

The Ender Kids Friend Or Foe Part 1 The Greatest Minecraft Comics For Kids

Over twenty years after the publication of her groundbreaking work, *Waking Sleeping Beauty: Feminist Voices in Children's Novels*, Roberta Seelinger Trites returns to analyze how literature for the young still provides one outlet in which feminists can offer girls an alternative to sexism. Supplementing her previous work in the linguistic turn, Trites employs methodologies from the material turn to demonstrate how feminist thinking has influenced literature for the young in the last two decades. She interrogates how material feminism can expand our understanding of maturation and gender--especially girlhood--as represented in narratives for preadolescents and adolescents. *Twenty-First-Century Feminisms in Children's and Adolescent Literature* applies principles behind material feminisms, such as ecofeminism, intersectionality, and the ethics of care, to analyze important feminist thinking that permeates twenty-first-century publishing for youth. The structure moves from examinations of the individual to examinations of the individual in social, environmental, and interpersonal contexts. The book deploys ecofeminism and the posthuman to investigate how embodied individuals interact with the environment and via the extension of feministic ethics how people interact with each other romantically and sexually. Throughout the book, Trites explores issues of identity, gender, race, class, age, and sexuality in a wide range of literature for young readers, such as Kate DiCamillo's *Flora and Ulysses*, Jacqueline Woodson's *Brown Girl Dreaming*, and Rainbow Rowell's *Eleanor & Park*. She demonstrates how shifting cultural perceptions of feminism affect what is happening both in publishing for the young and in the academic study of literature for children and adolescents. *Epic Tales is a Jr. Novel* that expands on minor characters in an ever expanding environment P. Marcelo W. Balboa calls the *Unworthy Cosmos*. In it, he focuses on a young boy with a troubled past who is thrust into an environment both unfamiliar and intimidating. It is on this journey he is forced to confront his insecurities and willingness to push forward when everything seems to want him to fail. It is a story that delves into the questions, 'Why is this happening to me?' and 'Why even try?'. It's an inspiring book about one boys path internally and externally to find; himself and the appreciation of those who make an impact on his life, both good and bad.

?Basia Spalek has compiled an excellent reader about a much researched and highly sensitive subject. Crucially, she contextualises ethnicity and crime within broadly defined social and intellectual contexts, avoiding the limitation of all too frequently repeated research based solely on statistical measures and policy evaluations.? Simon Holdaway, Professor of Criminology and Sociology, Sheffield University Issues in relation to race and ethnicity have generated substantial and ever-growing interest from, and within, a multitude of academic, research and policy contexts. This book brings together important material in race and ethnic studies and provides different ways of thinking about race and ethnicity in relation to crime and the criminal justice system. *Ethnicity and Crime: A Reader* consists of a collection of works that capture the main themes that arise from within this vast area of work. It is divided into five sections: ?Race and crime?, racial discrimination and criminal justice The racialisation of crime: Social, political and cultural contexts Race, ethnicity and victimisation Self and discipline reflexivity: Ethnic identities and crime Ethnic identities, institutional reflexivity and crime Each section contains recurring and overlapping themes and includes many different ways of thinking about race and ethnicity in relation to crime. It spans theoretical approaches that might be labelled as positivist, critical race analyses, left realist approaches, feminist, as well as post-modern perspectives. This is the first title in the new series *Readings in Criminology and Criminal Justice* and follows the series format of thematic sections, together with an editor's introduction to the complete volume and an introduction to each section.

This collection of 25 essays of literary criticism includes pieces on British poet John Milton, British fantasy writer C. S. Lewis, American horror writer Stephen King, American SF and fantasy writer Orson Scott Card, British horror writer Clive Barker, and several others. Complete with bibliography and index.

