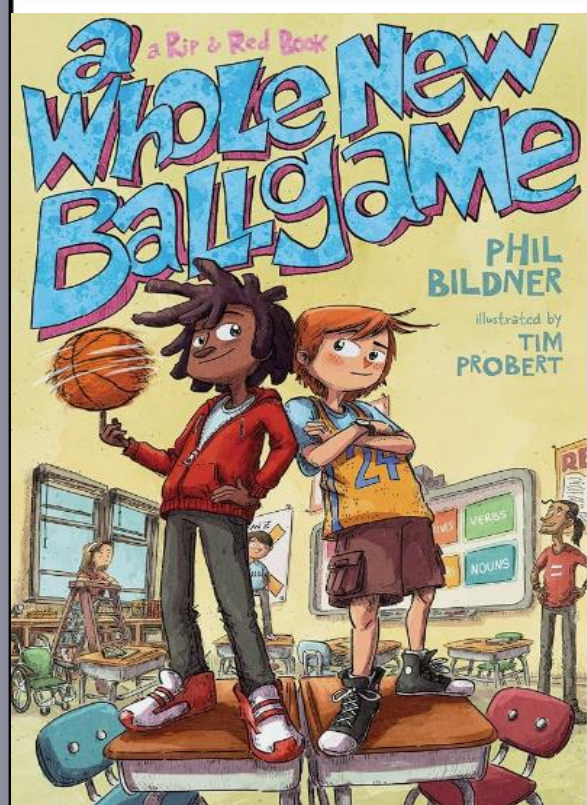
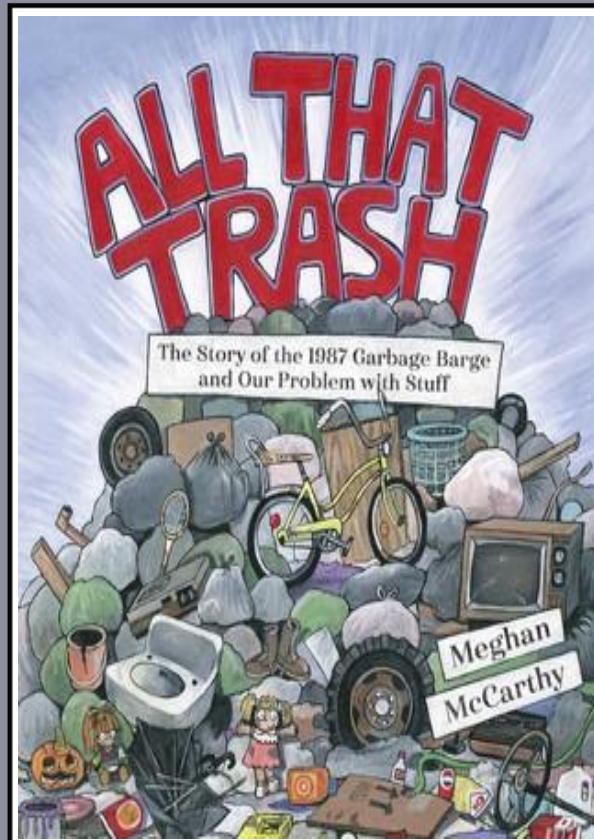


Meet Resilience, a Mars rover determined to live up to his name. Res was built to explore Mars. He was not built to have human emotions. But as he learns new things from the NASA scientists who assemble him, he begins to develop humanlike feelings. Maybe there's a problem with his programming....

Human emotions or not, launch day comes, and Res blasts off to Mars, accompanied by a friendly drone helicopter named Fly. But Res quickly discovers that Mars is a dangerous place filled with dust storms and giant cliffs. As he navigates Mars's difficult landscape, Res is tested in ways that go beyond space exploration. As millions of people back on Earth follow his progress, will Res have the determination, courage, and resilience to succeed... and survive?

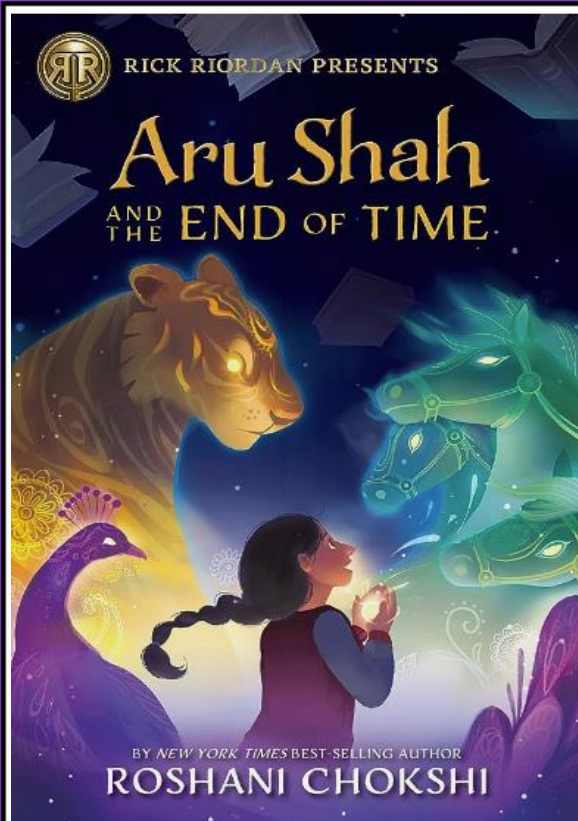


Rip and Red are best friends whose fifth-grade year is nothing like what they expected. They have a crazy new tattooed teacher named Mr. Acevedo, who doesn't believe in tests or homework and who likes off-the-wall projects, the more "off" the better. And guess who's also their new basketball coach? Mr. Acevedo! Easy-going Rip is knocked completely out of his comfort zone. And for Red, who has autism and really needs things to be exactly a certain way, the changes are even more of a struggle. But together these two make a great duo who know how to help each other—and find ways to make a difference—in the classroom and on the court.



