

HOTTEST TRENDS IN CHILDREN'S PUBLISHING

- Easy readers for beginner readers
- **Edutainment**
- **Stories** that help kids relate to kids with disabilities
- **Going green**
- **Multi-layer** activities that compete with Internet (blog sidebars, options, customization)

Write to MOVE KIDS

Make kids laugh

Humor, wit, and originality transform ordinary manuscripts into great ones.

Make kids squirm

Scare them with unexpected twists.

Make kids think and find surprises

Astonish and amaze kid—they really still love peek-a-boo but in a more grown up way! At least show a new angle to something.

Make Kids feel and care about others

Use truth, fresh perspectives and examples to connect emotionally. Use engaging characters and new ideas to illuminate minds (not sanitized views) and motivate kids to be world changers and to care about needs of other people.

Compete with fast paced action of TV and computers

Add value with combining activities/story

Tie into web sites and today's activities

Don't preach, talk down, or tack on a moral at the end (lessons should be evident within the work) Avoid trite, talking animals.

Do Have fun with kids! Leap into action or incredible facts

WORDS...WORDS...WORDS make a difference!

Move from boring to exciting with active verbs and sensory appeal. Words set pace, make sounds with **Onomatopoeia**, interact with questions, and build tension with repetition and action verbs.

Circle every verb. Ask: Does it show or tell? Does it appeal to a sense?

Boring:

The noisy wind scared the children. (This tells but does not show)

Better: (Use sounds and verbs to show the wind and the noises it makes)

Bang! The door shut!

Rattle, rattle, rattle the windows shook.

Rustle, rustle, rustle went the leaves

Hhhhoowwwlllll went the wind as it squeezed through branches.

Or use actions with sounds.

Woosh! The boat shook!

Crash! Bang! The boat slammed into the rocks

Crunch! The little boat smashed into pieces.

Fiction

Stories-Map it out-check for all elements

Craft a loveable character or tap into a fact that fascinates kids with a grabber hook

Stories need:

A purpose/focus

Emotion, usually through a vulnerable character

Action in form of a struggle, or series of struggles

Choices that bring about a discovery

A resolution, usually with a change in the character

Children story checklist

Starts with a problem that bothers, or gnaws, or leads to trouble.

The hero/heroine gets to solve the problem over the course of the story.

Something happens to someone (vulnerable character)

this leads to making a goal

and

that needs a plan of action (there is a struggle)

but

forces try to stop the protagonist (more struggle)

yet

he moves forward because there is a lot at stake

then

things get as bad as they can

and

he learns an important lesson

however when he is offered the prize he had sought so hard, he has to decide whether to take it or not (Makes a discovery). In making this final decision he satisfies a need created by something in his past (changes his life)

DIALOGUE: Kids like realistic fast action dialog. It brings things up close and personal. Try for a good hook at the end of each chapter.

These are the 5 "C" rules for writing compelling stories:

CHARACTERS: both you and the reader care about

COMPLICATIONS: something happens: crises, conflict

CHOICES: your character makes

CONFLUENCE: tie it all together at the end

CONCISE: make the writing tight (don't waffle on about things that don't move the plot forward)

How Not to Bore a Kid

Whether is it a puzzle, story, or poem, it competes with the modern world of computer and video games. It must capture their attention and keep it! It must make them want to turn the page.

Even Games and puzzles must captivate

- Multi-level
 - Not a word search only, but a word search that involves hunting for a hidden message from letters not in circled words
 - Not just a crossword puzzle but a rebus for younger children or a fill-in-the-blank story with the blanks being crossword puzzle words
- Humor added-put in the wacky thoughts too
- Must have a purpose, i.e. present unusual facts or sum up a lesson.

PIZZAZZ adds to excitement/captivates children

- Sound effects (Onomatopoeia Words)
- Interaction with reader (personalization, choose ending, pop up windows, etc.)
- Repetition that later has a twist to it
- Humor
- Pace (slow, fast, change of pace)
- Crescendo and decrescendo
- Intensity
- Exaggeration
- Children fill in ending or write on re-write-able pages (and other novelty book approaches)

Does it make SENSE by **appealing to all senses?**

See Hear Smell Taste Touch

Show don't tell about feelings (Use verbs and descriptions that show the fear)

Not I was scared....but

Rattle, rattle, rattle went my teeth!

Pop! Pop! Pop! Goosebumps covered my arms!

I shook from my head to my toes!

Then I started to twirl and spin around. I couldn't stop.

I tried to grab my friends but they whirled away like spinning tops.

Helpful links

(teens) <http://devozine.upperroom.org/write-for-us/writers-guidelines/>

<https://highlights.submittable.com/submit>

http://www.cricketmedia.com/submission-guidelines?_ga=2.259775946.137989071.1499528358-505216996.1499528358

Shine Brightly <https://gemsgc.org/shine-brightly-writers-guideline/>

Shine Brightly magazine for girls which is part of Gems and the theme list is on line.

Pockets: <http://www.upperroom.org/pockets/>

Pocket's theme list is on line and it's a good place to sell to.

Group website (apply to write for them) EMail: greditor@aol.com

Website: <https://grouppublishingps.zendesk.com/hc/en-us/articles/211878258-Submissions>

Group looks for contributors to books and curriculum writers

Humpty Dumpty and other secular ones with US Kids <http://www.uskidsmags.com/writers-guidelines/nonfiction>

Clubhouse ages 8-12: <http://www.clubhousemagazine.com/submission-guidelines>

Many more in market guide: Adventures, Bread for God's Children, Keys for Kids, Nature Friend, Primary Treasure, Story Mates, and Winner Magazine

Children's books

Sparkhouse (Augsburg Fortress)

Tyndale

Kregel

Thomas Nelson (Tommy Nelson)

Rose (Hendrickson Publishing) tween books