

How to Write, Publish & Profit with
**Kindle
Kids' Books**



THE WORKS

Everything You Need to Write, Publish & Profit!

SHAWN HANSEN

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Introduction



My grandfather used to tell me bedtime stories that lit my imagination on fire. The most memorable was called *Squirm, the Big Blue Worm*.

Early on, my parents introduced me to Little Golden Books, and for the first time, I was carried away to imaginary lands by words on a page. Enter Dr. Seuss, Shel Silverstein, and Maurice Sendak, and those words grew wings and opened my mind to adventure and creativity.

While growing up, I devoured books more eagerly than food, and while I eat more now, I read more, too.

To this day, the one book that remains my greatest influence is *Horton Hears a Who* by Dr. Seuss. Aside from the pageantry of the tale, that book taught me just how important every voice is. I suspect my habit of speaking out was influenced by a Who named JoJo. 😊

My desire to be a writer began when I was about 6 years old, and as time went on, it continued to grow. That I am a writer now is a bit like having found a Wonka Scrumdiddlyumptious Bar with one of the 5 golden tickets inside.

My reading tastes changed, and while I turned to Richard Matheson, Stephen King, and Edgar Allen Poe, I never forgot *Where the Sidewalk Ends*. In fact, I often walk it to get to *Where the Wild Things Are*, and when I go, I start my day off with a healthy

breakfast of *Green Eggs and Ham*. (Yes, I still read and reread children's books.)

In my heart of hearts, I've always wanted to write and publish kids' books, but I can't draw, and the thought of hiring an illustrator to breathe life into my characters has never appealed to me. My dream was to write stories and have my dad illustrate them, but by the time we could have self-published, he'd lost most of his sight. ☹️

For over 20 years I've shelved the dream of writing and publishing kids' books, but the nagging urge remained.

When digital images and vector graphics became available, my interest was renewed. I could actually bring my stories to life on my own!

Unfortunately, a few stumbling blocks remained, the most significant of which was the inherent limitations of eReaders. Few were color, and none could handle image-based eBooks well. Trying to create a positive reading experience with an illustrated eBook remained a barrier.

Then Kindle brought out the Kindle Comics Creator Software, and I hungrily downloaded it thinking it would be the answer to creating the kind of kids' book readers would enjoy.

It wasn't, and I had to shelve my kids' books yet again. This time, though, I'd written several, gathered the images I wanted to use, and built a Web Site filled with extras and activities for kids.

To say I was disappointed is an understatement.

In early September 2014, Amazon gave me the gift of a lifetime. They launched KDP Kids and the Kindle Kids' Book Creator Software.

I downloaded the free software immediately and began playing with the interface. I was elated by the easy-of-use, and I'm amazed with what I can do with my kids' books! 😊

This new software coupled with the increased power and usability of eReading devices (iPads, iPhones, Androids, and tablets) means there has never been a better time to pursue writing kids' books.

***How to Write, Publish & Profit with Kindle Kids' Books* is your roadmap to turning your kids' book ideas into published reality, and it will get you started on the road to building your very own Kindle Kids' book empire. ☺**

If you're after even more than what's in this guide and the training videos that come with it, you can still upgrade!

SILVER – The Silver Package adds both The Accelerator Package and PicMonkey Training.

The Accelerator Package

- The Accelerator Guide: Step-by-step training so you can publish your first Kids' Book in 1 week or LESS.
- The Ages & Grades Cheat Sheet
- The Age-Appropriate Words Cheat Sheet
- 5 eBook Page Background Templates

PicMonkey Training

- Learn how to create great graphics and kids' book pages using powerful, FREE software in this real-time, over-the-shoulder video course.

The Accelerator Pack + PicMonkey Training = Publish FASTER!
JUMP AHEAD OF YOUR COMPETITION!

- ✓ Learn to Use PicMonkey – A Free Graphics Tool
NO EXPENSIVE SOFTWARE REQUIRED
- ✓ Publish Your 1st Kids' Book in 1 Week!
- ✓ Get Age & Word Cheat Sheets
- ✓ Get 5 Page Background Templates



Create Great Graphics WITHOUT Expensive Software!

TO UPGRADE TO SILVER: VISIT <http://ShawnHansen.com/KKBSilverUpgrade>
Buy your upgrade pack, and your additional materials will be delivered automatically.

GOLD – The Gold Package adds “Story Time: How to Write Kids’ Books for Fun & Profit” and 5 Original Kids’ Book Plots.

Story Time: How to Write Kids’ Books for Fun & Profit

- A complete Kids’ Book Writing Course that walks you through the process from idea to publication.

5 Original Kids’ Book Plots (Written by ME!)

- Jump start your writing and publishing with these complete story plots. Each is original, and written by me not outsourced.

Story Time: How to Write Kids’ Books for Fun & Profit
A COMPLETE KIDS’ BOOK WRITING COURSE

- ✓ How to Generate Great Kids’ Story Ideas
- ✓ How to Plot & Plan Kids’ Stories Like a Pro
- ✓ How to Find & Choose Graphics
- ✓ How to Write the Most Popular Book Types:
RHYMING • ADVENTURE • ANIMAL • EDUCATIONAL

PLUS: 5 Original Kids’ Book Plots!

