



**Sunshine State Young Reader's Award Program
Master List of Titles
2008-2009**

Grades 3- 5

Bauer, Marion Dane. *The Blue Ghost*. Random House, ©2006.

When a strange blue light glows and a voice calls her name, nine-year-old Liz wakes to find a ghostly woman dressed in old-fashioned clothes in the bedroom of the family's old homestead. The woman beckons to Liz and then disappears through the log cabin wall. Liz is at first bewildered by the woman's actions, but soon learns that she is being pulled back in time to help the ghost's family. Suspense builds as Liz reenounters the ghostly woman and becomes involved with caring for a sick child. This spooky story with its black and white artwork will satisfy many young readers. (Grades 2-4)

Clements, Andrew. *No Talking*. Simon & Schuster, ©2007.

The "unshushables," Dave Packer's fifth-grade classmates, are known for being nonstop talkers. After Dave learns that Mahatma Gandhi practiced being silent one day a week to bring order to his mind, he decides to try it. An encounter with Lynsey, another fifth-grade talker, initiates a contest between the boys and girls for the next 48 hours. The principal and teachers negatively react to the contest and insist that the students return to their previous behavior. Consequently, Dave finds himself in the middle of a swirling controversy. This fast-paced, thought-provoking story will quickly grab readers and could lead to interesting class discussions. (Grades 3-6)

DeFelice, Cynthia. *The Missing Manatee*. Farrar, Straus and Giroux, ©2008.

11-year-old Skeet Waters was excited about spring vacation in his Florida home, but his hopes are soon dashed by the fact that his parents are splitting up and his father is moving out. After hearing this devastating news, Skeet finds a dead manatee floating in the water. He quickly goes back to shore to get the sheriff, but when they return to the spot, the manatee is missing. Skeet is determined to solve the crime, but soon learns that administering true justice is not always simple or easy. Strong characters and the first-person narrative are sure to hook older readers. (Grades 5-7)

DiSalvo, DyAnne. *The Sloppy Copy Slipup*. Holiday House, ©2006.

Brian Higman, also known as Big Hig, does not have his writing assignment ready to turn in to the teacher. He has a good excuse, but the teacher is not willing to listen. Brian cleverly invents a verbal account of his hectic weekend that involves one crisis after another. This creative, verbal "sloppy copy" narrative flows throughout the story, as do headlines and articles that Brian imagines he would write if he were working for a newspaper. This original and creative story with its funny black-and-white drawings will keep young readers eagerly engaged. (Grades 2-5)

Dowell, Frances O'Roark. *Phineas L. MacGuire . . . Erupts!: The First Experiment*. Aladdin, ©2007.

Phineas Listerman MacGuire, also known as "Mac," is a budding scientist who is upset because his best friend moved away, leaving him without a science fair partner. Eventually, Mac is paired with the new kid in class, also known as Mac, who is obnoxious and has already alienated the entire class. Along the way to building their erupting volcano, the two boys also build a friendship and learn to respect each other's differences. This fast-paced, delightfully illustrated story will entertain young readers. (Grades 3-5)

Gorman, Carol and Ron J. Findley. *Stumptown Kid*. Peachtree, ©2007.

Charlie Nebras, 11, lives in a small Iowa town in 1952. He misses his father, who died in the Korean War, dislikes his mother's domineering boyfriend, and wants to play baseball on the famed Wildcats team, but is cut instead. Then he walks Luther Peale, a former Negro Leagues player with a big secret: he had accidentally killed a drunk, white batter with a wild pitch. Luther agrees to coach Charlie's "Stumptown" team in a game against the Wildcats. The townspeople become more

accepting of Luther until his secret is revealed and a harrowing chase ensues. Honesty, loyalty, and heroism are embedded in this fast-paced sports/historical fiction novel. (Grades 5-8)

Graff, Lisa. *The Thing about Georgie*. HarperTrophy, ©2008.

Georgie has a height issue. As a dwarf, nine-year-old Georgie will not get much taller than his current 42 inches. Besides that fact Georgie has other worries. His mother is expecting a baby and Georgie knows that the brother/sister will soon physically outgrow him. Then he and his best friend, Andy, argue. On top of all that Georgie must work on the Abraham Lincoln project with Jeanie the Meanie who recommends him to play Abe in the school play. Readers will gain insight into what it means to be different in this upbeat, sensitive novel. (Grades 3-6)

Gutman, Dan. *The Homework Machine*. Aladdin, ©2007.

