

Cultures of the World® FOURTH EDITION

NEW SERIES
FOR FALL 2024!

BEST SELLING

WORLD CULTURES

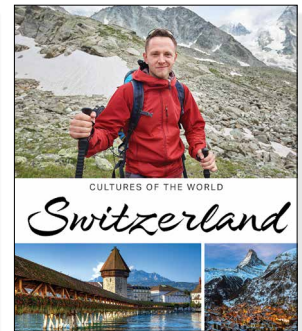
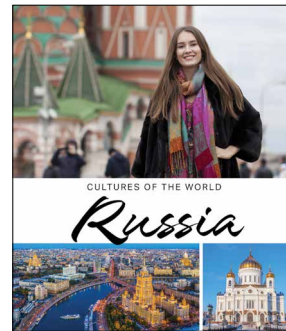
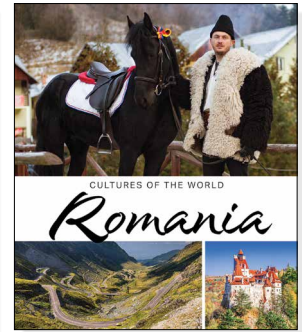
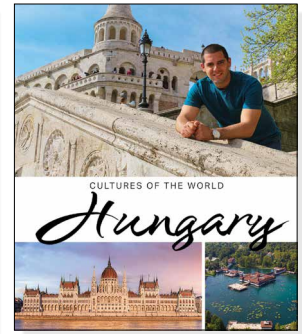
READING LEVEL: 5
INTEREST LEVEL: 5-8

EACH BOOK CONTAINS:

- Fact boxes that highlight important points of interest in each country, teach readers how to say common words and phrases in new languages, and provide fun pieces of additional information and tips for international travel
- Sidebars that profile leading examples of global citizenship in each country through biographies of important activists
- Recipes that invite readers to explore new cultures in a creative way

CURRICULUM CONNECTIONS:

- Detailed topographic, political, cultural, and economic maps allow readers to practice obtaining information from visual sources beyond the main text
- Lists of relevant internet links and a detailed bibliography encourage additional research and independent fact-checking
- The up-to-date text and unbiased tone help readers think critically about current events and make connections between the past and present—and between global events and an individual's daily life



READING LEVEL: 5 • INTEREST LEVEL: 5-8

TITLE	LIBRARY-BOUND ISBN	eBOOK ISBN	©	GRL	DEWEY
Fourth Edition, Group 8					
Great Britain	9781502670830	9781502670847	©2025	Z	
Hungary	9781502670755	9781502670762	©2025	Z	
Poland	9781502670779	9781502670786	©2025	Z	
Romania	9781502670731	9781502670748	©2025	Z	
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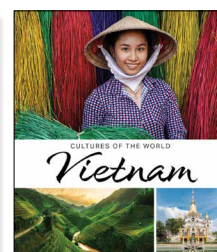
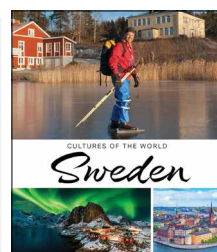
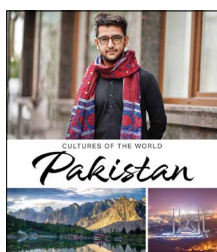
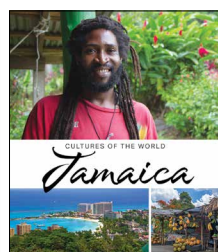
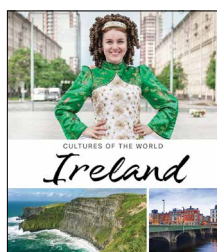
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Further Information Section • Glossary • Index • Maps • Recipes • Sidebars • Timelines • Websites