TO UPGRADE TO GOLD: VISIT <http://ShawnHansen.com/KKBGoldUpgrade>
Buy your upgrade pack, and your additional materials will be delivered automatically.

Now, are you ready to learn *How to Write, Publish & Profit with Kindle Kids’ Books*?
Great, turn the page!

Shawn

Why Kindle Kids' Books & Why Now?



The Kids' Books Market is HUGE. In fact, I predict it's going to explode now that there's an easy way to publish colorful, picture-based books for Kindle.

Other markets have their fans, but the Kids' Book Market is filled with parents, grandparents, caretakers, and young readers who are constantly looking for more books to read.

Amazon knows this, and that's the reason they launched KDP Kids & the Kindle Kids' Book Creator Software.

As writers, we can take advantage of this new publishing tool and start to fill that Kids' Book need!

The timing is perfect: There are more eReading devices in more homes and hands than ever before, and adults and children are embracing them as learning and reading devices.

But Wait!

Those of you who know me may be wondering why I'm so excited about publishing Kindle Kids' Books when I generally do my best to steer new and midlist authors AWAY from Kindle Publishing as a primary source of income.

The reason is simple: Writing and publishing Kids' Books is a model that's perfect for KDP.

How to Make Money as a KDP Kids' Book Author

As many tips, tricks, tactics, and strategies as there are out there, making money as a KDP author comes down to three simple steps:

1. Choose a Hungry Market.
2. Write & Publish Quality Books.
3. Release Those Books on a Frequent Basis.

It's not hard to accomplish those first two items, but the third trips up many authors.

If you spend any time studying the habits of the self-publishing authors who are seeing great financial success with KDP, you'll notice they all have these things in common: They have lots of books for sale, and they publish a new book every 4-6 weeks.

It's just not practical to think you can earn huge profits with one or two titles. Most authors don't begin to see spikes in sales until after publishing their third book. Then, to sustain and grow that income, you have to keep churning out books, and that can get tricky.

For most writers, publishing a book every four to six weeks is impractical, yet that's exactly what most FINANCIALLY SUCCESSFUL authors on KDP are doing.

But Kids' Books are another story! It's EASY to plot, write, and publish a quality kids' book in a couple of weeks. In fact, a motivated writer could produce a book a week on a continuous basis. 😊

In addition to allowing authors to fulfill the frequency rule, Kids' Books lend themselves to series, and that's another gigantic plus because readers love series books, and series books boost sales.

Types of Kids' Books



Colorful, visually stimulating books filled with lots of imaginative and engaging images are a *must* when it comes to publishing Kids' Books, and the new Kindle Kids' Book Creator Software makes publishing image-based books a breeze!

Books That Fly Off the Shelves

When it comes to choosing books, kids and the grownups who read to them have slightly different tastes.

Kids Love:

- **Rhyming Books**

Perhaps the best examples of rhyming books are those written by Theodor Giesel – Dr. Seuss. Others include *Where the Sidewalk Ends* by Shel Silverstein, and *Barnyard Dance* by Sandra Boynton.

Rhyming books are special because their wordplay adds an extra layer of fun to great stories and wonderful images.

- **Adventure Books**

Take a child on a trip, toss in a few challenges, and you've got yourself an adventure book.

Examples include *Where the Wild Things Are* by Maurice Sendak, *Charlie and the Chocolate Factory* by Roald Dahl, *The Phantom Tollbooth* by Norton Juster,

and *Alice in Wonderland* by Lewis Carroll.

- **Animal Books**

If your book features creatures with multiple legs, fur, extra eyes, or less exotic animals who live on a farm, kids will love it.

Books like *Charlotte's Web* by E. B. White, *The Very Hungry Caterpillar* by Eric Carle, and *Peter Rabbit* by Beatrix Potter have entertained children for generations.

Adults Who Read to Kids Love Those, Too, but They Also Love:

- **Books That Educate Without Preaching**

From making beds to understanding death to simple acts of kindness, kids need to learn all kinds of things that can be hard to explain. When those subjects are presented in a well-told story that features memorable characters and images, the message sinks in.

Examples include Richard Scarry's *Please and Thank You Book*, and many of *The Berenstain Bears* books by Stan & Jan Berenstain.

From Idea to Story



With one exception, writing for children is very similar to writing for adults. Unlike adults, children's disbelief is easily suspended.

In other words, kids rarely question monsters under beds, talking carrots, or being whisked off to far-away places with the wave of a wand.

Because kids are so imaginative and willing to accept most things fantastic, nearly anything you can think of can be turned into a great story.

Where to Find Ideas

- **Reading Kids' Books by Other Writers**

There are few better idea generators than reading good writing, so devour as many kids' books as you can. It will open the floodgates of your own creativity.

You aren't reading to *copy* the works of others. Instead, you are looking for sparks to go off in your own head.

