

## Read PDF Ted Me Baseball Card Adventures

# Ted Me Baseball Card Adventures

**A new series of Level Two I Can Read titles based on Dan Gutman's My Weird School series, which has sold more than 11 million books! Mr. Cooper's class is getting a pet! Alexia hopes it is something cool, like a snake. But is she ready to take care of the pet, or will it be one weird mess? Join A.J. and the gang from Ella Mentry School as they show young readers why they attend the weirdest—and most fun!—school around. My Weird**

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**School: Class Pet Mess is a Level Two I Can Read book, geared for kids who read on their own but still need a little help.**

**It was 1982 when Bill Lee was famously booted from the Montreal Expos after he went AWOL in protest of another player's mistreatment by management. His reputation for antics both on and off the field guaranteed that no other club would pick him up. The Ace from Space had landed on professional baseball's blacklist, and so it was that one of the most popular major-league pitchers of our day was**

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**fated to pack his bags and wander the globe searching for a ball game. Have Glove, Will Travel is the chronicle of an amazing odyssey that began more than twenty years ago and continues today.**

**Unable to live without baseball, Lee went anywhere he could find a game, beginning in the dank and dreary locker room of a Canadian hockey team that later became a softball team.**

**We follow him around the world as he competes in pickup games, town tournaments, senior leagues, and fantasy camps,**

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**barnstorming like a modern Satchel Paige around the United States, South America, China, Cuba, Russia, and every province in Canada. At the heart of this story are the rollicking, colorful characters Lee meets during his travels, and the mishaps that befall him whether he's sober or stoned. There's the eccentric Latin pitching master Lee plays with in Cuba, who once struck out Ernest Hemingway. And a hilarious story that takes place in the backwoods of a British Columbia timber town, where Lee and Hall-of-Famer Ferguson Jenkins go**

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**fishing and end up being chased back to their pickup truck by a 450-pound black bear. Have Glove, Will Travel is so much more than the average baseball book. Lee's humor, keen eye for detail, and extraordinary pitching intellect are always on display, but in the end this book is a love story about a middle-aged maverick who refused to stop pursuing his passion for a boy's game long after the grown-ups told him he couldn't play on their team anymore. Readers who loved Lee's bestselling *The Wrong Stuff*, also written with Richard**

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**Lally, will find the long wait for this rich and wonderful sequel well worth it. Those who haven't yet encountered the literary Bill Lee have a great treat in store.**

**With more than 30 million books sold, the My Weird School series really gets kids reading! In this ninth book in the My Weirder-est School arc, A.J. and his friends learn some new, exciting facts about geography from a world traveler. No need to pack your bags for this trip! After noticing that A.J. and his friends' geography knowledge could use some work, Mr.**

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**Cooper invites to class just the person to help.**

**Globetrotter Mrs. Barr speaks seven languages and has visited nearly two hundred countries! But why does she carry a suitcase everywhere she goes? And why does she open a window whenever she walks into a room? Perhaps Mrs. Barr has something to hide! Perfect for reluctant readers and all kids hungry for funny school stories, Dan Gutman's hugely popular My Weird School chapter book series has something for everyone. Don't miss the hilarious adventures of A.J.**

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**and the gang!**

**Harry has always admired the famous escape artist Houdini. And when Houdini asks for help in coming back to life, it seems like an amazing chance...or could it be Houdini's greatest trick of all? Eleven-year-old Harry Mancini is NOT Harry Houdini--the famous escape artist who died in 1926. But Harry DOES live in Houdini's old New York City home, and he definitely knows everything there is to know about Houdini's life. What is he supposed to do, then, when someone starts texting him claiming that they're Houdini,**



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**communicating from beyond the grave? Respond, of course. It's hard for Harry to believe that Houdini is really contacting him, but this Houdini texts the secrets to all of the escape tricks the dead Houdini used to do. What's more, Houdini's offering Harry a chance to go back in time and experience it for himself. Should Harry ignore what must be a hoax? Or should he give it a try and take Houdini up on this death-defying offer? Dan Gutman is the award-winning author of series including My Weird School, The Genius Files, and the**

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**baseball card series, including Honus & Me. He uses his writing powers for good once again in this exciting new middle grade novel. Named a New York State Great Read by the Empire State Center for the Book!**

**With more than 30 million books sold, the My Weird School series really gets kids reading! This tenth book in the My Weirder-est School arc knocks it out of the park as A.J. and his friends learn how to play softball. Batter up! A.J.'s class is going head-to-head against Dirk School in a charity softball game. The**

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losing team must clean one of the toilets in the winning school with a toothbrush! Retired baseball pro Mr. Ott is here to lead Ella Mentry School to victory. But will his weird coaching tactics be a home run, or a swing and a miss? Perfect for reluctant readers and all kids hungry for funny school stories, Dan Gutman's hugely popular My Weird School chapter book series has something for everyone. Don't miss the hilarious adventures of A.J. and the gang!