Library-Bound: \$49.21 • eBook: \$49.21



Cultures of the World®

FOURTH EDITION



READING LEVEL: 5 • INTEREST LEVEL: 5-8

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Sweden	9781502670557	9781502670564	©2024	Z	948.5
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Fourth Edition, Group 6					
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Fourth Edition, Group 5					
Kenya	9781502663245	9781502663252	©2024	Z	967.62
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Exploring World Cultures SECOND EDITION

EACH BOOK CONTAINS:

- Up-to-date facts and statistics
- Helpful maps, photos, and graphics that complement and further explain accompanying text
- Detailed historical information presented in a clear and informative way

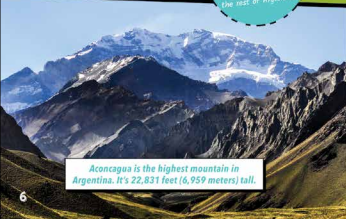
CURRICULUM CONNECTIONS:

- Accessible text is designed to introduce young readers to different cultures around the world
- Key social studies terms are defined in glossary
- Cultural diversity is celebrated through an exploration of the language, cuisine, and history of different countries

GEOGRAPHY


Argentina is shaped a bit like an upside-down triangle. It covers 1,073,518 square miles (2,780,400 square kilometers). Argentina's geography can be grouped into main areas: the Andes, the Chaco, Mesopotamia, the Pampas, and Patagonia.

FACT!
The Strait of Magellan separates a small group of islands called Tierra del Fuego from the rest of Argentina.



Aconcagua is the highest mountain in Argentina. It's 22,831 feet (6,959 meters) tall.

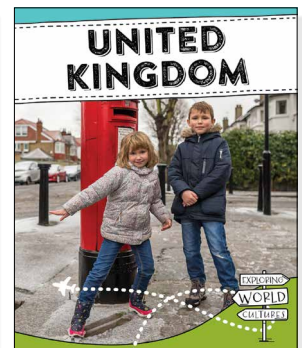
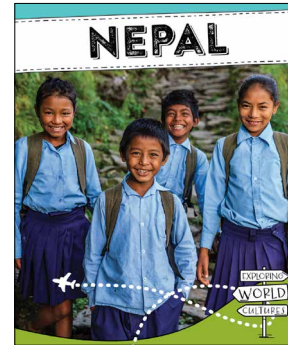
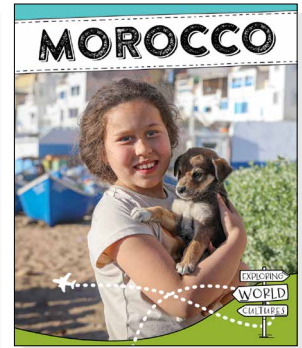
The Andes Mountains run along the border between Argentina and Chile. The Chaco is a hot, dry plain. Mesopotamia is a lowland between the Paraná and the Uruguay Rivers. The Pampas are flat grasslands across the middle of the country. Patagonia is a cold, windy area.



Argentina is surrounded by Uruguay, Brazil, Paraguay, Bolivia, and Chile.

PATAGONIA

Travelers from all over the world come to Patagonia to see its beautiful glaciers. The **Andes Ice cap** is the third-largest glacier field in the world. Los Glaciares National Park is the largest national park in Argentina. The Perito Moreno Glacier is found there.



READING LEVEL: 3 • INTEREST LEVEL: 2-5

TITLE	LIBRARY-BOUND ISBN	PAPERBACK ISBN	eBOOK ISBN	©	GRL	DEWEY
Second Edition, Group 5						
Argentina	9781502670984	9781502670977	9781502670991	©2025	N	
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INTEREST LEVEL: 2-5



READING LEVEL: 3 • INTEREST LEVEL: 2-5

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Italy	9781502669933	9781502669926	9781502669940	©2024	N	945
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The Inside Guide: *Famous Native Americans*

EACH BOOK CONTAINS:

- Thought-provoking discussion questions that encourage student participation
- Informative fact boxes that highlight interesting details about each person
- A glossary of new terms that expands students' vocabulary

CURRICULUM CONNECTIONS:

