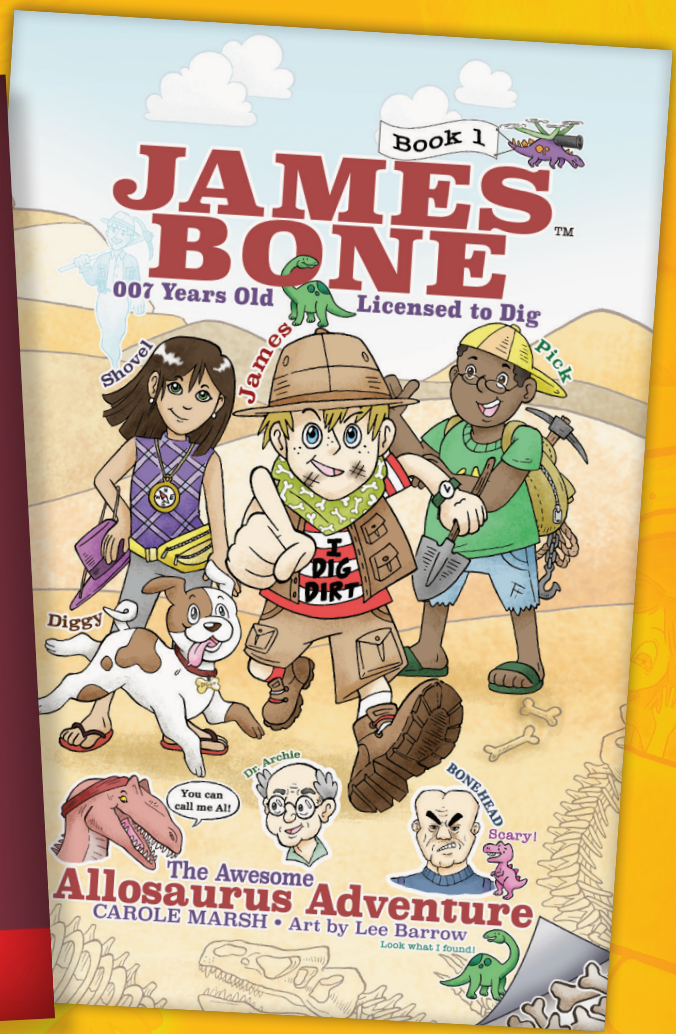


M.O.D.

CAROLE MARSH BOOK CLUB

CATALOG



THE MYSTERY OF THE HAUNTED LIBRARY

BOOK ONE—
The Trembling Tower
Library of
TIMBUKTU

Carole Marsh
takes four
REAL KIDS...

To a faraway
city...



Where camels
and sandstorms...
And the Ghost
of Books Past.



Make for
mystery and
mayhem...



And a shocking
ending they
never saw
coming!



Chapter Book Fiction +
Narrative Non-Fiction Graphic Novel!

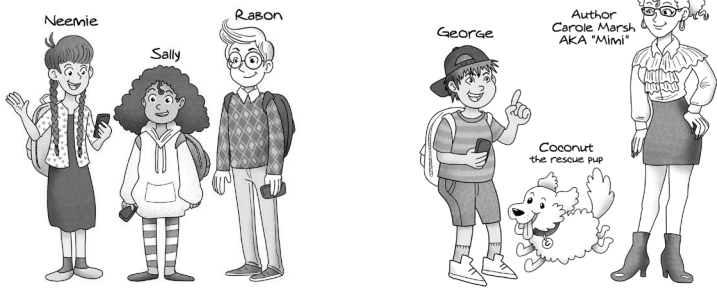
CAROLE MARSH
Illustrated by Lee Barrow

THE MYSTERY OF THE HAUNTED LIBRARY™

Author Carole Marsh weaves her award-winning brand of classic mystery fiction with fascinating narrative non-fiction and engaging graphic novel illustrations that will keep kids reading as each page-turn reveals a new surprise. In *The Mystery of the Haunted Library* series, you'll journey to real places around the globe filled with adventure and intrigue and brought to life through the artwork of artist and illustrator Lee Barrow.

