

MARSHALL CAVENDISH INTERNATIONAL

**LITERACY AND
EDUCATION
DEVELOPMENT
CATALOGUE
2021**

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Marshall Cavendish International is a leading general-interest trade publisher in Asia, with a history spanning more than five decades. As a trusted brand, known for a diverse and wide variety of subject areas, and bestselling titles in every genre, we are committed to the spread of knowledge.

We are a member of Times Publishing Group and sister company to Marshall Cavendish Education (MCE).



Marshall Cavendish Children's books enthrall and entertain young readers through the world of adventure, fantasy, mystery and much more. The stories nourish imagination and the illustrations enhance visual literacy, helping children to cultivate a lifelong love for reading. Some notable series includes the Abbie Rose and the Magic Suitcase series by Neil Humphreys and the Captain Green eco series by Evelyn Bookless.

www.marshallcavendish.com

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 Marshall Cavendish International (Asia)

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 Marshall Cavendish Editions

 Marshall Cavendish Books

 @marshallcavendish

CONTENTS

Whether you are looking for something fresh for pre-schoolers or teaching students English essay writing, the products listed in this catalogue reflect our authors' expertise in both English language learning and children's books.

These products are categorised according to language needs and the recommended age groups.

LANGUAGE LEARNING

PAGE 04 - 25



Wonderful World of Words (WOW)

Highly visual engaging stories to build firm foundation in grammar.

Age group: 3 to 8 years old



Primary Eureka

A series of composition and learning guides designed especially for primary school students.

Age group: 7 to 12 years old



Eureka Series

A relevant series of the best model narrative, expository and discursive stories and guides for secondary school students.

Age group: 13 to 17 years old



The Nuts and Bolts of English Grammar

English grammar experts demystify rules of the language in this fun and engaging guide.

Age group: Tertiary
Adults & Young Adults

READING BOOKS FOR CHILDREN

PAGE 27 - 64



Abbie Rose x Ring Ring Story

Bringing books to life to encourage reading and digital literacy.


Age group: 2 to 6 years old



Read + Play

Stories to nurture the leaders of tomorrow.

Age group: Up to 10 years old

The background is a vibrant, abstract composition of overlapping organic shapes in shades of red, yellow, green, and orange. Scattered throughout are various sized circles in colors like pink, green, and yellow. Some areas feature diagonal hatching patterns. A large, multi-layered green circle frames the central text.

LANGUAGE LEARNING BOOKS

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THE WONDERFUL WORLD OF WORDS



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WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

THE WOW SERIES

Welcome to the Wonderful World of Words (WOW) — a fun, engaging story-cum-activity book series to build strong foundations in English grammar.

The English Language Primary Grammar Syllabus states: “At the primary level, students gain knowledge of the different word classes and how words can be combined with other words to form larger units to convey a particular meaning. This knowledge helps them learn new words, structures, phrases and sentences and lays the foundation for students to use the new words accurately.”

WOW introduces grammar at the word and phrase level through stories and overcomes the **three main challenges of learning grammar**:

CHALLENGE ONE

Grammar is abstract, which makes it difficult to understand. WOW addresses this by using stories to make grammar concrete and hence easier to understand.

CHALLENGE TWO

Grammar is technical, which makes it dry and uninteresting. WOW overcomes this through engaging stories.

CHALLENGE THREE

Grammar rules are difficult to remember. WOW makes these rules easy to understand and remember through stories.



WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

THE WOW SERIES

In WOW, the main story is set in the Kingdom of WOW. Each member of the royal household represents a word class — nouns, verbs, pronouns etc. Through their adventures, children learn about word classes and how they are used.



King Noun



Queen Verb



Princess Preposition



Prince Pronoun



Admiral Adjective



Artisan Adverb



Ari Article



Count Quantifier

Within the Forest of WOW, the animals have caught grammartitis and they make mistakes in grammar! Through these stories, children develop their observation skills and learn the art of noticing — a very important skill in language learning.

THE OBJECTIVE

Highly visual engaging stories to build firm foundation in grammar

LEARNING OUTCOMES

Knowledge

- Gain knowledge and understanding of word classes that all primary students would need to know

Key Skills

- Develop grammar at word and phrase level
- Learn how to use words from the various word classes to form phrases to enrich meaning
- Learn the rules to follow to form these phrases
- Develop observation skills and the art of noticing



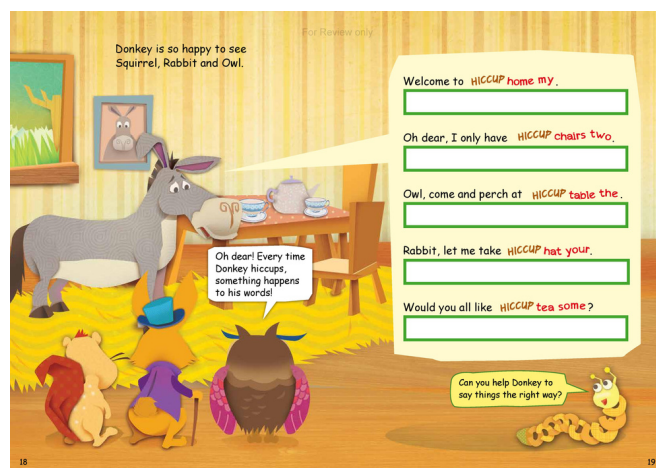
WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

KEY FEATURES

ALIGNS WITH THE LATEST MOE ENGLISH LANGUAGE SYLLABUS!

- 1 Imaginative stories that engage children, and help develop an interest in learning grammar.
- 2 Adventures that encourage children to learn and understand grammar, and not just memorise rules.
- 3 Games and activities to reinforce learning and check for understanding.





WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

THE WOW SERIES

This 10-part series of books aims to help children learn English grammar in a fun and meaningful way through stories.

Children will read and discover how the people and animals of WOW learn the importance of grammar as the adventure unfolds from Volume 1 to 10.

FORMAT

297 x 210 mm;
Paperback, 24 pp each

PRICE

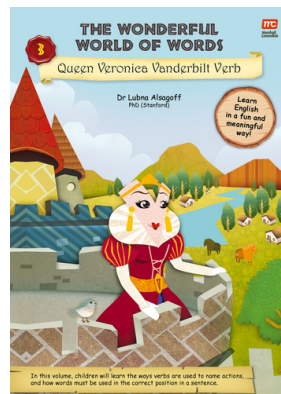
\$11.22 per book; excluding GST



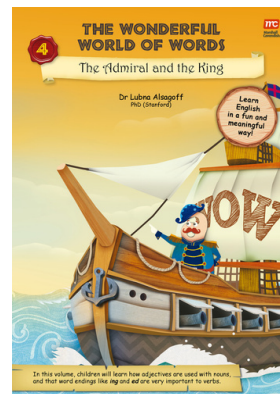
Volume 1:
King Normal Nautilus
Noun



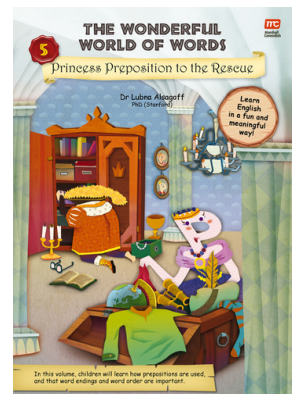
Volume 2:
The King and Queen



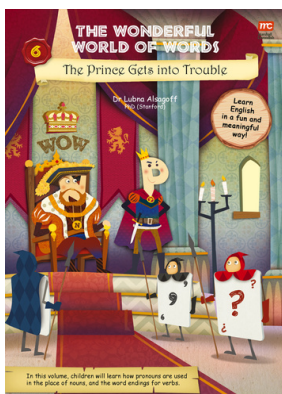
Volume 3:
Queen Veronica
Vanderbilt Verb



Volume 4:
The Admiral and the
King



Volume 5:
Princess Preposition to
the Rescue



Volume 6:
The Prince Gets into
Trouble



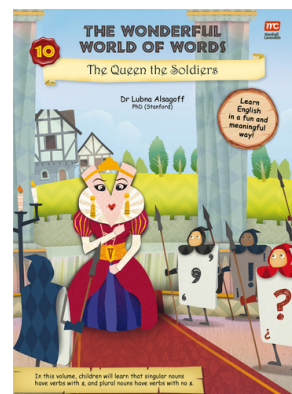
Volume 7:
The Queen's Best Friend



Volume 8:
The King Goes Dancing



Volume 9:
The King and Mr
Anteater



Volume 10:
The Queen and the
Soldiers



KEY FEATURES

Volume 1:
King Norman Nautilus Noun
ISBN: 978 981 4928 526

**THE WONDERFUL
WORLD OF WORDS**

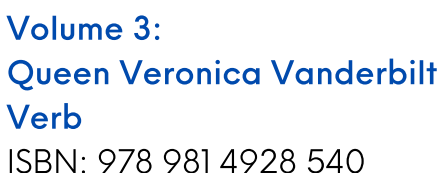
1

King Norman Nautilus Noun

Dr Lubna Alsayoff
PhD (University)

Learn
English
in a fun and
meaningful
way!

In this volume, children will learn that nouns are words that name people, animal, things and places.



**THE WONDERFUL
WORLD OF WORDS**

3

Queen Veronica Vanderbilt Verb

Dr Lubna Alsagoff
PhD (Stanford)

**Learn
English
in a fun and
meaningful
way**

iCARE
Publishers

In this volume, children will learn the ways verbs are used to name actions, and how words must be used in the correct position in a sentence.





KEY FEATURES

Volume 4:
The Admiral and the King
ISBN: 978 981 4928 557



**THE WONDERFUL
WORLD OF WORDS**

The Admiral and the King

Dr Lubna Alsagoff
Illustrated

The Fabulous Forest of WOW

Owl and Squirrel had just opened the clinic that morning. Suddenly, they noticed someone outside their window.

Tell me what is wrong.

Well, I was walk home one day, and tried to say hello to my neighbour and all I could say was 'good even'.

You mean "good evening".

You wanted to say "good evening".

Yes, that's what I meant -- "good even".

Exactly! I wanted to say "good even".

Good morning, Giraffe.

Good morning, Owl.

Is that how giraffes say "good morning"?

No, I don't think so. I think Giraffe is not well!

In this volume, children will learn how adjectives are used with nouns, and that word endings like -ing and -ed are very important to verbs.

ISBN: 978 981 4928 564

THE WONDERFUL WORLD OF WORDS

Princess Preposition to the Rescue

Dr Lubna Alsagoff
PhD (Education)

Learn
English
in a fun and
meaningful
way!

In this volume, children will learn how prepositions are used, and that word endings and word order are important.

For Revision only

The princess looked under the table.



She looked all his cupboards.



She even looked behind the curtains.



**THE WONDERFUL
WORLD OF WORDS**

The Prince Gets into Trouble

Dr. Lubna Alsayoff
and (nephew)

Learn
English
in a fun and
meaningful
way!

To this volume, children will learn how grammar is used
in the place of nouns, and the word endings for verbs.

The prince also listened
to the people of WOW
who needed help when
the king was away.

Even though the prince could
stand in place of the king,
he knew that he should never
sit on his father's throne.
No one could sit on the
mighty throne of the king!

One day, however,
the young prince
grew very tired.

And before he
knew it, he fell
fast asleep on his
father's throne.



WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

THE WOW SERIES

Volume 7:

The Queen's Best Friend

ISBN: 978 981 4928 588

Focus: Adverbs describe and tell us more about verbs. Adverbs look like adjectives except that they have a -ly ending. Not all adverbs have an -ly ending.



Volume 8:

The King Goes Dancing

ISBN: 978 981 4928 595

Focus: Nouns can combine with different words to describe something or someone. The words that combine with the noun must be in the right order: Article + Quantifier + Adjective + Noun.





WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

THE WOW SERIES

Volume 9:

The King and Mr Anteater

ISBN: 978 981 4928 601

Focus: Nouns have different plurals. Some plural nouns look like singular nouns.

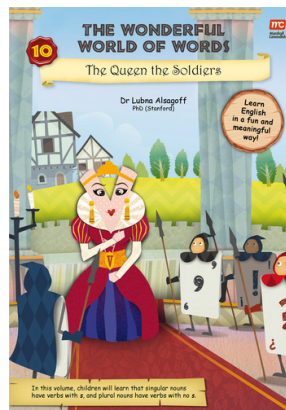


Volume 10:

The Queen and the Soldiers

ISBN: 978 981 4928 618

Focus: Singular nouns have verbs with -s. Plural nouns have verbs with no -s.





WONDERFUL WORLD OF WORDS (WOW)

Age 3 to 8 years old

ABOUT THE AUTHOR

Dr Lubna Alsagoff is a language educator who is especially known for her work in improving the teaching of grammar in schools and in teacher education. She was Head of English Language and Literature at the National Institute of Education (NIE), and has published a number of grammar resources used by teachers and students. She has a PhD in Linguistics from Stanford University, USA, and has been teaching and researching English grammar for over 30 years.



The background is a vibrant, abstract composition. It features large, overlapping organic shapes in shades of red, orange, yellow, and purple. Scattered throughout are numerous small, solid yellow circles of varying sizes. Two white paper clips are positioned on the page: one at the top left and another at the bottom left, as if holding the document together.

