

**Children's Literature
Association
of
Utah**

**Beehive Young Adult Book
Nominees
2018
Book Activities**



Booked by Kwame Alexander

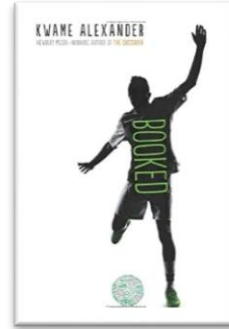
Houghton Mifflin Harcourt

Publication date 2016

ISBN 978-0544570986

Grade Level 5-10

Number of Pages: 314



Description:

Twelve-year-old Nick loves soccer and hates books, but soon learns the power of words as he wrestles with problems at home, stands up to a bully, and tries to impress the girl of his dreams.

General Review:

Gr 6-10-Twelve-year-old Nick loves soccer, and he and his best friend Coby have big plans for winning the Dr. Pepper Dallas Cup, the renowned world youth soccer tournament, even though they will be playing on opposing teams. Besides the big game, Nick has a lot of other things on his mind. For one thing, his mother wants to move away to pursue her dream of training race horses, and his linguistics professor father is pressuring him to improve his vocabulary by reading the dictionary. Throw in the twin eighth-grade tyrants who relentlessly want to pound him and weekly lessons at Miss Quattlebaum's School of Ballroom Dance & Etiquette, and his life at Langston Hughes Magnet School of the Arts is pretty hectic. But school is also where "the Mac" can be found, Langston's resident rapping, dragonfly-loving, red mohawk-wearing librarian and Nick's favorite adult. And then there's April, Nick's current crush. Newbery-winning poet Alexander once again brings to life a novel in verse that equally captures the rapid-fire excitement of a soccer match and the palpable pain of a young boy whose family is falling apart. Peppered throughout are useful and amusing vocabulary words as well as wise-cracking yet sage life lessons from a beloved librarian. Authentic characters and amusing situations abound, making this story one that will be welcomed by readers of all levels. VERDICT Another winning goal for Alexander and middle school readers alike.-Carol Connor, Cincinnati Public Schools, OH © Copyright 2016.
- School Library Journal

Themes:

Stories in verse, Soccer, Self-Esteem and Self-Reliance

Author/Illustrator Information:

Kwame Alexander is the *New York Times* best-selling author and poet. He's written many books for both adults and children, including his Newbery Award-winning novel *The Crossover*. His Book-in-a-Day writing and publishing programs has created thousands of student authors all over the world. He lives with his family in Virginia.

<http://kwamealexander.com/>

Discussion Questions:

1. Many characters go through a great deal of change in *Booked*. Describe one character and how s/he changes. How do these changes effect Nick? How does Nick deal with the many changes in his own life?
2. How do Nick and Coby keep their friendship strong while playing on competing soccer teams?
3. What kinds of bullying are portrayed in the book? How does Nick handle bullying?
4. What kinds of poems were used to tell the story? Which forms did you enjoy? How would the story be different if the book were written in a different format?

Activities:

1. Teach students about online dictionaries and show them how to search, use key words, find etymologies, etc.
2. Discuss what a malapropism is and challenge students to identify examples in *Booked*. Look at the Grammarly Blog to find common malapropisms and make a list of examples that students find.
3. The author uses many different forms of poetry in the book including acrostic, blackout, and quatrain. Have the students write a life experience using a form of poetry.
4. Have students research the game of Soccer and the different soccer terms that are used in the book (FIFA, the World Cup, Dr. Pepper Dallas Cup.)
5. Discuss etiquette in various situations and have students role-play social situations and proper etiquette.

More Resources:

Interview with author, Kwame Alexander, about *Booked*

<http://www.pbs.org/video/2365849042/>

Online dictionary

<http://www.miriam-webster.com>

Similar Books:**Fiction Titles:**

The Crossover by Kwame Alexander

Home of the Brave by Katherine Applegate

Love That Dog by Sharon Creech

House Arrest by K.A. Holt

Garvey's Choice by Nikki Grimes

Shakespeare Bats Cleanup by Ronald Koertge

Nonfiction Titles:

Brown Girl Dreaming by Jacqueline Woodson

Locomotion by Jacqueline Woodson

Jump Ball: A Basketball Season in Poems by Mel Glenn

Outcasts United: The Story of a Refugee Soccer Team That Changed a Town by Warren John

The Fixer by Jennifer Lynn Barnes

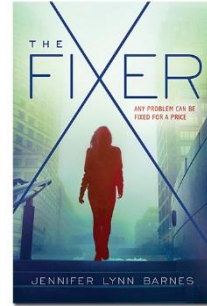
Bloomsbury USA Children's

Publication date 2015

ISBN 978-1619635944 paperback: 978-1619635982

Grade Level: Gr 9 Up

Number of Pages: 375



Description:

When sixteen-year-old Tess Kendrick is sent to stay with her older sister, she has no idea that the famed Ivy Kendrick is the capital's number one "fixer." For powerful people looking to make a scandal disappear, Tess's sister is there to help . . . for a price.