WHAT'S INSIDE

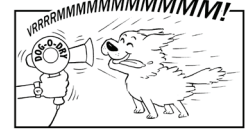
Meet the Cast OF CHARACTERS!



Coconut had been found as a four-pound, four-week-old puppy on the streets of Charleston, South Carolina. She was just wandering around, lonely and scared. She was also sick, having rashes that made her shake.

Finally, a nice man picked her up. He was a veterinarian, a dog doctor—how lucky was that? He took Coconut to his office and helped her get well. She was not afraid anymore, but she was still shy.

One day a nice lady gave her a bath and trimmed her nails and blew hot air all over her fur with a funny machine and then she felt even better. She looked more like a doggie than a little rat.



Someone put her in a van with the name Noah's Ark on it and took her for a long ride. There was a big window in the side of the van and Coconut sat there and looked out as they rode along.

At a traffic light, a woman in a red convertible pulled up beside the van. She had blond hair and red fingernails. She looked over and saw Coconut and said...



34





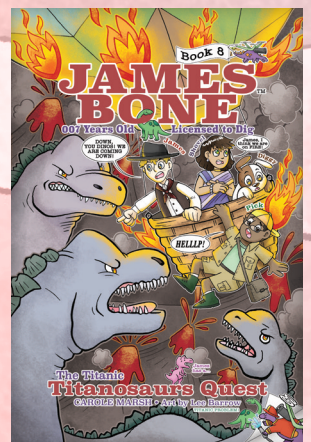
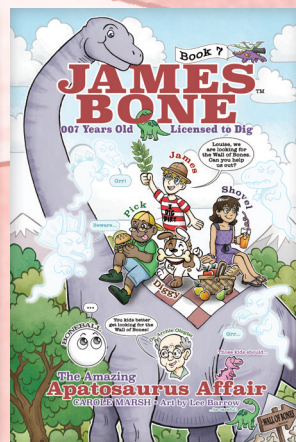
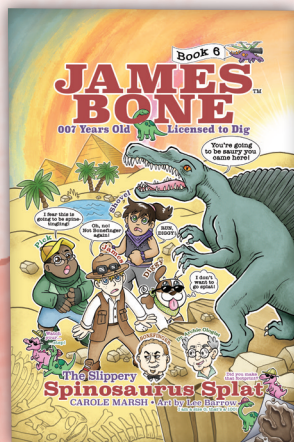
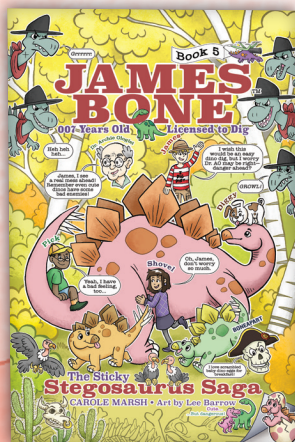
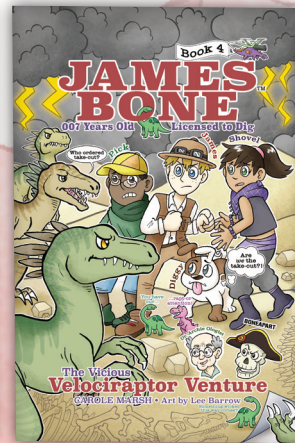
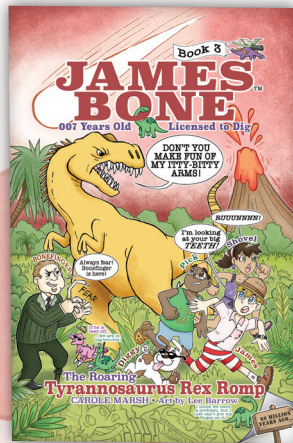
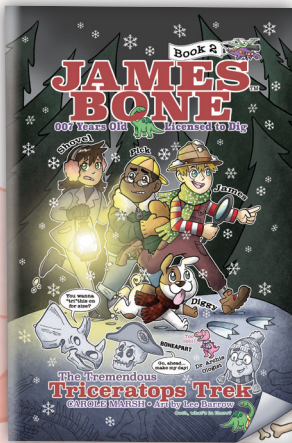
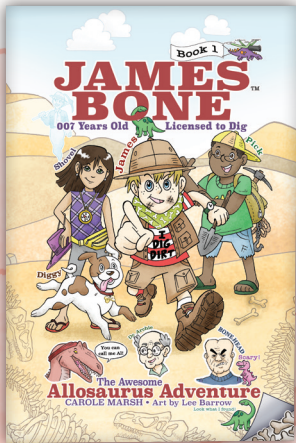
Title	Format	Code	Pricing
The Trembling Tower Library of Timbuktu (Book 1)	Paperback	141736	\$9.99
	Library Bound	141743	\$24.99
The Eerie Mystery at the Egyptian Library (Book 2)	Paperback	142764	\$9.99
	Library Bound	142771	\$24.99
The Creepy Mystery at the Library of Congress (Book 3)	Paperback	142801	\$9.99
	Library Bound	142818	\$24.99
The Narrow Escape at the New York Public Library (Book 4)	Paperback	142849	\$9.99
	Library Bound	142856	\$24.99
The Ghostly Mystery at the British Library (Book 5)	Paperback	142887	\$9.99
	Library Bound	142894	\$24.99
The Scary Mystery at the Shakespeare Library (Book 6)	Paperback	142924	\$9.99
	Library Bound	142931	\$24.99

