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In the sixth century of the common era, the Prophet Muhammad appeared in the Arabian Peninsula, proclaiming the message that there was only one god,

called Allah, and that all people should obey Allah's requirements for their lives. Today, Islam is the second-largest religion in the world, with more than 1.6 billion Muslims adhering to this faith. However, although all Muslims do revere Islam's sacred scripture, the Quran, there are many differences in the way that the faith is practiced throughout the world. This book will discuss the origins of Islam, the major sects that follow the faith, important religious centers such as Mecca and Medina, and the elemental religious practices that unite all members of the umma, or Islamic community. The MAJOR WORLD RELIGIONS series provides information about six of the most important religious faiths practiced around the world. More than 75 percent of the world's population over 5.2 billion people observes the tenets of one of these six religions. Each book in the series describes the important beliefs of a particular religion, along with information about its history, practices, and rituals. Each title in this series includes color photos throughout, and back matter including: an index and further reading lists for books and internet resources, a timeline and organizations to contact. Key Icons appear throughout the books in this series in an effort to encourage library readers to build knowledge, gain awareness, explore possibilities and expand their viewpoints through our content rich non-fiction books. Key Icons in this series are as follows: Words to Understand are shown at the front of each chapter with definitions. These words are set in boldfaced type in that chapter, so that readers are able

to reference back to the definitions--building their vocabulary and enhancing their The curious flight patterns of crows lead a teen computer programmer down a path of mystery and romance. Gin trusts logic a little too much. She even designs programs to decide what to eat and how to spend her time. All that changes when she's paired with a new transfer student, Felix, on a computer modeling assignment to explain certain anomalies in the behavior of crows. Speaking of anomalies, why is Gin so disappointed that Felix isn't a match for her in the dating app she's designing with local gamers? As she enters Felix's world and digs further into the data behind crow behavior, Gin uncovers a terrible secret. And the wrong decision could equal disaster squared . . . This short book offers a series of thought experiments and invites Shakespeareans to rediscover the wonders and pleasures of fandom. It does not argue that comic books and movies can or should replace Shakespeare; the goal is to explore the values in both, to think of comics as allusively Shakespearean, telling similar stories, expressing similar concerns, exploring similar values. Shakespeare and Superheroes seeks to re-democratize criticism by encouraging all readers to engage in and to respond to literary arguments using their own common cultural language. Can a good speech save democracy? "Anyone interested in the past, present and future of speeches and speechwriting will find [this] a fascinating read." —The Spectator When First Lady Michelle Obama approached the

podium at the 2016 Democratic National Convention, nobody could have predicted that her rousing line “When they go low, we go high” would become the motto for the political left and an anthem for opponents of oppression worldwide. It was a speech with the kind of emotional pull rarely heard these days, joining a long list of addresses that have made history. But what was it that made this speech so great? *When They Go Low, We Go High* explores the most notable speeches in history, analyzing the rhetorical techniques to uncover how the right speech at the right time can profoundly shape the world. Traveling across continents and centuries, political speechwriter Philip Collins reveals what Thomas Jefferson owes to Cicero and Pericles; who really gave the Gettysburg Address; and what Elizabeth I shares with Winston Churchill. In telling the stories of famous and sometimes infamous speeches—including those from Lincoln, Woodrow Wilson, JFK, Martin Luther King, Jr., Disraeli, Hitler, Elie Wiesel, Margaret Thatcher, and Barack and Michelle Obama—Collins breathes new life into words you thought you knew well, telling the story of democracy. Whether it’s the inaugural addresses of presidents or the revolutionary writings of Castro, Pankhurst, and Mandela, Collins illuminates and contextualizes these moments with sensitivity and humor. *When They Go Low, We Go High* examines the power of public speaking and serves as an urgent reminder that words can change the world. “Hits on three unassailable truths: rhetoric and democracy must go hand-in-hand;