The fan-favorite Ruthless Tycoons have finally been collected into one crazy hot boxset! This limited time only set includes HOLT, ZAHIR, the LUCA/AMBER duet, and a very special preview of KEANE: Her Ruthless Ex, the first book in the Broken and Ruthless series. HOLT: Her Ruthless Billionaire Holt Calson was born with an 11-figure spoon in his mouth to one of the wealthiest families in the world. The night they met, Sylvie Pinnock only had 11 dollars in her purse, and it was all the money she had in the world. For one blazing summer, they had it all...until everything fell apart with a terrible betrayal. Twelve years later, Sylvie is happy and thriving in a solid relationship with a good guy. Until Holt shows up at the hotel where she works. She's moved on, but he definitely hasn't. And if Sylvie thinks all is forgiven, she's about to find out... Revenge is best served BOSS. ZAHIR: Her Ruthless Sheikh Dude, it was just one kiss. ONE kiss. But kissing in public isn't allowed in Jahwar. And now Prin has been compelled to give the King of Jahwar her hand in marriage. He's so cold. So polite. But not behind closed doors. "I'm very much going to enjoy breaking you," he says, just moments after they become temporary husband and wife. And now she's about to find out the very, very sexy way... Revenge is best served WIFE. LUCA/AMBER: The Ruthlessly Obsessed Duet Luca is the guy pretending to be Amber's Prince Charming. But really he's ruthlessly obsessed with her. His methods for obtaining her aren't exactly honorable. But hey, he's not the kind of guy who gives two birds about honor. She can't see him, but all he sees is her. And he won't stop until she's his. Body, mind, and everything in between. Amber's about to find out.... Revenge is best served TWICE. PLUS, a very special preview for KEANE: Her Ruthless Billionaire Lena used to be a sensible, responsible good girl who kept her nose buried in textbooks and worked hard to make her father's dreams come true. Then Keane happened. He was a crude, rude, ruthless Southie bully who only cared about his hockey career and pucking his way through a string of girls. She hated him and she thought he hated her, but then one unexpected spring break kiss changed everything.

A journey into Minecraft's past reunites Gameknight999 with old enemies. Trapped one hundred years in Minecraft's past, Gameknight999 struggles to keep his real identity a secret from the villagers of long ago, all while preparing them for battle. Herobrine's forces are getting closer every day, advancing across the Overworld and leaving a path of destruction in their wake. Furious at Gameknight's unexpected meddling, the evil virus takes revenge, creating the terrifying shadow-crafters. He gives these strange NPCs of darkness the power to build super-monsters, servants of Herobrine that are meaner, stronger, and more dangerous than anything Minecraft has ever seen before. As casualties mount, it's clear that every last bit of the villagers' strength and bravery will be tested before the dust settles. Even worse, in the heat of battle the User-that-is-not-a-user will come face to face with Herobrine's most terrible creation, a monster from his nightmares he thought he would never have to face again... Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

Whose School Is It?: Women, Children, Memory, and Practice in the City is a success story with roadblocks, crashes, and detours. Rhoda

Halperin uses feminist theorist and activist Gloria Anzaldúa's ideas about borderlands created by colliding cultures to deconstruct the creation and advancement of a public community charter school in a diverse, long-lived urban neighborhood on the Ohio River. Class, race, and gender mix with age, local knowledge, and place authenticity to create a page-turning story of grit, humor, and sheer stubbornness. The school has grown and flourished in the face of daunting market forces, class discrimination, and an increasingly unfavorable national climate for charter schools. Borderlands are tense spaces. The school is a microcosm of the global city. Many theoretical strands converge in this book—feminist theory, ideas about globalization, class analysis, and accessible narrative writing—to present some new approaches in urban anthropology. The book is multi-voiced and nuanced in ways that provide authenticity and texture to the real circumstances of urban lives. At the same time, identities are threatened as community practices clash with rules and regulations imposed by outsiders. Since it is based on fifteen years of ethnographic fieldwork in the community and the city, *Whose School Is It?* brings unique long-term perspectives on continuities and disjunctures in cities. Halperin's work as researcher and advocate also provides insider perspectives that are rare in the literature of urban anthropology.

Get a sneak peak at Smart Pop's 2013 titles with this preview volume of standalone essays and exclusive book extras! Volume includes: "Anne McCaffrey, Believer in Us" – David Brin From *Dragonwriter: A Tribute to Anne McCaffrey and Pern*, edited by Todd McCaffrey Exclusive Extra: "Painting the Dragonwriter Cover" - Michael Whelan Excerpts from "Munchkin: Hollywood" – Liam McIntyre From *The Munchkin Book: The Official Companion*, edited by James Lowder "Percy Jackson and the Gods of Death" – J&P Voelkel From *Demigods and Monsters: Your Favorite Authors on Rick Riordan's Percy Jackson and the Olympians*, edited by Rick Riordan "Why the Best Friend Never Gets the Girl" - Kami Garcia From *Shadowhunters and Downworlders: A Mortal Instruments Reader*, edited by Cassandra Clare "The Price of Our Inheritance" - Neal Shusterman From *Ender's World: Fresh Perspectives on the SF Classic Ender's Game*, edited by Orson Scott Card Exclusive Extra: Q&A with Orson Scott Card "The Architects of the Rebellion" - V. Arrow From *The Panem Companion: An Unofficial Guide to Suzanne Collins' Hunger Games*, From Mellark Bakery to Mockingjays Exclusive Extras: "A Grosser Power" – Ned Vizzini "Capitol or Katniss - Who Am I?" - Lili Wilkinson From the special e-book only content for *The Girl Who Was on Fire - Movie Edition*, edited by Leah Wilson "A Prehistory of Fanfiction" - Anne Jamison From *Fic: Why Fanfiction is Taking Over the World* Excerpts on Washington Commons, The Foundry, and AndrewAndrew From *The Unofficial Girls Guide to New York: Inside the Cafes, Clubs, and Neighborhoods of HBO's Girls*

Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Children of the Mind," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers the fourth book in the original series; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month.

Explores philosophical questions raised by the well-known novel about young geniuses who are trained to fight a race of invading aliens, covering such issues as the morality of war, the meaning of freedom, and the misuses of power.

A Study Guide for Orson Scott Card's "Ender's Game," excerpted from Gale's acclaimed *Novels for Students*. This concise study guide

includes plot summary; character analysis; author biography; study questions; historical context; suggestions for further reading; and much more. For any literature project, trust Novels for Students for all of your research needs.

Experience the thrill of reading Ender's Game all over again Go deeper into the complexities of Orson Scott Card's classic novel with science fiction and fantasy writers, YA authors, military strategists, including: Ender prequel series coauthor Aaron Johnston on Ender and the evolution of the child hero Burn Notice creator Matt Nix on Ender's Game as a guide to life Hugo award-winning writer Mary Robinette Kowal on how Ender's Game gets away with breaking all the (literary) rules Retired US Air Force Colonel Tom Ruby on what the military could learn from Ender about leadership Bestselling YA author Neal Shusterman on the ambivalence toward survival that lies at the heart of Ender's story Plus pieces by: Hilari Bell John Brown Mette Ivie Harrison Janis Ian Alethea Kontis David Lubar and Alison S. Myers John F. Schmitt Ken Scholes Eric James Stone Also includes never-before-seen content from Orson Scott Card on the writing and evolution of the events in Ender's Game, from the design of Battle School to the mindset of the pilots who sacrificed themselves in humanity's fight against the formics Hannah and Alex move from San Francisco to boring Snipesville, where they meet Brandon, a dorky kid who is plotting his escape from the Deep South. Suddenly, the kids are catapulted to World War Two England. They encounter a world of bomb blasts, dragon ladies, painful punishments, and non-absorbing toilet paper. But they can't go home unless they find George Braithwaite, whoever he is, and whatever it is that he has to do with Snipesville. Original.

From drilling holes into the skulls of prisoners, to solitary confinement, to deploying a range of psychological therapies, society has attempted to deal with the problem of criminals in myriad ways over the last few centuries. This analytical history explores the ever-changing approaches to punishing wrongdoers and preventing further offenses, the philosophical beliefs underlying them, and their relative effects. It discusses such core issues as the role of free will and determination, the root causes of crime, and the effects of studying crimes versus studying criminals. It highlights the continuous debate regarding rehabilitation and punishment, the history of biologically and psychologically based treatments, and the principles of effective intervention, concluding with discussion of what lies ahead.

Klassiker der Kinder- und JugendliteraturEin internationales LexikonSpringer-Verlag

Ender's Game is one of the greatest science fiction series of all time! But it spans across many planets and features dozens of major characters and plots. In short: It gets complex! The perfect companion to Orson Scott Card's "Ender's Game," this study guide contains a chapter by chapter analysis of the book, a summary of the plot, and a guide to major characters and themes. This guide only covers the first book in the series; additional guides are available for subsequent books. BookCap™ Study Guides do not contain text from the actual book, and are not meant to be purchased as alternatives to reading the book. We all need refreshers every now and then. Whether you are a student trying to cram for that big final, or someone just trying to understand a book more, BookCaps can help. We are a small, but growing company, and are adding titles every month. Visit BookCaps.com to find out more.