JAMES BONE™

007 Years Old  Licensed to Dig

'DIG IN' to Dino-mite Adventures Around the World - and BACK IN TIME!

This new 8 book series invites readers to join James Bone on an epic hunt to find dinosaur fossils for show-and-tell! Each book follows the adventures of James as he digs through a new assignment at a famous archaeological site. Along with his friends Pick, Shovel, and his dog Diggy, they uncover more than just fossils - thanks to friendship, cooperation, and a little bit of luck, they discover the tools needed to solve any problem. James proves that with perseverance, persistence, and patience - he always completes his mission. And despite a rather 'bone-headed' nemesis - James always gets his bone!

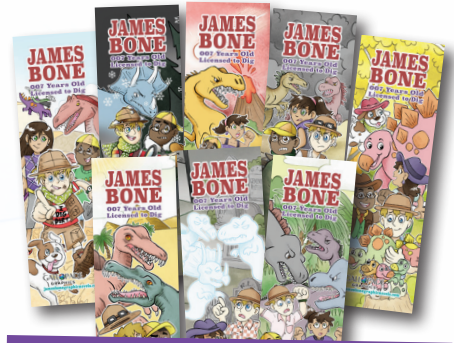




Posters



THE JAMES BONE LIBRARY SET



Bookmarks

SAVE 18%

Library Set: JBH8

Sale Price: \$149.99

Includes: 8 Library Bound Graphic Novels,
100 James Bone Bookmarks,
2 James Bone 18x24" Posters, and
2 "Graphic Novels: A New Boon
to Reading" White Papers
by Carole Marsh



Books

Title	Format	Code	Pricing
The Awesome Allosaurus Adventure (Graphic Novel #1)	Paperback	135773	\$5.99
	Library Bound	135780	\$22.99
The Tremendous Triceratops Trek (Graphic Novel #2)	Paperback	135841	\$5.99
	Library Bound	135858	\$22.99
The Roaring Tyrannosaurus Rex Romp (Graphic Novel #3)	Paperback	135919	\$5.99
	Library Bound	135926	\$22.99
The Vicious Velociraptor Venture (Graphic Novel #4)	Paperback	135988	\$5.99
	Library Bound	135995	\$22.99
The Sticky Stegosaurus Saga (Graphic Novel #5)	Paperback	136053	\$5.99
	Library Bound	136060	\$22.99
The Slippery Spinosaurus Splat (Graphic Novel #6)	Paperback	136121	\$5.99
	Library Bound	136138	\$22.99
The Amazing Apatosaurus Affair (Graphic Novel #7)	Paperback	136190	\$5.99
	Library Bound	136206	\$22.99
The Titanic Titanosaurus Quest (Graphic Novel #8)	Paperback	136268	\$5.99
	Library Bound	136275	\$22.99

