

## Westing Game Quiz Answers

The Parker Inheritance Captain Superlative Bones and the Math Test Mystery Crash Earthquake Terror Two-Minute Mysteries The Westing Game Student Packet The Cardboard Kingdom The Unbreakable Code Tuesday Mooney Talks to Ghosts Forgive Me, Leonard Peacock The Read-Aloud Family Learning Language Through Communication Belle Prater's Boy The Westing Game - Literature Kit Gr. 7-8A Wrinkle in Time English Journal The Last of the Really Great Whangdoodles Chasing Vermeer (Scholastic Gold) Refugee A Walk in the Night The Hundred Penny Box Walls Within Walls Escape from Mr. Lemoncello's Library Somebody on This Bus Is Going to Be Famous Fractured Fairy Tales When You Reach Me Verdi (copy 2) Prince of Persia: The Junior Novel Book Scavenger The Ambrose Deception Greenglass House The Westing Game Interactive Notebook Colonial Madness The Wish Giver Frenemies in the Family Vegetables in Underwear Never Mind! The Westing Game The Last Equation of Isaac Severy

### The Parker Inheritance

New ways to teach reading, writing and the love of literature.

### Captain Superlative

When Woodrow's mother suddenly disappears, he moves to his grandparents' home in a small Virginia

town where he befriends his cousin, and together they find the strength to face the terrible losses and fears in their lives.

### **Bones and the Math Test Mystery**

One minute you can't live without them . . . the next minute you don't want them breathing your air! Siblings everywhere will relate to this humorous look at famous brothers and sisters whose important bonds have shaped their accomplishments . . . (mostly) for the better. They blame you when they get in trouble. They seem like your parents' favorite. They are the only enemy you can't live without. Almost everyone has a juicy story about their siblings--even famous people. Meet those who got along, those who didn't, and everyone in between! \* Demi Lovato and her sister \* Tennis superstars Serena and Venus Williams \* Walt and Roy Disney \* Princes William and Harry \* Stephen Colbert and his eleven older siblings \* Quarterbacks Peyton and Eli Manning \* The Jacksons (Michael, Janet, and family) \* Reality TV sensations, the Gosselins \* Queen Elizabeth I and the queen who history remembers as Bloody Mary \* Conjoined twins Chang and Eng Bunker \* John Wilkes Booth (the man who assassinated Abraham Lincoln) and his brother Edwin \* Vincent and Theo van Gogh \* Airplane inventors, the Wright brothers \* The Romanovs \* The Kennedys Oh, brother! This could get ugly. . . .

### **Crash**

A New York Times-Bestseller! For twelve-year-old

Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and creator of the online sensation *Book Scavenger* (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch. Then Emily and her new friend James discover an odd book, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game—before those who attacked Griswold come after them too. This title has Common Core connections.

### **Earthquake Terror**

A bunch of friendly vegetables wear colorful underwear of all varieties—big, small, clean, dirty, serious, and funny—demonstrating for young ones the silliness and necessity of this item of clothing. The unexpectedness of vegetables in their unmentionables is enough to draw giggles, but the pride with which the “big kid” attire is flaunted in front of the baby carrots in diapers will tickle readers of all ages. With rhyming text that begs to be chanted aloud and art that looks good enough to eat, this vibrant story will encourage preschoolers to celebrate having left those diapers behind!

## **Two-Minute Mysteries**

A Wrinkle in Time is the winner of the 1963 Newbery Medal. It was a dark and stormy night—Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. A Wrinkle in Time, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

## **The Westing Game Student Packet**

New York Times Bestseller National Book Award Nominee Winner of the Edgar Award for Best Juvenile Mystery It's wintertime at Greenglass House. The creaky smuggler's inn is always quiet during this season, and twelve-year-old Milo, the innkeepers' adopted son, plans to spend his holidays relaxing. But on the first icy night of vacation, out of nowhere, the guest bell rings. Then rings again. And again. Soon

Milo's home is bursting with odd, secretive guests, each one bearing a strange story that is somehow connected to the rambling old house. As objects go missing and tempers flare, Milo and Meddy, the cook's daughter, must decipher clues and untangle the web of deepening mysteries to discover the truth about Greenglass House—and themselves.