PRIMARY EUREKA

Information is correct at the time of printing.
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PRIMARY EUREKA SERIES

Age 7 to 12 years old

PRIMARY EUREKA

ABOUT THE SERIES

The three books in the Primary Eureka series feature outstanding primary school compositions written, selected, compiled and edited by English Language and Literature specialist, Diana Tham.

The works are her own as well as standout pieces by her students, providing model structures and valuable tips to help primary school pupils crystallise their ideas and maximise their creative potential for writing stellar compositions in everyday schoolwork, examinations and beyond.

The series is a follow - up to the widely read and adopted Eureka Series for secondary schools.



SERIES FEATURES

- A relevant, practical book featuring compositions designed to help students understand and apply writing techniques to their own work.
- Gives tips on how to make use of the model essays to tweak them to suit the picture prompts given in school and the PSLE.
- Interesting and engaging essays by both English language specialist, Diana Tham, and her students.
- Includes practical tips for both teachers and students.



PRIMARY EUREKA SERIES

Age 7 to 12 years old

PRIMARY EUREKA

The Primary Eureka series are composition and learning guides designed specially for today's primary school pupils. Written by English language expert and best-selling author Diana Tham, the books are a follow-up to the widely read and school adopted the Eureka Series* for secondary schools.

FORMAT

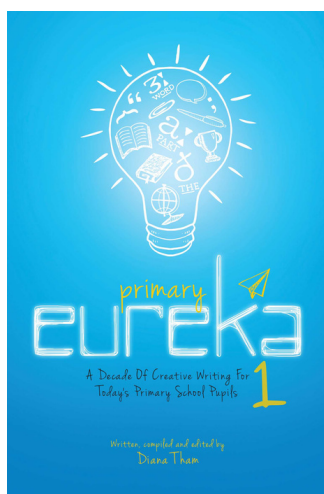
198 x 130 mm;

Paperback, extent varies (192 to 200 pp)

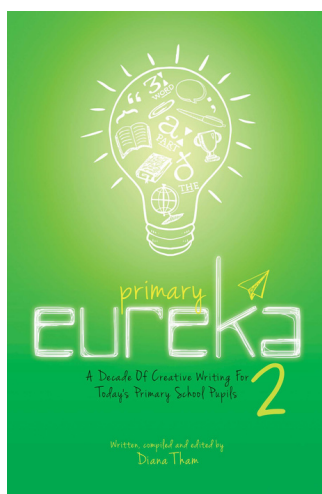
PRICE

\$12.06 per book; excluding GST

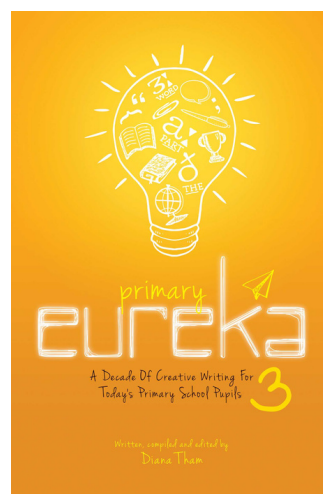
*see page 18 for more information



Primary Eureka Book 1
ISBN: 978 981 4771 092



Primary Eureka Book 2
ISBN: 978 981 4771 108



Primary Eureka Book 3
ISBN: 978 981 4771 115



PRIMARY EUREKA SERIES

Age 7 to 12 years old

KEY FEATURES

Over 19,000 copies sold till to-date

A must-have for any student wanting to become a better writer and score in exams:

- Learn useful and easy-to-grasp strategies for tackling creative writing (composition).
- A useful guide to gathering ideas and tips, observe different writing styles and be motivated to write your own stories.
- Compiled and edited by an NIE trained teacher with over 10 years of experience with primary and secondary English and Literature syllabus, and specialises in creative writing and English improvements skills.

Widely adopted and written by students from top schools in Singapore

- Anglo-Chinese School (Junior)
- Fairfield Methodist School (Primary)
- Methodist Girls' School (Primary)
- Nanyang Primary School
- Nan Hua Primary School
- Pei Hwa Presbyterian Primary School
- Raffles Girls' Primary School
- Singapore Chinese Girls' School (Primary)

Effective Eureka pedagogy and writing methodology

- Aims to help primary school students write better and with confidence when approaching the different themes/topics in creative writing.
- The essays are written with familiar local contexts which students can understand and relate to easily.
- Equipped with unique ideas for plots and practical teaching tips to help students structure their ideas.
- Packed with effective tools and writing techniques for parents, students and teachers.
- Includes an elaborate section on helpful notes for teachers and parents.
- The language used in the model essays and teaching notes is expressively descriptive and easy to emulate.



PRIMARY EUREKA SERIES

Age 7 to 12 years old

ABOUT THE AUTHOR

Diana Tham has been teaching for more than a decade, writing for more than three decades and loving every minute of it. Throughout her teaching career, she has taught more than a thousand students a plethora of academic skills, ranging from comprehension and critical writing skills for English, to literary skills for Literature.

Her passion for teaching and writing has inspired countless students to love English and Literature as she brings learning and writing to greater heights throughout the years. Her teaching is a synthesis of writing techniques that she teaches her students as well as an amalgamation of skills that she has gleaned from years of teaching.

It is her lifelong vision to impart a love of reading, writing and learning to as many students who are keen to learn as possible. Also an International Baccalaureate (IB) certified teacher, Diana currently teaches English and Literature and finds great joy and satisfaction raising her two children in the joys of reading and writing.



An abstract graphic design featuring a central white circle with a pink border. The background is a light purple color. Overlapping the central circle are several other shapes: a large blue circle in the top left, a green circle in the bottom right, and a pink circle in the middle. There are also several smaller pink and red circles scattered around. Two white paper clips are visible: one in the top left and one in the bottom right.

EUREKA SERIES

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EUREKA SERIES

Age 13 to 17 years old

EUREKA SERIES

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SERIES FEATURES

- A relevant, practical series presenting the best of model narrative, expository and discursive stories to help students understand and apply writing techniques to their work.
- Interesting and engaging essays by both English language specialist, Diana Tham, and her students.
- Includes practical tips for both teachers and students.





EUREKA SERIES

Age 13 to 17 years old

EUREKA SERIES

The Eureka series are composition and learning guides designed specially for today's secondary school students.

Each book covers the different genre of essay writing – argumentative, expository and narrative.

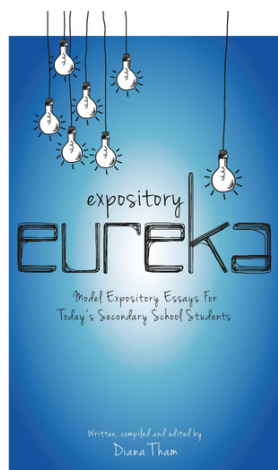
FORMAT

198 x 130 mm;

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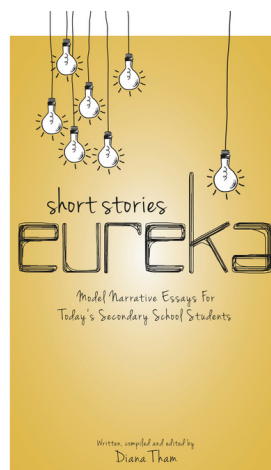
PRICE

\$17.66 per book; excluding GST



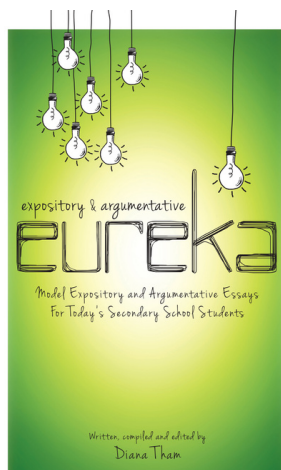
Expository Eureka

ISBN: 978 981 4408 554



Short Stories Eureka

ISBN: 978 981 4398 138



Expository & Argumentative Eureka

ISBN: 978 981 4516 662



EUREKA SERIES

Age 13 to 17 years old

KEY FEATURES

Over 37,000 copies sold till to-date

A must-have for any student wanting to become a better writer and score in exams:

- Develop and strengthen strategies, skills and techniques for different genres of writing.
- Expand vocabulary repertoire and improve linguistic prowess as students read and analyse these stellar written essays.
- Compiled and edited by an NIE trained teacher with over 10 years of experience with primary and secondary English and Literature syllabus, and specialises in creative writing and English improvements skills.

Widely adopted and written by students from top schools in Singapore

- Anglo-Chinese School (Independent)
- Anglo-Chinese School (Barker Road)
- Fairfield Methodist School
- Methodist Girls' School
- St. Joseph's Institution
- St. Margaret's Secondary School
- Singapore Chinese Girls' School

Effective Eureka pedagogy and writing methodology

- Aims to help secondary school students write better and be well-versed in a multitude of topics through various perspectives.
- Develop proficiency in using English at an advanced level to read, communicate and write clearly and coherently.
- Equipped with useful tips and techniques on essay structure and includes examples to elucidate the author's points.
- Guides students to explore and reinforce learning of language skills through analysing writing techniques.
- Includes a section on useful tips on how teachers and parents can impart writing techniques and skills to their students or children.



EUREKA SERIES

Age 13 to 17 years old


ABOUT THE AUTHOR

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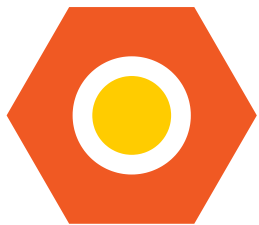
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THE NUTS AND BOLTS OF ENGLISH GRAMMAR

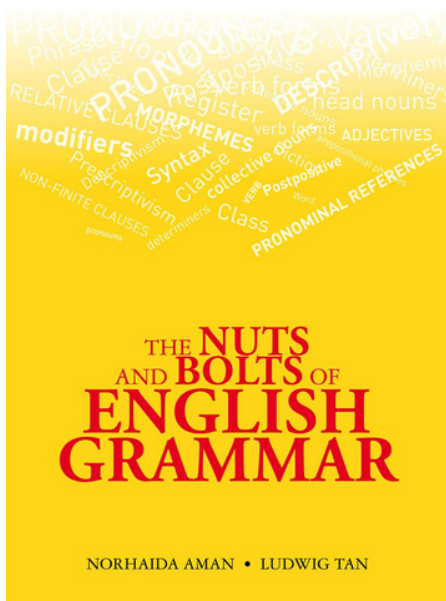
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THE NUTS AND BOLTS OF ENGLISH GRAMMAR

Tertiary; adults and young adults

ABOUT THE BOOK

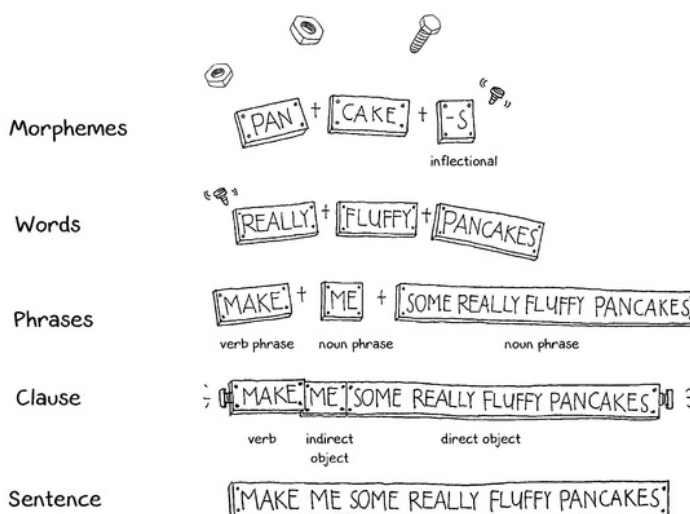


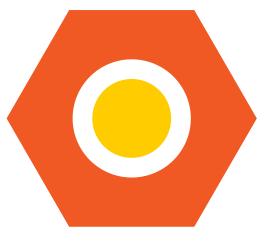
ISBN: 978 981 4771 399

Ever wondered why we can say “Maria made the boy cry” but not “Maria made the boy crying”? Or why “Two coffees, please” is acceptable, but “Melvin loves coffees” is generally wrong? Or why we say “It has been raining since ten”, even though nobody asks “What did you say has been raining”?

These are some puzzles that will be examined in **The Nuts and Bolts of English Grammar**. This book will help you understand what English grammar is and how it works. It will show how English combines parts of words to form longer words, how words change their form and combine with other words to form phrases, and how phrases are subsequently combined to form clauses and sentences and texts.

Grammar is made both interesting and practical with real-life grammar puzzles. Will this book help you to improve your grammar? Probably, because if you’ve gained a better understanding of grammar by the time you reach the end of this book, you should be able to analyse your own sentences in ways you’ve never done before, and spot and avoid common grammatical errors.





