

FOREIGN RIGHTS CATALOGUE



Encouraging new generations to move their faces from screens and to explore the world around them, count the stars in the sky and discover the beauty of nature is vital to raise a sense of curiosity in them. As Usturlab, the challenge that keeps our motivation alive starts right at this point. We always try to ignite curiosity in new generations.

Usturlab publications invite young explorers to embrace the universe. It encourages them to travel through the history of science and art, to get acquainted with philosophy, to explore the world outside, to gain different perspectives. In doing so, it promises them more time to spend outdoors and pursuits that will nurture their imagination as well as their minds.

We design books and board games for young explorers from the perspective provided by our experience in education. Our publications are prepared with the long-term work of experts in the fields of science, philosophy and art. We also design publications addressing the needs of various institutions on request.

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SUMMARY

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LET'S READ

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LET'S LEARN

LETS READ

Our books aim to raise awareness in the fields of philosophy, art, science and ecology. They increase curiosity and nurture imagination.



I CAN SEE IN THE DARK

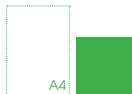
Leli's life changes completely when she steps into the dark and into the rich world of the blind boy Orhan, whom she meets at a music camp. You will witness the friendship of two little children in this story, narrated in a naive language that we don't only need eyes to see, and you will realize how free we become when we get rid of our fears.

Age: +3

Size: 20,5 x 20,5 cm

Technical Details: 36 Pages | Hardcover

Keywords: Darkness, fear, prejudice, sense



Written by: Zeynep Handan Aydoğar

Illustrated by: Fatima Zeynep Turan





THE GRANDPA AND YELLOW VILLAGE

This book both creates ecological awareness and reminds us that taking action is the most basic rule: "If you want to change the world, you have to take action instead of complaining." Güliz Gerdan describes the role of nature in human life and the importance of endeavor in a poetic language.

Age: +3

Size: 20,5 x 20,5 cm

Technical Details: 36 Pages | Hard Cover

Keywords: Nature, environment, motivation



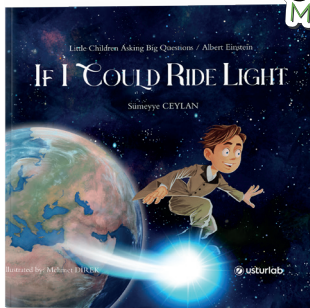
Written by: Güliz Gerdan

Illustrated by: Güliz Gerdan

At the foot of the hill
the garden of his little house
is the greenest corner of the village.

He used to wake up every day
with the sun in that garden,
observe, tend, plant, pull, love,
and live a happy and peaceful life.



**SOLD
MALAY****COMING SOON
MARIE CURIE**

IF I COULD RIDE LIGHT

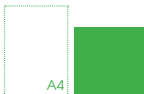
We embark on a journey full of adventure, curiosity and scientific discoveries. At the speed of light! The first book in a series that addresses the childish questions of great scientists who changed the future of humanity, "What If I Ride the Light" focuses on Albert Einstein's childhood question and how it unfolds the mysteries of the universe and life itself.

Age: +4

Size: 29 x 24 cm

Technical Details: 36 Pages | Paperback

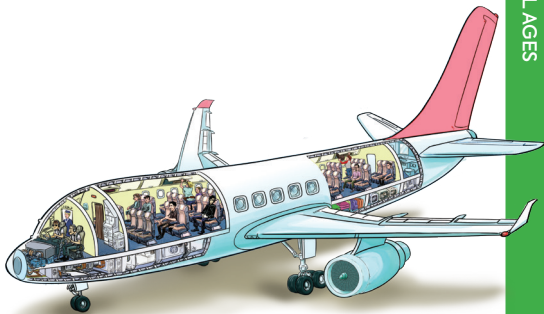
Keywords: Science, adventure, determination, education, Einstein, physics, journey, speed of light



Written by: Sümeyye Ceylan

Illustrated by: Mehmet Direk





HOW TO BUILD A PLANE?

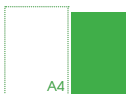
This book includes general technical drawings in full color. It shows all the phases of building an aircraft starting from scratch to the finest details, e.g., wings, engines, and cabin interiors. You will discover the design, manufacturing, transportation, assembly, and field testing stages of an aircraft production process along with their functions. You will also unravel why airplanes are safe and dependable.