- A detailed timeline helps develop students' chronological thinking
- A list of relevant books and websites gives readers a jumping-off point to conduct further research on their own

MAKING AND BREAKING A TREATY


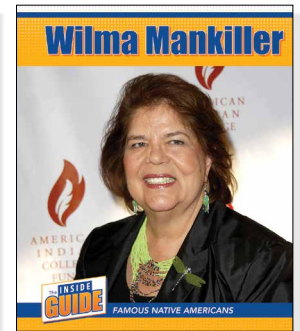
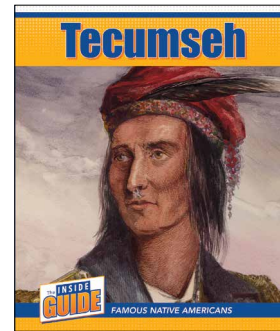
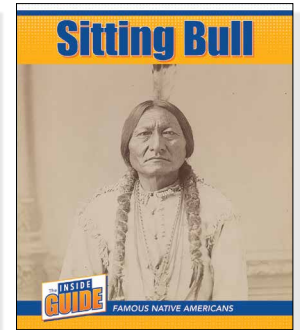
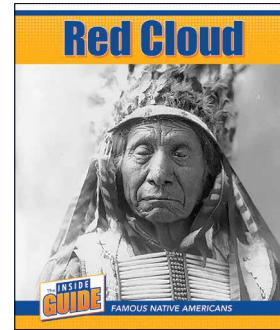
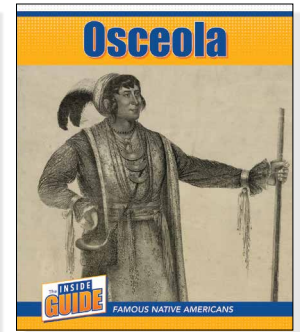
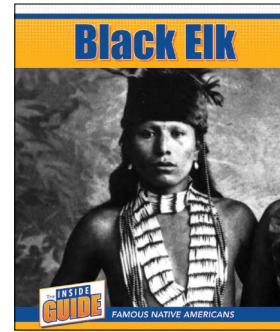
For many years, the Lakota fought against the white colonizers who wanted to take their land. In 1868, some Lakota leaders agreed to sign a treaty with the American government. This treaty, called the Treaty of Fort Laramie, created a reservation, or land set aside just for the Lakota. Part of the reservation included the Black Hills of South Dakota and Wyoming.

In 1874, the army ordered George Custer to explore the Black Hills, even though this violated the treaty. When the group that Custer was leading found gold there, the U.S. government tried to buy the land from the Lakota. They refused to sell, but the government ordered them to move by January 31, 1876. When the Lakota ignored this order, the government sent troops to force the Lakota to move anyway.

The Black Hills have been sacred to the Lakota for hundreds of years. As of 2024, they are still fighting to have ownership of the land returned to them.

Black Elk was too young to take part in most of the battle. However, he was allowed on the battlefield to take clothing and weapons from dead and dying soldiers. He later said that he was proud and happy that he had helped his people defend themselves.

These markers on the Little Bighorn Battlefield are memorials for the American soldiers who died in the battle.

READING LEVEL: 4-5 • INTEREST LEVEL: 4-8

TITLE	LIBRARY-BOUND ISBN	PAPERBACK ISBN	eBOOK ISBN	©	GRL	DEWEY
Group 2						
Black Elk	9781502671042	9781502671035	9781502671059	©2025	T	
Osceola	9781502671134	9781502671127	9781502671141	©2025	T	
Red Cloud	9781502671103	9781502671097	9781502671110	©2025	T	
Sitting Bull	9781502671073	9781502671066	9781502671080	©2025	T	
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Wilma Mankiller	9781502671196	9781502671189	9781502671202	©2025	T	

