

Crack The Code Scholastic

Grab your pens and pencils for this book packed with word games, mazes, quizzes and more that show how coding is a part of everything we see and do. You might even find inspiration for you next coding project!--

From New York Times bestselling author Jennifer A. Nielsen comes a thrilling World War II story of espionage and intrigue, as one girl races to crack a coded message to save her father and the French resistance. Six hundred and fifty-seven days ago, Meg Kenyon's father left their home in France to fight for the Allies in World War II, and that was the last time Meg saw him. Recently, she heard he was being held prisoner by the Nazis, a terrible sentence from which Meg fears he'll never return. All she has left of him are the codes he placed in a jar for her to decipher, an affectionate game the two of them shared. But the codes are running low, and soon there'll be nothing left of Papa for Meg to hold on to at all. Suddenly, an impossible chance to save her father falls into Meg's lap. After following a trail of blood in the snow, Meggie finds an injured British spy hiding in her grandmother's barn. Captain Stewart tells her that a family of German refugees must be guided across Nazi-occupied France to neutral Spain, whereupon one of them has promised to free Meg's father. Captain Stewart was meant to take that family on their journey, but too injured to complete the task himself, he offers it to Meg, along with a final code from Papa to help complete the mission -- perhaps the most important, and most difficult, riddle she's received yet. As the Nazis flood Meg's village in fierce pursuit, she accepts the duty and begins the trek across France. Leading strangers through treacherous territory, Meg faces danger and uncertainty at every turn, all the while struggling to crack her father's code. The message, as she unravels it, reveals secrets costly enough to risk the mission and even her own life. Can Meg solve the puzzle, rescue the family, and save her father? Math can be fun with this collection of 25 colorful and easy, teacher-tested patterns including shape quilt, teddy bears, veggie prints and more.

"Be careful of what you mod for, you just might get it!" The new kid, Theo, has modding skills that are just right for adventuring in the mysterious world of Minecraft, but his meddling may have also just created a monstrous new threat. Now his friends don't trust him, but it's going to take everyone working together to defeat this hostile mob and face the changes caused by a crack in the code!"--publisher

Discover, Explore, Create, and Do Great Things

Holocaust

Saint Patrick and the Peddler

Beat the Game

Top Secret Smackdown (Mac B., Kid Spy #3)

Teacher-tested, Reproducible Performance Assessment Tasks and Rubrics for the Math Kids Need to Know

The Secret Code Book is a short introduction to substitution ciphers. The chapters ease young readers into the concept of rotation ciphers and work their way up to the Vigenere cipher. Along the way, readers will also learn about geometric approaches to secret codes such as the Pigen cipher. As a bonus, there is a brief description of frequency analysis and how it is used to crack secret codes. frper gpbqr obbx In addition, this book actively challenges readers with practice missions where answers are listed in the back. Also, there is a cut-out rotation template that is provided to make your very own cipher disk! After reading this book, you will have all the basic tools needed to create secret messages.

Based on the award winning 2014 film, *The Imitation Game*, tells the true story of cryptanalyst Alan Turing and his brilliant team of code-breakers as they crack the famous Enigma Code during World War II. Full colour sills from the award winning film bring story to life and a two-page Fact File section provides supplementary material on the story background.

First the ancient Greeks hid messages under their hair. Then Mary Queen of Scots completely lost her head because of a cracked coe. Now computers create codes no human can crack. Totally Cracking Codes is the ultimate guide to unlocking the secret language of spies. Aspiring code-breakers can discover how to decipher dot and dashes, fathom flags, suss a simple cipher and much more!

Mac B. and his arch-nemesis are facing off at the Video Game World Championships! But first, Mac B. needs to crack an unbreakable secret code... can he solve it in time to defeat his enemy? Find out in this kid spy adventure from New York Times bestselling author, Mac Barnett!

Profilers and Poison

Mac Cracks the Code (Mac B., Kid Spy #4)

The Nebula Secret

Team BFF: Race to the Finish! #2

Can You Crack the Code?

Chasing Vermeer (Scholastic Gold)

Make a little magic with the cutest creatures around! Includes all you need to know to create magical unicorn poop, fluffy unicorn-mane putty, and much more! Packed with cool crafts, sparkly slime recipes, awesome activities and magical creatures - this book is bursting with poop-tastic things to make and doo-doo! Easy step-by-step recipes teach you how to make all kinds of safe and enchanting slime, including rainbow slime, mermaid slime, glittery slime, plus fun fun tips on how to use your slime again and again!