**Mickey & Me**  
**My Weird School Graphic**

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**Novel: Get a Grip! We're on a  
Trip!**

**A Memoir of Hollywood and  
Family**

**Hearts in Atlantis**

**A Century of Baseball  
Broadcasting**

**Houdini and Me**

When Joe Stoshack hears about Shoeless Joe Jackson -- and the gambling scandal that destroyed the star player's career -- he knows what he has to do. If he travels back in time with a 1919 baseball card in his hand, he just might be able to prevent the infamous Black Sox Scandal

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from ever taking place. And if he could do that, Shoeless Joe Jackson would finally take his rightful place in the Baseball Hall of Fame. But can Stosh prevent that tempting envelope full of money from making its way to Shoeless Joe's hotel room before the big game? Randy Riley, a science genius who loves baseball but is not very good at it, needs to use both his interests to save his town from a giant fireball that is heading their way. INSTANT NEW YORK TIMES BESTSELLER "This

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extraordinary book is not only a chronicle of Ron's and Clint's early careers and their wild adventures, but also a primer on so many topics—how an actor prepares, how to survive as a kid working in Hollywood, and how to be the best parents in the world! The Boys will surprise every reader with its humanity." — Tom Hanks "I have read dozens of Hollywood memoirs. But The Boys stands alone. A delightful, warm and fascinating story of a good life in show business." — Malcolm

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Gladwell Happy Days, The Andy Griffith Show, Gentle Ben—these shows captivated millions of TV viewers in the '60s and '70s. Join award-winning filmmaker Ron Howard and audience-favorite actor Clint Howard as they frankly and fondly share their unusual family story of navigating and surviving life as sibling child actors.

“What was it like to grow up on TV?” Ron Howard has been asked this question throughout his adult life. In *The Boys*, he and his younger brother, Clint, examine their childhoods

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in detail for the first time. For Ron, playing Opie on *The Andy Griffith Show* and Richie Cunningham on *Happy Days* offered fame, joy, and opportunity—but also invited stress and bullying. For Clint, a fast start on such programs as *Gentle Ben* and *Star Trek* petered out in adolescence, with some tough consequences and lessons. With the perspective of time and success—Ron as a filmmaker, producer, and Hollywood A-lister, Clint as a busy character



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actor—the Howard brothers delve deep into an upbringing that seemed normal to them yet was anything but. Their Midwestern parents, Rance and Jean, moved to California to pursue their own showbiz dreams. But it was their young sons who found steady employment as actors. Rance put aside his ego and ambition to become Ron and Clint's teacher, sage, and moral compass. Jean became their loving protector—sometimes over-protector—from the snares and traps of Hollywood. By turns

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confessional, nostalgic, heartwarming, and harrowing, *THE BOYS* is a dual narrative that lifts the lid on the Howard brothers' closely held lives. It's the journey of a tight four-person family unit that held fast in an unforgiving business and of two brothers who survived "child-actor syndrome" to become fulfilled adults.

King mesmerizes readers with fiction deeply rooted in the sixties, exploring in five interconnected narratives, spanning 1960 to 1999, the haunting

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legacy of the Vietnam War.

"Engaging . . . King's gift of storytelling is rich".--"The Los Angeles Times Book Review".

Baseball, basketball, football — no matter the game, Jackie Robinson excelled. His talents would have easily landed another man a career in pro sports, but in America in the 1930s and '40s, such opportunities were closed to athletes like Jackie for one reason: his skin was the wrong color. Settling for playing baseball in the Negro Leagues, Jackie chafed at

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the inability to prove himself where it mattered most: the major leagues. Then in 1946, Branch Rickey, manager of the Brooklyn Dodgers, decided he was going to break the "rules" of segregation: he recruited Jackie Robinson. Fiercely determined, Jackie faced cruel and sometimes violent hatred and discrimination, but he proved himself again and again, exhibiting courage, restraint, and a phenomenal ability to play the game. In this compelling biography, award-winning author

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Doreen Rappaport  
chronicles the  
extraordinary life of  
Jackie Robinson and how  
his achievements won over  
— and changed — a  
segregated nation.

