

# 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 LEARN

# LETS READ

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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 Aydoğan

**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

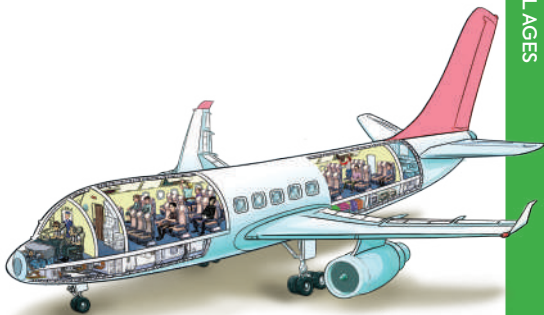


**Written by:** Güliz Gerdan

**Illustrated by:** Güliz Gerdan







## 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

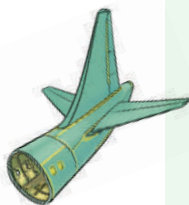
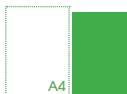
**Size:** 21 x 28 cm

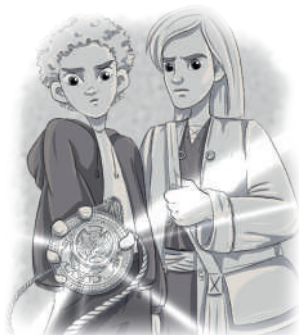
**Technical Details:** 64 Pages | Hardcover

**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 Borekçi

**Illustrated by:** Sümeyra Şen

#### On the Tramway A Strange Child and Goat

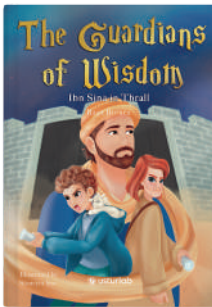
I had never seen anyone sneak into the storeroom before, and I had never heard anyone sneak into the storeroom before... until I met Refik and his goat...

The first moment I saw them, I knew I was too good to be a hero, it seemed like a common thing.

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

First I thought, I couldn't make myself heard, then I got and flew about the matter in the storeroom. Okay, okay, I jumped a little and jumped on the boy who was about my height.





COMING SOON  
HARIZMI



## THE GUARDIANS OF WISDOM IBN SINA IN THRALL

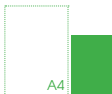
In the journey to preserve the memory of time, Refik and Fuat's new stop becomes Baghdad. Bedbin and Kambur have plotted against Avicenna, condemning him to years of captivity. Our guardians of wisdom, in their journey to the 10th century, secure the flow of information between Biruni and Avicenna, confronting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

Age: +10

Size: 13,5 x 19,5 cm

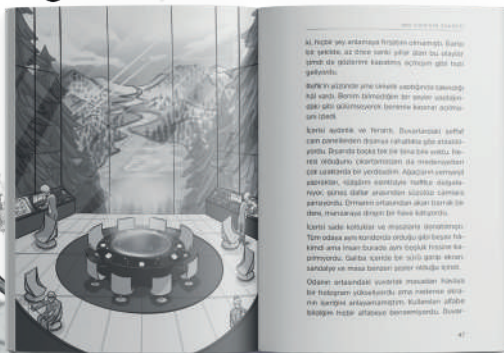
Technical Details: 100 Pages | Paperback