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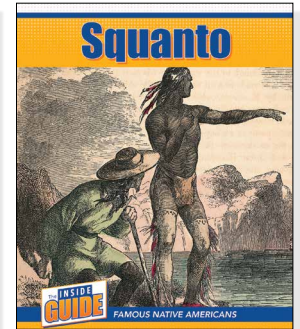
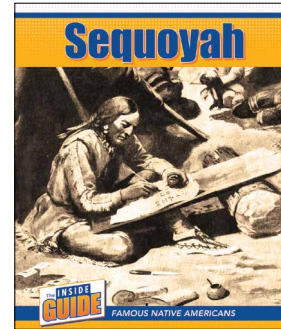
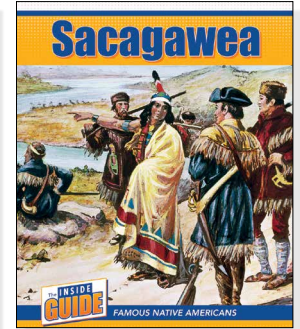
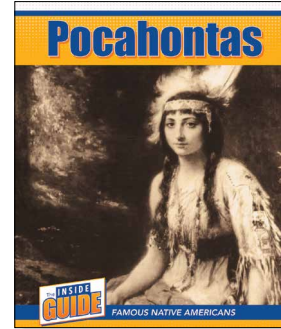
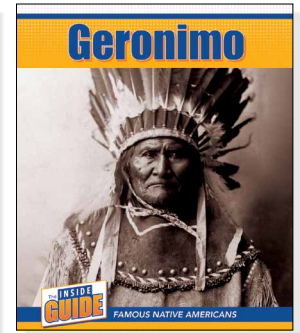
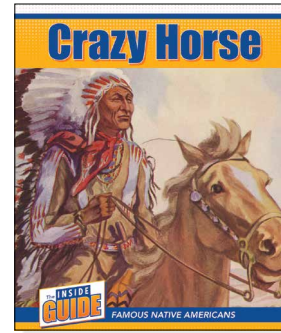
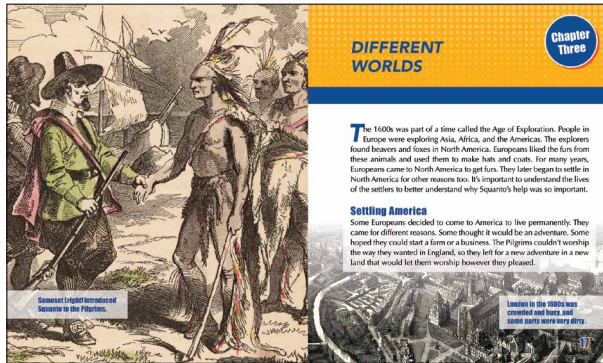
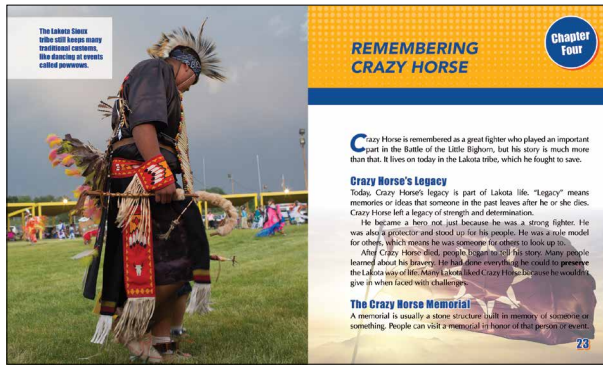
The Inside Guide: Famous Native Americans

EACH BOOK CONTAINS:

- Stunning full-color photographs that bring each biography to life
- In-depth sidebars that take a closer look at various aspects of each hero's life
- A detailed timeline that helps develop students' chronological thinking

CURRICULUM CONNECTIONS:

- A list of relevant books and websites gives readers outside sources to analyze and confirm the claims presented in the text
- Discussion questions at the end of each chapter encourage critical thinking and document analysis



