

The Geocaching Handbook The Guide For Family Friendly High Tech Treasure Hunting

[#geocaching](#) [#treasure hunting](#) [#family activities](#) [#GPS games](#) [#outdoor adventure](#)

Embark on a thrilling outdoor adventure with The Geocaching Handbook. This comprehensive guide is perfect for families looking to explore the world through high-tech treasure hunting. Learn the ins and outs of geocaching, from finding hidden caches using GPS coordinates to creating your own exciting hunts. Discover a fun and engaging activity that combines technology, nature, and teamwork for unforgettable family experiences.

We offer open access to help learners understand course expectations.

Welcome, and thank you for your visit.

We provide the document Geocaching Family Adventure you have been searching for. It is available to download easily and free of charge.

This is among the most frequently sought-after documents on the internet.

You are lucky to have discovered the right source.

We give you access to the full and authentic version Geocaching Family Adventure free of charge.

Geocaching Handbook

This book introduces the reader to the fast-growing outdoor sport of geocaching, which combines aspects of treasure hunting, high-tech navigation, and exploration. New to this book: --Updates to technology and use of social media. --Full chapter on smartphone apps. --Updates to photography—showing more technology and diversity of participants. --Mention of National and State Parks, which are now promoting geocaching. --Updates to swag, with official geocaching containers, special edition coins, and micro containers, etc.

The Geocaching Handbook

Presents a practical handbook to geocaching and hunting for hidden treasure and describes how to buy and use a GPS receiver as well as creating caches and Geo-games.

The Geocaching Handbook

With the rapid development of emerging technology tools, the digital nature of learning environments continues to change traditional forms of education. Therefore, knowledge of these changes for incorporation into classroom instruction is necessary. Pedagogical Applications and Social Effects of Mobile Technology Integration analyzes possible solutions over the concerns and issues surrounding mobile technology integration into the classroom. This book is an essential resource for professionals, researchers, and technology leaders interested in providing a direction for the future of classroom technology.

Pedagogical Applications and Social Effects of Mobile Technology Integration

The European Journal of Tourism Research is an interdisciplinary scientific journal in the field of tourism, published by Varna University of Management, Bulgaria. Its aim is to provide a platform for discussion of theoretical and empirical problems in tourism. Publications from all fields, connected with tourism such as management, marketing, sociology, psychology, geography, political sciences, mathematics, statistics, anthropology, culture, information technologies and others are invited. The journal is open to all researchers. Young researchers and authors from Central and Eastern Europe are encouraged to submit their contributions. Regular Articles in the European Journal of Tourism Research should normally be between 4 000 and 20 000 words. Major research articles of between 10 000 and 20 000 are highly welcome. Longer or shorter papers will also be considered. The journal publishes also Research Notes of 1 500 – 2 000 words. Submitted papers must combine theoretical

concepts with practical applications or empirical testing. The European Journal of Tourism Research includes also the following sections: Book Reviews, announcements for Conferences and Seminars, abstracts of successfully defended Doctoral Dissertations in Tourism, case studies of Tourism Best Practices. The European Journal of Tourism Research is published in three Volumes per year. The full text of the European Journal of Tourism Research is available in the following databases: EBSCO Hospitality and Tourism CompleteCABI Leisure, Recreation and TourismProQuest Research Library Individual articles can be rented via journal's page at DeepDyve. The journal is indexed in Scopus and Thomson Reuters' Emerging Sources Citation Index. The editorial team welcomes your submissions to the European Journal of Tourism Research.

European Journal of Tourism Research

This book presents a compilation of articles on the subject of game studies written over the last ten years. These texts reflect a decade of research in European computer game studies from a theoretical perspective that combines philosophy, cultural studies, visual studies, and media studies in a way that is unique to a specific type of media theory developed in Germany over the last thirty years. This theory differs quite significantly from media studies as usually conceived in Anglo-American academia, providing new perspectives that are rooted in continental philosophical traditions ranging from phenomenology to post-structuralism and newer forms of “presence studies” in aesthetic theory. The book provides (1) an introduction to a continental approach to game philosophy; (2) an aesthetic theory of computer games rooted in concepts of performativity and epistemology; and (3) an introduction to an interdisciplinary approach to game studies that is based on philosophical perspectives on the subject matter.

