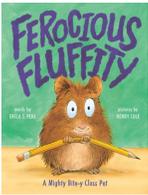
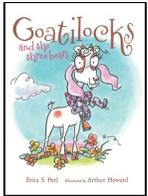
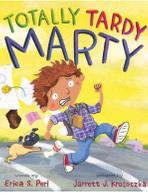
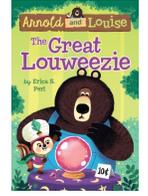
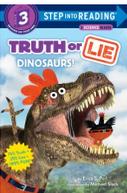


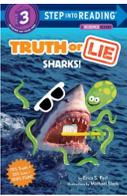
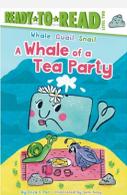
**Erica S. Perl K - 1**

	<p><b><u>Ferocious Fluffity: A Mighty Bite-y Class Pet</u></b>                  Mr. Drake's second grade class has a new class pet. Fluffity appears to be a cute and docile hamster, but the kids soon discover that she is not the cuddly pet they expected. From the moment her cage door opens, Fluffity becomes FEROCIOUS--biting and chasing everyone down the hall and into the library! Will the class be able to tame this beast and bring peace back to their school?  <b>Picture Book, 32 pages, recommended 5-8 years</b></p>
	<p><b><u>Goatlocks and the Three Bears</u></b>                  Goatlocks gobbles more than porridge in this fractured fairy tale that puts a hilarious twist on a favorite story. Once upon a time, there was a kid named Goatlocks. She lived down the road from a family of bears... Goatlocks can't resist sampling first Papa Bear's porridge, then Mama Bear's porridge, then Baby Bear's porridge, and his bowl and spoon, too. And it turns out Goatlocks has a taste for chairs and beds as well. This adaptation of a favorite fairy tale is full of tummy-rumbling fun.  <b>Picture Book, 40 pages, recommended 4-8 years</b></p>
	<p><b><u>The Ninth Night of Hanukkah</u></b>                  It's Hanukkah, and Max and Rachel are excited to light the menorah in their family's new apartment. Unfortunately, their Hanukkah box is missing. So now they have no menorah, candles, dreidels, or anything. Luckily, their neighbors are happy to help, offering thoughtful and often humorous stand-in items each night. Just as Hanukkah is about to end, Max and Rachel, inspired by the shamash ("helper") candle, have a brilliant idea: they're going to celebrate the Ninth Night of Hanukkah as a way to say thanks to everyone who's helped them.  <b>Picture Book, 40 pages, recommended 5-8 years</b></p>
	<p><b><u>Totally Tardy Marty</u></b>                  Marty tries his best to be on time, but a new invention, a giant squid, or something else, slows him down every day to the delight of Never Late Kate. But one day, Marty needs Kate's help and their unlikely new friendship changes both of their nicknames.  <b>Picture Book, 32 pages, recommended 5-8 years</b></p>
	<p><b><u>When Carrot Met Cookie</u></b>                  Cookie and Carrot are a true dynamic duo. Carrot teaches Cookie how to dip (in hummus), and Cookie teaches Carrot how to dunk (in milk). But when Cookie and Carrot's other pals make fun of their friendship, the two start to wonder if different food groups can ever really be friends. Packed with plenty of puns, this is a tale of acceptance and forgiveness.  <b>Picture Book, 32 pages, recommended 5-8 years</b></p>
	<p><b><u>The Great Louweezie (Arnold and Louise #1)</u></b>                  Arnold is a large black bear. His best friend, Louise, is a small chipmunk. But one day, Louise insists she is NOT Louise, she's The Great Louweezie, and she can predict the future! But when The Great Louweezie's demands begin to test Arnold's patience, the game feels much less fun. What will happen if friendship isn't in their future?  <b>Easy Reader, 59 pages, recommended 5-8 years</b></p>

