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# Online Chapter Books

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Property of the

Rebel Librarian Gitachanges the course of  
V. Reddy human  
"A young Neolithic history."--Back  
girl refuses to give cover.  
up an abandoned **Nightbird**  
wolf pup she has Puffin  
adopted. Her Bestselling  
determination author Alice

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Hoffman's bewitching Nightbird is perfect for ages 10-13: love and friendship empower a lonely girl to embrace her uniqueness and discover her strengths. Twig lives in Sidwell, where people whisper that fairy tales are real. After all, her town is rumored to hide a monster. And two hundred years ago, a witch placed a curse on

Twig's family that was meant to last forever. But this summer, everything will change when the red moon rises. It's time to break the spell. Praise Nominated for: The Great Stone Face Award (NH) Rebecca Caudill Young Readers' Book Award (Illinois) The Black-Eyed Susan Book Award (Maryland) "Hoffman reminds us that there are secrets everywhere .

. . . Nightbird soars." —The New York Times "Alice Hoffman has a gift for melding magic and realism in a way that makes nearly anything seem possible." —Shelf Awareness, Starred "The mix of romance and magic is irresistible." —Kirkus Reviews What Other Authors Are Saying "I love the way Alice Hoffman creates the most ordinary people and then turns their lives

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magical. . . . [Nightbird] is like reentering a wonderful dream that you vaguely remember.”  
—Lois Lowry, two-time Newbery Medal-winning author of *The Giver*  
*Introducing Books to Children*  
Yearling  
The OpenIntro project was founded in 2009 to improve the quality and availability of education by producing exceptional books and teaching tools that are free to use and easy to modify. We feature real

data whenever possible, and files for the entire textbook are freely available at [openintro.org](http://openintro.org). Visit our website, [openintro.org](http://openintro.org). We provide free videos, statistical software labs, lecture slides, course management tools, and many other helpful resources. [Deep Learning](#) MIT Press  
Get ready to find danger, adventure—and maybe even a few laughs—in this deluxe illustrated hardcover chapter book, the only official Minecraft chapter book series! Based on the most popular video game of all

time, this all-new chapter book series takes a group of intrepid Minecraft players deeper into the game than ever before. Something has turned the Evoker King to stone, and elements of his code have turned into new and terrible bosses that threaten the digital world of Minecraft. Now Po, Harper, and their friends must travel deep into underground and into a web of danger to face the one of them. But that's the easy part, because in the real world, Po decides to run for class president and before he knows it, the ground feels like it is opening under his feet and his popularity is about to plummet! Look

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for these other great fun, action-packed  
Minecraft® books: • Into the Game!  
(Minecraft  
Woodsword  
Chronicles #1)  
9781984850454 • Last Block  
Standing! (Minecraft  
Woodsword  
Chronicles #6)  
9781984850690 • Crack in the Code!  
(Minecraft  
Stonesword Saga  
#1) 9780593372982  
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and the MOJANG  
STUDIOS logo are  
trademarks of  
Microsoft  
Corporation  
Novel & Short  
Story Writer's  
Market 40th  
Edition  
Independently  
Published  
The first book in a

middle-grade  
series for heroes in  
training by Petra  
James and A. Yi.  
Twelve-year-old  
Henrie is the first  
girl heir of the  
Melchior family in  
200 years. This  
was deemed a  
dereliction of duty  
by the formidable  
Octavia Melchior,  
head of the House  
of Melchior  
(HoMe). For  
HoMe is in the  
business of heroes  
for hire. Boy  
heroes, that is.  
Girls have no  
place. When  
Henrie receives a  
mysterious note, it  
sets off a chain of  
events including a  
kidnapping, a

fancy skateboard  
manoeuvre and a  
private jet and she  
discovers  
something rotten at  
the heart of HoMe.  
As past, present  
and future collide,  
HoMe is poised to  
come tumbling  
down ... unless a  
new kind of hero  
can emerge from  
the rubble.  
Hapless Hero Henrie  
(House of Heroes  
Book 1) Tundra  
Books  
The fourth book in an  
early chapter book  
series inspired by  
Anne of Green  
Gables, starring the  
spirited Anne Shirley  
as she hosts her very  
first tea party with  
her kindred spirit,  
Diana, to disastrous  
results. Anne loves  
having pretend tea

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parties by herself. She even decorates her room with branches and colorful leaves for the occasion. Marilla Cuthbert, who adopted Anne in the last year, wishes Anne would act a little more sensibly. One day, Marilla comes up with a plan to keep Anne out of mischief -- Anne can host her very own tea party and invite her kindred spirit, Diana Barry! Anne is thrilled, and sets out to host the most lovely and grown-up-ish tea party she can muster. But when she makes Diana sick by accidentally giving her the wrong drink, Diana's mother is furious. Can Anne be forgiven? Will she ever be allowed to play with Diana again? Lovingly adapted by Kallie

George with beautiful nostalgic illustrations by Abigail Halpin, this series is perfect for fans of Anne, new and old.