- **Visiting Public Playgrounds and Parks**

I often get ideas by watching and listening to kids' playing at parks. (Yes, you

have to be careful not to creep parents out if you're there without a kid of your own, so I generally take my notebook, a copy of the manuscript I'm working on, and I make it a point to strike up a conversation with an adult who's there with a child.)

- **Watching Kids' TV Shows**

If you want to know what's popular with kids right now, and what parents, grandparents, and other adults want kids to learn and enjoy, watch some preschool to toddler level television shows.

- **Window Shopping in Toy Stores**

Like kids' TV shows, toys are a great way to get a sense of what kids' love right now. Top sellers provide insight into what the adults who care for kids think is "good" for children.

- **Viewing Stock Cartoon Images**

This is one of my favorites, and it's one of the quickest and easiest ways I get lots of ideas. The images you see in this guide all came from stock image sites, and I use images just like them in my kids' books.

When I want to generate new ideas, I visit one of my favorite Sites, and start by searching for "cartoons" or "cartoon kids."

My favorites are:

Dreamstime: <http://ShawnSuggests.com/Dreamstime>

DepositPhotos: <http://shawnsuggests.com/DepositPhotos>

GraphicStock: <http://shawnsuggests.com/GraphicStock>

The Next Step

Once you have an idea, you have to play with it a bit. Some ideas lend themselves better to rhyming books while others might make a better adventure story.

In a lot of cases, I outline several versions of the same basic story to see which I like the most.

I also try to locate more images as my story grows. I do this for two reasons: First, it generates even *more* ideas. Second, since I'm not working with an illustrator, and I

don't always draw my own illustrations, finding the right images for my storyline is important. I look at it as part of the writing process.

Get Writing!

Having come up with an idea and settled on a type of story (e.g. rhyming, adventure, animal, educational), the next step is to write it!

As you begin writing (or outlining) the story, remember it should have a beginning, middle, and ending – just like adult works of fiction.

Beginnings

To begin almost any type of kids' story, you're going to introduce a person, place, thing, concept, or idea. In other words, a noun!

Middles

Next, as you move to your story's middle you'll add some type of a situation or information. Situations could include traveling to a make-believe land or what to do with a found dollar bill. Information could be how to make a bed or learning the letters of the alphabet.

Endings

As you bring your story to a close, the situation should be resolved or the information completed. (If you're writing a series the story comes to a semi-satisfying cliff-hanger end.)

Happy Endings

Most kids' books have happy (or satisfying) endings. If you're going to explore the idea of an unhappy ending, pay careful attention to the way E.B. White handles the end of *Charlotte's Web*. (And note it's not all unhappy.) Also, keep in mind that *Charlotte's Web* is for readers who are 8-12 years of age.

The younger your audience, the more important a clear, happy ending is.

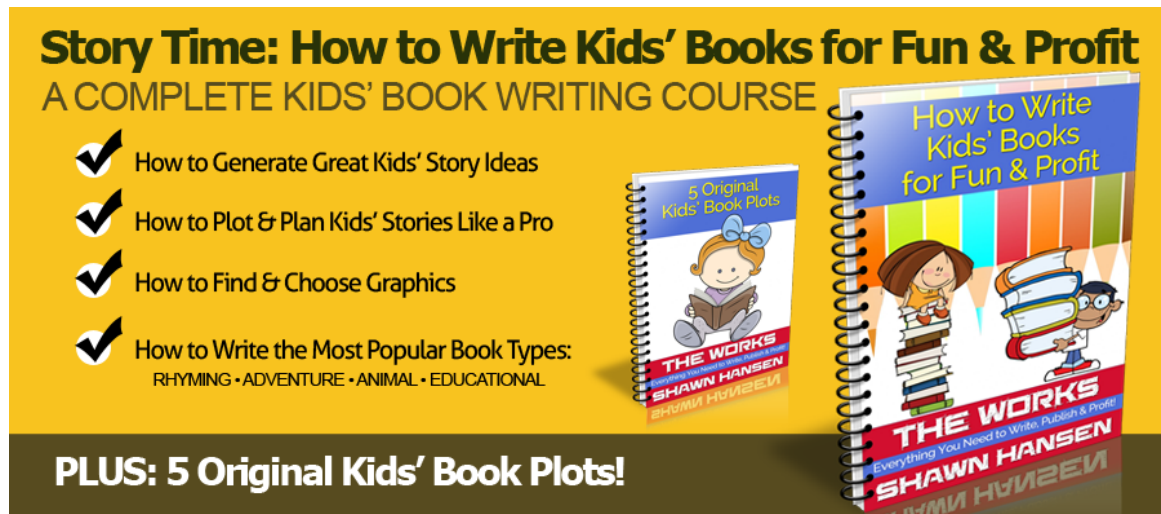
Story Sophistication

Kids are smart. They are intuitive. They ask lots of questions (aloud and to themselves.) Don't patronize them.

On the other hand, the younger the child, the narrower his or her worldview and personal experience.

Study the children's books that have stood the test of time, and you'll get a sense of what works for each age group.

