

Knights And Castles A Nonfiction Companion To Magic Tree House 2 The Knight At Dawn Magic Tree House R Fact Tracker

We Have Always Lived in the Castle Knights and Castles Knights and Castles Factastic: A LEGO Adventure in the Real World (LEGO Nonfiction) A Knight without a Castle Knight The Knight at Dawn Navigators: Knights and Castles Who? What? When? Knights and Castles Mummies and Pyramids The Medieval Chronicles The Castle in the Attic Night of the Ninjas 1001 Knights and Castle Things to Spot DK Readers L3: Knights and Castles Castle and Knight Knights and Castles Life in a Medieval City Build! A Knight's Castle Knights & Castles (LEGO Nonfiction) Did Castles Have Bathrooms? Knights and Castles Magic Tree House 2: Castle of Mystery The Big Golden Book of Knights and Castles The Shadow Dragon Knights and Castles, and Feudal Life The Flame Dragon A Distant Mirror The Normans Groovy Tubes: Knights and Castles 100 Things You Should Know about Knights & Castles Knights and Castles Nights in White Castle It's Fun to Draw Knights and Castles Knights & Castles Knight's Castle Knights and Castles Horrible Histories Special: Dark Knights and Dingy Castles The Tale of Despereaux If You Lived in the Days of the Knights

We Have Always Lived in the Castle

This book tells what it was like to live in the days of the knights during the Middle Ages.

Knights and Castles

Outgrown BEAST QUEST? Enter the world of the Dragon Knights! Twelve years ago, on the Islands of Alariss, General Vayn gained power in a military coup after the emperor and empress had "a tragic accident". The Dragon Knights, an elite force loyal to the emperor, with the ability to transform into dragons, were defeated by Vayn's dark magic during a fierce battle. Vayn used his powers to bind the Dragon Knights in their human forms and banished them to the outer islands. Now the realm is in ruins and Vayn's Black Guard rampage through it, taking whatever they want. When Vayn's nephew, Quinn, discovers that he's the Crown Prince, the true heir, rescued and brought up by his former palace nursemaid, he swears to stand up to his uncle and claim what is rightfully his. Ignus the Flame Dragon has been trapped in human form as a blacksmith in the Floating Mountains. With the help of Thea, a feisty girl with magic skills and an uncertain past, Quinn must break the spell and return Ignus to his true Dragon Knight destiny. The first in an exciting new dragon-fantasy series for 9-12 year olds.

Knights and Castles

Brings knights and castles to life with up-to-date information and 3-D illustrations.

Factastic: A LEGO Adventure in the Real World (LEGO Nonfiction)

Outgrown BEAST QUEST? Enter the world of the Dragon Knights! Evil General Vayn gained power twelve years ago on the Islands of Alariss, defeating the Dragon Knights, an elite force with the ability to transform into dragons, using dark magic to bind them in their human forms. Now the realm is a ruin and Vayn's Black Guard rampage the land, taking whatever they want. Twelve-year-old Quinn, Vayn's nephew and the true heir has sworn to claim the realm that is rightfully his. With the help of Thea, a feisty girl with magic skills and an uncertain past, and Ignus the Flame Dragon, he travels to the remote and misty Keriss Island to seek his destiny. The Black Guard and their allies are on their heels when they meet Ulric, another Dragon Knight. Can they trust the shapeshifter to aid them in their quest? And will Quinn gain control of his own emerging dragon powers before it's too late? The second in an exciting new dragon-fantasy series for 9-12 year olds!

A Knight without a Castle

Learn about knights and their world.

Knight

A brave mouse, a covetous rat, a wishful serving girl, and a princess named Pea come together in Kate DiCamillo's Newbery Medal-winning tale. Welcome to the story of Despereaux Tilling, a mouse who is in love with music, stories, and a princess named Pea. It is also the story of a rat called Roscuro, who lives in the darkness and covets a world filled with light. And it is the story of Miggery Sow, a slow-witted serving girl who harbors a simple, impossible wish. These three characters are about to embark on a journey that will lead them down into a horrible dungeon, up into a glittering castle, and, ultimately, into each other's lives. What happens then? As Kate DiCamillo would say: Reader, it is your destiny to find out. With black-and-white illustrations and a refreshed cover by Timothy Basil Ering.

