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KEY=BUILD - JAYLEN ANNA

Cool Cardboard Projects You Can Create Capstone Don't throw out those old cardboard boxes and tubes. Make some awesome projects from them instead! Inventive readers will love making amazing cardboard projects such as swords and armor, solar cookers, movie projectors, and much more. The easy step-by-step instructions in this eBook will have young readers building incredible cardboard creations in a flash! **Incredible Duct Tape Projects You Can Create Capstone** Grab some rolls of duct tape and get ready to make some awesome projects! Resourceful readers will love creating fun and useful duct tape projects such as laser swords, hats and wallets, board games, and much more. The easy step-by-step instructions in this eBook will have readers making fantastic duct tape projects in no time! **Cool Cardboard Projects You Can Create Capstone** "Simple step-by-step instructions teach readers how to make original projects from cardboard"-- **Explore the World with Cardboard and Duct Tape 4D an Augmented Reading Cardboard Experience Capstone** Exploring the world (and beyond) has never been so fun! Using easy-to-make cardboard crafts, kids can let their imaginations soar as they discover distant lands and even outer space. Kids will love the independence in making their own projects, with or without an adult's help, and adults will love the budget-friendly, planet-saving use of household items that would otherwise be thrown away! **Put on a Show with Cardboard and Duct Tape: 4D an Augmented Reading Cardboard Experience Capstone** Putting on a show has never been so fun! Using easy-to-make cardboard crafts, kids can let their imaginations soar as they explore different types of shows and the different ways to put them on. Kids will love the independence in making their

own projects, with or without an adult's help, and adults will love the budget-friendly, planet-saving use of household items that would otherwise be thrown away! **Travel Through Time with Cardboard and Duct Tape 4D an Augmented Reading Cardboard Experience Capstone** Time travel has never been so fun! Using easy-to-make cardboard crafts, kids can let their imaginations soar as they explore different times and different eras. Kids will love the independence in making their own projects, with or without an adult's help, and adults will love the budget-friendly, planet-saving use of household items that would otherwise be thrown away! **Fun and Easy Crafting with Recycled Materials 60 Cool Projects that Reimagine Paper Rolls, Egg Cartons, Jars and More! Page Street Kids** ***INCLUDES 12 CUT-OUT TEMPLATES!*** Exciting, Eco-Conscious Crafts with Stuff You Already Have Transform paper rolls, egg cartons, newspaper and cardboard into colorful decorations, amazing wearable masks, hats and jewelry or even sturdy desk organizers, puzzles and paint palettes. Get ready to unleash your imagination with 60 unique crafts—with something for all ages—including: Homemade Kaleidoscope Build Your Own Marble Maze Cool Superhero Mask Dinosaur Terrarium Indoor Mini-Garden Awesome Cardboard Castle Kimberly McLeod, creator of The Best Ideas for Kids®, provides a varied selection of budget-friendly, eco-conscious projects that are great for imaginary play, bedroom decorations, gift giving and more! You'll be so proud of the projects you've created and customized with your own hands—and they are as fun to make as they are to play with! **Big Book of Building Duct Tape, Paper, Cardboard, and Recycled Projects to Blast Away Boredom Capstone** "Simple step-by-step instructions teach readers how to make original projects from duct tape, paper, cardboard, and recyclable materials"-- **Create with Cardboard Capstone** "What can you do with a box? Anything you can imagine! A way-cool cellphone holder, a party piñata, savvy storage solutions, and more! Think outside the box with more than 10 easy recycled cardboard projects!"-- **Cardboard VR Projects for Android Packt Publishing Ltd** Develop mobile virtual reality apps using the native Google Cardboard SDK for Android About This Book Learn how to build practical applications for Google's popular DIY VR headset Build a reusable VR graphics engine on top of the Cardboard Java SDK and OpenGL ES graphics libraries The projects in this book will showcase a different aspect of Cardboard development—from 3D rendering to handling user input Who This Book Is For The book is for established Android developers with a good knowledge level of Java. No prior OpenGL or graphics knowledge is required. No prior experience with Google Cardboard is expected, but those who are familiar with Cardboard and are looking for projects to expand their knowledge can also benefit from this book. What You Will Learn Build Google Cardboard virtual reality applications Explore the ins and outs of the Cardboard SDK Java classes and interfaces, and apply them to practical VR projects Employ Android Studio, Android SDK, and the Java language in a straightforward manner Discover and use software development and Android best practices for mobile and Cardboard applications, including considerations for memory management and battery life Implement user interface techniques for menus and gaze-based selection within VR Utilize the science, psychology, mathematics, and technology behind virtual reality, especially those pertinent to mobile Cardboard VR experiences Understand Cardboard VR best practices including those promoted by Google Design Lab. In Detail