Age: +8

Size: 21 x 28 cm

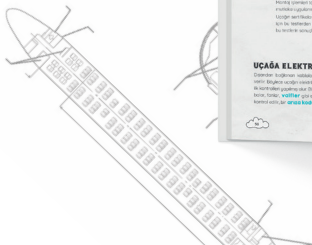
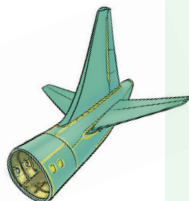
Technical Details: 64 Pages | Hardcover

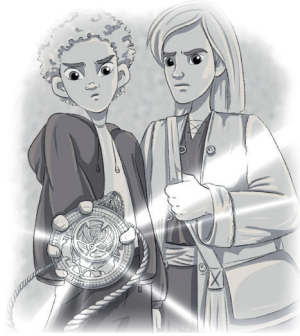
Keywords: Aviation, technology, design, STEM, airplane



Written by: Murat Köse

Illustrated by: Mesut Atas





THE GUARDIANS OF WISDOM

THE FIGHT AGAINST MARTES OF TIME

Fuat, who wants to be a hero, crosses paths with Refik, who comes from the future and travels in time with his goat. A journey to protect the scientific heritage of mankind becomes the beginning of an unexpected friendship. Fuat and Refik, traveling with a goat full of secrets, embark on a journey in the history of science to protect the future against Bedbin, who wants to control the flow of time, and the time dryers, those who decolourise the present time.

Age: +10

Size: 19,5 x 13,5 cm

Technical Details: 100 Pages | Paperback

Keywords: Adventure, journey, friendship, science, history, time travel, history of science



Written by: Fatma Çağdaş Börekçi

Illustrated by: Sümeyra Şen

On the Tramway A Strange Child and Goat

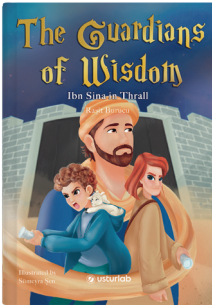
I had never seen anyone sneak into the dormitory before, and I had never helped anyone sneak into the dormitory before... until I met Refik and his goat...

The first moment I saw them, I knew I was too good to be a hero. It seemed like a convenient time.

I was walking back to the dormitory after school. I saw a boy and a goat walking in the middle of the tramway. The boy was looking at the paper in his hand and complaining. He was looking at a man he was not aware of the train.

First, I shouted. I couldn't make myself heard, then I ran and flew about five meters in the air. Maybe three. Okay, okay, I jumped a little bit and jumped on the boy who was about my height.





COMING SOON
HARIZMI



THE GUARDIANS OF WISDOM IBN SINA IN THRALL

In the journey to preserve the memory of time, Refik and Fuat's new stop becomes Baghdad. Bedbin and Kambur have plotted against Avicenna, condemning him to years of captivity. Our guardians of wisdom, in their journey to the 10th century, secure the flow of information between Biruni and Avicenna, confronting Bedbin's Hunchback in the process.

Age: +10

Size: 13,5 x 19,5 cm

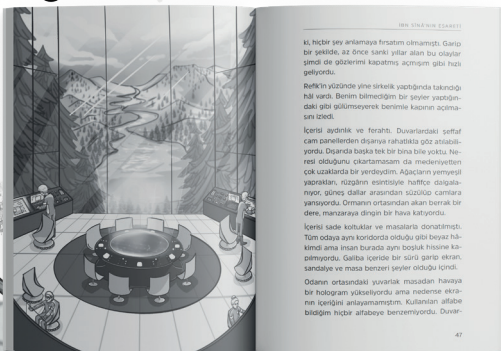
Technical Details: 100 Pages | Paperback

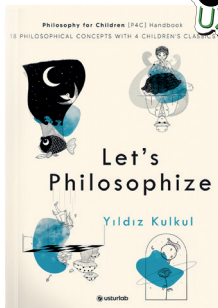
Keywords: Adventure, journey, friendship, science, history, time travel, history of science



Written by: Raşit A. Burucu

Illustrated by: Sümeyra Şen





**SOLD
UZBEK**



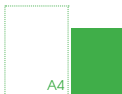
LET'S PHILOSOPHIZE

Let's philosophize is a guidebook containing 18 workshops of Philosophy for Children (P4C). The book includes P4C classroom activities focusing on 18 philosophical concepts using world children literature classics such as The Little Prince, Little Black Fish, Alice in Wonderland and Momo.