General Review:

Imagine Shonda Rimes's *Scandal* plunked into the middle of an elite private high school in Washington, DC. Now imagine the younger sister of an Olivia Pope-like character who possesses some fixer-like qualities herself and is quickly drawn into a political web of intrigue. Barnes packs all of that and more in this YA thriller. Tess comes to live with her much older sister, Ivy, after her grandfather unravels into the throes of dementia. Ivy is busy, strict, and extremely powerful—Tess doesn't know whether to be scared of her or love her, or both. After the teen becomes privy to some shocking information, she embarks on a life-changing cycle of events that draws her into the underbelly of DC political life, showing her that perhaps she is not unlike her sister, after all. Barnes is a master of mystery, and *The Fixer* is a great "fix" for teens not quite ready to tackle the adult themes of the similarly themed TV show. VERDICT Fans of "Pretty Little Liars" by Sara Shepard and the "Dead Is..." series by Marlene Perez will enjoy Barnes's latest offering.

-School Library Journal

Themes:

Family, friendship, government, America, political thriller, mystery

Author Information:

I'm a Jennifer who goes mostly by Jen, an Oklahoma girl who's also lived in Connecticut and England, and a writer who has a not-so-secret double life as a cognitive scientist. I love pop culture, mythology, science, superheroes, Joss Whedon, guacamole, television targeted at teenagers, and any song that I know the lyrics to. I have no sense of direction, but can read a book and shower at the same time. As is probably obvious, I do not particularly excel at writing my own bios.

<http://jenniferlynnbarnes.com/>

Discussion Questions:

1. How did Barnes build suspense throughout the novel?
2. How did Tess' perspective on Ivy, as well as their relationship, change through the story?
3. What connections can you make about the political/moral issues raised in *The Fixer* to real current events?
4. Could this story have happened in another setting? Why or why not?

5. Do you have a favorite character from *The Fixer*? Who, and why?

Activities:

1. A State Dinner at the White House: split into groups and have teens design a dress/tux for a teammate using tape and wrapping paper.
2. Memory Game: Have one teen leave the room, while others make 1-2 small changes to the furniture and/or seating arrangements. Player comes back into the room and tries to spot the differences.
3. Don't Get Caught!: Players stand in a circle, arms out to the side. Their left palm is up with their right index finger pointing down, touching their neighbor's outstretched palm. Leader counts "1...2...3...go!" the players in the circle attempt to both grab the finger of the person on their left hand and prevent their right finger from being grabbed by pulling it away. If their finger is grabbed, they are out. If a player grabs a finger at the same time their finger is grabbed, they are neutral and get to stay in the game. Repeat several times until only two people are remaining (at the same time, the other players can start a new circle). The trick is in building up suspense before "go!" because many players will jump the gun, adding to the fun.

Similar Books:

All Fall Down by Ally Carter

Also Known As by Robin Benway

The Name of the Star by Maureen Johnson

Boy Nobody by Allen Zadoff

Endangered by L. R. Giles

Learning to Swear in America by Katie Kennedy

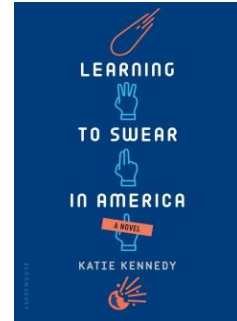
Bloomsbury Children's Books

Publication date: 2016

ISBN: 978-1619639096

Grade Level: Grades 9-12

Number of Pages: 345



Description:

Brought over from Russia to help NASA prevent an asteroid from colliding with Earth, seventeen-year-old physics genius Yuri feels awkward and alone until he meets free-spirited Dovie.

General Review:

In Kennedy's engrossing and entertaining debut, a 17-year-old Russian physicist must help NASA stop an asteroid that is hurtling toward Earth. Yuri Strelnikov arrives in the U.S. with only three weeks until BR1019 is expected to hit, but his age and his specialty (antimatter) make it hard for him to get his scientific colleagues to take him seriously. When he meets Dovie Collum, an artistic and quick-witted high-school student, and her unusual, loving family, Yuri gains a few new reasons to figure out how to avert global disaster. Yuri is delightfully droll, and Dovie awakes in him a zest for life as well as a sense of family he has never known. Dovie and her family inspire Yuri to think outside of the box, even if it means going against his colleagues in order to save the planet. The science Kennedy weaves throughout the story is fascinating and accessible, and Yuri and Dovie's gentle romance is pitch-perfect. This novel is made to savor—readers will want to catch every nuance of Kennedy's multidimensional characters. (Publishers Weekly, vol 263, issue 18, p)

Themes: Survival, disasters, teenage boys, asteroids, relationships, physics

Author Information:

Katie Kennedy is a college history instructor. She used to teach in a fire station. When the alarm rang, the entire class jumped up and ran out of the room. She became an LPN in order to write more accurate medical scenes. She has been lost in Moscow, and roused by the KGB for sitting in Red Square to eat her ice cream. She has been bitten by a fish. Katie lives in Michigan's Upper Peninsula with her husband, daughter, and son, in a town with a million bats.

Katie Kennedy's website: <http://www.katiekennedybooks.com>

Discussion Questions:

1. Yuri has a hard time getting others to listen to his ideas in part because of his age. Have you ever felt dismissed because "You're too young?" How do you get people to listen to you and take you seriously?
2. Have you ever experienced culture shock? What about Yuri's experience was similar to your own? If not, what do you think would be the hardest part of moving to a new country? If you could move anywhere in the world, where would you choose?
3. If an impending disaster to the earth was imminent, how do you think you would want to spend your remaining time? What activities would you do? What might you avoid?

