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Follow the inspiring life of Martin Luther King, Jr., in a moving, vital, and informative book by an author and an illustrator with close ties to Dr. King's family. Martin Luther King devoted his life to helping people, first as a Baptist minister and scholar and later as the foremost leader in the African-American civil rights movement. An organizer of the Montgomery bus boycott and cofounder of the Southern Christian Leadership Conference, Dr. King won the Nobel Peace Prize in 1964 for combating racial inequality through nonviolent resistance. As a result of his actions, the United States Congress passed the historic Civil Rights Act of 1968. Originally published in 1964, this book's powerful story and important message remain as relevant today as they were more than fifty years ago. With a new foreword by the author's wife, Xernona Clayton, the text has been reviewed and updated for a new generation and features striking new illustrations by illustrator Donald Bermudez. A beginners look at Vikings. Their shipbuilding, trading, homes & crafts. Col. illus & photos, glossary, index. 32 p. 8-10 yrs. The #1 bestselling Warriors series continues with the thrilling conclusion to the epic Broken Code story arc. When fear reigns supreme, only hope can save the Clans. The impostor's reign of terror has brought the Clans to the brink of destruction, and now, every warrior—living and dead—must unite to defeat him before he delivers his final blow. To ensure their future and protect their past, StarClan, the Dark Forest, and all five Clans must band together to turn back the tide of darkness—before the impostor's fury destroys them all. Packed with action and intrigue, this sixth Warriors series unfolds after the events of A Vision of Shadows. Meet some of the most ferocious dinosaurs that ever lived! These fierce fighters used their long claws, sharp teeth, and strong armor to survive. Each title in this new series digs deep into one fascinating area of the Dinosphere. The expertly crafted text with strong visual cues to support new vocabulary will engage early readers as they build their reading confidence. This 24-page book features controlled text with age-appropriate vocabulary and simple, clear sentences. A fresh design and fantastic artwork closely align with the descriptive text that will captivate young readers. Mention 'Medieval Knights' and people may think of King Arthur and his knights of the Round Table. But these warriors weren't just heroes from fables and legend. They were real men who strapped themselves into heavy armor and bravely charged into battle. Dynamic illustrations and engaging tales of famous knights teach readers what life was like as an elite armored-warrior in Medieval Europe. A biography of the Indian leader whose nonviolent passive resistance tactics influenced reformers in other countries. An epic stand-alone adventure in Erin Hunter's #1 nationally bestselling Warriors series! Also includes an exclusive ten-page Warriors comic. In this Super Edition, set during the events of The Broken Code, respected ThunderClan warrior Graystripe seeks a path to the Clan's future by returning to his past—and the Moonstone in the Clans' old forest territory. Graystripe served ThunderClan for many moons before retiring to the elders' den. As Firestar's most trusted friend and deputy, Graystripe promised that he would never abandon his home. But as new tensions strain ThunderClan, Graystripe will need to call on all of his long history, leaving ThunderClan behind in hopes of finding an answer that might save it. Join the legion of fans who have discovered the epic adventures, fierce warrior cats, and thrilling fantasy world of the mega-bestselling Warriors series. This stand-alone entry is perfect for new readers and dedicated fans alike. The sixth book in the beloved, bestselling Redwall saga - soon to be a major Netflix movie! Badrang the Tyrant stoat, evil Lord of the Eastern Coast, has forced captive slaves to build his fortress, Marshank. Among these slaves is an indomitable young mouse called Martin who, together with his friends Felldoh and Brome, escapes from the fortress and sets off on a path to his heroic destiny as the founder of Redwall Abbey. Full of never-before-seen stories, full-color artwork, and captivating details about the warrior Cat clans, Warriors: The Ultimate Guide is a must-have addition to any Warriors collection. This gorgeous digital edition includes: Full-color illustrations and in-depth biographies of important characters from the series, including all the content from Warriors: Cats of the Clans Never-before-seen art and detailed backstories for forty more cats Maps of each territory featured in the Warriors novels An in-depth look at each of the five warrior Clans This field guide is a fantastic introduction to the Warriors world for new readers, and an indispensable resource for longtime fans. Erin Hunter's #1 nationally bestselling

