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3D2T6I - STEWART FIELDS

This myth-busting visual encyclopedia will amaze kids with 13 things they need to know about every topic they love and one "half fact" that dispels a common misconception or half-truth. Extraordinary images and irresistible fact snippets on each topic spread--from space to gemstones to the food we eat--make learning fun, but it's the "13◆" fact that kids will be most eager to know. Does cracking your knuckles really cause arthritis? Do ligers really exist? Are scorpions really deadly to humans? The answers to these questions and many more are revealed and will have kids digging for even more information behind the truths. A perfect gift for curious young minds, 13◆ Incredible Things You Need to Know About Everything will stimulate the

imagination of young readers, satisfy their thirst for knowledge, and allow them to look at the universe from a new perspective as they explore a wide variety of topics and discover the truth.

Winner of the Royal Society Winton Prize for Science Books 2012, the world's leading prize for popular science writing.

People are flocking to Ghastly-Gorm Hall from far and wide to compete in Lord Goth's literary dog show. The esteemed judges are in place and the contestants are all ready to win. Sir Walter Splott is preparing his Lanarkshire Lurcher, Plain Austen is preening her Hampshire Blue Bloodhound and Homily Dickinson and her Yankee Doodle Poodle are raring to go. But there's something strange going on at Ghastly-Gorm - mysterious footprints, howls in the night and some suspiciously

chewed shoes. Can Ada, the Attic Club and their new friends the Vicarage sisters (Charlotte, Emily and Anne) work out what's going on before the next full moon? Goth Girl and the Wuthering Fright is the third beautifully illustrated book in the Goth Girl series by Chris Riddell, sequel to Goth Girl and the Ghost of a Mouse and Goth Girl and the Fete Worse Than Death.

A hilarious rollercoaster ride of pure entertainment for 9+ readers everywhere, Birthday Boy is the new Baddiel Blockbuster: featuring David's inimitable and award-winning combination of wish-fulfilment, heart and hilarity, all brought to life by regular collaborator Jim Field's witty, stylish illustrations.

The Invisible Man is a science fiction novel. The Invisible Man of the title is Griffin, a

scientist who has devoted himself to research into optics and invents a way to change a body's refractive index to that of air so that it absorbs and reflects no light and thus becomes invisible. He successfully carries out this procedure on himself, but fails in his attempt to reverse the procedure. Herbert George Wells (1866 – 1946), known as H. G. Wells, was a prolific English writer in many genres, including the novel, history, politics, and social commentary, and textbooks and rules for war games.

This ultimate guide for tech makers covers everything from hand tools to robots plus essential techniques for completing almost any DIY project. Makers, get ready: This is your must-have guide to taking your DIY projects to the next level. Legendary fabricator and alternative engineer Chris Hackett teams up with the editors of Popular Science to offer detailed instruction on everything from basic wood- and metalworking skills to 3D printing and laser-cutting wizardry. Hackett also explains the entrepreneurial and crowd-sourcing tactics needed to transform your back-of-the-envelope idea into a gleaming finished product. In *The Big Book of Maker Skills*, read-

ers learn tried-and-true techniques from the shop classes of yore—how to use a metal lathe, or pick the perfect drill bit or saw—and get introduced to a whole new world of modern manufacturing technologies, like using CAD software, printing circuits, and more. Step-by-step illustrations, helpful diagrams, and exceptional photography make this book an easy-to-follow guide to getting your project done.

Colin Furze, five-time Guinness World Record Holder and YouTube's undisputed king of crazy inventions, instructs fans and curious young inventors on how to build ten brand new wacky inventions at home with an affordable tool kit. Colin Furze's bonkers and brilliant inventions such as a homemade hoverbike, DIY Wolverine Claws, an alarm clock ejector bed, and Hoover shoes have earned him 4.5 million YouTube subscribers and more than 450 million video views. Now Colin is on a mission to inspire a new generation of budding inventors with *This Book Isn't Safe!* *This Book Isn't Safe!* contains instructions on how to make ten brand new inventions with a basic at-home toolkit, alongside behind-the-scenes stories about some of

Colin's greatest inventions and top secret tips and tricks straight from his invention bunker (aka a shed in his backyard in Stamford Lincolnshire).

