

# Big Idea

Bob's red and round, and he bounces 'cause he has no feet. Madame Blueberry lives in a tree. What makes her special? She's as blue as can be. What about those French Peas? They speak with "zee accent." Tots will discover that it's okay to be different, because God made you special and he loves you very much. Through fun rhymes and humor, and some help from those lovable Veggies, little ones will realize that God makes everyone special!" Seven-year-old Bean is too young to go to the camp her sister Nancy is attending, so she and her best friend Ivy decide to create their own camp.

In this increasingly visual age, images speak louder than words. Studies show that images also help people think. Visual note-taking such as doodling increases memory retention rates by nearly 30 percent, and opens creative pathways, strengthens focus, and inspires self-expression. Driven by these groundbreaking findings, entrepreneurs Nora Herting and Heather Willems founded ImageThink, a graphic facilitation firm that has helped an elite roster of clients—from Google to Pepsi to NASA—visualize their ideas and transform their creative processes using simple drawing techniques that anyone can master. *Draw Your Big Idea* presents their sought-after guidance and more than 150 drawing exercises tailored to brainstorming, refining, and executing ideas in the home, design studio, and office. With this workbook, readers will learn to beat creative block—for good!

A guide to writing a full-length transformational nonfiction book, from an editor with two decades' experience working in publishing. "I know I have a book in me." "I've always wanted to be an author." "People always ask me when I'm going to write my book." "I have a story to tell, but I never seem to make time to write." Are you a thought leader, healer, or change-agent stuck at the starting line of book publication? Life coach and publishing industry insider Kelly Notaras offers a clear, step-by-step path for turning your transformational idea or story into a finished book as quickly as possible. With humor, encouragement, and common sense, she demystifies the publishing process so you can get started, keep writing, and successfully get your wisdom out into the world. Notaras guides you through: Getting clear on your motivation for writing a book, Crafting a powerful, compelling hook and strong internal book structure, Overcoming resistance and writer's block, and Getting your finished manuscript onto the printed page, whether through traditional publishing or self-publishing. Publishing a book has never been as simple, accessible, and affordable as it is today, and in our tumultuous world, readers need your healing voice. Be brave, be bold, and take the steps you need to share your message with those who need to hear it most.

What's the Big Idea, Ben Franklin?

From Big Idea to Book

George Lois on His Creation of the Big Idea

Methods for Architectural Composition

## The Crime Book

### Ivy and Bean Make the Rules (Book 9)

INSPIRED BY A TRUE STORY FROM THE CHILDHOOD OF VICE PRESIDENT KAMALA HARRIS! A beautiful, empowering picture book about two sisters who work with their community to effect change, inspired by a true story from the childhood of the author's aunt, Kamala Harris, and mother, lawyer and policy expert Maya Harris. "A must read for little girls around the world." —Elizabeth Warren, U.S. Senator from Massachusetts "An inspiring tale." —Stacey Abrams, Former Minority Leader, Georgia House of Representatives; Founder and Chair, Fair Fight Action "I love this book." —Megan Rapinoe, Co-Captain, U.S. Women's National Soccer Team One day, Kamala and Maya had an idea. A big idea: They would turn their empty apartment courtyard into a playground! This is the uplifting tale of how the author's aunt and mother first learned to persevere in the face of disappointment and turned a dream into reality. This is a story of children's ability to make a difference and of a community coming together to transform their neighborhood. A New York Times bestseller!

