

# Chasing Vermeer 1 Blue Balliett

*While traveling in London, Paris, and Amsterdam, fourteen-year-old best friends Kari and Lucas solve an international art forgery mystery.*

*Ghosts are alive on the island of Nantucket. You can hear them in the wind, and in the creaks of the old homes. They want to be remembered. And, even more, they want to protect what was once theirs. The ghosts seem to have chosen a few local kids to be their messengers -- and to help save the island. But in this mystery, the line between those who haunt and those who are haunted is a thin one -- and the past and the present must come to terms with one another in order to secure the future.*

*Named after a character in a Shakespeare play, misfit sixth-grader Hero becomes interested in exploring this unusual connection because of a valuable diamond supposedly hidden in her new house, an intriguing neighbor, and the unexpected attention of the most popular boy in school. Reprint. 50,000 first printing.*

*Someone is spray-painting graffiti all over Cedar Valley and it is up to fifth-grader Nolan Byrd, also known as Shredderman, to expose the vandal.*

*Out of the Wild Night*

*Chasing Vermeer - Literature Kit Gr. 5-6*

*The Harlem Charade*

*Lo!*

When strange and seemingly unrelated events start to happen and a precious Vermeer painting disappears, eleven-year-olds Petra and Calder combine their talents to solve an international art scandal.

Presents a collection of legends and stories of hauntings on Nantucket Island in Massachusetts. Almost everybody who has grown up in Chicago knows about the Thorne Rooms. Housed in the Children's Galleries of the Chicago Art Institute, they are a collection of 68 exquisitely crafted miniature rooms made in the 1930s by Mrs. James Ward Thorne. Each of the 68 rooms is designed in the style of a different historic period, and every detail is perfect, from the knobs on the doors to the candles in the candlesticks. Some might even say, the rooms are magic. Imagine—what if you discovered a key that allowed you to shrink so that you were small enough to sneak inside and explore the rooms' secrets? What if you discovered that others had done so before you? And that someone had left something important behind? Fans of Chasing Vermeer, The Doll People, and From the Mixed-Up Files of Mrs. Basil E. Frankweiler will be swept up in the

magic of this exciting art adventure!

WATCHER. SHADOW. FUGITIVE. Harlem is home to all kinds of kids. Jin sees life passing her by from the window of her family's bodega. Alex wants to help the needy one shelter at a time, but can't tell anyone who she really is. Elvin's living on Harlem's cold, lonely streets, surviving on his own after his grandfather was mysteriously attacked. When these three strangers join forces to find out what happened to Elvin's grandfather, their digging leads them to an enigmatic artist whose missing masterpieces are worth a fortune—one that might save the neighborhood from development by an ambitious politician who wants to turn it into Harlem World, a ludicrous historic theme park. But if they don't find the paintings soon, nothing in their beloved neighborhood will ever be the same . . . In this remarkable tale of daring and danger, debut novelist Natasha Tarpley explores the way a community defines itself, the power of art to show truth, and what it really means to be home. Praise for *The Harlem Charade*: \* "A story that motivates justice and inspires kindness..." -- Kirkus Reviews, starred review "The Harlem Charade links a multifaceted cast of characters with some of Harlem's thorniest issues, and offers dreams, hope, and plenty of action in the process. Few novels take on the real-life neighborhood issues of gentrification, big money, and the destructive loss of old ways. This book does, and in the process shines a light on the magical and complex history of Harlem and its many brilliant art forms. Tarpley shares Harlem's past and present glory with grace and respect, and in the process offers inspiration to all who would love to see its unique beauty survive." -- Blue Balliett, New York Times bestselling author of *Chasing Vermeer* Praise for *I Love My Hair!*: "A very special book about self-acceptance." -- School Library Journal "[A] celebration of African American identity." -- Booklist

*Eye of the Beholder: Johannes Vermeer, Antoni van Leeuwenhoek, and the Reinvention of Seeing*

*Fairy Haven and the Quest for the Wand*

*Mark of the Thief (Free Preview Edition)*

*Pieces and Players*

When seventh-grader Calder Pillay disappears from a remote English village--along with an Alexander Calder sculpture to which he has felt strangely drawn--his friends Petra and Tommy fly from Chicago to help his father find him.