democracy, for all of its flaws, is superior to tyranny; and democracy is currently under assault.” —Paste “Collins . . . understands intimately the mechanics of rhetoric. He believes that we, as human beings, possess the capacity to extract ourselves from the swamp in which we have sunk.” —The Times “This book contains some graphic violence and scenes that may be upsetting for some readers.”--Page preceding page 1. Learn to create eye-catching, well-composed works of art using acrylic, oil, and watercolor paints. Beginning Composition features quick exercises for getting started in art, primers on the principles of composition and the Rule of Thirds, what to look for when composing artwork, examples of successful (and unsuccessful) compositions from a selection of artists, and customizable painting projects. The Portfolio series covers essential art techniques, core concepts, and media with an approach and format that’s perfect for aspiring, beginning, and intermediate artists. From this concept- and technique-driven series comes Beginning Composition, which details how to compose a work of art so that it draws in—and then holds—the viewer’s attention. Written and illustrated by Kimberly Adams, an experienced author and professional artist with years of experience in creating versatile, stunning works of art, Beginning Composition teaches you how to create successful compositions in acrylic, oil, and watercolor paints. After an introduction to the essentials of composition and some examples of composition in action, you are then invited to create

your own artwork on a range of subjects, including landscapes, florals, animals, and more. The painting projects encourage personalization and creativity. Other topics covered include conveying mood and emotion through composition, the Golden Ratio, focal points, and more. With Portfolio: Beginning Composition, artists of all skill levels can learn to create engaging compositions in a range of art media. It is essential for today's students to learn about science and engineering in order to make sense of the world around them and participate as informed members of a democratic society. The skills and ways of thinking that are developed and honed through engaging in scientific and engineering endeavors can be used to engage with evidence in making personal decisions, to participate responsibly in civic life, and to improve and maintain the health of the environment, as well as to prepare for careers that use science and technology. The majority of Americans learn most of what they know about science and engineering as middle and high school students. During these years of rapid change for students' knowledge, attitudes, and interests, they can be engaged in learning science and engineering through schoolwork that piques their curiosity about the phenomena around them in ways that are relevant to their local surroundings and to their culture. Many decades of education research provide strong evidence for effective practices in teaching and learning of science and engineering. One of the effective practices that helps students learn is to

engage in science investigation and engineering design. Broad implementation of science investigation and engineering design and other evidence-based practices in middle and high schools can help address present-day and future national challenges, including broadening access to science and engineering for communities who have traditionally been underrepresented and improving students' educational and life experiences. Science and Engineering for Grades 6-12: Investigation and Design at the Center revisits America's Lab Report: Investigations in High School Science in order to consider its discussion of laboratory experiences and teacher and school readiness in an updated context. It considers how to engage today's middle and high school students in doing science and engineering through an analysis of evidence and examples. This report provides guidance for teachers, administrators, creators of instructional resources, and leaders in teacher professional learning on how to support students as they make sense of phenomena, gather and analyze data/information, construct explanations and design solutions, and communicate reasoning to self and others during science investigation and engineering design. It also provides guidance to help educators get started with designing, implementing, and assessing investigation and design. This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and

*possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant. While Chaim Potok is most famous for his novels, particularly his first book *The Chosen* (1967)—which was listed on *The New York Times* bestseller list for 39 weeks and sold more than 3,400,000 copies—he also wrote plays, which are collected and published here for the first time. Rena Potok edited the collection and wrote the introduction. This book features all five of Potok’s plays, production notes on each of the plays, prefaces by the directors, and the transcript of a post-performance discussion on *Out of the Depths* featuring Chaim Potok and Prof. David Roskies, which appears for the first time in print, in this volume. Includes: *Out of the Depths* (Performed in Philadelphia in 1990. The last version was a 1990 video of the staged workshop performance. The play was reconstructed for this collection by Rena Potok and David Bassuk, the play’s director and co-creator, based on the video and on the final rehearsal script.) *Sins of**

the Father: The Carnival and The Gallery (Performed in Philadelphia in 1990. Adapted from scenes in Chaim Potok's novels The Promise and My Name is Asher Lev.) The Play of Lights (Performed in Philadelphia in 1992. Adapted from Chaim Potok's novel The Book of Lights.) The Chosen (Premiered in 1999 and performed widely since then. Adapted from the novel of the same name into a play by Chaim Potok and Aaron Posner. This volume contains the most recent authorized version of the play.)