Exuberant storytelling full of wry comedy, dark history, and devastating satire—by the celebrated and original author of the #1 New York Times bestseller, *Say You're One of Them*. From a suspiciously cheap Hell's Kitchen walk-up, Nigerian editor and winner of a Toni Morrison Publishing Fellowship Ekong Udousoro is about to begin the opportunity of a lifetime: to learn the ins and outs of the publishing industry from its incandescent epicenter. While his sophisticated colleagues meet him with kindness and hospitality, he is soon exposed to a colder, ruthlessly commercial underbelly—callous agents, greedy landlords, boorish and hostile neighbors, and, beneath a superficial

cosmopolitanism, a bedrock of white cultural superiority and racist assumptions about Africa, its peoples, and worst of all, its food. Reckoning, at the same time, with the recent history of the devastating and brutal Biafran War, in which Ekong's people were a minority of a minority caught up in the mutual slaughter of majority tribes, Ekong's life in New York becomes a saga of unanticipated strife. The great apartment deal wrangled by his editor turns out to be an illegal sublet crawling with bedbugs. The lights of Times Square slide off the hardened veneer of New Yorkers plowing past the tourists. A collective antagonism toward the "other" consumes Ekong's daily life. Yet in overcoming misunderstandings with his neighbors, Chinese and Latino and African American, and in bonding with his true allies at work and advocating for healing back home, Ekong proves that there is still hope in sharing our stories. Akpan's prose melds humor, tenderness, and pain to explore the myriad ways that tribalisms define life everywhere, from the villages of Nigeria to the villages within New York City. *New York, My Village* is a triumph of storytelling and a testament to the life-sustaining power of community across borders and across boroughs.

The Big Idea Journal is a workbook designed specifically for people with a vision that they would like to execute but could use guidance on how to make their vision a reality. This workbook provides structure and opportunities for reflection and is rooted in the comprehensive factors that contribute to achieving success. This resource guides you through the process of getting clear on your purpose, getting organized and focused, recognizing and overcoming barriers, reflecting on successes as well as challenges, and following through with your goals. Using this workbook as your guide, you may be surprised to see where your Big Idea may take you! From Bryan Mattimore, innovation guru to Fortune 500

companies, comes a book for aspiring entrepreneurs, corporate “intrapreneurs,” and anyone else looking to break the mold. Bryan Mattimore is a big idea guy. For the past twenty-five years, he has helped Fortune 500 companies create over \$3 billion in new innovations using his unique creative-thinking exercises. In **21 DAYS TO A BIG IDEA: CREATING BREAKTHROUGH BUSINESS CONCEPTS**, Mattimore takes readers through a disciplined creative process to create original and practical new business concepts. By investing less than an hour a day for twenty-one days, you will: 1) learn a new toolkit of creative thinking strategies and problem-solving techniques that can be used for solving a wide variety of both personal and professional challenges, and 2) generate more than a dozen new concepts from which to choose the highest potential/winning idea for a new start-up. Entertaining and easy-to-follow, **21 DAYS TO A BIG IDEA** is a must-read for all aspiring entrepreneurs, helping you to discover and implement your first—or your next—biggest idea. "Greatness starts with an idea, but the chasm between ideas and truly great ideas is vast. This terrific, approachable book provides a simple and straightforward method for bending and torturing almost any idea until it succumbs to greatness."—Bob Dorf, co-author of **THE START-UP'S OWNER'S MANUAL**

The Incredible Concepts That Show How Science Works in the World

Connecting the Bible to People

The Book You Were Born to Write

God Made You Special / VeggieTales

Teaching Physics 11–18

The Ultimate Creativity Tool for Turning Thoughts Into Action and Dreams Into Reality

As a new administration takes office, what are the biggest issues facing the country? The Brookings Institution offers answers to that

question in this volume, which continues the Brookings tradition of providing each incoming administration with a nonpartisan analysis of the major domestic and foreign questions confronting America. On the domestic front, Brookings scholars tackle topics ranging from health care and improving economic opportunity to criminal justice reform, lawful hacking, and improving infrastructure. The alliance system, the relationship with China, nuclear weapons, terrorism, and the ongoing conflicts in Afghanistan and Syria among the foreign policies issues addressed. Throughout, Brookings scholars share their individual ideas on how best to address the agenda that awaits the new administration.