This new mystery from bestselling author Blue Balliett is now available in *After Words* paperback! When Calder Pillay travels with his father to a remote village in England, he finds a mix of mazes and

mystery . . . including an unexpected Alexander Calder sculpture in the town square. Calder is strangely drawn to the sculpture, while other people have less-than-friendly feelings towards it. Both the boy and the sculpture seem to be out of place . . . and then, on the same night, they disappear! Calder's friends Petra and Tommy must fly out to help his father find him. But this mystery has more twists and turns than a Calder mobile . . . with more at stake than first meets the eye.

When a failed wheat crop nearly bankrupts the Betterly family, Pa pulls twelve-year-old May from school and hires her out to a couple new to the Kansas frontier.

Nantucket residents describe their firsthand encounters with paranormal phenomena in this unusual book. Their accounts are both surprising and entertaining, for Nantucket's ghosts are as individualistic as today's flesh-and-blood inhabitants.

The Wright 3

The Sixty-Eight Rooms

The Mysterious Matter of I. M. Fine

Chasing Vermeer (Scholastic Gold)

*From the New York Times-bestselling team behind Chasing Vermeer comes another thought-provoking art mystery featuring Frank Lloyd Wright's Robie house--now in After Words paperback! Spring semester at the Lab School in Hyde Park finds Petra and Calder drawn into another mystery when unexplainable accidents and ghostly happenings throw a spotlight on Frank Lloyd Wright's Robie House, and it's up to the two junior sleuths to piece together the clues. Stir in the return of Calder's friend Tommy (which creates a tense triangle), H.G. Wells's The Invisible Man, 3-D pentominoes, and the hunt for a coded message left behind by Wright, and the kids become tangled in a dangerous web in which life and art intermingle with death, deception, and surprise.*

*From NYT bestselling author Blue Balliett, the story of a girl who falls into Chicago's shelter system, and from there must solve the mystery of her father's strange disappearance. Where is Early's father? He's not the kind of father who would disappear. But he's gone . . . and he's left a whole lot of trouble behind. As danger closes in, Early, her mom, and her brother have to flee their apartment. With nowhere else to go, they are forced to move into a city shelter. Once there, Early starts asking questions and looking for answers. Because her father hasn't disappeared without a trace. There are patterns and rhythms to what's happened, and Early might be the only one who can use them to track him down and make her way out of a very tough place. With her signature, singular love of language and sense of mystery, Blue Balliett weaves a story that takes readers from the cold, snowy Chicago streets to the darkest corner of the public library, on an unforgettable hunt for deep truths and a reunited family.*

*When seemingly unrelated and strange events start to happen and a precious Vermeer painting disappears, eleven-year-olds Petra Andalee and Calder Pillay combine their talents to solve an international art scandal.*

*Well before Precious Ramotswe founded her Number One Ladies' Detective Agency, as an eight-year-old girl she was already*

*solving mysteries. Here, in this delightful, enchanting tale for children, we find out just who has been stealing her schoolfriends' snacks and how the young Precious became the crafty and intuitive private investigator we all know and love!*

*Secret Coders*

*Shakespeare's Secret*

*Hold Fast*

*The Moon Dragon (The Secrets of Droon #26)*

A magical castle with a life of its own . . . and a plucky princess who will defend it at all cost. The first book in an enchanting adventure series from a NEW YORK TIMES bestselling author.

Now available in a paperback edition, this book for young readers traces the life and work of Johannes Vermeer, one of history's most distinctive and enigmatic painters. Scenes of domestic life and rich color make Johannes Vermeer's art both accessible and irresistible. Designed and written to appeal to young readers, this engaging introduction to the Dutch master encourages children to experience the charm and mystery of Vermeer's work. Large, vibrant reproductions allow a close study of the fascinating details that make Vermeer's paintings so compelling and enable the colors, for which he was so famous, to leap off the page. Recent books and movies have brought Vermeer into the forefront of popular culture, and this lively and informative book introduces the artist to children.