READING LEVEL: 4-5 • INTEREST LEVEL: 4-8

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Geronimo	9781502650580	9781502650566	9781502650597	©2021	T	979
Pocahontas	9781502651266	9781502651242	9781502651273	©2021	T	975.5
Sacagawea	9781502650665	9781502650641	9781502650672	©2021	T	978
Sequoyah	9781502651303	9781502651280	9781502651310	©2021	T	973.04
Squanto	9781502650627	9781502650603	9781502650634	©2021	T	974.4

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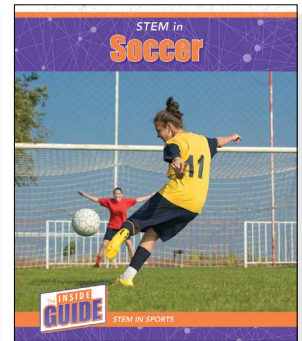
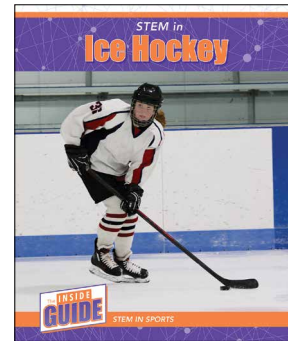
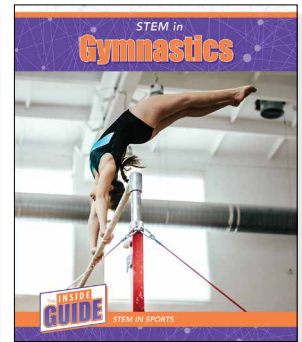
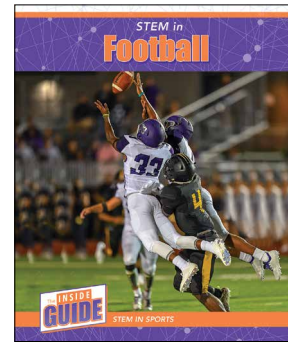
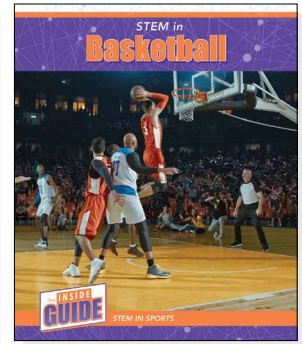
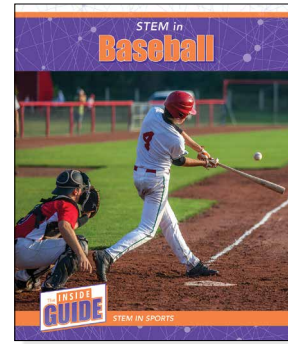
The Inside Guide: *STEM in Sports*

EACH BOOK CONTAINS:

- Concluding questions that spark critical thinking about STEM and sports topics
- Sidebars, fact boxes, and a graphic organizer that present noteworthy supplementary information, helping readers connect more deeply with main concepts
- High-interest content that will encourage even reluctant readers to engage with themes

CURRICULUM CONNECTIONS:

- STEM subjects are a key part of elementary curricula
- Text aids readers in recognizing how science, technology, engineering, and mathematics concepts have real-world applications
- The featured crosscutting concepts—as defined in the Next Generation Science Standards—will help learners see connections between domains of science



Isaac Newton is sometimes called the father of physics. His laws of motion are still used to explain so many things, including sports.

Chapter Four

NEWTON ENTERS THE GAME

Isaac Newton was an English scientist who lived from 1643 to 1727—long before modern baseball came into existence. His three laws of motion describe the relationship between forces acting on an object and the object's motion. These laws of physics are easily applied to baseball.

Newton's Laws of Motion

Newton's first law states that an object at rest stays at rest and an object in motion stays in motion with the same speed and direction unless it's acted on by an outside force. A baseball resting on the ground will stay there until a player picks it up to throw it.

Newton's second law says the greater the mass of an object, the greater the force needed to make the object accelerate. A player needs to use more force to swing a baseball bat with more mass than a bat with less mass.