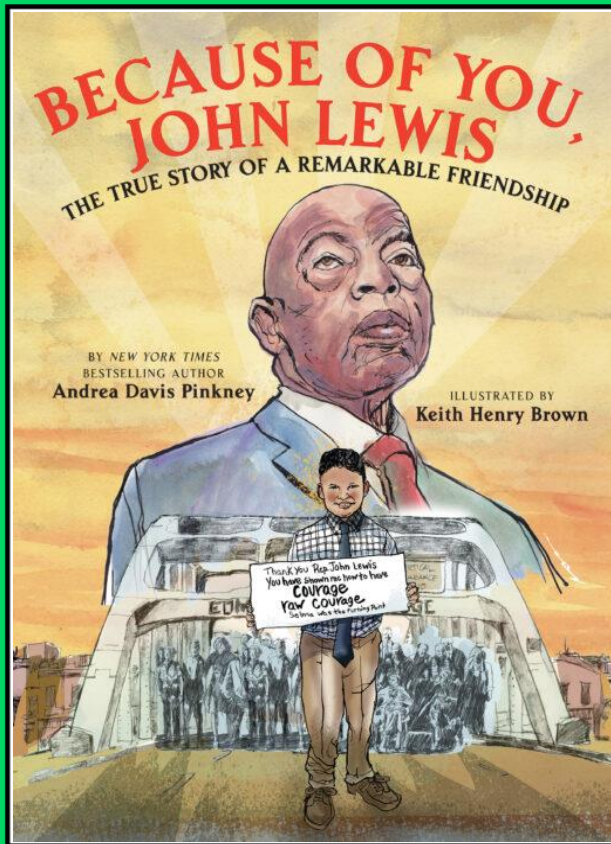
Lowell Harrelson wanted to turn trash into methane gas so he rented a barge called Morbo 4000. His plan was to ship the garbage from New York to North Carolina, but as the barge floated down the coast, no state would let him dock because of smelly waste on board! The barge became a mockery and the butt of many jokes in the media. What started as an attempted business venture turned into quite the predicament for Mr. Harrelson.

Mobro 4000 roamed the seas for forty-five days and traveled a distance of 6,000 miles. While awaiting its fate, the trash floated in New York's harbor, garnering much attention by onlookers. Green Peace activists put up a large banner across the barge that read, "NEXT TIME...TRY RECYCLING." Even though the garbage barge was a farce, the unintended consequence inspired America to find a new way to deal with its trash.

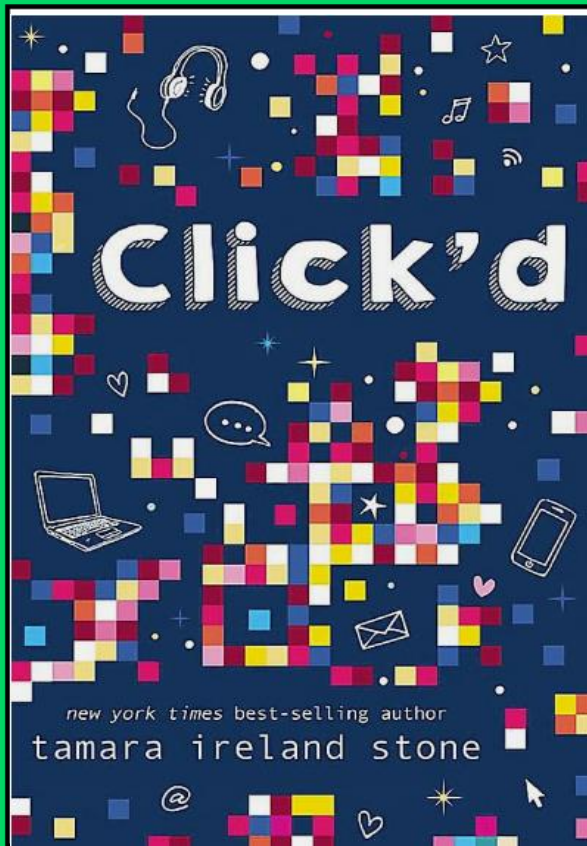


Twelve-year-old Aru Shah has a tendency to stretch the truth in order to fit in at school. While her classmates are jetting off to family vacations in exotic locales, she'll be spending her autumn break at home, in the Museum of Ancient Indian Art and Culture, waiting for her mom to return from her latest archeological trip. Is it any wonder that Aru makes up stories about being royalty, traveling to Paris, and having a chauffeur? One day, three schoolmates show up at Aru's doorstep to catch her in a lie. They don't believe her claim that the museum's Lamp of Bharata is cursed, and they dare Aru to prove it. Just a quick light, Aru thinks. Then she can get herself out of this mess and never ever fib again. But lighting the lamp has dire consequences. She unwittingly frees the Sleeper, an ancient demon whose duty it is to awaken the God of Destruction. Her classmates and beloved mother are frozen in time, and it's up to Aru to save them. The only way to stop the demon is to find the reincarnations of the five legendary Pandava brothers, protagonists of the Hindu epic poem, the Mahabharata, and journey through the Kingdom of Death. But how is one girl in Spider-Man pajamas supposed to do all that?