Randy Riley's Really Big  
Hit

Baseball Card Adventures  
12-Book Box Set

A Time Traveling Sports  
Adventure Book for Kids

Honus & Me

The Cabin at the End of  
the World

Mr. Docker Is Off His  
Rocker!

Sometimes you can change history . . . and  
sometimes history can change you. When

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Stosh travels into the past to meet Roberto Clemente, a legendary ballplayer and a beloved humanitarian, he's got only one goal: warning Roberto not to get on the doomed plane that will end his life in a terrible crash. In the sixties, Stosh meets free-spirited Sunrise, and together they travel across the country to a ball game that leaves them breathless—and face-to-face with Roberto. But when the time comes for Stosh to return to the future, he finds that the adventure has only just begun. . . . Join Stosh and Sunrise on a journey that will take you into the past, from the excitement of Woodstock to a life-changing encounter with Roberto Clemente—and into a surprising future!

"This chapter book series by Dan Gutman is a more advanced version of the Magic Tree House series where the historical adventures are all baseball focused. I highly recommend this book to baseball

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fans and action/adventure fans" (Brightly.com). When Joe Stoshack's dad ends up in the hospital after a car accident, he has two words to say to his son: Mickey Mantle. For Stosh has a special power—with a baseball card in hand, he can travel back in time. And his dad has a rare card—Mantle's valuable 1951 rookie card. "I've been thinking about it for a long time. Go back to 1951. You're the only one who can do it," Dad whispers. That night Stosh grips the card and prepares for another magical adventure. But when he opens his eyes, he's not in Yankee Stadium—he's in Milwaukee on June 8, 1944. And how he wound up there is not half as surprising as what he finds! In this digital original novella from the world of Erin Hunter's #1 nationally bestselling Warriors series, discover the untold story of SkyClan's departure from the forest—long before the events of

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Warriors #1: Into the Wild. Cloudstar, leader of SkyClan, has watched over his Clanmates at the edge of the forest for many long seasons. But Twolegs are encroaching on SkyClan's land and SkyClan is in danger of being driven away. Cloudstar is forced to turn to the other Clans for help—but will they be willing to come to SkyClan's rescue?

"You wanna know who threw the fastest pitch ever?" Many baseball players claim that Satchel Paige was the fastest pitcher in the history of the game. Stosh and his coach, Flip Valentini, are on a mission to find out. With radar gun in tow, they travel back to 1942 and watch Satch pitch to power hitter Josh Gibson in the Negro League World Series. They soon learn that everything about Satch is fast—whether it's his talking, driving, or getaways. But is he really the fastest pitcher who ever lived? This baseball card adventure is a whirlwind



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of excitement, drama, and curveballs—starring one of the liveliest athletes in the game!

“Some people won’t believe any of this story. You might be one of them. But every single word is true. Tony DiMarco does catch a murderer, solve a mystery, and find a treasure—all in the first few days after he moves, unexpectedly, to 13 Hangmen’s Court in Boston. The fact that he also turns thirteen at the same time is not a coincidence.” So begins the story of Tony and his friends—five 13-year-old boys, all of whom are living in the same house in the same attic bedroom but at different times in history! None are ghosts, all are flesh and blood, and somehow all have come together in the attic room, visible only to one another. And all are somehow linked to a murder, a mystery, and a treasure. Praise for 13 Hangmen”Fascinating tale. Ghostly fun in

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old Boston." --Kirkus Reviews "The book's design nicely differentiates Tony's story, set in 2009, from the past narratives. Recommend this engaging historical mystery to readers who devoured Dan Gutman's Baseball Card Adventures series and are ready for a longer, more complex adventure." --Booklist "Corriveau merrily ransacks historical episodes and figures (e.g., the Great Molasses Flood, the Underground Railroad, Boston mayor John F. "Honey Fitz" Fitzgerald) and spins, twists, and manipulates their stories to advance the DiMarco family mystery. The result is a novel that agilely balances humor and tension." --The Bulletin of the Center for Children's Books "This is an exceptionally good story, with a wry, humorous tone that has particular boy appeal. It covers baseball, history, sibling rivalry, girls, and mystery, and folds in the space-time continuum." --School Library

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Journal

The Secret of Midway (Ghosts of War #1)

My Weirder-est School #2: Miss Porter Is  
Out of Order!