## 2022 Authors in April Book Descriptions

	<p><b><u>Lost and Found (Arnold and Louise #2)</u></b></p> <p>When Louise borrows Arnold's newly found treasure, he's sure he'll never see it again. After all, she loses just about everything he lends her. Louise swears she hasn't lost it, but to get it back, she sends Arnold on a treasure hunt of her own. Or, is it a wild goose chase?</p> <p style="text-align: right;"><b>Easy Reader, 55 pages, recommended 5-8 years</b></p>
	<p><b><u>Happy Fell (Arnold and Louise #3)</u></b></p> <p>On one brisk, chilly day, Arnold the bear is determined to stay inside and make popcorn balls. But his best friend, Louise the chipmunk, wants to be outside and make leaf piles. After all, the leaves have finally fallen to the ground, bringing the first day of what Louise calls Fell, the season between Fall and Winter. An argument ensues, so they decide to do their preferred activities separately. But when they both realize that one thing is missing (each other) can they find a way to celebrate together?</p> <p style="text-align: right;"><b>Easy Reader, 57 pages, recommended 5-8 years</b></p>
	<p><b><u>All the Fun Winter Things (Arnold and Louise #4)</u></b></p> <p>Snow has fallen and the pond is frozen, so Arnold knows that, as a bear, it's time to hibernate! But Louise insists that he'll miss all the fun winter things if he does, so she convinces him to try hibernating like a chipmunk instead. They'll sleep for a short time, wake up to go sledding or have a snowball fight, and repeat! The only problem is, Arnold can't seem to keep his eyes open. What if he can't stay awake for the winter fun?</p> <p style="text-align: right;"><b>Easy Reader, 55 pages, recommended 5-8 years</b></p>
	<p><b><u>Penny and Clover, Follow That Ball! (The Lucky Dogs series)</u></b></p> <p>Penny is a small, frisky puppy. Clover is a big, careful canine. They play with the little boy in their home before their ball mysteriously goes missing.</p> <p style="text-align: right;"><b>Easy Reader, 32 pages, recommended 5-8 years</b></p>
	<p><b><u>Penny and Clover, Up and Over! (The Lucky Dogs series)</u></b></p> <p>Penny is a small, frisky puppy. Clover is a big, careful canine. While Penny has no problem jumping over a log, Clover isn't so sure she can do it. Can Clover come up with the courage to take a leap of faith and follow her friend?</p> <p style="text-align: right;"><b>Easy Reader, 32 pages, recommended 5-8 years</b></p>
	<p><b><u>Truth or Lie: Cats!</u></b> <i>Coming November 2021</i></p> <p>Cats were domesticated before dogs, right? That's a LIE! The TRUTH is, dogs were living with people for 10,000 years before cats ever were! In a Q&amp;A format, proficient readers are quizzed about cats to see if they can separate facts from "lies." The book's mascot, the Truth Sleuth, guides readers through this funny and fact-packed book, which features photos and illustrations of a wide variety of felines.</p> <p style="text-align: right;"><b>Easy Reader, 48 pages, recommended 5-8 years</b></p>
	<p><b><u>Truth or Lie: Dinosaurs!</u></b></p> <p>Tyrannosaurus rex's closest living relative is the alligator, right? That's a LIE! The TRUTH is, the massive carnivore was actually more closely related to chickens. In a Q&amp;A format, proficient readers are quizzed about dinosaurs to see if they can separate facts from "lies." The book's mascot, the Truth Sleuth, guides readers through this funny and fact-packed book, which features photos and illustrations of dinosaurs and fossils.</p> <p style="text-align: right;"><b>Easy Reader, 48 pages, recommended 5-8 years</b></p>

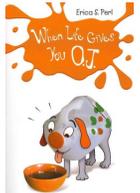
## 2022 Authors in April Book Descriptions

	<p><b><u>Truth or Lie: Inventors!</u></b></p> <p>The computer mouse was invented by Steve Jobs, right? That's a LIE! The TRUTH is, it was invented by a man you've probably never heard of named Doug Englebart! In a Q&amp;A format, proficient readers are quizzed about inventions and their inventors to see if they can separate facts from "lies." The book's mascot, the Truth Sleuth, guides readers through this funny and fact-packed book, which features photos and illustrations of a wide variety of inventions.</p> <p style="text-align: right;"><b>Easy Reader, 48 pages, recommended 5-8 years</b></p>
	<p><b><u>Truth or Lie: Presidents!</u></b></p> <p>President Taft got stuck in the White House bathtub, right? That's a LIE! The TRUTH is, he never actually got stuck in the bath during his presidency. In a Q&amp;A format, proficient readers are quizzed about funny, interesting presidential trivia, to see if they can separate facts from "lies." The book's mascot, the Truth Sleuth, guides readers through this entertaining and fact-packed book, filled with historical photos and kid-appealing art and humor.</p> <p style="text-align: right;"><b>Easy Reader, 48 pages, recommended 5-8 years</b></p>
	<p><b><u>Truth or Lie: Sharks!</u></b></p> <p>Baby sharks are toothless at first, right? That's a LIE! The TRUTH is, sharks are born with a mouthful of teeth to protect themselves and hunt right away. In a Q&amp;A format, proficient readers are quizzed about their favorite ocean predators to see if they can separate facts from "lies." The book's mascot, the Truth Sleuth, guides readers through this funny and fact-packed book, filled with photos of sharks in action, as well as kid-appealing art and humor.</p> <p style="text-align: right;"><b>Easy Reader, 48 pages, recommended 5-8 years</b></p>
	<p><b><u>A Whale of a Tea Party Coming December 2021</u></b></p> <p>Meet a whale named Whale. She spends most of her time exploring the area near Tiny Island, dreaming of a day when she'll have real friends, not just rock friends. One day, Whale decides to throw a tea party...and it changes everything, especially when Quail and Snail show up!</p> <p style="text-align: right;"><b>Easy Reader, 32 pages, recommended 5-7 years</b></p>
	<p><b><u>The Un-Friendship Bracelet (Craftily Ever After #1)</u></b></p> <p>In the first Craftily Ever After book, best friends Emily and Maddie are so close that they spend most of their free time together and wear matching friendship bracelets, too! One day, a new student named Bella Diaz shows up and Maddie immediately befriends her, discovering that she too is really crafty. As Maddie and Bella spend more time together, Emily finds herself spending more time alone...until she realizes that the boy who's been sitting next to her in class this whole time, Sam, loves to draw and create just like she does. But then, when Emily's friendship bracelet falls off and Maddie doesn't even notice, Emily begins to worry. Maybe it was an un-friendship bracelet after all. <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>
	<p><b><u>Making the Band (Craftily Ever After #2)</u></b></p> <p>In the second Craftily Ever After book, there's a talent show at school and for the first time, Maddie, Bella, Emily, and Sam can't think of anything to do. That is, until an old tin can and some plastic tubing give them a musical idea! Can they pull it off or will their idea fall flat? <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>

