

BOOK TITLE	AUTHOR	SUMMARY	REVIEW	ISBN(S)	Pre-K - 5	6-8th Grade	9-12th Grade
One crazy summer	Williams-Garcia, Rita	In the summer of 1968, after traveling from Brooklyn to Oakland, California, to spend a month with the mother they barely know, eleven-year-old Delphine and her two younger sisters arrive to a cold welcome as they discover that their mother, a dedicated poet and printer, is resentful of the intrusion of their visit and wants them to attend a nearby Black Panther summer camp.	School Library Journal (November 1, 2011) Set in the tumultuous summer of 1968, Rita Williams-Garcia's splendid Newbery Honor-winning novel (Amistad, 2010) starts off with Delphine and her sisters visiting their mother, who abandoned them years earlier to pursue poetry. When they arrive at her house in a poor, mostly black neighborhood in Oakland, CA, their mother constantly mutters, "didn't want you to come." The sisters are soon fobbed off on the local Black Panthers' community center, where they learn that the group's primary mission is to serve the community and protect the rights of African Americans. Narrator Sisi Aisha Johnson infuses each character with a distinct personality and her tone of voice is upbeat and often humorous. This is storytelling at its finest. (c) Copyright 2011. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE
Rocket arm	Green, Tim	Zeno Dubois is a quarterback with a rocket arm, meaning he can throw the ball a great distance. When a coach recruits him to an athletic boarding school, his dad signs him up immediately. Zeno bonds with Coach Lamb but accidentally creates a media storm when he says Coach uses unusual healing methods. Will Zeno be able to perform in the big game, with low energy and the media circling?	School Library Journal (August 1, 2010) Gr 4-8-In previous entries, 12-year-old Troy White parlayed his remarkable play-predicting ability into a high-paying job with his beloved Atlanta Falcons and led his youth league team to a state championship. As Big Time opens, Troy's biological father, Drew Edinger, makes a plea to be allowed to become part of his son's life and to represent him in negotiations with other NFL teams. It soon appears that Drew's interest is mainly financial, however. It also becomes evident that he is connected to some shady characters. Troy is ambivalent about his involvement with his father as his attraction to the lifestyle Drew offers creates tension in his relationship with his sensible mother. When federal officials reveal to Troy the extent of Edinger's criminal activities, the boy agrees to help nab his father's associates. Drew will also be caught in the web, but the agents offer Troy the possibility of a lighter prison sentence for his father in return for the boy's cooperation. Edinger escapes capture, but materializes briefly in a cliff-hanger ending after a game in which Troy quarterbacked his Georgia all-star team to victory over Florida. The story moves along at a brisk clip, the language is straightforward and accessible, and the issues raised are likely to engage readers. Yet even the least sophisticated members of the target audience may find it difficult to accept a scenario in which a 12-year-old garners a \$15-million pro football contract and assumes a lead role in a federal sting operation.-Richard Luzer, Fair Haven Union High School, VT Copyright 2010 Reed Business Information.	9.78006E+12	TRUE	TRUE	TRUE
THE GATHERING	Kelley Armstrong	While living with her adoptive parents on Vancouver Island, 16-year-old Maya Delaney begins to notice odd happenings permeating her life. In addition to noticing local wildlife acting strangely, Maya's connection with wild cats progresses to the point where she begins wondering if she has some kind of extrasensory perception. While Maya investigates these mysteries, she also learns more about her biological parents and meets a new boy in town who begins to share his past with her – a past that could change both their lives forever. "Comfortably mixing science, myth, and mystery, Armstrong creates a vivid world highlighted by appealing characters" (PW).	Horn Book Guide, 03/31/2012 Maya is disturbed by supernatural changes to her body and her senses. Unexpectedly, intriguing new bad boy Rafe has information on Maya's emerging abilities. Together they uncover connections among their small town's laboratory, their own identities, and several suspicious deaths. A cliffhanger ending and unresolved plot threads suggest sequels to follow. Fans of supernatural series will appreciate the suspense and romantic tension.	9.78006E+12	FALSE	FALSE	TRUE
New kid	Green, Tim	A troubled kid finds his bearings in a new school after a baseball coach offers him a spot on the team	Booklist (November 15, 2013 (Online)) Grades 5-8. Despite some excellent game action in the later chapters, this latest episode in the Football Genius series continues to focus on side themes—particularly the hazards of high living, loose talk, and shady deals going down in the world of pro sports. Here "genius" Troy finds himself at a middle/high school and overcomes both personal and political obstacles to turn its dying football program around. Coaching and practice sessions get nearly as much play as the eventual gridiron heroics, and Green adds a particularly colorful young wide receiver to the cast. While some will cheer, less patient readers will probably leave the stadium before halftime.	9.78006E+12	TRUE	TRUE	TRUE

Home run	Green, Tim	Josh's life has just fallen apart. His father will no longer be coaching the travel baseball team and is moving to Florida, forcing his mom and little sister to move into a small apartment on the wrong side of town. To make matters worse, the new coach of the travel team is an unforgiving drill sergeant. But then Benji tells Josh of a home-run derby in which the winner gets a brand-new house. All Josh has to do to qualify is hit twenty home runs during his travel-team season. With Benji and Jaden's help, Josh is hoping to hit it out of the park and save his family, because if he strikes out, he may just lose everything	School Library Journal (February 1, 2014) Gr 5-8-After hitting a two-run homer in the third inning that ties the championship game, Tommy Rust finds himself at bat, poised to bring in the game-winning run. Then his dad shows up and Tommy knows he's not there to watch the big game. It's time to run. For as long as Tommy can remember, this is how they live- going from town to town, always under a different name. By the time Tommy and his dad reach their destination, a little town in Upstate New York, he has memorized his new name, Brock Nickerson, and managed to push down his anger at being uprooted yet again. In an attempt to fit in at his new school, Brock accepts a dare and throws a rock through Coach Hudgens's window. The Coach, admiring Brock's throwing arm, offers a ticket out of trouble: he wants Brock to join the travel team. Brock and the Coach are compelling and sympathetically drawn characters. Brock's dad is not as fleshed out and comes across as inconsistent. While the baseball action is engaging, the mystery surrounding the father and what he does for a living is never fully explained. This lack of resolution may hint at future installments.-Brenda Kahn, Tenakill Middle School, Closter, NJ (c) Copyright 2014. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE
The big time : a football genius novel	Green, Tim	Agents and lawyers come knocking after Troy leads his football team, the Atlanta Falcons, to the Georgia State Championship, but his life gets complicated when one of the lawyers turns out to be the father he never knew.	Booklist (September 1, 2021 (Vol. 118, No. 1)) Grades 4-7. Ben, the quarterback of his sixth-grade football team, is looking forward to a special season. His teammates are friends, and his coaches are Ben's beloved father, who is a retired NFL player, and his two older brothers, former high-school football stars. When Dad tells his sons that he has been diagnosed with ALS, they're shaken yet confident that he can carry on as usual. But as the season progresses, the disease takes its toll. Mom becomes adamant that Ben should quit football to avoid concussions and possible brain damage. Meanwhile, a girl who joins Ben's football team meets some initial resistance from fellow players, but she earns their respect with her courage, skills, and tenacity. Green, a writer, attorney, and former NFL player who announced his ALS diagnosis in 2018, based the story on his experiences while coaching his youngest son's team along with his two older sons. While football fans will enjoy the play-by-play action, the heart of the story lies in its depiction of strong family relationships. A winning sports novel, on and off the field.	9.78006E+12	TRUE	TRUE	TRUE
Scream and scream again! : spooky stories from Mystery Writers of America	Various	A harrowing array of scary stories that all have one thing in common: each either begins or ends with a scream! R.L. Stine--the godfather of Goosebumps--and some of the most popular authors today bring an unrivaled mastery of all things fearsome, frightening, and fabulous to this terrifying anthology of all-new scary short stories. Scream and Scream Again! is full of twists and turns, dark corners, and devilish revenge. Collected in conjunction with the Mystery Writers of America, this set includes works from New York Times bestselling authors telling tales of wicked ice-cream trucks, time-travelling heroes, witches and warlocks, and of course, haunted houses. Read it if you dare! With twenty never-before-published scary stories from some of the most popular authors today--including Chris Grabenstein, Wendy Corsi Staub, Heather Graham, Peter Lerangis, R.L. Stine, Bruce Hale, Emmy Laybourne, Steve Hockensmith, Lisa Morton, Ray Daniel, Beth Fantaskey, Phil Mathews, Carter Wilson, Doug Levin, Jeff Soloway, Joseph S. Walker, Alison McMahan, Daniel Palmer, Tonya Hurley, and Stephen Ross--it's sure to leave readers screaming for more.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78006E+12	TRUE	TRUE	TRUE

Stick with me	Blecher, Jennifer	When twelve-year-olds Izzy and Wren are thrown together by unusual circumstances, they find solace and solutions to nagging problems in their newly-formed friendship.	School Library Journal starred (October 1, 2020) Gr 3-6-Blecher preserves the ingredients from her successful debut, Out of Place, and reworks them in this stunning novel. Wren is a talented ice-skater who travels to Boston to be with her little sister Hannah while she undergoes surgery at a local hospital. Her parents rent a house for a week, and Wren moves into the room of a young girl her age named Izzy. Izzy and her family move into the apartment above their garage, and they form a friendship with their new tenants. Wren joins Izzy for her week-long theater camp, and is absorbed into a web of drama that threatens to complicate their relationship. These two unlikely friends soon learn what it means to "stick together." Blecher has a clear gift for writing about young girls who live on social margins, and the particular struggle of wanting to belong while staying faithful to one's self. Izzy and Wren are relatable heroines with flaws, impulses, and dreams that will resonate with young readers. Wren's family is uprooted from their routine, which results in a considerable amount of stress and anxiety as they anticipate the outcome of Hannah's surgery. Blecher addresses the difficult topic with sensitivity and realism, without sugarcoating the very real effect of medical transitions on families. VERDICT A smart and emotionally honest book that lays bare the complexities of friendship and of growing up.- Katherine Hickey, Metropolitan Lib. Syst., Oklahoma City © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE
Treasures of the Twelve	Lin, Cindy	Sequel to: The Twelve. "Usagi's quest to save her younger sister, Uma, and save Midaga from the Dragonlord continues	Booklist (June 1, 2019 (Vol. 115, No. 19)) Grades 4-7. In this rip-roaring debut, Lin introduces a world straight out of a fantasy RPG, where the Chinese zodiac influences everyday life. Usagi was born in the year of the wood rabbit and has rabbit-related powers. Her sister, Uma, was born in the year of the fire horse, and has fire and horse powers. But their island nation was invaded, and their oppressors hunt down anyone they find with zodiac powers, now including Uma. So Usagi follows the Heirs of the Twelve Warriors of the zodiac to train so she can get her sister back. All of the main characters' names are descriptive of their animal sign in Japanese or Korean, and the world they inhabit is a combination of various East Asian cultures. It has all the characteristics of a heroic adventure, with a main character who hasn't been groomed to climb a mythical mountain and train as a warrior, but who makes it anyway. Ideal for fans of stories with lots of heart, great lore, and plenty of twists along the way.	9.78006E+12	TRUE	TRUE	TRUE
The house next door	Oh, Ellen	Rory knows the house next door is haunted. Filled with scary spirits and mysterious noises, Rory must do everything he can to prevent the new neighbors from becoming its next victims.	Booklist (September 1, 2025 (Vol. 122, No. 1)) Grades 3-6. Rory is terrified of the house next door, having been present for some of the mysterious accidents that befell its previous residents. When a new family finally moves in, he's excited to see that it includes two children; he's equally anxious about spooky situations sure to come. The scientifically minded Jack quickly befriends Rory while brushing off his warnings, but a series of inexplicable occurrences makes it impossible for the boys to ignore the something bad that lurks in the basement below. So Rory, his new neighbors, and two prescient pets design a daring plan to defeat the evil once and for all. The spooky story offers a gentle introduction to the horror genre, providing plenty of legitimately scary moments and frightening foes (readers will never think of tooth fairies the same way again) while countering them with easy humor and fast friendships. There are mouthwatering descriptions of Japanese and Korean cuisine, unnerving whispers of evil, and a lot of doing things scared. A deliciously terrifying yet tender combination of fear, food, and friendship.	9.78006E+12	TRUE	TRUE	TRUE

Once a Villain	LEN, VANESSA	In the final book of the trilogy, Eleanor is now queen of a new timeline where monsters subjugate humans. Nick, Joan, and Aaron struggle with their feelings for one another while trying to survive long enough to restore the correct timeline. They make contact with a human resistance group and learn that they must stop Eleanor before her timeline weakens and she establishes it as the one true timeline.	Kirkus Review, 07/14/2025 Trapped in a world where monsters have subjugated humans, Joan Chang-Hunt and her friends desperately search for a way to fix the timeline in this third series entry following 2023's Never a Hero. When Eleanor reshaped the timeline, Joan managed to protect herself and a few others from being erased from existence. Joan, Ruth, Nick, Aaron, and Jamie emerge into a twisted version of London where, under the reign of Queen Eleanor, humans must give 50 years of their lives to monsters either in service or by shortening their lifespan to power monsters' time-travelling ability. While chasing rumors of a human resistance group, Joan uncovers a chilling secret: Eleanor's timeline is rapidly decaying, and once it's sufficiently weakened, Eleanor will be able to assume control and establish it as the one true timeline. The narrative leans into the series' overarching theme of fate versus choice by putting the characters in a position to witness versions of themselves in an alternate reality. Joan, who was previously established as having a Chinese human father and English monster mother, is again torn in loyalty and affection as she finds herself drawn to Nick, the hero with whom she shares an unbreakable bond, as well as Aaron, who has chosen to aid and protect her despite his monster family's influence. A smoldering romance, gripping action sequences, and strategic plot twists will keep pages turning until the end. An absorbing trilogy closer featuring high stakes and emotions. (Fantasy. 13-18)	9.78006E+12	FALSE	FALSE	TRUE
Warriors graphic novel. The prophecies begin.2	Riess, Natalie	Allegiances are shifting among the Clans of warrior cats that roam the forest. With tensions so delicately balanced, friends can become enemies overnight, and some cats are willing to kill to get what they want. Fireheart is determined to find out the truth about the mysterious death of the former ThunderClan deputy Redtail. But as he searches for answers, he uncovers secrets that might be better left hidden	School Library Journal (May 1, 2025) Gr 3-7-Fireheart has led Thunderclan to victory and a time of peace and rebuilding has settled in. With Bluestar now on her final life, and suspicion of treachery placed on Tigerclaw, the wild warrior cats and their clans have much to prepare for. Some rise in ranks, their bravery proving they are ready to be hunters, while others prepare to face fallout from their decisions. What lies in the immediate future for these clans is unclear, and readers will enjoy finding out. Fans will delight in seeing their favorite characters and early series plotlines shown in such unique and vibrant colors. VERDICT Graphic novels of this long-running series will help bring these stories to a new audience. © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE
Warriors graphic novel. The prophecies begin.3	Riess, Natalie	In the heart of the forest, the uneasy harmony between the four warrior cat Clans is in graver peril than ever before. ShadowClan has chosen Tigerclaw--now Tigerstar--as their new leader, Fireheart fears that he still harbors dark plans for vengeance on his old clan. With the forest on the brink of battle, in which all the warriors must fight for their home and clan, the time has come for Fireheart to face his destiny	Audience: Middle School Grades: 3-8 Ages: 8-12 **Professional Review Not Available**	9.78006E+12	TRUE	TRUE	TRUE
My Fairy God Somebody	Charlene Allen	Clae has never known her father due to him taking off when she was just a baby, so it's always just been Clae and her mom, living in the coastal town of Gloucester, Massachusetts, where Clae is one of the only Black girls. After Clae discovers clues about a mysterious person she calls her fairy god somebody, who's been giving her family financial support, she knows she needs to uncover more about the person's identity. When she earns a scholarship to a top summer journalism program in New York City, where her parents lived before she was born, Clae sets out to explore the city and find the fairy god somebody with the help of her new friends, Nze and Joelle.	Booklist, 10/31/2024 Grades 9-11 - "Clae has never felt like her family was complete since her father left the picture. When mysterious letters appear promising a link to the missing parts, she jumps at the chance and heads to New York City under the guise of a summer journalism program. But even with new friends Nze, who's struggling with increasing disability, and Joelle, who's contending with a difficult family situation of her own, the mystery of Clae's family is bigger than the sum of its parts. Allen (Play the Game, 2023) packs an intricate plot into tight prose, offering an engaging story for readers who want to see characters find themselves (and then some) amid complex families and real-life challenges. Clae's burgeoning independence in the city creates a solid foundation for this coming-of-age story and increases its appeal for readers of a similar age. Suggest to readers who enjoyed Robin Benway's Far from the Tree (2017) and other relationship-driven YA dramedies involving family saga twists, a strong sense of place, and the importance of friendship—even when it's complicated."	9.78006E+12	FALSE	FALSE	TRUE

D&D Dungeon Club. 2,Time to party	Ostertag, Molly Knox	Olivia loves being the Dungeon Master of her after-school club, creating a world with magic and epic battles with adventure around every corner. She's always felt at home in her game, but now—with new members and new plotlines—her world has gotten more complicated than ever. It doesn't help when Olivia's older sister, Lu, comes home from college and brushes off all Olivia's hard work, telling her to get real. A seed of doubt is planted, and suddenly the colorful world of her game starts to fade around her. Will Olivia be able to keep everything from changing, or will the party fall apart?	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78006E+12	TRUE	TRUE	TRUE
Besties Set Sail	Miller, Kayla	From the New York Times bestselling World of Click, besties Beth and Chanda set sail on their third adventure. But their dream cruise is not all smooth sailing as they navigate the changing tides of friendship and sisterhood.	School Library Journal (February 1, 2025) Gr 4-7-Trent and Sawyer, sixth grade best friends and self-proclaimed prank experts, are always on the lookout for their next big laugh. When their idol, skater and internet sensation Trixie Sampson, announces a prank competition with an unbelievable prize, the duo is determined to take the crown. Their half-baked pranks, featuring slime, confetti, and other classics, leave no friend safe or happy. But when they set their sights on Natasha, their cool and dramatic friend, they quickly find themselves in over their heads. Nat's retaliation ignites an all-out prank war, leaving chaos and some unintended casualties in its wake. Trent and Sawyer are charming and well-meaning, but their obsession with winning blinds them to the impact their antics have on their friendships. Sawyer often acts as Trent's moral compass, but even he gets quite carried away. Tyler, whose kindness and easygoing nature make him an easy target for neglect, is especially compelling. As the prank war escalates, Trent and Sawyer are forced to confront the consequences of their actions. This graphic novel is a lighthearted, entertaining read, though it sometimes strains believability with parents joining in on the pranking. Turner adeptly stays true to the "World of Click" art style. VERDICT Fans of the series will enjoy the humor, mischief, and heart at the core of this story.-Amy Ribakove © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE
The Wilde Trials	Mackenzie Reed	At Chloe Gatti's elite boarding school, Wilde Academy, a dozen seniors are chosen to compete in a series of seven ultimate physical and mental tests called the Wilde Trials in the two weeks leading up to graduation. Chloe is determined to win the grand prize of half a million dollars to help her sick sister, but things get complicated when someone starts blackmailing her. Reluctantly, Chloe joins forces with ex-boyfriend, Hayes Stratford, to unmask the blackmailer and in return, she agrees to help Hayes uncover the truth about his brother's death during the trials three years earlier. Hayes doesn't believe his brother's death was an accident, and the two begin following the clues his brother left behind and discover that nothing about the Wilde Trials is as it seems.	Booklist, 12/31/2024 Grades 9-12 - "Every year, 12 seniors at Wilde Academy are chosen to undergo a competition designed to represent the values of the institution, offering a generous monetary grand prize. One of the Challengers, Chloe, is determined to win the money to help with her younger sister's cancer treatments. To her dismay, her ex-boyfriend Hayes is also one of the 12. This is puzzling, as his brother Hunter died when he participated in the Trials a couple years before. But Hayes has Hunter's journal and believes his death was not an accident. After they arrive at the crumbling ancestral Wilde Estate, Chloe gets blackmailed and sabotaged, although she is not the only one, but ultimately she decides not to drop out, instead forming a cautious deal with Hayes. As the Trials begin, intrigues abound. Reed maintains suspense and mystery admirably, making it difficult (but not impossible) for the reader to pick through the clues. Chloe is pragmatic and stubborn, the perfect foil to the brooding and fastidious Hayes. This is an engrossing read that will keep mystery fans on their toes."	9.78006E+12	FALSE	FALSE	TRUE

Sona and the golden beasts	LaRocca, Rajani	Discovering an orphaned wolf pup she believes is related to the five sacred beasts of Devia, which a Hunter has been killing one by one, Sona embarks on an epic adventure during which she realizes that the fate of the sacred beasts, and the future of Devia, is in her hands	School Library Journal Xpress starred (March 29, 2024) Gr 3-7- Tension and unrest roils between the golden-eared Indigenous population of Devia and the Malechs who are mining the land for its jewels. Songs are powerful to the Devans and help them connect with the five magical beasts. The Malechs have outlawed singing and mixed marriages. Sona, raised in a Malech home, is a girl who has an affinity for animals, frequently caring for strays. When she finds a wolf pup with golden ears, she knows she must protect it from the Hunter. Sona and a Devan boy named Raag embark on an adventure to save the wolf, find nectar that will save the life of a woman important to both of them, and possibly summon the sixth beast who according to lore will appear at the time of a Devia's greatest need. Fantasy, action, and a quest drive the story. Flawed adults controlled by anger and greed are among the many obstacles the main characters and their trusty animal companions face. Between chapters there are historical writings, song lyrics, letters, and missives that contribute to the worldbuilding. Commentary on colonialism, natural resources, and power add depth to the tale. With a free-Devia movement growing, the story looks for a path forward with reconciliation and healing. VERDICT A compelling read set in a richly developed world with two young characters on a quest to save the Golden Beasts, discover their family secrets, and make their beloved country better for the people living there.-Erin Wyatt © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE
Very bad at math	Larson, Hope	Verity 'Very' Nelson can do it all. She's student body president, debate club whiz, and first chair clarinetist. . . You could say she's pretty much the best at everything...Well, almost everything. Everything except math. And it's not like she doesn't try. Math just doesn't make sense in her brain. But it better start soon, or else she can kiss her presidency--and her campaign promises--goodbye. Soon she finds herself enrolled in a remedial math class, where, despite her best efforts, failure persists. All seems lost until a teacher helps her discover the truth: Verity has dyscalculia, a learning disability that causes her to mix up numbers. Armed with a new perspective, can Verity pass math, keep her presidency, and make good on her word to the student body she loves so much? Or will her presidency--and perfect reputation--all come crashing down?	School Library Journal starred (January 1, 2025) Gr 4-8-Life seems perfect for friendly, ambitious, and effortlessly cool eighth grader Verity "Very" Nelson: she's student body president, with her best friend Bree at her side as vice president, and she's acing every class--except for math. In fact, she's failing miserably, and if she doesn't turn things around, she risks losing her spot on student council. Her troubles multiply when she's placed in a small, experimental math pod with Lucille, Bree's ex-best friend who is the only one immune to Very's charm. Determined to handle everything alone, Very keeps her struggles a secret, ashamed to admit she's failing at something for the first time. The characters in this graphic novel are wonderfully engaging-relatable and consistently likable. Larson approaches Very's dyscalculia diagnosis with care, avoiding over-dramatization as Very accepts her diagnosis with resilience and embraces strategies that help her better understand how her brain works. The illustrations are vibrant and dynamic, capturing the positive mood of the story. Very has pale skin and red hair while Bree and Lucille have brown and light brown skin tones, respectively, bringing welcome inclusivity to the novel. Very's journey is not just about academic success but also about learning to rely on others and genuinely listening instead of feeling the constant need to have all the answers. VERDICT With captivating characters and a thoughtful exploration of dyscalculia, this book is a wonderful addition to any library and perfect for fans of Shannon Hale's and LeUyen Pham's Real Friends and Raina Telgemeier's Smile.-Amy Ribakove © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78006E+12	TRUE	TRUE	TRUE

The first cat in space and the wrath of the paperclip	Barnett, Mac	CheckMate, an AI paperclip designed to fix grammatical errors, wants to turn carbon-based lifeforms into paperclips, and when he invades every computer, the First Cat in Space, the Moon Queen and LOZ 4000 come to help"	Kirkus Reviews (October 15, 2024) A rogue spell-check program's bid to transform all life-forms into that eminently useful office item, the paper clip, touches off a fresh round of lunar lunacy. Predicated on the entirely reasonable premise that eliminating all spelling and grammar errors everywhere would logically lead to the necessity of exterminating carbon-based life in the universe, this third series entry combines high stakes with daffy banter and daring exploits. CheckMate—a chipper, jumped-up editing program—has invented the Transmogratron, a giant laser that will fulfill its ultimate goals in both the cyber world and "meatspace." Facing challenges as random as prankster lunar unicorns and a disarmingly motherly Motherboard, scowling First Cat joins a motley crew of diversely carbon- and silicon-based allies, led by the pearlescent Queen of the Moon. They're in a race to the finish—diverted occasionally by, for instance, a relentlessly punny comic-book interlude featuring a pair of literal and figurative Pool Sharks. They ultimately triumph thanks to teamwork and moxie. Following a celebratory party and toasts to "new friends...and steadfast comrades" (and, of course, "MEOW"), the story's energetic, brightly colored panels close with a reveal of the next volume. ("I always hate it when comics end by announcing a sequel. SO CRINGE!" declares an authorial stand-in.) It can't come too soon. File under "laugh riot." (Graphic science fiction. 8-11)	9.78006E+12	TRUE	TRUE	TRUE
The First Cat in Space and the Baby Pirate's Revenge	Barnett, Mac	In the fourth installment of Mac Barnett and Shawn Harris's New York Times-bestselling series our heroes--First Cat, LOZ 4000, and the Moon Queen-- encounter Captain Babybeard and his crew of swashbuckling pirates. After Captain Babybeard steals a treasure map from the Queen of the Moon, the notorious pirate sees nothing but piles of gold in his future. But a mutiny, led by his first mate, the Martian Pirate James Plantain, leaves Babybeard marooned on a deserted island. Betrayed by his crew, the little captain seeks an unlikely alliance... Will Captain Babybeard get revenge? Will First Cat, the Moon Queen, and LOZ 4000 recover their treasure map? Or will the moon fall into the hands of a nefarious banana?	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78006E+12	TRUE	TRUE	TRUE
Goalkeeper	Bloor, Edward	In this page-turning follow-up to the modern-day classic Tangerine, an underdog kid from a troubled home navigates a tumultuous summer while finding friendship and confidence on the soccer field.	Kirkus Reviews (August 1, 2025) Nearly three decades after his debut novel, Tangerine (1997), Bloor returns to Tangerine County, Florida, and his thoughtful, adaptable hero, Paul. Paul is biding time at his new school until he can return to Tangerine Middle, where his soccer teammates eagerly await him. His brother, Erik, is under house arrest while their parents continue to delude themselves about Erik's trustworthiness. A new family in the development where they live is roping neighbors into supporting their store opening. Bloor's novel feels slightly overfull and disjointed, with the author exploring Paul's relationships with his Tangerine Middle crew, his friendship with a Jewish kid (whom he supports when the boy is bullied), his aging grandparents' visit to a nearby cemetery, and multiple interconnected crimes in town. As in the first book, Paul displays a firm moral compass and a loyalty to the underdog, both of which make him a sympathetic narrator. Despite his good intentions and the outsider experience he's gleaned from years of being legally blind, he's still unpacking his white, middle-class privilege, a concept his Latine friends at Tangerine Middle understand far better. Despite the novel's overstuffed plot (and a storyline that may strain credulity for some), Paul's appealing voice and the well-depicted soccer scenes combine for a propulsive read. A page-turning reunion with a well-loved character. (Fiction. 10-14)	9.78006E+12	TRUE	TRUE	TRUE

Hooves of Death Volume 1	Bragg, Sam	My Little Pony meets The Last Kids on Earth in this pulse-pounding graphic novel that blends the fantastical with the apocalyptic. From WEBTOON, the #1 digital comic platform, this story redefines what it means to be a hero.	Kirkus Reviews (August 15, 2025) Battle-hardened unicorns may be humanity's last hope as the zombie apocalypse rages on in this popular WEBTOON comic that's now available in print. In remote Yellowstone National Park, a band of refugees shelter from hordes of zombies and are supported by a magical herd of unicorns who happen to be immune to their plague. When food runs scarce, unicorn sergeant Glitter is sent on a scouting mission and stumbles upon Kate, a fierce blond, blue-eyed girl who's living on her own. The pair team up with two other strong unicorns, but it seems the undead aren't their only enemy—Kate is being hunted by a Grim, a black wolflike henchman of Death himself. During their quest to unravel the cause of humanity's downfall, they encounter mischievous sirens and their beefy boyfriends (who are being held hostage), zombie gnomes, a band of Bigfoots, and even a vampire. Though the creatures aren't the biggest fans of humans, it becomes clear through the nefarious involvement of the horsemen of the apocalypse that Kate just may be the key to ending all the suffering. The violence and general despair balance the cuteness. Bragg's unicorns are deceptively adorable, even with grenades hanging around their necks and rainbow blood dripping from the zombie bites on their bodies. A sinister cliffhanger will leave readers neighing for the next installment of these heroes' quest. Who knew unicorns could kick so much tail? Saddle up for a grim, glittering, and gory ride. (Graphic fantasy. 10-13)	9.78006E+12	TRUE	TRUE	TRUE
Point guard	Lupica, Mike	It's basketball season for the home team but Gus must wrestle with prejudice when he's the only one bothered by Cassie joining the boys' team and his teammate Steve makes fun of Gus's Dominican heritage	School Library Journal (June 1, 2007) Gr 5-8-This novel continues the story of Danny Walker, the basketball-obsessed hero of Travel Team (Philomel, 2004). In the interval between the two books, the 13-year-old and his friends went on to win the travel-team championship. Now that they are heading off to summer basketball camp, Danny is feeling the pressure of being number one. He plays as well as ever, but he's still the smallest boy on the court and anxiously hoping for a growth spurt. As the story begins, things quickly go wrong for him. He fights with his girlfriend before he leaves; at camp, he's separated from his friends and assigned a berth in the younger boys' cabin. There are many familiar elements and few surprises here, yet Lupica breathes life into both characters and story. Danny is a classic sports-story underdog, but he's also sympathetic and engaging. He is surrounded by a cast of supporting characters who add humor and whose interactions ring true. When Danny befriends Zach, who is a younger version of himself, readers see the protagonist grow in empathy and self-awareness. Sports fans will relish the on-court action, expertly rendered in Lupica's taut prose. This worthy sequel to Travel Team should earn a wide audience.-Marilyn Taniguchi, Beverly Hills Public Library, CA Copyright 2007 Reed Business Information.	9.78014E+12	TRUE	TRUE	TRUE
Million-dollar throw	Lupica, Mike	Eighth-grade star quarterback Nate Brodie's family is feeling the stress of the troubled economy, and Nate is frantic because his best friend Abby is going blind, so when he gets a chance to win a million dollars if he can complete a pass during the halftime of a New England Patriot's game, he is nearly overwhelmed by the pressure to succeed.	School Library Journal (July 1, 2010) Gr 5-8-Nate Brodie, 13, gets far more than he bargained for when the purchase of a long-coveted Tom Brady autographed football qualifies him to enter a contest for the chance to win a million dollars by making a once-in-a-lifetime throw in front of a national audience at a New England Patriots game. Cheered on by his best friend Abby, who is facing challenges of her own due to a progressive, and seemingly incurable, eye disease, and desperately hoping to secure the future for his parents who are struggling financially, Nate faces a staggering level of self-imposed pressure. Just when he needs his throwing arm the most, things seem to fall apart and he loses his position of team quarterback. Can he conquer his fear of failure to once again become the boy with "the golden arm?" Jeffrey Brick's strong narration delivers Mike Lupica's rousing sports tale (Philomel, 2009) filled with suspense, friendship, and humor. Despite teens who are too mature and the resolution of several major issues that are too pat, Lupica's novel is a worthy addition to his growing body of work.-Cindy Lombardo, Cleveland Public Library, OH Copyright 2010 Reed Business Information.	9.78014E+12	TRUE	TRUE	TRUE

To the Lighthouse	Virginia Woolf	A portrait of the Ramsey family and their interesting house guests who vacation with them in Hebrides on the island of Skye, and describes how they all deal with the ghosts of the past.	To the Lighthouse praise its innovative, stream-of-consciousness prose that captures the complexity of human perception and emotion, though some find the narrative style challenging and dense. The novel explores themes of family dynamics, loss, and the search for meaning through intense introspection and vivid imagery, with critics like Eudora Welty calling it a " vision of reality ". Readers often find the experience rewarding, with some relating deeply to the exploration of internal thoughts and feelings, and others noting the book's profound beauty and philosophical depth.	9.78014E+12	FALSE	FALSE	TRUE
Chronically Dolores	Van Wagenen, Maya	Dolores Mendoza is not thriving. She was recently diagnosed with a chronic bladder condition called interstitial cystitis. The painful disease isn't life threatening, but it is threatening to ruin her life. Just when things seem hopeless, Dolores meets someone poised to change her fate. Terpsichore Berkenbosch-Jones is glamorous, autistic, and homeschooled against her will by her overprotective mother. After a rocky start, the girls form a tentative partnership. Beautiful, talented Terpsichore will help Dolores win back her ex-best friend, Shae. And Dolores will convince Terpsichore's mom that her daughter has the social skills to survive public school. It seems like a foolproof plan, but Dolores isn't always a reliable narrator, and her choices may put her in danger of committing an unforgivable betrayal	Booklist starred (February 1, 2024 (Vol. 120, No. 11)) Grades 7-10. Dolores Mendoza's life is in the toilet after she embarrasses herself in front of the entire eighth grade. Between her chronic illness (interstitial cystitis) and repeated head injuries, her best friend Shae ghosting her, and family drama, she feels really out of place. To get her out of the house, her mom signs her up for a workshop on communication and making friends, where the only other girl there about her age is awkward, direct, and puts the pieces of Dolores' life together, causing her further embarrassment. But that girl, Terpsichore Berkenbosch-Jones, is doing whatever she can to convince her overprotective mom to let her go to the public high school because being homeschooled is not how she's going to become a Tony-winning costume designer for a big Broadway show. Together, the two hatch a plot for Dolores to get her friend back and convince Terpsichore's mother that being autistic doesn't mean she can't have dreams and a life. Hitting themes of growing apart from old friends, confronting exaggerated ideas of embarrassment and rejection, learning to find accommodations and self-advocate, and understanding that people aren't always what they seem, Van Wagenen's (Popular, 2014) fiction debut is a standout with both wide appeal and important, specific representation bolstered by the author's own life.	9.78015E+12	FALSE	TRUE	TRUE
Last man out	Lupica, Mike	Twelve-year-old Tommy Gallagher, the bravest and toughest football player on the field, faces his biggest battle ever when his father, a Boston firefighter, is fatally injured while rescuing a child.	Booklist (September 1, 2016 (Vol. 113, No. 1)) Grades 5-8. Lupica stirs equal quantities of grief and gridiron action into his latest outing. Tommy Gallagher, 12-year-old star strong safety on the Brighton Bears, is devastated when his wonderful, worshiped firefighter dad dies in the course of a rescue. The tragedy occurs during the second game of a season that features one suspenseful contest after another, leaving Tommy struggling both on and off the field, while trying to be there as best he can for his mom and his withdrawn little sister. Lupica effectively puts readers into the center of the action, both during games and at home with the undemonstrative but deeply emotional Gallagher family. Eventually Tommy, who has discovered that skateboarding provides a good outlet for his repressed feelings, winds up with a separated shoulder that keeps him out of the championship game. But even from the sidelines, he manages to make a key contribution to the game, and in the best traditions of sports writing, this will leave readers both breathless and thoughtful.	9.78015E+12	TRUE	TRUE	TRUE
Outrun the Moon	Stacey Lee	Just before the 1906 earthquake strikes San Francisco, Mercy Lee talks her way into the elite, all-white St. Clare's School for Girls by posing as a Chinese heiress—a remarkable feat for a 15-year-old girl from Chinatown. Determined to make a better life for herself and her sickly little brother, Jack, Mercy tries her best to fit in. And when the earthquake hits, it takes the quick wits of this strong-willed girl to pull the survivors together in the aftermath of the tragedy. "A must-read for followers of historical fiction ... Propelled by a feisty and fabulous heroine, [author] Lee's sophomore novel is powerful, evocative, and thought provoking" (KIRK).	Horn Book Guide, 09/30/2016 In 1906 San Francisco, Mercy, daughter of Chinese immigrants, finagles her way into a fancy girls' school. But St. Clare's is no academic haven, and the white students are far from welcoming. Still, when the earthquake strikes, it's Mercy who brings everyone—including students, immigrants, and refugees—together for survival. Rich with historical detail, the setting is as compelling as Mercy herself.	9.78015E+12	FALSE	FALSE	TRUE

Blue autumn cruise	Kline, Lisa Williams	The rocky relationship between two stepsisters blossoms into an eternal friendship.	Booklist (September 1, 2012 (Vol. 109, No. 1)) Grades 5-8. Daredevil Diana loves all animals, especially horses, and has to take medication to help her manage her emotions, while Stephanie is quiet and a homebody. Now stepsisters, the girls aren't thrilled by their parents' expectations that they become good friends, but a family trip to a ranch in North Carolina might make it happen. When Diana discovers two penned-up wolves in the forest, she vows to set them free, and surprisingly Stephanie sneaks out to help. The girls soon realize they've done more harm than good, and they must work together to try to rectify the situation. Kline showcases the difficulties of making blended families work without offering pat answers, and the result is a nicely crafted novel told from the two girls' perspectives in alternating chapters. With a little romance and some truly breathtaking scenery, this novel—the first in a four-part series—neatly covers all its bases.	9.78031E+12	TRUE	TRUE	TRUE
Season of change	Kline, Lisa Williams	When Stephanie's father and Diana's mother go on a marriage retreat to deal with some big problems, Stephanie goes to cheerleading camp and Diana stays with her father, but when everyone returns, things seem worse than ever.	Booklist (July 2013 (Vol. 109, No. 21)) Grades 5-8. Diana and Stephanie, reluctant stepsisters, have just started to enjoy their new family when the adults in the family admit they are having marital problems. Lynn and Norm decide to go on a couple's retreat and leave the girls with Lynn's parents for the weekend. Once there, a mix-up leaves Stephanie stranded at a party, and Diana must break a few rules to rescue her. Told in alternating chapters, the simple story makes the teens seem younger than they are. But fans of the series (Summer of the Wolves, 2012) will appreciate this further look into the girls' lives, and even those new to the books can dive right in. Kids with their own step-, half-, or even full-sibling issues will take to this.	9.78031E+12	TRUE	TRUE	TRUE
Summer of the wolves	Kline, Lisa Williams	Stephanie and Diana are having a hard time adjusting to life as new stepsisters. The girls "pretend" to like each other, but it's pretty hard considering they are complete opposites. When their new family takes their first-ever vacation to a horse ranch in North Carolina, not even long horse-back rides in the forest can tame their tempers. Diana's anger issues and Stephanie's fear of everything prove disastrous, until Diana discovers the caged wolves in the deep woods. She vows to free them, and surprisingly, Stephanie agrees to help. But their actions have unforeseen consequences, and if there's any chance to make things right, Stephanie and Diana must put their differences aside	Booklist (September 1, 2012 (Vol. 109, No. 1)) Grades 5-8. Daredevil Diana loves all animals, especially horses, and has to take medication to help her manage her emotions, while Stephanie is quiet and a homebody. Now stepsisters, the girls aren't thrilled by their parents' expectations that they become good friends, but a family trip to a ranch in North Carolina might make it happen. When Diana discovers two penned-up wolves in the forest, she vows to set them free, and surprisingly Stephanie sneaks out to help. The girls soon realize they've done more harm than good, and they must work together to try to rectify the situation. Kline showcases the difficulties of making blended families work without offering pat answers, and the result is a nicely crafted novel told from the two girls' perspectives in alternating chapters. With a little romance and some truly breathtaking scenery, this novel—the first in a four-part series—neatly covers all its bases.	9.78031E+12	TRUE	TRUE	TRUE
Wild horse spring	Kline, Lisa Williams	For once Stephanie and Diana want the same thing. That's the problem. Diana and Stephanie are still trying to decide if they like each other when their blended family goes to the Outer Banks of North Carolina for spring break. They're headed in opposite directions—Diana is crazy about the wild horses and Stephanie is crazy about the boys—until one guy catches both their interests. Soon they're butting heads—again. But when their crush is accused of committing a crime against the horses, can the stepsisters band together to prove his innocence?	Horn Book Guide (Fall 2012) Stepsisters Diana and Stephanie couldn't be more different. Flung together on vacations with their newlywed parents, the new siblings must figure out their relationship while dealing with drama about animals in the area. Although the dialogue is often too stiff and the plots overly moralistic, the character development of the two girls as individuals facing a difficult transition is well done. [Review covers these Sisters in All Seasons titles: Summer of the Wolves and Wild Horse Spring.]	9.78031E+12	TRUE	TRUE	TRUE
Winter's tide	Kline, Lisa Williams	Building a family is hard, especially with stepsisters who are complete opposites. During the bleak and dreary days of winter, Diana continues to be bullied at school, Stephanie continues hiding a painful secret, and both their lives are shaken by two tragic accidents. They discover a beached whale on the North Carolina shoreline, then Stephanie's brother is in a near-fatal car crash. The girls try pushing through the rockiness in their relationship and facing their challenges, until Stephanie's lie is finally revealed. Can Diana find forgiveness and faith in her darkest hours?	Booklist (January 1, 2013 (Online)) Grades 5-8. Stepsisters Diana and Stephanie have made progress, but when Stephanie's grandmother is hospitalized and Diana is suspended for fighting a bully, the holes in their patchy relationship threaten to grow wider. Oddly enough, it is the beaching of a pilot whale on the North Carolina coast that brings the two girls together and gives them a fresh awareness of their own weaknesses and empathy with each other. A bit heavier than others in the Sisters in All Seasons series, with its awareness of suffering and death on several levels, this title adds a satisfyingly thoughtful element.	9.78031E+12	TRUE	TRUE	TRUE

Dragons vs. robots	Mancusi, Mari	When their friend Ikumi goes missing, Ian and Lilli must enter another dangerous digital world to save her and defeat Atreus	School Library Journal (April 1, 2021) Gr 4-7-Still traumatized from their harrowing experiences while trapped in the Dragon Ops VR game, where they were hunted by a cunning AI dragon and forced to fight their way out or (literally) die, siblings Ian and Lilli have signed an NDA and are laying low when they overhear the news that Ikumi, an in-game friend from Dragon Ops, has been kidnapped and is being held captive in Mech Ops, a different VR game designed by one of Dragon Ops' main competitors Admiral Appleby. Discovering that they can sign up as beta testers for Mech Ops, they team up with Starr, a professional gamer, Yano (their dragon guide from the previous game who has mysteriously traveled the interwebs into the new game), and Ian's soccer nemesis Josh, who just happens to be the Admiral's grandson. Making their way through the various levels, the kids bounce back from destruction time after time, determined to rescue Ikumi. The biggest thing standing in their way is Atreus, their AI nemesis from Dragon Ops, who has tracked Ian to this new VR world. Unless Ian can confront his own fear, the quest will be doomed. Readers will appreciate the main character, a boy who learns to admit to and deal with his fear, playing on his strengths to overcome his weaknesses. Although not as do-or-die as the first book, readers who enjoyed that installment will be happy to get their hands on this one, too. VERDICT Fast pacing and one dangerous situation after another build an exciting genre introduction for fans of sci-fi VR games. Purchase where the first book is popular-or buy both.-Elizabeth Friend, Wester M.S., TX © Copyright 2021. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78032E+12	TRUE	TRUE	TRUE
The closer : young readers edition	Corbett, Sue	Profiles the life and professional baseball career of Mariano Rivera, who played nineteen seasons in the major leagues.	School Library Journal (March 1, 2016) Gr 5-8-In this autobiography, Rivera describes how he went from a poor boy in a humble fishing village in Panama to one of the greatest New York Yankee baseball heroes through talent, faith, perseverance, and sportsmanship, with exciting play-by-play details that will particularly appeal to baseball aficionados. © Copyright 2016. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78032E+12	FALSE	TRUE	TRUE
No better friend : young readers edition : a man, a dog, and their incredible true story of friendship and survival in World War II	Weintraub, Robert	Tells the incredible true story of Frank Williams, a radarman in Britain's Royal Air Force, and Judy, a purebred pointer, who met as prisoners of war during World War II. Judy, who became the war's only official canine POW, was a fiercely loyal dog who sensed danger-warning her fellow prisoners of imminent attacks and, later, protecting them from brutal beatings. Frank and Judy's friendship, an unbreakable bond forged in the worst circumstances, is one of the great recently uncovered stories of World War II.	School Library Journal (February 1, 2016) Gr 6-9-Weintraub's middle grade adaptation of his adult book is an almost unbelievable tale of animal survival and loyalty amid the horrors of World War II. Born in Shanghai, China, Judy the purebred pointer dog began her military career when she was adopted by a group of English sailors who took her onboard a gunboat and eventually moved her to Singapore just as World War II reached the Pacific. Judy survived sinking ships, torpedoed boats, and life on a desert island before following her human companions to a Japanese internment camp, where she met Frank Williams, a radarman in the Royal Air Force. The friendship between the two, as well as Judy's encouragement and protection of other men interned at the camp, helped raise spirits in a desperate situation. Readers will appreciate this work, which has been lovingly and engagingly adapted by Weintraub. Through accessible language, the author makes it clear that he is inferring many aspects of the narrative. Sidebars on topics such as the Sino-Japanese War, the Battle of Britain, and post-traumatic stress disorder among soldiers add context. Photographs are frequent, well chosen, and clearly captioned. A thorough notes section (present in the adult version) is left out. VERDICT An enormously readable account of animal and human companionship and survival; recommended for budding historians and fans of survival stories.-Kristy Pasquariello, Wellesley Free Library, MA © Copyright 2016. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78032E+12	FALSE	TRUE	TRUE

The poison puzzle	Patterson, James	Twelve-year-old Minerva Keen forms a detective club to uncover who is poisoning residents of her storied Chicago apartment building, knowing that any one of her neighbors could be the poisoner—or the next victim	Kirkus Reviews (March 1, 2023) A tween detective's first case offers plenty of thrills. Minerva doesn't start out to be a detective, but when other residents of her Chicago apartment building take to dying or falling unconscious in her presence, she briskly repurposes her school debate club and hurtles into an investigation with her seriously accident-prone 11-year-old brother, Heck; smart, highly anxious classmate Santos Salgado; and savvy, tolerant police detective Wesley Taylor struggling along in her wake. Patterson and Graff deliver a typically fast-paced, twisty caper made up of short chapters laced with frights, flights, misadventures, and, just for laffs, enough burping and farting to put a stockyard to shame. Readers hoping to solve the mystery ahead of the sleuths won't get much help from the few unhelpful clues and unlikely suspects that emerge; it's really Minerva's talents for being in the right place at the right time and asking the right questions that lead to a break in the case. Still, not only do the fledgling club's efforts uncover some felonious behavior by one of the building's nastier residents, they lead to a deliciously lurid climax guaranteed to give anyone with a phobia for bugs and other creepy-crawlies nightmares. Minerva reads White; Det. Taylor has dark brown skin, and names and spot art cue further diversity in the rest of the supporting cast. A flying start for a smart sleuth who's not averse to heading into harm's way. (Mystery. 9-13)	9.78032E+12	TRUE	TRUE	TRUE
The double trouble puzzle	Patterson, James	Minerva Keen faces competition in her middle school detective club as they race to solve the mystery of a once-beloved teacher's alarming behavior	Kirkus Reviews (February 1, 2025) Investigating a teacher's sudden personality change leads a set of sixth grade sleuths into serious danger in this second series caper. A relentless bully who posts popular videos of his humiliating attacks, and a bossy new classmate aiming to replace her as leader of the Detective Club, may seem like tough challenges for Minerva Keen, but what really gets her attention is how her once-friendly language arts teacher, Claire Voyant, has abruptly turned harsh and dismissive—almost (could it be possible?) as if she were a different person. Ever alert for mysteries to solve—even if a bit of illegal surveillance or breaking and entering is required—Minerva forges ahead. Her outrageously reckless little brother, Heck, is a willing ally, shy best friend and schoolmate Silent Santos is a reluctant one, and (surprise!) even Zoe Quick, a rival overachiever with serious hacking skills, eventually comes on board. Catering equally to readers who relish their crime capers on the comical or scary sides, the co-authors again dish up a rousing combo platter with awkward mishaps, frequent barfing and belching, and sloppy food fights as well as a juicy round of robbery, kidnapping, and attempted murder. Once just deserts have been dealt out all round, the caper leaves Minerva and Heck with just one tantalizing question: Are their enigmatic, often-absent parents actually secret agents? Stay tuned. Minerva presents white, and Santos and Zoe read Black. Final art not seen. More expertly crafted chills and thrills, leavened with laughs. (Mystery. 9-13)	9.78032E+12	TRUE	TRUE	TRUE
Glorious Rivals	BARNES, JENNIFER LYNN	Seven players arrived on Hawthorne Island to take part in the Grandest Game, an annual competition run by billionaire Avery Grambs and the four infamous Hawthorne brothers, but now only five players remain. Millions are at stake, the clock is ticking to win the Grandest Game, and it quickly becomes clear that everyone is hiding something. But the players soon realize that it's not just about riddles and riches, it's about survival.	Glorious Rivals is considered a worthwhile read for fans of the Inheritance Games series, offering a blend of mystery, suspense, and romance within the elaborate puzzle world created by Jennifer Lynn Barnes. However, readers should be prepared for a slower start and potential plot holes as the story builds toward its conclusion in the next book.	9.78032E+12	FALSE	FALSE	TRUE

AUDRE & BASH ARE JUST FRIENDS	WILLIAMS, TIA	When her father has to cancel their annual summer visit to his beach house in Malibu, Audre Mercy-Moore, junior class president and unofficial therapist for her classmates, finds herself in dire need of some fun and new experiences for her book, a self-help tome she hopes will get her into Stanford. To do so, she hires—quite literally offers to pay—Bash Henry, the new senior and the crush of every girl in school, who seems to know how to have a good time no matter where he is or who he is with, to help her turn her summer around. As their season of five wild dares goes on, however, their purely professional relationship threatens to become friendship, and then, with a bit of chemistry, something much more.	School Library Journal, 04/30/2025 Gr 9 Up—Audre cannot wait for "Dadifornia," the time she spends living with her father in California every year. Dadifornia means Malibu beach, peace and quiet, and a summer internship at a therapist's office. But when her father abruptly cancels the visit, Audre finds herself stuck in Brooklyn for the summer. Desperate to find a new way to make her college application to Stanford stick out, Audre decides to write a self-help book for teens. The problem is that she's lacking in the "typical teen experiences" department, so she enlists the help of Bash, a mysterious newcomer to the Brooklyn private school scene who is reportedly down for anything. Audre is certain that Bash can help her break out of her comfort zone and live life on the wild side. But what is Bash hiding? And can the two really remain just friends? Brooklyn comes alive as Audre and Bash seek thrills throughout the city, but above all, this story is heavily character-driven. Teens will be drawn in by Audre's abundant relationship turmoil, from struggling to figure out her role in her family since the birth of her half-sister, to navigating her crush on Bash and frequent spats with her best friend, Reshma. Audre and Bash model good mental health practices as they work to overcome their respective traumas. Laugh-out-loud humor sparkles throughout the drama, keeping the overall mood bright despite its serious themes. Audre is Black, while Bash is biracial Black and white. VERDICT A good choice for teens looking for a summer rom-com that has a bit of depth.—Chelsey Masterson Copyright 2025 Reed Business Information.	9.78032E+12	FALSE	FALSE	TRUE
Positively Teen: A Practical Guide to a More Positive More Confident You	Nicola Morgan	Offers teens practical advice, quizzes, and hundreds of creative ideas, proven strategies, and resources for flourishing both physically and mentally. Discusses nutrition, exercise, a positive attitude, strengths, and relationships.	Gr 4–7—From an internationally recognized expert on teen development, this title helps diffuse the fear and pessimism that often surrounds discussions of adolescence. While puberty, with all its emotions and physical changes, can feel daunting, the discourse and approach to it need not be negative. With its decidedly upbeat and positive tone, Morgan's text provides a nice balance between being a pleasure read and a real self-help guide. It's entertaining to peruse the funny bits that don't try too hard, quizzes galore, and optimistic, solid advice. Morgan's writing style and the advice she provides will resonate with tweens and their adult caregivers. Already published in the U.K., this reassuring work may help assuage feelings of panic and gloom and doom. VERDICT A fine addition to self-help shelves for middle schoolers.	9.78032E+12	FALSE	TRUE	TRUE
Heiress Among Thieves	WIBBERLEY, EMILY	Seventeen-year-old Olivia Owens is drawn back into her conniving family's web when she's invited to her estranged grandmother's birthday party at her private Swiss castle. Olivia only agrees to attend to get her hands on her grandmother's gold and assembles her old high school friends and boyfriend Jackson to help. The heist changes and gets more complicated when Grandma Leonie announces she's dying and all her gold will be buried with her. Now she'll be competing with all of her other greedy family members to get inside the vault, and as she must scramble to reimagine her carefully calculated plans, betrayals and shocking revelations upend everything she cares most about.	Booklist, 05/31/2025 Grades 9-12 - "Olivia took revenge on her wealthy father after he cheated on her mother in Heiress Takes All, and in this sequel, she's back alongside her feisty crew, this time leading a heist at her grandmother's estate in Switzerland. She's been invited to a fancy birthday party, which seems like the perfect place for a quick and painless operation, but things get a bit complicated when her grandmother announces that she's dying. Now, Olivia finds herself dealing with greedy family members and others who only care about getting a cut of the inheritance. While Wibberley and Siegemund-Broka fill their novel with snappy dialogue and fast pacing, they also do a great job of exploring complicated family dynamics and the emotional ups and downs that come with loss. Olivia's inner conflict as she discovers her family's dark past gives her character nice depth, while the charming banter between Olivia and her boyfriend adds a healthy dose of romantic tension. Both funny and full of heart, this sequel will satisfy fans of the first book, as well as anyone who loves a twisty mystery."	9.78032E+12	FALSE	FALSE	TRUE

The undead fox of Deadwood forest	Hartman, Aubrey	An undead fox serving as the usher of souls has his life upended when a mysterious badger soul appears	School Library Journal Xpress (January 31, 2025) Gr 5-7-A fantastic tale of loss, discovery, afterlife, and mushrooms. Deadwood Forest is not alive but it's also not dead, as is the case with its resident Afterlife Usher. Clare is a fox who was spared death so he could become a guide to lost souls trying to pass on to the afterlife. Leading a solitary but meaningful life, Clare has learned to guide wandering spirits and to read the signs of what the eternal life is trying to communicate. Meanwhile, he is the keeper of the forest, a mushroom farmer, and an acquaintance to two trashrats. He does his job well and efficiently, so it's only when Gingersnips the badger shows up without a clear or easy way to pass on that Clare starts sensing trouble. To make matters worse, the contrasting Fernlight Forest's usher called Hesterfowl has delivered a premonition about Deadwood Forest, and Clare and Gingersnips will have to put their species' antagonistic natures to rest to solve the mystery. Told in beautiful prose and with rich imagery, this is a deep story about death, loss, and grief, but also about compassion, finding meaning, and discovering what one really is made of in the face of the strongest adversity. Clare's painful un-death, the mystery of his missing mother, and Gingersnips's own tragic family story will grip every reader's heart. VERDICT An excellent choice for libraries where fantasy is in high demand. Give this book to nature and animal lovers alike. -Carol Youssif © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78032E+12	TRUE	TRUE	TRUE
Dawn of the Dragons	Mancusi, Mari	Lucas isn't having the best summer. While normally he'd be away at camp, this year he's stuck home, watching over his younger neighbor Noah and mourning the death of his beloved cat. Even going outside is dangerous, thanks to mysterious fires making the air unsafe to breathe. Fires that Noah claims are caused by real life dragons. At first Lucas laughs it off - Noah's dad has always been fond of conspiracy theories. But when the family suddenly flees town and strange rumors start spreading online, Lucas realizes he needs to find out for sure. Meanwhile, young Cinder and her dragon herd are just trying to survive in a strange new world. They've found a haven high in the mountains and hope to finally live in peace. But when Cinder suffers a terrible fall, she's not sure she'll live long enough to see it. Searching for dragons, Lucas finds Cinder, and he can't help but feel sorry for this tiny creature and together they begin to form an unlikely friendship. But a simple misunderstanding between scales and skin is all it takes to spark a worldwide inferno. As the dragon apocalypse looms, can Lucas and Cinder find a way to help keep their families safe?	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78032E+12	TRUE	TRUE	TRUE

Final season	Green, Tim	When his NFL dad is diagnosed with ALS, middle school quarterback Ben Redd is determined to have a winning season, which may be his final as he watches the heavy toll the incurable disease is taking on his dad.	School Library Journal (March 1, 2010) Gr 5-8-After the death of his parents, 12-year-old Ty Lewis moves into a trailer park with his aunt's family. The boy is constantly reminded by his Uncle Gus that he should be grateful that they took him in and allow him to sleep on the floor in the laundry room and to use the port-a-potty set up outside. At school, Ty is teased about the pillowcase he uses for a backpack and for his second-hand clothing. Football is the one bright spot in his life. Ty is the fastest kid at school, and the football coach has noticed him. But Ty's dreams of playing on the team are derailed when his uncle demands that he work every evening after school. Things start to turn around for Ty when his older brother, Thane, signs with the NFL. Suddenly Ty is thrown into the spotlight of an illegal gambling ring run by the local mob. Uncle Gus, a compulsive gambler, forces Ty to reveal sensitive information about injured players on Thane's team. Ty and Thane come under the scrutiny of the FBI who wants to close down the gambling ring. Author Tim Green skillfully narrates his fast-moving sports thriller (HarperCollins, 2008) along with a full cast of excellent voice actors. As a former NFL star, Green knows exactly how to convey the game's excitement and suspense. Fans of sports stories and thrillers will enjoy this action-packed tale. -Wendy Woodfill, Hennepin County Library, Minnetonka, MN Copyright 2010 Reed Business Information.	9.78033E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 7	Davis, Jim	Originally published as three separate volumes, in both black and white and color as Garfield Hangs Out, Garfield Takes Up Space, and Garfield Says a Mouthful. This compilation was originally published in black and white in 1996"--Title page verso.;Garfield hangs out -- Garfield takes up space -- Garfield says a mouthful. Collects three previously-published compilations of the comic strip adventures of Garfield the cat, Odie the dog, and their owner, Jon.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78035E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 16	Davis, Jim	Garfield spills the beans -- Garfield gets his just desserts -- Garfield will eat for food. Collects three previously published collections of "Garfield" comics, including "Garfield spills the beans," "Garfield gets his just desserts," and "Garfield will eat for food," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78035E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 17	Davis, Jim	Garfield weighs his options -- Garfield potbelly of gold -- Garfield shovels it in, Collects three previously published collections of "Garfield" comics, including "Garfield Weighs His Options," "Garfield Potbelly of Gold," and "Garfield Shovels it in," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78035E+12	TRUE	TRUE	TRUE
Golden arm	Deuker, Carl	Lazarus Weathers, a high school senior from the wrong side of the tracks, seeks to protect his half-brother while pitching his way out of poverty, one strike at a time.	School Library Journal (February 1, 2020) Gr 7 Up-As he enters his senior year of high school, Lazarus "Laz" Weathers's life already seems to be heading toward a dead end. Laz stutters, his struggles in school mean college isn't an option, the trailer park where he lives is about to be shut down, and his beloved brother has started hanging out with the local drug dealer. The only bright spot on Laz's horizon is baseball. Laz is a gifted pitcher, but his hopes of getting recruited for the minor leagues are dashed when his high school team forfeits at the beginning of their season. Fortunately, a last-minute chance to pitch for a wealthy school across town gives him one final chance to escape the trailer park and make a life for himself. Acclaimed sportswriter Deuker deftly weaves baseball action into a solid coming-of-age tale, as Laz navigates the class divide when the well-off Thurmans take him in when he switches schools. Pressures from coaches and scouts build, and Laz is forced into a reckoning as he must decide what is truly important to him-his career or his family. VERDICT Short chapters and easy-to-follow writing make this book a strong choice for any school with a collection of sports fiction.-Bobbi Parry, East Baton Rouge Parish School System, LA © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78036E+12	FALSE	TRUE	TRUE

Natalie Babbitt's Tuck everlasting : the graphic novel	Woodman-Maynard, K	Graphic novelization of: Tuck everlasting / Natalie Babbitt. "In this . . . story about immortality, friendship, and growing up, young Winnie Foster learns of a hidden spring in a nearby wood and meets the Tuck family, whose members reveal their astonishing discovery of the spring's life-changing power. Now Winnie must decide what to do with her newfound knowledge--and the Tucks must decide what to do with her. But it's not just the curious girl who is interested in their remarkable tale. A suspicious stranger is also searching for the Tucks, and he will stop at nothing until he finds them and uncovers their secret	School Library Journal starred (July 1, 2025) Gr 4 Up-Much like with her graphic novel adaptation of The Great Gatsby, Woodman-Maynard achieves the seemingly impossible task of enhancing a much beloved classic novel. Adapted from Babbitt's original text, with the encouragement and support of Babbitt's family, this graphic novel features the story of Winnie Foster, a 10-year-old girl trapped in a rigid life of societal and familial expectations. When Winnie tries to run away from her gilded cage, she stumbles across the Tuck family and discovers their unbelievable secret-immortality after drinking from a magical spring. Through lush, atmospheric watercolors, Babbitt's lyrical and descriptive language is brought to life, creating palpable visualizations of abstract concepts, like the imagery of a wheel to represent story structure, the cyclical nature of life, and the ticking of a clock. Also included in this edition is a conversation between the artist and Babbitt's daughter, Lucy; a "making of" vignette on the process of creating the graphic novel; and primary sources of Babbitt's handwritten drafts, paintings, and life. Winnie, her family, and the Tuck family are white. VERDICT Enhancing a classic and empowering readers to better understand complex imagery, this faithful and beautiful adaptation is a must purchase for all graphic novel collections.-Kasey Swords © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78037E+12	TRUE	TRUE	TRUE
Masters of disaster	Paulsen, Gary	Twelve-year-old Henry Mosely, having decided his life is boring, ropes his friends Riley and Reed into a series of hair-raising adventures, including trying to break world records, visiting a haunted house, and solving a century-old murder.	School Library Journal (December 1, 2012) Combine a trio of 12 year olds-Henry, Riley and Reid-with dares and challenging adventures, and the resulting chaos delivers comedy at its best. Each escapade and comical scene builds towards the proverbial "disaster," with a small sample of their antics involving the contents of a dumpster and some methane gas-a high jinx recipe that only Paulsen could create. Podehl personifies tween boys with his fully voiced performance, and Paulsen narrates the introduction. Listeners that pair this title with Jeremy Bender will have a fun fest that gives humor a big lift. Common Core Standard: CCSS.ELA-Literacy.RL.5.5 Explain how a series of chapters, scenes, or stanzas fits together to provide the overall structure of a particular story, drama, or poem. (c) Copyright 2012. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78038E+12	TRUE	TRUE	TRUE
The city of Ember : the graphic novel	Middaugh, Dallas	The modern-day classic novel The City of Ember--the story about a doomed city, and the two children who found a way out--returns as a stunning, full-color graphic novel! Now experience the author's vision anew as the artist faithfully brings to life the glare of the lamps, the dinginess of the streets, and the brilliance of the first sunrise.	School Library Journal (November 1, 2012) Gr 5-8-Lina and Doon have spent their entire lives surrounded by darkness. Lina is an optimist and a dreamer who just knows there is something beyond the city of her birth. Doon is much more practical. He knows that if he can just get a good look underground, he can fix the city's constant blackout problem. A chance encounter on Assignment Day allows the two children to meet and exchange jobs, essentially giving the other what they've always wanted. They start to unearth an evil plot by the city's obese and greedy mayor to steal away precious resources from the people who live there. Using clues left behind by Lina's late grandmother, they travel beneath Ember's tunnels in a desperate attempt to find a way out. Based on DuPrau's novel (Random, 2003), the story brings the city of Ember to life using many muted yellows and earth tones. While the interior vantage points from Lina's and Doon's perspectives make Ember's public buildings and homes seem large, advanced exterior shots surrounded entirely in black give readers a sense of just how isolated Ember is. Lina's wonder and Doon's frustration are easily visible through Asker's skill in detailing facial expressions, helping to visually elevate a story literally besieged by shadows. Dystopian stories can be dark, and this one is literally so, but its ultimately hopeful message will resonate.-Ryan P. Donovan, New York Public Library (c) Copyright 2012. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78038E+12	TRUE	TRUE	TRUE

Death by toilet paper	Gephart, Donna	Contest-crazed twelve-year-old Ben uses his wits and way with words in hopes of winning a prize that will keep his family from being evicted until his mother can pass her final CPA examination.	School Library Journal (June 1, 2014) Gr 5-8-Since seventh-grader Benjamin Epstein lost his father to cancer last year, things have been difficult for Ben and his mother. Medical expenses have cleaned out the family's savings, and her job as a waitress doesn't bring in enough money to cover their rent. Ben's mom has one more expensive test to take to earn her CPA license and start a new job, but in the meantime, they are facing eviction. Ben, an experienced sweepstakes enthusiast, discovers a contest sponsored by the Royal-T toilet paper company with a \$10,000 grand prize, and he knows this could be the solution to his family's problems. Compounding those troubles are a bully at school and Ben's grandfather, Zeyde Jake, who has Alzheimer's and comes to live with Ben and his mom. Ben is a determined, likable character whom readers will doggedly root for, and Gephart infuses his story with humor and heart as she tenderly explores issues of grief, loss, family, and friendship. What's more, the amusing ending-featuring a zombie bride in a toilet paper wedding dress-will leave everyone satisfied. Fun facts and trivia about toilets and toilet paper appear at the start of each chapter.-Lauren Strohecker, McKinley Elementary School, Abington School District, PA (c) Copyright 2014. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78039E+12	TRUE	TRUE	TRUE
The Scorch trials	Dashner, James	Sequel to: The maze runner. Thomas and the Gladers, having solved the Maze, plan on returning to their lives, but instead find the earth a wasteland with Cranks roaming the desert in search of their next meal and they are faced with the challenge of crossing the Scorch in two weeks in order to arrive at a safe haven.	School Library Journal (August 1, 2011) Gr 7 Up-In this sequel to The Maze Runner (Delacorte, 2009), Thomas and the Gladers have survived the Maze but now WICKED has set them another task. They must travel 100 miles through a barren desert and a devastated city full of crazed victims of the Flare disease to win the Flare cure for themselves.	9.78039E+12	FALSE	TRUE	TRUE
Starsight	Brandon Sanderson	Spensa dreams of become a starship pilot like her father to prove she can be a hero too. Once she does make it to the sky she is horrified to learn that not only was her father a coward, he also turned traitor during the battle against the Krell. And when she leaves the protective shell of her planet, she learns that everything she thought she knew about her world is a lie.	Booklist, 02/29/2020 Grades 7-10 - Spensa (aka "Spin"), a talented pilot in the Detritus Defense Force (DDF), assumes the holographic identity of an alien bound for a space-fleet tryout at Superiority headquarters. Her secret mission is to steal a hyperdrive, technology closely guarded by those who are oppressing humans across the galaxies. As she progresses in the trials and training, she discovers unlikely allies and a treacherous plot. Though Skyward (2018), the first book in this set, also places Spin in an uncomfortable outsider role, Sanderson successfully revamps that plot here by changing the location and details of the experience. It works, however, because no one has more fun writing or is better at describing galactic dogfights. Ironically, the most interesting character here is actually M-Bot, the artificial-intelligence unit that operates Spin's spacecraft, and whose growth is a window into what it means to be human. Read the first one for fun or enjoy the second on its own, as Sanderson skillfully incorporates Spin's backstory early in this sequel.	9.7804E+12	FALSE	FALSE	TRUE

Cytonic	Brandon Sanderson	Spensa has proved she is one of the best starfighters of the Defiant Defense Force, but she embarks on her most dangerous mission yet when the Superiority, the governing galactic alliance determined to dominate all human life, initiates a galaxy-wide war. To make matters worse, Spensa knows the weapons the Superiority plans to use: ancient, mysterious alien forces that can wipe out entire planetary systems in an instant called Delvers. Now, she must travel to the Nowhere and find a way to stop the Superiority once and for all.	Kirkus Review, 09/14/2021 The third episode in the Skyward series sees red-hot space pilot Spensa Nightshade coming into her full powers as she battles both pirates and space monsters in a strange interdimensional nowhere. Leaving her ongoing feud with evil galactic overlords on temporary hold back in the somewhere, Spensa passes through a portal to a realm where time and memories tend to slip away, bits of landscape randomly snipped from reality float like islands around a distant sunburst—and teeming hordes of disembodied, malevolent entities called delvers are relentlessly hunting her down. Fun as all the space-opera elements are, though, they continue a trend from the preceding volume in deadening the efforts of Spensa and sidekicks old and new to establish personal identities or backstories, wrestle with inner demons, or, in the case of the AI M-Bot, practice insults and deal with newly discovered emotions. A few wild aerial dogfights and larger battles later, however, Spensa has come into her cytonic superpowers, found out some crucial things about the delvers, and made her way back to the somewhere. Now for those overlords....McSweeney contributes a map, lovingly detailed sets of spaceship plans, and galleries of the multispecies cast members. Wild diversity of intergalactic body types notwithstanding, human members seem uniformly White. More terrific combat scenes, but a bit too heavy on character development to fly at speed. (Science fiction. 12-15)	9.7804E+12	FALSE	FALSE	TRUE
Garfield fat cat 3-pack. Volume 18	Davis, Jim	Garfield: lard of the jungle -- Garfield brings home the bacon - Garfield gets in a pickle. Collects three previously published collections of "Garfield" comics, including "Garfield: lard of the Jungle," "Garfield brings home the bacon," and "Garfield gets in a pickle," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.7804E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 19	Davis, Jim	Garfield sings for his supper -- Garfield caution: wide load -- Garfield souped up. Collects three previously published collections of "Garfield" comics, including "Garfield Sings for His Supper" "Garfield Caution: Wide Load," and "Garfield Souped Up," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78043E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 20	Davis, Jim	Garfield goes to his happy place -- Garfield. The big cheese - Garfield cleans his plate. Collects three previously published collections of "Garfield" comics, including "Garfield Goes to his Happy Place" "Garfield: the Big Cheese," and "Garfield Cleans his Plate," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78043E+12	TRUE	TRUE	TRUE
Where is the Amazon?	Fabiny, Sarah	The Amazon River basin teems with life--animal and plant alike. It's a rainforest that is home to an estimated 390 billion individual trees, 2.5 million species of insects, and hundreds of amazing creatures and plants that can either cure diseases, or, like the poison dart frog, kill with a single touch. "Where Is the Amazon?" reveals the amazing scale of a single rainforest that we are still trying to understand today and that, in many ways, supports our existence on this planet	Reading Level: 6.2 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78045E+12	TRUE	TRUE	TRUE

A Sky Beyond the Storm	Sabaa Tahir	Laia, allied with Helene the Blood Shrike, works to stop the terror of the Nightbringer and the jinn, while Elias the Soul Catcher undertakes his own mission to stop the Nightbringer from deep in the Waiting Place.	Booklist Starred Reviews, 12/14/2020 Grades 9-12 - "Starred Review" At last, the fourth and final volume (alas!) of Tahir's epic An Ember in the Ashes cycle has arrived. Happily, it finds the gang all here: Laia of Serra, of course; Elias, who is now known as the Soul Catcher, his emotions and much of his memory taken away by Mauth, aka Death; and the Blood Shrike. Oh, yes, there, lurking in the darkness, are the monstrously evil Commandant and the Nightbringer, King of the Jinn. As for the story, suffice it to say, the Commandant is in league with the Nightbringer to conquer the Empire. The Blood Shrike is their sworn enemy, her infant nephew being the Emperor and her sister, the Queen Regent. Laia—seeking to destroy the Nightbringer, who is busy with world-ending plans—is also trying desperately to bring Elias back to his old self. But can she succeed? Arguably the most ambitious of the four novels in the cycle, Tahir's latest offers exciting action, mounting suspense, and beautifully realized characters to love or despise. But more seriously, it also invites long thoughts about such large issues as death and love. Despite a pesky deus ex machina near the end, the result remains a deeply satisfying exercise in plotting and remarkably skillful storytelling. Readers will be reluctant to bid it adieu. HIGH-DEMAND BACKSTORY: An Ember in the Ashes is a best-selling series, and this book would have its loyal fans lining up even without the buzz being conjured by the publisher	9.78045E+12	FALSE	FALSE	TRUE
Call Me American (Young Adult Edition)	Abdi Nor Iftin	The author shares the story of his life from his birth under a neem tree in Somalia to his journey to America. Highlights the traditions and customs of his culture as well as his dreams of becoming an American citizen and the struggles he faced as a Somali refugee.	War-torn Somalia is the unlikely incubator for an immigrant success story in this wrenching yet hopeful autobiography. Iftin was five years old in 1991 when a decadeslong civil war engulfed the Somali capital of Mogadishu; his family witnessed massacres by militias, survived death marches, and endured years of starvation. His one escape from grim reality was a movie theater where he learned English watching American action movies, and his enthusiasm for the wealth, freedom, and rough justice depicted in them earned him the nickname "Abdi American." That spelled trouble, however, when the rise of Islamic extremism brought harsh religious strictures—he was flogged for going to the beach with a girl—and attacks on anyone associated with America. A chance 2009 encounter with an American reporter got him a gig doing radio dispatches for NPR, and more Islamist threats; after his house was bombed, he fled to the enclave for persecuted Somalis in Kenya, and finally, after navigating the labyrinth of U.S. immigration rules, moved to rural Maine, where he now works as a translator. Written in limpid prose, Iftin's extraordinary saga is not just a journey of self-advancement but a quest to break free from ethnic and sectarian hatreds. (June)	9.78053E+12	FALSE	TRUE	TRUE
All for One	De La Cruz, Melissa	Alexander Hamilton is building a law practice and looking to earn enough money for his now growing family. His wife, Eliza, is pregnant, and the two are at the top of New York's social scene. Alex takes on a difficult case which sparks memories of his own mother's abusive past and Eliza redoubles her efforts to help the city's orphans while also playing matchmaker for her brother. Then Eliza gets very sick and convalesces away from the family home. It's only after she gets back that she learns of an upcoming duel between Alex and Aaron Burr over a political dispute.	Booklist, 02/28/2019 Grades 9-12 - Eliza Hamilton's life seems to finally be settling down. The war is over, and she and her husband, Alexander, make up one of the most popular young couples in New York. But as Alexander faces one of the biggest legal cases he's ever encountered and Eliza's matchmaking skills are put to the test, she begins to wonder if things will ever truly be calm in their young country. In this final volume, de la Cruz draws her trilogy devoted to the Hamiltons' romance to an utterly satisfying close. Eliza and Alexander's voices continue to be engaging: tethered to the past enough to transport the reader to the early days of the U.S., but not overly formal. The historical details woven into the narrative will delight history buffs, but de la Cruz is careful never to allow these to compromise the story's pacing. Though a dense read, this historical romance will leave readers with a clear picture of what it meant to be young and in love at such a dramatic moment in history.	9.78053E+12	FALSE	FALSE	TRUE
What If?	Randall Munroe	Writer and artist Randall Munroe, creator of the webcomic xkcd, answers a compendium of bizarre hypothetical questions regarding science, society, and survival with fact-based explanations. Includes black and white illustrations.	"What If?" books are a series by Randall Munroe that provide humorous, yet scientifically rigorous answers to absurd, hypothetical questions submitted by readers. Drawing from his popular webcomic xkcd , Munroe uses math and science to explore imaginative scenarios, making complex scientific concepts accessible and entertaining. The books are praised for their wit, informational depth, and unique blend of science and humor, with readers finding them easy to pick up and enjoy in short bursts	9.78054E+12	FALSE	TRUE	TRUE

Payback time	Deuker, Carl	Overweight, somewhat timid Mitch reluctantly agrees to be the sports reporter for the Lincoln High newspaper because he is determined to be a writer, but he senses a real story in Angel, a talented football player who refuses to stand out on the field--or to discuss his past.	School Library Journal (September 1, 2010) Gr 7 Up-Senior Daniel True is short, pale, and round, hence his nickname the Michelin Man, or Mitch, for short. His former elementary school best friend, Horst Diamond, is the star quarterback and BMOC at their Seattle high school. Mitch's ambition is to be an ace investigative reporter, a la Woodward and Bernstein, but the new editor of the school newspaper assigns him to cover sports. Worse still, Coach McNulty makes it clear that Mitch's job is to be Horst's cheerleader. McNulty intends to ride his star player to a college coaching job, and he won't let Mitch do anything to jeopardize that opportunity. While covering a practice, Mitch notices Angel Marichal, a senior transfer student. Angel is clearly the best athlete in the school, but McNulty keeps him hidden, playing second string, changing his jersey number, and denying any interview requests. Mitch knows that McNulty and Angel are hiding something, and he is determined to get to the bottom of it. What he finds is far different from what he suspects, and along the way his personal and journalistic ethics are tested. Deuker has crafted another entertaining and readable football story. The game descriptions are well done and will appeal to players and fans. Many teens who dreamed of being a star as children but don't make the team in high school will identify with Mitch.-Anthony C. Doyle, Livingston High School, CA (c) Copyright 2010. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78055E+12	FALSE	TRUE	TRUE
Lawn Boy returns	Paulsen, Gary	Having expanded his summer lawn mowing job into an ever-growing business conglomerate, a twelve-year-old boy gets involved in high finance thanks to his hippie stockbroker, takes on sponsorship of a boxer, and becomes a media sensation.	School Library Journal (May 1, 2011) Gr 4-7-During the first six weeks of summer, Lawn Boy (2007) went from being an ordinary 12-year-old to a successful business owner and "hundred-thousand-aire." In Gary Paulsen's humorous sequel (2010, both Wendy Lamb Books), Lawn Boy realizes that with wealth comes responsibility. By the middle of July, the young entrepreneur finds himself besieged by lawyers, labor problems, and the IRS. To make things worse, his parents are out of town, his grandmother is threatened by gangsters, and girls keep hanging around his yard wanting his autograph. What is a seventh grade boy to do? Fans of the first book will welcome the return of Lawn Boy's zany friends and family, along with a few new colorful characters. Paulsen pushes the envelope of believability to its most humorous limits as he skillfully weaves wit and wisdom to bring the tale to a satisfying conclusion. Tom Parks recreates Paulsen's memorable characters with unique, recognizable voices. Overall, Parks's performance is entertaining, but sometimes it falls short of the book's comedic potential because he lacks subtlety. His characters speak at about the same pitch and cadence throughout and come across as caricatures rather than real people. Parks sometimes fails to recognize the punch lines of sarcastic comments or understatements. For a humorous story with more authentic teen voices, Tom Angleberger's The Strange Case of the Origami Yoda (Amulet Books, 2010; Recorded Books, 2010) is a good choice.-Donna Cardon, Provo City Library, UT (c) Copyright 2011. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78055E+12	TRUE	TRUE	TRUE