My Weirdest School #6: Mr. Nick Is a  
Lunatic!

Ray & Me

Ted and Me

Fast Break

Joe Stoshack lives for baseball. He knows everything there is to know about the game -- except how to play well. His specialty is striking out. Stosh feels like a real loser, and when he takes a low-paying job cleaning a bunch of junk out of his neighbor's attic, he feels even worse -- until he comes across a little piece of cardboard that takes his

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breath away. His heart is racing. His brain is racing. He can hardly believe his eyes. Stosh has stumbled upon a T-206 Honus Wagner -- the most valuable baseball card in the world! And he's about to find out that it's worth a lot more than money....

Like every other kid in his class, Joe Stoscack has to write a report on an African American who's made an important contribution to society. Unlike every other kid in his class, Joe has a special talent: with the help of old baseball cards, he can travel through time. So for his report, Joe decides to go back to meet

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one of the greatest baseball players ever, Jackie Robinson, to find out what it was like to be the man who broke baseball's color barrier. Joe plans on writing a prize-winning report. But he doesn't plan on a trip that will for a short time change the color of his skin--and forever change his view of history and his definition of courage. Joe Stoshack has really done it this time. When a pitcher insults his Polish heritage, Joe flings his bat and prompts an on-field brawl that ends in a two-team pileup. he's suspended from Little League...indefinitely. At

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school, his teacher assigns an oral report for Black History Month. The topic? An African-American who has made a significant contribution to American society. The prize for the best report is four tickets to a cool local amusement park. But Joe doesn't know where to begin. If he could just get his hands on a certain Jackie Robinson baseball card...

Think Forrest Gump, Bill and Ted's Excellent Adventure and Back To The Future, based on sports, for kids! Already an Amazon #1 New Release! Get ready to hop in the Flogtrac and travel back in time to meet Babe Ruth,

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Mary Lou Retton, John Elway, Babe Zaharias, Jackie Robinson and Michael Jordan in the most significant moments of their lives. But one wrong move, and you could alter the course of history! A fun and informative new middle-grade series combining history and adventure in this fascinating new edutainment title. #### It wasn't a tough choice, really. Charlie and Emma could either get in that bizarre-looking time-traveling golf cart and try to change the most horrible moment in sports history, or they could go back to class and suffer the wrath of their

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teacher, Mrs. Cooper the Pooper Scooper. What would you do? But when the two classmates wind up on a time travel adventure, unexpectedly landing at six different major moments in sports, they find themselves on the run from the intergalactic police. Will their quest to affect one piece of history end up altering more than they bargained for? Or will they get caught by the TTT, and sent off to spend the next hundred years in Dung Geon, a galaxy far, far away from here? Emmy Award-winning Andrew Luria makes his children's book debut with this new fun and informative



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middle-grade edutainment series combining history, adventure, sports and time travel. #### "Time travel steers the group into the fray of six unforgettable moments in sports, from Babe Ruth's called shot at the World Series and the Stanford band storming the field against Cal to misadventures involving Mary Lou Retton, Jackie Robinson, Michael Jordan and Babe Didrikson Zaharias." --San Diego Union Tribune - December 11, 2020 #### "The tale is about children returning in time to relive some of sports' grandest moments. It mixes make-believe with facts that

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revolve around milestone events that Luria wants this generation to embrace."

--The Coast News - December 17, 2020

With more than 1.5 million books sold, the Baseball Card Adventures series brings the greatest players in history to life! Joe "Stosh" Stoshack has an incredible ability. He can travel through time using baseball cards. But the FBI has learned of his talent, and now they have a mission for him: go back to 1941 and warn President Roosevelt about the attack on Pearl Harbor! Stosh is reluctant, until he finds out that his "ticket" to 1941 is a Ted

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Williams card. Williams was one of the greatest hitters of all time, even though he lost years of his career to serve in the Marines. How many more home runs would the Splendid Splinter have hit if he had those years back? What if Stosh can prevent the attack on Pearl Harbor and convince Williams not to serve in the military? With black-and-white photographs and stats throughout, plus back matter separating fact from fiction, Ted & Me is the perfect mix of history and action for every young baseball fan.