Google Cardboard is a low-cost, entry-level media platform through which you can experience virtual reality and virtual 3D environments. Its applications are as broad and varied as mobile smartphone applications themselves. This book will educate you on the best practices and methodology needed to build effective, stable, and performant mobile VR applications. In this book, we begin by defining virtual reality (VR) and how Google Cardboard fits into the larger VR and Android ecosystem. We introduce the underlying scientific and technical principles behind VR, including geometry, optics, rendering, and mobile software architecture. We start with a simple example app that ensures your environment is properly set up to write, build, and run the app. Then we develop a reusable VR graphics engine that you can build upon. And from then on, each chapter is a self-contained project where you will build an example from a different genre of application, including a 360 degree photo viewer, an educational simulation of our solar system, a 3D model viewer, and a music visualizer. Given the recent updates that were rolled out at Google I/O 2016, the authors of Cardboard VR Projects for Android have collated some technical notes to help you execute the projects in this book with Google VR Cardboard Java SDK 0.8, released in May 2016. Refer to the article at <https://www.packtpub.com/sites/default/files/downloads/GoogleVRUpdateGuideforCardbook.pdf> which explains the updates to the source code of the projects. Style and approach This project based guide is written in a tutorial-style project format, where you will learn by doing. It is accompanied by in-depth explanations and discussions of various technologies, and provides best practices and techniques. **Cool Cardboard Instruments to Make & Play Sterling Publishing Company, Inc.** Provides instructions to make musical instruments from cardboard, including stringed instruments such as simple guitars and lutes, wind instruments such as flutes, and percussion instruments such as box drums. **Out of the Box 25 Incredible Craft Projects You Can Make From Cardboard Dorling Kindersley Ltd** Turn cardboard into a collection of clever creations with this amazing, award-winning craft book. All you need is leftover cardboard, a few household materials, and a little imagination to make the most incredible art projects.?? Inspiring pictures and clear step-by-step instructions show you a variety of fun and fresh ideas to put into practice. Try out box robots, tube owls, hungry monsters, funky flowers, lazy lizards, racing rabbits, puppet dragons, animal masks, and balancing butterflies. For those dreaming big, you can make an aquarium, castle, ship, or theatre. But why stop there? You can construct an entire city out of cardboard. ??Out of the Box is guaranteed to broaden your imagination and develop your craft skills. First, you'll get building to transform the recycling into the truly remarkable. Then you'll get busy decorating your design to make it your very own masterpiece. Invite your friends round to help and you can all get creative making things to wear, share, and play with together. ??With everything you need already available in the home, this brilliant book provides hours of entertainment for weekend activities, party games, and rainy days. ??Just imagine what you could make... **Caldecott Connections to Social Studies Libraries Unlimited** Take advantage of the appeal and power of Caldecott award literature to enhance elementary level learning. In these three volumes the author demonstrates how to use award-winning books as springboards to grasping science, social studies, and language arts concepts-and to

expand student awareness and appreciation of illustration techniques. For each Caldecott title there is background information on the illustrations, curriculum connections, lesson plans, and support materials for teaching. The books include an array of individual and collaborative projects, many of which foster collaborations between library media specialists and classroom teachers.

