

City Of Ember Book Series

The first book in the acclaimed, New York Times best-selling trilogy, *Wool* is the story of a community living in an underground silo completely unaware of the fate of the outside world. When the silo's sheriff asks to leave the silo, a series of events unravels the very fabric of their fragile lives. In a world where all commodities are precious and running out, truth and hope may be the most rare...and the most needed.

Since 2003, readers of all ages have been captivated by Jeanne DuPrau's bestselling dystopian story about a doomed city and the two children determined to escape it. Now new and old fans alike can celebrate *The City of Ember* with this deluxe edition, which includes an introduction by the author and a brand-new story!

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games—and the people making those games - can be. **Book One: Trapped in a Video Game** Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game *Full Blast* with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! **Book Two: The Invisible Invasion** Jesse's rescue mission has led him into the world of *Go Wild*, a *Pokemon Go*-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? **Book Three: Robots Revolt** The robot villains from *Super Bot World 3* have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. **Book Four: Return to Doom Island** In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. **Book Five: The Final Boss** Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

WINNER OF THE LINCOLN FORUM BOOK PRIZE “A Lincoln classic...superb.” —The Washington Post “A book for our time.”—Doris Kearns Goodwin *Lincoln on the Verge* tells the dramatic story of America's greatest president discovering his own strength to save the Republic. As a divided nation plunges into the deepest crisis in its history, Abraham Lincoln boards a train for Washington and his inauguration—an inauguration Southerners have vowed to prevent. *Lincoln on the Verge* charts these pivotal thirteen days of travel, as Lincoln discovers his power, speaks directly to the public, and sees his country up close. Drawing on new research, this riveting account reveals the president-elect as a work in progress, showing him on the verge of greatness, as he foils an assassination attempt, forges an unbreakable bond with the American people, and overcomes formidable obstacles in order to take his oath of office.

The Royal Bee

The Words in My Hands

Kidnapped

Car Trouble

TrooFriend

Heather and Picket are extraordinary rabbits with ordinary lives until calamitous events overtake them, spilling them into a cauldron of misadventures. They discover that their own story is bound up in the tumult threatening to overwhelm the wider world. Kings fall and kingdoms totter. Tyrants ascend and terrors threaten. Betrayal beckons, and loyalty is a broken road with peril around every bend. Where will Heather and Picket land? How will they make their stand?

Provides weather predictions for the entire United States and includes such features as the best days for fishing, recipes from the Wild West, and tips for tightwads.

With more than 3.5 million copies sold, the *City of Ember* books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are boxed together here for the very first time! *Escape the Dark. Discover the Adventure.* The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she's sure it holds a secret that will save Ember. Together, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. This complete boxed set includes: *The City of Ember* *The People of Sparks* *The Diamond of Darkhold* *The Prophet of Yonwood*

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child

Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred

Wool

The City of Ember

A Companion Guide and History

Lincoln on the Verge

Trapped in a Video Game: The Complete Series

Imagine having the perfect friend, one who never steals, lies or bullies. Now you can, with the TrooFriend 560, the latest in artificial intelligence! What can go wrong with a robot buddy?

Especially one that's developing human characteristics and feelings, and who has just run away with her human?

With more than 3.5 million copies sold, the City of Ember books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! Escape the Dark. Discover the Adventure. The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel The City of Ember, the story of a girl, a boy, and their beleaguered city. Through the sequel, The People of Sparks, the satisfying conclusion, The Diamond of Darkhold, and the prequel, The Prophet of Yonwood, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world.

*This series is connected to the Darkness Series. Recommend reading this series after. There is something unique about Zoey Daniels. She can see the fae—a species kept hidden from the human world. Because of her talent, she is hired as a Collector by the Department of Molecular Genetics (DMG), a secret government agency that uses fae blood to save human lives, curing things like cancer and birth defects. She is trained to collect the fae, never considering them anything but soulless monsters who feed on humans like their personal buffet. When devastation strikes Seattle, everything Zoey knows is turned upside down. An electrical storm tangles her with Ryker, a ruthless wanderer, who looks like a Viking and kills like a brute. His hate for humans is as equal as her hate for fae. When DMG turns on Zoey, she can no longer trust the government agency she had spent years dedicating her life to and is forced into an alliance with the callous Viking. Ryker and Zoey's connection sends them down a road of lies, deceit, corruption, and murder. It won't be just the city left in embers.