This book provides a critical assessment of the problem of internet child pornography and its governance through legal and non-legal means, including a comparative assessment of laws in England and Wales, the United States of America and Canada in recognition that governments have a compelling interest to protect children from sexual abuse and exploitation. The internet raises novel and complex challenges to existing regulatory regimes. Efforts towards legal harmonization at the European Union, Council of Europe, and United Nations level are examined in this context and the utility of additional and alternative methods of regulation explored. This book argues that effective implementation, enforcement and harmonization of laws could substantially help to reduce the availability and dissemination of child pornography on the internet. At the same time, panic-led policies must be avoided if the wider problems of child sexual abuse and commercial sexual exploitation are to be meaningfully addressed. Ren grew up listening to his

mother spin magical stories about the Star Hosts, a mythical people possessed by the power of the stars. When Ren is forced into slavery by the despotic ruler of his home planet fief, he is stunned to discover firsthand that his mother's folklore surrounding the Star Hosts is true; he is one of them. Armed with this knowledge and the aid of a fellow prisoner-an inscrutable member of the revered Phoenix Corps regiment named Asher-Ren learns to control his newly emerging technopathic abilities. While navigating the growing attraction between them, together they must plan their escape in time to alert the Phoenix Corps of the Baron's intent to conquer the peaceful Drift Alliance before it's too late. After rescuing maiden Ragna, mermaid Ersel realizes the life she wants is above the sea. But when Ersel's suitor catches them together, she must say goodbye or face brutal justice from the king. Desperate, Ersel makes a deal with Loki and is exiled as a result. To fix her mistakes and be reunited with Ragna, Ersel must outsmart the God of Lies. It is very seldom that mere ordinary people like John and myself secure ancestral halls for the summer. A colonial mansion, a hereditary estate, I would say a haunted house, and reach the height of romantic felicity-but that would be asking too much of fate! Still I will proudly declare that there is something queer about it. Else, why should it be let so cheaply? And why have stood so long untenanted? John laughs at me, of course, but one expects that in marriage. John is practical in the extreme. He has no patience with faith, an intense horror of superstition,

and he scoffs openly at any talk of things not to be felt and seen and put down in figures. John is a physician, and perhaps—(I would not say it to a living soul, of course, but this is dead paper and a great relief to my mind)—perhaps that is one reason I do not get well faster. The year is 1994, and alternative is in, except for high schooler Tabitha Denton. Uninterested in boys, lonely, and sidelined by former friends, she finds her escape in a punk concert zine: an ad for a Riot Grrrl meet-up. There, Tabitha discovers herself, love, and how to stand up for what's right. Seventeen-year-old Pippa Wyndham, a top cellist, faces stiff competition in her senior year from cocky Declan Brogan, a transfer student from a fancy conservatory who shares her determination to be the best. Only three students had access to a teacher's racy photos before they went viral. There's Mouse, a brainy overachiever so desperate to escape his father and go to MIT that he would do almost anything, legal or not. Then there's Drew, the star athlete who can get any girl's number—and private photos—with his charm but has a history of passing those photos around. And finally there's Jenna, a good girl turned rebel after her own shocking photos made the rounds at school last year, who is still waiting for justice. All three deny leaking the photos, but someone has to take the fall. This edgy whodunit tackles hot-button issues of sexting and gossip and will have readers tearing through the pages to reach the final reveal. *Art Studio: Faces & Features* introduces beginning artists and art