Framing Uncertainty

Geocaching is high-tech treasure hunting using a GPS. This guidebook will give you all the information to get started with Geocaching. Everything you need to know from how to hide and seek a cache, deciphering clues, and recording your treasure.

Geocaching in the UK

Learn the concept of passive programming and get started easily with plans for implementing a wide array of intergenerational programs in libraries with this professional primer. Libraries are an integral part of the community, a fact that can often be overlooked in today's world of home-based online research. Passive programs encourage patrons to linger—either in the library or on the library's website—and promote a connection to the library's collections, its services, and the community. Librarian's Guide to Passive Programming: Easy and Affordable Activities for All Ages presents plans for 32 passive programs designed to capture the attention of library patrons. Each chapter—which contains programs grouped thematically—details the steps necessary to reproduce the programs, and includes supporting handouts, activities, and photographs. This helpful guide also examines what passive programming is, why passive programming is relevant, and offers strategies across all aspects of its implementation—from developing program ideas to evaluating program success.

Librarian's Guide to Passive Programming

Explore Your World Geocaching for Kids: A Draw and Write Logbook is a super fun way to write, sketch, scribble, draw, and track all your geocaching adventures. This edition provides even more space for kids to write about their geocaching tales. Geocaching is an outdoor activity where participants use GPS to follow a set of coordinates to find "geocaches," or hidden items. You'll find geocaching enthusiasts everywhere -- from small villages around the world to the most populated urban areas. Whether your child or grandchild is an expert "cacher" or brand new to the hobby, this fill-in journal is perfect for tracking each new discovery. Small enough to take along on a treasure hunt, this journal is the perfect companion for your child's love of geocaching. With relevant prompts, fun icons, and plenty of space to write and draw, your child will look forward to sketching and writing about each new geocaching experience. This Geocaching for Kids Logbook features: Convenient 5.06" x 7.81" (12.85 x 19.84 cm) size -- perfect to take along in your Geo pack! Pre-formatted pages to log 50 geocaching hunts Colorful matte cover Easy to read white stock pages Common geocaching acronyms A page to draw and tell the story of each of your geocaching finds Another page with prompts to track: Day, date, the find name, location, coordinates, container size, travel bugs, swag, fun rating and MORE! Please see our other Geocaching Logbooks. Happy geocaching!

Explore Your World Geocaching for Kids

Explore Your World Geocaching for Kids: A Color and Write Logbook is a super fun way to write, sketch, scribble, draw and track all your geocaching adventures. Geocaching is an outdoor activity where participants use GPS to follow a set of coordinates to find "geocaches," or hidden items. You'll find geocaching enthusiasts everywhere -- from small villages around the world to the most populated urban areas. Whether your child or grandchild is an expert "cacher" or brand new to the hobby, this fill-in journal is perfect for tracking each new discovery. Small enough to take along on a treasure hunt, this journal is the perfect companion for your child's love of geocaching. With relevant prompts and fun icons, your child will look forward to sketching and writing about each new geocaching experience. This Geocaching for Kids Logbook features: Convenient 5.06" x 7.81" (12.85 x 19.84 cm) size -- perfect to take along in your Geo pack! Enough pages for 100 geocaching hunts Colorful matte cover Easy to read white stock pages A space to sketch your adventures Common geocaching acronyms Prompts to track: Day, date, the find name, location, coordinates, container size, travel bugs, swag, fun rating and MORE! Please see our other Geocaching Logbooks. Happy geocaching!

