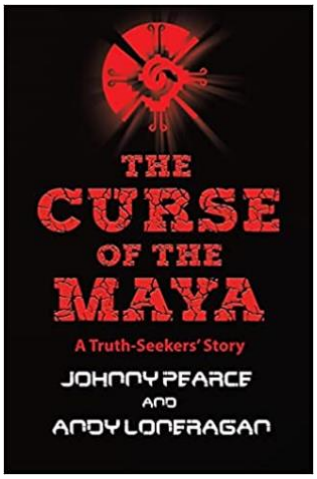
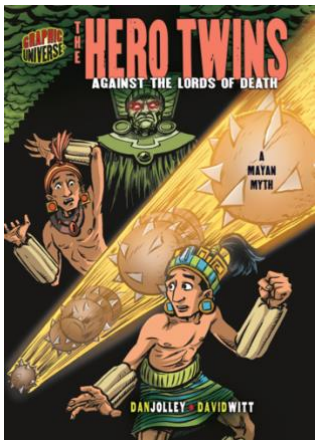
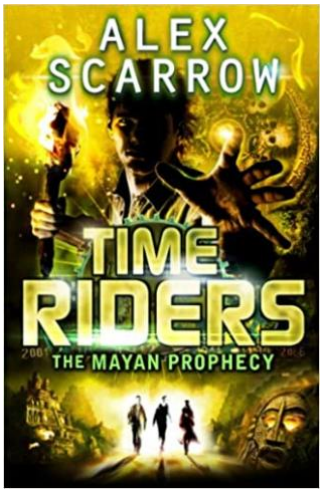
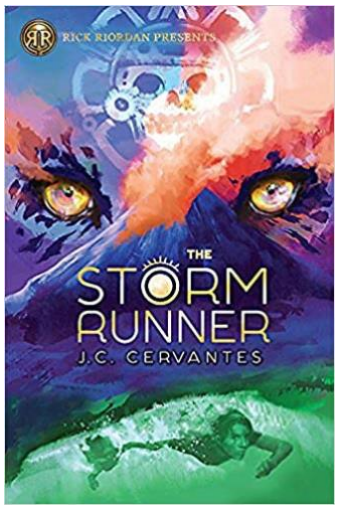
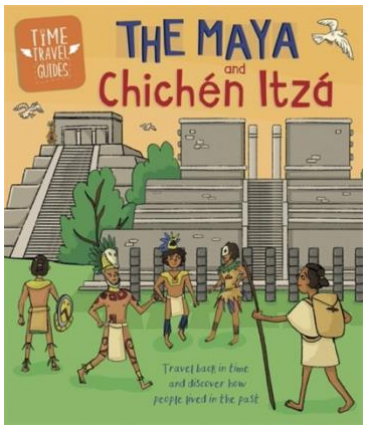
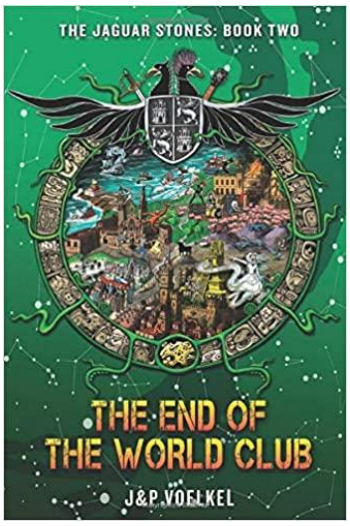
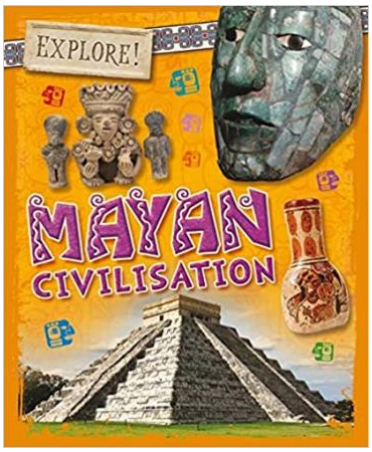
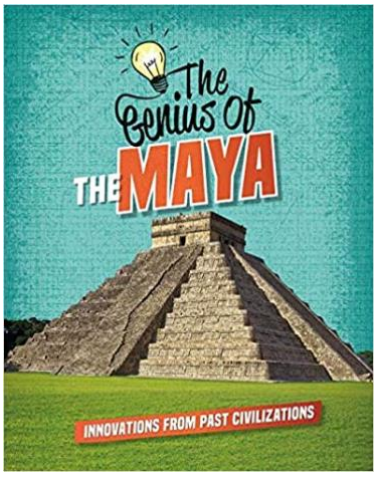
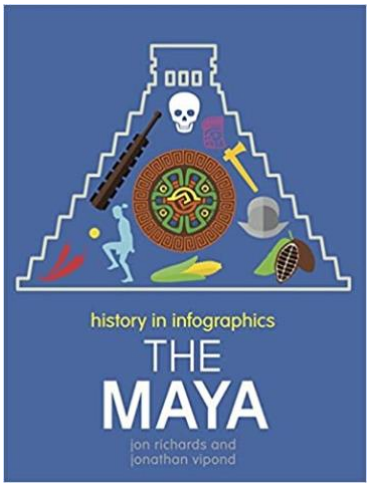
Recommended Reads about the Maya