Project Hail Mary	Andy Weir	Ryland Grace, an astronaut and sole survivor of a desperate mission, wakes up out of cryogenic sleep only to find his two other crewmates dead on arrival at their destination, millions of miles from Earth. The clock is ticking as Ryland must work to remember why he is even on this mission and help save humanity from an extinction-level threat. He thinks he is all alone—but he is wrong, and may not have to complete his mission by himself after all.	Library Journal Starred, 03/31/2021 Waking up and not knowing where you are, but knowing that you have been asleep for a long time, would be challenging to anyone. Waking up with all of that, plus two dead people and no idea who you are? Even worse. But Ryland Grace will slowly gain his memory back and realize that he may be the last chance for Earth and humanity to survive. Now years and galaxies away from home, he will need to use everything at his disposal in his small ship to find a way to reverse the planet's looming extinction all by himself. Then he discovers he's not the only one looking for a solution. The book's witty narrator, hard science, and flashbacks all blend into a high-stakes adventure of galactic proportions, while presenting some exciting twists and strong themes of collaboration and friendship. VERDICT Weir brings back the pace, intelligence, and humor of The Martian and increases it exponentially. Scientific mysteries and survival instincts abound in this compelling and exciting novel.—Kristi Chadwick, Massachusetts Lib. Syst., Northampton Copyright 2021 Reed Business Information.	9.78059E+12	FALSE	FALSE	TRUE
Garfield fat cat 3-pack. Volume 22	Davis, Jim	Garfield feeds his face -- Garfield eats and runs -- Garfield. Nutty as a fruitcake. Collects three previously published collections of "Garfield" comics, including "Garfield feeds his face," "Garfield eats and runs," and "Garfield: Nutty as a fruitcake," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 23	Davis, Jim	Garfield slurps and burps -- Garfield belly laughs -- Garfield: easy as pie. Collects three previously published collections of "Garfield" comics, including "Garfield Slurps and Burps," "Garfield Belly Laughs," and "Garfield: Easy as Pie," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 24	Davis, Jim	Garfield goes hog wild -- Garfield: what leftovers? -- Garfield: livin' the sweet life. Collects three previously published collections of "Garfield" comics, including "Garfield Goes Hog Wild," "Garfield: What Leftovers?," and "Garfield: Livin' the Sweet Life," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Minecraft guide to survival	McBrien, Thomas	Introduces the game, outlines basic features, and describes such elements as hostile mobs, naturally generated structures, and biomes.	Reading Level: 6.8 Audience: Middle School Grades: 3-7 **Professional Review Not Available**	9.78059E+12	FALSE	TRUE	TRUE

11 paper hearts	Hartwell, Kelsey	A year after a car accident affected her memory, sixteen-year-old Ella begins receiving paper hearts from a secret admirer with clues that may help her remember the weeks she lost.	School Library Journal Xpress (December 4, 2020) Gr 6-10-The Valentine's Day festivities at her high school leave senior Ella Fitzpatrick on edge. A year ago she had a serious car accident after leaving the holiday dance early. While physically recovered, Ella cannot remember anything from the weeks prior to the accident, including why she left the dance. Ella has also found it uncomfortable to step back into her former life. She frequently notices her best friends mocking other students. More disturbingly, she finds ample evidence that she behaved similarly in the past. But a paper heart message from a secret admirer sends Ella on a journey to fill in the blanks in her memory. As Ella deciphers each clue, she begins to come out of her post-accident shell and make new friends that feel more comfortable than her old ones, including adorkable Andy, who becomes her scavenger hunt partner. Will the girl who believes that everyone gets a love story finally write her own? Hartwell gives the accident-induced amnesia trope a meet-cute, and a romantic spin. Ella is engaging as she evolves from her formerly shallow self. Her romance with Andy is obvious from their first interaction, but readers will enjoy waiting for Ella to open her heart to this boy from outside her social set. While most plot threads wrap up neatly, the story does end with the acknowledgment that Ella may not be able to maintain her new friends and salvage her old ones as well. Characters' ethnicities aren't explicitly stated. VERDICT Romance fans will enjoy this light, do-over love story wrapped up in a mysterious scavenger hunt.-Nancy Nadig, Penn Manor Sch. Dist., Lancaster, PA © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78059E+12	FALSE	TRUE	TRUE
School dance	Sax, Sarah	Milo wants to get excited for the school dance, but he can't--because he's cursed. His best friends, Al and Viv, are determined to help Milo break the curse and find the confidence to enjoy the dance. And they're not alone, because Milo's abuela, a legendary dancer, is moving in	School Library Journal (July 1, 2025) Gr 5-8-The third book in Sax's series tells Milo's story. Milo can't dance, and after showing up to a beach-themed bar mitzvah in a jacket and tie, he becomes convinced that the curse causing him to ruin social gatherings has struck again. Determined to avoid dancing at all costs, Milo keeps a low profile, until the Snowball Soiree is announced at school. Suddenly, dancing becomes inescapable as Milo's friends and family encourage him to let loose and embrace the joy of cutting a rug. While the dancing debacle drives the main story, another plot unfolds as Milo's abuela moves in with his family and starts bending the rules about driving her beloved vintage car alone. It's all semantics with Abuela, and Milo gets caught up in the fibbing, adding more pressure to his already stressed-out psyche. Sax captures the middle school experience with sharp accuracy, from Vivi's intense crush to Al's passionate indignation about climate change, both of which contribute to an authentically chaotic and relatable environment. The book wonderfully portrays Milo's loving family, who occasionally use Spanish words; they are shown with brown skin while Milo's group of friends is also diverse. They all seem likely to appear in future series installments. The illustrations are bright, colorful, and sure to appeal to middle grade graphic novel fans. VERDICT This story of finding the courage to overcome stage fright is a solid addition to any middle school graphic novel collection, especially where the series is already popular.-Kim Gardner © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78059E+12	TRUE	TRUE	TRUE

Defiant	Brandon Sanderson	Spensa may have made it out of the Nowhere, but now she is changed forever by what she saw in the dark space between the stars—coming face to face with the Delvers and learning the truth about her Cytonic powers will do that. Having returned to civilization, though, Spensa has to wrestle with the fact that the Superiority hasn't stopped its quest for galactic dominance, in spite of her team Skyward Flight's holding off the attack of Winzik. Defeating the Superiority will take everything Spensa learned in the Nowhere and all her Cytonic gifts.	Kirkus Review, 09/14/2023 Hotshot pilot Spensa Nightshade completes her apotheosis in this series closer, as human rebels and their alien allies mount a climactic assault on the galactic empire. Having progressed from eating rats to being a cytonic superwarrior, Spensa is bonded by ties of loyalty and lust to former Skyward Flight leader, now Defiant Defense Force admiral, Jorgen—and also to a traumatized, planet-killing, interdimensional delver named Chet. Spensa would be well on her way to full-blown pacifism if the Superiority's war of extermination against humans were not ramping up to a newly active phase. Nothing for it but a massive space battle, complete with dogfights, huge explosions, feints, betrayals, and tragic sacrifices...not to mention a swarm of ravenous, vacuum-dwelling vastworms eager to chow down on both sides. Though slowed by Spensa's and others' wrestling with conflicting impulses and weighing moral imperatives, the plot features more than enough large- and small-scale action set pieces to please space-opera fans. Better yet, the deliciously expansive cast includes not only humans and Als but a broad array of aliens and semi-aliens from blue-skinned humanoids and a furry, haiku-reciting, fox-gerbil samurai with a (wait for it) laser sword to sentient crystals and empathic slugs. "The more different types of people we got into the flight, the stronger it would be," Spensa reflects, and indeed, it's collective action that proves decisive in the end. A grand finale, presented with a touch light enough to buoy all the self-actualization. Also: giant space worms! (Science fiction. 12-15)	9.78059E+12	FALSE	FALSE	TRUE
The invisible spy	McMann, Lisa	The forgotten five have made it to Estero to search for their missing supernatural criminal parents. With the help of their new allies, Lada and The Librarian, they've managed to find Birdie and Brix's mother, Elena, and free her from captivity in the presidential palace. Now the president's henchmen are searching everywhere for the children who broke out Elena, driving the group into hiding in the ancient underground tunnels beneath the city. Meanwhile, President Fuerte is making headlines for his nighttime flights to other countries accompanied by an invisible man. But why would the president who outlawed supernaturals be working with the people he supposedly hates? And could it be that some of the five's own parents are helping him?	School Library Journal (January 1, 2022) Gr 3-7-Birdie and Brix, along with Tenner, Cabot, and Seven, once lived with their parents in the city of Estero. They all are supernaturals, like their parents, with powers plucked from the animal kingdom, such as camouflage and night vision. When the city condemned the use of superpowers and labeled them criminals, the families fled for safety to an island far away from civilization. While the children were still very young, all but Birdie and Brix's dad left to confront their mislabeled reputations. That was 15 years ago, and no one has heard from them since. As far as the kids know, their parents are dead. While still grappling with this abandonment, the five kids face a new dilemma-the death of the remaining parental figure in their lives, Birdie and Brix's dad, and a note that directs Birdie to find a secret map and deliver it to her mother in Estero. Though told to keep this mission a secret, Birdie is forced to share this new information with the other supernaturals so they can join forces and help uncover the surprising truth behind their parents' disappearance in the unfamiliar, modern city of Estero. This new series blends science fiction with the animal kingdom, highlighting incredible feats of nature alongside a compelling quest to survive. VERDICT Middle graders seeking a new twist on science fiction and superpower heroism will find this fast-paced first installment the answer to their search.-Sabrina Carnesi © Copyright 2022. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78059E+12	TRUE	TRUE	TRUE

Rebel undercover	McMann, Lisa	A group of supernatural kids faces off against a corrupt politician and the supernatural adults he has recruited to aid him in his misdeeds	Kirkus Reviews (September 15, 2022) The Forgotten Five—a ragtag team of youths with unique superpowers—partner with new allies to take down President Fuerte and his sinister plot that implicates the kids' criminal parents. Overnight, news of a daring escape by supers from the president's palace spreads across Estero. Hiding from palace guards for their role in the breakout, Birdie, Seven, Tenner, Cabot, and Brix find refuge in an underground maze and, eventually, in a monastery. Much-needed support comes from former Estero spy The Librarian and Lada, a young super with cerebral palsy who uses crutches and a wheelchair. They help train and prepare the five friends for the fight ahead. The team's first mission? To figure out what's up with President Fuerte, the man behind Estero's anti-super fervor, as rumors abound of his nightly excursions abroad for clandestine meetups with supernaturals and to plan more thefts. Then he inexplicably repeals the anti-super laws. It also seems that some of the Five's parents have covertly joined forces with the president. Resuming right from the end of Map of Flames (2022), this volume packs in a whole lot of espionage fun and poignant family drama. McMann's exploration of the Five's conflicting feelings over their parents' intentions works marvelously to stir an adventure that's more of a gut punch than its predecessor. A bundle of shocking, slightly zany plot twists and political intrigue, this follow-up delivers the goods. Characters have a range of skin tones. A spy-flavored romp. (Fantasy. 8-12)	9.78059E+12	TRUE	TRUE	TRUE
Paws. 3.Priya puts herself first	Fairbairn, Nathan	Priya Gupta and her friends Gabby Jordan and Mindy Park are the best dog-walkers in town and, although they each face challenges during the holidays, their friendship get them through it all.	Reading Level: 3.2 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Minecraft. Guide to combat	Jelley, Craig	A guide to fighting enemies in the video game Minecraft.	Reading Level: 7.3 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Dear student	Swartz, Elly	A girl with social anxiety becomes the secret voice of the advice column in her middle school newspaper	Kirkus Reviews (December 15, 2021) Speaking for those who can't speak for themselves helps one girl find her fearlessness. The first day of sixth grade at Hillview Middle School is stressful enough for Autumn Blake without the added pressure from her dad to participate in just one thing. Not a fan of being noticed, finding her special thing feels daunting, especially without her best friend, Prisha, who has moved to California. The answer unexpectedly comes when Autumn is chosen by her teacher to be the anonymous voice behind "Dear Student," the school newspaper's advice column. Her excitement soon turns to worry, though, as she finds herself in the middle of a divisive community issue with new friends Cooper and Logan on opposing sides. Also confusing are Autumn's feelings about her dad, who left to work with the Peace Corps in Ecuador, leaving Autumn, her little sister, and her veterinarian mom behind in Cape Cod. Autumn's inner life will resonate with anyone who has experienced social anxiety, as will her feeling that she is the only one who can't figure out how to navigate the school cafeteria. Themes of animal rights and socio-economic diversity are handled thoughtfully and with nuance. Jewish Autumn and most main characters read as White; Prisha is cued as Indian, and close family friend and veterinary office manager Malcolm has brown skin. A heartfelt story about finding the courage to stand up for your beliefs even when you'd rather remain invisible. (Fiction. 8-12)	9.78059E+12	TRUE	TRUE	TRUE

On the Wings of La Noche	Vanessa L. Torres	Duluth, Minnesota, seventeen-year-old Estrella Villanueva, who goes by the name Noche, is a Lechuza who shape-shifts into an owl at night and ushers souls into the afterlife. When her girlfriend Dante tragically drowns, Noche refuses to do her duty so that she can visit Dante each night on the shores of Lake Superior. As time passes, Noche meets new kid Jax, who shares her same interests and Noche finds herself drawn into a new relationship with him that has her, for the first time, finding hope in the future. Meanwhile, her visits with Dante become increasingly erratic as Dante forgets who she is, and Noche realizes that if she doesn't let her go, Dante may be doomed to stay in a restless limbo forever.	Booklist, 11/30/2024 Grades 9-12 - Grades 9-12 - Grades 9-12 - ""Starred Review"" Estrella "Noche" Villanueva is a Lechuza by night—she transforms into an owl and guides the souls of the dead into the beyond. Except for her girlfriend, Dante Fuentes, who died at 17 after drowning in a lake. Noche visits Dante's spirit every night, even as Dante grows forgetful, erratic, and confused. After being paired with new kid Jax as a lab partner, Noche finds herself unwillingly drawn to him. The more real her feelings for Jax become, the harder it is to keep Dante tethered to the earth, at great risk to both of them. Soon, Noche finds that the most loving thing to do might be to let go and set Dante's soul free, even if it means she can no longer visit her. Torres' sophomore work explores first love, grief, death, and what it means to move forward while carrying loss with you. Noche is an achingly lovable protagonist, and the exploration of her grief is equally haunting and beautiful. The relationships between Noche and Dante and Noche and Jax are complex and full of heart. The story expertly makes space for Noche's first love and loss of Dante without losing its hopeful center. This folklore-inspired story is sure to captivate anyone who has experienced loss and looked for hope."	9.78059E+12	FALSE	FALSE	TRUE
Hidden truths	Swartz, Ely	Dani and Eric have been best friends since Dani moved next door in second grade--until one summer when everything changes.	School Library Journal starred (October 1, 2023) Gr 4-7-Dani and Eric have been best friends and neighbors since the second grade. Dani has been training hard to make the boys' baseball team. When she finally does, she is ecstatic because she lives for baseball. Eric is into donuts, superheroes, and hanging out with Dani, while always being supportive of her love for baseball. As sixth grade approaches, their friendship changes abruptly when an accident leaves Dani injured, unable to play her favorite sport, and Eric wracked with guilt. Dani and Eric turn away from each other, and new friendships are developed that will test the bond they have formed, forcing them to question their personal motivations and loyalties. Middle grade readers will understand the issues troubling Dani and Eric as they struggle to find their footing within the newer friendships. Swartz includes socially relevant plot points many middle schoolers are dealing with, including honesty, bullying, peer pressure, and responsible social media use as well as a message about using one's voice to make change in society. VERDICT Swartz's latest is realistic fiction at its best. A solid story with a strong positive message about friendship, trust, and tenacity that will fit nicely into all collections.-Kim Gardner © Copyright 2023. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78059E+12	TRUE	TRUE	TRUE
Anzu and the Realm of Darkness	Mai K Nguyen	Accidentally transported to the Shinto underworld called Yomi, Anzu discovers the queen of this realm has been kidnapping the spirits of lost children for decades and is torn between escaping or staying to help the trapped spirits as she fights her wayback home.	Kirkus Reviews (10/7/24) A lonely girl must find her way out of the underworld and back home.It's Obon, a holiday for celebrating ancestors, but Anzu is feeling miserable. Her family just moved, and when a neighbor child tries to befriend her, she becomes angry and self-conscious and runs away, reminded of the girls who used to tease her about her Japanese name. A stray dog appears, jumping up and snatching the special necklace that belonged to her late grandmother from around Anzu's neck. While pursuing the dog, Anzu falls and loses consciousness, waking up in Yomi. The dog, who's the Gatekeeper of this Shinto underworld, tells her to leave, but Anzu doesn't know how. Izanami no Mikoto, Queen of Yomi, offers to guide her-after Anzu joins her Obon banquet. But Anzu winds up cursed and bound to remain. Together with the Gatekeeper, whose role is to "guide souls to their destined realm," Anzu must save the lost souls of children kidnapped by Izanami and find her way home before sunrise marks the end of Obon. Colored in muted green, orange, and purple, this beautifully illustrated work is full of magic as it follows Anzu's journey of self-discovery after experiencing bullying, grief, and isolation. The fascinating and original spirit world is inspired by Nguyen's family's mix of Vietnamese and Japanese cultures and elements of Shintoism and Buddhism.An enchanting fantasy about finding the confidence to take up space in the world. (author's note, guide to Japanese folklore) (Graphic fantasy. 8-12)	9.78059E+12	TRUE	TRUE	TRUE

Pretty Girl County	Wilson, Lakita	Former best friends Reya Samuels and Sommer Watkins used to live in the same low-income neighborhood, Seat Pleasant. But after Reya's mother became a reality television star, Reya moved to the wealthy Bowie neighborhood and their friendship dissolved. Now Reya flaunts her wealth, while Sommer continues to hustle so that she can afford college tuition. When Reya is wait-listed at the Fashion Institute of Technology, she reaches out to Sommer to help her improve her portfolio in exchange for payment. As the pair reconnect, old wounds resurface, and they must navigate whether their friendship can survive the wealth disparity that divides them.	Grades 8-12 - "Sommer and Reya were best friends until Reya's mom's stint on The Real Housewives of Potomac had them dashing away to a life of glitz and glam. Now, with Sommer trying to figure out how she'll afford tuition at Spelman and Reya zipping around in a fancy car, the two seem worlds apart. But their love for fashion will bring them back together. Reya needs help putting together a fashion show that will surely get her off the waitlist at the Fashion Institute of Technology, and Sommer's custom designs are the missing piece. With the promise of extra income, Sommer can't turn down the opportunity, so the two find themselves navigating each other's world while determining if their friendship is worth reigniting. The excitement of new love and all the challenges associated with relationships take the spotlight in this striking read. Reya and Sommer both experience growth, and each teen's choices demonstrate maturity and selflessness. Bibliophiles will especially appreciate the bookstore backdrop and the many nods to well-known authors."	9.78059E+12	FALSE	TRUE	TRUE
Operation chaos	McMann, Lisa	"The Forgotten Five continue to fight the forces of corrupt President Fuerte in their battle to liberate the supernatural citizens of Estero	Kirkus Reviews (April 15, 2023) As the Forgotten Five investigate President Daniel Fuerte's plans to build an army of supers, the reappearance of their criminal parents continues to complicate matters in this sequel to 2022's The Invisible Spy. Reeling from Cabot's decision to rejoin her parents, who are coerced members of President Fuerte's supers criminal gang, the rest of the Five—Birdie, Brix, Seven, and Tenner—grapple with their friend's perceived defection. Is Cabot (whose latent powers have started appearing) now a baddie? But other storms arise. Following the public unmasking of President Fuerte as a super, protesters from around Estero storm the presidential palace. The surprise announcement of a presidential run by Magdalia, Seven's AWOL mom, also threatens Fuerte's bid to retain power. As the presidential race gets heated, stalwart ally Lada preps to infiltrate the presidential palace by going undercover as a recruit for Fuerte's army, a risky move that's deadlier than the group realizes. Meanwhile, The Librarian's enigmatic actions begin to raise the Five's suspicions about their once-reliable spy mentor. Like a well-oiled Saturday-morning cartoon, McCann's series continues to feature boisterous superpower hijinks and lighthearted espionage with dabs of engrossing familial melodrama. The political shenanigans remain deeply, endearingly silly, and the author does a fine job of maintaining high stakes as the plots get knottier and the twists even dizzier. Another doozy of a cliffhanger swoops in at the end to carry willing readers into the following installment. Fantastically silly fun! (Fantasy. 8-12)	9.78059E+12	TRUE	TRUE	TRUE
Dangerous allies	McMann, Lisa	X-Men meets Spy Kids in the fourth installment of The Forgotten Five middle-grade fantasy/adventure series by the New York Times bestselling author of The Unwanteds. Now in paperback! Following an explosive showdown with President Fuerte and his supernatural henchmen, the forgotten five and their allies are feeling lost. Their trusted friend and mentor The Librarian has left the group and declared her loyalty to the corrupt president. Has the Librarian really abandoned them in their quest to take down Fuerte's regime, or has she been kidnapped? Then, without warning, Troy Cordoba-Tenner's dad, who has been working for Fuerte for years-shows up at the five's safe house wanting to join their cause but accidentally leading the presidential guards right to their doorstep. Troy insists that he has changed for the better, but Tenner isn't sure he can be trusted. Meanwhile, Magdalia Palacio's election campaign is gaining steam. If she's against the president, does that make her the five's ally? The kids will have to decide who to put their faith in-and fast-before the president uses his supernatural army to crush his opponent and cement his criminal rule over Estero once and for all.	Audience: Middle School Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE

The Case of the Disappearing Duchess	Springer, Nancy	While fourteen-year-old Enola Holmes searches for the missing Duquessa del Campo in the seedy underbelly of nineteenth-century London, her brothers Sherlock and Mycroft search for her so that she can decipher a message from their long-lost mother.	The Case of the Disappearing Duchess, the sixth book in the Enola Holmes mystery series by Nancy Springer, generally describe it as a witty, engaging, and entertaining addition to the series, praised for its Victorian-era language and satisfying conclusion to Enola's teenage adventures. While some found the dated vocabulary and expressions a bit jarring, the overall sentiment is positive, with readers enjoying the short, addictive read and its underlying themes of female independence and compassion.	9.78059E+12	FALSE	TRUE	TRUE
It came from the trees	Russell, Ally	The wilderness is in Jenna's blood. Her Pap was the first Black park ranger at Sturbridge Reservation, and she practically knows the Owllet Survival Handbook by heart. But she's never encountered a creature like the one that took her best friend Reese. Her parents don't believe her; the police are worthless, following the wrong leads; and the media isn't connecting the dots between Reese's disappearance and a string of other attacks. Determined to save her friend, Jenna joins a new local scout troop, and ventures back into the woods. When the troop stumbles across suspicious signs: huge human-like footprints near the camp, scratch marks on trees, and ominous sounds from the woods, Jenna worries that whatever took Reese is back to take her too. Can she trust her new scout leader? And will her new friend Norrie—who makes her laugh and reminds her so much of Reese—believe her? After the unthinkable happens, the scouts, armed with their wits and toiletries, band together to fight the monster and survive the night.	Booklist (September 1, 2024 (Online)) Grades 4-6. For Jenna, the outdoors is a second home, so it's with some resentment that she and her best friend, Reese, are made to feel like outsiders on the Cottontail Scouts' camping trip in Massachusetts' Sturbridge Pines Reservation—the very place where Jenna's grandfather worked as its first Black park ranger. On the final night of the trip, annoyance is replaced by terror when a hulking, hairy creature snatches Reese from her and Jenna's tent, leaving only screams and an unbelievable story in its wake. After the police stop searching for Reese, Jenna returns to the reservation as a newly minted Owllet Scout on a mission to bring her friend home. First-time author Russell cooks up a campfire-worthy tale that delivers chills (including a formidable cryptid) and is fortified by a strong emotional core. Jenna experiences heartbreak, guilt, and racial microaggressions, but she shows tremendous courage and determination in the face of it all. Russell adds texture to the narrative by interspersing newspaper articles, blog posts, and scout-handbook excerpts. A spirited story that positively centers Black and brown characters in the horror genre and in the outdoors.	9.78059E+12	TRUE	TRUE	TRUE
What do we know about the kraken?	Hubbard, Ben	This book lets curious young readers explore what we actually know about this mysterious sea monster's long history. Dive into the facts behind this massive squid-like creature that was first described using the word "Kraken" in the beginning of the eighteenth century. For centuries, sailors have feared the Kraken, which they believe lurks in the ocean, waiting to pull ships beneath the surface with its powerful tentacles. Several famous writers such as Alfred, Lord Tennyson and Jules Verne have described monsters inspired by the Kraken. In this book, readers will also learn about the real creature that might have inspired the Kraken -- the giant squid	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
What do we know about the mystery of D.B. Cooper?	Anderson, Kirsten	On November 24, 1971, an unidentified man hijacked an airplane that was flying from Portland, Oregon, to Seattle, Washington. He demanded \$200,000 and told a flight attendant that he had weapons. After stopping in Seattle, the hijacker was given the money and he released the attendants. But he demanded that the pilots stay on-board, refuel, and fly him to Mexico City. Just thirty minutes after the plane took off, the man jumped out of the aircraft and parachuted away. . . never to be seen or heard from again. Did he escape with the money? Did he even survive the jump? Over fifty years later, the FBI still does not know what happened to the man they call "D. B. Cooper." Find out what we do know about one of America's most famous, unsolved mysteries in this book for young readers	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Paws. 4, Hazel has her hands full	Fairbairn, Nathan	The PAWS girls face a busy summer season full of dog-walking, travel, and fun, while Hazel takes on a big challenge	Reading Level: 3.2 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE

Masters of disguise	McMann, Lisa	Only weeks remain before the election that will decide the fate of supernaturals in Estero, with presidential challenger Magdalia Palacio in the lead. Desperate to maintain his grip on power, corrupt President Fuerte has leaked photos of the forgotten five to the press, making the kids public enemy number one. And now the location of their safe house has been discovered, and the five and their friends are on the run. With their identities revealed to the world, the kids must master the art of disguise to move freely about Estero, including infiltrating an upcoming Fuerte campaign event at the Estero City Zoo. But the other side is willing to play dirty, so the five will have to be ready for anything. Meanwhile, Cabot's parents, who have been acting as double agents for years, dare to cross the president and are arrested, leaving them unable to share critical information- Fuerte has a new super on his team with the power to change the course of the election-and no one will see it coming until it is too late.	Audience: Middle School Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Map of flames	McMann, Lisa	Five children who are the offspring of supernatural criminals and who have special abilities of their own leave their isolated tropical home and head to the city of Estero, where they hope to find their parents and the treasure they hid years ago.	Audience: Middle School Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
Same page	Swartz, Elly	Sixth-grader Bess Stein brings together friends and a group of rockstar librarians called the Book Warriors to fight a book ban happening at her middle school	Booklist (January 1, 2025 (Vol. 121, No. 9)) Grades 4-7. Sixth-grader Bess Stein and her new close friend, June, successfully ran their student council campaign on the pledges of no-homework Wednesdays, a new panini press, and a book-vending machine. At the same time, Bess is developing a crush on June's older brother and navigating changing friendship dynamics with her longtime best friend, Emmy. When Bess learns the books chosen for the vending machine have been challenged by June's mom, this creates a rift between the girls. June is hesitant to speak out, while Bess is ready to fight for the right to read, armed with the Jewish-star necklace worn by her great-grandmother who survived the Holocaust, mindfulness techniques, and the support of fellow Book Warriors group members. The narrative beats of the story are delivered at a pace to keep even the younger skew of readers engaged. Exploring experiences related to antisemitism, Swartz has written a timely and powerfully emotive story that is a perfect read for a budding reformer or activist.	9.78059E+12	TRUE	TRUE	TRUE
Mr. Lemoncello's Fantabulous Finale	Grabenstein, Chris	Mr. Lemoncello has invited thirteen lucky thirteen-year-olds-including his biggest fan, Kyle Keeley-to compete in one last fantabulous challenge. This time everything is on the line... literally! The winner of these games will become the new owner of Mr. Lemoncello's entire empire. But uh-oh-someone is trying to destroy Mr. Lemoncello and all he stands for- imagination, games, books, and knowledge. Can Kyle stop them and make his dreams come true?	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE

Mr. Lemoncello's Library Olympics The Graphic Novel	Grabenstein, Chris	The world-famous game maker Luigi Lemoncello is at it again! This time Mr. Lemoncello has invited teams from across America for the debut of the Library Olympics. Kyle Keeley knows that the competition is fierce. But something suspicious is going on—books are missing from the shelves! Is someone trying to censor what the kids are reading? Now it's not just a game, and Kyle and his friends will have to band together to get to the bottom of this mystery. Let the games begin!	Kirkus Reviews starred (July 15, 2025) A second round of bookish riddles and rebuses leads to a stout battle against the forces of intellectual repression in this graphic remake of the popular series' second entry. With teams of avid young readers from around the country descending on eccentric Mr. Lemoncello's fabulous library to compete for a glittering first prize—a full ride to college—it looks like Kyle Keeley and his three compatriots have their work cut out for them. They must also contend with chicanery from slimy Charles W. Chillington, his even more reprehensible mother, and a squirrely new book-burning nemesis. Are they up to the challenge? "On your mark. Get set. Lemoncello—GO!" Holgate's fluidly drawn assemblages of actively engaged contestants, expertly colored by Todeschini, capture the 2016 novel's narrative vim while highlighting the young cast's racial diversity. Though some of the 12 games (like a book cart relay race) are tests of physical agility, most of them lean on mental acuity as well as a working knowledge of the Dewey Decimal System, basic research skills, and wide reading knowledge. The abundant book references have been updated to include worthy titles published since the original's appearance. A love for libraries and those who value them shines here more brightly than ever, from the very first poser—a rebus with a message that bookworms will delight in—onward. The dynamic graphic format will draw new fans to this timeless manifesto for library lovers. (Graphic fiction. 9-13)	9.78059E+12	TRUE	TRUE	TRUE
Wicked Darlings	Jordyn Taylor	Growing up as Leah Falk's younger sister, Noa had always felt in competition with her and in her shadow until her death by suicide a year ago. She feels guilt over her feelings of relief that she's finally being seen for who she is, rather than just Leah's younger sister. As the anniversary of her sister's death approaches she decides to find out why Leah texted her the night she died—a text she ignored. When the clues on her sister's phone don't add up, Leah decides to infiltrate the high society family Leah was covering for her work as a society newspaper intern to discover more details about her death and learns about the sinister underbelly of the überich.	School Library Journal, 01/31/2025Gr 9 Up—Noa's older sister died the summer before, and Noa feels guilty. She's happy she no longer has to live in her sister's shadow; people at school see her for herself and not "Leah's little sister," and she'd be lying if she said she hasn't been basking in the attention. She feels even worse that she was one of the last people her sister texted before she died, and Noa ignored her. By the end of her senior year, Noa's guilt drives her to investigate what Leah's life was like before she seemingly chose to end it. She leaves home and follows her sister's footsteps to Manhattan and into the glittering, glamorous world of the Avalon twins. Gradually, she learns that being a part of the Avalons' world comes at a price—and that Leah's refusal to pay it may have cost her her life. This murder mystery does a great job illustrating media bias towards corporate stakeholders and the staggering privilege that comes with wealth, all in a way that is accessible to teens. The mystery of Leah's death is a satisfying puzzle scattered with red herrings and skillfully entwined with Noa's journey through her grief and complicated feelings towards her sister. Great for fans of E. Lockhart's We Were Liars and the YA spiritual equivalent of Greer Hendricks and Sarah Pekkanen's You Are Not Alone. VERDICT Recommended, this is a strong addition to YA mystery offerings.—Joanna Harris Copyright 2025 Reed Business Information.	9.78059E+12	FALSE	FALSE	TRUE
What do we know about the Lost Colony of Roanoke?	Berne, Emma Carlson	Explores the disappearance of a colony on Roanoke Island that was settled in 1587 and abandoned by 1590.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE

It's watching	Currie, Lindsay	After attempting to prove the existence of a famous ghost for their school newspaper, Josie, Jackson, and Alison begin to receive sinister memes on their phones and must uncover the truth behind the terrifying messages before time runs out.	School Library Journal starred (January 1, 2025) Gr 3-7-Famed Chicago purveyor of spooky stories Currie sends three tweens to tackle the myths of Bachelor's Grove Cemetery on a Halloween night. Bachelor's Grove in suburban Chicago is one of the most haunted spots in Illinois. Budding journalist Josie and her friends hope to witness the infamous lady in white and the phantom farmhouse. The tweens take in more than they expected when spirits follow them home and harass them through their phones, sending shivers and inciting research. Can Josie and her friends solve the puzzle of the haunting before ghosts overtake her life? Currie pays homage to classic scary movies and includes fun Easter eggs like references to the haunted doll exhibit at the Chicago History Museum, as well as Roald Dahl's The Witches. Readers will be compelled to uncover more about the real-life historic cemetery and the horrific desecration of burial sites. Educators could use this text as a fiction companion to inquiry lessons, social-emotional lessons on civic mindedness, and responsible storytelling. VERDICT To remember is to honor the past, and Currie's Gothic problem-solving horror combines the best of local history with community action. Highly recommended for middle grade shelves. -Laura Dooley-Taylor © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78059E+12	TRUE	TRUE	TRUE
Oppenheier and the Atomic Bomb	Kai Bird	Chronicles the life of J. Robert Oppenheimer, a physicist who led the American effort to build the atomic bomb during World War II, and details his early life, scientific career, and legacy. Examines how Oppenheimer faced the moral consequences of the weapon he helped create, and explores how the U.S. government put him on trial and stripped him of his ability to speak in a governmental capacity after he begin to warn others of the dangers of the atomic bomb. Includes black-and-white photographs.	Grades 6-10 - ***Starred Review* This superb adaptation of the Pulitzer Prize-winning biography American Prometheus introduces young readers to the life and work of J. Robert Oppenheimer, "father of the atomic bomb." As a teenager, Robert was unusually awkward but brilliant. Meanwhile, he had discovered a passion for science from an early age, and it was as a student at Harvard that he fell in love with physics. This would lead him to the study of quantum mechanics and, ultimately, to his position as director of the Manhattan Project at Los Alamos, where the atomic bomb was developed and built and where he proved to be a "charismatic intellectual leader." In time he would become "one of the most famous, consequential, and controversial scientists in the modern age"— controversial in part because he had years before been friends with people who were communists. Lewis Strauss, chair of the Atomic Energy Commission, who hated Oppenheimer, used this fact in part to destroy the scientist, who nevertheless continued to serve as director of the Institute for Advanced Study at Princeton University. Unfortunately, a lifelong habit of chain smoking led to cancer, which ultimately killed him. Eric Singer has done a remarkably good job of adapting American Prometheus for young readers. The result is an undivided pleasure to read, excellent for classroom use as well as independent reading."	9.78059E+12	FALSE	TRUE	TRUE
What do we know about the curse of King Tut's tomb?	Hubbard, Ben	Covers the history of King Tut and follows the journey of Howard Carter, his patron Lord Carnarvon, and his team as they explore the ancient Egyptian burial site. Discusses legends of a curse bestowed upon anyone who disturbs the final resting ground of an Egyptian pharaoh.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE
What do we know about zombies?	Belviso, Meg	In this book, readers will learn about the folklore of zombies and all manner of the living dead, including how zombies continue to strike fear into the hearts of countless people	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78059E+12	TRUE	TRUE	TRUE

Mystery James digs her own grave	Russell, Ally	13-year-old Mystery—who was abandoned in a cemetery and raised in a funeral home—is plagued by sleep paralysis and the smell of ghosts, but she's used to that. Even though her life might seem "strange" on the outside, she loves it. That is until a priceless heirloom goes missing and her family's funeral home is in danger of being shut down. To clear her Tia's good name, Mystery embarks on an adventure to figure out what really happened to the misplaced necklace. But to do so, she must contend with the angry patriarch of the town's wealthiest family, a sleep paralysis demon, a graverobber, and the ghastly half-vampire, half-ghost that's lurking in the Olde Ellis Town Cemetery.	School Library Journal (August 1, 2025) Gr 5-8-Ever since her 11th birthday, Mystery James could smell ghosts; they have a noxious skunk smell that leaves a sour, metallic taste in her mouth. The scent even plagues Mystery where she lives and works, helping her aunt Lucy (who discovered her as a newborn in the Olde Ellis Town Cemetery) run the Garcia Graves & Funeral Home. She keeps her secret from everyone except her good friend Garrett. After Lady Ellis, a wealthy member of a prominent family, passes away, Mystery suddenly can smell, see, and hear her spirit calling out to her. Days after the burial, the Ellises accuse Tia Lucy of stealing the necklace that was to have been buried with Lady Ellis. Desperate to clear Lucy's reputation, Mystery and Garrett embark on a dangerous journey that connects her with an evil vampiric Ellis ancestor, who is looking for his heart and a fresh body to inhabit. The eerie, thrilling plot moves rapidly leaving breathless readers eager for the next chapter. The cast of characters is richly diverse and blends easily into the storyline. Early chapters define vocabulary terms like epitaph and heirlooms using Mystery's journal entries which might be helpful for younger readers. Some unfinished threads by the end of the novel will have teens awaiting the sequel. VERDICT With a ghoulish plot and some niche interests (magic minerals and funeral home procedures), this story will be a thrilling read for young mystery enthusiasts who appreciate the macabre.-Anne Jung-Mathews © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78059E+12	TRUE	TRUE	TRUE
Brewed with Love	Shelly Page	Seventeen-year-old plant witch, Sage Bishop, is on a mission to save her family's struggling magical apothecary, Bishop Brews, so she's working on a special tonic that will save the business from financial ruin, but things get complicated when her nana hires Ximena Reyes, Sage's ex-best friend and first crush. Then, things go from bad to worse when someone breaks into Bishop Brews, stealing several tonics, including the one Sage was working on. Sage reluctantly teams up with Ximena to catch the culprit, and Sage soon finds all her feelings for Ximena come rushing back, but it also means confronting what pushed them apart in the first place.	Booklist, 11/30/2024 Grades 7-12 - Grades 7-12 - Grades 7-12 - "Sage Bishop spends most of her free time working, but she doesn't mind. Her coven owns a business called Bishop Brews, where generations of Bishops have made magical tonics—and where Sage has every intention of working forever. Unfortunately, the business' most recent hire, Ximena, is making things quite uncomfortable in her family's store. Sage's ex-best friend and first crush, Ximena proves to be as disconcerting as ever, and a moment of panic leads to a stolen tonic that accidentally erases the memory of the daughter of a wealthy local councilman. Complicated by the mysterious, widespread diminishing of magical powers in Blackclaw Valley and despite her many misgivings, Sage has no choice but to team up with Ximena. They need to figure out who stole the tonic and why, hopefully in time to save Bishop Brews from being shut down by the angry powers that be. The history inherent in a second-chance romance allows for exploration of deep feelings; the romance is gentle and authentic, witty and sweet. A wonderfully warm, witchy mystery full of cozy, atmospheric details."	9.78059E+12	FALSE	FALSE	TRUE
Last Bookstore on Earth	Lily Braun-Arnold	After an apocalyptic acid rain storm kills seventeen-year-old Liz Flannery's family and many others in her community, Liz holes herself up in the bookstore where she used to work, living in the upstairs apartment and trading books for supplies and food. When a girl named Maeve breaks in seeking shelter, Liz allows her to stay in exchange for making repairs to the shop that will help it sustain damage from another devastating storm that's on the way. The girls' uneasy truce turns to friendship, and later, romance, but it's threatened, not just by the storm, but by enemies from Maeve's past.	Booklist, 11/30/2024 Grades 9-12 - Grades 9-12 - Grades 9-12 - "Elizabeth ""Liz"" Flannery is doing her best in a postapocalyptic world—she's set up a trade system in the bookstore she occupies, getting just enough human contact to maintain her sanity. One of her regulars notes a second Storm is coming, potentially causing more damage than the first that set the apocalypse going. Liz panics, unsure of how to manage the endless list of repairs that need to be done to the bookstore so she can survive the new Storm. Luckily, Maeve breaks in one fateful evening, and the two girls form a tentative, strained relationship, since Maeve has the skills Liz needs to make the repairs. The closer they get, the more threats appear amid the ruins, and they'll both have to decide what's worth sacrificing to survive. Braun-Arnold's debut is flush with literary references, though somewhat clunky in plot and character development. Still, she manages to create a sweet romance amid the chaos of the climate-impacted world, and the conversations in flashbacks about climate and how close humans are to the "point of no return" will invoke a familiar anxiety."	9.78059E+12	FALSE	FALSE	TRUE

This Book Is Anti-Racist	Tiffany Jewell	Encourages everyone, but specifically young people, to actively stand up to racism. Provides four chapters—identity, history, action, and solidarity—for people to build an antiracist base from which people can fight against a culture of racism. Includes extensive backmatter including notes on the text and resources for further information.	Gr 5 Up—Writer and educator Jewell successfully combines personal experience and social and historical issues in this colorful and informative guidebook. Each chapter contains exercises to help readers conceive of their own identities, recognize how society allocates power to certain people, and learn how individuals can stand up to injustice while keeping themselves safe from harm. Durand's vivid, dynamic illustrations are as crucial to the book as the text itself. Though the formatting, which involves pull quotes, font changes, shifting columns, and other graphic elements, may be confusing to some young readers, the information is written clearly and thoughtfully. Concepts like institutional racism and internalized inferiority are relayed in concise language without talking down to the audience. Several terms are underlined and defined in the glossary. Footnotes and a bibliography also appear in the back matter. A further reading list includes a mix of adult, teen, and children's materials. The work will particularly resonate with fans of Anastasia Higginbotham's Not My Idea: A Book About Whiteness. VERDICT A visually exciting and well-crafted antiracist guide for all children. A work that fills a much-needed gap between the feel-good but vague messages of empathy and acceptance in some picture books, and the advanced terminology and theory in young adult nonfiction on racial justice. Recommended for any juvenile nonfiction collection.—Madison Bishop, Plymouth Public Library, Plymouth, MA Copyright 2020 Reed Business Information.	9.78071E+12	FALSE	TRUE	TRUE
Dragon Ops	Mancusi, Mari	Twelve-year-old Ian is thrilled to beta test the mixed-reality version of his favorite game, but unless he, his sister, Lilli, and their cousin Derek defeat the dragon, it will be game over.	School Library Journal Xpress (April 24, 2020) Gr 3 Up-Siblings Ian and Lily, along with their annoying cousin Derek, have scored a once-in-a-lifetime chance—they will get to explore the new Dragon Ops augmented-reality video game theme park before it opens to the public. But they haven't even finished their first quest when they realize something has gone wrong. Getting hurt in the game hurts in reality, their goggles don't seem to have an off switch, and suddenly the exit is missing. And if that wasn't bad enough, the game's legendary big bad boss, the dragon Atreus, has issued them a personal challenge. They have three days to find him and fight him, and in this virtual world controlled by the Atreus artificial intelligence, there's no save points or do-overs. In fact, if Ian, Lily, and Derek can't defeat Atreus, it's game over-forever. This book could be described as Ernest Cline's Ready Player One for middle grade readers, complete with old-school video game references. Even reluctant readers are likely to find something to keep them engaged. Despite the book's length, the short chapters help the story fly by. VERDICT A fun, fast-paced read for video game fans, adventurers, and fantasy readers. Highly recommended for any library's middle grade section.—Amanda Toth, Lane Libraries, Hamilton, OH © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78076E+12	TRUE	TRUE	TRUE

The incredibly dead pets of Rex Dexter	Reynolds, Aaron	Cursed by an old carnival game, sixth-grader Rex Dexter uses his new ability to communicate with dead animals to investigate the mysterious deaths of endangered zoo animals.	Kirkus Reviews (April 1, 2021) An animal ghost seeks closure after enduring aquatic atrocities. In this sequel to The Incredibly Dead Pets of Rex Dexter (2020), sixth grader Rex is determined to once again use his ability to communicate with dead animals for the greater good. A ghost narwhal's visit gives Rex his next opportunity in the form of the clue "bad water." Rex enlists Darvish—his Pakistani American human best friend—and Drumstick—his "faithful (dead) chicken"—to help crack the case. But the mystery is only one of Rex's many roadblocks. For starters, Sami Mulpepper hugged him at a dance, and now she's his "accidental girlfriend." Even worse, Darvish develops one of what Rex calls "Game Preoccupation Disorders" over role playing game Monsters & Mayhem that may well threaten the pair's friendship. Will Rex become "a Sherlock without a Watson," or can the two make amends in time to solve the mystery? This second outing effectively carries the "ghost-mist" torch from its predecessor without feeling too much like a formulaic carbon copy. Spouting terms like plausible deniability and in flagrante delicto, Rex makes for a hilariously bombastic (if unlikely) first-person narrator. The over-the-top style is contagious, and black-and-white illustrations throughout add cartoony punchlines to various scenes. Unfortunately, scenes in which humor comes at the expense of those with less status are downright cringeworthy, as when Rex, who reads as White, riffs on the impossibility of his ever pronouncing Darvish's surname or he plays dumb by staring into space and drooling. Funny delivery, but some jokes really miss the mark. (Paranormal mystery. 8-12)	9.78076E+12	TRUE	TRUE	TRUE
Jokelopedia : the biggest, best, silliest, dumbest joke book ever	Eva Blank	A collection of over 1,700 jokes for every occasion including sixty-one elephant jokes, tongue twisters, practical jokes, joke-telling tips, and more.	Reading Level: 4.9 Audience: Upper Elementary Grades: 2-7 **Professional Review Not Available**	9.78076E+12	TRUE	TRUE	TRUE
The Invisible Wild	VAN DE CAR, NIKKI	When sixteen-year-old Emma Arruda comes across a boy living in the woods and talking to invisible spirits near her home on the big island of Hawai'i, she is reminded of when she would talk to these same spirits as a child. These spirits are the menehune, a legendary race known as kanaka maoli, or "true people," who originally inhabited Hawai'i before the arrival of the indigenous people. She realizes the boy is under some sort of spell, and the only way to save him is to stop the construction of a resort that is being built in a pristine nearby area that locals see as an unofficial wildlife reserve.	Publishers Weekly, 05/04/2025 On the Big Island of Hawaii in the rainforest town of Volcano, everyone knows everyone, and teenage Emma Arruda is embroiled in preparations for her older sister's wedding a month away. While running errands in her mother's car, Emma almost hits a teenager from the nearby city of Hilo; she later finds him disheveled, speaking strangely, and sleeping outdoors. She soon realizes that the stranger, whom she dubs Hilo, can see menehune, woodland spirit creatures that Emma remembers from her childhood. Hilo reawakens Emma's buried ability to communicate with the menehune, who inform her that Hilo's been bewitched for desecrating an 'o'hi'a tree and must make amends by protecting the forest, acres of which have been sold for a tourist development in Volcano. Helping Hilo complete his mission becomes even more complicated when Emma learns that his father is one of the workers destroying the forests. Van De Car (My Wheel of the Year) intersperses Hawaiian folktales, climate change issues, facts about lava and rainforest habitats, and other informative details throughout this emotion-driven novel. Sensorial prose additionally highlights the protagonist's struggles navigating Hilo's high-stakes mission alongside personal challenges relating to cultural identity. Ages 13—up. Agent: Sara Crowe, Sara Crowe Literary. (May)	9.78076E+12	FALSE	FALSE	TRUE
Little pilgrim's progress	Taylor, Helen L	Adapts Taylor's original work of the same name, which itself was based on John Bunyan's Pilgrim's progress, to have the characters be animals instead of people and includes minor updates of language. The rabbit Christian forsakes the world in order to undertake the dangerous journey to the Celestial City, experiencing numerous crises and temptations along the way.	Audience: Middle School Grades: 2-7 **Professional Review Not Available**	9.7808E+12	TRUE	TRUE	TRUE
This seat's saved	Holleman, Heather	Bullied by the most popular girl in school, twelve-year-old Elita's struggle to fit in crescendos when she is accused of a horrible crime, but with her newfound faith, she learns she always has a seat with Jesus.	Audience: Middle School Grades: 5-9 Ages: 10-14 **Professional Review Not Available**	9.7808E+12	TRUE	TRUE	TRUE

Tanglewood's Secret	St. John, Patricia Mary	Ruth and her beloved brother Philip find solace in the expanse of the Tanglewoods' property. There they escape into bird watching, climbing, and general misadventures with their friend Terry. But life with their Aunt is harsh, and Ruth suffers from an incorrigible temper. Just when she thinks she can't take it anymore, she learns a very special secret about a very special Shepherd. When a dreadful accident hurts one they love, Ruth and Philip learn that the Tanglewoods' Secret isn't meant to be kept a secret.	Reading Level: 5.9 Audience: Upper Elementary Grade: 3 Ages: 8-12 **Professional Review Not Available**	9.7808E+12	TRUE	FALSE	FALSE
Rainbow garden	St. John, Patricia Mary	After her mother takes a job in France, Elaine is sent to the country to live with the Owens family, and selfish, bitter, and fearful, Elaine often escapes to a secret garden where she makes some exciting discoveries.	Reading Level: 5.9 Audience: Upper Elementary Grade: 3 Ages: 8-12 **Professional Review Not Available**	9.7808E+12	TRUE	TRUE	TRUE
Eye of the storm	Messner, Kate	Jaden's summer visit with her meteorologist father, who has just returned from spending four years in Russia conducting weather experiments not permitted in the United States, fills her with apprehension and fear as she discovers that living at her father's planned community Placid Meadows is anything but placid.	School Library Journal (March 1, 2012) Gr 5-7-Forty years into the future, massive tornadoes threaten lives and property daily. Thirteen-year-old weather-buff Jaden Meggs moves in with her father to attend science camp inside the heart of tornado alley. Her scientist dad has made a fortune developing Placid Meadows, a posh neighborhood that no tornado can touch. After studying tornado behavior at camp, Jaden and her new friends begin to suspect that her father is hiding something. They soon discover that guaranteed safety comes at a high cost, leaving Jaden to decide if uncovering the truth is worth betraying her father. The futuristic community of Placid Meadows-where everyone carries a "data slate" and eats genetically altered fruit-will appeal to science-fiction fans. Multiple deadly storms provide plenty of action and parallel recent news reports about active weather patterns and climate change. While these heart-pounding scenes will be a hit, characters and plot are less developed. Readers know little about major characters beyond their intelligence and obsession with science, and the linear plot has only one focus-to stop the storms. Messner overexplains the science behind tornadoes and meteorology, which further detracts from the story and will leave some readers scratching their heads. Despite the flaws, fans of nonstop action and of S.A. Bodeen's The Gardener (Feiwel & Friends, 2010) and Pam Bachorz's Candor (Egmont USA, 2009) will like this one.-Leigh Collazo, Ed Willkie Middle School, Fort Worth, TX (c) Copyright 2012. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.7808E+12	TRUE	TRUE	TRUE
The Star Wars cook book : Wookiee cookies and other galactic recipes	Davis, Robin	Boba Fett-Uccine and Princess Leia Danish Dos are just the beginning when the Force is with you in the kitchen. Wookiee Cookies is your invitation to fine culinary experiences in the Star Wars frame of mind. From C-3PO Pancakes to Jedi Juice Bars, this intergalactic Star Wars cookbook features healthy snacks, delicious dishes, sweet treats, and easy main courses no Rebel can resist. With hilarious photos and safety tips for cooking on Earth as well as in most space stations, Wookiee Cookies even includes a sheet of shiny Star Wars stickers. Age is no issue when it comes to Star Wars cuisine-kids as well as adults will have a great time with this book. Whether you drove to your first Star Wars flick or just had your fifth birthday, there's no reason you can't whip up some Crazy Cantina Chili at near light speed.	School Library Journal (January 1999) Gr 3-5-Twenty-nine recipes, divided by subject, include "Tusken Raider Taters," "Yoda Soda," "C-3PO Pancakes," and so on. Really, they are ordinary, basic recipes, clearly written, and easy to make. Much prepared food is called for, from refrigerator pizza dough to Kit Kat candy bars. The illustrations are a surrealistic combination of food and Star Wars figures that are the same size as or smaller than the featured dish. The spiral binding enables the book to lay flat, the pages are plastic coated, and there are stickers in the back. Some adults may be annoyed by the coyly clever tone, but most kids will like it because it's Star Wars.-Carolyn Jenks, First Parish Unitarian Church, Portland, ME	9.78081E+12	TRUE	TRUE	TRUE

This is the Year	Gloria Munoz	In this novel-in-verse, sprinkled with the protagonist's poetry, seventeen-year-old Colombian American Julieta Villarreal lives in a near-future Florida, ravaged by climate change, where she struggles under the weight of her twin sister's death, an event that isolates her from her peers. Hope enters her life when she's contacted by the space venturing company StarCrest to join its Cometa Mission, which will train a group of teenagers for a chance to establish a base camp on the moon. The program introduces her to new friendships, a new romance, and a sense of purpose which help Julieta open up to others who help lighten the load she carries.	School Library Journal, 12/31/2024 Gr 9 Up—Set in a dystopian future where climate change has ravaged the Earth, this sci-fi novel follows Juli as she attempts to join an elite group of space rangers set to prepare the moon for a space station colonization. Meanwhile, she begins to reconnect with her estranged friends and starts to wonder if she truly wants to leave Earth behind. Grief is at the forefront of the novel, as Juli struggles to see a future without her twin sister, Ofe, who died a year earlier. Told from Juli's perspective as if she is speaking directly to Ofe, the novel palpably depicts the teen's emotions. However, this narration does make the novel feel a bit scattered at times, with a time line that is occasionally confusing. Muñoz intersperses the narrative with poetry, which is beautifully written, but does not help with the scattered feel. The world is depressing, but there is a note of hope as Juli realizes that no matter how bad the climate disasters are that destroy the Earth, there will always be people working together to help their community and the planet. Juli is Colombian American, and most of her friends are also Latinx. VERDICT A sad but hopeful look at our future if climate change continues to be ignored.—Mariah Smitala Copyright 2025 Reed Business Information.	9.78082E+12	FALSE	FALSE	TRUE
Tater Tuber Space Spud	Michael Slack	Tate Tuber has always known he was destined for greatness. A couch potato? Not Tate—he's going to be an astronaut! So when Tate sees his chance to join space training, he literally jumps at the chance. But on his first mission, Tate learns that his role doesn't include finding aliens or stopping asteroids. The human astronauts want to use Tate in a space farming experiment. How disappointing! But when the space station loses power and begins hurtling back towards earth, it's up to Tate to save the day with his ability to conduct electricity! Potato power! In the back of the book are science facts about how potatoes really do conduct electricity, growing veggies in space, and more!	Junior Library Guild Selection. PreS-Gr 3-Tate might be just a little potato, but he dreams of becoming an astronaut. Tate uses all his ingenuity and determination to make it through space training, but once in space, he learns he's part of a farming experiment and makes five more duplicate Tates. The crew, overwhelmed with the Tates' enthusiasm, banishes them to the space lab galley, smashing their hopes. But when the space station is in trouble, the Tates pull together and use their potato power to save the day. This graphic early reader is sure to please young ones who will root for this enthusiastic spud. Text is a combination of speech bubbles and caption boxes with simple language for developing readers. Illustrations use light and shading to good advantage and have wonderfully expressive and diverse characters. There will be peals of laughter as readers take in all the antics like waking the human astronauts and "helping" the crew with their daily duties. The Tates are rewarded with the title of Astronauts, their own space suits, and a spaceship of their own, perfect for more adventures. VERDICT A fun pick for the early reader section. Readers will enjoy Tate and his offspring's zaniness and the passion they apply to everything they do.—Melisa Bailey(c) Copyright 2011. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. Review by School Library Journal Posted on 8/31/25	9.78082E+12	TRUE	TRUE	TRUE
Pumpkin and Beetle: Two Vampire Cats	Janie Ho	Silly vampire cats that decide to earn money by selling crabapples.	Junior Library Guild Selection, School Library Journal Review:K-Gr 2—A delightful beginning reader graphic novel that introduces two adorable vampire cats, Pumpkin and Beetle. Told across eight short, engaging chapters and capped with a fun step-by-step muffin recipe, this charming book invites young readers into a whimsically spooky world perfect for Halloween lovers. The story opens with a town map, immediately grounding readers in the cozy, Halloween-themed setting. Through their adventures, including carving apples and baking spooky treats, Pumpkin and Beetle reveal their personalities, preferences, and the dynamics of their friendship. Readers learn where they live, how they're similar and different from each other, and how they relate to others in their world. The characters' dialogue appears in speech bubbles. At the same time, creative fonts emphasize exclamations and expressions, adding an extra layer of energy to the illustrations. Other seasonal characters and themes appear, enriching the festive atmosphere without being too scary for younger readers. The vocabulary is accessible, making it ideal for emerging readers while subtly teaching lessons about friendship, individuality, and traditions. VERDICT Whether it's the cozy setting, the playful humor, or the charming vampire-cat duo, this title is sure to be a hit with kids and adults alike.—Katie Loomis	9.78082E+12	TRUE	TRUE	TRUE

Bye forever, I guess	Meadows, Jodi	Eighth-grader Ingrid runs a popular blog anonymously and has online personal more popular than she is, but when a wrong-number text message offers her a chance at connection, Ingrid opens herself to the opportunity to make a real live friend.	Booklist starred (October 1, 2024 (Vol. 121, No. 3)) Grades 5-8. Insecure middle-school student Ingrid is a gamer girl who just happens to have an extremely popular (but anonymous) Scrollr account, called Bye Forever, I Guess, on which she posts text conversations she's carried out with wrong numbers. Only her best friend (Rachel), her online friend, and her grandmother know the truth about it—that is, until Rachel betrays her. Meanwhile, Ingrid's favorite author is coming to town, and she and the mystery boy she's been texting decide to finally meet at the bookstore for the event. Meadows, one of the creative forces behind the YA Lady Janies series, proves a dab hand at writing for middle-grade readers, harnessing the drama of shifting friendships and popularity hierarchies, embracing nerd culture, and injecting everything with the perfect amount of awkward. Yes, parts of the book seem entirely too convenient, but it's such a fun read that no one will care. A hilarious enemies-to-something-more tale, told equally in prose and text messages, this book is sure to please any middle schooler in need of a sweet romance. Hand to fans of Cory Doctorow's In Real Life (2014) and Alexis Nedd's Don't Hate the Player (2021).	9.78082E+12	TRUE	TRUE	TRUE
The ark, the reed, & the fire cloud	Cote, Jenny L	Max the dog and Liz the cat become the brave leaders of a group of animals called to journey to the Ark.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	FALSE	TRUE	TRUE
The dreamer, the schemer, & the robe	Cote, Jenny L	After God grants Max, Liz, Kate, and Al immortality for saving Noah and his family, they receive aid from a British archaeologist mouse and a forlorn camel in their appointed task to help Joseph after his brothers sell him into slavery.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	FALSE	TRUE	TRUE
The Declaration, the Sword and the Spy	Cote, Jenny L	A spy in the Sons of Liberty threatens to crush the patriot cause on the eve of war, but who will fire the first shot at Lexington and launch the American Revolution? The Marquis de Lafayette commits his sword to fight as France seeks to secretly support the American cause with spies on both sides of the Atlantic. Following Bunker Hill, George Washington faces the impossible task of driving the British from Boston with an undisciplined army and no gunpowder or cannons. As Congress debates Independence, Thomas Jefferson pens a Declaration—but it will never see the light of day if the vote isn't unanimous. The Epic Order of the Seven animal team must assist the Founding Fathers with espionage and numerous miracles to win this war for American Independence while a new, evil enemy seeks to slaughter the patriots and their commander in the field. But which will be the more dangerous—the enemy without or the enemy within?	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	TRUE	TRUE	TRUE
The Prophet, the Shepherd and the Star	Cote, Jenny L	The Prophet, the Shepherd, and the Star launches the Epic Order of the Seven series, picking up where The Amazing Tales of Max and Liz left off. The Maker has been building a team of animal friends for thousands of years to be his envoys for pivotal points of history. With this new, critical mission, the team will finally be completed by Messiah and known forevermore as the Order of the Seven.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	TRUE	TRUE	TRUE
The Roman, the Twelve and the King	Cote, Jenny L	The Roman, the Twelve, and the King is the second book in the Epic Order of the Seven series that picks up where The Amazing Tales of Max and Liz left off. The Maker created this team of animal friends to be his envoys for pivotal points of history.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	TRUE	TRUE	TRUE
The Wind, the Road and the Way	Cote, Jenny L	After a brief, joyous reunion with Jesus and the exhilarating arrival of the Holy Spirit at Pentecost, the Order of the Seven animals split up for multiple missions as Christianity explodes onto the world's stage. Max, Liz and Nigel set off with Paul as he faces beatings, rejection and imprisonment to bring the Good News to the world. Al accompanies his favorite fisherman-turned-Apostle Peter to find the first Gentile convert while creating a perfect secret symbol for the Way. Kate is blessed to protect Mary and John in Jerusalem where the Church gets its start.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	TRUE	TRUE	TRUE

The Fire, the Revelation and the Fall	Cote, Jenny L	Paul's third missionary journey is underway as he heads to Ephesus where he'll establish a ministry base for Asia, and as Max, Liz and Nigel work behind the scenes to make vital connections, uncover plots and inspire the formation of a New Testament. Little does Paul realize that his letters to the Philippians, Romans, and Corinthians will become the seminal letters of the Christian faith.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	TRUE	TRUE	TRUE
The Voice, the Revolution and the Key	Cote, Jenny L	Liz, Max, Nigel and Clarie sail for the colony of Virginia to deliver a letter that will impact Liz's assigned human: Patrick Henry. Liz must help young Patrick find his true purpose in life--to become the Voice of the Revolution.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.7809E+12	TRUE	TRUE	TRUE
Mystery in Rocky Mountain National Park	Johnson, Aaron	After camping in Rocky Mountain National Park, Jake and his friends travel to the Great Sand Dunes in southern Colorado. Exploring the heart of the dunes, they stumble upon something both unexpected and dangerous. Through more twists and turns, Jake's friendships and integrity are tested by choices that will demand smarts and courage	Audience: Upper Elementary Grades: 2-7 Ages: 7-12 **Professional Review Not Available**	9.78099E+12	TRUE	TRUE	TRUE
Discovery in Great Sand Dunes National Park	Johnson, Aaron	After camping in Rocky Mountain National Park, Jake and his friends travel to the Great Sand Dunes in southern Colorado. Exploring the heart of the dunes, they stumble upon something both unexpected and dangerous. Through more twists and turns, Jake's friendships and integrity are tested by choices that will demand smarts and courage	Audience: Upper Elementary Grades: 2-7 Ages: 7-12 **Professional Review Not Available**	9.78099E+12	TRUE	TRUE	TRUE
Soldier dog	Angus, Sam	After his dad disappears, thirteen-year-old Stanley joins the army during World War I and is assigned to the War Dog School, where he is partnered with a messenger dog named Bones and the two of them are sent to France.	School Library Journal (May 1, 2013) Gr 6-8-A gripping story of love, loss, and sacrifice during World War I in England and France. Feeling rejected by his widowed father, Stanley Ryder, 14, longs for his older brother, who has gone off to war. Da raises horses and dogs for racing, but his wife's death has left him emotionally crippled. When their prize dog runs off and mates with a lesser breed, Da lashes out at Stanley. He gives away all but one of the litter, vowing to drown the remaining pup. Stanley runs away to find his brother. He succeeds at enlisting despite his youth and gets a job training dogs to carry messages through active gunfire and bombings when communication lines have been destroyed. Through poetic and cinematic prose, Angus breathes life into trench warfare and the horrors faced at the front. Her well-drawn characters exude courage even through their terror. Though Stanley is behind the front lines, the danger he faces is palpable, but he is determined to stay and find Tom. He finds a new family among the soldiers and begins to understand that Da's behavior toward him may have sprung from the pain of loss. He begins to long for his whole family and manages to get word of his whereabouts to Lara, his former teacher and Tom's girlfriend. Despite convenient twists that bring the story to a climax, the book remains an absorbing read that pays homage to the courage of the Allied forces while shedding light on the atrocious conditions under which they fought. An outstanding book, reminiscent of Michael Morpurgo's War Horse (Scholastic, 1982).-Renee Steinberg, formerly at Fieldstone Middle School, Montvale, NJ (c) Copyright 2013. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78125E+12	FALSE	TRUE	TRUE
The right hook of Devin Velma	Burt, Jake	Even though he suffers from social anxiety, twelve-year-old Addison agrees to help his best friend achieve social media fame while at a nationally-televised NBA game.	Booklist (October 15, 2018 (Online)) Grades 4-7. Addison Gerhardt knows three things to be true: the Golden State Warriors are his favorite basketball team, he struggles with anxiety when thrust into the spotlight, and his best friend is Devin Velma. When Devin's dad needs an expensive heart procedure, Addison wants to do whatever it takes to help his best friend. But as the stakes escalate, Addison is forced to confront his worst fears: publicly showing support for the Clippers . . . and public speaking. Burt's breezy sophomore novel features a fantastic male friendship and a well-developed roster of characters. At times, the inherent drama of Devin's situation eclipses that of Addison's, but the heart of the story is unwavering. This is a novel fully rooted in the experiences of today's tweens, certain that they're one social media stunt away from fame but also still struggling with timeless concerns, whether it's managing the expectations of adults or crushing on their BFF's older sister. Hand to fans of basketball and friendship stories.	9.78125E+12	TRUE	TRUE	TRUE

Bella's story	Cameron, W. Bruce	Even though Bella has to hide from the neighbors and learn boring games like No Barks and Go Home, she loves her boy Lucas. Then one day Bella is picked up by Animal Control and Lucas is forced to send her to a foster home far away. Bella waits and waits for Lucas to come and get her, but days go by and he does not come. Finally Bella realizes what she needs to do--she needs to Go Home to Lucas--and even four hundred miles of dangerous Colorado wilderness won't get in her way"	Audience: Upper Elementary Ages: 8-11 **Professional Review Not Available**	9.78125E+12	FALSE	TRUE	TRUE
Piper's story : a kitten tale	Cameron, W. Bruce	"Piper is a kitten with big goals and a bigger attitude. She loves her girl, Riley, who showers her with attention and treats her like the queen she is. But Riley lives with other inferior creatures like her smelly brother Jackson and his slobbery dog Tank. Riley's house is simply not fit for a cat of Piper's stature! So she hatches the perfect plan--she'll escape and find a new home for her and Riley. But she quickly learns that home isn't something you can find that easily"	Kirkus Reviews (January 15, 2025) Finding the purrfect home is a stressful experience for a cat. Even as a newborn kitten, Piper processes every experience, from the metal box in which she's born to the smelly humans who grab at her littermates. Piper hides until the right person comes along: a respectful girl named Riley. Piper happily goes home with Riley, who names her Piper Peanut Priscilla Mitzi-Moo Monkey the Marvelous, and is thrilled to discover a spacious house and delicious food. Other household members include eighth grader Riley's younger brother, Jackson, their parents, and the family puppy, Tank, all of whom Piper finds marginally acceptable. The family has their dramas, but they recede; Piper's ordeals are more serious, mostly due to Jackson's friend and new neighbor, Eddie, who's so menacing that Piper decides to find a better home for herself and Riley. Her search goes awry, however, when she encounters Cat Loving Lady, who's a bit too enthusiastic about welcoming Piper, whom she dubs Tabbytha, into her home. Will Piper make it back to Riley--and what will she find when she does? Through narrator Piper, readers gain insight into a cat's perception of the world, and they'll be on tenterhooks as they follow the threats the resourceful feline encounters in this suspenseful cautionary tale. Riley and her father have dark hair; Jackson and his mother have lighter hair and eyes. Final art not seen. Twists and turns make this catnip for animal-loving readers. (reading group guide, post-reading activities) (Fiction. 8-12)	9.78125E+12	TRUE	TRUE	TRUE
How to stay invisible	Rudd, Maggie	When twelve-year-old Raymond and his pup Rosie are abandoned by his family, he uses his wilderness skills to survive in the woods, but as winter comes, he realizes his wits are not enough, and that perhaps it is time he starts trusting others with his secret.	Horn Book Magazine (July/August, 2023) "Most people didn't live in hollowed-out trees behind their middle school," but twelve-year-old Raymond does. A seventh grader at River Mill Middle School in North Carolina, he had lived in a rented trailer with his feckless parents three miles from school. But one day he comes home to discover that they have abandoned him, and now here he is living in the woods with his dog and doing his best to fly under the radar. He saves food from cafeteria lunches, does nighttime dumpster dives, and sometimes has luck fishing. He does have a new friend in Harlin, who in an act of kindness chooses as a bingo prize a sleeping bag for Raymond instead of the NASCAR tickets he'd wanted. Gradually, Raymond finds a circle of caring people (and a coyote) in his orbit: Lexi, his first girlfriend; Stigs, a former army surgeon who lives in a cabin nearby; and various teachers who don't let Raymond remain invisible. The third-person narrative allows for fully realized secondary characters who play important roles in Raymond's life and, ultimately, in his rescue. Rudd's straightforward, meticulous prose perfectly captures the daily routines and occasional drama of life in the woods. A worthy match for My Side of the Mountain and Hatchet, the book Raymond checks out of the library toward the end of the novel. Dean Schneider July/August 2023 p.125	9.78125E+12	TRUE	TRUE	TRUE

Needy Little Things	Channelle Desamours	Seventeen-year-old Sariah, who can sense people's immediate needs, must use her ability to solve her friend's mysterious disappearance while dealing with family challenges and avoiding the same danger that befell her friend.	Booklist, 10/31/2024 Grades 9-12 - "Desamours debuts with a tense, speculative mystery about a Black Atlanta teen balancing her intrusive psychic ability, problems at home, and her friend's disappearance. Sariah can sense other people's needs, normally for mundane items like ChapStick and hair gel, which batter her mind until fulfilled. To stave off migraines, she carries a "Santa bag" stuffed with items everywhere. Every so often, though, a need worries her. Like when she fulfills her friend Deja's need for pepper spray, right before she disappears at the Afro Alt music festival. Aware of how the police and media neglect missing Black girls, Sariah and her friends campaign on social media to raise awareness of Deja's disappearance while conducting their own investigation. Yet every lead raises more questions. Desamours touches on relevant social justice topics, particularly the disparity in how missing Black and white girls are treated, while slowly building a twisty mystery with plenty of surprises, suspects, and red herrings. Sariah's authentic troubles with her tight-knit family and friends provide grounding for the interesting speculative elements."	9.78125E+12	FALSE	FALSE	TRUE
Read this book in the dark!	Falligant, Erin	An illustrated adventure through 15 never-before-told chillers sure to give you goosebumps. And with its glow-in-the-dark cover, this thrilling book of scary stories is perfect for sleepovers, campouts, or for spooking your little brother	Audience: Upper Elementary Ages: 8-12 **Professional Review Not Available**	9.78125E+12	TRUE	TRUE	TRUE
Give and take	Swartz, Elly	When eleven-year-old Maggie's parents become temporary foster parents for a new baby, her tendency to hoard spirals out of control.	School Library Journal (September 1, 2019) Gr 4-6-Twelve-year-old Maggie holds on to her memories-literally. She can't stop herself from taking small items as reminders of special people and events in her life: Chinese takeout containers, milk cartons, dirt cups she used for a third grade project, gum wrappers, and a little sock that belongs to Izzie, a foster baby who is staying for "a speck of time" with Maggie's family. Maggie desperately wishes her family would adopt Izzie, but there are other things she is fearful of forgetting, especially memories of her grandmother, who died and had dementia. By hiding boxes in her bedroom, Maggie is sure she will remember every treasured moment. But when her collection is threatened, Maggie's explosive anger makes it clear to her concerned parents that she needs professional help. When her parents take her to a counselor, Maggie is initially resistant, but she learns how to let go of things and trust her heart to store her memories. Maggie is also a talented trapshooter, a sport underrepresented in books for young readers. When a boy is added to Maggie's all-girls trapshooting squad, she makes a new friend who also strengthens her bonds with her teammates. Several of the novel's strongest scenes belong to the distinctive secondary characters, including Maggie's devoted grandfather and her fact-loving younger brother. VERDICT This fast-paced and dialogue-heavy story may provide comfort and support to readers who have trouble processing their own strong emotions. A welcome addition to middle grade collections.-Shelley Sommer, Inly School, Scituate, MA © Copyright 2019. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78125E+12	TRUE	TRUE	TRUE

Stella : ranch patrol	Cameron, W. Bruce	Thirteen-year-old Mateo trains corgi Stella to herd sheep in order to help his father avoid selling the family ranch.	Kirkus Reviews (July 15, 2025) A small dog with a big heart takes charge of sheep, goats, and a very special boy on a struggling ranch in the latest entry in the Dogs With a Purpose series. As a corgi puppy, Stella may not look the part of a sheepherding dog to those who aren't in the know—but she's smart and descended from a breed originally designed to herd livestock. Stella comes to Raging River Ranch with all the self-confidence she needs to guard a woolly flock and learn the special commands her beloved new boy, 13-year-old Mateo Schmidt, teaches her, including "Come Bye!" "Away to Me!" and "Drop!" Detailed, dog's-eye views of training and ranch life lend the book a strong air of authenticity. Cameron intertwines a human tale of a family troubled by devastating losses, including the death of Mateo's mother when he was four, with a doggy coming-of-age story that features challenges including a rambunctious new herd of Angora goats, a grass fire, flash flooding, and coyote attacks. On the way to an upbeat ending, the author even folds in an ecological lesson: The goats provide both an alternative to herbicides and a much-needed new income stream by avidly consuming a neighbor's aggressively invasive knapweed patch. Mateo, like most of the human cast members, is racially ambiguous. Final art not seen. Exciting, poignant, and thoroughly doggy. (reading and activity guide) (Fiction. 8-12)	9.78125E+12	TRUE	TRUE	TRUE
Enola Holmes and the Elegant Escapade	Springer, Nancy	Enola Holmes, the much younger sister of the famous Detective Sherlock Holmes, works as a scientific perditorian—that is, a finder of lost things and persons—in Victorian London, freer than most young women her age. When her friend, Lady Cecily Alastair, is threatened with being married to a man she does not love, Enola helps Cecily escape her home only to be tracked down by her brother, Sherlock. Then, Cecily, who suffers from dual personality disorder, goes missing, on her own in the dangers of the city of London. Enola must use all her wits to find Cecily before Sherlock can return her to her unforgiving father.	Scientific Perditorian Holmes returns to crack her eighth case. Enola Holmes, a clever sesquipedalian sleuth (and younger sister to Sherlock and Mycroft), is terribly worried about her friend Lady Cecily Alistair. Life in 19th-century London affords 17-year-old Lady Cecily little autonomy, and she suffers under the hand of her abusive, social-climbing father, Lord Eustace, who left her with aunts who starve her and cut her off from all she loves. As Enola enlists to help Cecily, she realizes that Lord Eustace's mistreatment has had a terrible impact on her friend's psyche. In Cecily's fragile state, she goes missing: Will Enola be able to not only find Cecily, but also free her from her overbearing father? Those familiar with the series should be at home here with the fiercely feminist and sartorially inclined detective, and those new to her adventures are provided enough backstory to follow and enjoy her exploits. This installment, however, does not quite come together as a mystery. The plotting feels rushed and a bit underdeveloped; the characters, by contrast, are well fleshed out, making this feel more like a character study than a traditional whodunit. All quibbles aside, Enola is a wholly likable character, and more time with her is always welcome. All characters default to White. A cozy installment best suited to established series devotees. (Mystery. 12-18)	9.78125E+12	FALSE	TRUE	TRUE
Where the Library Hides	Ibanez, Isabel	After learning the truth about her parents' deaths, Inez Olivera is determined to stay in Egypt and pursue justice against those responsible. However, her guardian and uncle Ricardo demands she return to Argentina for safety. Her only recourse to stay is to marry, but the one man who proposes to her, Ricardo's assistant Whitford Hayes, hides secrets and she isn't sure she can trust him. As new leads open up and the depth of intrigue and deception grows, Inez makes decisions that place her in danger and lead to shocking truths.	Gr 9 Up—After the heart-stopping end of What the River Knows, Inez's uncle has put an end to her search for answers and is determined to ship her back to safety in Argentina. As an unmarried woman in 1885 Egypt, her only recourse against her guardian is the enigmatic Whitford Hayes and his seemingly impulsive marriage proposal to secure her inheritance and independence. No matter how much Inez wants to say yes, she struggles to trust herself with a decision this serious after the events of the previous book. Whit has secrets of his own that make it difficult for Inez to trust him, no matter how close they've grown in their rivals-to-lovers romance. Inez's determination to get justice for what's happened to her family pulls readers along into further danger and betrayals as Ibañez's clever, sensual writing paints a vivid picture of a world where old magic can be found in unexpected places. Clearly articulated characters create a diverse and engaging cast full of layers and personal motives, while emotional resonance propels the story and their arcs forward. Whit and Inez's searing romance is tied tightly to the adventure, as they must rely on the trust they've built while knowing the betrayals yet to come. Ibañez's historical duology is perfect for readers seeking magnetic romance and gripping adventure. VERDICT A singular historical romance destined for all YA collections. These characters will have a hold on readers long after the last page.—Emmy Neal Copyright 2024 Reed Business Information.	9.78125E+12	FALSE	FALSE	TRUE