Explore Your World Geocaching for Kids

Following her successful Fairy House Handbook and Fairy Garden Handbook, Liza Gardner Walsh offers another concept book to get children outside and experiencing nature. The Treasure Hunter's Handbook targets kids and families who love to explore the world around them. This book highlights the appeal of treasure hunting as a fun family activity that encourages kids to get outside. The following topics are covered, allowing for a wide range of activities for different ages and interests: Myths and legends of buried pirate treasure: Share stories such as Captain Kidd's loot on Jewell Island and Pirate Ned Lowe's treasure captured from a Spanish galleon and dropped in the middle of the pond on Pond Island. Panning for gold: Panning for gold is making a comeback and is a great activity for kids. Mining for minerals and gemstones: Provides some information about how and where to find Maine's famous tourmaline and other gems. Metal Detecting: Covers the basics of using a metal detector and tells some of the stories of amazing treasure found using this simple device. Map and compass reading: Every child should learn these basic skills and this section will explain the basics of cartography and orienteering. Geocaching and letter boxing: Geocaching is a real-world, outdoor treasure hunting activity using GPS-enabled devices. Letter boxing is a low tech version that combines navigational skills and rubber stamp artistry. Found treasures: Hunting for everyday treasures such as sea glass, sea shells, four-leaf clovers, arrowheads, and fossils.

Treasure Hunter's Handbook

Unbored is the book every modern child needs. Brilliantly walking the line between cool and constructive, it's crammed with activities that are not only fun and doable but that also get kids standing on their own two feet. If you're a kid, you can: -- Build a tipi or an igloo -- Learn to knit -- Take stuff apart and fix it -- Find out how to be constructively critical -- Film a stop-action movie or edit your own music -- Do parkour like James Bond -- Make a little house for a mouse from lollipop sticks -- Be independent!

Catch a bus solo or cook yourself lunch -- Make a fake exhaust for your bike so it sounds like you're revving up a motorcycle -- Design a board game -- Go camping (or glamping) -- Plan a road trip -- Get proactive and support the causes you care about -- Develop your taste and decorate your own room -- Make a rocket from a coke bottle -- Play farting games There are gross facts and fascinating stories, reports on what stuff is like (home schooling, working in an office...), Q&As with inspiring grown-ups, extracts from classic novels, lists of useful resources and best ever lists like the top clean rap songs, stop-motion movies or books about rebellion. Just as kids begin to disappear into their screens, here is a book that encourages them to use those tech skills to be creative, try new things and change the world. And it gets parents to join in. Unbored is fully illustrated, easy to use and appealing to young and old, girl and boy. Parents will be comforted by its anti-perfectionist spirit and humour. Kids will just think it's brilliant.

The Publishers Weekly

Need directions? Are you good at getting lost? Then GPS is just the technology you've dreamed of, and GPS For Dummies is what you need to help you make the most of it. If you have a GPS unit or plan to buy one, GPS For Dummies, 2nd Edition helps you compare GPS technologies, units, and uses. You'll find out how to create and use digital maps and learn about waypoints, tracks, coordinate systems, and other key point to using GPS technology. Get more from your GPS device by learning to use Web-hosted mapping services and even how to turn your cell phone or PDA into a GPS receiver. You'll also discover: Up-to-date information on the capabilities of popular handheld and automotive Global Positioning Systems How to read a map and how to get more from the free maps available online The capabilities and limitations of GPS technology, and how satellites and radio systems make GPS work How to interface your GPS receiver with your computer and what digital mapping software can offer Why a cell phone with GPS capability isn't the same as a GPS unit What can affect your GPS reading and how accurate it will be How to use Street Atlas USA, TopoFusion, Google Earth, and other tools Fun things to do with GPS, such as exploring topographical maps, aerial imagery, and the sport of geocaching Most GPS receivers do much more than their owners realize. With GPS For Dummies, 2nd Edition in hand, you'll venture forth with confidence!