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Stevie and Maison have a great friendship where they travel back and forth between the Overworld and the human world. Maison has earned some fame for battling off the mobs at her school, but the attention has also brought about cyberbullies DestinyIsChoice123 and TheVampireDragon555, who have hacked her computer and discovered the portal! Now, through complex coding, the cyberbullies have turned the Overworld into eternal night and unleashed a pack of zombies, allowing their grieving to reach a whole new level. Things become even worse when DestinyIsChoice123 and TheVampireDragon555 are bitten and turn into zombies themselves. Because they're human and not Minecraft characters, they have all the powers of a zombie while retaining their intelligence, creating a new breed of zombies. TheVampireDragon555 is even able to control and rule over the zombies, letting him raise his own army. Stevie and Maison run for the village to warn everyone, but it's too late: all the villagers have been turned into zombies. In the midst of the eternal night they'll have to fight off zombies, and find supplies to make potions to save the villagers and the Overworld. Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

Focusing on the meanings, uses, and impacts of new media in childhood, family life, peer culture, and the relation between home and school, this volume sets out to address many of the questions, fears, and hopes regarding the changing place of media in the lives of today's children and young people. The scholars contributing to this work argue that such questions--intellectual, empirical, and policy-related--can be productively addressed through cross-national research. Hence, this volume brings together researchers from 12 countries--Belgium, Denmark, Finland, France, Germany, the United Kingdom, Israel, Italy, the Netherlands, Spain, Sweden, and Switzerland--to present original and comprehensive findings regarding the diffusion and significance of new media and information technologies among children. Inspired by parallels and difference between the arrival of television in the family home during the 1950s and the present day arrival of new media, the research is based on in-depth interviews and a detailed comparative survey of 6- to 16-year-olds across Europe and in Israel. The result is a comprehensive, detailed, and fascinating account of how these

technologies are rapidly becoming central to the daily lives of young people. As a resource for researchers and students in media and communication studies, leisure and cultural studies, social psychology, and related areas, this volume provides crucial insights into the role of media in the lives of children. The findings included herein will also be of interest to policymakers in broadcasting, technology, and education throughout the world.

An Ecology of the Russian Avant-Garde Picturebook takes a new approach to interpreting 1920s and 1930s picturebooks by prominent Russian writers, artists, and intellectuals by examining them within the ecological environment that, first, made them possible and, then, led to their demise. It argues that naturalistic models of the complex interactions of dynamic systems offer effective tools for understanding the fraught interrelations of art and censorship in the early Soviet period. Through illustrative case studies, it mounts a close analysis of word and image and their synergistic interplay in avant-garde picturebooks, while also recontextualizing them within the ecology of their original environment where extraordinary countervailing forces played out a drama of which these books survive as telling artifacts. Ultimately, it argues that the Russian avant-garde picturebook offers a uniquely illustrative example of literary ecology that sheds light on issues of creativity and censorship, politics and art, more broadly as well.

From the New York Times bestselling author of the Nightwalkers and Shadowdwellers series, Seduce Me in Dreams begins a sexy new futuristic series featuring an elite group of military heroes. Dark. Mysterious. Sensual. When Bronse Chapel, the commander of a specialized unit of the Interplanetary Militia, begins to dream about a beautiful and exotic brunette, he wants to dismiss it as being induced by lack of sleep . . . or perhaps lack of sex. But his instincts tell him it's something different, something far more dangerous. Ravenna is the leader of the Chosen Ones, a small group of people from her village born with extraordinary powers. She doesn't know that draws her to Bronse's dreams night after night, but she senses that he and his team are in jeopardy. Ravenna can help him, but first Bronse must save the Chosen Ones from those who plan to use their powers for evil. Together, Bronse and Ravenna will be unstoppable. But Ravenna is hiding something that could endanger them all.

For boys and girls who love Minecraft, a graphic novel adventure told through 750 images to transport young readers into the world of the game they love most. With the skeleton armies gone, trading is a breeze and life returns to somewhat normal for the kids who decided to stay at the outpost. Logan, Maddy, Brooklyn, Cloud, and Zoe should be enjoying the peace and quiet at Battle Station Prime, but there's one thing that keeps them up at night: The threat of the Dragonmaster's revenge. The Ender Dragon egg had been a carefully guarded secret until it hatched and the young, powerful, dragon inside imprinted on an evil sorcerer named Borin. They know that it's only a matter of time before this dangerous partnership threatens their existence. Even The Prime Knight knows that he can't stop the mighty forces that

are about to be unleashed. He recruits the kids of Battle Station Prime to form a Dragon Alliance and help him save the world from the kind of destruction that could change the realm forever. The fierce, young warriors set out on a perilous journey to The End to fight for everything they love. As they follow The Prime Knight into the greatest quest of their lives, the ties that once bound them together in battle will be pushed to the limit and they'll be forced to make choices they never expected to make.