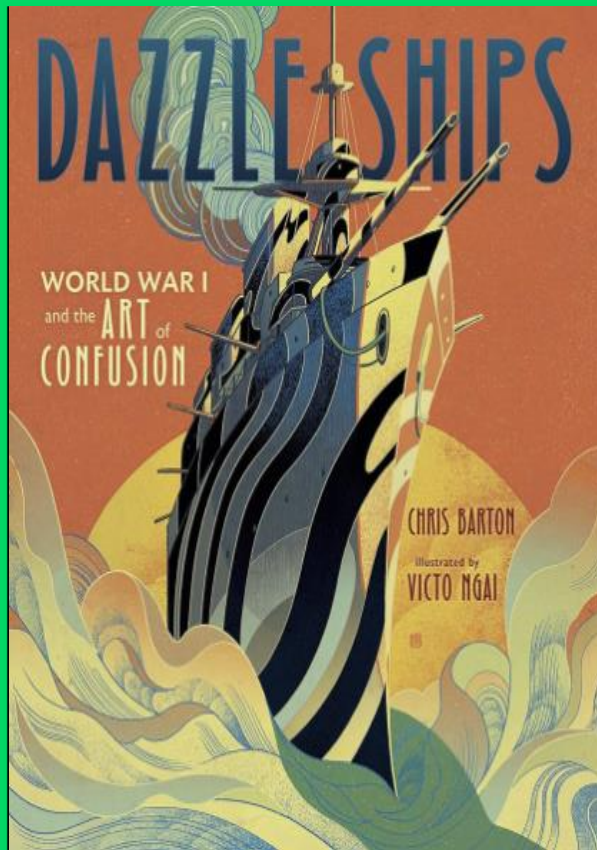




When young Tybre Faw discovers John Lewis and his heroic march across the Edmund Pettus Bridge in the fight for voting rights, Tybre is determined to meet him. Tybre's two grandmothers take him on the seven-hour drive to Selma, Alabama, where Lewis invites Tybre to join him in the annual memorial walk across the Bridge. And so, begins a most amazing friendship! In rich, poetic language, Andrea Davis Pinkney weaves the true story of a boy with a dream—together with the story of a real-life hero (who himself had a life-altering friendship with Martin Luther King, Jr. when he was young!). Keith Henry Brown's deeply affecting paintings bring this inspiring bond between a young activist and an elder congressman vividly to life. Who will be next to rise up and turn the page on history?

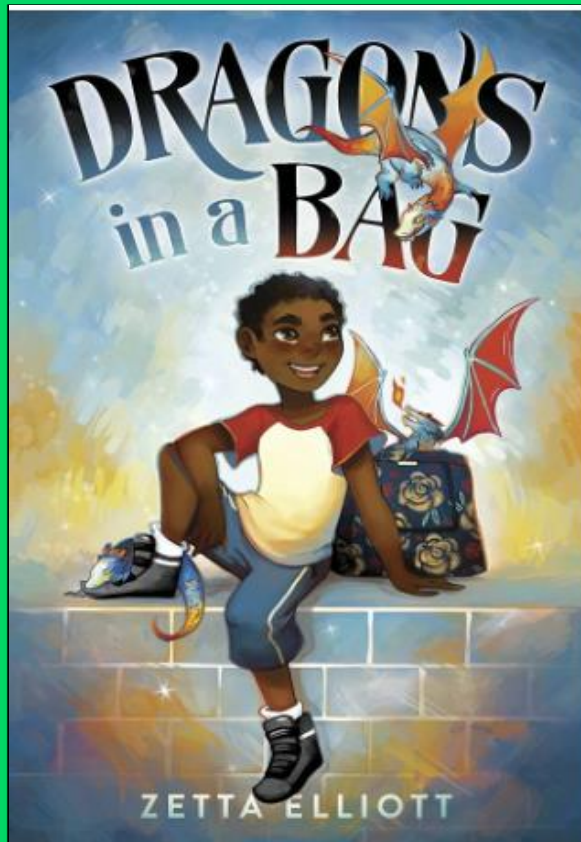


Allie Navarro can't wait to show her best friends the app she built at CodeGirls summer camp. And it's a hit. By the second day of school, everyone is talking about CLICK'D. Watching her app go viral is amazing. Leaderboards are filling up! Everyone's making new friends. And with all the data Allie is collecting, she has an even better shot at beating her archenemy, Nathan, at the upcoming youth coding competition. But when Allie discovers a glitch that threatens to expose everyone's secrets, she has to figure out how to make things right, even if that means sharing the computer lab with Nathan. Can Allie fix her app, stop it from doing any more damage, and win back the friends it hurt—all before she steps on stage to present CLICK'D to the judges?



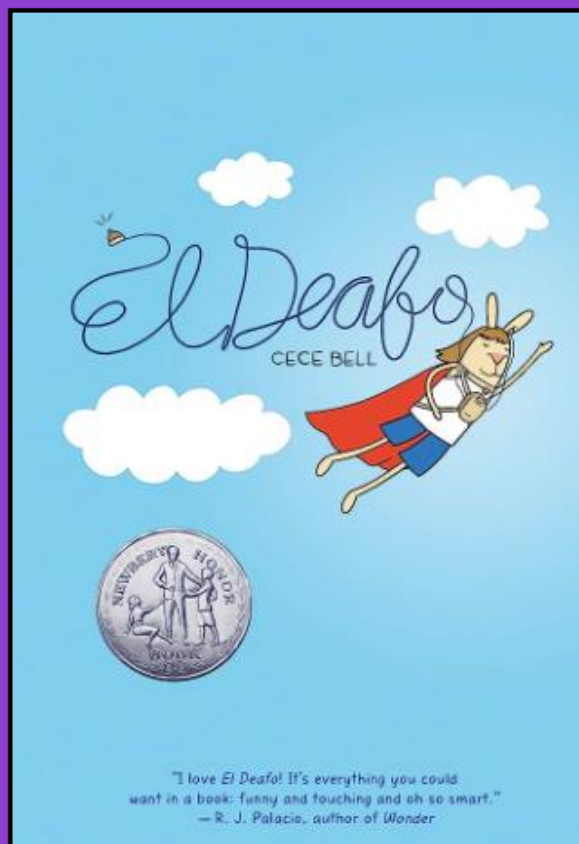
During World War I, British and American ships were painted with bold colors and crazy patterns from bow to stern. Why would anyone put such eye-catching designs on ships?

Desperate to protect ships from German torpedo attacks, British lieutenant-commander Norman Wilkinson proposed what became known as dazzle. These stunning patterns and colors were meant to confuse the enemy about a ship's speed and direction. By the end of the war, more than four thousand ships had been painted with these mesmerizing designs.