Out of the Box 25 Incredible Craft Projects You Can Make From Cardboard **Dorling Kindersley Ltd** Turn cardboard into a collection of clever creations with this amazing, award-winning craft book. All you need is leftover cardboard, a few household materials, and a little imagination to make the most incredible art projects. Inspiring pictures and clear step-by-step instructions show you a variety of fun and fresh ideas to put into practice. Try out box robots, tube owls, hungry monsters, funky flowers, lazy lizards, racing rabbits, puppet dragons, animal masks, and balancing butterflies. For those dreaming big, you can make an aquarium, castle, ship, or theatre. But why stop there? You can construct an entire city out of cardboard. Out of the Box is guaranteed to broaden your imagination and develop your craft skills. First, you'll get building to transform the recycling into the truly remarkable. Then you'll get busy decorating your design to make it your very own masterpiece. Invite your friends round to help and you can all get creative making things to wear, share, and play with together. With everything you need already available in the home, this brilliant book provides hours of entertainment for weekend activities, party games, and rainy days. Just imagine what you could make...

Recipe and Craft Guide to France **Mitchell Lane Publishers, Inc.** France attracts more tourists than any other country in the world. Step inside this colorful book to learn why people love it so much. Then make French-inspired crafts you can keep or give as gifts, and cook some delicious French food for your friends and family. Make a paper stained-glass window for your room, and find out why the real stained-glass windows in one of the world's greatest cathedrals were taken apart piece by piece. Build a model château, and learn where the rich people made their homes in France. Paint an animal like the ones found in an ancient cave called Lascaux. Then impress everyone by whipping up some dessert crepes or a basket of crispy French fries. As you craft and cook your way through France with the projects and recipes in this book, you'll come to love this wonderful country, too. Vive la France!

10 Great Makerspace Projects Using Language Arts **The Rosen Publishing Group, Inc** Makerspaces, equipped with 3D printers, laser cutters, robotics, and other high-tech tools, are often associated with STEM programs like science, math, and technology. Educators have discovered that the learning opportunities makerspaces offer can be just as valuable in other curriculum areas as well. This volume fuses this fabulous technology with the Language Arts.

Recycle and Play Awesome DIY Zero-Waste Projects to Make for Kids - 50 Fun Learning Activities for Ages 3-6 **Quarry Books** With Recycle and Play, learn how to turn items you already have around the house into fun, engaging, and enriching activities for young learners. Playful learning at home doesn't have to require expensive, specialized toys and resources. Each activity in Recycle and Play uses inexpensive materials such as cardboard, paper tubes, plastic bottles, and egg cartons—materials that might even already be on their way to a landfill—and offers a clear, thoughtful invitation for hours of sensory play at home while reinforcing the importance of reducing waste to benefit the earth. In this book, you'll find tips on how to extend