### **The Cardboard Kingdom**

Detective Jeffrey Bones hates taking math tests, especially one he has forgotten to study for, so when his test paper goes missing he must make a choice--retake the test and try to do better, or find the missing paper.

### **The Unbreakable Code**

A Newbery Honor Book that the New York Times called "an eerie delight," *The Wish Giver* is an engaging literary folk story about those who get what they wish for—whether they want it or not. The people of Coven Tree are no strangers to magic. In fact, the town's very name comes from a gnarled old tree where covens of witches used to gather. Even now, imps and fiends continue to appear, frightening the townsfolk with their devilish pranks. Usually these creatures are easy to spot. They have a particular smell, or sound, or way of moving, that betrays their dark nature. But Thaddeus Blinn showed none of these signs when he came to Coven Tree. He was just a funny little man who drifted into town with a strange tale about being able to give people whatever

they wished—for only fifty cents. There was nothing scary about him. At least, not until the wishing began

### **Tuesday Mooney Talks to Ghosts**

A tale by the author of *Stellaluna* introduces young Verdi, a tiny spotted snake who is sent out into the jungle to grow up big and strong and who finds grown-up snakes so unpleasant that he simply refuses to turn green.

### **Forgive Me, Leonard Peacock**

### **The Read-Aloud Family**

A Newbery Medal Winner For over thirty-five years, Ellen Raskin's Newbery Medal-winning *The Westing Game* has been an enduring favorite. This highly inventive mystery involves sixteen people who are invited to the reading of Samuel W. Westing's will. They could become millionaires-it all depends on how they play the tricky and dangerous Westing game, a game involving blizzards, burglaries, and bombings Ellen Raskin has created a remarkable cast of characters in a puzzle-knotted, word-twisting plot filled with humor, intrigue, and suspense. Winner of the Newbery Medal Winner of the Boston Globe/Horn Book Award An ALA Notable Book A School Library Journal One Hundred Books That Shaped the Century "A supersharp mysteryconfoundingly clever, and very funny." --Booklist, starred review "Great fun for those who enjoy illusion, word play, or sleight of hand."

--The New York Times Book Review "A fascinating medley of word games, disguises, multiple aliases, and subterfuges--a demanding but rewarding book."  
--The Horn Book

### **Learning Language Through Communication**

Who's it going to be? Spencer's the smart kid. Shelly's the diva. Miranda's the scaredy-cat. Matthew's just average (so far). In fact, there's nothing about any of the nine middle-schoolers on Mrs. B's bus route that screams "fame." But before the end of the year, somebody on this bus is going to be famous. Every morning, their school bus waits at an empty bus stop. Nobody ever gets on. Nobody ever gets off. And Mrs. B refuses to answer questions about it. Strangest of all, it's Bender the bully who decides to investigate the mystery. But it will take all nine students to find out the truth, for each of them has a clue to the mystery that will change their lives forever. Award-winning author J.B. Cheaney's new middle grade novel weaves nine distinctive narratives into one fascinating read. Part detective story, part tale of self-discovery, this funny and touching novel is destined to be a modern classic. Praise for J.B. Cheaney "Twists and turns will keep readers in suspense throughout the tale." -School Library Journal on *The Playmakers* "The main characters are particularly well drawn and believable..[for] fans of Jack Gantos' *Joey Pigza* series." —Booklist on *Middle of Somewhere*

### **Belle Prater's Boy**

When Jonathan and his family go camping on Magpie Island, they look forward to a fun, relaxing weekend. But their fun quickly vanishes when Jonathan, his sister, Abby, and their dog, Moose, find themselves in the middle of a natural disaster. A devastating earthquake has hit, destroying their camper, knocking out the only bridge to the mainland, and leaving Jonathan, Abby, and their dog with no food, water, or shelter. Alone in the woods, can Jonathan manage to keep calm and save Abby and Moose—and stay alive himself?