Perfect for tween readers who enjoy mysteries and puzzles and books like Chasing Vermeer, this page-turning debut novel is filled with adventure, intrigue, and heart. After their father, a video-game inventor, strikes it rich, the Smithfork kids find they hate their new life. They move from their cozy Brooklyn neighborhood to a swanky apartment on Manhattan's Fifth Avenue. They have no friends, a nanny who takes the place of their parents, and a school year looming ahead that promises to be miserable. And then, one day, Brid, CJ, and Patrick discover an astonishing secret about their apartment: The original owner, the deceased multimillionaire Mr. Post, long ago turned the apartment itself into a giant puzzle containing a mysterious book and hidden panels—a puzzle that, with some luck, courage, and brainpower, will lead to discovering the Post family fortune. Unraveling the mystery causes them to race through today's New York City—and to uncover some long-hidden secrets of the past.

Chasing Vermeer joins the Scholastic Gold line, which features award-winning and beloved novels. Includes exclusive bonus content! When a book of unexplainable occurrences brings Petra and Calder together, strange things start to happen: Seemingly unrelated events connect; an eccentric old woman seeks their company; an invaluable Vermeer painting disappears. Before they know it, the two find themselves at the center of an international art scandal, where no one is spared from suspicion. As Petra and Calder are drawn clue by clue into a mysterious labyrinth, they must draw on their powers of intuition, their problem solving skills, and their knowledge of Vermeer. Can they decipher a crime that has stumped even the FBI?

Zora and Me

Walls Within Walls

May B.

Junie B. Jones is a Graduation Girl

*A sneak peek at an electrifying tale of greed and power, magic and destiny, and one boy's courage at the heart of it all, from Jennifer A. Nielsen, the New York Times bestselling author of the Ascendance Trilogy. When Nic, a slave in the mines outside of Rome, is forced to enter a sealed cavern containing the lost treasures of Julius Caesar, he finds much more than gold and gemstones: He discovers an ancient bulla, an amulet that belonged to the great Caesar and is filled with a magic once reserved for the Gods -- magic some Romans would kill for. Now, with the deadly power of the bulla pulsing through his veins, Nic is determined to become free. But instead, he finds himself at the center of a ruthless conspiracy to overthrow the emperor and spark the Praetor War, a battle to destroy Rome from within. Traitors and spies lurk at every turn, each more desperate than the next to use Nic's newfound powers for their own dark purposes. In a quest to stop the rebellion, save Rome, and secure his own freedom, Nic must harness the magic within himself and defeat the empire's most powerful and savage leaders.*

*An all-new mystery from the bestselling author of Chasing Vermeer and The Calder Game! A boy in a small town who has a different way of seeing. A curious girl who doesn't belong. A mysterious notebook. A missing father. A fire. A stranger. A death. These are some of the things you'll find within The Danger Box, the new mystery from bestselling author Blue Balliett. Open with care.*

*Jessie lives with her family in the frontier village of Clifton, Indiana, in 1840...or so she believes. When diphtheria strikes the village and the children of Clifton start dying, Jessie's mother reveals a shocking secret -- it's actually 1996, and they are living in a reconstructed village that serves as a tourist site. In the world outside, medicine exists that can cure the dread disease, and Jessie's mother is sending her on a dangerous mission to bring back help. But beyond the walls of Clifton, Jessie discovers a world even more alien and threatening than she could have imagined, and soon she finds her own life in jeopardy. Can she get help before the children of Clifton, and Jessie herself, run out of time?*

*When 13 high-value pieces of art are stolen from a secret museum, Calder, Petra and Tommy are grouped with two new companions to solve puzzles that are complicated by the clever Mrs. Sharpe. By the best-selling author of Chasing Vermeer. Simultaneous eBook.*

*The Danger Box*

*Masterpiece*

*Tuesdays at the Castle*

*Book Scavenger*

*In the midst of a series of unexplained accidents and mysterious coincidences, sixth-graders Calder, Petra, and Tommy lead their classmates in an attempt to keep Frank Lloyd Wright's famous Robie House from being demolished.*

*"Help, I've been robbed! It'sth a disthasthter!" Grandpa's teeth, handmade by the finest Swiss*

