**Hatchet**: Thirteen-year-old Brian Robeson is on his way to visit his father when the single engine plane in which he is flying crashes. Suddenly, Brian finds himself alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother has given him as a present — and the dreadful secret that has been tearing him apart ever since his parents' divorce. But now Brian has no time for anger, self-pity, or despair — it will take all his know-how and determination, and more courage than he knew he possessed, to survive

**Lunch Money:** When sixth-grader Greg Kenton decides to make money by selling his homemade comics, his principal has something to say about it. During his appeal to the School Committee, Greg discovers that business can be tough!

**The Mysterious Benedict Society**: When this peculiar ad appears in the newspaper, dozens of children enroll to take a series of mysterious, mind-bending tests. (And you, dear reader, can test your wits right alongside them.) But in the end just four very special children — two boys and two girls — will succeed. Their challenge: to go on a secret mission that only the most intelligent and resourceful children could complete. To accomplish it they will have to go undercover at the Learning Institute for the Very Enlightened, where the only rule is that there are no rules.

But what they'll find in the hidden underground tunnels of the school is more than your average school supplies. As our heroes face physical and mental trials beyond their wildest imaginations, they have no choice but to turn to each other for support. But with their newfound friendship at stake, will they be able to pass the most important test of all? Welcome to the Mysterious Benedict Society. If you're gifted, creative, or happen to know Morse Code, they could probably use your help.

**Betti on the High Wire:** Ten-year-old Babo and the other ?leftover kids? live on an abandoned circus camp in a war-torn country. Babo believes her circus-star parents will come back for her any day now, so she is not one bit happy when an American couple adopts her. She hates her new name (Betti) and is confused by everything in America. She?s determined to run away. But as Betti slowly begins to trust her new family and even makes a friend, she decides maybe she can stay just one more day. And then maybe another . . .

Betti on the High Wire is both heartbreaking and hilarious?and completely unforgettable. This brave little storyteller of a girl will wiggle her way straight into your heart.

**Mango- Shaped- Space**: Thirteen-year-old Mia Winchell appears to be a typical eighth grader. But Mia is keeping a secret from everyone who knows her: sounds, numbers and words appear in color for her. Mia has synesthesia, the mingling of perceptions whereby a person can see sounds, smell colors, or taste shapes. "A Mango-Shaped Space is a poignant, coming-of-age novel spiced with wit and humor that chronicles Mia's developing appreciation of her gift and the part it plays in her life

**Harry Potter and the Sorcer’s Stone:** Harry Potter has never been the star of a Quidditch team, scoring points while riding a broom far above the ground. He knows no spells, has never helped to hatch a dragon, and has never worn a cloak of invisibility.  
  
All he knows is a miserable life with the Dursleys, his horrible aunt and uncle, and their abominable son, Dudley — a great big swollen spoiled bully. Harry’s room is a tiny closet at the foot of the stairs, and he hasn’t had a birthday party in eleven years.  
  
But all that is about to change when a mysterious letter arrives by owl messenger: a letter with an invitation to an incredible place that Harry — and anyone who reads about him — will find unforgettable.  
  
For it’s there that he finds not only friends, aerial sports, and magic in everything from classes to meals, but a great destiny that’s been waiting for him… if Harry can survive the encounter.

Because of Mr. Terupt

**The Egypt Game:** The first time Melanie Ross meets April Hall, she's not sure they'll have anything in common. But she soon discovers that they both love anything to do with ancient Egypt. When they stumble upon a deserted storage yard behind the A-Z Antiques and Curio Shop, Melanie and April decide it's the perfect spot for Egypt Game.

Before long there are six Egyptians instead of two. After school and on weekends they all meet to wear costumes, hold ceremonies, and work on their secret code.  
  
Everyone thinks it's just a game, until strange things begin happening to the players. Has the Egypt Game gone too far?

**The Lost Hero:** There's a whole new group of heroes at Camp Half-Blood, the summer camp for kids who are half human, half Greek god. In this first book in the new series, we learn that after defeating the evil Titan Lord Kronos, Percy Jackson and his friends rebuilt Camp Half-Blood for the next generation of demigods. Now these new half-bloods are facing a deadly prophecy of their own — and to fulfill the dangerous quest they must undertake, they'll need the help of some familiar demigods!