It's the moment when you say, "There's gotta be a better way." It's the moment when you ask, "How can I solve this problem?" Donny Deutsch's hit CNBC show *The Big Idea* has put the spotlight on that ordinary moment and the people who have the courage and stamina to make their dreams come true. Some people think a big idea is like a lightning bolt striking out of the blue that slams you in the head. But it's hardly ever like that. The big idea isn't an act of God. It's an act of daily life. Simply put, the idea that will make millions starts with an observation. A carpenter gets tired of almost losing a finger every time he slices a bagel. Bam! The Bagel Guillotine. A mother is frustrated that her pantry is full of stale food because the packages don't close. Bam! Quick Seals. Howard Schultz notices on a trip to Italy that there are coffee bars on almost every corner. Bam! Starbucks. None of them had a barrel of cash. None of them had a ton of experience. They had a big idea and the will to follow through. In *The Big Idea*, Deutsch draws not only on his own tremendous focus and expertise, but on that of dozens of the successful entrepreneurs whom he has interviewed, to help you create your own enterprise. From the "Gut Check Moment" to "Mom Power," *The Big Idea* takes aspiring entrepreneurs along every step of the way. *The Big Idea* is your road map to the American dream.

Children's Padded Board Book With Augmented Reality

The work of advertising's most famous art director.

Moose's Big Idea

The Four Key Steps Creative People Take

Kamala and Maya's Big Idea

Ivy and Bean What's the Big Idea?

Draw Your Big Idea

The Big Idea Science Book

Learn about the world's most notorious cons, heists, and murders in *The Crime Book*. Part of the fascinating Big Ideas series, this book tackles tricky topics and themes in a simple and easy to follow format. Learn about Crime in this overview guide to the subject, great for novices looking to find out more and true crime experts wishing to refresh their knowledge alike! *The Crime Book* brings a fresh and vibrant take on the topic through eye-catching graphics and diagrams to immerse yourself in. This captivating book will broaden your understanding of Crime, with:

- More than 100 ground-breaking accounts of true crime
- Packed with facts, charts, timelines and graphs to help explain core concepts
- A visual approach to big subjects with striking illustrations and graphics throughout
- Easy to follow text makes topics accessible for people at any level of understanding

*The Crime Book* is a fascinating introduction to the world's most notorious criminal cases, aimed at adults with an interest in the subject and students wanting to gain more of an overview. Here you'll discover more than 100 sinister accounts of true crime through exciting text and bold graphics. *Your Crime Questions, Simply Explained* This fresh new guide explores the most twisted accounts of crime and criminology in history. If you thought it was difficult to learn about the most prolific wrongdoings and the criminals behind them, *The Crime Book* presents key information in an easy to follow layout. From outlaws like pirates, bandits, and

highwaymen, to serial killers and the cyber criminals of the 21st century, discover the worst felonies through superb mind maps and step-by-step summaries. The Big Ideas Series With millions of copies sold worldwide, The Crime Book is part of the award-winning Big Ideas series from DK. The series uses striking graphics along with engaging writing, making big topics easy to understand.

Laugh while you learn with all your VeggieTales™ friends! Get ready for all the zaniness and fun you've come to expect from VeggieTales—in a new comic-style format that's perfect for early readers! In Tomato Sawyer and Huckleberry Larry's Big River Rescue you'll laugh while you learn a lesson about helping others with Bob and Larry and all your VeggieTales friends. Don't miss an adventure—be sure to collect each volume in this series: Dave and The Giant Pickle Josh and the Big Wall King George and the Ducky LarryBoy and the Foolish Fig from Faraway LarryBoy and the Merciless Mango LarryBoy and the Prideosaurus LarryBoy and the Quitter Critter Quad Squad LarryBoy and the Reckless Ruckus LarryBoy and the Rude Beet Lyle the Kindly Viking MacLarry and the Stinky Cheese Battle Minnesota Cuke and the Search for Samson's Hairbrush Rack, Shack, and Benny The Ballad of Little Joe The League of Incredible Vegetables Tomato Sawyer and Huckleberry Larry's Big River Rescue Veggies in Space: The Fennel Frontier Where's God When I'm Scared It's the Science Fair, and the second grade is all over it! Some kids are making man-eating robots. Some kids are holding their breath for a very, very long time. Some kids are doing interesting things with vacuum cleaners. The theme, obviously, is global warming. But what should Ivy and Bean do? Something involving explosions? Or ropes? Something with ice cubes? Or maybe...maybe something different.