THE NUTS AND BOLTS OF ENGLISH GRAMMAR

Tertiary; adults and young adults

A JOURNEY THROUGH ENGLISH GRAMMAR, BEGINNING WITH THE NUTS AND BOLTS OF THE ENGLISH LANGUAGE

FORMAT

180 x 245 mm; Paperback, 200 pp

PRICE

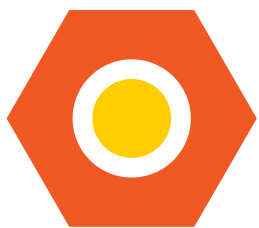
\$35.00 excluding GST

Demystify rules of the language

- A simple aim: to explain how the grammar of English works, in language as simple as possible.
- Learning outcome: to be sufficiently familiar with grammatical terms and concepts.
- User-friendly approach with conversational tone.
- Grammar Detective exercises (with answers) with interactive Q&A.
- Great tool for both classroom use and for those curious about everyday English usage.
- Focused on Singapore and modern, applied usage, with everyday examples.
- Contents include:
 - Word Class
 - Nouns and Noun Phrases
 - Verbs and Verb Phrases
 - Clauses and Sentences
 - Variations in Sentence Structure
 - Subject-Verb Agreement
 - Punctuation

English and Linguistic experts

- Written by 2 highly regarded educators from two of Singapore's top universities, NIE and SUSS.
- Both authors have extensive backgrounds in English education in Singapore, the USA and UK.
- Targeted for use as support teaching materials.
- Supplementary reading for upper secondary and tertiary level students; the book is also adopted by NIE and SUSS
- An accessible, easy to read guide book for those who are taking English as a second language.
- Includes fun illustrations and puzzles that help you reflect, identify the common errors and improve your grammar.
- Meets the practical needs of a wide audience – students, teachers, trainee teachers and even parents.



THE NUTS AND BOLTS OF ENGLISH GRAMMAR

Tertiary; adults and young adults

ABOUT THE AUTHORS

Dr Norhaida Aman is lecturer and programme leader of English Language and Literature at the National Institute of Education (NIE), Singapore. She holds a PhD from the University of Delaware, USA.

She is a linguist and teacher educator specialising in grammar and language acquisition; almost half of her life has been dedicated to teaching and serving current and future generations.

She teaches grammar across all programmes at NIE and courses on language acquisition. Over the years, she has established strategic partnerships with various agencies: Ministry of Education, Singapore, local and international schools, government agencies and academics. These collaborations, together with her teaching and research interests, have allowed her to impact teacher education and pre-school education both locally and abroad.



Associate Professor Ludwig Tan is Vice Dean of the School of Arts & Social Sciences at the Singapore University of Social Sciences (SUSS).

He holds a PhD and MPhil (Linguistics) from the University of Cambridge and a BA (First-Class Honours) in English Language and Linguistics from Lancaster University, UK. A linguist and a trained teacher, he has worked as a teacher educator at the National Institute of Education (NIE), Singapore, and served as a consultant to the Ministry of Education on its 2010 English Language Syllabus. At SUSS, he teaches courses on grammar, phonetics, and Singapore English.

He is a steering committee member of the Speak Good English Movement and co-author, with Alvin Leong, of English Grammar FAQs: 100 Questions Teachers and Students Frequently Ask (McGraw-Hill, 2008).



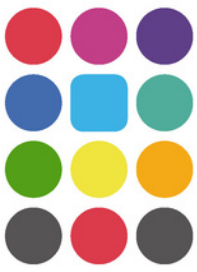


READING BOOKS FOR CHILDREN

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RING RING STORY APP

Age 2 to 6 years old

THE OBJECTIVE

Ring Ring Story is a mobile app that lets young children, aged 6 and below, make a faux FaceTime phone call to a storyteller who will read and explain a book to them.

It is an app that helps children, especially those who are not yet able to read independently, learn more systematically and thus effectively from books through pre-recorded bite-size videos by storytellers.

Ring Ring Story aims to help young children, through an endearing learning experience, become independent learners who can eventually learn from a book on their own.

FREE* APP DOWNLOAD



*Excludes In-App Purchases. Refer to page 41 for price details..

KEY FEATURES

#1 "Real-life" Video Call Experience

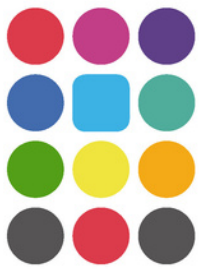
The app mimics a real-life video-call experience, allowing young children to have a familiar and endearing environment where they can enjoy storytelling sessions and develop a positive attitude for learning.

#2 Monitor and limits screen time

The app is designed to have a natural and "frictionless" way to limit the use of the app, a key concern of parents, that appeals to young children's understanding.

#3 Sets tangible goals

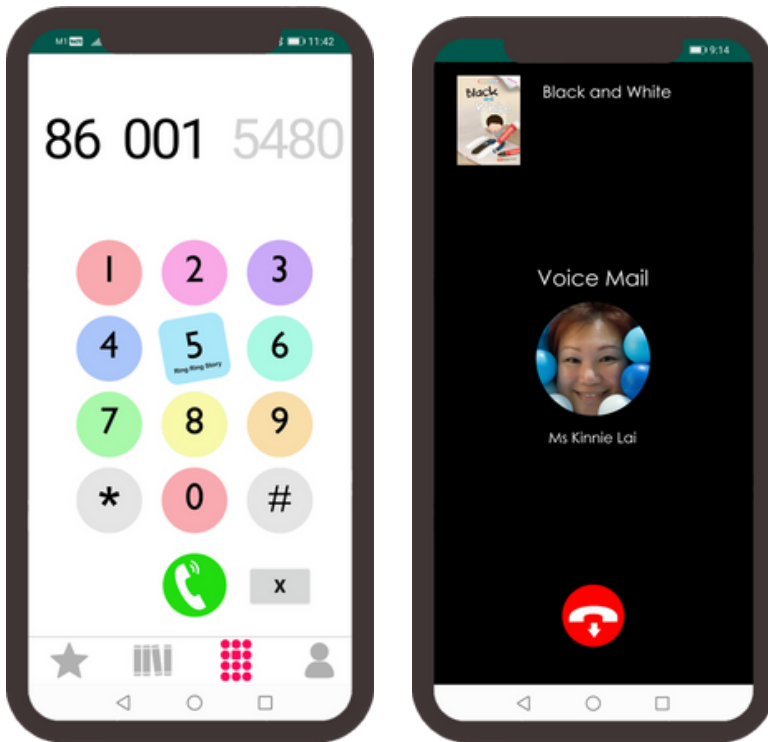
The app provides young children with a tangible goal in completing the sessions in a book.



RING RING STORY APP

Age 2 to 6 years old

KEY DESIGNS OF THE APP



#1 Feel Good at Get Go

When a child taps on a book in the book list (akin to the contact list in a phone app), the book's phone number is displayed above the number pad.

The child must then tap on the corresponding number keys to "dial in" to the storyteller. There is no "speed dial" that can automatically call the number. This is deliberately designed so that the child will get great satisfaction when the call is successfully made.

Creating such a feeling of success will help instil in the child a positive attitude for learning.

#2 Mimic Actual Experience

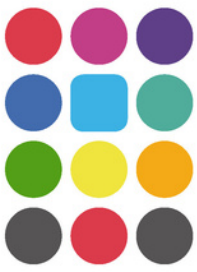
Ring Ring Story is designed to mimic the actual experience of making a FaceTime phone call: the ring tone when connecting a call, the small little camera window to pretend that is a FaceTime session, and even minute details like a running time of the session, etc.

Such design considerations help to satisfy children's natural tendency to want to imitate adults, in this case, making a phone call, which will make them more emotionally attached to the FaceTime sessions.

#3 Personalised Experience

Each book with its storyteller has a unique "phone number" to "call in" and each call is different based on the programmed set of rules for the book. This provides a refreshing experience each time a child "calls in".

Special occasions are celebrated to give the child a more personalized experience. For example, when the child "calls in" on his/her birthday, the storyteller will sing a Happy Birthday song. And when it is Christmas, the storyteller will wish the child Merry Christmas and talk about the festival and its celebration.



RING RING STORY APP

Age 2 to 6 years old

KEY DESIGNS OF THE APP

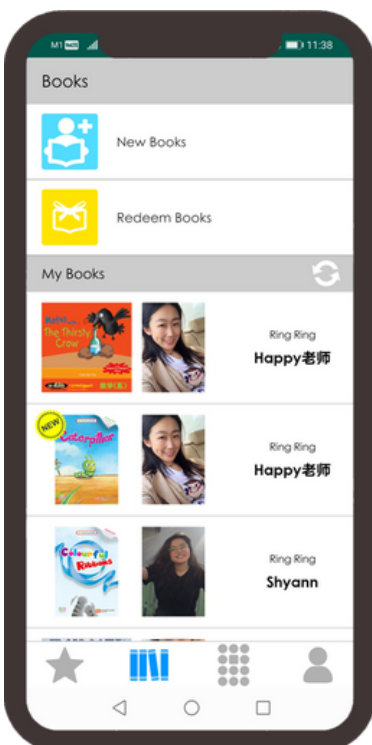


#4 Addresses Parents' Concerns

Many parents are concerned about their children's screen time as many believe longer screen time has adverse effects on their children (i.e.; weakens eyesight).

Ring Ring Story has a natural and "frictionless" screen lock feature that appeals to the children's understanding.

When the app is used for too long, the next call will be directed to a voice message where the storyteller will encourage the child to take a break. When the app is used past bedtime, the storyteller (in her pyjamas) will say that she is too sleepy to read the book and advise the child to go to bed too. Subsequent calls to the storyteller will then be directed to a voice message.



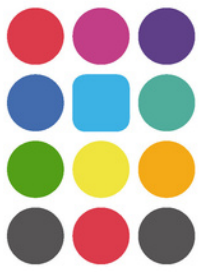
#5 Tangible Goals

Repeated use of the app may diminish the novelty appeals. It is important to provide a tangible goal to motivate children to complete all the sessions for a book and then to start a new one.

After completing the last session of a book, a personalized poster with the child's name and photo will be generated and stored inside "My Collections" in the app.

Such a poster serves as a learning record too, displaying clearly what the child has accomplished.

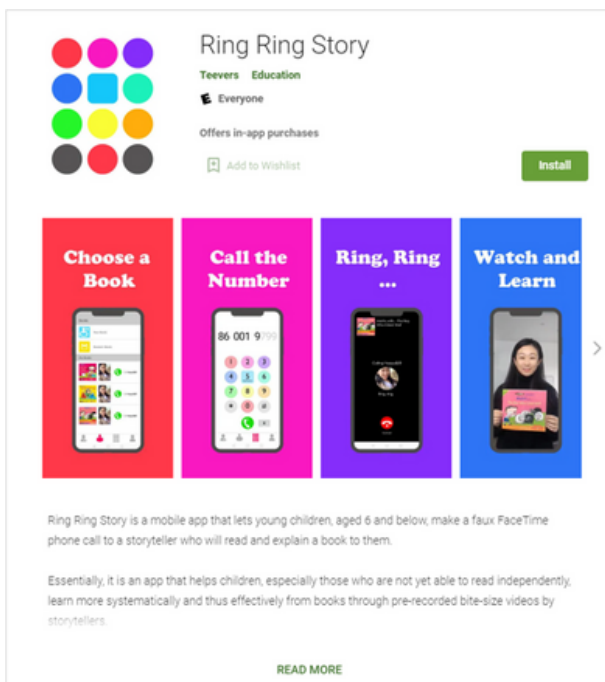
Note on privacy policy: Personalised posters, as well as personal information (name and photo) are saved locally in the devices and will not be transmitted out of the app. Parents can also choose not to set up these details on the app.



RING RING STORY APP

Age 2 to 6 years old

USER GUIDE: ANDROID DEVICE



WHAT'S NEW		
Bug fixes and improvements.		
ADDITIONAL INFORMATION		
Updated	Size	Installs
December 18, 2020	12M	100+
Current Version	Requires Android	Content Rating
1.5.0	5.0 and up	Everyone
		Learn more
In-app Products	Permissions	Report
\$2.99 per item	View details	Flag as inappropriate
Offered By	Developer	
Teevers	support@teevers.com	
	Privacy Policy	

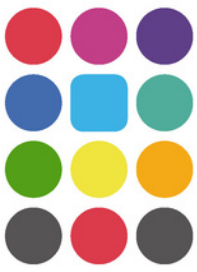
Once you have downloaded the Ring Ring Story app from Google Play, this tutorial deck will guide parents and teachers through a 3-part step-by-step illustrated tutorial:

- Part 1: Account Set Up
- Part 2: Redeem Books
- Part 3: Ring Ring a Storyteller

Scan this QR code for user guide:



You can also scan the QR code provided to watch the full user guide video.