Size: 16 x 23 cm

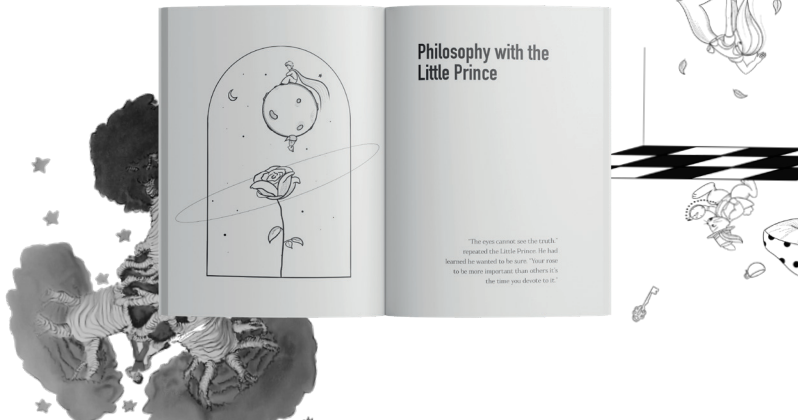
Technical Details: 112 Pages | Paperback

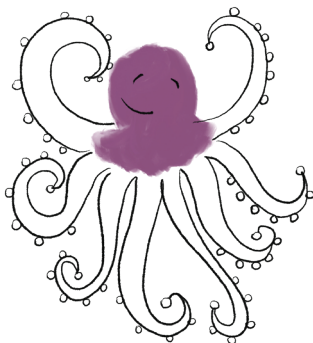
Keywords: P4C, philosophy, literature, Momo, Alice in Wonderland, The Little Prince, The Little Black Fish, workshop, education



Written by: Yıldız Kukul

Illustrated by: Sümeyra Şen





FREE LINES FOR LAZY BUMS AND COWARD CHICKENS

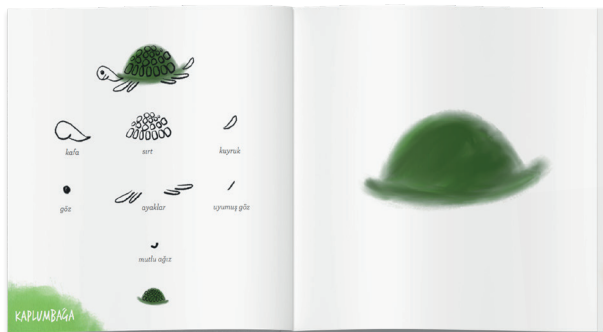
Funny and cute art book for those having drawing difficulties, for children aspiring to draw freely and enjoyably. Designed to support artistic skills, emotional development and fine motor skills.

Age: +3

Size: 21 x 21 cm

Technical Details: 58 Pages | Paperback

Keywords: Artistic development, activity, nature, emotional development, drawing





NATURE DIARY

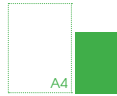
Features natural events in four seasons, requirement list to explore nature, hints for observation, provoking questions. Designed to facilitate writing down children's observations in nature with a more systematic and scientific approach. Upon learning how to utilize this notebook, the children will comprehend the scientific methodology and practice how to make discoveries in nature.

Age: +5

Size: 16,5 x 21,5 cm

Technical Details: 130 Pages | Paperback

Keywords: Nature, writing & drawing skills, observation, diary, activity



Bir siacabın ayak izleri

LETS PLAY

Board and card games that appeal
to children's world and contain quality
information and entertainment



NATURE DETECTIVES EXPLORATION GAME

Can be played in a prairie, forest or on the beach as a group or individually. Designed to restore ties with nature and to explore it with all senses.

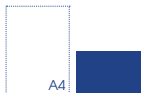
Age: +5

Players: 2+

Size: 18 x 13 x 4 cm

Box Content: 104 cards, booklet

Keywords: Team play, environment friendly, outdoor, nature, discovery, exploration





ECOSYSTEM FOOD CHAIN GAME

Card game that explains. Explains the food chain in an ecosystem. Aims to transform players to eco-aware individuals via seeing nature holistically as one living organism. Can be played anywhere: indoors, outdoors.

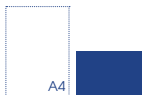
Age: +5

Players: 2+

Size: 18 x 13 x 4 cm

Box Content: 104 cards, booklet

Keywords: Nature game, STEM, senses & memory, strategy, ecosystem, food chain





READY FOR
PUBLISH
ARABIC



KAWKABA CONSTELLATION GAME

Designed to make players familiar with astronomy and provide information about prominent scientists and constellations. The cards can be used as a source to locate constellations in the sky with an unaided eye by using information provided on the cards.

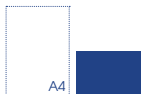
Age: +5

Players: 2+

Size: 18 x 13 x 4 cm

Box Content: 104 cards, booklet

Keywords: STEM, educational game, strategy, senses & memory, astronomy, constellation, space, observation





TECHNOFARMER

SMART FARMING BOARD GAME

Technofarmer, the first smart farming board game in the world, is a game that aims to introduce players, smart farming technologies and how we can transform modern agriculture by using technology. It also contains cards regarding pioneer scientists who worked in the field of agriculture and technology.

