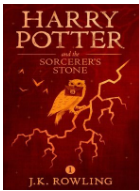




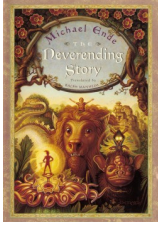

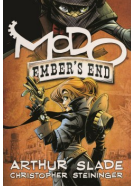
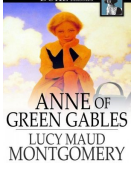


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	<p>Harry Potter! All of them. Available as ebooks or audiobooks</p>
	<p>Lifeboat 12 (Audiobook) In the tradition of <i>The War That Saved My Life</i> and <i>Stella By Starlight</i>, this poignant novel in verse based on true events tells the story of a boy's harrowing experience on a lifeboat after surviving a torpedo attack during World War II.</p>
	<p>The Marvelwood Magicians (Audiobook) Eleven-year-old Mattie Marvelwood comes from a family of traveling performers. Her dad is an illusionist; her mom is a fortune-teller; her brother has a vanishing act; and she herself is a mind-reader. But the Marvelwoods have a deep secret. The acts they perform at carnivals, fairs, and circuses are not just acts. Their powers are real. In all their wanderings, the Marvelwoods have never met another performer with gifts like theirs--until they join Master Morogh's Circus of Wonders! But it turns out that Master Morogh's true talent is stealing the gifts of others. When he steals Mattie's brother's vanishing ability, the family has a big decision to make. Do they run, leaving Bell's gift behind to save the rest of them, or risk exposure by trying to beat the duplicitous ringmaster at his own game?</p>
	<p>Framed (Audiobook) Dylan and his sisters have some ideas about how to make Snowdonia Oasis Auto Marvel into a more profitable business, but it is not until some strange men arrive in their small town of Manod, Wales with valuable paintings, and their father disappears, that they consider turning to crime.</p>
	<p>The Benefits of Being an Octopus (Audiobook) Seventh-grader Zoey Albro focuses on caring for three younger siblings and avoiding rich classmates at school until her fascination with octopuses gets her on the debate team and she begins to speak out.</p>
	<p>Terrible Two Series (Audiobook) Miles Murphy is not happy to be moving to Yawnee Valley, a sleepy town that's famous for one thing and one thing only--cows. In his old school, everyone knew him as the town's best prankster, but Miles quickly discovers that Yawnee Valley already has a prankster, and a great one. If Miles is going to take the title from this mystery kid, he is going to have to raise his game. It's prankster against prankster in an epic war of trickery, until the two finally decide to join forces and pull off the biggest prank ever seen--a prank so huge that it would make the members of the International Order of Disorder proud.</p>

	<p><i>Neverending Story</i> (Audiobook)</p> <p>When Bastian happens upon an old book called <i>The Neverending Story</i>, he's swept into the magical world of Fantastica--so much that he finds he has actually become a character in the story! And when he realizes that this mysteriously enchanted world is in great danger, he also discovers that he is the one chosen to save it. Can Bastian overcome the barrier between reality and his imagination in order to save Fantastica?</p>
	<p><i>El Deafo</i> (Graphic Novel)</p> <p>Going to school and making new friends while wearing a bulky hearing aid strapped to your chest? That requires superpowers! In this funny, poignant graphic novel memoir, author/illustrator Cece Bell chronicles her hearing loss at a young age and her subsequent experiences with the Phonic Ear, a very powerful-and very awkward-hearing aid. She really just wants to fit in and find a true friend, someone who appreciates her as she is.</p>
	<p><i>Nathan Hale: Treaties, Trenches, Mud, and Blood</i> (Graphic novel)</p> <p>World War I set the tone for the 20th century and introduced a new type of warfare: global, mechanical, and brutal. Nathan Hale has gathered some of the most fascinating true-life tales from the war and given them his inimitable Hazardous Tales twist. Easy to understand, funny, informative, and lively, this series is the best way to be introduced to some of the most well-known battles (and little-known secrets) of the infamous war.</p>
	<p><i>Modo: Ember's End</i> (Graphic Novel)</p> <p>Nevada 1875, a young British spy with a special ability must prevent a villain from getting his hands on an all-powerful weapon.</p>
	<p>Classics: <i>Little Women</i>, <i>The Secret Garden</i>, <i>Anne of Green Gables</i></p>