4. Do you think Yuri and Dovie's romance was realistic? Why or why not?

Activities:

1. Plan a stargazing party.
2. Find when the next meteor shower will take place in your area and make plans to watch it.
3. Visit the Hubble Telescope site and find pictures of real asteroids.
4. Want to play a physics based game and move asteroids away from the earth? Visit to check it out. <http://www.killerasteroids.org/>

More Resources:

Nasa for Students

<https://www.nasa.gov/audience/forstudents/index.html>

Hubble Telescope

<http://hubblesite.org/>

In depth asteroid information

<http://solarsystem.nasa.gov/planets/asteroids/>

Similar Books:

Fiction Titles

Life as We Knew It by Susan Beth Pfeffer

Little Brother by Cory Doctorow

The Prom Goer's Interstellar Excursion by Chris McCoy

We All Looked Up by Tommy Wallach

Nonfiction Titles

A Space Traveler's Guide to the Solar System by Mark Thompson

Krakatoa: the day the world exploded, August 27, 1883 by Simon Winchester

The Planets by Dava Sobel

Near Earth Objects: Finding Them Before They Find Us by Donald K Yeomans

The Novice by Taran Matharu

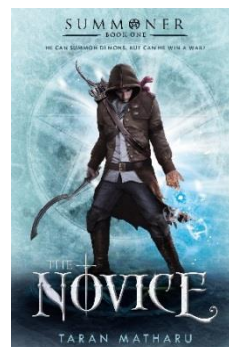
Feiwel & Friends (HB), Square Fish (PB)

Publication date 2015

ISBN 9781250067128 (HB), 9781250080059 (PB)

Grade Level 7 and up

Number of Pages: 355



Description:

Fletcher is working as a blacksmith's apprentice when he discovers he has the rare ability to summon demons from another world. Chased from his village for a crime he did not commit, Fletcher must travel with his demon, Ignatius, to an academy for adepts, where the gifted are taught the art of summoning.

General Review:

Gr 7 Up—Fletcher, 15, an orphan raised by a blacksmith in the Hominum Empire's northern village of Pelt discovers he has the ability to summon demonic creatures in this exciting fantasy trilogy opener. After Fletcher and Ignatius, his ferretlike demon, attack the local bully, Fletcher is forced to flee his village. Through a chance encounter with a mage, Fletcher finds himself attending an academy for battle mages. Trained mages are needed in Hominum's ongoing war with the orcs and in the armed truce against the elves. At the Academy, Fletcher, a commoner, endures scorn from the more skilled second-year students of noble birth, especially a pair of snobbish twin siblings, who are particularly cruel to Sylva, the elf chieftain's daughter, and the dwarf Othello. Dwarves are despised and treated as second-class citizens by many humans in Hominum. Their studies culminate in a year-end tournament that determines their student rankings and the opportunity for a senior military position. Fletcher and his small group of allies also become involved in a plot that threatens all of Hominum. This debut's similarities to J.R.R. Tolkien's "The Lord of the Rings" books, Philip Pullman's "His Dark Materials" (Knopf), and J.K. Rowling's "Harry Potter" (Scholastic) (the novel even has a nasty professor with a prejudice against commoners and other races) are unmistakable, but readers won't mind. Fletcher's a sympathetic character whose impulsive behavior leads him to make understandable mistakes. VERDICT The appealing characters, fast-paced plot, focus on racial politics, and interesting demon varieties (demonology addendum included) make this an enjoyable read.—Sharon Rawlins, New Jersey State Library, Trenton

—School Library Journal

Themes:

Discrimination, family, friendship, good & evil

Author Information:

Taran Matharu's website: <https://www.wattpad.com/user/TaranMatharu>

Taran Matharu is a New York Times bestselling author. He was born in London in 1990 and found a passion for reading at a very early age. His love for stories developed into a desire to create his own during early adolescence, beginning his first book at 9 years old.

Discussion Questions:

1. Fletcher grows up as an orphan, knowing that his mother abandoned him, naked in the snow, outside the gates of Pelt. How does Fletcher's status as an orphan affect his life choices?
2. Fletcher is the first student to try and befriend Othello, the dwarf, and Sylva, the elf. Why do you think he's able to overcome the societal and cultural boundaries that hold the other human students back?
3. The dwarves in Corcillum are forced to live in segregated communities and are often persecuted by the Pinkertons. Some dwarves try to work within the system to gain more rights and respect while others plot to overthrow system. What are some real world situations that mirror this, both in the past and in the present? Discuss the pros and cons of each side: those trying to work within the system and those trying to bring it down.

Activities:

1. Taran Matharu wrote The Novice in pieces using Wattpad. Look at <http://read.gov/exquisite-corpse/> to find out what an "Exquisite Corpse" is. Have groups of kids make their own exquisite corpse story.
2. A hero is often a large part of a fantasy novel. Describe the qualities that you feel make a hero.
3. Create a map of the world of The Novice.

