

## Paper Dragon Boat Template

Attention Life & Business Coaches! This is NOT just another "how to" course on becoming a coach yet it will change your perception about coaching! It is NOT about getting more coaching clients yet this course will help you to get exponentially MORE clients than you've ever attracted before! It is NOT about making more money as a coach, yet this course will help you generate more revenue from your coaching practice than you ever thought possible! Many coaches are struggling financially and are desperately trying to fill their practices with reliable and high-paying clients. Yet not having enough clients is only a symptom of an unsuccessful coaching practice, but not its root cause. If you're not running a successful and profitable coaching practice, there is only one reason: You're not delivering the RESULTS your clients hired you for! So here is your REALITY CHECK! If you want to want to make a greater impact as a coach and charge high-end coaching fees, you need to "step up your game"! You need to become a Results Coach who can deliver the results clients are looking for! Results Coach Mastery will guide you step-by-step through the process of transitioning from a traditional coach to a Results Coach! This book provides you with a complete start-to-finish blueprint for your new coaching practice! But with one major difference! It is 100% goal-oriented and results-driven! Over the next 50 days, you will: - Learn how to deliver the RESULTS your clients are looking for! - Create your Unique Coaching Proposition (UCP). - Determine the VALUE of your Coaching Programs in real terms. - Develop a formula to calculate your coaching fees in a professional way. - Learn how to identify the Desired Outcome your client wants to achieve. - Draft a Coaching Proposal that outlines your coaching program, the results that your clients can expect to achieve and the coaching fees that you will charge. (template included). - Create a comprehensive Coaching Agreement based on mutual accountability for you and your client (template included). - Develop a Signature Coaching Program that is niche specific. - Teach the three modalities of Results Coaching: One-on-One, Group and Hybrid coaching. - Structure your coaching practice for maximum results and coaching fees. - Market and monetize your coaching practice for maximum profitability. - Produce valuable free content to create the perception that you are an authority in your niche. - Develop your unique and powerful Coaching Brand. - Launch your new Coaching Practice in 28 days! Whether you're a brand new coach just starting out, or a seasoned veteran with years of experience, if you want to produce the RESULTS that your clients are eager to pay high-end coaching fees for, this book is for you! And that is a REALITY CHECK that you can take to the bank! Results Coach Mastery is a complete coaching training program "in-a-book"! Once you've implemented all the strategies and techniques that are found in the 30 modules and completed all the assignments, you will be ready, confident and competent to create a rewarding and lucrative coaching practice as a Results Coach in 50 days!

Sketch Paper Pocket-sized 5\*8 inch, 150 pages. This template has a simple rectangular frame with rounded corners that provides a crisp, clean open space to draw within.

In this funny, uncannily wise portrait of the dynamics of a sixth-grade class and of the greatness that sometimes comes in unlikely packages, Dwight, a loser, talks to his classmates via an origami finger puppet of Yoda. If that weren't strange enough, the puppet is uncannily wise and prescient. Origami Yoda predicts the date of a pop quiz, guesses who stole the classroom Shakespeare bust, and saves a classmate from popularity-crushing embarrassment with some well-timed advice. Dwight's classmate Tommy wonders how Yoda can be so smart when Dwight himself is so clueless. With contributions from his puzzled classmates, Tommy assembles this first case file in the blockbuster bestselling Origami Yoda series, written by Tom Angleberger, author of Star Wars: Return of the Jedi: Beware the Power of the Dark Side, and hailed by School Library Journal as "honest, funny, and immensely entertaining." F&P Level: T F&P Genre: RF

Rock, Paper, Scissors is a collection of creative, fun, sense-stimulating things you can do with very simple materials: stones, paper and scissors. From land art to science experiments, with a pinch of geology, and a sprinkling of magic, these easy-but-inspiring and thrifty activities will keep your family occupied all year round. Rock, Paper, Scissors is packed with activities to do indoors and outdoors, in the city, at the beach, in the countryside – wherever you might be. Perfect for parents who are keen to turn walks and day trips into exciting experiences, this activity book will have universal appeal for families who want to reduce their screen time and encourage kids to conjure up adventures from almost nothing both indoors and out.