### **The Westing Game - Literature Kit Gr. 7-8**

When a young prince (Jake Gyllenhaal) is framed for the death of his beloved father and the king of Persia, he must prove his innocence with the reluctant help of a conquered princess (Gemma Arterton) and a magic dagger that can reverse time

### **A Wrinkle in Time**

Of French and Malagasy stock, involved in South African politics from an early age, Alex La Guma was arrested for treason with 155 others in 1956 and finally acquitted in 1960. During the State of Emergency following the Sharpeville massacre he was detained for five months. Continuing to write, he endured house arrest and solitary confinement. La Guma left South Africa as a refugee in 1966 and lived in exile in London and Havana. He died in 1986. *A Walk in the Night and Other Stories* reveals La Guma

as one of the most important African writers of his time. These works reveal the plight of non-whites in apartheid South Africa, laying bare the lives of the poor and the outcasts who filled the ghettos and shantytowns.

### **English Journal**

Formerly titled Colonial Madness, a mother-daughter duo take part in a bizarre family challenge in hopes of winning a fortune in this “light, fun read” (Booklist) that’s Gilmore Girls meets The Westing Game! Tori Porter is best friends with her mom, and most of the time it’s awesome. Not many girls have a mom who’d take them to a graveyard for hide-and-seek or fill the bathtub with ice cream for the world’s biggest sundae. But as much as Tori loves having fun, she sometimes wishes her mom would act a little more her age. Like now. Thanks to her mom’s poor financial planning, they are in danger of losing their business and their home. But an unusual opportunity arises in the form of a bizarre contest run by an eccentric relative: Whoever can survive two weeks in the Archibald Family’s colonial manor will inherit the property. The catch? Contestants have to live as in colonial times: no modern conveniences, no outside help, and daily tests of their abilities to survive challenges of the time period. Tori thinks it’s the perfect answer to their debt problems, but she and her mom aren’t the only ones interested. The other family members seem to be much more prepared for the two weeks on the manor—and it doesn’t help that Mom doesn’t seem to be taking the contest seriously.

Do they stand a chance?

## **The Last of the Really Great Whangdoodles**

Perfect for fans of Raina Telgemeier, *Awkward*, and *All's Faire in Middle School*, this graphic novel follows a neighborhood of kids who transform ordinary cardboard into fantastical homemade costumes as they explore conflicts with friends, family, and their own identity. "A breath of fresh air, this tender and dynamic collection is a must-have." --Kirkus, Starred

Welcome to a neighborhood of kids who transform ordinary boxes into colorful costumes, and their ordinary block into cardboard kingdom. This is the summer when sixteen kids encounter knights and rogues, robots and monsters--and their own inner demons--on one last quest before school starts again. In the Cardboard Kingdom, you can be anything you want to be--imagine that! The Cardboard Kingdom was created, organized, and drawn by Chad Sell with writing from ten other authors: Jay Fuller, David DeMeo, Katie Schenkel, Kris Moore, Molly Muldoon, Vid Alliger, Manuel Betancourt, Michael Cole, Cloud Jacobs, and Barbara Perez Marquez. The Cardboard Kingdom affirms the power of imagination and play during the most important years of adolescent identity-searching and emotional growth. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY KIRKUS REVIEWS \* THE NEW YORK PUBLIC LIBRARY \* SCHOOL LIBRARY JOURNAL \* A TEXAS BLUEBONNET 2019-20 MASTER LIST SELECTION "There's room for everyone inside The Cardboard Kingdom, where friendship and

imagination reign supreme." --Ingrid Law, New York Times bestselling author of Savvy "A timely and colorful graphic novel debut that, like its many offbeat but on-point characters, marches to the beat of its own cardboard drum." --Tim Federle, award-winning author of Better Nate Than Ever

### **Chasing Vermeer (Scholastic Gold)**

A powerful and important book for fans of Mark Haddon, *THE SILVER LININGS PLAYBOOK* and Jay Asher. How would you spend your birthday if you knew it would be your last? Eighteen-year-old Leonard Peacock knows exactly what he'll do. He'll say goodbye. Not to his mum - who he calls Linda because it annoys her - who's moved out and left him to fend for himself. Nor to his former best friend, whose torments have driven him to consider committing the unthinkable. But to his four friends: a Humphrey-Bogart-obsessed neighbour, a teenage violin virtuoso, a pastor's daughter and a teacher. Most of the time, Leonard believes he's weird and sad but these friends have made him think that maybe he's not. He wants to thank them, and say goodbye. In this riveting and heart-breaking book, acclaimed author Matthew Quick introduces Leonard Peacock, a hero as warm and endearing as he is troubled. And he shows how just a glimmer of hope can make the world of difference.