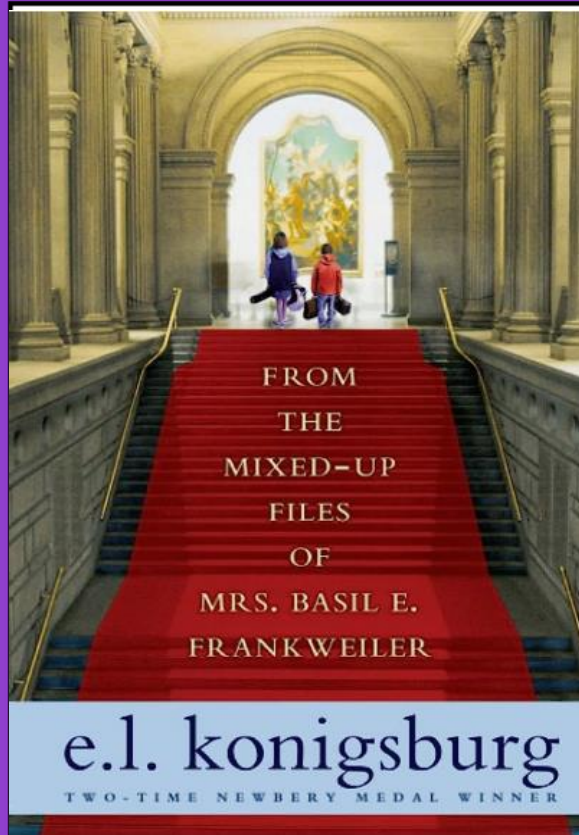


When Jaxon is sent to spend the day with a mean old lady his mother calls Ma, he finds out she's *not* his grandmother--but she *is* a witch! She needs his help delivering baby dragons to a magical world where they'll be safe. There are two rules when it comes to the dragons: don't let them out of the bag, and don't feed them anything sweet. Before he knows it, Jax and his friends Vikram and Kavita have broken both rules! Will Jax get the baby dragons delivered safe and sound? Or will they be lost in Brooklyn forever?

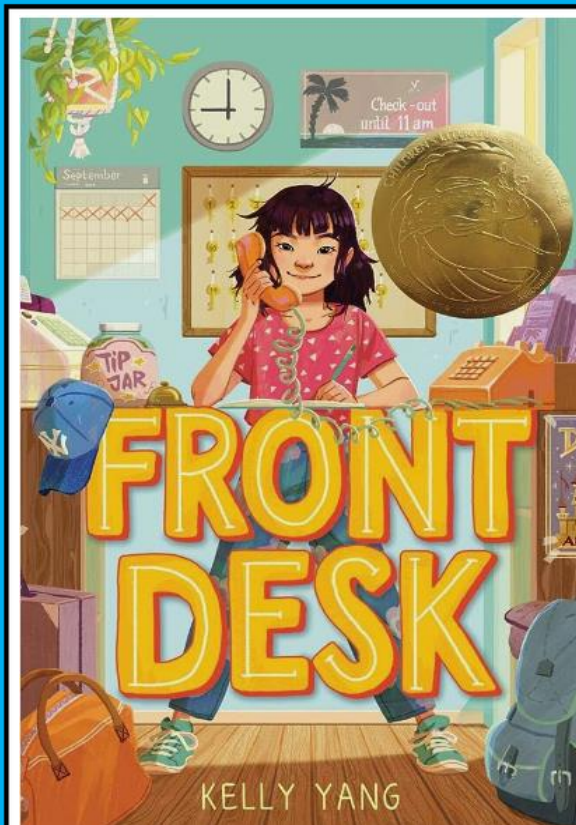




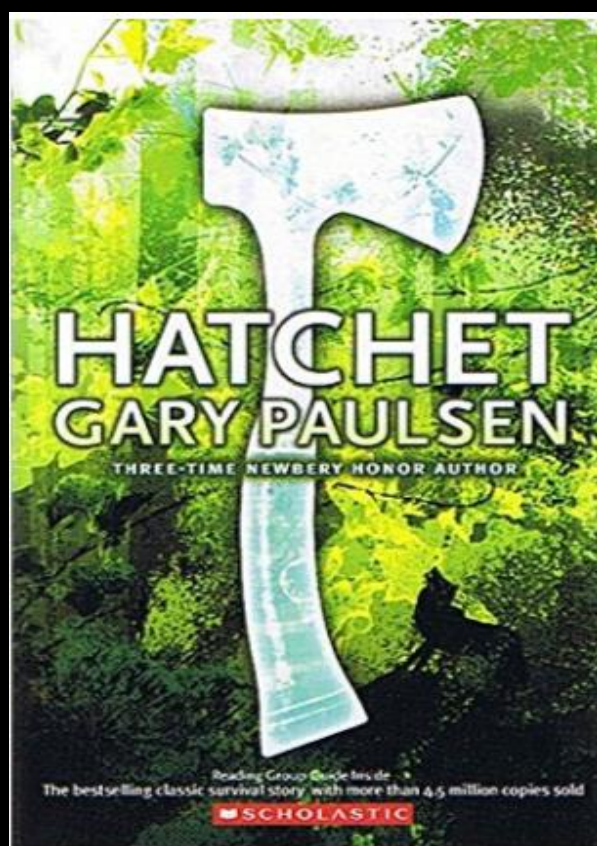
What does it take for a student with hearing loss and a hearing aid to become a superhero!!?!? Starting at a new school is scary, especially with a giant hearing aid strapped to your chest! At her old school, everyone in Cece's class was deaf. Here, she's different. She's sure the kids are staring at the Phonic Ear, the powerful aid that will help her hear her teacher. Too bad it also seems certain to repel potential friends. Then Cece makes a startling discovery. With the Phonic Ear she can hear her teacher not just in the classroom but anywhere her teacher is in the school—in the hallway . . . in the teacher's lounge . . . in the bathroom! This is power. Maybe even superpower! Cece is on her way to becoming El Deafo, Listener for All.