*craftsman, are gone -- stolen from his bedside table! Grandpa suspects anyone who doesn't smile widely enough to prove that their teeth are their own. Soon everyone in town is smiling -- all the time -- and their ghastly grins are frightening the tourists away. Can the culprit be caught before the whole town cracks up Popular Australian cartoonist Rod Clement, illustrator of Edward The Emu and Edwina The Emu by Sheena Knowles, has created a rollicking whodunit with a surprise ending that will have readers grinning from ear to ear. 00-01 CA Young Reader Medal Masterlist*

*When Early's father disappears, she, her mother, and her brother are forced to flee their Chicago apartment and join the ranks of the homeless--and it is up to Early to hold her family together and solve the mystery surrounding her father.*

*A tale inspired by the early life of Zora Neale Hurston finds the imaginative future author telling fantastical stories about a mythical evil creature until a racially charged murder threatens to shatter the peace in her turn-of-the-century Southern community. A first novel.*

*Vermeer's Secret World*

*23 True Accounts*

*Running Out of Time*

*Juvenile Book Club Kit -Set 1, for Blue Balliett's Chasing Vermeer*

**Marvin lives with his family under the kitchen sink in the Pompadays' apartment. He is very much a beetle. James Pompaday lives with his family in New York City. He is very much an eleven-year-old boy. After James gets a pen-and-ink set for his birthday, Marvin surprises him by creating an elaborate miniature drawing. James gets all the credit for the picture and before these unlikely friends know it they are caught up in a staged art heist at the Metropolitan Museum of Art that could help recover a famous drawing by Albrecht Dürer. But James can't go through with the plan without Marvin's help. And that's where things get really complicated (and interesting!). This fast-paced mystery will have young readers on the edge of their seats as they root for boy and beetle. In Shakespeare's Secret Elise Broach showed her keen ability to weave storytelling with history and suspense, and Masterpiece is yet another example of her talent. This time around it's an irresistible miniature world, fascinating art history, all wrapped up in a special friendship— something for everyone to enjoy. Masterpiece is a 2009 Bank Street - Best Children's Book of the Year.**

**A New York Times-Bestseller! For twelve-year-old Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and**

**creator of the online sensation Book Scavenger (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch. Then Emily and her new friend James discover an odd book, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game—before those who attacked Griswold come after them too. This title has Common Core connections.**

**A hidden door. A magical staircase. Discover the world of Droon! There's no place like home! Eric and his friends have finally restored the Rainbow Stairs, but that was the easy part. Now Gethwing is loose in the Upper World, and the Moon Dragon is causing big trouble. Eric, Julie, and Neal have to protect their town, but they're up against mysterious creatures, strangely-behaving parents, and powerful magic. Can the kids stop Gethwing before he destroys the Upper World -- for good?**

**Help find a stolen painting while solving clues that lead to a hidden message. The included answer key is easy to use, making this resource the perfect comprehensive tool for any novel study. Describe a series of coincidences that occur in the novel. Infer what Petra's father may be hiding based on his actions, and what you would do in the character's shoes. Number the events that occur in Ms. Hussey's class in the order that they happen in the chapter. Predict what Calder will do once he starts questioning Mrs. Sharpe's innocence. Take the book's theme of ancestry into the real world by writing a short fictional story about ancestors interacting with historical figures. Name and describe the key locations in the book and detail how the setting impacted the plot. Aligned to your State Standards, additional crossword, word search, comprehension quiz and answer key are also included. About the Novel: Chasing Vermeer is an action-packed story filled with mystery, danger and coincidences. Calder Pillay and Petra Andalee live on the same street, but they may as well be strangers. When a series of odd events take place, the two take notice and begin questioning the signs around them. A strange assignment from their teacher encourages them to look deeper into the works of Johannes**

**Vermeer. When one of Vermeer's paintings is stolen, the pair team up in the hopes of solving the mystery behind the art theft. A series of coincidences lead the pair down a rabbit hole of clues that eventually lead them to solving two seemingly unrelated mysteries. Chasing Vermeer encourages the reader to follow along with the mystery to help solve a message hidden within its pages.**

**The Mystery of the Third Lucretia**

**Nantucket Ghosts**

**The Ghosts of Nantucket**

**44 True Hauntings**

Welcome to Stately Academy, a school which is just crawling with mysteries to be solved! The founder of the school left many clues and puzzles to challenge his enterprising students. Using their wits and their growing prowess with coding, Hopper and her friend Eni are going to solve the mystery of Stately Academy no matter what it takes! From graphic novel superstar (and high school computer programming teacher) Gene Luen Yang comes a wildly entertaining new series that combines logic puzzles and basic programming instruction with a page-turning mystery plot!