play and learning for each project as well as helpful hints to engage your kids to come up with fun additions and extensions of their own. While each of the 50 projects includes clear step-by-step instructions and materials lists, you should feel free to adjust to your child's interests and the materials you have on hand. Featured learning skills include: Fine motor skills Color recognition Sensory exploration Letter recognition Play is a crucial part of a child's cognitive development and is fantastic for sensory exploration, building creativity, and discovery about how things work! **Create with Cardboard Capstone** "What can you do with a box? Anything you can imagine! A way-cool cellphone holder, a party piñata, savvy storage solutions, and more! Think outside the box with more than 10 easy recycled cardboard projects!"-- **Cardboard Creations for Kids 50 Fun and Inventive Crafts Using Recycled Materials Page Street Publishing** Eco-Friendly Cardboard Crafts to Make and Play With At last, a genius way for you to put all that cardboard lying around the house to good use! Mailing boxes, paper towel rolls, cereal cartons and more can be transformed into a range of crafts, toys and games that guarantee hours of fun, imaginative playtime. Blast off in a cardboard Rocket, set up a fun Ice Cream Cart or become royalty in a Castle Cubby with life-size play structures that will delight your little ones. Let big imaginations run wild with pretend play creations like cool Butterfly Wings, a handy Tool Belt or a Mini Monster Truck that's built for jumps and tricks. Create games that will challenge and engage your kids with projects like a Pinball Machine, Tabletop Soccer and Cardboard Labyrinth. With all of Kathryn's best tips and tricks for sourcing, upcycling and handling cardboard, plus a wide range of inventive projects, this incredible collection is your go-to guide for easy, eco-friendly ways to transform cardboard into crafty creations your kids will love. **Reading Comprehension: Level G Student Edition Teacher Created Materials** Provide seventh-grade readers with high-interest reading passages and activities designed to build comprehension skills. Included in this full-color, consumable student workbook are 32 fiction and nonfiction reading passages that increase in difficulty. Students will extend their understanding with before-, during-, and after-reading prompts as well as prepare for standardized testing with comprehension practice pages. Reading Comprehension helps students become confident readers as they master key reading comprehension skills such as identifying main ideas and supporting details, using prior knowledge and making connections, identifying story elements, comparing and contrasting, summarizing and paraphrasing, and more. **Cat Castles 20 Cardboard Habitats You Can Build Yourself Quirk Books** Build your cat "paw-some" homemade habitats with easy instructions and common materials. Shoeboxes and paper bags are fine for other cats. But your favorite felines deserve luxurious living spaces! This DIY construction guide includes fun and easy instructions for making cardboard trains, ships, food trucks, rockets, and other hideouts. Also included are tips for climbing towers and scratching pads that they can use to stay sharp. All twenty projects are quick to assemble and require inexpensive and easy-to-find materials. You can customize them to match your cat's wildest desires! From the Trade Paperback edition. **Out of the Box 25 Cardboard Engineering Projects for Makers Penguin** From castles to animal masks, pirate ships, and even dinosaurs! You will be amazed at how much you can do with a simple cardboard box. A DIY projects book for kids that use recycling as a way to build creativity, imagination, and

interactive play for kids aged 7-12. It features clear step-by-step instructions and detailed photographic explanations that will inspire imaginative minds. The sky is the limit with Out Of The Box! This book is designed to help kids learn and play. They will learn about the idea of upcycling and reusing materials that otherwise would be thrown away. This book has 25 brilliant projects for them to choose from. Detailed instructions and photographs along with colorful inspiration sheets will delight and inspire for hours of endless fun. Out Of The Box will help kids develop their creativity and imagination through interactive play, and inspire them to find a thousand more projects to build. Think Out Of The Box! A box is just a box, right? Wrong! It could be a pirate ship, a butterfly, or a family of penguins! Out of the box will encourage kids to see a cardboard box as more than junk. Kids can build their imaginations and creative skills by reusing household cardboard. Learn to build and decorate a range of projects to share, wear, and play with. This educational book will show kids how to: - Develop cardboard skills - Build a castle, city and pirate ship - Design penguins, butterflies, and rabbits - Create games like ring toss - Produce wearables like Pharaoh's finery and masks - Decorate funky flowers and lazy lizards - And much, much more! DK is all about inspiring young minds, teaching them new skills and expanding their knowledge, imaginations, and perspectives. Help them to realize their true potentials by adding to your DK collection today. Awards Book category winner of the Creative Play Award 2017 **A Positive Plan for Creating More Calm, Less Stress Thomas Nelson Busy. Hurried! FRAZZLED!!!** A mom's life is anything but tranquil. With multiple responsibilities as caretaker, taxi driver, short-order cook, and domestic servant, what most women need in life is more calm-and less stress! More Calm, Less Stress provides that positive, biblically-based plan to help women realistically create an atmosphere of peace that she and her family so desperately need. The five delightful and doable action steps help mothers make their home a positive place to live. This is the first book in the Positive Plan series that will also include: A Positive Plan for Creating More Fun, Less Whining (June 2006) A Positive Plan for Creating More Love, Less Anger (June 2007) **The Easiest Kids' Crafts Ever Cute & Colorful Quick-Prep Projects for Busy Families Page Street Publishing** Transform Everyday Materials into Effortless, Cute Crafts! Turn your bin of ordinary crafting supplies into a day of happy, colorful fun! Jacinta Sagona's 60 charming crafts use simple materials you already have at home in new ways to captivate your little ones' imaginations for hours. These craft ideas will help children of all ages tap into their creative tendencies by encouraging experimentation, spontaneity and mindfulness. Your kids will love the helpful step-by-step photos and variety of projects, ranging from sweet animals and decorative wall hangings to handmade toys and games, and you will love how easy the projects are to set up (with minimal cleanup!). Let them put recycled cardboard and common craft paper to good use with unique crafts like a Paper Lantern Garden and a Pom-Pom Blowing Unicorn. Watch them delight in toys and painting activities like Stained-Glass Windows and a Musical Guitar. Introduce them to the practice of mindfulness with calming projects like Gratitude Mini-Piñatas, Guatemalan Worry Dolls and Yarn Hearts. Perfect for parents, grandparents, teachers and babysitters, this book is a treasure trove of super simple ideas you can dive into anytime you are looking for an art project for the kids. You'll love bonding with them and witnessing their budding