Warriors series continues in *Warriors: Power of Three*—now featuring fierce new art. The third book in this third series, *Warriors: Power of Three #3: Outcast*, brings more adventure, intrigue, and thrilling battles to the epic world of the warrior Clans. A secret prophecy shapes the lives of Firestar's grandchildren, and Jaypaw believes that the cats of the ancient Tribe of Rushing Water may hold the key. But when he, Hollypaw, and Lionpaw travel to the Tribe's mountain home, they may discover secrets they never expected. "Three times, Adam Bain and his twin sister, Eve, escape capture by attacking Indians; once by Adam and his brother, Noah, jumping off a hundred-foot-high bluff into the Llano River. But the day comes when their luck runs out, and Adam and Eve are captured by Mescalero Apaches. Because of Adam's flaming red hair, the Indians name him Rojo Pelo. Eve is named Castaño Rojizo because of her auburn hair. They are carried to the Guadalupe Mountains of New Mexico Territory where Adam is adopted by the chief, Elkhorn, and enters training to become an Apache warrior with five Apache boys. Comancheros from the Rio Grande valley bring whiskey into the village for trade, and Elkhorn is murdered in the ensuing wild debauchery. Rojo kills the murderer and leaves the village to avoid a feud with the murderer's kin. He carries Elkhorn's body to the family burial cleft in the Guadalupe Mountains and spends several months living alone in the mountains where he determines to join Quannah Parker and the Quahadi Comanches. The Comanches take him on a raid into Mexico to determine if he has the skills to become a Comanche warrior. Rojo gains notoriety as a warrior fighting the hide men who are killing off the buffalo. He participates in the second battle of Adobe Walls and the ensuing war against settlers on the Great Plains. When Quannah and the Quahadi decide to surrender to the army, Rojo joins others who refuse to surrender"-- Examines the skills needed to become a ninja, including practicing with weapons everyday, listening and not asking questions, and keeping identity secret. "Exiled after a battle that left all five Clans devastated, ThunderClan's deputy, Squirrelflight, reveals the identity of the fake Bramblestar and fights for the return of the real one"-- "Describes the lives of Aztec warriors, including their daily life, weapons, and fighting techniques"--Provided by publisher. Tungar is a smart, but proud and vain boy. He dreams of being a general for the warrior king Asoka. Will the king want Tungar by his side? Or is he looking for a different sort of warrior? Fighting warriors face off as mash-ups in this drawing book that will ignite a kid's creativity. Samurais or army men? Why choose just one? Drawing has never been this much fun. This title focuses on the history of Maori warriors! It breaks down their origin, tactics, and place in modern culture. This hi-lo title is complete with thrilling and colorful photographs, simple text, glossary, and an index. Aligned to Common Core Standards and correlated to state standards. Fly! is an imprint of Abdo Zoom, a division of ABDO. Describes the training, clothing, weapons, and types of gladiators, including the retiarius, hoplomachus, and secutor. Travel back in time in the magic tree house with Jack and Annie in this #1 bestselling series and meet the greatest warriors of all--the Romans! We are warriors! Jack and Annie have met knights, pirates, ninjas, and Vikings, but they have never met the most fearsome warriors of all: Roman soldiers. When the magic tree house whisks them back to the early 100s AD, Jack and Annie find themselves in a Roman camp. Their mission: Be like a warrior. That is easier said than done! The Roman soldiers are much scarier in person--and suspicious of strangers. Then a mysterious man riding a black horse gives Jack and Annie some advice to help them on their mission. But the man may not be who he seems. Will Jack and Annie be good warriors? Can they learn what makes the Roman soldiers so great? And who is the mysterious rider . . . ? Did you know that there's a Magic Tree House book for every kid? Magic Tree House: Perfect for readers who are just beginning chapter books Merlin Missions: More challenging adventures for the experienced reader Fact Trackers: Nonfiction companions to your favorite Magic Tree House adventures If you're looking for Merlin Mission #31: Summer of the Sea Serpent, it was renumbered as part of the rebrand in 2017 as Merlin Mission #3. R. J. Palacio, #1 New York Times bestselling author of WONDER, hails this adventure series as "Mind-blowingly beautiful. . . . A must-read." Think Star Wars meets Avatar: The Last Airbender! The