Unbored

Geocaching is a worldwide scavenger hunt that has been around for the greater part of two decades. It has been enjoyed by millions and has evolved over those many years. One aspect of the game that has captured the attention of many is a specific subset called Challenges. Many view Challenges as the game within the game and have found it elevating their play and enjoyment. This book focuses on Geocaching Challenges specifically in a way aiming to be informative and entertaining. Whether you are a Geocaching novice or a founding member you should be able to find something new or at least be able to relate to and laugh at the stories held within. Inside this book you will learn about classic challenges, the history of the type, and even how to publish your own. Jesse and Kristi Lunsford, the authors of this book, are known in the Geocaching world by their team name - Memphis Mafia. Jesse is the co-host of the weekly podcast Geocache Talk recorded live every Sunday at 8PM CDT. Jesse and Kristi have unabashedly shared their family geocaching experiences both good and bad on podcasts, blogs and in person over the years.

GPS For Dummies

Describing the exciting and adventurous world surrounding geocaching--a worldwide hunt in which treasures are located using global positioning system (GPS) devices--this book offers an understanding and application of the principles and best practices of the game. What's different is that the authors wrap this knowledge in a tapestry of human stories that range from hilarious to touching. Paul and Dana Gillin interviewed 40 of the world's 50 most prolific geocachers as well as experts in container design, "extreme" geocaching and other dimensions of the game. They tell how this global activity inspires passion that has helped people heal frayed marriages, establish new friendships--and even save lives.

Geocaching Challenges

Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

The Joy of Geocaching

As more and more universities, schools, and corporate training organizations develop technology plans to ensure technology will directly benefit learning and achievement, the demand is increasing for an all-inclusive, authoritative reference source on the infusion of technology into curriculums worldwide. The Encyclopedia of Information Technology Curriculum Integration amasses a comprehensive resource of concepts, methodologies, models, architectures, applications, enabling technologies, and best practices for integrating technology into the curriculum at all levels of education. Compiling 154 articles from over 125 of the world's leading experts on information technology, this authoritative reference strives to supply innovative research aimed at improving academic achievement, teaching and learning, and the application of technology in schools and training environments.

Be Expert With Map and Compass

Provides information on creating Web and mobile applications based on the principles of game mechanics.

Encyclopedia of Information Technology Curriculum Integration

Bringing together the latest debates concerning the development of marketing theory, featuring original contributions from a selection of leading international authors, this collection aims to give greater conceptual cohesion to the field, by drawing together the many disparate perspectives and presenting them in one volume. The contributors are all leading international scholars, chosen to represent the intellectual diversity within marketing theory. Divided into six parts, the Handbook covers the historical development of marketing theory; its philosophical underpinnings; major theoretical debates; the impact of theory on representations of the consumer; the impact of theory on representations of the marketing organisation and contemporary issues in marketing theory.

Gamification by Design

Arguably the most influential document in the history of urban planning, Daniel Burnham's 1909 Plan of Chicago, coauthored by Edward Bennett and produced in collaboration with the Commercial Club of Chicago, proposed many of the city's most distinctive features, including its lakefront parks and roadways, the Magnificent Mile, and Navy Pier. Carl Smith's fascinating history reveals the Plan's central role in shaping the ways people envision the cityscape and urban life itself. Smith's concise and accessible narrative begins with a survey of Chicago's stunning rise from a tiny frontier settlement to the nation's second-largest city. He then offers an illuminating exploration of the Plan's creation and reveals how it embodies the renowned architect's belief that cities can and must be remade for the better. The Plan defined the City Beautiful movement and was the first comprehensive attempt to reimagine a major American city. Smith points out the ways the Plan continues to influence debates, even a century after its publication, about how to create a vibrant and habitable urban environment. Richly illustrated and incisively written, his insightful book will be indispensable to our understanding of Chicago, Daniel Burnham, and the emergence of the modern city.

The Social Media Bible

"Nanna Verhoeff's new book is a must for anybody interested in visual culture and media theory. It offers a rich and stimulating theoretical account of the central dimension of our contemporary existence--interfacing and navigating both data and physical world through a variety of screens (game consoles, mobile phones, car interfaces, GPS devices, etc.). In the process of exploring these new screen practices, Verhoeff offers fresh perspectives on many of the key questions in media and new media studies as well as a number of new original theoretical concepts. As the first theoretical manual for the society of mobile screens, this book will become an essential reference for all future investigations of our mobile screen condition.--Lev Manovich."--Publisher's description.