A fun historic tale by Newbery Honor-winning author, Jean Fritz! No matter how busy he was, Ben Franklin always found time to try out new ideas: a remote-control lock (so he could lock his door without getting out of bed), a rocking chair with a fan over it (to keep flies away), and a windmill (to turn his roast meat on its spit). Aside from being a mad of ideas, he was an ambassador to England, a printer, an almanac maker, a politician, and even a vegetarian (for a time, anyway). "This biography is distinguished by its humanizing detail [and] amusing tone." - School Library Journal

Big Ideas Simply Explained

150 Concepts and Breakthroughs that Transformed History

Big Ideas

The Big Idea Book

The Big Idea Journal

Improve Your Creativity and Problem-Solving

"An inspiring picture book for youngsters with meaningful ties to the environment, sustainability, and community engagement."

—Booklist "Hartland's gouache

illustrations wobble endearingly, colorfully capturing the children's triumph, and the kinetic energy and colorful vibrancy of the city neighborhood."

—Publishers Weekly Discover the incredible true story of Harlem Grown, a lush garden in New York City that grew out of an abandoned lot and now feeds a neighborhood. Once In a big city called New York In a bustling neighborhood There was an empty lot. Nevaeh called it the

haunted garden. Harlem Grown tells the inspiring true story of how one man made a big difference in a neighborhood. After seeing how restless they were and their lack of healthy food options, Tony Hillery invited students from an underfunded school to turn a vacant lot into a beautiful and functional farm. By getting their hands dirty, these kids turned an abandoned space into something beautiful and useful while learning about healthy, sustainable eating and collaboration. Five years later, the kids and their parents, with the support of the Harlem Grown staff, grow thousands of pounds of fruits and vegetables a year. All of it is given to the kids and their families. The incredible story is vividly brought to life with Jessie Hartland's "charmingly busy art" (Booklist) that readers will pore over in search of new details as they revisit this poignant and uplifting tale over and over again. Harlem Grown is an independent, not-for-profit organization. The author's share of the proceeds from the sale of this book go directly to Harlem Grown.

An interactive guide to stimulating creativity, includes idea action sheets, idea maps to stimulate free association techniques to trigger responses and move

beyond creative blocks

Community Christian Church embraced the Big Idea and everything changed. They decided to avoid the common mistake of bombarding people with so many 'little ideas' that they suffered overload. They also recognized that leaders often don't insist that the truth be lived out to accomplish Jesus' mission. Why? Because people's heads are swimming with too many little ideas, far more than they can ever apply. The Big Idea can help you creatively present one laser-focused theme each week to be discussed in families and small groups. The Big Idea shows how to engage in a process of creative collaboration that brings people together and maximizes missional impact. The Big Idea can energize a church staff and bring alignment and focus to many diverse church ministries. This book shows how the Big Idea has helped Community Christian Church better accomplish the Jesus mission and reach thousands of people in nine locations and launch a church planting network with partner churches across the country. This book is part of the Leadership Network Innovation Series. Ideas are like buses, you wait forever and then 500 come along at once. The Big Idea Book is 500 novel, ingenious and downright

crazy ideas designed to inspire, amuse and divert. Developed by the team behind the innovative website, Idea-a-Day at [www.idea-a-day.com](http://www.idea-a-day.com), it covers everything from business to travel, politics to money and everything in between. Idea-a-Day has a vast network of followers and contributors - some famous, some infamous, some revered, some reviled - who post ideas to be read, enjoyed, used or abused. Seth Godin, Malcolm McLaren and Wayne Hemmings are just a few of its fans. In *The Big Idea Book* all this creative energy is mixed together with unpublished ideas, quotes, cartoons, illustrations and thought-pieces to give creatives and cool office types a visual and intellectual treat guaranteed to kickstart the imagination and creative flair!

