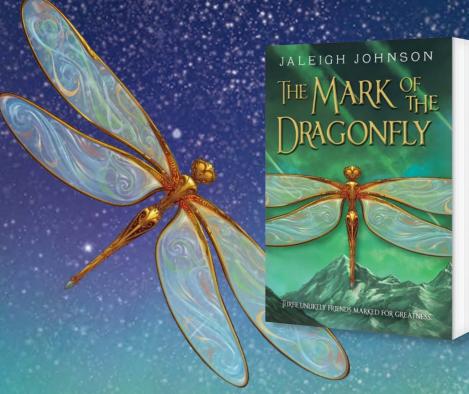
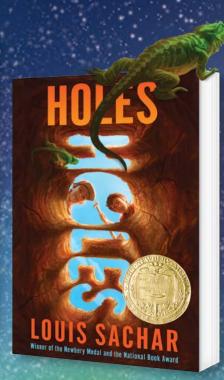
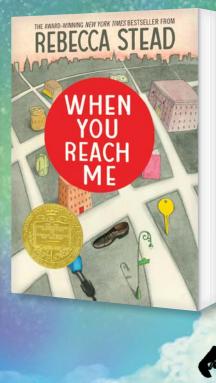
BACK-TO-SCHOOL BOOK GUIDE FOR MIDDLE-GRADE EDUCATORS











ESCAPE TO A NEW WORLD.

The story of a mysterious girl, a magical world, a dangerous journey, and the true meaning of friendship and family.

IN THE CLASSROOM

Divide the class into small groups to create an adventure map of the complex world Piper wanders through. Using details from the text, they should sketch a rough outline of Solace that includes (but is not limited to) major landmarks: the Merrow Kingdom, the Hiterian Mountains, the harvesting fields, the Meljoy lakes, Noveen, the Dragonfly Territories, the 401. Then have them draw and number a path on the map to illustrate the sequence of events of Piper's travels. Hint: the first chapter is a good place to revisit for map details!

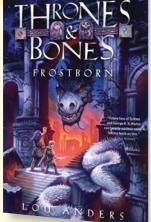
O Correlates to Common Core Standards RL.5–7.2

After reading, have students craft a response to the following prompt: Is *The Mark of the Dragonfly* best categorized as an adventure or a fantasy novel? Encourage them to construct a clear thesis to drive their argument and introduce claims with relevant textual evidence. After they write and revise their arguments, divide the class into two teams for a debate.

Correlates to Common Core Standards CCSS W.5-7.1a-e; SL.5-7.1a-d



The Mark
of the Dragonfly
Jaleigh Johnson
Grades 5 & up • ←
Lexile: 820L • F&P: Z
PB: 978-0-385-37647-1
HC: 978-0-385-37615-0
EL: 978-0-385-37646-4
MarkoftheDragonfly.com



Frostborn

Lou Anders Grades 3–7 • n Lexile: 660L • F&P: W PB: 978-0-385-38781-1 HC: 978-0-385-38778-1 GLB: 978-0-385-38779-8 EL: 978-0-385-38780-4 ThronesandBones.com This first book in a humorous, Viking-inspired fantasy-adventure series will appeal to fans of Lloyd Alexander and Rick Riordan.

IN THE CLASSROOM

Divide into pairs with one person playing the part of Karn and one person playing the part of Thianna. Write a profile of your character, listing his/her strengths and weaknesses. Choose a scene from the book to act out in character. Pick an incident from school life and describe how your character would react.

Ocorrelates to Common Core Standards RL.4-6.1; RL.4-6.3; W.4-6.9; SL.4-6.1

Make your own game of Thrones and Bones, laying out the game board as described at the end of the book. Try playing the game according to the rules listed in that section. Then list some examples of when Karn uses his gaming skills to escape a difficult situation in the book. Discuss how the game is a metaphor for life. Visit ThronesandBones.com to download a game template for your class.

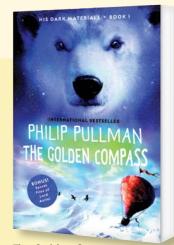
Correlates to Common Core Standards RL.4–6.5

Young Lyra Belacqua journeys to the far North to save her best friend and other kidnapped children from terrible experiments by evil scientists.

IN THE CLASSROOM

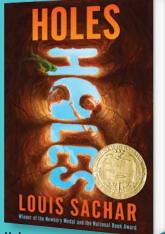
It is quite common for writers of fantasy to create their own vocabularies. Vocabulary, including the names of characters, is often symbolic of the underlying themes and messages of the story. Make a class glossary for Pullman's His Dark Materials trilogy that represents the unique vocabulary he created.