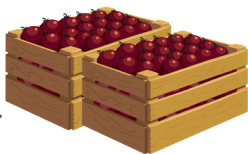
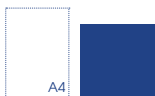
Age: +8

Players: 2-4

Size: 25 x 25 x 6 cm

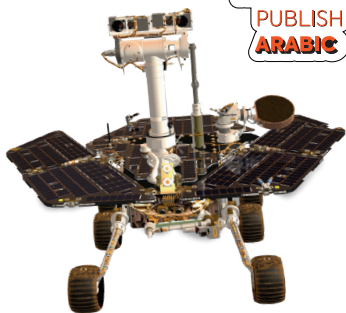
Box Content: Game board, 4 player panel, 24 smart farming technologies card, 120 crop tokens, 4 crop warehouse, 56 event cards, 16 pioneers cards, 36 agriculture cards, 4 technological tools cards, game booklet

Keywords: STEM, agriculture technologies, educational game, strategy, agriculture





READY FOR
PUBLISH
ARABIC



MISSION MARS

A board game, takes place on Mars map. By coding the real robots sent to Mars one can complete the missions. It familiarizes kids with robotics and coding, which lay the foundation of modern technology.

Age: +8

Players: 2-4

Size: 25,5 x 25,5 x 5,5 cm

Box Content: Game board, 4 player panels, 40 mission cards, 50 pioneer cards, 4 game information cards, command stamps, canvas pouch

Keywords: Robotics, coding, space mission, exploration, journey, strategy





FRUIT BINGO

Fruit Bingo, helps learning a variety of fruits. Each player matches the fruits printed on their bingo card. While matching the fruits, players also learn the origin of each cultivated fruit.

Age: +5

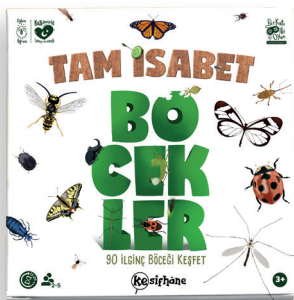
Players: 2+

Size: 22,5 x 22,5 x 5 cm

Box Content: 8 fruit bingo boards, 130 pieces green paper tokens, 90 fruit tokens, brochure, pouch

Keywords: Family game, memory, educational, fruits, bingo





BUG BINGO

Bug Bingo combines the fun dynamics of the classic bingo game with the elegance of nature. Players will try to match the bugs drawn with their cards by choosing from 90 different flower cards. This entertaining game offers a perfect option for families and groups of friends. Both children and adults will enjoy spending delightful time discovering the beauties of nature.

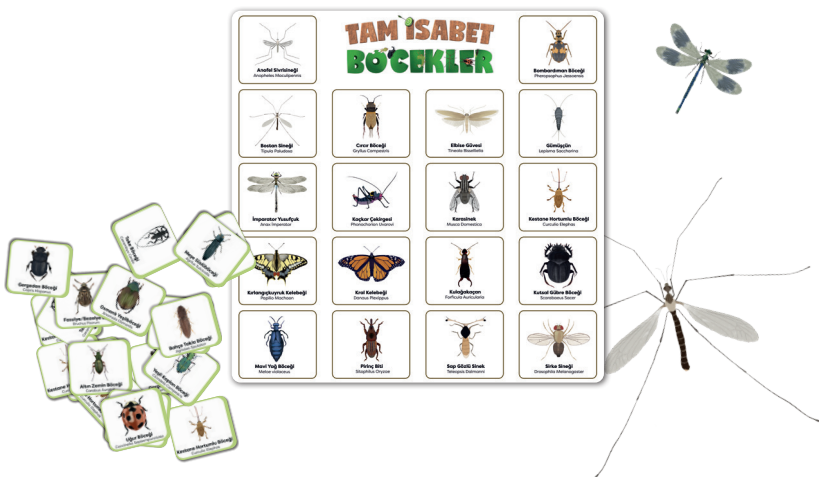
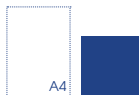
Age: +5

Players: 2+

Size: 22,5 x 22,5 x 5 cm

Box Content: 5 bug bingo boards, 90 fruit tokens, brochure

Keywords: Family game, memory, educational, fruits, bingo





FLOWER BINGO

Flower Bingo combines the fun dynamics of the classic bingo game with the elegance of nature. Players will try to match the flowers drawn with their cards by choosing from 90 different flower cards. This entertaining game offers a perfect option for families and groups of friends. Both children and adults will enjoy spending delightful time discovering the beauties of nature.

