
Firewing Silverwing 3 Kenneth Oppel

A Story about the Salem Witch Trials
The Apprenticeship of Victor Frankenstein
The Scarecrow and His Servant
Skybreaker
Hatch
The King's Taster
Bloom
Starclimber
Sunwing
10th Anniversary Edition
Kenneth Oppel Airborn Series: Three-Book Bundle
Airborn, Skybreaker, and Starclimber
Ratha's Creature
The Nest
The Silverwing Collection

This Dark Endeavour (with Bonus Material)
The Silverwing Trilogy
The Winter Door
The Live-Forever Machine
Paper Things
Half Brother
Silverwing
Silverwing, Sunwing, Firewing, and Darkwing
Upside Down in the Middle of Nowhere
A Break with Charity
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Owl Ninja
Such Wicked Intent
Silverwing; Sunwing; Firewing
The Apprenticeship of Victor Frankenstein, Book Two
Inkling
How Bullets Saved My Life
Darkwing
The Boundless

Flight of the Dragon Kyn

Airborn

Airborn

Kenneth Oppel Silverwing Series: Four-Book Bundle

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Silverwing 3
Kenneth Oppel

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DANIELLE CASON

A Story about the Salem
Witch Trials Pembroke
Publishers Limited

In *Silverwing*, Shade, a young Silverwing bat, gets separated from his colony and must set out on a dangerous journey to find his way back to them. Shade's story continues in

Sunwing, as he travels to the far southern jungle, where he will do all he can to find his father—and save the world from eternal night. In *Firewing*, Shade's son Griffin is sucked into the Underworld, and Shade must save him before a deadly foe finds him first. In *Silverwing*, Dusk fights his urge to flap and Carnassial gives into his instincts to become a

vicious predator in *Darkwing*.

The Apprenticeship of Victor Frankenstein Simon and Schuster

When his grieving father orders the destruction of the Dark Library, Victor retrieves a book in which he finds the promise of not just communicating with the dead, but entering their realm, and soon he, Elizabeth, and Henry are in the spirit

world of Chateau
Frankenstein, creating
and growing a body.

**The Scarecrow and His
Servant** Scholastic Inc.

While waiting for a church
meeting in 1706, Susanna
English, daughter of a
wealthy Salem merchant,
recalls the malice, fear,
and accusations of
witchcraft that tore her
village apart in 1692.

Skybreaker David
Fickling Books

Things really stink in the
Kingdom of Armpit. King
Reginald the Not Very
Realistic has had it up to
here with his practical

joker of a son Prince
Harry. Even Sir Bedwetter
can't take the prince's
Royal Clowning Around!
Enter Sir Fartsalot—the
bravest, boldest, er, most
potent knight in all the
land! He's on a quest to
solve the riddle of the
Foul West Wind—a ghastly
odor that turns up
whenever danger is
lurking. Prince Harry
decides to play the
biggest, boogiest prank
of all time! He convinces
Sir Fartsalot that The
Booger, a frightful and
repulsive villain, is on the
prowl. But when a real

Booger turns up, Harry,
Sir Fartsalot and the
knight's old buddy Sir
Knotaclew must set out
on a hilarious quest to rid
the world of the Snotty
Scoundrel, once and for
all!

Hatch Harper Collins
Shade, a young Silverwing
bat in search of his father,
discovers a mysterious
Human building
containing a vast forest.
Home to thousands of
bats, the indoor forest is
as warm as a summer
night and teeming with
insects to eat. And
through the glass roof,

the bats can finally see the sun, free from the tyranny of the deadly owls. Is this Paradise the fulfillment of Nocturna's Promise to return the bats to the light of day? Shade and his Brightwing friend Marina aren't so sure. Shade has seen Humans enter the forest and take away hundreds of sleeping bats for an unknown purpose. And where is Shade's father? It isn't long before Shade and Marina are swept up on a perilous journey that takes them to the far southern jungle -- the

homeland of Goth, now king of all the Vampyrum Spectrum: cannibal bats with three-foot wingspans. With the help of an abandoned owl prince and General Cortez's rat army, Shade must use all his resourcefulness to find his father -- and stop Goth from harnessing the dark powers of Cama Zotz to create eternal night. In this thrilling continuation of Shade's saga, Kenneth Oppel recaptures the adventure and poignancy of *Silverwing*, which Smithsonian magazine called "a tour-de-force