Five Worlds are on the brink of extinction unless five ancient and mysterious beacons are lit. When war erupts, three unlikely heroes will discover there's more to themselves—and more to their worlds—than meets the eye. . . . • Oona Lee, the clumsiest student at the Sand Dancer Academy, is a fighter with a destiny bigger than she could ever imagine. • An Tzu, a boy from the poorest slums, has a surprising gift and a knack for getting out of sticky situations. • Jax Amboy is the star athlete who is beloved by an entire galaxy, but what good is that when he has no real friends? When these three kids are forced to team up on an epic quest, it will take not one, not two, but 5 WORLDS to contain all the magic and adventure! "A magical journey, as fun as it is beautiful!" —Kazu Kibuishi, #1 New York Times bestselling creator of AMULET "Bang-zoom . . . a series that promises to be epic."—The New York Times "This stellar team has created a gorgeous and entrancing world like no other!" —Noelle Stevenson, New York Times bestselling author of Nimona "Epic action, adventure, and mystery will draw you in, but the heartfelt characters and their seemingly impossible journey will keep you turning the pages." —Lisa Yee, author of the DC Super Hero Girls™ series "Lively text and fun illustrations describe how to draw manga warriors"--Provided by publisher. Describes the training, clothing, weapons, leisure time, and responsibilities of knights, and provides an overview of the Crusades. Graystripe, deputy leader of ThunderClan, has finally returned to his forest home after being kidnapped by Twolegs, and finds that Firestar has appointed a new deputy leader. National bestseller An ALA Notable Book Three-term poet laureate Joy Harjo offers a vivid, lyrical, and inspiring call for love and justice in this contemplation of her trailblazing life. Joy Harjo, the first Native American to serve as U.S. poet laureate, invites us to travel along the heartaches, losses, and humble realizations of her "poet-warrior" road. A musical, kaleidoscopic, and wise follow-up to *Crazy Brave*, *Poet Warrior* reveals how Harjo came to write poetry of compassion and healing, poetry with the power to unearth the truth and demand justice. Harjo listens to stories of ancestors and family, the poetry and music that she first encountered as a child, and the messengers of a changing earth—owls heralding grief, resilient desert plants, and a smooth green snake curled up in surprise. She celebrates the influences that shaped her poetry, among them Audre Lorde, N. Scott Momaday, Walt Whitman, Muscogee stomp dance call-and-response, Navajo horse songs, rain, and sunrise. In absorbing, incantatory prose, Harjo grieves at the loss of her mother, reckons with the theft

of her ancestral homeland, and sheds light on the rituals that nourish her as an artist, mother, wife, and community member. Moving fluidly between prose, song, and poetry, Harjo recounts a luminous journey of becoming, a spiritual map that will help us all find home. Poet Warrior sings with the jazz, blues, tenderness, and bravery that we know as distinctly Joy Harjo. Though women had been involved in war efforts in every conflict in American history, more women participated in the Gulf War than in any war before it. When the Gulf War began in 1990, women in the military were still not allowed to fight on the front lines, in positions that directly engaged the enemy, but the roles they held still proved challenging and dangerous. This engrossing book tells the stories of the women who fought bravely in the air, on land, at sea, and in enemy camps as prisoners of war, as well as honors those who gave their lives for their country. Set in 1960, Mack Faith's first novel opens with a carnival troupe traveling in western Colorado and abruptly shifts to murder and the settling of old grudges. The characters in this alternately suspenseful and magical tale are gritty and memorable: Joy, a white exotic dancer; Louis, her sixteen-year-old son; Lenny, Joy's shady boyfriend; and Dacia, the black fortune-teller who prophesies the trouble that befalls the group. In the background lurks another figure: Washington, the warrior of the novel's title. Washington has recently left the band of sideshow performers but his instructions in magic leave a lasting impression on Louis. As murder, incest, enemies, incredible landscapes, pathos, and sex swirl about him, Louis remains untarnished and incorruptible. He discovers surprising answers to his past and the killers who stalk him, leading to a grand denouement and an ultimately triumphant ending. Who were the soldiers of the ancient world? How were ancient conflicts and wars resolved? Readers will get a view of history through the eyes of those on the front lines of some of its most famous battles. This series will describe the historical