Ivy and Bean *What's the Big Idea?* (Book 7)

*How One Big Idea Transformed a Neighborhood*

*My Big Idea*

Five hundred new ideas to change the world in ways big and small

*Peas and Thank You!* / *Veggie Tales*

*How to Make Your Entrepreneurial Dreams Come True, from the Aha Moment to Your First Million*

Encourages teachers to structure literacy education around clearly stated, essential

questions, and describes how this approach can increase a student's abilities for comprehension and retention.

As a beginning design student, you need to learn to think like a designer, to visualize ideas and concepts, as well as objects. In the second edition of *Diagramming the Big Idea*, Jeffrey Balmer and Michael T. Swisher illustrate how you can create and use diagrams to clarify your understanding of both particular projects and organizing principles and ideas. With accessible, step-by-step exercises that interweave full color diagrams, drawings and virtual models, the authors clearly show you how to compose meaningful and useful diagrams. As you follow the development of the four project groups drawn from the authors' teaching, you will become familiar with architectural composition concepts such as proportion, site, form, hierarchy and spatial construction. In addition, description and demonstration essays extend concepts to show you more examples of the methods used in the projects. Whether preparing for a desk critique, or any time when a fundamental insight can help to resolve a design problem, this new and expanded edition is your essential studio resource.

Want to write a book? Half the battle is finding a practice that works for you. Successful author and creativity expert Jessie Kwak is here to help you do just that--and have fun doing it. In her view,

every part of the process is important: idea generation, development, research, planning, drafting, revising, and publication and are all covered here in friendly, accessible detail. As in her previous book, *From Chaos to Creativity*, Kwak helps you set up a system that makes the most of your creative ideas and helps them find their best form--and their audience. Fiction and nonfiction writers alike can use this book as a muse, a checklist, and a resource for getting your ideas out of your head and into the world. Help your child learn "zee" importance of good manners! In the village of West Manor, you can stay, if you please, in a well-mannered town populated by Peas. All the natives are friendly--they go out of their way. When you stop to say, "Thank you!" - "Why, you're welcome!" they'll say. In the village of South Boorish, on the North side of town, lives a rude population--the rudest around. They're, so very ill-mannered, such impolite Beans. If you stop to say, "Thank you," they won't know what you mean! As these delightfully fun Peas and Beans head out to collect sunflower seeds, children discover that everyone wins when you learn to be polite and take turns. Sunday morning values, Saturday morning fun. Now that's the Big Idea! Through imaginative and innovative products, Zonderkidz is feeding young souls.

Diagramming the Big Idea  
Reinventions for a Better America  
When: The Scientific Secrets of Perfect

Timing

21 Days to a Big Idea!

The Big Ideas in Physics and How to Teach Them

How Breakthroughs of the Past Shape the Future

An exploration of some of the most important and enduring ideas in human history - from religion, science, philosophy, medicine, psychology, politics, economics and art - each presented in brief, accessible form. 'Big' ideas are those concepts and theories that have radically transformed our understanding of the world we live in, our place in that world and the ways we have shaped the past and will shape the future. They are the ideas that have had a huge impact on human civilization - and they come from all disciplines of human ingenuity. Topics covered range widely and include Creation Mythology, Existentialism, The Elements, Relativity, Space Travel, Geometry, Ethics, Behaviourism, Genetics, Warfare, The Nation State, Anarchism, Capitalism, Classical Art and Architecture, The Renaissance - and much more. This concise, accessible and multi-faceted book provides an essential introduction to 150 of the most important principles of Western thought. The instant New York Times Bestseller #1 Wall Street Journal Business Bestseller Instant Washington Post Bestseller "Brimms with a surprising amount of insight and practical advice." --The Wall Street Journal Daniel H.

