

★ £1 BOOK ★ INFORMATION SHEET

THINK LIKE A BOSS: DISCOVER THE SKILLS THAT TURN GREAT IDEAS INTO CASH

WRITTEN BY: Rashmi Sirdeshpande

ILLUSTRATED BY: Adam Hayes

PUBLISHER: Hachette Children's Group



ABOUT THE AUTHOR:

Rashmi Sirdeshpande is a lawyer turned children's author who loves taking big ideas and making them accessible and exciting for young readers. She writes non-fiction picture books that ignite children's curiosity, as well as fictional stories that crackle with imagination. When she's not playing with words, you'll find her on her yoga mat twisting herself into all sort of shapes.

ABOUT THE ILLUSTRATOR:

Adam Hayes is a typographer and illustrator. Adam creates all of his work by hand, before manipulating and adding colour in Photoshop. When not in the studio Adam can be found either mountain biking in the hills, hiking over the moors or embarking on a family adventure.

ABOUT THE BOOK:

Though this book may be small, it's bursting with big ideas for budding entrepreneurs. From understanding money and looking after it, to the nuts and bolts of setting up a business, making your big ideas a reality and using your cash for good.

Don't have a big business idea just yet? Don't fear. Being a boss isn't just about making money. It's about building confidence, thinking outside of the box, problem solving and being 100% fearless. Which isn't a bad place to start, right?

OUR FRIENDS AT CORAM BEANSTALK HAVE CREATED CONVERSATION STARTERS AND GAMES TO HELP YOU GET INTO THE WORLD OF THE BOOKS:

A CONVERSATION STARTER AND A GAME

CONVERSATION STARTER "Boss. Business person. Tycoon. Bigshot. Innovator. Inventor. **Who** pops into your head when you hear these words?" What do you think of them?

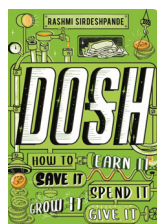
GAME: DRAGON'S DEN. 2+ PLAYERS.

First player shares something that just 'drives them mad'.. not massive problems but something little that's really irritating! Second player then has to describe an 'invention' that will get rid of the problem. First player (and any others if more than 2 players) then have to decide if they are 'in' or 'out'. Take turns until all players have had a go at being in the Dragon's Den i.e. have invented something.

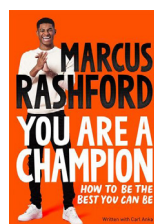
AN ACTIVITY TO TRY

Visualise yourself as an adult – What do you look like? What's your house like? Who do you live with? What car do you drive? Do you know what job you are doing? What do your friends say about you? Write an affirmation or a statement that will encourage you to reach your goal. E.g. You can do it. You deserve it. You can work hard enough.

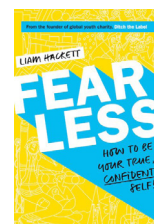
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Publisher: Hachette Children's Group 2020



Author: Marcus Rashford and Carl Anka
Publisher: Macmillan Children's Books
2021



Author: Liam Hackett
Publisher: Scholastic 2020