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	<p><b><u>Tie-Dye Disaster (Craftily Ever After #3)</u></b></p> <p>Maddie gets her knack for fashion and sewing from her mom, a seamstress. She's made a lot for an eight-year-old, from theater costumes, to brand-new pairs of pants, to pillows for the Craft Clubhouse. But she's never tie-dyed before. Maddie, Emily, Bella, and Sam have lots of fun turning clothing bright, groovy colors. But then something not so bright and groovy happens. The kids accidentally tie-dye a shirt Maddie's mother made for the mayor of the town! They try all sorts of things to fix their mistake, but nothing works. What is the foursome going to do about their tie-dye disaster? <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>
	<p><b><u>Dream Machine (Craftily Ever After #4)</u></b></p> <p>Bella is a computer whiz and loves brainstorming new gadgets to make. So when she spies a flier for a citywide robotics competition, the young inventor's wheels start spinning. She can't wait to start building and programming! There's just one problem: all the kids on her school's robotics team are older. Bella must find a way to prove herself to the big kids. Now the competition is heating up, both in the craft clubhouse and at school. Will Bella find the confidence to follow her dreams and conquer the competition? <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>
	<p><b><u>DIY Pet Shop (Craftily Ever After #5)</u></b></p> <p>Emily is desperate to get a puppy. She has worked really hard to convince her parents that she's responsible and ready and they've finally agreed. But first, Emily is going to volunteer at the local animal shelter to get some practice caring for the animals. She's loving it until, ah-ahhh-CHOOO! She discovers that she's allergic to them! Emily is devastated. Luckily, her creative friends just might have the perfect solution to cheer her up. <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>
	<p><b><u>Breaking the Piggy Bank (Craftily Ever After #6)</u></b></p> <p>Bella, Emily, Maddie, and Sam have been hard at work in their craft studio. So busy in fact, that their supplies are starting to dwindle. It's time to stock up! In order to add a little money to their piggy bank, the friends decide to combine their skills and use the last of their allowance to create their very own business: a lemonade stand! But something's not quite right. While the stand looks fabulous, the lemonade is not. And where are all their customers? Can these crafty entrepreneurs save their business before it's too late? <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>
	<p><b><u>Best Buds Forever (Craftily Ever After #7)</u></b></p> <p>Emily Adams learns that an empty dirt lot in town used to be a beautiful garden but now it's about to be paved over. So, she decides to take action. Emily and her three crafty friends, Maddie, Bella, and Sam decide the best way to save the old garden is to create a new one! But first they have to get the neighborhood on board. They research why gardens are great for the environment and the community, and they present the information to their friends, family, and neighbors. The last person they have to convince is the mayor himself. The friends know that no matter what happens, they'll be best buds forever... But will the mayor like their plan? <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>

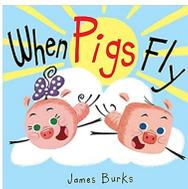
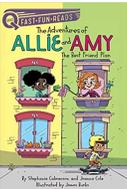
## 2022 Authors in April Book Descriptions