The lost library	Stead, Rebecca	When a mysterious Little Free Library guarded by a large orange cat appears overnight, eleven-year-old Evan plucks two weathered books from its shelves, never suspecting that his life is about to change.	Horn Book Magazine (September/October, 2023) Stead and Mass (Bob, rev. 7/18) pen an entertaining lightly fantastical and supernatural love letter to books, librarians, and little free libraries. Perspective rotates among a cat named Mortimer, rising sixth grader Evan, and a reclusive librarian known as Al. When Al erects a little free library, filled with former library books, it changes the trajectories of the protagonists' lives and brings to light secrets and mysteries about their small town. Evan takes home a book that he realizes was checked out by his father when he was a teen in 1999 -- and returned on the very day of the catastrophic fire that destroyed the town library. While he investigates, readers are also receiving details from Al's first-person narration, which is somewhat unreliable. Mortimer the cat, who had lived with his sister in the town library as a kitten, now guards the present-day little free library structure and is at first plagued, then assisted, by friendly mice who help solve the story's mysteries. There are enough twists to hold puzzle-loving readers' attention, along with great emotional authenticity throughout. Stead and Moss dedicate their book to "the librarians of the past, present, and future," and many readers will come away feeling inspired. Elissa Gershowitz September/October 2023 p.83	9.78125E+12	TRUE	TRUE	TRUE
Mixed-up	Garcia, Kami	A middle grade graphic novel about the struggles of a game-loving girl who gets diagnosed with dyslexia and her loving support network that help her along in the journey	School Library Journal (December 1, 2024) Gr 3-6-Fifth grade friends Stella, Latasha, and Emiko have a shared obsession: their favorite magical television show, Witchlins. But when the TV show releases a guidebook and accompanying digital game, Stella can't keep up with the text-heavy directions. Not only is she falling behind with her friends, her struggle to read and comprehend is also causing problems at school. Fortunately, Stella has a crew of concerned educators who see her challenges and help her gain the skills she needs to read fluently. Garcia writes Stella's journey from her own lived experience being neurodivergent and parenting a dyslexic child. It's because of this that Stella's emotional crescendo of frustration and self-isolation feels deeply authentic. The word choices and visual cues increase this title's accessibility for dyslexic or struggling readers. Brown's visual storytelling is paced perfectly and will draw fans of Raina Telgemeier Smile, Varian Johnson's Twins, and Kat Fajardo's Miss Quinces right in. The characters throughout the book are diverse in ethnicity and skin tone, including Stella and her friend group, their families, teachers, and fellow students. VERDICT While this must-read title will be especially affirming for those with dyslexia or who struggle in school, all young readers will find aspects of themselves within Stella's world, and perhaps be inspired to ask for help when needed.-Sarah Simpson © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78125E+12	TRUE	TRUE	TRUE

Attacked at sea : a true World War II story of a family's fight for survival	Tougias, Michael J	A WWII account of survival at sea, this . . . historical narrative tells the story of the Downs family as they struggle against sharks, hypothermia, blinding oil, drowning, and dehydration in their effort to survive the aftermath of this deadly attack off the American coast	School Library Journal (October 1, 2020) Gr 5 Up-The latest installment in the "True Rescue" series will capture the interest of reluctant readers and adventure fans alike. In May 1942, the Downs family boarded an old freighter boat called the SS Heredia to catch a ride back to their home state of Texas from Costa Rica. Ray Downs Sr., a white American, had been employed by the United Fruit Company in South America, but after the attack on Pearl Harbor, he was determined to move his family back home so he could join the U.S. Marines. The family boarded the freighter with a few other passengers and a full crew of sailors. One day before their arrival in New Orleans, the Heredia was hit with a torpedo from a German U-boat and sank. The family was separated and spent a harrowing 24 hours at sea, clinging to debris and avoiding attacks from circling sharks. Eventually, they were spotted by a plane and rescued by shrimp boats. Tougias and O'Leary provide a remarkably exciting blow-by-blow account of the family's ordeal. Their tale of the days on the ship before the attack builds tension and is interspersed with stories from aboard the two German U-boats that were patrolling the Gulf of Mexico and sinking any ship they encountered. Readers learn about life inside a stifling submarine and the crew's techniques for hunting and taking down ships. VERDICT This exciting, highly readable story of survival deserves a place on most library shelves. Perfect for young history buffs and older fans of the "I Survived" series.-Kristy Pasquariello, Westwood P.L., MA © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78125E+12	TRUE	TRUE	TRUE
Chickenpox	Lai, Remy	All big sister Abby wants is to spend more time with her friends, far away from the sticky fingers and snooping eyes of her annoying brothers and sisters. But when a case of the chickenpox leaves the Lai kids covered in scratchy red spots and stuck at home together for two weeks of nonstop mayhem, Abby thinks this might be the end . . . of her sanity. Yet she feels responsible for the situation since her best friend was Patient Zero and brought chickenpox into their home. Will the itch to escape her siblings overwhelm Abby or will she realize being a big sister isn't all bad?	School Library Journal (December 1, 2024) Gr 4-6-Abby Lai is a big sister and just wants time away from her four loud, obnoxious younger siblings. Abby loves going to school, particularly when she can spend time with her friends Monica and Julia, who want to know why they never hang out at Abby's house. Abby eventually gives in and invites them over, warning them that her siblings are quite immature. However, Abby's behavior toward her siblings isn't exactly the picture of maturity, leading to her friends being standoffish at school. To make matters worse, one of those friends unknowingly had chickenpox during the visit, and now Abby and her siblings all have chickenpox, too. What could be worse than being stuck in the "wild zoo" of her house for the next two weeks? Lai perfectly captures the feelings of sibling drama and the 1990s, with bright, neon background colors, lots of onomatopoeia, and often exaggerated sibling facial expressions. This story, which is fictional but based on events from the author's childhood, provides a unique point of view, with Abby taking the lead and Remy-the author-being one of the annoying younger siblings. This title is perfect for fans of Raina Telgemeier, or readers who enjoy graphic novels akin to Megan Wagner Lloyd's Allergic and Varian Johnson's Twins. VERDICT Heartwarming and fun, this holds its own as a solid graphic novel about siblings and family.-Annamarie Carlson © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78125E+12	TRUE	TRUE	TRUE

Vengeance of the Pirate Queen	Tricia Levenseller	Eighteen-year-old assassin Sorinda is surprised when Pirate Queen Alosa's next task for her is not to kill a new target but to captain a hand-picked crew on a rescue mission to find a missing ship. To her dismay, twenty-year-old Kearan Erroth is assigned as her helmsman because she knows that Kearan has previously harbored a crush on her. But when they accidentally awaken the King of the Undersea, a being who can control the dead, they find themselves embarking on an adventure to not only save the missing ship but the world.	Kirkus Review, 09/30/2023 An "assassin among pirates" embarks on a mysterious, thrilling recovery mission. In this stand-alone companion to the Daughter of the Pirate King duology, Queen Alosa asks 18-year-old dark-brown-skinned Sorinda to lead search efforts for a missing vessel in uncharted waters north of the Seventeen Isles. "I'm not who you send to save people," reflects the austere assassin to herself in hopes that the request will prove to be a playful ruse. Though the queen's invitation seems in conflict with her hitwoman duties, Sorinda accepts the risky endeavor and subsequently receives an accompanying crew peppered with familiar faces. Kearan—an excellent sailor tasked by the queen to assist Sorinda—is someone she would prefer to evade despite his desire to forge a reconnection. Once the expedition is underway, the voyage slowly grows into an adventurous rumpus, beginning with eerie disappearances and a gripping sea battle that forces Sorinda and her crew to prepare for whatever or whoever is lurking in the treacherous seas. Themes of vulnerability and self-possession dominate the story as the guarded protagonist—usually cloaked in secrecy—steadily reveals more of herself. Seemingly inspired by the Pirates of the Caribbean film franchise, Levenseller largely captures a similar blend of humor, fantasy, romance, and action. The defining difference here—a focus on women characters—is a fine attribute. An action-packed story expanding the world of women pirates. (chapter annotated by the author) (Adventure. 13-18)	9.78125E+12	FALSE	FALSE	TRUE
Elona Holmes and the Mark of the Mongoose	Springer, Nancy	Enola Holmes, now independent and pursuing her profession as a scientific perditorian, joins forces with her brother Sherlock to solve the mysterious disappearance of Wolcott Balestier, a friend of Rudyard Kipling, as they uncover the ruthless world of book publishing and seek to bring him back safely.	Gr 7 Up—This latest in the series continues the adventures of this intelligent, curious, witty, and engaging heroine. Enola Holmes, sister to the famous Sherlock and Mycroft, is ready to solve her first case under her own name. Unfortunately, her first potential client refuses to see her as the competent detective she is, and rudely declines her services in favor of her brother. Determined to work the case despite this misogyny, Enola embarks on the trail of a missing man identified as "Cotswold" who disappeared one evening while on a walk. Using her skills of observation and her ability to remake herself into any number of characters, Enola infiltrates the downstairs kitchens as easily as she partakes of tea in wealthy drawing rooms gathering needed information. The world of late Victorian London is captured in the many layers of grit and grime that reside one street over from the pomp and pageantry of great wealth. Springer expertly shows how society is muddling through turn-of-the-century transitions as gender roles are questioned, science behind the discovery of new things, and change is in the wind. Enola embraces it all, and through grit, determination, a sense of humor, irony, and sometimes sheer luck, she solves her case. While the series need not be read in order, it does have a story arc that will satisfy far more by doing so. Once readers have read the books, send them to the Netflix series for a visual take on the stories. VERDICT Recommend this book and series far and wide. Students who like steampunk, fashion, girl power, historical fiction, and light mystery will enjoy these well-written novels.—Connie Williams Copyright 2023 Reed Business Information.	9.78125E+12	FALSE	TRUE	TRUE
Blue autumn cruise	Kline, Lisa Williams	The rocky relationship between two stepsisters blossoms into an eternal friendship.	Booklist (September 1, 2012 (Vol. 109, No. 1)) Grades 5-8. Daredevil Diana loves all animals, especially horses, and has to take medication to help her manage her emotions, while Stephanie is quiet and a homebody. Now stepsisters, the girls aren't thrilled by their parents' expectations that they become good friends, but a family trip to a ranch in North Carolina might make it happen. When Diana discovers two penned-up wolves in the forest, she vows to set them free, and surprisingly Stephanie sneaks out to help. The girls soon realize they've done more harm than good, and they must work together to try to rectify the situation. Kline showcases the difficulties of making blended families work without offering pat answers, and the result is a nicely crafted novel told from the two girls' perspectives in alternating chapters. With a little romance and some truly breathtaking scenery, this novel—the first in a four-part series—neatly covers all its bases.	9.78031E+12	TRUE	TRUE	TRUE

The Leaving Room	Amber McBride	Seventeen-year-old Gospel is a Keeper that ushers the souls of the young into the afterlife. She curates the best memories from their lives and serves them to the deceased over the course of four minutes together in the Leaving Room. When another Keeper named Melodee unexpectedly enters the Leaving Room, she feels an instant connection with her, and over the course of four minutes, the pair begin reevaluating their roles as Keepers, their feelings for one another, and what this means for their futures.	Publishers Weekly Starred, 08/10/2025 A teen steward acting as a bridge to the afterlife wonders if there's more to her existence in this achingly tender verse romance by McBride (Onyx & Beyond). Gospel is a Keeper, a being tasked with helping Leavers—the recently deceased—make peace with their deaths. As a Keeper, Gospel must follow a core set of rules: don't lie, don't enter another Keeper's room, don't review the memories collected from Leavers. Despite these mandates, Gospel watches her Leavers' memories and chafes against the reality that "Keepers can't feel./ We Just are. We keep." Nonetheless, Gospel takes pride in her duties, preparing meals for the young spirits in her care to ensure that they "find joy in whatever is next." Over the course of her work, Gospel becomes especially affected by five-year-old Maple and eight-year-old Suvi, and after beautiful and enchanting violinist Melodee, another Keeper, enters Gospel's room, the encounter sparks within Gospel a desire to experience things beyond her perceived purpose. Through quiet, in-between-feeling moments rendered in an eerie, philosophical tone, McBride considers the liminal spaces between life and death, as well as the weight of grief and loss on children, particularly Black youth. Richly imagined settings pulled from Leavers' memories ("Haint—blue ceilings/ & rocking chairs to sit/ & watch giant willows weep") evoke Black Southern gothic imagery, adding texture to this wholesome speculative novel. Ages 12–up. Agent: Elena Giovinnazzo, Heirloom Literary. (Oct.)	9.78125E+12	FALSE	FALSE	TRUE
In harm's way : the sinking of the USS Indianapolis and the extraordinary story of its survivors	Tougias, Michael J	A young readers edition that tells the story of the "USS Indianapolis," a battle cruiser torpedoed in the South Pacific by a Japanese submarine on July 30, 1945, shortly after delivering parts of the atom bomb that would be dropped on Hiroshima; and discusses the heroic struggles of sailors who survived the blast to stay alive in the sea for nearly five days before help arrived.	Booklist (February 1, 2022 (Vol. 118, No. 11)) Grades 6-10. Previously adapting other courageous sea rescues—A Storm Too Soon (2016), Into the Blizzard (2019), and so on, Tougias, along with Stanton, the author of the original New York Times best-seller, team up for this young readers edition. Together they offer a riveting account of WWII's USS Indianapolis. After delivering parts of the Little Boy nuclear bomb in a top-secret trip, the U.S. Navy cruiser was headed for training duty when it was torpedoed by a Japanese submarine in the South Pacific. The authors set up the story with background about the ship, its crew, and withheld information about Japanese subs in surrounding waters. The bulk of the book, however, focuses on the horrific aftermath of the sinking through the perspectives of a few key heroic crew members. Vivid, gruesome details recount the explosion itself and ensuing fire as well as the nearly four days survivors floated at sea, dying minute by minute from dehydration, exhaustion, and shark attacks, before being rescued. The final section looks at contributing errors and the captain's court martial and later exoneration. An enthralling tale of survival.	9.78125E+12	FALSE	TRUE	TRUE
Hunter's choice	Reedy, Trent	Twelve-year-old Hunter Higgins has dreamed of, and prepared for, his first hunting trip but now that he is old enough, he wonders if he can kill an animal, especially with his long-term crush, Annette, nearby.	Booklist (March 1, 2021 (Vol. 117, No. 13)) Grades 4-7. Twelve-year-old Hunter Higgins, whose favorite book is Hatchet, is beside himself with excitement; he's about to go on his first hunt with his father, grandfather, and Uncle Rick. The Higgins men's passionate devotion to the sport is the very reason the boy was named Hunter. But can he live up to that name? The first day of deer hunting puts it to the test when Hunter finds he's unable to shoot a magnificent buck because it's so beautiful. "Coward," he bitterly calls himself, "failure, hippie." He is only partially mollified when Uncle Rick, whom he reveres, talks with him about the philosophy of hunting and "the awesome, the holy power to kill." Hunter will test that thesis when, later, he and his uncle find themselves in mortal danger. This is a well-written but sometimes didactic paean to hunting that is otherwise notable for its verisimilitude and well-realized setting, the Idaho wilderness. The book's uncritical devotion to hunting recommends it for classroom use, where it may well invite discussion and debate.	9.78132E+12	TRUE	TRUE	TRUE

Racing storm mountain	Reedy, Trent	Kelton Fielding sees his chance to impress his classmates when a snowmobile race is announced, but when the popular kids follow him into the backcountry, Kelton and the others find themselves in real danger, relying on their wits and teamwork to survive.	School Library Journal (March 1, 2022) Gr 3-7-Reedy's novel follows three middle school students-Swann, Kelton, and Hunter-whose dedication to competing might just cost them their lives. Swann is the child of rich Hollywood movie stars, Kelton comes from a single-parent household with little to no extra funds, and Hunter (Kelton's enemy) is somewhere in between. When Kelton attempts a shortcut during the race, the other two follow him into dangerous land, getting trapped by an avalanche and seeking shelter in a mine to survive. Reedy's writing style evokes classic authors like Gary Paulsen and Terry Lynn Johnson, but this book is also more than an adventure story. Rich dialogue ensues as the trio learn more about each other, exploring the differences they face due to their families' socioeconomic statuses. In the midst of disaster, Swann, Kelton, and Hunter have realistic concerns that will resonate with tweens. A minor plot hole involving Kelton and a pawned knife (the pawn industry is regulated and Kelton is underage) doesn't detract from this skillful, exciting companion to Hunter's Choice. VERDICT A complex novel exploring socioeconomic status and friendship wrapped in an engaging adventure story.-Nathan Neal © Copyright 2022. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78132E+12	TRUE	TRUE	TRUE
Fishing in fire	Reedy, Trent	When a wildfire in the Idaho wilderness threatens their fishing trip, two feuding friend groups must put aside their differences and work together to get to safety.	Kirkus Reviews (April 15, 2023) A group of middle schoolers' fishing trip goes awry when a forest fire threatens their lives. Sixth grade in McCall, Idaho, was a social war between popular girls Swann Siddiq and McKenzie Crenner, with everyone choosing sides—and Annette Willard caught in the middle. With the summer before seventh grade almost over, Annette decides to start the year fresh by going fishing with her best friend, Yumi; her new pals, Swann and Kelton; and her crush Hunter. After the group makes a bet with McKenzie and her friends about who can catch the most fish, Annette and company continue on to a river fishing spot. Feeling like the fifth wheel, Yumi heads back to town only to come across McKenzie and crew—and discover a forest fire heading toward her friends. Trapped, the two friend groups must work together, using their skills to navigate the woods and outrun the fire. Reedy crafts an authentic, absorbing nature survival story. Brief interludes between chapters detailing the spread of the fire and other characters' experiences with this natural disaster add more context about the severity of wildfires. The book's first half is slower, focusing on relationships and fishing, but the second half moves as quickly as the intense fire. Despite being the series' third book, it can be read as a stand-alone. McCall is described as a predominantly White town; Yumi is biracial (Japanese and assumed White). An intense, thrilling wilderness survival story. (Fiction. 9-12)	9.78132E+12	TRUE	TRUE	TRUE
Four Thousand Paws: Caring for the Dogs of the Iditarod	Lee Morgan	The veterinarian author describes his work caring for the dogs of Alaska's annual Iditarod race who face injury, illness, and fatigue while braving harsh weather conditions. Details the history of the race, and offers personal stories of the canines he's encountered and their personalities, rivalries, camaraderie, and emotions. Includes black-and-white photographs.	Veterinarian Morgan debuts with a riveting and joyous account of his work over the past decade caring for the elite canine athletes who participate in Alaska's annual 1,049-mile-long Iditarod race. Morgan details how veterinarians ensure that the huskies pulling the sleds are well treated and safe while dealing with frigid winter conditions in remote wilderness. Recounting episodes alternately humorous and harrowing, Morgan tells of catching a mischievous husky raiding another team's food stores (a not insignificant problem when the only available food must be flown in) and treating dogs seriously injured after a snowmobile driver deliberately rammed a sled for unknown reasons. Morgan backs up his belief "that huskies experience love, fear, happiness, sadness, and maybe even hope" with observations from the trail. For example, he notes that many of the dogs enjoy racing so much mushers have to use an "anchor... set firmly in the ice" to keep the harnessed canines from speeding away before the starting signal, and that injured dogs who have to be left behind at checkpoints for treatment often "howl all night," distraught at being separated from their team. The novelistic narrative captures the excitement of the race, and Morgan manages to be sensitive to the dogs' interior lives without anthropomorphizing them. Even those with no prior interest in the Iditarod will be enthralled. Photos	9.78132E+12	FALSE	TRUE	TRUE

Fresh start	Galligan, Gale	Ollie Herisson's dad is a diplomat, which means her family moves around a lot. She has already lived in Singapore, Korea, France, and the United States. When Ollie starts at a new school, she doesn't worry about making a good impression because she knows that when her family inevitably moves again, she'll get a fresh start somewhere else. A complete reset. It doesn't matter if her classmates think she's weird for pretending that she lives in the world of an imagined anime, or if she makes an enemy out of the most popular girl in her class, or if she does something hugely embarrassing! And it definitely doesn't matter that all her mom wants is for Ollie to be more of a proper Thai daughter. But after moving from Germany to Virginia and having a mortifying first day at her new school, Ollie is shocked to learn that her parents are going to buy a house so that Ollie and her sister, Cat, can finish grade school in one place. Can Ollie figure out how to both be herself and make real friends when she can't run away from her life?	School Library Journal starred (December 1, 2024) Gr 3-8- Seventh grader Ollie is used to starting over thanks to her diplomat father's job-she's always moving to a new school, or a new country. But when her Thai mother and white American father decide to settle permanently in Chestnut Falls, VA, Ollie faces higher stakes. She can't just ignore what people think anymore, as she has to face the reality of staying put. Determined not to hide her love for manga or pretend play just to fit in, Ollie discovers a group of students who share her interests. Now she must navigate the challenge of building and maintaining lasting friendships. Galligan's characters are vivid and relatable. Ollie's younger sister Cat becomes obsessed with popularity, disappointing her parents and making her the perfect foil to Ollie's more independent nature. Their mother works hard to connect her daughters to their Thai heritage, even when it means making Ollie wear traditionally feminine clothes that don't feel right. Meanwhile, Ollie's friend Nina struggles with her Thai identity, as others assume she's white. This graphic novel beautifully tackles complex friendships, sibling dynamics, racial identity, and gender expression. The manga-inspired art is filled with exaggerated expressions, adding humor and energy to the story. VERDICT This graphic novel about friendship and identity is a must-have for libraries serving elementary and middle school readers. -Amy Ribakove © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78134E+12	TRUE	TRUE	TRUE
Stolen girl	Skrypuch, Marsha Forchuk	When Nadia arrives in Canada in 1950 with Marusia, the woman she calls mother, she is glad to finally be out of the displaced persons camp where she has lived for five years, but troubled by confused memories of World War II; she speaks Ukrainian, but she seems to remember living with a German Nazi family who called her by a different name--and as she tries to settle into the Canadian-Ukrainian community of Brantford she is haunted by one question: who is she, and where was she stolen from.	School Library Journal (January 1, 2019) Gr 4-8-In 1950, 12-year-old Nadia emigrates from Europe to Canada and lives with people she's been instructed to call Mama and Papa. Nadia knows these are not her parents; she doesn't know why she's with them, but they've promised to keep her safe. Periodically, she has fragments of memories: living in a large house, speaking German (though she knows Ukrainian is her first language), being unhappy and afraid despite being well fed and cared for. She's blonde and blue-eyed and is teased by classmates who call her "Hitler girl." With only foggy memories of her life before Canada, she's afraid she was a Nazi-she even remembers meeting Hitler. With patient support from her adoptive parents, her memories grow clearer and she comes to understand her history. Excellent back matter about the Lebensborn program, a Nazi plan to increase the Aryan population, gives context to Nadia's story. The narrative is clear and straightforward, staying focused on the pain and confusion of Nadia's journey. The secondary characters are fleshed out just enough to make the story work, each serving to frame Nadia's experience. VERDICT This is a strong addition to World War II historical fiction collections, shining a light on a little-known aspect of the Nazi regime's insidious programs. -Carla Riemer, Claremont Middle School, Oakland, CA © Copyright 2019. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78134E+12	TRUE	TRUE	TRUE
Roblox. Build it, win it!	Dynamo	A comprehensive, awesome and completely unauthorized guide to the game that has taken the world by storm: ROBLOX! Over 100 color pages of tips and tricks to help you become a Roblox master.	Reading Level: 6.3 Audience: Upper Elementary Grades: 2-5 **Professional Review Not Available**	9.78134E+12	TRUE	TRUE	TRUE

Refugee, the graphic novel	Gratz, Alan	Although separated by continents and decades, Josef, a Jewish boy living in 1930s Nazi Germany; Isabel, a Cuban girl trying to escape the riots and unrest plaguing her country in 1994; and Mahmoud, a Syrian boy in 2015 whose homeland is torn apart by violence and destruction, embark on harrowing journeys in search of refuge, discovering shocking connections that tie their stories together	School Library Journal (September 1, 2025) Gr 4-8-In 1939, Josef's Jewish family flees Berlin to escape the Nazi regime. In 1994, Isabel's family sails toward Miami, leaving Castro and Cuba behind. In 2015, Mahmoud and his family run from Syria as civil war rages. Decades and thousands of miles separate them, but Josef, Isabel, and Mahmoud share one thing in common: they are refugees, and their stories converge in surprising ways. This graphic novel adaptation is faithful to the original book, omitting only minor details from the main plotlines. The illustrations, which resemble the superhero comics art style, effectively heighten the drama. For example, when Josef's apartment is trashed by Nazi storm troopers, dark shadows in each panel convey the abruptness of the nighttime raid and the family's terror. The coloring is exquisite, showcasing the beauty of Isabel's Havana and the despair of Mahmoud's Aleppo. Maps are helpfully placed at the beginning of the chapters, showing each character's place in their journey. While the illustrations add excitement, the original novel's emotional heft can get lost in the graphic novel format, and the cliff-hanger chapter endings are not as riveting. The author's note has been updated to reflect new information about Syrian and Cuban refugees since the prose novel's publication. VERDICT The original Refugee remains an important and timely book; this graphic novel adaptation brings the moving stories of Josef, Isabel, and Mahmoud to life for a new generation of readers. A good choice for where the original is popular.-Danielle Sachdeva © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78134E+12	TRUE	TRUE	TRUE
War games	Gratz, Alan	Twelve-year-old Evie travels to Berlin for the 1936 Olympics where she witnesses Hitler's terror on the German people and plans to steal from a Nazi bank with two fellow Olympic athletes.	Kirkus Reviews (September 1, 2025) In his latest, prolific author Gratz takes on Hitler's Olympic Games. When 13-year-old American gymnast Evie Harris arrives in Berlin to compete in the 1936 Olympic Games, she has one goal: stardom. If she can bring home a gold medal like her friend, the famous equestrian-turned-Hollywood-star Mary Brooks, she might be able to lift her family out of their Dust Bowl poverty. But someone slips a strange note under Evie's door, and soon she's dodging Heinz Fischer, the Hitler Youth member assigned to host her, and meeting strangers who want to make use of her gymnastic skills—to rob a bank. As the games progress, Evie begins to see the moral issues behind their sparkling facade—the antisemitism and racism inherent in Nazi ideology and the way Hitler is using the competition to support and promote these beliefs. And she also agrees to rob the bank. Gratz goes big on the Mission Impossible–style heist, which takes center stage over the actual competitions, other than Jesse Owens' famous long jump. A lengthy and detailed author's note provides valuable historical context, including places where Gratz adapted the facts for storytelling purposes (although there's no mention of the fact that before 1952, Olympic equestrian sports were limited to male military officers). With an emphasis on the plot, many of the characters feel defined primarily by how they're suffering under the Nazis, such as the fictional diver Ursula Diop, who was involuntarily sterilized for being biracial. Fast-paced and plot-driven. (Historical fiction. 9-12)	9.78134E+12	TRUE	TRUE	TRUE

The Enigma Girls: How ten Teenagers broke ciphers, kept secrets and helped win WW II	FLEMING, CANDACE	Chronicles the work of ten brilliant British teenage girls who, from 1939-45, worked at the top secret Bletchley Park, Buckinghamshire, where they intercepted and deciphered Japanese and Nazi encrypted messages during World War II. Explores the details of their summoning, how many never knew the extent of their work, and how they helped the Allies win World War II. Includes black-and-white photographs and additional resources.	Booklist Starred Reviews, 01/31/2024 Grades 7-11 - ""Starred Review" While many books for adults have explored the secret facility at Bletchley Park in England and the lives of those working there during WWII, relatively few resources are available for a younger audience. The Germans believed that their complex encryption system was impenetrable; the people working at Bletchley proved them wrong. For three decades after the war, those who had worked on this secret project were not allowed to speak or write about it. In this absorbing book, Fleming approaches the subject by telling the individual stories of 10 young women (most were 18 years old) who left their homes to work secretly on projects related to the German military's Enigma cipher machine. The book's many archival photographs offer glimpses of buildings and projects at Bletchley and scenes of men and women working there during the war, as well as pictures of world leaders, landmarks, and ships at sea. Even readers with little interest in codes and ciphers will find the women's experiences intriguing. Fleming organizes the material well and provides extensive source notes. The book explores the Enigma girls' lives and the importance of their war work, while showing that their choices, actions, and achievements helped the Allies change the course of history."	9.78134E+12	FALSE	FALSE	TRUE
The Cartoonists Club	Telgemeier, Raina	Makayla is bursting with ideas but doesn't know how to make them into a story. Howard loves to draw, but he struggles to come up with ideas and his dad thinks comics are a waste of time. Lynda constantly draws in her sketchbook but keeps focusing on what she feels are mistakes, and Art simply loves being creative and is excited to try something new. They come together to form The Cartoonists Club, where kids can learn about making comics and use their creativity and imagination for their own storytelling adventures!	School Library Journal starred (February 1, 2025) Gr 5 Up-A powerful team of comics creators have joined forces to inspire and educate young people to better understand the medium and provide a base of sequential storytelling tools for readers to write their own comics. This informative graphic novel is fashioned around a group of students who gather for an afterschool cartooning club led by their school librarian. Through the framework of the students learning about how comics are made, the creative team provides a great and approachable interpretation of McCloud's previous book, Understanding Comics-a classic tome in graphic novel education-and get the same points across for a younger audience without dumbing things down. Telgemeier and McCloud cleverly use panels and an art style that pops to explain the depth of comics art, and make many sophisticated ideas accessible to young readers. VERDICT A powerhouse team-up from two of comic's very best creators. Young readers who have an interest in making comics or who love to read them will benefit from understanding the process behind the format.-Esther Keller © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78134E+12	TRUE	TRUE	TRUE
Sunny figures it out	Holm, Jennifer L	There's no question that Sunny has fun whenever she hangs out with Tony. They go to the movies together, talk a lot at school, and support each other when they need it. But are they dating? Sunny isn't sure... but her friend, Deb, is. She thinks Sunny and Tony should be doing the couples-skate at the local roller rink. And Tony should be giving Sunny his jacket to wear. And carrying her books to class. For Sunny, this doesn't feel great. It just feels...weird. Maybe she needs to stop taking everyone else's advice in order to figure things out for herself!	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78134E+12	TRUE	TRUE	TRUE

Winging It --a Graphic Novel	Lloyd, Megan Wagner	Twelve-year-old Luna never wanted to move from California to Virginia, even if it is near historic Washington, DC, and no matter how excited her dad is to introduce her to the area where her late mother grew up. And she definitely doesn't want to live with a very formal grandmother she barely knows. But during a visit to the National Museum of Natural History, the rarely seen luna moth for which Luna was named sparks her curiosity. Using her mother's old naturalist notebooks as a guide, Luna, who has always preferred the indoors, endeavors to see a real luna moth with her own eyes. Learning more about nature just might help her make a new friend, figure out how to feel at home in her new life, and understand the mother she never got the chance to know.	Publishers Weekly (July 21, 2025) Luna barely remembers her mother, who died when the middle schooler was a baby. All she has left of her mom is pictures, as well as the memories shared by her loved ones, especially Luna's single, hardworking father. Luna's world is turned upside down when she and her father move from California to live with her distant maternal grandmother in a suburb outside of Washington, D.C. She begins seventh grade feeling lonelier than ever, as it seems difficult to find "a single human or animal... who actually wants to hang out with me." As Luna settles into her new home, however, she and her grandmother bond over their shared grief and love for Luna's mom. After Grandma gives Luna her mother's old nature journals, Luna aspires to follow in her mom's footsteps by creating her own diary and joining her school's environmental club, despite Luna's feeling like a "natural disaster" out of doors. Through her grief, she finds community, which Squished creators Lloyd and Nutter highlight via the protagonist's budding friendships, her shifting dynamic with her father, and her deepening relationship with her grandmother. Eye-catching earth-toned color palettes emphasize the role that nature plays in healing old wounds in this gentle graphic novel. Luna has brown skin. Ages 8-12. Author's agent: Ammi-Joan Paquette, Aevitas Creative Management. (Oct.) © Copyright PWxyz, LLC. All rights reserved.	9.78134E+12	TRUE	TRUE	TRUE
The Baby-sitters Club. 18, Jessi Ramsey, pet-sitter	Crenshaw, Ellen T	Based on the novel by Ann M. Martin"--Front cover.:Based on: Jessi Ramsey, pet-sitter / Ann M. Martin. "With snakes on the loose and sick hamsters, Jessi's got plenty of pet-sitting troubles, and things don't get any easier when she and her friends get into a big fight. Will Jessi be able to handle her pet-sitting job when things are going wrong with the baby-sitters, too?	Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78134E+12	TRUE	TRUE	TRUE
I survived the Dust Bowl, 1935	Tarshis, Lauren	When a drought turns the farmland of the Texas Panhandle into a dry wasteland, eleven-year-old Rays world begins to crumble. Fierce dust storms blacken the sky and destroy everything in their path. Ray and his best friend, Dolly, do their chores and go to school. But there's nothing they can do to save their struggling town or the thousands of people who are sick from the filthy air. Then Rey learns a family secret. He sets out to help his parents . . . and ends caught in the most vicious dust storm of them all	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78134E+12	TRUE	TRUE	TRUE
Create and conquer!	Various	The ultimate gaming and building guide to Roblox!"--Front cover. "Become a ROBLOX master with this unauthorized guide! With over 100 color pages of secrets, guides, and more, start your journey to conquering one of the world's most popular video games!	Reading Level: 5.8 Audience: Upper Elementary Grades: 2-5 **Professional Review Not Available**	9.78134E+12	TRUE	TRUE	TRUE
Talons of Power	Sutherland, Tui T	The graphic novel adaptations of the #1 New York Times bestselling Wings of Fire series continue to set the world on fire! For every villain, there is a hero ... Turtle isn't one of the heroes he reads about in stories. If he were, he'd use his animus powers to help Pyrrhia -- instead of keeping his abilities a secret, even from his own sister. Now that Darkstalker, the sinister and impossibly old dragon from Pyrrhia's most notorious legends, has returned, Turtle knows his own role is simple: hide. And stay hidden. The more he watches Darkstalker from the shadows, the more Turtle knows that someone needs to stop the powerful dragon. A real hero. But Turtle is running out of time to find one, which means ... he might have to try to save the day himself.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78134E+12	TRUE	TRUE	TRUE

Wish I was a baller	Shah, Amar	A graphic memoir chronicling Amar's real-life experiences as a fourteen-year-old sports journalist covering the golden era of the NBA, when he befriended Shaq and hung out with Michael Jordan and the Bulls—all while surviving the high school caste system, dealing with crushes, and friendships being tainted by jealousy	School Library Journal starred (June 1, 2025) Gr 5 Up-Shah's coming-of-age story of growing up in Orlando, wanting to play ball and get the girl, and how he eventually became a journalist, is an excellent example of what happens when passion is combined with hustle. This graphic novel captures the journey of falling in love with a sport, chasing a dream, stumbling through failures, and picking back up again to push forward. Through the narrative, readers discover that even if success isn't guaranteed, the memories become wins in their own right. While Shah glosses over some of the events of the time, both in sports and culture, his own story is thoughtfully and thoroughly explored with a diverse cast of friends, people who help him (including Shaq), and those who try to stop him. With so few graphic novels centered around basketball, this stands out as a refreshing addition to collections. Doucet's illustrations perfectly reflect the time period of the 1990s, blending the idea of the baller and hip-hop culture into the tale, all while keeping the book accessible to younger readers. The pages are fun and lively, with bright colors capturing the vibrancy of the basketball teams and Orlando culture. VERDICT This nonfiction coming-of-age story is a perfect example of trying, failing, and rising again; it would be an excellent addition to sports collections and/or graphic novel sections.-Richard Winters © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78134E+12	TRUE	TRUE	TRUE
The last fallen star	Kim, Graci	After thirteen-year-old Hattie Oh casts a dangerous spell so her adopted sister, Riley, will get a share of her inherited magic, Riley must undertake a near-impossible quest to save Hattie from death.	School Library Journal (April 1, 2021) Gr 4-8-This latest installment of "Rick Riordan Presents" features Korean-inspired mythology filled with goddesses, witch clans, ghosts, and fantastical creatures. Despite her family's attempts at inclusion, 12-year-old Riley Oh has always felt invisible, like an outsider. They are Gom, one of six secret clans of gifted witches. Riley's adopted and doesn't possess the magical healing powers they all do. Driven by her need to belong, she hatches a plan with her sister Hattie to cast a spell that would share Hattie's magic with Riley. When the spell backfires, Riley must step up to save Hattie and confront the truth of her heritage. During her quest, Riley learns to challenge her biases and that every story contains more than one perspective. The most important lesson, though, is one of self-acceptance as she finds strength and belonging with those who love her. While most tweens aren't tasked with impossible missions to save the world, many can relate to Riley's feelings of insecurity and need for validation. She is a heroine whose flaws make her relatable in this highly imaginative and original story. Many Korean terms and authentic cultural references enrich the action-packed plot, including crave-inducing food descriptions. VERDICT Full of humor and thrills, this bewitching fantasy blends Korean mythology into an empowering adventure.-Sophie Kenney, Aurora P.L., IL © Copyright 2021. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78137E+12	TRUE	TRUE	TRUE
Straight on till morning : a twisted tale graphic novel	Stroh, Stephanie Kate	Sixteen-year-old Wendy Darling makes a deal with Captain Hook to travel to Never Land and find her hero, Peter Pan, but upon arrival, she finds that the magical place is not what she expected and must team up with Tinker Bell to rescue Peter and save the realm from Captain Hook's sinister plans.	Audience: Young Adult Age: 12 **Professional Review Not Available**	9.78137E+12	TRUE	TRUE	TRUE

The last fallen moon	Kim, Graci	Riley Oh ventures into the Spiritrealm, where she hopes to convince Saint Heo Jun to become the new patron god of the Gom clan and restore their healing powers.	School Library Journal (May 1, 2022) Gr 4-8-Despite saving the Mortalrealm in the previous volume, 13-year-old Riley Oh doesn't feel like a hero. The consequences of her actions rendered the Gom clan of gifted healers powerless. To make matters worse, because of a deal struck with a demon, Riley's closest friends and parents have no memory of her. But Riley is determined to redeem herself by journeying to the Spiritrealm, home to heaven and hell, to secure for the Goms a new patron deity who can restore their magic. Like most of her plans, this isn't as easy as she imagined. The Spiritrealm is experiencing issues of its own, and Riley becomes entangled in a much larger conspiracy that threatens the future of both worlds. Healing the damage she's caused and protecting family and friends is Riley's main motivation. She carries plenty of guilt and remorse that prevents her from allowing others to help. Through her experiences in the Spiritrealm and discovering an unlikely ally, Riley finds strength in letting in those around her. Diving deeper into Korean mythology, this sequel in the "Gifted Clans" series further expands a richly built world of mythical creatures and divine beings. Many Korean terms and cultural references are included. VERDICT An enthralling fantasy adventure that never forgets the heart at its core.-Sophie Kenney © Copyright 2022. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78137E+12	TRUE	TRUE	TRUE
The last fallen realm	Kim, Graci	Thirteen year-old Riley was not born to be a leader, but the magical community thinks she and her adopted brother, Dahl, are meant to lead the world into the Age of the Final Eclipse, so now the one thing Riley must do is believe in herself.	Kirkus Reviews starred (April 15, 2023) The worlds-shattering conclusion to the Gifted Clans trilogy. Thirteen-year-old Riley Oh's world has turned upside down. Hattie, her adoptive sister, has opted to stay in the Spiritrealm to better understand her problems in the Mortalrealm; her parents have adopted Dahl, her soul twin from back when they lived in the sky; and to top it all off, she and Dahl are supposed to save the world and somehow defeat the Godrealm's vengeful goddesses, which is causing her more than a little anxiety. Luckily, Riley has the support of her friends from both the Spiritrealm and the witch clans, and she's going to need it, because the barriers between the Mortalrealm, the Spiritrealm, and the Godrealm are starting to thin—and even nonwitches have noticed. Nonstop action, a dash of humor, and a world of technology and Korean magic combine once again in the ways that make this series special. In this installment, Riley truly grows and changes ("compassion isn't only for your friends—it's for your enemies, too"), but the themes of family and friendship remain ever present, no matter how far into the Godrealm she may stray. With higher stakes, even more creatures from Korean mythology, and plot points from earlier installments finally addressed, this is an intense, satisfying series finale. Funny and heartfelt; a compelling tale featuring a sympathetic cast of characters. (author's note, glossary) (Fantasy. 9-13)	9.78137E+12	TRUE	TRUE	TRUE
Heartbroken : a tale of the angry queen	Valentino, Serena	Relates the story of the Queen of Hearts, the bloodthirsty tyrant known for seeing red . . . a woman fighting against the darkness within, and her unlikely friendship with a little white rabbit	Audience: Young Adult Age: 12 **Professional Review Not Available**	9.78137E+12	TRUE	TRUE	TRUE

Lightningborn	Kagawa, Julie	Searching for a True Dragon in order to save humanity, one capable of intelligent thought and the ability to use magic, Princess Gem finds fate intervening in the form of Remy and his rare dragon, Storm, who are the targets of an evil pirate	School Library Journal (March 1, 2024) Gr 3-6-In a land made of floating islands, there is a 12-year-old princess, Gem, who flies on a beautiful white dragon and whose silver streak in her black hair marks her as a storm mage. In this same system of islands, floating over the dangerous, scary, unending Maelstrom, lives Remy, a "mud rat" with "mud-colored hair, mud-colored eyes" who has nothing in the world, not even parents, and who dreams of dragons. In alternating chapters, Gem and Remy's stories inch closer together as Remy discovers a baby dragon and Gem realizes that the only way to save her father's kingdom is to embark on a solo quest to find the Ancients. They both need the help of Crusty Bart, former sky knight and the only human alive to have interacted with the True Dragons-sentient dragons who possess infinite magic. Falling in with sky pirates might be a bad move, but Remy must save his dragon and Gem must save the sky knight so they have no choice but to trust Captain Cutlass and her crew as they go after the most dangerous captain and mage in the most dangerous part of their world: the Vortex. This fantasy series debut has everything that readers could want: magic, used for both good and ill; dragons; a quest; a rebellious and brave princess; life-and-death adventure; and a cliffhanger ending. The writing occasionally feels stilted, but is written at an age-appropriate level, and the worldbuilding creates a very clear picture of this land. The plot moves along at an exciting clip and will keep readers turning pages. VERDICT This is a sure hit for fantasy fans, specifically those who love dragons and rollicking adventure. Highly recommended.-Clare A. Dombrowski © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78137E+12	TRUE	TRUE	TRUE
How far I'll go	Kendall, Keala	What if Moana broke the heart of Te Fiti? After a devastating battle with Te Kā, Moana's worst fears are realized: the heart of Te Fiti is in ruins, Maui is frozen in volcanic rock, and darkness threatens to envelop her beloved home. Desperate to fix things, Moana stumbles upon an island already crumbling under the blight. All life is gone, save one sole survivor--a young woman named Noe. Moana is relieved to find another wayfarer, even if this stranger is more than a little intimidating. Better still, Noe has an idea how to fix the heart: using the tears of Te Fiti, gems infused with the goddess's essence. The catch? The tears are said to be scattered throughout the realm of monsters. Banded together, Moana and Noe set a course for an impossible mission to find the powerful lost tears. Will Moana be able to restore the heart amid secrets and monsters? Or will the blight overtake everything Moana holds dear?	Audience: Young Adult Age: 12 **Professional Review Not Available**	9.78137E+12	FALSE	TRUE	TRUE
Got Your Answers: The 100 Greatest Sports Arguments Settled	Mike Greenberg	Provides answers to the 100 most-debated questions about sports.	Mike Greenberg and Paul Hembekides 's book, Got Your Answers: The 100 Greatest Sports Arguments Settled, are generally positive, highlighting its comprehensive research and ability to settle debates by examining iconic sports history, though one review criticized it as a "lazy cash grab" with "very little substance". Readers praise the book's well-researched content and ability to foster conversation around sports, while others suggest it offers a "cheat sheet" for sports arguments.	9.78137E+12	FALSE	TRUE	TRUE

In the Ballroom with a Candlestick	Diana Peterfreund	After one of their own members is killed at a tragic accident in Blackbrook Academy, the remaining members of the Murder Crew—Peacock, Mustard, Orchid, Scarlett, and Plum—must solve one last murder case, put the pieces back together, and finish out their final year. However, the secrets they uncover this time may just destroy their friendships and futures.	Kirkus Review, 09/30/2021 After the accident that left two dead and Peacock badly injured, the exodus from Maine's Blackbrook Academy accelerates, but the Murder Crew isn't going anywhere. Peacock faces a long recovery; Orchid's wounds are just as deep but hidden. Mustard's roommate, Tanner, inexplicably distressed, has dropped sports and broken up with his girlfriend. Through months of chaos, Finn, who's kept his invention secret from Blackbrook, gets a nasty surprise when Dr. Brown turns up dead and her successor, Perry Winkle, demands Finn hand over his chemical formula. Finn's frustrated with Mustard, their romance having stalled due to the latter's internalized homophobia. Scarlett knows her SAT scores likely put Princeton out of reach, but buoyed by unparalleled executive functioning and relentless ambition, she aims to revive her prospects by turning Orchid's stash of Vaughn Green's songs (and their tragically truncated romance) into a social media sensation. All are shocked when a previously unknown individual arrives to claim the income generated from Vaughn's music and Scarlett's hard work. Ever the realist, Scarlett throws herself into prom planning. Mysteries satisfactorily revealed include how Mustard earned his nickname and why it matters and the full story of the Greens' entanglement with Curry Chem and Blackbrook. This affectionate homage to CLUE ends with a nod to the board-game-inspired 1985 film. Major characters—flawed, scheming, but (mostly) endearing—are presumed White, Indian American Scarlett and Mustard, named in previous titles as Latinx, excepted. Nostalgia-tinged but thoroughly contemporary, this social satire sparkles with wicked humor. (Mystery. 14-18)	9.78142E+12	FALSE	FALSE	TRUE
Child of the Flower-Song People	Gloria Amescua	This biography tells the extraordinary story of how model and teacher Luz Jiménez became "the soul of Mexico," a living link between the indigenous Nahua and the rest of the world. Through pride in his roots and his unwavering spirit, the world recognized the beauty and strength of his people	Junior Library Guild selection, uz Jiménez lives with her family in a Mexican village. They do not speak the language of their Spanish conquerors among themselves. Nahuatl is what they, the descendants of the powerful Aztecs, speak instead. Luz learns how to weave, to make tortillas, and to find medicinal herbs, but she also wants to learn how to read. When the Mexican government decides to "modernize" the Indigenous peoples, Native children are forced to adapt to the European style of dress and to forget their culture and languages. However, Luz does not forget. After her father is killed in a massacre by revolutionary soldiers, her mother flees with her and her sisters to Mexico City, where she comes to the attention of artists, photographers, and anthropologists. Finally, Luz's culture and language are being recognized and appreciated. College students and anthropologists learn and record them before they disappear forever, and Luz is proud to have helped save the flower-song of her people. Amescua succeeds in introducing Luz, who became the embodiment of the "soul of Mexico." The author's note serves to fill in any informational gaps. Tonatiuh's signature artwork once again nearly tells the story by itself. Closely following the text, the illustrations bring Luz to life. (This book was reviewed digitally.) An important window into the ravages of colonialism and the plight of the Indigenous peoples of Mexico. (timeline, glossary, notes, bibliography) (Picture book/biography. 6-11)	9.78142E+12	TRUE	TRUE	TRUE
Super boba cafe. 2.Home sea home	Chanani, Nidhi	Aria thought her life would go back to normal when she left her nainai's boba shop—and the monster living below it—behind in San Francisco. But the aftershocks from her summer adventure are far from over. Each night, the monster visits Aria's dreams. Stranger still, Aria's discovered an ability to manipulate water, but her powers aren't under her control. So Aria convinces her parents she needs another visit with Nainai, and she heads back to San Francisco to the boba shop where Aria and Nainai learn the monster's secret—he needs their help to return home	Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78142E+12	TRUE	TRUE	TRUE

Are you afraid of the dark? 2, The sinister sisters and other terrifying tales	Brown, Roseanne A	"In 'The Tale of the Bushwalkers,' a girl who cheats in school discovers that monsters may be prowling her campus, ready to eat cheating students. In 'The Tale of the Spirit Drum,' a young boy tests his luck when he comes into possession of a drum that can make his dreams come true. And in 'The Tale of the Sinister Sisters,' two twins must survive the night by themselves as malignant spirits take their form to pit the twins against each other"	Booklist (January 1, 2025 (Vol. 121, No. 9)) Grades 5-8. This vivid and surprising second entry in the Are You Afraid of the Dark? series features three tales inspired by the folklore of Ghana, illustrated by three artists with disparate styles that come together for a consistently engaging collection. When Izzy discovers that her newly secretive twin, Grace, is meeting with the Midnight Society in the woods at night, the conflict can only be solved with a scare-off: if Grace wins, Izzy must keep quiet, but if Izzy wins, Grace must leave the Society for good. Sharp-toothed monsters pose a threat to dishonest students in "The Tale of the Bushwalkers," and "The Tale of the Spirit Drum" raises questions about the real price of getting what you wish for. The third story, "The Tale of the Sinister Sisters," takes a legitimately terrifying turn when two malevolent spirits attempt to pit the sisters against each other. No neatly tied-up ending awaits the Midnight Society despite the success of the scare-off, and the third volume cannot reach readers' hands soon enough.	9.78142E+12	TRUE	TRUE	TRUE
The right call	Greenwald, Tommy	Told through a combination of transcripts, articles, texts, and emails, star pitcher Cal must face the fallout after his father attacks an umpire during a game.	School Library Journal Xpress (May 9, 2025) Gr 6 Up-Cal Klondike is only 15, but his pitching talent in the local youth baseball league has everyone talking. Fans, his coach, and even college and professional scouts are amazed at how fast he can throw the ball over the plate. Cal once played multiple sports, but with the encouragement of his family and coach he begins attending a high school baseball academy and makes baseball his exclusive sport. As his strikeout numbers continue to mount, so does the pressure. Cal's father becomes obsessed with his son's future career and starts to challenge the calls at home plate. Things worsen when an umpire suffers a serious head injury during an altercation with his father after a game, devastating Cal and making him rethink his relationship with the sport. The story is cleverly told with audio transcripts of conversations, text messages, and news stories written by a student reporter. Important themes, such as forgiveness and second chances, bring the story to a satisfying conclusion. Most importantly, young readers will learn that even a "right call" doesn't guarantee a positive outcome down the road. Sports enthusiasts, especially baseball players, will enjoy the characters and perhaps identify with the pressure to succeed outside the classroom. Parents, teachers, and coaches will appreciate the subtle reminders that young athletes should develop their skills slowly to avoid serious injuries. VERDICT A great purchase for libraries who own other Greenwald titles or who are looking to expand their sports fiction collections.-Anne Jung-Mathews © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78142E+12	FALSE	TRUE	TRUE
FullMetal Alchemist 10-12	Hiromu Arakawa	After discovering that Al's body is still alive somewhere, Edward and Al renew their efforts to find it. They are interrupted by the arrival of Scar, whom they hope will be able to lure in a homunculus, but they soon find themselves up against a more dire enemy than they imagined.	Fullmetal Alchemist volumes 10-12 praise the story's escalating plot, character development, and the introduction of major twists, highlighting their emotional depth, seamless blend of serious and humorous themes, and the skilled weaving of action into character-driven narratives. Readers are captivated by the brothers' struggles, the unfolding conspiracies, and the introduction of key characters like their father, Hohenheim, leading to a pivotal understanding of the homunculi's plan and the story's increasing complexity.	9.78142E+12	FALSE	FALSE	TRUE
Notes from a Totally Lame Vampire Book 1	Tim Collins	Tired of running the vampire coven, Nigel Mullet surrenders the leadership to newcomer Viktor in exchange for some small favors, but soon Viktor proves to be evil, even by vampire standards, and Nigel must step in.	Through his diary entries, complete with black-and-white line doodles, teen vampire Nigel reveals that he's bored with running the coven. So when an ambitious vampire comes on the scene, Nigel is happy to let him take the reins—that is, until the new vampire's evil intentions come to light. Funny and lots of fun, younger teen readers will enjoy this series-end.	9.78144E+12	FALSE	TRUE	TRUE

Bull rider	Williams, Suzanne	Tells the incredible true story of Frank Williams, a radarman in Britain's Royal Air Force, and Judy, a purebred pointer, who met as prisoners of war during World War II. Judy, who became the war's only official canine POW, was a fiercely loyal dog who sensed danger-warning her fellow prisoners of imminent attacks and, later, protecting them from brutal beatings. Frank and Judy's friendship, an unbreakable bond forged in the worst circumstances, is one of the great recently uncovered stories of World War II.	School Library Journal (April 1, 2009) Gr 6-9-Cam O'Mara, 14, has never ridden a bull in his life and doesn't want to, despite coming from a family of prizewinning riders in Winnemucca, NV. But when his older brother comes back paralyzed from Iraq, he gives up skateboarding for bull riding, much to the dismay of his mother and skater best friend. Partly, Cam is rebelling to get attention, but ultimately he is trying to help with the family's finances, needed to pay for travel to and from Ben's extensive rehabilitation in Palo Alto, CA. When Cam secretly enters a \$15,000-prize competition using a fake ID, the family somewhat unrealistically joins together to support him afterward. Williams does an adequate job of capturing the small-town sense of community and pride and explains the rodeo lingo well enough. However, the narrative and dialogue fail to involve readers on more than a rudimentary level. Despite the timeliness of the topic, the audience for this book is limited to those with a real interest in the sport. For an emotionally charged read with a 14-year-old male protagonist, a strong sense of place, and gripping account of how a family copes in the aftermath of tragedy, suggest Gary D. Schmidt's Trouble (Clarion, 2008).-Madeline J. Bryant, Los Angeles Public Library Copyright 2009 Reed Business Information.	9.78144E+12	FALSE	TRUE	TRUE
Prince of Dorkness	Tim Collins	After changing from totally lame to absolutely hunky over school break, now super popular vampire Nigel ends up with gorgeous Chloe. When handsome new student Jason wins Chloe away, the crushed Nigel turns to writing bad poetry and spying on Jason. What he discovers will leave Nigel howling at the moon in frustration!	Vampire Nigel (Notes from a Totally Lame Vampire) is happily dating Chloe--until new super-bully Jason arrives with his sights set on stealing her away. Nigel uncovers a secret about Jason that he hopes will help win back Chloe's affection. Like in the first book, humor and angst commingle with horror tropes throughout the diary format, complete with black-and-white doodles.	9.78144E+12	FALSE	TRUE	TRUE
Notes from a Hairy Not Scary Werewolf	Tim Collins	After several embarrassing mishaps, fifteen-year-old Luke learns how to control his werewolf abilities, but it may not be enough to stop a war between vampires and werewolves that threatens to destroy the world.	Fifteen-year-old Luke is going through a transformation, but it's not the typical teen stuff. Yes, he's growing hair in odd places, but he's also howling at the moon, craving raw meat, and marking his territory--not cool when you're already picked on in school. A diary format including line-drawn doodles makes this humorous romp a (super)natural choice for slightly older Wimpy Kid fans.	9.78144E+12	FALSE	TRUE	TRUE
Charlie Brown. All tied up : a Peanuts collection	Schulz, Charles M	Good grief! No one can get into messy situations quite like Charlie Brown, the round-headed star of Charles Schulz's beloved comic strip. Luckily, the rest of the Peanuts gang is never far behind to share a laugh in this full-color collection. Charles Schulz's Peanuts is one of the most timeless and beloved comic strips ever. In this second book of the series, the gang's all here and getting into classic Peanuts hijinks. Whether it's the dynamic duo of Snoopy and Woodstock, or the never-ending crush that Peppermint Patty has on Charlie Brown, the gang's interactions are the heart of strip and will resonate with kids for years to come.	Booklist (October 15, 2016 (Online)) Grades 2-5. This new collection features comic strips gathered from several decades' worth of Peanuts. Most of them focus on fan-favorite Snoopy as he interacts with Charlie Brown, Lucy, Linus, and other Peanuts characters. Standout strips include Lucy and Linus talking about the library and Linus' first description of the Great Pumpkin. Frieda appears in a lot of the strips here, criticizing Snoopy for lying about all day on top of his doghouse. All the strips appear in color, although the original daily strips were printed in black-and-white. The book features a little flip-book animation along the page edges (a balloon floating back and forth among clouds), a pull-out poster that librarians may want to pull out first, and some fun party activities. Any young Peanuts or Snoopy fan will enjoy this collection, while adult readers may notice how the artwork and certain characters hint at the original age of the strips. Schulz's simple, clean lines and focus on the characters make his comics timeless and appealing to readers of all ages.	9.78145E+12	TRUE	TRUE	TRUE
Snoopy : party animal : a Peanuts collection	Schulz, Charles M	Snoopy may only live in a doghouse, but he sure knows how to throw a party! Everyone's stopping by for the fun in this Peanuts collection. Who's on the guest list? Charlie Brown, Lucy, Linus? You betcha! Even some birds, bunnies, and a friendly snowman join the party. But here's the best part . . . you're invited too! Yup, that's right. Just make sure you don't forget to bring Snoopy his supper on time.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Big Nate nailed it!	Peirce, Lincoln	Selections from the "Big Nate" comic strip. A reprinting of the "Big Nate" comic strip, that follows the adventures of Nate Wright, in which he finds an unlikely good luck charm. But good fortune can't last forever, as he soon finds out after a few crisis'.	Audience: Upper Elementary Grades: 2-6 Ages: 8-12 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Snoopy. Beagle Scout adventures	Schulz, Charles M	The perfect companion for all your summer camping fun, Snoopy: Beagle Scout Adventures is an exhilarating reading experience starring everyone's favorite beagle, Snoopy, Woodstock, and the rest of the Peanuts gang.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE

Snoopy. Cowabunga! :a Peanuts collection	Schulz, Charles M	Snoopy is ready to make a splash! Whether he's imagining himself as a daring Beagle Scout, battling it out on the tennis court, or daydreaming from the top of his doghouse, Snoopy's adventures are as bold and hilarious as ever. Snoopy: Cowabunga! brings together some of Charles M. Schulz's most delightful Peanuts comic strips in a colorful collection for young readers.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Snoopy. Cannonball!	Schulz, Charles M	Look out, below! Whether he's playing football, howling for his dinner, or writing on his typewriter, Snoopy always makes a splash. Along the way, his brother Marbles pays a visit, Sally goes to beanbag camp, Marcy is recruited for the school safety patrol, and Charlie Brown hopes his baseball team can finally win a game -- or at least avoid getting rained on while they lose. Dive in and join the Peanuts gang in this thrilling collection of comics selected especially for young readers and presented here in color for the very first time.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
I'm not your sweet babbool! : a Peanuts collection	Schulz, Charles M	Whether or not you're someone's "Sweet Babboo," you'll find lots to love in this collection of Peanuts comics for kids! Everyone's favorite classic characters are back: Peppermint Patty enrolls in a private school to end her academic troubles--only to discover she's just graduated from obedience school. Linus finds himself entangled in a love triangle (and stuck on top of a snow-covered roof). And Charlie Brown runs away from the law and becomes a vagrant baseball coach. The Peanuts crew is lovable, popular, and charming, but please whatever you do, don't call Linus "My Sweet Babbool!"	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Big Nate. Attack of the cheez funk breath!	Peirce, Lincoln	Snack-loving sixth-grader Nate Wright always has his hands full--of Cheez Doodles! But those delicious orange curls make his breath stink, and when he tries to quit them cold turkey, poor Nate's a hot mess. And that's not the end of his problems. Out of nowhere, Nate gets dumped by his best buddy Francis. He strikes out at the school dance. And a close encounter at the beach with a spiky-haired look-alike has everyone seeing double. Can our favorite troublemaker turn the funk back into fun?	Audience: Upper Elementary Grades: 2-6 Ages: 8-12 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Lucy, speak out! : a Peanuts collection	Schulz, Charles M	In this delightful collection of classic of Peanuts comics for younger readers, Lucy rallies her friends to speak out for equal rights for women. Between social causes and dropping fly balls in the outfield, Lucy decides to write a biography of Beethoven, much to Schroeder's dismay.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Big Nate. Move it or lose it!	Peirce, Lincoln	What's middle school without a crisis? Sixth-grader Nate Wright would love to find out, but the emergencies are piling up fast. A gang of eighth-graders steals Nate's favorite lunch spot. Alan Chen chooses a new name (hint: it begins with N) in a brazen attack on Nate's uniqueness. And when a post-hypnotic suggestion works a little TOO well, the lovable Chad becomes P.S. 38's unluckiest bully. Is Nate any match for Bad Chad? Can he fly under the radar of no-nonsense hall monitor Kim Cressly? Will he survive the worst movie date ever with drama queen Dee Dee?	Audience: Upper Elementary Grades: 2-6 Ages: 8-12 **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE

House arrest	Holt, K. A	Timothy, sentenced to house arrest for stealing, keeps a journal into which he documents his fears and frustrations.	School Library Journal (July 1, 2015) Gr 6-10-Timothy stole a wallet, and now he's an adjudicated delinquent. The only places he's allowed to go are to school and to appointments with his therapist and probation officer. Also, the judge gave him a journal-writing assignment. If Timothy shows signs of remorse and doesn't get into more trouble over the course of the next year, he may be able to avoid being sent to juvie. But Timothy didn't take the wallet for himself. His family is in dire financial straits ever since his father left and his younger brother was born with serious health issues. Now, with plenty of spare time on his hands, Timothy can fully explore his complicated feelings about his current family situation. He knows one thing, though: stealing the wallet may have been wrong, and he knows it didn't help, but if there's a way he can truly help his struggling family, he won't hesitate to act. This gripping novel in verse evokes a wide variety of emotional responses, as it is serious and funny, thrilling and touching, sweet and snarky. Timothy is an entirely believable kid, and his brother's health issues, as well as Timothy's reactions to them, are skillfully described. VERDICT This story will have plenty of appeal for reluctant and enthusiastic readers alike and will be a good fit for most library collections.-Misti Tidman, Licking County Library, Newark, OH © Copyright 2015. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78145E+12	FALSE	TRUE	TRUE
The Star Wars cookbook : BB Ate : awoken to the force of breakfast and brunch	Starr, Lara	Awaken your inner Force with 29 intergalactic breakfast recipes. Fuel up with Hans Soloatmeal, battle hunger with Admiral Ackbars, and so much more! These easy-to-make, mouthwatering recipes feature characters and scenes from Star Wars: The Force Awakens as well as from the upcoming film Star Wars: The Last Jedi. And photographs featuring Star Wars figurines re-creating epic moments from the films provide an extra helping of humor.	Reading Level: 5.7 Audience: Upper Elementary **Professional Review Not Available**	9.78145E+12	TRUE	TRUE	TRUE
Ghost Circus	Kress, Adrienne	While his body is stuck in a coma, twelve-year-old Casey's spirit works with a creepy ghost girl and her poltergeist to free the souls of the Ghost Circus and help him return to his body.	School Library Journal Xpress (February 28, 2025) Gr 5-7-One day, Casey finds himself invisible to humans and able to see ghosts. He meets a ghost who only goes by Creepy Girl, and she agrees to help Casey figure out what has him stuck between the lands of the living and the dead. The book's concept is interesting, but the two main characters lack strong personality traits, both only focusing on solving Casey's dilemma. Casey and Creepy Girl mostly argue, waffling between suspicion and trust, and neither has reason to trust the other, besides the plot hinging on it. Two of the most interesting parts of the story are borrowed from the public domain. The Headless Horseman features as a character, and another side character's backstory mirrors that of "The Green Ribbon," a tale popularized in Alvin Schwartz's In a Dark, Dark Room and Other Scary Stories. The artwork occasionally elevates the text, and the backgrounds are intricately detailed, especially the circus, but the spectral midway features are fewer than one might expect. The character designs vary in quality. Creepy Girl has an unsettling but safe design, being mostly normal except for her coal-black orbs for eyes. Casey's is unremarkable and his movements are awkwardly conveyed. A highlight is Creepy Girl's cute sidekick, Polterghost, who provides some comic relief, performing spontaneous feats of ghostliness to keep the plot moving. If readers persevere to the end, they will be rewarded with a deliriously fun and inventive finale. The final page expresses hope for a sequel. VERDICT Readers with an insatiable thirst for creepy stories may enjoy this one, but anyone else should wait to see if the sequel is an improvement.-Chance Lee Joyner © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78145E+12	TRUE	TRUE	TRUE

Everything I Promised You	Katy Upperman	High school senior and Army brat Amelia Graham, who goes by Lia, is grieving the loss of her boyfriend Beck, the boy she thought was her soulmate. Now starting at yet another school, she struggles to process a new friendship that could be something more and to formulate plans for her future without Beck.	Kirkus Review, 11/30/2024 The boy she believed was the fated love of her life dies; now a 17-year-old girl must find a new future—and a new version of herself. After the death of her boyfriend, Beck, and her military family's latest move, Amelia Graham tries for a fresh start. On her first day at her new school, she nearly hits fellow senior Paloma with her car but ultimately finds a new friend in her. After months of being depressed and alone, Lia realizes she's living again. And then there's the boy. Although she feels an immediate connection, Lia stays away from him, trying to honor her love for Beck. But Isaiah is there when Lia needs support, and she's increasingly drawn to him. As the past recedes, Lia realizes that who she was with Beck wasn't all she'll ever be. Told through Lia's first-person point of view and moving between past and present, this story covers heartbreak, healing, and learning to live when the person you lived for is gone. Upperman's writing is engaging, and although the emotions are heavy, an undercurrent of hope snakes through the narrative, growing brighter as Lia comes back to life and begins to see that the future holds multiple possibilities. Central characters present white; Paloma is cued Latine. A poignant and romantic coming-of-age tale. (A Geographical History of Amelia Graham) (Romance. 14-18)	9.78146E+12	FALSE	FALSE	TRUE
The Academy	Layton, T. Z	Leo is a soccer player with big dreams. A professional scout offers him a tryout for the London Dragons youth squad, known as the Academy. Soon Leo is off to a brand new country, facing grueling competition, bullies, and a terrifying camp director. Can Leo overcome his self-doubt and lack of formal training to succeed and make the team?	Kirkus Reviews (July 15, 2025) Challenges on and off the field await a 12-year-old Ohio boy who's unexpectedly invited to attend an exclusive soccer camp in England. Leo K. Doyle may be a star forward on his YMCA league team, but after accepting a surprising invitation from a roving scout to attend a month of highly competitive tryouts for a Premier League youth development program, he finds himself far from home and, at best, in the middle of the pack. At the London Dragons camp, Leo, who's cued as biracial, with a white dad and brown-skinned mom, makes friends with fellow players from around the world. He also wins an anti-American bully's grudging respect and even helps his 19-year-old coach with a sweet gesture of apology for his girlfriend. But from the outset, the focus is on "the Beautiful Game." Without letting up on the breathless pace for a moment, Layton packs Leo's narrative with clear descriptions of skills and techniques both basic and advanced, sapient coaching, game strategies, and intangibles (such as team chemistry) that ultimately come together to set Leo apart from his bigger, faster, stronger rivals. Following a series of hard-fought elimination matches culminating in a high-stakes final in the big stadium under the eyes of the godlike professional team, Leo flies home in time for a dizzying final twist that sets up the sequel to this first entry in Layton's popular British series. A page-turner for soccer-mad readers, whether fans or players. (Fiction. 8-13)	9.78146E+12	TRUE	TRUE	TRUE
The journey continues	Layton, T. Z	The continuing story of Leo K. Doyle, now on the roster of England's Youth Premier League's U14 Lewisham Knights soccer squad and having to manage his school, sports, and social life away from his Ohio home.	Audience: Upper Elementary Grades: 2-8 Ages: 7-13 **Professional Review Not Available**	9.78146E+12	TRUE	TRUE	TRUE
Summer ball	Lupica, Mike	Thirteen-year-old Danny must prove himself all over again for a disapproving coach and against new rivals at a summer basketball camp.	School Library Journal (May 1, 2015) Gr 4-6-Much to his parents' surprise, Jack Callahan decides to quit baseball, even though he's the best player on his team. His best friend, Gus, doesn't understand what is going on with Jack either. Jack just hasn't been the same since his older brother was killed in an accident. He doesn't stray far from the game though. Instead he finds himself working with star softball player Cassie Bennett and extends his friendship to a boy named Teddy who is picked on for his weight. His time with these two kids eventually leads Jack back to playing baseball but also helps him understand the value of friendship and helping others. Though conversations are stiff at times, Keith Nobbs's ability to express characters' feelings will make listeners care about the characters. Steeped in details about baseball, this is more for the true fan who doesn't mind play-by-play action. VERDICT Best for baseball fans, this novel will also be enjoyed by those that appreciate stories about the importance of friendship.-Karen Alexander, Lake Fenton High School, Linden, MI © Copyright 2015. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78148E+12	TRUE	TRUE	TRUE

The only game	Lupica, Mike	Sixth grade is supposed to be the year that Jack Callahan leads his team to a record-shattering season and the Little League World Series, but after the death of his brother he loses interest in baseball and only Cassie, star of the girls' softball team, seems to understand.	Booklist (January 1, 2017 (Vol. 113, No. 9)) Grades 5-8. Lupica trots his Home Team ensemble out onto the court for a whirl of fast-break hoops action threaded with provocative personal issues. Gus Morales is upset when his intensely competitive friend Cassie tries out for the boys' town basketball team. To Cassie and everyone else, his disturbance reads as a case of prejudice—an accusation he stoutly denies. Cassie's vitriolic refusal to talk things out and some of her behavior after she makes the team only solidifies Gus' suspicion that she's out to win at any cost rather than be the best teammate (or friend) that she can be. Is he right or just rationalizing? Is her attitude justified or just a sign of selfishness? Lupica leaves it to readers to decide (and perhaps give their own buried attitudes a fresh once-over) as he carries the Walton Warriors through a series of dramatic last-second wins and losses. A subplot featuring racially charged local and student elections that directly mirror 2016's ugly presidential campaign will, hopefully, become less topical over time.	9.78148E+12	TRUE	TRUE	TRUE
The great good summer	Scanlon, Liz Garton	Twelve-year-old Ivy Green, whose mother may have run off with a charismatic preacher to Panhandle, Florida, and classmate Paul Dobbs, who wants to see a Space Shuttle before the program is scrapped, team up for a summer adventure that is full of surprises.	School Library Journal (February 1, 2015) Gr 3-6-Ivy and Paul are both having a crummy summer in Loomer, TX. Ivy's mama hasn't been herself since the spring, when wildfires destroyed everything, including the church where Mama's daddy was the preacher. Now, Mama's gone off with Hallelujah Dave to the Great Good Bible Church of Panhandle Florida to "get some of the sadness out of her system" and left Ivy and her father to fend for themselves. Meanwhile, Paul is sad because NASA's space shuttle program is being shut down and now he will never be able to become an astronaut. Paul makes Ivy nervous and she never quite knows what to say to him. The two become an unlikely pair when they hatch a plan to find Mama and say goodbye to the space shuttle. So many things go wrong along the way, but these middle schoolers keep the faith, even when their plan begins to unravel. This engaging debut novel hooks readers from beginning to end. VERDICT This tender and funny story of a strong-willed young girl is reminiscent of Rita Williams-Garcia's One Crazy Summer (HarperCollins, 2010) and Kate DiCamillo's Because of Winn-Dixie (Candlewick, 2000).-Annette Herbert, F. E. Smith Elementary School, Cortland, NY (c) Copyright 2015. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78148E+12	TRUE	TRUE	TRUE
Fangs Alot	Tim Collins	Tired of running the vampire coven, Nigel Mullet surrenders the leadership to newcomer Viktor in exchange for some small favors, but soon Viktor proves to be evil, even by vampire standards, and Nigel must step in.	Through his diary entries, complete with black-and-white line doodles, teen vampire Nigel reveals that he's bored with running the coven. So when an ambitious vampire comes on the scene, Nigel is happy to let him take the reins—that is, until the new vampire's evil intentions come to light. Funny and lots of fun, younger teen readers will enjoy this series-ender.	9.78148E+12	FALSE	TRUE	TRUE
Halfway normal	Dee, Barbara	Twelve-year-old cancer survivor Norah struggles to fit in at middle school after two years of treatment, but she finds her voice with the help of new friend Griffin, who shares her love of mythology.	School Library Journal (July 1, 2020) Gr 4-7-The print version of Halfway Normal was published in 2017 and is as relevant now as it was then. Norah has been successfully fighting leukemia and is poised to join her seventh grade classmates at school after a two-year absence. Middle school can be tough in the best of circumstances, and Norah finds her adjustment rougher than anticipated. She rages against her divorced parents' rules, finds established friendships shifting, falls for a new student, and experiences the requisite middle school insecurities and drama. She just wants to be treated normally and hates being faced with acknowledgment of her illness and her limitations. As Norah comes to terms with her life-changing cancer experience, the novel ends on a hopeful note of self-acceptance. Kim Mai Guest narrates in a very youthful voice in the first person, expressively revealing Norah's thoughts and feelings of angst. VERDICT Guest's engaging treatment of what could have been a grim subject makes this a perfect choice for middle grade listeners and middle school libraries.-Julie Paladino, formerly with East Chapel Hill H.S., NC © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78148E+12	TRUE	TRUE	TRUE

The Serpents Shadow	Rick Roirdan	Carter and Sade Kane prepare for the ultimate confrontation with the Chaos snake Apophis at the same time the House of Life magicians launch a civil war. The Kanes are forced to trust the ghost of a powerful magician to show them how to tap into the power of an ancient spell that's been lost for millennia.	Horn Book Guide, 09/30/2018 Siblings Sadie and Carter Kane attempt a "shadow exorcism" to subdue Apophis, the Egyptian god of chaos, by imprisoning part of his spirit. This graphic novel adaptation of the series' third book has the snappy pace and humorous quips of a good comic book, while the dramatically blocked, color-saturated panels--showing a diverse group of teens blasting baddies in swirls of color--add visual appeal	9.78148E+12	FALSE	TRUE	TRUE
Rays of doom	Dahl, Michael	When Superman uncovers a meteor of Red Kryptonite, the Man of Steel transforms into half-man, half-ant, complete with antennae! 'Daily Planet' photographer Jimmy Olsen must find a way to stop the super hero before the whole city is exterminated	Audience: Middle School Grades: 4-8 Ages: 9-13 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
A buried starship	Dahl, Michael	Welcome to the secret headquarters of Superman. Deep in the arctic are hundreds of trophies, awards, and souvenirs. Each one has a story. Each one tells a tale. In this action-packed Hi-Lo set, reluctant readers will uncover the mysteries behind the Man of Steel's most prized possessions. They'll discover how each one earned its place in the Fortress of Solitude!	Audience: Middle School Grades: 4-8 Ages: 9-13 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
The last city of Krypton	Dahl, Michael	Years before Krypton explodes, the ruthless super-villain Brainiac shrinks the capital, Kandor, to miniature size and adds it to his collection of cities from across the universe. When Brainiac eventually reaches Earth and turns his shrinking ray on its cities, Superman comes to the rescue and halts his evil plans!	Audience: Middle School Grades: 4-8 Ages: 9-13 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
The robot that barked	Dahl, Michael	Superman builds a robot that looks just like his loyal dog, Krypto. The real Krypto isn't impressed. But when the evil Lex Luther shows up with Kryptonite, the robo-toic super-pet might be their only hope	Audience: Middle School Grades: 4-8 Ages: 9-13 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Batman and the ultimate riddle	Steele, Michael Anthony	The Riddler is looking for the answer to the ultimate riddle, the true identity of Batman, so he hatches a plan to capture Batgirl and Robin in order to force Batman into the open to rescue them--and Batman will need some help to preserve his secret	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
The Flash and the storm of the century	Steele, Michael Anthony	When Weather Wizard unleashes the fury of his giant weather wand to extort money from the citizens of Central City, The Flash must outrun lightning to stop him	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Superman and the Apokolips attack	Cohen, Ivan	When a horde of Parademons invades Metropolis, Superman heads to Apokolips to stop Darkseid's latest plot; but Mister Miracle and Big Barda suspect he is heading into a trap, so while they stay behind to protect Earth, Lois Lane and Jimmy Olsen follow Superman to warn him of the danger--and it will be up to the three of them to stop the supervillain and still make it back home	Audience: Middle School Grades: 3-5 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Wonder Woman and the Pandora plot	Cohen, Ivan	Wonder Woman created by William Moulton Marston. "When Giganta steals the Pandora Jar from a museum in New York and opens it, releasing a wave of misery that changes the behavior of every human it touches, Wonder Woman suspects that somebody else is behind Giganta's actions. On the hidden island that was once her home Wonder Woman discovers that the real villain is Ares, God of War, and he is planning to use the jar to unleash World War III on the Earth and it is up to her to stop that from happening	Audience: Middle School Grades: 3-5 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE

Batman and the missing punch line	Steele, Michael Anthony	Batman and his crime-fighting cousin, Batwoman, discover that the Joker toxin is being used, causing odd behavior in Gotham City	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Wonder Woman and the Cheetah challenge	Steele, Michael Anthony	At the Global Village theme park, the Cheetah challenges Wonder Woman to a showdown in the Greek showcase.	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Superman and the big bounty	Steele, Michael Anthony	Racing through the solar system, the Man of Steel tries to rescue a supervillain held captive by the destructive Lobo the bounty hunter.	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Game day soccer : an interactive sports story	Terrell, Brandon	Facing a mighty opponent on the soccer field, the reader's choices can mean the difference between a triumphant victory and a heartbreaking loss.	Reading Level: 3.7 Audience: Upper Elementary Ages: 8-11 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Game day baseball : an interactive sports story	Braun, Eric	It is the championship baseball game and the reader's choices can mean the difference between a triumphant victory and a heartbreaking loss.	Audience: Upper Elementary Ages: 8-11 **Professional Review Not Available**	9.7815E+12	FALSE	TRUE	TRUE
Game day basketball : an interactive sports story	Terrell, Brandon	It is the basketball championship game and the reader's choices can mean the difference between a triumphant victory and a heartbreaking loss.	Reading Level: 3.7 Audience: Upper Elementary Ages: 8-11 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Game day football : an interactive sports story	Doeden, Matt	Facing down a mighty opponent on the football field, the reader's choices can mean the difference between a triumphant victory and a heartbreaking loss.	Reading Level: 4.8 Audience: Upper Elementary Ages: 8-11 **Professional Review Not Available**	9.7815E+12	TRUE	TRUE	TRUE
Saving Crafter : an unofficial Minecraft's adventure	Cheverton, Mark	The powerful evil held within Herobrine's prison is leaking out into the fabric of Minecraft and attacking Crafter, the most sensitive NPC on the server and Gameknight999's best friend. With Crafter's life in jeopardy, Gameknight999 and his father, a Minecraft noob, have no choice but to return to the game again. As they journey to The End to destroy Herobrine, Gameknight999 and his friends will face two of Herobrine's most hated creations: the zombie-king, Xa-Tul, and the king of the endermen, Feyd. With Crafter's life hanging by a thread, Gameknight999 must find a way to thwart Herobrine's plans before the virus's poison kills his best friend	Audience: Upper Elementary Grade: 3-6 **Professional Review Not Available**	9.78151E+12	TRUE	TRUE	TRUE
Extraordinary	Franklin, Miriam Spitzer	Pansy often backed out of things her best friend, Anna, wanted to do, including attending the sleepaway camp where Anna contracted meningitis and became disabled, but when Patsy learns that surgery might restore Anna to her old self, she will do anything to becoming extraordinary in time for Anna's return	School Library Journal (August 1, 2015) Gr 4-6-Pansy's best friend, Anna, had an accident that left her brain damaged. Although the doctors say that the damage is permanent, Pansy believes that an upcoming surgery will bring back her best friend. In the meantime, Pansy plans to become a new and better person for Anna. She wants to learn to roller-skate, win the reading competition, and go camping-all the things she was reluctant to do before Anna's accident. This work is paced as a countdown to Anna's surgery, and as Pansy eagerly prepares and awaits that day, she also finds herself caught between wanting things to go back to the way they were and making new friends. Although her novel is inherently sad, Franklin keeps the mood from becoming too depressing by focusing on Pansy's attempts to be "extraordinary." She is relatable and, at times, funny. Readers have the opportunity to reflect on what it means to be special and the importance of friendships, both old and new. Though Pansy and Anna are in fifth grade, the themes are universal, and this could easily appeal to young teens as well as the middle grade set. VERDICT A fine addition to upper elementary and middle school collections where weighty realistic fiction is in demand.-Jessica Ko, Los Angeles Public Library © Copyright 2015. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78151E+12	FALSE	TRUE	TRUE