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

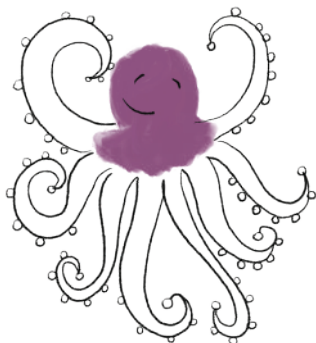


Written by: Raşit A. Burucu

Illustrated by: Sümeyra Şen







## FREE LINES FOR LAZY BUMS AND COWARD CHICKENS

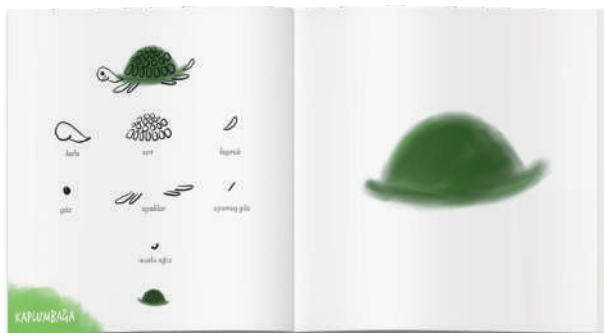
Funny and cute art book for those having drawing difficulties, for children aspiring to draw freely and enjoyably. Designed to support artistic skills, emotional development and fine motor skills.

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 sincabın ayak izleri

# LETS PLAY

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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.

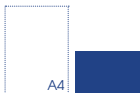
**Age:** +5

**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





## 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.

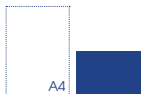
**Age:** +5

**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.

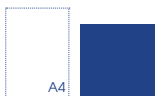
**Age:** +8

**Players:** 2-4

**Size:** 25 x 25 x 6 cm

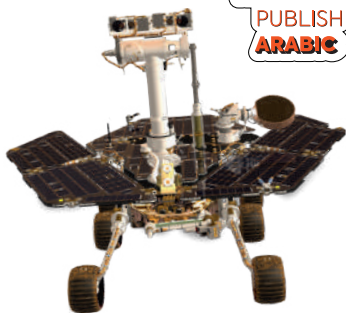
**Box Content:** Game board, 4 player panel, 24 smart farming technologies card, 120 crop tokens, 4 crop warehouse, 56 event cards, 16 pioneers cards, 36 agriculture cards, 4 technological tools cards, game booklet

**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.

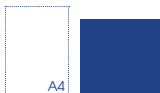
**Age:** +8

**Players:** 2-4

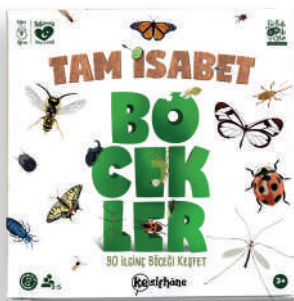
**Size:** 25,5 x 25,5 x 5,5 cm

**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







## 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.

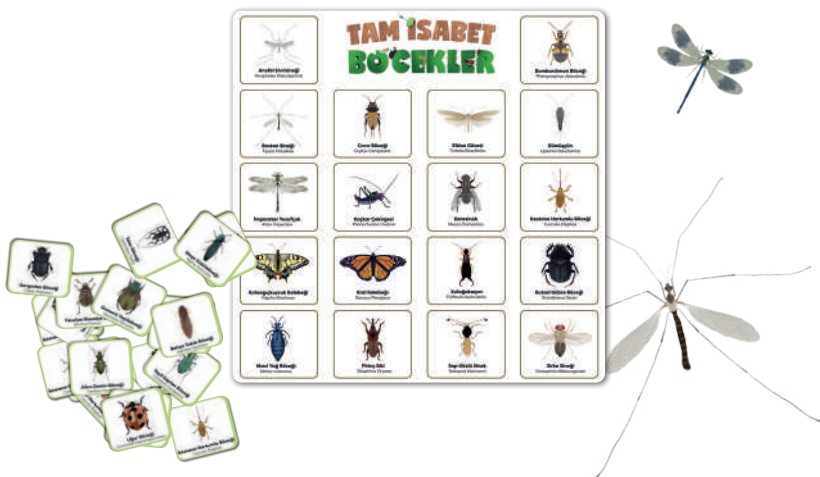
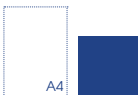
**Age:** +5