Pink, the #1 bestselling author of *Drive* and *To Sell Is Human*, unlocks the scientific secrets to good timing to help you flourish at work, at school, and at home. Everyone knows that timing is everything. But we don't know much about timing itself. Our lives are a never-ending stream of "when" decisions: when to start a business, schedule a class, get serious about a person. Yet we make those decisions based on intuition and guesswork. Timing, it's often assumed, is an art. In *When: The Scientific Secrets of Perfect Timing*, Pink shows that timing is really a science. Drawing on a rich trove of research from psychology, biology, and economics, Pink reveals how best to live, work, and succeed. How can we use the hidden patterns of the day to build the ideal schedule? Why do certain breaks dramatically improve student test scores? How can we turn a stumbling beginning into a fresh start? Why should we avoid going to the hospital in the afternoon? Why is singing in time with other people as good for you as exercise? And what is the ideal time to quit a job, switch careers, or get married? In *When*, Pink distills cutting-edge research and data on timing and synthesizes them into a fascinating, readable narrative packed with irresistible stories and practical takeaways that give readers compelling insights into how we can live richer, more engaged lives.

"Nineteen Eighty-Four: A Novel", often published as "1984", is a dystopian social



science fiction novel by English novelist George Orwell. It was published on 8 June 1949 by Secker & Warburg as Orwell's ninth and final book completed in his lifetime. Thematically, "Nineteen Eighty-Four" centres on the consequences of totalitarianism, mass surveillance, and repressive regimentation of persons and behaviours within society. Orwell, himself a democratic socialist, modelled the authoritarian government in the novel after Stalinist Russia. More broadly, the novel examines the role of truth and facts within politics and the ways in which they are manipulated. The story takes place in an imagined future, the year 1984, when much of the world has fallen victim to perpetual war, omnipresent government surveillance, historical negationism, and propaganda. Great Britain, known as Airstrip One, has become a province of a totalitarian superstate named Oceania that is ruled by the Party who employ the Thought Police to persecute individuality and independent thinking. Big Brother, the leader of the Party, enjoys an intense cult of personality despite the fact that he may not even exist. The protagonist, Winston Smith, is a diligent and skillful rank-and-file worker and Outer Party member who secretly hates the Party and dreams of rebellion. He enters into a forbidden relationship with a colleague, Julia, and starts to remember what life was like before the Party came to power. Fresh ideas on how to improve society's

pillars: jobs, health care, education, how we choose our leaders, etc. NOTE! If you write a review of this book on Amazon (no matter how many stars you give it) and then email me at [mnemko@comcast.net](mailto:mnemko@comcast.net), I will send you a free e-copy of my book *How to Do Life: What they didn't teach you in school*.

*New York, My Village: A Novel*

*Question-driven Units to Motivate Reading, Writing, and Thinking*

*The Big Idea of Biblical Preaching*

*Everything You Need to (Finally) Get Your Wisdom onto the Page and into the World*

*The Big Idea*

*A Tool for Facilitating Change and Bringing Your Idea to Life*

*The Big Ideas in Physics and How to Teach Them* provides all of the knowledge and skills you need to teach physics effectively at secondary level. Each chapter provides the historical narrative behind a Big Idea, explaining its significance, the key figures behind it, and its place in scientific history. Accompanied by detailed ready-to-use lesson plans and classroom activities, the book expertly fuses the 'what to teach' and the 'how to teach it', creating an invaluable resource which contains not only a thorough explanation of physics, but also the

applied pedagogy to ensure its effective translation to students in the classroom. Including a wide range of teaching strategies, archetypal assessment questions and model answers, the book tackles misconceptions and offers succinct and simple explanations of complex topics. Each of the five big ideas in physics are covered in detail: electricity forces energy particles the universe. Aimed at new and trainee physics teachers, particularly non-specialists, this book provides the knowledge and skills you need to teach physics successfully at secondary level, and will inject new life into your physics teaching.