Newton's third law states that for every action, there's an equal and opposite reaction. When a ball hits a bat, it bounces off the bat with an equal amount of force.

READING LEVEL: 4-5 • INTEREST LEVEL: 4-8

TITLE	LIBRARY-BOUND ISBN	PAPERBACK ISBN	eBOOK ISBN	©	GRL	DEWEY
STEM in Baseball	9781502671226	9781502671219	9781502671233	©2025	T	
STEM in Basketball	9781502671257	9781502671240	9781502671264	©2025	T	796.32
STEM in Football	9781502671370	9781502671363	9781502671387	©2025	T	796.33
STEM in Gymnastics	9781502671349	9781502671332	9781502671356	©2025	T	796.44
STEM in Ice Hockey	9781502671288	9781502671271	9781502671295	©2025	T	796.96
STEM in Soccer	9781502671318	9781502671301	9781502671325	©2025	T	796.33

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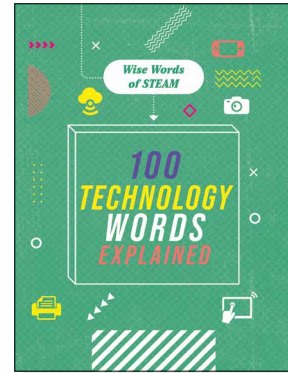
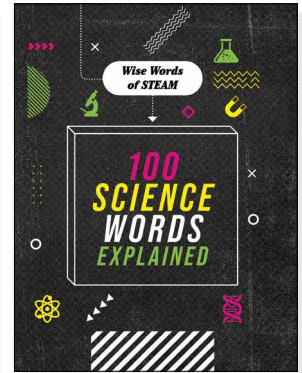
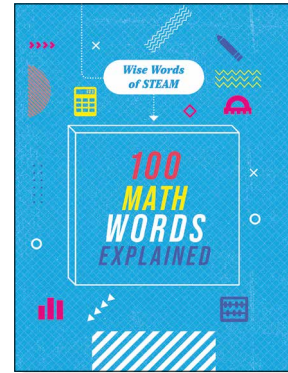
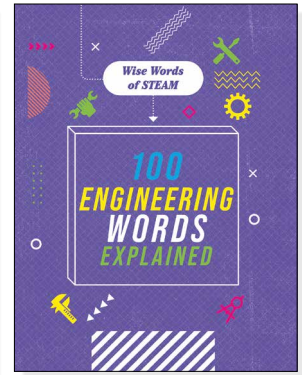
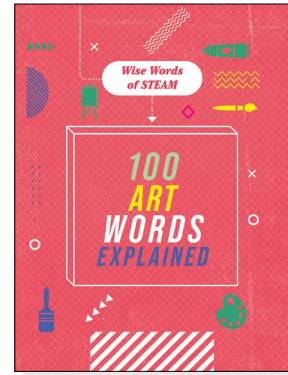
Wise Words of STEAM

EACH BOOK CONTAINS:

- Activities and games that test readers' memory in fun ways
- A unique format that focuses on short blocks of text that define essential words that are grouped according to topics
- An eye-catching design that features full-color photographs that correspond to the highlighted terms

CURRICULUM CONNECTIONS:

- Aligns with STEAM curriculum topics such as identifying terms and ideas within geometry, physics, data analysis, biology, and chemistry
- The focus on essential words and definitions helps build vocabulary skills
- Memory games strengthen cognitive skills, reading comprehension, and study habits



GAMING

Modern video games combine computer hardware with super-sharp graphics, animation, and exciting plots to give you and your friends hours of fun and excitement.

40: Computer graphics
The pictures and animations used in computer images and games.

41: Avatar
An image that a person uses to represent themselves. Avatars can look like a person, simple graphics, or even a fantastical creature.

42: Augmented reality
Combining the real world with computer-generated sounds, images, and text to add information or entertainment to real-life experiences. Augmented reality is used in various ways, including gaming, product design, and shopping.