RING RING STORY APP

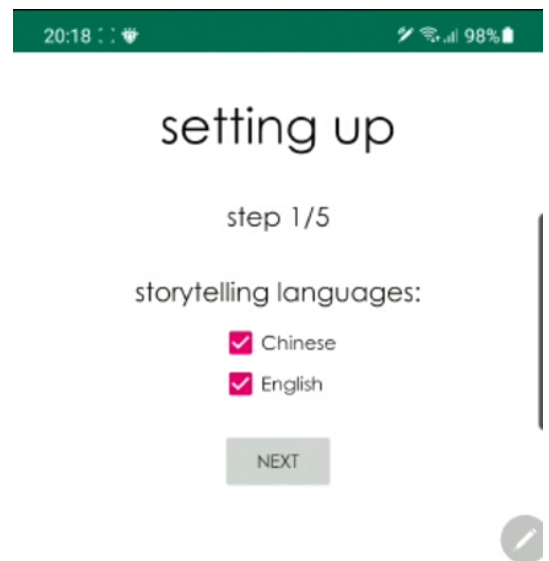
Age 2 to 6 years old

PART 1: ACCOUNT SET UP

STEP 1: STORYTELLING LANGUAGES

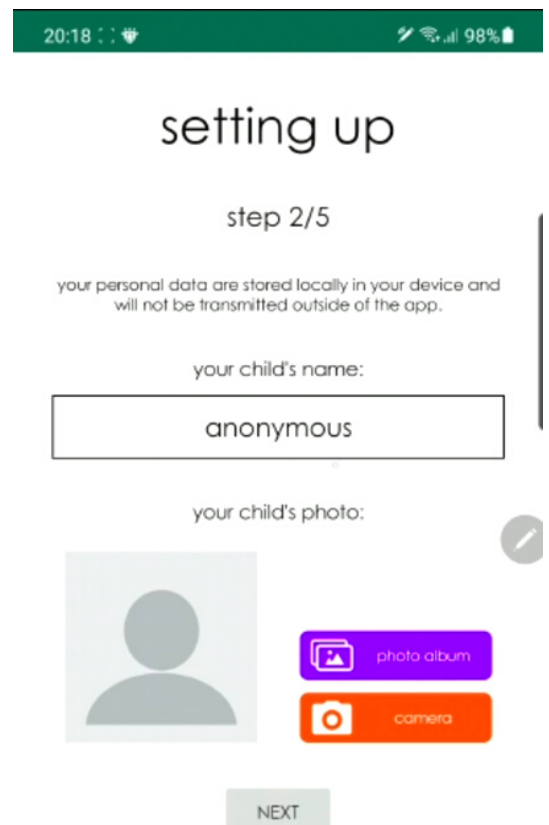
- Select the checkbox to choose your preferred* language.
- You may select more than one languages.
- Tap **NEXT** to proceed.

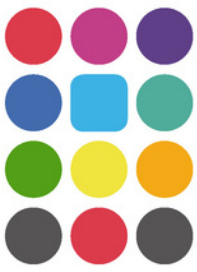
*All titles by Marshall Cavendish International are only available in English.



STEP 2: CHILD'S NAME AND PHOTO

- Enter your child's name in the textbox and take a photo or select one to be used as your child's profile picture.
- This personal data is saved locally on your device and will not be transmitted out of the app.
- The information will be used on the app's personalised birthday cards and achievement certificates to make learning more enjoyable for your child.
- Tap **NEXT** to proceed.





RING RING STORY APP

Age 2 to 6 years old

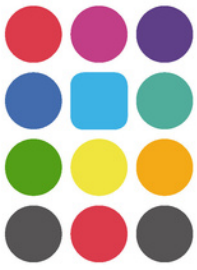
PART 1: ACCOUNT SET UP

STEP 3: BIRTHDAY AND TIME LIMIT

- Make it special for your child by entering their date of birth. The storyteller will wish the child when they call in on their birthday.
- Parents are encouraged to specify their child's bedtime and monitor their screentime.
- Tap **NEXT** to proceed.

STEP 4: SERVER LOCATION

- Choose either Asia, Mainland China or Europe/America based on your location.
- Select Asia if you are residing in Singapore.
- Tap **NEXT** to proceed.



RING RING STORY APP

Age 2 to 6 years old

PART 1: ACCOUNT SET UP

STEP 5: ACCOUNT DETAILS

- In this final step, enter your user ID or email address and password.
- Tap on **REGISTER** to complete your account creation.

20:19 98%

setting up

step 5/5

create an account

your user id or email:

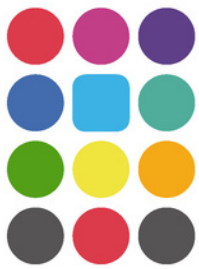
password:

confirm password:

I already have an account

Skip this step and complete the Setting Up

REGISTER



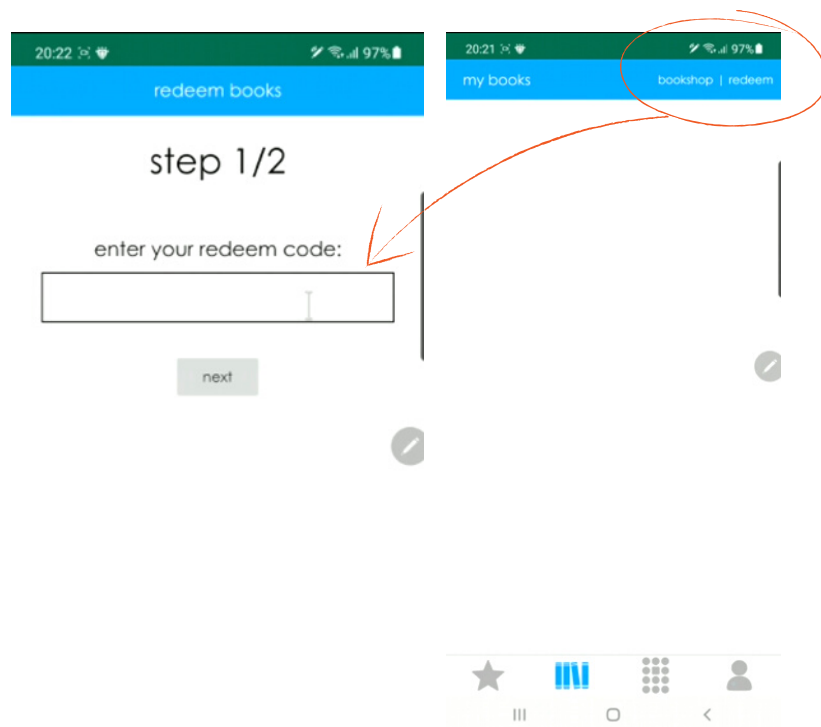
RING RING STORY APP

Age 2 to 6 years old

PART 2: REDEEM BOOKS

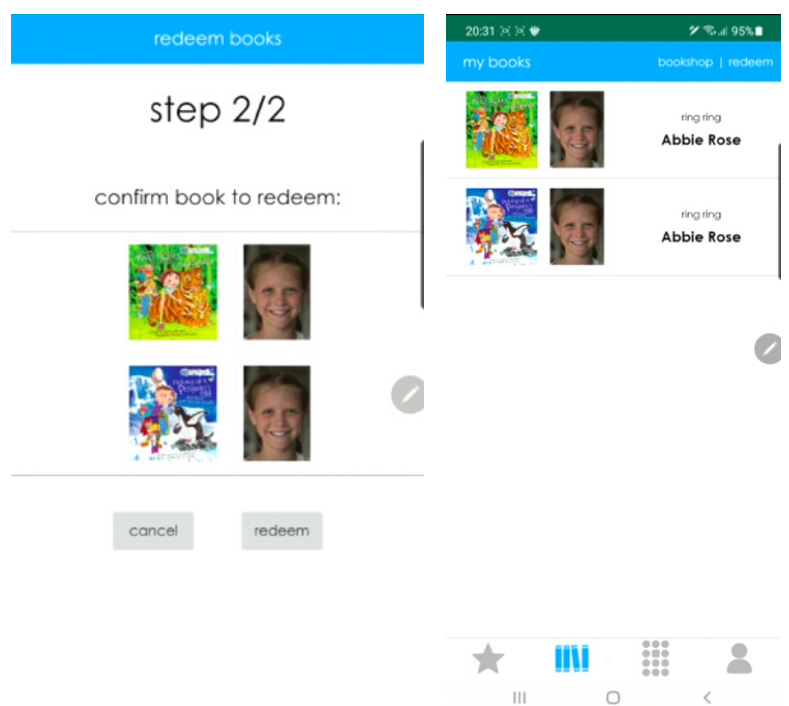
STEP 1: CODE TO REDEEM

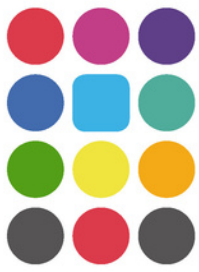
- Tap on **REDEEM** at the top right corner of the **MY BOOKS** page.
- Enter the Redeem Code to download your free books.



STEP 2: BOOKS TO REDEEM

- Each Redeem Code comes with a selected number of titles.
- Tap on **CONFIRM** once you are sure of the titles you wish to redeem.
- The redeemed titles will appear on **MY BOOKS** page.



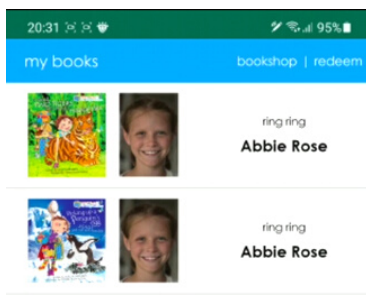


RING RING STORY APP

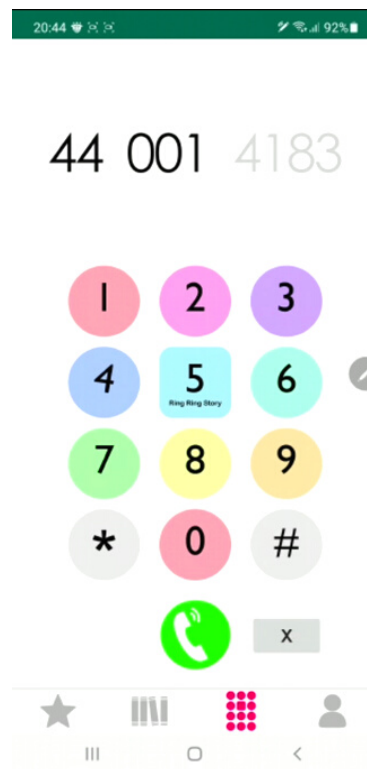
Age 2 to 6 years old

PART 3: RING RING A STORYTELLER

HOW DO I CALL IN?



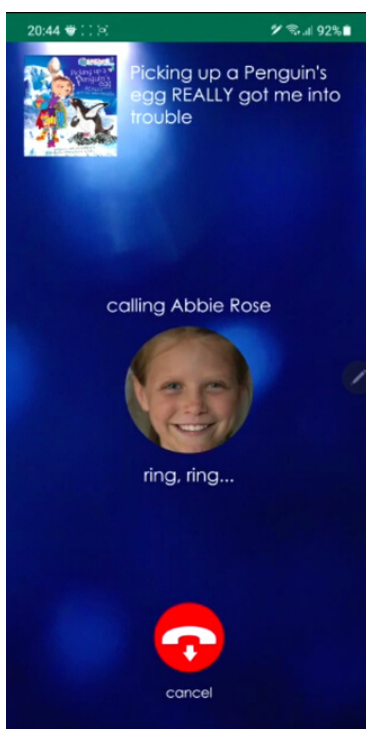
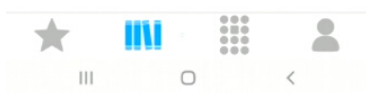
(1) Select the book you want to read.



(2) Dial the phone number displayed in grey using the coloured keypad.

The animated keypad will prompt your child to which digit to tap.

(3) Tap on the **CALL** button (in green) to ring a storyteller.

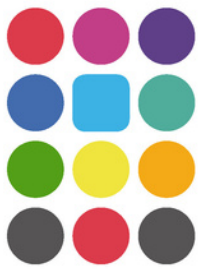


(4) Wait for the call to get connected...



And enjoy the storytelling session!

Child's face will appear here!

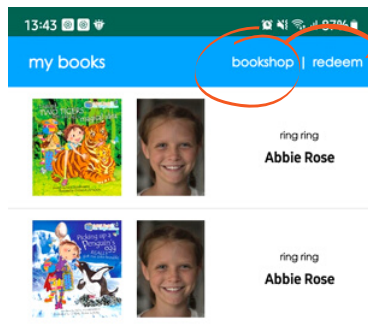


RING RING STORY APP

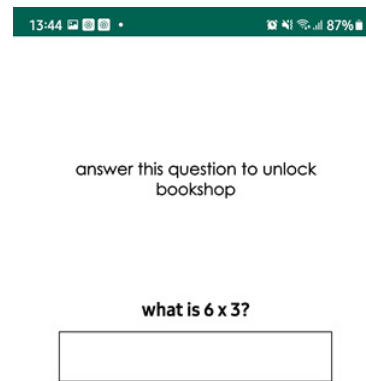
Age 2 to 6 years old

IN-APP PURCHASES

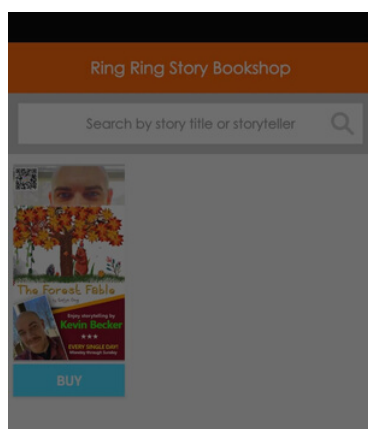
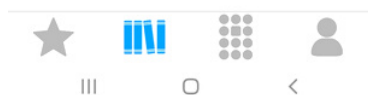
USD 2.99 PER STORY



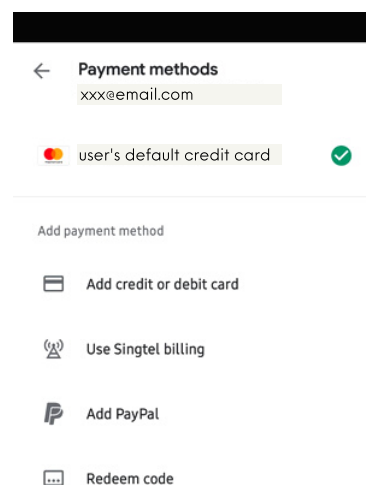
(1) Tap **BOOKSHOP** on **MY BOOKS** page



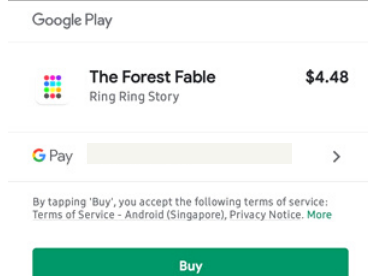
(2) The parent/child will have to answer a multiplication question to view the titles available



(3) Tap on **BUY** if you wish to purchase the book.



