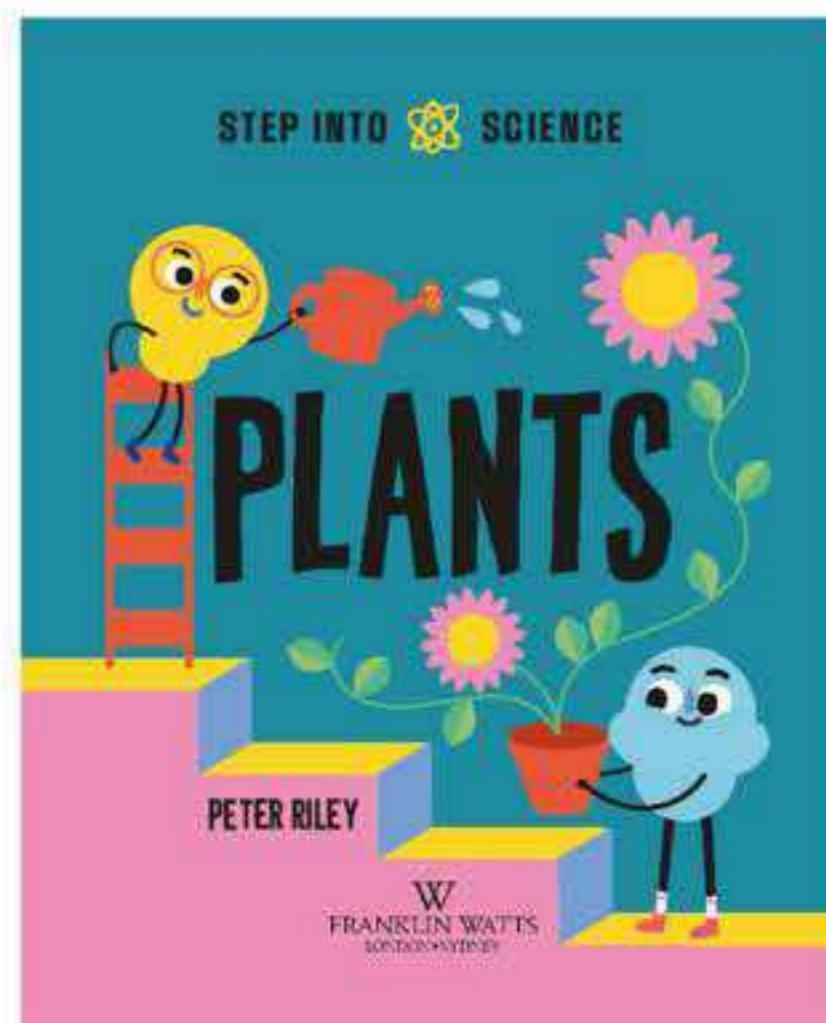
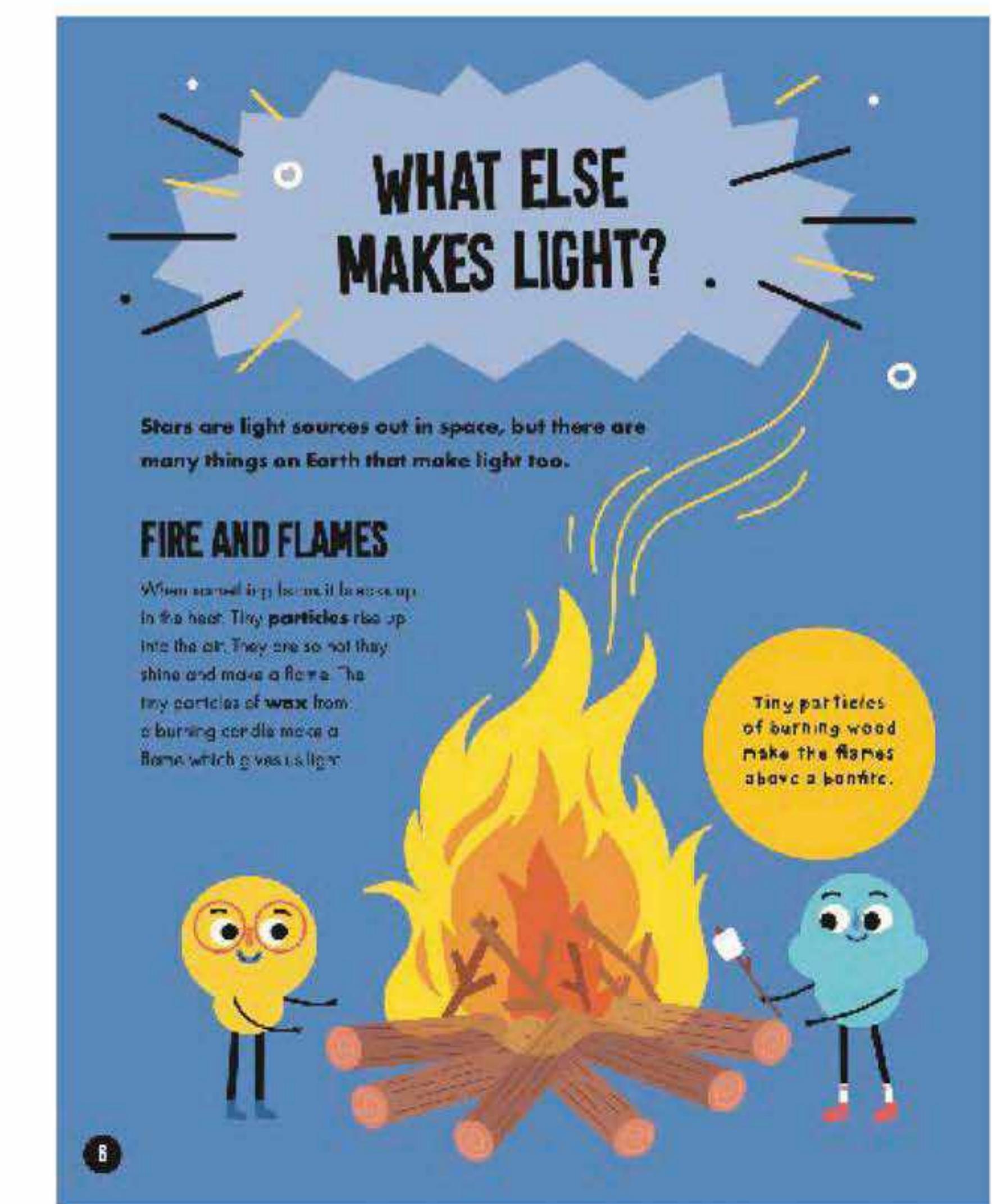
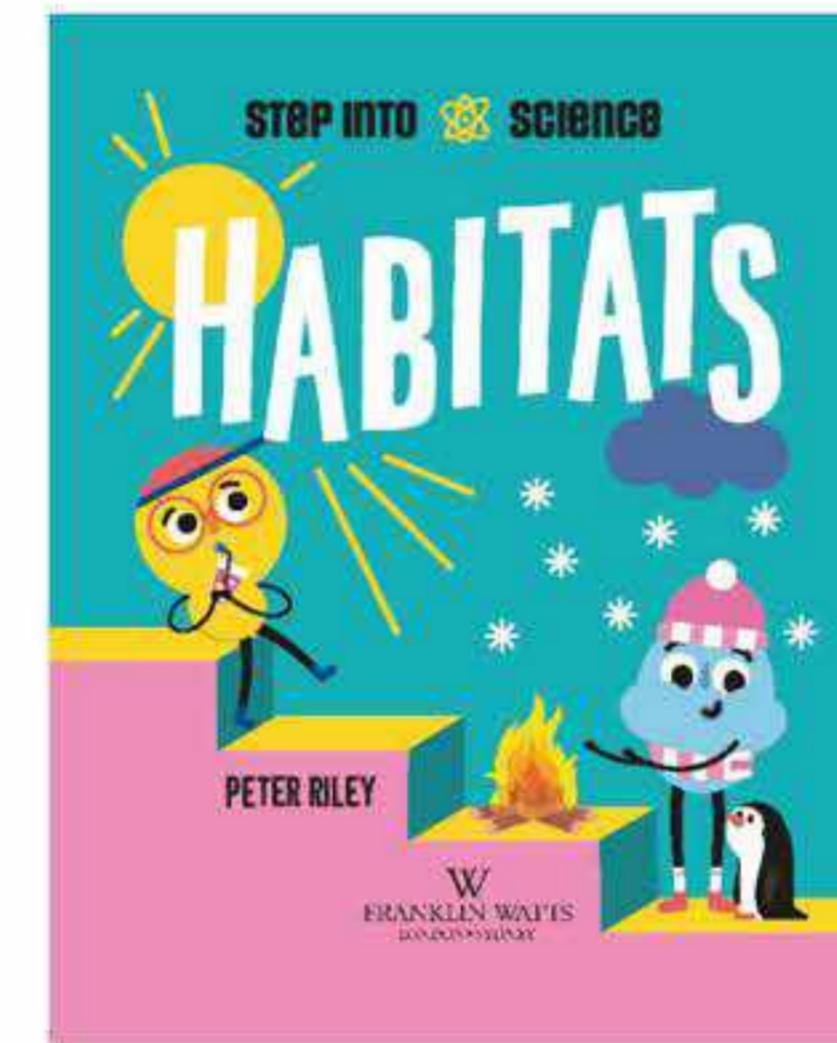