enthusiasts to the art of drawing and painting heads, faces, and expressions using a variety of mediums. Drawing and painting heads, faces, and expressions can be an intimidating prospect for a beginning artist. *Art Studio: Faces & Features* is here to help, with more than 50 tips, techniques, and step-by-step projects that will have you creating expressive faces and mastering textures in all your drawings. This intuitive guide shows you how to work with graphite and colored pencils; acrylic, oil, and watercolor paints; pastels; and even pen and ink. This range of mediums is the perfect way to experiment, build artistic confidence, and define your own unique style. *Art Studio: Faces & Features* makes the art of drawing expressions possible for beginning fine artists. The *Art Studio* series is designed to help beginning artists venture into fine art; an overview of each art medium helps them determine which they like best. Learn to draw your favorite manga and anime characters, and create your own, with *Illustration Studio: Drawing Manga Heroines and Heroes!* In this exciting extension of the interactive *Illustration Studio* series, learn how to illustrate a range of manga heroes, heroines, and characters—from male and female warriors and fighters to schoolgirls and boys, knights, angels, cyborgs, interstellar idols, and more. The *Illustration Studio* series features interactive exercises, creative prompts, and step-by-step exercises to educate and excite beginning and aspiring artists working in a variety of media and techniques, from manga and anime to illustration done in ink.

Illustration Studio: Manga Heroines and Heroes teaches aspiring and beginning manga artists the basics for creating a range of popular characters, props and scenes. No matter your skill level, the drawing and colorization tips, loads of techniques, and step-by-step projects are instructive and helpful, while creative prompts and exercises invite personalization and participation inside the pages of the book.. You'll be guided through every step as you not only learn how to draw but also familiarize yourself with the vernacular and story lines associated with this popular art genre. A good business plan is both a statement of where you're going and how you will get there. This book provides a step-by-step process for developing and writing a dynamic business plan that will serve you, your business, and your financial backers. Jennifer Travis and Jessica DeSpain present a long-overdue collection of theoretical perspectives and case studies aimed at teaching nineteenth-century American literature using digital humanities tools and methods. Scholars foundational to the development of digital humanities join educators who have made digital methods central to their practices. Together they discuss and illustrate how digital pedagogies deepen student learning. The collection's innovative approach allows the works to be read in any order. Dividing the essays into five sections, Travis and DeSpain curate conversations on the value of project-based, collaborative learning; examples of real-world assignments where students combine close,

*collaborative, and computational reading; how digital humanities aids in the consideration of marginal texts; the ways in which an ethics of care can help students organize artifacts; and how an activist approach affects debates central to the study of difference in the nineteenth century. By making room for this book in your curriculum, you' ll have a fresh way to motivate your students to look at the living world and ask not only " Why?" but also " How do we know?" Unique in both its structure and approach, Reading Nature is a supplemental resource that provides a window into science ideas and practices. You' ll find the book useful because it * Draws on carefully selected peer-reviewed articles so that students have an opportunity for text-based inquiry into scientific investigations. Each of these evidence-based texts ties into one of five disciplinary core ideas in the Next Generation Science Standards-- from molecules to organisms, ecosystems, heredity, biological evolution, and human impacts on Earth systems. * Is organized to make the source material easy for students to grasp and for you to teach. Within each of the book' s five chapters, the authors have framed section headings as questions; highlighted the roles of people in the narrative; offered context and relevant data for the investigations; and provided supplementary teacher questions and prompts. * Can be adapted to your needs as an active tool for inquiry. You may use the various texts in the book to introduce a unit or an investigation or to pull ideas together before a summative assessment. The*