CELEBRATING IMAGINA

REAL KIDS • REAL PLACES™
AMERICA'S NATIONAL MYSTERY BOOK SERIES™

Over 1 Million Mysteries Sold Nationwide!

Best-selling mystery series, combining award-winning fiction and nonfiction to take readers on 53 incredible adventures across America to discover American history, culture & geography!



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The Mystery at
HILTON HEAD ISLAND

40 YEARS OF FACTS AND FUN

CAROLE MARSH

- One Candy Stripe Lighthouse
- Two Gators Aggravating
- Four Family Frightened Friends
- Six Dancing Dolphins
- Twelve Satty Dogs Abarking

The Mystery at Hilton Head Island

REAL KIDS • REAL PLACES™
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Monumental Mystery on the
NATIONAL MALL

CAROLE MARSH

- One Secret Passage
- Two Treasure-Hunting Kids
- Lots of Missing Books
- Several Sneaky Spies
- Equals One Historic Adventure

The Monumental Mystery on the National Mall

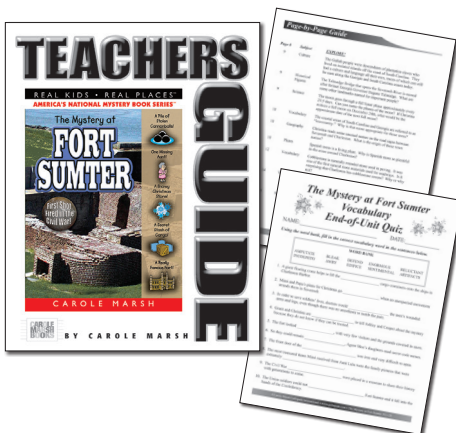
REAL KIDS • REAL PLACES™
AMERICA'S NATIONAL MYSTERY BOOK SERIES™

The Mystery on the
BAYOU

CAROLE MARSH

- A Mysterious Map
- Mardi Gras Masks
- Boats on the Bayou
- Four Curious Kids
- And Gobs of Gators!

The Mystery on the Bayou



Teacher's Guide

Each book's* corresponding 24-page Teacher's Guide goes in-depth with a page-by-page guide, reproducible activities, behind-the-scenes trivia, and more. These are perfect for teachers who want to maximize the learning opportunities throughout each mystery.

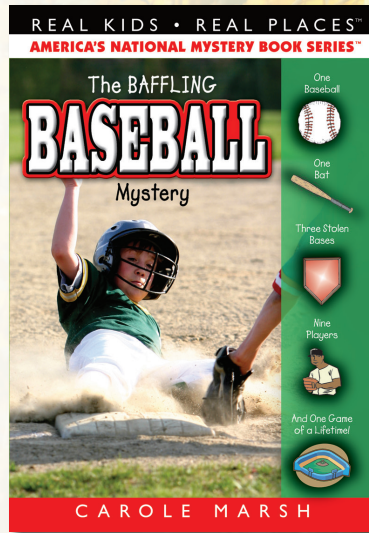
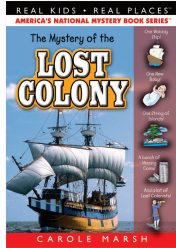
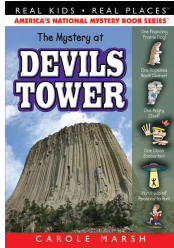
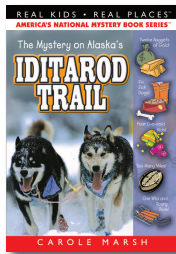
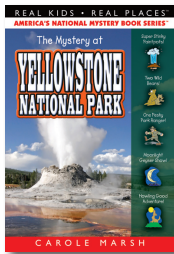
Download your FREE Teacher's Guide at gallopadeblog.com/teachers-guides.