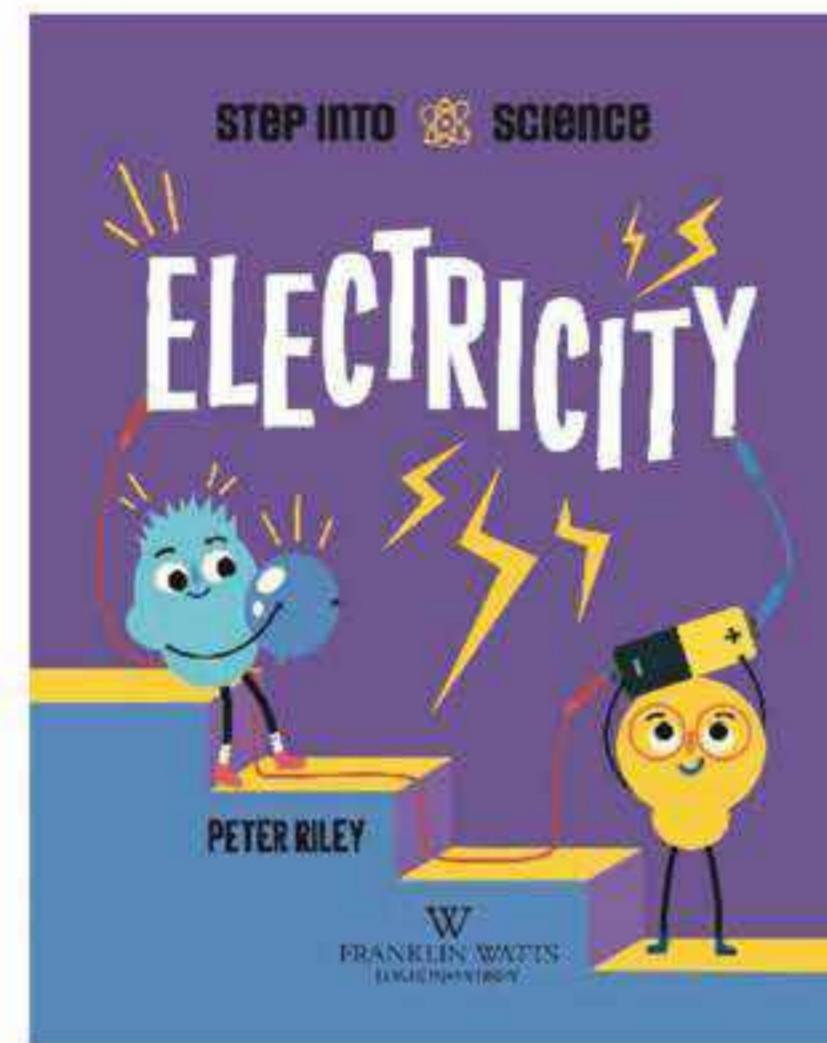
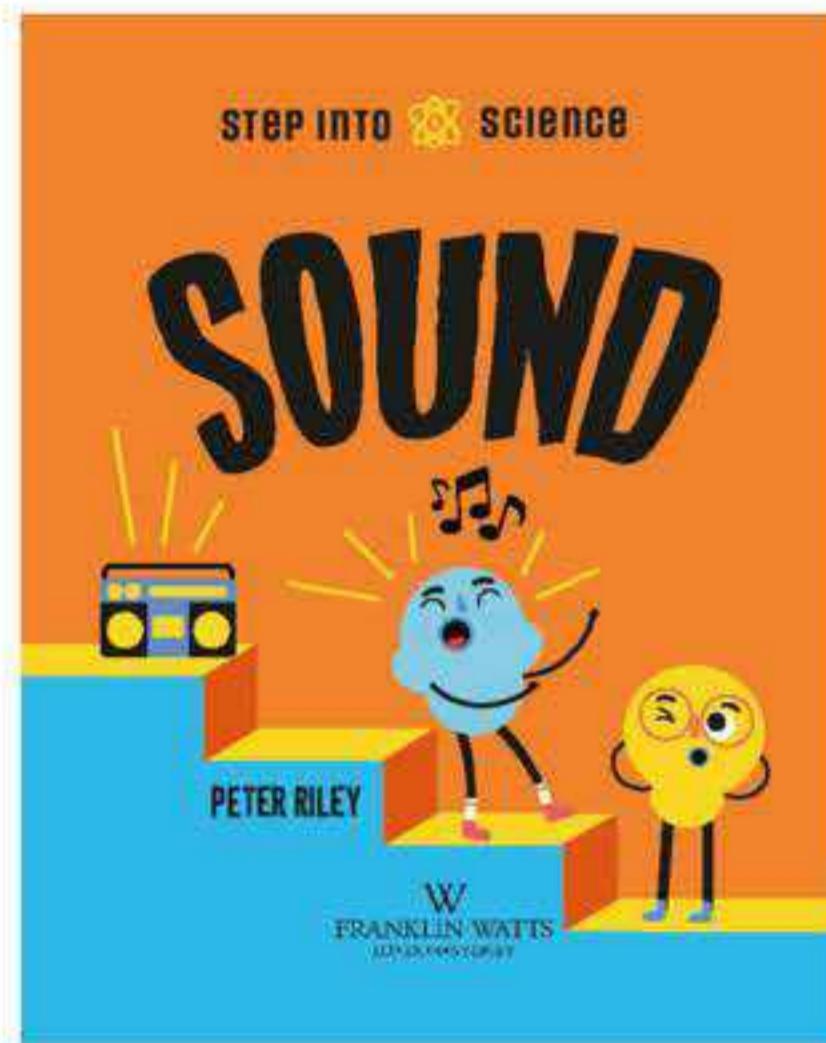


# Project Highlights



# Collaborating works - STEM