texts are also useful as extensions of existing ideas. Unlike traditional textbooks, *Reading Nature* makes it clear that biology is much more than dry facts and complicated vocabulary. It can help you prompt students to think deeply about the "endeavor of science" as it truly is-- full of ingenious experiments, frustrating dead ends, and incredible finds that contribute to our understanding of the amazing phenomena of living things. The tale of how the colonial Americans won their independence from Great Britain is well-known among young and old, and its retelling continues to be an inspiration for the struggling and downtrodden. Readers will be introduced to the stressful, tense, and sometimes violent days leading up to the revolution. The instructive text then goes on to discuss major battles, war strategies, and tide-turning events. Both text and sidebars highlight important figures and events in this classic historical tale of perseverance that never grows stale. In the *Broken Moon* series finale, Ren embarks on one final mission: find Asher, free Liam, and escape the Corps' reach. But a war is brewing, and Ren is drawn into the conflict. With his friends by his side, he must make a choice that will affect the future of his found family and cluster forever. If the line is the privileged semantic unit in verse, we could ask whether the sentence plays the same role in prose. This possibility holds particular relevance for Virginia Woolf's *Orlando: A Biography*, which presents an intriguing collage of different sentence styles. The present collection of 16

original essays offers fresh perspectives on Orlando through a unique attention to Woolf's sentences. By focusing on single sentences in order to address the book's many interlacing connections between aesthetics and context, it aims to recuperate Orlando as one of Woolf's most dynamic textual experiments. To what extent does Orlando enact a politics of the sentence? How does Woolf's manipulation of generic, gendered, sexual and racial boundaries play out on the level of the sentence? These are some of the questions that this timely volume engages. Contributors include: Jane de Gay, Jane Goldman, Vassiliki Kolocotroni, Randi Koppen and Steven Putzel. Hudson Wheeler is a teen for whom everyone had high expectations, but since his father was killed when he was ten, he's felt unmotivated to pursue much other than his art. During his senior year, he decides to home school, thinking he will get to relax and focus on his two lazy businesses. But instead, he experiences love and rejection for the first time; meets an athletic girl who shows him by example what it means to be a man; and solves the painful mystery of the WWII vet whose poignant plight forces Hudson out of the comfort zone of boyhood. Three months after the events of The Star Host, Ren is living under the watchful eyes of the Phoenix Corps, fearing he's traded one captor for another. His relationship with Asher fractures, and Ren must return to his home planet if he has any hope of regaining humanity. There, he discovers knowledge that puts everyone's allegiance to the test. ♠Should feminists

clone? What do neurons think about? How can we learn from bacterial writing? These provocative questions have haunted neuroscientist and molecular biologist Deboleena Roy since her early days of research when she was conducting experiments on an *in vitro* cell line using molecular biology techniques. An expert natural scientist as well as an intrepid feminist theorist, Roy takes seriously the expressive capabilities of biological objects such as bacteria and other human, nonhuman, organic, and inorganic actants in order to better understand processes of becoming. She also suggests that renewed interest in matter and materiality in feminist theory must be accompanied by new feminist approaches that work with the everyday, nitty-gritty research methods and techniques in the natural sciences. By practicing science as feminism at the lab bench, Roy creates an interdisciplinary conversation between molecular biology, Deleuzian philosophies, science and technology studies, feminist theory, posthumanism, and postcolonial and decolonial studies. In *Molecular Feminisms* she brings insights from feminist and cultural theory together with lessons learned from the capabilities and techniques of bacteria, subcloning, and synthetic biology to offer tools for how we might approach nature anew. In the process she demonstrates that learning how to see the world around us is also always about learning how to encounter that world. *Layout Workbook* is one of five volumes in Rockport's series of practical and inspirational workbooks that cover the fundamental

areas of the graphic design business. In the original, 2005 edition, author Kristin Cullen tackled the often perplexing job of nailing down a layout that works. In the new edition, with a new cover and new look, Dennis Puhalla (author of Rockport's *Design Elements: Form and Space*) will refresh and update the text, case studies, and imagery. More than a collection of great examples of layout, this book is an invaluable resource for students, designers, and creative professionals who seek design understanding and inspiration. The book illuminates the broad category of layout, communicating specifically what it takes to design with excellence. It also addresses the heart of design—the how and why of the creative process. In *Layout Workbook*, the subject is approached with a series of step-by-step fundamental chapters (a "how-to" of layout) addressing topics such as *The Function of Design, Inspiration, The Design Process, Intuition, Structure and Organization, The Interaction of Visual Elements, Typography, and Design Analysis*. The book offers inspirational quotations and a unique, progressive design that truly reflects its content. When Bridger Whitt learns his eccentric employer is actually an intermediary between the human world and its myths, he finds himself in the center of chaos: The myth realm is growing unstable, and now he's responsible for helping his boss keep the real world from ever finding out. This book demystifies the art and practice of drawing. Through fifty drawings by great masters past and present, the techniques and