*Teacher's Guides are available for most Real Kids! Real Places! Mysteries.

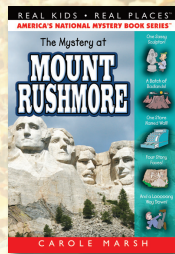
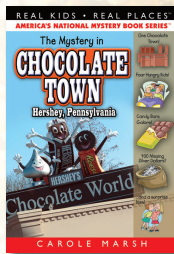
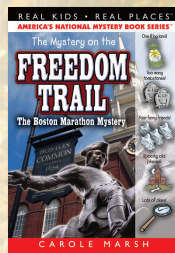
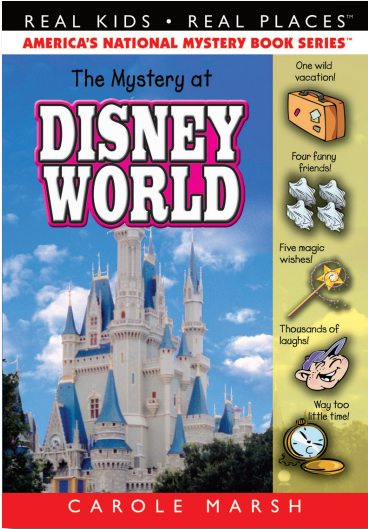
Each book includes:

- SAT Words
- Activities
- Quizzes
- Book Club

ATION AND ADVENTURE



“There’s no denying that these mysteries are chock-full of factual information.”
- School Library Journal



Real Kids! Real Places!
P: \$7.99 | LB: \$24.99

Interest Level: Ages 7-14
Reading Level: Grades 3-6
AR Levels: 3.6 - 5.8

Fountas & Pinnell: Q
Lexile Levels: 600-920
DRA Level: 40

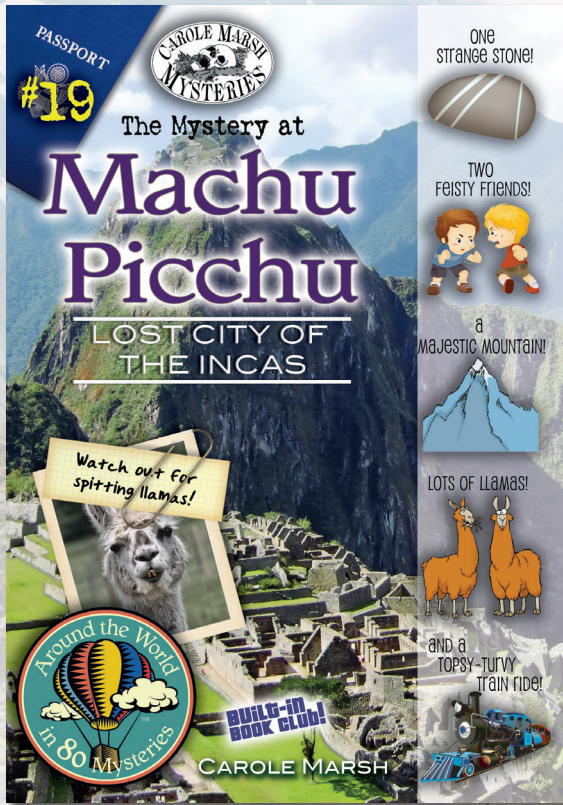
53 Titles	Paperback	Library Bound
Alamo Ghost	RKPALA	RKHALA
Area 51	RKPARE	RKHARE
Atlanta	RKPATL	RKHATL
Baffling Baseball	RKPBAS	RKHBAS
Bayou	RKPBAY	RKHBYAY
Biltmore House	RKPBIL	RKHIBIL
Blackbeard the Pirate	RKPBLA	RKHBLA
California Mission Trail	RKPCAL	RKHICAL
Cape Cod	RKPCAP	RKHCAP
Chocolate Town	RKPCHO	RKHCHO
Counterfeit Constitution	RKPCON	RKHCON
Death Valley	RKPDEA	RKHDEA
Devils Tower	RKPDEV	RKHDEV
Disney World	RKPDIS	RKHDIS
Fort Sumter	RKPFOR	RKHFOR
Freedom Trail	RKPFRE	RKHFRE
Gold Rush	RKPGOLRUS	RKHGOLRUS
Golden Gate Bridge	RKPGOLGAT	RKHGOLGAT