Bones of doom : an unofficial interactive Minecraft's adventure	Cheverton, Mark	After the fall of the zombies, the balance of power between the monsters of the Far Lands of Minecraft is disrupted. The skeleton warlord Rakar grows stronger, and his skeleton army is leaving a terrible path of destruction in their wake. Watcher and his friends, determined to stop the violence, realize the warlord's power lives in the magical Fossil Bow of Destruction. The mysterious weapon is locked away in the skeletons' subterranean kingdom, but unless the bow is stolen, all of the Far Lands could be destroyed forever!	Audience: Upper Elementary Grade: 4-7 **Professional Review Not Available**	9.78151E+12	TRUE	TRUE	TRUE
Call me Sunflower	Franklin, Miriam Spitzer	When Sunny "Sunflower" Beringer's life is uprooted as a result of her parent's divorce, she struggles with moving in with her grandmother and the complications of making new friends.	School Library Journal (May 1, 2017) Gr 4-6-When Sunflower's mom moves the family to North Carolina, Sunny leaves behind the only father figure she has ever known-not to mention her cat, school, and friends. Sunny and her mother have moved in with Sunny's rich grandmother, whom the girl barely knows, because her mom is pursuing a graduate degree. It doesn't take long for Sunny to put her super-stupendous plan to get her mom and dad back together again into action, without regard to the consequences or the feelings she hurts. After a series of disastrous choices, Sunny realizes that she can't misbehave her way back to New Jersey and that it's up to her to figure out a way to forgive her mother and make amends with her grandmother. Ultimately, she learns that a dad is always a dad, no matter how far away. Although even preteens may shake their heads at the way Sunny refuses to accept a new reality (and cringe at her plots to get her way), they'll appreciate how she gradually discovers that she needs to deal with things the way they are and that even if circumstances change, she can still count on the people around her to come through for her. VERDICT Purchase where tween fiction featuring family drama is in demand.--Elizabeth Friend, Wester Middle School, TX © Copyright 2017. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78151E+12	TRUE	TRUE	TRUE
The anti-boredom book of brilliant outdoor things to do : games, crafts, puzzles, jokes, riddles, and trivia for hours of fun	Seed, Andy	Garden fun -- Things to make -- Places to go -- At the beach - Games to play -- Winter fun -- Activity challenges. "A collection of witty jokes, mind-boggling puzzles and challenges, wacky ideas, silly questions, fun quizzes, and interesting lists . . . gather your friends and family, head outside, and get ready to never be bored again!	Reading Level: 6.0 Audience: Upper Elementary **Professional Review Not Available**	9.78151E+12	TRUE	TRUE	TRUE
The Anti-Boredom Book of Brilliant Things to Do Games, Crafts, Puzzles, Jokes, Riddles, and Trivia For Hours of Fun	Seed, Andy	Have fun and stay busy anytime and anywhere with loads of games, quizzes, challenges, and activities. Even though real life is filled with plenty of action, sometimes you find yourself sitting through a never-ending car ride, waiting on a long line, or with a couple hours with nothing planned. This book is perfect for those times when you don't have anything to do. It's jam packed with witty jokes, mind-boggling puzzles and challenges, wacky ideas, silly questions, fun quizzes, and interesting lists. With more than a hundred different activities, it's guaranteed to keep you amused for ages	Reading Level: 6.0 Audience: Upper Elementary **Professional Review Not Available**	9.78151E+12	TRUE	TRUE	TRUE
Batgirl and the Queen of Green	Steele, Michael Anthony	Poison Ivy wants to protect the plants in Gotham City Park from climate change. Although that may sound like a noble plan, her solution actually seals off the entire park inside a giant, plant-based dome! With helpless citizens trapped inside, it's up to Batgirl to fight through the villain's fearsome flora.	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Batman and the morphing movie star	Steele, Michael Anthony	Supervillain Clayface tries to stage a comeback as a movie star, but when Batman and his sidekick, Batwing, link him to a series of bank robberies, it is time for action.	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Supergirl and the man of metal	Steele, Michael Anthony	Can the Girl of Steel keep a dangerous shipment of Kryptonite out of the clutches of the superpowered cyborg Metallo and save Metropolis from destruction at the same time?	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE

Justice League and the false destiny	Steele, Michael Anthony	When Batman introduces a new Justice League hopeful, Green Arrow gets suspicious. Who is this new hero and why should they trust him? But his questions are quickly pushed aside when members of the Justice League suddenly start losing their powers. What is going on? Little do they know, a super-villain in their midst has set his sights on the team's Watchtower satellite. Can the Justice League save their headquarters before it's too late?	Reading Level: 4.7 Audience: Middle School Grades: 3-5 Ages: 8-10 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Minecraft. Guide to Redstone	Mojang AB	Introduces such redstone components as dust and power sources, and provides directions for building a mob farm trap, automatic firework display, and armor swapper.	Reading Level: 8.5 Audience: Middle School Grades: 3-7 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Charlie Brown and friends : a Peanuts collection	Schulz, Charles M	Good grief! No one can get into messy situations quite like Charlie Brown, the round-headed star of Charles Schultz's beloved comic strip. Luckily, the rest of the Peanuts gang is never far behind to share a laugh in this full-color collection. Charles Schulz's Peanuts is one of the most timeless and beloved comic strips ever. In this second book of the series, the gang's all here and getting into classic Peanuts hijinks. Whether it's the dynamic duo of Snoopy and Woodstock, or the never-ending crush that Peppermint Patty has on Charlie Brown, the gang's interactions are the heart of strip and will resonate with kids for years to come.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Snoopy. Touchdown!	Schulz, Charles M	Snoopy is a master of many different activities, from writing a novel on the top of his doghouse to sledding down the ski slopes in his supper dish. He even manages to team up with Charlie Brown to score a touchdown--though their endzone celebration could use some improvement. Linus waits for the Great Pumpkin and struggles to give up his blanket, Marcie and Peppermint Patty go to summer camp, and Snoopy's brother Spike makes a dangerous trek across the country to see his brother beagle.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Big Nate. No harm done!	Peirce, Lincoln	It's back-to-school time for sixth-grader Nate Wright, and this just might be the best year ever! Rumors are flying that the villainous Mrs. Godfrey is now teaching EIGHTH grade. Chad is on the verge of destroying Gina in the race for class president. And could Nate finally realize his dream of changing the school mascot to . . . a sea cucumber? Hey, why not? He's a can-do kind of guy. So when the Weekly Bugle needs a story, Nate's happy to make headlines--by (allegedly) starting an epic food fight in the cafetorium!	Audience: Upper Elementary Grades: 2-6 Ages: 8-12 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Snoopy. First beagle in space :a Peanuts collection	Schulz, Charles M	Even though the first moon landing was 50 years ago, Snoopy has a bold new mission: to be the first beagle in space! Join Snoopy as he sets out on his ambitious quest, while also leading Woodstock and friends as a Beagle Scout and keeping the company of his owner, the round-headed kid Charlie Brown.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Big Nate. Remain calm!	Peirce, Lincoln	Middle school can be a hot mess--especially for sixth-grader Nate Wright. Whether he's bluffing his way through an oral report about . . . umm . . . some random war, peer-reviewing a classmate's story about cats, or writing a book report on a literary gem called 'The Cheerleader Chronicles', Nate's usually up to his eyeballs in stress. But our hero always finds ways to cope. Like bringing Spitsy to school as an emotional support dog. Or creating a graphic novel to (sort of) complete his math homework. Nate even authors a no-nonsense advice column with a title that says it all: Ask The Genius. So take a tip from P.S. 38's resident renaissance man: When problems start piling up, do what Nate does: REMAIN CALM!	Audience: Upper Elementary Grades: 2-6 Ages: 8-12 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE

The Calvin and Hobbes portable compendium vol 1	Watterson, Bill	Calvin and Hobbes is unquestionably one of the most popular comic strips of all time. The imaginative world of a boy and his real-only-to-him tiger first appeared in 1985 and could be read in more than 2,400 newspapers when Bill Watterson retired on January 1, 1996. This compact, portable new format is designed to introduce the timeless adventures of Calvin and Hobbes to a new generation of readers, and will fit easily into backpacks as well as on the collector's shelf.	Audience: Middle School Grades: 4-7 Ages: 9-13 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Snoopy : what's wrong with dog lips? : a Peanuts collection	Schulz, Charles M	Snoopy gets a visit from a familiar face, as he and the gang celebrate the holidays with all of their cheerful traditions. Middle-grade readers will resonate with the joy and passion of the Peanut gang's adventures, from the iconic ballpark to Snoopy's dog house. When snow and rain come down, that doesn't slow the fun for the gang. Will Charlie Brown get his valentine? Will the gang's baseball team get caps?	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Big Nate. This means war!	Peirce, Lincoln	For Nate Wright, conflict is a way of life. He tangles with Gina, the editor of the school newspaper, after she rejects his comic strip. He can't get on the same page with his snooty study partners as they cram for the final exam. And once he hears that Mr. Rosa's job is on the line, Nate even takes on the all-powerful school board. But when a challenger threatens Nate's status as the owner of P.S. 38's filthiest locker, our hero may have met his match. Can he win the slob-off and bury Kyle under the ash heap of history? In this brand-new collection of comics, Nate is definitely NOT messing around	Audience: Upper Elementary Grades: 2-6 Ages: 8-12 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
The Calvin and Hobbes portable compendium vol 2	Watterson, Bill	The second set of books collecting Bill Watterson's timeless Calvin and Hobbes comics in a new portable format designed to introduce the timeless adventures of a boy and his stuffed tiger to a new generation of readers. Featuring nearly 500 comics presented chronologically from March 1987 to July 1988, this is the second set in a planned series of seven.	Audience: Middle School Grades: 4-7 Ages: 9-13 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
The Calvin and Hobbes portable compendium vol 3	Watterson, Bill	The third set of books collecting Bill Watterson's timeless Calvin and Hobbes comics in a new portable format designed to introduce the timeless adventures of a boy and his stuffed tiger to a new generation of readers. Featuring nearly 500 comics presented chronologically from June 1988 to November 1989.	Audience: Middle School Grades: 4-7 Ages: 9-13 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Snoopy to the rescue : a Peanuts collection	Schulz, Charles M	In times of struggle-an attack of crabbiness, a stolen piano, a depressed Woodstock--Snoopy's on the scene. Helping the Peanuts gang through various adventures (and misadventures), Snoopy continues his standoff with the Red Baron, finds every opportunity to kiss Lucy on the nose, and ventures out to find the mysterious Lila. Meanwhile, Charlie Brown faces anxiety over saying good-bye, Lucy tries ever more desperately to get Schroeder to notice her, and Linus ponders what life would be like without his blanket. Can Snoopy save the day?	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
The Calvin and Hobbes portable compendium vol 4	Watterson, Bill	The fourth set of books collecting Bill Watterson's timeless Calvin and Hobbes comics in a new portable format designed to introduce the timeless adventures of a boy and his stuffed tiger to a new generation of readers. Featuring nearly 500 comics presented chronologically from December 1989 to April 1991.	Audience: Middle School Grades: 4-7 Ages: 9-13 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
The Calvin and Hobbes portable compendium vol 5	Watterson, Bill	The fifth set of books collecting Bill Watterson's timeless Calvin and Hobbes comics in a new portable format designed to introduce the timeless adventures of a boy and his stuffed tiger to a new generation of readers. Featuring nearly 500 comics presented chronologically from March 1991 to March 1993.	Audience: Middle School Grades: 4-7 Ages: 9-13 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE
Snoopy. Doghouse tales	Schulz, Charles M	Whether he's sledding in his supper dish, flying his Sopwith Camel on a dangerous mission, or leading Woodstock and friends on a dangerous cliffside hike, Snoopy is a beagle with a nose for adventure. The rest of the time he can be found at his doghouse, waiting for supper or writing on his trusty typewriter.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78152E+12	TRUE	TRUE	TRUE

Guardians of the galaxy. Set 2	Caramagna, Joe	"Based on the Disney XD animated TV series.";Originally published by Marvel, 2017. "Star-Lord! Rocket! Groot! Gamora! Drax! These star-spanning saviors are teaming up to pursue their pursuer—but a mysterious object just may end their adventure before it begins! A little spaceship trouble is bad enough, but cabin fever might be the biggest problem of all. How long will a ragtag bunch of the universe's most volatile heroes, in close confines, be able to stand each other?! Get ready for Guardian against Guardian as things come to blows!"	Audience: Upper Elementary Grades: 2-6 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The escape	Scott, Cavan	Milo and Lina Graf's parents are taken by agents of the Empire, forcing the children to find their own way to rescue them.	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The snare	Huddleston, Tom	When their parents are kidnapped by the Empire while exploring the far reaches of Wild Space, Milo and Lina Graf set out to rescue them. With their monkey-lizard, Morq, and their family droid, CR8R, Milo and Lina fly their parent's starship, the Whisper Bird, to the remote planet of Thune to ask an old friend for help. But the evil Korda has set a trap for them! Will Milo and Lina be able to escape?	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The nest	Huddleston, Tom	When their parents are kidnapped by the Empire, Milo and Lina Graf set out to rescue them. After narrowly escaping Captain Korda's evil clutches on Thune, Milo and Lina track the source of a rebel transmission to a remote jungle planet. But they are unaware of the dangers lying in wait	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The heist	Scott, Cavan	Still on the hunt for their kidnapped parents, Milo and Lina Graf head to Lothal in search of an ally. But when something precious is stolen from them, they have to embark on their most dangerous mission yet!	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The darkness	Huddleston, Tom	Devious bounty hunter the Shade is delivering the Graf children to Captain Korda when her ship is attacked by a mysterious species. Milo and Lina must trust their fate to their fellow prisoners. How will they escape the darkness?	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The cold	Huddleston, Tom	Milo and Lina Graf have picked up the trail of their kidnapped parents—but an ambush in the depths of Wild Space leaves them stranded on a desolate ice planet. With an old enemy out for revenge, can they survive the cold?	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
The rescue	Huddleston, Tom	Milo and Lina Graf have located the mysterious Wild Space planet where their parents are being held. Milo and Lina must infiltrate a secret base to free them. With an entire legion of Imperial troops to contend with, can the children at last succeed in the rescue?	Reading Level: 4.9 Audience: Upper Elementary Grades: 3-7 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
Ultimate Spider-Man. Web-warriors,Spider-Verse	Caramagna, Joe	Based on the animated television show Ultimate Spider-Man. "Join Spidey on his wildest adventure yet, when the Green Goblin transports him to alternate dimensions . . . each with its own alternate Spider-Man (or woman!)"	Audience: Upper Elementary Grades: 2-8 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE
Never grow up	Kingsbury, Karen	While Kari Baxter eagerly awaits a meteor shower and frets over what she wants to be when she grows up, Ashley gets an idea for how to keep her siblings from growing up too fast.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78153E+12	TRUE	TRUE	TRUE

All Better Now	Neil Shusterman	When a pandemic dubbed Crown Royale breaks out across the country, it quickly spreads like the COVID-19 pandemic and has a similar mortality rate. However, unlike the COVID-19 coronavirus, survivors report many positive effects, including feelings of contentment and euphoria. San Francisco homeless teen Mariel Mudroch learns she is immune to the disease and quickly comes under the wing of the wealthy Escobedo family through Rón, the boy she falls for and whose recovery from the disease helped cure his depression and revealed that he is an alpha spreader. Rón is on a mission to spread the disease to more people, believing its positive effects outweigh the risk of dying from the disease. However, not everyone is happy with the virus' effects, especially when they appear to be the antidote to capitalist greed. Nineteen-year-old Morgan Willmon-Wu has just inherited millions from a wealthy Hungarian heiress with the mandate to eradicate the disease by developing a vaccine. The key to making it is finding someone immune to the disease--someone like Mariel.	Booklist, 12/31/2024 Grades 9-12 - "Shusterman, known well for the Scythe and Unwind series, shows what post-pandemic narratives might look like in this contemporary dystopia. The world is once again in the throes of another global pandemic—Crown Royale. Some succumb to the virus and pass on. Others, who survive, remain, though afflicted with noxious serenity and blocked inhibitions. The narrative follows three teens whose experiences with the virus are as disparate as their lives, eventually intertwining. Mariel is independent, pragmatic, and living out of her car. Rón is the insecure, restless son of a tech billionaire. Morgan, cunning and driven, is given the opportunity of a lifetime to concoct a vaccine. The ensemble contend with privilege, consent, and ethics as they navigate the fine line between illness and wellness. Readers will likely contend as well on which situation they identify with, which characters they root for, or those which they abhor. There are brief mentions of suicide that should be handled with care, but otherwise, Shusterman has crafted a good fit for contemporary thriller fans."	9.78153E+12	FALSE	FALSE	TRUE
Schooled	Sumner, Jamie	Eleven-year-old Lenny navigates grief while grudgingly attending an experimental middle school located on the college campus where his father teaches.	School Library Journal (August 1, 2025) Gr 5-7-A quirky exploration of grief and the unexpected ways kids work through life's challenges. Eleven-year-old Lenny and his Latin professor father are still processing the loss of Lenny's mother to cancer. When his father gets a new job at Arrington University, Lenny is enrolled in an unconventional educational experiment: the Copernican School. Taught by university faculty, this diverse, five-student collective meets on campus. With a weekly schedule that includes "Self-Care Mondays," "Library Fridays," and college class audits midweek, students are given the freedom to explore their interests and develop a year-long research project. Initially uninterested, Lenny gradually forms meaningful connections with his classmates: the kind and intuitive Hen, football-obsessed Mak, beauty-loving Allison, and quiet David. The heart of the story lies in Lenny's developing relationship with VW, a literature professor teaching a course on fairy tales. Although Lenny doesn't know it yet, VW is a fellow mourner. Their conversations about mythology and storytelling inspire Lenny to channel his emotions into creating a comic book featuring Anubis, the Egyptian god of the afterlife. When VW disappears, Lenny is moved to action. With nods to cartoonist Scott McCloud and themes of healing through shared stories, this is a brainy and offbeat novel. Among the numerous middle grade books that deal with grief, this one has a unique take on loss, friendship, and self-discovery. This story of Lenny's unconventional life will hold highest appeal for tweens who enjoy unique, heartfelt narratives. Lenny is cued white, with diversity implied in the secondary cast. VERDICT A good secondary purchase for libraries where books like Ali Benjamin's The Thing About Jellyfish are popular.-Claire Covington © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78153E+12	TRUE	TRUE	TRUE

Unstuck	Dee, Barbara	Twelve-year-old Lyla sets out to write the perfect fantasy novel in her creative writing class, but discovers some unexpected twists and turns, both on and off the page. Includes twenty-five ways to overcome writer's block.	School Library Journal Xpress starred (February 2, 2024) Gr 3-7- Lyla, 12, is in love with the idea of writing. She has a fully formed world and plot in her head but writer's block has her feeling highly stressed and disappointed in herself, her anxiety verging on panic attacks. In her story, a younger sister saves her older one from various dangers using her quick wits. In reality, Lyla's sister Dahlia can barely tolerate her. Preoccupied by senior year college applications, Dahlia chafes at her parents' encouragement that feels more like demands and she takes it out on Lyla. An elementary friendship is unraveling as Lyla insists that friends have to have everything in common; meanwhile, a writing contest deadline looms. All in all, Lyla feels stuck. But gentle support from her ELA teacher helps her deal with the growing anxiety and a possible new friend, who is nothing like Lyla, promises a path ahead. Ultimately, Lyla doesn't write her story, she lives it, and helps Dahlia find her own path. Short dynamic chapters and Lyla's distinctive and energetic voice will keep readers flipping the pages. Just as she has in My Life in the Fish Tank and other titles, Dee showcases the power of compassion and understanding during the crucial middle school years of growth and change. Readers see how anxiety starts, how it grows-and how it can be managed. The tips and tricks here about writing and stress will definitely translate to real life. VERDICT A top choice for middle school libraries and a great handsell for young adults with younger siblings.-Lee De Groft © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78153E+12	TRUE	TRUE	TRUE
THE GREAT GATSBY : A GRAPHIC NOVEL ADAPTATION	Woodman-Maynard, K	Graphic novel adaptation of "The Great Gatsby" which follows the adventures of millionaire Jay Gatsby as he tries to reunite with his ex-lover, the beautiful former debutante Daisy Buchanan, and Nick Carraway, Daisy's cousin who gets caught up in the middle of the unfolding tragic events.	Booklist, 01/31/2021 Grades 9-12 - Adapting The Great Gatsby into a graphic novel is no easy feat because the metaphor and imagery are so well-known. Instead of a strict recreation of every word, Woodman-Maynard uses muted single-color panels and pages to communicate the different moods of the story, from excessive parties to melancholy remembrances. When Nick Carraway moves to West Egg, he quickly gets pulled into the world of his nouveau riche neighbor, Jay Gatsby. Over in East Egg, Nick spends time with his cousin Daisy and her hulking husband, Tom Buchanan. Nick then finds out that Gatsby's plan is to recreate his past with Daisy, and he gets caught in the middle of their reconciliation. Woodman-Maynard chooses to turn many metaphors into literal drawings, adding to the heightened euphoria of Gatsby's parties. Although most readers will know the story, Woodman-Maynard's artwork brings a new perspective to the character's histories and actions—Daisy especially benefits from this. This adaptation deftly pays homage to Fitzgerald's iconic phrases through the artwork and pushes readers to question Nick's status as narrator.	9.78154E+12	FALSE	FALSE	TRUE
Answers to dog	Hautman, Pete	Evan doesn't seem to fit in at school or at home. He goes out of his way to avoid attention. He sits at the back of the bus, keeps his head down in class, and keeps to himself. But when a burr-covered border collie—a survivor with a gut instinct about the Boy—starts following him around and joining him on his runs, Evan's simple duck-and-dodge existence becomes a lot more complicated . . . a lot more like life	Horn Book Magazine (September/October, 2024) Two lonely souls -- one human, one canine -- find home in each other in Hautman's (The Rat Queen, rev. 11/22, and others) latest novel. Eighth grader Evan Dunn is known for being a bit gloomy. "You're such a sad sack," a friend asserts. "You think things are going to be bad all the time." Evan's world shifts when a mysterious white dog, later identified as Samarkand, starts appearing daily in his driveway. Eventually, Samarkand leads Evan to the rundown and mismanaged kennel from which he escaped; Hautman doesn't shy away from describing the abuse inflicted on the dogs living on the property. When an accident sends the kennel's owner to the hospital, Evan finds himself, alongside new friend Hana, responsible for the dogs left behind. Alternating between Evan's and the dog's perspectives, the narrative follows the pair as they learn to trust each other and discover new joy and meaning in their lives. Evan and Hana's compassion, as well as Samarkand's endless tail-wagging, inspire hope for dog lovers and all readers. Hill Saxton September/October 2024 p.75	9.78154E+12	FALSE	TRUE	TRUE
Sib Squad Flying High	Steve Breen	Bask in the gleeful rebellion of three younger siblings as they seek bold adventures far away from their older siblings in book two of this hilarious early graphic novel series from Pulitzer Prize-winning cartoonist Steve Breen.	Junior Library Guild Selection,	9.78155E+12	TRUE	TRUE	TRUE

The Nazi Conspiracy --The Secret Plot to Kill Roosevelt, Stalin, and Churchill (Young Reader's Edition)	Meltzer, Brad	New York Times bestselling authors Brad Meltzer and Josh Mensch adapt their instant bestseller, The Nazi Conspiracy, for young readers to bring them the heart-pounding story of the assassination plot that nearly changed the course of history. It's 1943. Nazi Germany and its Axis power allies are ravaging Europe and the Pacific with a terrible war. At this juncture, President Franklin Roosevelt has one critical goal: a face-to-face meeting with his allies, Joseph Stalin and Winston Churchill.	Audience: Upper Elementary Grades: 4-7 Ages: 9-12 **Professional Review Not Available**	9.78155E+12	TRUE	TRUE	TRUE
I.R.L.	Goebel, Jenny	Not every kid would be thrilled to move to rural Alaska, but sixth grader Lucy is eager to leave her bullies behind and start over. However, it turns out that Lucy's new school does remote learning from October to April, when the roads become too icy to navigate safely. Being the new kid is hard enough--how is she going to make friends when she can't meet anyone in person? Luckily, the sixth grade class at White Pine Secondary School is tiny (just thirteen students)and they're all super nice and really welcoming. . . . As the ice starts to thaw, Lucy grows increasingly excited about meeting her new friends in person. But when she enters the school's address on her phone's GPS, it leads her to a crumbling, clearly abandoned building with a rotted wood sign in front--a sign that reads White Pine Secondary School	Booklist (February 1, 2025 (Online)) Grades 4-7: After being bullied at her old school in San Francisco, sixth-grader Lucy Bell-Rodriguez looks forward to a fresh start when she and her parents relocate to White Pine, Alaska, for her mom's new job. After a few weeks of virtual learning, Lucy expects her first in-person day to go smoothly. But when she gets to school, she finds a dilapidated building and 12 headstones engraved with her classmates' names. Things get stranger when technology around her starts to act up and she meets a boy in the forest who is hiding secrets. Lucy must get to the bottom of things like how those children died, what it has to do with the classmates she's never physically met, and how it all ties into her mom's research facility. Goebel has found her genre in paranormal stories. With a background in education, Goebel makes sure to focus on elements that resonate with middle-graders, such as bullying, online learning, and (hopefully to a lesser extent) ghosts. Readers will get an enjoyable fright from this story!	9.78155E+12	TRUE	TRUE	TRUE
Snoop	Korman, Gordon	Carter is stuck at home for weeks with both his legs in casts after a skiing accident. Bored, he starts checking out the live feeds from police cams around his town. Before he knows it, he's obsessed--watching his classmates when they don't know he's looking, and discovering some other very strange things going on that no one else is noticing. But what happens when Carter is found out.. and the people he's watching know where he lives?	School Library Journal Xpress (July 18, 2025) Gr 4-7-Korman's latest delivers a Rear Window premise for the middle grade set, complete with exotic animals, amateur sleuthing, and a screen-addicted protagonist stuck at home. After a ski accident leaves 12-year-old Carter Peregrine with two broken legs, he discovers he can access public surveillance cameras around his small town...and then goes a step further. What begins as boredom-fueled snooping escalates into a full-blown investigation involving cryptic vans, a red panda, and a suspected animal-smuggling ring. The plot moves at Korman's trademark, brisk pace, building to a suspenseful climax involving a high-speed wheelchair chase and a loose snow leopard. Carter's voice is believably tween, and the relationship with his guilt-ridden younger brother, Martin, adds warmth and humor. While the mystery is engaging and the stakes feel real, Carter's moral reasoning remains murky; his passionate defense of endangered animals is never balanced against the ethical implications of tapping into private camera feeds. His uncritical infatuation with classmate Lacey also feels strained. The supporting cast, while serviceable, lacks depth and appears to default to white, with little cultural specificity. Though the character development doesn't reach the depth of Ungifted or Schooled, fans of Korman's accessible, fast-moving stories will find plenty to enjoy. VERDICT A high-interest mystery with broad appeal for existing Korman fans; an easy addition to shelves where his titles are popular.-Rose Garrett © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78155E+12	TRUE	TRUE	TRUE
Down Came the Spiders	Russell, Ally	Twelve-year-old Andi loves everything about spiders -- they're endlessly fascinating creatures. So when she finds a species she's never seen before at a classmate's Halloween party, she's over the moon. Until the spiders start to behave in unusual and threatening ways, that is. They can camouflage themselves incredibly well, they can jump higher than she's ever seen, and their webs are strong. Maybe even strong enough to trap a person . . . Andi and her friends Carly and Devon try to find an adult to help, but make a terrifying discovery: the parent chaperones have been immobilized by the spiders. As the only ones who know what's going on, Andi, Carly, and Devon will have to take on the spiders themselves -- before it's too late!	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78155E+12	TRUE	TRUE	TRUE

Outside	Holm, Jennifer L	A girl being raised in a compound doesn't understand how isolated and unusual her life is until she must encounter the outside world	Booklist (July 2025 (Vol. 121, No. 21)) Grades 4-7. Life at the Refuge is strict, but that's exactly what keeps everyone alive. Since the Great Poisoning, exposed humans turned vicious and must be kept outside the compound walls at all costs. As a result, Razzi and the other children aren't allowed outdoors, but they make the most of the small, safe world their parents have made them. A pervasive sense of unease filters through the narrative as the kids move through their days and details are dropped that something is amiss with this whole setup. Razzi is known for being the responsible one, but after receiving a heart transplant, she begins pushing back on the rules and yearning to venture beyond the Refuge. Seen through Razzi's eyes, Holm's near-future world feels threatening and plausible, and when Razzi finally steps outside the Refuge's confines, her discoveries are viscerally shocking. The story's one questionable element is the supernatural connection Razzi feels with her heart donor—a greyhound named Wind. Whether or not readers buy into this part of the tale, they will find Razzi's journey thrilling and find comfort in its hopeful conclusion.HIGH-DEMAND BACKSTORY: Holm is a best-seller with more than one Newbery Honor under her belt for a reason. She brings the goods, and readers know it.	9.78155E+12	TRUE	TRUE	TRUE
Hombre Perro. Juan el Grande, el comienzo	Pilkey, Dav	Text in Spanish.;Translation of: Dog Man. Big Jim begins. ". . . discover the origin of the characters from the 'Dog Man' series as they join forces to stop the Space Cuties from destroying the city"	School Library Journal Xpress (March 28, 2025) Gr 3-7-Pilkey does it again in this Spanish edition of Dog Man: The Scarlet Shedder, the 12th book in his bestselling series that blends humor, heart, and heroism. This time, Dog Man faces rejection after a skunk encounter turns his fur a shocking red. Even though the smell is gone, people judge him by his appearance and send him away. What follows is an exciting journey filled with action, laughs, and an important reminder not to judge others based on how they look. Longtime fans will love the return of favorite characters like Petey, who struggles with doing the right thing even when it's tough. New readers can easily jump in and enjoy the wild ride, thanks to the book's fast pacing, eye-catching illustrations, and relatable themes. At its core, this story is about second chances, friendship, and staying true to yourself, even when others don't believe in you. This installment offers a fun and meaningful adventure kids won't want to miss, one that mixes in a just-right blend of heart, humor and meaningful moments within its fun and engaging premise. VERDICT Add this latest installment of the Spanish-language edition of the popular series to all middle grade collections.- Aurora Dominguez © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78155E+12	TRUE	TRUE	TRUE
Best of All Worlds	OPPEL, KENNETH	Xavier Oak would much rather be playing D&D with his friends and hanging out with his crush, but instead he is forced to accompany his dad and pregnant stepmother, Nia, for a weekend at the lakeside family cottage. When Xavier wakes up on their first morning there, he's confused to see that the cottage isn't where it was the day before, and Xavier, his dad, and Nia quickly come to the realization they are trapped inside a dome with no way out. Three years pass and they have reluctantly adjusted to their new normal, but everything changes when another family arrives. At first, it seems like a blessing to have another set of people to help out, but as divisions between the families become clear, Xavier's family is soon faced with an impossible decision	Booklist, 04/30/2025 Grades 9-12 - "What was supposed to be a lighthearted family vacation to their cottage in the woods turns into a years-long nightmare. When Xavier; his father, Caleb; and pregnant stepmom, Nia become unexpectedly trapped under a dome, at first, they attempt to escape. Three years later, Xavier is still mourning the absence of the family members he left behind while still reconciling his feelings about Noah, his brother who has never known anything but the dome. The prevailing theory is aliens—that the dome is an experiment, and they're the test subjects. When a family with staunchly different beliefs from the Oaks is dropped into the dome, complete with their own facsimile of a hunting lodge, the Oaks are optimistically cautious. At first, the Jacksons seem friendly enough, and their oldest daughter, Mackenzie, is certainly of interest to Xavier. But as tensions among the adults come to a head, it calls into question loyalty, beliefs, and what the idea of freedom really is. This fast-paced survival thriller is a timely work that calls reality into question."	9.78155E+12	FALSE	FALSE	TRUE

We Are Not Yet Equal	Carol Anderson & Tonya Bolden	Examines historic events that brought backlash against gains made for racial equality, such as Jim Crow laws after the Civil War; the physical blockade of blacks during the Great Migration; shutting down schools after Brown v. Board of Education; the disenfranchised voters after the Civil Rights Act of 1964 and Voting Rights Act of 1965; the War on Drugs that seemed to disproportionately target blacks; the violence after President Obama was elected; and the election of Donald Trump. Written for a YA audience, the author provides accessible text and historical context through photographs, archival images, and additional information in the back of the book.	In this young adult adaptation of the bestselling adult nonfiction title, <i>White Rage</i> , Anderson (with Bolden) seamlessly paints a picture of American racism that is difficult to deny. Through five distinct time periods, the authors take readers on a lucid journey through eras of racial progress and the ensuing white backlash that followed each. Appended with a discussion guide. Reading list. Ind.	9.78155E+12	FALSE	TRUE	TRUE
They Bloom at Night	Trang Thanh Tran	Mercy, Louisiana, hasn't been the same since a devastating hurricane hit the town nearly two years ago, and a mysterious red algae bloom has begun to spread throughout the submerged town. Seventeen-year-old Noon and her mother make a living searching for the mutated wildlife that lurks in the water and trading it to the corrupt harbor master, but when people start disappearing, the harbor master orders Noon to capture the creature that he believes is responsible. With the help of his daughter, Covey, Noon begins to investigate and uncovers the shocking truth about what's overtaken Mercy. Noon is soon forced to confront the traumatic night that turned her life upside down as she battles to reconcile the changes happening within her body.	Publishers Weekly, 03/09/2025 Seventeen-year-old Vietnamese American Nhung—or Noon—and Noon's mother live on their boat Wild Things in Mercy, La., where a sinister red algae bloom has mutated the wildlife in the aftermath of a deadly hurricane. Though Noon is desperate to leave Mercy, Mom refuses, certain that Noon's father and brother—whose bodies were never recovered following the storm—are "out there somewhere, reincarnated and waiting for us to rescue them." They make their living catching and selling mutated sea creatures to Jimmy, Mercy's de facto ruler. When people start disappearing, including a scientist studying the bloom, Jimmy threatens to repossess Wild Things unless they find the monster he believes is responsible. Along for the hunt is his daughter, white-cued lesbian 17-year-old Covey, who is also searching for her missing mother. As the trio scour the contaminated waters, Noon contemplates issues of gender identity, struggles to process a previous sexual assault, and contends with inexplicable body changes. While fluid prose occasionally makes for murky, complex plotting, it simultaneously conjures surreal and harrowing atmosphere through which Tran (<i>She Is a Haunting</i>) weaves a pulsing-pounding climate disaster thriller. Ages 14–up. Agent: Katelyn Detweiler, Jill Grinberg Literary. (Mar.)	9.78155E+12	FALSE	FALSE	TRUE
The Girl You Know	Elle Gonzalez Rose	Luna Flores dropped out of school after her parents died so that she could support her Puerto Rican identical twin Solina, who attends the prestigious boarding school Kingswood Academy. When Solina tells her she's dropping out before her final semester of school, they get into a terrible fight and later, police find Solina dead. Grief-stricken Luna knows that Solina didn't die as the result of an accident like the police are claiming, and she vows to get to the bottom of what happened by returning to Kingswood Academy and impersonating Solina. As she acclimates herself to the school, she grows attracted to Solina's kind roommate Claudia and uncovers a web of secrets and hidden violence.	School Library Journal Starred, 01/31/2025 Gr 9 Up—Now that her twin sister Solina has been murdered, Luna feels completely alone. Their mother died years ago after which their father succumbed to alcoholism, and Luna has been working 80-hour weeks to afford Solina's private boarding school, Kingswood Academy. Desperate for answers and well aware that her poor, Puerto Rican sister's death is not going to be taken seriously by law enforcement, Luna convinces her beloved roommate/guardian Tiffany (who is trans, Black, and fiercely warm and protective) to drive her to Kingswood, where she will pretend to be Solina for as long as it takes to find out what happened to her. When she arrives, what she finds instead is a series of lies Solina has told that may lead her to the killer; no one at Kingswood is who they claim to be. An unrealistic set-up can be easily forgiven in the face of this incredibly fast-paced and twisting mystery exploring how little we sometimes know those closest to us. Haunted by the fight that was their last conversation, Luna experiences violent and aching grief as she discovers Solina's real reasons for wanting to leave Kingswood and decides who she wants to be moving forward, as well as just how much vengeance to exact, and against whom. VERDICT Fast and furious; a must-buy anywhere gritty murder mysteries circulate.—Allie Stevens Copyright 2025 Reed Business Information.	9.78155E+12	FALSE	FALSE	TRUE

The trouble with heroes	Messner, Kate	Finn Connelly is nothing like his dad, a star athlete and firefighter hero who always ran toward danger until he died two years ago. Finn is about to fail seventh grade and has never made headlines . . . until now. Caught on camera vandalizing a cemetery, he's in big trouble for knocking down some dead old lady's headstone. Turns out that grave belongs to a legendary local mountain climber, and her daughter makes Finn an unusual offer: she'll drop all the charges if he agrees to climb all forty-six Adirondack High Peaks in a single summer. And there's just one more thing -- he has to bring along the dead woman's dog. In a wild three months of misadventures, mountain mud, and unexpected mentors, Finn begins to find his way on the trails. At the top of each peak, he can see for miles and slowly begins to understand more about himself and his dad. But the mountains don't care about any of that, and as the clock ticks down to September, they have more surprises in store. Finn's final summit challenge may be more than even a hero can face	School Library Journal Xpress starred (July 25, 2025) Gr 3-8- White seventh-grader Finn Connelly has started his summer off on the wrong foot. In danger of failing his ELA and physical education classes, being caught vandalizing an old woman's gravestone- Finn knows that grief has gotten the best of him. Now he must make restitution to the woman's family by climbing the Adirondack 46 mountain ranges, bringing along her dog Seymour. The assignments and the mountain trekking must be completed by Labor Day. But how does a middle schooler do all this with a broken heart? Messner's middle grade novel is artfully crafted in first person, giving readers a front row seat into Finn's poetry and letters detailing his thoughts on his father's life and death, while grappling with big emotions amid adolescent angst. Beautiful, factual descriptions of each mountain are moving and inspiring. These mountain hikes prove to be the right recipe for Finn to begin the difficult process of healing: "I'm starting to understand why people climb mountains on purpose. The view goes on forever, all white-cloud perfect sky, pine-tree greens and purple-mountain blue." Messner includes a note at the end describing her own journey with the Adirondack 46. VERDICT This is a must-purchase for all libraries. Finn's journey from loss to gain is both breathtaking and deeply satisfying. - Tracy Cronic © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78155E+12	TRUE	TRUE	TRUE
Seasons of salvation	Mangrum, Dennis L	Finally, a sleepy-eyed little boy opened the door and stared wide-eyed at the mountain of Christmas presents. Santa's sleigh crashed right here on my porch! In this heartwarming, feel-good story based on an actual event, distrust, abandonment, and lack of hope give way to love and service in an early morning seminary class full of problem kids who help their teacher pay an overdue debt of gratitude. Seasons of Salvation is about a young girl abandoned at birth. It's about a mother finding a daughter. It's about a group of ordinary students caught up in doing extraordinary things. and it's about everyone who wants to make a difference in the world.	Audience: Middle School **Professional Review Not Available**	9.78156E+12	FALSE	TRUE	TRUE
Case Closed 1	Gosho Aoyama	When teen detective Jimmy Kudo is investigating a case, he is attacked and fed a chemical that turns him into a grade schooler. While he works on tracking down those responsible, he continues to work with the police to solve cases.	Reviews of Posner's book praise its thorough research and convincing argument that Lee Harvey Oswald acted alone, while reviews of Magaziner's book highlight its interactive format and engaging characters.	9.78159E+12	FALSE	FALSE	TRUE
Case Closed 2	Gosho Aoyama	Conan appears to be a grade schooler but he is actually an ace teen detective who has been transformed by a mysterious attacker. In this volume he investigates a man's murder, helps a girl look for her missing father, and even explores a haunted house with his new friends from elementary school.	Reviews of Posner's book praise its thorough research and convincing argument that Lee Harvey Oswald acted alone, while reviews of Magaziner's book highlight its interactive format and engaging characters.	9.78159E+12	FALSE	FALSE	TRUE
Case Closed 3	Gosho Aoyama	Uses a Japanese comic strip format to share the plight of Jimmy Kudo who eats a strange substance and is transformed from a high schooler to a first-grader physically. He assumes the pseudonym of Conan Edogawa and attempts to stop the murder of a wealthy man.	Reviews of Posner's book praise its thorough research and convincing argument that Lee Harvey Oswald acted alone, while reviews of Magaziner's book highlight its interactive format and engaging characters.	9.78159E+12	FALSE	FALSE	TRUE
Case Closed 4	Gosho Aoyama	A Japanese graphic novel in which teenager Jimmy Kudo, now disguised as first-grader Conan Edogawa, ends up being killed in a museum like a scene in a horrible painting. Since the men in black have returned, Conan wonders if he can ever get his old body back in time to help his friends find the treasure.	Reviews of Posner's book praise its thorough research and convincing argument that Lee Harvey Oswald acted alone, while reviews of Magaziner's book highlight its interactive format and engaging characters.	9.78159E+12	FALSE	FALSE	TRUE
Case Closed 5	Gosho Aoyama	Conan tries to catch a murderer with bandages all over his face. Later, Conan's friends Rachel and Serena discover a murder at the karaoke box.	Reviews of Posner's book praise its thorough research and convincing argument that Lee Harvey Oswald acted alone, while reviews of Magaziner's book highlight its interactive format and engaging characters.	9.78159E+12	FALSE	FALSE	TRUE
Star Wars adventures : Han Solo and the hollow moon of Khorya	Barlow, Jeremy	Han has to rely on his former partner, Billal Batross, who he is unsure he can trust, in order to repay a debt to mobsters. Meanwhile, Chewie is held captive and forced to fight for his life.	Reading Level: 4.9 Audience: Middle School Grades: 3-8 **Professional Review Not Available**	9.7816E+12	TRUE	TRUE	TRUE
Star Wars adventures : Luke Skywalker and the treasure of the dragonsnakes	Taylor, Tom	Luke Skywalker trains to be a Jedi Knight on the swampy planet of Degobah and for his latest mission, he must retrieve an object guarded by the fearsome dragonsnake.	Reading Level: 4.9 Audience: Middle School Grades: 3-8 **Professional Review Not Available**	9.7816E+12	TRUE	TRUE	TRUE

Star wars adventures : the will of Darth Vader	Taylor, Tom	Darth Vader is forced to team up with Luca, a recently captured smuggler, and deal with his wisecracks in order to complete his mission and destroy the Rebel base located in the center of a constantly changing asteroid field.	Reading Level: 4.9 Audience: Middle School Grades: 3-8 **Professional Review Not Available**	9.7816E+12	TRUE	TRUE	TRUE
SAY I LOVE YOU : 2	Hazuki, Kanae	When playboy Yamato starts calling Mei his girlfriend, it causes problems for both of them.	generally praise its beautiful, soft artwork and romantic, emotional story that captures the feelings of youth, first love, and friendship, though some readers find the protagonist's communication issues and slow-burn relationship frustrating. Many reviewers recommend the series to fans of shoujo and romance manga for its satisfying and emotional journey, despite its familiar tropes	9.78161E+12	FALSE	FALSE	TRUE
Star Wars adventures : Boba Fett and the ship of fear	Barlow, Jeremy	Boba Fett goes after a relic rumored to be housed in the wreck of a four-hundred-year-old luxury liner, but two bounty-hunting brothers who have it in for Fett are on his tail. However, neither Fett nor the brothers are prepared for what they will find in the corridors of the "Reverie."	Reading Level: 4.9 Audience: Middle School Grades: 3-8 **Professional Review Not Available**	9.78161E+12	TRUE	TRUE	TRUE
Star wars adventures : Chewbacca and the slavers of the Shadowlands	Cerasi, Christopher	Chewbacca relates a story from his youth when he and some of his friends, eager to prove themselves ready for the rites of adulthood on their native Kashyyyk, wandered into the perilous Shadowlands in search of adventure. They got more adventure than expected when they encountered a gang of slavers who were preparing to raid the Wookiee village.	Audience: Middle School Grades: 3-8 **Professional Review Not Available**	9.78161E+12	TRUE	TRUE	TRUE
The Marquis, the Escape & the Fox	Cote, Jenny L	Escape through a maze of deception, betrayal, and death is the key to survival for thirteen rebellious colonies that dare to fight tyranny and win their independence. Powerful forces seek to cut off the head of their Don't Tread on Me snake by assassinating General George Washington as the unstoppable British fleet sails into New York Harbor. The Epic Order of the Seven must identify and stop the assassin, or the epic Battle of New York will be over before it even begins. The Declaration of Independence rallies patriots to tear down the statue of King George III, but will its words be worth dying for? The Howe Brothers chase Washington and his dwindling Continental Army across New Jersey until he learns how to outfox them and lives to fight another day at Trenton and Princeton. The animal team knows those small victories won't be enough to win a war and must convince France to covertly join the fight. They must help France's wealthy Marquis de Lafayette sail for America to fight alongside Washington, but first he must escape King Louis XVI who has other plans for the reluctant courtier. The third installment in the Epic Revolutionary saga, The Marquis, the Escape, and the Fox covers events from April 1776 to April 1777.	Audience: Middle School Grades: 5-11 **Professional Review Not Available**	9.78162E+12	TRUE	TRUE	TRUE
Awesome edible kids crafts : 75 super-fun all-natural projects for kids to make and eat	Blake, Arena	Easy, Fun and Imaginative Crafts You Can Eat! Arena Blake, founder of the blog The Nerd's Wife, shares exciting crafts that are made out of your favorite things to eat. Never before has it been more fun to play with your food!	Audience: Upper Elementary Ages: 6-11 **Professional Review Not Available**	9.78162E+12	FALSE	TRUE	TRUE

Willa and the whale	Morris, Chad	Twelve-year-old Willa, grieving the loss of her mother, a renowned marine biologist, discovers she can talk to whales	School Library Journal (March 1, 2020) Gr 5-8-A tale of grief, mourning, and the power of community to restore one's emotional balance after a tragedy. As Willa's parents navigate a divorce, her mother is offered a professional opportunity to move to Tokyo. Willa is forced to choose between Tupkuk Island and Japan. Sharing her mother's intense love of the ocean and all things related to her career in marine biology, Willa chooses to move and experience a new culture. When Willa's mother unexpectedly dies from a fatal heart condition, Willa finds herself alone and must return to the island. She quickly realizes everything has changed, from the distance she feels between herself and her former friend, Marc, to the intensity of her once calm home. Family life in her old house now consists of a stepmother with three noisy young stepsiblings and one half sibling. On a whale-watching trip with her father, Willa discovers she can talk to a whale named Meg. Over the course of the book, this magical encounter becomes an extended metaphor for the guidance she still needs from her mother, and a manifestation of an emotional goodbye that she is still negotiating. Each chapter opens with fascinating facts on unique marine life that create nonfiction entry points for research. Subplots surrounding Marc's family life, a competitive peer named Lizzy, a beached blue whale, and Willa's unfolding relationship with her father after a three-year absence easily move the plot forward. VERDICT Willa's character offers emotional insight into the layers of grief experienced by someone who loses a parent, and builds empathy in young readers. This must-purchase may challenge readers to keep a dry eye.-Monica Cabarcas, Albemarle High School, Charlottesville, VA © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78163E+12	TRUE	TRUE	TRUE
SAY I LOVE YOU : 12	Hazuki, Kanae	Yamato is trying to be a professional photographer, but always feels like something is missing from his work. Rin and Kai share an exciting date together. And Len tries to find his way out of his sister's shadow and settle into his own friendships.	generally praise its beautiful, soft artwork and romantic, emotional story that captures the feelings of youth, first love, and friendship, though some readers find the protagonist's communication issues and slow-burn relationship frustrating. Many reviewers recommend the series to fans of shoujo and romance manga for its satisfying and emotional journey, despite its familiar tropes	9.78163E+12	FALSE	FALSE	TRUE
March Comes in Like a Lion 1	Chica Umino	Seventeen-year-old Rei Kiriya is a child prodigy and a professional shogi player, who lives alone in Tokyo. But his lonely world slowly opens up after he meets sisters, Akari, Hinata, and Momo Kawamoto.	School Library Journal, 03/31/2023 Gr 8 Up—Seventeen-year-old Rei Kiriya is a prodigious shogi (also known as Japanese chess) player who turned pro in junior high. With a rank that now requires him to play 30 to 40 tournament matches per year, and living alone in a mostly empty apartment, Rei has little free time for anything besides training; he thinks of going pro as "jumping onto a train that never stops...not until you lose." In this first volume of the series, which was adapted into an acclaimed anime, Rei gradually peels back the layers of his past, from the loss of his parents and sister in a fatal automobile accident to his meeting Akari, a hostess at a bar who found Rei passed out one night and began inviting him over to share meals with her grandfather and younger sisters. Readers meet some of Rei's competitors as well, including Harunobu Nikaido, his rival and self-proclaimed best friend (Nikaido has an unnamed illness that affects his kidneys, and other characters comment on his diet and body shape; he is described in a chapter endnote as being modeled after real-life shogi player Satoshi Murayama). While readers familiar with shogi will especially appreciate the detailed looks at game boards and players' moves, the foregrounding of players' emotions in the visuals ensures that all readers will be able to follow the excitement of the matches. Umino's expressive artwork effectively steers the book's tone between moments of action and comedy and moments where Rei feels his sense of isolation acutely. VERDICT A character-driven story about the complex emotions that turn players into competitors, recommended for gamers and fans of sports manga.—Andrew Eliopoulos Copyright 2023 Reed Business Information.	9.78163E+12	FALSE	FALSE	TRUE

March Comes in Like a Lion 3	Chica Umino	The Kawamoto sisters successfully nurse Rei Kiriyama back to health after he catches a severe cold during New Year's break. As Rei begins to prepare for the demanding and high-profile tournament where he will go up against an old "rival," Goto 9-dan, he begins doubting his academic choices, his relationships with those around him, and his development as a shogi player.	This is a slice of life anime is with themes of sports, romance and comedy. Plot line covers the coming of age tale of a 17 years Shogi (Japanese Chess) player called Rai. As is with most slice of life animation, the storytelling is slow but full of emotions	9.78163E+12	FALSE	FALSE	TRUE
March Comes in Like a Lion 4	Chica Umino	Shimada 8-dan challenges Soya Meijin for the Shishioh Tournament. Concerned about Shimada's poor health, Kiriyama heads for Kyoto to pick up the challenger's spirits. A tender love story that moves along like a flowing river.	This is a slice of life anime is with themes of sports, romance and comedy. Plot line covers the coming of age tale of a 17 years Shogi (Japanese Chess) player called Rai. As is with most slice of life animation, the storytelling is slow but full of emotions	9.78163E+12	FALSE	FALSE	TRUE
March Comes in Like a Lion 5	Chica Umino	After struggling in his attempt to win the Shishioh title, Shimada now settles into his role as shogi ambassador. His shogi courses are lively affairs and this is no exception. And even with rain tempering some of the festivities, the energy from the youth as well as his fellow professionals has given the title challenger renewed hope for the future. A future where titles continue to be achievable if not won.	This is a slice of life anime is with themes of sports, romance and comedy. Plot line covers the coming of age tale of a 17 years Shogi (Japanese Chess) player called Rai. As is with most slice of life animation, the storytelling is slow but full of emotions	9.78163E+12	FALSE	FALSE	TRUE
March Comes in Like a Lion 2	Chica Umino	Kiriyama begins to receive more attention now that he's winning more matches. He grapples with his newfound fame, and interacts more with his half sisters Hinata and Kyoko, especially as the holidays near. The combination of the holidays and his family bring back memories of his past.	This is a slice of life anime is with themes of sports, romance and comedy. Plot line covers the coming of age tale of a 17 years Shogi (Japanese Chess) player called Rai. As is with most slice of life animation, the storytelling is slow but full of emotions	9.78163E+12	FALSE	FALSE	TRUE
Trouble in Zombie-Town : an unofficial Minecraft's adventure	Cheverton, Mark	Gameknight swore that he'd never go inside Minecraft again. But when his little sister, Monet113, accidentally enters the game herself, the User-that-is-not-a-user has no choice but to return to a digital world where very real danger lies around every corner. With the help of some old friends such as Crafter, Hunter, and Stitchee, as well as a few unexpected new ones, Gameknight will journey deep into a zombie village and face Xa-Tul, the powerful zombie king crafted by a shadowy figure with bright glowing eyes and a hatred for Gameknight999. To save his sister, Gameknight will have to learn a few new tricks if he has any chance of defeating this monstrous creature.	Booklist (May 15, 2015 (Online)) Grades 4-6. Gameknight999—aka Tommy Feynman—is a huge Minecraft fan. He is such a fan that he actually managed to digitize himself and enter the world of the game, where he established himself as a legend among the NPCs (non-player characters) that live there. In his latest adventure, which is the first book in a new story arc, he has to reenter Minecraft to pursue his sister and stop a megalomaniacal virus from leaving the game and infecting the “real” world. The book is not strong enough to appeal to readers who are not already invested in Minecraft, but for fans, there is material to enjoy. Because Gameknight999 can travel between the real world and the Minecraft universe, readers can enjoy either reading about playing the game or having adventures within the game. The story is formulaic and the characters stock, but the action sequences are sufficiently exciting. Themes of loyalty to family and the negative impact of bullying are overplayed but will likely resonate with the book's intended audience.	9.78163E+12	TRUE	TRUE	TRUE
Just Gus	Hoyle, McCall	After guardian dog Gus is injured defending his flock of sheep, he is sent to recuperate and heal with a young boy, Diego, whom Gus finds he can help by learning how to work as an emotional support animal.	School Library Journal Xpress (June 23, 2023) Gr 3-7-In a tale just right for dog lovers, Gus is a Great Pyrennes, bred to protect, but has always longed for his own person. Gus tells his story though he relates all the conversations he overhears and doesn't understand, helping readers to follow events that are beyond his doggy ken. Up until a bear arrived in the neighborhood, Gus was an outdoor dog, protecting sheep and chickens on a farm run by Esperanza and Cloe, her daughter, and their two indoor dog companions. Injured in his efforts to protect the farm, Gus becomes an inside dog and is befriended by their cousin Diego, who is severely shyness. Diego and his father return to their beach house bringing Gus where a persnickety neighbor tries to oust Gus from the neighborhood based on homeowner's association rules. Gus's good nature is tested as is Diego's willingness to speak up for himself. Their bond becomes the basis for a solution that satisfies all and allows each person involved dignity and respect. Peaceful conflict resolution is showcased throughout in thoughtful non-didactic ways. This is short enough to possibly appeal to reluctant readers or to be read by advanced readers in second or third grade. VERDICT As a read-aloud to the canine obsessed in the early grades or just an engaging tale for dog lovers, Hoyle quietly unleashes a barking good tale. Its charm is due to Gus and to a real love of dogs.-Carol A. Edwards © Copyright 2023. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78164E+12	TRUE	TRUE	TRUE

Millie	Hoyle, McCall	A street dog named Millie and a young girl, who are both dealing with abandonment issues, give trust and belonging a second chance.	Kirkus Reviews (August 1, 2024) A street dog learns to trust humans in Hoyle's middle-grade novel. Life hasn't been easy for a stray border terrier separated from her mother and siblings. The humans who took her in abandoned her, and Big Guy, the canine who taught her how to survive on the streets, has never returned from his food hunt. Now the terrier cares for another stray, Little Pup; the two of them make a home in an alley behind a bakery. But she can't evade "the dogcatcher" forever, and she winds up alone in an animal shelter. Fortunately, teacher and dog trainer Lee Berry adopts her and names her Millie. The ever-wary former street dog adjusts to her new life and an array of new smells, slowly warming up to Lee and Lee's lovable golden retriever, Bella. While Millie hopes to one day reunite with Big Guy and Little Pup, she's also happy to run into Tori Smallwood, the bakery owner's young granddaughter, who had shown her four-legged alley neighbors nothing but kindness. Hoyle's canine hero narrates this sentimental tale. Although Millie understands most of what humans say and do, her reliance on scents aptly showcases her distinctive dogginess. That nose of hers, for example, instantly picks up strangers before they're in sight, and Tori emits a welcome and familiar "perfume of bread." Even with the harshness Millie endures, this upbeat story zeroes in on the positives; Millie and Little Pup may be living outside in the dead of winter, but that doesn't stop the puppy from playing in the snow. Readers truly see things through Millie's eyes, from the reasons she's extra cautious around certain humans to the odorous "message" she leaves Little Pup. Not surprisingly, each of Keele's crisp, beautifully shaded black-and-white illustrations features Millie in her small but sturdy form, flaunting an irresistible beard. A marvelous, tenderhearted tale featuring a charming and cuddly terrier protagonist.	9.78164E+12	TRUE	TRUE	TRUE
Forever Ripley	Hoyle, McCall	As German Shepherd Ripley's health declines, she realizes she must give her human Charlie the confidence to carry on.	Kirkus Reviews (September 1, 2025) A retired working dog protects and cares for her family until her dying breath in Hoyle's middle-grade novel. Retired North Carolina Fish and Wildlife Law Enforcement dog Ripley is a stalwart, loyal German shepherd who has dedicated herself to taking care of her young human, Charlie, as well as Charlie's mom, Amelia, ever since Charlie's father, Max, died five years ago. Sadly, Ripley can sense that she is nearing the end of her own life after she falls getting off of Charlie's bed. The vet confirms that Ripley has osteosarcoma, devastating Charlie and her mother with the news. The two have been fairly isolated since Max's death, and Ripley worries that her humans will not have enough support after she's gone. As the dog and her family check items off a bucket list of the former's favorite activities, like chasing sandpipers at the beach, they find themselves truly reckoning not only with her death, but Max's as well. Charlie and Amelia both start to make new friends, including a boy named Nathan who is dealing with the recent loss of his mother. There is no rest for the weary—Ripley must unofficially return to duty to protect her humans from dangerous poachers who threaten the preserve where Amelia works. This tearjerking middle-grade novel is the passionate and tender fourth installment in Hoyle's canine-centric bibliography, following Millie (2024). Written in the first person from Ripley's point of view, the narrative roots itself in sensory details, such as the "nervous chemicals [that] tint [Charlie's] breath" when Ripley falls and the physical strain of the family's financial woes ("I don't know what it is about the word money, but it always makes my girls tense and their words stiff"). Peppered throughout are Tarkela's black-and-white digital illustrations, which are proficient but less emotionally evocative or memorable than the story itself. An affecting emotional roller coaster chronicling a loyal dog's last days with her human	9.78164E+12	TRUE	TRUE	TRUE

Crumble	McClaren, Meredith	Emily, her mom, and her aunt, who can magically bake emotions into the desserts sold at their family bakery, have a rule against baking bad feelings; but when Aunt Gina is killed in a car accident, Emily bakes her grief into a crumble and discovers the reason behind the rule.	School Library Journal (December 1, 2024) Gr 3-6-At the Om Nom Bakery, Emily and her aunt Gina bake sweet treats infused with empowering emotions like confidence, contentment, and relief. There is only one rule with this magical skill set: do not bake with bad feelings as the resulting confections will make people sick. All is going fine until Gina dies suddenly in a car accident and Emily's life is turned upside down. Baking is the only way Emily can cope with her grief and what results is a crumble that her friends and classmates find mysteriously irresistible, much to their detriment. Will Emily be able to reclaim her baking magic in a world without her aunt? McClaren builds dimensional characters and an ideally paced narrative that gives readers plenty of time to experience Emily's feelings-good and bad-alongside her. Bell's kawaii-informed style creates a cozy world that fans of Kristen Gudsruk's Making Friends, Reimena Yee's Séance Tea Party, and Suzanne Walker's Mooncakes will eat up. VERDICT The levity of this magical story deftly balances the gravity of its subject matter and will leave readers wanting another bite. A recommended purchase for middle grade graphic novel collections.-Sarah Simpson © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78164E+12	TRUE	TRUE	TRUE
Foul Lady Fortune	Gong, Chloe	In 1931 Shanghai, nineteen-year-old assassin Rosalind Lang, who was saved from death by a serum that made her immortal, is code named Fortune. Rosalind atones for her past mistakes by rooting out communist operatives. She agrees to pose as the wife of male spy Orion Hong in order to investigate a series of murders that the government suspects are being carried out by Japanese operatives. Rosalind and Orion infiltrate a Japanese-owned newspaper and uncover a web of deceit and lies among the journalists there. However, the secrets they're keeping from each other may prove to be more deadly.	Booklist Starred Reviews, 10/14/2022 Grades 9-12 - "'Starred Review'" Set in 1931 in the same world as Gong's These Violent Delights duology, this thrilling series opener pairs supernaturally enhanced assassin Rosalind Lang and Nationalist spy Orion Hong on a mission to stop the grisly murders causing unrest in Shanghai, which is already rolling with Nationalists and Communists engaged in civil war and a looming Japanese invasion. When the Nationalists connect the murders to Japanese-owned Seagreen Press, publisher of imperialist propaganda, Rosalind and Orion pose as newlyweds with domestic-assistant jobs to infiltrate the press. Working together doesn't come easy for serious, suspicious Rosalind, whose identity as the assassin Fortune she must keep secret from Orion. Orion, the son of a Nationalist general accused of treason, is fascinated by his enigmatic partner, but he too has secrets beneath his playful demeanor. Gong excels at creating a tense, paranoid atmosphere filled with false identities, uneasy alliances, and surprise betrayals. Both Rosalind and Orion are seeking redemption, and their hard-won trust and tentative romance is as compelling as the action-packed political intrigue. A large cast of characters adds dimension to the story, and additionally fuels some late-stage twists that will leave readers desperate for the next book."	9.78167E+12	FALSE	FALSE	TRUE

Foul Hearth Huntsman	Gong, Chloe	In 1932 Shanghai, exposed national spy Rosalind Lang must rescue fellow spy, Orion, whose memories of Rosalind were wiped, and find a cure to a dangerous chemical weapon before it lands in the hand of foreign invaders.	Kirkus Review, 07/31/2023 Several months after losing Orion to Lady Hong in Foul Lady Fortune (2022), Rosalind Lang sets out to save her kidnapped partner. Since the confrontation at Warehouse 34, a heartbroken Rosalind has remained sequestered in her apartment to avoid reporters who want a glimpse of the Nationalist assassin Fortune. When the Nationalists refuse to rescue Orion and reveal plans to decommission Rosalind, she volunteers to tour the country, using her fame to boost Chinese morale in the face of Japanese military aggression. Rosalind's true motive, however, is to lure out Lady Hong and Orion, and she sets herself as bait by claiming to possess Lady Hong's final vial of a serum that creates invincible supersoldiers. As soon as the Communists discern Rosalind's plan, they assign Celia Lang and Oliver Hong to follow Rosalind and capture Orion for their own cause. Meanwhile, Nationalist triple agent Silas Wu continues his single-minded pursuit of the enigmatic Communist sharpshooter Priest, unaware that Priest is actually Phoebe Hong, who is equally determined to maintain her facade as merely Orion and Oliver's younger sister. Conflicting loyalties and long-held secrets put characters to the test in this packed but nonetheless fast-paced sequel, which is told by the main cast in third-person narration. With the stakes higher than ever, they must carefully choose whom to trust as they race against time to save their friends, family, and country. An impressive, albeit stuffed, conclusion to the duology. (Historical fantasy. 13-18)	9.78167E+12	FALSE	FALSE	TRUE
Adventure awaits	Kingsbury, Karen	Having very different feelings about going to school science camp, Ashley and Kari Baxter prepare for wild experiments and nature challenges--and for an experience they won't forget.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78167E+12	TRUE	TRUE	TRUE
Being Baxters	Kingsbury, Karen	Each of the Baxter children experiences trouble at school, and when Principal Bond announces a new Character Awards initiative competition breaks out between the siblings until they remember what being a Baxter really means.	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78167E+12	TRUE	TRUE	TRUE
Space case, the graphic novel	Gibbs, Stuart	When a lunarnaut dies on Moon Base Alpha, twelve-year-old Dashiell Gibson sets out to solve the lunar murder mystery before the killer strikes again.	Kirkus Reviews (June 1, 2025) A murder on a lunar colony turns a bored 12-year-old into a master sleuth in this graphic adaptation of Gibbs' 2014 novel. Dashiell Gibson, who has a Black mom and white dad, lives with his family on Moon Base Alpha, where life is actually pretty dull. Dash must contend with terrible food and an obnoxious billionaire tourist family. While using the annoying space toilet one night, he overhears scientist Dr. Holtz discussing a history-making project with an unseen person; it's to be announced the next day. But Dr. Holtz dies that night in an apparent accident that Dash is convinced was murder. None of the adults believe him, so Dash takes it upon himself to investigate, leading him into a complex tangle of secrets. Base commander Nina Stack wants Dash to stop sharing his theories and even makes veiled threats against him. Fortunately, new arrivals Kira, a girl his age, and Zan, a security specialist, believe him and want to help. Ultimately, Dash and Kira end up in danger while trying to solve the mystery. Jenkins' dynamic panel layouts, expressive character designs, and immersive depictions of life on the moon, combined with Gibbs' crisp, fast-paced dialogue and well-timed humor, seamlessly translate the original into this visual medium. While some plot points feel condensed, this adaptation retains the original's sharp wit, engaging mystery elements, and educational tidbits about space travel. An accessible, engaging read for those who love adventure, space, and mysteries. (Graphic science-fiction mystery. 8-12)	9.78167E+12	TRUE	TRUE	TRUE
Fearless	Roberts, Lauren	Paedyn and Kai return to the Kingdom of Ilya where Paedyn faces a terrible decision that will determine her fate and the future of the entire kingdom.	Fearless are mixed, with many readers praising the emotional payoff and satisfying series conclusion, particularly the development of the main couple's relationship and the unexpected plot twists. However, some reviewers found the ending rushed, the plot filled with convenient devices, and certain character decisions unsatisfying, with specific criticisms focused on a love triangle involving siblings and the pacing of late-book reveals.	9.78167E+12	FALSE	FALSE	TRUE

All ears	Gibbs, Stuart	When a herd of elephants interrupts the big Friday night football game, the police enlist Teddy and his father to assist them in getting the animals safely back home to the elephant sanctuary. Only when they arrive, their owners realize one of the elephants has gone missing! The lone African elephant, Tanzy, is still out there somewhere. Then Teddy's best friend, Xavier, is accused of vandalizing a bulldozer in protest of a builder ruining a beloved piece of land they call TurtleTown. Teddy is torn. His best friend needs him but so does Tanzy. Can Teddy crack both cases before someone gets hurt?	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78167E+12	TRUE	TRUE	TRUE
Spy School Blackout	Gibbs, Stuart	In the thirteenth book in Stuart Gibbs's New York Times bestselling Spy School series, superspy middle schooler Ben Ripley goes off the grid to eliminate a cybersecurity threat.	Audience: Middle School Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78167E+12	TRUE	TRUE	TRUE
Away	Freeman, Megan E	A group of children investigate the threat that prompted large-scale evacuations in this "solid and engrossing" (Booklist) companion novel to the New York Times bestselling Alone told in multiple POVs. After an imminent yet unnamed danger forces people across Colorado to leave their homes, a group of kids including an aspiring filmmaker and a budding journalist find themselves in the same evacuation camp. As they cope with the aftermath of having their world upended, they grow curious about the mysterious threat. And as they begin to investigate, they start to discover that there's less truth and more cover-up to what they're being told. Can they get to the root of the conspiracy, expose the bad actors, and bring an end to the upheaval before it's too late?	School Library Journal (December 1, 2024) Gr 5 Up-Freeman returns to the world Maddie survived in Alone, wherein the 12-year-old is left behind after her town is evacuated due to an "imminent threat." This story features the perspectives of those who leave including Ashanti, 12, who wants to be a doctor like her mother who is caring for the whole camp; Grandin, 14, who wants to be a rancher like his father who escaped the forced abandonment to save his stock; Harmony, 12, who wants to be a journalist like Nellie Bly; and Teddy, 11, who wants to be a filmmaker. This story is delivered through their separate perspectives in verse, using different typefaces to distinguish their narratives. Remembered movie plots that become metaphors for the action explain the teens' and tweens' concerns, and become blueprints for how they might discover the truth behind their quarantined incarceration. Interspersed throughout are news briefs, letters, screenplays, and descriptions of classic cinema. The pace is fast with plenty of action, skimming over plot holes with quick explanations and specific references. This sequel is sure to attract readers who enjoyed Maddie's story. VERDICT Intended readers are more likely to suspend disbelief and gloss over credibility issues as they tear through the text to see what happens to Maddie and her community.-Janet S. Thompson © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78167E+12	TRUE	TRUE	TRUE
Meet me at Wonderland	DeVillers, Julia	Fourteen-year-old Coco, working as her family park's mascot, bonds with new hire Henry over their struggles, budding feelings, and the park's financial woes, until a secret is revealed that puts much more than their summer on the line.	School Library Journal (May 1, 2025) Gr 5 Up-Fourteen-year-old Coco is in for a roller-coaster summer in this upper middle grade rom-com. Coco is thrilled to finally be old enough to work at her family's amusement park, Wonderland, for the summer. After a tough year at home with her mother's cancer diagnosis, and a hard year at school with her friends, Coco is ready for a summer of fun. On her first shift as the park's mascot Morty the Moose, Coco stumbles out of her sweaty costume and right into the cute new guy: Henry. Henry is not as thrilled to be spending his summer working at Wonderland because it means being away from his soccer team and his friends. After their first embarrassing encounter, or "moose cute," Coco is tasked with training Henry, and the two bond over their shared quick wit and their ability to slide moose puns into any conversation. Before long, they both start to wonder if there may be potential to be more than friends. Coco even confides in Henry about the park's financial trouble. But they both have fears and secrets, and when Henry's secrets come to light, they just might ruin everything. With short chapters alternating between Coco and Henry's points of view, this fast-paced middle grade novel is sure to entertain young readers. The joyful and flirty dynamic between the relatable teen characters make this a great choice for young romance fans. VERDICT A sweet, recommended purchase for libraries serving tweens and teens.-Elizabeth Blake © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78167E+12	TRUE	TRUE	TRUE
Hide and shriek	James, Emily	New kid in town Randy discovers there's much more at stake than she thought in the town's annual after-dark game of hide-and-seek. Turns out, the seeker is the spirit of a long-dead kid from town, and anyone he tags 'it' turns into a ghost! Even worse, the spectral seeker has a particular fondness for new kids . . .	Audience: Middle School Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78167E+12	TRUE	TRUE	TRUE

Meet me at sunset	Heart, Lee	This is going to be the summer Julie finally catches the attention of her crush, James! She has the perfect outfits, ice-breaking jokes, and a list of places she can oh-so-casually run into him. At least that was the plan until Julie's parents decided to surprise her by inviting a friend to their beach house for the next three weeks. . . Now, Julie has no idea how this summer is going to go--especially since she's unexpectedly feeling flutters around a new friend, Liam	School Library Journal (May 1, 2025) Gr 3-7-Sweet romances for young readers. Meet Me at Sunset is a dramatic journey through Julie's "Love Plan" for her summer at the beach. It would help if she had a BFF, but that just isn't part of her blueprint. When her mom throws a wrench in the works by inviting her friend's daughter, Sophia, Julie's summer looks like it might go off the rails and her plan to win over James will be ruined. An honest look at the sensitive nature of young teens and tweens, squabbles, camaraderie, and first loves. Easy-to-digest chapters and a manageable length make this book a great fit for middle grade readers who want a light, entertaining, yet highly engaging read. Written in the Stars follows Olivia and Quinn at summer camp after the recent death of Quinn's dad. Camp Whispering Woods promises a time of normality and healing for Quinn, until Harry, the CBB (cute British boy) poses a bit of an obstacle to a "normal" summer at camp. Tender and touching, this gentle exploration of grief and first love will be an easy sell to young readers. VERDICT These titles offer a perfect opportunity for middle grade readers who want an innocent exploration of romance and crushes. © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78167E+12	TRUE	TRUE	TRUE
Written in the stars	Heart, Lee	All school year long, Quinn couldn't wait to get to summer camp. She's so excited to see her summer besties! But then things get turned inside out when a really cute new camper named Harry arrives. He just moved from London, and he and Quinn have so much in common. But it looks like she's not the only one lovestruck by Harry. She thinks her frenemy, Kayla, secretly likes him, too! What will Quinn do now?!	School Library Journal (May 1, 2025) Gr 3-7-Sweet romances for young readers. Meet Me at Sunset is a dramatic journey through Julie's "Love Plan" for her summer at the beach. It would help if she had a BFF, but that just isn't part of her blueprint. When her mom throws a wrench in the works by inviting her friend's daughter, Sophia, Julie's summer looks like it might go off the rails and her plan to win over James will be ruined. An honest look at the sensitive nature of young teens and tweens, squabbles, camaraderie, and first loves. Easy-to-digest chapters and a manageable length make this book a great fit for middle grade readers who want a light, entertaining, yet highly engaging read. Written in the Stars follows Olivia and Quinn at summer camp after the recent death of Quinn's dad. Camp Whispering Woods promises a time of normality and healing for Quinn, until Harry, the CBB (cute British boy) poses a bit of an obstacle to a "normal" summer at camp. Tender and touching, this gentle exploration of grief and first love will be an easy sell to young readers. VERDICT These titles offer a perfect opportunity for middle grade readers who want an innocent exploration of romance and crushes. © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78167E+12	TRUE	TRUE	TRUE
Lost on Doll Island	Ramos-Gomez, Cassandra	Eleven-year-old Diego goes to live with his uncle in Mexico City where he explores a haunted island in search of a wish-granting doll.	Booklist (August 2025 (Vol. 121, No. 22)) Grades 4-7. Moving from Texas to Mexico City is too much for Diego to handle, and his parents' separation, plus an itchy arm cast, only intensifies his grief. Upon stumbling into an antique shop, he meets Abuela Ximena, who tells him about a magic doll that grants people their desires, convincing him to find the doll and solve all his woes. On the day of the school field trip to the Isla de las Muñecas (Doll Island) in Xochimilco, Diego is guided by a voice to the "real" doll island, where Abuela Ximena and her brother, Don Jaime, reside. With classmates Itzel and Jandro, Diego discovers the Wish Doll's motive of keeping them on the island forever, forcing Diego to be honest with his new friends. Ramos-Gomez's debut has plenty of chills (and creepy dolls) to keep readers up at night. She delves into topics that will especially resonate with middle-grade readers, such as fathers pressuring sons to "man up" and parental separation. A great reminder about being honest when things get scary.	9.78167E+12	TRUE	TRUE	TRUE

Jane Stays Dreaming	Meiser, Britnee	Reality and fiction collide when a shy aspiring writer uses her larger-than-life anonymous blog to sabotage a budding relationship between the new girl in school and her childhood friend in this irresistible rom-com that takes notes from Jane Austen's Emma for the social media age.	Booklist (September 1, 2025 (Vol. 122, No. 1)) Grades 6-8: Jane is a normal teenage girl with two best friends and a big crush on a cute boy. What no one knows is that she has an online alter ego named Anastasia—a version of herself who has a perfect boyfriend and fabulous friends and takes glamorous trips to the city. As Jane navigates dating, changing friendships, and the ups and downs of teenage life, she also juggles the pressure of maintaining a fake identity. This romance addresses the everyday challenges of being a teen in the digital age in a relatable and entertaining way. Readers will connect with Jane's voice and root for her as she figures out who she really wants to be. Each chapter begins with a blog post from Anastasia that, along with the tension of living a double life, will keep readers flipping through the fast-paced plot that weaves together multiple romantic storylines.	9.78167E+12	FALSE	TRUE	TRUE
Playing for keeps	Heart, Lee	Aaliyah is excited to go back to school and see her best friend, Travis. However, over the summer, Travis has changed. He is taller, and obsessed with soccer. He also is spending all his time with a girl named Harlee. Aaliyah has to navigate her feelings of confusion and jealousy as she tries to get her friend back, and figure out if she likes him as more than a friend.	Audience: Middle School Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78167E+12	TRUE	TRUE	TRUE
Open wide	Eerie, I. M	Eddie and his friend Darryl team up to uncover the sinister secrets behind the eccentric dentist, Dr. Yankum, who has been pulling kids' teeth for unknown and frightening reasons	Kirkus Reviews (June 1, 2025) A boy attempts to uncover the truth about his mysterious new dentist and discovers something far more terrifying than fillings or root canals. Eddie is reluctant to return to the dentist after a bad experience at his last appointment, but overindulging in Halloween candy has left him with a painful cavity. After spotting an advertisement for a dental practice that offers free first visits for kids, his mother takes him to Pearly Whites, which seems to have appeared overnight. Dr. Yankum is all too eager to pull Eddie's teeth—even ones that Eddie is sure are perfectly healthy. When Eddie learns that other kids at school are also missing teeth after visiting Pearly Whites, he begins to suspect that his new dentist is hiding something sinister. To make matters worse, Eddie's recently divorced mother begins to date Dr. Yankum. With the help of best friend Darryl, Eddie concocts a plan to figure out what's really going on at Pearly Whites. Though the book is light on character development, the quick pace and the mystery surrounding Dr. Yankum make for an engaging read. An unexpectedly dark ending leaves a lasting impression and will have young horror readers excited for more from debut author Eerie. Eddie's race isn't specified, and physical descriptions of characters are minimal, though surnames imply some racial diversity among the background cast. A pleasingly creepy tale from a promising new writer who lives up to his name. (author's note) (Horror. 8-12)	9.78167E+12	TRUE	TRUE	TRUE
Apocalypse stories to scare your socks off!	Michael Dahl, Megan Atwood, Benjamin Harper, and Laurie S. Sutton	Will a deadly beast invade a family's end-of-the-world bunker? Can anyone stop alien spiders from taking over planet Earth? Is drinking water turning humans into a horde of drooling monsters? Discover the answers to these creepy questions and more in this collection of eight apocalypse stories that'll have you running for cover	School Library Journal (December 1, 2024) Gr 4-6-This season's additions to the "Stories to Scare your Socks Off" series focus on stories about the paranormal, cryptids, apocalyptic scenarios and vampires. Each collection features multiple short stories written by a host of different authors and accompanied by black and white illustrations that just might be more frightening than the actual stories in some cases. The stories are fun, well written, and just scary enough for middle grade readers looking for an accessible introduction to spooky stories. While some of the stories are close encounters or eerie experiences, many of them end abruptly with the fate of the characters left up to your imagination. Hand this series to kids who have read all of Alvin Schwartz's classic "Scary Stories to Tell in the Dark" books and would like to keep going. VERDICT Recommended for purchase where scary stories circulate well. © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78167E+12	TRUE	TRUE	TRUE