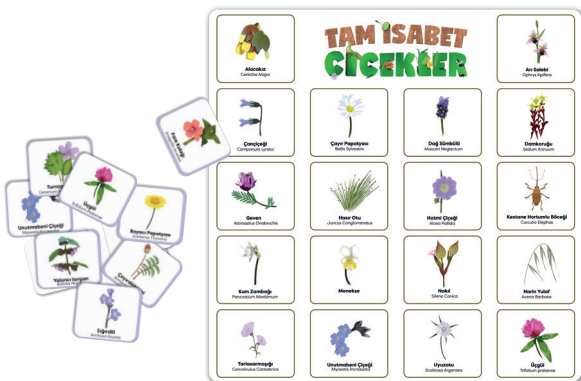
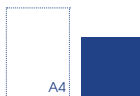
Age: +5

Players: 2+

Size: 22,5 x 22,5 x 5 cm

Box Content: 5 flower bingo boards, 90 fruit tokens, brochure

Keywords: Family game, memory, educational, fruits, bingo





FRUIT DETECTIVES

Board game that supports memory, attention and strategy development skills. Teaches fruits and their harvesting ways.

Age: +5

Players: 2-4

Size: 25 x 25 x 5 cm

Box Content: Game board, 1 game brochure, 16 pieces fruit tokens, 12 venue cards, 4 harvest cards, 4 player pawns

Keywords: Educational game, strategy development, senses & memory, nature, harvest





INSPIRING ANIMALS

Designed to make players familiar with astronomy and provide information about prominent scientists and constellations. The cards can be used as a source to locate constellations in the sky with an unaided eye by using information provided on the cards.

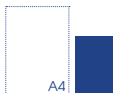
Age: +6

Players: 2+

Size: 13 x 10 x 2 cm

Box Content: 50 biomimicry cards, 10 special duty cards, game brochure

Keywords: STEM, educational game, biomimicry, senses & memory, technology, inspiration



LETS

DESIGN

Activity kits prepared to develop observation skills, raise awareness and stimulate exploration





SURPRISE BOX

TRT Çocuk's popular program Surprise Box is in this box. The Surprise Boxes, prepared with four different concepts: science, design, nature and art. It opens doors to completely different worlds with all video activities

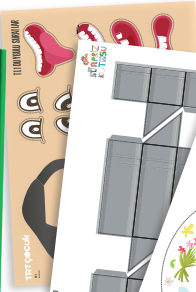
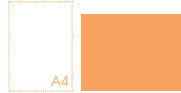
Age: +6

Activity: 12

Size: 31,8 x 22,2 x 7 cm

Box Content: Custom designed event templates, activity booklet, materials for activity design (adhesive, acrylic paint, brush, ice cream stick, rope, etc.)

Keywords: Environment friendly, educational, development support, STEM, design thinking, science, nature, design, art







LET'S EXPLORE THE NATURE

Let's explore nature, discover what it offers us, analyze every single detail, and interact with them! Nature observation kit comes with everything needed to make your nature journey more sophisticated! Note down your observations in the Nature Journal, gather data from nature in the Exploration Notebook, utilize magnifier for a close-up look at the habitat, notice how insects behave, and many more.

Age: +6

Players: 2-4

Size: 22 x 30,5 x 4,5 cm

Box Content: Nature diary, exploration notebook, seed kit, mirrored observation box model, cloth tote bag, magnifier, stickers

Keywords: Environment friendly, educational, attention, nature, observation, activity





SURPRISE BOX

Activity box on design, science, nature and art themes. Emphasizes imagination and design. Helps children develop cutting, drawing, related motor skills, and awareness of recycling.

Age: +6

Activity: 12

Size: 21 x 29,7 cm

Box Content: Custom designed event templates, activity booklet, materials for activity design (adhesive, acrylic paint, brush, ice cream stick, rope, etc.)

Keywords: Environment friendly, educational, development support, STEM, design thinking, science, nature, design, art





LET'S EXPLORE THE SPACE ASTRONOMY ACTIVITY KIT

The 12 activities in this box introduce children to the constellations' names, people who named the constellations, stars' location in the sky. The activities also address the common questions kids have about the universe, such as how a solar eclipse happens, how the Earth hangs in space without falling, and much more.