43: Virtual reality
A computer simulation that recreates a real place or a completely imaginary one. Users often wear special headsets to allow them to look around the virtual world. Scientists can use virtual reality to test out machines before they are built, while gamers can explore and play in virtual worlds as part of a video game.

44: Gaming console
A device that has been specifically built to play video games. It usually includes special software, a controller, or a joystick.

MEMORY GAME
Copy these definitions on flash cards and use them to test yourself, your friends, and your classmates.

READING LEVEL: 5 • INTEREST LEVEL: 4-6

TITLE	LIBRARY-BOUND ISBN	PAPERBACK ISBN	eBOOK ISBN	©	GRL	DEWEY
100 Art Words Explained	9781502671585	9781502671578	9781502671592	©2025	U	428.1
100 Engineering Words Explained	9781502671615	9781502671608	9781502671622	©2025	U	620
100 Math Words Explained	9781502671646	9781502671639	9781502671653	©2025	U	510.1
100 Science Words Explained	9781502671677	9781502671660	9781502671684	©2025	U	501.4
100 Technology Words Explained	9781502671707	9781502671691	9781502671714	©2025	U	603

Library Binding • 48 pp. • 8 1/2" x 11" • Activities • Fact Boxes • Full-Color Photographs • Index

Library-Bound: \$33.07 • Paperback: \$13.93 • eBook: \$33.07



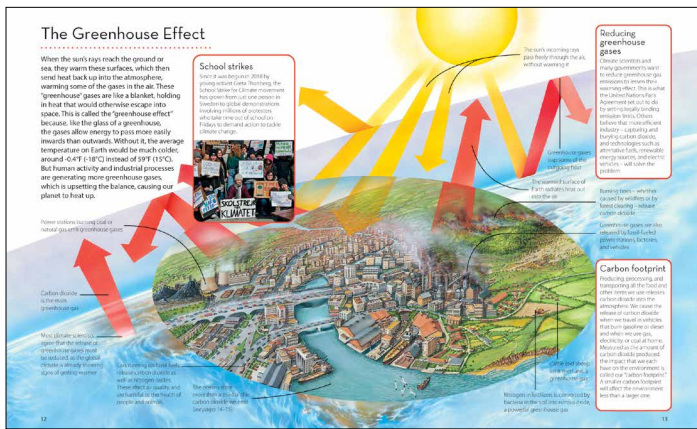
How It Works

EACH BOOK CONTAINS:

- Many detailed diagrams to help readers visualize challenging topics
- A unique design that breaks the text down into small, focused sections around a central image, which appeals to reluctant readers
- Informative labels for each immersive illustration that allow readers to connect important facts with visual representations

CURRICULUM CONNECTIONS:

- Topics align with common science curriculum standards, including life sciences, physical science, and Earth and space science
- Labeled illustrations allow readers to practice obtaining information from sources outside the main text of a volume
- Diagrams give readers a deeper understanding of natural processes such as volcanic eruptions, life cycles, and tides—all of which are essential aspects of science curricula



READING LEVEL: 6-8 • INTEREST LEVEL: 6-12

TITLE	LIBRARY-BOUND ISBN	PAPERBACK ISBN	eBOOK ISBN	©	GRL	DEWEY
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The Body	9781502671837	9781502671820	9781502671844	©2025	Y	
The Environment	9781502671868	9781502671851	9781502671875	©2025	Y	
Flight	9781502671899	9781502671882	9781502671905	©2025	Y	
Insects	9781502671929	9781502671912	9781502671936	©2025	Y	
Oceans	9781502671950	9781502671943	9781502671967	©2025	Y	
Plants	9781502671981	9781502671974	9781502671998	©2025	Y	
Prehistory	9781502672018	9781502672001	9781502672025	©2025	Y	
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The Global Guide to Mythology

