

The Homework Machine By Dan Gutman

After accidentally sucking Benjamin Franklin into twenty-first-century New Jersey with his Anytime Anywhere machine, thirteen-year-old Qwerty Stevens and his best friend almost wind up stuck in Philadelphia on July 4, 1776 when they try to send him back. Gregory K. has too much homework. Middle school is hard work, and Gregory tries to be a good student. He participates in class, he studies for his tests -- he and his friends even help each other with their assignments. But no matter what he does, there's never enough time to finish all his homework. It just isn't fair. So Gregory goes on a total, complete homework strike. No worksheets, no essays, no projects. His friends think he's crazy. His parents are worried about his grades. And his principal just wants him to stop making trouble. Can Gregory rally his fellow students, make his voice heard, and still pass seventh grade? Find out in this book for anyone who thinks school is stressful, gets headaches from homework, or just wants to be heard.

A team of youngsters takes on a crew of extraterrestrials

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determined to learn the game of baseball. Original.

Seven-year-old George "Babe" Ruth (who would grow up to become a baseball legend) steals a dollar from his father's saloon to treat his friends to ice cream. Includes timeline.

My Weird School: Talent Show Mix-Up

Mrs. Cooney Is Loony!

The Christmas Genie

My Weird School Goes to the Museum

Return of the Homework Machine

A new series of Level Two I Can Read titles based on Dan Gutman's My Weird School series, which has sold more than 12 million books! Mr. Cooper's class is having a talent show. But A.J. has a problem—he doesn't have a talent! What will he do when the big day comes? 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 School: Talent Show Mix-Up is a Level Two I Can Read book, geared for kids who read on their own but still need a little help.

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Qwerty Stevens's time-traveling adventures take him back to 1879 where he meets the great inventor Thomas Edison as he struggles to perfect his latest creation, the light bulb. Reprint.

They can rule the half-pipe, but can they survive this? Jimmy, David, and Henry are psyched. It's summer, school's out, and they are on their way to California, where they will be able to do some major skating. But on the plane, the unthinkable happens: They are hijacked by terrorists. As frightened as they may be, they take action and they succeed. Sort of. They may have beaten the terrorists, but now their plane has crashed in the middle of nowhere and all of a sudden, their summer vacation is about finding food, shelter, and a rescue. Can three normal twelve-year-old boys find a way to get by without fast food and skate parks? Snik, Brenton, Judy, and Kelsey haven't stayed in the best touch since last year's big homework-machine scandal. But they are all pulled back together again when Brenton realizes that the most powerful part of the machine that

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lets you cheat on homework was never really destroyed. And there is someone out there who wants to use it for a lot more than just cheating. So the group bands together again not only to stop the culprit, but also to be the first to find a hidden treasure. If you enjoyed the first adventure, *The Homework Machine*, hold on to your hats for this one!

The Mission Unstoppable

Bücher-Verzeichnis der Bibliothek des Ortsvereins Sommerfeld-Engelsdorf

Honus & Me

Ask a Manager

Race for the Sky

It's a bird, It's a plane--no, It's Johnny Hangtime! Jumping off the Empire State Building, fighting a wing of a biplane, and parachuting onto the back of a horse are all in a day's work for 13-year-old Johnny Thyme, a stunt kid known in the movie business as Johnny Hangtime. But Johnny's phenomenal feats are a movie industry secret. Ricky Corvette, the superstar teen for whom Johnny doubts fans to think he does his own stunts. Johnny's devoted to repeating the career of his legendary father, but what's he going to do when his favorite director asks him to perform the super-stunt that killed his father? Will following in his daredevil; dad's footsteps take him over the top? It's the last day of school before Christmas vacation and Alex, Chase, and the rest of Mrs. W.

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grade class couldn't wish more for the final bell to ring. But the day takes a crazy turn when a mysterious meteorite crashes through the classroom window—and a genie pops out! Bob, as is willing to grant only one wish for the class to share, and if they can't agree on something, the bell rings in an hour, they'll get nothing at all. What follows is a debate that is at turns thought-provoking and hilarious—and at all times irresistible.