Need help with the Kids' Book Writing Process? Go GOLD and get "Story Time: How to Write Kids' Books for Fun and Profit" and 5 Original Plots.



Story Time: How to Write Kids' Books for Fun & Profit
A COMPLETE KIDS' BOOK WRITING COURSE

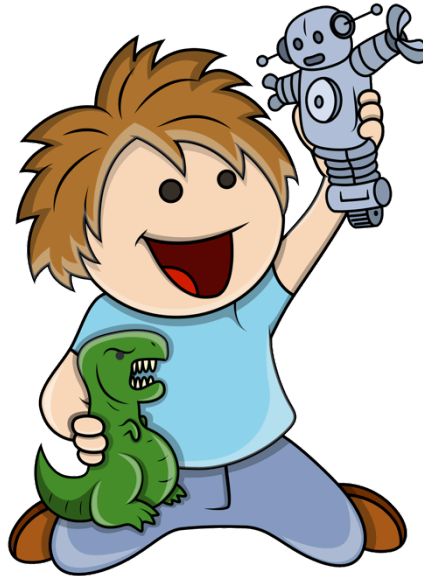
- ✓ How to Generate Great Kids' Story Ideas
- ✓ How to Plot & Plan Kids' Stories Like a Pro
- ✓ How to Find & Choose Graphics
- ✓ How to Write the Most Popular Book Types:
RHYMING • ADVENTURE • ANIMAL • EDUCATIONAL

PLUS: 5 Original Kids' Book Plots!

The graphic features two spiral-bound workbooks. The smaller one on the left is titled '5 Original Kids' Book Plots' and shows a girl reading. The larger one on the right is titled 'How to Write Kids' Books for Fun & Profit' and shows a girl with a stack of books. Both are labeled 'THE WORKS SHAWN HANSEN'.

TO UPGRADE TO GOLD: VISIT <http://ShawnHansen.com/KKBGoldUpgrade>
Buy your upgrade pack, and your additional materials will be delivered automatically.

The Software Tools You'll Need



Once upon a time, publishing a children's book meant a whole lot more than “just” writing your story. You needed an artist to create the illustrations, an agent to shop the book around, and a publishing company to green light the plan.

Today, you can skip the agent and the big publishing company and save yourself the hassles and royalties they'd cause and cost. **Which leaves the issue of an illustrator.**

It's very hard to get quality art for less than \$100 per page, and most of the children's book authors I've worked with spend between \$2,000 and \$5,000 *per book* to get the artwork they need.

Illustrations take time, and if you're working with a professional, his or her schedule will likely mean your art will take 2-3 months to complete as other clients have booked time ahead of you.

Perhaps the biggest issue when working with an illustrator is what to do should you create a series, and the illustrator from book #1 is unavailable for book #2.

I've worked with two authors who've had this happen. In the second author's case, the same illustrator created the art for the first 3 books in a 6-book series before

retiring from the profession. Finding a new artist who could draw the characters in a similar manner for books 4-6 took nearly two years. During that search, the author's publication schedule was put on hold – as was the increase in sales those books would have generated. ☹

Solving the Artist/Illustrator Conundrum

Today, the best alternative to hiring an illustrator is making use of vector graphics and/or stock images in your kids' books.

Not only will you save tons of money, but also you'll be able to publish your books much faster if you aren't waiting for an artist to complete illustrations.

The Whys of What You Need

There are four steps to creating a Kindle Kids' Book, and each requires its own tool to accomplish. Here are the tools I use along with what each is used for.

- 1. Write the Story: Microsoft Word (word processing)**

Everything begins with the words you write, and even if you prefer pen and paper, you'll eventually want an electronic file to make creating your pages easier.

- 2. Illustrate the Story: Adobe Photoshop Elements (page creation and image manipulation)**

Once your story's written, you'll move on to creating pages, manipulating images, and adding the text. You'll need access to software that allows you to do this quickly, easily, and with professional results. Remember, kids' books are dependent on great graphics!

- 3. Format the Story: Adobe Acrobat Pro (PDF compiling)**

The Kindle Kids' Book Creator Software will accept images and pages in a variety of formats including JPG, PDF, TIFF, and PNG. You have the option of working one page at a time or uploading a single PDF file to create your eBook. I prefer the single PDF file option because it's quicker and easier.

- 4. Publish the Story: Kindle Kids' Book Creator Software (file compiling)**

The Kindle Kids' Book Creator Software allows you to add your book's content to its interface, preview it, make adjustments, and then save a file for

publication. In the folder that the process creates, you'll find a properly formatted "content.mobi" file that you'll upload to your KDP Bookshelf.

Download Amazon's Kids' Book Creator Software Here:

<http://www.amazon.com/gp/feature.html?docId=1002979921>

Free & Low-Cost Software Alternatives

If you already have high-end software, or your budget allows for it, great! However, you can create great kids' books using free and low-cost alternatives.