Four very different students are bound together by a big secret – Brenton has created a homework machine! Their teacher divides the class into groups and the four central characters form the D group, forcing them to spend a lot of time together. At first, they do not get along with one another, but their secret binds them together and leads them into a world of trouble. This creative story is told in alternating chapters by the teacher, police chief, and the four fifth-graders. Readers will enjoy this dramatic and thought-provoking story that packs a strong message about honesty and friendship. (Grades 4-6)

Haddix, Margaret Peterson. *Dexter the Tough*. Aladdin, ©2008.

Dexter's introduction to his new school and fourth-grade class is not a good one. He slips in the hall on the newly waxed floor and the other students laugh at him. He then goes into the restroom and punches classmate Robin. In class, Dexter's enthusiastic, bubbly teacher assigns a writing assignment in which the students must create a story describing their lives. At the moment, Dexter's life is difficult. His father has cancer and both parents moved to Seattle for treatments. Dexter must live with his grandmother in Kentucky. Through interaction with his patient teacher, Dexter's story is creatively told as he begins to come to terms with his emotions and situation. This realistic story will capture the interest of readers and will also offer a good read-aloud selection. (Grades 2-5)

Kehret, Peg. *The Ghost's Grave*. Puffin, ©2007.

Twelve-year-old Josh is stuck in Carbon City, Washington with his eccentric great-aunt while his mom and step-dad go to India for the summer. To keep himself busy since there is no television, DVDs or CDs, Josh goes for long bike rides past a haunted tree house and old cemetery. Josh eventually meets the ghost of the coal miner who died in 1903 in a mining accident. Unfortunately, the coal miner's leg was buried separately from his body and his mission over these long years was to find a kind person who would dig up his leg and rebury it with the rest of him. When Josh exhumes the leg, he also finds a box of cash! This fast-paced, spooky, but humorous adventure will delight many readers. (Grades 4-7)

Lord, Cynthia. *Rules*. Scholastic, ©2008.

Catherine, 12, has an autistic brother that she alternately is ashamed of and loves. To deal with her brother's eccentricities, Catherine creates rules that her brother needs to follow. In the meanwhile, she befriends a nonverbal paraplegic boy who communicates by using a book of pictures, including a card for "whatever." Catherine's relationship with the boy, Jason, helps her better understand her complex feelings toward her brother. This uplifting, insightful Newbery Honor book is a warm read and a great discussion starter. (Grades 4-7)

Naylor, Phyllis Reynolds. *Roxie and the Hooligans*. Aladdin, ©2007.

Poor nine-year-old Roxie is the target of the class bullies known as Helvetia's Hooligans. They have chosen her to be the Victim of the Year because she has ears that stick out. The Hooligans chase Roxie into a dumpster and they all end up on a barge pulling out to sea. Eventually, they are stranded on a deserted island with two robbers who are hiding out. Roxie, however, comes to the rescue with her survival skills memorized from a book written by her Uncle Dangerfoot's colleague, Lord Thistlebottom. This quick read that mixes fantasy and reality will have everyone cheering for the success of the young adventurer. (Grades 2-4)

Pennypacker, Sara. *Clementine*. Hyperion, ©2008.

Clementine is an outrageous, but ingenuous, third-grader who is constantly in trouble. Her parents often remind her to “Think about the Consequences” before she acts. Clementine tries to focus on the teacher, but her mind is constantly redirected to other problems around her. One humorous scenario follows another until Clementine saves the apartment building from pesky pigeons. This easy chapter book blends humor and realistic characters into a fun read. (Grades 2-4)

Repka, Janice. *The Stupendous Dodgeball Fiasco*. Dutton, ©2004.

Leaving his parents and the circus behind, Philip Stanislaw goes to live with his aunt and uncle in Hardington, the Unofficial Dodgeball Capital of the World. Much to his surprise, Philip learns that every gym class has a sadistic version of the game. After his glasses are broken by a wild pitch from the coach’s daughter, sixth-grader Philip decides to sue for damages and ends up serving as his own lawyer. This humorous, but heartwarming story will have readers cheering for Philip as he stands up against bullies and works to improve his school’s morale. (Grades 4-6)

Tolan, Stephanie S. *Listen!* HarperTrophy, ©2008.

Twelve-year-old Charley is grieving for her mother while trying to recuperate from a car accident that has left her with a slowly healing leg. Summer looms as a lonely time for her since her best friend is at tennis camp and her father has buried himself in work because of his own pain. Charley decides to take her physical therapist’s advice and go for long walks in the woods. On her first day out, she meets a stray dog that she names Coyote. As she tries to tame him, they develop a deep and lasting bond. Readers will appreciate this gentle story of healing and the connections that can develop between humans and animals. (Grades 4-8)