With essays from renowned children's book authors such as Ann Brashares, Jeanne DuPrau, B. Cooney, Laurie Halse Anderson, Bruce Coville, Gennifer Choldenko, and over 100 others, each chapter is an informative and inspiring call to kids of all ages to understand what's happening to the environment, and to take action in saving our world. Helpful tips and facts are interspersed throughout. This book will be a great classroom tool to teach young readers how they can help to make our world a greener place.

Four fifth-grade students--a geek, a class clown, a teacher's pet, and a slacker--as well as their parents and mothers, each relate events surrounding a computer programmed to complete homework assignments.

They Came from Center Field

Houdini and Me

The Homework Strike

Thinking Strategy Resources, Graphic Organizers, and Reading Responses

100 Top Children's Book Authors Tell You How to Go Green

The Homework Machine Simon and Schuster

After a devastating tornado destroys much of Cape Bluff, Kansas, residents come together as a community to put on a talent show as a fund-raiser.

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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 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.

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, 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

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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 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!

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Back in Time with Benjamin Franklin

Johnny Hangtime

The Kitty Hawk Diaries of Johnny Moore

How to Navigate Clueless Colleagues, Lunch-Stealing Bosses, and the Rest of Your Life at Work

Newbery Medal Winner * Teachers' Top 100 Books for Children * ALA Notable Children's Book
Beverly Cleary's timeless Newbery Medal-winning book explores difficult topics like divorce, insecurity, and bullying through the thoughts and emotions of a sixth-grade boy as he writes to his favorite author, Boyd Henshaw. After his parents separate, Leigh Botts moves to a new town with his mother. Struggling to make friends and deal with his anger toward his absent father, Leigh loses himself in a class assignment in which he must write to his favorite author. When Mr. Henshaw responds, the two form an unexpected friendship that will change Leigh's life forever. From the beloved author of the Henry Huggins, Ramona Quimby, and Ralph S. Mouse series comes an epistolary novel about how to navigate and heal from life's growing pains.

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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 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....

With more than 9 million books sold, the My Weird School series really gets kids reading! In this third book in the new My Weirdest School series, the Brain Games are coming to Ella Mentry School! Miss Brown will help the kids do creative projects, like building a bridge out of toothpicks and designing a remote control car. But the kids are up against some tough competition. They will have to compete against the students of Dirk School to win the grand prize: a free trip to PizzaWorld! 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.

Ordered to practice his writing skills in the blank book his mother gave him, fourteen-year-old Johnny would rather go fishing near his home on North Carolina's Outer Banks and cannot think of anything important to write until two "dingbatters" from Ohio arrive in 1900 and try to build a flying machine.

The Art Lesson

Nightmare at the Book Fair

The Dunderheads

The Homework Machine

Mrs. Dole is Out of Control!

Doing homework becomes a thing of the past! Meet the D Squad, a foursome of fifth graders at the Grand Canyon School made up of a geek, a class clown, a teacher's pet, and a slacker. They are bound together by one very big secret: the homework machine. Because the machine, code-named Belch, is doing their homework for them, they start spending a lot of time together, attracting a lot of attention. And attention is exactly what you don't want when you are keeping a secret. Before long, things start to get out of control, and Belch becomes much more powerful than they ever imagined. Now the kids are in a race against their own creation, and the loser could end up in jail...or worse!

*Four of Dan Gutman's funniest novels are now available together in a paperback boxed set for the first time! Middle school is hard enough but throw in an out of control machine that does your homework for you, novels that come to life and trap you in their pages, and an extremely bizarre talent show competition, and it can be a real nightmare! This fun four-in-one collection introduces young readers to the world of Dan Gutman, full of humorous hijinks and mayhem filled adventures that make your middle school seem downright normal! This collectible boxed set includes paperback editions of *The Homework Machine*, *Return of the Homework Machine*, *Nightmare at the Book Fair*, and *The Talent Show*.*

When fifth-grader Trip Kindleman, who does not like to read very much, is hit on the head by a heavy box and becomes a character in a series of different books--from a sports story to a

science fiction novel to an adventure tale--his view of reading is changed forever. Just in time for election season, Dan Gutman's hugely popular THE KID WHO RAN FOR PRESIDENT is back. Humor, adventure, and excitement will draw kids into the world of elections and politics. "Hi! My name is Judson Moon. I'm 12 years old and I'm running for President of the YOU-nited States." So begins this fast-paced, funny, and surprising account of a boy's run for the Oval Office in the year 2000. Under the tutelage of Lane, his brainy friend and self-appointed campaign manager, the affable sixth-grader from Madison, Wisconsin, takes on the Democrats and Republicans as a Third Party candidate who can make waves. "Grown-ups have had the last one thousand years to mess up the world," Judd tells a reporter. "Now it's our turn."