### **Refugee**

Seventh-grader John "Crash" Coogan has always been

comfortable with his tough, aggressive behavior, until his relationship with an unusual Quaker boy and his grandfather's stroke make him consider the meaning of friendship and the importance of family.

### **A Walk in the Night**

Melissa is a nobody. Wilf is a slacker. Bondi is a show-off. At least that's what their middle school teachers think. To everyone's surprise, they are the three students chosen to compete for a ten thousand-dollar scholarship, solving clues that lead them to various locations around Chicago. At first the three contestants work independently, but it doesn't take long before each begins to wonder whether the competition is a sham. It's only by secretly joining forces and using their unique talents that the trio is able to uncover the truth behind the Ambrose Deception--a truth that involves a lot more than just a scholarship. With a narrative style as varied and intriguing as the mystery itself, this adventure involving clever clues, plenty of perks, and abhorrent adults is pure wish fulfillment.

### **The Hundred Penny Box**

Unravel the secrets at the center of an intriguing murder mystery game. Activities are meant to excite students throughout the reading. Using the chapter titles as clues, predict what might happen in each one. Identify elements of foreshadowing from the novel, and imagine what will take place. Follow the clues in the story to solve the game before any of the

characters. Identify cause and effect by explaining why each event happened. Keep track of the variety of characters with comprehension questions. Students will write their own prologue and epilogue at the completion of the reading. Compare two different character's perspectives of the same event from the novel. Aligned to your State Standards and written to Bloom's Taxonomy, additional crossword, word search, comprehension quiz and answer key are also included. About the Novel: The Westing Game is a Newbery Medal winning story about a group of people playing the game of who killed the millionaire. Samuel W. Westing, owner of Westing Paper Products, has died. Sixteen heirs are invited to live in the Sunset Towers apartment building. These heirs come together to read the will of the late self-made millionaire. The will challenges them to solve the murder of Sam Westing by splitting up into eight pairs. Each pair is given a set of clues and \$10,000 dollars to play the game. The winner will inherit the \$200,000,000 fortune and unravel the secret behind the old man's death.

### **Walls Within Walls**

"Have no fear, citizens! Captain Superlative is here to make all troubles disappear!" Red mask, blue wig, silver swimsuit, rubber gloves, torn tights, high top sneakers and . . . a cape? Who would run through the halls of Deerwood Park Middle School dressed like this? And why? Janey-quick to stay in the shadows-can't resist the urge to uncover the truth behind the mask. The answer pulls invisible Janey into the

spotlight and leads her to an unexpected friendship with a superhero like no other. Fearless even in the face of school bully extraordinaire, Dagmar Hagen, no good deed is too small for the incomparable Captain Superlative and her new sidekick, Janey. But superheroes hold secrets and Captain Superlative is no exception. When Janey unearths what's truly at stake, she's forced to face her own dark secrets and discover what it truly means to be a hero . . . and a friend. Debut author J.S. Puller delivers an inspirational story full of heart, humor, and breathtaking revelations.

### **Escape from Mr. Lemoncello's Library**

Michael's love for his great-great-aunt who lives with them leads him to intercede with his mother, who wants to toss out all her old things.