In this New York Times bestselling “imperative how-to for creativity” (Nick Offerman), Adam Savage—star of Discovery Channel's *Mythbusters*—shares his golden rules of creativity, from finding inspiration to following through and successfully making your idea a reality. *Every Tool's a Hammer* is a chronicle of my life as a maker. It's an exploration of making, but it's also a permission slip of sorts from me to you. Permission to grab hold of the things you're interested in, that fascinate you, and to dive deeper into them to see where they lead you. Through stories from forty-plus years of making and molding, building and breaking, along with the lessons I learned along the way, this book is meant to be a toolbox of problem solving, complete with a shop's worth of notes on the tools, techniques, and materials that I use most often. Things like: In Every Tool There Is a Hammer—don't wait until everything is perfect to begin a project, and if you don't have the exact right tool for a task, just use whatever's handy; Increase Your

Loose Tolerance—making is messy and filled with screwups, but that’s okay, as creativity is a path with twists and turns and not a straight line to be found; Use More Cooling Fluid—it prolongs the life of blades and bits, and it prevents tool failure, but beyond that it’s a reminder to slow down and reduce the friction in your work and relationships; Screw Before You Glue—mechanical fasteners allow you to change and modify a project while glue is forever but sometimes you just need the right glue, so I dig into which ones will do the job with the least harm and best effects. This toolbox also includes lessons from many other incredible makers and creators, including: Jamie Hyneman, Nick Offerman, Pixar director Andrew Stanton, Oscar-winner Guillermo del Toro, artist Tom Sachs, and chef Traci Des Jardins. And if everything goes well, we will hopefully save you a few mistakes (and maybe fingers) as well as help you turn your curiosities into creations. I hope this book serves as “creative rocket fuel” (Ed Helms) to build, make, invent, explore, and—most of all—enjoy the thrills of being a creator. Grab a plate and dig in to 50 exciting science projects that use everyday kitchen

items! Perfect for kids ages 8 to 12 interested in STEM, this book makes experimenting safe, easy, and (sometimes) tasty. This vividly designed book of experiments is perfect for little scientists everywhere with 50 hands-on activities for curious kids with a passion for STEM and STEAM. All projects within this jam-packed title are excellent for learning basic scientific principles without leaving your house – the materials are just everyday items found in the kitchen! These experiments range in difficulty level and category—from Construction and Sound to Electricity and Pressure—so kids can do some on their own or work with an adult. It’s no surprise that some of the projects even double as treats since we’re working in the kitchen! Kids can study and snack with experiments like: Unicorn Noodles Instant Ice Cream Candy Crystals Written by Michelle Dickinson, a scientist who studies atomic particles, these precise yet easy-to-follow instructions make mind-blowing science experiments easy for everyone, whether for science fairs or just family fun. With experiments tested by hundreds of households around the world, Kitchen Cabinet Science Projects is the perfect gift for all ages.

You may know Dude Perfect from their mind-blowing, world record-breaking, viral trick shot videos and hilarious Overtime videos! NOW, with the guys’ new, massive, photo-intensive book Dude Perfect 101 Tricks, Tips, and Cool Stuff, you’ll experience a behind-the-scenes look at their stunts and their personal lives, PLUS step-by-step instructions so you can attempt their tricks at home! At Dude Perfect, we do everything we can to bring families closer together, and that’s why we’re excited to share this book with you. Follow our step-by-step instructions to have your own Dude Perfect-style fun! Tweens and teens, ages 8 to 12, will enjoy complete pandamonium with this in-depth look at Dude Perfect: five guys who are kickin' it, throwin' it, tossin' it, and shootin' it for more than 55 million YouTube subscribers and more than twelve billion views. With an oversize format and fun, informative graphics, Dude Perfect 101 Tricks, Tips, and Cool Stuff includes . . . Step-by-step instructions to perform your own real life trick shots using everyday objects. A behind-the-scenes view of those hilarious Overtime videos and extreme sports moments. Dude Perfect teaching about what

a blast patience, perseverance, teamwork, friendship, and faith can be. Fun science facts behind the seemingly impossible tricks—because really, how did they do that?! Infographics with "No way!" truths from the inspirational to the absurd. A deeper look into each Dude's personal life, including stats, favorite stunts, and insights. Each trick in *Dude Perfect 101 Tricks, Tips, and Cool Stuff* is the perfect combination of challenging and doable to keep your young reader off-screen for hours. This interactive book is a great gift for birthdays, Easter baskets, holiday gift giving, or just because. Whether your own trickster wants to perform solo, challenge a friend, or host a family date night, this visually engaging book is a slam dunk for anyone who is young at heart.