My Weirdest School #3: Miss Brown Is Upside Down!

The School is Alive!: A Branches Book (Eerie Elementary #1)

The Homework Machine; Return of the Homework Machine; Nightmare at the Book Fair; The Talent Show

The Million Dollar Goal

Dear Mr. Henshaw

"The out-of-control crazed PTA president is turning second-grade graduation into a bigger affair than a presidential inauguration. By the time the ceremony is over, it will be time to graduate from next year's class."--Résumé de l'éditeur.

Junkyard, Einstein, Wheels, Pencil, Spider, Hollywood, Spitball, Clips, and Google-Eyes team up to try to outwit their teacher Miss Breakbone. Tommy knows he wants to be an artist when he grows up. He can't wait to get to school and have real art lessons. When Tommy gets to school and finds out that the art lessons are full of "rules", he is surprised and dismayed. How the wise art teacher finds a way to give Tommy the freedom to create and stay within the "rules" makes a wonderfully perceptive picture book about growing up and keeping one's individuality. Tomie dePaola is the author and illustrator of many beloved books for children, including the Caldecott Honor Book Strega Nona. Fans of all ages will be pleased to hear that The Art Lesson is, in fact, based on the artist's own experiences growing up, and offers a welcome glimpse into his past. This bright picture book is as covered with drawings as the walls of Tommy's parents' and grandparents' houses, and sends an inspirational message to budding artists and individualists. Break out the crayons!

Mrs. Cooney, the school nurse, is a knockout -- and A.J. has a crush on her! But are her charms just a cover for her secret identity as an international spy? Will A.J.'s love for Mrs. Cooney win out over his love for the good old USA?

A Baseball Card Adventure

Bob

The Dan Gutman Collection

Getting Air

Twins Dawn and Dusk live for hockey, but their dad hates the game and their foul-mouthed grandmother thinks they are wasting their time shooting pucks. When their dad gets tickets to the Canadiens game, they can't believe their luck! Includes table of contents and author profile. Chapter Book: 20 chapters.

Eerie Elementary is one scary school! This series is part of Scholastic's early chapter book line called Branches, which is aimed at newly independent readers. With easy-to-read text, high-interest content, fast-paced plots, and illustrations on every page, these books will boost reading confidence and stamina. Branches books help readers grow! In this first book in the series, Sam Graves discovers that his elementary school is ALIVE! Sam finds this out on his first day as the school hall monitor. Sam must defend himself and

his fellow students against the evil school! Is Sam up to the challenge? He'll find out soon enough: the class play is just around the corner. Sam teams up with friends Lucy and Antonio to stop this scary school before it's too late! With over 10 million books sold, the My Weird School series really gets kids reading! The ability to put thoughts into writing is an essential skill vital to success in school—from elementary school through college. Bestselling author Dan Gutman helps kids master this important skill with his fun, informative writing guide, *My Weird Writing Tips*. Dan offers tricks for spelling hard words, understanding the difference between similar words like “its” and “it’s,” and conquering grammar stumbling blocks like commas and apostrophes. He also teaches readers how to write an engaging story, in line with the grades 2–5 Common Core goals for writing a narrative. With illustrated appearances from A.J. and Andrea, stars of his bestselling *My Weird School* series, and with his trademark wacky sense of humor, Dan makes learning the writing and storytelling

basics so fun kids will forget they're learning. The most exciting road trip in history has reached its final destination! In this fifth book in the thrilling, New York Times bestselling adventure series, Coke and Pepsi McDonald make it back home to the West Coast—but they're far from home free! When we last left our heroes, Coke and Pepsi McDonald were in Roswell, New Mexico, and they had just seen a strange beam of light. Now their cross-country road trip is about to take a detour that's out of this world—literally! Once the twins get their feet back on the ground, they embark on the final leg of their trip, which will take them from the Hoover Dam all the way to the Golden Gate Bridge. Chased by nefarious villains, the twins will be trapped with a venomous snake, pushed through a deadly turbine, and thrown into a volcano. And craziest of all, their parents might finally believe them! With Dan Gutman's laugh-out-loud humor and featuring photos and weird-but-true American tourist destinations like the Alien Fresh Jerky Stand, *The Genius Files* is a one-of-a-kind mix of geography

and fun.