53 Titles	Paperback	Library Bound
Grand Canyon	RKPGHOGRA	RKHGHOGRA
Graveyard of the Atlantic	RKPGRAATL	RKHGRAATL
Great Lakes	RKPGRELAK	RKHGRELAK
Haunted Ghost Town	RKPGHOTOW	RKHGHOTOW
Hawaii the 50th State	RKPHAW	RKHAW
Hilton Head Island	RKPHIL	RKHIL
Hollywood	RKPHOL	RKHOL
Iditarod Trail	RKPIDI	RKHIDI
Jamestown	RKPIAM	RKHAM
Kentucky Derby	RKPKEN	RKHEN
Kill Devil Hills	RKPKIL	RKHIL
Las Vegas	RKPLAS	RKHLAS
Liberty Bell	RKPLIB	RKHIL
Lost Colony	RKPLOS	RKHLOS
Mighty Mississippi	RKPMIS	RKHMSIS
Mimi's Haunted Book Shop	RKPBOO	RKHBOO
Missing Dinosaurs	RKPDIN	RKHIDIN
Motown	RKPMOT	RKHOT

53 Titles	Paperback	Library Bound
Mount Rushmore	RKPMOURUS	RKHOURUS
Mount Vernon	RKPMOUVER	RKHOUVER
National Mall	RKPNAT	RKHAT
New York City	RKPNYEW	RKHNYEW
Niagara Falls	RKPNIA	RKHIA
Oregon Trail	RKPORE	RKHORE
Plymouth Rock	RKPPLY	RKHPLY
Rocky Mountains	RKPROCK	RKHROCK
Smoky Mountains	RKPSMO	RKHSMO
Space Center Houston	RKPHOU	RKHOU
Space Needle	RKPSPA	RKHSPA
Train	RKPTRA	RKHTRA
Twin Cities	RKPTWI	RKHWTI
Underground Railroad	RKPUND	RKHUND
White House Christmas	RKPWHI	RKHWHI
Williamsburg	RKPWIL	RKHWIL
Yellowstone National Park	RKPYEL	RKHVEL



The action-packed *Around The World* adventure series transports readers to new locations with mystery-solving thrills. Teachers love this top-selling series because each story includes history, geography, culture, and more of each country they visit.



What's inside.

The Mystery at Machu Picchu

Built-In Book Club Talk About It!

1. No one knows for sure why Machu Picchu was abandoned about 100 years after it was completed. What do you think might have caused the residents to leave?
2. Name four to five things you learned about Peru and the Peruvian culture from this mystery. Name four to five things you learned about Machu Picchu.
3. Imagine that you are Hiram Bingham seeing Machu Picchu for the first time. How does that scene "fairly took my breath away"? What do you think he meant by that and how do you think he would describe it?
4. Many artifacts were taken from Machu Picchu to Yale University in Connecticut.

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The Mystery at Machu Picchu

Machu Picchu Trivia

1. About 10 million people lived in the Incan Empire when the Spanish arrived in the early 1500s.
2. The Incas did not have a written language, but they tied knots in colored strings as a way to keep records.
3. No one in the Incan Empire owned anything. Everything was the property of the Sapa Inca, the name for the Inca emperor.
4. Babies of Incan nobility had boards strapped to their heads when they were young so their heads would grow to a cone shape.
5. Incan men wore heavy earrings that would pull their ear lobes out of shape until they touched their shoulders.