The SAGE Handbook of Marketing Theory

Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and

object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Plan of Chicago

Results of research conducted between 2007 and 2010. In the interest of developing a deeper understanding of how and why scholars do what they do to advance their academic fields, as well as their careers, our approach focused on fine grained analyses of faculty values and behaviors throughout the scholarly communication lifecycle, including career advancement, sharing, collaborating, informal and formal publishing, resource generation, and engaging with the public. The report is based on the responses of 160 interviewees across 45, mostly elite, research institutions in seven selected academic fields: archaeology, astrophysics, biology, economics, history, music, and political science. We concentrated on assessing scholars' attitudes and needs as both producers and users of research results.

Mobile Screens

The aim of this book is to collect and to cluster research areas in the field of serious games and entertainment computing. It provides an introduction and gives guidance for the next generation of researchers in this field. The 18 papers presented in this volume, together with an introduction, are the outcome of a GI-Dagstuhl seminar which was held at Schloß Dagstuhl in July 2015.

Systems Analysis and Design in a Changing World

This book examines the cutting-edge concept of gamification in tourism. It provides a theoretical foundation for tourism gamification and discusses the concepts of gaming and gamification and their application in the tourism and hospitality industry. The chapters offer valuable insights by showcasing examples of best practice from different countries and addressing key issues of game mechanism and game design principles. They focus on areas such as game design elements, game player types and their motivation, location-based games, augmented reality and virtual reality games. The volume will be useful for students and researchers in tourism marketing, digital tourism, smart tourism and tourism futures. It also serves as a helpful tool for tourism industry practitioners looking to increase customer engagement, enhance loyalty and raise brand awareness.

Assessing the Future Landscape of Scholarly Communication

This book introduces readers to the latest state of research and development in seamless learning. It consolidates various approaches to and practices in seamless learning from a range of techno-pedagogical, socio-situated and socio-cultural perspectives. Further, it details our current understanding of learning in both formal and informal settings, crossover learning, incidental learning, and context-based learning approaches, together with these aspects' linkages to the notion of seamlessness. The book is divided into sections addressing the theorization of seamless learning, understanding informal learning, research methodological issues, technology-enabled seamless learning and real-world applications of seamless learning.

Entertainment Computing and Serious Games

The book is concerned with narrative in digital media that changes according to user input—Interactive Digital Narrative (IDN). It provides a broad overview of current issues and future directions in this multi-disciplinary field that includes humanities-based and computational perspectives. It assembles the voices of leading researchers and practitioners like Janet Murray, Marie-Laure Ryan, Scott Rettberg and Martin Rieser. In three sections, it covers history, theoretical perspectives and varieties of practice including narrative game design, with a special focus on changes in the power relationship between audience and author enabled by interactivity. After discussing the historical development of diverse forms, the book presents theoretical standpoints including a semiotic perspective, a proposal for a

specific theoretical framework and an inquiry into the role of artificial intelligence. Finally, it analyses varieties of current practice from digital poetry to location-based applications, artistic experiments and expanded remakes of older narrative game titles.

Gamification for Tourism

"This book does the impossible: it makes math fun and easy!" - Sander Rossel, COAS Software Systems
Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in **Grokking Algorithms** on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with **Algorithms in Motion**, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-?in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book **Grokking Algorithms** is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io.
Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

Seamless Learning

Children's play throughout history has been free, spontaneous, and intertwined with work, set in the playgrounds of the fields, streams, and barnyards. Children in cities enjoyed similar forms of play but their playgrounds were the vacant lands and parks. Today, children have become increasingly inactive, abandoning traditional outdoor play for sedentary, indoor cyber play and poor diets. The consequences of play deprivation, the elimination and diminution of recess, and the abandonment of outdoor play are fundamental issues in a growing crisis that threatens the health, development, and welfare of children. This valuable book traces the history of children's play and play environments from their roots in ancient Greece and Rome to the present time in the high stakes testing environment. Through this exploration, scholar Dr. Joe Frost shows how this history informs where we are today and why we need to re-establish play as a priority. Ultimately, the author proposes active solutions to play deprivation. This book is a must-read for scholars, researchers, and students in the fields of early childhood education and child development.