How the Ghost Army Hoodwinked Hitler	Siegel, Rebecca	The unbelievable true story of the American soldiers who used inflatable tanks and fake radio broadcasts as weapons in World War II. Right around D-Day of World War II, a small, unarmed American army unit deployed to Nazi-occupied France. Instead of artillery, this unit fought with stagecraft, artistry, and deception. Their "weapons" included inflatable rubber tanks and giant speakers broadcasting fake military maneuvers. The soldiers called themselves the Ghost Army. Many of them had creative backgrounds in fashion, theater, and music, and they used their talents to trick and confuse the enemy. Often, their mission was to draw enemy fire away from other soldiers and toward themselves. One of the most stunning parts of this story is just how effective the Ghost Army was. They successfully carried out mission after mission and undeniably helped secure Allied victory. Rebecca Siegel uses original research, declassified records and photos, and a boots on the ground narrative style to tell the incredible experiences of these heroic soldiers.	School Library Journal (September 1, 2025) Gr 5-8-Inflatable tanks, guns, trucks, and aircraft; super-sized speakers blasting recordings of moving military equipment and other realistic sound effects; fake radio transmissions; and a small group of creative human soldiers. While this sounds like a list put together for a movie or video game, this combination worked during World War II as a real military unit, commonly referred to as "The Ghost Army." Employing theatrical elements worthy of a Broadway stage, this WWII unit successfully fooled German troops into thinking the Americans had a larger troop presence, as well as misleading them about American positions. Siegel employs a conversational tone to keep the narrative moving, weaving in a large amount of factual information. Choosing three soldiers for emphasis, she invites readers to connect with the men and their history. Focusing on the background of these men with research that includes author interviews, letters, memoirs, and declassified government documents provides the historical events with immediacy. Filling in the time line of the larger war for context demonstrates the role and impact of the Ghost Army missions. Their final assignment, helping displaced persons at the end of the conflict, allows the author to explore some related elements, such as concentration camps and the nuclear bomb. VERDICT Delving into a unique element of WWII, this book will be well received by students, teachers, and anyone interested in military strategy.-Lucinda Snyder Whitehurst © Copyright 2025. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78168E+12	TRUE	TRUE	TRUE
Rescue	Haas, Jessie	Shy Joni loves her family's Vermont sheep farm and her strong-willed horse, Archie. When ebullient Chess moves nearby, Joni is drawn to her big personality. However, Chess's opinions on animal rights, global warming, and responsible farming soon have Joni both questioning and defending her family's farm. But when Chess steals miniature horses from their neighbor to 'rescue' them, Joni is challenged to find the courage to stand up to Chess. In this complex tale of bridging differences and finding your own voice, two friends nearly break their friendship before they can begin to rebuild it	School Library Journal (September 1, 2020) Gr 3-5-Roland, the proprietor of Highover Farm, has bred some fine Connemara ponies over his long career, but Princess may be the finest yet. Pampered and expertly trained, Princess is a champion pony. That is not the type of pony that Rae, who has dreamed of owning a pony her whole life, wants. In part because she cannot afford a champion pony, but also because Rae wants one who is spunky like Radish-the pony she hopes to ride at the horsemanship camp she has been saving for. Princess and Rae seem worlds apart until circumstances bring them together. When Roland is taken from Highover in an ambulance, Princess is left out in a field with other ponies to fend for herself. Rescued, injured, and starving, Princess finds herself a camp pony paired up with Rae. Despite initial trepidation on both sides, Rae and Princess bond deeply. Could Princess be the pony Rae was meant to have all along? Roland, now recovering from his stroke, trusts that Rae and Princess are right for each other. Deep inside, people are hungry for a place of refuge that will help to make them feel complete; for Rae and Princess that place is filled by their love for each other. VERDICT A sweet story of longing, determination, and healing that will appeal to readers who enjoy tales of friendship and horses.-Jessica Caron, Bancroft Sch., MA © Copyright 2020. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78168E+12	TRUE	TRUE	TRUE
Meet Giannis Antetokounmpo	Stabler, David	Basketball forward Giannis Antetokounmpo helped the Milwaukee Bucks win the NBA Finals in 2021. Sports fans will love learning about the superstar's greatest basketball moments, workouts, life off the court, and more	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Meet Lionel Messi	Stabler, David	Soccer forward Lionel Messi of Paris Saint-Germain is known for his skillful goal-scoring and his collection of awards. Readers will dive into Messi's impressive career and life	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Meet Cristiano Ronaldo	Stabler, David	Cristiano Ronaldo of Manchester United is one of soccer's greatest forwards. In 2021, he even set a new men's record for most international goals of all time. Uncover how he became a soccer superstar	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Meet Vladimir Guerrero Jr.	Stabler, David	First baseman Vladimir Guerrero Jr. of the Toronto Blue Jays is one of baseball's most powerful sluggers. He broke a home run record in the 2019 Home Run Derby. Readers will learn about this baseball superstar	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE

Meet Cooper Kupp	Greenberg, Keith Elliot	In 2021, Los Angeles Rams wide receiver Cooper Kupp led the NFL in catches and receiving yards. Then he led the Rams to victory in the Super Bowl. Learn about Kupp's life and athletic achievements	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Winner, winner turkey dinner	Lovegreen, Kevin	At last, old enough to join Dad on a wild turkey hunt, Luke is bursting with excitement from the start. When he finally sees his first turkey roaming wild in the woods, he has to overcome his excitement and make sure he can take a good shot. What an adventure, what a day!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
The duck shack	Lovegreen, Kevin	It's opening morning of duck hunting, the North Star guides them as they head out on the lake in the early hours of morning. The decoys are set. A northwest wind is blowing. Will Luke be ready when the sky fills with the sound of whistling wings?this is sure to be one of the best duck openers ever!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Rooster!	Lovegreen, Kevin	It's a pheasant frenzy! Join Lucky Luke and his sister, Crystal, for an amazing weekend hunting pheasants with family and friends in South Dakota. The boys and girls are fired up, the fields are loaded with birds, and the dogs are ready for action. So come along and enjoy this adventure!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Fishing frenzy	Lovegreen, Kevin	Join Luke and his family on a wild fishing adventure in the Canadian wilderness. This trip has it all: a moose mess, a motor mishap, atomic splashing. There's even a bear intruder. And of course the walleye put on an unforgettable fishing frenzy and Grandpa and Crystal hook the fish of a lifetime	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Fish on!	Lovegreen, Kevin	A perfect day on a magical lake filled with fish. The smell of pine trees, the bright sunshine, a nice breeze: the stage is set for a great adventure! Join Luke at his grandparents' lake cabin, tucked way back in the woods, as he experiences an amazing morning of fishing. Luke has to find the hot spots, pick the right lures, and chase a lunger that steals his lucky Basserino. It's the kind of morning anyone who's ever held a rod dreams of!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Whitetail adventures	Lovegreen, Kevin	In this tale, Luke is finally old enough to join his family on his first whitetail deer hunt, and he has all kinds of advice from his fellow hunters. When Luke's dad brings him deep into a Northern Minnesota swamp for a magical morning hunt, Luke finds adventure and nature at every turn in the trail. One thing's for sure--you won't believe who gets the big buck!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Frozen fun	Lovegreen, Kevin	It's a winter wonderland up north, perfect for snowmobiling and ice fishing fun. Lucky Luke can't wait to get out on the lake, where giant sunfish and monster northern pike await under all that snow and ice. bundle up, because this will be an ice fishing adventure to remember!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
The best day ever!	Lovegreen, Kevin	Award-winning hunting, fishing, and outdoor adventure series by author Kevin Lovegreen sparks a nationwide reading frenzy! Even reluctant readers can't resist these thrilling adventure stories.	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
The Snake River challenge	Lovegreen, Kevin	Mom and Dad are excited to share their love of fly-fishing with Luke and his sister, Crystal. Jump on board and see which team ends up winning the Snake River Challenge	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
The muddy elk	Lovegreen, Kevin	Luke and his father head back to Colorado in search of majestic elk where Luke applies his knowledge from past hunts and finds himself three steps away from a giant elk.	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE
Fishing for monsters	Lovegreen, Kevin	It's the fishing trip of a lifetime. Join Lucky Luke and Dad as they tackle the waters of Canada in search of monster northern pike. This adventure takes an unexpected turn when they find out there are other monsters lurking in the lake	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78173E+12	TRUE	TRUE	TRUE

Catching Big Bubba	Lovegreen, Kevin	After a sudden change of plans, Luke and his sister, Crystal, find themselves on an unexpected adventure with their fun-loving cousins--right in their own neighborhood. So come join the fun as they do everything they can to catch Big Bubba, a legendary bass in their local lake!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78174E+12	TRUE	TRUE	TRUE
Monster mule deer	Lovegreen, Kevin	The moment has come for Luke to put all his skills, determination, and luck together to make the stalk of his life, on the old drop line buck. Join Luke and his dad as they travel to Alberta, Canada, for their first archery mule deer hunt. This adventure is another amazing journey where new friends are made, life lessons are learned, and exciting hunting action is around every corner.	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78174E+12	TRUE	TRUE	TRUE
Big bear feet	Lovegreen, Kevin	Join Luke and the gang on another ... adventure. This time, the stage is set in northern Minnesota for a thrilling bear hunt. After working hard to prepare for the hunt, the team eagerly counts down to a nail-biting opening weekend. In a twist of luck, Luke ends up in the hot seat, ready and waiting for the bear of his dreams to arrive at the stand. See how his practice, patience, and determination reward him on this unforgettable weekend.	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78174E+12	TRUE	TRUE	TRUE
Moose mania	Lovegreen, Kevin	Join Luke, his family, and their friends as they journey into the wilds of Alaska in search of majestic moose and giant bear ... Luke and the gang use their hunting skills, patience, and determination to take on everything the Alaskan wilderness can throw at them.	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.78174E+12	TRUE	TRUE	TRUE
Kitaro #3 (Manga Series)	Mizuki, Shigeru	Kitaro faces off against a swamp monster, a paper screen that comes to life, and an army of mythical raccoon dogs	(MANGA SERIES / RATED T FOR TEEN) **Professional Review Not Available**	9.78177E+12	FALSE	TRUE	TRUE
Kitaro #2 (Manga Series)	Mizuki, Shigeru	Our hero Kitaro inherits all the super powers of his people, and with his greedy frenemy (mostly) on his side, and some help from his father, Kitaro packs a wallop that few yokai are strong enough to survive. Will Kitaro's inhuman strength and whip-like hair be enough to stop these powerful yokai from spreading evil across Japan? We shall see! Inside! Exclusive yokai knowledge testing puzzles and part one of a full Kitaro history	Booklist (November 15, 2016 (Vol. 113, No. 6)) Grades 6-10. Manga legend Mizuki's fascination with and respect for yokai (Japanese spirit monsters) is evident in this collection of seven early Kitaro stories, a follow-up to Birth of Kitaro (2016). From eluding Nurarihyon, the supreme commander of the Yokai, who discovers Kitaro can be killed to rescuing a singer from the wrath of the water spirit he stole a song from to battling Dracula, Kitaro continues to right the wrongs committed by supernatural beings. Mizuki's art is a mixture of broadly drawn cartoons, full of expression and creepy humor, and photorealism, which places the actions of demons and monsters firmly into the real world. Translator Zack Davisson's essay on the history of Kitaro, continued from Birth of Kitaro, and his introduction to the various yokai that appear in the stories are entertaining and informative. Family-friendly horror done well is hard to find, making this series valuable as both an introduction to a classic manga character and purely enjoyable reading. (MANGA SERIES / RATED T FOR TEEN)	9.78177E+12	FALSE	TRUE	TRUE
Kitaro #4 (Manga Series)	Mizuki, Shigeru	Kitaro and his yokai friends team up to do battle against a thousand-year-old fox, a yokai who feeds on happiness, a cyclops with strange powers, and even a couple of demon generals	(MANGA SERIES / RATED T FOR TEEN) **Professional Review Not Available**	9.78177E+12	FALSE	TRUE	TRUE

Kitaro #1 (Manga Series)	Mizuki, Shigeru	Meet one of Japan's most popular characters of all time—Kitaro, the One-Eyed Monster Boy The Birth of Kitaro collects seven of Shigeru Mizuki's early, and beloved, Kitaro stories, making them available for the first time in English, in an all-new, kid-friendly format. These stories are from the golden era of the late 1960s, when Gegege no Kitaro truly hit its stride as an all-ages supernatural series. Mizuki's Kitaro stories are both timelessly relevant and undeniably influential, inspiring a decades-long boom in stories about yokai, Japanese ghosts, and monsters. "Kitaro's Birthday" reveals the origin story of the yokai boy Kitaro and his tiny eyeball father, Medama Oyaji. "Neko Musume versus Nezumi Otoko" is the first of Mizuki's stories to feature the popular recurring character Neko Musume, a little girl who transforms into a cat when she gets angry or hungry. Other stories in The Birth of Kitaro draw heavily from Japanese folklore, with Kitaro taking on legendary Japanese yokai like the Nopperabo and Makura Gaeshi, and fighting the monstrous recurring villain Gyuki. With more than 150 pages of spooky and often funny comics about the titular yokai boy, The Birth of Kitaro is the perfect introduction to the award-winning author Mizuki's most popular series, seminal comics that have won the hearts of Japanese children and adults for more than half a century.	Booklist (August 2016 (Vol. 112, No. 22)) Grades 6-10. These early stories about one of Japan's most celebrated manga characters are now available in English, which is wonderful news for horror fans. Kitaro is a yokai or Japanese spirit monster, and the last surviving member of the Ghost Tribe. After being disowned by the humans who raised him, Kitaro and his father, an eyeball who lives in Kitaro's left eye socket, set off to right supernatural wrongs. Although originally written in the 1960s, the seven stories in this volume in no way feel dated. The character designs of the various spirits are clever, the tales are often empathetic to the monsters Kitaro faces, and Mizuki nicely combines cartoonish figures with more delicate, detailed scenes teeming with crosshatched shading and fine ink lines. The stories in this horror comic aren't any scarier than an average episode of Scooby-Doo and are just as funny, making this a great choice for audiences of all ages. Librarians take note: the final pages include activities, such as a word find and a maze. (MANGA SERIES / RATED T FOR TEEN)	9.78177E+12	FALSE	TRUE	TRUE
Kitaro #5 (Manga Series)	Mizuki, Shigeru	Kitaro faces off against the vampire Eryt. With his greedy frenemy Otoko (mostly) on his side, some help from his father, and backup from Japan's yokai, will Kitaro be able to defeat this ancient evil?	(MANGA SERIES / RATED T FOR TEEN) **Professional Review Not Available**	9.78177E+12	FALSE	TRUE	TRUE
Kitaro #6 (Manga Series)	Mizuki, Shigeru	In Kitaro's world enemies seem to be all he has. Will Kitaro, along with his greedy frenemy, Nezumi Otoko, be able to defeat an eerie army of Doro Tabo rising from the mud?	(MANGA SERIES / RATED T FOR TEEN) **Professional Review Not Available**	9.78177E+12	FALSE	TRUE	TRUE
Kitaro #7 (Manga Series)	Mizuki, Shigeru	Kitaro is put on trial from crimes against Yokai. Betrayed they accuse him of putting the human populace first! Witnesses are called from both sides, but it all come down to Nezumi Otoko ... Will he be for Kitaro or against him?	(MANGA SERIES / RATED T FOR TEEN) **Professional Review Not Available**	9.78177E+12	FALSE	TRUE	TRUE
You Started It	Khalilieh, Jackie	Seventeen-year-old Jamie Taher-Foster has made a list of activities she and her boyfriend of three years, Ben Cameron, need to do before graduating, including a very special night for the two of them at the upcoming Winter Formal. But Jamie's world falls apart when Ben returns home from a summer away and announces he wants to break up. When he starts dating a new girl, Olivia Chen, Jamie decides to get back at him by fake dating Axel Dahini, whose bicycle she accidentally ran over, and they start crossing off everything on Jamie's list. Despite having nothing in common besides their shared Arab heritage, Jamie starts to actually fall for Axel, and as she realizes that he brings out the best in her, she discovers that not everything in life needs to be planned.	Gr 9 Up—Khalilieh's sophomore YA rom-com is a heartfelt, delightful story about Jamie Taher-Foster, a biracial Palestinian Canadian high school senior navigating a recent breakup with her boyfriend Ben Cameron. She's started having feelings for Axel Dahini, the younger Lebanese boy she's been fake dating after running over his bicycle. Readers will have no trouble relating to Jamie's likable accident-prone, list-making nature and the way she isn't afraid to rely on coping strategies, such as therapy and medication, to manage her anxiety disorder and IBS. Khalilieh creates an excellent balance between the complicated family relationships Jamie has with her mother and absentee father and some lighter comic moments of going on dates with Axel around their hometown of Toronto. With his golden retriever energy and loving Arab family, Axel shows Jamie how to try new things and embrace her identity in ways she never has before. VERDICT Highly recommended for libraries diversifying their YA romance collections with more stories that focus on managing identity, disability, and mental health anxieties in positive ways. A sure delight for fans of authors like Tashie Bhuiyan and Farah Heron.—Shannon O'Connor Copyright 2025 Reed Business Information.	9.78177E+12	FALSE	TRUE	TRUE
Primer : clashing colors	Muro, Jennifer	While living with her latest set of foster parents, Ashley Rayburn mistakenly applies some found body paints which give her a wide range of special powers, but soon the military discovers what happened to their secret weapon and this puts Ashley and her newfound family and friends in danger	Audience: Young Adult Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.78178E+12	FALSE	TRUE	TRUE

Delish kids : (super-awesome, crazy-fun, best-ever) cookbook	Saltz, Joanna	The ultimate learn-how-to-cook book filled with 100+ amazing, easy-to-follow recipes for every occasion plus helpful kitchen tricks to inspire young cooks ages 8 to 12 This best-ever kids' cookbook from Delish is filled with recipes that make cooking so much fun. Throughout young chefs will learn basic skills, like how to make the gooey grilled cheese (the secret: use a waffle iron!) and upgrade your favorite store-bought foods (Chicken Nuggets! Woohoo!). Chapters include recipes for breakfast (Banana Split Oatmeal!), snacks (Cool Ranch Chickpeas!), lunches and dinners (Chorizo Tacos, Hot Dog Cubanos, and Best-Ever Fettucine Alfredo... do we need to say more?!), and party eats. Plus, two whole chapters include restaurant copycat recipes and desserts and snacks inspired by beloved pop culture characters.	School Library Journal starred (August 1, 2021) Gr 2-6-This cookbook is appealing from the start with a cover featuring rainbow cookie bars with bright sprinkles. The book has more than 100 recipes and full-color pictures of each one. There is a cooking glossary at the beginning and a helpful difficulty ratings scale. There are also fun historical tidbits scattered throughout, like the history of cinnamon rolls and tacos. "Cooking with Grandma" segments highlight food from across the globe and feature a brief article about the Grandma providing the recipe. The recipes are fun and there are some unusual ones in the group. The book is divided into sections, with standards such as Breakfast, Snacks, Lunchtime, and Dinner. Notable is the Fantastics section, which features food inspired by pop culture icons like Mickey Mouse and Minions. Kids will like the Captain Cookie Cake that honors Captain America and the Disney recipes will appeal to Disney fans of all ages. The recipes are interesting and the photography is top-notch. VERDICT A great choice for any library or home cookbook shelf! It would also make an excellent gift for aspiring chefs.-Jami Livingston, Adair County P.L., Kirksville, MO © Copyright 2021. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.78195E+12	TRUE	TRUE	TRUE
Legend of the ghost buck	Walker, Lane	This series follows five different adventures, from river raft camping and fishing to earning ice fishing contest money that would save the family bait shop. Each book contains a new main character and life lessons for kids to take with them.	Publishers Weekly (September 22, 2014) Walker, an outdoor writer and hunter, tells the story of an aptly named sixth-grader named Hunter in the didactic fourth book in the Hometown Hunters series. When Hunter's father loses his job in Denver, the family moves to a farm on Redemption Road in the town of Pine Bluff, offered to them by a relative. Addicted to video games, Hunter can imagine no good for himself in his family's move. Although he was bullied at his Denver school, he would rather stay in the city. Bullying follows Hunter to tiny Pine Bluff, but it's there that he makes his first real friends. "City Boy," as he is quickly dubbed by classmates and others, works after school for his cranky neighbor, a woman others derisively call "Crazy Kate." As Hunter comes to know her and her sad history, he becomes her champion and insists others call her "Miss Kate." In the end, a prize is won in a surprising way in an elk-hunting contest, and the locals learn to look beyond appearances and to live in harmony. Walker's writing is competent, but nothing in the tale is very fresh. Ages 7-12. (Nov.) © Copyright PWxyz, LLC. All rights reserved.	9.78196E+12	TRUE	TRUE	TRUE
The hunt for Scarface	Walker, Lane	A thunderous sound echoed through the stormy Nebraska countryside. The hair on the backs of their necks stood up. But it wasn't lightning. For twins Kent and Kyle Morris, there was only one creature who could make such a loud noise--it was Scarface! When they set out on an adventure to discover the secrets of the huge thunder chicken and finally bag him, another surprising opportunity arose that could change the fortunes of their family forever. Chasing the old turkey was put on hold while they began hunting for something even more exciting--hidden treasure! The map they found on their property could lead them to the untold riches left there by the French in the early days of our country. But they weren't the only ones hunting for the treasure. Someone else was willing to do whatever it took to claim the prize. When the next violent storm passed through, would the twins be the first to unlock the mystery of the treasure chest? Would Kent and Kyle find the answers they sought or would more trouble come their way? Would old Scarface win in the end or would they finally learn his secrets?	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE

Terror at Deadwood Lake	Walker, Lane	Dre's father had planned an unforgettable hunting trip for him as a graduation present. Little did they know how unforgettable it would become and what life-threatening dangers they would face. A terrifying near plane crash, a pack of menacing wolves, and a thunderous avalanche were just the beginning of their worst nightmare. Danger surrounds them as they travel deep into the mountains with Mad Mike, their off-the-hook pilot and guide. This part of Alaska is known for its incredible beauty and untamed wilderness. There's adventure around every corner for someone like Dre who's lived his entire life on Kodiak Island off Alaska's southern coast. For years he's dreamed of hunting a true monster, one of the biggest bears on earth--a Kodiak brown bear. A few years earlier, his dad had nearly been killed by one near Deadwood Lake. But as luck would have it, their bush plane was blown off course by a storm, depositing Dre and his dad in the very same bear's backyard! Can they survive the monster's attack and take a trophy home? Will they even make it off the mountain alive to tell their amazing story? Or would the Kodiak bear defeat them once and for all?	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
The boss on Redemption Road	Walker, Lane	Hunter's life revolves around video games, more video games, and still more video games. Growing up in downtown Denver was the perfect place to live unnoticed from the rest of the world. But Hunter's life suddenly changes when his dad is laid off from his job and their family is forced to move in order to make ends meet. Trying to get back on their feet, Hunter's family relocates to the wild mountains of Colorado, far away from the city life Denver offers. But tiny Pine Bluff is barely big enough to have a school and it offers Hunter no place to hide from prying eyes. As bad as things seem, they're about to get much worse for Hunter. He discovers that a widowed rancher nicknamed Crazy Kate and a nasty bully named Max have developed a special interest in this city boy. But Hunter soon realizes there is something more to this sleepy, little town up in the mountains. His life takes an unexpected turn when he awakes one day to the majestic bugle call of an elk named Boss. Can this city kid unplug from his video games and plug into the great outdoors? Can his family survive the move to Redemption Road? Can one magnificent bull elk transform an entire town?	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
The day it rained ducks	Walker, Lane	Blair Thomas lives in the friendly, lakeside town of Lainey, Michigan, on the beautiful shores of Lake Huron. Lainey boasts superb hunting opportunities and offers visitors miles of sandy shoreline and weekend tours of the historic Tesla Lighthouse. It's the beginning of the fall, duck hunting season, and Blair and her dad are busy preparing for her very first duck hunt. The forecast is calling for extremely high winds and rain, absolutely perfect weather for duck hunting--it doesn't get any better than this! Excitement mounts as Blair, her dad, and their faithful chocolate lab, Mac, head in their john-boat toward Edmond Island, four miles offshore. But things start to spiral out of control quickly as two massive storms collide, creating an historic storm directly overhead. Storms like this are dangerous, and this one turns out to be much worse than Blair or her dad could ever have imagined. The storm takes control of the lake, hammering them with huge waves, and changes what was to be an exciting duck hunt into a desperate struggle for survival. Amidst all the chaos, however, the storm has a special gift for Blair. But will she survive long enough to get it?	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE

The lost deer camp	Walker, Lane	Tucker Thompson is just an ordinary 8th grader from Detroit, Michigan. He loves school and baseball. Everything seems great for the left-handed pitcher with a big, breaking curveball. That is, until one dreadful event changes his life. Tucker learns that his parents are getting divorced. If that wasn't bad enough, his mom is making a move. He will be forced to attend a new school, across town in the inner city of Detroit. Struggling to handle his anger, Tucker does the only thing he can think of to get his parent's attention: cause trouble. Not everyone at his new school finds him entertaining, especially the principal, Mr. David. After pulling off the prank of the century, Tucker gets kicked out of school and shipped off to live with his Uncle Ed and Aunt Loretta in a remote area of the Upper Peninsula of Michigan. The U.P. is a far cry from the concrete jungle of Detroit. But Tucker quickly realizes there is something magical and mysterious about Uncle Ed's place. He is warned early and often by his uncle to never venture into the West Woods. But why? Is Uncle Ed hiding something? One day, Tucker discovers a creepy, old sign—one final warning of danger. What he finds hidden in the woods will change his life forever	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
Monster of Farallon Islands	Walker, Lane	Fishing-obsessed Casey James loved spending time aboard the Orca II, his dad's charter boat. The coastal waters south of San Francisco provided great fishing and adventure. Each fall the waters surrounding the Farallon Islands become populated with large and powerful great white sharks. This extremely aggressive species holds the interest of many, especially fourteen-year-old Casey. A late October fishing trip took an unexpected turn when the Orca II received an emergency SOS from the S.S. Atlantis. Shortly before the huge freighter sank to the depths of the Pacific, Casey and his dad rescued the crew. A mystery involving a long-protected secret from the past began to surface from the catastrophe. A twenty-five-foot great white shark and a surfing competition with a \$500,000 grand prize only add to the chaos and mystery of the Monster of Farallon Islands!"	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
The River King	Walker, Lane	Bobby thought a trip down the Cass River with his three best friends sounded like a great idea. With a four-day fall break during the Halloween weekend, they were looking for an exciting adventure. Just weeks earlier, their science teacher, Mr. Hill, had shown their class pictures of a great northern pike with razor-sharp teeth and a head like a tank. These huge fish left their deep hiding spots in the fall to fast before the long, cold winter. The pike captures the boys' hearts, and they want to experience catching a "River King." As the trip came closer, one thought started to haunt Bobby. Am I brave enough to spend two nights on a raft without any adults? The river was wild, uncharted water for the boys. Will we be ready for the unknowns and hidden challenges we will face? Before launching their raft into the water to start their adventure, David's dad reminded the boys of a local ghost story. The boys had heard about the legend of Scratchy but laughed it off as a good story designed to scare kids...or was it?	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE

The Ice Queen	Walker, Lane	Every year before Christmas, Baudette, Minnesota, the Walley Capital of the World, hosts an ice-fishing tournament called the Ice Queen. To win the coveted title of Ice Queen, the walleye must beat the state record of 18.6 pounds, held by resident Augustus Moss for sixty-one years. The first-place prize for catching the largest walleye is \$10,000, but the \$20,000 grand prize consumes everyone, including fourteen-year-old Josey and her ten-year-old, video-game obsessed brother Mason. The thousands of anglers who descend on Baudette generate money for the local businesses, especially Baxter's Bait shop, a town landmark. The week of the Ice Queen contest, Josey and Mason learn the heartbreaking news that their family's debt will mean the closing of the bait shop, unless they can repay it. The kids feel their only option is to win the contest, but first they must locate the Lost City, and their only lead is the recluse, Winnie Moss, the granddaughter of Augustus Moss	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
The bass factory	Walker, Lane	Rock and Eddie, best friends and teammates, were poised to make history as the first ever bass fishing state champions at Polk High School. With their eyes on first place, the pair spent countless hours perfecting their fishing skills during the summer. The Polk High Panthers, led by the local phenom, Desmond Ward, also had their sights set on the state championship. A fan favorite, Desmond had already accepted a full-ride scholarship at Texas A&M. His passing records ranked him at the top of the greatest players to come from Texas. Rock wasn't interested in Desmond, his scholarship, or his record: he despised him. Rock loved and studied the game of football, but he wasn't a skilled or competent player. Bass fishing was another story; his time to shine was this year. When a freck accident derails Rock's plans, Polk High's dream of snagging a coveted title unravels. Rock is placed in an impossible situation	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
The search for Big Lou	Walker, Lane	Fourteen-year-old Presley Walton had never ventured any farther than the city limits of Hattisburg, Mississippi. Her world revolved around chilling in her bedroom and using her cell phone to follow social media posts. Presley was getting ready to enjoy her typical summer vacation, but her parents had other plans. Before she knew what happened, Presley was headed to Camp Golden Arrow, exactly in the middle of nowhere. Her mom had attended this camp when she was a teen. Hearing her mom's stories of camp friendships, cabin contests, and outdoor fun made Presley dread this forced adventure even more. Identical twins, Mia and Ann, team up with Presley to make the fourteen days unforgettable with playing epic prank wars, challenging the camp bully, and fishing for Big Lou, a 100-pound blue catfish	Audience: Middle School ATOS Book Level: 6 AR Interest Level: MG **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
Adventure in Grand Canyon National Park	Johnson, Aaron	Before Jake's grandfather died, he was on the trail of a centuries-old mystery. And he has entrusted that mystery to Jake, leaving behind a set of hidden codes, riddles, maps, and other clues that lead Jake and his friends on a scavenger hunt into the most wild and rugged wilderness of the national parks. The mystery unfolds as Jake, Amber, and Wes learn about survival skills, natural history, integrity, character, and friendship. If your family loves the enchanted lands of our national parks, this series will take you to hidden places and into breathtaking landscapes. If you enjoy movies like National Treasure and Uncharted, or mystery adventures like the Hardy Boys and Gary Paulsen's survival story, Hatchet, you'll love this third installment of the National Park Mystery Series. Start this epic adventure on your Kindle app, or begin the journey with a paperback copy.	Audience: Upper Elementary Grades: 2-7 Ages: 7-12 **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE

Danger in Zion National Park	Johnson, Aaron	While camping in Zion National Park, Jake Evans and his friends uncover a new set of cryptic clues hidden in his grandfather's scrapbook. Battling unpredictable weather, unforeseen challenges, and an elusive adversary, the three friends are forced to rely on their problem-solving skills, the power of their growing friendship, and the courage to do the right thing.	Audience: Upper Elementary Grades: 2-7 Ages: 7-12 **Professional Review Not Available**	9.78196E+12	TRUE	TRUE	TRUE
AO HARU RIDE : 4	SAKISAKA, IO	Futaba suspects something happened between Kou and her best friend Yuri but isn't sure. She starts to investigate, again realizing how much she loves Kou, but wondering what happened to him that makes him so aloof.	generally praise its beautiful, soft artwork and romantic, emotional story that captures the feelings of youth, first love, and friendship, though some readers find the protagonist's communication issues and slow-burn relationship frustrating. Many reviewers recommend the series to fans of shoujo and romance manga for its satisfying and emotional journey, despite its familiar tropes	9.78197E+12	FALSE	FALSE	TRUE
AO HARU RIDE : 5	SAKISAKA, IO	Kou asks Futaba to go with him to the festival, which will essentially be their first date. Futaba is ecstatic, but a classmate, Toma Kikuchi, begins to pursue her.	generally praise its beautiful, soft artwork and romantic, emotional story that captures the feelings of youth, first love, and friendship, though some readers find the protagonist's communication issues and slow-burn relationship frustrating. Many reviewers recommend the series to fans of shoujo and romance manga for its satisfying and emotional journey, despite its familiar tropes	9.78197E+12	FALSE	FALSE	TRUE
Frieren: beyond journey's end. 1	Yamada, Kanehito	Elf mage Frieren and her courageous fellow adventurers have defeated the Demon King and brought peace to the land. But Frieren will long outlive the rest of her former party. How will she come to understand what life means to the people around her? Decades after their victory, the funeral of one her friends confronts Frieren with her own near immortality. Frieren sets out to fulfill the last wishes of her comrades and finds herself beginning a new adventure.	School Library Journal starred (February 1, 2022) Gr 6 Up-Title character, the female elf mage Frieren, has done it! Along with the other three heroes in her party, she has defeated the demon king and reigned in an age of peace. So...what happens after such a venture comes to an end? For Frieren, who is hundreds and hundreds of years old (though she still looks remarkably young), she doesn't have any plans in particular. She's content living life serenely, absorbing as much knowledge as she can about magic. But when Frieren wrestles with the concept of mortality, something that, unlike mere humans, she doesn't have to fret over, she begins to mull life as she never has before. This is a leisurely paced manga that will make readers stop and ponder. The work is an incredibly unique concept for not only a manga, but any form of literature, and a super fresh take on the fantasy genre. Frieren is as relatable a character as readers are going to find. Artwork is solid, a very clean style that works well for this story. VERDICT Seeing Frieren's character development as she tackles the concepts of life and death is an especially pleasing experience. A beautiful read from cover to cover, this is highly recommended. -Joe Pascullo © Copyright 2022. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. Rated T for Teen and recommended for ages 13 and up.	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 2	Yamada, Kanehito	At Eisen's urging, Frieren and her apprentice Fern head north seeking the land where heroes' souls are said to rest, which also happens to be the location of the Demon King's castle. Along the way, they meet Eisen's apprentice, whose fighting skills may come in handy--though the Demon King is long gone, his surviving minions have unfinished business with Frieren!	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 3	Yamada, Kanehito	An old enemy returns as Frieren continues her journey north. Decades ago, Frieren and her party defeated Aura the Guillotine, a great demon, one of the Seven Sages of Destruction, and a servant of the Demon King. Now Aura is back with a score to settle. But what price did Frieren pay for victory in the past, and how will the choices she made then affect the present?	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 4	Yamada, Kanehito	The village priest Sein has no intention of becoming an adventurer, but his desire to find a long-lost friend may lead him to join Frieren's party on their journey north. They are headed for the magical city of Ausserst, where Frieren can obtain the first-class mage certification needed to enter the Northern Plateau region. At Frieren's urging, Fern decides to take the certification exam as well, and faces some unexpected competition . . .	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE

Frieren: beyond journey's end. 5	Yamada, Kanehito	Frieren and Fern have ended up on different teams in the highly competitive first-class mage exam. Capturing a rare bird is required to pass, but personality clashes among teammates are making things difficult. Everyone soon realizes there is more at stake than mere success or failure--for some of them, the exam could be a matter of life and death	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 6	Yamada, Kanehito	The mages begin the second stage of their certification exam: a dangerous expedition into the innermost depths of the ruins of the king's tomb. This time, there are no teams and it's every mage for themselves. Whether they want to team up or not, the challenge they will face--their own clones--will push their skills to the limit	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 7	Yamada, Kanehito	After all the dangers the examinees have faced, passing the first-class mage exam will come down to a simple interview with Serie, whose intuition will determine success or failure. Then, Frieren, Fern, and Stark set out again on the road to Aureole, the land where souls rest. The journey provides new challenges--though the most challenging thing Stark and Fern may have to face is a date with each other!	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 8	Yamada, Kanehito	The Northern Plateau is a wild place, teeming with monsters and other dangers--a place Frieren once traveled with her legendary companions now long passed. Now, she finds herself once again following old familiar paths, this time with new friends. But powerful enemies still stand in their way, and a demon lord of exceptional ability may be more than a match for this party of heroes	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 9	Yamada, Kanehito	As Frieren, Fern, and Stark continue their journey in the Northern Plateau, they face many obstacles both natural and supernatural, including the Great Tor Canyon. But once across the canyon, they receive a plea for help that will take them into a legendary city of gold and a confrontation with their past selves	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Boruto: Naruto next generations. Volume 18,Hindrance	Kishimoto, Masashi	The ninja adventures continue with Naruto's son, Boruto! - Naruto was a young shinobi with an incorrigible knack for mischief. He achieved his dream to become the greatest ninja in his village, and now his face sits atop the Hokage monument. But this is not his story...A new generation of ninja is ready to take the stage, led by Naruto's own son, Boruto! Naruto and his allies have the upper hand on Momoshiki until he transforms into a more powerful form. Noruto and Sasuke will have to team up to stand any chance of topping this ferocious foe, but is Boruto holding the key to victory?!	Rated "T" for Teen (recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Boruto: Naruto next generations. Volume 19,The domain of the gods	Kishimoto, Masashi	Chaos reigns as Eida betrays Code and sides with Konoha Village. Eida's powers make her dangerous even as an ally, so how will Boruto and Team Seven react? Meanwhile, Code makes his own moves using the power of the Ten Tails	Rated "T" for Teen (recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 10	Yamada, Kanehito	Years before the end of the war against the Demon King, Macht, the most powerful of the Seven Sages of Destruction, made a deal with the lord of the fortress city of Weise in an attempt to understand human emotions. Although the deal was at first beneficial to both sides, Macht eventually transformed the entire city and all of its residents into gold. Now, the strange tale of Macht, the fate of Weise, and Denken's own past will all lead Frieren and her companions to one of their most difficult confrontations yet	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.78197E+12	FALSE	TRUE	TRUE
Kaiju No. 8 Book 12	Naoya Matsumoto	Narumi and Kikoru defeat their kaiju, but Soshiro is still dealing with kaiju No. 12, the finished projects that kaiju No. 10 was a prototype for. To complicate matters, Numbers Weapon 10 won't output more than eighty-three perfect unleashed combat power, leaving Soshiro at a disadvantage until he realizes what he needs to do in order to win. Mina recalls when she took the Defense Force Screen Exam and became a super artillery assault specialist. Mina neutralizes kaiju No. 14, but kaiju No. 9 reappears and large amounts of unidentified kaiju appear in Shinjuku ward.	Kaiju No. 8 is widely recommended for its ability to blend humor and intense action, offering a unique take on giant monster stories. The development of Kafka from a low-level worker to a unique fighter is a central appeal.	9.78197E+12	FALSE	FALSE	TRUE

Kaiju No. 8 Book 13	Naoya Matsumoto	Mina Ashiro is captured by Kaiju No. 9 who announces to all of Tokyo that he will destroy the entire country. Kafka goes to rescue her while his allies battle the daikaju emerging across the city. Meanwhile, Mina is fighting something no one has ever escaped; she needs Kafka by her side if she hopes to survive.	Kaiju No. 8 is widely recommended for its ability to blend humor and intense action, offering a unique take on giant monster stories. The development of Kafka from a low-level worker to a unique fighter is a central appeal.	9.78197E+12	FALSE	FALSE	TRUE
Kaiju No. 8 Book 14	Naoya Matsumoto	With the highest kaiju-emergence rates in the world, Japan is no stranger to attack by deadly monsters. Enter the Japan Defense Force, a military organization tasked with the neutralization of kaiju. Kafka Hibino, a kaiju-corpse cleanup man, has always dreamed of joining the force. But when he gets another shot at achieving his childhood dream, he undergoes an unexpected transformation. How can he fight kaiju now that he's become one himself?!	Kaiju No. 8 is widely recommended for its ability to blend humor and intense action, offering a unique take on giant monster stories. The development of Kafka from a low-level worker to a unique fighter is a central appeal.	9.78197E+12	FALSE	FALSE	TRUE
The tiny mansion	Graff, Keir	Twelve-year-old Dagmar and her family spend a summer living off-the-grid in a tiny home parked in the Northern California redwood forest, next door to an eccentric tech billionaire and his very unusual family.	Booklist (September 1, 2020 (Vol. 117, No. 1)) Grades 4-6. Dagmar's summer plans did not include leaving her friends and home behind to live in a tiny house among the redwoods. As she plans to sabotage summer and return home, she discovers that the woods house an eccentric billionaire and his unusual family. When a dangerous wildfire threatens to destroy everything both families have, they must each find a way to come together. Graff takes readers on an emotional journey as Dagmar struggles through an abrupt move and goes from sabotaging summer to rallying everyone together. The characters surrounding her are larger-than-life, lending to the whimsical tone and leading her into various high jinks alongside Blake, the billionaire's son. The two families' dynamics foil one another—one has lost everything, and the other is divided despite their wealth—helping Dagmar open her eyes and learn to appreciate her own situation. A compelling coming-of-age journey—sometimes carefree, sometimes emotional—of family, reconciliation, and finding yourself.	9.78198E+12	TRUE	TRUE	TRUE
Garfield fat cat 3-pack. Volume 21	Davis, Jim	A triple helping of classic Garfield humor"--Front cover,.Garfield chickens out -- Garfield listens to his gut -- Garfield cooks up trouble. Collects three previously published collections of "Garfield" comics, including "Garfield Chickens Out" "Garfield Listens to his Gut," and "Garfield Cooks up Trouble," which follow the antics of the Garfield the cat, his hapless owner Jon, and Odie the dog.	Reading Level: 5.2 Audience: Middle School **Professional Review Not Available**	9.78198E+12	TRUE	TRUE	TRUE
What do we know about spontaneous human combustion?	Korte, Steve	Can spontaneous human combustion be caused by something called ball lightning? Or can it be explained by something called the wick effect. From the infamous spontaneous combustion of Madame Nicole Millet in 1725 to the most recent case of spontaneous human combustion in 2020 in Estonia, scientists continue search for a logical explanation	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Review Not Available**	9.79822E+12	TRUE	TRUE	TRUE
Frieren: beyond journey's end. 10	Yamada, Kanehito	Years before the end of the war against the Demon King, Macht, the most powerful of the Seven Sages of Destruction, made a deal with the lord of the fortress city of Weise in an attempt to understand human emotions. Although the deal was at first beneficial to both sides, Macht eventually transformed the entire city and all of its residents into gold. Now, the strange tale of Macht, the fate of Weise, and Denken's own past will all lead Frieren and her companions to one of their most difficult confrontations yet	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.79832E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 11	Yamada, Kanehito	Elf mage Frieren and her courageous fellow adventurers have defeated the Demon King and brought peace to the land. But Frieren will long outlive the rest of her former party. How will she come to understand what life means to the people around her? Frieren has broken the curse of Diagoldze and released herself and Denken. Now they face Macht and Solitar in a final battle of retribution. With his memories of his wife driving him, Denken challenges Macht, his former master. Frieren takes on Solitar, who is confident of victory. But demons have always underestimated Frieren, one of the greatest mages to ever live, and Macht and Solitar would do well to not count Frieren out just yet!	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.79832E+12	FALSE	TRUE	TRUE

Frieren: beyond journey's end. 12	Yamada, Kanehito	Upon touching the ancient monument of the Goddess, Frieren finds herself cast back in time to 53 years before the death of Himmel the Hero. Her old adventuring comrades don't know she has come from the future, and Frieren realizes she must protect the secrecy of advancements in magic from their enemies. Here, the Demon King has not yet been defeated, and his minions are still powerful and determined to destroy Frieren!	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.79832E+12	FALSE	TRUE	TRUE
Frieren: beyond journey's end. 13	Yamada, Kanehito	Having been reunited in the past with her old friends, the Party of Heroes, Frieren looks for a way to return to the future. But the Demon King's minions want the knowledge Frieren possesses, and the powerful demon Grausam traps Frieren and Himmel in an illusion so beautiful they may never want to leave! Then a threat that's been lurking in the shadows for decades rises once again	Audience: Young Adult Rated T for Teen and recommended for ages 13 and up. **Professional Review Not Available**	9.79832E+12	FALSE	TRUE	TRUE
Boruto: Naruto next generations. Volume 20, Omnipotence	Kishimoto, Masashi	The fateful moment has arrived for Boruto and Kawaki. When the event Momoshiki warned him about finally arrives, Boruto finds his life and the entire ninja world flipped upside down!	Rated "T" for Teen (recommended for ages 13 and up). **Professional Review Not Available**	9.79837E+12	FALSE	TRUE	TRUE
Meet Sabrina Ionescu : New York Liberty superstar	Goldstein, Margaret J	Sabrina Ionescu was an all-time great college basketball player. In the WNBA, she overcame a serious ankle injury to become a star with the New York Liberty. See why fans are so excited about Ionescu	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Meet Ja Morant	Stabler, David	Point Guard Ja Morant of the Memphis Grizzlies is an up-and-coming basketball superstar. Learn about his rise through the NCAA ranks, his stand-out entrance into the NBA, and more	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Meet Devin Booker : Phoenix Suns superstar	Holleran, Leslie	After leading the Phoenix Suns to the 2021 NBA Finals, guard Devin Booker signed a contract with the team that will pay him more than \$200 million dollars by 2028. Explore his life and career	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Meet Jalen Hurts	Doeden, Matt	Dual threat -- Fast facts -- Football family -- Success and heartbreak -- Welcome to the NFL -- Super-Bowl bound -- Jalen Hurts career stats. "Jalen Hurts is one of the youngest quarterbacks to ever start in a Super Bowl. Follow his career from childhood to his superstar performances in the NFL	School Library Journal (April 1, 2024) Gr 4-6-The careers of popular, active athletes are presented in these eight informative volumes. Readers learn that Jalen Hurts was NFC Offensive Player of the Month in 2020, linebacker Micah Parsons led Penn State in tackles in 2018, hockey player Sarah Nurse helped Canada win gold at the Olympics, Connor David competed for the Erie Otters at age 15. Serbian national Nikola Joki 's basketball skills got him drafted by the Denver Nuggets whom he led to the NBA championship, Sophia Smith was the first Black woman named National Women's Soccer League's player of the year, Travis Kelce helped the Chiefs win multiple Super Bowls, and Trevor Lawrence was instrumental in the Jaguars' winning the AFC South division title in 2022. Color photographs of the players in action complement the texts, which will delight their fans. Little information on their private lives is provided, except for parents, siblings, and charitable causes. For instance, there is no mention of Kelce's relationship with singer Taylor Swift. This will not deter fans' interest in these people. One major problem is all these volumes will be quickly dated as the athletes are still in the prime of their careers. VERDICT These are suitable titles for young fans craving information about their favorite athletes and should be considered where there is a heavy demand. © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.79877E+12	TRUE	TRUE	TRUE

Meet Trevor Lawrence	Stabler, David	Trevor Lawrence, the first overall pick in the 2021 NFL Draft, is one of the most exciting quarterbacks in the league. Follow his story from childhood to the college national championship and beyond	School Library Journal (April 1, 2024) Gr 4-6-The careers of popular, active athletes are presented in these eight informative volumes. Readers learn that Jalen Hurts was NFC Offensive Player of the Month in 2020, linebacker Micah Parsons led Penn State in tackles in 2018, hockey player Sarah Nurse helped Canada win gold at the Olympics, Connor David competed for the Erie Otters at age 15. Serbian national Nikola Joki 's basketball skills got him drafted by the Denver Nuggets whom he led to the NBA championship, Sophia Smith was the first Black woman named National Women's Soccer League's player of the year, Travis Kelce helped the Chiefs win multiple Super Bowls, and Trevor Lawrence was instrumental in the Jaguars' winning the AFC South division title in 2022. Color photographs of the players in action complement the texts, which will delight their fans. Little information on their private lives is provided, except for parents, siblings, and charitable causes. For instance, there is no mention of Kelce's relationship with singer Taylor Swift. This will not deter fans' interest in these people. One major problem is all these volumes will be quickly dated as the athletes are still in the prime of their careers. VERDICT These are suitable titles for young fans craving information about their favorite athletes and should be considered where there is a heavy demand. © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.79877E+12	TRUE	TRUE	TRUE
Meet Micah Parsons	Doeden, Matt	In 2021, the Dallas Cowboys chose linebacker Micah Parsons in the first round of the 2021 NFL Draft. With the Cowboys, he won the Defensive Rookie of the Year award. Explore his life and career	School Library Journal (April 1, 2024) Gr 4-6-The careers of popular, active athletes are presented in these eight informative volumes. Readers learn that Jalen Hurts was NFC Offensive Player of the Month in 2020, linebacker Micah Parsons led Penn State in tackles in 2018, hockey player Sarah Nurse helped Canada win gold at the Olympics, Connor David competed for the Erie Otters at age 15. Serbian national Nikola Joki 's basketball skills got him drafted by the Denver Nuggets whom he led to the NBA championship, Sophia Smith was the first Black woman named National Women's Soccer League's player of the year, Travis Kelce helped the Chiefs win multiple Super Bowls, and Trevor Lawrence was instrumental in the Jaguars' winning the AFC South division title in 2022. Color photographs of the players in action complement the texts, which will delight their fans. Little information on their private lives is provided, except for parents, siblings, and charitable causes. For instance, there is no mention of Kelce's relationship with singer Taylor Swift. This will not deter fans' interest in these people. One major problem is all these volumes will be quickly dated as the athletes are still in the prime of their careers. VERDICT These are suitable titles for young fans craving information about their favorite athletes and should be considered where there is a heavy demand. © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.79877E+12	TRUE	TRUE	TRUE

Meet Nikola Jokic	Stabler, David	Center Nikola Jokic is a triple-double machine and a two-time NBA MVP. In 2016, he led Team Serbia to silver at the Olympic Games. Explore his life on and off the court	School Library Journal (April 1, 2024) Gr 4-6-The careers of popular, active athletes are presented in these eight informative volumes. Readers learn that Jalen Hurts was NFC Offensive Player of the Month in 2020, linebacker Micah Parsons led Penn State in tackles in 2018, hockey player Sarah Nurse helped Canada win gold at the Olympics, Connor David competed for the Erie Otters at age 15. Serbian national Nikola Joki 's basketball skills got him drafted by the Denver Nuggets whom he led to the NBA championship, Sophia Smith was the first Black woman named National Women's Soccer League's player of the year, Travis Kelce helped the Chiefs win multiple Super Bowls, and Trevor Lawrence was instrumental in the Jaguars' winning the AFC South division title in 2022. Color photographs of the players in action complement the texts, which will delight their fans. Little information on their private lives is provided, except for parents, siblings, and charitable causes. For instance, there is no mention of Kelce's relationship with singer Taylor Swift. This will not deter fans' interest in these people. One major problem is all these volumes will be quickly dated as the athletes are still in the prime of their careers. VERDICT These are suitable titles for young fans craving information about their favorite athletes and should be considered where there is a heavy demand. © Copyright 2024. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.	9.79877E+12	TRUE	TRUE	TRUE
Hear me	Cerra, Kerry O'Malley	After being diagnosed with progressive hearing loss, Rayne resists her parents' efforts to 'fix' her and rethinks her own assumptions about what her condition means for her	Booklist (September 1, 2022 (Vol. 119, No. 1)) Grades 5-8. This is the ultimately empowering story of Rayne, 12, who, as she loses her hearing, is made by her parents, without her consent, to get cochlear implants because they believe it will "fix her." Rayne, who's afraid the surgery won't work, is terrified of getting it. She's beginning to socially isolate herself from her friends and realizes she can't understand her favorite singer's lyrics. After she finds out her parents have already scheduled the surgery date, Rayne makes a desperate decision to run away in search of a doctor undertaking a stem cell research trial for children, even though she doesn't qualify because she's too old. Cerra, who has hearing loss herself, sensitively examines all sides of the complex issue of communication within the Deaf community. Her use of asterisks in place of dialogue that Rayne can't hear is very effective. Characters are cued as white. This empathetic, appealing story highlights Rayne's journey to self-acceptance while also exploring her complicated but loving family relationships, loyal friendships, and a little romance. Discussion questions wrap everything up.	9.79877E+12	TRUE	TRUE	TRUE
Meet Bryce Young	Goldstein, Margaret J	The real deal -- Fast facts -- When Young was young -- Aiming high -- College champ -- Drafted -- Bryce Young career stats. "Carolina Panthers quarterback Bryce Young was drafted with the first overall pick in 2023. Discover how Young won the Heisman Trophy in college and his success in the National Football League	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Meet Ronald Acuna Jr.	Schwartz, Heather E	Atlanta Braves right fielder Ronald Acuna Jr. is a home run hitter with two Silver Slugger awards. Discover how Acuna became the National League's 2018 Rookie of the Year and how he's continued to dominate	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Meet CeeDee Lamb	Goldstein, Margaret J	Chronicles the life and career of football player CeeDee Lamb.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Meet Julio Rodriguez	Holleran, Leslie	Includes bibliographical references (pages 30-31) and index.	Audience: Upper Elementary Grades: 2-5 Ages: 7-11 **Professional Review Not Available**	9.79877E+12	TRUE	TRUE	TRUE
Night light	Dehd, I. M	When a broken window leads Kingston into the home of a secretive scientist, he discovers escaped hybrid monsters and must confront his fear of the dark to survive the night and escape.	Audience: Upper Elementary Grades: 3-5 **Professional Review Not Available**	9.79888E+12	TRUE	TRUE	TRUE

First deer cheer	Lovegreen, Kevin	Crystal and her friend Megan are so excited when their dads take them to northern Minnesota for their first deer hunting experience. You won't believe all the critters the girls see from their deer stands. . . as they try to get their first deer	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-6 Ages: 7-12 **Professional Review Not Available**	9.79899E+12	TRUE	TRUE	TRUE
The Marvelous Now	Angela DiTerlizzi	Missed the bus? Flubbed a test? Got overwhelmed in a crowd? When you're feeling big feelings or having a bad day, it can be hard to calm your racing mind and stay present. The Marvelous Now gives kids the tools to see that this is the moment where you need to be! Through accessible, rhythmic verse by Angela DiTerlizzi and colorful, joyful illustrations by Lorena Alvarez Gómez, the Now will help young readers learn to regulate their emotions, reset, and reach their happy place.	An ode to destressing-and living in the moment!Everyone gets exhausted and anxious-it's inevitable. We all have lots going on and loads to do; sometimes we feel rushed or overwhelmed. But don't fret, this calming book, expressed in jaunty verses, assures readers. We can soothe frazzled nerves by focusing on the present. How? By admitting the Marvelous Now into our lives. As a light-skinned, dark-haired child looks on, a wide-eyed, smiley blue sprite with twirly, ribbonlike appendages and plum-colored spots on its face and head appears. Under its tutelage, the once-harried kiddo begins unwinding, for "Now knows exactly what it will take / to give your brain and your body a break." DiTerlizzi lists some suggestions to help wind down, which every child (and even adult) should heed: finding one's "happy place," taking a walk, being aware of the sights, sounds, and smells all around, making art, counting backward, and more. Some ideas are a little easier than others to put into practice; readers will need guidance before trying out yoga or tai chi, for instance. Still, kids will be reassured to know that they can employ simple, practical tools whenever they need to feel less worried. Alvarez GÁmez's cheerful, colorful digital illustrations burst with energy, setting an appropriately empowering tone. Background characters are diverse.Now's the time to pick up this primer on mindfulness.(Picture book. 5-8)	9.78167E+12	TRUE	TRUE	TRUE
The Curious Why	Angela DiTerlizzi	A magical friend called the Curious Why encourages children's imaginations to fly, as they consider "how, what, where and when?" in relation to the world around them.	In this follow-up to The Magical YetA (2020), a child finds an antidote to apathy.Talk about ennui! The red-spectacled, brown-skinned, dark-haired young protagonist is listless and bored. The little one has tried everything: the computer, toys, YAWN! But as the rhyming narration bounces along at a sprightly clip, a visitor arrives at the door. It's the Curious Why, who resembles a flowery, leafy artichoke. The Curious Why ushers the child along on an inspirational path to great fun and tremendous learning. "You're only bored if you choose to be," says the Curious Why. There's an enormous world out there just waiting to be explored by anyone who's willing to be a "knowledge-collector" and a "gotta-know creature." In other words, kids should ask questions about everything going on in the world. Where does the Why go for answers to these queries? The library, of course! On the next spread, we see the protagonist reading a book atop a winged prehistoric creature while dinosaurs mill about in the background. Other kids explore their passions, too; one uses a telescope to study the stars, another bakes, and another learns about bees. DiTerlizzi offers youngsters an upbeat, sensible cure for a serious case of the blahs; it's not necessarily guaranteed to work, but it's definitely worth a try. Readers will love the colorful, energetic, swirling digital illustrations, especially those dinos. Background characters are diverse.Why not? Fun, cheery, and entertaining: just the ticket for the perennially inquisitive-or perpetually bored. (Picture book. 4-7)	9.78032E+12	TRUE	TRUE	TRUE

Dream	Barbara O'Connor	The highly anticipated follow up to Wish , which has spent six years on the New York Times bestseller list and is beloved by over two million readers. Dream follows a small town girl with big aspirations who discovers that anything is possible with your best friends and an adorable pup by your side! The sky is the limit. Idalee Lovett is content with her life in small-town Colby, North Carolina, living in her family's huge house with rooms for rent. But she has big dreams, just like her mama. While Mama is on tour for the summer with her cover band, Lovey Lovett and the Junkyard Dogs, Idalee decides to hone her craft as a songwriter--since her truest wish is to hear her country songs on the radio one day. When the local radio station announces a songwriting contest with the winning song being recorded by an up-and-coming singer, Idalee is determined to win. It would definitely be possible if only she could buy the shiny blue guitar in Asheville's music shop. Idalee doesn't have much money, but she knows exactly how to get it--the long-lost treasure her late granddaddy hid somewhere in their house. With the help of her friends Odell, Howard, Charlie, and an adorable little dog named Wishbone, Idalee is going to search in every nook and cranny until she finds it. But little does she know, the biggest treasure of all is only discovered when you believe in yourself with your whole heart. In this standalone companion to the #1 New York Times bestseller Wish , nothing is impossible as Idalee learns the power of chasing her dreams one guitar strum at a time.	Readers who enjoyed Charlie's story in Barbara O'Connor's Wish (2016) will enjoy this return to her small town in North Carolina, narrated by Charlie's classmate Idalee, whose mother hopes for stardom as a country singer. Mama departs with her band for a road trip that might make her famous. Meanwhile, Idalee is staying with neighbors and hoping to stay out of trouble. Like her grandfather, Idalee writes songs. When a radio station sponsors a songwriting contest, her friends urge her to submit some of her songs. Idalee longs to win the cash prize, which will buy her a new guitar, but after she uses a ruse to gain an advantage, her moral compass responds with realistic guilt and makes her dreams seem far beyond her reach. In this stand-alone book that features several returning characters and a familiar setting, the strongest asset is O'Connor's ability to let Idalee tell her story in her own, distinctive voice, while creating secondary characters who are interesting and equally true to life. An involving chapter book, set in the Blue Ridge Mountains.	9.78037E+12	TRUE	TRUE	TRUE
The Teeny Weeny Unicorn	Shawn Harris	A teeny-weeny unicorn feels like the world is not made for his small stature and one day it bothers him so much he runs off, but soon after meeting a salty gnome he starts to wonder if he might just be the right size after all.	Starred Review In a faraway land, a teeny-weeny pink unicorn lives in a large palace ll, extra-large for him. There, his regular-sized brother and sister use him as a pawn when they play chess, and they never let him cannonball off the drawbridge. Sick and tired of being left out due to his size, he runs away from home but quickly gets lost in the lawn. To his surprise, he is chastised by an even teenier garden gnome, who claims that the unicorn's giant hoof has crushed her brand-new red roadster. Feeling guilty "but also a little proud," the unicorn gallops home with the gnome to make amends. The story's end reveals a more confident, empowered little unicorn and the observation that "We are all teeny-weeny. We are all giants. And we are all just the right size." The book's tone is absolutely original, using the magical lilt and glittering language of a classic Hans Christian Andersen fairy tale, interspersed with surprising and cheeky modernizations. Harris' chalk pastel artwork, which has previously received a Caldecott Honor (Have You Ever Seen a Flower? 2021), is no less beautiful here as it uses a mix of full-bleed spreads and spot art from inspired angles to tell the tale of our pink Lilliputian hero. A delightful, buoying romp.	9.78059E+12	TRUE	TRUE	TRUE

Squash and Pumpkin: #SquashGoals	G.G. McQueen	It's a pumpkin spice showdown! Acorn Squash wants her fair share of the seasonal spotlight in this hilarious "odd couple" picture book with plenty of fall flair.	It's good to be a gourd. Besties Acorn Squash and Pumpkin love spending time in winter, spring, and summer. Come autumn, though, Pumpkin receives all the adulation. People clamor for pumpkin pie, pumpkin lattes, and pumpkin bisque. Other gourds go unnoticed; Acorn Squash feels left out. This year, our protagonist has "#SquashGoals." Determined to become an "Autumn STAR," Acorn Squash sets up a booth at the Harvest Festival and spotlights goodies like "Squilk" (acorn squash-flavored milk). Sadly, Acorn Squash garners zero attention, while Pumpkin's relentless PR team guarantees that huge crowds will clamor for her. In a surprise twist, Pumpkin tracks down Acorn Squash. In need of respite from the madness, she just wants to spend time with her pal. The crowds won't let Pumpkin go, though, so Acorn Squash suggests joining forces, giving the public "a double dose of autumn awesomeness!" Consequently, "SquashKin" becomes a hot new trend, and the gourds are now besties in every season. This lively fall story about friendship and collaboration will boost children's feelings of empathy; Acorn Squash is especially appealing and relatable. At times, the text has an adult sensibility, though: References to soup subscriptions, the paparazzi, and a PR team pushing hair, makeup, and autograph-signing appointments will likely sail over kids' heads. Still, the cheery, dynamic illustrations, bursting with bright autumnal colors and personable, googly-eyed characters, are delightful. Humans are diverse. A charming story to fall into in autumn or any season; it might even tempt kids to try acorn squash. (Picture book. 5-8)	9.78059E+12	TRUE	TRUE	TRUE
Don't Eat Bees: Life Lesson from Chip the Dog	Dev Petty	Chip the dog shares the wisdom of his seven fruitful years of eating things he shouldn't.	This romping read-aloud, by the duo that produced the popular I Don't Want to Be a Frog series, stars a mutt with a message for all other dogs: "Don't eat bees." The mutt, Chip, who has a wide circle around one eye and a huge snout, first establishes that he's smart. Chip knows that you can dig 30 holes for 30 bones or put all 30 bones in 1 hole. Experience has taught him that just about everything is on the menu for dogs, except for bees. Chip has an expansive list of what's fine for dogs to eat, including socks, homework, and the Thanksgiving turkey, but each cluster of "OK" foods is followed by the refrain "But not bees." Readers will start to suspect that Chip is a little obsessed with bees, and there's a comic sequence toward the end that shows just how Chip got that way. The bright, bouncy illustrations carry the hilarity; scenes like the wreck of the Thanksgiving dinner table abound. Funny and involving.	9.78059E+12	TRUE	TRUE	TRUE
Dream On	Shannon Hale	Mega-bestselling graphic novel author Shannon Hale (Real Friends , Best Friends , and Friends Forever-- over 2 million copies sold!) is back with a new middle grade graphic novel about hope, friendship, and heartfelt wishes, perfect for fans of Invisible Emmie and Click . Something is missing from Cassie's life. Her parents don't have much money, she has to share her bedroom (and bed!) with her sisters, and her family never seem to have time for her. To make matters worse, her best friend Vali is always busy with a new friend. When Cassie gets a letter from a magazine sweepstakes with the words "YOU'RE THE WINNER" stamped on the front, she thinks it's the answer to all her problems. She could buy new furniture to replace their shabby old sofa. Or maybe a car so her family doesn't have to take two trips to go places. Or maybe she can make Vali her best friend forever by taking her on a fabulous vacation. The possibilities are endless, like an all-you-can-eat buffet! But will prizes really solve Cassie's problems? And what will she lose if she doesn't win anything at all? With bright and charming illustrations by Marcela Cespedes and Lark Pien, Dream On is a joyful story filled with imagination, big dreams, and wonder. This book is perfect for readers who want to enjoy a gentle and accessible friendship story, as well as anyone looking for SEL themes about empathy, kindness, compassion, and forgiveness. This story also features children experiencing high sensitivity, big emotions, and feelings of sadness, making it a helpful tool to spark conversations and connections with young readers.	Gr 3-6— As one of six kids, Cassie doesn't get much one-on-one time with her parents and often feels overlooked. When her best friend, Vali, starts to hang out with a mean girl in their class, Cassie feels abandoned with no one to talk to. So, when Cassie receives a sweepstakes mail flyer telling her she is a grand prize winner, she's thrilled and sends back her award-winning slip, eagerly deciding what grand prizes she will select. But the grand prizes don't come, and magazines her family can't afford start showing up instead. Cassie is determined to keep her prize-winner status a secret but doesn't know how to make the magazines disappear or how to get her friend to talk to her again. This story stands out from many current friendship graphic novels because Cassie is younger, still in fourth grade. The book takes place sometime in the past 50 years, post-television but pre-cellphone—close enough to current times to feel relatable, but distant enough that some kids might not understand certain plot elements, like the sweepstakes flyer. Even with the setting creating some roadblocks for readers, the graphic novel effectively captures both friendship drama and the difficulties of living in a large family. A good option for fans of Shannon Hale and LeUyen Pham's "Real Friends" series. Cassie and her family are white, Vali has brown skin. VERDICT This heartfelt graphic novel tackles family and friendship hardships with compassion and is recommended for fans of Raina Telgemeier.— Annamarie Carlson	9.78125E+12	TRUE	TRUE	TRUE

Pocket Bear	Katherine Applegate	Meet Pocket, created as a good luck charm for soldiers going into battle, whose bravery and loyalty lives on long after the war. From Katherine Applegate, #1 New York Times bestselling author of <i>Odder</i> and <i>The One and Only Ivan</i> . Thimble-born from tip to toe, Pocket Bear remembers every moment of his becoming: the glimmering needle, the silken thread, the tender hands as each careful stitch brought him closer to himself. Born during the throes of WWI, he was designed to fit into the pocket of a soldier's jacket, eyes sewn a bit higher than normal so that he always gazed upward. That way, glancing at his pocket, a soldier would see an endearing token of love from someone back home, and, hopefully, a good luck charm. Now, over a century later, Pocket serves as unofficial mayor of Second Chances Home for the Tossed and Treasured, where stuffed toy animals are refurbished and given a fresh opportunity to be loved. He and his best feline friend Zephyrina, known far and wide as "The Cat Burglar," have seen it all, and then some. An unforgettable tale of bravery, loyalty, and kindness, Pocket reminds us all that love comes in many forms (sometimes filled with fluff), and that second chances are always possible. Don't miss more heartwarming books by Katherine Applegate: <i>Odder</i> Wishtree Crenshaw Willodeen	Zephyrina brings toys back to the apartment she shares with Elizaveta and her daughter, Dasha, refugees from war-torn Ukraine. Dasha reconditions Zephyrina's rescues and sets them outside for three days, just in case they have owners who want to reclaim them. Afterward, they join the other toys in the parlor—the Second Chances Home for the Tossed and Treasured. Dasha and Elizaveta don't know that the toys are sentient. At midnight they abandon their rigid daytime postures to cavort and play, overseen by their leader, Pocket, a tiny mascot bear made to comfort soldiers during World War I. One night, Zephyrina brings back a dirty old bear, and Pocket is astounded. The new arrival, Berwon, might come from a lost shipment of the first-ever stuffed bears, sent from Germany to the U.S. in 1903—and if so, he's worth a fortune. In the ensuing antics, the unpleasant villain Picky Vicky covets Berwon, and a kind museum curator does, too, but for different reasons. Applegate's writing is exquisitely nuanced; she couches profound themes in accessible language that depicts relatable situations. Gentle, generous Elizaveta and Dasha poignantly underscore the human impact of wars. Santos's enchanting, delicate, black-and-white illustrations bring the timeless feeling of a classic to this hopeful, humanizing story of the distressed looking out for each other. Poignant and heartwarming. (author's note) (Fiction. 8-12)	9.78125E+12	TRUE	TRUE	TRUE
Who Would Win: Porcupine vs. Pangolin	Jerry Pallotta	This nonfiction reader compares and contrasts two unlikely animals: a porcupine and a pangolin! Readers will learn about each animal's anatomy, behavior, and more. Then, compare and contrast the battling pair before finally discovering the winner! This nonfiction series is full of facts, photos, and realistic illustrations, and it includes a range of mammals, sea creatures, insects, and dinosaurs to satisfy all kinds of animal fans.	https://www.goodreads.com/book/show/221737574-who-would-win?from_search=true&from_srp=true&qid=WdSnCbAJ7J&rank=1	9.78134E+12	TRUE	TRUE	TRUE
Bundle Up, Penelope Rex!	Ryan T. Higgins	Penelope Rex wants to play in the snow. Her pet saber tooth cat wants to help her get ready. Join Penelope and Mittens the saber tooth cat as they prepare to play in the snow in this cozy and funny wintertime entry in the Penelope Rex canon.	PreS-Gr 1— Penelope Rex has become a new favorite, delighting children with her dino-out-of-water adventures among a normal human classroom. This simple and frothy story is perfect for Penelope's board book debut. Instead of a moralistic tale of understanding others, like most of her classroom interactions, this story has the dinosaur heroine facing a simple but daunting task—preparing for winter weather. It details the layering necessary for a chilly snow day, showing each step of Penelope's winter wear as both she and her parents exhaust themselves before the outdoor play even begins. Penelope keeps her signature cuteness, even when bundled up in boots and snow pants. VERDICT A stripped-down approach to a popular character, making Penelope accessible for the young children.	9.78137E+12	TRUE	TRUE	TRUE
Axolotl and Axolittle	Jess Hitchman	Axolotl snacks-alotl. And lives life to the max-alotl. Little brother Axolittle likes to study facts a little. For total opposites like these two, sometimes differences can lead them to poke-a-little and joke-a-little, then shout-a-lotl and pout-a-lotl. This axo-lutely hilarious new read-aloud about fighting and making up is a must-buy for siblings and friends who need to chill their gills and learn to get along.	The salamander sibs of this animated picture book's title couldn't be more different. Bright pink older sister Axolotl is a big personality who "lives life to the max-a-lotl." Bespectacled and yellow-hued younger brother Axolittle is quieter by comparison—"he loves to just relax a little." A series of snapshots depicting the duo's activities highlights their deep mutual affection and complementary strengths—as Axolotl thrashes on the guitar, Axolittle avidly plays along on the triangle. But when Axolotl's exuberance goes too far, and she inadvertently wrecks Axolittle's in-progress painting, their relationship devolves into squabbles. It's time for Axodad! to step in, take the pair on his lap, and forge a reconciliation ("They wipe their axolotl eyes/ and then they axo-pologize"). Clean-lined, limited-palette digital art by Rebar emphasizes the characters' distinct personalities, while consistent rhyming lines by Hitchman provide amusing ear tickles alongside gentle lessons about connection and conflict resolution. Ages 4–8. (July)	9.78146E+12	TRUE	TRUE	TRUE

The loneliest place	Senf, Lora	Evie ventures into the Dark Sun Side to rescue her parents and discovers truths darker than she could have ever imagined"	Evie returns once more to the Dark Sun Side, a terrifying land of nightmarish creatures. This trilogy closer takes place just weeks after 12-year-old Evie narrowly escaped the Dark Sun Side in 2023's The Nighthouse Keeper. Evie has been living with her aunt Desdemona, believing her parents' lives were lost in a house fire—but she discovers they've been held captive in the Dark Sun Side by the demented creature called the Clackity. Evie, who's cued white, strikes a bargain with the Clackity and embarks on a series of quests: Succeed, and she gets her parents back; fail, and she risks losing her own life. Accompanied by the lovable Bird, her tattooed companion who's nestled into her skin and sends her warnings, Evie bravely uses her resourcefulness and altruism to tackle tasks that take her through places like an otherworldly ocean, desert, and forest. The most captivating of these expeditions takes her to the Winterlands, a place that's striking and chilling in its beautiful descriptions. It's only in this world that Cáceres' otherwise evocatively creepy black-and-white illustrations fail to capture the vivid, haunting beauty described in the text. Senf's storytelling is riveting and wildly imaginative, and her story is populated with unique, otherworldly creatures and characters. Evie's death-defying crusade makes for a satisfying, compelling closing to the series. A fitting finale for a top-notch series. (Horror. ages 9-12)	9.78167E+12	FALSE	TRUE	TRUE
Rappy goes to the library	Dan Gutman	When Rappy the Raptor's class goes to the library, it's all Rappy can do not to be noisy. Can he keep his rapping quiet, or will he start a book riot? When students are finding the library a bore, quick-thinking Rappy uses his rhyming skills to save the day!	Reading Level: 1.7 Audience: Lower Elementary Grades: Pre-K/K-3 **Professional Reviews Not Available**	978-0-06-225266-1	TRUE	FALSE	FALSE
Rappy & his favorite things	Dan Gutman	When Rappy the Raptor's class goes to the library, it's all Rappy can do not to be noisy. Can he keep his rapping quiet, or will he start a book riot? When students are finding the library a bore, quick-thinking Rappy uses his rhyming skills to save the day!	Reading Level: 1.7 Audience: Lower Elementary Grades: Pre-K/K-3 **Professional Reviews Not Available**	978-0-06-225272-2	TRUE	FALSE	FALSE
Rappy the Raptor	Dan Gutman	Meet Rappy the Raptor, a velociraptor who speaks in rhymes all of the time, whether it's morning or noon, October or June. Now, how did it happen that he started rappin'? Well, here's Rappy's story in all its glory!	Backward-baseball-cap-wearing raptor Rappy explains how he came to be "rhyming" and rappin' / all of the time." (Gutman uses "rhyming" and "rapping" synonymously.) The rhymes, like the illustrations, are energetic, but they're uninspired ("I landed on a shed / and I smacked my head. / I turned all red. / I had to go to bed!") and sometimes rhythmically challenged. Hornbook 8/1/15	978-0-06-229180-6	TRUE	FALSE	FALSE
Rappy goes to school	Dan Gutman	Rappy the Raptor is going to the grocery store. What a bore! But Rappy finds himself actually having fun...that is, until he tips over a HUGE display of toilet paper rolls. The manager is angry, but the quick-thinking Rappy uses his rhyming skills to save the day!	In his easy-reader debuts, Rappy the rapping velociraptor averts multiple disasters on a trip to the supermarket and goes on a class field trip to a library. The books lack much of a story and rely on an inconsistent pseudo-rap rhyme scheme. Bowers's customary cartoonish illustrations showcase a wacky cast of Flintstones contemporaries and capture Rappy's exuberance.	978-0-06-229181-3	TRUE	FALSE	FALSE
Wingbearer saga. Book 2.Wingborn (Wingbearer Saga, Book 2)	Liu, Marjorie M	After her encounter with the Witch-Queen, Zuli is shaken—but feels more determined to find out what's happening to the bird spirits. Armed with new information about her identity, she sets off with Frowly and Orien by her side. But the more she tries to solve the mysteries swirling around herself, the more she's drawn to legends about the mythical Siric, who have long since disappeared from the world. Zuli might be prepared to take on new challenges, along with the new allies she meets, but is she prepared to go farther than ever before to confront the universe's broken magic?"	A magical girl works to unearth her origins and seek her destiny. Zuli, who's held captive aboard a floating ship alongside her owl companion, Frowly, and her friend Orien, a green-skinned, winged creature, is about to be freed—or perhaps captured by someone else—while plotting to pursue her own noble quest. That journey, established in the saga's previous volume, involves saving the souls of birds held in a purgatorial parallel world. This follow-up is full of political machinations and worldbuilding ideal for fantasy lovers. But the story is ultimately rooted in the personal: Zuli's attempts to understand and contend with her connection to the fearful witch-queen Zara. Both seek to save the birds and preserve their world but by drastically different means. Kum's elegant character studies visually recall a family-friendly iteration of the Saga space-opera comic book series. The backdrops are beautiful, but the constant conversation bustling the narrative along doesn't always give these majesties space to breathe. Its most meaningful moments are those of eerie, ominous quiet: mystical visions of the past, apocalyptic red skies over a burnt-out city, and a glowing ghostly world. Zuli and Zara are Black humans, while most other characters appear in animal forms. Intricate, ambitious fantasy with a thoughtful, glowing heart. (Graphic fantasy. ages 8-15)	978-0-06-299557-5	FALSE	TRUE	TRUE

Clutch time	Butler, Caron	"Kofi 'KO' Douglas, a budding AAU basketball star attempts to find redemption on the court and reconnection with his incarcerated father"-	Being the best on the court doesn't mean you don't have a lot to learn about playing the game of life. Being a top-ranked player comes with a lot of new pressures for 14-year-old basketball phenom Kofi Douglass. Though their Milwaukee community has suffered a recent tragic loss, Kofi and his mother are also still reeling from the day his father was arrested seven years ago—and basketball has become a complicated way of coping. Through all the challenges, Kofi has a staunch best friend in Mecca, but even she's beginning to recognize how he's started to let basketball and his ego get in his own way. Meanwhile, former friend (now bitter rival) Ripp Ransom will take advantage of any misstep to get ahead of Kofi, leading to some action-packed showdowns on the court. These scenes, coupled with flashbacks that contextualize Kofi's story, make for a compelling sports drama with a lot of heart. In this stand-alone companion to Shot Clock (2022), the authors believably frame Kofi's slow path toward maturity on and off the court, presenting it as the real key to his overall success. Ballplayers will appreciate the hoops details, playful slang, and healthy dose of trash talk, while the images of healing from loss and unfairness will be accessible and refreshing for any readers. The cast members predominantly read Black. Thoughtfully portrays a boy who's balancing hoop dreams and emotional maturity to achieve impressive ends. (Fiction. ages10-14)	978-0-06-306964-0	FALSE	TRUE	TRUE
Rain remembers (Rain, Book 2)	Comrie, Courtne	Companion to: Rain rising. ;"Ages 10 and up"--Dust jacket. Rain must once again find the strength to rise above. The start of the school year is bringing a lot of changes for Rain: New school. No Circle Group. No Dr. McCalla. No Miss Walia. No step team. And Xander, her older brother and superhero, is away at college. Although everyone else seems okay with change, Rain struggles to open up to her new counselor, her mom, Umi, Alyssa, and even Xander, who seems to have forgotten all about her while away at college. But when an older boy starts giving Rain more attention than she asked for--will she be able to open up again before things go too far?	Gr 5 Up-In this sequel to Rain Rising, teenager Rain Washington's journey continues as she navigates change while learning the importance of self-care and self-love. Rain is starting her first year of high school and feels struck by all the differences. Her older brother Xander is away at his first year of college and has been difficult to reach, the school psychologist is hard to open up to, and being a freshman in a school crowded with new people feels daunting. When she attracts the attention of an older boy, Rain experiences the thrill of being seen, but feels unable to talk about him with the people closest to her. With everything she is going through, Rain begins to isolate and her self-disparaging thoughts return; without the supports she had in middle school, coping feels impossible. While Rain may feel alone, her circle of family and friends help her remember who she is. As Rain pulls from her strengths and past experiences, she finds ways to continue her path toward healing and growth, inspiring those around her to do the same. Written in verse, Comrie's writing expresses the tenderness of Rain's interior world, allowing her experiences to resonate with readers and illuminate the power we each hold in making changes in our lives and communities. Comrie weaves in personal and systemic issues facing young people like mental health challenges, body image, divorce, the legal system, and family separation while expertly shining light on the ways that people of all ages can strive toward "progress, not perfection." VERDICT Speaking directly on social issues that affect youth through her characters, Comrie shares different pathways toward healing and empowerment. This title and its predecessor are an important pair of books for any middle grade library.	978-0-06-315977-8	FALSE	TRUE	TRUE
Fortune tellers	Greenwald, Lisa	Ages 8-12"--Dust jacket. When the long-ago fortune tellers they created in third grade start popping up in the most unexpected places during the summer before seventh grade, three former best friends-- Millie, Nora and Bea-- see this as a sign to finally reconnect and reunite.	Grades 4-7. Readers will see three sides of a story in this novel about the importance of friendship and finding your people. Milly, Bea, and Nora go to an idyllic school where they are encouraged to pursue reading and music more than math and other "serious" subjects, and around third grade, they get into fortune tellers (or cootie catchers). By fifth grade, Milly is still into them, but the others aren't, and the group has a falling out. Now, two years later, the three live far from one another, and strange happenings lead them back to their friendship. The girls show some initiative and practice activism as it pertains to their beloved school in an unexpected way. The book also gently touches on tough subjects like divorce, poverty, and providing health care to a family member. It's a realistic look at situations everyday kids might have to live with, and a sweet story about perspective and making things right with people, as well as finding ways to use your creativity and interests for the good of a community.	978-0-06-325585-2	FALSE	TRUE	TRUE