### **Somebody on This Bus Is Going to Be Famous**

The Whangdoodle was once the wisest, the kindest, and the most extraordinary creature in the world. Then he disappeared and created a wonderful land for himself and all the other remarkable animals -- the ten-legged Sidewinders, the little furry Flukes, the friendly Whiffle Bird, and the treacherous, "oily" Prock. It was an almost perfect place where the last of the really great Whangdoodles could rule his kingdom with "peace, love and a sense of fun"-- apart from and forgotten by people. But not completely forgotten. Professor Savant believed in the Whangdoodle. And

when he told the three Potter children of his search for the spectacular creature, Lindy, Tom, and Ben were eager to reach Whangdoodleland. With the Professor's help, they discovered the secret way. But waiting for them was the scheming Prock, who would use almost any means to keep them away from his beloved king. Only by skill and determination were the four travelers able to discover the last of the really great Whangdoodles and grant him his heart's desire. Julie Andrews Edwards, star of stage and screen, has written a unique and beloved story that has become a modern classic. The Last of the Really Great Whangdoodles is sure to continue to delight readers everywhere. This edition includes a new foreword by the author.

### **Fractured Fairy Tales**

This is an interactive notebook for teaching the novel. It includes the following activities along with answers for parts of speech, point of view, setting, tone, theme, mood, and a brief plot summary. Parts of Speech Point of View Setting Tone and Theme Plot A Letter to a Character Antagonist and Protagonist Comparing and Contrasting to Another Book Cause and Effect Character Analysis Character's Response to an Event Comparing and Contrasting 2 Characters A plan to have the students write a 3 paragraph, 4 paragraph, or 5 paragraph essay on the mood of the story (There are instructions and handouts for whichever length you choose plus a grading rubric.) Conflict Dialogue Falling Action Figurative Language: hyperbole, simile, metaphor, personification, idiom,

alliteration, onomatopoeia Foreshadowing and Prediction Inference Main Event Movie and Book Comparison Paraphrasing Quotations Rising Action Sequence of Events The Five W's and an H Vocabulary and Context Clues Narrative Writing: Write a new ending It covers the following Common Core Anchor Standards: R.1 R.2 R.3 R.4 R.5 R.6 R.7 R.8 R.9 W.3 W.4 W.5 S.L. 1

### **When You Reach Me**

A tour de force from acclaimed author Alan Gatz (Prisoner B-3087), this timely -- and timeless -- novel tells the powerful story of three different children seeking refuge.

### **Verdi (copy 2)**

For use in schools and libraries only. A collection of 158 mini-mysteries in which readers play Dr. Watson to master-detective Dr. Haledjian.

### **Prince of Persia: The Junior Novel**

Connecting deeply with our kids can be difficult in our busy, technology-driven lives. Reading aloud offers us a chance to be fully present with our children. It also increases our kids' academic success, inspires compassion, and fortifies them with the inner strength they need to face life's challenges. As Sarah Mackenzie has found with her own six children, reading aloud long after kids are able to read to themselves can deepen relationships in a powerful

way. Founder of the immensely popular Read-Aloud Revival podcast, Sarah knows first-hand how reading can change a child's life. In *The Read-Aloud Family*, she offers the inspiration and age-appropriate book lists you need to start a read-aloud movement in your own home. From a toddler's wonder to a teenager's resistance, Sarah details practical strategies to make reading aloud a meaningful family ritual. Reading aloud not only has the power to change a family—it has the power to change the world.

### **Book Scavenger**

A New York Times-Bestseller! Could books hidden through *Book Scavenger* be linked to an arsonist's web of destruction? Find out in Book 2 of Jennifer Chambliss' *The Book Scavenger* series. Mr. Quisling is definitely up to something mysterious, and Emily and James are on high alert. First, there's the coded note he drops at a book event. Then they uncover a trail of encrypted messages in Mark Twain-penned books hidden through *Book Scavenger*. What's most suspicious is that each hidden book triggers a fire. As the sleuthing friends dig deeper, they discover Mr. Quisling has been hunting a legendary historical puzzle: the Unbreakable Code. This new mystery is irresistible, but Emily and James can't ignore the signs that Mr. Quisling might be the arsonist. The clock is ticking as the fires multiply, and Emily and James race to crack the code of a lifetime. This title has Common Core connections. A Christy Ottaviano Book