More Resources:

<http://summoner-the-novice.wikia.com/wiki/Summoner: The Novice Wikia>

Similar Books:

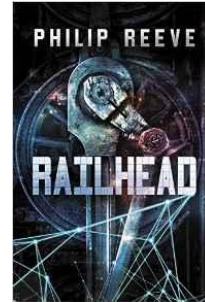
Eragon, Christopher Paolini

Artemis Fowl, Eoin Colfer

The Ruins of Gorlan, John Flanagan

Railhead by Phillip Reeve

Switch Press
Publication Date 2016
ISBN 9781630790486
Grade Level 7 – 12
Number of Pages: 333



Description:

When the mysterious stranger Raven offers Zen, a petty thief, a chance to live the rest of his days in luxury if he steals one small box from the Emperor's train, Zen can't believe his luck. That little box, however, just might bring everything in this galaxy and the next to the end of the line.

General Review:

Ages 12 & Up—"Starlight Express meets Trainspotting—as run through Reeve's fertile imagination. Imagine: a world where solar systems are connected by mysterious train tracks. Onboard, you can rocket light-years in an instant, planet to planet, although some are mined-out wastelands and all are controlled by corporate families now that the Guardians—godlike Old Earth artificial intelligence—stay in the Dasea. Petty thief Zen Starling doesn't think much of Guardians or corporate families; he does what he needs to to support his family. But when Raven, a strange pale man in a world where shades of brown are the norm for humanity, recruits him, Zen (with Motorik companion Nova, upgraded into an individual) finds himself impersonating a member of the Emperor's family, stealing an ancient treasure, and possibly inciting world war. Reeve's writing never flags, with moments of pathos and magic seamlessly interwoven. Dozens of characters collide—the sentient trains; the Motorik; the Emperor's daughter Threnody and her boring but stalwart betrothed; Hive Monks; the Railforce agent who has tracked Raven across lifetimes—each one nearly as fascinating as the world Reeve has created (don't miss the glossary at the end). As he did with the Mortal Engines series, Reeve has crafted something at once weirdly familiar and marvelously original. Thank the stars there's at least one sequel planned already." – Kirkus Reviews, STARRED REVIEW

Themes:

Theft, Science Fiction, End of the World, Magic, Robots, Adventure

Author/Illustrator Information:

Philip Reeve wrote his first story when he was just five years old, about a spaceman named Spike and his dog, Spook. Philip has continued writing and dreaming up adventures and is now the acclaimed author of the Mortal Engines series, the Fever Crumb series, Here Lies Author (2008 Carnegie Medal Winner), and many other exciting tales. Born and raised in Brighton, England, Philip first worked as a cartoonist and illustrator before pursuing a career as an author. He lives in Dartmoor with his wife, Sarah, and their son, Sam.

<http://www.philip-reeve.com/>

Discussion Questions:

1. What would you do if you were in Zen's place?
2. *"Thing about trains", said Zen, "you'll have to give them something. In return for carrying you. If you do, they'll take you to any star-system that you want."* Where would you want the train to take you?
3. What elements from this book are similar to other science fiction books or movies? What's different?
4. What do you think it would feel like to travel faster than the speed of light?
5. They say Nova is more human than some humans? How so? What does it mean to be human?

Activities:

1. Gather junk items and create junkbots out of them. Talk about what your robots would do. You could also do this with Lego Mindstorms if you have access to sets.
2. Have a contest to see who can make an Alka Seltzer rocket go the highest or farthest.
3. Make a rocket car or train. See what goes the farthest.
4. Share books about: space, the moon, physics, and rockets.

More Resources:

Alka-Seltzer Rockets

<http://www.physics.org/interact/physics-to-go/alka-seltzer-rocket/>

Author's Website

<http://www.philip-reeve.com/>

How to Build a Rocket Car

http://www.reachoutmichigan.org/funexperiments/agesubject/lessons/other/rocket_car.html

How to Build a Junkbot Instructable

<http://www.instructables.com/id/How-to-make-a-Junkbot/>**Similar Books:**

Fiction Titles:

Rebel of the Sands by Alwyn Hamilton

Starflight and Starfall by Melissa Landers

Transatlantic Conspiracy by G.D. Falksen

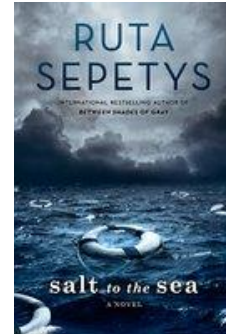
The Skunk by Mac Barnett

Nonfiction Titles:

Junkdrawer Physics by Bobby Mercer
Any books on Space or Physics
Maker Lab by Jack Challoner
Robot Building For Teens by Behnam Salemi
Wizards, Aliens, and Starships by Charles L. Adler

Salt to the Sea by Ruta Sepetys

Publisher: Philomel Books
Publication date: 2016
ISBN: 978-0399160301
Grade Level: Grades 8 and up
Number of Pages: 391



Description:

As World War II draws to a close, refugees try to escape the war's final dangers, only to find themselves aboard a ship with a target on its hull.