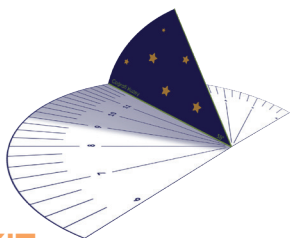
Age: +6

Size: 21,5 x 30,2 x 1,5 cm

Box Content: Custom designed event templates, activity booklet, materials for activity design

Keywords: Technology, STEM, paper model, activity, astronomy, planet





ASTRONOMY ACTIVITY KIT

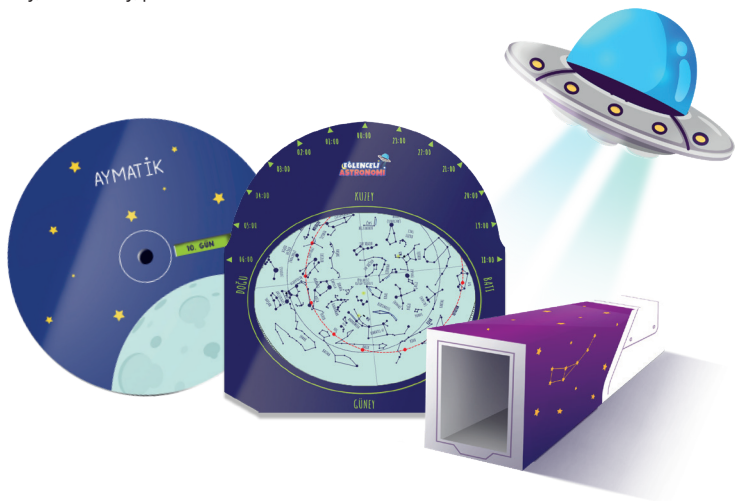
The 5 activities in this box introduce children to the constellations' names, people who named the constellations, stars' location in the sky. The activities also address the common questions kids have about the universe, such as how a solar eclipse happens, how the Earth hangs in space without falling, and much more.

Age: +6

Size: 21,5 x 30,2 x 1,5 cm

Box Content: Custom designed event templates, activity booklet, materials for activity design

Keywords: Technology, STEM, paper model, activity, astronomy, planet



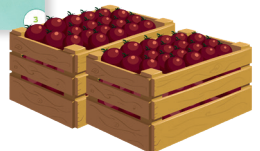


SMART FARMING ACTIVITY KIT

Accompany the adventures of seeds with innovative farmer characters through the Read, Color, Code theme! While getting to know the long-standing story of agriculture and farming a bit more closely, you can explore the tools of next-generation farming technologies.

Age: 12-13 and 14-15

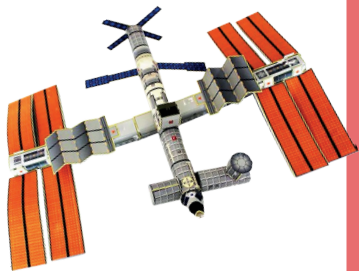
Keywords: education program, technology education, agricultural technology



LETS

CREATE

Model sets for interactive learning
of children on specific topics in
educational institutions or at home



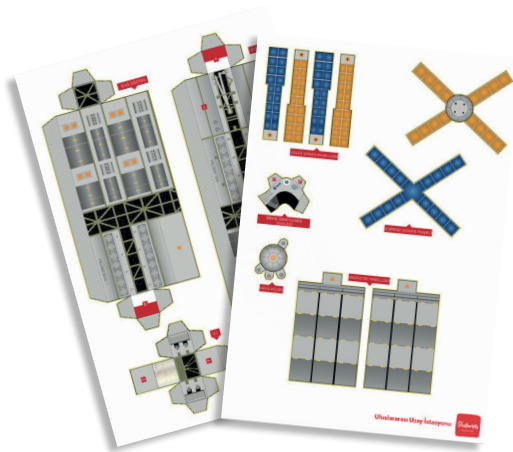
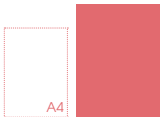
INTERNATIONAL SPACE STATION PAPER MODEL

Paper model of the international space station! Build the home where astronauts live in space while they perform experiments. The construction of this paper model supports fine motor skills, hand dexterity, and eye coordination.

Age: +9

Box Content: 25 pcs

Keywords: STEM, educational, fine motor skills, paper model, astronomy





SPACECRAFT PAPER MODELS

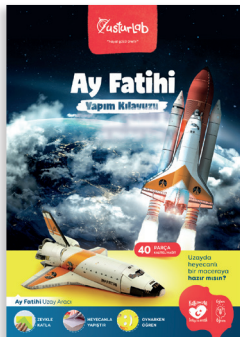
Let's create 4 spacecrafts with easy-to-follow and understandable instructions. These models will introduce different spacecrafts models to you and will help develop fine motor skills, hand-eye coordination, creativity, and analytical thinking.