imaginations! **The Climate Girl Effect Fridays, Flint, and Fire Rowman & Littlefield** Carolyn M. Cunningham and Heather M. Crandall analyze the rise of climate activist girls who manage to advance the climate movement using social media, ingenuity, and an intersectional approach. United and focused, they confront the challenges of global systems and cultures that maintain power through all kinds of oppression. **The Highlights Book of Things to Do Indoors Discover, Imagine, and Create Great Things Inside Highlights Press** The Highlights Book of Things to Do Indoors is the ultimate boredom buster, filled with dozens of ways for kids to explore, create, problem-solve, and boost their brainpower—all from inside the home, classroom, or any other indoor spot. Designed for kids ages seven and up, this book features prompts and information to get kids thinking, writing, drawing, and playing. They'll get to do everything from designing a dream obstacle course to writing and performing a play to drafting a letter to a leader about an important cause. Furthermore, the book includes writing and drawing spaces so kids can scribble and doodle responses to prompts directly on the book's pages. Each activity makes use of household space and/or resources, as well as a kid's natural curiosity and imagination, to provide a fulfilling and fun indoor experience. Topics covered include: • All About You • Games • Indoor Adventures • Animals and Nature • Boost Your Brain • Helping Others • Space and Technology • Reusing and Recycling **Motion Projects to Build On 4D an Augmented Reading Experience Capstone Classroom** Rev it up with projects that teach locomotion science basics-- and then build on them. Learn about movement, speed up, and then think creatively to take the projects to the next level. Bonus video tutorials and other content available on the free Capstone 4D app gives students an augmented reality experience that goes beyond the printed page. **American Project eBook Partnership** 'The American Project' is a unique novel that offers a rare insight into the world of pressurised team design, with all the humour, excitement and tension that accompanies designing and constructing multi-million-pound fast track landmark buildings. Architect Josh Wainman is promoted to lead a huge project for an American bank that his practice has just won in a major competition. The site turns out to be a horror story of difficulties. The technical problems are daunting; the project requires the excavation of the largest basement ever in London... but it's next to the Thames, the tube line and preserved neighbouring buildings. As well as this, he has to work with a hostile colleague intent on making Josh's life difficult - and the client is never satisfied. Is this new project a promotion or a poisoned chalice? Josh wonders. **Windows 10 for the Internet of Things Apress** Manage and control Internet-connected devices from Windows and Raspberry Pi. Master the Windows IoT Core application programming interface and feature set to develop Internet of Things applications on the Raspberry Pi using your Windows and .NET programming skills. Windows 10 for the Internet of Things presents a set of example projects covering a wide range of techniques designed specifically to jump start your own Internet of Things creativity. You'll learn everything you need to know about Windows IoT Core in order to develop Windows and IoT applications that run on the Pi. Microsoft's release of Windows IoT Core is groundbreaking in how it makes the Raspberry Pi and Internet of Things programming accessible to Windows developers. Now it's possible to develop for the Raspberry Pi using native Windows and all the related programming skills that Windows programmers have