	<p><b><u>One Big Crafty Family (Craftily Ever After #8)</u></b></p> <p>When Emily, Maddie, Bella, and Sam learn that there is going to be a craft fair at their school, they are beyond excited! What could be more perfect for four kids who love to craft? But as the friends brainstorm ideas for the perfect project, they can't seem to agree on one! So they decide to go their separate ways for the craft fair. But does that mean the friends are going to go their separate ways...forever? Or will they realize that they're better working together as one big crafty family? <i>(Written under Erica's pseudonym, Martha Maker.)</i></p> <p style="text-align: right;"><b>Chapter Book, 128 pages, recommended 5-9 years</b></p>
	<p><b><u>When Life Gives You O.J.</u></b></p> <p>For years, 10-year-old Zelly Fried has tried to convince her parents to let her have a dog. It sure could go a long way in helping Zelly fit in after moving from Brooklyn. But when her eccentric grandfather Ace hatches a ridiculous plan involving a "practice dog" named O.J., Zelly's not so sure how far she's willing to go to win a dog of her own. Is Ace's plan so crazy it just might work? Or, is it just plain crazy?</p> <p style="text-align: right;"><b>Novel, 198 pages, recommended 8-12 years</b></p>
	<p><b><u>Aces Wild (companion to When Life Gives You O.J.)</u></b></p> <p>Zelly Fried has finally convinced her parents to let her get a dog, with the help of her grandfather Ace. Unfortunately, said dog (also named Ace) is a shoe-chewing, mud-tracking, floor-peeing kind of dog. Despite Zelly's best efforts to drag Ace to puppy kindergarten, his flunking report card says it all: "This Ace is wild." Also wild is the other Ace in Zelly's life. Grandpa Ace has decided to begin dating again and is dining and dancing every night, against his doctor's orders. Determined to get both Aces under control, Zelly enlists the help of her two best friends. They need to come up with a plan, fast. But how? It's not like either Ace ever does what he's told.</p> <p style="text-align: right;"><b>Novel, 217 pages, recommended 8-12 years</b></p>

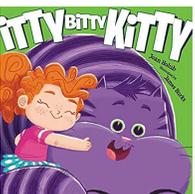
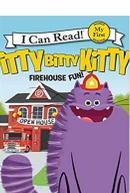
## James Burks 2 - 3

	<p><b><u>Agent 9: Flood-a-Geddon!</u></b></p> <p>This is a hilarious and adventurous new graphic novel series about a feline secret agent who will do whatever it takes to save the world—even if it means destroying a few things along the way. Can Agent 9 prove to be the right cat for the job by overcoming impulsive behavior and saving the world from a complete flood-a-geddon?</p> <p style="text-align: right;"><b>Graphic Novel, 192 pages, recommended ages 7-12 years</b></p>
	<p><b><u>Bird &amp; Squirrel On the Run (#1)</u></b></p> <p>Bird and Squirrel outwit Cat and become best friends in this zany adventure. Squirrel is afraid of his own shadow. Bird doesn't have a care in the world. And Cat wants to eat Bird and Squirrel. Of course, he'll have to catch them first, and that's not going to be easy. Join this trio as they head south for the winter in a hilarious road trip. But watch out! Cat is waiting around every bend, and he's one pesky feline.</p> <p style="text-align: right;"><b>Graphic Novel, 128 pages, recommended ages 7-10 years</b></p>
	<p><b><u>Bird &amp; Squirrel On Ice (#2)</u></b></p> <p>After Bird and Squirrel crash land in the South Pole during a raging blizzard, a penguin named Sakari thinks Bird has come to rid her village of a hungry Killer Whale. But when Squirrel finds out that Bird will actually be fed to the Killer Whale as a sacrifice, they hatch a crazy plan to escape. With good timing, a little luck, and help from Sakari, they just might make it out alive. Or they might end up as whale food!</p> <p style="text-align: right;"><b>Graphic Novel, 128 pages, recommended ages 7-10 years</b></p>