When Claudia decided to run away, she planned very carefully. She would be gone just long enough to teach her parents a lesson in Claudia appreciation. And she would go in comfort—she would live at the Metropolitan Museum of Art. She saved her money, and she invited her brother Jamie to go, mostly because he was a miser and would have money. Claudia was a good organizer and Jamie had some ideas, too; so the two took up residence at the museum right on schedule. But once the fun of settling in was over, Claudia had two unexpected problems: She felt just the same, and she wanted to feel different; and she found a statue at the Museum so beautiful she could not go home until she had discovered its maker, a question that baffled the experts, too. The former owner of the statue was Mrs. Basil E. Frankweiler. Without her—well, without her, Claudia might never have found a way to go home.

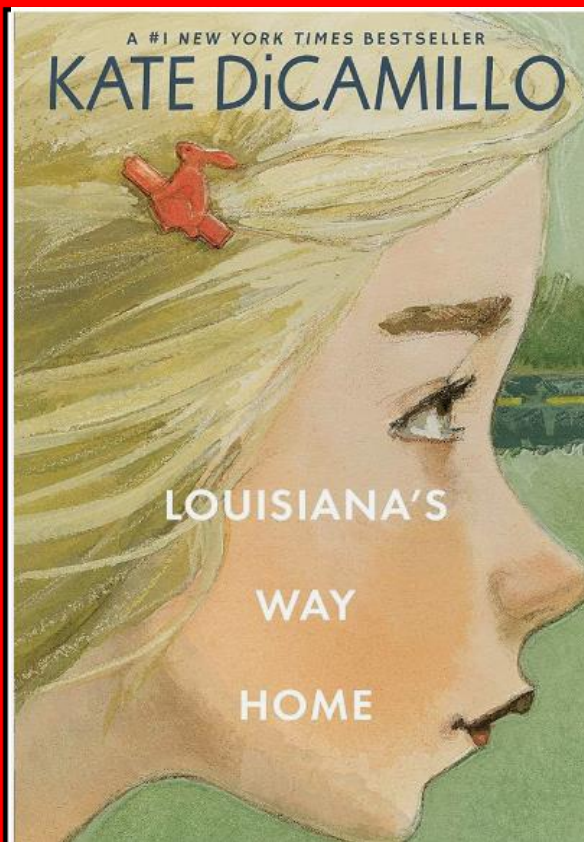


Mia Tang has a lot of secrets. Number 1: She lives in a motel, not a big house. Every day, while her immigrant parents clean the rooms, ten-year-old Mia manages the front desk of the Calivista Motel and tends to its guests. Number 2: Her parents hide immigrants. And if the mean motel owner, Mr. Yao, finds out they've been letting them stay in the empty rooms for free, the Tangs will be doomed. Number 3: She wants to be a writer. But how can she when her mom thinks she should stick to math because English is not her first language? It will take all of Mia's courage, kindness, and hard work to get through this year. Will she be able to hold on to her job, help the immigrants and guests, escape Mr. Yao, and go for her dreams?

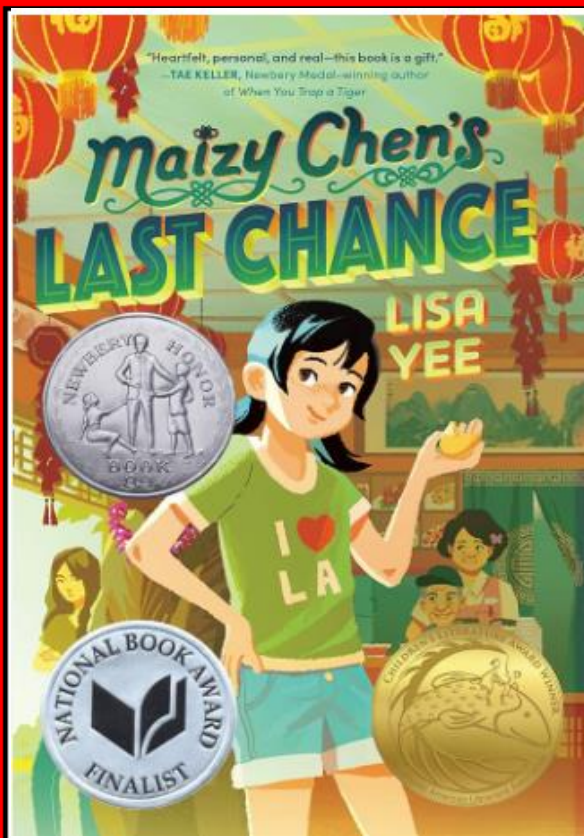


Thirteen-year-old Brian Robeson is traveling by single-engine plane to visit his father for the first time since his parent's divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

