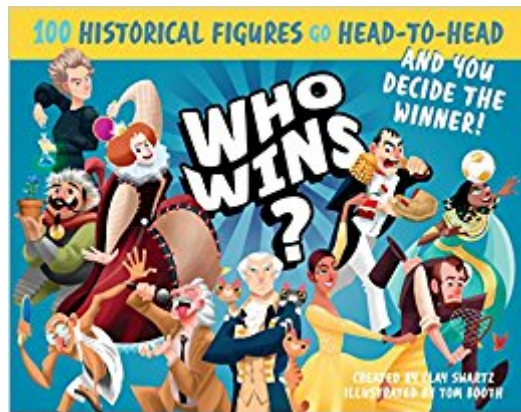


The book was found

Who Wins?: 100 Historical Figures Go Head-to-Head And You Decide The Winner!



Synopsis

Let's say Charles Dickens challenges Mother Teresa to a lightsaber duel – they're both equally fit, so will his superior artistry overcome her advantage in bravery and leadership? Or who wins karaoke – Nelson Mandela or Jane Austen? They certainly both have a way with words, but Mandela's over-the-top courage might take the day. Mixing and matching 100 historical figures in 50 competitive categories, from Ping-Pong to climbing Mount Everest, *Who Wins?* turns history into a compelling game, which means kids learn while having fun in the process. Each of the famous people is given a short bio and ranked in six categories – bravery, leadership, artistry, wealth, wisdom, and fitness. And because there are no right answers, the reader decides, and in the very act of deciding and justifying the answer, real learning has taken place. A 2017 YALSA Quick Pick for Reluctant Readers.

Book Information

Series: *Who Wins?*

Spiral-bound: 104 pages

Publisher: Workman Publishing Company; Spi edition (July 12, 2016)

Language: English

ISBN-10: 0761185445

ISBN-13: 978-0761185444

Product Dimensions: 7.1 x 0.9 x 8.8 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars 25 customer reviews

Best Sellers Rank: #135,821 in Books (See Top 100 in Books) #68 in Books > Children's Books > Biographies > Political #269 in Books > Children's Books > Biographies > Historical #676 in Books > Children's Books > Activities, Crafts & Games > Games

Age Range: 8 - 12 years

Grade Level: 3 - 6

Customer Reviews

"History with a hilarious spin and a cinch to provoke vigorous debates aplenty." Kirkus Reviews, starred review "A battle royale that stretches across human history in delightfully ridiculous ways." Publishers Weekly "An unforgettable fact trove and endless debates." Mental_Floss "History just got a whole lot more warped and wacky." Entertainment

Weekly "This genius concept is so much fun that your kids won't even realize they are learning about fascinating historical figures, from Nelson Mandela to Marie Curie, and honing their debating skills in the process." — Barnes & Noble Kids Blog "It has brought us hours of fun, laughs, crazy scenarios, and learning." — Kidliterati.com

THE STORY BEHIND WHO WINS? There's a fear I have as a writer. It's not missing a deadline, inadvertently deleting a manuscript, or getting writer's block. It's telling a bad bedtime story to my daughter Lola. Because if my tale-telling isn't on point at nighttime, I'm getting called out by a sleepy seven-year-old. Over the years I've told her hundreds of stories, covering cheerleading gorillas, nearsighted ogres, flippant elves, kimono-clad Komodo dragons, beetles in bow ties, time-traveling penguins, and even a serial saga about a weird talking avocado. But, if you're like me, the creative juices can sometimes run dry. Thankfully, I have a secret weapon for when that happens: history. It all started one night after a particularly mind-numbing day. I had nothing original in the old noggin. What I did have was a pretty decent knowledge of cool historical figures. So, I told Lola the story of a glamorous teenage queen who lived in a French fairy-tale wonderland. I described how she wore her hair in four-foot-high updos, threw lavish costume parties, started wars, incited revolution, and became one of the most infamous women in the history of the world in the process. Now, you probably know I was talking about real-life royal Marie Antoinette, but Lola did not. The truth is that most kids don't know Peter Pan from Harry Houdini, Dora the Explorer from Sacagawea, or Tony Stark from Nikola Tesla. They're all part of a collection of heroes and icons. Reality is blurred enough to where kids worship superheroes more than scientists, Jedi more than journalists, and puppets more than presidents. This bothers me. It's not that I have anything against fiction; it's just I think there's room for both. So, I decided to do something about it. It started with my telling Lola nightly nonfiction tales about women I thought she'd find fascinating: a scientist who lived with chimpanzees (Jane Goodall), a slave-freeing former slave (Harriet Tubman), the world's first nurse (Florence Nightingale), a fast-talking journalist who flew around the world in a hot-air balloon (Nellie Bly), and the woman who made it possible for all other women to vote (Susan B. Anthony). She loved it. So did I. And that's how my upcoming book *Who Wins?*, in stores July 12, was born. It's the book version of my simple quest to make history interesting to my daughter Lola, and other kids like her. But *Who Wins?* features a lot more than inspirational biographies. There are ne'er-do-wells, scoundrels, cheats, and oddballs, too.