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about the attack on Pearl  
Harbor

Casey at the Bat

The Adventures of Charlie

Marley: Midnight's Moment in  
Time

Rappy the Raptor

My Weirder-est School #10:

Mr. Ott Is a Crackpot!

A Baseball Card Adventure

He was the world's greatest athlete, and a  
hero—until his medals were taken away.  
Stosh is shocked when his enemy, Bobby  
Fuller, begs him for a favor. He wants  
Stosh to take him back in time to meet

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Native American Jim Thorpe—an Olympic champion who lost his medals in a scandal. Thorpe went on to play professional baseball and football, but he could never again achieve such fame. His name was disgraced. Join Stosh and Fuller on a quest to save Jim's reputation. You'll meet Christy Mathewson, John McGraw, and the rest of the New York Giants in this eighth exciting, action-packed baseball card adventure!

A narrative poem about a celebrated baseball player who strikes out at the crucial moment of a game.

Ted Williams (1918?2002) was a paradox. His cool, controlled, and patient attitude while at the plate was incongruous with his explosive, unpredictable temper out of the batter's box. With a swing that was both admired and feared, Williams has been called the greatest hitter of the last half of the twentieth century and was perhaps the

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greatest left-handed hitter of all time. In this biography Michael Seidel explores the complexities of the mercurial personality and amazing career of the near-mythic "Splendid Splinter." With the death of Williams in the summer of 2002, baseball lost one of its true greats. Yet controversy continued to surround Williams in death as news of a bizarre family dispute over the fate of Williams's body captivated the country. In a new foreword to this edition, the author discusses the odd events surrounding the ballplayer's death and their significance to the legend of Ted Williams.

With more than 2 million copies sold, the Baseball Card Adventures series from New York Times bestselling author Dan Gutman hits it out of the park! Now all twelve books are together in one complete collection, the perfect gift for middle grade baseball fans. Twelve-year-old Joe "Stosh"

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Stoshack loves baseball and knows almost everything about the sport. But there are some things you just have to see with your own eyes. So when Stosh discovers he has the power to travel through time using a baseball card as his time machine, he sets off to meet some of the greatest baseball players of all time. From Babe Ruth's "called shot" in the 1932 World Series to Shoeless Joe Jackson's role in the Black Sox Scandal, Stosh goes on a series of dangerous missions to solve baseball's biggest mysteries, right wrongs, and even save lives. With black-and-white photographs and stats throughout the books, plus back matter separating fact from fiction, the Baseball Card Adventures series is perfect for baseball fans and history buffs! This gift-worthy, grand slam box set includes: Honus & Me Jackie & Me Babe & Me Shoeless Joe & Me Mickey & Me Abner & Me Satch & Me Jim & Me

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Roberto & Me Ray & Me Ted & Me  
Willie & Me

Cannons are blasting! Bullets are flying!  
Wounded soldiers are everywhere! Stosh  
has time-traveled to 1863, right into the  
middle of the Civil War. In possibly his  
most exciting and definitely his most  
dangerous trip yet, Stosh has decided to  
answer the question for all time: did Abner  
Doubleday, a Civil War general, really  
invent the game of baseball? It's all here:  
big laughs, dramatic action, fast baseball  
games in the middle of a battlefield. You'll  
be blown away by this sixth amazing  
baseball card adventure!

Adventures of a Baseball Vagabond  
Jim & Me

Memories from the Microphone

Warriors: Cloudstar's Journey

Jackie & Me

Lights Out

***On October 1, 1932, during Game***



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*Three of the Chicago Cubs -- New York Yankees World Series, Babe Ruth belted a long home run to straightaway centerfield. According to legend, just before he hit, Babe pointed to the bleachers and boldly predicted he would slam the next pitch there. Did he call the shot or didn't he? Witnesses never agreed. Like other baseball fans, Joe Stoshack wants to know the truth. But unlike other fans, Joe has the astonishing ability to travel through time and solve one of baseball's greatest puzzles....*