fantasy," and takes it to a new level of excitement. *The King's Taster Aladdin* Paperbacks They can rule the half-pipe, but can they survive this? Jimmy, David, and Henry are psyched. It's summer, school's out, and they are on their way to California, where they will be able to do some major skating. But on the plane, the unthinkable happens: They are hijacked by terrorists. As frightened as they may be, they take action and they succeed. Sort of. They may have beaten the terrorists, but

now their plane has crashed in the middle of nowhere and all of a sudden, their summer vacation is about finding food, shelter, and a rescue. Can three normal twelve-year-old boys find a way to get by without fast food and skate parks? *Bloom* Harper Collins Fans left desperate for more at the end of *Bloom* will dive into this second book of the *Overthrow* trilogy--where the danger mounts and alien creatures begin to hatch. First the rain brought seeds. Seeds that grew

into alien plants that burrowed and strangled and fed. Seth, Anaya, and Petra are strangely immune to the plants' toxins and found a way to combat them. But just as they have their first success, the rain begins again. This rain brings eggs. That hatch into insects. Not small insects. Bird-sized mosquitos that carry disease. Borer worms that can eat through the foundation of a house. Boat-sized water striders that carry away their prey. But our heroes aren't able to help this

time--they've been locked away in a government lab with other kids who are also immune. What is their secret? Could they be...part alien themselves? Whose side are they on? Kenneth Oppel expertly escalates the threats and ratchets up the tension in this can't-read-it-fast-enough adventure with an alien twist. Readers will be gasping for the next book as soon as they turn the last page... *Starclimber* Candlewick Press Faced with the mysterious

hatred of a boy at school, and afraid that her strange, silent uncle will vanish again before he is reunited with her sick mother, Rage Winnoway longs to return to the land of Valley. One night she manages to dream-travel to Valley, only to find it is being destroyed by a cruel, enchanted winter flowing through a gateway from another world. To save Valley, and her own world, Rage must travel to the unknown land beyond the Winter Door. But both the powerful wizard who

created Valley and the courageous Lady Elle have already passed through it, and vanished . . .

Sunwing Simon and Schuster

"The perfect book right now for young readers searching for hope, strength, inspiration — and just a little horticultural havoc."—New York Times
The first book in a can't-put-it-down, can't-read-it-fast-enough action-thriller trilogy that's part Hatchet, part Alien! The invasion begins--but not as you'd

expect. It begins with rain. Rain that carries seeds. Seeds that sprout--overnight, everywhere. These new plants take over crop fields, twine up houses, and burrow below streets. They bloom--and release toxic pollens. They bloom--and form Venus flytrap-like pods that swallow animals and people. They bloom--everywhere, unstoppable. Or are they? Three kids on a remote island seem immune to the toxic plants. Anaya, Petra, Seth. They each have strange allergies--and yet not to

these plants. What's their secret? Can they somehow be the key to beating back this invasion? They'd better figure it out fast, because it's starting to rain again....

Chronicle Books

"will give toddlers a happy Halloween" - The Sunday Times This eye-poppingly colourful, hilarious book is an instant winner with children and adults alike. Starring an adorably grumpy bat and animal friends, I Am Bat is perfect for fans of Superbat and Oi Frog! Bat's cherries

keep going missing. One by one, they are whisked away by mischievous animal tricksters behind Bat's back. Super-talent Morag Hood cleverly draws the reader into this interactive story: as Bat attempts to track down the guilty cherry thief everyone's a suspect - including you! From the illustrator of Sophie Johnson: Unicorn Expert and creator of The Steves, Aalfred and Aalbert and Colin and Lee, Carrot and Pea.

10th Anniversary Edition Harper Collins

"Astonishing"—The New York Times Book Review A brilliantly funny, highly illustrated story about how a little ink spot changes a family forever. Perfect for those who love Hoot, Holes, or Frindle! The Rylance family is stuck. Dad's got writer's block. Ethan promised to illustrate a group project at school--even though he can't draw. Sarah's still pining for a puppy. And they all miss Mom. Enter Inkling. Inkling begins life in Mr. Rylance's sketchbook. But one night the ink of his drawings

runs together--and then leaps off the page! This small burst of creativity is about to change everything. Ethan finds him first. Inkling has absorbed a couple chapters of his math book--not good--and the story he's supposed to be illustrating for school--also not good. But Inkling's also started drawing the pictures to go with the story--which is amazing! It's just the help Ethan was looking for! Inkling helps the rest of the family too--for Sarah he's a puppy. And for Dad he's

a spark of ideas for a new graphic novel. It's exactly what they all want. It's not until Inkling goes missing that this family has to face the larger questions of what they--and Inkling--truly need. • A New York Times Notable Book • A New York Public Library Best Book of the Year -- top ten selection • "A true-to-life family, some can't-put-it-down excitement, a few deep questions, and more than a little bit of magic. This book is everything, and I loved every page."
—Rebecca Stead,