- **Word Processing**
 - **Open Office – Mac & PC (free) – <http://www.openoffice.org/>**
This word processing software can do just about everything Microsoft Word can do.
 - **Notepad – PC (free) – Standard on Most PCs**
This is a basic text editing application. There are no bells or whistles.
 - **TextEdit – Mac (free) – Standard on Most Macs**
Like Notepad, this is a basic text editing application. There are no bells or whistles here either.
- **Page Creation and Image Manipulation**
 - **PicMonkey – Online Tool (free and low cost options)**
You can do almost everything in PicMonkey that you can do in Photoshop Elements. When I have a quick graphics job, I often turn to PicMonkey instead of my suite of Adobe products. It's one of my favorite tools, and for \$33 per year, it's a great investment.
<http://ShawnSuggests.com/PicMonkey>
 - **Gimp – Mac & PC (free) – <http://www.gimp.org/>**
I'm not a fan of Gimp, but I know lots of folks who are. It's a stripped down version of Photoshop Elements that's designed more to manipulate and touch up photographs versus creating images from scratch. My biggest complaint is Gimp's text layers aren't recognized as text but as images, and that can make things challenging.
 - **InkScape – Mac & PC (free) – <http://www.inkscape.org/en/>**
I've read good things about this, but I've never tried it myself. It's a free alternative to Adobe Illustrator and CorelDraw that supports

standard SVG format, as well as XML and CSS standards. It seems as if it's everything you'd need in a vector graphics program.

- **PDF Compiling**

- **PDF Merge for Mac – Mac (free)**

- <http://itunes.apple.com/us/app/pdf-merger-free/id651952889>

- This is an easy-to-use, drag-and-drop software tool that will allow you to skip Adobe Acrobat Pro.

- **PDFill PDF Tools – PC (free)**

- http://www.pdfill.com/pdf_tools_free.html

- The reviews on this are great, but as a Mac user, I haven't tried it. If it does what it purports, then it's the PC alternative to Adobe Acrobat Pro.

Learn to Create Great Graphics Using PicMonkey's Free Tools

I developed a course called “Using PicMonkey to Create Kids’ Books” because PicMonkey is free, and I love using it!

If you want access to even more bells and whistles, PicMonkey has a \$33 per year upgrade option, but you don't have to spend *any* money to use PicMonkey to create great graphics for your kids’ books.

“Using PicMonkey to Create Kids’ Books” is part of the Silver and Gold packages. If you're at the Bronze level, and you want to upgrade, you can!

TO UPGRADE TO SILVER: VISIT <http://ShawnHansen.com/KKBSilverUpgrade>

Buy your upgrade pack, and your additional materials will be delivered automatically.

TO UPGRADE TO GOLD: VISIT <http://ShawnHansen.com/KKBGoldUpgrade>

Buy your upgrade pack, and your additional materials will be delivered automatically.

An Introduction to the Kindle Kids' Book Creator Software



Before we talk about the new software, I want to review the brief history of eReading devices because it's the device (and/or the Reading App on it) that dictates what *can* and *can't* be done when it comes to eBook formatting.

Background: eReaders and eReading Apps

Early eReaders featured gray scale screens and operating systems that were limited in terms of the file types and configurations they could handle. In addition, the user was given nearly total control over the eBook's layout.

Now, the majority of eReading devices are equipped with color screens, more sophisticated operating systems, and the ability to handle multiple file types and configurations. Today, it's even possible to limit a user's control over a book's layout.

That might sound like a step in the wrong direction: After all, as readers don't we *want* to control how we read our eBooks?

The answer is yes *and* no.

With an eBook that is primarily text-based, allowing a reader to choose the font size and type, the book's orientation, and the screen's background color *enhances* the

reading experience. This formatting is known as **reflowable** or **standard**.

However, with an eBook that is primarily image-based, allowing a reader to take control of those options diminishes the reading experience because eReading devices (and Apps) aren't internally equipped to handle those decisions. Image-based eBooks simply don't work when standard formatting is used: They require a fixed layout.

The Kindle Kids' Book Creator Software allows authors to create fixed layout books. This is *essential* to a good reader experience with image-based books.

Fixed layouts aren't new; however, the simplicity with which they can be created is.

What's also new is that now color Kindles (and other Kindle Reading App enabled eReading devices) can handle them with ease.

Overview: The Kindle Kids' Book Creator Software

The Kindle Kids' Book Creator Software is a publishing tool. It's not a writing tool.

In fact, it's *technically* a tool designed to allow you to *compile* a preformatted eBook a page at a time or via a single PDF file.

NOTE: For those of you who aren't sure what "compile" means, the "Compiling Pages," and "Using the Kindle Kids' Book Creator Software" videos that are a part of this course will clarify it for you. 😊

The Kindle Kids' Book Creator Software is a free desktop application, and there are Mac and PC versions available.

- It's a drag-and-drop interface that's very easy to use, and it takes just a few minutes to add files and create a fixed-layout Kids' Book that's ready for publication.
- eBooks created with this software, once published, do NOT have the "look Inside" feature, but like all eBooks, there is the option for consumers to download a free 10% sample.
- eBooks created with the software can be read on any color Kindle device as

well as any color device that supports the free Kindle App. This includes iPads and many other color tablets, iPhones, and most Android devices.