Today's marketplace is a war of ideas. Unless you stand for something you won't stand out. Nowadays anyone can copy your product, or even your business model. What they can't copy is your worldview, your attitude, your special way of doing things. So the war in the marketplace will be a war of ideas. The Big Idea maps this new territory and shows how big ideas make great companies. Unlike business models or the catchphrases of management

gurus, a big idea is emotional. And unlike corporate ideologies, vision or brand, it is shared between customers and employees alike. Companies who have distinguished themselves with a big idea include: Virgin (not British Airways) John Lewis (not Debenhams) Apple (not IBM) Ikea (not MFI) Orange (not Cellnet) Customers don't just buy from these companies, they buy into them - they choose them not through economic logic, but emotional logic. As products and services become more and more similar, emotional logic will become the single most important business driver. The benefits of appealing to it can already be seen: Orange has a much lower turnover of customers than Cellnet and Ikea operates in over 23 countries while MFI only does business in Britain. A big idea isn't just a cute thing to have: it's the spark that makes places thrive while others just exist. From the Pythagorean theorem to DNA's double helix, from the discovery of microscopic life-forms to the theory of relativity--the big ideas of science and technology shape an era's

worldview. Open this book, grasp the newest ideas from thought leaders of today, then spring off from them to move back through the past, one big idea at a time. Meet the people who gave birth to these ideas--and those who fought against them. Meet the MIT electrical engineer currently developing a way to turn on the lights cordlessly, then move back through Nikola Tesla's visionary concept of the wireless transfer of energy, Thomas Edison's groundbreaking work in developing a nationwide electrical grid, Ben Franklin's experiments to capture electricity, all the way back to ancient Greece, where Thales of Miletus described static electricity as a property of naturally occurring amber. Ingeniously organized and eminently browsable, this richly visual volume is divided into six big sections--medicine, transportation, communication, biology, chemistry, and the environment. Words and images that work together to explain such fascinating and elusive subjects as cloud computing, sunshields to cool the Earth, and self-driving cars. What did

it take to get to these futuristic realities? Then, turn the page and follow a reverse-chronological illustrated time line of science and technology. This remarkable illustrated history tells the story of every Big Idea in our history, seen through the lens of where science is taking us today - and tomorrow. With an irresistibly cutting-edge look and original illustrations created by award-winning Ashby Design, paired with the reliable authority and comprehensiveness that National Geographic's world history books always offer, this is a one-of-a-kind trip to the future and back through all time all in one.

When all the second grade students must enter the science fair, which has global warming as its theme, best friends Ivy and Bean team up to create an unusual project.

30 Successful Entrepreneurs Reveal how They Found Inspiration

What's the Big Idea?

(Best Friends Books for Kids, Elementary School Books, Early Chapter Books)

# Create a Writing Process That Brings You Joy

Nineteen Eighty-Four

What a Great Idea

God's Big Ideas take a bit of time to understand. Rather than gobbling down dessert, savor your warm apple pie with a cup of latte and a scoop of vanilla ice cream on the side. Don't be content with the glass of water you hold in your hand; reflect on the rolling waves of the ocean as they dance into the horizon. Really Big Ideas are neither sound bytes nor proof texts. Big Ideas are the Narrative in God's Story of Relationship, the only Real Story, after all, that is worth telling. Barnes & Noble Version: This is the black and white version of the "Your Next Big Idea" book. The goal of "Your Next Big Idea - Improve Your Creativity and Problem-Solving" is to help the reader develop innovative ideas. Whether those ideas are giant multi-million-dollar businesses or simply ways to improve everyday activities, this book describes a process that can be used to help the reader originate and cultivate ideas that can change their life. It is styled as an interactive workbook where the main character is the reader, with each section featuring exercises that will challenge