In the trilogy, Lyra has the alethiometer, Will has the knife, and Dr. Malone has the spyglass to aid them in their quests. Though these items are fictitious, scientists have always used tools and instruments to conduct investigations. Have students research instruments used throughout the ages and construct a timeline that reveals their development. What instruments do scientists use today?



The Golden CompassPhilip Pullman
Grades 5 & up • ←
Lexile: 930L
PB: 978-0-440-41832-0
HC: 978-0-679-87924-4
EL: 978-0-440-41860-3 **HisDarkMaterials.com**

SOLVE A PUZZLE.



Holes

Louis Sachar Grades 4–7 • ← Lexile: 660L • F&P: V PB: 978-0-440-41480-3 EL: 978-0-307-79836-7 LouisSachar.com Stanley Yelnats tries to dig up the truth in this inventive and darkly humorous tale of crime and punishment—and redemption.

IN THE CLASSROOM

Ask the class: What is the significance of Stanley's real name and nickname in the novel? What is the significance of other characters' names and nicknames? What kinds of nicknames do the people in your life have and how do these nicknames impact them?

Have the class design two different uniforms for the children at Camp Green Lake. In one version, they should use symbolic imagery and text to depict what they believe Camp Green Lake should do for the children sentenced there. In the other version, they should depict the reality of Camp Green Lake in the novel. Follow this up with a research project on the juvenile justice system in the United States or a discussion on what the students feel are the most effective ways to discipline and rehabilitate youth.

O Correlates to Common Core Anchor Standard R.CCR.1

In New York City in 1979, twelve-year-old Miranda receives four mysterious notes that change her life forever.

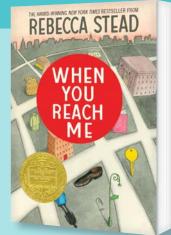
IN THE CLASSROOM

Discuss what the New York Times reviewer means when she calls When You Reach Me "a hybrid of genres." Ask students to discuss the definition of the following genres: science fiction, adventure, mystery, historical fiction, and realism. Divide the class into small groups and ask each group to prepare to debate which genre(s) they think the novel best fits. Have them cite passages from the novel to support their position.

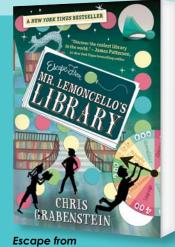
Correlates to Common Core Standards RL. 4-6.1; RL. 4-6.2; SL.4-6.1

The novel is set in the 1970s, before kids had cell phones and computers. Suppose the novel was set today. Have the class write Facebook profile pages for Miranda, Sal, Annemarie, Julia, Colin, Marcus, and Alice Evans.

Correlates to Common Core Standards RL. 4-.3



When You Reach Me Rebecca Stead Grades 3–7 • G Lexile: 750L • F&P: W PB: 978-0-375-85086-8 HC: 978-0-385-73742-5 RebeccaStead.com



Mr. Lemoncello's Library
Chris Grabenstein
Grades 3–7 • • • • Lexile: 720L
PB: 978-0-307-93147-4
HC: 978-0-375-87089-7
GLB: 978-0-375-97089-4
EL: 978-0-375-97089-4
ChrisGrabenstein.com

It's the ultimate game—locked in a library overnight, twelve kids need to solve brain-teasing puzzles in order to escape!

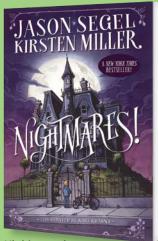
IN THE CLASSROOM

Contestants in *Escape from Mr. Lemoncello's Library* attempt to solve rebus puzzles to help them escape from the library. Have students each create a rebus puzzle based on the title of a book, and encourage them to try to solve as many as they can.

Mr. Lemoncello spends \$500 million to build his dream library. While your hometown may not be in dire need of a new library, there is probably something that could be built to make it a better community for kids. Have your students write letters to your local leadership (city council members, township trustees, etc.) with the purpose of convincing them to make the addition to the city. Mail the letters or have students speak at a public meeting.

Ocrrelates to Common Core Anchor Standards CCRA.W.1, CCRA.W.4, CCRA.W.9, CCRA.SL.4, CCRA.SL.6

FACE YOUR FEARS.



Nightmares!