Special edition slipcase edition of John Green's Paper Towns, with pop-up paper town. From the bestselling author of The Fault in our Stars. Quentin Jacobsen has always loved Margo Roth Spiegelman, for Margo (and her adventures) are the stuff of legend at their high school. So when she one day climbs through his window and summons him on an all-night road trip of revenge he cannot help but follow. But the next day Margo doesn't come to school and a week later she is still missing. Q soon learns that there are clues in her disappearance . . . and they are for him. But as he gets deeper into the mystery - culminating in another awesome road trip across America - he becomes less sure of who and what he is looking for. Masterfully written by John Green, this is a thoughtful, insightful and hilarious coming-of-age story.

One cold rainy day when my father was a little boy, he met an old alley cat on his street. The cat was very drippy and uncomfortable so my father said, "Wouldn't you like to come home with me?" This surprised the cat—she had never before met anyone who cared about old alley cats—but she said, "I'd be very much obliged if I could sit by a warm furnace, and perhaps have a saucer of milk."

Christopher Paolini's world of Alagaësia is a magical land, full of mysterious people, objects, and places—one that has captivated millions of fans across the globe. Now, with the Inheritance Fan Book, those fans have a resource in the form of an A-to-Z almanac, where they can find everything they ever wanted to know about this fascinating world. From Arya to Zar'roc, this is an exhaustive encyclopedia about the land of the Inheritance cycle that also offers little-known facts gleaned from dozens of interviews with Christopher Paolini. Did you know . . . -that Helgrind, the den of the Raz'ac, is based on a real rock formation? -that Saphira's blue-tinted vision was inspired by Paolini's own color blindness? -that the Broddrings are the original humans who traveled to Alagaësia with King Palancar? A must-have book for every Inheritance fan!

When a boy goes to the market to buy food and comes home with an old wok instead, his parents wonder what they'll eat for dinner. But then the wok rolls out of the poor family's house with a skippity-hoppity-ho! and returns from the rich man's home with a feast in tow! With spirited text and lively illustrations, this story reminds readers about the importance of generosity.

We were going out stealing horses. That was what he said, standing at the door to the cabin where I was spending the summer with my father. I was fifteen. It was 1948 and one of the first days of July. Trond's friend Jon often appeared at his doorstep with an adventure in mind for the two of them. But this morning was different. What began as a joy ride on "borrowed" horses ends with Jon falling into a strange trance of grief. Trond soon learns what befell Jon earlier that day—an incident that marks the beginning of a series of vital losses for both boys. Set in the easternmost region of Norway, Out Stealing Horses by Per Petterson begins with an ending. Sixty-seven-year-old Trond has settled into a rustic cabin in an isolated area to live the rest of his life with a quiet deliberation. A meeting with his only neighbor, however, forces him to reflect on that fateful summer.

Includes illustrated instructions for origami projects that range from simple to challenging.

Turn a single sheet of colored paper into an animal, a hat, a boat, or even a camera! The three-dimensional drawings and simple instructions are easy for beginners to follow.

The designs range from traditional Japanese origami to novel ones that can be manipulated and moved, giving everyone—from kids to grandparents—hours of pleasure and fun.

**INTRODUCTION** The craft of paper folding in Japan has been passed down from mother to child for generations, right up until the present day. Origami thus embodies skills that have been developed through play and enjoyment over the ages. Traditional designs, such as the popular crane - with their finely balanced artistry and beauty - may be said to represent the living shapes of Japan. Today this art has spread all over the world, attracting enthusiasts in dozens of countries, and the word "origami" itself has become widely recognized and internationally accepted. Origami societies have proliferated - in fact, the British Origami Society predates the Nippon Origami Society by several years - and this has further enriched the art and led to the creation of numerous innovative designs. This book presents a careful selection of classic and novel designs that can be easily mastered by the beginner. Notable features are:

- o Clear, easy-to-understand, three-dimensional illustrations created with computer graphics.
- o Indications of the paper size for each design, giving the shapes and sorts of paper that can be used.
- o Suggestions on how to play with such origami toys as the Camera, Party Popper and the Paku-Paku Game.