Allowing readers to mix and match 100 historical figures in 50 competitive categories, from ping-pong to climbing Mount Everest, *Who Wins?* turns history into a compelling game, which means kids learn while having fun in the process. Each famous person is given a short bio and ranked in six categories--bravery, leadership, artistry, wealth, wisdom, and fitness. Sure, it's fun and silly, but more than anything, *Who Wins?* is my attempt to teach kids about those who came before us, and provide some perspective as to why they should be studied, honored, and even idolized. Now, one of the things I cherish most as a dad is that my daughter and I share a passion for the past and a love of long ago. It's my hope that with *Who Wins?* you and your kiddos can laugh, learn, and bond over the magic of history and the powerful diversity of humanity, too.

When I pre-purchased this before its release, I thought it was a board game. I thought it would be a fun addition to the history studies in our homeschool. However, when it arrived, I was pleasantly surprised to find it in book form, wire-bound. Why? No extra pieces to keep track of or lose. This book/game hybrid gives fun facts about interesting historical figures, like Harriet Tubman, Harry Houdini, Genghis Khan, and Nelson Mandela (to name just a few that I grabbed when I quickly flipped through the options). They aren't on traditional pages, though. Each figure receives a rating in the categories of wealth, fitness, wisdom, bravery, artistry, leadership, and intelligence. The book/game allows its readers to look at the historical data of each figure, then pit them against another historical figure to see who might win serious and silly battles of *Who Wins* "Stopping a Runaway Train," "Catching Jack the Ripper," "Air Guitar Championships," "Surviving a Zombie Apocalypse," and "Living in the Wild, Wild West." Because each figure and battle has its own page/section, the match-ups and battle options are seemingly endless. This is a great book to sit and ponder alone, or allows for great debate among friends (or in our case, siblings). It allows for wonderful conversation and introduction to historical figures (and the history surrounding those figures) in a fun, imaginative way.

This wonderful book/game has led to some terrific family discussions! Who would be a better member of the Avengers - Albert Einstein or Benjamin Franklin? Why? Who would be better at the World Poker Championship - Josephine Baker or Abraham Lincoln? Not sure who Josephine Baker is? There's a short bio about her life, including some little known facts, and each person has stats assigned (Wealth, Fitness, Wisdom, etc). Not sure what it takes to win at poker? Some suggestions are given (Who's better at reading other people? Who's the better money manager?). You don't

have to agree with the stats, or with the suggested questions. My family has had a blast debating the outcomes, and my son has learned a lot about some famous people.

My 8 year old (who says he doesn't like history) laid on the floor calling out all the silly competitions between historical figures to us and laughing. Caught him pulling it off the shelf and thumbing through it several times over the next few weeks. This would make a good discussion book for the dinner table, too, as there are really no "correct" answers - you pair up 2 people and compare their strengths/weaknesses, which requires learning a little bit about them (their background/info is in the book). Great way for kids to familiarize themselves with a wide variety of important people.

I LOVE this book! What a great way to get kids talking about what they read! The biographies are so cleverly written AND witty. I thought I knew most of these people but learned new and interesting info about each one! And then to "gamify" it by pitting the biographees against each other in fun matches is GREATNESS! Highly recommended! I bought for my grandkids but as a school librarian, I think this is great for all levels!!

We were all excited to get our copy of Who Wins? in the mail last week! My 8 year old has not put it down since. She has been having so much fun reading to her little brother and to us, and we have had so many great discussions about who would win. I think our favorite matchup so far is- who would sell the most Girl Scout Cookies- Abraham Lincoln or Queen Elizabeth I?! Such a well-written, engaging book for the whole family! Also, as a former elementary teacher this would be a great addition to any classroom!

Ã Â This is an awesome book to get children into history without even trying! They learn facts, debate, and have fun talking about the scenario and thinking how it would be! I highly suggest it to anyone! I hope they make more books like this!

Neat book. My 11 & 13 yr old girls liked it more than I expected.

My friends and I had a great time discussing all the crazy hypotheticals in this game-within-a-book. Fun but informative, it's basically the best kind of history book ever. My only complaint is that they didn't have this when I was in school.

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