

The Homework Machine By Dan Gutman

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.

Eddie Ball believes he can solve his family's financial woes by sinking a million-dollar half-time basket at the NBA finals, but someone wants him to miss and will stop at nothing to keep Eddie from winning.

The weirdness never stops! Oh no! Kids are getting too unhealthy, so Ella Mentry School has hired a health teacher to help the kids eat right and exercise. Ms. Leakey is a real health nut. She makes a punching bag filled with junk food! She designs a robot that smokes and drinks! She opens up a fast food restaurant that sells broccoli burgers! She puts sunscreen on her car!

Return of the Homework Machine Simon and Schuster

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 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!

It's the last day of school before Christmas vacation and Alex, Chase, and the rest of Mrs. Walter's fifth-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 he's called, is willing to grant only one wish for the class to share, and if they can't agree on something before 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.

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. This book is based on an expert group meeting entitled 'Male Roles and Masculinities in the Perspective of a Culture of Peace', which was organised by UNESCO in Oslo, Norway in 1997, the first international discussion of the connections between men and masculinity and peace and war. The group consisted of researchers, activists, policy makers and administrators and the aim of the

meeting was to formulate practical suggestions for change. Chapters in the book consist of both regional case studies and social science research on the connections of traditional masculinity and patriarchy to violence and peace building. The Culture of Peace initiatives in this book show how violence is ineffective, and the book contests the views in the socialisation of boy-children that aggressiveness, violence and force are an acceptable means of expression.

Trip Dinkleman hates to read. Hates, hates, hates it. All he wants to do is play lacrosse. So when the president of the PTA asks Trip to help her out on his way to tryouts, he is not happy. He is even more not happy when a stack of books tumbles onto his head and knocks him out cold. And he is even more not happy when he wakes up and has absolutely no idea where he is. Now all he wants to do is get home. But after encountering a haunted house, aliens, talking animals, and much, much more, he realizes getting home might be just a little bit harder to do than he thought.

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?

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!

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!

This book is a field guide to the mammals of this unique subcontinent and includes the best places to watch them. It describes each of the 100 plus species that can be recognized in the field, including identification, habitat, range, behavior, diet, breeding, status, and similar species. The Field Guide also contains color illustrations of each mammal as well as tracks of the more prominent species, and mammal lists and maps for each national park. Key Features: The only current guide to mammals of the region Contains color pictures and full text on the 106 larger species likely to be encountered Includes drawings of tracks of key species to aid identification Presents full details of 23 parks and reserves, with location maps, visiting details and species lists for each

Every American Wrestling Federation fan knows that, the evil Dr. Demented is the nastiest and most violent pro wrestler

around, the man everyone loves to hate. He's always insulting the audience, inflicting pain on the good guys, and yelling his notorious catchphrase. And he always wins, one way or another. So when fourteen-year-old Wesley Brown accidentally discovers the secret identity of Dr. Demented, he freaks out. Now that he recognizes the man behind the mask, Wesley figures he's dead meat...or worse. Wesley knows pro wrestling is just a big show, but he also knows that a monster like Dr. Demented can't be a nice, normal guy out of the ring...can he?

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 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!

Ms. Hannah wears dresses made out of potholders and collects garbage instead of throwing it out. Plus she's making A.J. be partners with smelly Andrea. This is the worst art class ever!

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!

A mysterious football accident sends a high school reeling in this award-winning multimedia-format novel from Tommy Greenwald. Thirteen-year-old Teddy Youngblood is in a coma, fighting for his life after an unspecified football injury at training camp. His family and friends flock to his bedside to support his recovery—and to discuss the events leading up to the tragic accident. Was this the inevitable result of playing a violent sport, or did something more sinister happen on the field that day? Told in an innovative multimedia format combining dialogue, texts, newspaper articles, interview transcripts, an online forum, and Teddy's inner thoughts, *Game Changer* explores the joyous thrills and terrifying risks of America's most popular sport.