(4) You may opt for other payment methods such as a different credit card (VISA/Mastercard), PayPal, adding the purchase to your handphone bill or using the redeem code (if applicable).





RING RING STORY APP

Age 2 to 6 years old

BOOKS BY MARSHALL CAVENDISH:

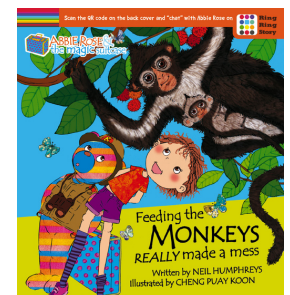
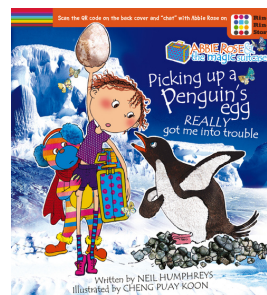
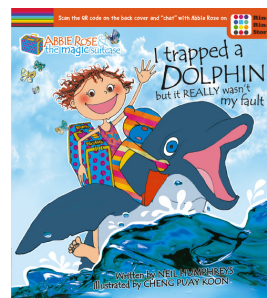
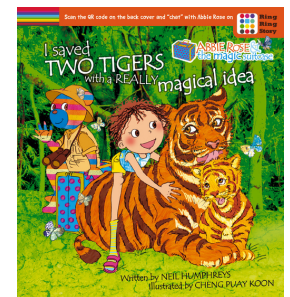
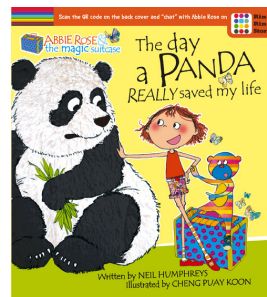


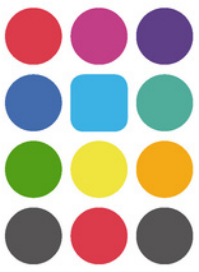
INTERACTIVE LEARNING AT YOUR FINGERTIPS

With the Ring Ring Story app (available on both IOS and Android devices), your child will "video call" to "chat" with Abbie Rose and "meet" author Neil Humphreys.

The app also includes:

- A full interactive storytelling session, available on-demand, for your child to read the book along with Abbie Rose and Neil Humphreys.
- Fun facts about the animals for your child to expand their knowledge of the natural world.
- An "outdoor" discussion segment with Abbie Rose as useful conversation starters.
- Crafting and colouring session with free downloadable worksheets for more artistic fun.





RING RING STORY APP

Age 2 to 6 years old

BOOKS BY MARSHALL CAVENDISH:



SERIES SYNOPSIS

Abbie Rose and the Magic Suitcase series of books is targeted at **children aged 3 to 8**. Abbie Rose travels to faraway places and goes on many adventures with her friend Billy through the help of a magic suitcase.

The series will expose readers to new destinations and environmental themes, and will expand their imagination and creativity and understanding of the world around them.

THE AUTHOR

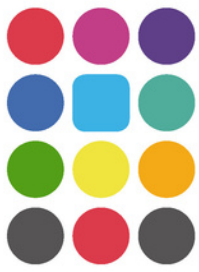
Neil Humphreys is Singapore's best-selling author. His books have consistently ranked no.1 on The Straits Times Bestsellers list. His novels also received critical acclaim in the UK. A devoted father, he hopes to give children brighter, funnier books to read.



SERIES KEY FEATURES

- Written to expand the young readers' imagination and vocabulary
- A learning adventure with fun facts presented in story format
- Touches on topics such as friendship, discovery and exploration, animals and their habitat, nature and family
- Highly visual with bright colours that will attract and hold the young reader's attention
- Fabulous, lively drawings by award-winning illustrator Cheng Puay Koon
- Scan the QR code on the front cover to watch the storytelling session on Ring Ring Story

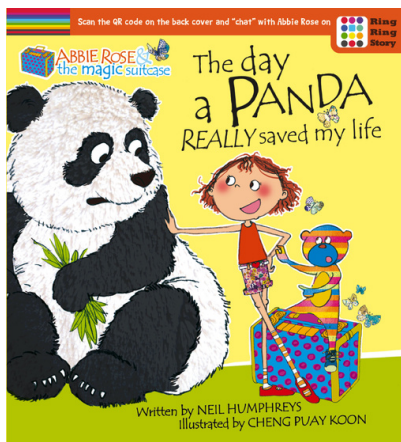




RING RING STORY APP

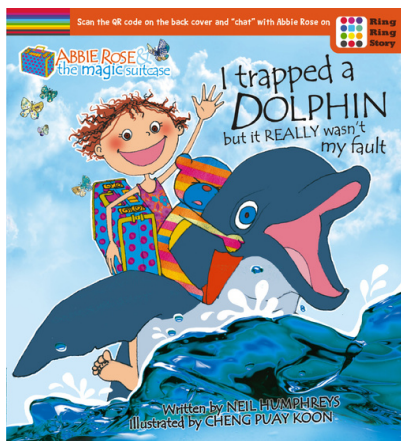
Age 2 to 6 years old

BOOKS BY MARSHALL CAVENDISH:



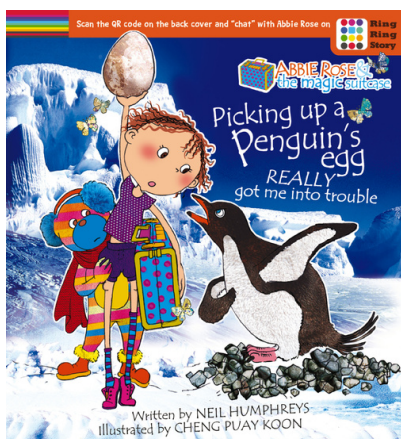
THE DAY A PANDA REALLY SAVED MY LIFE (BOOK 1)

Abbie Rose's first adventure takes her and Billy on a magical journey to the mountains where pandas live. Through the help of the magic suitcase – a gift from her dad – join the duo as they learn all about the pandas.



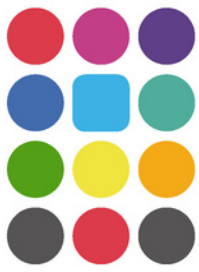
I TRAPPED A DOLPHIN BUT IT REALLY WASN'T MY FAULT (BOOK 2)

Abbie Rose goes on an ocean adventure with her best friend Billy where they see many different types of fishes and even meet a dolphin. She accidentally traps Billy and the dolphin in a fishing net! With the help of another new friend, the swordfish, Abbie Rose managed to free the dolphin who eventually reunited with his family.



PICKING UP A PENGUIN'S EGG REALLY GOT ME INTO TROUBLE (BOOK 3)

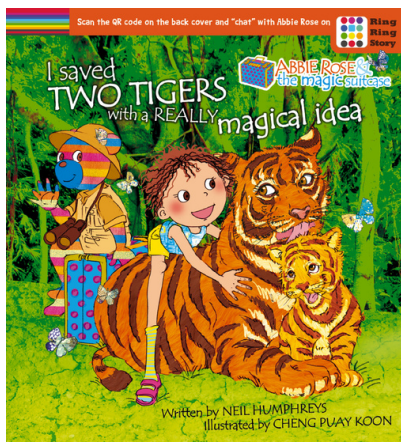
Abbie Rose and Billy travel to the South Pole! At the South Pole, which is white and full of snow, she meets a family of Adelie penguins. She picked up a penguin egg and the adventure begins. Abbie Rose and some penguins get separated from the rest of the group and come across a leopard seal that tries to eat them. In the end, Billy saves everyone and the penguins are reunited with their family.



RING RING STORY APP

Age 2 to 6 years old

BOOKS BY MARSHALL CAVENDISH:



I SAVED TWO TIGERS WITH A REALLY MAGICAL IDEA (BOOK 4)

Abbie Rose is back with her beloved magic suitcase and ready for her most daring adventure yet. Together with her best friend Billy, the pair set off into the forest to visit a tiger. But when they arrive, they find the beautiful animal caught in a trap. Kind and always creative, Abbie Rose quickly discovers that wild animals want to be free and comes up with a magical idea to free the tigers.



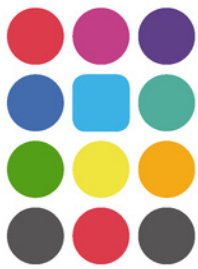
TELLING THE OTTERS TO LEAVE HOME WAS A REALLY BIG MISTAKE (BOOK 5)

Abbie Rose takes her popular magic suitcase on a wild adventure with a whole family of adorable animals. With her best friend Billy, Abbie Rose heads into the swampy wetlands and meets six otters. But she makes a really big mistake when she tells the otters to look for a new home. She doesn't find a new otter home. She finds a dangerous cage and gets herself trapped. This time, the otters must work together as a family to save Abbie Rose.



FEEDING THE MONKEYS REALLY MADE A MESS (BOOK 6)

Abbie Rose returns with her amazing magic suitcase in a new forest adventure. With her best friend Billy, Abbie Rose wants to help the monkeys in trouble. But she makes a huge mess when she tries to feed them. The monkeys end up with the wrong food in the wrong place. When a baby monkey gets stuck, Abbie Rose and Billy use a really clever idea to fix the forest before it's too late.



RING RING STORY APP

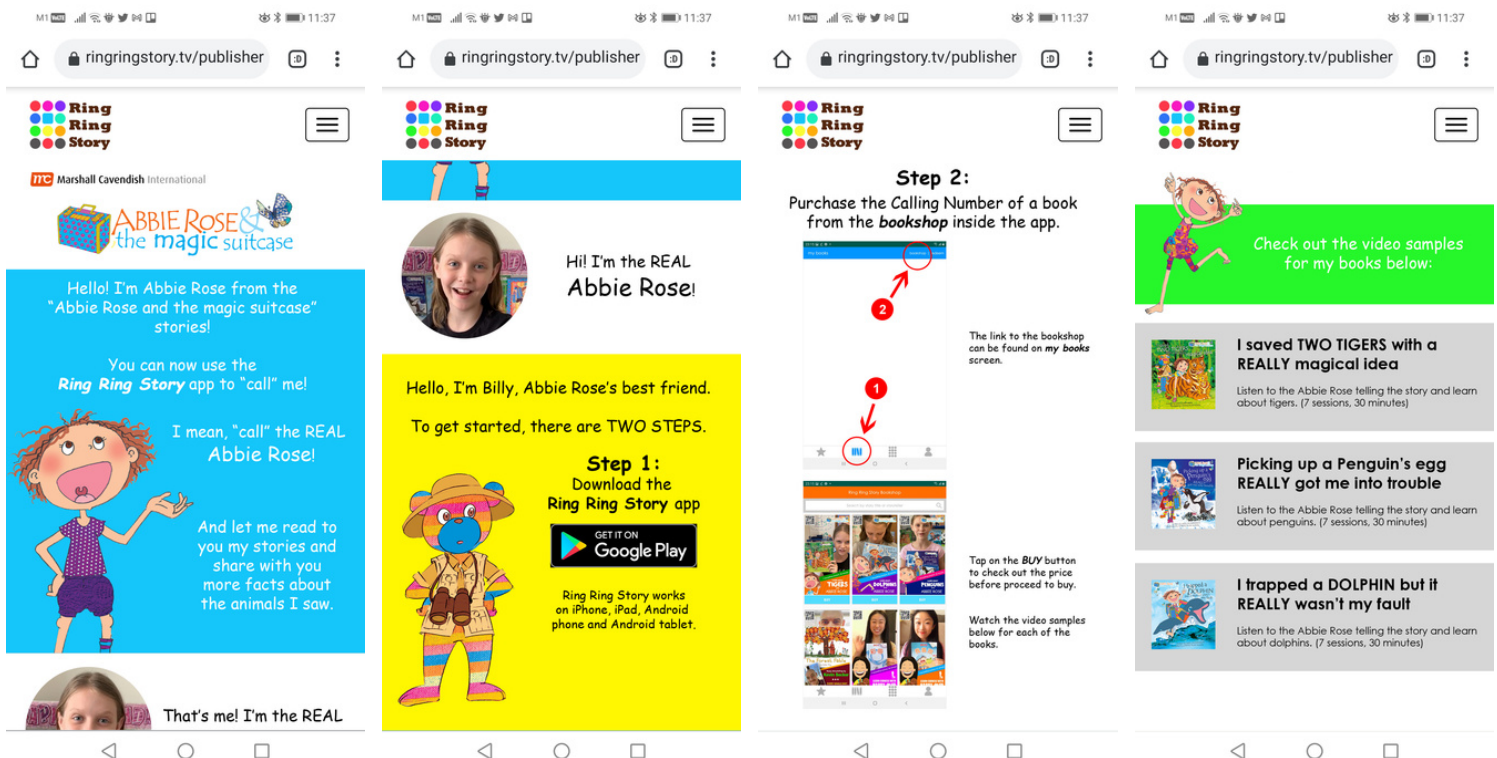
Age 2 to 6 years old

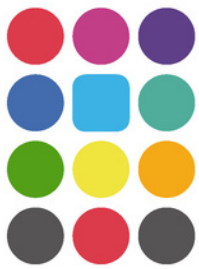
RING RING STORY HOMEPAGE

PRODUCT LISTING

Abbie Rose & the Magic Suitcase will have its own series page on the Ring Ring Story website. Readers can access the title listing easily by scanning the QR code found on the back of the physical book.