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	<p><b><u>Bird &amp; Squirrel On the Edge (#3)</u></b></p> <p>Bird and Squirrel are almost home. All that's left for them to do is cross the Great Mountains. But before they can, the duo stops to chase off wolves hunting a baby bear. Can Squirrel set aside his fears and keep both Bird and the bear cub safe as they journey on foot over the mountains with a pack of hungry wolves on their tail?</p> <p style="text-align: right;"><b>Graphic Novel, 144 pages, recommended ages 7-10 years</b></p>
	<p><b><u>Bird &amp; Squirrel On Fire (#4)</u></b></p> <p>It's been a long, crazy trip around the world. Now the duo is back in their beloved forest and Bird wants to throw a party! But Squirrel isn't in the mood to celebrate. His house needs a good cleaning, the river has been dammed up by a pesky beaver, and the forest animals are jittery about a growing menace. Will Bird finally convince Squirrel to let go and just have a good time?</p> <p style="text-align: right;"><b>Graphic Novel, 192 pages, recommended ages 7-10 years</b></p>
	<p><b><u>Bird &amp; Squirrel All Tangled Up (#5)</u></b></p> <p>Bird and Squirrel add a new member to the adventuring team: Squirrel's daughter, BIRDIE!!! Bird and Squirrel are put in charge of taking care of Squirrel's daughter, Birdie. Bird convinces Squirrel (despite his better judgment) to have some fun and as far as Bird is concerned, nothing is more fun than setting off in search of the most elusive creature of the forest: Bigfoot! Nothing can prepare them for the crazy adventures ahead!</p> <p style="text-align: right;"><b>Graphic Novel, 128 pages, recommended ages 7-10 years</b></p>
	<p><b><u>Bird &amp; Squirrel All or Nothing (#6)</u></b></p> <p>The dangerous Horned Toad 500 cross-country race is coming up and Bird's father has always won it. But when his dad gets injured, Bird reluctantly joins the race to save the family honor. While dealing with the scorching desert heat and dirty tricks from another team, Bird and Squirrel are put to the ultimate test of endurance and sportsmanship. Along the way, the duo learns that, win or lose, having good friends and family will always get you to the finish line.</p> <p style="text-align: right;"><b>Graphic Novel, 128 pages, recommended ages 7-10 years</b></p>
	<p><b><u>When Pigs Fly</u></b></p> <p>Henry is ready to do what no pig has done before. "But pigs can't fly," says his sister, Henrietta. Nothing will stop Henry from trying, until it looks as though gravity might finally get the better of him. Fortunately, Henrietta has an idea that gives both of them a lift. Henry's determination and Henrietta's imagination combine to make a sibling story about creative play and teamwork.</p> <p style="text-align: right;"><b>Picture Book, 32 pages, recommended ages 3 - 5 years</b></p>
<p><b>Illustrated Only</b></p>	
	<p><b><u>The Best Friend Plan: The Adventures of Allie and Amy 1</u></b></p> <p>Best, best, best friends Amy and Allie do absolutely everything together. And this summer they have made a list of activities that they will do each and every day. But then Allie learns she's being sent to sleep-away camp and all their plans are ruined! How will these BFFs ever make it through the summer?</p> <p style="text-align: right;"><b>Chapter Book, 96 pages, recommended ages 5 - 8 years</b></p>
	<p><b><u>Rockin' Rockets: The Adventures of Allie and Amy 2</u></b></p> <p>Best, best, best friends Amy and Allie do absolutely everything together. But a new girl has moved to their neighborhood, and she has only one extra ticket for the most exciting concert ever. Which friend will get to go? Allie or Amy?</p> <p style="text-align: right;"><b>Chapter Book, 96 pages, recommended ages 5 - 8 years</b></p>

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	<p><b><u>Stars of the Show: The Adventures of Allie and Amy 3</u></b>          Best, best friends Amy and Allie do absolutely everything together. But when Allie gets sick, she can't perform their duet at a fundraiser to save the local playground! Will Amy have to sing alone?</p> <p style="text-align: right;"><b>Chapter Book, 96 pages, recommended ages 5 - 8 years</b></p>
	<p><b><u>All Paws on Deck: Haggis and Tank Unleashed #1</u></b>          Meet Haggis and Tank--two dogs with BIG imaginations! Tank is an outgoing Great Dane. Haggis is a grumpy Scottie dog. In the first book in the series, Haggis and Tank set sail as pirates. At first, Haggis doesn't see what Tank does--that an adventure awaits them with just a little imagination! But soon, Haggis joins in and the two friends go on a pirate adventure.</p> <p style="text-align: right;"><b>Chapter Book, 80 pages, recommended ages 5 - 7 years</b></p>
	<p><b><u>Digging for Dinos: Haggis and Tank Unleashed #2</u></b>          Haggis and Tank's big imaginations take them on a search for real live dinosaurs! They build a nest for dino eggs and play baseball with a triceratops. But then the ground starts shaking. Is a T-rex chasing Haggis and Tank? Or could something else be headed their way? This series is full of clever wordplay and homophones that make Haggis and Tank's adventures even more fun! And James Burks' engaging, full-color artwork appears on every page!</p> <p style="text-align: right;"><b>Chapter Book, 80 pages, recommended ages 5 - 7 years</b></p>
	<p><b><u>Howl at the Moon: Haggis and Tank Unleashed #3</u></b>          Haggis and Tank's imaginations take them across the globe -- to Scotland! They fly an airplane, visit a castle, play bagpipes, and even get chased by a... werewolf?! This series is full of clever wordplay and homophones that make Haggis and Tank's adventures even more fun! And James Burks' engaging, full-color artwork appears on every page!</p> <p style="text-align: right;"><b>Chapter Book, 80 pages, recommended ages 5 - 7 years</b></p>
	<p><b><u>Itty Bitty Kitty</u></b>          Ava wants a pet, but Mom and Dad say she's too little. So when she finds a kitty, Ava decides to name him Itty Bitty and keep him a secret. There's just one tiny problem: Itty Bitty starts growing and growing and growing . . . until he's neither itty nor bitty! Kids will laugh and cheer along as Ava and Itty Bitty try to keep Mom and Dad from discovering their not-so-little secret!</p> <p style="text-align: right;"><b>Picture Book, 32 pages, recommended ages 4 - 8 years</b></p>
	<p><b><u>Itty Bitty Kitty and the Rainy Play Day</u></b>          It's a drippy-droppy, plippy-ploppy, rainy, gray, can't-play-outside day—which means that Ava and Itty Bitty Kitty are stuck inside! When Ava and her giant cat run out of things to do, they invent their own games and have a rainy play day that is absolutely purr-fect.</p> <p style="text-align: right;"><b>Picture Book, 32 pages, recommended ages 4 - 8 years</b></p>
	<p><b><u>Itty Bitty Kitty: Firehouse Fun!</u></b>          Ava and Itty Bitty Kitty are off to visit the firehouse! Ava's giant cat is usually less than purr-fectly behaved, and this trip is no exception! Will Itty Bitty's nose for trouble make them new friends—or make their visit to the firehouse a disaster?</p> <p style="text-align: right;"><b>Beginner Reader Book, 32 pages, recommended ages 4 - 8 years</b></p>