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 over 10 million books sold, the My Weird School series really gets kids reading! A.J. and his friends are now third graders at Ella Mentry school in Dan Gutman's outrageously funny chapter book series My Weirder School. In this eighth book, Dr. Nicholas Is Ridiculous!, college professor Dr. Nicholas visits A.J.'s class to help the students improve their standardized test scores in history. The weird thing is, Dr. Nicholas doesn't care about the date Christopher Columbus came to America, who wrote the Declaration of Independence, or other important historical facts. She's more interested in weird information like the history of the toilet bowl! Dr. Nicholas has even built a time machine to take the class on a field trip to the past and future. Who will get stuck in time? You'll have to read to find out! Goofy illustrations by Jim Paillot make this adventure with Dr. Nicholas even more hilarious.

The mighty Casey is getting what any failed sports hero most desires: a second chance. He's got to prove himself after his last, disastrous game. All eyes are on Casey as he steps up to the plate. Will he finally bring joy to Mudville? It's a hilarious sequel to Ernest Lawrence Thayer's famous poem "Casey at the Bat: A Ballad of the Republic."

Nora Rose Rowley is a genius, but don't tell anyone. Nora's managed to make it to the fifth grade without anyone figuring out that she's not just an ordinary kid, and she wants to keep it that way. But then Nora gets fed up with the importance everyone attaches to test scores and grades, and she purposely brings home a terrible report card just to prove a point. Suddenly the attention she's successfully avoided all her life is focused on her, and her secret is out. And that's when things start to get really complicated....

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.

It's Thanksgiving! A.J. is thankful for four days off from school. But he's not thankful for Dr. Carbles, who is grumpier than ever. Dr. Carbles even fires Mr. Klutz! Will A.J. and his friends be able to save their principal's job?

Soon to be a major motion picture from the producers of Spider-Man: Into the Spider-Verse! In a future when humans are believed to be extinct, what will one curious robot do when it finds a girl who needs its help? Humans went extinct thirty years ago. Now the world is ruled by machines. And twelve-year-old robot XR_935 is just fine with that. Without humans around, there is no war, no pollution, no crime. Every member of society has a purpose. Everything runs smoothly and efficiently. Until the day XR discovers something impossible: a human girl named Emma. Now, Emma, XR, and two other robots must embark on a dangerous voyage in search of a mysterious point on a map. But how will they survive in a place where rules are never broken and humans aren't even supposed to exist? And what will they find at the end of their journey? Narrated in the first person (first robot?) by XR, The Last Human blends humor and action with moments of poignancy to tell a story about friendship, technology, and challenging the status quo no matter the consequences. It's not just about what it means to be a

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robot. It's about what it means to be a human.

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?

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.

The authoritative presentation of Eye Movement Desensitization and Reprocessing (EMDR) therapy, this groundbreaking book--now revised and expanded--has enhanced the clinical repertoires of more than 125,000 readers and has been translated into 10 languages. Originally developed for treatment of posttraumatic stress disorder (PTSD), this evidence-based approach is now also used to treat adults and children with complex trauma, anxiety disorders, depression, addictive behavior problems, and other clinical problems. EMDR originator Francine Shapiro reviews the therapy's theoretical and empirical underpinnings, details the eight phases of treatment, and provides training materials and resources. Vivid vignettes, transcripts, and reproducible forms are included. Purchasers get access to a Web page where they can download and print the reproducible materials in a convenient 8 1/2" x 11" size. New to This Edition *Over 15 years of important advances in therapy and research, including findings from clinical and neurophysiological studies. *New and revised protocols and procedures.

*Discusses additional applications, including the treatment of complex trauma, addictions, pain, depression, and moral injury, as well as post-disaster response. *Appendices with session transcripts, clinical aids, and tools for assessing treatment fidelity and outcomes. EMDR therapy is recognized as a best practice for the treatment of PTSD by the U.S. Departments of Veterans Affairs and Defense, the International Society for Traumatic Stress Studies, the World Health Organization, the U.K. National Institute for Health and Care Excellence (NICE), the Australian National Health and Medical Research Council, the Association of the Scientific Medical Societies in Germany, and other health care associations/institutes around the world.