Scan this QR code for a preview of the Abbie Rose series page:





RING RING STORY APP

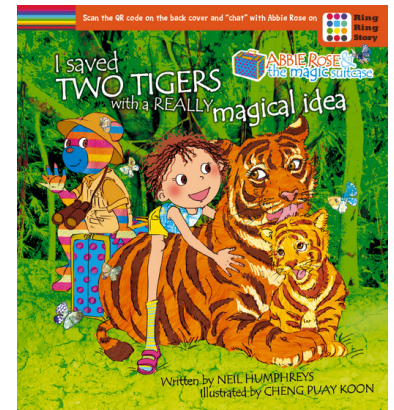
Age 2 to 6 years old

PROPOSED IN-APP ACTIVITIES

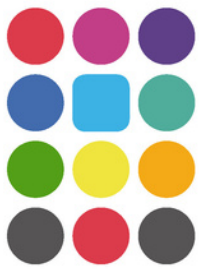
LEARNING OBJECTIVES

Learn about tigers and how to play a part to help and show support in the conservation of tigers.

SAMPLE SESSION PLAN



SESSION 1	<p>Storytelling:</p> <p>Abbie Rose and her daddy read the book. The reading will stop at the part when the trees were falling, to provide a cliff hanger to the storytelling.</p>	SESSION 2	<p>Storytelling:</p> <p>Abbie Rose and her daddy continue to read the book from where they had left off in the previous session.</p>	SESSION 3	<p>General Knowledge:</p> <p>Abbie Rose talks about tigers in general – their looks (stripe patterns), what they eat, where they live and their lifespan.</p>
SESSION 4	<p>General Knowledge:</p> <p>Abbie Rose talks about the nine different species of tigers, where each of them are found and which is the largest to provide readers with additional knowledge.</p>	SESSION 5	<p>General Knowledge:</p> <p>Abbie Rose explains about endangered animals, why and how the Sumatran tigers are considered endangered and how everyone can help in the conservation of tigers. She will then play a quiz with the reader. If the reader answers correctly, they will get a "Friend of Tigers" poster.</p>	SESSION 6	<p>Art & Craft:</p> <p>Abbie Rose shows the readers how to draw a tiger. She will then send her drawing to the reader.</p>
SESSION 7	<p>Fun with Big Word:</p> <p>Abbie Rose introduces the word "carnivore" and plays the game "Who is a Carnivore?" with the reader.</p>	SESSION 8	<p>General Knowledge:</p> <p>Abbie Rose shares more fun facts about tigers. For example, which country uses tiger as a national animal? What does the tiger symbolize in the Chinese zodiac?</p>	SESSION 9	<p>Outdoor:</p> <p>Abbie Rose shows some photos she took when she was at the zoo and talks about them.</p>
SESSION 10	<p>General Knowledge:</p> <p>Abbie Rose again shares how anyone can play a part in the conservation of tigers and informs about the International Tiger Day which falls on 29th July every year and how it is observed.</p>	SPECIAL FEATURE	<p>This is a special trigger on 29th July to observe International Tiger Day. Abbie Rose will share about the origin of this day, its significance and how it is observed.</p> <p>(Suggest to invite someone from WWF to record a special video.)</p>	OTHERS	<p>Additional Content:</p> <p>Include personalised greetings for the caller – birthdays, festive – and screen time reminders.</p>



RING RING STORY APP

Age 2 to 6 years old

ABOUT THE TEAM

Produced by **Marshall Cavendish International**, a leading publisher of educational content, each story is crafted by a panel of specialist and award-winning picture book authors and illustrators.

Moo-O, a library of immersive digital storybooks, is perfect for language learning engagement as it allows children to role-play as story characters in books. It offers both English and Chinese books to develop children's bilingualism and is used in many primary schools and kindergartens. Through the fun and effective activities included, young children are encouraged to practise and master their language skills, especially their oral skills.

Coming Soon



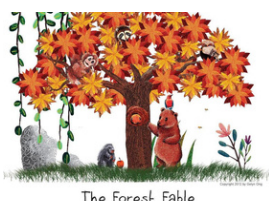
App Store

User guide for iOS devices



Product listing on www.ringringstory.tv

- www.ringringstory.tv/publishers/marshallcavendish
- www.ringringstory.tv/publishers/marshallcavendish/abbierose



More well-loved children's books will be available on Ring Ring Story!



Information is correct at the time of printing.
Prices may change without prior notice.



READ + PLAY

Stories to nurture the leaders of tomorrow
For ages up to 10 years old

THE OBJECTIVE

For all children, play is the key to learning, the Read + Play series of books harnesses the power of literature through the innovation of play.

The twin roles of reading and playing are critical to a child's development. Our Read + Play series of books help children nurture a lifelong love for reading and learning through the power of play. With each story, children are guided through various Read and Play elements to immerse them in the story world experience.

READ WITH ME

Listening to stories tunes the ear and trains attention. This series encourages children to read with a buddy, such as with family members or caregivers at home, or with teachers and classmates at school. The diverse range of stories will keep young readers engaged as they build vocabulary, expand their use of language and become confident speakers.

PLAY WITH ME

Play is crucial to learning. Through play, children practise and reinforce what they read, develop life skills, and are empowered to become independent learners, effective communicators, creative thinkers and unique problem-solvers. After reading the story, children will then explore the fun and enjoyable play activities. This innovative, research-backed pedagogy of play is developed by education specialist, Dr Jo-Ann Netto-Shek.

The **Read With Me + Play With Me** programme identifies five categories of play:

DRAMATIC PLAY

Children will explore the different characters to spur their imagination while learning to cooperate and share.

COMPETITIVE PLAY

By taking turns to read and play games, children will learn about rules and the importance of teamwork.

PHYSICAL PLAY

Activities like running or jumping help children to develop everyday skills and learn to be independent.

CONSTRUCTIVE PLAY

With crafts involving building or assembling, children learn to think, plan, solve problems, testing their ideas to make them work.

SYMBOLIC PLAY

When children use everyday objects to symbolise others, such as a cardboard box for a car, they learn concepts vital to understanding subjects like languages and math, and how to adapt to change.



READ + PLAY

Stories to nurture the leaders of tomorrow
For ages up to 10 years old

LEARNING OUTCOMES

Approaches to Learning

- Curiosity and Creativity
- Problem-Solving and Reasoning



Language Development and Communication Skills

- Receptive Language
- Expressive Language and Communication



Cognitive Development/Intellectual Abilities

- Literary Concepts
- Mathematical Concepts
- Scientific Concepts



Social and Emotional Development

- Self-Awareness
- Self-Regulation
- Problem-Solving
- Social Relationships
- Express of Feelings
- Creative Expression



Motor Development

- Gross Motor Skills
- Fine Motor Skills
- Sensory Processing and Motor Planning Skills



Digital Intelligence (DQ)/Technology Literacy

- Technical Skills
- Digital Safety
- Digital Rights
- Digital Emotional Intelligence



Global Stewardship

- Environmental Issues
- Sustainability
- Social Inclusivity





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Stories to nurture the leaders of tomorrow
For ages up to 10 years old

LEARNING OUTCOMES

APPROACHES TO LEARNING

Children develop a curiosity when they are introduced to new stories, characters and ideas in every book in the series. Through reading they are actively engaging with their own learning, and when playing, go on to hone their problem solving and reasoning skills.

Curiosity and Creativity

Children are eager to find out more about their environment, and take the initiative to pursue the unknown.

- Is curious, asks questions about various topics and explores new activities.
- Uses imagination and creativity to combine reading materials and toys in fun, new ways.

Problem-Solving and Reasoning

Children combine previous experiences to form new ideas and can develop and follow a plan.

- Transfers knowledge from a topic to understand new information in other areas ("Is a forest made up of many little plants?").
- Develops the organizational skills necessary to accomplish (and complete) complex tasks, such as gathering the materials needed and following the step-by-step instructions for projects.

LANGUAGE DEVELOPMENT AND COMMUNICATION SKILLS

Children develop receptive language skills and learn to express information, thoughts and ideas by reading and playing.

Receptive Language

Children understand and comprehend communication.

- Understands conversations and stories, and can follow simple and multi-step directions ("The blue sock was sad because ___").
- Demonstrates understanding of location, size and temporal concepts (far/near, big/small).

Expressive Language and Communication

Children use language for expression and to communicate with others.

- Uses simple, compound and complex sentences – with diverse and extensive vocabulary – throughout conversational interchanges.
- Maintains eye contact, gestures and facial expression appropriately when communicating with others.
- Communicates ideas, experiences and opinions – using speech or an expressive mode of communication to clearly explain personal rationale. Also actively seeks information by asking questions.
- Converses in exchanges consisting of several thoughts or ideas, and can recount past events.



READ + PLAY

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LEARNING OUTCOMES

COGNITIVE DEVELOPMENT / INTELLECTUAL ABILITIES

Children develop cognitive and intellectual skills through reading, speaking and playing. This includes memory and reasoning, concept development and recognition of objects, letters, and numbers, to grasp literary, mathematical and scientific concepts in future.

Literacy Concepts

Children have emerging literacy skills such as letter recognition and phonological awareness, story comprehension and use of stationery.

- Shows knowledge of introductory phonological awareness skills such as rhyming.
- Comprehends basic plot structure and characters, and uses pictures to visualise and understand what occurs in the story.
- Understands sequences and can retell the story after reading, sometimes inventing their own story and characters.
- Shows an interest in reading other books, and printed text or symbols at home and in the community.
- Writes simple notes to parents and others.

Mathematical Concepts

Children understand quantitative concepts, spatial relationships and sequencing, and can apply measuring, classifying and ordering to real-life situations.

- Counts in sequence and understands that numbers represent quantity.
- Associates concepts, quantities and written numerals meaningfully (few/many, greater/lesser).
- Recognises, describes, compares, and names common shapes, colours, sizes and patterns; matches, sorts and regroups objects according to those attributes.
- Has a sense of time.

Scientific Concepts

Children understand the process of examining natural phenomena and investigating their environment and can use gathered information to discover new ideas or solve problems.

- Uses senses (and sensory play) to observe and examine events and phenomenon (see, smell, touch).
- Collects, describes and records information through a variety of formats (tables, diagrams, charts, maps).
- Explains and makes predictions or generalisations based on learned experiences.



READ + PLAY

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LEARNING OUTCOMES

SOCIAL AND EMOTIONAL DEVELOPMENT

Children develop their self-esteem through meaningful social interaction. Reading and playing with their parents, teachers and peers, will heighten their ability to interact with others, express feelings and emotions, develop self-awareness and self-worth, and demonstrate self-regulation and coping strategies.

Self-Awareness

Children develop their personal identity and an awareness of their connectedness to others and the world. They value themselves and recognise their abilities.

- Identifies self by characteristics, preferences and specific abilities, and can relay basic information about themselves to others –everyday life or morals and values.
- Demonstrates confidence by expressing satisfaction with accomplishments or ability to conduct a task ("Check out what I made by matching!").
- Accepts responsibility for age-appropriate tasks. ("I should pack up after playing.")

Self-Regulation

Children exercise appropriate control in group settings.

- Able to focus on group or independent task to completion.
- Follows rules to complete a self-directed play activity or directions given to a group.
- Demonstrates the ability to change from one task to another ("Now that you have made your puppets, shall we colour our socks?").
- Are able to patiently listen, cooperate and take turns or share materials during activities with other children.

Problem-Solving

Children address challenges using appropriate communication and coping skills.