- Because Kindles and alternate devices using the Kindle Reading App have to be registered in a user's Amazon account to access eBook downloads, Amazon knows what type of a device (or devices) a user has access to.

If there are no color devices in the user's account, it *appears* that Amazon prevents the user from purchasing books compiled with this software.

This is a good thing – a VERY good thing.

In the past, it was up to authors to warn readers that their books were designed for color devices and optimized to reading in landscape mode.

When readers failed to heed the warning, bad reviews were the norm. ☹

File Sizes and Amazon Fees

Amazon allows fairly large files for publication: Up to 650 MB right now.

Of course, at the 70% royalty rate, authors are charged per download – whether the eBook is a standard or a fixed layout – so the smaller the file, the smaller the fee.

There has been a good deal of discussion about this download fee when it comes to standard formats, but honestly there's no reason to worry about it when formatting a standard eBook. KDP's publishing process compresses a properly formatted file to take the worry out of it. Most standard eBooks have few if any images, and as long as you compress those, the cost-per-download is negligible.

Obviously, a Kids' Book that's image-based is going to be much larger, but it's still not a point to lose sleep over.

Let me pause here and point out that a Kids' Book is all about the color and the images, and they are only readable on color eReaders and tablets.

Think about that for a minute: Most of those devices are High Definition (HD), so reducing image quality too much – and thus reducing the file size – should be avoided. You might gain \$0.10 per sale, but in the long run, poor images in a Kids'

Book will kill sales.

Magic Land – the first in my Brainy Kids' Books Series – is priced at \$2.99, and each sale yields \$1.82 in royalties. That means Amazon keeps about \$0.90 per sale, so before their royalty cut, they charge me about \$0.27 per download.

Personally, I'd rather spend an afternoon writing another story that I can get published and up for sale by the end of the week than fussing more with image compression on a file that might end up costing me a few cents less per download.

No matter how much time you spend optimizing and compressing your eBook file, you're never going to zero out the download fee. This is especially true of a kids' book file.

Great Images and Where to Get Them



Colorful, memorable images that are going to capture the attention of kids and really engage them are the secret sauce when it comes to kids' books. (There are some exceptions like the *Diary of a Wimpy Kid* books, but those are rare.)

Parents, grandparents, and adults who read to (and buy books for) kids are on the lookout for books that are not only well written but also visually stimulating. That's a huge part of the learning process for kids as they begin to gain language and reading skills.

You absolutely cannot cut corners when it comes to images, and you also cannot violate copyright.

If you don't hire an artist to create your illustrations or draw your own, you're going to need to buy usage rights to stock images and/or vector graphics.

Yes, there are some free alternatives out there; however, most require attribution with the image (i.e. a name and link that's prominently displayed), and **all** of those free Sites are subject to abuse.

You don't want your kids' book littered with attributions, and you certainly don't want to get sued for copyright violation because you used an image from a free Site that was actually stolen and then uploaded by an abuser.

I've never spent more than \$50 on images for one book, and often it's much less.

Here are my favorite sources for images:

Dreamstime: <http://ShawnSuggests.com/Dreamstime>

DepositPhotos: <http://shawnsuggests.com/DepositPhotos>

GraphicStock: <http://shawnsuggests.com/GraphicStock>

NOTE: As I write this, GraphicStock is offering a ONE YEAR, UNLIMITED SUBSCRIPTION deal for just \$99. I got in on that offer several months ago, and it's paid for itself over and over again. This deal means you get UNLIMITED daily downloads for an entire year. 😊 😊 😊

Creating Pages



The pages of a kids' book have to be colorful, visually stimulating, and include easy-to-read text.

I like to get creative when I design my pages, and I'll show you what I mean in the "Creating Pages for Kids' Books" video.

Watch the Video

LINK: <https://vimeo.com/109266756>

PASSWORD: 5@!92uUsT&4

Compiling Pages



Once you've created the individual pages of your kids' book, they can be uploaded one at a time in the Kindle Kids' Book Creator Software, but uploading 15-20 pages one at a time can get tedious, and there's a chance of missing a page, or putting a page in out of order.

To prevent errors and speed things up, I compile my individual pages and my eCover into a single PDF file.

I'll show you how I do that in the "Compiling Pages for Kids' Books" video.

Watch the Video

LINK: <http://vimeo.com/109222048>

PASSWORD: 98SUwu3!FGO

Using the Kindle Kids' Book Creator Software



You've created the individual pages of your kids' book, compiled them into a single PDF file, and now you're ready to create a file to upload to your KDP Bookshelf, so you can begin selling your eBook!

I'll walk you through the process in the "How to Use the Kindle Kids' Book Creator Software" video.

Watch the Video

LINK: <http://vimeo.com/109247549>

PASSWORD: #5kdznR3F2

Previewing Your eBook File



After using the Kindle Kids' Book Creator Software to create a publishable file, you'll have a whole folder of stuff from which to choose.

I'll show you which file to use, and how to preview it in both the Kindle and iPad environment.