General Review:

Gr 8 Up—In alternating narratives, four different teens grapple with the bitter cold, the ever-present danger of falling bombs, and their own dark secrets. There's Joana, a pretty and empathetic Lithuanian nurse who harbors a heavy guilt; Florian, a mysterious young man struggling to hide his true identity; Amelia, a pregnant Polish girl; and Alfred, a sociopathic Nazi sailor with an inferiority complex. Along with a fully realized cast of secondary characters who comprise the small band of refugees slowly making their way through the frozen and battle-scarred Prussian countryside, Joana, Florian, and Amelia are determined to get aboard the Wilhelm Gustloff, a German military ship evacuating civilians and wounded soldiers at the tail end of the war. Alfred, meanwhile, a low-ranking officer stationed aboard the ship, avoids work by hiding in the toilets, composing imaginary and boastful letters to a girl back home. Each voice is distinct, and Sepetys unwinds their individual backstories slowly and with care. As the relationships among the refugees strengthen and they begin to trust one another, vulnerabilities are revealed—some of them life-threatening. Observations of war and loss, human cruelty, and hatred are unflinching. But through the horror and heartbreak shine rays of hope: love, kindness, courage, and sacrifice. ---Library Journal

Themes:

World War II, refugees, friendship

Author Information:

Ruta Sepetys was born and raised in Michigan, the daughter of a refugee; Ruta is drawn to stories of strength through struggle. Her first novel "Between Shades of Gray" was inspired by her family's history in Lithuania. Her second novel, "Out of the Easy" is set in the French Quarter of New Orleans in 1950, and her third novel, "Salt to the Sea, exposes one of the greatest hidden disasters of World War II. Ruta lives with her family in Tennessee. You can find more information about her at <http://rutasepetys.com/>

Discussion Questions:

- Find a news story about some present day refugees. How are their stories similar to the refugees' stories in the book? How are they different?
- This book has important minor characters. How do the Poet (cobbler), Klaus (the little boy), Ingrid (the blind girl), and Eva (huge girl, Sorry) play significant roles in the story?
- All the characters in Salt to the Sea have secrets. What secrets do Florian, Alfred, Joana, and Emelia have? What causes each of them to tell their secrets?

- War brings out man's inhumanity to man, but also sometimes shows how people can survive through determination, hope, faith, and endurance. Cite parts of the book that portray these aspects of war.
- Florian is Prussian, Emilia is Polish, Joana is Lithuanian, and Alfred is German. What is revealed about their native lands and customs in the novel?
- What makes *Salt to the Sea* good historical fiction?
- How would the story be different if it were narrated differently? Who is your favorite narrator? Why?

Activities:

- Visualize and draw sketches of what you think different characters in *Salt to the Sea* look like.
- Using a historical atlas, find the boundaries of Lithuania, East Prussia, Germany, and Poland at the beginning and at the end of World War II. How did the war change the map?
- Write a letter from Florian back to Clara Christensen (who writes to him at the end of the book).
- Research a topic of interest from the book—MV Wilhelm Gustloff, Operation Hannibal, the Amber Room, art theft by the Nazis during WWII, etc.
- Share other fiction and non-fiction books about World War II or refugees

More Resources:

- *Salt to the Sea* Discussion Guide http://rutasepetys.com/wp-content/uploads/2016/06/SalttotheSea_DG1.pdf
- *Salt to the Sea* Author Video <http://rutasepetys.com/books/salt-to-the-sea/>
- Lit Lovers: *Salt to the Sea* <http://www.litlovers.com/reading-guides/15-young-adult-fiction/10576-salt-to-the-sea-sepetys>
- Wilhelm Gustloff Museum <http://www.wilhelmgustloffmuseum.com/>

Similar Books Showing Different Perspectives of World War II:

Fiction Titles:

- Berlin Boxing Club by Rob Sharenow
- Between Shades of Gray by Ruta Sepetys
- The Book Thief by Markus Zusak
- The Boy in the Striped Pajamas
- Code Name Verity by Elizabeth Wein
- Eyes of the Emperor by Graham Salisbury
- Number the Stars by Lois Lowry
- Phantoms in the Snow by Kathleen B. Duple
- Someone Named Eva by Joan Wolf
- T4: A Novel in Verse by Ann C. LeZotte
- Yellow Star by Jennifer Roy

Nonfiction Titles:

- Bomb: The Race to Build and Steal the World's Most Dangerous Weapon by Steve Sheinkin
- Courage Has No Color: The True Story of the Triple Nickles by Tanya Lee Stone
- Ann Frank: Diary of a Young Girl by Ann Frank
- Ghosts in the Fog: The Untold Story of Alaska's WWII Invasion by Samnatha Seiple

- His Name Was Raoul Wallenberg: Courage, Rescue and Mystery During WWII by Louise Borden
- Imprisoned: The Betrayal of Japanese Americans During WWII by Martin Sadler
- Pure Grit: How American WWII Nurses Survived Battle and Prison
- Unbroken: an Olympian's Journey From Airman to Castaway to Captive

Six of Crows by Leigh Bardugo

Henry Holt & Company
Publication date 2015
ISBN: 978-1250076960
Grade Level: 6-12
Number of Pages: 465



Description:

A convict with a thirst for revenge. A sharpshooter who can't walk away from a wager. A runaway with a privileged past. A spy known as the Wraith. A Heartreander using her magic to survive the slums. A thief with a gift for unlikely escapes. Six dangerous outcasts. One impossible heist. Kaz's crew is the only thing that might stand between the world and destruction—if they don't kill each other first.