Through a series of poems, a young girl chronicles the life-changing year of 1975, when she, her mother, and her brothers leave Vietnam and resettle in Alabama.

Imaginative 3D origami projects that anyone can make! Do you love the art of paper folding? Well, your favorite pastime goes 3D in this origami guide! Inspired by the kawaii style everyone loves, 3D Origami Fun! shows you how to up your paper-folding game with twenty-five spectacular projects. From cupcakes to butterflies to sea turtles, each page features detailed explanations and step-by-step photos for constructing eye-catching sculptures using basic folds and origami pieces. Whether you're new to paper crafts or a seasoned pro, this book will teach you how to build a variety of impressive 3D origami projects. So take out your paper, flex your fingers, and get ready to create dozens of fun origami projects you won't find anywhere else!

Featuring the whimsical illustrations of artist and sculptress Becca Golins of Dragons and Beasties, this book is full of adorable dragons with their sweet pets! The high quality inked drawings are a joy for all ages to color! All images are printed on one side of the page only to accommodate those who use markers, as well as those who like to cut out or frame their finished work! It is recommended that a piece of paper be placed between the pages if you plan on using markers so that it will not bleed through to the other page.

Max is used to being called Stupid. And he is used to everyone being scared of him. On account of his size and looking like his dad. Kevin is used to being called Dwarf. On account of his size and being some cripple kid. But greatness comes in all sizes, and together Max and Kevin become Freak The Mighty and walk high above the world. An inspiring, heartbreaking, multi-award winning international bestseller.

A toy Indian and his canoe travel from Lake Nipigon to the Atlantic Ocean.

In an era when screens dominate children's imaginations, Magna-Tiles stands for 100% unplugged fun. With over 150 creative Magna-Tiles build ideas, activities, and challenges curated from Magna-Tiles fans around the world, this book is designed to inspire the next generation of lifelong inventors, explorers, and learners. With thoughtful text and bright illustrations, children are exposed to all kinds of exciting projects: building a rainbow, designing a Magna-Tiles or Magna-Qubix circuit, going on a magnetism hunt, and more. The book itself is simply a collection of Magna-Tiles and Magna-Qubix creations and activities to inspire and guide young builders. There are minimal instructions because we want to allow little ones to build freely and improvise. Chapters are divided up by beginner (ages 3+), intermediate (ages 4-5), advanced (ages 5+) and STEAM learning (ages 3 and up with adult help) featuring activities to encourage inventiveness, problem solving skills, and creativity to keep young builders occupied for hours. Mr. Magna-Tiles pops up throughout the book to provide helpful tips, and even shares fun facts about Magna-Tiles! Magna-Tiles Play Book is perfect for STEAM-loving kids and families looking for a fun way to play together - and anyone else who is ready to get creative! 2020 Magna-Tiles. All rights reserved.

Crafting has never been more popular and Maggy Woodley, the creative force behind Red Ted, is passionate about making things with her children, Max, four, and Pippa, two. Using recycled materials and bits and bobs collected when out and about, here are over 60 utterly irresistible things to make with your kids. From adorable peanut shell finger puppets to walnut babies, loo roll marionettes and egg carton fairy lights, fabric mache bowls, stick men and shell crabs, stone people, and many more, these are projects for all the family to have fun with. And what's more, the end results are so cute and desirable that they look great around the home, or make wonderfully unique and personal gifts. With a funky, modern design and vibrant full colour photography throughout, this is a must-have addition to every young family's bookshelf.

Paper Engineering & Pop-ups For Dummies covers a wide range of projects, from greeting cards to freestanding models. Easy-to-follow, step-by-step instructions and dozens of accompanying diagrams help readers not only to complete the diverse projects in the book, but also master the skills necessary to apply their own creativity and create new projects, beyond the book's pages.