**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.

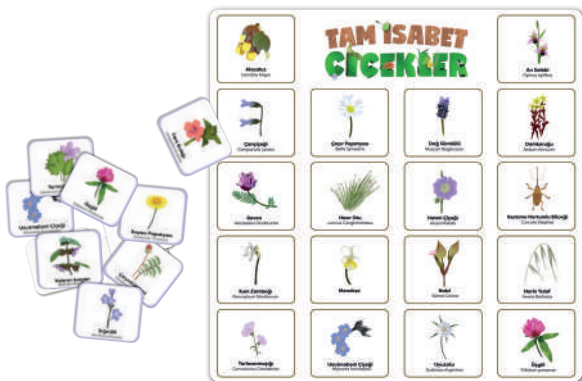
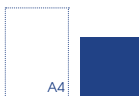
**Age:** +5

**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.

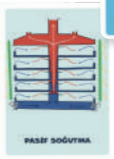
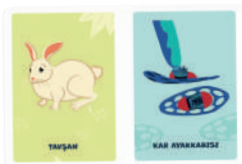
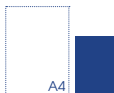
**Age:** +6

**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

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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

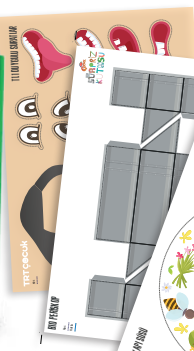
**Age:** +6

**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

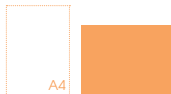
The 12 activities in this box introduce children to the constellations' names, people who named the constellations, stars' location in the sky. The activities also address the common questions kids have about the universe, such as how a solar eclipse happens, how the Earth hangs in space without falling,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

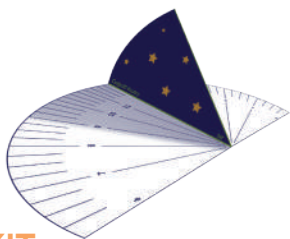
**Age:** +6

**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

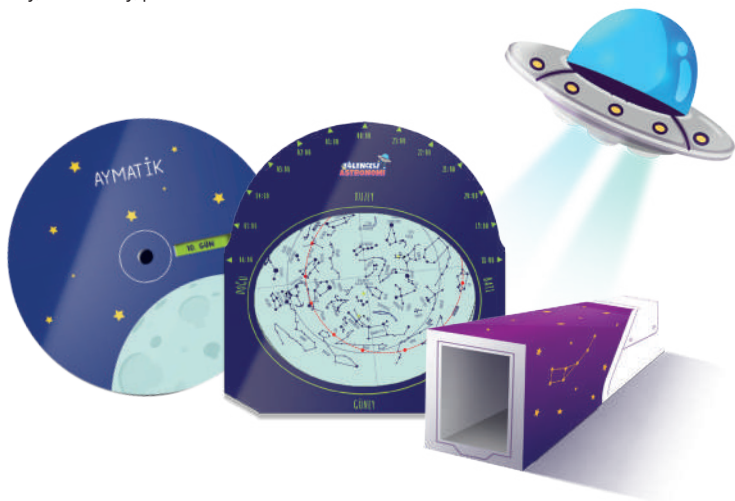
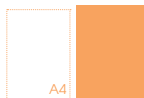
The 5 activities in this box introduce children to the constellations' names, people who named the constellations, stars' location in the sky. The activities also address the common questions kids have about the universe, such as how a solar eclipse happens, how the Earth hangs in space without falling,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

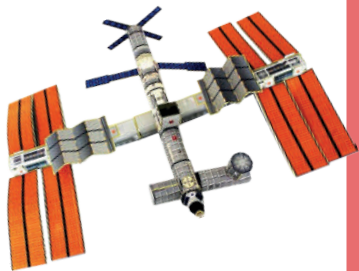


LETS

CREATE

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



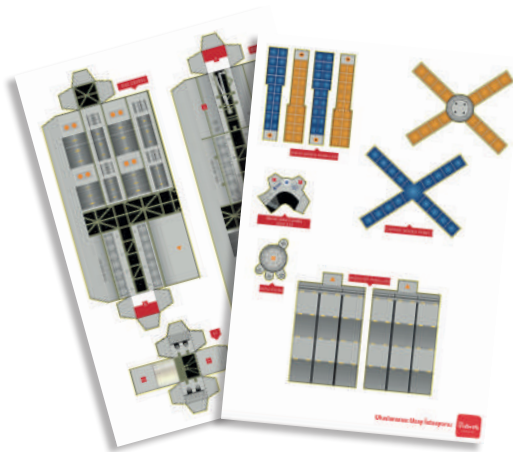
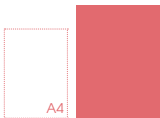
## INTERNATIONAL SPACE STATION PAPER MODEL