learned from developing desktop and mobile applications. Windows 10 becomes a gateway by which many can experience hardware and Internet of Things development who may never have had the opportunity otherwise. However, even savvy Windows programmers require help to get started with hardware development. This book, *Windows 10 for the Internet of Things*, provides just the help you need to get started in putting your Windows skills to use in a burgeoning new world of development for small devices that are ubiquitously connected to the Internet. What You Will Learn Learn Windows 10 on the Raspberry Pi Read sensor data and control actuators Connect to and transmit data into the cloud Remotely control your devices from any web browser Develop IOT applications under Windows using C# and Python Store your IOT data in a database for later analysis Who This Book Is For Developers and enthusiasts wanting to take their skills in Windows development and jump on board one of the largest and fastest growing trends to hit the technology world in years - that of connecting everyday devices to the Internet. This book shows how to develop for Microsoft's operating-system for devices, Windows 10 IoT Core. Readers learn to develop in C# and Python using Visual Studio, for deployment on devices such as the Raspberry Pi and the Arduino. **Creative Activities and Curriculum for Young Children Cengage Learning** CREATIVE ACTIVITIES AND CURRICULUM FOR YOUNG CHILDREN, Twelfth Edition, is written for anyone who wants to deepen their understanding of creative and aesthetic development, the importance of arts experiences in childhood, supporting creativity in children, expanding creative approaches to teaching and integrating creativity across the curriculum. Whether you're an early childhood teacher, caregiver or administrator or a pre-service or in-service pre-K to Grade 5 teacher, this text is an invaluable resource you can turn to again and again. Covering a wide range of content areas encountered in early childhood and elementary classrooms, the text promotes creativity in children and encourages you to exercise your own creativity. The research-based theoretical foundation is applied through hundreds of practical activities. Updated throughout, the Twelfth Edition features research into theories of brain development and their application to daily practice, new topics in the Spotlight and Think About It features, recommendations for children's books that support activities and exploration and current information regarding the use of digital technology. The authors have more thoroughly integrated culturally responsive practice throughout the text, including broader consideration of how to accommodate and adapt activities and experiences for children with special needs or non-typical development. In addition, chapters have been reorganized to reflect a more natural sequence of topics to help you master even complex concepts more readily. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Sneaky Science Tricks Perform Sneaky Mind-Over-Matter, Levitate Your Favorite Photos, Use Water to Detect Your Elevation, Navigate with Sneaky Observation Tricks, and Turn a Cereal Box into A Collapsible Robot with Everyday Things Andrews McMeel Publishing** Author and delightfully mad scientist Cy Tymony combines the fun of his Sneaky Uses series with a host of fascinating science facts and resourceful tricks in Sneaky Science Tricks, a uniquely entertaining and educational how-to guide for the sly and curious among us. This time, Tymony has concocted an ingenious