Perfect for fans of The Babysitters Club and anyone interested in computer science, this book by New York Times bestselling author Stacia Deutsch is published in partnership with the organization Girls Who Code! Sophia and her coding club BFFs have the best time together. Sure, they work on coding projects, but mostly they gossip about crushes, eat cookies, and do totally silly impersonations. Now they're about to participate in their first hackathon--a full day of coding and meeting other coders--so it's time to step up their game! Just when Sophia and her friends think their hackathon project is ready for the big time, a change of plans threatens to tear their group apart. Will they have each other's backs, or are they destined for an epic fail? They know that coding is all about teamwork and problem-solving--maybe friendship is, too!

Offers more than forty ready-to-reproduce practice pages on such topics as dividing with remainders, adding three numbers, and multiplying and dividing with zeros.

Students become math sleuths as they work their way up these engaging pyramid puzzles by solving math problems! When students reach the top of the pyramid, they use the final answers to crack the code and reveal the answer to a riddle. The self-checking format makes these activities perfect for homework, independent work, or any time! Grades 2-3: Topics include all the essentials-- number patterns, place value, addition, subtraction, multiplication facts, time, money, measurement, and more. Targets skills in key areas identified in the NCTM and Common Core State Standards Research shows that repeated practice helps students build automaticity.

Book of the Dead (TombQuest, Book 1)

Magical Poopy Surprise

50 Skill-Building Pyramid Puzzles: Math, Grades 2-3

Cracking Codes

Phonics-Powered Prevention and Intervention for All Students

Grade 4

Adventure, danger, and a thrilling global mission await 12-year-old Cruz Coronado as he joins an elite school for explorers. Cruz leaves his tranquil home in Hawaii to join 23 talented kids from around the globe to train at the Explorer Academy with the world's leading scientists to become the next generation of great explorers. But for Cruz, there's more at stake. No sooner has he arrived at the Academy than he discovers that his family has a mysterious past with the organization that could jeopardize his future. In the midst of codebreaking and cool classes, new friends and augmented reality expeditions, Cruz must tackle the biggest question of all: Who is out to get him, and why? Readers can get in on the excitement with puzzles and codes embedded throughout.

Codes can carry big secrets! Throughout history, lots of good guys and lots of bad guys have used codes to keep their messages under wraps. This fun and flippable nonfiction features stories of hidden treasures, war-time maneuverings, and contemporary hacking as well as explaining the mechanics behind the codes in accessible and kid friendly forms. Sidebars call out activities that invite the reader to try their own hand at cracking and crafting their own secret messages. This is the launch of an exciting new series that invites readers into a STEM topic through compelling historical anecdotes, scientific backup, and DIY projects.

Real-life super-sleuth and media sensation Hilde Lysiak's reporting skills are put to the test in this fun early chapter book mystery series! Pick a book. Grow a Reader! This series is part of Scholastic's early chapter book line Branches, 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! Nine-year-old crime reporter Hilde Lysiak is starring in her very own early chapter book series -- inspired by news stories Hilde wrote in real life! In this first book, there's been a break-in on Orange Street! Cupcakes have been stolen, and soon a pie goes missing, too. Hilde and her sister/photographer, Izzy, must interview witnesses and follow the clues. Can Hilde crack the case in time to post her news story online? Joanne Louw-Vriethoff's personality-filled illustrations appear on every page, bringing Hilde's adventures to life for young readers!

Gaming cheat guides are big business: Prima Games and Brady Games create official guides to tie in with triple-A releases such as Call Of Duty and Uncharted. Super Cheat Challenges will appeal to gamers who want the latest cheats across ALL of the biggest games rather than just one, with exclusive advice from individual experts picked from each game's community. Step-by-step guides and annotated screenshots guide gamers through the toughest challenges of each game, highlighting hidden extras and secret tricks. Unique challenges will be created specifically for Super Cheat Challenges so readers can put their gaming skills to the test.

Secret Breakers: 1: The Power of Three

Secret Code Book: Substitution Ciphers

Geronimo Siltton: Mini Mystery: #3 the Mouse Hoax

Scholastic Coach

30 Easy, Playful and Creative Patterning Activities That Teach Across the Curriculum

A Fascinating History of Ciphers and Cryptography

This guide includes teacher-tested, reproducible performance assessment tasks and rubrics for math that are correlated to the NCTM standards and come complete with a student sheet, simple scoring rubric, teaching tips, and sample student work. Illustrations.

I had been invited to an exhibition of the painter Pablo Mousehasso's artwork. He was the most famous painter on Mouse Island so I was excited to meet him! He even offered me an exclusive interview. Little did I know that his paintings hid a secret. Would my friends and I be able to uncover it?

Mr. Crack's new housekeeper quickly learns to use his idiosyncratic vocabulary.