project highlights

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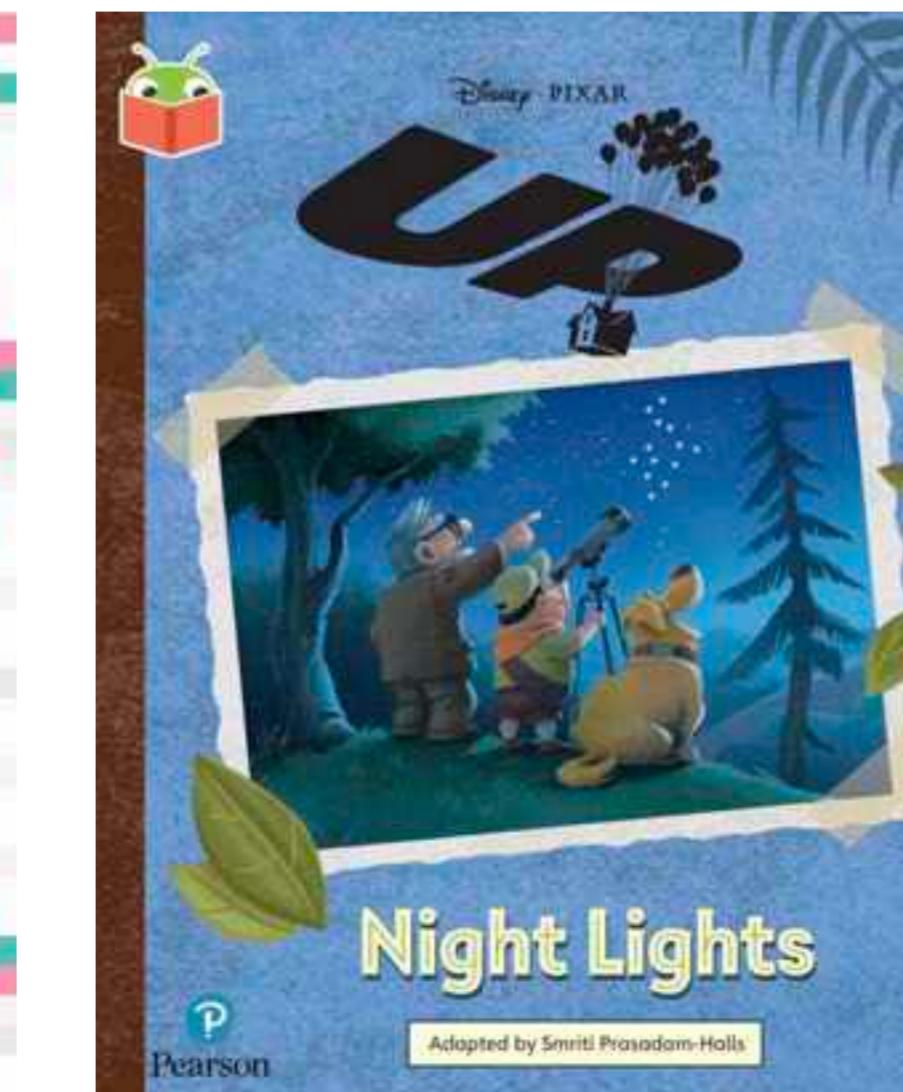