A National Book Critics Circle Award Finalist "Essential reading for the twenty-first [century]." —Radhika Jones, The New York Times Book Review In the first comprehensive biography of Mikhail Gorbachev, William Taubman shows how a peasant boy clambered to the top of a system designed to keep people like him down, found common ground with America's arch-conservative president Ronald Reagan, and permitted the USSR and its East European empire to break apart without using force to preserve them. Drawing on interviews with Gorbachev himself, transcripts and documents from the Russian archives, and interviews with Kremlin aides and adversaries, Taubman's intensely personal portrait extends to Gorbachev's remarkable marriage to a woman he deeply loved. Nuanced and poignant, yet unsparing and honest, this sweeping account has all the amplitude of a great Russian novel.

Escape the Vortex

The City of Ember; The People of Sparks; The Diamond of Darkhold; The Prophet of Yonwood

A Journey Through the Madness Industry

The Isabella Stewart Gardner Museum

Aesop's Fables

"This book takes you through the collection gallery by gallery, illuminating the art and installations in each room"--From preface.

In this madcap journey, a bestselling journalist investigates psychopaths and the industry of doctors, scientists, and everyone else who studies them. The Psychopath Test is a fascinating journey through the minds of madness. Jon Ronson's exploration of a potential hoax being played on the world's top neurologists takes him, unexpectedly, into the heart of the madness industry. An influential psychologist who is convinced that many important CEOs and politicians are, in fact, psychopaths teaches Ronson how to spot these high-flying individuals by looking out for little telltale verbal and nonverbal clues. And so Ronson, armed with his new psychopath-spotting abilities, enters the corridors of power. He spends time with a death-squad leader institutionalized for mortgage fraud in Cocksackie, New York; a legendary CEO whose psychopathy has been speculated about in the press; and a patient in an asylum for the criminally insane who insists he's sane and certainly not a psychopath. Ronson not only solves the mystery of the hoax but also discovers, disturbingly, that sometimes the personalities at the helm of the madness industry are, with their drives and obsessions, as mad in their own way as those they study. And that relatively ordinary people are, more and more, defined by their maddest edges.

Bookstore owner Aubrey Barnes likes his quiet, orderly London life, thank you very much. His shop may be struggling, his only employee is a menace, and his plumbing is one creaky pipe away from disaster, but he can handle it. Maybe. He cannot, however, handle the film company that's thrown his Soho street into chaos. And he definitely can't handle the charismatic American actor Blake Sinclair. Which is why he's extremely reluctant to lease out his shop as a set for Blake's film, but it's his one opportunity to save his business. Now he can't get away from the distractingly hot actor. Then Aubrey finds himself alone with Blake in a trailer, and what happens next turns London's heat wave into an inferno that leaves him breathless. Aubrey is not cut out

for the high-profile life of dating a celebrity, especially an American actor who 's not even out yet. Good thing their tryst is absolutely not going anywhere. Of course, when you expect nothing, that 's exactly when it starts to mean everything.

Use Novel-Ties ® study guides as your total guided reading program. Reproducible pages in chapter-by-chapter format provide you with the right questions to ask, the important issues to discuss, and the organizational aids that help students get the most out of each book they read.

City In Embers

Farmers' Almanac 2008

The Dictator's Handbook

Children of Refuge

Collected Stories

Beginning with the first abduction in 1874, an enthralling look at the great kidnapping cases in American history explores the obsessive attention such cases arouse and what they say about the American family, the justice system, and the media. UP.

Rusty, the boy whose stories have charmed and entertained children for years, brings together his best adventures in one volume! From the time he was a boy living with his grandparents in Dehra, surrounded by an assortment of odd animals, people and relatives, to when he gets sent away to school, then makes his way to London and becomes a writer, Rusty's had more adventures than we can count. This omnibus edition contains his best, funniest, most exciting escapades. In these pages, there's Toto, the monkey that travelled in a bag on a train; an encounter with a leopard; life as a young writer in faraway London; and the return home to roots that were always loved and never forgotten. An evergreen classic of children's writing in India, The Adventures of Rusty will be enjoyed like never before.