The summer of the fortune tellers	Greenwald, Lisa	Is the magic really back? When Mille, Nora, and Bea found fortune tellers popping up in unexpected places—with eerily accurate fortunes—they reunited as best friends. Now that they're back to being besties, they're excited to spend the summer together outside the city. Recruited into babysitting eight-year-old triplets and staying with Millie's family, the girls are hoping this will be their own private summer camp, one where they're in charge, away from annoying siblings and toxic frenemies. But nothing perfect can last. When everything from homesickness and boy craziness to real estate developers threaten their summer, Millie, Nora, and Bea start stumbling upon fortune tellers in the strangest places. And once again it feels like these fortune tellers are speaking to them: 'Sometimes in life you just have to jump in.' 'Speak your mind and stand up for what you believe in!' 'You are here for a reason.' If they speak up, can Millie, Nora, and Bea really save the summer—and the community—before it's too late?"	Gr 4-7-A delightful and engaging read that captures the essence of youthful summer adventures and the magic of friendship. Eighth grade best friends Millie, Nora, and Bea reunite in this follow-up to Fortune-Tellers to spend a month babysitting a set of third-grade triplets. This sets the stage for a summer filled with fun, challenges, and memorable experiences. The besties set ambitious summer goals: have the greatest summer ever, find boyfriends or have a summer fling, forget about home life drama, and get tan. As they navigate summer romances, manage renewed friendships, and handle three wild kids, they discover the importance of being there for each other. One charming element of the story is the use of magical markers to create folded fortune tellers. These fortune tellers, which the girls used to make when they were younger, bring a sense of nostalgia and enchantment to their summer. Introducing the triplets to these magical fortune tellers adds a whimsical touch to the narrative, making it even more captivating. Greenwald's writing style is straightforward and easy to read. There is little preamble to the action, ensuring that readers are quickly immersed in the adventures of Millie, Nora, and Bea. The book centers girlhood and female friendships, but its themes of bonding, summer fun, and personal growth are universal and can be enjoyed by all. The protagonists cue as white. Millie and Nora are Jewish. VERDICT A heartwarming and entertaining read that celebrates the joys of summer, the magic of childhood, and the enduring bonds of friendship; a great addition to any children's or school library.	978-0-06-325590-6	FALSE	TRUE	TRUE
The Nine Moons of Han Yu and Luli	Glaser, Karina Yan	In 731 Chang'An, China, Han Yu sells steamed buns in a bustling market full of whispers about his ability to summon tigers. In 1931 Chinatown, New York, Luli Lee gazes out from the roof of her parents' restaurant, dreaming of dim sum and Chinese art. Familiar rhythms rule the contented lives of Han Yu and Luli. But when plague strikes Chang'An and financial crisis threatens Luli's family, each must venture out into the larger world—and into perilous adventure—to save what they love most	Grades 4-7. Best known as the author of the Vanderbeekers series, which features a large, close-knit family in Harlem, Glaser takes on a different challenge in her new novel, which introduces two lead characters who share the same ancestry, each living in a challenging time and quietly taking on a heavy burden for the good of their beloved family. Han Yu, who lives in China during the Tang dynasty, risks his life by traveling the perilous Silk Road in search of a medicine to cure his family during an epidemic of a fatal lung disease. Luli works hard to save her family and their failing restaurant, which has supported them for years. The stock market crash has impoverished their customers and now threatens their livelihood as well. Written in third person, the stories unfold in alternating chapters, shifting between Han Yu in China in 731 and Lili in New York City's Chinatown in 1931. Though separated in time and place, each tale is told in a realistic manner with an occasional hint of magic. The main characters, who must make difficult decisions, emerge as heroes in this engaging narrative, which encompasses their interconnected family stories. Occasional black-and-white drawings help establish the period settings in this memorable historical novel.	978-0-06-328443-2	FALSE	TRUE	TRUE
Searching for home	Aphmau	Aphmau is the new girl in town, and after a rough first day at school--thanks, Stacy--she's not sure anyone will come to her birthday party. Thankfully, the super cute and mysterious Aaron comes through and brings the party with him. But after Stacy sprinkles the cake with magic, Aphmau's birthday wishes don't only come true, they come to life! Soon Aphmau and her friends find that the world has become just like Aphmau's video games! Will they be able to turn everything back to normal? Or will Stacy's evil plan reign supreme?"	A gamer girl's birthday celebration goes awry with magic, zombies, and more. New girl in town Aphmau is having a rough go at making friends. Real life isn't like her video games, and she worries no one will come to her party. To her surprise, her secret crush Aaron is the first to make it. Soon, the house is full of so many classmates that Aphmau frets about getting grounded. The party's success enrages school bully Stacy. The daughter of a supervillain's henchman, Stacy gets her revenge by adding a little magic to Aphmau's birthday cake. Once consumed, the cake transforms Aphmau into a wolf-girl. More birthday wishes backfire, cueing video game-inspired hijinks all over town. But can Aphmau right the wrongs in time? The author, a successful online content creator who shares a name with her protagonist, delivers a Minecraft-inspired graphic novel that successfully brings her brand to a new format. Cacciatore's adorable, candy-colored art incorporates video game conventions like status bars to effortlessly meld mediums. The fast pace and quick cuts are delightfully chaotic, echoing the original YouTube format. Age-appropriate tween romance elements especially stand out. Character bios provide a helpful entry point to those new to Aphmau's world. Aphmau has brown skin and purple hair; other cast members vary in skin tone. A cute romp that will appeal to an existing fan base and beyond. (Graphic fantasy. ages 8-12)	978-0-06-328808-9	FALSE	TRUE	TRUE

The gods' revenge	Marsh, Katherine	After Layla is banished from school for asserting her beliefs, Ava and her friends travel to the underworld to rescue Layla and uncover the truth about their fiendish ancestors.	Gr 3-7-Ava Baldwin and her brother Jax are heading back to the Accademia del Forte in Venice, Italy, for their second year at the boarding school for descendants of mythological monsters. Ava, who is a descendant of Medusa, is excited to see her best friends Fia, Layla, and Arnold. With high hopes of staying out of trouble (unlike last year), things quickly get interesting when her shape-shifting vampire vegan friend Layla is accused of biting and nearly killing the new student during a school dance. Ava and her friends discover that Layla has a curse placed on her and has been banished from the school. Now on a rescue mission, Ava, Jax, and their friends embark on a wild journey that involves kidnapping Cupid and finding the only being that can release the curse before Layla dies. Written in third person, Ava presents as a determined middle school student who seeks equality in a school that favors boys, and emanates power in all of her actions. Many mythological creatures are introduced, which is perfect for readers well-versed in Greek mythology. Eighth grader Ava's mythology-inspired adventures are sure to keep action-lovers turning the pages. Ava and her friend Layla are described as having olive skin and dark hair. Other characters read as white. VERDICT A solid purchase for all library shelves where the first book was enjoyed.	978-0-06-330379-9	FALSE	TRUE	TRUE
Welcome to the ghost show	Ocker, J. W	Zel Gold and her fellow members of the Creepy Club go to a new attraction called the Ghost Show, whose owner Amadeus Mancer promises to show Zel an actual ghost.	Grades 3-6. Hazel "Zel" Gold longs to see ghosts. Along with her friends and fellow aficionados of the weird, Theo and Lucien, she forms the Creepy Club, a group dedicated to exploring the lurid and eerie corners of their small Maryland town in search of anything remotely paranormal. One day, ominous posters appear around town, heralding the arrival of the Ghost Show, a mysterious traveling attraction that claims to feature real ghosts. The Creepy Club jumps at the chance to finally witness some supernatural spectacle, only to find the show spearheaded by the imposing and enigmatic Everest Nocturama Mancer, a self-professed ghost catcher who plans to exploit the town's tragic, haunted history for his own ghastly purposes. It's up to Zel and her friends to save not only their bereaved community but also the suffering spirits ensnared in Mancer's grasp. Ocker conjures a magnificently macabre and gleefully grotesque tale that's as much a celebration of the odd and the peculiar as it is a thoughtful and affecting meditation on mortality, grief, and the painful process of letting go.	978-0-06-332475-6	FALSE	TRUE	TRUE
Moon madness	Murphy, Julie	Giving Camp Sylvania another try, best friends Maggie and Nora are once again caught up in a supernatural adventure and wonder if they'll ever be able to have at least one normal summer.	Gr 4-7-Murphy is back with a second spooky camp adventure, this time cowritten with Maldonado. Camp Sylvania is being run this summer by Hippie Dippie Luna Lupowski, who promises new and returning campers the joys of "living naturally," much to the dismay of campers whose acne creams and deodorants are confiscated. Veteran campers Maggie and Logan are psyched their friends Nora and Jesse are attending, but Nora seems more interested in crushes and clothes, and Jesse quickly disappears from camp altogether. Something weirdly paranormal is happening, with campers disappearing and others displaying wolflike qualities. Maggie and Logan take it upon themselves to begin sleuthing while enlisting the help of the camp ghost, Howie Wowie. The authors weave the awkwardness of first crushes, acne breakouts, and puberty into their fast-paced spooky story, rich with witty language and humor. Family and friend dynamics are addressed well, with siblings, stepparents, and friend jealousies resolved satisfactorily. Middle grade readers will easily find characters and situations to identify with and will revel in this campy romp. VERDICT A speedy but satisfying read that should appeal to a wide range of readers who want the perfect combination of scary, clever, funny, and quick.	978-0-06-334726-7	FALSE	TRUE	TRUE
The Werehouse (FGTeeV Campfire Tales, Book 2)	Tim Wesson	Things are about to get spooky...monstrously spooky! Prepare to be haunted by the second book in this hilarious, all-new series from YouTube's favorite gamer family, FGTeeV!	It's time for some back-to-school shopping, and Duddz has brought the FGTeeV family to an unusual outlet called the Werehouse. While the prices are hard to beat, something about the place just seems . . . off. But when the FGTeeV family find themselves accidentally locked in the Werehouse overnight, it	978-0-06-334947-6	FALSE	TRUE	TRUE

Scaring and daring : terrifying takes on 15 classic tales: a Horror Writers Association anthology	Various	Get ready for a terrifying spin on some of literature's most beloved tales--no story is safe! From Captain Hook's run-in with dark magic to Sherlock Holmes narrowly escaping graveyard spirits to a happily never after for Cinderella, this horror anthology is anything but a bedtime story. In this terrifying new collection for young readers, the best-loved stories from the literary canon are revisited and reimagined with a deadly twist by some of the top authors working in middle grade today.	Grades 4-8. In this anthology, a project of the Horror Writers Association, 15 established horror writers offer new takes on classic tales of mystery, suspense, and horror. Each author or team takes an old tale as their starting point and then offers a new twist on its characters or themes. The chosen tales are as wide ranging as their authors: Verne's Journey to the Center of the Earth (reimagined by Lisa Morton) is represented here, as are One Thousand and One Nights (given new depth by Tanvir Ahmed) and "The Ballad of Mulan" (given a terrifying twist by Ai Jiang). Just as the authors and tales are varied, so are the approaches: some writers go straight for horror, while others take a side route through taut suspense or clever mystery. This will draw in middle-grade and young adult readers with the promise of eerie scares, and it may also stand to pique interest in the classic literature and stories that inspired the entries. A win-win for any tween or teen bookshelf.	978-0-06-337247-4	FALSE	TRUE	TRUE
Another	Tremblay, Paul	When Casey Wilson's parents tell him that his friend is coming for a sleepover, he has no idea who that might be. Ever since the Zoom Incident, everyone treats him like a pariah, and his tics are worse than ever. When Morel appears, he's not like any friend Casey has ever met. His skin is like clay, and he doesn't speak. But Casey's parents are charmed by the strange kid, and it's nice to have someone to talk to besides his sister, Ally, who is away at college. As his normally loving parents grow distant from Casey, they gush and fawn over Morel. Casey knows something is wrong--but with no end in sight to the sleepover, he's exhausted. And in the dark, out of the corner of his eye, Morel doesn't look like a kid at all.	Gr 5 Up-Award-winning horror author Tremblay makes his middle grade debut with this hair-raising tale of a playdate gone wrong. When 12-year-old Casey's parents receive a mysterious phone call about his friend coming over, he doesn't know what to expect. Ever since the COVID-19 pandemic and the development of Casey's stress-related tic disorder, his friends don't come around anymore. Dropped off by a strange man and emerging from a burlap sack, Morel has no eyes, can't speak, and has to mold his own claylike skin into desired facial expressions. But as time passes, Morel becomes more humanlike and Casey starts fading, launching a terrifying mystery that Casey must solve or risk losing himself forever. This is a fresh spin on doppelgänger lore that creeps along beautifully, though the latter third drags slightly into a resolution that muddies the taut story. Descriptions of Morel are supremely unsettling, first as he stiffly maneuvers Casey's home then as he commandeers the boy's life. Tremblay weaves relatable topics like bullying, anxiety, loneliness, and complex familial relationships into the supernatural happenings. The horror lacks blood and violence, instead turning up the fear factor with descriptions of fungus behavior that will educate readers while making their skin crawl. Connelly's chilling monochrome illustrations enhance the eeriness. Character ethnicity is minimally described; main characters are cued white. VERDICT A robust horror title that deftly utilizes the uncanny valley while drawing on real-life recent events. Highly recommended for youth horror shelves.	978-0-06-339635-7	FALSE	TRUE	TRUE
Silverborn : the mystery of Morrigan Crow (Nevermoor, Book 4)	Townsend, Jessica	Morrigan Crow must find a killer and solve the mystery in her own past before it is too late	In the magical city of Nevermoor, long-buried secrets are coming to light, and Morrigan Crow's life is about to turn upside down. When Morrigan is invited into Nevermoor's wealthy Silver District, she discovers a world of extravagance and a family mystery she's eager to unravel. She could never imagine where it will lead: a white wedding, a golden dragon, and a red pool of blood. Embroiled in suspicion and danger, Morrigan leaps head first into a murder investigation, while also grappling with her ever-growing Wundersmith powers. And although her friends are there to help, she fears that could change if they learn she's keeping a terrible secret of her own. As shadowy forces awaken in Nevermoor, can Morrigan find a killer and solve the mystery in her own past ... before the clock strikes midnight?	978-0-316-34839-3	FALSE	TRUE	TRUE
Glorious rivals	Barnes, Jennifer Lynn	Players move into the next round of the Grandest Game, where millions of dollars in prize money are on the line--and new relationships, motivations, and threats come to light	Millions, hearts, and lives are on the line in this heart-stopping sequel to The Grandest Game by #1 bestselling author Jennifer Lynn Barnes. Seven players arrived on Hawthorne Island, each with their own secrets and motivations to win the Grandest Game. Millions are at stake, but so are hearts--and lives. The players now must race to win the game, solve myriad mysteries, and survive the twists and turns of Glorious Rivals. Grades: 7 and up	978-0-316-48131-1	FALSE	TRUE	TRUE

The ambush at Sorato	Flanagan, John	International bestselling author John Flanagan returns to world of Ranger's Apprentice in the seventh installment of the Royal Ranger series in which Will and Maddie must travel through Toscana and encounter the dangerous Temujai forces. Will and Maddie are in Toscana on a diplomatic mission when word comes of a cavalry force crossing the northern body and marauding through the countryside. At the behest of the emperor, the rangers head north to investigate. They discover that the invaders are a group of Temujai--a reconnaissance force searching for a place to penetrate and invade. So Will and Maddie must split up to gather forces and information in order to reach the	Flanagan returns to the kingdom of Araluen for another adventure, reuniting readers with familiar characters and introducing them to a new generation of heroes and villains. The passing of more than 15 years since the last adventure has ushered in many changes. Gilan has assumed the role of Ranger Corps Commandant. King Duncan's illness has forced Cassandra and Horace into running the kingdom, a task made all the more difficult by the willfulness of their daughter, Maddie. And Will Treaty, devastated by the loss of his wife, Alyss, has been left broken and fixed on revenge. Halt, Will's former mentor, suggests a solution to both problems: Maddie should be trained as the kingdom's first female Ranger. Maddie's initial	978-0-593-46387-1	FALSE	TRUE	TRUE
The last comics on Earth. #3,A song of swords and stuffies	Brallier, Max	The Last Kids on Earth face unexpected competition from Skaelka's bestselling comic, and write a threequel in which they team up with the Laser Blade Hero Squad to save Apocalypcia from a mysterious, cutifying threat.	A quartet of young comics creators send their costumed alter egos back to the land of Apocalypcia to face a new and fuzzy threat: Get set for the AWWpocalypse! Pressured by the success of a competing comic (presented in a monochrome frame story), the Last Kids go for "weirder" and really deliver in this latest series entry. A switch to full-color art kicks off an episode that's highlighted by exciting developments involving erupting sharkcanoes, donuts, googly eyes, and a team-up with the plushy yet awesomely named Laser Blade Hero Squad. Then there's the fiendish scheme to subject all the monstrous residents of Apocalypcia to horribly transformative cutie blasts. As in the previous volumes, the action pauses frequently to tout (made-up) merch (with the Savage Beard Marker, you can "draw your very own beard on your very own face! Or somebody else's very own face!"), and a collection of readers' letters brings up the end. Through betrayals, sharp banter, and epic battles with adorably button-eyed evildoers, everything goes very wrong. Still, despite having all their superpowers cute-ified, the fearsome foursome can be depended on to leave their foes "glazed and dazed" in the end. Why? Because even though light-skinned barbarian Savage Aloner is the featured superhero this time around, with plenty of personal quests and tests to face, it's teamwork with his companions and other diversely hued allies that leads to ultimate victory. A cuddlefest of heroic proportions. (Graphic fiction. ages 8-13)	978-0-593-52681-1	FALSE	TRUE	TRUE
A copycat conundrum (Misfits, Book 2)	Yee, Lisa	When one of their classmates starts receiving threatening notes, the Misfits investigate and uncover ties to an art forgery scheme.	A squad of young crime fighters sniff out art thieves and hidden treasure in this second round of high-tech, pastry-fueled sleuthing. Challenges practically drop into the laps of Olive Cobin Zang and her four companion Misfits, even as a string of ominous messages a worried classmate receives lead to a tangle of mysteries. They involve old tales of a lost ship filled with gold and valuable Chinese artifacts, oddly localized earthquakes linked to bank and other heists, and hints that treasures in a San Francisco art museum are being surreptitiously switched out for fakes. In an urgently paced plot delivered with tongue-in-cheek twists aplenty, Yee sends her eager investigators scurrying into crime scenes and hidden rooms, with occasional quick breaks to plan or compare notes over treats from the Butter Bakery. A climactic Mission: Impossible-style museum break-in requires all of Olive's unusual acrobatics skills. The classic denouement she delivers dressed (appropriately) as Miss Marple leads to a brief high-speed chase as a culprit tries to escape in an Oscar Mayer Wienermobile. Readers are treated to a whirl of revelations and golden discoveries, and throughout they'll be swept along, both by the breathlessly paced developments and by the individually awkward but collectively unstoppable team leading the racially diverse cast. Final art not seen. Nonstop action, delivered with a wink.	978-0-593-56422-6; 9798822693340	FALSE	TRUE	TRUE

Witches of Brooklyn Curse and Reverse (Witches of Brooklyn, Book 5)	Escabasse, Sophie	Being a teenager is hard and twelve-year-old Effie's about to find that out firsthand! When a witch targets the emotions of teenagers, Effie and fellow witch-in-training Garance have to go undercover as teenagers themselves luckily it's nothing magic can't do! But this witch might be more than Effie can handle. When Effie finds herself in the middle of a duel, will her friends and family help her through?	Grades 3-6. After Effie, recently orphaned, is left at the suburban home of her two estranged, elderly aunts, she wants nothing to do with them. A little compassion, humor, and quiet magic soon win her over, though, and after settling in and making friends at her new school, Effie's own latent powers manifest, leading to the discovery that she, like her aunts, is a witch. When Tily Shoo, a Taylor Swiftesque pop megastar, comes to them in need of a magical skincare remedy, it takes the charm and skill of all three witches to save the diva's day. In her graphic novel debut, Escabasse establishes a wonderfully cozy suburban fantasy, rooted largely in the crabby punk and sly magic of Effie's lovable aunts. Slightly exaggerated character features—and brisk pacing—lighten the tone considerably, with bold linework, soft pastels, and dynamic lettering contributing to a distinctly appealing style. A charming middle-grade take on Sabrina the Teenage Witch that only scratches the surface of this new series' enormous potential.	978-0-593-81344-7	FALSE	TRUE	TRUE
The Edmontosaurus Stampede (Dinosaur Club)	Rex Stone	Meet Jamie, a member of the Dinosaur Club. They are a network of kids around the world who love to share dinosaur knowledge, help identify fossils, post dino discoveries, and chat about all things prehistoric. Jamie has just moved to Ammonite Bay, a stretch of coastline famous for its fossils. He is busy exploring when he discovers some dinosaur footprints and is transported back to the time of the dinosaurs! It sounds like Jamie needs some help from the Dinosaur Club when he meets the hungry herbivore Edmontosaurus and gets caught in a stampede!	Gr 1–3 —Jamie and Tess are preparing for the grand opening of a dinosaur exhibit in the museum on the ground floor of Jamie's lighthouse home. The show's feature is a full skeleton of the Edmontosaurus. Jamie and Tess, who have discovered a secret portal to the Cretaceous Period, decide to travel back and try to spot a real Edmontosaurus before the ceremony starts. The friends use their wits and their digital connections with The Dinosaur Club (other kid dino experts from around the world) to navigate a slew of dangers, including a meteor shower and a dinosaur stampede, and make it back to present day just in time for the exhibit's opening. This is the 11th volume in the "Dinosaur Club" series, which feels a bit like a dinosaurs-only version of the "Magic Tree House" series. Each spread has half- or whole-page grayscale drawings. Back matter includes a time line, dinosaur facts, a quiz, and a glossary. A few bits of British English vocabulary may require explaining. VERDICT Recommended where previous books in the series are popular.—Rachel Owens SLJ 4/1/25	978-0-593-96527-6	TRUE	FALSE	FALSE
Mindy Kim and the Lunar New Year Parade	Lyla Lee	Mindy is excited to go to the annual Korean Lunar New Year Parade in her new hometown. But things just aren't the same without Mom this year. Can Mindy still find a way to celebrate?	A lovingly authentic debut that shines. (Fiction. 6-9) Kirkus	978-0-605-25290-5	TRUE	FALSE	FALSE
Classic Pet mess	Dan Gutman	Mr. Cooper's class is getting a pet! Alexia hopes it is something cool, like a snake. But is she ready to take care of the pet, or will it be one weird mess? Join A.J. and the gang from Ella Mentry School as they show young readers why they attend the weirdest—and most fun!—school around.	This book is full of the type of humor kids will enjoy. Skunks stinking up the whole school or a ferret wetting the floor might seem silly to adults but it will hold the attention of young readers. The illustrations are bold and comical, from Mr. Cooper donning his superhero outfit to the students with their large heads and small bodies. The majority of the vocabulary is not overly difficult.	978-0-605-98825-5	TRUE	FALSE	FALSE
Rappy goes to Mars	Dan Gutman	One day at recess, Rappy the dinosaur gets taken by aliens on a U.F.O. ride. The head alien, Janet, wants Rappy to live with her—on Mars! Will Rappy stay in space to roam, or will he rap his way back home? Beginning readers will love rapping along as Rappy goes on an out-of-this-world adventure. This rhyming Level Two I Can Read is geared for kids who read on their own but still need a little help..	Horn Book (8/1/18) Horn Book (8/1/18) After rapping raptor Rappy is abducted by a UFO, his annoying "raps" secure his freedom (an alien: "Let's send back this dinosaur. / I can't take it anymore!"). Some rhymes don't scan very well, but Gutman keeps the groan-inducing jokes coming ("This was worse than diarrhea / But then I got a great ideal"). Bowers illustrates a cast exhibiting Saturday morning cartoonlike witlessness	978-0-605-99320-4	TRUE	FALSE	FALSE
Saving the Stegosaurus	Rex Stone	Jamie has just moved to Ammonite Bay, a stretch of coastline famed for its fossils. He's a member of the Dinosaur Club—a network of kids around the world who share dinosaur knowledge, help each other identify fossils, post new dino discoveries, and talk about all things prehistoric. Jamie is exploring Ammonite Bay when he meets Tess, another member of Dinosaur Club who lives in Ammonite Bay. Tess shows Jamie her favorite place—a secret cave with fossils all over the walls. But what's that strange tunnel at the back? Together they go through the tunnel and they discover some dinosaur footprints. Jamie and Tess walk along	Audience: Lower Elementary Grades: 2-4 Ages: 7-9 **Professional Reviews Not Available**	978-0-7440-5656-3	TRUE	FALSE	FALSE

Escaping the Liopleurodon (Dinosaur Club)	Rex Stone	Meet Jamie, a member of the Dinosaur Club. They are a network of kids around the world who love to share dinosaur knowledge, help identify fossils, post dino discoveries, and chat about all things prehistoric. Jamie has just moved to Ammonite Bay, a stretch of coastline famous for its fossils. He is busy exploring when he discovers some dinosaur footprints and is transported back to the time of the dinosaurs! It sounds like Jamie needs some help from the Dinosaur Club when encounters an enormous plesiosaur in a Liopleurodon!	Reading Level: 3.8 Audience: Lower Elementary Grades: 2-4 **Professional Reviews Not Available**	978-0-7440-8027-8	TRUE	FALSE	FALSE
Dinosaurs, Dodos, and Woolly Mammoths	Dan Gutman	Learn more weird-but-true dinosaur facts with A.J. and Andrea from Dan Gutman's bestselling My Weird School series. This all-new series of nonfiction books features hundreds of hysterical facts, plus lots of photos and illustrations	Reading Level: 5.4 Audience: Upper Elementary Grades: 1-5 **Professional Reviews Not Available**	978-0-7804-1330-6	TRUE	FALSE	FALSE
The Titanic Mission	Dan Gutman	This time, Luke, Julia, David, and Isabel are headed to the deck of the doomed Titanic. Their mission? Capture a shot of the sinking ship, then come right back. The only problem is, once they arrive aboard the ship, the four friends can't agree on what to do next. Should they try to save the passengers? Or maybe bring back a priceless book before it sinks with the ship? With real historical photographs to put young readers right in the action, plus back matter that separates fact from fiction, The Titanic Mission tells the story of the ship's fateful last voyage like you've never seen it before.	Horn book Again transported via mysterious billionaire Miss Z's sophisticated time machine, this time to 1912, four Boston twelve-year-olds are tasked with photographing the Titanic moments before the tragedy. They encounter a series of mishaps culminating with a failure to return to the present in the installment's abrupt cliffhanger ending. The fast-paced and easy-to-read narrative includes photographs of several real-life passengers.	978-0-7804-1356-6	TRUE	FALSE	FALSE
Mindy Kim and the Yummy Seaweed Business	Lyla Lee	Mindy Kim wants 3 things: A puppy, to fit in at her new school, and for her dad to be happy again. getting all three of the things on her list is a lot trickier than she thought it would be. On her first day of school, Mindy's school snack of dried seaweed isn't exactly popular at the lunch table. Luckily, her new friend, Sally, makes the snacks seem totally delicious to Mindy's new classmates, so they decide to start the Yummy Seaweed Business to try and raise money for that puppy!	Mindy Kim misses her mom, who died recently, and she wants a dog. She also just moved to a new school and is eager to fit in. But nothing seems to be working out the way she wants: her dad is so sad about her mom that he won't even consider getting a dog, and nobody looks like her at her new school. Even worse, the other kids laugh at her lunch of rice, kimchi, and seaweed snacks. Things start looking up when her new friend Sally convinces other kids to try the seaweed snacks and then suggests Mindy sell them at lunch. Soon she has a good business going, but when a classmate tells a teacher about her new enterprise, her newfound popularity is threatened, she gets in trouble with her dad, and she loses her friend Sally. Can Mindy turn things around? This appealing chapter book starring a girl dealing with a new school is ideal for emerging readers and the first in a planned series. ALA booklist 1/1/20	978-0-7804-7286-0	TRUE	FALSE	FALSE
La selva de Zonia (Zonia's Rain Forest)	Juana, Martinez - Neal	Zonia's home is the Amazon rain forest, where it is always green and full of life. Every morning, the rain forest calls to Zonia, and every morning, she answers. She visits the sloth family, greets the giant anteater, and runs with the speedy jaguar. But one morning, the rain forest calls to her in a troubled voice. How will Zonia answer? Acclaimed author-illustrator Juana Martinez-Neal explores the wonders of the rain forest with Zonia, an Asháninka girl, in her joyful outdoor adventures. The engaging text emphasizes Zonia's empowering bond with her home, while the illustrations—created on paper made from banana bark—burst with luxuriant greens and delicate details. Illuminating back matter includes a translation of the story in Asháninka, information on the Asháninka community, and resources on the Amazon rain forest and its wildlife.	PreS-Gr 3 Zonia, a young Asháninka girl living in the Amazon rainforest begins her days with a walk through the lush forest and greeting all her animal friends. Martinez-Neal describes Zonia's carefree life among the unique species that surround her and call to her in sparse words, and soothing shades of green and earth tones that are full of texture. In her bright yellow dress, with sparkling eyes, terra cottacolored skin and long, straight black hair, Zonia is vibrant and her curiosity is infectious. On her way home, the young Indigenous girl stumbles upon a patch that has been a victim of deforestation. Frightened, she decides she must answer the call to protect her home. The book includes back matter that will appeal to older readers and is well suited for classroom use on the Asháninka people, facts about and threats to the Amazon rainforest, as well as information about the animals Zonia encounters. VERDICT This beautiful look at a young girl's life and her determination to save her home is a perfect read for young environmentalists. SSLJ starred review 2/1/21	978-0-7804-8982-0	TRUE	FALSE	FALSE

De aqui como el coqui (Coqui in the City)	Perez, Nomar	When Miguel and his parents move from Puerto Rico to the U.S. mainland, Miguel misses their home, his grandparents, and his pet frog, Coqui; but he soon realizes that New York City has more in common with back home than he originally thought.	Miguel loves living in San Juan, Puerto Rico, with his family and pet miniature frog, Coqui. He takes Coqui everywhere, whether playing baseball with his friends, listening to his grandfather's stories, or visiting the local panaderia (bakery). One day, Miguel's parents announce that they will be moving to New York, which makes Miguel feel excited but also sad because he must leave his grandparents and Coqui behind. However, it isn't long before Miguel begins to find similarities between New York City and San Juan, including a frog-filled pond in Central Park. Perez draws upon his own childhood experience of moving from Puerto Rico to Ohio, capturing the emotional experience of moving, adjusting, and remembering one's culture and origins. Bright, bustling cartoon illustrations offer readers plenty to look at as they take in the two distinct cities alongside Miguel, and the easy-to-read Spanish text further increases the story's accessibility. ALA Booklist 2/1/21	978-0-7804-9032-1	TRUE	TRUE	TRUE
Mis dos pueblos fronterizos (My Two Border Towns)	David Bowles	Early one Saturday morning, a boy prepares for a trip to The Other Side/El Otro Lado. It's close—just down the street from his school—and it's a twin of where he lives. To get there, his father drives their truck along the Rio Grande and over a bridge, where they're greeted by a giant statue of an eagle. Their outings always include a meal at their favorite restaurant, a visit with Tío Mateo at his jewelry store, a cold treat from the paletero, and a pharmacy pickup. On their final and most important stop, they check in with friends seeking asylum and drop off much-needed supplies.	Starred Review A father and son wake up early to drive across the U.S. border, into Mexico, and to a small town much like their own. A routine they take part in every other Saturday, this trip gives them time together as they enjoy breakfast and run errands, visiting family along the way. The little boy brings along some of his favorite things mics, notebooks, and more d he and his father buy additional supplies. As they return across the border and into southern Texas, readers discover that there is another, more important purpose to their trip: the supplies are for a little boy named Elder and his family, refugees who aren't allowed into the U.S. and who must wait, their future uncertain. Meza's lovely watercolor-and-gouache illustrations bring to life the bustling activity in each of these border towns. The Spanish text gracefully details the trip in a way that is perfect for sharing with little ones, with many readers likely to spot familiar sights, sounds, and phrases. Characters' friendly greetings, the vibrant illustrations, and the thoughtful actions of this father and son come together to create a feeling of warmth and hope, while also bringing to the forefront the plight of so many like Elder and his family. An excellent addition to Spanish picture-book collections.ALA	978-0-7804-9730-6	TRUE	FALSE	FALSE
Albert Einstein Was a Dope?	Dan Gutman	Siblings Paige and Turner have collected some of the most bizarre and unusual facts about the world-famous scientist, from his childhood and school days through his brilliant discoveries and how he foresaw the development of the atomic bomb. Narrated by the two spirited siblings and animated by Allison Steinfeld's upbeat illustrations, Wait! What? Albert Einstein Was a Dope? is an authoritative, accessible, and one-of-a-kind biography infused with Dan Gutman's signature zany sense of humor. Book jacket.	Starred Review From the provocative titles and the unusual narrative voices to the juxtaposition of fact and wit, Wait! What? (2 titles) is not your typical biography series. Paige and Turner, a pair of siblings, act as joint narrators, holding an extended conversation about a famous person. Smart, curious, and competitive, each narrator enjoys nothing more than topping the other's cool factoid or amusing anecdote with an even more amazing one. And while readers will enjoy the narrators' one-upmanship, it doesn't slow the pace of the biography, which offers chronological accounts of the people profiled, noting their strengths and occasional flaws, clearing up misconceptions, and providing insights into their personalities. Each title gives Paige and Turner an opportunity to debate the question posed in the title. In Albert Einstein Was a Dope?, Turner points out Einstein's spotty performance as a student, while Paige counters that he "revolutionized science." In addition to the tiny heads that indicate whether Turner or Page is speaking, at least one black-and-white, digital illustration appears on nearly every page, giving the books an inviting look. Combining Dan Gutman's ongoing interest in biography with his talent for humor, this engaging new series for young readers is a winner. Starred Review ALA Booklist (6/1/21)	978-0-7804-9876-1	TRUE	FALSE	FALSE

Muhammad Ali Was a Chicken!	Dan Gutman	3. For her dad to be happy again	And while readers will enjoy the narrators' one-upmanship, it doesn't slow the pace of the biography, which offers chronological accounts of the people profiled, noting their strengths and occasional flaws, clearing up misconceptions, and providing insights into their personalities. Each title gives Paige and Turner an opportunity to debate the question posed in the title. In Muhammad Ali Was a Chicken?, Paige notes that Ali became the world heavyweight champion three times, and Turner argues that after experiencing turbulence, Ali was afraid of flying. In addition to the tiny heads that indicate whether Turner or Page is speaking, at least one black-and-white, digital illustration appears on nearly every page, giving the books an inviting look. Combining Dan Gutman's ongoing interest in biography with his talent for humor, this engaging new series for young readers is a winner. Starred Review ALA Booklist (6/1/21)	978-0-7804-9877-8	TRUE	FALSE	FALSE
Latinitas: una celebracion de 40 Sonadoras audaces (Latinitas: Celebrating 40 Big Dreamers)	Juliet Menendez	In this Spanish edition of her author-illustrator debut Latinitas , Juliet Menéndez celebrates inspiring Latinas and Latin American women. Descubre cómo cuarenta latinas influyentes se convirtieron en las mujeres que hoy celebramos. En esta colección de biografías cortas de personajes de toda América Latina y de Estados Unidos, Juliet Menéndez explora los primeros pasitos con los que estas latinitas iniciaron su camino. Con hermosas ilustraciones, hechas a mano, Menéndez pone en relieve el poder que tienen los sueños de la infancia. Desde la jueza de la Corte Suprema Sonia Sotomayor hasta la cantante Selena Quintanilla y la primera ingeniera de realidad virtual de la NASA, Evelyn Miralles, este libro aborda figuras que servirán de inspiración a futuras artistas, científicas, activistas y más. Ellas hicieron realidad sus sueños ¡y hasta puede que te alienten a alcanzar los tuyos! Latinitas is also available in English. Discover how 40 influential Latinas became the women we celebrate today! In this collection of short biographies from all over Latin America and across the United States, Juliet Menéndez explores the first small steps that set the Latinitas off on their journeys. With gorgeous, hand-painted illustrations, Menéndez shines a spotlight on the power of childhood dreams.	Biographies of 40 often-covered and not-as-often covered Latinx women fill the pages of this unique collection. A spread is dedicated to each woman, with a hand-painted illustration depicting the subject as a young girl on one page and a short biography filling the second. The entries focus largely on each woman's childhood experiences and the inspirations that led them to pursue their dreams. The pieces provide information about the time periods the subjects lived in and the customs that were popular then. Each woman accomplished incredible feats; from becoming a spy, military leader, engineer, or a writer, to becoming an artist, activist, or judge. What do they have in common? They all fought for what they believed in, such as the right to an education and equal workers' rights. Readers will be inspired by the intelligence, ingenuity, and extraordinary courage shown by each girl, many of whom overcame outdated notions about the capabilities of women. Ten additional mini biographies are included in the back matter that are sure to encourage readers to seek out additional information. VERDICT A must-have for Spanish nonfiction collections for children.Selenia Paz SLJ 2/1/22	978-0-8000-0378-4	TRUE	FALSE	FALSE
Lucero (Bright Star)	Morales, Yuyi	Contado con la combinación de lenguaje sobrio y poderoso y las metáforasuntuosas y complejas típica de la obra de Yuyi Morales, esta es la historia de una cervatilla que se abre paso a través del paisaje de la frontera, repleto de la flora y la fauna nativas de la región. Una voz dulce, pero que la estimula y le otorga fuerza, anima a la cervatilla a enfrentar sus temores cuando encuentra un obstáculo en forma de una barrera infranqueable.	Starred Review Lucero (Bright Star, in the English-language version) allegorically represents the struggles of migrant families at the U.S. Mexico border while also highlighting the habitat destruction caused by building walls. While desert landscapes are not often thought of as teeming with life, the beautiful, full-color illustrations in this book tell a different story, one of hundred-year old saguaro cactuses, busy animals and insects, and colorful plants, all of which face destruction or separation from the rest of their group thanks to border-wall construction. Within the eye-catching illustrations, readers will find turtles, moths, deer, hummingbirds, bats, snakes, quails, bobcats, and more. It's an effective picture book both for learning about the Sonoran Desert's many layers and ecological diversity and for emphasizing for younger readers the dangers of harsh divisions. For most of the book, the narrator appears to be a deer speaking to its new fawn, but a stunning turn in the closing pages reveals a much more poignant reality. Morales' evocative art extends to the endpapers, which feature images of woven fabric and hand-embroidered stars. With all the careful and lush attention to detail, this is a picture book worth coming back to over and over again. Whether in English or Spanish, keep a space for it on the shelf. ALA booklist 4/28/22	978-0-8000-0552-8	TRUE	FALSE	FALSE

Corre, Pequeno Chaski!: Una Aventura en el Camino Inka (Run Little Chaski: An Adventure on the Inka Trail)	Mariana LLanos	In this tale set in the ancient Inka (sometimes spelled Inca) empire, Little Chaski has a big job: he is the Inka King's newest royal messenger. On his first day delivering messages he stops to help several creatures in need along the way, causing him to nearly miss his sunset deadline. But the kindness he bestowed on these animals winds up helping him in surprising ways. In this Spanish edition, descriptive language and bold illustrations give readers insight into Little Chaski's nervousness and excitement as he runs the Inka Trail, working earnestly to fulfill the responsibilities of his new role.	On Little Chaski's first day delivering messages, he must take a khipu bearing an important message from the Qoya (Queen) to the Inka (King). Little Chaski is nervous as he tries to deliver the missive before the sun sets, but as he runs through the Inka Trail, he bumps into numerous animals that cause him to stop a chinchilla who needs help after hurting its leg, an allqu who falls into the river, and a condor trapped in a bush. As he races to the temple, he doesn't realize that the khipu has fallen somewhere on the trail. At the last moment, the animals Little Chaski has helped along the way arrive with the lost khipu, and also bring to Little Chaski approval from the King, who rewards him for his kindness with a special name. From the start, young readers will be filled with anticipation for Little Chaski as he races against time to deliver his message. Beautiful illustrations inspired by Peruvian folk art fill each page, bringing to life the beauty of the Inka culture. Quechua words are sprinkled throughout. A glossary and additional information about the Inka and South American animals accompany the text. Chaski is brown-skinned and Indigenous. VERDICT An excellent addition to picture book collections, providing a wonderful introduction to and a celebration of the Inka that will pull readers in from the start.Selenia Paz, Harris County P.L., Houston SLJ starred review 8/1/21	978-0-8000-3731-4	TRUE	TRUE	TRUE
Sofia the Lagoon Dragon	Maddy Mara	Sofia will lead the group using her diving skills. Together the girls must travel to the depths of the ocean to find a missing magical narwhal. The girls are running out of time before the Magic Forest is left to the fate of the Fire Queen!	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-5 **Professional Reviews Not Available**	978-0-8000-5153-2	TRUE	FALSE	FALSE
Eva for President (Owl Diaries)	Rebecca Elliott	It's a special week at Treetop Elementary because it's time to choose a class president! Eva is excited because she loves to make choices and vote for things! But when Sue announces she's running for president, no one else steps up to run against her. So Eva makes a quick game-time decision to run for president herself! Who will win the big vote to become president of the class	Audience: Lower Elementary Grades: Pre-K/K-2 Ages: 5-7 **Professional Reviews Not Available**	978-0-8000-5463-2	TRUE	FALSE	FALSE
March of the Ankylosaurus	Rex Stone	Meet Jamie, a member of the Dinosaur Club. They are a network of kids around the world who love to share dinosaur knowledge, help identify fossils, post dino discoveries, and chat about all things prehistoric. Jamie has just moved to Ammonite Bay, a stretch of coastline famous for its fossils. He is busy exploring when he discovers some dinosaur footprints and is transported back to the time of the dinosaurs! It sounds like Jamie needs some help from the Dinosaur Club when he needs to stage a rescue of a young Ankylosaurus!	Audience: Lower Elementary Grades: 2-4 Ages: 7-9 **Professional Reviews Not Available**	978-0-8000-6505-8	TRUE	FALSE	FALSE
Eloise the Flame Dragon (Dragon Girls)	Maddy Mara	Once there, Eloise learns that she is the mighty Flame Dragon. She must lead Ash and Maya on an epic quest to a place in the forest called the Fire Realm, which only appears once every one thousand years. An evil queen is gaining power there. She must be stopped!and Eloise and her friends are just the dragons for the job!	MARA, Maddy . Mina the Lightning Dragon . Aug. 2024. Bk. 14. ISBN 9781339019895 . MARA, Maddy . Zora the Snow Dragon . Sept. 2024. Bk. 15. ISBN 9781339019901 . ea vol: 144p. (Dragon Girls). Scholastic . pap. \$5.99. Gr 2-5— In the three newest titles of the "Dragon Girls" series, each character—Mina, Zora, and Eloise—takes the spotlight in her own adventure as they transform into dragons to protect the Magic Forest. The Chaos Queen is relentless in her attempts to destroy the forest, using threats like blue snow, dangerous fires, and lightning storms. It's up to the dragon girls to thwart her plans and protect their magical world. While the illustrations are small, they add a touch of whimsy, bringing the fantasy elements to life. The concept of girls transforming into dragons is imaginative and sure to captivate young readers, particularly those new to chapter books. With action-packed scenes and a strong sense of friendship, this series offers plenty of excitement. VERDICT A great addition to any collection, especially where there is a demand for dragon-themed stories that inspire courage and teamwork. SLJ 12/1/24	978-0-8000-7028-1	TRUE	FALSE	FALSE
Maya the Ember Dragon	Maddy Mara	Maya is returning to the Magic Forest with her friends Eloise and Ash for an important quest. When the girls transform into powerful Fire Dragons, they become the hope that the animals there desperately need.	Reading Level: 5.0 Audience: Upper Elementary Grades: 2-5 **Professional Reviews Not Available**	978-0-8000-9481-2	TRUE	FALSE	FALSE

Cloud Warriors	Weber, Thomas E.	Explores modern advances in weather forecasting technology and techniques, including using weather data-gathering drones and AI to more accurately and quickly predict disastrous weather events to warn people with more time to prepare. Argues that more innovation is needed to combat the increasingly severe weather events due to climate change.	Weather is a big subject that affects everyone in many ways. Weber, a journalist with experience covering and writing about technology and how scientific and technological developments can benefit all mankind, calls it a relationship with an omnipresent force of nature. Chapter titles alert readers to weather specifics: tornados, hurricanes, fire, extreme heat, the local weather forecast, seasonal forecasting, and hyper-local weather. Weber's book also focuses upon the many people bringing weather predictions to the public. The first chapter opens with a visit to Tornado Alley in Oklahoma on a severe weather search taken with a serious tornado chaser. The chapter highlights the extensive federal government and university research on tornados currently performed at the University of Oklahoma. Other chapters explore the innovations and technology that help create forecasts and predictions. VERDICT Weber aims to increase weather literacy and does an excellent job in helping readers achieve that goal.—Jerry Stephens Copyright 2025 Reed Business Information.	978-1-250-28054-1	FALSE	TRUE	TRUE
We Could Be Magic	Meyer, Marissa	Tabitha Laurie loves Sommerland, and she can't believe her luck when she lands her dream job at the theme park's prestigious summer program, where she can make magical memories for other kids, guests, and superfans just like her. She wants to audition to be one of the theme park's famous princesses, but her dreams are dashed when she realizes that most of the park's heroes and heroines are thin and she doesn't fit the park's idea of a princess. Forced to work a nacho food stand instead, Tabi finds herself making some new friends and even finding love as she fights to get her own happily ever after.	Six-year-old Tabitha Laurie believes that love conquers all. Then her parents divorce, leaving her heartbroken. To help distract her, Tabi's father takes her to the Disney-esque Sommerland, where she meets Princess Madeline, a theme park character who renews her faith in true love. Now 17, Tabi plans to audition for a Sommerland princess role while participating in the park's seasonal employment program; she refuses to let her snobby summer roommate, pessimistic coworkers, and a less than desirable gig tending a nacho stand shake her resolve. Despite mean-spirited comments that she'd be better suited to a costumed animal character, she auditions for a princess role anyway. And when she doesn't get the part, she devotes all her efforts, energy, and free time to preparing for the next audition opportunity. She also bonds with James, a park character attendant who shares her love for the magic of Sommerland despite his own complicated past. Meyer (With a Little Luck) charms in this touching graphic novel tale about chasing one's dreams, overcoming obstacles, and believing in magic. Jewel-toned artwork by Murray (A Day at Abbott Elementary) evokes fairy tale vibes, making for a cozy and appropriately swoony read. Tabitha is Black; James is white. Ages 12–up. (June)	978-1-250-80687-1	FALSE	TRUE	TRUE
The deadly fates	Clayton, Dhonielle	After saving the world from the Ace of Anarchy, Ella, Brigit, and Jason return to the Arcanum Training Institute for their third year, only to face rising tensions between magical factions and a dangerous underworld search for the truth behind a missing Conjure architect.	Gr 4-6-Ella Durand heads back to the Arcanum Institute for her third year of Marveller training, and tensions are higher than ever. Marvellian society is still struggling to come to terms with Ella's revelation that the school's founders stole its design from her great-grandfather, a Conjuror, and many outright refuse to believe it. Suspicion against Conjurors has grown, leading to hateful legislation that tracks and restricts their movements. Still, Ella has much to look forward to as her 13th year commences and she anticipates the arrival of her Conjuror Companion, an animal familiar who will be able to communicate with her telepathically. Clayton masterfully immerses readers in the world with chapter-opening newspaper articles, letters, and reports, alongside glimpses into complex villain Gia Trivelino. Timely parallels to history both past and present will resonate with readers of all ages. Ella and her family are Black, but the students at the Arcanum belong to many different races, ethnicities, religions, and identities. VERDICT A first purchase for all middle school libraries.	978-1-25087-482-5	FALSE	TRUE	TRUE

Insectopolis A Natural History	Kuper, Peter	Chronicles the natural history of insects through graphic novel format, and profiles entomologists throughout history and their work to study insects.	Eisner Award winner Kuper's (Ruins) latest opens on a conversation between two insect-curious humans headed toward an exhibit about entomology at the New York Public Library. Suddenly, out of nowhere, the city shuts down, the world shuts down, and much later, humanity seems to have disappeared entirely. Then, in majestic swarms, a vast array of insects enter the library's breathtaking halls to peruse the exhibits dedicated to them. This ambitious work's central premise is an extensive cultural history of insects in their relation to, interaction with, and representation by human civilization. Kuper takes special care to tell the stories of women and scientists of color who did foundational work in entomology with slim recognition. Explicating humanity's low regard of mosquitoes alongside the awe for butterflies and highlighting the unique life cycles of the less-considered dung beetle and cicada, Kuper's ode to the insect kingdom is extensive without being exhausting and insistently educational without feeling programmatic. Rather, it flutters and skitters from page to page, concept to concept—at a pleasing tempo that leans largely on the strength of his illustration work. At Kuper's hand, the architectural marvels of the NYPL, scientific illustration, and reproductions of historical imagery synthesize into something simultaneously rapturous and elegiac. VERDICT A truly unique, visually triumphant page-turner.—Emilia Packard Copyright 2025 Reed Business Information.	978-1-324-03571	TRUE	TRUE	TRUE
A risky game (Liars Society, Book 2)	Gerber, Alyson	Weatherby and Jack are tapped to join Last Heir, the most powerful secret society of deception in the world, and on the night of the first gambit, the game takes a terrifying turn, pushing Jack and Weatherby to discover the truth about the game—and themselves"	A group of friends compete for membership in their school's secret society, Last Heir—but they're playing by their own rules. School chums Weatherby, Jack, and their pals learned that the raison d'être of the Boston School's most exclusive society seemed to be keeping atrocious acts buried: "Last Heir. Rearrange the letters and you get The Liars." As a corrective, the kids formed the Liars Society. Readers need to be familiar with the series opener to fully appreciate this entry; in Volume 1, the Liars Society exposed Hunt International, run by Jack's dad, Charlie, for illegally dumping chemicals. They also discovered that Weatherby's estranged father is Yates, Charlie's brother who moved away after their falling-out. Because the Hunts founded Last Heir, Weatherby and Jack desperately seek membership, hoping to locate Weatherby's dad and learn how deep the family's secrets go. Weatherby and Jack turn the group's initiation process—the path to being admitted—on its head by working as a team. Their cohesion amid a toxic environment is heartening. After solving gambits and following clues, the Liars Society members explore hidden tombs, secret bunkers, and Hart Isle. The tension heightens as they uncover a past crime and realize that someone's trying to kill Weatherby. Is history repeating itself? And how are Charlie and Yates involved? Jack and Weatherby read white; contextual clues point to some diversity in the supporting cast. A compelling thriller that promises more chilling drama to come. (Mystery. ages 9-13)	978-1-33885-924-9	FALSE	TRUE	TRUE
Best Season Ever (Katie Woo)	Fran Manushkin	Katie and her friends Pedro and JoJo disagree over which season of the year is the best.	MANUSHKIN, Fran . Katie in the Kitchen . ISBN 978-1-4048-5724-7 . LC 2009030613. ea vol: illus. by Tammie Lyon. 32p. (Katie Woo Series). glossary. CIP. Picture Window . 2010. PLB \$19.99. K-Gr 2 In Best Season Ever , Katie, Pedro, and JoJo debate the merits of the seasons, comparing blooming tulips and puddles to sledding and hot chocolate. They share differences of opinion and learn to accept each others' views. Katie decides, "All of the seasons are fun when I'm with you." In Kitchen , Katie decides to help prepare dinner when her mom visits a sick neighbor and her dad is busy working on his car, with humorous and messy results. Katie's activities will provide opportunities for readers to discuss manners and safety issues within the context of common activities. These books have three short chapters with a large font, plenty of brightly colored picture cues, a suggested activity, discussion questions, and writing prompts. Early readers will enjoy Katie's antics. Laura Scott, Farmington Community Library, MI SLJ 5/1/10	978-1-404-85730-8	TRUE	FALSE	FALSE

Rebellion 1776	Anderson, Laurie Halse	Set in 1776, thirteen-year-old Elsbeth struggles to find her missing father amidst the smallpox epidemic sweeping across Boston during the revolution.	Gr 4-7-Another masterly account of colonial life from Anderson. After losing her mother and siblings to smallpox, 13-year-old Elsbeth and her loving but distant father relocate to Boston, currently under British occupation. During a chaotic evacuation of the city in the spring of 1776, Elsbeth's father goes missing. Meanwhile, smallpox once again rears its ugly head, ravaging the war-torn city even further. The plucky Elsbeth starts working as a maid for the rambunctious Pike family, weaving several lies to keep up appearances and avoid the orphanage. But in a town where no one can be trusted, how long can she survive? The plot is action-packed, reflecting the unprecedented times of the era. Each chapter opens with a quote from a contemporary historical figure, cementing the sense of time and place. Colorful dialogue, including period-accurate insults, i.e., "dunderhead" and "numbskull," add authenticity. Depictions of violence and death are handled in an appropriate way for middle grade readers. Interspersed throughout the tension are moments of levity, mostly centered around the little dramas of living with a big family. Readers can draw several parallels between Elsbeth's life and modern times, such as the debate over smallpox inoculation. The page count may be daunting, but the short chapters and urgency conveyed in the writing make for a compelling read. Major characters are assumed white; there are brief allusions to slavery. VERDICT A must-buy for historical fiction collections, especially where Anderson's Chains and Fever 1793 are popular.	978-1-41696-826-9	FALSE	TRUE	TRUE
Alien Family Road Trip	Pittman, Eddie	In this rollicking conclusion to the Red's Planet trilogy, Red discovers evidence that aliens may have abducted her mother and father, and is convinced her parents are still alive. But the only humans who fit their description are on a spaceship headed back to Earth. With help from her friends, Goose and Tawee, Red embarks on an epic adventure to find them, in a journey that takes them across the vast distance of space and the rocky deserts of the American West. But will Red find her family? Or will she end up losing her friends along the way?	Gr 5 Up-A lively 10-year-old redheaded foster child is generally dissatisfied with her life as an orphan and daydreams about one day living in paradise. Her life soon turns to adventure when she accidentally gets abducted by thieving aliens as she playfully attempts to once again run away from her foster family. She soon encounters the Chelonia, an ancient creature who collects rare and unusual treasures. Red quickly becomes part of the thieves' imperiled collection as it crash lands on a deserted uncharted planet. Marooned along with other captives, she finds a translator in order to talk to all the other aliens, and the ensuing dialogue is hilarious. She befriends a big cat named Goose and a small, quiet alien named Tawee, who is a guardian of a mysterious egg, and together they try to find a way to survive. Red's bravery and quick thinking win her friends and, finally, a place in paradise. Readers will enjoy Red's heroic feats and amusing dialogue.	978-1-41973-716-9	FALSE	TRUE	TRUE
Adventuregame comics. 3,Samurai vs. ninja	Shiga, Jason	In the third installment of award-winning cartoonist Jason Shiga's interactive graphic novel series, Adventuregame Comics: Samurai vs. Ninja guides you to choose your warrior fate. Your choice will set you on a path, solving puzzles and learning special skills, all in preparation for your ultimate quest	Shiga's latest in the series is a Choose Your Own Adventure-style tale of vengeance. Following an instructional introduction about how to navigate the winding panels of this graphic novel, readers assume the perspective of an infant in 1798 Nagoya, Japan. The baby's father tells him to decide between two objects; humorously, both lead to a life devoted to revenge. Years pass, and the young boy must choose whether to train as a samurai like his father or to follow in his mother's footsteps as a ninja. The protagonist's upbringing determines which special abilities he'll possess as he makes his way through Nagoya Castle, where he attempts to steal and then get rid of a bracelet that imbues its wearer with magical powers. Along the way, readers encounter pitfalls and complications. This is a more tricky, cerebral adventure than "hack and slash"-type games. Shiga cleverly allows readers to play through the same scenarios as either a samurai or a ninja; the author/illustrator alternates between gray and green shading to distinguish between the two roles. Different approaches to puzzles, games of chance, and more will have readers racing to unlock all the endings. Shiga's artwork is minimalist but elegant. Like previous books in the series, this is a stand-alone adventure that can be enjoyed on its own, but those eager for more should pick up the earlier installments. With a scenario this engaging, every path is a winner. (Graphic fiction. ages 8-12)	978-1-41975-783-9	FALSE	TRUE	TRUE

I know dino! : amazing breakthroughs, mega mistakes, and unsolved mysteries in dinosaur science	Ricci, Sabrina	Includes bibliographical references (page 109) and index. "Dinosaurs have been extinct for millions of years, but the world of dinosaur science has never been more alive! Over the last few decades, . . . scientific discoveries have transformed what we know about dinosaurs. And it turns out that a lot of what we thought we knew about them was... totally wrong. Fortunately, prehistory pros and podcast hosts Sabrina Ricci and Garret Kruger are here to parse dino-fact from dino-fiction and examine the . . . history of paleontology along the way"	Grades 3-6. Dinosaurs may be a well-worn subject, but new discoveries have a way of keeping them forever fresh. This excellent entry exploring the latest finds comes from hosts of a podcast of the same name, and their enthusiasm shines through on every compelling page. The presentation takes the form of a scrapbook, with photos seemingly taped to the pages and paper-clipped parchment paper scattered throughout. There are several themed chapters, from dinosaur firsts (first full skeletons found, first mounted skeleton presentation) to the Bone Wars of the 1800s, but specific dinosaur bios appear every few pages; even dinosaur fanatics are sure to find a new creature or two. A strong focus on the evolution of scientific understanding weaves it all together, and a series of "first impressions" with subsequent "what we know now" comparisons are particularly fascinating, offering glimpses into how scientists make educated guesses and gradually piece together new information. The casual tone and frequent humor make for a breezy read, but that doesn't mean there's not plenty to learn along the way, and readers are often invited to take in facts and form their own opinions. Remarkably lifelike renderings add to the intrigue, and helpful back matter includes a glossary and a hefty index useful for research purposes. An exhilarating exploration of an always interesting subject that begs for repeat readings.	978-1-42637-564-4	FALSE	TRUE	TRUE
Finders keepers (Eek!)	Strand, Jeff	Twelve-year-old Maggie and friends sign up for a scavenger hunt that quickly turns terrifying when the increasingly creepy challenges lead them to a spooky cemetery where quitting becomes impossible.	A scavenger hunt takes a sinister turn in the third novel in the Eek! series, tales to scare you silly! In the small town of Farlow, mysterious advertisements appear for a summer scavenger hunt. Twelve-year-old Maggie and her friends can't wait. They have their team, and more than bragging rights, they want that huge cash prize. On the big day, a strange man welcomes everybody to the game. The first items are ridiculously easy ("An egg? Seriously?"), but they quickly grow more difficult. Even a little scary. Okay, a lot scary. When the game moves to the cemetery, nobody wants to play anymore. Except now it's too late to quit...	978-1-46423-185-8	FALSE	TRUE	TRUE
Keep Dancing, Katie	Fran Manushkin	Katie loves to dance, but when a new girl, Mattie, joins her dance class, dancing just isn't as fun. Mattie can spin faster and jump higher than Katie, and Katie is jealous. Will Katie stop worrying about Mattie and remember how fun it is to just keep dancing?	Katie resents—and nearly sabotages—a rival dancer in Keep Dancing and tries to earn her substitute teacher's favor in Fancy Substitute. Both cheerfully illustrated stories offer short chapters that allow young readers to practice a variety of sentence structures. Discussion questions, writing prompts, and a kid-friendly art project conclude each book. Glos. Horn Book 4/1/15	978-1-479-55187-3	TRUE	FALSE	FALSE
Who was Bruce Lee?	Gigliotti, Jim	An exciting, illustrated biography series perfect for children who are beyond easy-to-read books about famous people, but not quite ready for thick, long biographies.	Includes bibliographical references (pages 104-105). A biography of martial artist and movie star Bruce Lee.	978-1-48982-146-1	FALSE	TRUE	TRUE
Pedro's Big Goal	Fran Manushkin	Pedro dreams of playing goalie for the next big soccer match. But he worries he's too slow and too small. Will Pedro meet his big goal? Reader-support tools, such as a glossary and discussion questions, make this a great choice for early-readers.	Four short chapters—"Pedro Goes Buggy," "Pedro's Big Goal," "Pedro's Mystery Club," and "Pedro For President"—highlight a Latino main character surrounded by a superbly diverse cast. At times unsure of himself, Pedro is extremely likable, for he wants to do his best and is a fair friend. He consistently comes out on top, even when his younger brother releases all the bugs he's captured for a class assignment or when self-assured bully Roddy tries to unite opposition to Pedro's female opponent (Katie Woo) in the race for first-grade class president. Using a third-person, past-tense narrative voice, Manushkin expands her repertoire by adding a hero comparable to EllRay Jakes. What is refreshing about the book is that for the most part, aside from Roddy's gender-based bullying, the book overcomes boy-girl stereotypes: girls and boys play soccer, boys and girls run for president, girls and boys hunt for bugs, all setting a progressive standard for chapter books. With mixed-media illustrations featuring colorful bugs, soccer action, a mystery hunt, and a presidential campaign, Lyon's attention to detail in color and facial expressions complements the story nicely. Kirkus Sept. 1, 2016	978-1-515-80086-6	TRUE	FALSE	FALSE

Pirate Pedro	Fran Manushkin	On Pirate Day at school, all the children dress up as pirates, and Pedro and his friends, Katie and JoJo, continue the theme in their clubhouse after school, but they all want to be the pirate captain.	Four short chapters—"Pedro Goes Buggy," "Pedro's Big Goal," "Pedro's Mystery Club," and "Pedro For President"—highlight a Latino main character surrounded by a superbly diverse cast. At times unsure of himself, Pedro is extremely likable, for he wants to do his best and is a fair friend. He consistently comes out on top, even when his younger brother releases all the bugs he's captured for a class assignment or when self-assured bully Roddy tries to unite opposition to Pedro's female opponent (Katie Woo) in the race for first-grade class president. Using a third-person, past-tense narrative voice, Manushkin expands her repertoire by adding a hero comparable to EllRay Jakes. What is refreshing about the book is that for the most part, aside from Roddy's gender-based bullying, the book overcomes boy-girl stereotypes: girls and boys play soccer, boys and girls run for president, girls and boys hunt for bugs, all setting a progressive standard for chapter books. With mixed-media illustrations featuring colorful bugs, soccer action, a mystery hunt, and a presidential campaign, Lyon's attention to detail in color and facial expressions complements the story nicely. Kirkus Sept. 1, 2016	978-1-515-80872-5	TRUE	FALSE	FALSE
Katie Woo's Hilarious Holiday Jokes	Fran Manushkin	Make this collection of laughs part of your holiday traditions. Katie Woo and her friends can't wait to make you giggle with this collection of holiday-themed jokes. Also included are tips on how to tell a joke, sure to make you the funniest person at the party.	Reading Level: 1.6 Audience: Lower Elementary Grades: Pre-K/K-2 **Professional Reviews Not Available**	978-1-515-80972-2	TRUE	FALSE	FALSE
Pedro's Tricky Tower	Fran Manushkin	Miss Winkle separates the class into teams and instructs them to build towers out of paper cups, and the group who builds the tallest tower wins—but they have very little success until Pedro has an idea about how it can be done.	In two standalone early chapter books, Pedro and friends Katie and JoJo take karate lessons (Ninja); and, using paper cups, their class experiments with construction (Tower). Expressive full-color illustrations and wide leading will aid beginning readers, who should readily connect to Pedro's spunk and personality. Jokes, writing prompts, and discussion questions are appended. Also available in Spanish. Glos. 8/1/18	978-1-515-81903-5	TRUE	FALSE	FALSE
Pedro the Ninja	Fran Manushkin	Pedro enters the same karate class that his friends Katie and JoJo, and learns some of the ninja moves that he admires in the movies.	In two standalone early chapter books, Pedro and friends Katie and JoJo take karate lessons (Ninja); and, using paper cups, their class experiments with construction (Tower). Expressive full-color illustrations and wide leading will aid beginning readers, who should readily connect to Pedro's spunk and personality. Jokes, writing prompts, and discussion questions are appended. Also available in Spanish. Glos. Horn book 8/1/18	978-1-515-81904-2	TRUE	FALSE	FALSE
Yasmin the explorer	Saadia Faruqi	Every explorer needs a map! Baba encourages Yasmin to make one of her own. But when Yasmin loses sight of Mama at the farmer's market, can her map bring them back together?	Four separate sections give Yasmin lots of opportunities. "Yasmin the Explorer" makes a map of her neighborhood and uses it when she goes to the farmers market with her mother. "Yasmin the Painter" doesn't know what to create for the art contest at school, but when she tinkers with a paint set gifted to her by her baba, she gets an idea that proves successful. "Yasmin the Builder" is once again stumped over a class project, but after a few false starts and moments of frustration, she comes up with a brilliant contribution. Finally, "Yasmin the Fashionista" is bored at home with her grandparents while her parents eat out together. She complains of having nothing to do, but when she stumbles into her mother's closet, the hijabs and saris and a new kameez give her lots of ideas. Each episode spans two to three chapters. Each spread has full- or half-page art in attractive, bold colors. Readers will be charmed by this one-of-a-kind character and won't tire of her small but significant dilemmas. Faruqi nails the child's perspective, and illustrator Aly gives Yasmin life. Backmatter intended for child readers offers things to think and talk about from the stories, an index of Urdu words presented as a fun way to learn the language, facts about Pakistan, a recipe, and a craft. Kirkus Aug. 2018	978-1-515-82729-0	TRUE	FALSE	FALSE

Pedro's Monster	Fran Manushkin	Despite his father's reassurances, Pedro is frightened by the monsters in his dreams—until he finds a way to use his love of monster trucks to defeat his dream monsters.	Four short chapters—"Pedro Goes Buggy," "Pedro's Big Goal," "Pedro's Mystery Club," and "Pedro For President"—highlight a Latino main character surrounded by a superbly diverse cast. At times unsure of himself, Pedro is extremely likable, for he wants to do his best and is a fair friend. He consistently comes out on top, even when his younger brother releases all the bugs he's captured for a class assignment or when self-assured bully Roddy tries to unite opposition to Pedro's female opponent (Katie Woo) in the race for first-grade class president. Using a third-person, past-tense narrative voice, Manushkin expands her repertoire by adding a hero comparable to EllRay Jakes. What is refreshing about the book is that for the most part, aside from Roddy's gender-based bullying, the book overcomes boy-girl stereotypes: girls and boys play soccer, boys and girls run for president, girls and boys hunt for bugs, all setting a progressive standard for chapter books. With mixed-media illustrations featuring colorful bugs, soccer action, a mystery hunt, and a presidential campaign, Lyon's attention to detail in color and facial expressions complements the story nicely. Kirkus Sept. 1, 2016	978-1-515-82821-1	TRUE	FALSE	FALSE
Pedro's Big Break	Fran Manushkin	When Pedro breaks his arm racing his bike he has to cope with the frustration of wearing a cast for a whole month—but with the help of his friends he discovers that there are still fun things to do.	Four short chapters—"Pedro Goes Buggy," "Pedro's Big Goal," "Pedro's Mystery Club," and "Pedro For President"—highlight a Latino main character surrounded by a superbly diverse cast. At times unsure of himself, Pedro is extremely likable, for he wants to do his best and is a fair friend. He consistently comes out on top, even when his younger brother releases all the bugs he's captured for a class assignment or when self-assured bully Roddy tries to unite opposition to Pedro's female opponent (Katie Woo) in the race for first-grade class president. Using a third-person, past-tense narrative voice, Manushkin expands her repertoire by adding a hero comparable to EllRay Jakes. What is refreshing about the book is that for the most part, aside from Roddy's gender-based bullying, the book overcomes boy-girl stereotypes: girls and boys play soccer, boys and girls run for president, girls and boys hunt for bugs, all setting a progressive standard for chapter books. With mixed-media illustrations featuring colorful bugs, soccer action, a mystery hunt, and a presidential campaign, Lyon's attention to detail in color and facial expressions complements the story nicely. Kirkus Sept. 1, 2016	978-1-515-82822-8	TRUE	FALSE	FALSE
Yasmin the Fashionista	Saadia Faruqi	Yasmin is bored! But a glimpse of the pretty clothes in Mama's closet turns a boring evening into a glamorous fashion show, until, OOPS! Mama's shalwar kameez is ruined! Can Yasmin's nani save the day before Mama gets home?	Four separate sections give Yasmin lots of opportunities. "Yasmin the Explorer" makes a map of her neighborhood and uses it when she goes to the farmers market with her mother. "Yasmin the Painter" doesn't know what to create for the art contest at school, but when she tinkers with a paint set gifted to her by her baba, she gets an idea that proves successful. "Yasmin the Builder" is once again stumped over a class project, but after a few false starts and moments of frustration, she comes up with a brilliant contribution. Finally, "Yasmin the Fashionista" is bored at home with her grandparents while her parents eat out together. She complains of having nothing to do, but when she stumbles into her mother's closet, the hijabs and saris and a new kameez give her lots of ideas. Each episode spans two to three chapters. Each spread has full- or half-page art in attractive, bold colors. Readers will be charmed by this one-of-a-kind character and won't tire of her small but significant dilemmas. Faruqi nails the child's perspective, and illustrator Aly gives Yasmin life. Backmatter intended for child readers offers things to think and talk about from the stories, an index of Urdu words presented as a fun way to learn the language, facts about Pakistan, a recipe, and a craft. Kirkus Aug. 2018	978-1-515-83103-7	TRUE	FALSE	FALSE

Yasmin the zookeeper	Saadia Faruqi	Yasmin's class is going to the zoo! The students love watching the animals do silly things, but when Yasmin is chosen to feed the monkeys, she's the one that does something silly. Can Yasmin fix her mistake and make friends with the monkeys?	Four separate sections give Yasmin lots of opportunities. "Yasmin the Explorer" makes a map of her neighborhood and uses it when she goes to the farmers market with her mother. "Yasmin the Painter" doesn't know what to create for the art contest at school, but when she tinkers with a paint set gifted to her by her baba, she gets an idea that proves successful. "Yasmin the Builder" is once again stumped over a class project, but after a few false starts and moments of frustration, she comes up with a brilliant contribution. Finally, "Yasmin the Fashionista" is bored at home with her grandparents while her parents eat out together. She complains of having nothing to do, but when she stumbles into her mother's closet, the hijabs and saris and a new kameez give her lots of ideas. Each episode spans two to three chapters. Each spread has full- or half-page art in attractive, bold colors. Readers will be charmed by this one-of-a-kind character and won't tire of her small but significant dilemmas. Faruqi nails the child's perspective, and illustrator Aly gives Yasmin life. Backmatter intended for child readers offers things to think and talk about from the stories, an index of Urdu words presented as a fun way to learn the language, facts about Pakistan, a recipe, and a craft. Kirkus Aug. 2018	978-1-515-83785-5	TRUE	FALSE	FALSE
Yasmin the Gardner	Saadia Faruqi	It's spring! Yasmin and her baba are excited to plant their garden, and Yasmin chooses a flower seedling. She gives it plenty of sun, water, and good soil . . . so why is it wilting? Watching Nani sit in the sun gives Yasmin a bright idea and she knows just what her little plant needs.	Four separate sections give Yasmin lots of opportunities. "Yasmin the Explorer" makes a map of her neighborhood and uses it when she goes to the farmers market with her mother. "Yasmin the Painter" doesn't know what to create for the art contest at school, but when she tinkers with a paint set gifted to her by her baba, she gets an idea that proves successful. "Yasmin the Builder" is once again stumped over a class project, but after a few false starts and moments of frustration, she comes up with a brilliant contribution. Finally, "Yasmin the Fashionista" is bored at home with her grandparents while her parents eat out together. She complains of having nothing to do, but when she stumbles into her mother's closet, the hijabs and saris and a new kameez give her lots of ideas. Each episode spans two to three chapters. Each spread has full- or half-page art in attractive, bold colors. Readers will be charmed by this one-of-a-kind character and won't tire of her small but significant dilemmas. Faruqi nails the child's perspective, and illustrator Aly gives Yasmin life. Backmatter intended for child readers offers things to think and talk about from the stories, an index of Urdu words presented as a fun way to learn the language, facts about Pakistan, a recipe, and a craft. Kirkus Aug. 2018	978-1-515-84641-3	TRUE	FALSE	FALSE
Wires crossed	Fantaskey, Beth	Twelve-year-old Mia feels like everything and everyone is changing--and she is caught in the middle. Stuck between old friends and new friends . . . between feeling like a kid and growing up . . . Just as her longtime bff Addy is gravitating towards the popular crowd and starting to care more about school dances than treehouse playdates, Mia finds out that her favorite science camp friend, Tariq, is moving to town and will be going to school with her. She's super excited and can't wait to show him around and help him make friends. But when Tariq arrives in town, he seems like he's grown up a lot, too. No more braces or glasses. A new hair cut. And who knew he was also a soccer star, immediately making the team mid-season? He's welcomed to Buttonwood Bay Middle School with open arms in a way that Mia can't even recognize, and now she's feeling more lost than ever. Then her science teacher announces the school's science olympics and she and Tariq are teaming up again to crush the competition--just like at camp. Only this time they're joined by a couple of unconventional teammates in Kinsey (more artist than scientist) and the loveable, if also sometimes kind of gross and goofy, Evan	Gr 5 Up-While 13-year-old Mia was busy getting braces, glasses, and the world's worst haircut, her science camp bestie Tariq was busy glowing up. When Tariq's mom's job is transferred to Mia's town, she rejoices at the idea of attending school with Tariq, especially since her school best friend Addy has been exploring new friendships this year. Even though Tariq juggles commitments with the popular soccer clique, he still joins a team with Mia and some other friends to build a robot to compete in the Science Olympics. Fantaskey expertly crafts a coming-of-age story that tackles friendship, jealousy, and self-love. Readers will be charmed by Mia's quirky family, especially her wild little brother and genius live-in grandmother. The relatable scenarios and relationships will draw readers in and keep them engaged in this page-turner. Visually, Jones brings the characters to life with vibrant cartoon illustrations and dynamic panels. VERDICT A must-read graphic novel that will draw fans of Jerry Craft's New Kid and Raina Telgemeier's Smile. This book belongs on library shelves everywhere.	978-1-51608-975-8	FALSE	TRUE	TRUE

Diary of an 8-bit warrior graphic novel. 5, Journey to the Far Lands	Sourcil, Pirate	Grab your pickaxes and jump back into the action in this fifth installment of the Diary of an 8-Bit Warrior graphic novel series.	"Runt and his crew are back for the fifth installment of the Diary of an 8-Bit Warrior Graphic Novel series. As they prepare for the epic battle against the evil incarnate of Minecraftia: Herobrine, they know they'll be stronger together, but first they have to get Sweetpea on their side. Unfortunately, the baby dragon does what he pleases. As they contemplate their best strategy, Runt and Blurp have the same nightmare: Herobrine won't let anyone get out alive--unless they give him back Sweetpea. What should they do? Do they stand a chance of defeating Herobrine without losing all their friends? They will need to find courage to face this formidable adversary"	978-1-52489-651-5	FALSE	TRUE	TRUE
Ghosts bite back	Foulkes, Alex	First published in Great Britain in 2022 by Simon & Schuster UK Ltd."--Title page verso. "A vampire and a ghost being friends is unheard of. It makes no sense. The two factions have despised one another for all eternity. But Leo the vampire and Minna the ghost have battled side-by-side: they're sisters-in-arms, they're best friends, and they'll have to work together to vanquish a new, deadly threat. Summoned to the Ghostly Realm for the murder of the Orphanmaster, Leo must complete three tasks to prove herself worthy of her unlife, each more treacherous than the last. Can Leo convince the Ghostly Realm of her innocence and earn her freedom, or will she be trapped there forever?"	A young vampire falls afoul of a persistent vampire hunter in this tumultuous sequel. The long-standing enmity between ghosts and vampires comes to a boil as 111-year-old Eleonore "Leo" von Motteberg—having kept her forbidding, undead mother from finding out that she not only failed to bite a living victim in her centenary rite of passage, but has actually befriended a spectral child—is summoned to the Ghostly Realm to stand trial for killing the evil Orphanmaster. Readers who don't mind a tale with ghosts who can be solid or not, depending on the needs of the moment, or a vicious but futile climactic melee between the dead and the undead that leaves no casualties beyond a few body parts will enjoy following Leo. On the one hand, her soul travels into the great beyond to confront a spectral judge still, as in life, stubbornly bent on staking vampires, while on the other, her soulless body chows down on tasty eyeball canapés at a formal dinner and starts a loose-jointed dance craze. If logic isn't Foulkes' strong suit, he at least sets his redoubtable protagonist, who has a wooden leg and can run up walls and whose pacifism is strong enough to bring the main battle to a close and convince her judge that it's OK to have different priorities after dying, at the head of a White-presenting cast centering strong girls. Doesn't hang together very well, but there are some tasty morsels, and peacemongers will bite.	978-1-53449-838-9	FALSE	TRUE	TRUE
Secret of the reaping (Vanquishers, Book 2)	Bayron, Kalynn	Boog and the rest of The Squad continue their Vanquisher training as they try to find who is behind the vampires' return and work to convince their parents they are ready to join the Vanquishers' fight.	Gr 4-8-This second installment in Bayron's "Vanquishers" series picks up where the first book left off. Boog and her friends Cedrick and Jules are now taking classes in Vanquishers history from Mr. Rupert, who doesn't seem any less grumpy, even though his role in the Vanquishers is out in the open now. Their tight-knit community in San Antonio is rallying around Aaron and his mom, and nightly vampire-prevention measures are taken to make sure all the families on their street will stay safe now that vampires are active again. As in the first novel, the heart of this story is the relationships among Boog and her friends, and the intergenerational support system of their parents who were once Vanquishers. The first half of the book is a little slow, with musings about what is going on from Boog and her group, largely kept in the dark by the adults. Just when readers may start to despair over all the secrecy, the action ramps up, with a final reveal that will leave tweens thirsty for the next book. All main characters are coded Black and Latinx. Jules uses they/them pronouns and Cedrick has two dads. VERDICT A solid follow-up that will keep readers invested in this exciting series.	978-1-54761-157-7	FALSE	TRUE	TRUE