The Maya civilisation topic offers a wealth of interesting history to explore - from impressive pyramids and cities to complex calendars and a rich cultural heritage still prevalent in Central America today. Here are some suitable texts to help explore the Maya topic:

	This gripping tale of twin twelve-year-olds, Verity and Ethan, who travel to Guatemala with their father, is packed full of archaeological intrigue. Whilst excavating a newly found Maya city, an ancient mask is discovered. Is the mask the cause of the end of the Maya civilisation, or is something more underhand going on? Will these children find out the answer as they deal with danger, kidnap, excitement and mystery? After the earlier death of their mother, the children have to deal with problem-solving as independent young minds in the confusing world of a foreign country. What will it take to succeed?
	Can two young boys outsmart and outwit the lords of death? The Hero Twins, Hunahpu and Xbalanque, were blessed by the Mayan gods with special powers. But their incredible skill at playing Pok-ta-Pok, the Mayan ball game, angers the lords of Xibalba, rulers of the land of the dead. When the lords challenge them to a Pok-ta-Pok game in Xibalba, the twins know they must use all of their powers and cunning to defeat the lords' many challenges. Will they survive the land of the dead?
	Liam O'Connor should have died at sea in 1912. Maddy Carter should have died on a plane in 2010. Sal Vikram should have died in a fire in 2026. But all three have been given a second chance - to work for an agency that no one knows exists. Its purpose: to prevent time travel destroying history… When Maddy finally unlocks fragments of the secret that Becks has been holding on to, the TimeRiders start to piece together their true purpose. Racing through time to connect the clues, the team discover a Mayan tribe and an ancient relic provides a vital link to the past . . . and future.

	Zane has always enjoyed exploring the dormant volcano near his home in New Mexico, even though hiking it is challenging. He'd much rather hang out there with his dog, Rosie, than go to middle school, where kids call him Sir Limps a Lot, McGimpster, or Uno - for his one good leg. What Zane doesn't know is that the volcano is a gateway to another world and he is at the centre of a powerful prophecy. A new girl at school, Brooks, informs him that he's destined to release an evil god from the ancient Maya relic he is imprisoned in - unless she can find and remove it first. Together they return to the volcano, where all kinds of crazy happens. Brooks turns into a hawk, a demon attacks them in a cave, and Rosie gives her all while trying to protect Zane. When Zane decides to save his dog no matter the cost, he is thrust into an adventure full of surprising discoveries, dangerous secrets, and an all-out war between the gods. To survive, Zane will have to become the Storm Runner. But how can he run when he can't even walk well without a cane?
	Like modern travel guides, the books in this series highlight must-see features and explain local culture. Each highlighted destination contains an explanation of what took part in these areas, as well as a look at important artefacts found there providing a bigger picture of life in the past. Typical travel guide notes include, 'best time to visit', 'what to eat' and 'where to stay'.
	With the so-called end of the Mayan calendar fast approaching, fourteen-year-old Max Murphy and his new friend Lola, the modern Maya girl who saved his life in the perilous jungle, are racing against time to outwit the twelve Lords of Death. Following the trail of the conquistadors, their quest takes them back to the wild heart of Spain - a forgotten land steeped in legend, superstition and ever more bizarre tourist festivals. With a pack of hellhounds on their heels and the cape-twirling Count Antonio de Landa in hot pursuit, the teens must face madness and betrayal, bluff and double-bluff, to uncover the terrible secrets of the long-lost Yellow Jaguar. But no matter where they run, all roads lead to Xibalba. There, in

	the cold and watery Maya underworld, we finally discover why only Max Murphy can save the world from the villainous Lords of Death.
	The Maya were an advanced civilisation that built magnificent cities in the rainforests of Central America. Find out about Mayan numbers, bloodletting rituals, and why the Maya disappeared. Inside you can read about: calendars and astronomy; how to make a mosaic mask; writing and crafts; the life of a ballplayer; city-states and the elite.
	Which innovative ideas and inventions began with the Maya? Find out how the Maya built their cities to suit the landscape and population, traded their resources, and developed a complex system of writing. Discover how their brilliant developments in farming, astronomy, and cloth-making still influence the way we live today.
	History in Infographics helps children to visualise facts and statistics using a clever and appealing mix of graphics and numbers. The colourful, high-impact design will appeal to a wide range of children, from visual learners to struggling readers, capturing and then holding their attention. Infographics are a really exciting, different way to learn about core historical topics, and are ideal for fact-hungry children, revision work, and to improve the quality of presentations.