General Review:

Bardugo has created a wildly imaginative story of six young people who have been commissioned to pull off the greatest heist of all time. They are to nab the creator of *jurda parem*, a highly addictive product that enhances the innate paranormal powers of the Grisha peoples, in the hopes of reating weapons of war that will upset the balance of power and destroy the economies of rival governments. Kaz, the hero of the story and mastermind of the plot, recruits five others to aid in his quest for revenge for the loss of his brother and the promise of vast wealth. Taking what could have been stock characters of young adult fiction—the loner, the rebel, the outcast, and the con artist, the author has fashioned fully fleshed out, dynamic protagonists who will engage and enchant readers. What a thrill it is to return to the world she created with her popular "Grisha Trilogy." While the unresolved ending may frustrate some teens, the promise of a sequel will give them hope that this unsettling, captivating, magical journey will continue.

-School Library Journal

Themes:

Criminals, misfits, prisons, rescues, spies, magic, high fantasy, world-building

Author/Illustrator Information:

Leigh Bardugo was born in Jerusalem, grew up in Los Angeles, and graduated from Yale University. She has worked in advertising, journalism, and most recently, makeup and special effects. These days, she's lives and writes in Hollywood where she can occasionally be heard singing with her band.

<http://www.leighbardugo.com/about/>

Discussion Questions:

1. To what extent do any of the characters grow or change by the end of the book? Do any (or all) reach a new level of maturity, gain insights, or find peace and redemption from their pasts?
2. Fantasy/dystopian literature is frequently a veiled allusion to the ills of contemporary, society, perhaps serving as a warning. What aspects of *Ketterdam*, though exaggerated, might be a

reflection of our own 21st-century society?

3. Talk about the various loyalties and friendships that exist among and between crew members—there's Nina and Inej, as well as Jesper, Wylan, and Matthias.
4. What does Inej mean when she says to Kaz, "I will have you without armor, Kaz Brekker. Or I will not have you at all?" What do you think his feelings towards her are?
5. *Six of Crows* is set in the same world as Bardugo's Grisha Trilogy. If you've read any of the books in that trilogy, how does this one compare? If you haven't, was it hard to find your footing at first?
6. *Six of Crows* is the first installment of a series. Will you be reading the next volume, *Crooked Kingdom*?

Questions by LitLovers, <http://www.litlovers.com/reading-guides/13-fiction/10407-six-of-crows-bardugo?start=3>

Kaz is the leader of a group that does not want to work with one another. Kaz's crew members each have very personalities and backgrounds, which makes for some trust issues within the group. However, in order to survive their dangerous mission, these individuals must work as a team—a team that relies on, and trusts, each other. Try these team-building exercises with your teens.

Activities:

1. The Mute Organization
Announce to all the teens to make a queue by their birth date. But the catch here is that they cannot talk. Once the players have lined up, ask them their birthdays. You can play the same game with the height, birthday month or shoe size.
2. Human Knot
Have the teens make a circle, and have each teen reach across and take someone else's hand without looking at each other. The teens must now figure out how to untangle themselves without letting go of each other's hands. This may involve climbing over or under others. If teammates don't communicate properly, they may become more entangled.
3. Trust Me
Let the teens set up an obstacle course, then divide them into groups of five. Blindfold four members of the team and have the one who is not blindfolded lead the others through the obstacle course. Set a time limit (no more than three minutes) for this task to be accomplished. Then switch teams.

More Resources:

Articles, character guides, artist renderings of characters, videos, and more.

<http://thegrishaverse.wikia.com>

Similar Books:

Fiction Titles:

Colors of Immortality by J.M. Muller

A Court of Thorns and Roses by Sarah J Maas

Mistborn by Brandon Sanderson (adult fiction)

This Savage Song by Victoria Schwab

Truthwitch by Susan Dennard

The Young Elites by Marie Lu

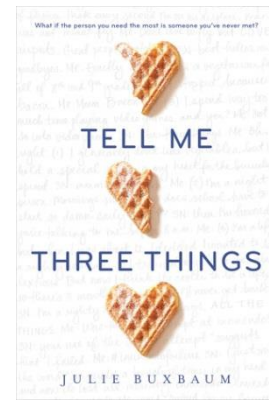
Nonfiction Titles:

Master Thieves: The Boston Gangsters Who Pulled Off the World's Greatest Art Heist by Stephen Kurkjian (adult nonfiction)

Monuments Men: Allied Heroes, Nazi Thieves, and the Greatest Treasure Hunt in History by Robert M. Edsel (adult nonfiction)

Tell Me Three Things by Julie Buxbaum

Delacorte Press
Publication date 2016
ISBN 9780553535648
Grade Level 10 and up
Number of Pages: 329



Description:

Sixteen-year old Jessie, still grieving over her mother's death, must move from Chicago to "The Valley," with a new stepfamily but no new friends until an anonymous fellow student emails and offers to help her navigate the school's treacherous social waters.