The City of Ember Complete Boxed Set Yearling

With more than 3.5 million copies sold, the City of Ember books are modern-day classics. Lina and Doon's heart-pounding journey to save their people has captivated readers around the world, and the four adventures are bound together here for the very first time! Escape the Dark. Discover the Adventure. The city of Ember was built as a last refuge for the human race. But now with terrifying blackouts sweeping through the streets, Lina and Doon know it's only a matter of time before the lights go out and never come back on again. When Lina finds part of an ancient message, she and Doon explore long-forgotten parts of their dying city as they race to solve the mystery. If they succeed, they will have to convince everyone to follow them into danger and an exciting new world. But if they fail? The lights will burn out and the darkness will close in forever. The series begins with the groundbreaking dystopian novel The City of Ember, the story of a girl, a boy, and their beleaguered city.

Through the sequel, The People of Sparks, the satisfying conclusion, The Diamond of Darkhold, and the prequel, The Prophet of Yonwood, author Jeanne DuPrau offers a vision of hope that, while sometimes flickering against the darkness, ultimately shines through, like the bright dawning of a new world.

The City of Ember Complete Series

The City of Ember Complete Boxed Set

The Graphic Novel

The First Book of Ember

"The Alpha and Omega teams are in a race for the six essential elements that can fuse into a new source of clean energy, but the elements are scattered throughout the galaxy, and the teams are running out of time."--

In these first three books of Ember, young people in a future world face the fear of impending war, seek escape from a decaying underground city, and work to help immigrants make a home in a city stretched to its limits in the wake of "the Disaster."

Suggests activities to be used in the classroom to accompany the reading of Stuart Little by E.B. White.

It's August 1941, and Brick and Mariel both love the Brooklyn Dodgers. Brick listens to their games on the radio in Windy Hill, in upstate New York, where his family has an apple orchard; Mariel, once a polio patient in the hospital in Windy Hill, lives in Brooklyn near the Dodgers' home, Ebbets Field. She was adopted by Loretta, a nurse at the hospital, and has never known what happened to her own mother. Someday, somehow, she plans to return to Windy Hill and find out. When a fire destroys their orchard, Brick's parents must leave the farm to find work. They send him to live in Brooklyn with their friend Loretta, even though Brick knows that their elderly neighbors need his help to pick what's left of the apples. The only good thing about Brooklyn is seeing the Dodgers play—that, and his friendship with Mariel. Maybe, together, they'll find a way to return to Windy Hill, save the harvest, and learn the truth about Mariel's past.

The City of Ember Deluxe Edition

The Prophet of Yonwood

The Psychopath Test

The People of Sparks

Gorbachev: His Life and Times

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! Lina and Doon have led the citizens of Ember to an exciting new world. When they discover a village called Sparks, they are welcomed, fed, and given places to sleep. But the town's resources are limited and it isn't long before resentment begins to grow between the two groups. When mysterious acts of vandalism cause tempers to erupt, putting everyone's lives in danger, it's up to our two heroes to find the courage to stop the conflict and bring peace. Praise for the City of Ember books: Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." –USA Today "An electric debut." –Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." –VOYA, Starred

Ben Franklin was the most famous American in the entire world during colonial times. No wonder! After all, the man could do just about anything. Why, he was an author and an athlete and a patriot and a scientist and an inventor to boot. He even found a way to steal the lightning right out of the sky. Is such a thing possible? Is it. Take a look inside and find Ben busy at work on every spread. Then find out how he used his discovery about lightning to make people's lives safer. In an inventive way, Rosalyn Schanzer brings us a brilliant and ever-curious American original.

When a roamer trades them an ancient book with only a few pages remaining, Lina and Doon return to Ember to seek the machine the book seems to describe in hopes that it will get their new community, Sparks, through the winter.