From Steven Johnson, the bestselling author of *Where Good Ideas Come From*, comes *How We Got to Now*, the companion book to his six-part BBC One television series exploring the power and the legacy of great ideas. How did photography bring about social reform? What connects refrigeration to Hollywood? And how did our battle against dirt help create smartphones? In this story of ingenious break-

throughs and unsung heroes, Steven Johnson explores the essential innovations that changed the world and how we live in it. 'A new Steven Johnson book is something not to be missed. The author has become the leading writer on how inventions happen' Daniel Finkelstein, *The Times*, Books of the Year 'Graceful and compelling ... you'll find yourself exhilarated' *The New York Times* Book Review 'Readable, entertaining, and a challenge to any jaded sensibility that has become inured to the everyday miracles all around us' Peter Forbes, *Guardian* 'This nimble history of invention . . . is a many-layered delight' *Nature* Steven Johnson is the US bestselling author of *Where Good Ideas Come From*, *The Invention of Air*, *The Ghost Map*, and *Everything Bad Is Good for You*, and is the editor of the anthology *The Innovator's Cookbook*. He is the founder of a variety of influential websites - most recently, *outside.in* - and writes for *Time*, *Wired*, *The New York Times* and the *Wall Street Journal*.

Break through the glass ceiling with six incredible women whose scientific research changed the world. Katherine Coleman Johnson. Eugenie Clark. Marie Tharp. Gertrude Elion. Florence Hawley Ellis.

Eleanor Margaret Burbidge. Acclaimed author Laurie Lawlor deftly paints portraits of each of these figures who refused to take no for an answer, pursuing their passions through fieldwork, observations, laboratories, and research vessels in the face of sexism, racism, and more. This diverse group of women, all with awe-inspiring accomplishments, were active mentors and determined people who wouldn't take no for an answer. The beautifully written book includes key photographs, a glossary, and source notes. A 2018 NSTA-CBC Outstanding Science Trade Book for Students K-12!

Come on, kids: grab a hammer, step up to the workbench, and get ready to measure, saw, drill, and make cool things! *Wood Shop* is an exciting introduction for today's kids to an age-old tradition: building with wood. With step-by-step photographs and clear instructions, aspiring woodworkers learn essential skills such as how to drive a nail, use a power drill, "measure twice, cut once," and saw correctly. Then the fun begins, with 17 cool and creative projects kids can build to furnish the wood shop, decorate their bedrooms and homes, and create their own play equipment. Favorite pro-

jects include Tic-Tac-Toe-To Go!, One-Board Birdhouse, a Tool Tote, and a hanging Twinkle Light. Wood Shop is the perfect gift for tinkerers, young makers, fans of LEGO toys, and aspiring carpenters and engineers.

An exciting new series of kid-friendly quiz books written by BuzzFeed quiz creator and pop-culture expert Rachel McMahon! What do your favorite snacks, games, pets, colors, sports, and holidays reveal about you? Get ready to find out in Let's Get Quizzical! There are over twenty fun quizzes here to share with friends, family, or answer on your own, complete with colorful illustrations throughout. The queen of BuzzFeed quizzes, Rachel McMahon, has created a fun new series that is perfect for young readers. From quizzes that are focused on general topics like sports and fashion, to ones that get you pumped for holidays like Halloween and Christmas, this series has a quiz book for everyone!

An Anthropology of Landscape tells the fascinating story of a heathland landscape in south-west England and the way different individuals and groups engage with it. Based on a long-term anthropological study, the book emphasises four individual

themes: embodied identities, the landscape as a sensuous material form that is acted upon and in turn acts on people, the landscape as contested, and its relation to emotion. The landscape is discussed in relation to these themes as both 'taskscape' and 'leisurescape', and from the perspective of different user groups. First, those who manage the landscape and use it for work: conservationists, environmentalists, archaeologists, the Royal Marines, and quarrying interests. Second, those who use it in their leisure time: cyclists and horse riders, model aircraft flyers, walkers, people who fish there, and artists who are inspired by it. The book makes an innovative contribution to landscape studies and will appeal to all those interested in nature conservation, historic preservation, the politics of nature, the politics of identity, and an anthropology of Britain.