Babe Ruth and the Ice Cream Mess

A Qwerty Stevens Adventure

Nachtr. 1

Rappy the Raptor

The Kid Who Ran for President

Danny uses a computer that Professor Bulfinch has created for NASA to prepare his homework, despite Professor Bullfinch's warning that Danny is to leave the machine alone. With his friend Joe Pearson and his new neighbor, Irene Miller, Danny has some success with the machine before it is sabotaged. Can Danny figure out what is wrong with the computer and fix it? And will their teacher learn what's really going on with homework?

From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called "the Dear Abby of the work world." Ten years as a

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workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit "reply all" • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party

Praise for *Ask a Manager* "A must-read for anyone who works . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work."—Booklist (starred review) "The author's friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas

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of readers' lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience."—Library Journal (starred review) "I am a huge fan of Alison Green's Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor."—Robert Sutton, Stanford professor and author of The No Asshole Rule and The Asshole Survival Guide "Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way."—Erin Lowry, author of Broke Millennial: Stop Scraping By and Get Your Financial Life Together

With more than 30 million books sold, the My Weird School series really gets kids reading! In the second book in My Weird School Daze—the hilarious second arc of the My Weird School series—A.J. is taking a much-needed summer vacation with his family. But all bets are off when Andrea and her family rent the beach house next door. Not even the funny

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beach lifeguard Mr. Sunny can save them from this weird summer! Perfect for reluctant readers and word lovers alike, Dan Gutman's insanely popular My Weird School series has something for everyone. Don't miss the hilarious adventures of A.J. and the gang.

This fun Level Two I Can Read book, geared toward kids who read on their own but still need a little help, is based on Dan Gutman's My Weird School series, which has sold more than 12 million books! A.J. and Andrea are taking a class trip to the museum! Their museum guide has been warned that one of them might misbehave. But who will it be? Join A.J. and Andrea from Ella Mentry School on this hilarious field trip as they show young readers why they attend the weirdest—and most fun!—school around.

My Weird Writing Tips

Back in Time With Thomas Edison

Danny Dunn and the Homework Machine

My Weird School Daze #2: Mr. Sunny Is Funny!

The Talent Show

Everything you need for a novel study on The Homework Machine by Dan Gutman! There are many ways that you can use these resources. You can copy as an entire packet or you can copy pages individually! This can be for a small book club, or for the whole class!

On a cross-country vacation with their parents, twins Coke and Pepsi, soon to be thirteen, fend off strange assassins as they try to come to terms with their being part of a top-secret government organization known as The Genius Files.

It's been five years since Livy and her family have visited Livy's grandmother in Australia. Now that she's back, Livy has the feeling she's forgotten something really, really important about Gran's house. It turns out she's right. Bob, a short, greenish creature dressed in a chicken suit, didn't forget Livy, or her promise. He's been waiting five years for her to come back, hiding in a closet like she told him to. He can't remember who—or what—he is, where he came from, or if he even has a family. But five years ago Livy promised she would help him find his way back home. Now it's time to keep that promise. Clue by clue, Livy and Bob will unravel the mystery of where Bob comes from, and discover the kind of magic that lasts forever. Wendy Mass and Rebecca Stead, two masterminds of classic, middle-grade fiction come together to craft this magical story about the enduring power of friendship. This title has Common Core connections.

After discarding their infamous homework machine, four friends, now in sixth grade, find themselves once again at the police station, this time giving testimony about an incident involving a powerful computer chip, a Grand Canyon treasure, and a dead body.

Qwerty Stevens, Back in Time
The Genius Files #5: License to Thrill
Recycle this Book