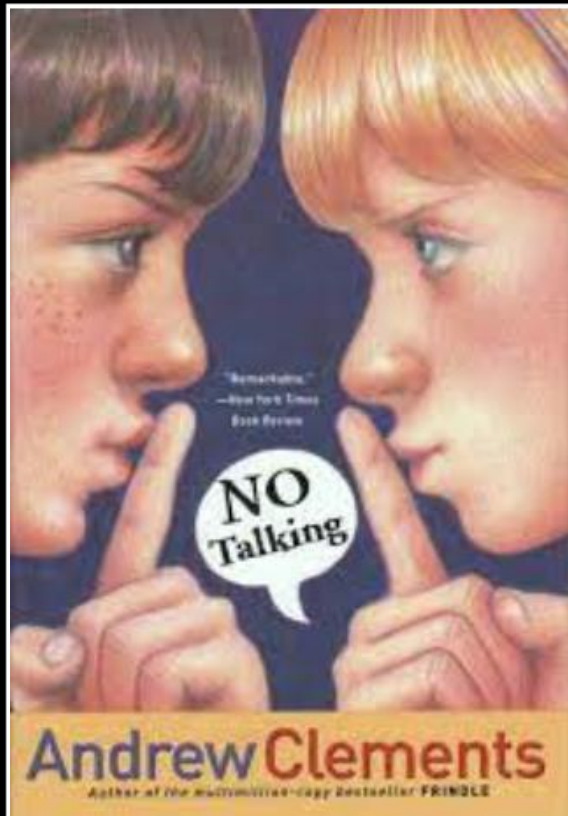




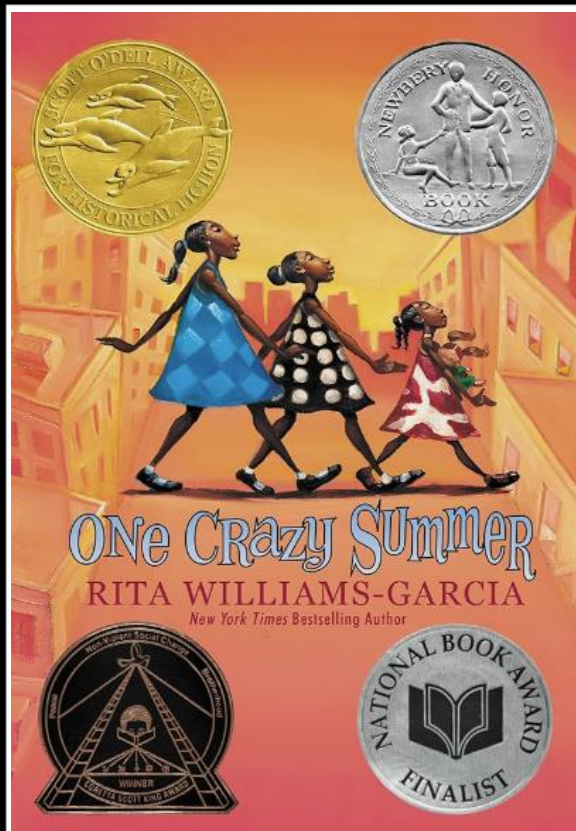
When Louisiana Elefante's granny wakes her up in the middle of the night to tell her that the day of reckoning has arrived and they have to leave home immediately, Louisiana isn't overly worried. After all, Granny has many middle-of-the-night ideas. But this time, things are different. This time, Granny intends for them never to return. Separated from her best friends, Raymie and Beverly, Louisiana struggles to oppose the winds of fate (and Granny) and find a way home. But as Louisiana's life becomes entwined with the lives of the people of a small Georgia town – including a surly motel owner, a walrus-like minister, and a mysterious boy with a crow on his shoulder – she starts to worry that she is destined only for goodbyes.



Maizy has never been to Last Chance, Minnesota . . . until now. Her mom's plan is just to stay for a couple weeks, until her grandfather gets better. But plans change, and as Maizy spends more time in Last Chance and at the Golden Palace—the restaurant that's been in her family for generations—she makes some discoveries. But the more Maizy discovers, the more questions she has. Like, why are her mom and her grandmother always fighting? Who are the people in the photographs on the office wall? And when she discovers that a beloved family treasure has gone missing—and someone has left a racist note—Maizy decides it's time to find the answers.

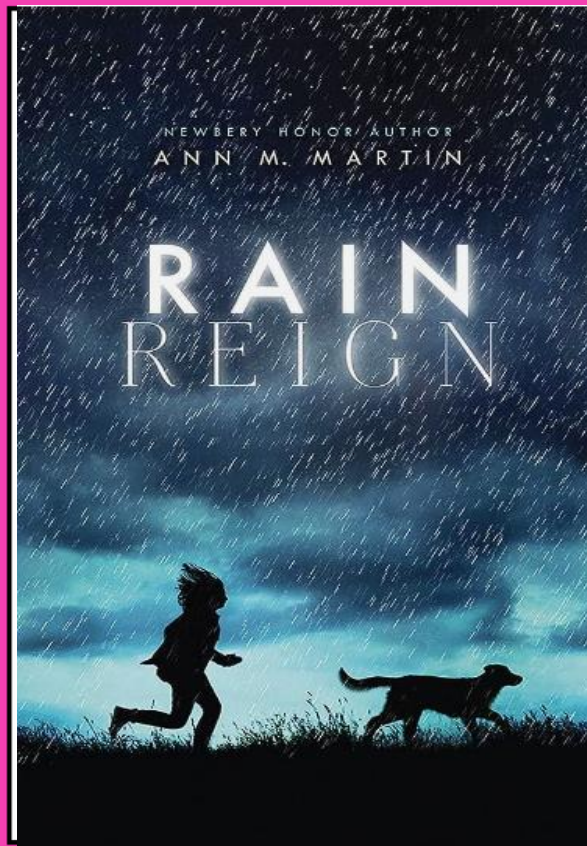


It's boys vs. girls when the noisiest, most talkative, and most competitive fifth graders in history challenge one another to see who can go longer without talking. Teachers and school administrators are in an uproar, until an innovative teacher sees how the kids' experiment can provide a terrific and unique lesson in communication. In *No Talking*, Andrew Clements portrays a battle of wills between some spunky kids and a creative teacher with the perfect pitch for elementary school life.