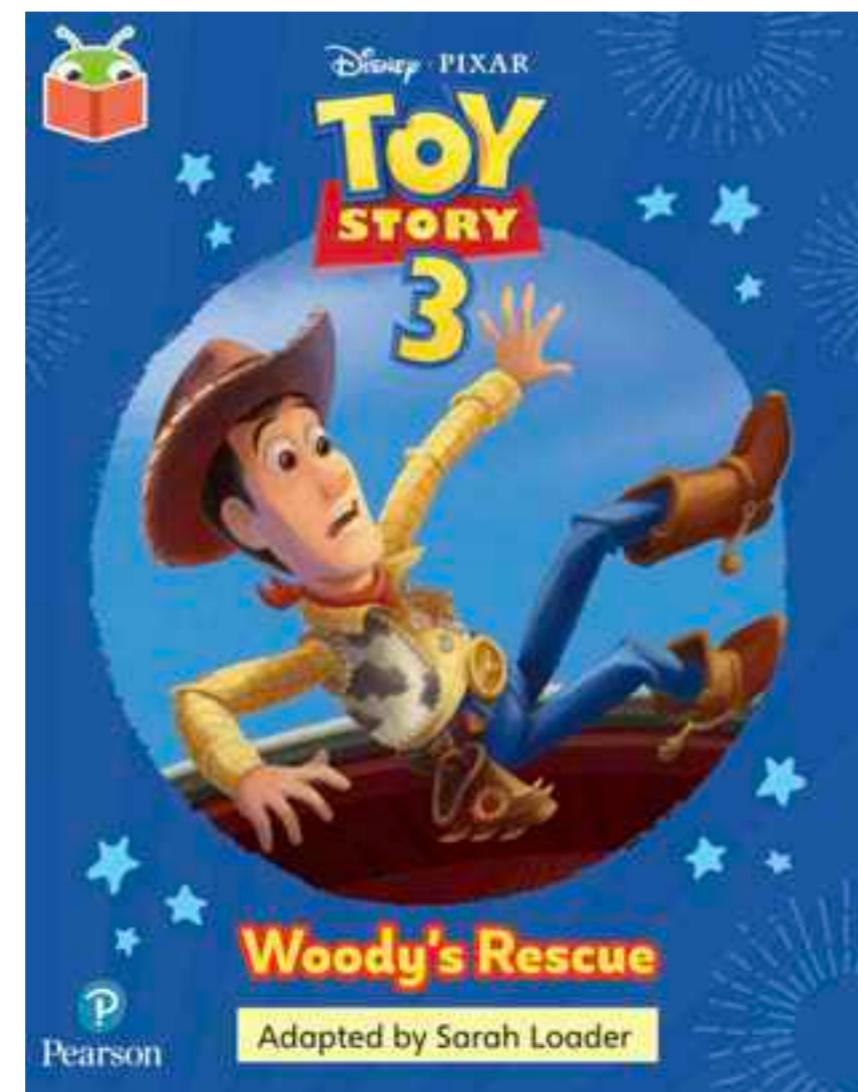
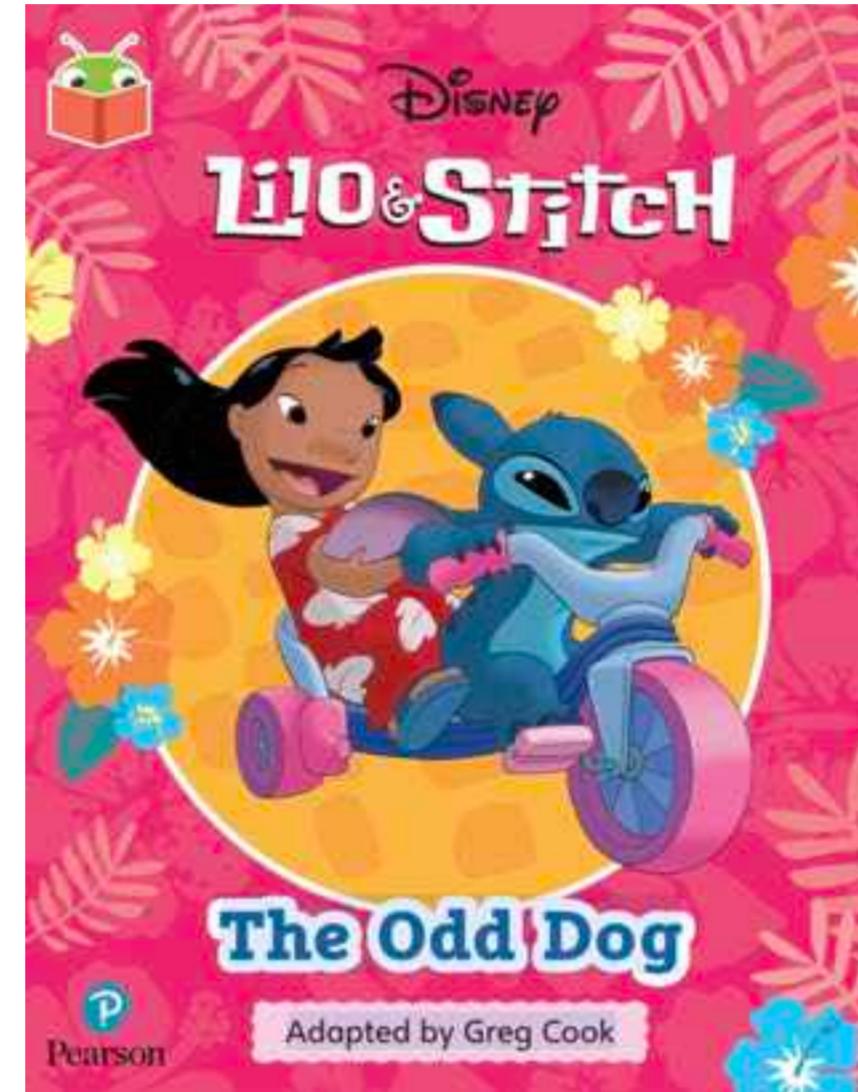


# Disney + Pixar

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Disney