*Ted & MeHarper Collins*

*The ball hit me. It sounded like a bomb going off in my head. Everything went dark. The last thing I remember was hearing somebody yell, "Call 911!"*

*When Stosh gets hit in the head with a*

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*baseball, he's lucky to survive. Then he learns about another player who wasn't so lucky—Ray Chapman, the only player in major league history to get hit by a ball and die. If only they'd had batting helmets back then . . . Get ready to go back in time as Stosh travels to 1920 to try to save Ray—and meets Babe Ruth, Tris Speaker, and even Harry Houdini. This baseball card adventure is a wild ride to a moment that changed baseball history forever!*

*With more than 1.5 million books sold, the Baseball Card Adventures series brings the greatest players in history to life. Featuring black-and-white photographs and stats throughout, plus back matter separating fact from fiction, Willie & Me is the perfect mix*

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*of history and action for every young baseball fan. Stosh thought he was finished traveling back in time. But then Ralph Branca shows up in his room one night, begging for Stosh's help. In 1951, Branca pitched a ball to Bobby Thomson that would become the "Shot Heard Round the World," a home run that won the National League pennant for the New York Giants and changed the lives of Branca and Thomson forever. Branca says the Giants were cheating, and he needs Stosh to use his power with baseball cards to go back in time and set things right. Stosh is determined to help, but he quickly learns that you can't change just one little thing in history. If he erases the "Shot Heard Round the World," he may forever*

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*alter the life of a young rookie named Willie Mays. With wisdom from all the players he has helped before—plus the surprise return of some familiar faces—Stosh uses his power to travel in time using baseball cards one last time in a fabulous finale to the adventure of a lifetime. Correlates to the Common Core State Standards in the English Language Arts*

*In the sixth book in the New York Times bestselling middle grade series inspired by the life of iconic New York Yankee Derek Jeter, young Derek bites off more than he can chew when he decides to enter the school talent show and try out for the basketball team. Between promising Vijay that he'll compete in the school talent show and promising Dave that he'll try out for*

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*the basketball team, Derek Jeter has a lot he's trying to juggle. A commitment is a commitment, and Derek is determined to work hard and try his best, but he worries he might be in over his head and fears he's going to let his friends or himself down. How can Derek do it all? Inspired by Derek Jeter's childhood, Fast Break is the sixth book in Jeter Publishing's New York Times bestselling middle grade baseball series that focuses on key life lessons from Derek Jeter's Turn 2 Foundation.*

*13 Hangmen*

*Before Brooklyn*

*42 Is Not Just a Number*

*All 12 Paperbacks in the Bestselling  
Baseball Card Adventures Series!*

*The Boys*

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### *Satch & Me*

At the start of the 1941 baseball season, neither Joe DiMaggio of the New York Yankees nor Ted Williams of the Boston Red Sox were beloved by baseball fans. But that all changed when Joe started a 56-game hitting streak and Ted's batting average rose to over .400. Despite numerous challenges along the way—Joe had his bat stolen by an overeager fan and Ted's batting average dipped to .3995 on the last day of the season—the records set by "Joltin' Joe" and "The Splendid Splinter" have yet to be broken. New York Times bestselling author of the

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Sluggers series (with Loren Long), Phil Bildner has written an accessible tribute to two of baseball's greatest heroes. Packed with fun facts and statistics for eager fans to pore over, this book is sure to be a home run!

With more than 30 million books sold, the My Weird School series really gets kids reading! In this sixth book in the laugh-out-loud My Weirdest School series, the teachers of Ella Mentry School are on strike! A.J. and the gang are getting a new principal, Mr. Nick, and he doesn't believe in rules. Mr. Nick says the students don't even have to learn if

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they don't want to! What could possibly go wrong? Perfect for reluctant readers and word lovers alike, Dan Gutman's hugely popular My Weird School series has something for everyone. Don't miss the hilarious adventures of A.J. and the gang!

History comes alive -- with ghosts! In the basement of his family's junkshop, Anderson and his friends Greg and Julie discover a trunk full of old military stuff. Including a battered navy peacoat from World War II, and when Anderson puts it on he finds a mysterious letter in the pocket. Curious, he takes the coat



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and letter home. But that's not all he brings home . . . Later that evening the ghost of a World War II sailor appears in Anderson's room. Anderson is completely freaked out. Who is the ghost and why hasn't he crossed over? But most importantly, what does he want with Anderson?