The beloved American film, "It's a Wonderful Life," is transformed into a joyful and stirring new holiday classic! George Bailey dreams of travel and adventure, but circumstances keep him trapped in his hometown. Frustrated by life and haunted by an impending scandal, George prepares to end his life on Christmas Eve, but a heavenly messenger arrives to show him a vision: what the world would have been like if he had never been born. If it's true that every time a bell rings, an angel has earned its wings, then this winning and heavenly musical rings its own bells and flies high above the crowd. "This show is some kind of wonderful!" -Bold Life Magazine

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.

The wackiest road trip in history continues in book four of the New York Times bestselling Genius Files series, following twins Coke and

Pepsi as they dodge villains and visit weird-but-true landmarks from Texas all the way to Roswell, New Mexico! After their explosive escape at Graceland, twins Coke and Pepsi are ready to resume their trip across America—only now in a convertible instead of the RV. They travel through Arkansas and Oklahoma, visiting weird-but-true tourist stops along the way, and finally end up in Texas, home of the Weird Capital of the Country, Austin. The twins' many enemies—the bowler dudes, Mrs. Higgins, and Dr. Warsaw—all swear that they're done chasing Coke and Pepsi for good. But when the twins start receiving more codes and ciphers from a mysterious robotic voice, they know someone's after them. They just have to figure out who before the mystery villain finds them first. With the real-kid humor that has earned him millions of readers around the world, and featuring all new weird-but-true locations around America, this fourth book in the New York Times bestselling Genius Files series is absolutely batty!

It's a bird, It's a plane--no, It's Johnny Hangtime! Jumping off the Empire State Building, fighting on the 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 doubles, wants his fans to think he does his own stunts. Johnny's devoted to repeating the career of his legendary stuntman father, but what's he going to do when his favorite director asks him to perform the super-dangerous stunt that killed his father? Will following in his daredevil; dad's footsteps take him over the edge?

From the wickedly hilarious pen of Southern humorist Celia Rivenbark comes a collection of essays that brings to mind Dave Barry (in high heels) or Jeff Foxworthy (in a prom dress). Step into the wacky world of "womanless wedding" fund-raisers, in which Bubbas wear boas. Meet two sisters who fight rural boredom by washing Budweiser cans and cutting them into pieces to make clothing. Learn why the word snow sends any right-thinking Southerner careening to the Food Lion for extra loaves of bread and little else. Humor columnist and slightly crazed belle-by-birth Celia Rivenbark tackles these and other lard-laden subjects in Bless Your Heart, Tramp, a hilarious look at Southern---and just plain human---foibles, up-close and personal. So pour yourself a glass of sweet tea and curl up on the pie-azza with Bless Your Heart, Tramp.

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."

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.

My dead bunny's name is Brad; his odour is extremely bad. He visits me when I'm in bed, but Bradley wasn't always dead ... A hilarious rhyming tale about a zombie bunny who comes back to visit his owner.

Slowly, silently, now the moon Walks the night in her silver shoon; This way, and that, she peers, and sees Silver fruit upon silver

trees; One spring evening, the fairies gather in the woods. Two sleepy children join in the parade to a wonderful, dream-like fairy party. Illustrated by bright new talent, Carolina Rabei, this Walter de la Mare poem is brought to life with shimmery, ethereal illustrations, making it the perfect book for bedtime. One of four seasonal Walter de la Mare picture books that form a set, each with complementing colour palates and illustrations by rising young star Carolina.

Ella Mentry School is getting a new lunch lady! Her name is Ms. Hall, and she'll do just about anything to convince A.J. and the gang that eating healthy can be fun. Will Ms. Hall succeed in bringing the who gang over to the veggie side? Things are

In the 1950s it was unusual to have access to a computer. Danny gets his mother and his teacher upset when he uses one.

A team of youngsters takes on a crew of extraterrestrials determined to learn the game of baseball. Original.

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