### **The Ambrose Deception**

## **Greenglass House**

A handsome stranger. A dead billionaire. A citywide treasure hunt. Tuesday Mooney's life is about to change...forevermore. Tuesday Mooney is a loner. She keeps to herself, begrudgingly socializes, and spends much of her time watching old Twin Peaks and X-Files DVDs. But when Vincent Pryce, Boston's most eccentric billionaire, dies—leaving behind an epic treasure hunt through the city, with clues inspired by his hero, Edgar Allan Poe—Tuesday's adventure finally begins. Puzzle-loving Tuesday searches for clue after clue, joined by a ragtag crew: a wisecracking friend, an adoring teen neighbor, and a handsome, cagey young heir. The hunt tests their mettle, and with other teams from around the city also vying for the promised prize—a share of Pryce's immense wealth—they must move quickly. Pryce's clues can't be cracked with sharp wit alone; the searchers must summon the courage to face painful ghosts from their pasts (some more vivid than others) and discover their most guarded desires and dreams. A deliciously funny ode to imagination, overflowing with love letters to art, from *The Westing Game* to Madonna to the Knights of the Round Table, *Tuesday Mooney Talks to Ghosts* is the perfect read for thrill seekers, wanderers, word lovers, and anyone looking for an escape to the extraordinary.

## **The Westing Game Interactive Notebook**

After their father, a video-game inventor, strikes it

rich, the Smithfork kids find they hate their new life. They move from their cozy Brooklyn neighborhood to a swanky apartment on Manhattan's Fifth Avenue. They have no friends, a nanny who takes the place of their parents, and a school year looming ahead that promises to be miserable. And then, one day, Brid, CJ, and Patrick discover an astonishing secret about their apartment: The original owner, the deceased multimillionaire Mr. Post, long ago turned the apartment itself into a giant puzzle containing a mysterious book and hidden panels—a puzzle that, with some luck, courage, and brainpower, will lead to discovering the Post family fortune. Unraveling the mystery causes them to race through today's New York City—and to uncover some long-hidden secrets of the past. Maureen Sherry's page-turning debut novel is filled with adventure, intrigue, and heart.

### **Colonial Madness**

Chasing Vermeer joins the Scholastic Gold line, which features award-winning and beloved novels. Includes exclusive bonus content! When a book of unexplainable occurrences brings Petra and Calder together, strange things start to happen: Seemingly unrelated events connect; an eccentric old woman seeks their company; an invaluable Vermeer painting disappears. Before they know it, the two find themselves at the center of an international art scandal, where no one is spared from suspicion. As Petra and Calder are drawn clue by clue into a mysterious labyrinth, they must draw on their powers of intuition, their problem solving skills, and their

knowledge of Vermeer. Can they decipher a crime that has stumped even the FBI?

### **The Wish Giver**

\*Wall Street Journal's "Mysteries: Best of 2018" \*Book of the Month Club Selection \*Edgar Award Nominee: Best First Novel by an American Author A "hugely entertaining" (Wall Street Journal) mystery starring "a Royal Tenenbaums-esque clan of geniuses" (Martha Stewart Living)—perfect for fans of Mr. Penumbra's 24-Hour Bookstore. In this "riveting...brilliant" (Booklist) debut, Hazel Severy, the owner of a struggling Seattle bookstore, receives a letter from her adoptive grandfather—mathematician Isaac Severy—days after he dies in a suspected suicide. In his puzzling letter, Isaac alludes to a secretive organization that is after his final bombshell equation, and he charges Hazel with safely delivering it to a trusted colleague. But first, she must find where the equation is hidden. While in Los Angeles for Isaac's funeral, Hazel realizes she's not the only one searching for his life's work, and that the equation's implications have potentially disastrous consequences for the extended Severy family, a group of dysfunctional geniuses unmoored by the sudden death of their patriarch. As agents of an enigmatic company shadow Isaac's favorite son—a theoretical physicist—and a long-lost cousin mysteriously reappears in Los Angeles, the equation slips further from Hazel's grasp. She must unravel a series of confounding clues hidden inside one of her favorite novels, drawing her ever closer to his mathematical

treasure. But when her efforts fall short, she is forced to enlist the help of those with questionable motives. "A novel that is anything but clueless, filled with consideration and compassion" (The Washington Post), *The Last Equation of Isaac Severy* proves that, like Hazel, you don't have to love math to fall under the Severy spell.

