

# Non-Fiction

**Girls Who Code: Learn to Code and Change the World**, by Reshma Saujani  
J 005.1 SAU

No matter your interest—sports, the arts, baking, student government, social justice—coding can help you do what you love and make your dreams come true. Whether you're a girl who's never coded before, a girl who codes, or a parent raising one, this entertaining book will have you itching to create your own apps, games, and robots to make the world a better place.

**Hello Ruby: Adventures in Coding**, by Linda Liukas  
J 005.13 LIU

*Hello Ruby* is half picture book and half activity book rolled into one adorable package. It introduces programming without requiring a computer at all. The point of the book isn't to teach you a programming language, but programming concepts.

**Top Secret: Spies, Codes, Capers, Gadgets, and Classified Cases Revealed**,  
by Crispin Boyer  
J 327.12 BOY

You'll learn all the tricks of the spy trade, get the scoop behind sleuthing, and discover all kinds of skills, like how ninjas walked on water. You'll read about cold cases and hidden places, cool disguises and wicked surprises, menacing mysteries, undiscovered histories, and so much more!

**Math Lab for Kids: Fun, Hands-On Activities for Learning with Shapes, Puzzles, and Games**, by Rebecca Rapoport  
J 510.78 RAP

Make learning math fun by sharing these hands-on labs with your child. *Math Lab for Kids* presents more than 50 activities that incorporate coloring, drawing, games, and items like prisms to make math more than just numbers.

**The Boy Who Harnessed the Wind**, by William Kamkwamba  
J 621.45 KAM

A gripping memoir of survival and perseverance about the heroic young inventor who brought electricity to his Malawian village.

**Race to the Bottom of the Earth: Surviving Antarctica**, by Rebecca Barone  
J 919.89 BAR

Equal parts adventure and STEM, this is a thrilling nonfiction book for young readers chronicling two treacherous, groundbreaking expeditions to the South Pole—and includes eye-catching photos of the Antarctic landscape.



# Level Up at Your Library Juvenile Summer Reading List

## Fiction

**Eva Evergreen, Semi-Magical Witch**, by Julie Abe J F ABE

Eva must travel to a seaside town to complete her training and earn the rank of Novice Witch before her thirteenth birthday, or be banned from using magic forever.

**Amari and the Night Brothers**, by B. B. Alston J F ALS

Thirteen-year-old Amari, a poor Black girl from the projects, gets an invitation from her missing brother to join the Bureau of Supernatural Affairs and join in the fight against an evil magician.

**It's All or Nothing, Vale**, by Andrea Beatriz Arango J F ARA

In this moving novel from the Newbery Honor-winning author of *Iveliz Explains It All*, one girl finds her way back to her life's passion and discovers that the sum of a person's achievements doesn't amount to the whole of them.

**Trapped in a Video Game**, by Dustin Brady J F BRA

After getting sucked in the new game Full Blast with his friend Eric, Jesse Rigsby starts to see the appeal of vaporizing a man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

**The Mystery of Locked Rooms**, by Lindsay Currie J F CUR

From the acclaimed author of *Scratch Scratch* and *What Lives in the Woods* comes an action-packed adventure novel about three friends who team up to find a hidden treasure in an abandoned 1950's funhouse.

**Mr. Lemoncello's Very First Game**, by Chris Grabenstein  
J F GRA, e-book

Everybody starts somewhere, and once upon a time Luigi Lemoncello was a thirteen-year-old boy in a large family who dreamed of being a showman; he gets his first chance working for a famous barker at a summer carnival where a mysterious puzzle leads him and his friends on a treasure hunt.

## **The Parker Inheritance**, by Varian Johnson

J F JOH, e-audiobook

When Candice finds a letter in an old attic in Lambert, South Carolina, she isn't sure she should read it. It's addressed to her grandmother, who left the town in shame. But the letter describes a young woman. An injustice that happened decades ago. A mystery unfolding its writer. And the fortune that awaits the person who solves the puzzle.

## **Slacker**, by Gordon Korman      J F KOR, CD (CDJ V KOR), e-audiobook

When eighth-grader Cameron Boxer creates the Positive Action Group at school he intends it as a diversion to fool his parents, teachers, and sister into letting him continue to concentrate on his video-gaming--but before he knows it, other kids are taking it seriously, and soon he finds himself president of the P.A.G., and involved in community service. So the boy who never cared about anything is now the center of everything, whether he likes it or not.

## **Rise of the Earth Dragon**, by Tracey West      J F WES

Eight-year-old Drake is snatched up by the King's soldiers and taken to the castle where he is told by the wizard Griffith that he has been chosen to be a Dragon Master like Ana, Rori, and Bo—and his first task will be to discover whether his dragon, Worm, has any special powers.

## **Key Player**, by Kelly Yang      J F YAN, e-book

Mia Tang is going for the goal in the fourth Front Desk novel by *New York Times* bestselling author Kelly Yang! The Women's World Cup is coming to Southern California, everyone is soccer-crazy—especially Mia Tang! The U.S. is playing China in the finals, and Mia feels like her two identities are finally coming together. Less exciting, though? The fact that her P.E. teacher wants Mia to get out of soccer—or fall short of the grade she needs to earn a spot at journalism camp. As Mia aims for her goals, she'll have to face prejudice, discrimination, and her own fears. But if anyone can find a way to win, it's Mia Tang!

## **Pippa Park Raises Her Game**, by Erin Yun      J F YUN

Life is full of great expectations for Korean American Pippa Park. It seems like everyone, from her family to the other kids at school, has a plan for how her life should look. When Pippa gets a mysterious basketball scholarship to Lakeview Private, she jumps at the chance to reinvent herself. At school, Pippa juggles old and new friends, a crush, and the pressure to get A's and score points while keeping her past and family's laundromat a secret from her elite new classmates.

# Non-Fiction Graphic Novels

## **The Fifth Quarter**, by Mike Dawson      J 741.5 DAW

Lori Block is dedicated to her fourth-grade basketball team, despite being relegated to an extra period where the not-so-good kids play and the points don't count. That doesn't matter to Lori, though, because working on her skills gives her hints of self-confidence, which is a nice break from feeling out-of-place in her daily life.

## **Just Roll With It**, by Lee Durfey-Lavoie      J 741.5 DUR

Maggie just wants to get through her first year of middle school. But between finding the best after-school clubs, trying to make friends, and avoiding the rumored monster on school grounds, she's having a tough time...so she might need a little help from her twenty-sided dice. But what happens if Maggie rolls the wrong number?

## **Witches of Brooklyn**, by Sophie Escabasse      J 741.5 ESC

Life in Brooklyn takes a strange twist for Effie as she learns more about her family and herself. With new friends who will do whatever they can to be there for her, a cursed pop-star, and her magically-inclined aunts-- Effie's life is about to get interesting.

## **Escape from Mr. Lemoncello's Library**, by Chris Grabenstein      J 741.5 GRA, e-audiobook, e-book

When Kyle Keeley learns that the most famous game maker, Luigi Lemoncello, has designed the town's new library and is having an invitation-only lock-in on opening night, he's determined to be there! But the tricky part isn't getting in, it's getting out. Kyle and the others must find the escape route!

## **Dungeon Club: Roll Call**, by Molly Ostertag      J 741.5 OST

Jess and her best friend Olivia have always loved making up stories, first with games of make-believe, and more recently with Dungeons & Dragons. Olivia runs the game as Dungeon Master and Jess is the solo party member. But when Olivia wants to add new players, Jess finds herself struggling to share their game—and her best friend. Will their epic campaign withstand all this change, or has their adventure come to an end?