A dark and deep dive into the “Jack the Stripper” murders that “rips open sixties London and leaves her swinging from a lamp-post for all to finally see” (David Peace, author of the Red Riding Quartet). Between 1959 and 1965, eight prostitutes were murdered in West London by a serial killer. The killer’s motive and identity were the subject of endless speculation by the media, who dubbed him “Jack the Stripper.” Links to the Profumo scandal, boxer Freddie Mills and the notorious Kray twins were rumored. By the time the body of the eighth victim was found in February 1965, a massive police operation was underway to catch the killer. The whole country waited to see what would happen next. The police had staked everything on the murderer striking again. But he didn’t . . . David Seabrook, the author of All the Devils Are Here, interviewed surviving police officers, witnesses and associates of the victims and examined the evidence, the rumors and the half-truths. He reconstructs every detail of the investigation and recreates the dark, brutal world of prostitutes and pimps in 1960s West London. He questions the theory that the police’s prime suspect was Jack the Stripper and confronts the disturbing possibility that the killer is still at large. “Seabrook taps away at the darker recesses of the metropolitan mind, relishing the fact that his subject is so heroically unglamorous.”—The Guardian “The genius of this one is how it teases horror from the banal . . . A terrifying portrait of the dark side of Notting Hill and Shepherd’s Bush at the time, with its stew of sex, drugs, immigration, violence, and a residual white working-class.”—The Telegraph English summary: Children are often the victims of violence in the Old Testament, and in most instances God bears the responsibility for these acts of violence. In this work, Andreas Michel demonstrates that there are parallels between today's attitude regarding these acts and the attitude of the Greek translators of the Old Testament who, because they could not bear the thought of God permitting these acts of violence, simply omitted some of these incidents from their bible. In order to present proof of this, the author evaluates for the first time all those negative verbs which are related to violence and which have God as their subject. In doing so, he is guided by the presentation of the so-called countertestimony in Walter Brueggemann's Theology of the Old Testament from 1997. In a discussion of Psalm 137 and Genesis 22, two texts which pertain particularly to violence against children, and of texts concerning cannibalism of children, the author reaches the conclusion that the biblical image of God, as repulsive as it may seem, must be taken seriously. German description: Kinder sind im alttestamentlichen Kontext in einem erschreckend hohen Ausmass Opfer

tatsächlicher oder angekündigter körperlicher Gewalt. Dabei verblufft die starke negative Involvierung der Gottesfigur in diese Gewaltszenarien. Andreas Michel vergleicht die hebraischen und griechischen Fassungen der Gewalt-gegen-Kinder-Texte textkritisch mit denjenigen Texten, in denen negative, gewaltnahe Verben mit gottlichem Subjekt verbunden werden. Eine eindruckliche Sammlung dieser Verben aus dem biblischen countertestimony (Brueggemann 1997) wird hier erstmals präsentiert. Es zeigt sich, dass die Verbindung von eGott' und eGewalt' schon seit frühesten Zeiten als problematisch empfunden worden ist, freilich nicht so sehr wegen der Opfer, den Kindern, sondern wegen des Taters, Gott. In exemplarischen Durchgängen werden drei besonders exponierte Gewalt-gegen-Kinder-Kontexte im Blick auf das Gottesbild beleuchtet, und zwar Psalm 137 (Kinder zerschlagen), die Kinder-Kannibalismus-Texte (Kinder essen) und Genesis 22 (Kinder opfern). Der Autor pladiert dafür, sich auch mit der als abstoßend empfundenen Abgrundigkeit des biblischen Gottes auseinander zu setzen.

"Emil und die Detektive", "Pippi Langstrumpf" oder "Alice im Wunderland" - wer hat die Klassiker als Kind nicht selbst gern gelesen? Doch wem sind auch "Papelucho", "Kevade" oder "Poil de Carotte" geläufig? Wer sich ausführlich über Inhalt, Bedeutung und Wirkung der international bekannten Kinderbücher kundig machen möchte, sollte in diesem Lexikon nachschlagen. Eine Fundgrube von 534 Kinderbüchern aus über 60 Ländern, davon ein Drittel aus der Zeit nach 1945.

A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series.

Examines the reading habits and booklists of prominent African Americans and discusses how they were influenced by the diversity of works by white and African American authors.

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