Age: +5

Box Content: 22 pcs

Keywords: STEM, educational, fine motor skills, paper model, astronomy, spacecraft





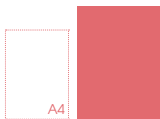
MOON CONQUEROR PAPER MODEL

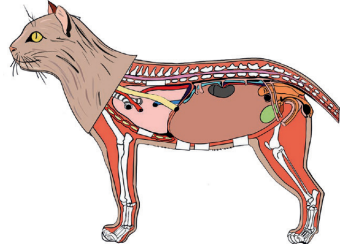
Paper model of the international space station! Build the home where astronauts live in space while they perform experiments. The construction of this paper model supports fine motor skills, hand dexterity, and eye coordination.

Age: +5

25 pcs

Keywords: STEM, educational, fine motor skills, paper model, astronomy





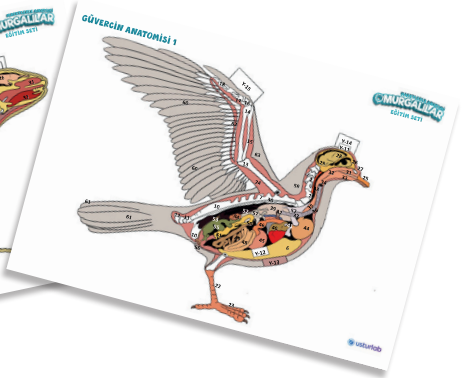
LETS LEARN ANATOMY

VERTEBRATE DISSECTION SET

While creating anatomical models of 5 different vertebrate creatures with easy-to-follow and understandable instructions, this set both provides information about such creatures and their anatomy, and develops fine motor skills.

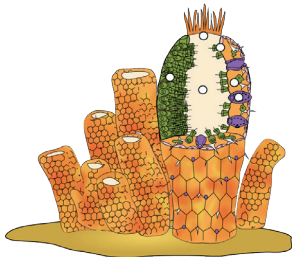
Box Contents: Animal anatomy templates, education booklet

Keywords: Educational, biology, nature, anatomy, paper model, dissection





COMING SOON
BUGS



LETS LEARN ANATOMY

DISSECTION SET OF INVERTABRATES

While creating anatomical models of 8 different invertebrate creatures with easy-to-follow and understandable instructions, this set both provides information about such creatures and their anatomy, and develops fine motor skills.

Box Contents: Animal anatomy templates, education booklet

Keywords: Educational, biology, nature, anatomy, paper model, dissection



LETS LEARN

Designed to ignite curiosity and deepen understanding, offer engaging insights and practical knowledge



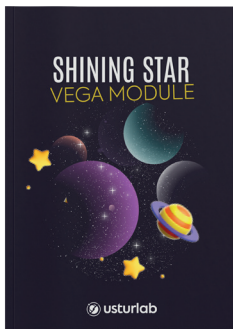
SMART FARMING EDUCATION PROGRAM

It is a specially structured 36-week educational program designed for middle and high school age groups. This program encompasses technology and agricultural technology education. The materials include 2 instructor guidebooks, 2 student workbooks, 2 agricultural and technology education implementation kits.

Age: 12-13 and 14-15

Keywords: education program, technology education, agricultural technology, instructor guidebook, student workbook





SHINING STAR - VEGA MODULE

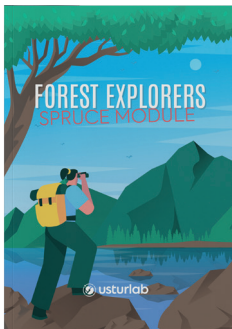
ASTRONOMY EDUCATION PROGRAM

This education program offers young minds a comprehensive exploration of astronomy. Over the course of 10 weeks, students strengthen cognitive, sensory, and motor skills while delving into the mysteries of the universe. Through hands-on activities, lesson presentations, and visual materials, the program enhances students' interest in astronomy and develops their scientific thinking skills. "The Shining Stars" encourages youth to find their place in the infinity of the cosmos, preparing them for a bright future in the light of science.

Age: 10-11

Keywords: education program, hands-on activities, lesson presentations, visual materials, scientific thinking





FOREST EXPLORERS - SPRUCE MODULE

The “Forest Explorers” education program strengthens children’s connections with the natural world and reinforces their cognitive, emotional, and motor skills through outdoor and indoor activities over 10 weeks. Weekly activities and lessons help children improve their observation, problem-solving, and teamwork skills in nature, while also supporting environmental awareness and understanding the value of natural resources. Practices such as arts and crafts, nature walks, and meditation encourage children to develop a deeper connection with nature. With “Forest Explorers,” children not only discover the enchanting beauty of the outdoors but also grow into environmentally conscious individuals.

Additionally, the program provides one educator guidebook, one activity journal for students, lesson presentations, and supplementary educational materials.

Age: 10–11

Keywords: Nature education, cognitive development, sensory development, motor development, educational program.