Bridging the fields of conservation, art history, and museum curating, this volume contains the principal papers from an international symposium titled "Historical Painting Techniques, Materials, and Studio Practice" at the University of Leiden in Amsterdam, Netherlands, from June 26 to 29, 1995. The symposium—designed for art historians, conservators, conservation scientists, and museum curators worldwide—was organized by the Department of Art History at the University of Leiden and the Art History Department of the Central Research Laboratory for Objects of Art and Science in Amsterdam. Twenty-five contributors representing museums and conservation institutions throughout the world provide recent research on historical painting techniques, including wall painting and polychrome sculpture. Topics cover the latest art historical research and scientific analyses of original techniques and materials, as well as historical sources, such as medieval treatises and descriptions of painting techniques in historical literature. Chapters include the painting methods of Rembrandt and Vermeer, Dutch 17th-century

landscape painting, wall paintings in English churches, Chinese paintings on paper and canvas, and Tibetan thangkas. Color plates and black-and-white photographs illustrate works from the Middle Ages to the 20th century.

In this interactive story with pull-tabs and color wheels, a chameleon is looking for his friend, but when he comes across a snake, a wolf, and a crocodile during his search, chameleon learns the value of being able to change colors.

Life on Earth isn't always fair, so Sophia runs off to the moon, where there are no bedtimes, no time-outs, and no Mom. But as Sophia and her mom send letters to each other, Mom has a clever comeback for all of Sophia's angry notes. Home starts to sound not-quite-so-bad, especially when Mom reports that someone from the moon has moved in to Sophia's old room, they're having spaghetti for dinner, and they're reading Sophia's favorite story at bedtime. A through line of unconditional love underscored with lots of humor and imagination makes this picturebook a stellar pick for storytime.

WINNER OF THE 2021 JOYCE CAROL OATES PRIZE NAMED A BEST BOOK OF 2020 BY O MAGAZINE, THE NEW YORKER, THE WASHINGTON POST, REAL SIMPLE, THE GUARDIAN, AND MORE FINALIST FOR: THE STORY PRIZE, THE L.A. TIMES BOOK PRIZE, THE ASPEN WORDS LITERARY PRIZE, THE CHAUTAUQUA PRIZE "Sublime short stories of race, grief, and belonging . . . an extraordinary new collection . . ." --The New Yorker "Evans's new stories present rich plots reflecting on race relations, grief, and love . . ." --The New York Times Book Review, Editor's Choice "Danielle Evans demonstrates, once again, that she is the finest short story writer working today." --Roxane Gay, The New York Times--bestselling author of *Difficult Women* and *Bad Feminist* The award-winning author of *Before You Suffocate Your Own Fool Self* brings her signature voice and insight to the subjects of race, grief, apology, and American history. Danielle Evans is widely acclaimed for her blisteringly smart voice and X-ray insights into complex human relationships. With *The Office of Historical Corrections*, Evans zooms in on particular moments and relationships in her characters' lives in a way that allows them to speak to larger issues of race, culture, and history. She introduces us to Black and multiracial characters who are experiencing the universal confusions of lust and love, and getting walloped by grief--all while exploring how history haunts us, personally and collectively. Ultimately, she provokes us to think about the truths of American history--about who gets to tell them, and the cost of setting the record straight. In "Boys Go to Jupiter," a white college student tries to reinvent herself after a photo of her in a Confederate-flag bikini goes viral. In "Richard of York Gave Battle in Vain," a photojournalist is forced to confront her own losses while attending an old friend's unexpectedly dramatic wedding. And in the eye-opening title novella, a black scholar from Washington, DC, is drawn into a complex historical mystery that spans generations and puts her job, her love life, and her oldest friendship at risk.

After her castle and clothes are destroyed by the dragon, Princess Elizabeth, dressed only in a paper bag, sets out to rescue Prince Ronald, who was taken captive.