ideas behind their master sketches will put you on the path to making your own great drawings. The entries also feature exercises with step-by-step instructions as well as simple diagrams providing further visual explanation to the jargon-free discussion. For aspiring artists of all ages and abilities, Read This if You Want to Be Great at Drawing will motivate and strengthen your drawing talent. Technology is revolutionizing sports around the world; find out how inside. Wearable tech is turning athletes into walking computers. Stadium video technology is ending debates caused by official decisions. Personal video devices are changing the way we view sports, on land and in the air. From basketballs that talk back to social media that lets athletes talk back, too, technology and sports have become a winning team. The entire STEM in SPORTS series tells the story of how science, technology, engineering, and math are not just an exciting and innovative part of education, but also part of the winning formula for success in sports. In this series, find out how these fields of study are hard at work on the fields of play. In 1861, Grace, a runaway, and Flor, a stagecoach robber, join forces to thwart a plan by the Confederate Army in the New Mexico Territory. More Geometry Snacks, like its highly successful predecessor, is a mathematical puzzle book filled with geometrical figures and questions designed to challenge, confuse and ultimately enlighten enthusiasts of all ages. Each puzzle is carefully designed to draw out interesting phenomena and

relationships between the areas and dimensions of various shapes. Furthermore, unlike most puzzle books, the authors offer multiple approaches to solutions so that once a puzzle is solved, there are further surprises, insights and challenges to be had. As a teaching tool, More Geometry Snacks enables teachers to promote deep thinking and debate over how to solve geometry puzzles. Each figure is simple, but often deceptively tricky to solve - allowing for great classroom discussions about ways in which to approach them. By offering numerous solution approaches, the book also acts as a tool to help encourage creativity and develop a variety of strategies to chip away at problems that often seem to have no obvious way in.

"Harrowing, heart-wrenching, and ultimately hopeful, Sisters In Sorrow is a gripping tale of human survival in the face of relentless inhumanity." —Lesley Livingston, award-winning author of The Valiant trilogy

Even telepaths have secrets. . . . Raima's an orphaned escapee of the Martian sex trade with blood on her hands and nowhere to go. She doesn't care about advancing humanity's quest for genetic perfection, but when she's offered a job as a test subject for a medtech company, she's not in a position to refuse. Being paid to exploit her body is a relationship she understands all too well. Then she meets Qi, a fellow lab rat, and finds a new kind of relationship she knows nothing about. Qi nurses Raima back to health after daily injections leave her bedridden and when she recovers, she finds she can hear Qi's thoughts. The

experiment has left her and the other survivors with telepathic powers. Surrounded by Qi's consciousness and bathed in her tenderness, Raima finds the courage to face her past and begin healing. She wants nothing more than to learn about love with Qi. But the company has no intention of letting its telepathic guinea pigs leave the facility ever again—unless they're inside body bags. Her future with Qi, their very lives, depend on escape. The survivors' leaders, twin sisters Marie and Manon, have a plan, but Raima feels the menace in their minds and knows they're hiding something. When technicians execute a survivor who happens to be the twins' enemy, Raima finds evidence that the researchers' minds have been manipulated by the twins. With Qi's support she turns the others against them and becomes their new leader. Now the escape is set and Raima is ready to give anything to save her new family and her love—even her life.