## 2022 Authors in April Book Descriptions



### **The Monstore**

The Monstore is the place to go for all of your monsterly needs. Which is perfect, since Zack definitely has a monsterly need. The problem? His pesky little sister, Gracie, who never pays attention to that "Keep Out" sign on Zack's door--the one he has made especially for her. But when Zack's monsters don't exactly work as planned, he soon finds out that the Monstore has a few rules: No Refunds. No exchanges. No exceptions.

**Picture Book, 32 pages, recommended ages 4 - 7 years**

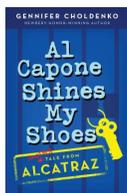
## **Gennifer Choldenko 4 - 5**



### **Al Capone Does My Shirts (Tales From Alcatraz #1)**

The Newbery Honor Book and New York Times Bestseller that is historical fiction with a hint of mystery about living at Alcatraz not as a prisoner, but as a kid meeting some of the most famous criminals in our history. A twelve-year-old boy named Moose moves to Alcatraz Island in 1935 when guards' families were housed there, and has to contend with his extraordinary new environment in addition to life with his autistic sister.

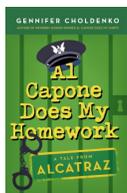
**228 pages, recommended ages 10 and up**



### **Al Capone Shines My Shoes (Tales From Alcatraz #2)**

Moose Flanagan, who lives on Alcatraz along with his family and the families of the other prison guards, is frightened when he discovers that noted gangster Al Capone, a prisoner there, wants a favor in return for the help that he secretly gave Moose.

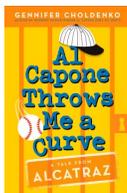
**274 pages, recommended ages 10 and up**



### **Al Capone Does My Homework (Tales From Alcatraz #3)**

Alcatraz Island in the 1930s isn't the most normal place to grow up, but it's home for Moose Flanagan, his autistic sister, Natalie, and all the families of the guards. When Moose's dad gets promoted to Associate Warden, despite being an unlikely candidate, it's a big deal. But the cons have a point system for targeting prison employees, and his dad is now in serious danger. After a fire starts in the Flanagan's apartment, Natalie is blamed, and Moose bands with the other kids to track down the possible arsonist. Then Moose gets a cryptic note from the notorious Al Capone himself. Is Capone trying to protect Moose's dad too? If Moose can't figure out what Capone's note means, it may be too late.

**214 pages, recommended ages 10 and up**



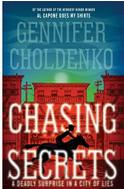
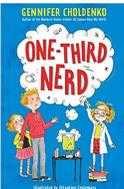
### **Al Capone Throws Me a Curve (Tales From Alcatraz #4)**

Moose Flanagan lives on a famous island in California: Alcatraz, home to some of the most dangerous prisoners in the United States in the 1930s. It's the summer before he starts high school, and Moose is going to play a lot of baseball and win a spot on the high school team. But he still needs to watch his special older sister, Natalie--and then the warden asks Moose to look after his two-faced, danger-loving daughter, Piper.

In the cell house there are rumors that the cons will strike, and that Moose's father might step up to a new job. Moose is worried: What will this mean for their family, especially for Natalie, who's had some scary run-ins with prisoners? Then the unthinkable happens: Natalie winds up someplace she should never, ever go. And Moose has to rescue her.