*A Primer on Reptiles and Amphibians* is an innovative educational resource designed to forge a connection between the reader and the creeping critters of the world. Turtles, frogs, lizards, salamanders, snakes, and crocodiles; these animals evoke fear and fascination. This primer dispels myths and unlocks mysteries surrounding these diverse survivors which have mastered virtually every habitat on Earth. Tragically, these animals now face pressures of unprecedented severity, but there is still time to make a difference if more of us work together. Micha Petty is an international award-winning Master Naturalist and wildlife rehabilitator. This critically-acclaimed debut volume is a collection of Micha's interpretive writings, carefully crafted to make learning easy for everyone. These bulletins display his passion for Conservation Through Education while covering topics such as living harmoniously with wildlife, physiology, natural history, observation, and conservation. Flip to any page to be instantly introduced to new facets of reptiles, amphibians, the perils they face, and how you can join the fight to save them.

"Time is no more for the fifteen hundred souls who perished with them; but Honour and Glory, by strange ways and unlooked-for events, have come into their own. It was not Time, nor the creatures and things of Time, that received their final crown there; but things that have nothing to do with Time, qualities that, in their power of rising beyond all human limitations, we must needs call divine." "To say that all the men who died on the Titanic were heroes would be as absurd as to say that all who were saved were cowards. There were heroes among both groups and cowards among both groups, as there must be among any large number of men." "In such moments all artificial bonds are useless. It is what men are in themselves that determines their conduct; and discipline and conduct like this are proofs, not of the superiority of one race over another, but that in the core of human nature itself there is an abiding sweetness and soundness that fear cannot embitter nor death corrupt." The story of the sinking of the Titanic based on first hand accounts collected in the days and weeks following the disaster. The story of the Titanic is now well known, but in the months following the disaster wild speculation was rife. On Thursday 22 May 1912, a mere 37 days after the sinking, respected London publisher Grant Richards, delivered Filson Young's book to booksellers around the capital. It was the first attempt to plot the demise of the unsinkable ship from a well-respected writer who had already argued in the light of the Oceana sinking, for proper use of the wireless on board ships. Both Filson and Grant knew victims of the sinking and both worked hard to gather first-hand testimony to use in the book. Much of his telling of the story still stands today and his speculations about the feeling of daily life aboard the doomed ship are used in books and films on the subject.

Provide students with frequent, focused skills practice with this Reproducible Teacher's Edition. The reproducible format and additional teacher resources provide everything needed to help students master and retain basic skills. In *Building Spelling Skills Daily Practice, Grade 6+*, students will learn 18 spelling words per week (540 total). Three sentences for dictation are provided for each list.

A complete introduction to building robust and reliable software *Beginning Software Engineering* demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or

management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Surveys the history of storytelling as practiced in United States libraries and offers practical guidelines for selecting material, preparing oneself and one's audience, presenting stories, planning programs, and meeting the needs of handicapped children

Inspire creativity with fifty-two seasonal arts and crafts activities from Crayola -- the number one name in color and classic DIY crafts for kids -- that will help grow your child's confidence, while building a passion for learning new skills! Crayola has been unleashing creativity and self-expression for the last 117 years. Since early 2018, their CIY (Create It Yourself) videos have showcased new and exciting ways for kids ages six and up to use Crayola products to create Instagram-worthy works of art. Crayola: Create It Yourself includes fifty-two of the most popular and fun craft projects, organized by the four seasons: fall, winter, spring, and summer. Kids will create DIY gifts like Mother's Day picture frames and Valentine's Day Lanterns, they'll decorate the house with Haunted Halloween Decorations and Melted Crayon Ornaments, and they'll make timeless paper spinners and CIY terrariums for use all year round. Each activity includes a complete art supply list, clear step-by-step photographs and instructions, as well as finished samples. Perfect for use at home or in the classroom, the Crayola: Create It Yourself Activity Book encourages kids to put down their digital devices, pick up their crayons, and get creative.