This book encourages budding inventors to think big and have fun with their imaginations! Be inspired by drawings of scarf helicopters, ladybird umbrellas, and ghost wash'n'dry machines! Check out toothbrush maracas, square peas, and nose scratchers! What will YOU invent? With

this step by step guide, Chief Inventor Dominic Wilcox will talk Little Inventors through the process of coming up with new ideas, including problem solving, ways to make objects better, and thinking about the ways people use things. They'll complete activities and learn some cool facts about the history of inventions, science, tech, art and design along the way. The first practical-inventions book for children by YouTuber Colin Furze. Colin is on a mission to inspire a new generation of budding inventors to be creative and make things! This Book Isn't Safe! contains ten awesome inventions for girls, boys and parents everywhere to make at home with a basic tool kit.

How does your body work? This fun human anatomy book helps kids 8-12 answer that question through awesome, hands-on STEAM/STEM experiments and activities. Entertaining and interactive, The Human Body Book for Kids shows curious kids how their body systems help them move, breathe, fight infections, and keep them alive! Filled with fascinating information about human anatomy, this exciting science book features: • More than 40 STEAM experiments and activities that help kids

learn about their amazing bodies. • Full-color illustrations and photographs that highlight the cells, tissues, organs and body systems as well as explain the steps and outcomes of the experiments. • A doctor author, an MD who works with both children and adults and is an expert on the human body inside and out. • Weird and wonderful facts about the human body: Did you know that you're about 1 cm taller in the morning than the evening? That a baby is born with 300 bones but has only 206 by the time they're an adult? That some children are born with an extra set of ribs surrounding the lungs called "gorilla ribs"? • Learning and fun together: Kids will create models, eat experiments, and show off their STEAM skills to family and friends. Endorsed by the co-founder of Apple's Siri, this educational book is a great resource for answering kids' questions about how their bodies work.

This practical, user-friendly reference book of common mechanical engineering concepts is geared toward makers who don't have (or want) an engineering degree but need to know the essentials of basic mechanical elements to successfully accom-

plish their personal projects. The book provides practical mechanical engineering information (supplemented with the applicable math, science, physics, and engineering theory) without being boring like a typical textbook. Most chapters contain at least one hands-on, fully illustrated, step-by-step project to demonstrate the topic being discussed and requires only common, inexpensive, easily sourced materials and tools. Some projects also provide alternative materials and tools and processes to align with the reader's individual preferences, skills, tools, and materials-at-hand. Linked together via the authors' overarching project -- building a kid-sized tank -- the chapters describe the thinking behind each mechanism and then expands the discussions to similar mechanical concepts in other applications. Written with humor, a bit of irreverence, and entertaining personal insights and first-hand experiences, the book presents complex concepts in an uncomplicated way. Highlights include: Provides mechanical engineering information that includes math, science, physics and engineering theory without being a textbook Contains hands-on projects in each chapter that require common, inex-

pensive, easily sourced materials and tools All hands-on projects are fully illustrated with step-by-step instructions Some hands-on projects provide alternative materials and tools/processes to align with the reader's individual preferences, skills, tools and materials-at-hand Includes real-world insights from the authors like tips and tricks ("Staying on Track") and fail moments ("Lost Track!") Many chapters contain a section ("Tracking Further") that dives deeper into the chapter subject, for those readers that are interested in more details of the topic Builds on two related Make: projects to link and illustrate all the chapter topics and bring individual concepts together into one system Furnishes an accompanying website that offers further information, illustrations, projects, discussion boards, videos, animations, patterns, drawings, etc. Learn to effectively use professional mechanical engineering principles in your projects, without having to graduate from engineering school! From one of the most popular project channels on Youtube comes a how-to book on building things that go boom. Grant Thompson, "The King of Random," has created one of the most popular project chan-