A tour de force from acclaimed author Alan Gratz (Prisoner B-3087), this timely -- and timeless -- novel tells the powerful story of three different children seeking refuge. A New York Times bestseller!JOSEF is a Jewish boy living in 1930s Nazi Germany. With the threat of concentration camps looming, he and his family board a ship bound for the other side of the world . . . ISABEL is a Cuban girl in 1994. With riots and unrest plaguing her country, she and her family set out on a raft, hoping to find safety in America . . . MAHMOUD is a Syrian boy in 2015. With his homeland torn apart by violence and destruction, he and his family begin a long trek toward Europe . . . All three kids go on harrowing journeys in search of refuge. All will face unimaginable dangers -- from drownings to bombings to betrayals. But there is always the hope of tomorrow. And although Josef, Isabel, and Mahmoud are separated by continents and decades, shocking connections will tie their stories together in the end.This action-packed novel tackles topics both timely and timeless: courage, survival, and the quest for home.

Refugee

The Highlights Book of Things to Do

Ready-to-go 10 Math Performance Assessments

River Boy

Crack the Code!

The Imitation Game

Provides reproducible materials to reinforce facts and concepts related to the Holocaust

A search-and-find book featuring best-loved characters from the Disney-Pixar universe.

A clue takes Amy and Dan Cahill to Egypt, where they investigate the origins of the rivalry between the Tomas and Ekaterina branches of their family and try to figure out if they can trust a message from their dead grandmother Grace.

When a poor Irish peddler follows the instructions given to him by Saint Patrick in a dream, his life is greatly changed. Includes background on Saint Patrick and on the origin of the story.

Rescue

Exploring Patterns in Math and Beyond

Can You Spot It? (Disney-Pixar)

Did You Ever See?

Success With Addition, Subtraction, Multiplication & Division

Explorer Academy: The Nebula Secret (Book 1)

When Maya starts spending a lot of time with Maddie, an old friend, her friends from coding club worry she won't finish her part of the project, coding the lights and music for the winter dance.

From the team that brought you *The 39 Clues* and *Spirit Animals* comes a brand new epic Egyptian adventure! Nothing can save Alex Sennefter's life. That's what all the doctors say, but his mother knows it's not true. She knows that the *Lost Spells of the Egyptian Book of the Dead* can crack open a door to the afterlife and pull her son back from the brink. But when she uses the spells, five evil ancients--the Death Walkers--are also brought back to life. An ancient evil has been unleashed. Mummies are awakening. New York is overrun with scorpions. And worst of all for Alex, his mom and the *Lost Spells* have both disappeared. He and his best friend, Ren, will do anything to find his mom and save the world . . . even if that means going head-to-head with a Death Walker who has been plotting his revenge for 3,000 years. Read the book, then continue the adventure online! Build an Egyptian tomb of your own, hide treasure and protect it with traps, then challenge your friends to play through! Michael Northrop is the New York Times bestselling author of *TombQuest*, an epic book and game adventure series featuring the magic of ancient Egypt. He is also the author of *Trapped*, an Indie Next List Selection, and *Plunked*, a New York Public Library best book of the year and an NPR Backseat Book Club selection. An editor at *Sports Illustrated Kids* for many years, he now writes full-time from his home in New York City. Learn more at www.michaelnorthrop.net.

She didn't know how fast the current was moving her. It could take many more hours yet, perhaps more hours than she had the strength for. But she must not stop. She must keep going. She must try to catch the river boy, even though she was frightened at the thought of what he was.

Jess's beloved grandfather has just had a serious heart attack, but he insists that the family travel as planned to his boyhood home on the river so that he can finish his painting, *River Boy*. As Jess helps her ailing grandpa with his work, she becomes entranced by the scene he is painting.

Then she becomes aware of a strange presence in the river -- a boy who asks for her help and issues a challenge that will stretch her swimming talents to their very limit. Jess knows that Grandpa and the river boy are connected, but how? Can she take up the river boy's challenge before it's too late for Grandpa? Tim Bowler's gripping narrative flows like a river itself -- gentle and calm at times, turbulent and deep at others, always fluid, always alive. Readers will be swept along by the magic of the river and the mysterious river boy -- and changed forever by Jess's unforgettable Journey.

Mac B. is back on another madcap adventure -- this time a stolen raven threatens to topple the Queen and it's up to Mac to smackdown his KGB rival once and for all!

Engaging Activities and Reproducibles to Develop Kids' Higher-level Thinking Skills

Crack in the Code! (Minecraft Stonesword Saga #1)

An Old English Tale

Success With Math

Lights, Music, Code! #3

81 Fresh & Fun Critical-thinking Activities

Give students the targeted, skill-building practice they need with these standards-based books! Each workbook includes more than 40 ready-to-reproduce practice pages. Easy-to-follow directions and fun exercises motivate students to work on their own. Every activity in each book is correlated to state standards. For use with Grade 4.