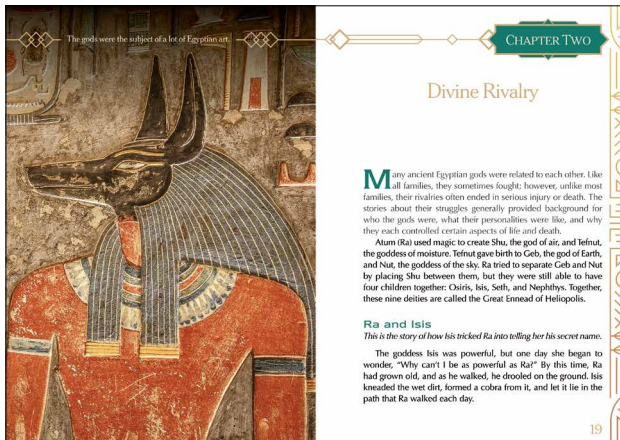
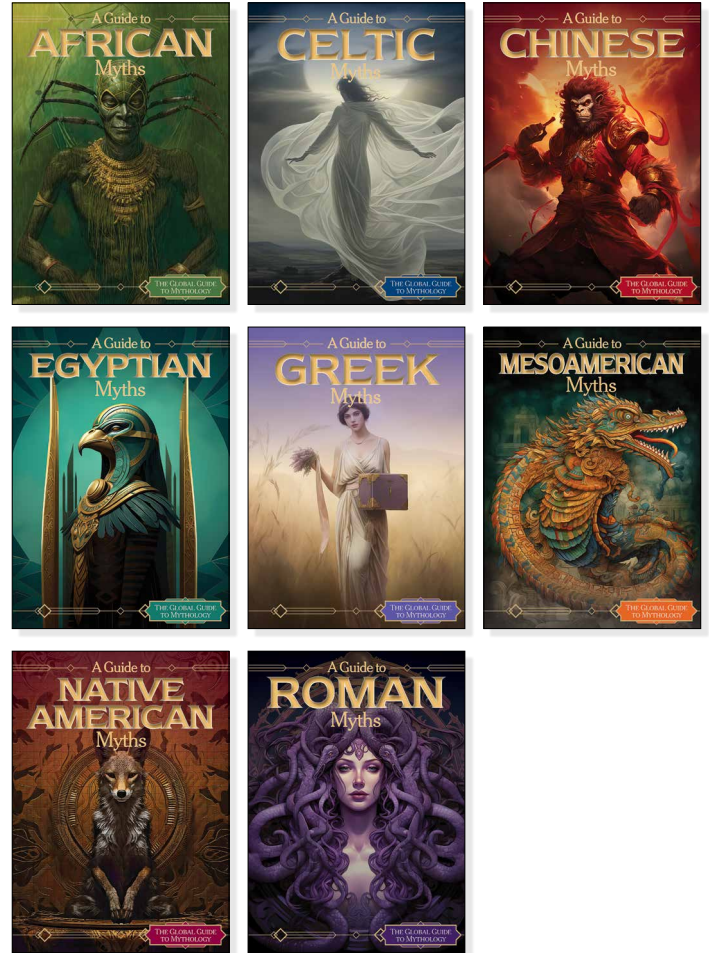
EACH BOOK CONTAINS:

- Vivid, full-color photographs that bring each myth to life for young readers
- Engaging sidebars that delve deeper into specific aspects of each culture
- A list of age-appropriate books and websites that provides a starting point for further independent research

CURRICULUM CONNECTIONS:

- Discussion questions foster critical thinking skills by encouraging students to analyze and evaluate the stories
- The accessible main text examines the historical contexts of each civilization featured in the series, connecting myths to the societal values and structures of ancient cultures

• 10 to 15 myths covered in each book!



READING LEVEL: 5-6 • INTEREST LEVEL: 5-8

TITLE	LIBRARY-BOUND ISBN	PAPERBACK ISBN	eBOOK ISBN	©	GRL	DEWEY
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A Guide to Chinese Myths	9781502672315	9781502672308	9781502672322	©2025	V	
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