

Children's Magazines

There are hundreds of great children's magazines that need material on a regular basis. And like adult magazines, they run the gamut as far as the audience and subject matter.

There are magazines for:

Prereaders such *Babybug*, *mocomag* (ideal for 3+) *magic pot*, *magic read*

Science magazines like *Odyssey* or *Dolphin Log*;

Magazines with a religious bent like *Clubhouse* and *Guideposts for Kids*.

Magazines for boys like *Boys' Life* and *Boys' Quest*;

Magazines for girls like *Girls' Life* and *American Girl*.

Teen mags like the literary *Cicada* and the mainstream *Seventeen*.

Mocomag, *Magic Pot*, *Magic read*, *Champak*, *Toot*, *Sanctuary club*, *The children's Magazine*, *Disney Princess*, *Tinkle*, *Highlights Genies*, *Highlights Champs*, *Hoot*, *Kids explore*, *Nat Geo Young Explorer*, *Chacha Chaudhari*, *Chandamama*, *Robin Age*, *Akkad Bakkad*, *Gokulam*, *BBC knowledge*, *OLYA*,

Children's magazines publish fiction, nonfiction, poetry, puzzles, recipes, rebuses, mazes, quizzes, and more. With this much variety, the children's magazine market is a great place for newer writers. But writing short pieces for this audience is not easy, and there is a lot of competition.

What can you do to increase the chances of breaking in? Here are eight tips to help you get published.

1. Study magazines that interest you

With so many children's magazines out there, it's important for writers to review sample copies of publications they wish to target—don't just read one, go to the library and grab a stack. Read several issues, and note the tone of the magazine, the word length of the articles, the focus of the pieces, the number of different types of features, etc. Magazine Web sites often offer a few sample articles from the current issues and archives of past features that you can peruse. Also look for writer's guidelines and lists of upcoming themes on the Web sites. Many children's magazines, particularly those focusing on nonfiction, offer theme lists

2. Study theme lists

Children's magazines' theme lists offer topics that will be covered in upcoming issues and can be a great tool for writers targeting particular magazines. "Theme lists are a great tool for improving the chances of acceptance because you know the subjects an editor is open to receiving," said writer Fiona Bayrock.

3. Consider nonfiction

Pam Zollman found that "100 percent of the children's magazines listed accepted nonfiction. Less than 40 percent of them accepted fiction. And yet, every year editors beg for nonfiction. *Highlights* receives so much fiction that it is sent to a first reader, while nonfiction is sent directly to the editors (no outside readers)." "Kids' magazines on just about any nonfiction topic you can think of need nonfiction material every month, in addition to the general content magazines that publish a mix of fiction and nonfiction," added Bayrock.

4. Consider holiday stories

Writers should keep clear of the obvious and come up with new twists for stories related to popular holidays. When thinking of ideas for a Valentine's Day piece for the *Chicago Tribune KidNews*, for example, Halls wondered about the origin of giving paper hearts on the holiday and found an expert to talk to.

5. Go beyond science and nature for nonfiction ideas

“While kids love animals and are very interested in them, they also enjoy reading about historical events and places, people, sports, world culture, the arts, and any other topic,” said Pam Zollman.

6. Send photos with your article

While this isn't a requirement, seeing photos can influence an editor's decision on whether or not to accept a piece. “If the article is just okay but the photos are outstanding, an editor might ask for a rewrite instead of sending a rejection. “Nonfiction needs photos. That's what attracts the reader's eye. If you can't provide photos, give the editor some suggestions of places where the magazine can get them if you can.”

7. Consider crafts or activities, jokes, riddles, and puzzles

The majority of children's magazines include at least one of these, and editors need a steady stream of them. And puzzle possibilities are virtually limitless. You can create puzzles using codes, logic charts, and mazes, not to mention word games—like opposites, hunts, and scrambles. The key, as with any market, is to find the type of puzzle that best suits your talents. Research the publications, read the submission guidelines, and most importantly, be creative.