The Knight at Dawn

Covers training for knighthood, chivalry, building and living in a castle, and other details of medieval life, discusses the events and leading personalities of the Middle Ages, and retells medieval legends

Navigators: Knights and Castles

Traces the history of knights from the early middle ages through the end of the fifteenth century, with information on their training, duties, the castles they lived in, and their role in medieval society.

Who? What? When? Knights and Castles

Presents a collection of facts about medieval knights and their way of life, the castles in which they lived, and the society of which they were a prominent part, and offers quizzes and instructions for making related projects.

Mummies and Pyramids

It's time to journey back to medieval times—when brave knights in shiny suits of armor gallantly protected castles. For every child who loves knights and castles, this is the perfect book to fuel that interest. It's packed with simple step-by-step illustrations and tips for coloring a variety of valiant knights and towering castles, including: • Castle guards • Norman knights • Archers • Hawkbury Castle • Arabian knights • Spearmen • Jousting tents • And seven more! With these simple and playful illustrations, kids will be able to draw their own medieval scenes in no time!

The Medieval Chronicles

The Castle in the Attic

From feasts and fighting to village fairs, this adventure-packed puzzlebook shows what life was like in the Middle Ages. Follow gallant knights on their quests, see how squires learned knightly skills and discover what went on inside a castle's walls.

Night of the Ninjas

The #1 bestselling chapter book series of all time celebrates 25 years with new covers and a new, easy-to-use numbering system! Getting the facts behind the fiction has never looked better. Track the facts with Jack and Annie!! When Jack and Annie got back from their adventure in Magic Tree House #2: The Knight at Dawn, they had lots of questions. How were castles built? What was it like to live inside a castle? How did boys train to become knights? Did horses really wear armor?

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Find out the answers to these questions and more as Jack and Annie track the facts. Filled with up-to-date information, photos, illustrations, and fun tidbits from Jack and Annie, the Magic Tree House Fact Trackers are the perfect way for kids to find out more about the topics they discovered in their favorite Magic Tree House adventures. And teachers can use Fact Trackers alongside their Magic Tree House fiction companions to meet common core text pairing needs. Did you know that there's a Magic Tree House book for every kid? Magic Tree House: Adventures with Jack and Annie, perfect for readers who are just beginning chapter books Merlin Missions: More challenging adventures for the experienced reader Super Edition: A longer and more dangerous adventure Fact Trackers: Nonfiction companions to your favorite Magic Tree House adventures Have more fun with Jack and Annie at MagicTreeHouse.com!

1001 Knights and Castle Things to Spot

DK Readers L3: Knights and Castles

Eight-year-old Jack and his little sister, Annie, are playing in the woods during their summer holiday, when they find a mysterious tree house full of books. But these are no ordinary books . . . And this is no ordinary tree house . . . Jack and Annie find themselves on another adventure - this time they're in medieval England. It's exactly the same as the story book - there's a castle and a banquet and knights on horseback. But when they find themselves locked in a dungeon, Jack starts to wonder if they'll ever get home again . . .

Castle and Knight

For those who've always wanted to live in a castle or become a knight, this engaging text presents 100 fun facts about these high-interest topics. Readers will find out what it was like to live in the Middle Ages, what it took to become a knight, and what happened on the battlefield. They'll love learning about the famous knights of fact and fiction as well as discovering the ins and outs of medieval castles, some of which are still standing today. Fun quizzes and colorful illustrations enhance the well-researched text and will inspire readers to find out more about this beguiling time period.

Knights and Castles

Knights had to be very strong just to walk around - they were wearing armor that weighed 50 pounds or more. Charge into KNIGHTS AND CASTLES to SeeMore!

Life in a Medieval City

"The author's smooth-flowing prose is laced with poignant details A quick, inspirational story of overcoming adversity." —Kirkus Reviews While some would hail Katwe as a den of failures, Robert Katende sees it as a training ground for future kings and queens. His work has started a movement which has caught the attention of world leaders Bill & Melinda Gates and The Obama Foundation, with many more on the horizon. Once too poor to afford the rat poison with which he planned to take his own life, Robert's legacy tells an astonishing true story of resilience and hope. His work was made famous in the Disney movie Queen of Katwe, a biographical drama about a 13-year-old girl who became a Uganda National Chess Champion under Robert's mentorship. Now readers will get a first-hand account of how it all started, and the life of the man behind Phiona Mutesi's world-renown accomplishments. This powerful story is presented in two parts. First from Robert's perspective — war refugee turned missionary living the improbable dream to empower kids in Ugandan slums through chess — a game so foreign there is no word for it in their native language. And then by debut author Nathan Kivere—presenting heartfelt testimonies from Katende's students. You'll ride along the deep valleys and the high mountaintops of Robert's childhood as he beats impossibilities that would have likely crushed anyone else! Robert's life illuminates a situation many will find difficult to imagine. However, his life will inspire you to achieve great things against insurmountable obstacles.