[The Princess and the Goblin](#)  
[Illustrated Holiday House](#)

A fully revised and updated edition of the bible of the newspaper industry

**Nasha Yearling**

The first book in a hilarious chapter book series that tackles anxiety in a fun, kid-friendly way. Perfect for both beginning and reluctant readers, and fans of *Diary of a Wimpy Kid!* A humorous and touching series about facing your

fears and embracing new experiences—with a truly unforgettable character—from author Lenore Look and New York Times bestselling and Caldecott Honor winning illustrator LeUyen Pham.

Alvin, an Asian American second grader, is afraid of everything—elevators, tunnels, girls, and, most of all, school. He's so afraid of school that, while he's there, he never, ever, says a word. But at home, Alvin is a very loud superhero named Firecracker Man, a brother to Calvin

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and Anibelly, and a gentleman-in-training, just like his dad. With the help of his family, can Alvin take on the outside world without letting his fears get the best of him? “Alvin’s a winner.” —New York Post

*Maddi's Fridge*  
Penguin

The Most Trusted Guide to the World of Children's Publishing, fully revised and updated The 33rd edition of Children's Writer's and Illustrator's Market is the definitive and trusted guide for anyone who seeks to write or illustrate for kids and young adults. If you're a writer or an illustrator for young readers and your goal

is to get published, CWIM is the resource you need. In this book, you'll find more than 500 listings for children's book markets, including publishers, literary agents, magazines, contests, and more. These listings include a point of contact, how to properly submit your work, and what categories each market accepts. This edition also features: 500+ listings for children's markets, including book publishers, literary agents, magazines, contests, and more Interviews with bestselling authors, including Cassandra Clare, N.K. Jemisin, Jacqueline Woodson, Leigh Bardugo, and more Craft articles on topics ranging from P.O.V., mocking-up picture books, and

including diverse characters Business articles on topics such as making the most of your platform, tracking submissions, and maximizing the time + energy you have to write, and much more

*Mobs Rule!*  
(*Minecraft Stonesword Saga #2*) Graphix

Includes excerpt from Diary of a 5th grade outlaw: The friend thief.

*U.S. History*  
Houghton Mifflin Harcourt

Dorothy and the Wizard in Oz is the fourth book set in the Land of Oz written by L. Frank Baum and illustrated by John R. Neill. It was published on June 18, 1908 and reunites Dorothy with the

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humbug Wizard from  
The Wonderful  
Wizard of Oz (1900).  
This is one of only  
two of the original  
fourteen Oz books  
(the other being The  
Emerald City of Oz  
(1910), to be  
illustrated with  
watercolor paintings.  
*Daksha the  
Medicine Girl*  
Flashlight Press  
U.S. History is  
designed to meet  
the scope and  
sequence  
requirements of  
most introductory  
courses. The text  
provides a balanced  
approach to U.S.  
history, considering  
the people, events,  
and ideas that have  
shaped the United  
States from both the  
top down (politics,  
economics,  
diplomacy) and

bottom up  
(eyewitness  
accounts, lived  
experience). U.S.  
History covers key  
forces that form the  
American  
experience, with  
particular attention  
to issues of race,  
class, and gender.  
*Anne's Tragical Tea  
Party* Yearling  
"The Princess and  
the Goblin is a  
children's fantasy  
novel by George  
MacDonald. It was  
published in 1872  
by Strahan &  
Co. Anne Thaxter  
Eaton writes in A  
Critical History of  
Children's  
Literature that The  
Princess and the  
Goblin and its  
sequel ""quietly  
suggest in every  
incident ideas of

courage and  
honor.""[1] Jeffrey  
Holdaway, in the  
New Zealand Art  
Monthly, said that  
both books start out  
as ""normal  
fairytales but slowly  
become stranger"",  
and that they  
contain layers of  
symbolism similar  
to that of Lewis  
Carroll's work"  
**King's Ring** Little  
Simon  
A man in black robs  
King Chid's ring  
when the ring goes  
on display. Luckily,  
Mick and Liv are at  
the display on a class  
trip at the right time.  
But they get tricked  
while they try to help  
the cops with the  
theft. Mick does not  
believe the legend of  
King Chid's ring. Liv  
does not understand  
why a ring that brings

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bad luck would sell for the legend is true, who will get this toxic ring's bad luck next?

Pooh Goes

Visiting

HarperCollins Children's Books  
Tim and Kim's trip on the ship turns into a rescue mission for Sam, the Cod Fish. This is the perfect first chapter book for dyslexic children, reluctant and early readers and written to improve fluency, comprehension and self-confidence.