- Attempts to solve problems independently and seeks assistance for challenging situations.
- Persists (persevere) or respond effectively to frustrating tasks.
- Tells others when they are bothered by their behaviour ("Please share.").
- Relays basic self-advocacy information about academic or social needs ("I don't understand.").



READ + PLAY

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For ages up to 10 years old

LEARNING OUTCOMES

SOCIAL AND EMOTIONAL DEVELOPMENT

Social Relationships

Children interact with adults and peers.

- Adapts to new situations and individuals, and establishes relationships to engage in play with others ("I'm ____, would you like to read this book with me?").
- Participates in conversations to exchange thought and ideas with both adults and peers ("Let's discuss the questions.") and shows respect by letting others finish reading a sentence or activity.
- Ceases play activity when presented with an alternative by teacher or peer.

Creative Expression

Children engage in a variety of play activities to explore ideas and develop creativity.

- Participates in a variety of artistic, musical and dramatic activities for creative expression.
- Explores books and learning materials to independently develop their own play routines.

Expression of Feelings

Children understand their own feelings and express empathy for others.

- Displays and describes an extensive array of personal feelings ("I'm angry/sad/happy/scared ...").
- Demonstrates sensitivity to the feelings of others and offer helps.



READ + PLAY

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For ages up to 10 years old

LEARNING OUTCOMES

MOTOR DEVELOPMENT

Through reading and playing, children develop functions such as perception, muscle control, motor coordination and ease of locomotion. Younger children will benefit from play activities that hone their fine and gross motor skills.

Gross Motor Skills

Children follow routines and move freely for physical fitness and recreation.

- Demonstrates balance and can safely negotiate stairs, curbs and uneven surfaces.
- Able to participate in playground activities.
- Plays games involving physical activity or with toys (balls, hoops).

Fine Motor Skills

Children use eye-hand coordination, strength and motor control to effectively use tools and utensils.

- Demonstrates eye-hand coordination to perform fine motor skills.
- Maintains stability in sitting/standing to use two hands together when reading or playing.
- Uses writing, drawing, painting and colouring stationery, also tools with supervision (scissors, stapler).
- Understands various types of technology (switches, touch screens, apps).

Sensory Processing and Motor Planning Skills

Children process sensory information and to coordinate movements.

- Plans and executes movements with appropriate speed, coordination and accuracy.
- Notices a variety of textures, sounds, sights, tastes and visual stimuli within the environment.



READ + PLAY

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For ages up to 10 years old

LEARNING OUTCOMES

DIGITAL INTELLIGENCE (DQ) / TECHNOLOGY LITERACY

Children learn the principles of technology and the foundations that underpin an increasingly digital world, to keep pace with advancements of today and the future. This series integrates traditional book reading with fun games in the play section, alongside on-screen activities to make learning a multi-faceted pursuit.

Technical Skills

Children will have the skills and motivation to use digital technologies with confidence.

- Utilises technology confidently and effectively to find information or connect with the world around them.
- Cultivates the fundamental skills and values required to participate meaningfully in a digital society.
- Develops familiarity with new technologies can use it to create content.

Digital Rights

Children learn the basic rules of the digital space and set healthy boundaries.

- Understands basic digital boundaries.
- Aware of the presence of cyberbullies and suspicious individuals.

Digital Safety

Children develop the skills needed to protect against and mitigate the negative impact of technology.

- Adopts basic rules for safety like logging out and not revealing passwords.
- Thinks critically about information and clarifies when in doubt.
- Recognises and reports all negative (violent) content seen online.
- Regulates screen time to avoid device dependency and cultivate healthy digital habits.

Digital Emotional Intelligence

Children learn to become positive online influence for others.

- Uses technology to forms meaningful relationships with people around them and benefit their communities.
- Builds positive online communities by leveraging on opportunities afforded by technology.



READ + PLAY

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LEARNING OUTCOMES

GLOBAL STEWARDSHIP

By focusing on broad social topics that extend into the world around us, children demonstrate responsibility towards others and learn how to take care of the world and people around them.

Environmental Issues

Children learn to protect and be responsible for the natural environment around them.

- Thinks beyond themselves, and recognise that they can make a positive change to the world at large.
- Supports and participates in conservation efforts, while encouraging others to do the same (reduce plastic use, save water, conserve habitats).

Sustainability

Children understand the importance of making good lifestyle choices and promote sustainability.

- Understands simple sustainability concepts to promote positive lifestyle habits (pollution, carbon footprint, waste management, food sources).

Social Inclusivity

Children learn to respect and celebrate diversity and differences.

- Displays positive interactions with all living things, human and non-human.
- Recognises that differences lead to diversity, and that diversity makes the world an interesting and special place.
- Shows open-mindedness toward anyone who looks and thinks differently than they do.



READ + PLAY

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For ages up to 10 years old

THEMATICALLY DESIGNED

The **Read With Me + Play With Me** books will enable children to develop their inner world alongside their interactions with others and that of the world-at-large, through the following themes:

1. Self

- Self-identity
- Values (kindness, patience)
- Life Skills (problem solving, resilience, perseverance)

2. Others

- Social Skills (friendship)
- Teamwork and Sportsmanship
- Emotional Intelligence (empathy)

3. World

- Global Issues (sustainability, eco-awareness)
- Inclusivity (celebrating diversity)
- Technology (STEM, digital literacy)





READ + PLAY

Stories to nurture the leaders of tomorrow
For ages up to 10 years old

PEDAGOGY OF PLAY

Start children on an enriching journey of learning with **Read + Play**, equip them with the knowledge and skills, to emerge as confident, empathetic, knowledgeable and communicative leaders, capable of operating as global citizens in an increasingly connected world.

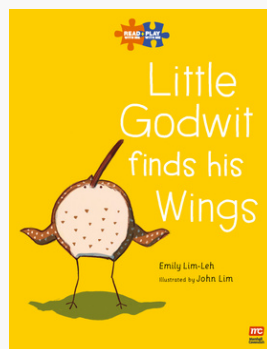
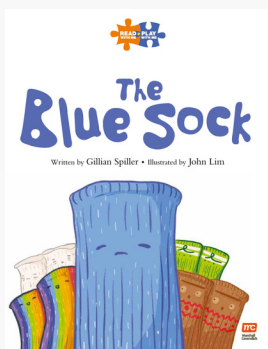
FORMAT

176 x 230 mm;
Paperback, extent varies (48 to 56 pp)

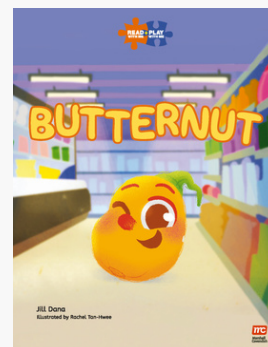
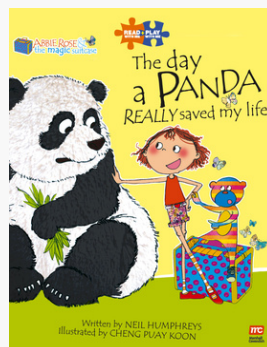
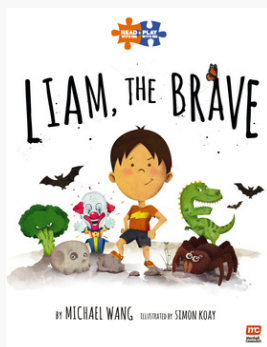
PRICE

\$46.70 for a set of five books; excluding GST

BUNDLE 1



BUNDLE 2





READ + PLAY

Stories to nurture the leaders of tomorrow
For ages up to 10 years old

PEDAGOGY OF PLAY

Parents and teachers can opt for the bundle set or individual titles, based on the child's learning needs.

Children will be able to resonate with these stories based on familiar settings and beautiful illustrations.

Each book will be supplemented with digital resources, including web/app based read-along, activity sheets and teacher guides.

	ISBN	Page Extent	Title	Themes
BUNDLE 1	x	x	The Blue Sock	Self-identity • Inclusivity-diversity
	x	x	Big Life Lessons for Little Kids: Was and Wasn't Learn That it's Good to Win, but its Ok to Lose	Sportsmanship • Teamwork
	x	x	The Yummiest Cupcake	Values (patience) • Problem Solving
	x	x	Little Godwit Finds his Wings	Self-identity • Social Skills • Emotional Intelligence
	x	x	Pura the Cat	Teamwork • inclusivity-diversity • Problem Solving
BUNDLE 2	x	x	Extraordinary Eloise	Self-identity • Values (perseverance)
	x	x	Liam the Brave	Values (courage) • Life Skills
	x	x	Forest Fable	Sustainability
	x	x	Abbie Rose and the Magic Suitcase: The Day A Panda Really Saved my Life	Problem Solving • Sustainability
	x	x	Butternut	Self-identity • Social Skills



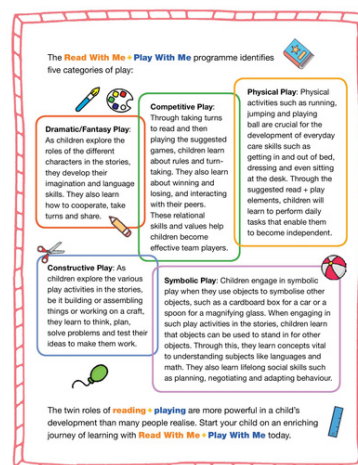
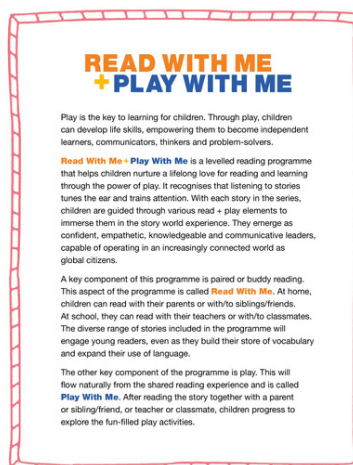
READ + PLAY

Stories to nurture the leaders of tomorrow
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BOOKMAP

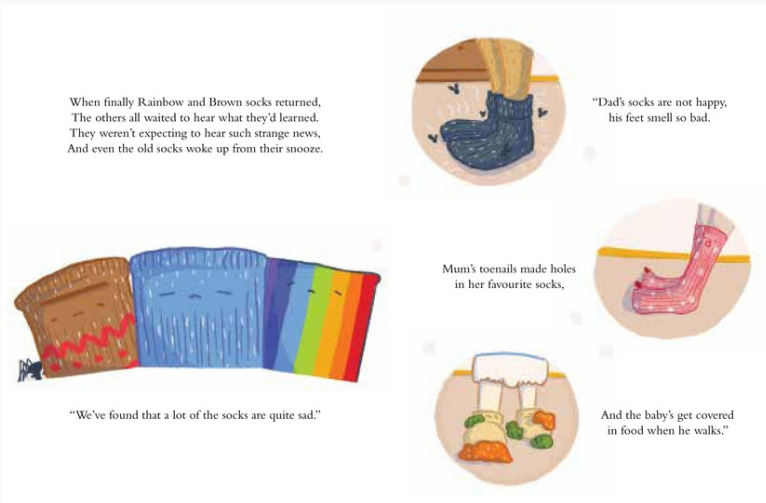
Read + Play Programme Description

- Lists the intended learning goals for learners:
 - To develop receptive language skills: reading, listening
 - To develop expressive language skills: speaking, writing
- Key components of the programme
- Five categories of play



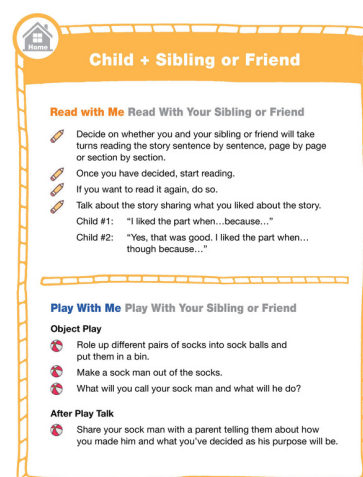
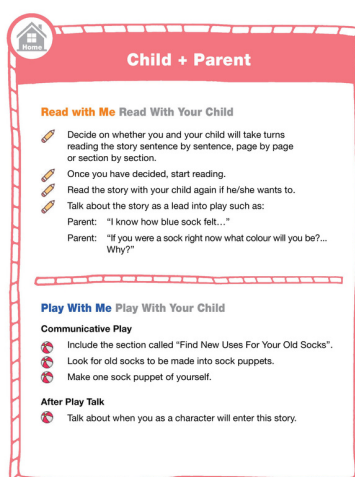
Read with Me component

- Pair up with a reading partner: parents, siblings, teachers or classmates
- Fully illustrated to engage the children
- Word bank to build vocabulary: highlighted words to use during the talk segments



Play with Me component

- Varied activities for home and school settings: pairwork, teamwork, discussion
- Each activity focuses on one play category
- Concise activity instructions to aid comprehension through the use of imperative verbs such as decide, read, use, share
- Aligns with the theme of the book





READ + PLAY

Stories to nurture the leaders of tomorrow
For ages up to 10 years old

SAMPLE PROGRAMME

We have prepared a sample programme to provide parents and teaches and teachers with an overview of the activities planned for the series.