Rise of the wrecking crew (Vanquishers, Book 3)	Bayron, Kalynn	Facing old friends and new foes, Boog and the Squad take their final stand against the undead	A hive of vampires becomes more aggressive despite the efforts of a determined group of middle schoolers and their parents. As this third series entry begins, Boog Wilson is on the run, along with her parents and best friends, Cedrick, Jules, and Aaron; their home is no longer safe from the undead. They're also dealing with the harsh reality that people they trusted have turned on them, and they can't depend on the authorities, either. The group takes refuge in a former Vanquisher training facility outside San Antonio. As they move through the building and visit archives holding artifacts of vampire lore, Boog's mom shares more about their previous battles. With the entire city at risk, the adults agree to intensify the middle schoolers' training. As the kids work on their combat skills, they learn the alarming news that a powerful vial of Dracula's blood is missing and likely in the hands of a dangerous foe. The group members sustain some injuries when they fend off another attack, only to make a shocking discovery. Full of page-turning twists, this is a satisfying conclusion to a series populated with lively, likable characters. As in previous entries, the story depicts realistic adult-tween relationships as it reveals more about Vanquisher community history. The diverse cast enriches the well-plotted narrative, which propels readers toward a surprising finale. An action-packed and thoughtful trilogy closer. (Fantasy. ages 8-12)	978-1-54761-160-7	FALSE	TRUE	TRUE
The adventurer's guide to Dragonwatch	Mull, Brandon	Millions of Fablehaven fans will be eager to examine this illustrated field guide and learn what dragon slayers and other members of Dragonwatch have known for centuries. Many adventurers risked their lives gathering the information	Gr 3-6-The dragons who were confined to sanctuaries in the celebrated "Fablehaven" series are now restless, and the safe havens feel more like prisons. Celebrant, the King of the Dragons, has pledged to free them and bring back the Age of	978-1-63993-305-1	FALSE	TRUE	TRUE
Seagarden (Plotting the Stars, Book 2)	Barry, Michelle A	Forced to hide her new-found magic, Myra enrolls in an interplanetary academy exchange program to dig up more about the government's many conspiracies"	A 13-year-old pursues adventure—and finds danger—on Venus. Following the events of Moongarden (2022), Myra, now a second-year student at the Scientific Lunar Academy of Magic, goes with friends to the Venusian Academy of Magical Arts as	978-1-64595-129-2	FALSE	TRUE	TRUE
Ashgarden	Barry, Michelle A	10 up"—Front dust jacket flap. After crash landing on what they thought was an uninhabitable Earth, Myra, Hannah, and Bernard discover that the planet is populated by Botans, while back on Venus, Canter and Lila work with an insider to	In this third series installment, Myra and Canter return to the Moon. Myra, Hannah, and Bernard, who have been exiled to the Old World, learn what life has been like there for centuries. Meanwhile, the Botans, including Canter's mother, Fiona, the	978-1-64595-132-2	FALSE	TRUE	TRUE
Fault lines	Sumner Johnson, Janet	Hope and Gordon Smith navigate the complexities of their extended family, but when Elizabeth Springer goes missing, Hope reveals that she is their grandmother and follows a cryptic letter hinting at more family secrets and an estranged grandfather.	This sequel brings the extended Winterton family together for a Thanksgiving week reunion at Winterton Chalet that veers way off track. Thirteen-year-old Hope and her twin brother, Gordon, are looking forward to seeing their newly discovered Winterton cousins, who were introduced in the series opener. Hope figured out that the enigmatic Ms. Springer is actually matriarch Jane Winterton, who faked her own death to try to get her quarrelling offspring to reconcile. Hope convinced her grandmother to reveal who she is over the holiday gathering—but then Jane suddenly disappears. When Hope takes it upon herself to reveal the truth of her identity, the family members accuse her of lying and turn against her, making her feel like the outsider she was when she first learned that her father was a Winterton. The riddles and clues to finding both Hope's estranged grandfather and the treasure of a long-missing Jane Austen letter will challenge and stimulate readers, who need to be familiar with the first book to follow the storyline. Unfortunately, some inconsistencies in the plot are confusing, and the motivating factor of the Wintertons' anger toward Hope isn't explained well enough to be convincing. Some violence later in the story shifts the tone away from the thoughtful and effective nuance of the book's depiction of family. Most characters read white; the previous installment established some racial diversity in the family. Disappointingly disjointed. (family tree, author's note) (Mystery. ages 9-12)	978-1-64595-205-3	FALSE	TRUE	TRUE

Skandar and the chaos trials (Skandar, Book 3)	Steadman, A. F	Skandar faces his greatest challenge yet in the thrilling third installment of the Skandar series from New York Times bestselling author A.F. Steadman! To survive their third year of training, Skandar and his friends must complete a series of terrifying trials across the Island's elemental zones. Friendships, allegiances, and rider-unicorn bonds will be pushed to the limit—only the strongest will make it. Meanwhile, Skandar's sister, Kenna, has finally reached the Eyrie. But with a forged bond to a wild unicorn, she is alienated and alone. And when a terrible discovery puts the future of the Island in peril, all fingers point in one direction...As suspicions grow and dark forces assemble, Skandar must decide where his loyalties lie. How far is he willing to go—for Kenna, and for the Eyrie?	Ages 8-12"—Dust jacket. "To survive their third year of training, Skandar and his friends must complete a series of terrifying trials across the Island's elemental zones. Friendships, allegiances, and rider-unicorn bonds will be pushed to the limit—only the strongest will make it. Meanwhile, Skandar's sister, Kenna, has finally reached the Eyrie. But with a forged bond to a wild unicorn, she is alienated and alone. And when a terrible discovery puts the future of the Island in peril, all fingers point in one direction. As suspicions grow and dark forces assemble, Skandar must decide where his loyalties lie. How far is he willing to go—for Kenna, and for the Eyrie?"	978-1-66591-279-2	FALSE	TRUE	TRUE
Death sets sail	Stevens, Robin	Daisy and Hazel leap into action when a murder is committed on their cruise along the River Nile in Egypt.	Daisy and Hazel take their detective skills to the Nile River in Egypt in this thrilling ninth and final novel in the Murder Most Unladylike series. Daisy Wells and Hazel Wong are in Egypt taking a cruise along the Nile. They are hoping to see some ancient temples and a mummy or two... What they get instead is murder. Daisy and Hazel leap into action to investigate, but this will prove to be their most difficult case yet. And with more danger than ever all around, this time only one of the Detective Society will make it home alive...	978-1-66591-943-2	FALSE	TRUE	TRUE
Cream buns and crime : tips, tricks, and tales from the detective society	Stevens, Robin	Learn more about Daisy and Hazel's detecting process and unravel three brand-new mini-mysteries in this "jolly good fun" (Kirkus Reviews) short story companion to the Murder Most Unladylike series for "fans of Enola Holmes, Agatha Christie, and Stuart Gibbs"	Gr 4 Up-A short story companion to the popular mystery series. At Deepdean School for Girls, Daisy Wells and Hazel Wong are solving mysteries once again. In this book, they encounter some "mini mysteries" while offering tips, tricks, and tales from the Detective Society. The book opens in 1936 with the introductory text appearing on a typewriter, intriguing readers and setting the tone that this is a legitimate artifact revealing true tips and detective secrets. Readers are given a thorough guide on how to set up their own detective society, the basics of sleuthing, information about special cases and the world of spies, and how to crack unsolved mysteries. Readers are encouraged to choose detective society members well and have them pledge to discover truth and justice. The book even includes instructions on how to make a fingerprint kit. VERDICT Fans of Enola Holmes, Agatha Christie, and Stuart Gibbs will love this engaging text that is a blend of mystery fiction and gumshoe how-to	978-1-66591-946-3	FALSE	TRUE	TRUE
Once upon a crime : delicious mysteries and deadly murders from the Detective Society	Stevens, Robin	A middle-grade mystery series set at a 1930s boarding school - Daisy Wells and Hazel Wong are best friends at Deepdean School for Girls, and they both have a penchant for solving mysteries. In fact, outspoken Daisy is a self-described Sherlock Holmes, and she appoints wallflower Hazel as her own personal Watson when they form their own (secret) detective agency. The only problem ? They have nothing to investigate.	Grades 4-7. Readers are cordially invited to examine a stack of six new case files belonging to the girls of the infamous Detective Society. Hazel Wong and Daisy Wells take turns telling their tales, and even May, Hazel's whip-smart younger sister, gets to report from a London on the brink of WWII. There are seaside drownings to solve, museum robberies to thwart, mysterious hounds to identify, and a wedding between spies to attend. For those familiar with the series, it's a happy reunion with familiar faces, and for the uninitiated, a smashing introduction to the junior sleuths. The sophisticated writing has a charmingly old-fashioned feel, though the discussions of feminist issues, the ethics of museum acquisitions, and the experience of minority students in predominantly white environments add a thoughtful modern tint. Each mystery takes the time to walk readers through the entire deductive process and encourages budding detectives to take a stab at solving the cases themselves. Another winning entry from the Murder Most Unladylike series, sure to spark investigative interests.	978-1-66591-949-4	FALSE	TRUE	TRUE

Hurricane Heist	Ponti, James	Maps on endpapers. A hurricane unearths a decades-old mystery when a bell captain's body is discovered at a historic Miami Beach hotel, leading twelve-year-old Alex and the other members of the Sherlock Society to uncover the truth behind a long-lost million-dollar jewel heist.	Young sleuths tackle a decidedly cold case when a hurricane exposes remains that have been buried for over half a century in this sequel to The Sherlock Society (2024). Budding detectives Alex, Zoe, Lina, and Yadi embark on another investigation in Miami. After Hurricane Clyde makes landfall, devastating the area and causing widespread flooding, a mystery comes to light: The skeleton of bell captain Ignacio Gonzalez, who worked at the Moroccan Hotel, appears. He was the prime suspect in the disappearance of a trove of gems and art stolen from the hotel during Hurricane Cleo in 1964; no one had seen him since the theft. But now it's abundantly clear that the real culprit has yet to be identified—and the Sherlock Society, with help from the retired journalist grandpa of siblings Alex and Zoe, springs into action. Chapters set in 1964 and information on hurricanes and how to prepare for them set the stage. Various associates, including a newly recruited gaggle of retired federal agents from an assisted-living facility, participate in fascinating rounds of assembling evidence, reconstructing events, making logical connections, testing theories, and evaluating potential suspects. Once he gets readers past the long setup, Ponti tracks the case's twisting course with impressive speed and fluency before reaching a satisfying closure. Yadi is cued Latine, and the other members of the society read white. An engrossing caper with a cerebral tilt.	978-1-66593-256-1	FALSE	TRUE	TRUE
Free Piano	Gardner, Whitney	Margo, a lonely aspiring songwriter, discovers her secondhand synthesizer is haunted by a 1980s pop star, leading to an unexpected bond and a journey of self-discovery as she grapples with the true meaning of making music and fame.	Booklist (July 2025 (Vol. 121, No. 21)) Grades 4-8. Margot loves to write songs to play on her ukelele, but when she finds an abandoned keyboard—with the ominous sign indicating it's "not possessed in any way"—it seems like just the ticket to more followers for her songs. And more followers, she's sure, will finally get her some attention from her distant dad, who's obsessed with internet fame. But, as the title suggests, this is no ordinary piano: within is the ghost of Vision, a one-hit-wonder popstar from the '80s in a totally radical outfit, who tries to help Margot write her latest song. Gardner (Fake Blood, 2018) fills her colorful panels with plenty of expressive characters as Margot struggles with feeling abandoned by her father and jealous of her internet-famous friends, all while avoiding the malicious poltergeist Vision is trying to protect her from. Vision's unfamiliarity with internet culture makes for some fun comedy, and her earnest lessons about what motivates truly good art are valuable. The poltergeist is cartoonishly eerie, so this is a strong pick for kids who want a ghost story but not a super scary one.	978-1-66593-812-9	TRUE	TRUE	TRUE
Charlie Hernandez & the hand of darkness	Calejo, Ryan	Charlie must journey into the Land of the Dead with his friends to track down his predecessors and fulfill his destiny as the final morphling, as they unlock the power needed to stop an impending invasion by the forces of death.	He's not the "chosen one"—but the bad guys think he is. Mexican-born, American-raised Charlie Hernández just grew horns. And feathers. It's inconvenient. He's already feeling alone since his parents disappeared after their South Florida house burned down and he started living with Mrs. Wilson, an older woman who collects creepy-looking dolls. When the very cute, very cool Violet Rey discovers his secret, she becomes his unlikely companion as Charlie discovers a map inside an old locket, all he has left from his mother, that leads to a cemetery. All of a sudden, all the Hispanic (both Latin American and Iberian) myths he learned from his abuela leave the world of legend and reveal themselves in Miami—and everyone, good and bad, seems to be after Charlie. Legend and Catholicism mix to form a fantasy adventure that feels authentically Latin American in its syncretism. Charlie is smart, sensitive, and funny, and the characters he encounters, from La Llorona (Mexican-American) to El Sombrerón (Guatemalan) to La Cuca (Brazilian), are both consistent with their folkloric roots and distinctive in their own rights. Words in Spanish are introduced in italics and printed in Roman text thereafter, and Charlie naturally code switches when talking to the villains and heroes and translating for Violet. (Though her surname indicates possible Latinx heritage, she presents white and speaks no Spanish.) The ending very obviously hints at a sequel with a new adventure, but it does fully wrap up the story. A winner for all kids, but it will be especially beloved by Latinx and Hispanic families who may recognize some of the characters. (glossary) (Fantasy. 10-14)	978-1-66594-294-2	FALSE	TRUE	TRUE

Skandar and the skeleton curse (Skandar, Book 4)	Steadman, A. F	The adventure continues with the thrilling fourth installment in the Skandar series from New York Times and internationally bestselling author A.F. Steadman!	As Skandar and his friends begin their fourth year at the Eyrie, the Island's unicorns are struck by a terrible curse that threatens to change everything. Between a Commodore determined to eliminate the spirit element for good and a sister hellbent on revenge, nowhere is safe for Skandar. As more unicorns are affected by the curse, the clock is ticking for Skandar and his quartet, who find themselves racing for their lives. Can they stop the curse in its tracks before the Island is lost forever?"	978-1-66596-620-7	FALSE	TRUE	TRUE
Skandar and the Spirit War (Skandar, Book 5)	Steadman, A. F	Skandar and his allies must unlock the full scope of their powers to save the Island in this explosive finale to the Skandar series from New York Times and internationally bestselling author A.F. Steadman!	Ages 8-12"--Jacket flap. "The Island is at war. Skandar, now an outlaw, is in hiding after Rex Manning revealed a game-changing secret at the Chaos Cup. But as Rex prepares to invade the Mainland, the Islanders are not sure who to trust. With one of Skandar's closest friends now fighting for the enemy, Skandar must build new alliances-- including an uneasy truce with Kenna. To defeat Rex, Skandar and his friends will need to look back to the origins of the Island and harness the full power of their elemental magic. Can Skandar become the leader he needs to be to save the Mainland, and the heart of the Island itself?"	978-1-66596-623-8	FALSE	TRUE	TRUE
What if you fall for me first?	Miller, G. F	Thirteen-year-old Sofia's plans to impress her crush and ditch her goody-two-shoes image by dating cool guy classmate, Holden, takes an unexpected turn.	In this modern-day middle school Pygmalion, an aspiring influencer agrees to help a quiet girl catch her crush's attention in exchange for a social media boost. Thirteen-year-old eighth grader Sofia Santini is tired of being overlooked by everyone, including the object of her affection, Mark Chen; she's an introvert who wants to be "fierce." Most of their grade is under in-school suspension after a debacle in the gym at the Glow Night dance, so Sofia ends up chatting with Holden Thomas. Holden offers to coach Sofia through a transformation, but he wants to post photos so he can enter the glow-up challenge run by his favorite influencer, Igo Big. But while the unlikely companions focus on getting Mark to notice Sofia, Holden and Sofia fall for each other instead: He loves her kindness and humor, and she sees that his cool guy facade is an act to protect himself from feeling that no one likes him, including his parents and step-parents. The chapters alternate between Sofia's and Holden's points of view in close third person; the beginning overlaps with the end of Not If You Break Up With Me First (2024), though each stands alone. The white-presenting pair's chaste chemistry is convincing, and readers will root for them as they discover that changing yourself to please another person isn't the path to happiness. Secondary characters are diverse in race and sexuality. A sweetly affirming and empowering read. (Fiction. ages 10-14)	978-1-66596-643-6	FALSE	TRUE	TRUE
Pennies (Blight Harbor, Book 4)	Senf, Lora	In the summer of 1921, four best friends in Blight Harbor stumble upon a mysterious door to an alternate world, uncovering dark secrets and strange disappearances that threaten their lives and their town.	Twelve-year-old Mae Von Rathe and her friends are on a dangerous mission to find people who have disappeared into the otherworldly Dark Sun Side of Blight Harbor. In a return to the series, this stand-alone prequel takes place during the summer of 1921 and is narrated by Mae, the great-great-aunt of Evie Von Rathe from 2022's The Clackity. When friends Mae, Lark, Claret, and Brigid discover that Brigid's cousin Emmi has disappeared, they're sure that her creepy on-again, off-again boyfriend, Johnny, is responsible. Soliciting the help of ghosts and relying on some magic and supernatural powers of their own, the friends enter a hole in the ground that takes them to the Dark Sun Side, where they face off against magical creatures, ghosts, and threads of the evil that plagued Evie in the original trilogy. Returning fans will enjoy references to the books, but no prior knowledge is required for new readers to enter this haunted world, which comes to life through Senf's rich, atmospheric writing. The spooks offer high stakes that are framed in a way that's appropriate for the target audience. Above all, the sisterhood among the girls is touching and feels believably nuanced, highlighting bonds that only time and trust can forge. Cáceres' eerie black-and-white illustrations appear throughout, helping to bring scenes to life and matching the tone of the story. Lark has light brown skin, and the other girls are cued white. A compelling and imaginative bookend to a strong series. (Horror. ages 9-12)	978-1-66596-724-2	FALSE	TRUE	TRUE

Doodleville. Art attacks!	Sell, Chad	"Drew never meant for this to happen. She didn't mean for her doodle Mike to steal the centuries-old hat. She didn't mean for Levi to steal the centuries-old baby (when he was supposed to be returning the coveted hat!). And she definitely didn't mean to send the Art Institute of Chicago into a downward spiral of art-on-art combat. She just wanted to fix a simple mistake! Now everything's gone wrong, and it's mayhem at the museum. Drew is sure she's going to become public enemy #1, wanted posters and all. But it turns out Drew and her art club might be the museum's only chance at resolution and restoration. Can they fix it before centuries worth of masterpieces are destroyed forever?"	Gr 3-6-Turns out the crisis from Art Club's last visit to the Institute (Doodleville) wasn't totally averted: a baby from a painting was accidentally kidnapped! Now, Drew and friends have to find a way to sneak the baby back into his painting without Mrs. Krong noticing. Their top secret "reverse heist" doesn't exactly go as planned, however, and inadvertently triggers a schism between various masterpieces whose subjects come to life. Can they save the Institute before the art-and their club-is torn apart? Sell's whimsical, off-the-wall tone makes the art gallery both accessible and interactive, providing possible opportunities for real-life interactions. Dynamic paneling keeps the pace quick and draws attention. The mix of personal styles and ensemble focus adds a strong sense of individuality for each of the diverse Art Club members. VERDICT A creative sequel with wide appeal to artists and art appreciators alike.	978-1-66885-877-6	FALSE	TRUE	TRUE
Will Eisner A Comics Biography	Weiner, Stephen/Mazur, Dan	Explore the life of Will Eisner, one of the most influential artists in the history of comics through the most appropriate medium: a graphic novel! From his immigrant roots and childhood in New York, starting his own comics studio and business, and the creation and publication of his beloved comic, The Spirit, through inventing the term "graphic novel" to convince a general trade publisher to publish the groundbreaking A Contract with God, you'll follow along in Eisner's life journey. With the most prestigious comics awards named after him, Will Eisner is forever celebrated not only in what he created but his unerring belief in comics' capacity to be better, to reach higher, to be a full art form in its own right. This is the life of this man of vision who helped to put comics on the map.	Collaborators Weiner (The Will Eisner Companion) and Mazur (Lunatic) offer a brisk yet affecting visual biography of comic book and graphic novel pioneer Will Eisner (1917-2005), distilling decades of artistic evolution and cultural impact into an accessible and engaging narrative. From his hardscrabble New York childhood to the 1940 creation of The Spirit and his landmark publication A Contract with God (1978), Eisner's story unfolds in sharp black-and-white panels, capturing both the grit and grace of his journey. The book deftly traces his early studio work, wartime service, and tireless advocacy for comics as a serious literary form. In doing so, it balances anecdote and exposition, moving efficiently through milestones without losing the emotional thread that defines Eisner's legacy: his belief in comic books as a vital art form with a rare and largely untapped ability to convey the highs, lows, and nuances of the human experience. VERDICT Though not as formally inventive as its subject's best work, Weiner and Mazur have crafted an affecting and often inspiring primer for Eisner newcomers and a respectful tribute for fans, made all the more poignant by being told in the medium Eisner championed. Copyright 2025 Reed Business Information.	978-1-681120357-8	FALSE	FALSE	TRUE
The Minecraft-inspired misadventures of Frigiel and Fluffy. Vol 3	Derrien, Jean-Christophe	Presenting the first original comics of Frigiel & Fluffy, heroes to their millions of fans on YouTube! These new adventures, taken from the Minecraft universe, are co-written by Frigiel himself, and are sure to appeal to fans of all ages, and of course, Minecraft! Each Volume contains two complete, self-contained stories, along with extrabonus content.	Featuring Frigiel, the brave sorcerer's apprentice, ever-ready to give his all for his friends, who dreams of one day becoming a true adventurer. And his faithful canine companion Fluffy, as cuddly with his master as he is bitey with the bad guys! Vol. 3 contains two complete self-contained stories "The Lost Island" where Frigiel and his friends thirsting for adventure decide to uncover the mystery of the Farlands but end up stranded on a lost island and "The Herobrine Manor" where they must try to survive all night in a haunted mansion!	978-1-68497-001-8	FALSE	TRUE	TRUE
The Minecraft-inspired misadventures of Frigiel and Fluffy. Vol 4	Derrien, Jean-Christophe	Presenting the first original comics of Frigiel & Fluffy, heroes to their millions of fans on YouTube! These new adventures, taken from the Minecraft universe, are co-written by Frigiel himself, and are sure to appeal to fans of all ages, and of course, Minecraft! Each Volume contains two complete, self-contained stories, along with extrabonus content.	The continuing adventures of Frigiel & Fluffy, heroes to their millions of fans on YouTube! These new adventures, taken from the Minecraft universe, are co-written by Frigiel himself, and are sure to appeal to fans of all ages, and of course, Minecraft!	978-1-68497-091-9	FALSE	TRUE	TRUE
The Minecraft-inspired misadventures of Frigiel and Fluffy. Vol 5	Derrien, Jean-Christophe	Presenting the first original comics of Frigiel & Fluffy, heroes to their millions of fans on YouTube! These new adventures, taken from the Minecraft universe, are co-written by Frigiel himself, and are sure to appeal to fans of all ages, and of course, Minecraft! Each Volume contains two complete, self-contained stories, along with extrabonus content.	Featuring Frigiel, the brave sorcerer's apprentice, ever-ready to give his all for his friends, who dreams of one day becoming a true adventurer. And his faithful canine companion Fluffy, as cuddly with his master as he is bitey with the bad guys!	978-1-68497-171-8	FALSE	TRUE	TRUE

The sleeping giant (Misewa Saga, Book 5)	Robertson, David	Eli, Morgan and Emily embark on their most dangerous mission yet, to save the kidnapped animal beings of Ministik. But before they can reach the heavily guarded Land of the Sleeping Giant, Eli must rally more help, not just from old friends, but from surprising new allies. And he must rely on a new way to travel- on the back of the leader of the Bird Warriors himself, Pip. Together they will journey across the North Country, on a mission to reconnect the Bird Warriors, as well as confront old enemies. But even as he must fight for his life - and the lives of his friends and new family - Eli must also come to terms with his newfound knowledge- What does it mean that he is only part human?	Robertson, a member of the Norway House Cree Nation, winks at C.S. Lewis's Narnia tales in this Indigenous fantasy series starter, centering two Cree foster children in Winnipeg. Avid fantasy reader Morgan, 13, has been living with well-intentioned but culturally insensitive white couple Katie and James for two months. After being abandoned as a toddler and cycling through seven white foster families, Morgan is frustrated, and she expects no better from this home. Meanwhile, Eli, 12, arrives at Katie and James's house, escaping his pain by drawing strange creatures in a sketchpad. When Morgan and Eli staple one of Eli's drawings to the wall of their off-limits attic, they travel to the ever-winter land of Askî, where they meet bipedal animals that wear clothes and speak an English-Cree mix. Indigenous stories are touched on as the children and their new friends, Ochek ("fisher" in Cree) and Arikwachas, a squirrel, set out to make spring return to Askî. While the humans' and animals' voices are somewhat homogenous, the treatment of Cree culture resonates, and the engaging characters and folklore ensure readers will look forward to the next installment. Ages 10-up.	978-1-77488-182-8	FALSE	TRUE	TRUE
The world's end (Misewa Saga, Book 6)	Robertson, David	"Eli, Morgan and Emily manage to free themselves from captivity as the battle between the humans, animal beings, and Bird Warriors rages on. But there's another, more personal battle, as Eli and an unlikely ally fight to save Mahinkan's life through a previously forbidden portal. When the Sleeping Giant rumbles to life, the stakes hit an all-time high, and Eli has to reach deep within himself to summon the power so that he can protect Misewa against the dangers of colonization . . . forever"	Two uprooted Cree children find themselves in a dreamlike adventure in this series opener. The edginess 13-year-old Morgan feels runs deep. As a First Nations kid whose whole life has been lived in one white foster home after another, she feels little reason to get excited about anything. Two months in to her new foster home placement, she inherits a new foster brother, Eli, a young Cree boy who spends his time quietly drawing in his sketchbook. After a blowup with their earnestly well-intentioned white foster parents, Morgan and Eli shelter themselves in the attic, where a drawing in his pad seems to come to life, creating a portal into the wintry Barren Grounds of Misewa, where the passage of time is, Narnia-like, different from in Winnipeg. After Eli disappears into this world, Morgan is determined to go after him to bring him back. When she finds him, they discover that the Misewa community of animal beings needs their help to survive the White Time. Robertson (Norway House Cree Nation) carefully establishes Morgan's anger and feelings of alienation, her resentment at their foster parents' clumsy attempts to connect her to her culture culminating when they awkwardly present a gift of moccasins. The shift into a contemporary Indigenous fantasy is seamless; it is in this world that these foster siblings discover hope and meaning that sustain them when they return to Winnipeg. This middle-grade fantasy deftly and compellingly centers Indigenous culture. (Fantasy. 10-14)	978-1-77488-337-2	FALSE	TRUE	TRUE
Sugar shack (Peapod Farm, Book 3)	Knisley, Lucy	It is winter at Peapod Farm with Jen still learning a lot about living life outside the city, and with her stepsister Andy, they will both have a chance to understand what it means to be family.	Gr 3-7-In the third installment of the "Peapod Farm" series, Jen is beginning to feel more at home in the country. She's learned to live with her difficult stepfather, Walter, and has grown close to her stepsisters, Andy and Reese. When the three are together, it feels like having real sisters-until Jen calls Reese her sister, and Andy corrects her: "She's MY sister, really." The moment leaves Jen questioning where she truly belongs. As the girls navigate the ups and downs of blended family life, they're also busy carving out their own paths. Andy prepares for her bat mitzvah, Jen joins 4-H and makes new friends, and Reese finds joy in cooking. This warm, character-driven story captures the complexities of growing up, including figuring out friendships, going to dances, and finding one's place in the world. Jen continues to clash with Walter, who among other things wishes she dressed more like a "typical girl," but she finds comfort in comics and drawing, even as the future feels uncertain. The artwork is bright and expressive, matching the tone of the previous books. Jen and her family are white. VERDICT An earnest, reliable addition to the series that is perfect for middle grade readers.	978-1-984896-91-9	FALSE	TRUE	TRUE

Nico Y Los Dinos: Mi Primer Cómic (Nico and the Dinosaurs: My First Comic)	Oscar Julve	In the middle of the forest, on his way to Banderero's Rock, Nico stumbles over a rock and... surprise! It's not a rock, it's a dinosaur egg! From that moment on, Dino, who is Dinodoron's baby, becomes Nico's pet and closest companion. Together they will visit the Valley of the Dinosaurs and will meet Dino's grand Jurassic family. But Mr. Gil, a dangerous rare eggs collector, is on their trail and wants to capture Dino to become "rich and famous, very rich and very famous."	Gr 1-4— Nico is off to meet his friends Pam and Nil in the forest, when he trips over a giant rock. Only, it's not a rock at all—it's a dinosaur egg, and it hatches right before his eyes! The little Dinodoronte dinosaur begins to follow Nico everywhere, and Nico takes him to meet Pam and Nil. When the friends try to find a hiding place for Dino at Nico's home, they come across Se&1;or Gil, an egg specialist who begins to stumble upon their secret. When the children flee to try to find a safe place away from Se&1;or Gil, they open a cave door that leads to a hidden land of dinosaurs, and where they find Dino's family! But Se&1;or Gil follows them through the door, locking them in. As the friends find another way out, they barely make it back. This new graphic novel series features colorful and fun illustrations full of action and humor that will pull younger readers in from the start. Kids will love the adorable Dino, and their hearts will race as Nico and his friends try to stay ahead of Se&1;or Gil, an excellent villain. The ending sets up the series and will leave readers excited for more fast-paced and fun adventures with Nico and friends. VERDICT This fun graphic novel is full of life and will make a superb addition to Spanish-language graphic novel collections— Selenia Paz SLJ starred review 12/1/23	978-84-488-6571-9	TRUE	FALSE	FALSE
Punching the Air	Ibi Zoboi and Yusef Salaam	Even though Amal Shahid is an artist and poet, he's still viewed as disruptive and unmotivated at his diverse art school. One fateful night at a local park, a fight breaks out between Amal and his friends and a group of white boys from a nearby gentrified neighborhood, leaving one of the white boys in a coma. Amal is convicted of the attack and sent to prison, even though he's not the one who put the boy in a coma. His despair and rage at having his bright future destroyed threaten to overcome him until he discovers the refuge and hope that his words and art give him.	Grades 9-12 - "Starred Review" A single punch leads to a fight between Amal and his friends—all Black—and a group of white boys from a gentrifying part of his neighborhood. Amal is found guilty of assault while his friends are given plea deals. All are sent to prison, while the white boys involved are not charged at all. In prison, Amal gets a stark education on how unjust the justice system is as he witnesses guards abusing their power, administrators carelessly ignoring the welfare of the imprisoned as if their lives are disposable, and the avenues of "rehabilitation" proving to be decrepit and empty. Only Amal's painting and poetry allow him to withstand the torture of physical beatings and solitary confinement. Zoboi worked with prison reform activist Yusef Salaam to create Amal's story in verse. Yusef himself was a victim of wrongful incarceration when he and four other young men were convicted of a crime they did not commit. His experiences lend a visceral gravitas to Zoboi's pen, and together they capture Amal's emotional struggles as he grasps for hope despite his circumstances. Moreover, they accurately depict the justice system as an engine fine-tuned to crush the urban poor and young Black men in particular. Prescient and sobering, Zoboi's book is a vital story for young readers in a tumultuous time.	9780062996497; 9780062996480	FALSE	TRUE	TRUE
Only a Monster	LEN, VANESSA	Sixteen-year-old Joan Chang-Hunt has been living in London with her grandmother since her mother's death. When a day passes and she doesn't remember what happened, she learns that her grandmother's jokes about her family being a bunch of monsters hiding in plain sight are true. Not only is she a monster, but she also has the ability to travel through time by stealing hours from human lives. When her family is attacked by other monsters, her co-worker Nick, the boy she's been crushing on, quickly defeats them, and she learns he's a legendary monster hunter. He saves her, but warns her not to steal any more years from humans or he will kill her. In the aftermath, Joan searches for other surviving monsters, learning most have been killed save for seventeen-year-old Aaron Oliver of a rival monster family. Together, they plot to go back in time to save their families and uncover the secrets of who wants them dead, learning they aren't any safer there than they were in their own time.	Booklist, 12/31/2021 Grades 10-12 - "Joan can't wait for her date with fellow museum worker Nick. It's the perfect way to round off her summer—until she blacks out and misses the date. Things get worse when her family is massacred, and Joan learns that she, like them, is a monster with special powers. This power will take her on a journey through time and space to save her family from the heroic monster-slayer who killed them: Nick. Len's clever debut juggles a significant amount of world building and the complicated paradoxes of time travel with grace while weaving in fantastical metaphors for growing up mixed-race. There's also a fresh take on a potential love triangle—sure to be fleshed out in later trilogy installments—alongside themes of family and identity. A fresh and novel contemporary young adult fantasy that's destined to be popular in any time line and joins the growing ranks of time-travel books for teens. Hand to fans of Tracy Deonn's Legendborn (2020) and Holly Black."	9780063024649; 9780063024656	FALSE	FALSE	TRUE

Never a Hero	LEN, VANESSA	Joan managed to reset the timeline and save her family, but it meant the destroying the hero, Nick, the boy she loved, and she alone remembers that truth about what happened. Her friend Aaron is now an enemy, trying to kill her, and Nick is a stranger who doesn't even know her name. Soon, she and Nick must go on the run to escape Aaron, and Joan discovers that her erasure of the original Nick set off a chain of events that will lead to a catastrophic end to the timeline unless she can find a way to stop it.	Kirkus Review, 07/31/2023 After unmaking the boy she loved to save her family, Joan Chang-Hunt finds herself pursued by agents of the Monster Court in this sequel to Only a Monster (2022). In the new timeline that Joan created, Nick Ward is a normal human boy, not a legendary monster-slaying hero. But when Joan is attacked by monsters looking to capture her, Nick steps in to defend her, causing them both to time travel to the near future. They quickly discover that a manhunt is underway for them, led by Aaron Oliver, who doesn't remember his friendship with Joan in the previous timeline. Joan leads a bewildered Nick through London as she desperately searches for help, all the while avoiding answering his questions for fear of horrifying him with the truth about monsters: They steal human lives in order to time travel. When Joan finally reunites with old allies, she learns that her erasure of the original Nick put into motion a catastrophic end to the timeline. Joan, whose human father is Chinese and monster mother was English, is once again forced to decide where her allegiance lies. She struggles with a complicated mix of feelings toward Nick, including guilt, yearning, and fear, as his heroic potential is evident even without his possessing a hatred of monsters. The introspective third-person narration is occasionally repetitive, but the original magic system, immersive descriptions, and compelling stakes create a cinematic reading experience. Will keep readers hooked. (Fantasy. 13-18)	9780063024694; 9780063024700	FALSE	FALSE	TRUE
Heiress Takes All	WIBBERLEY, EMILY	Seventeen-year-old Oliva Owens and her single mother are overworked and drowning in medical debt after they were kicked out of her wealthy father's home and deprived of a divorce settlement. Now that her father is remarrying for the third time, a desperate Olivia plans a plot of revenge with a group of friends to steal the millions she thinks is owed to her. While the wedding is going on, she and her friends plan to hack into his bank accounts and redistribute his wealth. To be successful, she must figure out a way around interference from an ex-boyfriend, a meddling ex-stepmother, and a nosy wedding guest.	Booklist, 05/14/2024 Grades 9-12 - "Two years ago, after her father was caught cheating, Olivia Owens was forced to move out of the mansion she'd grown up in. Five hours ago, she dressed to the nines to attend her famous father's third wedding—and rob him of all the money his prenup kept from her ailing mother. Her revenge will hit him hard, if she and her team of misfits, including an old teacher and a dramatic new flame, can get in and out of the huge wedding event with his account passwords. Unpredictable guests and her (also cheating) ex-boyfriend get in the way of Olivia's careful planning, but she and her coconspirators are determined to make her dad pay—with his millions and with his reputation. Wibberley and Siegemund-Broka, well known for cocreating mainstream romance novels, take an unexpected turn with this heist novel, but it's a welcome one. There is romance here but also a solid underlying plot and a thrilling heist. Recommended for all libraries."	9780316566759; 9780316566766	FALSE	FALSE	TRUE
Skyward	Brandon Sanderson	Spensa's world has been under attack for as long as any can remember, and pilots are the greatest heroes left to humanity. Spensa's dream is to become one and prove her bravery, but no one will let her forget her father died years ago when he deserted his team, leaving her chances of getting into flight school very slim. However, when she accidentally discovers something in a long-forgotten cavern, it may prove Spensa's ticket to the stars.	Horn Book Guide, 09/30/2019 The remnants of human civilization are on planet Detritus, trapped there for generations, fighting the extraterrestrial Krell. Spensa defies the stigma of her father's cowardice in battle and aspires to be a fighter pilot. In a well-paced, energetic space-action novel, Spensa learns to fly and fight and discovers that there's more to her father's death than anyone realized.	9780399555770; 9780399555800	FALSE	FALSE	TRUE
Just Mercy (Adapted for Young Adults)	Bryan Stevenson	Chronicles a young lawyer's founding of the Equal Justice Initiative, a legal practice committed to defending the poor, women and children, and the wrongly condemned, and the ways in which he was transformed by his first case, that of a man sentenced to die for a murder he claimed he didn't commit.	In this adaptation of his popular adult title, Stevenson chronicles his early career as a lawyer fighting for prisoner rights in the South. While the moving story of a man's fight against an unjustified death sentence focuses this informative book, interspersed vignettes of Stevenson's work with teens facing life sentences are equally powerful. This engaging, eye-opening read is likely to inspire further education and activism. Ind.	9780593177044; 9780525580065;	FALSE	TRUE	TRUE

Somadina	Akwaeke Emezi	Twin brother and sister Somadina and Jayaike develop radically different magic powers when they come of age—for Jayaike, it is the power of enchantment, but for for Somadina her powers only cause fear in her town. Always an outsider, now Somadina faces open hostility. Then, her brother vanishes, leaving her with no one to trust. Now, Somadina must enter the Sacred Forest and brave otherworldly danger to find her brother.	Booklist, 03/31/2025 Grades 7-12 - "The bite of a crocodile has created two small gods in the forms of S?mad?na and Jayaike, twins born in a world where all children have a magical gift. Those who manifest more than one gift are taken for special training as d?b?as—except S?mad?na and Jayaike, who were destined at birth to be dedicated to the god of creation, Ala. Shortly after the twins' gifts manifest, Jayaike is stolen away through the spirit world. S?mad?na sets out with their older sister and half-trained d?b?a, Nkadi, to rescue their brother. The first half of the narrative is slow with an abundance of world building, but as soon as S?mad?na leaves her village to find Jayaike, it quickens. Despite the time spent on exposition, the structure behind the children's gifts remains especially murky, though fans of the Avatar: The Last Airbender franchise may be enticed to continue by the parallels between the two magic systems. Written in a poetic style, S?mad?na's quest to save her twin carries the tone of a moving tale told as an oral history."	9780593309070; 9780593309100	FALSE	FALSE	TRUE
The Otherwhere Post	Emily J. Taylor	Eighteen-year-old Maeve Abenthy has been on the run under various assumed names ever since her father was accused of causing a spreading poisonous vine that overran the world of Inverly. She managed to escape through a Written Door to the neighboring world of Leyland before all the doors were burned to prevent its spread. Now, the only way the people communicate with one another between worlds is through letters delivered by scriptomancers through the backlogged Otherwhere Post. When Maeve receives a seven-year-old letter claiming her father's innocence, she takes on a false identity as an apprentice at the Otherwhere Post to discover who sent the letter and find out the truth about her father, while trying to keep her identity a secret from those around her, including her handsome, nosy boss.	School Library Journal Starred, 01/31/2025 Gr 9 Up—Eighteen-year-old Maeve Abenthy hasn't spoken her own name to anyone in years. It never goes well when people find out her father is the notorious scriptomancer responsible for unleashing what destroyed the world of Inverly and forced the burning of the Written Doors to contain it. Now, seven years later, there's still no travel between worlds and only the couriers of the Otherwhere Post are trained in the scriptomantic scribings that allow them to cross for deliveries; they've only just cleared their backlog of undelivered letters sent in the aftermath. Maeve is working at a shop under an assumed identity when she receives a seven-years' delayed letter saying that her father is actually innocent. She'll need to become a courier herself to uncover the truth, but can she infiltrate their rigorous and selective apprentice program while hiding who she really is? This dark academia fantasy features masterful worldbuilding, a wildly interesting new magic system, and a lovable cast of characters described with varying skin colors. Taylor has truly elevated her craft since her debut Hotel Magnifique. VERDICT This unputdownable adventure is highly recommended for all collections and perfect for fans of V.E. Schwab's "Shades of Magic" series.—Kayla Chamberlain Copyright 2025 Reed Business Information.	9780593404546; 9780593404560	FALSE	TRUE	TRUE
Everything We Never Had	RIBAY, RANDY	Presents a multiple perspectives story that follows four generations of Filipino American men who face different challenges in their lives and pass down their own flaws, values, and virtues to their children. In 1930, sixteen-year-old Francisco Maghabol leaves the Philippines in search of a better life in California, but as he barely gets by on his earnings from picking apples and faces increasing violence from white men in town, he starts to question whether he should have left in the first place. In 1965, Emil refuses to follow in the footsteps of his labor organizer father, Francisco, and is determined to prove he has what it takes to make it in the United States. In 1983, Chris faces challenges as he tries to connect to his Filipino roots and prove that his overbearing father Emil can't control his life. In 2020, Enzo's world changes forever when his abrasive grandfather moves in during a global pandemic, and he attempts to heal the decades-long rift between his father and grandfather.	School Library Journal Starred, 07/31/2024 Gr 9 Up—National Book Award finalist Ribay juggles skillfully and with great heart a Filipino American family history as told by four generations of fathers and sons in alternating chapters. Readers first meet 16-year-old Enzo, the youngest, in Philadelphia at the start of the 2020 pandemic. "Murder hornets" is the euphemism he names the anxiety he's in therapy for, which kicks in big time as he learns about the virus killing people. Since his grandfather's retirement community poses a health risk, Emil, or Lolo, moves in with Enzo's family, taking his bedroom. Reluctant though willing, Enzo shares with his father, Chris, the concept of "utang na loob": taking care of Emil now is "a debt from within." Emil's father Francisco was an illiterate farmworker whose best friend was killed by white people trying to stop laborers from organizing in California in the 1920s; he later galvanized a union movement of Filipino, Mexican, and Black workers to win better wages and working conditions. Francisco sent his son to college, believing that the education beyond his reach was possible for Emil. Back in pandemic Philadelphia, 2020: When Lolo returns to his retirement home, Enzo inherits Thor, Lolo's small black lab mix. From their evening walks with Thor, Enzo comes to appreciate how tough and uncompromising a parent Emil was to his father. But Chris can and does love his own son, and Enzo feels it. Four generations of men, once so guarded: the change over time is gradual but lasting. VERDICT A must for all collections, this four-generation saga of Filipino fathers and sons will resonate with teenagers of all cultures.—Georgia Christgau Copyright 2024 Reed Business Information.	9780593461419; 9780593461426	FALSE	FALSE	TRUE

Among Ghosts	Rachel Hartman	Thirteen-year-old Charl and his mother first fled to St. Muckle's seven years ago, where they have created a new life for themselves in the small town, but Charl's world is turned upside down when he sees a ghost and a plague breaks out. Charl manages to escape to an abandoned abbey outside of town, which he soon realizes is haunted by more ghosts. Meanwhile, things get even more complicated as a nun, a mercenary, and a dragon begin pursuing Charl and his mother.	School Library Journal Starred, 04/30/2025 Gr 6 Up—Revisit the renowned world of Seraphina in the town of St. Muckle's, where anyone can earn freedom from their circumstances by living inside the town's walls for a year and a day. The safe haven is considered too poor for greedy nobles and too damp for dragons, so Charl, 13, and his mother have lived for years hiding from his father. They've thrived more or less peacefully until a duel leads Charl to the Old Abbey where he stumbles upon a ghost and a fatal accident in traumatic succession. When the night watchman turns up dead and a plague breaks out, everything the people of St. Muckle's have worked for is thrown into jeopardy—and that's before the dragon enters the scene. Charl escapes back to the Old Abbey and its ghosts, tangling him in history and destiny as he decides who he wants to be. Exquisite prose carves a place in readers' hearts for the nuanced characters of St. Muckle's as they navigate themes of power, misinformation, and the duty people have to one another and to the greater community. This slow-moving character exploration asks readers to define the edges of their world and what's important in it, making for a deeply grounded plot despite its fantastical setting. Hartman's humorous parentheticals and authentic narrative voice lighten the expository load as new readers are welcomed into the well-established world of Goredd, a place where humans and shape-shifting dragons live side-by-side. VERDICT An engrossing, thoughtful fantasy on the human condition—with dragons. A first purchase for all collections.—Emmy Neal Copyright 2025 Reed Business Information.	9780593813720; 9780593813751	FALSE	TRUE	TRUE
Out of Air	REISS, RACHEL	Phoebe "Phibs" Ray has always felt most at home beneath the waves, and she and her four best friends recently went viral after discovering some ancient gold coins in the Florida Keys. The friends travel to a distant Australian island to go scuba diving during their final summer together after high school, and they feel like they hit the jackpot when Phibs locates an underwater sea cave, rumored to be a lost cave with a buried treasure. But after Phibs and her best friend Gabe surface from the cave, something from the ocean depths comes with them. They soon find themselves experiencing terrifying changes, suffering from weird injuries that only get worse with time and hearing strange voices in their heads, but things take a dangerous turn when treasure hunters arrive and hold Phibs' group for ransom.	Kirkus Review, 02/28/2025 A group of scuba-diving friends from the Florida Keys go on an adventure after high school graduation—but it may be their last. Phoebe "Phibs" Ray is a natural underwater. Her instincts have led her not only to befriend the Salt Squad, her crew of dive shop pals, but also to discover historic gold coins. The Salt Squad—Phibs, Lani, Isabel, Gabe, and Gabe's twin, Will—have gone viral on social media thanks to Phibs' find and her photos and videos of their dives. Over this last summer before they embark on different paths, the teens decide to go to Australia. Phibs, who knows nothing about her father and whose mother abandoned her, lives with her grandmother, and unlike her rich, college-bound friends, she isn't excited about her future: staying home and caring for Gram. But she's looking forward to this trip to a remote atoll off the coast of Western Australia, not least because she'll get to spend time with dark-skinned Gabe, her crush (most other characters present white). Their destination is also the subject of gruesome, creepy stories about a mysterious, treasure-filled cave. Alternating timelines slowly and effectively reveal the Salt Squad's shared secret and the truth about Phibs' past. Phibs is a compellingly strong, nuanced lead, and her romantic scenes with Gabe are steamy. The book, which delves into environmental themes, ultimately reaches a conclusion that's unusual and effective. A deep-sea adventure that snappily blends mystery and romance with social themes. (Thriller. 14-18)	9781250366146; 9781250422224	FALSE	FALSE	TRUE

Coffeshop in an Alternate Universe	LEE, C B	After a power outage interrupts a scholarship application, a frustrated Brenda Nguyen stumbles upon a coffee shop where she meets the cool, confident Kat Woo, who actually listens to her nineteen-step-plan to save the world. And Kat finds someone who is interested in her, not her celebrity status as the Chosen One. Unbeknownst to both girls, they are from alternate universes, and their discovery of one another has caused their worlds to collide. In order to be together they must unravel their reason for meeting in the first place and figure out the prophecy surrounding Kat.	Booklist Starred Reviews, 05/31/2025 Grades 8-12 - "Starred Review" The last thing Brenda expects while trying to submit a scholarship application is to stumble into an alternate world of magic, one inhabited by Kat, a cute girl she asks out. When the day of their date arrives, however, neither Brenda nor Kat can find each other—because they're searching in different worlds. Portals are opening between their two universes, and the girls soon manage to reunite and learn about each other: while Brenda is firmly focused on her plan to save the world, Kat is dodging her future as the Chosen One. As they spend more time together, the two don't just fall in love; they also uncover the reason behind the accelerating disasters in each of their worlds and forge a new plan to save everyone, together. Told in alternating POV chapters, Lee's latest is a delight. Brenda and Kat complement each other, fitting into each other's lives like missing puzzle pieces; their friends and family are beautiful additions to their story. Lee's deftly created worlds make so much sense, it's enough to make one wonder if the magical universe isn't real too, just on the other side of Los Angeles. This sapphic romance manages to be sweet, tender, and high-stakes all at the same time—a true triple threat."	9781250778024; 9781250417336	FALSE	FALSE	TRUE
Enola Holmes and the Black Barouche	Springer, Nancy	When professional typist Letitia Glover is desperate to learn more about the fate of her twin sister Flossie, Enola enlists the help of her brother Sherlock and her friend Tewky to investigate Flossie's husband, the sudden death of his first wife, and the mysterious appearance of a black barouche.	Grades 7-9 - "In 1889, Enola Holmes, the clever younger sister of Sherlock (and a fellow private investigator), meets her brother's latest client and quickly takes the lead in solving the case. Miss Letitia Glover recently received word of her twin sister, Flossie's, death, but she is suspicious of her brother-in-law, a wealthy earl. Traveling in disguise, Enola arrives at his stately home, wrangles an invitation to stay, and uses her time to observe the household and ferret out information. Locked into Flossie's boudoir, she discovers an important clue and then makes a perilous escape. Readers drawn to the audacious main character and her lively, droll first-person narrative will find themselves learning about Victorian English society while increasing their vocabularies. Sherlock Holmes contributes the book's prologue and epilogue. In <i>The Case of the Missing Marquess</i> (2006), Springer first introduced Enola to mystery lovers. Five sequels quickly followed. The Netflix film <i>Enola Holmes</i> (2020) has brought a new wave of readers to the original books, and this latest novel continues the chronicle of this capable, ingenious, and fiercely independent young woman."	9781250822956; 9781250846754	FALSE	TRUE	TRUE
Manners with a Library Book	Amanda Doering Tourville	Should your baby sister play with your library book? Find out how good manners can help everyone enjoy library books.	https://www.goodreads.com/book/show/6399337-manners-with-a-library-book	9781404853140 9781404853157 9781404866942	TRUE	TRUE	TRUE
Dog Diaries: Curse of the Mystery Mutt	James Patterson, Steven Butler	Junior is loving his life with the Khatchadorian family. But his idyllic life soon turns to terror when a mysterious individual begins to make trouble in the neighborhood. It starts with a mysterious howling in the night. And when Junior's pooch pals realize their favorite toys are missing, things get serious. Junior thinks he knows what is happening. He's heard of a mysterious creature called the Howly Wiener that visits town once a year and fills the street with monsters	Reading Level: 5.3 Audience: Upper Elementary Grades: 2-7 **Professional Review Not Available**	9781549112362 (Wonderbook format)	FALSE	TRUE	TRUE

Apple: Skin to the Core	Eric Gansworth	Memoir by the author explores issues of Native American identity, using verse and other poetic forms and reclaiming the native slur "apple," in which one is accused of being red on the outside and white on the inside. Discusses the author's experiences growing up on the reservation, his struggles with understanding his mixed tribal heritage, and reconciling his own participation in the erasure of his culture.	Grades 10-12 - "Starred Review" Gansworth (If I Ever Get Out of Here, 2013), a tribally enrolled Onodaga living among the Tuscarora, offers a memoir in verse and lyric prose. Playing off the derogatory term apple (red on the outside; white on the inside), often used in Native communities, he explores the realities of growing up on the rez, being subjected to racism and poverty, and learning to navigate the white world. In ambitious thematic sections recalling Beatles albums (e.g., The White Album here becomes "The Red Album," Abbey Road morphs into "Dog Street"), poems recount his grandparents' experiences in residential schools; his lifelong love of the Beatles and superhero comics; family influences, including his largely absent father; and his strong sense of Indigenous identity that survives despite leaving the rez. Several poems parallel Beatles' lyrics ("Come Together" and "Here Comes the Sun"); some push back against stereotypes ("If you excel, you will be 'remarkable for being an Indian'"); and still others point to the dangers of "browsing with too much melanin." Gansworth's art, a mix of gouache paintings, photographs, and collages (reproduced in black and white), is interspersed throughout, adding interest and detail. With language rich in metaphor, this is a timely and important work that begs for multiple readings.	9781646140138; 9781646142033	FALSE	TRUE	TRUE
The Revenant Games	FUSTON, MARGIE	Seventeen-year-old Bly and her family live in the Gap, a poverty-stricken human village caught between powerful cities ruled by vampires and witches. Vampires and witches live under an uneasy peace, buying human blood for their food and spells, but for two weeks each year, the truce dissolves, they hold the Revenant Games. During the games, humans can choose a side, try to capture a member of the opposing faction, and claim a reward: The witches will raise someone from the dead, while the vampires will grant someone immortality. Bly enters the games, hoping to bring back her dead sister, Elise, and save the life of her dying best friend, Emerson. She and Emerson come up with a dangerous plan, playing for both sides in an attempt to save both Emerson and Elise, but things get complicated when the vampire they capture awakens a passion inside Bly that she has never experienced before.	Booklist, 02/29/2024 Grades 9-12 - "Seventeen-year-old Bly, like most humans, lives in the Gap, the neutral zone between warring vampire and witch kingdoms, and survives by selling blood to both witches (for their spells) and vampires (to fuel their lives). Bly dreams of better: leaving with her crush, Emerson, and finding the rumored safe haven from their overlords. Instead, when Bly's risk-taking causes her beloved sister Elise's death, she enters the Revenant Games, a deadly competition that humans can play for either side. If Bly can capture the highest-ranking vampire and deliver it to the witches, they will raise Elise from the dead. When Emerson is cursed to die in a year unless he, playing for the vampires, can capture a powerful witch and win immortality, they scheme to secretly play both sides. First in a series, this overwrought but entertaining fantasy dystopia features nuanced characters trying to navigate a ruthless, blood-soaked world without losing what they hold dear. Twisty reveals, sudden betrayals, and a hint of forbidden passion lead to a cliff-hanger ending that will hook readers for the sequel."	9781665934411; 9781665934428	FALSE	FALSE	TRUE
The Hallow Hunt	FUSTON, MARGIE	When the vampire queens accuse Bly and Kerrigan of treason, they must work together to escape with their lives and rescue their respective siblings.	Kirkus Review, 01/14/2025 In the aftermath of The Revenant Games (2024), Bly searches for her sister, Elise, while the vampire Kerrigan seeks to make a deal with the witches to free his brother, Donovan. The two are estranged because of Bly's betrayal during the Games, which saved Kerrigan but damaged the trust between them by sacrificing Donovan. Their separate quests eventually lead them back into the woods, where they hunt for a magical root that could shift the balance of power between witches and vampires. Though they work toward the same goal, old wounds linger: Bly is consumed by guilt, and Kerrigan remains cold and distant. They discover that the forest holds dangers beyond those connected to the conflict between the witch and vampire cities, and they have encounters that lead to unexpected alliances. Secondary characters receive more development in this sequel, adding depth to the narrative. As before, however, a large portion of the book is spent in the vaguely described forest, whose poor development as a setting detracts from the story. Nevertheless, returning readers will be pleased with the neat resolution of the story's open threads. The white-presenting leads are supported by a secondary cast of characters who are diverse in race and sexuality. Fans of the first book will enjoy this duology closer that satisfyingly wraps up earlier plotlines. (Fantasy. 14-18)	9781665934442; 9781665934459	FALSE	FALSE	TRUE

Braiding Sweetgrass for Young Adults	Robin Wall Kimmerer (adapted by Monique Gray Smith)	Extends indigenous scientific wisdom and knowledge about living in harmony with the natural world, backed by the author's scientific research project that conveys the wisdom of the Honorable Harvest. Discusses principles such as never taking the first, asking permission, listening for the answer, taking only what you need, minimizing harm, using everything you take, sharing, being grateful, and giving back.	Grades 7-10 - "This unique offering from an Indigenous botanist pulls together elements of science, lore, history, and ecology. It seeks to show how humans need to be mindful of their connections to the planet. Kimmerer, of Anishinaabe heritage, crafts her musings and teachings around the life cycle of sweetgrass. This common plant is considered sacred to many Native American cultures and is used not only for braiding baskets but also for medicine and as an important element in rituals. The book evolves around six sweetgrass categories: "Meeting," "Planting," "Tending," "Picking," "Braiding," and "Burning," and each chapter evokes an aspect of modern Western society in light of how so many people have gotten so far away from the old ways of cherishing the earth. Pages are filled with legends, reminiscences, bits of history, sidebars, and drawings, as well as gentle challenges to readers that encourage them. The text is engaging and goes down easy; notes and a bibliography round things off. Truly, a lovely, calming addition for collections."	9781728458984; 9781728458991	FALSE	TRUE	TRUE
Funny, You Don't Look Autistic	Michael McCreary	The author shares insight into what it means to live with autism as an adult who was diagnosed with Autism Spectrum Disorder at the age of five. As a stand-up comic who has been performing since just fourteen-years-old, he transformed his sadness and pain into comedy and empowered himself to live life to the fullest despite his challenges. His insight allows those with and without sensory issues to better understand the unique struggles autistic individuals face and the common coping mechanisms they employ while shattering common misconceptions about the disorder.	Grades 9-12 - McCreary is the AspieComic, a stand-up comedian whose routine focuses on his experiences growing up on the autism spectrum. Over the course of this memoir, he covers what a diagnosis includes and what it is like to live in a neurotypical world, where stereotypes and misunderstandings about autism abound. His comparison to a character sheet in Dungeons & Dragons with one attribute at 100 percent and everything else at 15 percent is particularly apt and useful. He explains the difference between high- and low-functioning autism as not being a measure of intelligence but rather of how much independence or assistance one needs to get through the day. Throughout the book he stresses that there is no one-size-fits-all definition of what it means to be on the spectrum. Other topics include dealing with bullies, standing up for oneself in the face of ill-informed individuals, and learning not only how to be independent but also how to gauge to what extent one can achieve that. McCreary's narrative is fresh, zippy, and funny while at the same time engrossing and enlightening.	9781773212579;	FALSE	TRUE	TRUE
Coach (Track, Book 5)	Reynolds, Jason	In this companion to Jason Reynolds's award-winning and New York Times bestselling Track series, meet Coach as a boy striving to come into his own as a track star while facing upheaval at home.	Grades 5-8. Castle "Ghost" Cranshaw has been running for three years, ever since the night his father shot a gun at him and his mother. When he gets recruited by a local track coach for a championship team, they strike a deal: if Ghost can stop getting into fights at school, he can run for the Defenders, but one altercation and he's gone. Despite Ghost's best intentions, everyone always has something to say about his raggedy shoes, homemade haircut, ratty clothes, or his neighborhood, and he doesn't last 24 hours without a brawl. Will Coach and his mom give him another chance to be part of something bigger than himself, or is he simply destined to explode? With his second fantastic middle-grade novel of the year (As Brave as You, 2016), the ferociously talented Reynolds perfectly captures both the pain and earnest longing of a young boy. The first in the four-book Track series, this is raw and lyrical, and as funny as it is heartbreaking. It tackles issues such as theft, bullying, and domestic violence with candor and bravery, while opening a door for empathy and discussion. An absolute must-read for anyone who has ever wondered how fast you must be to run away from yourself. HIGH-DEMAND BACKSTORY: Is anyone else putting out so many stellar books so quickly?	979-83-471-0237-2	FALSE	TRUE	TRUE

The Bellwoods Game	Krampien, Celia	A group of sixth graders participating in an annual Halloween tradition to pacify the ghost of Abigail Snook quickly realize that the Bellwoods contains an even bigger threat to their town.	Grades 4-7. Every Halloween night in Fall Hollow, it's up to the sixth-grade class to keep their town safe from the vengeful spirit of Abigail Snook. To do this, they play the Bellwood Game, sending some of their own into the forest to ring the bell that will keep Abigail at bay—as long as she doesn't catch them first. On the day of the game, Bailee feels overwhelmed by her nan's recent health scare and her own status as class pariah for supposedly tattling on her peers. Nevertheless, Bailee finds the courage to participate in the long-anticipated game, knowing if she rings the bell, she also gets to make a wish. In the woods, Bailee teams up with four unlikely classmates and a benign spirit to try to defeat the shape-shifting specter. Krampien's eerie story cleverly focuses on themes such as bullying, and Bailee's motley crew discovers the importance of having the facts before making assumptions. This supernatural tale will chill readers while reminding them that real friendship can brave any situation.	979-83-687-0173-8	TRUE	TRUE	TRUE
You're invited to a creepover, the graphic novel. 5, Best friends forever (You're Invited to a Creepover, Book 6)	Night, P. J	Go to sleep...if you dare, because you're invited to a creepover! This middle-grade horror series combines two things that young people love--sleepovers and scary stories. Whether it's mysterious neighbors or a haunted play, these eerie stories will send your Creep-o-Meter humming.	"When Katie's best friend moves away and she accepts an invitation from the new girl in town, she is unsettled by the girl's strange obsession with her dolls	979-83-687-0174-5	FALSE	TRUE	TRUE
The girl who sang : a Holocaust memoir of hope and survival	Nadel, Estelle	When the Nazis invade her small Polish town, Enia Feld is separated from her family and forced into hiding and at the mercy of her neighbors, in this . . . graphic memoir of survival and rediscovering your song during the Holocaust"	Gr 7 Up-Enia loved her life with her family in their small Polish village before the war. It was home, it was safe, and she was free to run, play, and help her mother in the kitchen. On September 1, 1939, the dark clouds of war began to circle, and she felt the safe comforts of home being ripped away. The Girl Who Sang is a powerful story of survival where readers are given the privilege of following Enia's life before, during, and after surviving the Holocaust, and in some ways, survival signaled only the beginning of Enia's struggles. The illustrations tell Enia's story in ways words cannot. Readers can immediately sense the range of Enia's emotions in every situation, from joyous family celebrations to horrific trauma. Students with an interest in the Holocaust, especially the lives of survivors, will find this book vital to developing an understanding of the long-term effects on families. Educators who appreciate the richness of using biographies to teach history will find multiple opportunities for utilizing this title, especially in social studies courses. Although Enia is the main subject in her life story, there are many other figures whose perspectives enhance study of the Holocaust and its aftermath. An excellent accompaniment to lessons on World War II, this book will help countless students examine the Holocaust on a personal level. VERDICT A must-have. The graphic novel format will appeal to those whose first choice might not be history or biography, and all others will be invited to consider the full-life experiences of Holocaust survivors.	979-83-687-0636-8	FALSE	TRUE	TRUE

Gamerville	Christmas, Johnnie	"Ages 8-12"--Dust jacket. "A video gamer's championship aspirations are dashed when his parents send him to Camp Refresh, a summer camp where electronics are forbidden and you're forced to socialize, eat healthy, and spend time outside"	Gr 4-7-Max loves video games and he's good at them. In fact, he made the championship finals for his favorite game, "Lone Wolf of Calamity Bay," and is going to Gamerville! But his mother is overprotective; she worries about his safety and that video games will make him weird. As a result, she pulls strings to get him into Camp Reset, which starts the next day. Max schemes to escape from this tech-free camp, and the story's perspective shifts to Zanzi, a Camp Reset lover and veteran, and to Dylan, who struggles to control his anger. The shift to these and many more camp characters turns Max's singular narrative into additional story arcs that add depth but can sometimes be tricky to follow. But messages about unhealthy habits, conflict resolution, connection, and being open to new challenges even out the wonkiness of the storylines. Structured into 12 chapter "levels," Max's journey to redemption ties together all characters. Christmas's art is clean and dynamic with striking colors and a variety of panel layouts. Immersion into the world of "Lone Wolf," with asides of Max strategizing, will resonate with video game players, as will the parallels between Max's gaming mind and the survival and collaboration skills he gains at camp. VERDICT The success and relatability of Christmas's Swim Team will draw middle grade readers to this charming graphic novel of video games, camp, making friends, and finding balance. Recommended.	979-83-687-1037-2	FALSE	TRUE	TRUE
Who is Lionel Messi?	Buckley, James	An exciting, illustrated biography series perfect for children who are beyond easy-to-read books about famous people, but not quite ready for thick, long biographies.	Includes bibliographical references (page 50).;Who is Lionel Messi -- From Argentina to Spain -- Barcelona -- Highs and lows -- Finally, a world champion -- Messi to Miami. A biography of soccer player Lionel Messi, discussing his growing up years, key events in his career, and his achievements.	979-83-687-1304-5	FALSE	TRUE	TRUE
The 39 clues. 2.One false note	Templer, Hannah	Amy and Dan find themselves in Vienna, where they search for clues while evading their enemies, and attempt to discover the truth about their famous ancestors, Wolfgang Amadeus Mozart and his sister Nannerl.	The graphic novel edition captures the essence of the original novel, while telling much of the story through colorful illustrations. With just enough of the educational detail left intact, One False Note: The 39 Clues: A Graphic Novel is fun and somewhat informative, detailing some elements of Mozart's life. The illustrations are bold and clear, letting much of the imagery speak for itself. Moments of action are shown, more than described, making the story a quick, engaging read.	979-83-687-2005-0	TRUE	TRUE	TRUE
Band nerd	Willis, Sarah Clawson	"A coming-of-age story about music, family, and friendship, wherein twelve-year-old Lucy Carver must navigate life as a band nerd in a new school, all while competing for a top flute soloist spot. But for Lucy, facing the music means dealing with the problems at home. Middle school is tough--thank goodness there's band. For twelve-year-old Lucy Carver, music isn't just a way of life, it's an escape from homework and an off-key homelife with her alcoholic father. When Lucy starts seventh grade at Windley School of the Arts, with its high academic standards and even higher artistic expectations, it becomes much harder to keep life in tune"-- Provided by publisher.	Gr 5-8-Seventh grade flutist Lucy is nervous about starting at a new arts-focused school. The flute is the one thing that makes her feel special-she's never been the best student, and her home life is far from stable. When she's placed as second flute instead of first, Lucy becomes obsessed with proving herself, pushing herself to unhealthy extremes. At home, her father's alcoholism creates chaos, turning him into a volatile and embarrassing presence. His behavior, whether showing up drunk to her birthday sleepover in his underwear or needing to be wrestled out of the bathtub, makes it hard for Lucy to maintain friendships. As the pressures of home and school begin to overwhelm her, Lucy must learn to ask for help. This graphic novel explores difficult issues with empathy and honesty. Lucy's friends face struggles too; Malia, who lives with her grandmother, hides a painful family secret, while Lucy's frenemy Toli has a mother who pressures her to be the best flutist and diet to lose weight. Despite the conflict, the story is full of hope and resilience. Lucy finds support from her band teacher, guidance counselor, friends, siblings, and eventually her mother. Cormarie's expressive artwork enhances Willis's storytelling, adding emotional depth to every character. VERDICT A moving and ultimately uplifting story, this is a must-read for middle school libraries	979-83-687-4636-4	FALSE	TRUE	TRUE

Besties. Prank war	Miller, Kayla	"Twelve-year-old best friends Trent and Sawyer accidentally kick off a class-wide prank war in their middle school as they compete to win an online video challenge"--Provided by publisher.	Gr 4-7-Trent and Sawyer, sixth grade best friends and self-proclaimed prank experts, are always on the lookout for their next big laugh. When their idol, skater and internet sensation Trixie Sampson, announces a prank competition with an unbelievable prize, the duo is determined to take the crown. Their half-baked pranks, featuring slime, confetti, and other classics, leave no friend safe-or happy. But when they set their sights on Natasha, their cool and dramatic friend, they quickly find themselves in over their heads. Nat's retaliation ignites an all-out prank war, leaving chaos and some unintended casualties in its wake. Trent and Sawyer are charming and well-meaning, but their obsession with winning blinds them to the impact their antics have on their friendships. Sawyer often acts as Trent's moral compass, but even he gets quite carried away. Tyler, whose kindness and easygoing nature make him an easy target for neglect, is especially compelling. As the prank war escalates, Trent and Sawyer are forced to confront the consequences of their actions. This graphic novel is a lighthearted, entertaining read, though it sometimes strains believability with parents joining in on the pranking. Turner adeptly stays true to the "World of Click" art style. VERDICT Fans of the series will enjoy the humor, mischief, and heart at the core of this story.	979-83-687-4637-1	TRUE	TRUE	TRUE
The daughter of Auschwitz the girl who lived to tell her story	Friedman, Tova	"A . . . memoir by one of the youngest survivors of Auschwitz, Tova Friedman, following her childhood growing up during the Holocaust and surviving a string of near-death experiences in a Jewish ghetto, a Nazi labor camp, and Auschwitz"	Gr 4 Up-Polish born Tola (Tova) Friedman has penned a memoir about how she survived the Auschwitz concentration camp as a child. Readers will take comfort in that the book opens with a scene in 1950 New York City where Tola is celebrating her birthday with both of her parents. However, this scene is one of the only comforts in this heartrending account. The bulk of the story is of Tola and her parents living in Poland when the Nazis invade and banish the Jews to live in a ghetto where 15,000 people were forced into 250 apartments with little food or comfort. As Nazi rule becomes stronger, the Jews are slowly parsed out to Dachau, where her father is sent, or to Auschwitz where Tola and her mother go. Witnessing death from starvation, shootings, the gas chambers, or beatings became a regular sight for Tola and the children she lived with at Auschwitz. Each chapter details a different event, such as their long journey in a cattle car, head shaving, tattooing, hunger, loneliness, the gas chamber, and occasional sightings of her mother. As the Soviets and Americans begin to win the war, liberation looms ever closer and death becomes even more likely as the Nazis attempt to cover up all the atrocities. Hiding and making oneself invisible were just a few strategies Tola learned to stay alive. As difficult as this account is to read, it is also one of great will and grit. "I have always felt that my life is a gift that I cannot waste. So is yours." VERDICT Masterfully and beautifully written. Not to be missed, this is a first and important purchase for all libraries.	979-83-687-4690-6	FALSE	TRUE	TRUE
The lemonade war	Davies, Jacqueline	The graphic novel adaptation of the bestselling The lemonade war"--front cover. Evan and his younger sister, Jesse, react very differently to the news that they will be in the same class for fourth grade and as the end of summer approaches, they battle it out through lemonade stands, each trying to be the first to earn 100 dollars.	Gr 1-5-With summer vacation winding down and the temperature climbing, siblings Evan and Jessie Treski decide to flex their business acumen by opening competing lemonade stands. At the end of five days of sales, the winner takes all; however, along the way, both siblings engage in unsavory tricks to come out on top. The economic subplot makes the original novel a good mentor text for integrating math and literacy, but the graphic novel falls short on delivering a story that will resonate with kids emotionally. There are a few improbabilities in the story that might make it difficult for modern readers to connect with. For one, Jessie is skipping a grade to be placed in her brother's class, an exceedingly rare practice, representing less than one percent of students, and many readers will not be familiar with this concept. Also, it is implied via Jessie's super-smarts and social challenges that she is neurodivergent, but it is unclear why this is not stated overtly as an important aspect of the narrative. The illustrations lack dimension and detail, preventing this title from being a standout realistic fiction graphic novel.	979-83-687-4695-1	FALSE	TRUE	TRUE

Outsider kids (Parachute Kids, Book 2)	Tang, Betty C	A companion to Parachute Kids!"--Dust jacket. Three undocumented Taiwanese siblings in California find their world turned around with the arrival of a violin prodigy cousin.	Gr 5 Up-This companion to Parachute Kids begins on Halloween 1981 with Ann, the Taiwanese youngest sibling of three, trick-or-treating with her sixth grade friends, who are kind and patient with Ann's developing English-language skills. English text is in black inside white speech balloons; Chinese is in red on a yellow background. The Li siblings' relative peace and stability is broken by the arrival of their auntie and cousin Josephine, who attended a European school in Taiwan and has been accepted to music school in Los Angeles. Ann is excited to see her cousin again and practice music together, but Josephine is horrible to her, and it gets worse when Auntie returns to Taiwan. Readers will commiserate with oldest sister Jessie, who is left to manage everything, including studying for her SATs and working at a restaurant where she's being cheated out of wages due to her illegal status. Meanwhile, Ann misses her parents and keenly feels the fragility of her American life, and her lack of control over it, which is highlighted when Josephine betrays them. Throughout the book, these characters face real challenges and subsequently show real growth. Readers will cheer on the siblings as they band together to overcome every obstacle, proving they can make their American life work. VERDICT As powerful and triumphant as the first book, this read belongs on all shelves.	979-83-687-4968-6	FALSE	TRUE	TRUE
Charlie Hernandez & the phantom of time (Charlie Hernandez, Book 4)	Calejo, Ryan	Ages 10 to 14"--Back cover. When Charlie receives a dire warning from the Land of the Dead about an impending catastrophe, he travels back in time to 1950s Cuba, where he unravels dark secrets and faces unspeakable evil in a race against time to save the world.	Grades 5-8. Charlie Hernández loves his abuela's stories, drawn from Latino and Hispanic folklore, in particular legends about supernatural creatures—some good, many evil. When Charlie's parents go missing, his house burns down, and he starts growing horns and sprouting feathers, Charlie, aided by intelligent classmate Violet Rey, begins to discover that the tales his grandmother passed down to him may not have been fiction after all, and may be more entwined with his destiny than he could have ever imagined. As Violet and Charlie get closer to the secret his family was shielding, they come across brujas, La Llorona, El Sombrerón, Justo Juez, and more, all while Charlie must try to hide his physical transformations from his best friends. Soon Charlie discovers that his life is deeply linked with the balance of peace between the Land of the Living and the Land of the Dead. In chapters filled with fast-paced action, Calejo's novel is sure to draw in readers and introduce them to the magic, beauty, and history of Hispanic myths and legends (many of which are elaborated on further in a glossary for those unfamiliar with the stories). This is a perfect pick for kids who love Rick Riordan's many series, particularly for those eager for mythologies beyond Greek and Roman stories. A cliff-hanger ending only adds to the appeal.	979-83-687-5545-8	FALSE	TRUE	TRUE
Death Valley summer	Wallace, Brandon	When a flash flood derails their team-based orientation competition in Death Valley, two brothers find shelter in a ghost town where they must use all their resourcefulness and knowledge of the outdoors to protect their teammates from criminals and the elements.	To evade their mother's abusive boyfriend, brothers Jake, thirteen, and Taylor, eleven, venture from the suburbs of Pittsburgh toward the wilds of Wyoming in search of the father they have not seen in four years, using their wilderness skills to survive against both natural and human dangers. Includes wilderness tips.	979-83-687-5551-9	FALSE	TRUE	TRUE
The Nightmare Brigade. Vol. 4.Dust-off dreams	Thilliez, Franck	Tristan's mom, Alice, invented an incredible machine that allows them to enter a person's memories and help them. When a classmate, Sofiane's, memories of a pack of primates disturb him, it's up to the Nightmare Brigade to investigate. But where--and why--did Sofiane encounter these apes? Plus: Alice is developing problems with her own memories! And when a new woman arrives at the clinic, with memories of a town afraid of the night, can the Brigade survive and help everyone?	Fourteen-year-olds Esteban and Tristan are more than friends; they're brothers thanks to Professor Angus. Together the boys help their father cure children, who are plagued by nightmares, by entering the dreams and figuring out what the cause really is. It might seem harmless, but the dangers in the dreams are real. Plus, time is always tight because if the sleeper awakes before they've left the dream, they'll be stuck in the nightmare. Although not a horror, this tale leads to deliciously dark corners, where monsters lurk in the shadows. The tension remains high the whole way through, guaranteeing to keep the reader on the edge of their seats, and yet, there's a good dose of heroism, friendship, family, and even a bit of humor. This is an unique trio, who have each others' backs and are family, but they still each possess their own burdens in very different ways.	979-83-687-5579-3	FALSE	TRUE	TRUE