Jason Segel and Kirsten Miller; Illustrated by Karl Kwasny Grades 3–7 • ← Lexile: 670L • F&P: U PB: 978-0-385-74426-3 HC: 978-0-385-74425-6 GLB: 978-0-375-99157-8 EL: 978-0-385-38403-2

NightmaresNovel.com

Sleeping has never been so scary. And now waking up is even worse! This is the first book in a trilogy about a group of kids who must face their fears to save their town.

IN THE CLASSROOM

Divide the class into small groups that will each create an original script using a chapter from *Nightmares!* as inspiration. Here are some scene suggestions:

- Alfie, Rocco, or Paige facing his or her nightmare
- Charlie's first encounter with the witch
- Dabney rescuing Charlie when he first enters the Netherworld
- Charlie's late-night conversation with his stepmonster

Allow the groups ample time to assign parts, rehearse, and create costumes, props, and sets before showtime!

Play "Name That Nightmare!" Prepare several labels naming various nightmares, such as the bogeyman, zombies, vampire bunnies, your teeth falling out, clowns, spiders, or aliens. Stick a label on each student's back. When you begin the game, students must mingle and ask each other yes-or-no questions to figure out their own identity.

Seven kids. Seven voices. One special teacher who will bring them together.

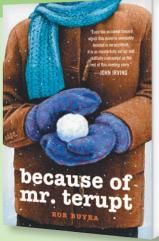
IN THE CLASSROOM

Readers see all the students mature and grow throughout the course of the novel. Ask your class: Based on your observations, which character do you believe demonstrates the greatest growth? Have students compose a short persuasive essay offering their position on this issue, using textual evidence to support their case.

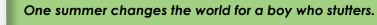
Ocrrelates to Common Core Standards W.6.1.–6.3

Because of Mr. Terupt is told from a first-person, multiple-narrator perspective. Ask the class: How would the stories be different if there were a single narrator telling it? Do you think changing or limiting the point of view would make the story better or worse? Why? Give textual evidence.

Correlates to Common Core Standards S.L.6.1.—6.3.



Because of Mr. Terupt Rob Buyea Grades 4–7 • Lexile: 560L PB: 978-0-375-85824-6 HC: 978-0-385-73882-8 EL: 978-0-375-89615-6 **RobBuyea.com**



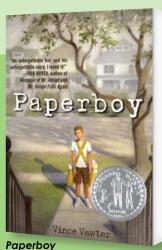
IN THE CLASSROOM

An internal conflict is a problem or a dilemma that a character faces within him or herself. Ask students: What is the internal conflict within the boy? At what point is this conflict revealed? An external conflict is a thing or event that a character encounters as an obstacle. Identify the external conflicts in the novel. Explain how both internal and external conflicts change Little Man by the end of the summer.

Ocrrelates to Common Core Standards RL.4–6.6; SL.4–6.1, 4–6.3; L.4–6.1, 4–6.3

Mr. Spiro encourages Little Man to continue writing poetry. Talk about the elements of an acrostic poem. Instruct students to use one of these words—student, servant, seller, or seeker—as a spine word and write a poem that Little Man might give to Mr. Spiro upon his return.

O Correlates to Common Core Standards W.4-6.4



Vince Vawter Grades 5 & up • ∩ Lexile: 940L • F&P: Z PB: 978-0-307-93151-1 HC: 978-0-385-74244-3 GLB: 978-0-375-99058-8

EL: 978-0-307-97505-8 VinceVawter.com

HISTORY

BEA MATCHMAKER MATCH YOUR STUDENTS TO THE PERFECT BOOK!

Help to instill a love of reading in your students by recommending books based on their interests. In most cases, these clusters also provide you and your students an opportunity to compare and contrast stories in the same genre on their approaches to similar themes and topics.

Correlates to Common Core Standard RL.5.9



Crow Barbara Wright Grades 5 up • ♠ • 🥝 Lexile: 800L PB: 978-0-375-87367-6 EL: 978-0-375-98270-5



A Mystery of London, the Blue Death, and a Boy Called Eel Deborah Hopkinson Grades 5 up • ♠ • 🥝

Lexile: 660LL • F&P: X PB: 978-0-375-84308-2 HC: 978-0-375-84818-6 GLB: 978-0-375-94818-3 EL: 978-0-449-81819-0



Hattie Big Sky Kirby Larson Grades 3-7 • ♠ • 🥝 Lexile: 700L • F&P: W PB: 978-0-385-73595-7 EL: 978-0-375-84641-0



Moon over Manifest Clare Vanderpool Grades 3-7 • ♠ • @ Lexile: 800L • F&P:U PB: 978-0-375-85829-1 HC: 978-0-385-73883-5 EL: 978-0-375-89616-3