EXAMPLE THE BLUE SOCK



The Blue Sock

Written by Gillian Spiller • Illustrated by John Lim



SYNOPSIS

Something terrible has happened in Louisa's sock drawer! One of the blue socks is all on its own. The old socks say that socks are only useful if they are in pairs. What will the blue sock do now? Join the adventure as the socks try to find the missing blue sock and discover, to their surprise, that one is every bit as important as two.

THEMES

- Self-identity
- Inclusivity-diversity





READ + PLAY

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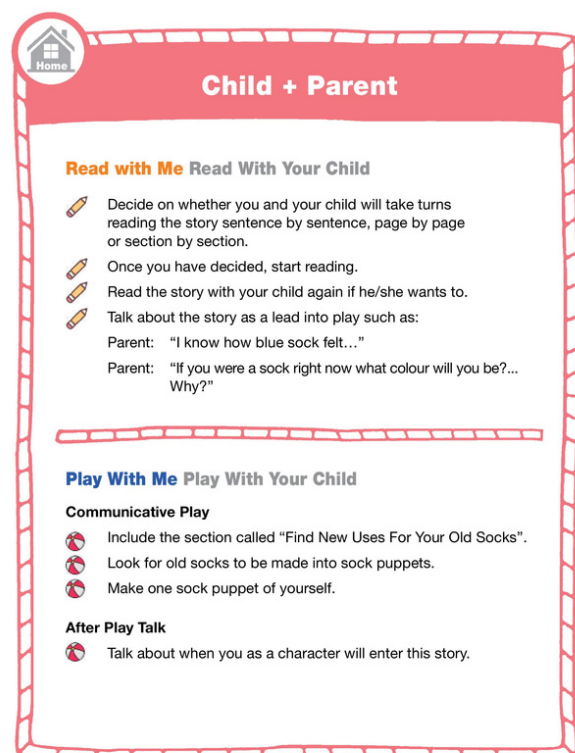
SAMPLE PROGRAMME

HOME ACTIVITY CHILD + PARENT

Guides parents through the activities and provides them with suggestions to engage their child in discussion or pairwork **before and after reading the book**.

Constructive Play requires the child to:

1. assemble old socks and think of ideas to recycle them
2. make craft ideas with old socks



READ WITH ME READ WITH YOUR CHILD

Language focus: Reading, Listening, Speaking skills

Build the child's vocabulary with the help of the word bank.

Use of imperative verbs: decide, read, talk

- **Decide** on whether you and your child will take turns reading the story sentence by sentence, page by page or section by section.
- Once you have decided, start reading.
- **Read** the story with your child again if he/she wants to.
- **Talk** about the story as a lead into play such as:

Parent: "I know how blue sock felt..."

Parent: "If you were a sock right now, what colour will you be? Why?"

Words in the Story You Can Use:

Encourage children to use these highlighted words during "talk" segments of the programme.



Words You Can Use:

sock on its own
bobbly
holey
shabby
socks are a pair
unrolled

PLAY WITH ME READ WITH YOUR CHILD

Language focus: Speaking skills

Each home activity focuses on one play category and includes another "talk" segment, motivating readers to connect with the story.

Use of imperative verbs: include, look, make, talk

Constructive Play

- **Include** the section called "Find The Uses For Your Old Socks".
- **Look** for old socks to be made into sock puppets.
- **Make** one sock puppet of yourself.

After Play Talk

- **Talk** about when you as a character will enter this story.



READ + PLAY

Stories to nurture the leaders of tomorrow
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SAMPLE PROGRAMME

HOME ACTIVITY

CHILD + SIBLING OR FRIEND

Motivates the child to engage in discussion and pairwork through the use of child-friendly prompts.

Dramatic Play encourages the child to be creative when they:

- 1.pair different socks together and roll them into sock balls
- 2.make a sock man out of socks and give him a character

READ WITH ME READ WITH YOUR SIBLING/FRIEND

Language focus: Reading, Listening, Speaking skills

Build the child's vocabulary with the help of the word bank.

Use of imperative verbs: decide, talk, share

- **Decide** on whether you and your sibling will take turns reading the story sentence by sentence, page by page or section by section.
- Once you have decided, start reading.
- If you want to read it again, do so.
- **Talk** about the story, **share** what you like about the story:

Child #1: "I liked the part when...because..."

Child #2: "Yes, that was good. I liked the part when... though because..."

PLAY WITH ME READ WITH YOUR SIBLING/FRIEND

Language focus: Speaking skills

The buddy activity focuses on stimulating the child's interest through teamwork and interaction with their siblings or peers. It also develops their emotional intelligence as they personify the sock man.

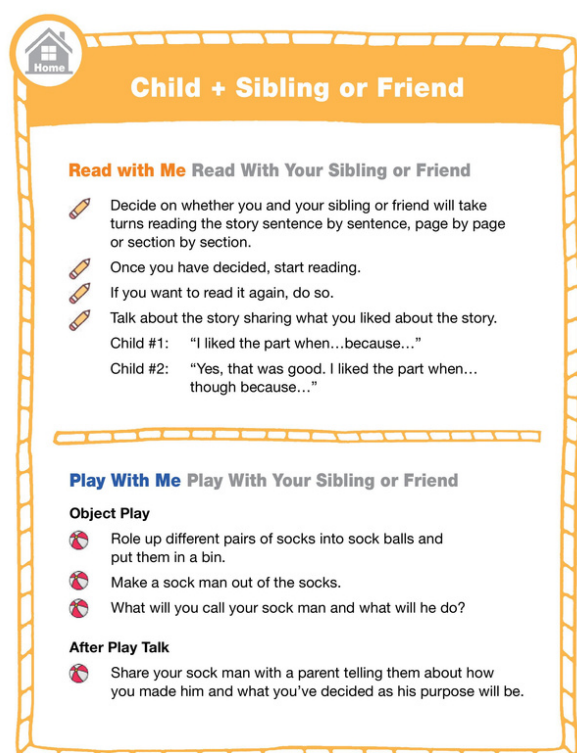
Use of imperative verbs: roll up, make, share

Dramatic Play

- **Roll** up different pairs of socks into sock balls and put them in a bin.
- **Make** a sock man out of the socks.
- **What** will you call your sock man and what will he do?

After Play Talk

Share your sock man with a parent telling them about how you made him and what you've decided as his purpose will be.





READ + PLAY

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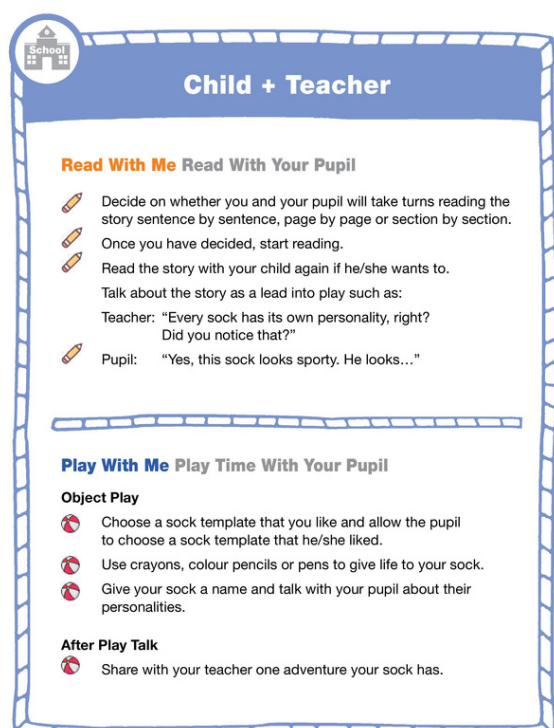
SAMPLE PROGRAMME

HOME ACTIVITY CHILD + TEACHER

Provides teachers with instructional guidance and suggested activities. Teachers can also rely on these prompts to design more classroom play for their pupils.

Symbolic Play develops your pupil's:

1. cognitive skills
2. social skills
3. emotion quotient



READ WITH ME READ WITH YOUR SIBLING/FRIEND

Language focus: Reading, Listening, Speaking skills

Through guided thinking, your pupil will be able to recognise various emotions and expressions. This segment will motivate your pupil to communicate their feelings confidently and relate what they learn to real-life situations.

Use of imperative verbs: decide, read, talk

- **Decide** on whether you and your pupil will take turns reading the story sentence by sentence, page by page or section by section.
- Once you have decided, start reading.
- **Read** the story with your pupil again if he/she wants to.
- **Talk** about the story as a lead into play such as:

Teacher: "Every sock has its own personality, right?
Did you notice that?"

Pupil: "Yes, this sock looks sporty. He looks..."

PLAY WITH ME READ WITH YOUR PUPIL

Language focus: Speaking, Writing skills

Each book and activity are developed with the readers' cognitive skills in mind to ensure that children are able to connect with the story and understand the activity instructions.

Use of imperative verbs: choose, use, give, share

Constructive Play

- **Choose** a sock template that you like and allow the pupil to choose a sock template that he/she likes.
- **Use** crayons, colour pencils or pens to give life to your sock.
- **Give** your sock a name and talk with your pupil about their personalities.

After Play Talk

- **Share** with your teacher one adventure your sock has.



READ + PLAY

Stories to nurture the leaders of tomorrow
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SAMPLE PROGRAMME

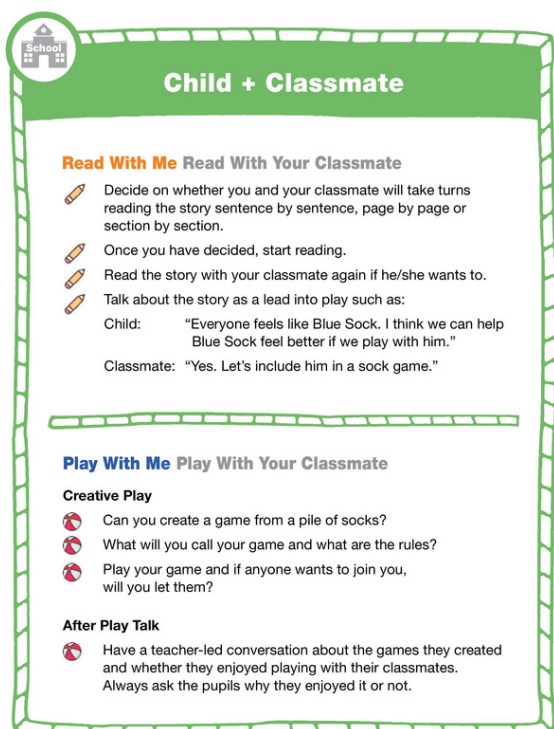
HOME ACTIVITY

CHILD + CLASSMATE

The peer interaction activities are designed to match the child's language and comprehension skills.

Constructive Play features language prompts in the form of questions to:

1. build the child's thinking skills
2. enhance their communications skills



READ WITH ME READ WITH YOUR CLASSMATE

Language focus: Reading, Listening, Speaking skills

Through guided thinking, your pupil will be able to recognise various emotions and expressions. This segment will motivate your pupil to communicate their feelings confidently and relate what they learn to real-life situations.

Use of imperative verbs: decide, read, talk

- **Decide** on whether you and your classmate will take turns reading the story sentence by sentence, page by page or section by section.
- Once you have decided, start reading.
- **Read** the story with your classmate again if he/she wants to.
- **Talk** about the story as a lead into play such as:

Child: "Everyone feels like Blue Sock. I think we can help Blue Sock feel better if we play with him."

Classmate: "Yes. Let's include him in a sock game."

PLAY WITH ME READ WITH YOUR CLASSMATE

Language focus: Speaking, Writing skills

This section is designed to stimulate the child's creativity and support their language development and encourages them to tell us about their ideas and logic, and reflections.

A teacher-led discussion promotes student engagement where these young children take on an active role in the learning process. This engaged learning motivates group problem solving and teaches children to understand and evaluate information.

Creative Play

- **Can** you create a game from a pile of socks?
- **What** will you call your game and what are the rules?
- **Play** your game and if anyone wants to join you, will you let them?

After Play Talk

- Have a **teacher-led conversation** about the games they created and whether they enjoyed playing with their classmates. Always ask the pupils why they enjoyed it or not.



READ + PLAY

Stories to nurture the leaders of tomorrow
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ABOUT THE TEAM

Produced by **Marshall Cavendish International**, a leading publisher of educational content, each story is crafted by a panel of specialist and award-winning picture book authors and illustrators.

The learning pedagogy for all titles in this series of books are developed by Fulbright scholar **Dr Jo-Ann Netto-Shek**, who lectures at the English Language and Literature Academic Group, National Institute of Education (NIE), Nanyang Technological University, Singapore, and whose research speciality lies in language and literacy teaching, pedagogic theory and the teaching of thinking skills.



This series will be further supplemented by digital resources:

Web-based



Activity Sheets



Teacher's Guide



Coming Soon

More information on the **Read + Play** series will be made available on our website:

www.marshallcavendish.com/resources/readplay

Marshall Cavendish International

A leading general interest publisher in Asia known for its diverse subject areas and pool of dynamic authors. Our expertly curated books offer readers enriching and memorable experiences.

We are committed to bringing you children's books that foster holistic education, encourage the development of curiosity beyond formal education, nurture strengths and interests and cultivate essential values from their early years.

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