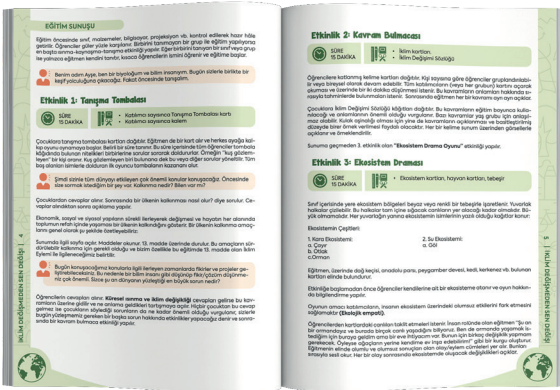


CHANGE BEFORE CLIMATE DOES

The 'Change Before Climate Does' education program aims to raise awareness among children about climate change and zero waste issues.

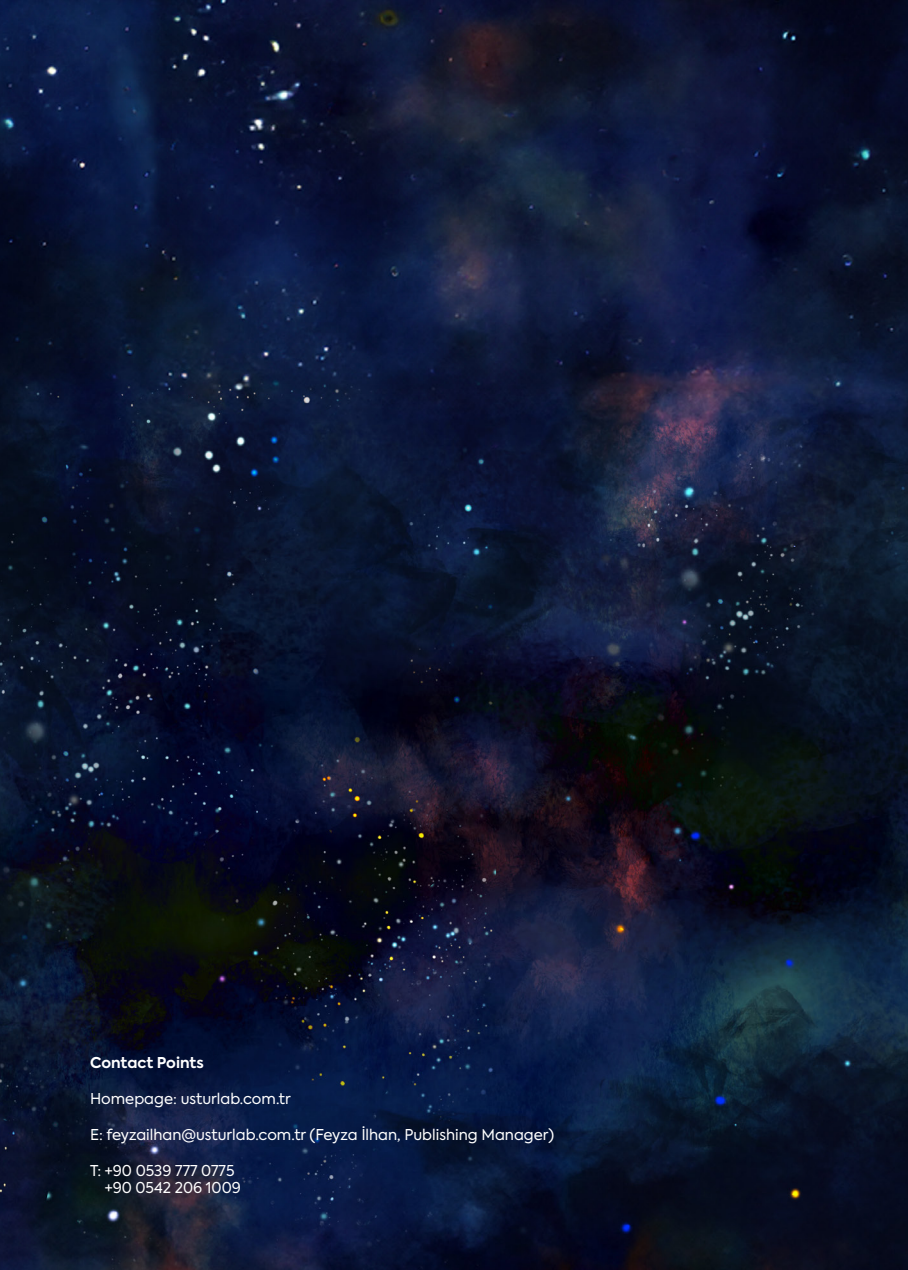
Age: All Ages

Keywords: education program, climate change, awareness, zero waste, workshop, interactive learning



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