### **Frenemies in the Family**

Culled from the 1960s television cartoon series of the same name, a collection of off-the-wall revisions of immortal fairy tales is illustrated with art from the original series

### **Vegetables in Underwear**

"Like *A Wrinkle in Time* (Miranda's favorite book), *When You Reach Me* far surpasses the usual whodunit or sci-fi adventure to become an incandescent exploration of 'life, death, and the beauty of it all.'" —The Washington Post This Newbery Medal winner that has been called "smart and mesmerizing," (The New York Times) and "superb" (The Wall Street Journal) will appeal to readers of all types, especially those who are looking for a thought-provoking mystery with a mind-blowing twist. Shortly after a fall-out with her best friend, sixth grader Miranda starts receiving mysterious notes, and she doesn't know what to do. The notes tell her that she must write a letter—a true story, and that she can't share her mission with anyone. It would be easy to ignore the strange messages, except that whoever is leaving

them has an uncanny ability to predict the future. If that is the case, then Miranda has a big problem—because the notes tell her that someone is going to die, and she might be too late to stop it. Winner of the Boston Globe–Horn Book Award for Fiction A New York Times Bestseller and Notable Book Five Starred Reviews A Junior Library Guild Selection "Absorbing." —People "Readers are likely to find themselves chewing over the details of this superb and intricate tale long afterward." —The Wall Street Journal "Lovely and almost impossibly clever." —The Philadelphia Inquirer "It's easy to imagine readers studying Miranda's story as many times as she's read L'Engle's, and spending hours pondering the provocative questions it raises." —Publishers Weekly, Starred review

### **Never Mind!**

Now a Nickelodeon Original Movie! Over 100 Weeks on the New York Times Bestseller List! 44 State Award Lists! Discover what James Patterson calls “the coolest library in all the world” in this fun-filled, action-packed bestseller from the much-loved co-author of *I Funny* and *Treasure Hunters*! “A worthy successor to....*Willy Wonka*.” —Booklist, Starred Review When Kyle learns that the world's most famous game maker, Luigi Lemoncello, has designed the town's new library and is having an invitation-only lock-in on opening night, he's determined to be there! But the tricky part isn't getting into the library—it's getting out. Because when morning comes, the doors stay locked. Kyle and the other kids must solve every clue

and figure out every secret puzzle to find the hidden escape route! Don't miss bonus content in the back of the book—extra puzzles, an author Q&A, and more! And look for the puzzle-packed sequels—Mr. Lemoncello's Library Olympics and Mr. Lemoncello's Great Library Race! “Full of puzzles to think about, puns to groan at ...this solid, tightly plotted read is a winner for readers and game-players alike.” —Kirkus Reviews, Starred Review

### **The Westing Game**

A Coretta Scott King Author Honor and Boston Globe / Horn Book Honor winner! "Powerful. Johnson writes about the long shadows of the past with such ambition that any reader with a taste for mystery will appreciate the puzzle Candice and Brandon must solve." -- The New York Times Book Review When Candice finds a letter in an old attic in Lambert, South Carolina, she isn't sure she should read it. It's addressed to her grandmother, who left the town in shame. But the letter describes a young woman. An injustice that happened decades ago. A mystery enfolding its writer. And the fortune that awaits the person who solves the puzzle. So with the help of Brandon, the quiet boy across the street, she begins to decipher the clues. 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 answers slip into the past yet again?

## **The Last Equation of Isaac Severy**

Edward and Meg are like night and day. How could such different people be twins? Well, they are, but they don't have to like it -- or each other. For seventh grade, brainy Meg is attending ultra-competitive Fischer, while freewheeling Edward goes to an alternative school downtown. But it's just when they're finally out of each other's shadows that the trouble begins. Meg's aspirations for popularity and a boyfriend combine with Edward's devious planning and lack of singing ability to set off a showdown the likes of which twindom has never before seen. Why is this final showdown so much fun? Could it be that Meg and Edward are more alike than they thought?

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