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





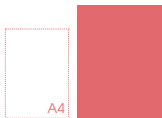
## SPACECRAFT PAPER MODELS

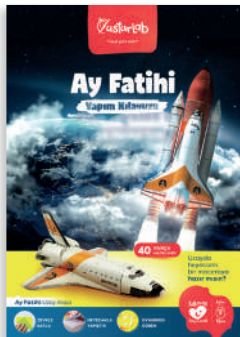
Let's create 4 spacecrafts with easy-to-follow and understandable instructions. These models will introduce different spacecrafts models to you and will help develop fine motor skills, hand-eye coordination, creativity, and analytical thinking.

Age: +5

Box Content: 22 pcs

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





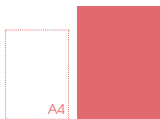
## MOON CONQUEROR PAPER MODEL

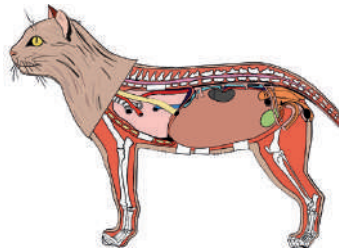
Paper model of the international space station! Build the home where astronauts live in space while they perform experiments. The construction of this paper model supports fine motor skills, hand dexterity, and eye coordination.

**Age:** +5

25 pcs

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





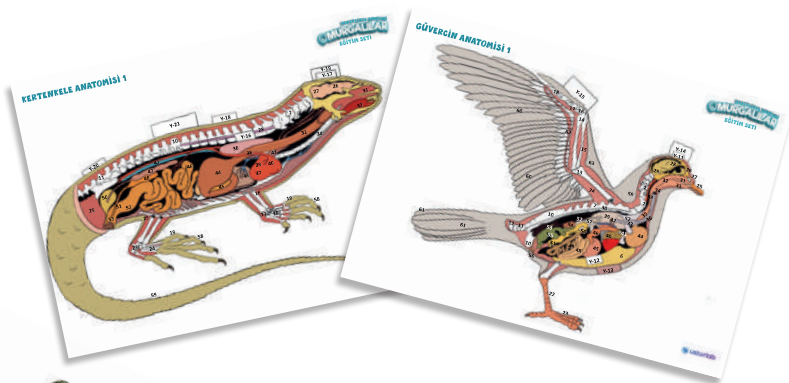
## LETS LEARN ANATOMY

### 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.

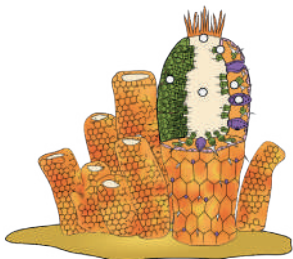
**Box Contents:** Animal anatomy templates, education booklet

**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

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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.