General Review:

Gr 10 Up—A contemporary YA novel about grieving, growing up, and learning how to have confidence in yourself. Saying Jessie's new life is weird would be an understatement—after she loses her mother to cancer, her dad sells their house, moves them across the country to live with the woman he eloped with during a business trip, and enrolls her in an elite private school where everyone makes her feel even more like an outsider. Back home Jessie was comfortable: she had both her parents, a house she loved, and friends. Here she feels lost in a sea of designer clothing, expensive cars, and people who spend their summer vacations in faraway countries. When the teen gets an anonymous email from Somebody/Nobody offering to teach her to navigate this new school's territory, she registers how strange the situation may be but replies anyway. Who is this mysterious Somebody/Nobody (SN for short)? Will trusting SN lead to success—or make her even more of a target for bullies? Readers will find themselves growing with Jessie as she tries to deal with the passing of her mother and become comfortable in her own skin miles away from everything she thought of as home. Buxbaum's debut is hard to put down because of its smooth and captivating text. The addition of virtual conversations through email and chatting adds an exciting plot twist. Casual talk of drinking, drugs, and sex makes this novel more appealing to mature teens. VERDICT A definite purchase for collections where readers enjoy character-driven fiction.—DeHanza Kwong, Central Piedmont Community College, Charlotte, NC
—School Library Journal

Themes:

Grief, relationships, romance, divorce, family

Author Information:

Julie Buxbaum's website: <http://www.juliebuxbaum.com/>

Julie Buxbaum is an author whose work has been translated into twenty-five languages. Tell Me Three Things is her first novel for young adults. She lives in Los Angeles with her husband, two young children, and an immortal goldfish. Julie once received an anonymous email, which inspired Jessie's story.

Discussion Questions:

1. Most of the main characters have been affected by the recent death of a close family member, but this book about grief focuses more on being alone than being sad. Why? How do the characters each handle their grief?
2. The book features email, IM and text conversations throughout. How did these add to the story? Is it true that texting or email lets you be the best edited and revised version of yourself?
3. Jessie feels very alone and isolated at the beginning of the book, especially when the differences between her and the ultra-intimidating students at her new LA prep school become obvious. How much of her loneliness is self-imposed?
4. At the beginning of the book, Jessie hates the Valley and wants to return to Chicago. What changes her mind by the end of the book? Is romance the only difference?

Activities:

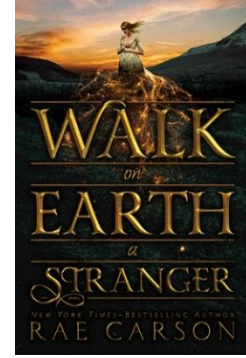
1. If you were making a movie of this book, what actors would you want for the characters? Design a poster for your movie.
2. Much of the story in Tell Me Three Things is written using texts. Write your own story using texts and emails.
3. Jessie and Somebody/Nobody often share with each other three things about themselves. Write three things about yourself and share them with someone.

Similar Books:

The Truth about Forever, Sarah Dessen
All the Bright Places, Jennifer Niven
The Last Time We Say Goodbye, Cynthia Hand
How to Save a Life, Sara Zarr
Amy & Roger's Epic Detour, Morgan Matson

Walk on Earth a Stranger by Rae Carson

Greenwillow Books
Publication date 2015
ISBN 978-0062242914
Grade Level - 6 and up
Number of Pages: 436



Description:

A young woman with the magical ability to sense the presence of gold must flee her home, taking her on a sweeping and dangerous journey across Gold Rush–era America.

General Review:

“Simply terrific—tense and exciting, while gently and honestly addressing the brutal hardships of the westward migration. ...[Leah] takes center stage as a smart, resourceful, determined, and realistic heroine who embodies the age-old philosophy that it isn’t what happens to you, but how you react to it that matters.”

—Publishers Weekly (starred review)

Themes:

Gold; Gold-Rush 1849 (Era 1848-1855); Historical Western (Pioneer trails); Precious Metals; Mining; Historical/Paranormal/Western genre;

Discussion Questions:

<https://www.scribd.com/document/288224067/Educator-Guide-WALK-ON-EARTH-A-STRANGER>

1. Lee disguises herself as a boy and takes on male responsibilities when she joins the wagon train. Why does Lee disguise herself? How is she accepted once other members of the wagon train learn she is a woman?
2. When the wagon train sets out, the members do not know one another. However, events along the way challenge them to work together to survive. The manner in which the individuals react to these challenges defines their character. Identify any one challenge and describe how any single individual or group responded to it. What does the response reveal about character?
3. The trip across the desert and through the mountains is grueling and dangerous. In what ways are the travelers prepared for the journey? In what ways are they not? Discuss two or three of the biggest challenges the group faces and describe how the travelers respond to them. How does the Major’s injury impact the travelers?

Activities:

1. Visit Kennecott Copper Mine or take a virtual tour (links found below).
2. Pan for Gold. Instructional videos are on Youtube (links found below).
3. Play the Oregon Trail card game, currently found at Target stores.

4. Download the Oregon Trail app.
5. Play Oregon Trail free on your computer (links found below).
6. Watch a San Francisco 49ers football game and talk about the origin of their name.