Help children of all learning styles and strengths improve their critical thinking skills with these creative, cross-curricular activities. Each engaging activity focuses on skills such as recognizing and recalling, evaluating, and analyzing.

Introducing an extraordinary series with real codes, real mysteries and real danger. A Da Vinci Code for kids ... Imagine the chance to solve the Voynich Manuscript - a puzzle that has truly defeated adults for centuries. It's an ancient manuscript no one has ever been able to decipher. And there are Rules that say it is forbidden to even try to solve it. A secret hidden for centuries. But Brodie Bray likes a challenge, and when she receives a coded message through the post her life changes for ever. She's chosen for a secret team working to crack this most complicated code in the world to uncover the secret it hides. But it's a code that has driven people mad trying to solve it. Together with her new friends, Brodie must break the code, at every turn facing terrible danger. For someone is watching them - and will even kill to stop them. In this original new series, three children tackle real unsolved mysteries and struggle with real unbroken codes to get to the hidden truth. Enter the world of the Secret Breakers at <http://hldennis.com/> Teachers' resources and full reading guide available here:

http://hldennis.com/docs/HDreadingguide.pdf

Did you ever see a snail sail? A sheep sleep? Rhymes and pictures of animals are brought together for younger children.

Grade 5

Crack-Up Comics Collection: An AFK Book (Bendy)

Hero Dog!: A Branches Book (Hilde Cracks the Case #1)

Beyond the Grave

Activities, Games, and Puzzles That Reveal the World of Coding

Self-Checking Activity Pages That Motivate Students to Practice Key Math Skills

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?

The Highlights Book of Things to Do is the essential book of pure creativity and inspiration. Kids ages seven and up will find hundreds of ways to build, play, experiment, craft, cook, dream, think, and become outstanding citizens of the world. This highly visual, hands-on activity book shows kids some of the best ways to do great things--from practicing the lost arts of knot-tying, building campfires, connecting circuits, playing jump rope, drawing maps, and writing letters, to learning how to empower themselves socially, emotionally, and in their communities. The final chapter, Do Great Things, inspires kids become caring individuals, confident problem solvers, and thoughtful people who can change the world. Full List of Activities: Things to Do Inside Things to Do Outside Things to Do Things to Build Things to Do with Your Brain Things to Do in the Kitchen Things to Draw Things to Write Things to Do with Color Things to Do with Paper More Things to Do with Recycled Materials Do Great Things National Parenting Seal of Approval Winner, National Parenting Product Award (NAPPA) Winner, Mom's Choice Award, Gold

A cat observes five twinkling stars as they disappear one by one, in a book that plays the tune to "Twinkle, Twinkle, Little Star" when the reader reaches the last page. On board pages.

Describes what criminal profilers and forensic toxicologists do and the tools they use, relates the history of profiling and toxicology, and discusses their roles in six real-life cases.

Rime Magic

Mac Undercover (Mac B, Kid Spy #1)

Mr. Crack

Five Shiny Stars

This collection of vintage 1930s-1940s Bendy comic strips is a must-have for those wanting to peek into the silly, scary world of Bendy and his friends! For those dying to know more about the simple, darkly funny cartoons produced at Joey Drew Studios, look no further than this illustrated collection of comics based on the exploits of Bendy, Boris the Wolf, Alice Angel, and all their friends! This collection of vintage comic strip adaptations brings to life the best of the many cartoon features produced by Joey Drew Studios. Fans of all ages won't want to miss this never-before-published comp that brings to life the world of Bendy!

From the esteemed New York Times bestselling and multi-award-winning author Mac Barnett comes a thrilling, hilarious fully-illustrated new spy adventure series! Before Mac Barnett was an author, he was a kid. And while he was a kid, he was a spy. Not just any spy. But a spy...for the Queen of England. James Bond meets Diary of a Wimpy Kid with this groundbreaking fully-illustrated chapter book series Mac B., Kid Spy. The precious Crown Jewels have been stolen, and there's only one person who can help the Queen of England: her newest secret agent, Mac B. Mac travels around the globe in search of the stolen treasure...but will he find it in time? From secret identities to Karate hijinks, this fast-paced, witty and historically inspired chapter book will keep readers guessing until the very last page. With full-color illustrations and fascinating historical facts

masterfully sprinkled throughout, this series offers adventure, intrigue, absurdity, history and humor. Discover this totally smart and side-splittingly funny new series, and experience what it's really like to be a kid spy.