nels on YouTube, featuring awesome videos such as How to Make a Laser Assisted Blowgun and Assassin's Micro Crossbow. He currently has almost 10 million subscribers, posts 5 times a week, and averages over 40 million views a month. Partnering with Grant is Ted Slampyak, the artist behind the #1 New York Times best-seller 100 Deadly Skills. The Awesome Arsenal is a guide that enables ordinary folks to build an impressive arsenal of projects. These crafts combine some of Grant's most popular projects—Matchbox Rockets, Pocket Slingshot Super Shooters, Proto-Putty, Ninja Balls, Mini Matchstick Guns, The Clothespin Pocket Pistol—with many new ones, providing clear instructions on how to build them step-by-step. Broken down into Beginner, Intermediate, and Advanced sections, The Awesome Arsenal is loaded with truly amazing projects, including: - Mousetrap Handgun - Mini Solar Scorcher - Air Vortex Canon - Air Mounted Skewer Shooter - Paracord Bullwhip - Bottle Cap Party Whistle - Ninja Stress Balls - Tablecloth Parachute - Skyblaster Slingshot And many more!

An anatomy of failed-state Britain, by the author of A Guide to the New Ruins of

Great Britain. In A Guide to the New Ruins of Great Britain, Owen Hatherley skewered New Labour's architectural legacy in all its witless swagger. Now, in the year of the Diamond Jubilee and the London Olympics, he sets out to describe what the Coalition's altogether different approach to economic mismanagement and civic irresponsibility is doing to the places where the British live. In a journey that begins and ends in the capital, Hatherley takes us from Plymouth and Brighton to Belfast and Aberdeen, by way of the eerie urbanism of the Welsh valleys and the much-mocked splendour of modernist Coventry. Everywhere outside the unreal Southeast, the building has stopped in towns and cities, which languish as they wait for the next bout of self-defeating austerity. Hatherley writes with unrivalled aggression about the disarray of modern Britain, and yet this remains a book about possibilities remembered, about unlikely successes in the midst of seemingly inexorable failure. For as well as trash, ancient and modern, Hatherley finds signs of the hopeful country Britain once was and hints of what it might become.

Use coding to make your dreams come true in this fun-filled activity book published in partnership with the nonprofit organization Girls Who Code! You might not realize it, but coding is everywhere--not just in our computers and phones. The video games you play, the animated films you watch, and the digital stopwatch you use--they're all powered with code! This action-packed book with a two-color interior is full of word games, mazes, quizzes, and more--it's your key to understanding how coding is used in robotics, arts & animation, sports, music & performance, and for social causes. You might even find inspiration for your next coding project!

For many years an atheist, C. S. Lewis vividly describes the spiritual quest that convinced him of the truth and reality of Christianity, in his famous autobiography. What is history and why should we study it? Is there such a thing as historical truth? Is history a science? One of the most accomplished historians at work today, John Lewis Gaddis, answers these and other questions in this short, witty, and humane book. The Landscape of History provides a searching look at the historian's craft, as well as a strong argument for why a histori-

cal consciousness should matter to us today. Gaddis points out that while the historical method is more sophisticated than most historians realize, it doesn't require unintelligible prose to explain. Like cartographers mapping landscapes, historians represent what they can never replicate. In doing so, they combine the techniques of artists, geologists, paleontologists, and evolutionary biologists. Their approaches parallel, in intriguing ways, the new sciences of chaos, complexity, and criticality. They don't much resemble what happens in the social sciences, where the pursuit of independent variables functioning with static systems seems increasingly divorced from the world as we know it. So who's really being scientific and who isn't? This question too is one Gaddis explores, in ways that are certain to spark interdisciplinary controversy. Written in the tradition of Marc Bloch and E.H. Carr, *The Landscape of History* is at once an engaging introduction to the historical method for beginners, a powerful reaffirmation of it for practitioners, a startling challenge to social scientists, and an effective skewering of post-modernist claims that we can't know anything at all about the past. It will

be essential reading for anyone who reads, writes, teaches, or cares about history.

From master storyteller MICHAEL MORPURGO, and illustrated in stunning colour by the award-winning EMMA CHICHESTER CLARK, comes a surprising, charming and uplifting twist on *The Wizard of Oz*, told by a very special and unforgettable character: Dorothy's pet dog, Toto. A perfect, collectible gift for all children (and children at heart).