**Sea of Monsters:** In this highly anticipated sequel to *The Lightning Thief,* a magical tree protecting the borders of Camp Half-Blood is poisoned. Thirteen-year-old Percy Jackson, Annabeth Chase, and their new friend Tyson set out to find the one item that can save the camp. The trio must survive cyclopses, man-eating sheep, sirens, and giant cannibals for Camp Half-Blood to have any chance at a future.

**The Titan’s Curse:** When Percy Jackson receives an urgent distress call from his friend Grover, he immediately prepares for battle. He knows he'll need his powerful demigod allies, Annabeth and Thalia, at his side; his trusty bronze sword, Riptide; and … a ride from his mom.

The demigods race to the rescue, to find that Grover has made an important discovery: two new powerful half-bloods whose parentage is unknown. But that's not all that awaits them. The Titan lord, Kronos, has set up his most devious trap yet, and the young heroes have just fallen prey.

**Honus and Me:** When young baseball nut Joe Stoshack finds the most valuable baseball card in the world, a Honus Wagner T-206, in a pile of garbage, he thinks he's struck it rich. It turns out the card is worth more than money. It's his ticket to an amazing  time-travel adventure to a historic world series game, with one of the greatest baseball players who ever lived.

**Holes:** Poor Stanley Yelnats. His family has a history of bad luck, and after a terrible misunderstanding, he is sent to a juvenile detention center called Camp Green Lake. There, the boys are forced to dig five large holes in the heat every day. The warden claims that this is a character building exercise, but Stanley suspects there is a reason for all of the digging. With the help of his new friends, he works to uncover the bizarre and ironic mystery of what they are digging for.

**Wonder:** "Wonder" by R. J. Palacio tells the story of ten-year-old August. The boy was born with a face that horrifies most who look upon it. Over the years, he had countless surgeries, so he was home-schooled. Now, he's about to enter the fifth grade in a regular school. This story is told from his perspective as well as from his sister's, her boyfriend's and friends' perspectives.

**Because of Mr. Terupt:** It is the beginning of fifth grade, and Mr. Terupt is a brand new teacher. He has his hands full with seven distinctive voices in his class: Jessica is the smart, new girl who isn't quite fitting in. Luke is the brain. Anna has a home life she's embarrassed about, and just wants to disappear. Peter is the class clown, who can't seem to sit down and focus. Lexie is a bully who feels that the best defense is a good offense. Jeffery just hates school, and nobody really knows why. Overweight Danielle can't ever seem to stand up for herself. Only Mr. Terupt seems able to reach his students, and things are beginning to look up for each of them until a fateful winter day where an accident occurs that will change everything and everyone.

**Mr. Terupt fails again:** Fifth grade was an unforgettable year for the students in Mr. Terupt's class, and Mr. Terupt touched the lives of several of his students in meaningful ways. For sixth grade, Mr. Terupt is back on his feet after his accident, and has been given the opportunity to teach his best group of kids for one more year. Peter likes Mr. T. so much that he's devised a plan to fail the class, so his parents won't send him away to private school next year. Lexie needs Mr. T. more than ever when she gets pulled into a group of older kids who lead her astray. Jeffery makes a discovery that will change his and his grieving family's lives forever. It's a rollercoaster ride again in Mr. Terupt's class this year as he guides his students through events large and small in their lives. The biggest event though might just be the one Mr. Terupt needs his students to help guide him through.

**The Westing Game:** A bizarre chain of events begins when sixteen unlikely people gather for the reading of Samuel W. Westing’s will. And though no one knows why the eccentric, game-loving millionaire has chosen a virtual stranger—and a possible murderer—to inherit his vast fortune, on things for sure: Sam Westing may be dead…but that won’t stop him from playing one last game

**The City of Ember:** Twelve-year-old Lina lives in the city of Ember, a place where there is no natural light and everyone is dependent upon electricity, which is quickly running out. Two hundred twenty years ago, instructions on how to survive in their city after supplies ran out were hidden in a secret box, which was lost to the people because of a corrupt politician. Two hundred forty one years have passed, supplies are running low, and people are worried. Lina and her friend, Doon, set out to find the instructions to save her people, and inadvertently begin to discover the mystery of why the city was originally built. - See more at: http://www.storysnoops.com/detail.php?id=512#sthash.z4VNYtcJ.dpuf