Rosemary is fifteen and gloriously free, on her own for the very first time. Part of an exchange program for aspiring artists, she arrives in sunny southern France with a single goal: she doesn't plan to leave, ever. She wants a new life, a new family, and a new identity. But her situation, crafted from lies big and small, is precarious. Desperate to escape haunting images from her past and a stage one helicopter parent, Rosemary struggles to hide her lack of artistic talent and a communication disorder that has tormented her all her life. She believes her dream of a new start will come true, until she unwittingly finds herself enveloped in a

decades-old mystery that threatens to ruin her only chance for success. Determined to stay, Rosemary must choose whether or not she'll tell the biggest lie of all, even if it means destroying the life of someone she cares about. Dramatic, heartwarming, and full of teenage angst, *The French Impressionist* perfectly captures the struggle of those who feel they have no voice, and also shows the courage it takes to speak up and show the world who we really are. One day while exploring the woods behind his new house, Edgar discovers something mysterious: an old abandoned cabin. But the real magic happens when he finds something even more magnificent inside the cabin itself: a dark and ominous hole. After studying the hole for a few days, Edgar musters his courage and jumps in feet first. It takes him straight through the center of the earth to a tiny island in the middle of the Indian ocean, and Edgar knows he's stumbled upon something ancient. Something secret--a seemingly impossible way to journey to the other side of the world. Seventeen-year-old Mattie has a hidden obsession: escapology. *Emphasis on hidden.* If anyone from school finds out, she'll be abandoned to her haters. Facing a long and lonely summer, Mattie finally seeks out Miyu, the reclusive daughter of a world-renowned escape artist. Following in Houdini's footsteps, Miyu helps Mattie secretly transform herself into an escapologist and performance artist. When Will, a popular athlete from school, discovers Mattie's act at an underground venue, Mattie fears her secret persona will be exposed.

*Instead of outing her, though, Will tells Mattie a secret not even his girlfriend knows. Through a blossoming friendship, the two must find a way to express their authentic selves. Told through the perspectives of the witty main characters, this funny and fresh debut explores the power of stage personas and secret spaces, and speaks to the uncanny ways in which friendships transform us. Learn to draw one of art's most interesting and challenging subjects. Packed with practical advice, helpful tips, and fundamental drawing techniques, *The Art of Drawing People* explores how to capture detailed poses and likenesses in graphite pencil. With step-by-step instruction from a variety of artists, you'll find plenty of helpful tips on choosing the right tools and materials, fundamental drawing techniques, developing value and shading, and setting up an effective composition, as well as important information about the influences of anatomy, bone structure, and musculature. Detailed examples of facial features, hands, and feet will help guide you through the most challenging aspects of drawing people. Whether drawing from life or from photographs, this comprehensive drawing guide is the perfect first step for beginning artists. Follow along, step by step, as professional artists reveal their drawing secrets. With practice, you'll soon be able to capture amazing likenesses in your own pencil drawings. It's as easy as 1, 2, 3. Sixteen-year-old Krista is having a hard time. She's still grieving the recent death of her mother when her father's girlfriend, Marie, moves into their*

home, and Krista feels like there's no one she can talk to about her sadness. To make matters worse, her best friend, Lyla, is heading to Maine for the summer to spend time with her grandparents. Krista feels pressure from the people around her to resume a normal life; her father wants her to find an activity to occupy her summer, and her neighbor encourages her to return to therapy. However, Krista doesn't feel ready to be "normal" again; she'd rather hang out in a tent she'd pitched on her roof, or sit in her car obsessively watching a mysterious house, the house at 758. Just when things start to feel too hard for her to bear, she runs into Jake, a fellow classmate and the cute sales associate at a store where she shoplifts. A young romance quickly forms, but Krista has a hard time opening up to Jake. She remains guarded and manages to push him away. One day, her father informs her that her grandfather, a Hungarian Holocaust survivor who lives in Venezuela, is coming to town for a visit. Krista is at first irritated that she'd have to babysit her foreign grandfather whom she barely knows, but soon realizes that he may be just the person she needed in her life. Krista's grandfather begins telling her stories of his past, of tragedy, hope, and forgiveness, and with these new developments, Krista begins to open up and embrace life again. She ends up confronting her grief and gains a greater understanding of her family's past and what she has to look forward to in life.

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