Watch the "Previewing Your eBook File" video to ensure the file you publish is going to make readers young and old happy!

Watch the Video

LINK: <http://vimeo.com/109232919>

PASSWORD: 9unR*t%W#33

Publishing Your eBook to the KDP Bookshelf



Your eBook file is ready to upload, and all that's standing between you and publication is adding it to your KDP Bookshelf, setting a few parameters, and hitting the “Publish” button.

In the “Publishing Your eBook File” video, I show you how quick and easy the process is.

Watch the Video

LINK: <http://vimeo.com/109227127>

PASSWORD: TY3@%37d9Lf

The Power of Series Books



Most of us are hooked on at least one series, and we end each book anxious to get our hands on the next installment.

The thing about series books is they hook readers in for the short *and* the long term. Create a memorable cast of characters and a growing and evolving plotline, and you're on your way to building sales.

You can also build a series by virtue of subject matter – think Dr. Seuss. While his books weren't linked in terms of storyline, they all fit together by virtue of his writing and drawing styles.

How Many Books Make a Series?

The minimum number of books in a series is three, but after that, there aren't many rules.

Beginning Reader Books (6 and Under)

There are 12 books in the original *Little Golden Books Series*, and countless others have been added since 1942. There are 44 books in *Dr. Seuss' Children's Books Series* – those he wrote *and* illustrated.

Books for Older Kids (7-13)

Jeff Kinney's *Diary of a Wimpy Kid Series* is currently 9 books long and continues to grow. Rick Riordan's *39 Clues Series* is 10 books long, and it went into a spin-off series at book eleven. Lincoln Peirce's *Big Nate Series* includes 7 books and 4 activity books.

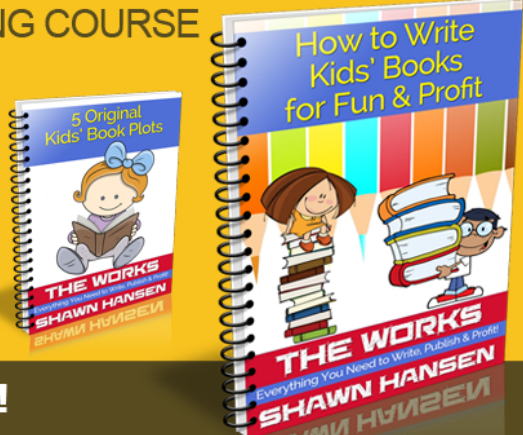
As you can see, there is plenty of room (and reader demand) to grow a series if you write kids' books.

Need help planning & writing a kids' book series? Go GOLD and get "Story Time: How to Write Kids' Books for Fun and Profit" and 5 Original Plots.

Story Time: How to Write Kids' Books for Fun & Profit
A COMPLETE KIDS' BOOK WRITING COURSE

- ✓ How to Generate Great Kids' Story Ideas
- ✓ How to Plot & Plan Kids' Stories Like a Pro
- ✓ How to Find & Choose Graphics
- ✓ How to Write the Most Popular Book Types:
RHYMING • ADVENTURE • ANIMAL • EDUCATIONAL

PLUS: 5 Original Kids' Book Plots!



TO UPGRADE TO GOLD: VISIT <http://ShawnHansen.com/KKBGoldUpgrade>
Buy your upgrade pack, and your additional materials will be delivered automatically.

Conclusion



Like all good stories, there comes a time when “The End,” must be typed, and we’ve basically reached that point in *How to Write, Publish & Profit with Kindle Kids’ Books*. ☹️

I hope you’ve found this training guide and the videos valuable, and if there’s anything I can do to help you during your Kids’ Book Quest, contact me, and I’ll see what I can do.

Happy Writing!

Shawn

Get More from Shawn



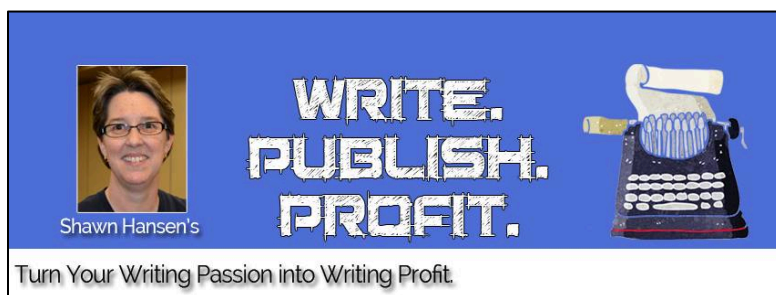
If you enjoyed *How to Write, Publish & Profit with Kindle Kids' Books*, I'd like to invite you to take a look at some of my other guides and trainings.

Each is designed to help you Write, Publish & Profit! ☺

If you have any questions about anything you see here, don't hesitate to contact me.

MY FACEBOOK GROUP FOR WRITERS

Write. Publish. Profit. Facebook Group



Join a supportive, engaged group of writers who are committed to turning their writing passion into writing profits!

Get a daily dose of what's new, interesting, and relevant in the world of self-publishing, including hot tips on all things Kindle and eBooks.

Get FREE access by clicking on the link below!