From world-renowned autism spokesperson, scientist, and inventor Temple Grandin -- a book of personal stories, inventions, and facts that will blow young inventors' minds and make them soar. Have you ever wondered what makes a kite fly or a boat float? Have you ever thought about why snowflakes are symmetrical, or why golf balls have dimples? Have you ever tried to make a kaleidoscope or build a pair of stilts? In *Calling All Minds*, Temple Grandin explores the ideas behind all of those questions and more. She delves into the science behind inventions, the steps various people took to create and improve upon ideas as they evolved, and the ways

in which young inventors can continue to think about and understand what it means to tinker, to fiddle, and to innovate. And laced throughout it all, Temple gives us glimpses into her own childhood tinkering, building, and inventing. More than a blueprint for how to build things, in *Calling All Minds* Temple Grandin creates a blueprint for different ways to look at the world. And more than a call to action, she gives a call to imagination, and shows readers that there is truly no single way to approach any given problem--but that an open and inquisitive mind is always key. Praise for *Calling All Minds*: "An impassioned call to look at the world in unique ways with plenty of practical advice on how to cultivate a curious, inquiring, imaginative mind." —Kirkus Reviews "Both practical and inspirational, this useful book describes an overall approach to viewing the world creatively, as exemplified by the numerous projects and supporting material provided here." —VOYA "Grandin offers a nuanced perspective on the qualities of a successful inventor—notably, a sense of wonder and curiosity, careful observation, and the willingness to learn from mistakes." —Publishers Weekly

This book takes fans up close and personal with the teenage icon, charting Billie's rise to superstardom.

This DK children's book aged 11-14 is brimming with exciting, educational activities and projects that focus on electronics and technology. Keep your siblings out of your room with a brilliant bedroom alarm, power a propellor motorboat, make a stereo from pipes, build your own AM radio, and construct a night light by following step-by-step instructions and using affordable equipment. Inventor Lab will engage budding scientists and engineers as they experiment, invent, trial, and test technology, electronics, and mechanics at home. Simple steps with clear photographs take readers through the stages of each low-cost project, with fact-filled "How it works" panels to explain the science behind each one, and to fascinate them with real-world examples. With an increasing focus across school curricula on encouraging children to enjoy and explore STEM subjects (science, technology, engineering, and math-), Inventor Lab is the perfect companion

for any inquisitive child with an interest in how the worlds of science experiments and technology work, and why.

YouTuber Colin Furze is on a mission to inspire a new generation of budding inventors to be creative and make things! This *Book Isn't Safe!* contains ten awesome inventions for girls, boys and parents everywhere to make at home with a basic tool kit. Ever wondered how to clean a potato with a drill? Or how to make a raft out of milk cartons? Or how to style your hair with a Hoover? These are just some of the inventions Colin is making especially for his debut book. With over four million YouTube subscribers already hooked to his inventions channel, *This Book Isn't Safe!* will also give fans a unique behind-the-scenes look at Colin and all his greatest inventions such as the homemade hoverbike, a Star Wars AT-AT and the world's fastest toilet, to name but a few, and give you exclusive secrets and tips from his bunker and shed.

An award-winning account of a crisis in railroad history: "This absorbing book takes you on an entertaining ride." —Chicago Tri-

bune A saga about one of the oldest and most romantic enterprises in the land—America's railroads—*The Men Who Loved Trains* introduces the chieftains who have run the railroads, both those who set about grabbing power and big salaries for themselves, and others who truly loved the industry. As a journalist and associate editor of *Fortune* magazine who covered the demise of Penn Central and the creation of Conrail, Rush Loving often had a front-row seat to the foibles and follies of this group of men. He uncovers intrigue, greed, lust for power, boardroom battles, and takeover wars and turns them into a page-turning story. He recounts how the chairman of CSX Corporation, who later became George W. Bush's Treasury secretary, managed to make millions for himself while his company drifted in chaos. Yet there were also those who loved trains and railroading—and who played key roles in reshaping transportation in the northeastern United States. This book will delight not only the rail fan, but anyone interested in American business and history. Includes photographs