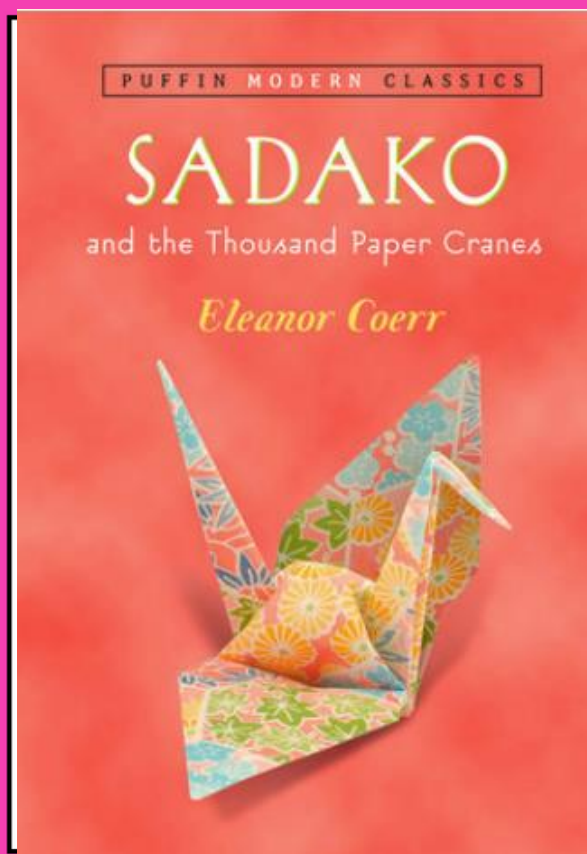


Eleven-year-old Delphine is like a mother to her two younger sisters, Vonetta and Fern. She's had to be, ever since their mother, Cecile, left them seven years ago for a radical new life in California. But when the sisters arrive from Brooklyn to spend the summer with their mother, Cecile is nothing like they imagined. While the girls hope to go to Disneyland and meet Tinker Bell, their mother sends them to a day camp run by the Black Panthers. Unexpectedly, Delphine, Vonetta, and Fern learn much about their family, their country, and themselves during one truly crazy summer.





Rose Howard is obsessed with homonyms. She's thrilled that her own name is a homonym, and she purposely gave her dog Rain a name with two homonyms (Reign, Rein), which, according to Rose's rules of homonyms, is very special. Not everyone understands Rose's obsessions, her rules, and the other things that make her different—not her teachers, not other kids, and not her single father. When a storm hits their rural town, rivers overflow, the roads are flooded, and Rain goes missing. Rose's father shouldn't have let Rain out. Now Rose has to find her dog, even if it means leaving her routines and safe places to search.



The star of her school's running team, Sadako is lively and athletic...until the dizzy spells start. Then she must face the hardest race of her life—the race against time. Based on a true story, *Sadako and the Thousand Paper Cranes* celebrates the courage that makes one young woman a heroine in Japan.

SHARON CREECH

WINNER OF THE NEWBERY MEDAL FOR WALK TWO MOONS

# SAVING WINSLOW

a novel



Louie doesn't have the best luck when it comes to nurturing small creatures. So when his father brings home a sickly newborn mini donkey, he's determined to save him. He names him Winslow. Taking care of him helps Louie feel closer to his brother, Gus, who is far, far away in the army. Everyone worries that Winslow won't survive, especially Louie's quirky new friend, Nora, who has experienced loss of her own. But as Louie's bond with Winslow grows, surprising and life-altering events prove that this fragile donkey is stronger than anyone could have imagined. A tale about love and friendship and letting go will tug at the heartstrings.

#1 NEW YORK TIMES  
BESTSELLING AUTHOR

RICK RIORDAN

## THE 39 CLUES



### BOOK ONE THE MAZE OF BONES

A GRAPHIC NOVEL BY ETHAN YOUNG

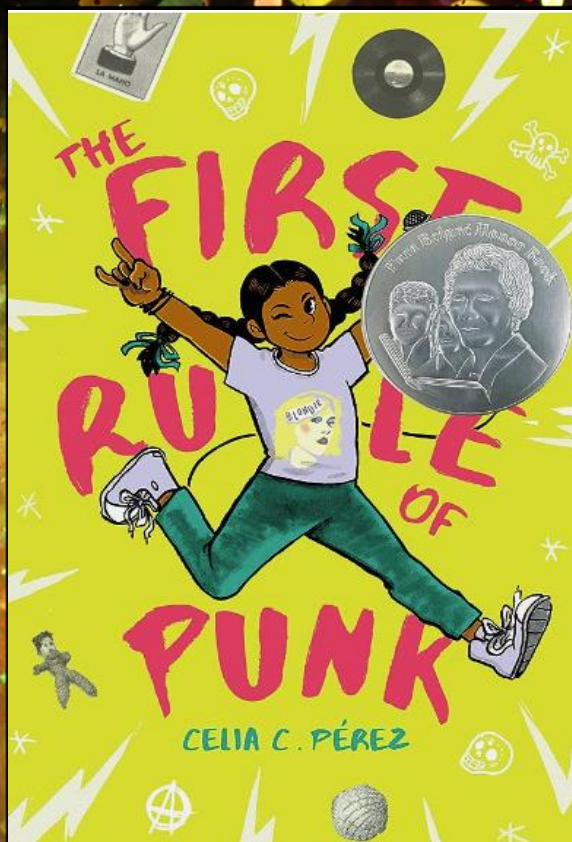
SCHOLASTIC

Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Marie Curie to Harry Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents.