Build! A Knight's Castle

The magic tree house takes Jack and Annie back in time to feudal Japan where the siblings learn about the ways of the Ninja.

Knights & Castles (LEGO Nonfiction)

Was King Arthur real? How were castles built? Kids learn the answers to these and other questions in this stunning introduction to the world of medieval knights and castles. Includes a 24-page fact book, two classic games with instructions, a reversible game board, and 16 chess pieces. Full color. Pkg. Consumable.

Did Castles Have Bathrooms?

When Jack and Annie got back from their adventure in Magic Tree House: The Knight at Dawn, they had lots of questions. How were castles built? What was it like to live inside a castle? How did boys train to become knights? Did horses really wear armor?

Knights and Castles

From armor to jousting, *Knights and Castles* covers everything there is to know about knights and medieval castles. *Knights and Castles* takes an up-close look at the history of knights, their chivalrous code, the battles they fought, and more. Learn about the heroic actions of famous knights, including El Cid and Sir John Hawkwood, and the monks who took up arms to protect pilgrims. Explore famous castles, including Beaufort, Krak des Chevaliers, and Carisbrooke Castle. Discover what it took to become a knight in *Knights and Castles*. Perfect for 7-9 year olds starting to read alone, Level 3 titles include in-depth information presented through more complex sentence structure with increasing amount of text to expand the reader's general knowledge and confidence in reading. Additional information spreads are full of extra facts, developing the topics through a range of nonfiction presentation styles, such as fliers, instructions, and record-breaker statistics. Trusted by parents, teachers, and librarians, and loved by kids, DK's leveled reading series is now revised and updated. With new jackets and brand new nonfiction narrative content on the topics kids love, each book is written and reviewed by literacy experts, and contains a glossary and index making them the perfect choice for helping develop strong reading habits for kids ages 3-11.

Magic Tree House 2: Castle of Mystery

Journey back to medieval times with a host of LEGO(R) minifigures! Meet the boldest, bravest knights and other castle characters--from lords and ladies to cooks and jesters. The LEGO minifigures put the fun into facts. You'll find great LEGO building ideas, too! LEGO(R) minifigures show you the world in a unique nonfiction program. This book is part of a program of LEGO nonfiction books, with something for all the family, at every age and stage. LEGO nonfiction books have amazing facts, beautiful real-world photos, and minifigures everywhere, leading the fun and discovery.

The Big Golden Book of Knights and Castles

Enter the enthralling medieval world of castles attacked and defended by brave and noble knights! This interactive puzzle-in-a-book invites kids ages 7 and up to pop out and assemble a stand-up castle complete with knights and battle equipment. Like real archaeologists, kids will interpret clues from medieval documents, paintings, maps, and ground surveys. They can then apply their knowledge to excavate the site of a besieged castle and reconstruct both the castle and the battle scene, figuring out how the pieces of wall fit together, what's located inside the courtyard, how a trebuchet works, and much more. With the final setup of warring knights on horseback, the battle comes to life! This book offers hours of imaginative play so fascinating that kids won't even notice how much they're learning.

The Shadow Dragon

If the old toy soldier hadn't come to life, Roger would never have discovered the magic. And that would never have happened if he and his sister, Ann, hadn't been sent to stay with their bossy cousins for the summer. And that wouldn't have happened at all if their father hadn't gotten sick and gone into the hospital. But all of that did happen, and now Roger, his sister, and their cousins find themselves in a bygone world of chivalry and knighthood, of Robin Hood and Ivanhoe. In this knightly realm they can make a difference—and perhaps even save the person they most need to save—if only they are smart and brave enough, if only they are true to their hearts.