Interactive Digital Narrative

"Highly informative and remarkably entertaining." —Elle From forest trails in Korea, to islands in Finland, to eucalyptus groves in California, Florence Williams investigates the science behind nature's positive effects on the brain. Delving into brand-new research, she uncovers the powers of the natural world to improve health, promote reflection and innovation, and strengthen our relationships. As our modern lives shift dramatically indoors, these ideas—and the answers they yield—are more urgent than ever.

Grokking Algorithms

Hidden Forest has a new resident. Little Red Hen and her seven little chicks have moved into a cottage and plan to grow a bountiful crop of corn in the nearby field. The problem is that none of the Red Hen's neighbors are willing to help with the hard work. "Not I," says the dog, the goose, and the lazy cat. So Goldilocks, who has heard about the new arrivals from her friend Little Red Riding Hood, comes up with a neighborly idea: Why don't all the residents of Hidden Forest chip in and work on the garden? Better yet, why not make it a surprise? Of course there are a couple of residents who might not be so cooperative. Will Wolfy Lupus and his cousin Fer O'Cious hatch a new plot of their own? Following the highly acclaimed Dear Peter Rabbit and Yours Truly, Goldilocks, Alma Flor Ada and Leslie Tryon offer young readers another peek into the world of their favorite storybook characters, revealed through the charming letters they write to one another.

Curriculum for Excellence Through Outdoor Learning

NOTE: This book has been updated and replaced by "Easy Geocaching: Simple Cache Containers" by Vince Migliore. The new book reflects changes to the geocaching web site and adds 15 geocaches you can build for your own hides. Geocaching: Basic Beginner's Guide is a step-by-step program for getting starting in the hobby of geocaching. It features clear procedures in simple terms for those not familiar with the hobby. Photos and illustrations help guide the reader from an introduction to registering with Geocaching.com, and on to finding your first caches.

A History of Children's Play and Play Environments

No child can walk through a puddle of mud without a gigantic smile, and while the stuff might be the spring-time bane of grownups, children just love mud. Muddy Boots targets kids and families who value outdoor exploration and grandparents who long for their grandchildren to have the same unfettered time in nature as they did. The book features a wide range of hands-on activities for kids, including mud play, forts, animal tracking and forest wisdom, foraging, insects and worms, bird watching and bird feeding, and many small things for kids to make. Although not primarily about mud, the activities do encourage all hands to get dirty as they explore the world around them.

The Handbook for Girl Guides, Or, How Girls Can Help Build the Empire

Naomi is the biggest pop star on the planet and should be on top of the world... but she's tired of constant touring and missing her school friends and mum. Ruby is Naomi's biggest fan. She knows the words to every song and dreams of being Naomi's BFF. When the girls have an unexpected encounter and swap bodies, Ruby is thrust into the limelight.

Coronado National Forest Plan

This book provides the first English language account of the interview method known as the PCI. Offering a way of collecting knowledge by means of involving people actively in the research process, the interviewer takes the role of a well-informed traveller. With careful preparation and planning, the interviewer sets out with priorities and expectations, but the story the interviewer tells about his journey depends on the people encountered along the road. Novice and experienced interview researchers across the social, educational and health sciences will find this an invaluable guide to conducting interviews. Andreas Witzel is senior researcher (retired) at the University of Bremen and former director of the Bremen Archive for Life Course Research. Herwig Reiter is senior researcher in the Department of Social Monitoring and Methodology of the German Youth Institute in Munich.

The Nature Fix: Why Nature Makes Us Happier, Healthier, and More Creative

With Love, Little Red Hen