PIXAR  
ANIMATION STUDIOS



# Shopkins and Grossery Gang

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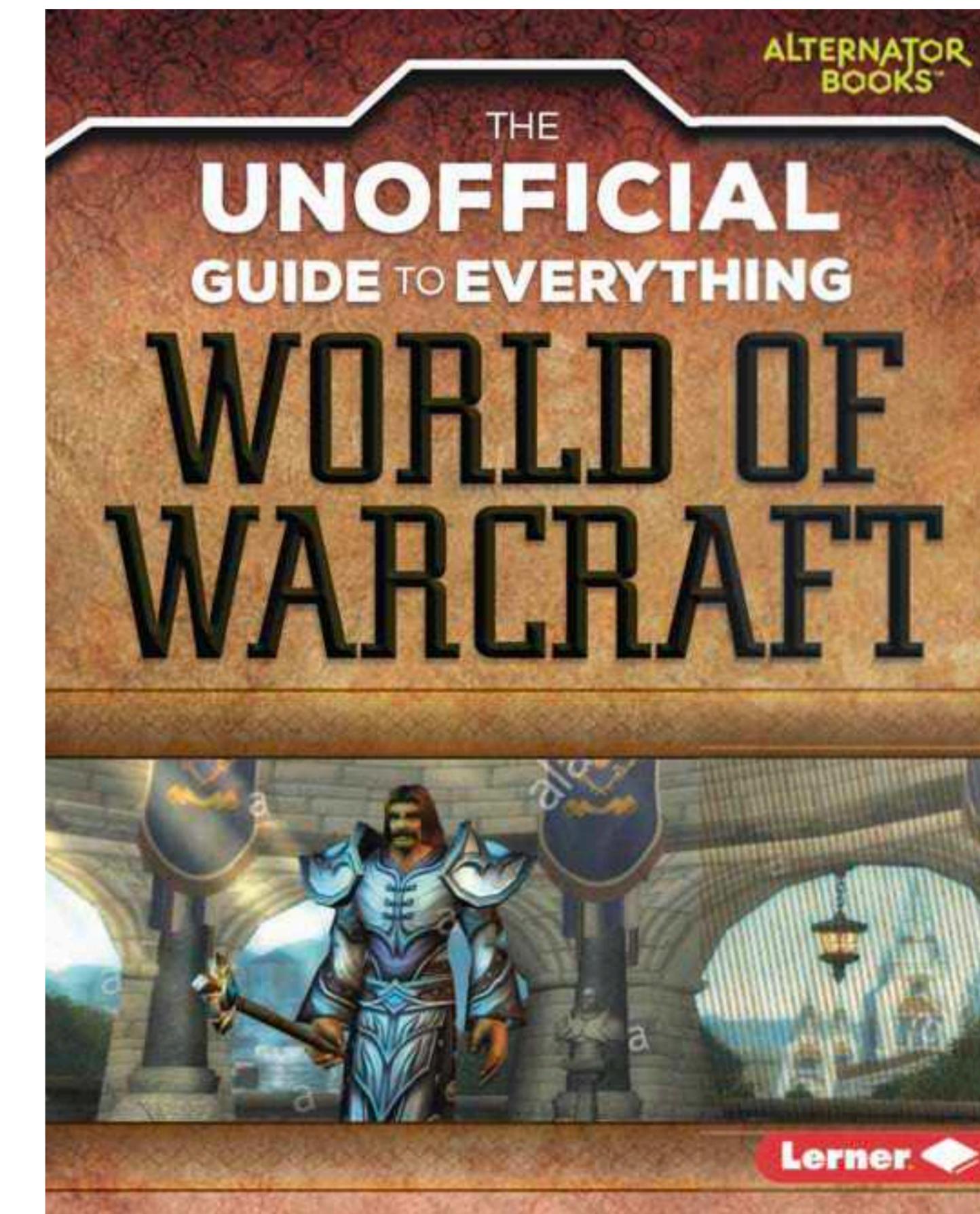
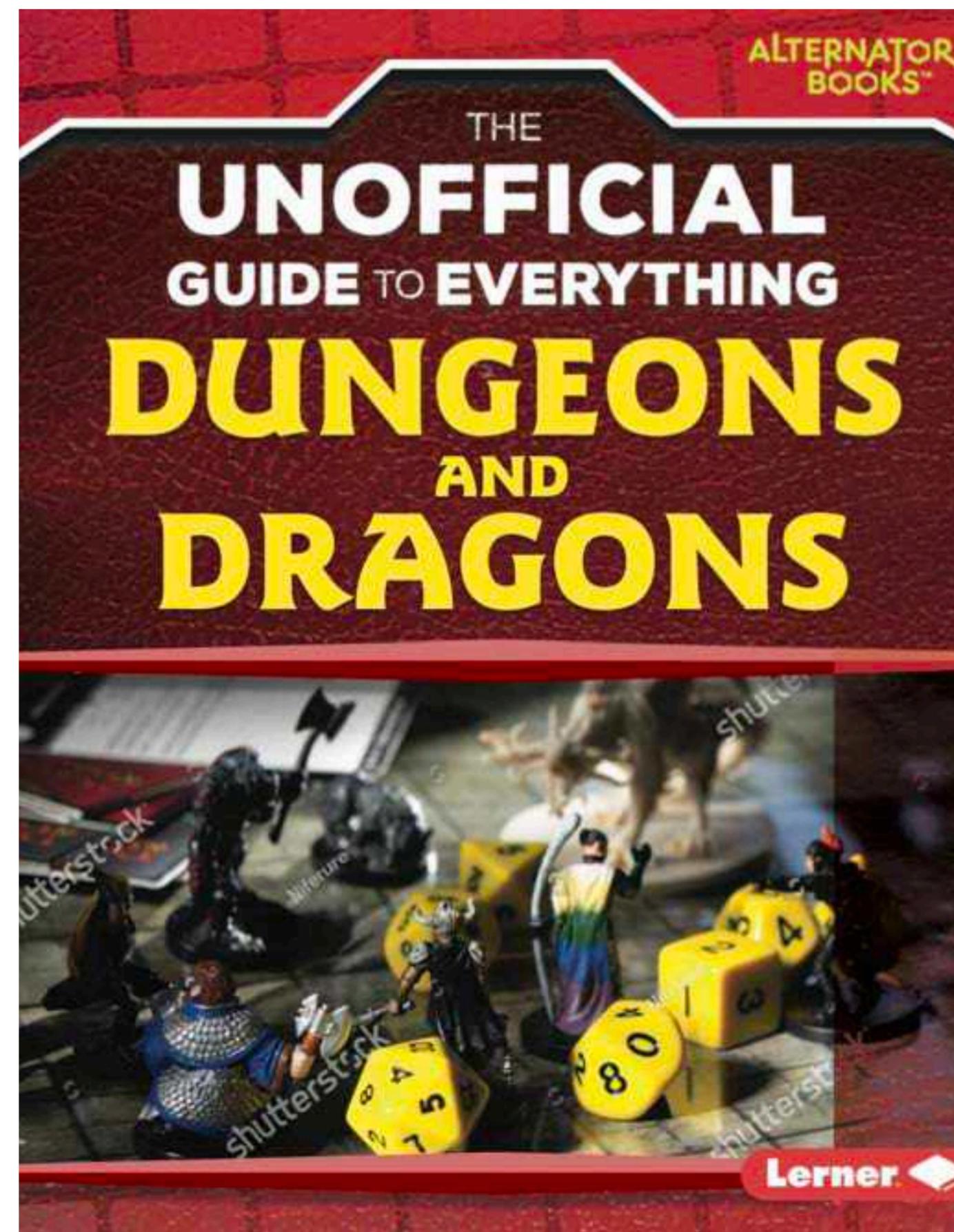
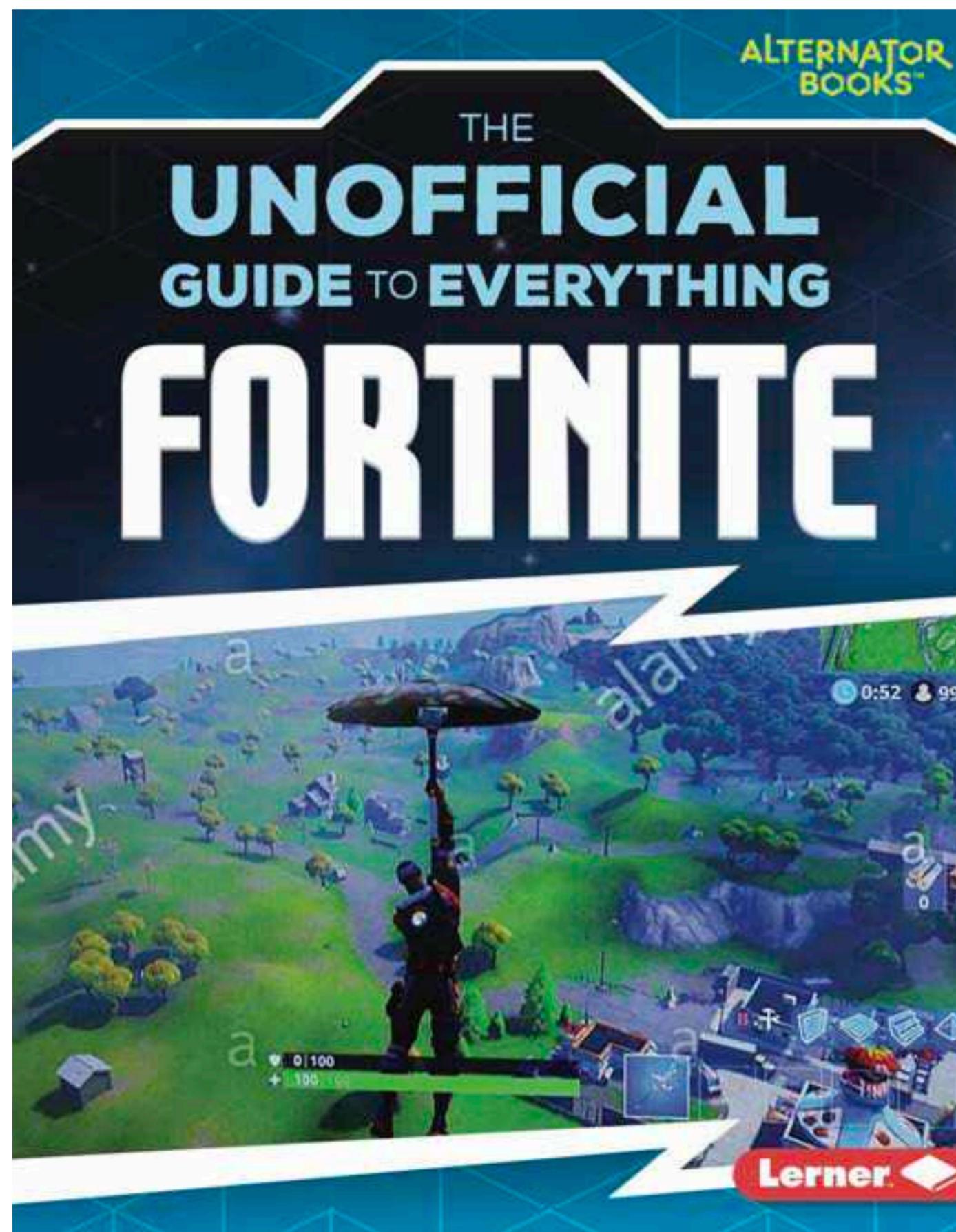