<http://facebook.com/groups/WritePublishProfit>

KIDS' PLOTS AND GRAPHICS



Farm Frenzy – Kids Book Pack

- 5 ORIGINAL, Farm-Themed Kids' Story Plots
- 20 ORIGINAL, High-Resolution Graphics (PSD & PNG)
- Use in Your Own & Client Projects
- All Written and Created by Me!

<http://ShawnHansen.com/FarmFrenzy>



Jungle Fun – Kids Book Pack

- 5 ORIGINAL, Jungle-Themed Kids' Story Plots
- 20 ORIGINAL, High-Resolution Graphics (PSD & PNG)
- Use in Your Own & Client Projects
- All Written and Created by Me!

<http://ShawnHansen.com/JungleFun>

TRAINING COURSES FOR WRITERS & AUTHORS

Project Planning and Time Management for Writers



If you're a writer who wants to have a successful business, you've got to become an expert at Project Planning & Time Management.

Simply put, if you plan your projects correctly, and you manage your time efficiently, you're going to outpace your competition.

<http://ShawnHansen.com/PPTM>

7 Profitable Alternatives to KDP Select Free eBook Promotions.

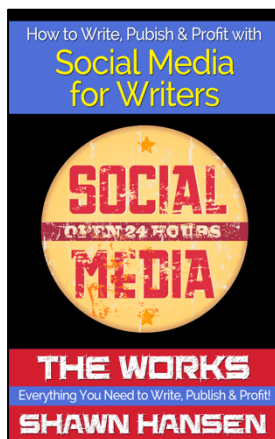


Kindle free eBook promos no longer boost sales, increase rankings, or deliver readers. AMAZON HAS CHANGED!

Discover 7 profitable alternatives, so you can sell more books!

<http://ShawnHansen.com/7Alternatives>

How to Write, Publish & Profit with Social Media for Writers



This training includes:

- Facebook: Setup + Groups, Lists, and Posting Strategy
- Twitter: Setup + Hashtags, Chats, and Posting
- LinkedIn: Setup + Groups, Updates, and Posting
- Pinterest: Setup + Boards, Pins, and Posting Strategy

<http://ShawnHansen.com/SocialMediaWriters>

Front Matter & Back Matter: What Every Book & eBook Needs

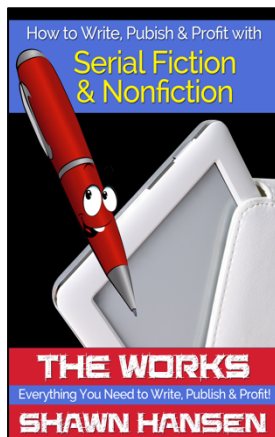


This training includes:

- What Front Matter Is
- What Back Matter Is
- How the Right Front Matter & Back Matter Can Increase Sales and Positive Reviews
- What to Include in an eBook Versus a Print Book
- How to Leverage Each to Ensure Readers Come Back for More

<http://ShawnHansen.com/FrontBack>

How to Write, Publish & Profit with Serial Fiction & Nonfiction



Perfect for both reader and writer, serializing work means faster publication, more money, and hungrier fans.

By the end of the session, you'll be ready to write serials and earn more money selling these smaller portions than you would by selling the whole book at once.

http://ShawnHansen.com/WPP_Serial

How to Write, Publish & Profit by Creating Amazing Trailers



Engage your readers and sell more of your writing!

Learn how to create amazing trailers using Power Point and iMovie.

<http://ShawnHansen.com/AmazingTrailers>

About Shawn Hansen

In 2006, I began writing professionally. I studied the craft, the market, and wrote lots and lots of words every single day. I committed to submitting something somewhere each week, and eventually, the stack of rejections included the occasional acceptance letter with a cash-money check attached. I have now published over 1,000 stories in a variety of places – many of which no longer exist. This is not my fault. I swear.

I've been an annual participant (and winner) of NaNoWriMo (National Novel Writing Month) since 2006. My first NaNoWriMo was life altering. I learned to write with abandon. My goal each day was simply to pound out 1,667 words – no matter how awful. It turns out that's how first drafts get done. It was also during the 2006 NaNoWriMo that my characters took over a story for the first of many times – it's one of the magical moments of writing, and I continue to have them.

Writing every day, and submitting and publishing on a regular basis are the keys to my success. There are plenty of keys to go around, so if you write, or you want to be a writer, grab a set of your own keys and get to work!

I'd love to connect with you!

<http://www.facebook.com/groups/WritePublishProfit>

My Free Facebook Group. Join nearly 2,000 other writers and learn more about how to Write, Publish & Profit!

<http://www.Twitter.com/ShawnEHansen>

Twitter Fiction and other fun stuff

Are you an author in need of inspiration or publishing services?

<http://ShawnHansen.com>

My home on the Internet, which I call The Works: Everything you need to Write, Publish & Profit!

<http://www.BookCoverJunction.com>

Jaw-Dropping eBook Covers and More

<http://www.FlyingDonkeyPress.com>

Where Authors Find Their Wings