context in which each type of warrior thrived; the equipment and weapons they used; uniforms and clothing; tactics, strategies, fighting methods, and maneuvers; famous and infamous conflicts, and the lasting impact they had on war and history. In *Warriors: Shadows of the Clans*, experience three stand-alone adventures, previously available as individual digital-only titles: *Mapleshade's Vengeance* : Before she ever troubled the dreams of Crookedstar or Tigerclaw, Mapleshade was a warrior of In 1942, polio epidemics raged out of control, and medical treatments were largely unsuccessful in fighting the disease. When Elizabeth Kenny, a self-taught nurse, boldly declared she had found an effective treatment, The desperate public took notice. The medical community, however, considered her a quack. After countless battles for recognition, Sister Kenny's results proved her right, and Kenny's methods were used to save thousands world-wide from life-long paralysis. From Elizabeth Kenny's childhood in the Australian bushlands to her triumph against polio and skeptics, biographer Emily Crofford skillfully brings this memorable character to life. Epic adventures. Fierce warrior cats. A thrilling fantasy world. It all begins here. Read the book that began a phenomenon—and join the legion of fans who have made Erin Hunter's *Warriors* series a #1 national bestseller. For generations, four Clans of wild cats have shared the forest according to the laws laid down by their ancestors. But the warrior code has been threatened, and the ThunderClan cats are in grave danger. The sinister ShadowClan grows stronger every day. Noble warriors are dying—and some deaths are more mysterious than others. In the midst of this turmoil appears an ordinary housecat named Rusty... who may turn out to be the bravest warrior of them all. At the age of five, Takeshi joins the other youngsters in a samurai's castle to train as a noble fighter. Join him in action as he fires arrows while riding on horseback and defeats three foes in bare-handed combat. Take on the samurai's "way of the warrior" lifestyle and it will make you strong—but always remember that honor can be more important than life. Judea has always been the crossroads and battlefield of contending nations. It is no less so in this biblical time of the Judges. Uriah Tarhund's Hittite home is destroyed by invading Greeks. His dying father tells him to go south to seek a Canaanite named Sisera. "He will help you. For my sake. . . ." Uriah is plunged into the tumult of an uneasy Judea. When he saves a young boy from being sacrificed to Moloch, he is given succor for a time by the Hebrews. Later, he finds Sisera and joins him in war against these same people. When the Canaanites are defeated, the young Hittite has the opportunity to come to peace with himself, the Hebrew people and their God. Details the mythic life of King Arthur, the history of Arthurian legend, and the popular themes and characters associated with the legends. Offers detailed advice on how to draw heroic male, female, and dwarf warriors, add weapons, and place them in combat on a battlefield where they wage war on the forces of evil. Describes the weapons and background of the wide-ranging Viking warriors. Presents the history, training, weapons, and responsibilities of ninjas, and describes the last battle in which ninjas played an important role. Before he knew about the Roses, 16-year-old Jack lived an unremarkable life in the small Ohio town of Trinity. Only the medicine he has to take daily and the thick scar above his heart set him apart from the other high-schoolers. At least, until one day Jack forgets his 'medicine'. Suddenly, he is stronger, fiercer, and more confident than ever before. And it feels great - right up to the moment when he loses control of his own strength and almost kills another player during the soccer team tryouts. An incident which proves to be just the beginning. Jack is about to learn the startling truth about himself: he is Weirind; part of an underground society of magical people who live among us. At the head of this magical society sit the feuding houses of the Red and the White Rose, whose power is determined by playing The Game - a magical tournament in which each house sponsors a warrior to fight to the death. The winning house rules the Weir. As if his bizarre magical heritage isn't enough, Jack discovers that he's not just another member of Weirind: he's one of the last of the warriors, and his power has manifested at a time when both houses are scouting for a player. Jack's performance on the soccer field has alerted the entire magical community to the fact that he's in Trinity. And until one of the houses is declared Jack's official sponsor, they'll stop at nothing to get Jack to fight for them ...

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