Anderson, Greg, and Julie set out to find the truth and are soon wrapped up in a mystery that's over seventy years old. But it quickly becomes a race against the clock as they search to put the clues of sailor's life together before he vanishes for good. After everything he gave for his country, can

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Anderson, Julie, and Greg solve the mystery of the ghost before he disappears forever?

"Ted Koppel reveals that a major cyberattack on America's power grid is not only possible but likely--and that it would be devastating" and "examines a threat unique to our time and evaluates potential ways to prepare for a catastrophe"--Book jacket.

Meet Rappy the Raptor, a velociraptor who speaks in rhymes all of the time, whether it's morning or noon, October or June. Now, how did it happen that he started rappin'? Well, here's Rappy's story in all

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its glory! New York Times bestselling author Dan Gutman and New York Times bestselling artist Tim Bowers team up for a funny, warm story that is sure to have readers snapping their fingers and tapping their toes! Parents and kids alike will love bopping along as Rappy learns to embrace his unusual way of speaking in this upbeat picture book with a dino-size beat.

Ted Williams

Willie & Me

My Weirder-est School #9:

Mrs. Barr Has Gone Too Far!

Ted & Me

Babe & Me

A Cyberattack, a Nation

Unprepared, Surviving the

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### Aftermath

**In the April of 1945, exactly two years before Jackie Robinson broke the color barrier in major league baseball, liberal Boston City Councilman Izzy Muchnick persuaded the Red Sox to try out three black players in return for a favorable vote to allow the team to play on Sundays. The Red Sox got the councilman's much-needed vote, but the tryout was a sham; the three players would get no closer to the major leagues. It was a lost battle in a war that was ultimately won by Robinson in 1947. This book tells the story of the little-known heroes who fought segregation in baseball,**

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from communist newspaper reporters to the Pullman car porters who saw to it that black newspapers espousing integration in professional sports reached the homes of blacks throughout the country. It also reminds us that the first black player in professional baseball was not Jackie Robinson but Moses Fleetwood Walker in 1884, and that for a time integrated teams were not that unusual. And then, as segregation throughout the country hardened, the exclusion of blacks in baseball quietly became the norm, and the battle for integration began anew. With more than 30 million books

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**winning author of A Head Full of Ghosts adds an inventive twist to the home invasion horror story in a heart-palpitating novel of psychological suspense that recalls Stephen King's Misery, Ruth Ware's In a Dark, Dark Wood, and Jack Ketchum's cult hit The Girl Next Door. Seven-year-old Wen and her parents, Eric and Andrew, are vacationing at a remote cabin on a quiet New Hampshire lake. Their closest neighbors are more than two miles in either direction along a rutted dirt road. One afternoon, as Wen catches grasshoppers in the front yard, a stranger unexpectedly appears in the driveway. Leonard is the largest**

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man Wen has ever seen but he is young, friendly, and he wins her over almost instantly. Leonard and Wen talk and play until Leonard abruptly apologizes and tells Wen, "None of what's going to happen is your fault". Three more strangers then arrive at the cabin carrying unidentifiable, menacing objects. As Wen sprints inside to warn her parents, Leonard calls out: "Your dads won't want to let us in, Wen. But they have to. We need your help to save the world." Thus begins an unbearably tense, gripping tale of paranoia, sacrifice, apocalypse, and survival that escalates to a

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shattering conclusion, one in which the fate of a loving family and quite possibly all of humanity are entwined. **The Cabin at the End of the World** is a masterpiece of terror and suspense from the fantastically fertile imagination of Paul Tremblay. “Read Paul Tremblay’s new novel, **The Cabin at the End of the World**, and you might not sleep for a week. Longer. It will shape your nightmares for months – that’s pretty much guaranteed.” — NPR “Gripping, horrifying, and mesmerizing.” — GQ “A tour-de-force of psychological and religious horror.” — BN.com “A blinding tale of survival and

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***Something weird is going on! Mr. Docker must be a mad scientist! He does***

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***nutty experiments and he has an evil, demented, cackling laugh. Plus he invented a car that runs onto potatoes. Mr. Docker is the weirdest science teacher ever! Is he trying to take over the world?***

***The Unsung Heroes Who Helped Break Baseball's Color Barrier***

***Shoeless Joe & Me***

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