While visiting the small town of Yonwood, North Carolina, eleven-year-old Nickie makes some decisions about how to identify both good and evil when she witnesses the townspeople's reactions to the apocalyptic visions of one of their neighbors.

The City of Ember Novel Units Teacher Guide

The Green Ember

An Unexpected Kind of Love

The Adventures of Rusty

Book 1

After Edwy is smuggled off to Refuge City to stay with his brother and sister, Rosi, Bobo, and Cana are stuck alone—and in danger—in Cursed Town in the thrilling follow-up to Children of Exile from New York Times bestselling author, Margaret Peterson Haddix. It's been barely a day since Edwy left Fredtown to be with his parents and, already, he is being sent away. He's smuggled off to boarding school in Refuge City, where he will be with his brother and sister, who don't even like him very much. The boarding school is nothing like the school that he knew, there's no one around looking up to him now, and he's still not allowed to ask questions! Alone and confused, Edwy seeks out other children brought back from Fredtown and soon discovers that Rosi and the others—still stuck in the Cursed Town—might be in danger. Can Edwy find his way back to his friends before it's too late?

In the spring 2003, kids, parents, teachers, librarians—whole communities—discovered and fell in love with Jeanne DuPrau's story about a doomed city, and the two children who found a way out. Nearly 10 years later, that story, The City of Ember, is a bona fide classic, with over 1.7 million copies sold. Now experience Jeanne DuPrau's vision anew as artist Niklas Asker faithfully brings to life the glare of the lamps, the dinginess of the streets, and the brilliance of the first sunrise.

A charming middle-grade fantasy debut that put a new spin on the legend of Camelot, perfect for fans of The School for Good and Evil and A Tale of Magic... Twelve-year-old Ellie can't help that she's a witch, the most hated member of society. Determined to prove her worth and eschew her heritage, Ellie applies to the Fairy Godmother Academy—her golden ticket to societal acceptance. But Ellie's dreams are squashed when she receives the dreaded draft letter to serve as a knight of King Arthur's legendary Round Table. She can get out of the draft—but only if she saves a lost cause. Enter Caedmon, a boy from Wisconsin struggling with the death of his best friend. He first dismisses the draft as ridiculous; magic can't possibly exist. But when Merlin's ancient magic foretells his family's death if he doesn't follow through, he travels to the knights' castle, where he learns of a wicked curse leeching the knights of their power. To break the curse, Ellie and Caedmon must pass a series of deathly trials and reforge the lost, shattered sword of Excalibur. And unless Ellie accepts her witch magic and Caedmon rises to become the knight he's meant to be, they will both fail—and the world will fall to the same darkness that brought King Arthur and Camelot to ruin.

A collection of nearly sixty fables from Aesop includes such familiar ones as "The Grasshopper and the Ants," "The North Wind and the Sun," "Androcles and the Lion," "The Troublesome Dog," and "The Fox and the Stork." 35,000 first printing.

The Lottery

Thirteen Days to Washington
Why Bad Behavior is Almost Always Good Politics
Child Abduction in America
Murder on Black Swan Lane

Explains the theory of political survival, particularly in cases of dictators and despotic governments, arguing that political leaders seek to stay in power using any means necessary, most commonly by attending to the interests of certain coalitions.

Duff Pringle has bought his first car. (Used.) He's got six days to drive 3,000 miles cross-country to California and start a new hi-tech job that will make him wealthy. (Sort of.) Nothing can stop him. (Or can it?) Uh-oh . . . CAR TROUBLE. Duff's Ford Escort barely makes it a hundred miles from home before breaking down. What's he supposed to do? He's promised his new boss he'll be there by Monday. But he's also promised himself that he'll make this journey by car, so he can really see the country. Using his laptop and some quick thinking, he pieces together a way to continue his trip. What he doesn't plan on are the people he meets along the road. There's Stu, a hitchhiker with a secret; Bonnie, an aspiring singer with a con artist for a mother; two thugs looking for a trunkful of cash; and Moony, the terrier prone to carsickness.

In the year 241, twelve-year-old Lina trades jobs on Assignment Day to be a Messenger to run to new places in her decaying but beloved city, perhaps even to glimpse Unknown Regions.