*The Adventures of Sophie Mouse Collection (Boxed Set)* Penguin

From the author of

Where the Red Fern Grows comes a timeless adventure about a boy who discovers a tree full of monkeys. The last thing fourteen-year-old Jay Berry Lee expects to find while trekking through the Ozark Mountains of Oklahoma is a tree full of monkeys. But then Jay learns from his grandpa that the monkeys have escaped from a traveling circus, and there's a big reward for the person who finds and returns them. His family could really use the money, so Jay sets off, determined to catch them. But by the end of the summer, Jay will

have learned a lot more than he bargained for—and not just about monkeys. From the beloved author of Where the Red Fern Grows comes another memorable adventure novel filled with heart, humor, and excitement. Honors and Praise for Wilson Rawls' Where the Red Fern Grows: A School Library Journal Top 100 Children's Novel An NPR Must-Read for Kids Ages 9 to 14 Winner of 4 State Awards Over 7 million copies in print! "A rewarding book . . . [with] careful, precise observation, all of it rightly phrased." —The New



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York Times Book Review “One of the great classics of children’s literature . . . Any child who doesn’t get to read this beloved and powerfully emotional book has missed out on an important piece of childhood for the last 40-plus years.”  
—Common Sense Media “An exciting tale of love and adventure you’ll never forget.”  
—School Library Journal  
*R for Data Science*  
Createspace Independent Publishing Platform  
Alice's Adventures in Wonderland is an

1865 English children's novel by Lewis Carroll, a mathematics don at the University of Oxford. It details the story of a girl named Alice who falls through a rabbit hole into a fantasy world of anthropomorphic creatures. It is seen as an example of the literary nonsense genre. The artist John Tenniel provided 42 wood-engraved illustrations for the book. It received positive reviews upon release and is now one of the best-known works of Victorian literature; its narrative,

structure, characters and imagery have had a widespread influence on popular culture and literature, especially in the fantasy genre. It is credited as helping end an era of didacticism in children's literature, inaugurating an era in which writing for children aimed to "delight or entertain". The tale plays with logic, giving the story lasting popularity with adults as well as with children. The titular character Alice shares her name with Alice Liddell,

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a girl Carroll  
knewscholars  
disagree about the  
extent to which the  
character was  
based upon her.  
*eBooks for  
Elementary School  
Basic Books*  
Young Geraldine  
longs to have  
adventures as  
thrilling as those in  
the Book of Tales,  
the book her papa  
reads to her and her  
brother Button at  
night. More than  
that, she wants to be  
brave--a seemingly  
impossible task in a  
world where ravens  
throw black  
shadows over the  
earth and wolves  
prowl barren lands  
in search of their  
prey. But Geraldine  
is a mouse. The  
weakest of ground

things. Why was she,  
who wants so much  
to be brave, created  
by God to be small  
and quivering? The  
book's ten stories  
follow the Woolkins  
family--Papa,  
Mama, Geraldine,  
and Button--from  
October to  
December, as they  
face their rather  
human trials and  
tribulations and  
Geraldine struggles  
to understand Very  
Very Big Hands, the  
creator of all,  
including ravens and  
wolves. Suitable for  
readers of most  
ages. Parents will  
want to read the  
book to younger  
children, preferably  
after making them a  
cup of cocoa.  
Children's Writer's &  
Illustrator's Market

33rd Edition  
HarperCollins  
Captivate the hearts  
and minds of young  
adult readers!  
Writing for young  
adult (YA) and  
middle grade (MG)  
audiences isn't just  
"kid's stuff"  
anymore--it's kidlit!  
The YA and MG  
book markets are  
healthier and more  
robust than ever, and  
that means the  
competition is fiercer,  
too. In *Writing  
Irresistible Kidlit*,  
literary agent Mary  
Kole shares her  
expertise on writing  
novels for young  
adult and middle  
grade readers and  
teaches you how to:

- Recognize the differences between middle grade and young adult audiences and how it impacts your writing.
- Tailor your

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manuscript's tone, length, and content to your readership. • Avoid common mistakes and cliches that are prevalent in YA and MG fiction, in respect to characters, story ideas, plot structure and more. • Develop themes and ideas in your novel that will strike emotional chords. Mary Kole's candid commentary and insightful observations, as well as a collection of book excerpts and personal insights from bestselling authors and editors who specialize in the children's book market, are invaluable tools for your kidlit career. If you want the skills, techniques, and know-how you need to craft memorable stories for teens and tweens, Writing

Irresistible Kidlit can give them to you. Operating Systems National Geographic Books A seven-day book of magic proves to be trouble for five children, who must learn the book's rules and tame its magic.