Newbery Medalist for *When You Reach Me*
Kenneth Oppel Airborn Series: Three-Book Bundle
Harper Collins
She was very blurry, not at all human-looking. There were huge dark eyes, and a kind of mane made of light, and when she spoke, I couldn't see a mouth moving, but I felt her words, like a breeze against my face, and I understood her completely. "We've come because of the baby," she said. "We've come to help." All Steve has to do is say, "Yes." But "yes" is

a powerful word. It is also a dangerous one. And once it is uttered, can it be taken back?

Airborn, Skybreaker, and Starclimber

HarperTrophy

In *Airborn*, enter a past in which airplanes have never been invented, giant airships rule the skies and the glittering skyscrapers of Lionsgate City, Canada's greatest metropolis, rise near the Pacificus Ocean. When Matt Cruse, the cabin boy on the luxury airship *Aurora*, fearlessly performs a dramatic

rescue to save an old man from his damaged hot air balloon, he doesn't know what events he's setting in motion. Will he and the balloonist's fiery granddaughter, Kate de Vries, be able to solve the mystery of impossible flying creatures seen among the clouds? And will they figure it out before pirates and shipwreck end their voyage forever? Pushed high into the sky by a storm over the Indian Ocean, the decrepit training ship *Flotsam* makes an astonishing

discovery before being forced to descend. Adrift at 20,000 feet is a tattered, ice-crusting airship bearing the name *Hyperion*. Could it really be the legendary lost craft, now a vast treasure and a frozen mausoleum to a ghostly crew? Matt Cruse is the only member of *Flotsam*'s oxygen-starved crew able to remember the ghost ship's coordinates—and it seems as if everyone in the fabulous city of Paris wants them. In *Skybreaker*, Matt and Kate de Vries are

challenged with another thrilling adventure, this time among the icy dangers and strange wonders of the upper atmosphere. At long last, Matt Cruse is at the helm. Though it's only a summer job piloting a humble aerocrane, he's thrilled to be helping to build the Celestial Tower, Paris's extraordinary gateway to outer space. But Matt's idyllic summer is short-lived. He narrowly survives a deadly attack by the fanatical Babelites, who are opposed to humans reaching the

heavens. Worse still, his nights spent stargazing with Kate de Vries must end when she's summoned back to Lionsgate City by her parents. But then the chance of a lifetime boosts Matt's hopes of being airborne once more. Canada wants to reach space first, and the Canadian Minister of Air has asked Kate to join the first expedition as an expert on aerial zoology. There's a place for Matt, too—if he can pass the gruelling tests to become one of the world's first

astronauts on board the incredible ship Starclimber. Ratha's Creature Simon and Schuster One brave feline, exiled from her clan, must fight to survive in this PEN Award-winning author's epic fantasy adventure about a tribe of prehistoric cats. Twenty-five million years in the past, a clan of sentient, prehistoric big cats called "the Named" have their own language, traditions, and law. Led by Meoran, the Named herd horses and deer for food. They

keep order and peace, fending off predatory raiders—the UnNamed—from all sides. But, the battle has taken its toll, and the Named are skirting the edge of survival. Much to the displeasure of Meoran, a young female named Ratha discovers a powerful defense against the UnNamed. She calls it “the Red Tongue,” and it is a creature of incredible power. Red Tongue is fire, a force of both life and destruction that must be at once nurtured and tamed. Sensing that

Ratha’s mastery of fire threatens his power, Meoran banishes her from the clan. As she travels out amongst the savage UnNamed, Ratha learns about both them and herself. But, her tribe needs her. Can she return? Will the Named survive constant attacks without the Red Tongue? Will the power of the Red Tongue change the clan forever? Acclaimed author Clare Bell crafts a serious coming-of-age story filled with adventure, triumph, and heartbreak. Perfect for readers of Jean M.

Auel’s *The Clan of the Cave Bear*, Ratha’s Creature will have readers hooked and clamoring for more stories of these big, noble cats.