Knights and Castles, and Feudal Life

A “marvelous history”* of medieval Europe, from the bubonic plague and the Papal Schism to the Hundred Years’ War, by the Pulitzer Prize-winning author of *The Guns of August* *Lawrence Wright, author of *The End of October*, in *The Wall Street Journal* The fourteenth century reflects two contradictory images: on the one hand, a glittering age of crusades, cathedrals, and chivalry; on the other, a world plunged into chaos and spiritual agony. In this revelatory work, Barbara W. Tuchman examines not only the great rhythms of history but the grain and texture of domestic life: what childhood was like; what marriage meant; how money, taxes, and war dominated the lives of serf, noble, and clergy alike. Granting her subjects their loyalties, treacheries, and guilty passions, Tuchman re-creates the lives of proud cardinals, university scholars, grocers and clerks, saints and mystics, lawyers and mercenaries, and, dominating all, the knight—in all his valor and “furious follies,” a “terrible worm in an iron cocoon.” Praise for *A Distant Mirror* “Beautifully written, careful and thorough in its scholarship . . . What Ms. Tuchman does superbly is to tell how it was. . . . No one has ever done this better.”—*The New York Review of Books* “A beautiful, extraordinary book . . . Tuchman at the top of her powers . . . She has done nothing finer.”—*The Wall Street Journal* “Wise, witty, and wonderful . . . a great book, in a great historical tradition.”—*Commentary* NOTE: This edition does not include color images.

The Flame Dragon

THE STORY: The home of the Blackwoods near a Vermont village is a lonely, ominous abode, and Constance, the young mistress of the place, can't go out of the house without being insulted and stoned by the villagers. They have also composed a nasty s

A Distant Mirror

Ten-year-old William receives a wooden model of a medieval castle as a gift. It has everything he could possibly want, right down to a miniature drawbridge, a portcullis and a silver knight. In this enthralling story that weaves the everyday problems of growing up with magic and fantasy, the castle introduces William to an adventure involving magic, a ferocious dragon, a wicked wizard, and his own personal quest, where courage will finally triumph over fear.

The Normans

Two powerhouse brands, LEGO® and Scholastic, come together to reinvent children's nonfiction publishing! In this innovative new publishing program, LEGO® models and minifigures are illustrated in fun and fantastic scenarios throughout as the first point of engagement for kids with real-world topics. This program represents a marriage of core values between LEGO® and Scholastic: imagination, creativity, fun, and learning, as well as providing the most engaging, educational information for children.

Groovy Tubes: Knights and Castles

LEGO just got Factastic! Find out everything you ever wanted to know about the world, with a little help from smart LEGO minifigures, little LEGO stories, awesome LEGO illustrations, and amazing real-world photographs. Discover how long it would take to fly to Pluto, who invented potato chips, where an octopus keeps its brain cells, when the first video game was played, why stars shine, and much, much more. Factastic is bursting with information about almost every subject under the sun, from Vikings to volcanoes, rain forests, to robots, pirates to planets. Amaze your family and impress your friends with cool facts, awesome stats, and some completely bizarre did you knows. Then, be inspired to create your own LEGO builds. Factastic is a fantastic treat for LEGO fans of all ages!

100 Things You Should Know about Knights & Castles

Reveals facts about the myths about the Middle Ages, including if castles had bathrooms, if medieval barbers were also dentists, and if medieval peasants were considered slaves.

Knights and Castles

Readers can discover all the foul facts about DARK KNIGHTS AND DINGY CASTLES, including why one nutty knight chopped off his own finger, the revolting truth about a gong-farmer's job and what went on in gruesome castle garderobes.

Nights in White Castle

A castle with a secret passage! That's what Jack and Annie find when the Magic Tree House whisks them back to the Middle Ages for another wild adventure. In the Great Hall of the castle, a feast is under way. But Jack and Annie aren't exactly welcome guests!

It's Fun to Draw Knights and Castles

The traditional 'knight in shining armor' has become a staple figure in popular culture; the images of bloody battlefields, bustling feasting halls and courtly tournaments have been creatively interpreted many times in film and fiction. But what was the knight truly like? The world of the English medieval knight was complex and ever-changing. From the household of King John to the defenders of Elizabeth I, there was a great alteration in the social standing of knights, their equipment and appearance, and their involvement in politics and warfare. In *Knight*, author Christopher Gravett, and expert on medieval history, describes how the knights evolved over four centuries of English and European history, the wars they fought, their lives both in peacetime and on campaign, the weapons they fought with, the armor and clothing they wore and their fascinating code and mythology of chivalry. The text is richly illustrated with images ranging from manuscript illustrations to modern artwork reconstructions, and many photographs of historic artifacts and sites. This book contains material previously published in *Warrior 48: English Medieval Knight 1200-1300*, *Warrior 58: English Medieval Knight 1300-1400*, *Warrior 35: English Medieval Knight 1400-1500* and *Warrior 104: Tudor Knight*. It also includes a new introduction and new linking text.