the reader's perspective, improve creativity and help them become a better problem solver. The book is split up into six sections. The first section outlines how to notice problems, needs, wants and questions in our everyday world. The book then follows with a second section that examines how to erase stigmas or assumptions about these problems, needs, wants and questions. Following that, the book investigates how to create solutions to these problems, needs and wants using the skills learned from the first two sections. Next, the reader takes those solutions to section four where they do a feasibility check to see if the solutions and ideas are viable. Section five explains how and why the reader should share those ideas and solutions with others to receive feedback and improve upon them. By the end of the fifth section, each reader should understand the full creative idea innovation process. The final section builds off the process and explores the next steps to follow to implement these innovative ideas. Ultimately, "Your Next Big Idea - Improve Your Creativity and Problem-Solving" is essentially a complete program that guides the reader to come up with their own next big idea.



This is a studio resource with accessible, step-by-step exercises for first-year architecture and design students to learn to create diagrams, drawings, and virtual models to understand projects, general principles, and ideas.

Created in partnership with Prentice Hall, The Big Idea Science Book is a comprehensive guide to key topics in science, with a unique difference: 200 specially created digital assets that provide the opportunity for hands-on, interactive learning. Everything in this visually rich ebook falls into four major strands: Living Things, Earth Science, Chemistry, and Physics. Within these four strands are 24 sections, fleshing out major scientific concepts in thrilling and innovative ways. For example, drag racing illustrates the idea that net force causes an object's motion to change. But what really sets this book apart are the 200 digital assets specially created by Prentice Hall. Delivered to readers on the internet, these assets include: animated art that brings to life scientific processes, and then tests readers' knowledge with interactive quizzes; real world inquiries that allow readers to make hypotheses and test them by synthesizing data and drawing conclusions; animated

images and video clips; and virtual laboratories in which readers can experiment and combine virtual chemicals. The book and the interactive assets together provide a spectacular, cutting-edge learning environment for kids 8 and up.

The Little Book of Big Ideas

Harlem Grown

Focus the Message--Multiply the Impact

Little Giraffe's Big Idea (Ar)

Tomato Sawyer and Huckleberry Larry's Big River Rescue

Creating Breakthrough Business Concepts

Since 1980, Haddon Robinson has influenced generations of students and preachers through his widely used classic text, *Biblical Preaching*, in which he shows preachers how to communicate the Bible's big ideas with precision. But does Robinson's "big idea" approach to expository preaching still work in today's diverse cultures and fast-paced world? *The Big Idea of Biblical Preaching*, now in paperback, presents a strong defense of the ongoing relevance of this approach to expository preaching. An experienced and skilled group of contributors to this volume includes: Paul Borden,

Scott M. Gibson, Duane Litfin, Terry Mattingly, John Reed, Bruce L. Shelley, Donald R. Sunukjian, Joseph M. Stowell III, Bruce K. Waltke, Scott Wenig, and Keith Willhite. This volume is written not only for the current generation of students but also for today's preachers, who will find in the pages of this book a powerful approach to expository preaching.

Nowadays anyone can copy your product, or even your business model. What they can't copy is your worldview, your attitude, your special way of doing things. So in the future, the war in the marketplace will be a war of ideas. This text maps this new territory and shows how big ideas make great companies. Unlike business models, product ideas or the catchphrases of management gurus, a big idea is emotional. And unlike corporate ideologies, vision or brand, it is shared between customers and employees alike.

Moose, who is good at drawing and making doughnuts, is upset when he loses his antlers, but his encounters with a hunter help them both gain self-

respect.

Self-employment

Brookings Big Ideas for America

Your Next Big Idea