[The Nest](#) Open Road Media

A legendary ghost ship. An incredible treasure. A death-defying adventure. Forty years ago, the airship Hyperion vanished with untold riches in its hold. Now, accompanied by heiress Kate de Vries and a mysterious gypsy, Matt Cruse is determined to recover the ship and its treasures. But 20,000 feet

above the Earth's surface, pursued by those who have hunted the Hyperion since its disappearance, and surrounded by deadly high-altitude life forms, Matt and his companions soon find themselves fighting not only for the Hyperion—but for their very lives.

The Silverwing

Collection Penguin

Aboard "The Boundless," the greatest train ever built, on its maiden voyage across Canada, teenaged Will enlists the aid of a traveling circus to save the train from

villains.

This Dark Endeavour (with Bonus Material) Simon & Schuster Books for Young Readers

Shade is a young silverwing bat, the runt of his colony. But he's determined to prove himself on the long, dangerous winter migration to Hibernaculum, millions of wingbeats to the south. During a fierce storm, he loses the others and soon faces the most incredible journey of his young life. Desperately searching for a way to rejoin his flock,

Shade meets a remarkable cast of characters: Marina, a Brightwing bat with a strange metal band on her leg; Zephyr, a mystical albino bat with an unusual gift; and Goth, a gigantic carnivorous vampire bat. But which ones are friends and which ones are enemies? In this epic story of adventure and suspense, Shade is going to need all the help he can find -- if he hopes to ever see his family again. The Silverwing Trilogy Knopf Books for Young

Readers

A ten-year-old girl learns the importance of family and community in this tale of love and hope set during the Hurricane Katrina disaster. Armani Curtis can think about only one thing: her tenth birthday. All her friends are coming to her party, her mama is making a big cake, and she has a good feeling about a certain wrapped box. Turning ten is a big deal to Armani. It means she's older, wiser, more responsible. But when Hurricane Katrina hits the Lower Nines of

New Orleans, Armani realizes that being ten means being brave, watching loved ones die, and mustering all her strength to help her family weather the storm. A powerful story of courage and survival, *Upside Down in the Middle of Nowhere* celebrates the miraculous power of hope and love in the face of the unthinkable. Praise for *Upside Down in the Middle of Nowhere* "Lamana goes for and achieves realism here, carefully establishing the

characters and setting before describing in brutal detail, beyond what is typical in youth literature, the devastating effects of Katrina—loss of multiple family members, reports of attacks in the Superdome, bodies drifting in the current and less-than-ideal shelter conditions. An honest, bleak account of a national tragedy sure to inspire discussion and research." —Kirkus Reviews "I recommend the book because I think it does a good job of capturing what life was

like in New Orleans both before and after Katrina and because Armani's journey will give readers a lot to think about and discuss. But parents will want to know that it doesn't flinch when describing the death and destruction that hit New Orleans during that time and be cautious with younger, sensitive readers." —Cindy Hudson, author of *Book by Book The Winter Door* Simon and Schuster
 It's been months since Paul has seen his younger brother, Sam. Now Sam

has completely disappeared. Why? The truth lies at the heart of Watertown, a polluted slum afloat in the city's toxic harbour, where Sam has been working as a research assistant. Paul goes there to find his brother--and encounters people who will do anything to stop him. Can Paul find out the truth? Or does the dead water zone devour everyone who dares to enter?
The Live-Forever Machine Simon and Schuster
 Celebrate the 10th anniversary of the award-

winning aerial adventure that started it all Winner of the Governor General's Award, a Michael L. Printz Honor Book, and recipient of many other national and international honours, Airborn fired the imaginations of readers around the world when it was first published in 2004 and its popularity has never waned. Airborn was followed by the acclaimed sequels Skybreaker, winner of the Red Maple Award and the Ruth and Sylvia Schwartz Children's Book Award, and Starclimber, a

Canadian Library Association Children's Book of the Year Award	Honour Book. With cover illustrations by Jim Tierney, mark a new	decade of soaring adventures for this trio of contemporary classics.
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- [The Summer I Turned Pretty \(summer I Turned Pretty, The\)](#)
- [The Mountain Is You: Transforming Self-sabotage Into Self-mastery](#)
- [The 5 Love Languages: The Secret To Love That Lasts By Gary Chapman](#)
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- [Hunting Adeline \(cat And Mouse Duet\)](#)
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- [Goodnight Moon By Margaret Wise Brown](#)