# Shopkins and Grossery Gang

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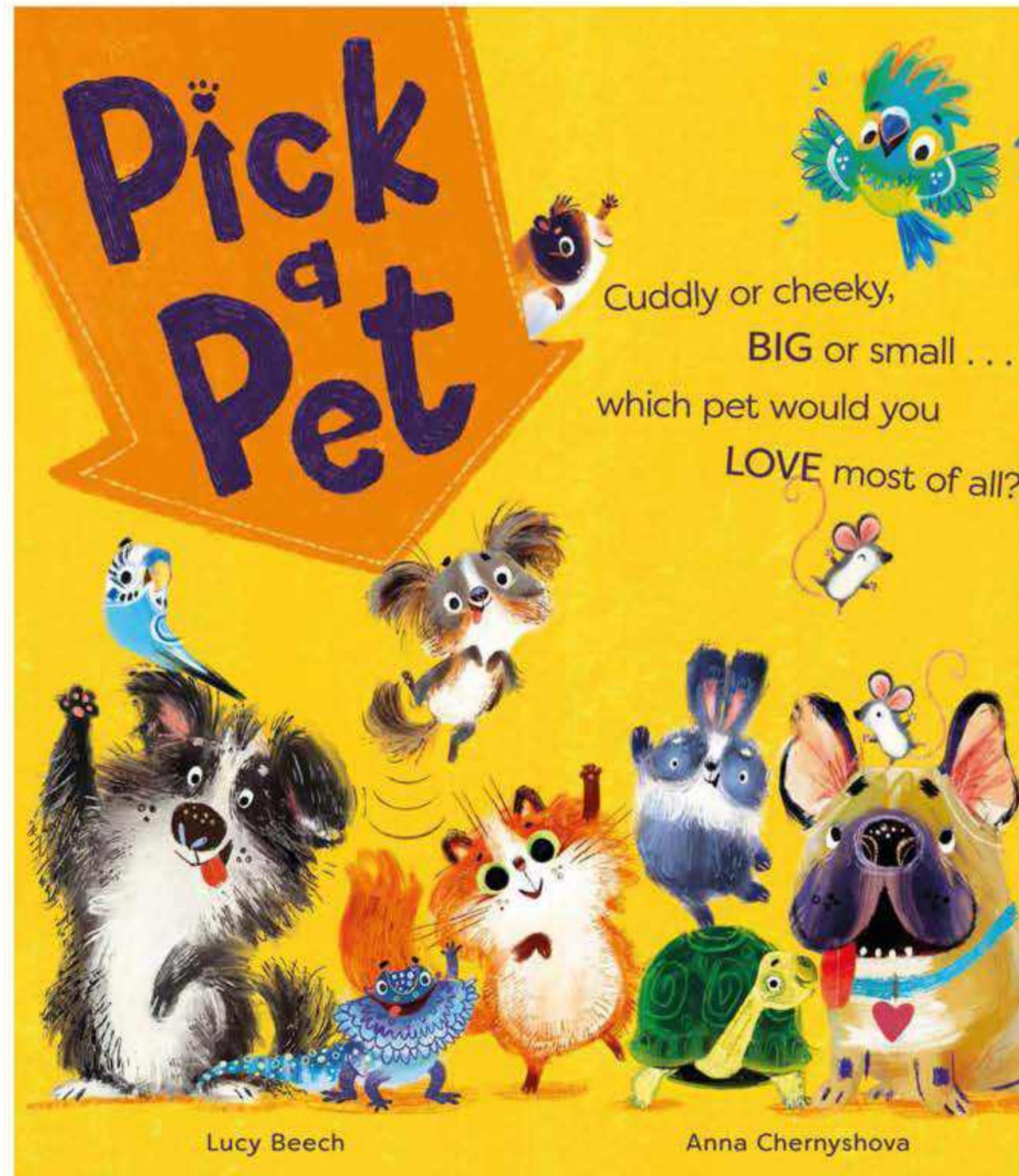


## Gaming titles

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# Project Highlights



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