bag of tricks that includes a helicopter, a hand-powered fan, a clever moon direction trick, and many, many other shrewd navigation tools and tons of sneaky trivia on plants and animals, geography, and physics. Each nifty project in the book comes complete with detailed, easy-to-follow instructions and illustrations that fully demonstrate the step-by-step process, making Sneaky Science Tricks an ideal guidebook for sneaky scientists of all ages. **Joyce Kozloff Co+ordinates The Trout Gallery-Dickinson Co+Ordinates** is a survey of Joyce Kozloff's art during the last decade. Throughout her forty-year career, she has fused a love for widespread artistic traditions with an activist temperament. Beginning in the 1970s with her work in the Pattern and Decoration Movement, she rejected the academic disdain for visual opulence; her dissident political understanding could be materialized only through ornament and richly textured imagery. Co+Ordinates includes critical and historical essays by Nancy Princenthal and Phillip Earenfight, an interview with Joyce Kozloff, and an extensive selection of color plates. It examines her recent works while integrating them within the broader context of the artist's career. **Urban Homesteading Heirloom Skills for Sustainable Living Skyhorse Publishing Inc.** Teaches self-reliance, sustainability, and green living in urban areas, from growing food with limited space and making solar cookers to raising chickens. **Dear Taylor Swift, A Year In The Life Of The Artist Rush Whitacre Through His Letters Lulu.com The 16 Career Clusters: A Project-Based Orientation Cengage Learning** Welcome to the world of job and career exploration. THE 16 CAREER CLUSTERS: A PROJECT-BASED ORIENTATION contains a chapter of hands-on activities for each of the U.S. Department of Education's 16 career clusters. Now students can explore job and career options through activities that help them discover what skills and traits are needed to be successful in each career field. The Career Cluster approach has been implemented in many classes today. It allows students to explore a wide range of career opportunities from entry level through management and professional levels. In the process of completing this book, students learn more about their own talents and interests while thinking about each job or career as it relates to them, their plans, and their dreams for the future. They will learn about and make decisions about hiring practices, business ethics, emerging technologies, finances, and globalization. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Working Mother** The magazine that helps career moms balance their personal and professional lives. **Cardboard Box Creations Lonely Planet Kids** What can you do with a cardboard box? Plenty! No longer destined for the recycling bin, turn your spare scraps into amazing things, from a hot air balloon and space rocket to a Chinese dragon and Tiki totem pole! Includes step-by-step instructions and a starter kit of cardboard with cutting guides. **Art Sparks Draw, Paint, Make, and Get Creative with 53 Amazing Projects! Storey Publishing, LLC** Every kid can be an artist with this book as their guide! Using basic art supplies — from paint, markers, paper, and glue to household finds like cardboard boxes and fabric scraps — children aged 6 and up learn that as long as they can imagine it, they can create it. Curated by two art educators with decades of experience, this rich collection of 53 arts and crafts activities offers up a ton of freeform fun, from Doodlemonsters and Painted Animal Rocks to Paper Bead Jewelry and Nature Weaving. Projects vary in difficulty so there's something for a wide range of ages and

abilities, and many can be completed in under an hour. Each project featured in the book has been kid-made (and kid-approved!), and colorful photos of the finished pieces will ignite a creative spark that inspires budding makers to express their imagination, humor, and individuality through art. **Project STAR The Universe in Your Hands. Teacher's guide with activity worksheet masters**

Kendall Hunt Makers, Crafters, Educators Working for Cultural Change Routledge *Makers, Crafters, Educators* brings the do-it-yourself (DIY) ethos of maker and crafter movements into educational environments, and examines the politics of cultural change that undergird them. Addressing making and crafting in relation to community and schooling practices, culture, and place, this edited collection positions making as an agent of change in education. In the volume's five sections—Play and Hacking, Access and Equity, Interdependence and Interdisciplinarity, Cultural and Environmental Sustainability, and Labor and Leisure—authors from around the world present a collage of issues and practices connecting object making, participatory culture, and socio-cultural transformation. Offering gateways into cultural practices from six continents, this volume explores the participatory culture of maker and crafter spaces in education and reveals how community sites hold the promise of such socio-cultural transformation.