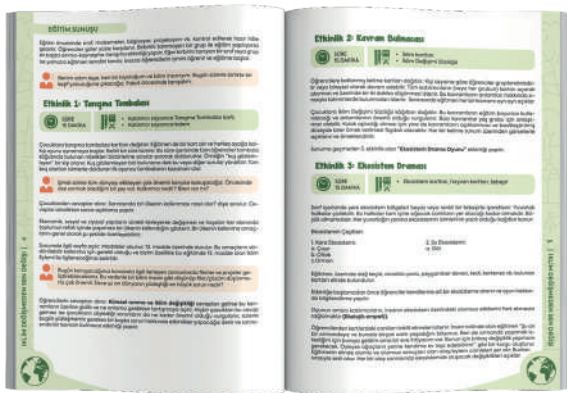


## CHANGE BEFORE CLIMATE DOES

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

**Age:** All Ages

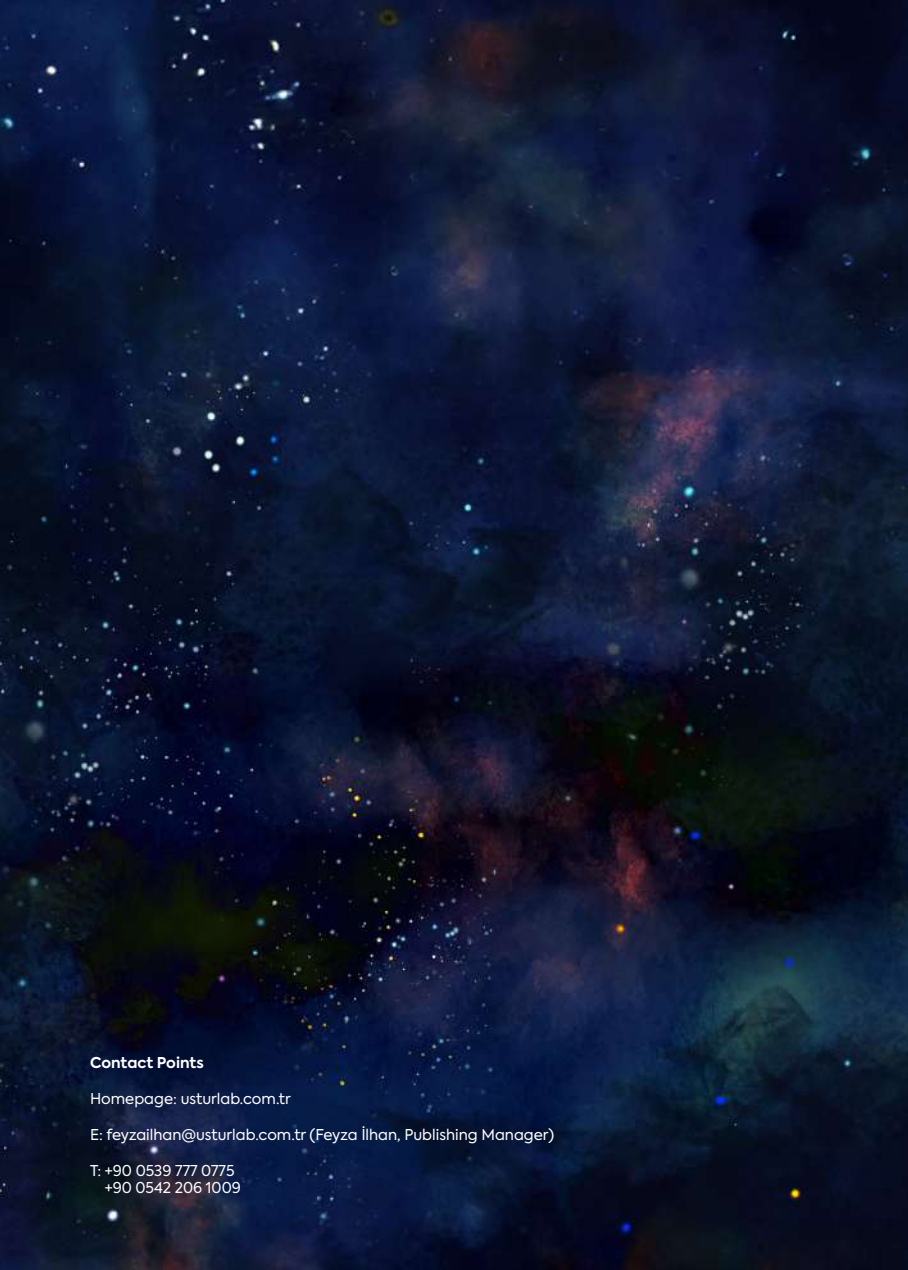
**Keywords:** education program, climate change, awareness, zero waste, workshop, interactive learning



# CONTACT US

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**Contact Points**

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