Crayola: Create It Yourself 52 Colorful DIY Craft Projects for Kids to Create Throughout the Year Black Dog & Leventhal

"Fascinating. Doidge's book is a remarkable and hopeful portrait of the endless adaptability of the human brain."—Oliver Sacks, MD, author of *The Man Who Mistook His Wife for a Hat* What is neuroplasticity? Is it possible to change your brain? Norman Doidge's inspiring guide to the new brain science explains all of this and more An astonishing new science called neuroplasticity is overthrowing the centuries-old notion that the human brain is immutable, and proving that it is, in fact, possible to change your brain.

Psychoanalyst, Norman Doidge, M.D., traveled the country to meet both the brilliant scientists championing neuroplasticity, its healing powers, and the people whose lives they've transformed—people whose mental limitations, brain damage or brain trauma were seen as unalterable. We see a woman born with half a brain that rewired itself to work as a whole, blind people who learn to see, learning disorders cured, IQs raised, aging brains rejuvenated, stroke patients learning to speak, children with cerebral palsy learning to move with more grace, depression and anxiety disorders successfully treated, and lifelong character traits changed. Using these marvelous stories to probe mysteries of the body, emotion, love, sex, culture, and education, Dr. Doidge has written an immensely moving, inspiring book that will permanently alter the way we look at our brains, human nature, and human potential.

The first book in the New York Times bestselling series "made for fans of Victoria Aveyard and Sabaa Tahir" (Bustle), *Ash Princess* is an epic new fantasy about a throne cruelly stolen and a girl who must fight to take it back for her people. Theodosia was six when her country was invaded and her mother, the Fire Queen, was murdered before her eyes. On that day, the Kaiser took Theodosia's family, her land, and her name. Theo was crowned Ash Princess—a title of shame to bear in her new life as a prisoner. For ten years Theo has been a captive in her own palace. She's endured the relentless abuse and ridicule of the Kaiser and his court. She is powerless, surviving in her new world only by burying the girl she was deep inside. Then, one night, the Kaiser forces her to do the unthinkable. With blood on her hands and all hope of reclaiming her throne lost, she realizes that surviving is no longer enough. But she does have a weapon: her mind is sharper than any sword. And power isn't always won on the battlefield. For ten years, the Ash Princess has seen her land pillaged and her people enslaved. That all ends here.

"Sure to be one of the summer's most talked about YAs. . . . A darkly enchanting page-turner you won't be able to put down."—Bustle

Created by the founding executive director of the International Spy Museum, a fact-filled handbook about the intelligence profession provides a historical time line, definitions of key terms, suggestions for further reading, quizzes, and exercises to see if readers have the right spy stuff.

What happens when a sheepish knight and a not-so-fierce dragon fight for the very first time? Well, it's no ordinary battle since the knight has to go to the castle library to learn about dragon-fighting and the dragon must dig through his ancestor's things to find out how to fight a knight! "Spontaneity of line and feeling are backed by zesty colors and a jovial, tongue-in-cheek tone to which children can relate—a top springtime choice." —Booklist "There's a swirl of good-humored life to the book." —The New York Times Book Review

In the time since the second edition of *The ACS Style Guide* was published, the rapid growth of electronic communication has dramatically changed the scientific, technical, and medical (STM) publication world. This dynamic mode of dissemination is enabling scientists, engineers, and medical practitioners all over the world to obtain and transmit information quickly and easily. An essential constant in this changing environment is the requirement that information remain accurate, clear, unambiguous, and ethically sound. This extensive revision of *The ACS Style Guide* thoroughly examines electronic tools now available to assist STM writers in preparing manuscripts and communicating with publishers. Valuable updates include discussions of markup languages, citation of electronic sources, online submission of manuscripts, and preparation of figures, tables, and structures. In keeping current with the changing environment, this edition also contains references to many resources on the internet. With this wealth of new information, *The ACS Style Guide's Third Edition* continues its long tradition of providing invaluable insight on ethics in scientific communication, the editorial process, copyright, conventions in chemistry, grammar, punctuation, spelling, and writing style for any STM author, reviewer, or editor. The