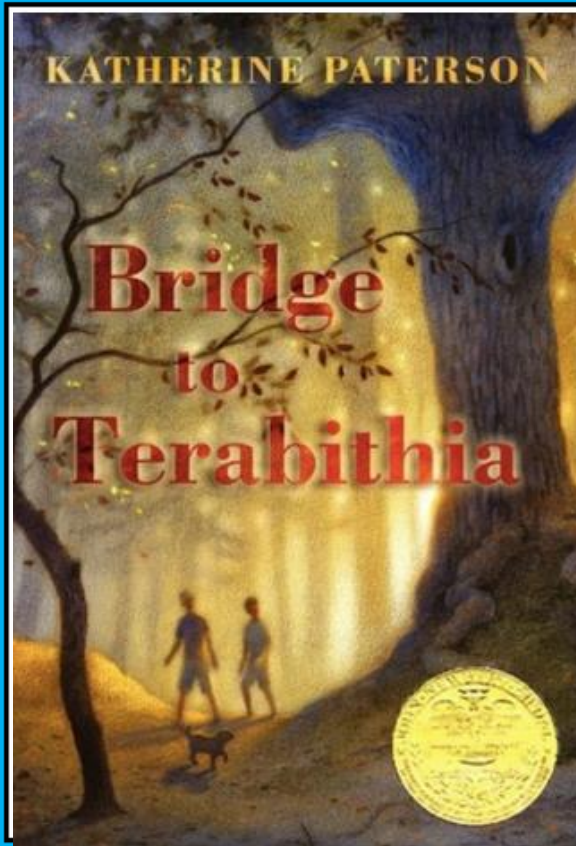




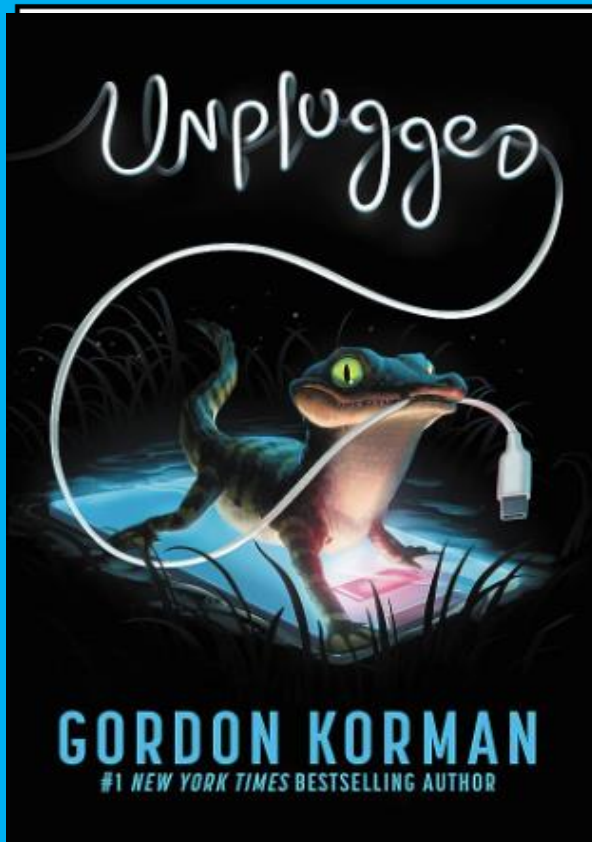
Josie always liked visiting her grandmother's house. But when she's forced to move there, she starts to feel like something is a little . . . off. Her grandmother has some very strange rules: Never leave your windows open after dark. No dolls in the house. Never, ever go by the house in the woods. A little spooked, Josie is relieved to find that her school seems pretty normal. She even manages to make friends with a popular girl named Vanessa. When Vanessa invites Josie back to her house to hang out, Josie doesn't question it. Not even when Vanessa takes her into the woods, and down an old dirt road, toward the very house her grandmother had warned her about . . . The house that has been calling for her.



There are no shortcuts to surviving your first day at a new school—you can't fix it with duct tape like you would your Chuck Taylors. On Day One, twelve-year-old Malú (María Luisa, if you want to annoy her) inadvertently upsets Posada Middle School's queen bee, violates the school's dress code with her punk rock look, and disappoints her college-professor mom in the process. Her dad, who now lives a thousand miles away, says things will get better as long as she remembers the first rule of punk: be yourself.

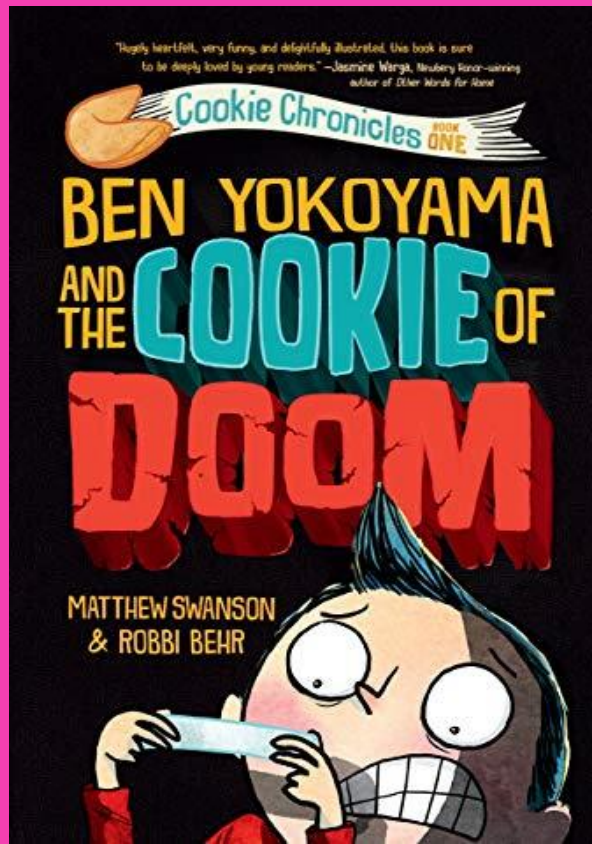


Jess Aarons has been practicing all summer so he can be the fastest runner in the fifth grade. And he almost is, until the new girl in school, Leslie Burke, outpaces him. The two become fast friends and spend most days in the woods behind Leslie's house, where they invent an enchanted land called Terabithia. One morning, Leslie goes to Terabithia without Jess and a tragedy occurs. It will take the love of his family and the strength that Leslie has given him for Jess to be able to deal with his grief.



As the son of the world's most famous tech billionaire, spoiled Jett Baranov has always gotten what he wanted. So, when his father's private jet drops him in the middle of the Arkansas wilderness, at a place called the Oasis, Jett can't believe it. He's forced to hand over his cell phone, eat grainy veggie patties, and participate in wholesome activities with the other kids, who he has absolutely no interest in hanging out with. As the weeks go on, Jett starts to get used to the unplugged life and even bonds with the other kids over their discovery of a baby-lizard-turned-pet, Needles. But he can't help noticing that the adults at the Oasis are acting strange. Jett is determined to get to the bottom of things, but can he convince everybody that he is no longer just a spoiled brat who is making trouble?





*Live each day as if it were your last.*

When Ben reads his fortune-cookie fortune, he's alarmed and inspired. Immediately, he begins drafting a bucket list of unfinished tasks and lifelong dreams (finish his 1000-piece model of the Taj Mahal, eat an entire cake, etc....). As Ben marches himself in and out of trouble, takes useful risks, and helps both his parents to see the bigger picture, readers discover how something that seems scary can instead be empowering--leading to friendships that might never have been made, neighbors that might never have been known, and apple pies that might otherwise never have been baked.