What was built to be a ship of dreams? : the Titanic (Who HQ)	Nahil, Emmett	An official WhoHQ book"--Front cover:;Includes bibliographical references (page 63). "Follow the journeys of Syrian Lebanese siblings Jamilah and Ilyas Yarred, the Haitian French Laroche family, and American socialite Margaret Brown as history's most famous ship heads toward disaster. A story of class disparity, family, and survival, this graphic novel immerses readers in the different experiences that passengers from varying backgrounds faced before, during, and after the Titanic's sinking. This . . . narrative is brought to life by atmospheric full-color illustrations that will transport readers to that fateful wreck"--Provided by publisher.	8 - 12 years I found this to be an exceptional graphic novel with engaging text. It tells the true story of issues and individuals behind the Titanic disaster. The novel brings the story alive by focusing on the experiences of three sets of real passengers, each in different ticket classes, and how their paths cross. The excellent artwork throughout the book moves the story along quickly and clearly, from family background, their dreams of traveling to America, and their outcomes during and after the sinking.	979-83-687-6616-4	FALSE	TRUE	TRUE
Alebrijes	Higuera, Donna Barba	When thirteen-year-old Leandro takes the fall for his sister and is exiled into an ancient drone, he embarks on a perilous journey beyond the city's walls where he encounters mutant monsters, wasteland pirates, and fellow outcasts as he tries to save his sister and fellow Cascabeles from the oppressive regime.	Gr 4-9-Subtle worldbuilding, flesh-and-bone protagonists, and magnetic writing make this sci-fi companion to Newbery Award-winning The Last Cuentista an instant classic. To survive, orphan brother and sister Leandro and Gabi scavenge potatoes for their harsh employers. They are Cascabeles, the descendants of the farmers who worked the lands of the San Joaquin Valley before a disaster wiped out most of the world 400 years ago. They live under the subjugation of the cruel Pocatelans, under threat of exile for any minor infraction, in tent communities and dire conditions, afraid of monsters and starvation. Completely on their own, the siblings have to pickpocket to stay alive. Leandro takes the fall for Gabi when she gets caught stealing, and he is banished. Instead of a death sentence, he is transformed into a hummingbird drone and joins other machines, called alebrijes, named after the mystical creatures sculpted by Oaxacan artists. In his new form, Leandro uncovers a dangerous plot. With measured pacing and layered character development, Higuera's latest is a masterly exploration of how corruption is an indelible part of every oppressive society. It's also a celebration; there will always be a beacon of hope in dark times, fueled by stories and community. There are still reminders of the previous world that serve to remind readers that this society is not too different from our own. The Cascabeles speak Spanish; the Pocatelans speak English. VERDICT This gorgeously written post-apocalyptic novel is a must for every library.	979-83-687-6674-4	FALSE	TRUE	TRUE
Entirely Emmie	Libenson, Terri	All the crushes, humiliations, boredom, and drama of middle school are compressed into one surprising day in this extraordinary novel.	Ages 8-12"--Jacket flap. "These days, Emmie doesn't feel so invisible. At least not around her best friends and her crush, Tyler. Class-clown Joe's jokes aren't landing the way they used to. Who doesn't love a good prank? Apparently not his so-called friends, who don't even seem to care if he's around. When their class goes on an end-of-year camping trip, Emmie and Joe find themselves stuck together--and expect the worst. But what happens instead turns out to be entirely unexpected"	979-83-687-7155-7	FALSE	TRUE	TRUE
Sweet Valley twins. 6,The new girl (Sweet Valley Twins, Book 6)	Andelfinger, Nicole	Twins Elizabeth and Jessica Wakefield find new girl Brooke Dennis to be mean.	Gr 3-7-Twins Jessica and Elizabeth Wakefield are two of the most popular girls at Sweet Valley Middle School. Though they are different in several ways, both are known for their kindness to others. When new girl Brooke moves into town, Jessica is asked to show her around, but neither she nor her sister want anything to do with the meanest girl they've ever met. The twins must figure out if they and the rest of the student body are jumping to conclusions and not giving Brooke a chance. Originally started back in 1983, Francine Pascal's dramatic teen series has maintained relevance by adapting their stories to each generation that comes along. VERDICT This fun revamp shows young readers that the horrors of middle school can be navigated with a little patience and understanding.	979-83-687-7733-7	FALSE	TRUE	TRUE

Attacked! : Pearl Harbor and the day war came to America	Favreau, Marc	Includes bibliographical references (pages 192-205) and index. "The attack on Pearl Harbor unfolds through the actions and perspectives of American, Japanese, and Hawaiian leaders, soldiers, sailors, nurses, and civilians"--Provided by publisher.	Grades 6-10. It was autumn when a Japanese spy began to gather information about military installations on Oahu, Hawaii, including one at Pearl Harbor. His findings enabled his country to carry out a successful attack on December 7, 1941. Much of the action took place on that day, but this book also reports on how America responded during the months that followed, from the retaliatory bombing of Tokyo to the incarceration of many Japanese Americans. Occasional archival photos illustrate the text. Favreau, whose previous books on American history include Crash (2018) and Unequal (2022), tells the story through the diverse participants and eyewitnesses to the action, from sailors and pilots on both sides to civilians who helped the wounded to President Roosevelt. While many good books on the Pearl Harbor attack are available at different reading levels, this volume is well researched and particularly attentive to offering one person's viewpoint at a time, giving a sense of immediacy to their individual experiences and intensity to their memories and observations. A very readable book on a topic of perennial interest.	979-83-687-7752-8	FALSE	TRUE	TRUE
Stuck (Click, Book 7)	Miller, Kayla	Harper Alley."--Ages 8-12"--Dust jacket. "Olive is excited to reunite with Max and Bree at Camp Acorn Lake, but the buses have barely pulled away when her two closest camp friends start fighting . . . and it's not just a little squabble. They refuse to speak to each other and, even worse, try to make Olive choose sides. Any attempt to smooth things over seems to aggravate them more, leaving Olive stuck in the middle"--Provided by publisher.	Grades 5-7. Olive is well-liked by her pals and peers in school, but she is distraught when her teacher announces the fifth-grade variety show, and everyone else immediately groups up without her. Who can't relate to feeling left out? Miller has introduced a rather large cast in this lovely debut, but everyone is distinct, and there are cues within each warmly illustrated, full-color panel to help keep readers on track. And speaking of visual cues, this is one of those books in which the silent panels say just as much as the ones with word balloons. Olive is a family-oriented girl and leans on her mother and aunt when she runs into her insecurities, and it feels like a real win when she figures out what her place is going to be among her classmates. Kids who have ever worried about their friendships or popularity will find solidarity in Olive's familiar story. This story of a kid learning how to use her voice will appeal to fans of Shannon Hale's Real Friends (2017).	979-83-687-7830-3	FALSE	TRUE	TRUE
Partypoooper (Diary of a Wimpy Kid, Book 20)	Kinney, Jeff	It's a new school year, and Greg Heffley finds himself thrust into middle school, where undersized weaklings share the hallways with kids who are taller, meaner, and already shaving. The hazards of growing up before you're ready are uniquely revealed through words and drawings as Greg records them in his diary.	Audience: Middle School Grades: 3-7 Ages: 8-12	979-83-687-8108-2	TRUE	TRUE	TRUE
Alexis Cool as a Cupcake the Graphic Novel	Coco Simon	Alexis loves being the business manager of the cupcake club. She's super-organized and loves working out schedules and budgets. But is being in charge "not cool?" Feeling unappreciated, Alexis takes a break from her responsibilities. With missed deadlines and supplies running low, it's a recipe for disaster!	Audience: Upper Elementary Grades: 3-7 Ages: 8-12 **Professional Reviews Not Available**	979-83-687-8134-1	FALSE	FALSE	FALSE
I survived the Japanese tsunami, 2011	Ball, Georgia	Lauren Tarshis's New York Times bestselling I Survived series takes on vivid new life in full-color graphic novel editions. Perfect for readers who prefer the graphic novel format, or for existing fans of the I Survived chapter book series, these graphic novels combine historical facts with high-action storytelling that's sure to keep any reader turning the pages.	Includes bibliographical references. In 2011, while visiting his father's hometown in Japan shortly after his death, Ben finds himself and his family being swept away by a terrible tsunami that leaves him stranded and alone in a strange country, far from home.	979-83-687-8355-0	FALSE	TRUE	TRUE

City of dragons. 3, Quest for the true dragon	Yogis, Jaimal	"Daijiang's continued pursuit of Grace has made it clear that she and Nate are crucial to his plan. But as her Hunxue powers grow stronger, Grace can't help but feel it's unfair she might be missing out on a normal school life. Other kids get to relax, watch movies with friends and go on dates, while Grace is risking her life to save the world. Something has felt off about her connection with Nate lately, and she keeps dreaming of her father and his ominous insistence that she must wake the dragon kings. When a trip to rendezvous with an old ally goes awry, Grace and her friends find themselves stranded in Tokyo with only one day to wake the Southern Dragon King. But with the race against the clock exacerbating tensions on the team, can Grace get back in sync with Nate and her friends before it's too late?"	A girl and a dragon are on the run from dark forces in this third series entry. Grace, her three friends, and the young dragon, Nate, have obtained a dragon stone, one of four that can be used to wake the dragon kings. Lord Daijiang has collected the other three, and along with dangerous human accomplices and powerful dragons of smoke and shadow, he continues to twist magic and science to his own ends. Daijiang needs the stone—and Nate, whose blood will confer immortality. But Grace doesn't plan to run; she wants to fight, and she searches for the sleeping dragon kings and a solution to their predicament. Daijiang is on the move, too, pursuing Grace and her friends out of Hong Kong and all the way to Japan. While the kids have just enough contact with adults to make the action believable, Grace and her friends remain independent and get into and out of all sorts of misadventures on their own. Through dealing with dark magic, dragons, and a first crush, the friends learn to handle challenging situations while relying on each other. As in earlier installments, the graphic novel features colorful, dynamic panels and a focus on friendship, even as Grace faces more mature problems and dangerous scenarios. Grace is Chinese and white, and her friends are a variety of ethnicities. Magical and technological thrills with a wholesome heart.	979-83-687-8357-4	FALSE	TRUE	TRUE
Jules Verne Prophecy	Larry Schwarz, Iva-Marie Palmer	When a mysterious book by the beloved writer Jules Verne falls into the hands of three unlikely friends, they begin a treasure hunt adventure through Paris	Booklist (May 1, 2023 (Vol. 119, No. 17)) Grades 5-8. Jet off to Paris and the peculiar world of Jules Verne fanatics in this fun middle-grade adventure set against the backdrop of a summer class dedicated to the famous sf writer. Owen, an American kid, is spending the summer in Paris, but after a very old book falls on his head, he and his friends Nas and Rose get sucked into solving the mystery of a prophesy left by Verne himself and finding what treasure he left for future readers. The plot engagingly explores some Parisian landmarks and draws the readers into Verne's world. Owen's American antics are perfectly juxtaposed with those of his friends, who offer their own lived experiences as resident Rich Kid and a Libyan living in France. Full of larger-than-life twists (including a kidnapped parent, evil schemes, and police chases) this novel perfectly pairs real-life city adventures with a literary puzzle for the ages. Fans of puzzle games, fast-paced adventures with short chapters, and movies like Uncharted will devour this book.	9798822679115 (Wonderbook format)	FALSE	TRUE	TRUE
Dog Diaries: Ruffing It	James Patterson, Steven Butler	Junior is so excited—his human family is going on vacation and this time they're taking him with them. And they're going to the most magical place in the world—THE WOODS! All the sticks you could possibly want! Endless raccoons to chase! A lake to doggy-paddle in! It's a canine paradise! But all of Junior's best plans are ruined when Iona Stricker—the most miserable, cruel, and obedience-obsessed human you could ever meet—shows up and puts an end to his fun. That is, until a fugitive from the local animal shelter sneaks into camp and everything changes.	Reading Level: 5.3 Audience: Upper Elementary Grades: 2-7 **Professional Review Not Available**	9798822679597 (Wonderbook format)	FALSE	TRUE	TRUE
Chirp (Large Print)	Kate Messner	When Mia moves to Vermont the summer after seventh grade, she's recovering from the broken arm she got falling off a balance beam. And packed away in the moving boxes under her clothes and gymnastics trophies is a secret she'd rather forget. Mia's change in scenery brings day camp, new friends, and time with her beloved grandmother. But Gram is convinced someone is trying to destroy her cricket farm. Is it sabotage or is Gram's thinking impaired from the stroke she suffered months ago? Mia and her friends set out to investigate, but can they uncover the truth in time to save Gram's farm? And will that discovery empower Mia to confront the secret she's been hiding—and find the courage she never knew she had? In a compelling story rich with friendship, science, and summer fun, a girl finds her voice while navigating the joys and challenges of growing up.	Booklist (November 15, 2019 (Vol. 116, No. 6)) Grades 5-8. Mia and her parents are moving back to Vermont to help her grandmother, a former entomologist, sell her cricket farm. Mia's happy to leave the bustle of Boston, but she's less enthused about having to attend two summer camps instead of vegging out in front of the TV, her favorite pastime since her gymnastics injury last year. Despite her reluctance, the Launch (entrepreneurial) and Ninja Warrior camps help her in ways she never expected. Meanwhile, someone is out to sabotage Gram's business after she decides to expand rather than sell, inspiring Mia's Launch project and adding a fun, mystery element to the story. Amid common themes of friendship and overcoming fears, Messner (Breakout, 2018) folds in strong messaging about sexual harassment, most poignantly in Mia's experience with a former gymnastics coach. As Mia's trauma is slowly revealed, Messner incorporates others' #MeToo experiences, providing her with a strong support system of women. This book directly addresses a relevant topic rarely discussed with middle-schoolers—and it's not the lively debate over whether people should eat crickets.	9798822682238 (Wonderbook format)	FALSE	TRUE	TRUE

Lucky Duck	Chris Kurtz	Between his unusually giant feet and early hatching, Frank is notably different from his siblings Darryl and Darlene. Determined to make his mom proud, Frank strives to be the best duckling he can be. Despite his efforts, Frank seems drawn to unduckly pursuits and doesn't understand why certain rules exist, such as not speaking to the friendly turtle who moonlights as a rock. When the pond community is threatened by a fox, Frank is the one to venture into the forest where danger--and discoveries--lurk at every turn on his quest to save his home.	Booklist (January 1, 2024 (Vol. 120, No. 9)) Grades 3-6. Frank the duckling treasures his family and their cozy home on a small pond. He looks a bit different from his significantly smaller siblings and secretly prefers nibbling grass to snacking on disgusting bugs, but nonetheless, life is good. When the snug setting is threatened by a fiendish fox, some teenage ducks convince Frank that he alone can protect the pond's population by heading out on a quest for unusual amulets that will imbue him with the ability to defend his flock and family. Frank has to break the rules, partner with forbidden fauna, and stretch himself to his limits to save the day. This darling novel nods to "The Ugly Duckling" but delves much deeper in its message of self-acceptance and celebration. Replete with memorable characters and gentle humor, the story spotlights Frank's deeply kind heart as an enormous asset and gives him room to grow on his own terms. A wonderful woodsy adventure about the thrill of finding one's true self—and true friendship—in unexpected places.	9798822683259 (Wonderbook format)	FALSE	TRUE	TRUE
Mouse and His Dog: A Dogtown Book (Large Print)	Katherine Applegate, Gennifer Choldenko	In Dogtown, a shelter for real and robot dogs, Mouse helps his big-hearted but trouble-attracting best friend Buster find a forever home, and embarks on an adventure with Stewie, a misunderstood dog, and Smokey, a malfunctioning robot dog	Kirkus Reviews (October 1, 2024) An intrepid mouse tries to help his canine friends find forever homes. This second visit to the Dogtown animal shelter brings back some familiar furry faces while introducing a new narrative perspective—that of one of the mice residing in the building's rafters. Mouse enjoys lounging in the basement with the "unadoptable" pups, among them Buster, a "bounceback," who has been adopted several times but then been returned following a litany of tragicomic mishaps. There's also Smokey, the robot dog, who (due to an error at the factory) randomly emits a tremendous, misery-inducing smoke alarm sound. Saanvi and Owen, kids from Dogtown's Reading Buddies program, also find their way to the basement, where they spend time with these exiled animals. Growing mutual affection between the dogs and children leads Mouse to devise an ambitious plan to help the dogs get to the apartment building where Saanvi and Owen live, in pursuit of a happy ending for all involved. The authors thoughtfully portray the growing relationships, and moments of breakneck action culminate in a conclusion that pulls together a dizzying array of moving pieces. Mouse at times feels more like a literary device than an integral member of the Dogtown universe, an element further emphasized by the frequent references to mouse-focused children's classics. Final art not seen. A relatable, entertaining second entry in a charming series. (Fiction. 8-12)	9798822688148 (Wonderbook format)	FALSE	TRUE	TRUE
Gracie Under the Waves	Linda Sue Park	Gracie loves snorkeling! She loves it so much, she convinces her parents to let her plan a family vacation to Roatan, Honduras, where they can all snorkel together. She even makes a new friend there. Now, if only her irritating little brother would leave her alone, everything would be perfect. Then Gracie hurts her leg, and all her carefully made plans start to come apart. Worse still, she learns the reef itself is in serious danger. Gracie wants to help the reef . . . but she's just a kid. What can she do to make a difference? Fortunately, her new friend has a few ideas	Booklist (August 2024 (Vol. 120, No. 22)) Grades 4-6. Sixth-grader and coral-reef enthusiast Gracie Kim daydreams of a trip to the Maldives, a place she has determined has the best snorkeling sites in the world. Instead, she convinces her family to spend spring break in another lively spot for this sport: Roatán, a Honduran island. Once she, her parents, and her annoying younger brother arrive at the beach, the story becomes more travelogue than plotted narrative, focusing on the reef's inhabitants, their endangered status, and efforts to restore this fragile ecosystem. Park vividly describes the thrill of being surrounded by amazing marine creatures, the damage Gracie observes on the reefs, and the hazards of a jellyfish bloom. The latter experience provides some drama for the story, as does an infected coral scrape on Gracie's leg that keeps her stuck on land for several days. Illustrated with black-line spot art featuring the flora and fauna described and appended with an author's note explaining Park's personal experiences snorkeling, this should be popular with readers planning their own marine adventures.	9798822697447 (Wonderbook format)	FALSE	TRUE	TRUE

Weirdly Walter	Julia Walton	Walter and his father have been inseparable. But when Walter is sent to live with his grandfather, he doesn't know why. On his first day of school, his school musical costar unearths the true reason	Booklist (October 15, 2024 (Vol. 121, No. 4)) Grades 3-6. Fifth-grader Walter is used to his life traveling with his musician father, but now his dad has left him with his grandfather so that Walter can attend the Apple Grove Performing Arts Academy. Having no idea why Dad left or when he's coming back, Walter looks forward to their evening phone calls. But after Walter learns his dad has been in rehab and everyone around him knew about his dad's drinking, Walter isn't sure he can trust anyone anymore. Readers get a glimpse into the man Walter knows through the notebook he keeps, full of advice from his dad ("Be weird"). As Walter develops a friendship at school and connects with his grandpa in a way he never expected, he learns to embrace his weird and lands the lead role in the school musical. A sweet and tender novel about forgiveness and familial love.	9798822697560 (Wonderbook format)	FALSE	TRUE	TRUE
Super Goat Girl	Tracey Baptiste	A graphic picture book about a shy new kid in superhero school, who's not like any of the others, and has to figure out how not to feel so super-strange	Junior Library Guild selection, PreS-Gr 3—A shy new student embarks on her very first day at a superhero school, where she is surrounded by classmates who possess awe-inspiring powers. Feeling that she doesn't measure up, Super Goat Girl experiences moments of self-doubt and questions her place among the others. Yet, as her day is punctuated by chaotic events, including an invasion of evil aliens, a sudden appearance of a colossal gorilla, and even a mysterious black hole, it becomes clear that her seemingly ordinary, yet unique, talents are precisely what is required to overcome these challenges and ensure the safety of her teacher. This thrilling adventure beautifully demonstrates the power of persistence and how leveraging one's distinct abilities makes any individual truly remarkable. The dynamic and bright illustrations infuse the story with the playful energy of a Saturday morning cartoon, expertly rendered with the sequential storytelling of a graphic novel. The artwork is full of lively animation in the characters' faces, perfectly capturing their wide range of emotions and reactions to the extraordinary school day. Each scene is cheerfully portrayed with bright colors, making the adventurous narrative highly engaging and visually appealing for young readers. VERDICT This vibrant and heartwarming tale is an exceptional addition to every school and classroom library. Not only is it fun and exciting, but it also delivers a powerful and necessary message about recognizing the value in everyone's abilities, affirming that each individual is important and necessary.—Richard Winters Review by School Library Journal Posted on 7/24/25	Hard Cover: ISBN 13: 9780525517764 ISBN: 0525517766 Paperback: 9780241767566	TRUE	TRUE	TRUE
Pancho Conejo y el Coyote (Pancho Rabbit and the Coyote) English and Spanish versions	Duncan Tonatiuh	Pancho Conejo y el Coyote is an allegorical picture book about the hardships and struggles of immigration by award-winning author and illustrator Duncan Tonatiuh	Junior Library Guild Selection,	Hard Cover: ISBN 13: 9781419777769 ISBN: 141977776-9 Hard Cover: ISBN 113 9781419705830	TRUE	TRUE	TRUE

Hopeful Heroes	Margarita Engle	Poems about Latin artists, scientists, and more	Junior Library Guild selection, eli-known and potentially less familiar Latin American artists, scientists, and more step into the spotlight in this companion volume to Bravo! (2017). In a brief introduction, Engle adds intent behind this "brief sampler of poems" on "independent thinkers who serve as role models for determination or creativity." Surveying the Americas, the author considers figures from eras as far back as the 15th century—see the fierce poem "Proud" on Anacaona, the brave leader of the Taíno people—to contemporary times. Historical trailblazers such as the revolutionist Simón Bolívar and chroniclers Martín de la Cruz and Juan Badiano stand beside the athletic might of Cuban Olympic winner Ramón Fonst Segundo and renowned soccer player Pelé. About half of the featured heroes are women, including the Indigenous Peruvian resistance leader Micaela Bastidas Puyucagua and wartime healer Mariana Grajales Cuello. Each vaguely biographical poem amounts to a few stanzas, ranging from the sublime—see "Courageous," a powerful ode to modern Indigenous environmentalists—to the perfunctory, like in "Movie Star" for Juano Hernández: "Many years later, in 1949, I receive / a Golden Globe nomination for my role / as the star of Intruder in the Dust, a movie." Short biographical notes at the end offer a few more clues for readers to explore further on their own. Menéndez's watercolor artwork shines throughout each hero's double-page spread, depicting these immense figures in bold form against mostly monochromatic backgrounds of warm colors. Worthy songs of praise for Latine legends. (Collective biography/picture-book poetry. 8-12)	ISBN 13: 9781250313942	TRUE	TRUE	TRUE
Heroes De La Esperanza (Hopeful Heroes)	Margarita Engle	Celebrate the accomplishments of this remarkable group of individuals who have left an unforgettable mark on history. From environmental activists like Christina Figueres to educators like Ana Roqué de Duprey, Engle highlights a wide-ranging group of unsung heroes from all across Latin America.	Junior Library Guild selection, School Library Journal Review: K-Gr 3-The indomitable poet follows her Bravo!: Poems About Amazing Hispanics with another compendium of influential Latinx heroes. The subjects are organized chronologically. From Anacanoa, the Taíno female chief, to Marina Núñez del Prado, the Bolivian sculptor, and Julio Garavito Armero, a Colombian astronomer to Rigoberta Menchú Tum, the first indigenous recipient of the Nobel Peace Prize, the inspiring figures have made an impact on history, culture, and the sciences. Engle emphasizes the traits that made them celebrated people, such as pride, determination, and creativity. There are verses about groups of people who are also worthy to hail as heroes but whose names may never be written down in the history books, including the brave activists who have fought against illegal deforestation and artists who have created countless songs and crafted works of art with their bare hands. Engle's stirring free verse and Menéndez's striking hand-painted illustrations combine to create an unforgettable narrative. The stylized images are done in a palette of yellow, red, turquoise, and white and black, making every spread captivating for young readers. Short biographies of each subject are appended in the back matter, further enticing those who want to learn more about these heroes. VERDICT Beautiful in both text and artwork, this incredible title by a powerhouse team belongs on all nonfiction shelves. School Library Journal	ISBN 13: 9781250339126 ISBN: 125033912x	TRUE	TRUE	TRUE

Nina del Pueblo de Floricanto (Child of the Flower-Song People)	Gloria Amescua	This biography tells the extraordinary story of how model and teacher Luz Jiménez became "the soul of Mexico," a living link between the indigenous Nahua and the rest of the world. Through pride in his roots and his unwavering spirit, the world recognized the beauty and strength of his people	Junior Library Guild selection, uz Jiménez lives with her family in a Mexican village. They do not speak the language of their Spanish conquerors among themselves. Nahuatl is what they, the descendants of the powerful Aztecs, speak instead. Luz learns how to weave, to make tortillas, and to find medicinal herbs, but she also wants to learn how to read. When the Mexican government decides to "modernize" the Indigenous peoples, Native children are forced to adapt to the European style of dress and to forget their culture and languages. However, Luz does not forget. After her father is killed in a massacre by revolutionary soldiers, her mother flees with her and her sisters to Mexico City, where she comes to the attention of artists, photographers, and anthropologists. Finally, Luz's culture and language are being recognized and appreciated. College students and anthropologists learn and record them before they disappear forever, and Luz is proud to have helped save the flower-song of her people. Amescua succeeds in introducing Luz, who became the embodiment of the "soul of Mexico." The author's note serves to fill in any informational gaps. Tonatiuh's signature artwork once again nearly tells the story by itself. Closely following the text, the illustrations bring Luz to life. (This book was reviewed digitally.) An important window into the ravages of colonialism and the plight of the Indigenous peoples of Mexico. (timeline, glossary, notes, bibliography) (Picture book/biography. 6-11)	ISBN 13: 9781419768576 ISBN: 1419768573	TRUE	TRUE	TRUE
We Match!	Chris Barton	Gr 1–3—This energetic comedy takes a fond look at the ins and outs of canine behavior. A group of dogs trickles into the dog park one by one. An alert border collie regards each new arrival with suspicion, declaring it to be different from those already present. However, upon closer inspection, the dogs find a wealth of similarities based on their preferences and behavior. Just like the border collie, a little bichon-frise-and-poodle mix likes to stick its head out the car window on drives. A mastiff and a golden retriever both prefer dry food. And, of course, many of them enjoy chasing squirrels. Finally, even a pet ferret is welcomed into the group, with friendliness as the defining trait linking it to all the dogs. Glick's zany art, in a comic-style panel layout, is well suited to Barton's concept and enthusiastic tone, but the slyly humorous gestalt may appeal more to adults than children. For example, in an oddly fourth-wall-shredding device, one dog acts as a play-by-play sports announcer for the others' antics, staring out at readers from inset boxes and delivering color commentary through a handheld microphone provided by its owner (including arch bits like "You'd think numero uno would know better by now," and "You love to see that, dog park aficionados!"). All in good fun, of course, but it may take some work to let kids in on the joke. VERDICT Though the subject matter will speak to devoted dog lovers, the execution is more for the young-at-heart than for the actually young.—Jonah Dragan	Junior Library Guild selection, Eight adorably motley visitors to a local dog park raise an intriguing question: What truly constitutes a "match"? Distinctly doggie-inflected dialogue by Barton (Glitter Everywhere!) and boisterous, comics-style ink and watercolor illustrations by Glick (Perros! Perros!/Dogs! Dogs!) launch forays into connection, and a gray terrier named Button provides commentary into a microphone. Two border collies initially pair up based on their identical markings ("I mean, we totally match"), but the discoveries widen when one bonds with a retriever over a shared passion for chasing balls, and the other finds kinship with a small white dog who loves wind-whipped car rides. "You can't always tell right away, can you?" Button knowingly observes, as the doggo-matching game goes on to reveal shared feelings about sweater-wearing, squirrel-chasing, and more. Excellent fodder for charting and diagramming exercises, it's also a funny and pointed object lesson about learning new tricks when it comes to seeking common ground. Character cards provide more info on each dog. Human figures are portrayed with various abilities and skin tones. Ages 4–8. Agent: Victoria Wells Arms, HG Literary. (July) Publisher's Weekly	ISBN 13: 9781662621062 ISBN: 166262106x	TRUE	TRUE	TRUE
Rafi y Rosi Menu!	Lulu Delacre	Rafi and Rosi, the curious, fun-loving tree frog siblings, are cooking up a storm with delicious Puerto Rican treats on the menu.	Junior Library Guild selection,	ISBN 13:9780892394913 ISBN: 1419768573	TRUE	TRUE	TRUE

Let's Go, Coco!	Coco Fox	In this earnestly funny middle grade graphic novel debut, eleven-year-old Coco will stop at nothing to make new friends on her basketball team. But as Coco navigates the highs and lows of sixth grade, she will have to reconcile with the fact that relationships are complex and true friends are supposed to like you just the way you are.	Gr 4–6— Eleven-year-old Coco's best and only friend Blair just moved out of state. How will Coco manage sixth grade? With a new technique she learned from her brother to help her face her fears, Coco joins the basketball team and discovers a new group of kids with similar interests. New teammates don't automatically mean new friends though, especially when Coco is navigating crushes, a broken arm, anxiety, and team drama. A diverse cast of characters helps round out this generally straightforward graphic novel about middle school relationships, with Coco having a crush on her teammate Tami, and nonbinary Zander having a crush on Coco (oh the dynamics of middle school feelings!). Fox's purple and orange palette gives the book a cozy, fall feel, while also highlighting the colors of the lesbian pride flag. The use of wavy, flamelike tendrils to showcase Coco's anxiety highlights the stress and emotional upheaval of the middle school years. VERDICT Good representation but doesn't add many surprises to the always-growing world of kids' graphic novels about friendship drama. Even so, this will still be much appreciated by kids who devour these stories, particularly if they like a sports twist.— Annamarie Carlson School Library Journal	ISBN: 0-06-325641-X ISBN 13: 978-0-06-325641-5	TRUE	TRUE	TRUE
The Mighty Onion	Mark Crilley	Eliot Quigly is sure of one thing and one thing only: He is sitting on the greatest superhero comic idea of all time. Combine radioactive onion rings with a run-of-the-mill kid and you get the Mighty Onion, a crime-fighting superhero who gains extraordinary powers whenever he eats onions. It's genius! Eliot can't wait to get his brilliant idea out into the world, but there's only one problem: he's terrible at drawing. Eliot is about to throw in the towel when he lucks upon the perfect illustrator—classmate Pamela Jones, who begrudgingly agrees to help. With his ambition and her artistic talent, there's no stopping this dynamic comic-creating duo. But partnership is a tricky road, and creative differences arise quickly. Will Eliot and Pam stick together long enough to make this vision a reality? Using a mix of comics pages, journal entries, handwritten letters, and more, author-illustrator Mark Crilley explores the triumphs and tribulations of the creative process—and teamwork—in a series opener that's unlike any you've seen before!	A rocky but fruitful collaboration between young creatives plays out on a mix of block-printed notebook pages, hand-drawn comics, post-its, fan mail, greasy napkins, and notes passed in class on scrap paper. Already a legend in his own mind, Eliot Quigley fills his notebook with ideas for new superheroes, the best being an ordinary lad who acquires powers by eating radioactive onion rings. Realizing that his drawing skills don't match his gift for words, Eliot badgers talented but reluctant classmate Pam into producing a short comic d then throws a tantrum when she makes changes to his script without asking. Readers will find the comics, in which Mighty Onion is joined by cute costumed partner Guinea Pig Girl, as amusing as the ensuing sturm und drang between author and artist, as bruised egos and harsh critiques give way to a hard-won understanding of the techniques and rewards of hashing out creative differences and playing to each others strengths. Along with insights into the collaborative process, Crilley displays clever versatility with different art styles in this tongue-in-cheek outing. ALA Booklist	ISBN: 0-316-49031-8 ISBN 13: 978-0-316-49031-3	TRUE	TRUE	TRUE
Blue Stars, Mission One: The Vice Principal Problem	Kekla Magoon	When cousins Riley Halfmoon and Maya Dawn move to Urbanopolis to live with their activist grandma, they get off to a rocky start. Outgoing Riley misses her Muscogee cousins but is sure that she and Maya will be instant BFFs. Meanwhile, introvert Maya misses her parents, on active duty in Japan, and just wants some space to herself. At school, Maya joins Robotics Club and Riley bonds with fellow gymnasts. Just when they start to feel at home, their school culture is threatened by an influential foe in disguise. Joining student council feels like a way to help, so both cousins toss their hats in the ring for sixth-grade class president. But when they realize what they're up against—money, power, and lies—they quickly shift from competition to cooperation, joining forces as superheroes. Riley is savvy with people; Maya is a whiz with gadgets. In no time, this dazzling duo is off to save the day! Relatable and rich in themes of family, community, and compromise, the Blue Stars series will entertain and empower, inspiring readers to be the stars they are.	Estranged cousins—Riley Halfmoon, who is of Muscogee heritage, and bespectacled Maya Dawn, who is Black—reunite in Urbanopolis to live with their community-centered activist grandmother as they prepare to enter sixth grade. While adjusting, they both experience a few hiccups along the way. Extroverted Riley is eager to befriend her cousin, whom she hasn't seen since early childhood. Reserved Maya, on the other hand, wants to maintain her privacy and focus on her inventions. When they learn that a lack of funding is jeopardizing beloved school activities, the cousins each run for class president. But nefarious vice principal Mr. Balderdash seems intent on stemming their efforts and landing them in detention. As it becomes clear that the cousins won't accomplish anything on their own, Maya and Riley team up, Holmes and Watson style, to win the presidency, take down Mr. Balderdash, and save their school. Bustling slice-of-life plot beats by Magoon (Chester Keene Cracks the Code) and Smith (Harvest House), paired with animated art by debut illustrator Murakami, culminates in a realistically rendered and impeccably paced graphic novel series opener that accessibly highlights the importance of youth involvement in local politics. Ages 8–12. (Mar.) Publisher's Weekly	ISBN: 0-316-49031-8 ISBN 13: 978-0-316-49031-3	TRUE	TRUE	TRUE

Beaky Barnes and the Devious Duck	David Ezra Stein	Caldecott Honor winner David Ezra Stein returns to the world of Beaky Barnes with this follow-up graphic novel featuring David's signature humor and unmistakable art style. Watch out for the devious duck! A new bird has arrived in Simpleton and is here to ruffle some feathers with a plan to trick the townspeople out of their money. For what, you might ask? Buying freshly baked bread! (A duck's favorite snack, of course.) Meanwhile, the chef wants to hire a baker, the inspector is looking to get strong, and the inventor is trying out some new (explosive) ideas for a kitchen invention contest. But what about our favorite chicken? Well, her egg is now an adorable baby chick, and Beaky Barnes is catching on to the duck's tricks.	Starred Review for Kirkus Reviews (12/1/23) Beaky Barnes, a human-size chicken, returns in a graphic novel that serves as a love letter to libraries. Ramblin' into town comes a slightly nefarious hobo duck. One hates to judge a book by its cover, but Duck's reading material (How To Fool People) is fishy. A woman on a bench feeding the pigeons offers Duck some bread but is angered when he gobbles it all up. Disheartened, he turns to How To Fool People and hatches the first of several get-rich-quick schemes. Meanwhile, roomies and close friends Beaky and the Inventor are living their best, most productive lives. While the Inventor works from home and cares for Beaky's baby, Chickie, Beaky hosts storytimes and minds the information desk at the Simpleton Library. Devious Duck continues to burn bridges right and left before finally arriving at the library for books on scams. Duck and readers learn quickly that you can't pull a fast one on a librarian, but they also see that even when provoked, library professionals are compassionate and kind problem solvers. Caldecott Honor winner Stein's trademark artwork, rendered in ballpoint pen and digitally enhanced watercolor, never misses. Duck's misdeeds are handled with compassion—an early lesson on community-based, restorative justice. To deliver that message while still infusing the book with zany, chaotic humor is nothing short of masterful. Human characters are light-skinned. Both delightfully quirky and thought provoking. (Graphic fiction. 7-10)	ISBN: 0-593-09479-4 ISBN 13: 978-0-593-09479-2	TRUE	TRUE	TRUE
I am a Space Tiger	Jarod Rosello	Zip, zap, and zoom through space with Hugo and his best friend Dino on their adventure to find the best mom present ever! An out-of-this-world graphic novel chapter book series filled to the brim with friendship and zany adventures!	A boy and his toy dinosaur leave the planet in search of the perfect present! Hugo and his dino sidekick made their debut in a flurry of messy, creative backyard adventures. In their second outing, their antics take them out of this world, on a fantastic, apparently imaginary voyage to the planet of Space Tigers. Their purpose? To find a present for Hugo's mother, whose birthday is approaching. When Dino asks what Mami likes, Hugo replies, "weird rocks!" And what better place to find them than in outer space, "where everything is weird!" In short order, the pair blast off to Space Tiger planet, whose feline inhabitants have run out of power because they've lost their Magic Power Stone. Hugo gleefully transforms himself into an extraterrestrial feline to uncover a series of clues and solve this mystery. The hunt leads through spikes and sludge, a treacherous tunnel, and finally to a volcano filled to the brim with pie. The duo's original mission becomes a bit secondary to the quest, but Rosell's chaotic, comedic stream-of-consciousness voice perfectly captures the zigzagging narrative logic of a young mind at play. Hugo, Dino, and their new Space Tiger buddy are all delightfully wild-eyed and wiggly-limbed, and the illustrations buzz, pop, and wobble their way to their final flourish—a ride home on a speeding asteroid! Hugo and his parents are brown-skinned and cued Latine. A satisfying and silly journey that revels in imaginative play. (Graphic fiction. 4-8) Kirkus Reviews	ISBN: 0-593-42781-5 ISBN 13: 978-0-593-42781-1	TRUE	TRUE	TRUE

Looking For Peppermint, Or Life in the Forest	Maxwell Eaton III	When her dog Peppermint wanders off, this little girl isn't too worried; they both know their way around the woods. On her way to find Peppermint, she regales us with stories and information about the area, from encounters with spiny porcupines and protective mother coyotes all the way back to the mile-thick glaciers that shaped the landscape. Parts of the story are highlighted with art-within-art glimpses of the girl's journal, where she's captured her exploits in drawings.	K-Gr 3 —An enthusiastic and capable guide in the form of a child with a pink dress and yellow boots runs around the forest, ostensibly in search of lost-dog Peppermint, but in fact offering readers a chance to scour the speech bubbles for fact-on-fact and story-after-story about the woods, nature, animal encounters, and family. The illustrations carry enough detail to convey what the text explicates: names of trees, what happens when they fall, when to follow forest yore (chewing gum from crusty old red spruce sap) and when to abstain (leave alone the clear fresh sap). This is an impossible book to read aloud to a group, as the pictures need to be viewed as the narrative unfolds, with drawings within the drawings done in a different style than the main art, and Peppermint herself holding forth with funny asides. This could be for readers just a bit too young for graphic novels or for those who love layers of humor, excessive detail, nature facts, and anecdotes piled up so high that they won't know what hit them. The narration is precocious, an ill-fit for the size of the child, but so compelling that readers will keep turning the pages, hoping for more. VERDICT The best kind of nature walk, with an entertaining guide out front, and yet one more blurred line between fiction and nonfiction that offers children more than the sum of its parts.—Ginnie Abbott School Library Journal	ISBN: 0-8234-5208-5 ISBN 13: 978-0-8234-5208-8	TRUE	TRUE	TRUE
Owl and Penguin Heare and There	Vikram Madan	Despite their differences, two unlikely friends flock together like birds of a feather	The latest in the series sees the friends making pizza, playing in the snow, and taking a hike. Pizza-making begins promisingly ("Mix. Roll. Pull"), but tossing the dough brings disaster: "SPLAT." The pair are determined ("Again," "pull"), but alas, the final step is always followed by "STICK," "SPLAT," and "PLOP," whether it's Penguin or Owl throwing the pie to the sky. Draped in dough, they finally have a joint light bulb moment-time for a trip to the pizza parlor to enjoy pies topped with fish and mice. In the second tale, after a snowfall, each friend wants to make a snow-self, but Penguin's creation collapses. Penguin is sad, so Owl nobly repurposes bits of the snow-owl to create a snow-penguin. Penguin thoughtfully adds owl features to one side, so they end up with a bilateral Snow-Owl-Penguin. The final tale, "Hike," is propelled by opposites: far/near, up/down, dark/light, and more. These prepositions barely hint at the drama within the illustrations: The pals fall into a cavern, plummet over a waterfall while rafting, and encounter an angry mama bear. Nevertheless, by sunset the friends are safely home, regaling each other with memories of their exciting day. Madan's exceedingly simple text—often, just a word or two per panel—tells a dynamic story, complemented by enchanting cartoon illustrations of the big-eyed, adorable duo. Another sure-to-please entry in the buddy saga. (instructions for drawing Owl and Penguin) (Graphic easy reader. 5-7) Kirkus Review	ISBN: 0-8234-5712-5 ISBN 13: 978-0-8234-5712-0	TRUE	TRUE	TRUE
Blue and Barry & Pancakes Mayhem on Wheels	Dan Abdo	2024 Best Graphic Novels for Children (BGNC) Reading List Nominee Blue, Barry, and Pancakes are best friends! They love roller skates, inflatable rubber ducks, and going on HIGH VELOCITY adventures! After a series of wacky mishaps, Blue, Barry, and Pancakes find themselves inside a Roller Duck Ball stadium. Forced to compete in this nonsensical yet highly popular sport, the gang discovers a natural talent for the game. Soon enough, they find themselves hurtling towards athletic stardom! As endorsement deals and branded merchandise offers pile up, will our heroes be able to stay humble and hold onto their friendship? Or will the pressures of fame and success tear them apart?! Like all friends, Blue, Barry, and Pancakes can make mistakes . . . but at the end of the day, they always have each other's backs. And tops, and sides, and fronts, too!	Gr 1–3 —Best friends Blue, Barry, and Pancakes are ready for a day of fun-filled water safety demonstrations inside the treehouse they share. But when Pancakes inadvertently breaks the water tank they were planning to use and the trio has to chase a rogue ball throughout the town, they discover a new game at which they are remarkably skilled. Playing the game is fun for a while, but when egos begin to grow, the joy wanes and the three companions must rediscover what it truly means to have fun together. This comical graphic novel is well-suited to newer readers with an interest in slapstick humor and cartoonlike characters. Though this is a later book in the series, readers need not have read the previous installments for this one to make sense. Occasional asides guide readers to books where references have been made, but for the most part, this book is its own unique adventure. Using word bubbles, onomatopoeia, occasional butt jokes, and expressive illustrations, this graphic novel keeps readers engaged from start to finish. The overarching premise of the story is one of friendship and acceptance while working through disagreements, and it wraps up on a particularly positive and cheerful note. The clever design and appearance of this book enhances its appeal to young readers. VERDICT This is a fun and accessible graphic novel, and a good comical option for young readers to enjoy.—Mary Lanni School Library Journal	ISBN: 1-250-82935-6 ISBN 13: 978-1-250-82935-1	TRUE	TRUE	TRUE

Rover and Speck It's a Gas!	Jonathan Roth	Rover and Speck have found a new kind of planet to explore - a gas giant! The pair don't know what to expect when they launch themselves from their spaceship, so they're thrilled when they find life there. That is, until shark-like creatures start shooting sparks at them! And things only get worse when Rover is zapped out of commission by one of their bolts, leaving Speck to save the day on his own! Thankfully, Speck makes a new friend, Jelli, who's happy to help him try to avoid the Spark Sharks and get Rover back to their spaceship for a reboot. But will they be able to do it in time?	Exploring space is Speck-tacular with Rover and Speck! In book three in Roth's Rover and Speck graphic series, both robots are on a mission to discover life on other planets. The pair examine glowing spheroids and battle spark sharks that could be alternate life forms and, when Rover is damaged in battle, are rescued by a space jelli, whom they later help become a space-exploring GASTonaut. When a superstorm and spark sharks threaten the jelli community, Rover and Speck discover that the spark sharks are only protecting the glowing spheroids that are their eggs; Rover sings a fun variation of "Baby Shark." Fun Science Fact panels define topics such as gas giants and their superstorms, the Goldilocks Zone, and the different states of matter. Gentle potty humor centered on the word and concept of gas, as well as puns such as labels on two tanks of helium (HE) turning HE HE into "hee, hee"-keep the story fun. Backmatter introduces Carl Sagan and Edwin Salpeter, both of whom proposed the idea of life on gas planets in the form of floaters (jellis in this story), hunters (spark sharks), and sinkers (not present in the story, but, as Rover jokes, maybe they all sank!). Information about four different planets may inspire readers to use their imaginations to draw life there. An imaginative mission into space filled with information, humor, and action. (Graphic informational fiction. 8-12) Kirkus Reviews	ISBN: 1-525-30568-9 ISBN 13: 978-1-525-30568-9	TRUE	TRUE	TRUE
Jackson's Wilder Adventures Habits and Habitats	Sarah Davidson	Jackson Wilder and his imaginary friend Irwin the Thylacine are having a great day until Jackson is faced with his dad's cooking—Jackson isn't normally a picky eater, but he definitely does not want to eat his dad's mysterious leftover casserole. There's no telling what's in it, and all the foods are touching... Gross! Not only that, his dad breaks the news that it's time for them to move to a smaller apartment. But Jackson doesn't want to move! If he was a wild animal, he could live wherever he wanted and eat whatever he wanted, and nobody would ever tell him otherwise. At least, that's what he thinks until Irwin takes him on an adventure to learn about the hardships wild animals face around the world—quite hairy situations to be sure!	Gr 2 Up— This title pairs a young boy with an imaginary friend, Irwin the Thylacine, an extinct Australian marsupial. As the boy encounters things in his life that seem out of the ordinary, Irwin shows him real life animals and their struggles, which help Jackson get through his issues. This series opener helps Jackson try food he finds gross by seeing animals that eat gross things (regurgitated slugs, whole tarantulas, and animal dung), and helps alleviate his fears about moving to a new house by showing animals who are losing their habitats due to human expansion, climate change, and pollution. This fun and informational series provides fantastic examples to children of how we share so much with the animals of our world. VERDICT This series should continue for a long time. Plenty of fun adventures can be had when finding out about the world we live in. School Library Journal	ISBN: 1-545-81300-0 ISBN 13: 978-1-545-81300-3	TRUE	TRUE	TRUE
Johnny Boo is Bored! Bored! Bored!	James Kochalka	Johnny Boo lets Squiggle borrow his magic hammer so Squiggle can work on a mysterious project, but that leaves Johnny Boo with nothing to do today. He has lots of great ideas about how to spend his time while he waits, but -- oh NO! -- ends up getting bored of each and every one of them. Not to worry, though. Joined by Squiggle, the Ice Cream Monster, and a BIG new friend, Johnny Boo will still have a hilarious adventure... and maybe even learn something about sharing! It's the perfect book for any bored kid, from Eisner-winning cartoonist James Kochalka.	PreS-Gr 1— When Johnny Boo has to give up his magic hammer to his friend Squiggle, he not only discovers the lesson of sharing but also learns about the importance of staying busy. Although this marks the 14th book in the series, Johnny Boo is still as sharp and adorable as ever, and this stand-alone story makes for a great jumping on point to the series at large. Kochalka has a Mo Willems—like ability to take a limited number of sight words and make them into a genuinely funny book. Thick outlining and simple character design makes the piece approachable and similar to related titles, such as the "Narwhal and Jelly" books by Ben Clanton. VERDICT Lighthearted and silly with a good message, this title is part of a great series waiting to be discovered.— Peter Blenski School Library Journal	ISBN: 1-603-09533-0 ISBN 13: 978-1-603-09533-4	TRUE	TRUE	TRUE
Frankie and the Beastly Bog Song	Caitlin Rose Boyle	In a city powered by magic and still recovering from a bloody war, Ada is concerned about her younger sister Safi's developing powers. She understands that Safi could learn how to control her magic under the apprenticeship of a king's magician. But with the memories of war still fresh, Ada is conflicted by this prospect—despite her knowing that she can't keep Safi safely at home with the threat of deadly, power-thieving liches prowling the kingdom. When a traveling group of magicians comes to the city to perform, they immediately recognize Safi's talents and offer to take her on as an apprentice. Safi is thrilled about her new adventure—even if that means leaving behind Ada and their sickly father. And Ada is right to worry about her sister, for there may be monsters hiding behind friendly faces...	In Paulsen's captivating graphic novel, Ada faces the daunting task of holding her family together after a devastating war claimed her mother and many renowned magicians. With her father's health deteriorating from their hazardous work with firelight bulbs and her younger sister Safi's powers growing increasingly uncontrollable, Ada is desperate for a solution. The looming threat of Liches irks that consume magic to her anxiety about protecting Safi. They seek help from a traveling magician troupe they're hoping might take Safi as an apprentice. Yet, trust is a major concern. Ada's worry deepens as Safi remains unresponsive to her letters. This enchanting tale is rich with adventure and features stunning illustrations in warm, vibrant colors. The novel's allure lies in its magical imagery and the suspenseful journey of the siblings. The eerie presence of the Liches and the shimmering magic throughout make this an ideal fall read, particularly for middle-grade fantasy enthusiasts ALA Booklist	ISBN: 1-637-15459-3 ISBN 13: 978-1-637-15459-5	TRUE	TRUE	TRUE

The Inscrutable Doctor Baer and the Case of the Two-Faced Statue	Jerzy Drodz	When a powerful magical artifact is stolen from his carefully ordered home, The Inscrutable Dr. Baer, a collector and protector of arcane treasures, must embark on the first adventure of his life, and the adventure of a lifetime!	Gr 3-6— Dr. Baer revels in keeping relics with mystic or monstrous capabilities in the confines of his home. When two bumbling adventurers accidentally release all his artifacts into the wild, it's up to Dr. Baer to save the day, and more importantly, to finally help the creatures that he was unintentionally imprisoning. With this graphic novel, Drodz pulls off a magic trick not seen since Jeff Smith's "Bone" series, as both are filled with rich lore yet remain accessible to young readers. The book is terrifying at times but kid-friendly overall, modern and topical yet timeless, deeply moving and impactful while also lighthearted. The artwork feels just as iconic and enduring. Vivid detail makes the grotesque monsters come to the life, while a watered-down color palette makes the creatures vulnerable, matching the tone of the piece. VERDICT Magical and fresh, this is easily one of the best graphic novels of the year. — Peter Blenski School Library Journal	ISBN: 1-638-99143-X ISBN 13: 978-1-638-99143-4	TRUE	TRUE	TRUE
Hearing Things	Ben Sears	In this spine-tingling graphic novel, Tim and his big sister Martha are new to the neighborhood. Tim likes to record sounds on adventures with his cat, Frankie. Martha likes to make scary music. Nothing has been right for her since the move: Her music stinks! What if she never has friends again! Tim goes on a quest: if he can record something bone-chilling, then Martha can finish her song. But even the block's haunted house is silent. Just when Tim is ready to give up, Frankie helps him find a way, with the help of some new, unexpected friends.	A boy goes in search of spooky noises and finds them. Tim loves walking around the neighborhood with his leashed cat, Frankie, collecting sounds on his portable recorder and microphone. When asked to listen in, older sister Martha declines, since she's feeling down. Tim encourages her to recommit to a "creepy" song she's been working on, but it's missing something. To help, Tim goes in search of some matching sounds. Frankie jumps the fence around a seemingly abandoned old house, forcing Tim to follow. At first, the site is eerily quiet. Then Frankie implores the two skeletal residents to aid in making some "scary sounds," so Tim (who can't see the specters) can record a whole plethora of auditory shenanigans. There are no macabre vibes here, just some supernatural fun. The intentionally simple text leads to a few clunky dialogue scenes and some basic plot contrivances, but the overall story is entertainingly quaint. The art is reminiscent of classic newspaper comic strips—think hand-drawn lines, squat characters with round heads, and flat, layered colors—and will induce nostalgia in adult readers. Scenic details populate many panels, while the many onomatopoeias likewise establish a playful setting. Tim and Martha are both light-skinned. A solid, spooky tale, with vintage-quality illustrations. (Graphic easy reader. 5-7) Kirkus Review	ISBN: 1-662-66543-1 ISBN 13: 978-1-662-66543-1	TRUE	TRUE	TRUE
Kingdom Riders	Shannon Eric Denton	Kayla is a young peasant who cares little about the world outside her village...until her best friend, Mal, finds herself in some serious trouble and the only way Kayla can save her friend is by entering the Kingdom Races...and winning. With control of the entire kingdom at stake, Kayla is thrust into a mission rife with political intrigue and lurking danger. Follow Kayla as she adventures into the wider world while putting her own life on the line for her friends, both old and new. No one has ever even finished the Kingdom Races. Will Kayla be the first?	Dane (Cry Pilot) delivers a fascinating but often frustrating tale of an unlikely friendship in a postapocalyptic wilderness, where the remaining humans have formed tight-knit communities to protect themselves from outsiders, especially "twitches," robot-human hybrids with superhuman physical and mental capabilities. Ysmany, a teen girl raised in one of these communities, witnesses her people kill a family who wandered into their territory. Only one infant boy survives. Desperate to protect the baby, Ysmany runs away with a mysterious figure known as the Ragpicker, a twitch looking for his husband. The relationship between Ysmany, the Ragpicker, and the baby, and the ways it is perceived by those they encounter, forms the heart of the story and keeps the pages turning. Many readers, however, will struggle to orient themselves in this elaborate world as key concepts are kept obscure for much of the novel. Even understanding what exactly a twitch is, which is essential to grasping anything else that's happening, proves arduous. For those willing to put in the work, however, there are plenty of enticing speculative ideas here. Agent: Caitlin Balsdell, Liza Dawson Assoc. (July) Publishers Weekly	ISBN: 1-684-05978-X ISBN 13: 978-1-684-05978-2	TRUE	TRUE	TRUE
Bog Myrtle	Sid Sharp	Kids Indie Next Pick From the acclaimed author of The Wolf Suit comes another weirdly hilarious, masterfully thought-provoking, and lushly painted early reader graphic novel. Two sisters, one stubbornly cheerful (Beatrice) and one relentlessly grumpy (Magnolia), live in a drafty old house with	Horn Book (4/1/25) An unconventional graphic novel for the budding young activist with a sense of humor. Sunny Beatrice lives with her selfish, scowling sister, Magnolia. On a well-intentioned errand, Beatrice takes a few treasures from the forest, incurring the wrath of the spiderlike creature Bog Myrtle.	ISBN: 1-7732-1892-1 ISBN 13: 978-1-7732-1892-2	TRUE	TRUE	TRUE

The Adventures of Penguin and Panda Fun and Games	Brenda Maier	In the tradition of Narwhal and Jelly, here is a playful and humorous graphic novel series about two besties who could not be more different from each other. We know what you're thinking: Penguin and Panda should not be friends! The very idea is absurd! Penguin feels all the feels able to be felt, while Panda is low-key cool. Penguin loves surprises and being scared while Panda prefers a good nap. Penguin always follows directions; Panda plays things by ear. Yet these two yin and yang besties love experiencing the world through each other's eyes with abundant humor and a generosity of spirit. The stories often convey positive messages about imagination, creativity, friendship, acceptance, and the value of being true to oneself. Each book contains four short stories, and some STEM-related fun facts. This format allows young readers to easily digest the content and provides natural stopping points for reading sessions. Fanni Mezes' charming illustrations, filled with expressive characters immediately draw the readers to dive into Penguin and Panda's playful world. The language used in the series is accessible and appropriate for early readers, making it a great choice for children who are developing their reading skills.	Gr 3 Up —Frankie kicks off her summer break in a remote cabin where she plans to work for her mom as a research assistant while they study pond animals. Frankie aims to impress her mom, who is also her scientist hero. When the animals become too scary, Frankie hides away from the excitement. Determined to prove her bravery, she sneaks out of the cabin alone to study the bog and its unique ecosystem. But once she conquers her fears and soaks in the pride she feels for her actions, she finds herself in danger. This nature-infused adventure demonstrates the importance of facing fears and taking life one step at a time. The text introduces readers to interesting animals, such as the orb-weaver spider, snapping turtle, star-nosed mole, and skinks. The book's humor and wit work well for the intended audience, and Frankie is a dynamic character that readers will fall in love with. Boyle's cartoon-style characters pair well with the animals featured in the text, and readers will enjoy the engaging, varied panels. The illustrations enhance the tone of each spread, using colors to drive the mood. Fans of adventure and suspense will enjoy Frankie's quest to discover new species. VERDICT This charming graphic novel will draw a wide range of adventure-loving readers and belongs in libraries and classrooms.—Angie Jameson School Library Journal	ISBN: 1-9583250-7-4 ISBN 13: 978-1-9583250-7-0	TRUE	TRUE	TRUE
Knots	Colleen Frakes	In this semiautobiographical graphic novel from award-winning cartoonist Colleen Frakes, Norah must navigate not just her foiled dreams of blond hair but also the tangled mess her family has become. Norah is the good kid. Good at pleasing her parents and being a good sister. Good at school. Good at, well, almost everything. So when Mom's work brings her to a new town leaving Norah and Dad behind, no one thinks twice. After all, Norah's a mature sixth grader who can take care of herself...right? But things spiral out of control after a botched home dye job goes wrong and being the good kid quickly gets a little...hairly. Before long, one small tangle becomes a knot of epic proportions, and Norah soon realizes that the only way to untangle the mess she's made is to find her voice and ask for help.	Gr 4 Up— A darling graphic novel about the start of sixth grade in a new school with new hair. Norah, who presents as white, has a history of hair problems—chlorine damage, bad perms, and home haircuts. Even so, she decides to bleach and color her hair blue for the start of middle school in a western Washington small town. Norah's parents work for the Department of Corrections and, as a result, she has an outsized awareness of authority, the law, and consequences. When her mom is transferred to a different job and moves with sister Lark, Norah is asked to be in charge of herself and dad at home. At school, teacher Ms. Washines, a member of the Yakima tribe, tries to establish a calm, caring community, but Norah misses her mom constantly and is distracted and worried in class, causing her to become increasingly lonely and disorganized. Through Norah's story, Frakes normalizes moving, worrying, unavailable parents, and grappling more responsibilities than a 12-year-old might be ready for. The pages include bubbly internal dialogue that flow readily with a variety of backgrounds in boxed and borderless panels. Illustrated bodies and faces convey movement in a way that almost feels animated, and the emotional expressions are spot-on. A land acknowledgment and author's note ground this work of fiction into Frakes's childhood experiences. VERDICT A compelling and strong addition to middle grade graphic fiction collections.— Jamie Winchell School Library Journal	ISBN: Publisher: 0-06-324716-X Perma-Bound: 0-8000-8526-4 ISBN 13: Publisher: 978-0-06-324716-1 Perma-Bound: 978-0-8000-8526-1	TRUE	TRUE	TRUE
Ant Story *this book is already in the district in a different format*	Jay Hosler	Meet Rubi, a tiny ant with a big personality and an even bigger love for stories. Who knew the small world of her colony could be full of unexpected friendships, epic adventures, and death-defying escapes?	School Library Journal (10/7/24) Gr 3–7— Meet Rubi, "a cartoon ant who was born into a colony of real leaf-cutter ants." As the only cartoon ant in the colony, Rubi is the only one who speaks. She describes the colony to readers, explaining how the ants grow food underground, communicate with smells, and other incredible facts. When the ants go out to gather leaves, Rubi continues to describe their abilities and daily activities, as well as pointing out the dangers lurking outside the anthill. Once Rubi meets Miranda, who also talks, they have one adventure after another, avoiding all those dangers. The illustrations make it easy to distinguish Rubi and Miranda from the other insects. Changes in perspective give the story a cinematic feel as some panels zoom in for dialogue between two characters while others pull back to give a wide-angle view of the action. The endless stories that Rubi tells to make life in the anthill more interesting and to explain things to Miranda also share important information with readers in an entertaining way. Students will laugh out loud while learning amazing facts. VERDICT A captivating look at ants that is also a story of learning to be a true friend; great for future entomologists, graphic novel readers, and those who love buddy narratives.— Suzanne Costner	ISBN: Publisher: 0-06-329399-4 Perma-Bound: 0-8000-6143-8 ISBN 13: Publisher: 978-0-06-329399-1 Perma-Bound: 978-0-8000-6143-2	TRUE	TRUE	TRUE

Lost Time	Tas Mukanik	Jurassic World meets How to Train Your Dragon in this gorgeously drawn, adventure-packed middle grade graphic novel about a girl who gets trapped 65 million years in the past and must learn to survive with only her wits...and the pterosaur she befriends	A child separated from their moms by more than 60 million years shares adventures with some Mesozoic companions. Suddenly surrounded by lush greenery after getting trapped in a time machine, Evie-androgynous in appearance and drawn in the clean-lined, richly colored art with big, expressive eyes-is frantic to get a message back to Mom and Mama. Fortunately, an abandoned exploratory base nearby provides shelter and recordings of a previous research team's logs. Unfortunately, the nearest temporal communicator is at another base, far away. But some time later, having raised Ada, a towering Quetzalcoatlus northropi, from a hatchling to a full-grown, flying pterosaur, Evie has the means to get there, fashioning a saddle and setting out on a soaring journey over Cretaceous landscapes for encounters with a colorful, carefully detailed cast of dinosaurs and dino cousins (all identified in an appended portrait gallery) and narrow escapes from natural disasters and toothy predators alike. Along with being laudably resourceful, Evie has a real way with animals; not only is the relationship between small child and intelligent, airplane-sized buddy palpably affectionate, but an injured young T. rex that Evie nurses back to health peaceably sticks around long enough to chase off a gang of smaller raptors and startle Mom and Mama when they at last rush in for a joyful reunion. One parent shares Evie's coppery brown skin and glossy black hair; the other parent reads Black.Delightfully improbable adventures plus dinosaurs galore! (Graphic science fiction. 8-11) Kirkus Review	ISBN: Publisher: 0-593-32705-5 Perma-Bound: 0-8000-4275-1 ISBN 13: Publisher: 978-0-593-32705-0 Perma-Bound: 978-0-8000-4275-2	TRUE	TRUE	TRUE
Juniper Nettle and the Seven Schools of Magic	Sangu Mandanna	For all of her twelve years, Jupiter Nettle has wanted to attend one of the Seven Schools of Magic. When she finally gets the call to take the entrance exam, she shocks everyone with her magic skills . . . but not in the way she'd hoped. Failing spectacularly in one test after another, Jupiter	Gr 3-6 —Jupiter has wanted to go to The Seven Schools of Magic for as long as she can remember, casting pretend spells on her best cat friend, Lillith. However, the tests determine that she has no latent magic, and she fails the Magic Healing and Alchemy tests. The only school willing to take her is Earth	ISBN: Publisher: 0-593-46449-4 Perma-Bound: 0-8000-8525-6 ISBN 13: Publisher: 978-0-593-46449-6 Perma-	TRUE	TRUE	TRUE
The Adventures of Invisible Boy	Doogie Horner	"After a spill at the science fair turns Stan and Gene invisible, one boy uses his powers for good while the other makes trouble"— cProvided by publisher.	Starred Review Kirkus Moving to a new school is never easy, and Stanley's first day is particularly rough. Not only does he feel isolated and awkward, he accidentally turns invisible at his school's science fair. Determined to use his powers for good, Invisible Boy squares off against an evil boy genius in an epic showdown for a cure to their shared invisibility before it becomes permanent. While Horner hits all the familiar notes involving superheroes and invisible adventures, his unique humor throughout the text provides genuine laughs and unexpected character reactions. Sight gags, like a giant Eiffel Tower made of Q-tips next to a giant Q-tip made of Eiffel Towers, are sprinkled strategically throughout the book, adding freshness to the crowded juvenile graphic novel field. Horner pulls back for moments of serenity, as the two protagonists struggle with making friends and finding their place, which further adds to the charm and authenticity of a story that could easily have become clich��. His artistic style feels reminiscent of Calvin and Hobbes, giving a simple and timeless feel to the book while simultaneously adding to the ridiculousness of the situations and the superhero action. A surprise hit.	9.78059E+12	TRUE	TRUE	TRUE

Amber Brown is NOT a Crayon the Graphic Novel	Paula Danziger	"Third-grader Amber struggles with the news that her best friend is moving away"-- cProvided by publisher.	Starred Review for Kirkus Reviews (10/7/24)Graphic novelist Ying adapts the late Danziger's story of a bold girl navigating change.Third grader Amber Brown can be messy and forgetful, but her best friend, Justin Daniels, doesn't mind. The two mesh and love teaming up to help each other out. The humor from the original novel is left intact, from overly imaginative Amber's dramatic warnings about why Justin shouldn't eat leaves off the ground to their inside jokes about ordering pizza ("Hold the anchovies!"). Their friendship is on borrowed time, however, as Justin's family is about to move to Alabama. Amplifying Amber's stress over losing Justin are her lingering feelings over her parents' divorce; she hardly sees her father since he relocated to France. Her mother is an affirming presence, but together Amber and Justin must learn to acknowledge the uncomfortable truth about his upcoming move. Amber Brown is most definitely not a crayon-as she tells classmates who tease her about her name-but her world tends to assume a stylized palette that sets the tone of each scene, especially moody blues and purples. The story ends on an optimistic note; those familiar with the original series will be hoping for future installments. Amber is tan-skinned, Justin presents white, and their class is racially diverse.A faithfully executed adaptation worth visiting for new and returning readers. (character art, information on the production process) (Graphic fiction. 6-9)	9.78059E+12	TRUE	TRUE	TRUE
Art Club Dare to Create!	Rashad Doucet	"After the art programs are cut at his school, Dale Donovan recruits talented artists to create an after-school art club"-- cProvided by publisher.	Starred Review ALA Booklist (10/4/24) Starred Review Adults are often challenging to please, especially when they think they know what's best for you. Dale and his friends face a daunting challenge as they endeavor to convince Vice Principal Ruffin that art is as meaningful and valuable as any other profession. With the guidance of Miss Je'Nae, this misfit group collaborates to resurrect their school's art club and explore ways to make it "profitable." The heartwarming, adorable, and highly informative narrative is perfectly tailored for middle-grade readers who are figuring out how to stand up for themselves. With vibrant, textured colors spilling over bold comic book lines, this book incorporates the best elements of a classic comic with a charming, warm twist. Beyond its visual appeal, the story imparts valuable life lessons about staying true to what's important, resisting the pressure to choose a career path too soon, and the beauty of adult support for dreams. With an empowering message of the importance of the arts and following personal passion projects, Doucet is poised to inspire a new generation of comic book enthusiasts and creators. The inclusion of a guide detailing the book's creation adds an extra layer of insight. Belongs on the same shelf as Jerry Craft's New Kid series, Shannon Hale and LeUyen Pham's Real Friends series, and Victoria Jamieson's Roller Girl (2015).	9.78076E+12	TRUE	TRUE	TRUE
Zooni Tales Keep it up, Plucky Pup	Vikram Madan	Zooni the dog has lost a shoe. Come on and help with the rescue! It might be here, or over there. Why don't we go and ask the bear? Join the fun with Zooni and the zoo crew—you'll love them, too!	With narrative unfolding (mostly) in buoyant speech balloons and set in brightly colored, cartoon-style panels, Geisel Honor winner Madan presents five short tales featuring a cheerful anthropomorphic dog and his (mostly) Australia-centered animal friends. In pairing words like kazoo/shrew and confused/bruised, Madan's deft rhyming text combines satisfying predictability with zestful nuance (a tale about a lost shoe cleverly uses only words that rhyme with "oo") but also spices up typical early reader vocabulary with more obscure choices like catacomb, kelp, and askew. Always lively, with varying degrees of drama om the slapstick shoe search and a sloppy pancake-making fiasco to silly foot races with a collection of unlikely competitors, an unflappable recovery of a cat trapped in a bat-filled cave, and an inspired deliverance from being stranded after a storm at sea e message in each misadventure is that optimism and teamwork can solve any problem. As the ever-chipper Zooni shows his friends old and new how to make the best of things, these cheerfully bouncy tales will certainly tickle emerging readers. ALA Booklist	ISBN: Publisher: 0-8234-5616-1 Perma-Bound: 0-8000-4271-9 ISBN 13: Publisher: 978-0-8234-5616-1 Perma-Bound: 978-0-8000-4271-4	TRUE	TRUE	TRUE

DnDoggos Get the Party Started	Scout Underhill	Four adorable dogs have picked their characters and favorite dice and are ready to save the day in DnDoggos: Get the Party Started , the middle grade graphic novel debut from online comic creator Scout Underhill.	A team of dynamic dogs embark on a quest requiring wit, creativity, and bravery. Readers are invited to follow the DnDoggos, a group of canine friends, as they learn an exciting role-playing game together. Magnus, the Game Master, coaches Tonka, Pickles, and Zoey as they learn the rules. When local pup Squish goes missing from the in-game village of Tail's Bend, the DnDoggos set out to find the mischievous non-player character. Twists and turns in the in-game campaign will intrigue readers just as Tonka, Pickles, and Zoey are carried along on the adventure. Underhill's debut makes a seamless transition from webcomic to traditional graphic novel. The vibrant, full-page illustrations combined with thoughtfully placed panels allow for clear sequencing throughout. Readers are able to easily differentiate between the dogs as players versus their game characters thanks to clever distinctions in how their facial features are illustrated (these differences are also shown side by side in an introductory guide to the cast). When compared to the simpler lines and color palette of the game players' table scenes, the detailed, vividly colored scenes portraying the in-game adventure draw readers into the campaign in the same way human players use their imaginations to immerse themselves in RPGs. The irresistibly charming dogs guide young readers through the rules of tabletop RPGs while seamlessly demonstrating meaningful lessons about teamwork. A smart, endearing tale packed with adorable dogs and useful tips for role-playing game newcomers. (gaming tips) (Graphic fantasy. 8-12) Kirkus Review	ISBN: Publisher: 1-250-83434-1 Perma-Bound: 08000-8569-8 ISBN 13: Publisher: 978-1-250-83434-8 Perma-Bound: 978-0-8000-8569-8	TRUE	TRUE	TRUE
Happy Shop	Brittany Long Olsen	Doing chores around a mysterious shop that sells happy feelings, eleven-year-old Darcy discovers they might have to close their doors and comes up with a plan to save the Happy Shop—one that involves selling more than just happy feelings.	Gr 4–7— Adjusting to a new town, Darcy struggles to embrace her nice life while missing her friends who are now in a different time zone. Stumbling upon the Happy Shop, she breaks a jar, tarnishing a first impression with one of the owners. To repay her debt, Darcy begins working at the Happy Shop, learning more about the happiness they are selling to customers. When Darcy tries to go rogue and bottle up sadness in an attempt to help her mom feel grateful, she realizes that the Happy Shop could benefit from broadening its stock to include feelings other than happiness. Through plot development, this graphic novel demonstrates the value of diversity and inclusiveness. The vibrant, comic-style illustrations will appeal to fans of graphic novels. Readers of all ages will find ways to relate to Darcy, as this coming-of-age graphic novel addresses the stress of financial burdens, the weight of loneliness, the fear of trying something new, and various other universal experiences. Through her characterization of the shop owners, Olsen emphasizes the value of honoring tradition, but more importantly, adjusting longstanding ways of life to address today's world and challenges. VERDICT Great for fans of Disney's Inside Out , this graphic novel belongs on classroom and library shelves for all readers.— Angie Jameson School Library Journal	ISBN: Publisher: 1-637-15279-5 Perma-Bound: 08000-5655-8 ISBN 13: Publisher: 978-1-637-15279-9 Perma-Bound: 978-0-8000-5655-1	TRUE	TRUE	TRUE

Sky and Ty Howdy, Partner	Steve Breen	Meet the best delivery service this side of the Mississippi, run by no-nonsense cowgirl Sky and her slightly goofy, but always dependable pardner, T. Rex Ty. No task is too big or two small for this dynamic duo. And they've never missed a delivery yet. But learning to work together hasn't always been easy for them. Saddle up as Sky and Ty figure out they both can help solve a little bear problem. And teamwork and some speedy thinking save the day when they tackle getting their first package to its destination just in time.	Gr 1–4— Sky's a cowgirl hankering for adventure, and Ty's a gentle giant (a tyrannosaurus, to be specific) lurking lonesome in his cave. When the two meet, they form a dependable duo ready to serve their fellow folks—be they bunnies or balladeers. Breen affectionately recounts Sky and Ty's first meeting, wherein Ty saves a small rabbit by besting a gruff polar bear in a dance-off. Sky, impressed, invites him to depart his musty cave for her cozy barn. In their first outing, they are due to deliver an important package to a musical hootenanny. They dally a bit in the desert, brainstorming a team slogan and strategy while ambling across the expanse. When they realize they must hoof it for a timely delivery, their skillful stampede is ever so slightly cinematic. Sky and Ty's origin story is goofy and amiable, and although it lacks a sense of greater consequence, there's plenty to appreciate here. In particular, the mimicked quirks of cowpokes offer a gentle, general introduction to the Western genre—even featuring a vocabulary guide entitled "Learn to Speak Western." Breen's orange and blue-hued illustrations of slightly bobble-headed, grinning goofballs are energetic and endearing in their own right. VERDICT Light, lolling fair, a satisfying series opener that leaves lots of room for ambling fun and cowpoke banter in many amusing outings ahead.— Emilia Packard School Library Journal	ISBN: Publisher: 1-645-95215-0 Perma-Bound: 08000-8566-3 ISBN 13: Publisher: 978-1-645-95215-2 Perma-Bound: 978-0-8000-8566-7	TRUE	TRUE	TRUE
Lion Dancers	Cai Tse	In the vein of Fence and Duel comes a standalone graphic novel about two former best friends and partners turned lion dancer rivals.	Best friends turned rivals compete to become the top lion dancer in their team. Ever since his father's unexpected passing, middle schooler Wei has struggled to feel like he belongs. After a chance encounter leads to his joining a Chinese lion dance team, he finds a renewed love for the sport that he once enjoyed with his dad, whose team won an international championship. There's just one problem—Wei's former best friend, Hung, is also on the team, and he's determined to push Wei out. With Lunar New Year performances approaching, Wei and Hung must give it their all to prove that they're worthy of joining the competition team. But lion dance is a team sport: Can they settle their differences and make things work? Despite Wei and Hung's rivalry being a large focus of the story, their relationship isn't sufficiently developed, resulting in what feels like an abrupt conclusion. Where this graphic novel truly shines, however, is in its lively and dynamic depictions of lion dancing and the admirable courage, strength, and teamwork involved in its performance. Tse deftly integrates technical information about lion dancing into the story, making it accessible even for those who are new to the sport. The author's enthusiasm thrums through each page and is simply infectious. Wei is cued as being of Chinese descent; the supporting cast is multiethnic. A passionate and visually enticing love letter to the art of lion dancing. (creator's note) (Graphic fiction. 8-12) Kirkus Reviews	ISBN: Publisher: 1-665-92723-2 Perma-Bound: 08000-6407-0 ISBN 13: Publisher: 978-1-665-92723-9 Perma-Bound: 978-0-8000-6407-5	TRUE	TRUE	TRUE
The Great Turkey Walk (Graphic Novel)	Kathleen Karr	Winner of the grand prize at the Angoulême International Comics Festival! Winner of the grand prize at the Angoulême International Comics Festival Texas Library Association's Little Maverick Reading List Kathleen Karr's classic American story of grit, friendship, and turkeys—finally reimaged as a sensational graphic novel. Missouri 1860: Simon Green is a bad student. His mother is dead and his father has disappeared. But he's daring, and so when he hears that turkeys fetch a higher price in Denver, he borrows his teacher's life savings and buys a herd of a thousand birds. Then he sets off on the thousand-mile trek with his dog and a pair of mules. To survive the odyssey that follows, Simon will need grit, luck, and smarts—and a colorful cast of friends. Kathleen Karr's beloved middle-grade novel of a resourceful boy and his herd of a thousand turkeys has enchanted readers everywhere since it was first published in 1998. Now it will reach a whole new audience in Léonie Bischoff's enchanting graphic novel, finally available in English. The adaptation has already garnered two of the world's most prestigious graphic novel awards: the grand prize at the Angoulême International Comics Festival as well as the ACBD (French Comic Book Critics Association's Award).	Fifteen-year-old Simon, who has lots of common sense but little book learning, narrates the story of how he makes his fortune by walking a huge flock of turkeys over a thousand miles from Missouri to Denver in 1860. Accompanied by a roguish mule driver and a runaway slave, Simon fends off turkey rustlers, a plague of locusts, and meets his long-lost pa along the way. Based on an actual event, this is a lively and entertaining story. Horn Book	ISBN: Publisher: 3-03-964067-4 Perma-Bound: 0-8000-8573-6 ISBN 13: Publisher: 978-3-03-964067-6 Perma-Bound: 978-0-8000-8573-5	TRUE	TRUE	TRUE

Chess Life for Kids (magazine)	N/A	Chess Life for Kids is the official, bi-monthly magazine of the US Chess Federation for young players aged 12 and under, providing articles on chess instruction, tournament news, and feature stories to inspire and entertain. It serves as an educational resource and a gateway to the game, with content designed to be engaging and beneficial for young chess enthusiasts and a benefit of US Chess scholastic membership.	Vendor Recommended Age Level: 6-12 **Professional Review Not Available**	N/A	TRUE	TRUE	TRUE
Sports Illustrated for Kids (magazine)	N/A	Sports Illustrated for Kids (SI Kids) is a monthly magazine that provides age-appropriate sports content for children aged 8-14, featuring profiles of popular athletes, amazing action photos, games, contests, and sports cards. As a spin-off of the adult Sports Illustrated, it uses less complex vocabulary and more humor to make sports more accessible and fun for young readers, aiming to inspire a love for reading and sports.	Vendor Recommended Age Level: 8-20 **Professional Review Not Available**		TRUE	TRUE	TRUE
National Geographic for Kids (magazine)	N/A	National Geographic for Kids is a monthly magazine providing screen-free, educational fun for ages 6-14, featuring fascinating animals, science, nature, and cultures through captivating stories, beautiful photos, and interactive puzzles. Each issue includes current events, contests, pull-out posters, collectible cards, and a "Fun Stuff" section with games and comics, aiming to inspire a love of learning about the world.	Vendor Recommended Age Level: 8-12 **Professional Review Not Available**		TRUE	TRUE	TRUE
Ranger Rick (magazine)	N/A	Ranger Rick is a series of nature-focused children's magazines, published by the National Wildlife Federation (NWF) since 1967, that sparks curiosity about the environment and wildlife through engaging articles, stunning photographs, games, and activities. Aimed at kids aged 7 and up, Ranger Rick features in-depth wildlife spotlights, comic adventures with the character Ranger Rick the raccoon, and eco-education on conservation.	Vendor Recommended Age Level: 7-14 **Professional Review Not Available**		TRUE	TRUE	TRUE
Dirt Bike (magazine)	N/A	Dirt Bike Magazine is the number-one selling publication dedicated to all aspects of off-road motorcycling, covering motocross, desert riding, woods riding, dual-sport, and adventure bikes. It features bike and parts tests, technical how-to guides, riding tips, and race coverage, serving as a comprehensive resource for enthusiasts of all skill levels.	Vendor Recommended Age Level: all ages **Professional Review Not Available**		FALSE	TRUE	TRUE
Hot Rods (magazine)	N/A	Hot Rod magazine is the leading publication devoted to the world of hot rodding, muscle cars, and drag racing, offering how-to guides, technical information, industry commentary, and event coverage for enthusiasts interested in modifying cars for performance and appearance.	Vendor Recommended Age Level: all ages **Professional Review Not Available**		FALSE	TRUE	TRUE
Classic Motorsports (magazine)	N/A	Classic Motorsports is a bimonthly magazine for classic car enthusiasts, featuring articles on restoration, maintenance, driving, and vintage racing for various makes and models. Each issue includes profiles of popular and obscure classic cars, technical guides, buying advice, project car features, and reports from car shows, rallies, and auctions, with content designed to help enthusiasts of all skill levels enjoy their classic automobiles.	Vendor Recommended Age Level: all ages **Professional Review Not Available**		FALSE	TRUE	TRUE
Texas Highways (magazine)	N/A	Texas Highways is the official travel magazine of Texas, providing in-depth stories, stunning photography, and practical tips to encourage travel and promote Texas's culture, landscapes, history, and economy.	Vendor Recommended Age Level: all ages **Professional Review Not Available**		FALSE	TRUE	TRUE
Texas Parks & Wildlife (magazine)	N/A	Texas Parks & Wildlife Magazine is the official monthly publication of the Texas Parks and Wildlife Department, providing articles and photos on Texas's outdoor recreation, wildlife, state parks, and conservation issues for its readers. The magazine features stories on fishing, hunting, camping, birding, and travel, with a focus on educating and inspiring Texans to explore and care for the state's natural and	Vendor Recommended Age Level: all ages **Professional Review Not Available**		FALSE	TRUE	TRUE

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