A seemingly ordinary village participates in a yearly lottery to determine a sacrificial victim.

The Island at the End of Everything

How Ben Franklin Stole the Lightning

The Diamond of Darkhold

The Books of Ember Omnibus

All the Way Home

In Regency London, an unconventional scientist and a fearless female artist team up to trap a cold-hearted killer: “Thoroughly enjoyable” (Deanna Raybourn, New York Times–bestselling author). The Earl of Wrexford possesses a brilliant scientific mind, but boredom and pride lead him to reckless behavior. So when pompous, pious Reverend Josiah Holworthy publicly condemns him for debauchery, Wrexford unsheathes his rapier-sharp wit and strikes back. As their war of words escalates, London’s most popular satirical cartoonist, A.J. Quill, skewers them both. But then the clergyman is found slain in a church—his face burned by chemicals, his throat slashed ear to ear—and Wrexford finds himself the chief suspect. An artist in her own right, Charlotte Sloane has secretly slipped into the persona of her late husband, using his nom de plume, A.J. Quill. When Wrexford discovers her true identity, she fears it will be her undoing. But he has a proposal—use her sources to unveil the clergyman’s clandestine involvement in questionable scientific practices, and unmask the real murderer. Soon Lord Wrexford and the mysterious Mrs. Sloane plunge into a dangerous shadow world hidden among London’s intellectual enclaves to trap a cunning adversary—before they fall victim to the next experiment in villainy . . . “Sharp, engaging characters, rich period detail, and a compellingly twisty plot, Andrea Penrose delivers a winner.” —Deanna Raybourn, New York Times–bestselling author “Fans of C.S. Harris take note! A riveting ride through Regency London, from the slums of St. Giles, to the mansions of Mayfair.” —Lauren Willig, New York Times–bestselling author “Historical chemistry meets alchemy . . . A delight of a book.”

Part coming of age, part call to action, this fast-paced #ownvoices novel about a Deaf teenager is a unique and inspiring exploration of what it means to belong. Smart, artistic, and independent, sixteen year old Piper is tired of trying to conform. Her mom wants her to be “normal,” to pass as hearing, to get a good job. But in a time of food scarcity, environmental collapse, and political corruption, Piper has other things on her mind—like survival. Piper has always been told that she needs to compensate for her Deafness in a world made for those who can hear. But when she meets Marley, a new world opens up—one where Deafness is something to celebrate, and where resilience means taking action, building a community, and believing in something better. Published to rave reviews as Future Girl in Australia (Allen & Unwin, Sept. 2020), this empowering, unforgettable story is told through a visual extravaganza of text, paint, collage, and drawings. Set in an ominously prescient near future, The Words in My Hands is very much a novel for our turbulent times.

Based on a true story, The Royal Bee is an elegantly written tale that pays tribute to a young boy's courage and strength of character. Song-ho is a young Korean boy destined by birth to a life of poverty. Barred from going to school--only the sons of wealthy families could attend--he dreams of learning to read and write. Then one day he hears the sound of a school bell and follows it deep into the valley. There, the school master turns him away, but Song-ho's boldness and determination earn him a chance at gaining an education nevertheless. Dramatically illustrated with richly textured oil paintings, the story offers glimpses of daily life in Korea a century ago--for both the rich and the poor.

A poignant story filled with heart-warming courage as a young girl takes on a harrowing journey to be reunited with her mother. Ami lives on Culion, an island in the Philippines for people who have leprosy. Her mother is among the infected. Ami loves her home: with its blue seas and lush forests, Culion contains all she knows and loves. But the arrival of malicious government official Mr. Zamora changes her world forever. Islanders untouched by sickness are forced to leave for a neighboring island, where the children are placed in an orphanage. Banished across the sea, Ami is desperate to return to Culion before her mother's death. She finds a strange and fragile hope in a colony of butterflies. Can they lead her home before it's too late? Heartrending yet hopeful, celebrated newcomer Kiran Hargrave's novel is a story about loss, perseverance, and faith. A KIRKUS REVIEWS BEST BOOK OF THE YEAR

The Witch, The Sword, and the Cursed Knights

The Books of Ember