The remarkable story of how an artist and a scientist in seventeenth-century Holland transformed the way we see the world. On a summer day in 1674, in the small Dutch city of Delft, Antoni van Leeuwenhoek—a cloth salesman, local bureaucrat, and self-taught natural philosopher—gazed through a tiny lens set into a brass holder and discovered a never-before imagined world of microscopic life. At the same time, in a nearby attic, the painter Johannes Vermeer was using another optical device, a camera obscura, to experiment with light and create the most luminous pictures ever beheld. “See for yourself!” was the clarion call of the 1600s. Scientists peered at nature through microscopes and telescopes, making the discoveries in astronomy, physics, chemistry, and anatomy that ignited the Scientific Revolution. Artists investigated nature with lenses, mirrors, and camera obscuras, creating extraordinarily detailed paintings of flowers and insects, and scenes filled with realistic effects of light, shadow, and color. By extending the reach of sight the new optical instruments prompted the realization that there is more than meets the eye. But they also raised questions about how we see and what it means to see. In answering these questions, scientists and artists in Delft changed how we perceive the world. In *Eye of the Beholder*, Laura J. Snyder transports us to the streets, inns, and guildhalls of seventeenth-century Holland, where artists and scientists gathered, and to their studios and laboratories, where they mixed paints and prepared canvases, ground and polished lenses, examined and dissected insects and other animals, and invented the modern notion of seeing. With charm and narrative flair Snyder brings Vermeer and Van Leeuwenhoek—and the men and women around them—vividly to life. The story of these two geniuses and the transformation they engendered shows us why we see the world—and our place within it—as we do today. *Eye of the Beholder* was named "A Best Art Book of the Year" by *Christie's* and "A Best Read of the Year" by *New Scientist* in 2015.

Strange things have been happening at Franny's new school. First it was the Jelly Worm Fad. Then came the exploding headaches that kept students home for days. When the latest creepy phenomenon lands her sister in the hospital, Franny and her new friend, Beamer,

try to get to the bottom of it. Following a hunch, Franny discovers the one link that all these kids share—they're rabid fans of I. M. Fine, author of the mega-popular Chillers series. But I. M. Fine is nowhere to be found ... or is he) Admirers of Diane Stanley's celebrated nonfiction picture-book biographies and her critically acclaimed novel, *A Time Apart*, are in for a treat as she shows her playful side in this quirky, fast-paced, and humorous mystery.

In this best-selling sequel to *Fairy Dust* and *the Quest for the Egg*, Newbery Honor-winning author Gail Carson Levine and illustrator David Christiana spin a riveting fairy tale about the dangers of dreams come true.

Attack of the Tagger

The Calder Game

Precious and the Monkeys

Grandpa's Teeth

Junie B. Jones has just turned six and is looking forward to her kindergarten graduation, but when grape juice stains the white gown she could not resist trying on, she is afraid graduation is ruined. Reissue.

It's a hot, hot summer, and in the depths of the Toronto Transit Authority's Lost and Found, 17-year-old Duncan is cataloging lost things and sifting through accumulated junk. And between Jacob, the cranky old man who runs the place, and the endless dusty boxes overflowing with stuff no one will ever claim, Duncan's just about had enough. Then he finds a little leather book. It's a diary filled with the dark and dirty secrets of a twisted mind, a serial killer stalking his prey in the subway. And Duncan can't make himself stop reading. What would you do with a book like that? How far would you go to catch a madman? And what if time was running out. . . .

Chasing Vermeer

Precious Ramotswe's Very First Case

Acceleration