Navigating Early Clare Vanderpool Grades 5 up • ♠ • @ Lexile: 790L • F&P: X PB: 978-0-307-93065-1 HC: 978-0-385-74209-2 GLB: 978-0-375-99040-3 EL: 978-0-307-97412-9



One Came Home Amy Timberlake Grades 5 up • ♠ • @ Lexile: 690L • F&P: Y PB: 978-0-375-87345-4 HC: 978-0-375-86925-9 EL: 978-0-375-98934-6

ADVENTURE



The Dragon's Tooth (Ashtown Burials #1) N. D. Wilson Grades 3–7 • ନ • 🥝 Lexile: 640L PB: 978-0-375-86396-7 HC: 978-0-375-86439-1 EL: 978-0-375-89572-2



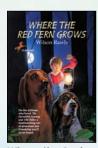
The Emerald Atlas John Stephens Grades 3–7 • ດ • 🥝 Lexile: 720L PB: 978-0-375-87271-6 HC: 978-0-375-86870-2 EL: 978-0-375-89955-3



Book #1: Tiger Jeff Stone Grades 5 up • ♠ • @ Lexile: 800L PB: 978-0-375-83072-3 EL: 978-0-375-89179-3

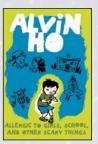


Joshua Dread Lee Bacon Grades 4-7 • ∩ Lexile: 700L PB: 978-0-307-92998-3 GLB: 978-0-375-99027-4 EL: 978-0-375-98721-2



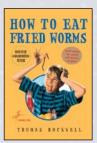
Where the Red Fern Grows Wilson Rawls Grades 4-7 • ♠ • @ Lexile: 700L • F&P: X PB: 978-0-440-41267-0 HC: 978-0-385-32330-7 EL: 978-0-307-78156-7

HUMOR



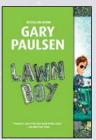
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Lenore Look; Illustrated by LeUyen Pham Grades 1-4 • ♠ • ❷ Lexile: 600L • F&P: Q PB: 978-0-375-84930-5 HC: 978-0-375-83914-6 EL: 978-0-375-84965-7



How to Eat Fried Worms Thomas Rockwell

Grades 3–7 • Q Lexile: 650L • F&P: R PB: 978-0-440-44545-6



Lawn Boy Gary Paulsen

Grades 3–7 Lexile: 780L PB: 978-0-553-49465-5 EL: 978-0-307-53698-3



Mr. and Mrs. Bunny— Detectives Extraordinaire!

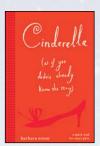
Polly Horvath Grades 3-7 • ⋒ Lexile: 730L PB: 978-0-375-86530-5 HC: 978-0-375-86755-2 EL: 978-0-375-89827-3



Skinnybones

Barbara Park Grades 3–7 Lexile: 590L • F&P: P PB: 978-0-679-88792-8 EL: 978-0-307-79710-0

RETELLINGS



Cinderella (As If You Didn't Already Know the Story)

Barbara Ensor Grades 2–5 Lexile: 880L PB: 978-0-375-87387-4 EL: 978-0-307-48295-2



The Fabled Fourth Graders of Aesop Elementary

Candace Fleming Grades 2–5 • Lexile: 580L • F&P: Q PB: 978-0-440-42229-7 EL: 978-0-307-48451-2



Ophelia and the Marvelous Boy

Karen Foxlee Grades 3-7 • n Lexile: 660L • F&P: T PB: 978-0-385-75356-2 HC: 978-0-385-75357-9



Rump: The True Story of Rumpelstiltskin

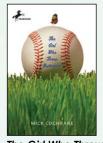
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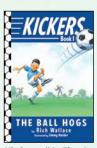
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Mick Cochrane Grades 3-7 Lexile: 750L PB: 978-0-375-84610-6 EL: 978-0-375-89160-1



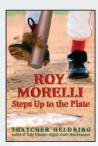
Kickers #1: The Ball Hogs

Rich Wallace Illustrated by Jimmy Holder Grades 1–4 • C Lexile: 540L PB: 978-0-375-85092-9 EL: 978-0-375-89632-3



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Thatcher Heldring Grades 3–7 Lexile: 530L PB: 978-0-440-23978-9 EL: 978-0-375-89343-8



The Walk On: The Triple Threat, Book 1

John Feinstein Grades 5 up Lexile: 780L • F&P: X PB: 978-0-385-75349-4 HC: 978-0-385-75346-3 GLB: 978-0-385-75347-0 FL: 978-0-385-75348-7