**240 pages, recommended ages 10 and up**

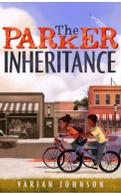
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	<p><b><u>Chasing Secrets</u></b></p> <p>San Francisco, 1900. The Gilded Age. A fantastic time to be alive for lots of people . . . but not thirteen-year-old Lizzie Kennedy, stuck at Miss Barstow's snobby school for girls. Lizzie's secret passion is science, an unsuitable subject for finishing-school girls. Lizzie lives to go on house calls with her physician father. On those visits to his patients, she discovers a hidden dark side of the city—a side that's full of secrets, rats, and rumors of the plague. The newspapers, her powerful uncle, and her beloved papa all deny that the plague has reached San Francisco. So why is the heart of the city under quarantine? Why are angry mobs trying to burn Chinatown to the ground? Why is Noah, the Chinese cook's son, suddenly making Lizzie question everything she has known to be true? Ignoring the rules of race and class, Lizzie and Noah must put the pieces together in a heart-stopping race to save the people they love.</p> <p style="text-align: right;"><b>288 pages, recommended ages 9 -12</b></p>
	<p><b><u>If a Tree Falls at Lunch Period</u></b></p> <p>Kirsten's parents are barely speaking to each other, and her best friend has fallen under the spell of the school's queen bee, Brianna. It seems like only Kirsten's younger science-geek sister is on her side. Walker's goal is to survive at the new white private school his mom has sent him to because she thinks he's going to screw up like his cousin. But he's a good kid. So is his friend Matteo, though no one knows why he'll do absolutely anything that hot blond Brianna asks of him. But all of this feels almost trivial when Kirsten and Walker discover a secret that shakes them both to the core. <i>For mature reader.</i></p> <p style="text-align: right;"><b>216 pages, recommended ages 10 and up</b></p>
	<p><b><u>No Passengers Beyond this Point</u></b></p> <p>Siblings India, Finn, and Mouse are stunned when their mom tells them they are flying that night--without her--to their Uncle Red's home in Colorado. But things take an even more dramatic turn when their plane lands in a very unusual place. A mysterious driver meets them at the airport; when he drops them off at their "destination," each kid suddenly has a clock with a different amount of time left. If the time runs out, they have to become permanent citizens in a place they don't recognize or understand. Only if they work together can they call the driver back to help get them where they really belong. Suspenseful, funny, dramatic, and thought-provoking, this is a book that will stay with you long after you read the incredible ending.</p> <p style="text-align: right;"><b>272 pages, recommended ages 9 - 13</b></p>
	<p><b><u>Notes from a Liar and Her Dog</u></b></p> <p>Living in a family with two perfect sisters and parents who just don't get her, Ant MacPherson finds it easier to lie. After all, the only one who appreciates her is her dog, Pistachio. But when a concerned teacher sees the truth behind Ant's lies, it seems as though she might be in for a change . . .</p> <p style="text-align: right;"><b>216 pages, recommended ages 8-12</b></p>
	<p><b><u>One-Third Nerd</u></b></p> <p>Fifth grade is not for amateurs, according to Liam. Luckily, he knows that being more than one-third nerd is not cool. Liam lives in the Bay area near San Francisco with his mom and two younger sisters. Dakota is fascinated by science and has a big personality but struggles to make friends; Izzy, a child with Down syndrome, makes friends easily and notices things that go past everyone else. Dad lives across town, but he's over a lot. And then there's Cupcake, their lovable German shepherd, who guards their basement apartment. Recently, Cupcake has a problem--she's peeing in the house. The kids need to make enough money to take her to the vet before their landlord upstairs finds out. And Mom and Dad have said if Cupcake doesn't stop, they will find her a new home. But the kids will never let Cupcake go. Can they save her?</p> <p style="text-align: right;"><b>224 pages, recommended ages 8 - 12</b></p>

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	<p><b><u>Orphan Eleven</u></b></p> <p>Four orphans have escaped from the Home for Friendless Children. One is Lucy, who used to talk and sing. No one knows why she doesn't speak anymore; silence is her protection. The orphans find work and new friends at a traveling circus. Lucy loves caring for the elephants, but she must be able to speak to them, and to warn others of danger. If Lucy doesn't find her voice, she'll be left behind when the circus goes on the rails. Meanwhile, people are searching for Lucy, and her puzzling past is about to catch up with her.</p> <p style="text-align: right;"><b>320 pages, recommended ages 8 - 12</b></p>
	<p><b><u>Dad and the Dinosaur</u></b></p> <p>Nicholas wants to be as brave as his dad, but he needs help. That's why he needs a dinosaur. After all, dinosaurs like the dark, bugs are nothing to them, and they eat manhole covers for lunch (and everything under them for dinner). With his toy dinosaur, Nicholas can scale tall walls, swim in deep water, even score a goal against the huge goalie everyone calls Gorilla. But when the dinosaur goes missing, everything is scary again. Luckily, his dad knows that even the bravest people can get scared, and it's okay to ask for help facing your fears.</p> <p style="text-align: right;"><b>Picture Book 40 pages, recommended ages 5 - 8</b></p>