More Resources:

Pan for Gold in Utah

<http://www.goldrushnuggets.com/goldinutah.html>

How to Pan for Gold instructional video on Youtube by Aspen Mining:

<https://www.youtube.com/watch?v=mTn5aAYQKUE>

Kennecott Copper Mine visitor information & virtual tour:

<https://utah.com/kennecott>

<http://www.kennecott.com/virtual-tour>

The Oregon Trail inducted into the Video Game Hall of Fame in 2016:

<http://www.hmhco.com/at-home/featured-shops/the-learning-company/oregon-trail>

The Oregon Trail Card Game at Target Stores:

<http://www.target.com/p/oregon-trail-board-game/-/A-50562794>

Play The Oregon Trail game free on your computer:

https://archive.org/details/msdos_Oregon_Trail_The_1990

San Francisco 49ers Football Official Website:

<http://www.49ers.com/>

Similar Books:

Fiction Titles:

Rebel Mechanics (Rebel Mechanics #1) by Shanna Swendson

Black Dove, White Raven by Elizabeth Wein

Da Vinci's Tiger by L.M. Elliott

Ash & Bramble (Ash & Bramble #1) by Sarah Prineas

Ivory and Bone (Ivory and Bone #1) by Julie Eshbaugh

Nonfiction Titles:

What Was the Gold Rush? by Joan Holub

A Guide to Gold Panning in Utah by Alan Chenworth

From the Ground Up: The History of Mining in Utah by Colleen Whitley (edited by)

Bingham Canyon: The Richest Hole on Earth by Scott Crump

A Kennecott Story: Three Mines, Four Men, and One Hundred Years, 1897-1997
by Charles Caldwell Hawley

A Hole in the Ground with a Liar at the Top: Fraud and Deceit in the Golden Age of American Mining
by Dan Plazak

The Power of Gold: The History of an Obsession by Peter L. Bernstein

Gold Fever: One Man's Adventure on the Trail of the Modern Gold Rush by Steve Boggan

How to Get Rich in the California Gold Rush: An Adventurer's Guide to the Fabulous Riches Discovered in
1848... by Tod Olson

Life During the Gold Rush (What You Didn't Know About History series) by Janey Levy

The California Gold Rush: An Interactive History (You Choose book series) by Elizabeth Raum

DVDs:

Treasure House: The Utah Mining Story by Lee Groberg in partnership with KUED Channel 7

Zero Day by Jan Gangsei

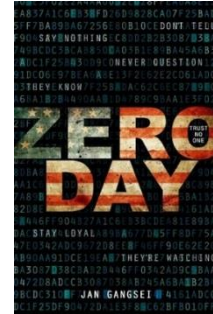
Hyperion

Publication date 2016

ISBN 978-148472226-8

Grade Level 7 – 12

Number of Pages: 359



Description:

Addie Webster was kidnapped at age 8. Now her father is the president and she suddenly is returned. Could Addie possibly be a threat to the entire country?

General Review:

Gr 7 Up—It's been eight hellish years since little Addie, daughter of then governor Webster, disappeared without a trace, leaving a raw and gaping hole in the lives of her family and her best friend, Darrow. While her family grieved and eventually moved on with their lives, Darrow continues to blame himself for Addie's disappearance, obsessively following dead-end leads and alleged sightings. Suddenly, a 16-year-old girl shows up, claiming she's Addie Webster, but is this just a coincidence, or is she somehow tied to the national security threat that President Webster is grappling with? This thriller doesn't let up its unrelenting pace until the breathless conclusion, which hints at a sequel. Throughout, teens will see glimpses into Addie's haunted past via flashbacks and begin to figure out what's really happening with the troubled girl. Addie isn't the only character whose complex persona fuels the action. In his search to understand Addie, Darrow takes a number of risks that threaten his life; Addie's sister has a complicated history with Darrow and has just returned from a stint in rehab; and even Addie's parents are not who they seem. The writing is complex enough to satisfy more sophisticated YA readers yet fast-paced enough to keep the attention of reluctant readers. VERDICT Gangsei's killer political novel is a must-read for those who enjoy a tight plot in their psychological thrillers.—School Library Journal

Themes:

Kidnapping, Psychological Thriller, Political Thriller, Presidents, Spies, Espionage, Adventure

Author/Illustrator Information:

Jan Gangsei grew up in the small town of Barre, Vermont, reading Nancy Drew mysteries, putting on backyard shows with her best friend and dreaming about exploring the world. After college, she landed a job as a newspaper reporter covering politics and the police beat—and was astonished to discover she could actually get paid to write and tell stories. Since then, she's lived in Key West, New York City, DC and Barbados. She's now settled with her family in northern Virginia, where she writes full time with a cup of hazelnut coffee in one hand and a Jack Russell terrier named Watson curled under her legs.

Jan also writes series fiction under various pen names for London and New York-based book packager, Working Partners, including: *Welcome to Weirdiville* by I.M. Strange (Little Brown UK 2013), *The Rowe-Greenbeards Marvelous Magnificent Not at All Dangerous Time Travel Tours*, aka *Zack in Time* (Athena DE 2016), and *Super Sarah* (Kerle DE, TBD).

<http://jangangsei.com>

Discussion Questions:

1. The last line of the book states, "You Have Been Warned." What do you think will happen next?
2. What would you have done if you were in Addie's place?
3. What would you have done in Darrow's place?
4. What would your codename be? Why?
5. Who was your favorite character? Least favorite?

Activities:

1. In the book, Addie loves to read. Make mini books based off their favorite book.
2. Have teens create a secret code that another person has to decipher a secret message with it.
3. Have everyone create their own paper "Air Force One" airplanes. Have a contest to see which can go the farthest.

More Resources:

Author's Website:

Jangangsei.com

Paper Airplane Designs:

<http://paperairplaneshq.com/paper-airplanes.html>

Similar Books:

A Girl Named Digit by Annabel Monaghan

The Fixer by Jennifer Lyn Barnes

Alex Rider series by Anthony Horowitz