Knights & Castles

Travel back in time to an age of battles and bloodshed. Find out all about knights--their chivalry, valor, jousts, weapons, and battles. Then discover more about siege warfare; watch history come alive with the color and drama of the Middle Ages; and take a tour of some of the world's greatest castles.

Knight's Castle

Presents the world of knights, the castles they lived in, and the world about them.

Knights and Castles

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The #1 bestselling chapter book series of all time celebrates 25 years with new covers and a new, easy-to-use numbering system! Getting the facts behind the fiction has never looked better. Track the facts with Jack and Annie!! When Jack and Annie got back from their adventure in Magic Tree House #3: Mummies in the Morning, they had lots of questions. Why did people make mummies? What was the mysterious writing on mummy cases? How did most ancient Egyptians spend their days? How were the pyramids built? Find out the answers to these questions and more as Jack and Annie track the facts. Filled with up-to-date information, photos, illustrations, and fun tidbits from Jack and Annie, the Magic Tree House Fact Trackers are the perfect way for kids to find out more about the topics they discovered in their favorite Magic Tree House adventures. And teachers can use Fact Trackers alongside their Magic Tree House fiction companions to meet common core text pairing needs. Did you know that there's a Magic Tree House book for every kid? Magic Tree House: Adventures with Jack and Annie, perfect for readers who are just beginning chapter books Merlin Missions: More challenging adventures for the experienced reader Super Edition: A longer and more dangerous adventure Fact Trackers: Nonfiction companions to your favorite Magic Tree House adventures Have more fun with Jack and Annie at MagicTreeHouse.com!

Horrible Histories Special: Dark Knights and Dingy Castles

From acclaimed historians Frances and Joseph Gies comes the reissue of their classic book on day-to-day life in medieval cities, which was a source for George R.R. Martin's Game of Thrones series. Evoking every aspect of city life in the Middle Ages, *Life in a Medieval City* depicts in detail what it was like to live in a prosperous city of Northwest Europe in the twelfth and thirteenth centuries. The year is 1250 CE and the city is Troyes, capital of the county of Champagne and site of two of the cycle Champagne Fairs—the "Hot Fair" in August and the "Cold Fair" in December. European civilization has emerged from the Dark Ages and is in the midst of a commercial revolution. Merchants and money men from all over Europe gather at Troyes to buy, sell, borrow, and lend, creating a bustling market center typical of the feudal era. As the Gieses take us through the day-to-day life of burghers, we learn the customs and habits of lords and serfs, how financial transactions were conducted, how medieval cities were governed, and what life was really like for a wide range of people. For serious students of the medieval era and anyone wishing to learn more about this fascinating period, *Life in a Medieval City* remains a timeless work of popular medieval scholarship.

The Tale of Despereaux

The Norman knights were the most feared warriors of the 11th and 12th centuries in Western Europe. Tales of their conquests spread throughout the known world as their military prowess resulted in the capture of Sicily in 1060 and England in 1066. This book, packed with illustrations, explores the world of the Normans. Authors Christopher Gravett and David Nicolle discuss the spectacular castles the Normans erected to protect their lands, as well as the equipment, training,

tactics and daily life of a typical Norman Knight.

If You Lived in the Days of the Knights

Picking up where he left off in his acclaimed memoir *Sting-Ray Afternoons*, Steve Rushin brilliantly captures a bygone era, and the thrills of new adulthood in the early 80s. It begins in Bloomington, Minnesota, with a 13-year-old kid staging his own author photo that he hopes will someday grace the cover of a book jacket. And it ends at a desk in the legendary Time & Life building, with that same boy-now in his early 20s and writing professionally-reflecting on how the hell he got there from what seems like a distant universe. In between, Steve Rushin whisks us along on an extraordinarily funny, tender, and altogether unforgettable journey. From a menial summer job at suburban Bennigan's, to first-time college experiences in Milwaukee, to surviving early adulthood in seedy New York City, this deeply touching odyssey will remind any reader of those special moments when they too went from innocence to experience.

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