## Varian Johnson - Middle School

	<p><b><u>The Great Greene Heist</u></b></p> <p>Saving the school -- one con at a time.</p> <p>Jackson Greene has reformed. No, really he has. He became famous for the Shakedown at Shimmering Hills, and everyone still talks about the Blitz at the Fitz.... But after the disaster of the Mid-Day PDA, he swore off scheming and conning for good.</p> <p>Then Keith Sinclair -- loser of the Blitz -- announces he's running for school president, against Jackson's former best friend Gaby de la Cruz. Gaby hasn't talked to Jackson since the PDA, and he knows she won't welcome his involvement. But he also knows Keith has "connections" to the principal, which could win him the election whatever the vote count.</p> <p>So Jackson assembles a crack team to ensure the election is done right: Hashemi Larijani, tech genius. Victor Cho, bankroll. Megan Feldman, science goddess and cheerleader. Charlie de la Cruz, point man. Together they devise a plan that will bring Keith down once and for all. Yet as Jackson draws closer to Gaby again, he realizes the election isn't the only thing he wants to win.</p> <p style="text-align: right;"><b>240 pages, recommended ages 10-14 years</b></p>
	<p><b><u>To Catch a Cheat (The Great Greene Heist, #2)</u></b></p> <p>When a video frames Jackson Greene and his friends for a crime they didn't commit, Gang Greene battles the blackmailers in this sequel to the acclaimed The Great Greene Heist.</p> <p>Jackson Greene is riding high, then he receives a link to a faked security video that seems to show him and the rest of Gang Greene flooding the school gym. The thugs behind the video threaten to pass it to the principal--unless Jackson steals an advance copy of the school's toughest exam. So Jackson devises a three-part plan to foil the blackmailers, clear his friends' names for good, and trap the true bad guys along the way.</p> <p style="text-align: right;"><b>256 pages, recommended ages 8-12 years</b></p>
	<p><b><u>The Parker Inheritance</u></b></p> <p>When Candice finds a letter in the attic, she isn't sure she should read it. It's addressed to her grandmother, after all, who left Lambert in a cloud of shame. But the letter describes a young woman named Siobhan Washington. An injustice that happened decades ago. A mystery enfolding the letter-writer. And the fortune that awaits the person who solves the puzzle. Grandma tried and failed. But now Candice has another chance.</p> <p>So with the help of Brandon Jones, the quiet boy across the street, she begins to decipher</p>

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the clues in the letter. The challenge will lead them deep into Lambert's history, full of ugly deeds, forgotten heroes, and one great love; and deeper into their own families, with their own unspoken secrets. Can they find the fortune and fulfill the letter's promise before the summer ends?

**368 pages, recommended ages 8-12 years**



### **Playing the Cards You're Dealt - coming Oct. 2021**

Ten-year-old Anthony Joplin has made it to double digits! Which means he's finally old enough to play in the spades tournament every Joplin Man before him seems to have won. So while Ant's friends are stressing about fifth grade homework and girls, Ant only has one thing on his mind: how he'll measure up to his father's expectations at the card table. Then Ant's best friend gets grounded, and he's forced to find another spades partner. And Shirley, the new girl in his class, isn't exactly what he has in mind. She talks a whole lot of trash -- way more than his old partner. Plus, he's not sure that his father wants him playing with a girl. But she's smart and tough and pretty, and knows every card trick in the book. So Ant decides to join forces with Shirley -- and keep his plans a secret. Only it turns out secrets are another Joplin Man tradition. And his father is hiding one so big it may tear their family apart...

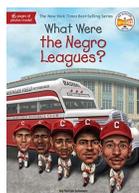
**320 pages, recommended ages 8-12 years**



### **Twins**

Maureen and Francine Carter are twins and best friends. They participate in the same clubs, enjoy the same foods, and are partners on all their school projects. But just before the girls start sixth grade, Francine becomes Fran -- a girl who wants to join the chorus, run for class president, and dress in fashionable outfits that set her apart from Maureen. A girl who seems happy to share only two classes with her sister! Maureen and Francine are growing apart and there's nothing Maureen can do to stop it. Are sisters really forever? Or will middle school change things for good?

**Graphic Novel, 256 pages, recommended ages 8-12 years**



### **What Were the Negro Leagues?**

This baseball league that was made up of African American players and run by African American owners ushered in the biggest change in the history of baseball. In America during the early twentieth century, no part was safe from segregation, not even the country's national pastime, baseball. Despite their exodus from the Major Leagues because of the color of their skin, African American men still found a way to participate in the sport they loved. Author Varian Johnson shines a spotlight on the players, coaches, owners, and teams that dominated the Negro Leagues during the 1930s and 40s. Readers will learn about how phenomenal players like Satchel Paige, Josh Gibson, and of course, Jackie Robinson greatly changed the sport of baseball.

**112 pages, recommended ages 8-12 years**