130

Each book includes:

- SAT Words
- Activities
- Quizzes
- Book Club





"This adventure series will provide young readers with an introduction into the sheer joy of reading excitement from beginning to end – and then leave them looking eagerly toward the next thrilling tales."
– Midwest Book Review

Around the World in 80 Mysteries
 P: \$7.99 | LB: \$24.99

Interest Level: Ages 7-14
 Reading Level: Grades 3-6
 AR Levels: 4.4 - 5.6

Fountas & Pinnell: Q
 Lexile Levels: 680-860
 DRA Level: 40

19 Titles	Paperback	Library Bound
African Safari	AWPAFR	AWHAFR
Amazon Rainforest	AWPAMA	AWHAMA
Ancient Acropolis	AWPANACR	AWHANACR
Ancient Pyramid	AWPANCPYR	AWHANCPYR
Big Ben	AWPBIG	AWHBIG
Crystal Castle	AWPCRY	AWHCRY
Dracula's Castle	AWPDRA	AWHDRA
Eiffel Tower	AWPEIF	AWHEIF

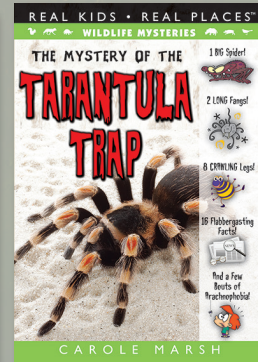
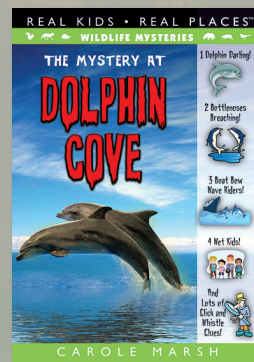
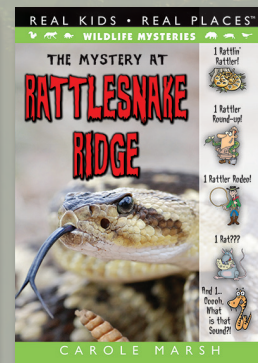
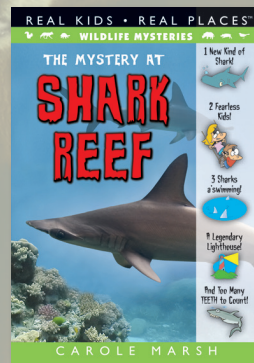
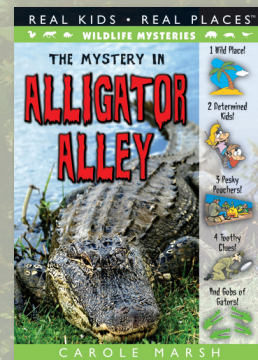
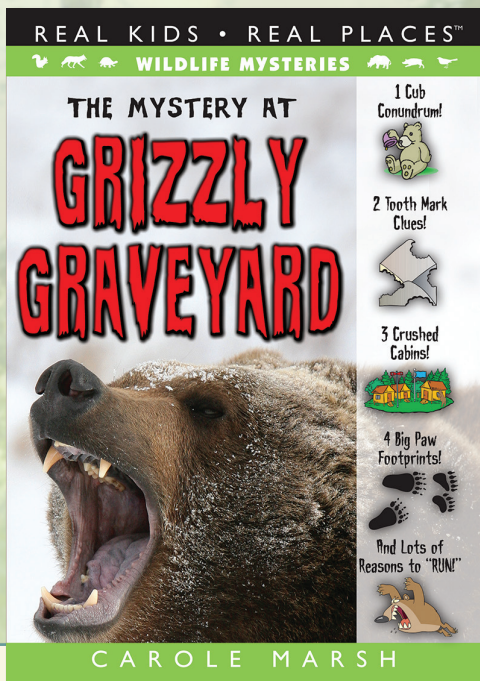
19 Titles	Paperback	Library Bound
Great Barrier Reef	AWPGREBAR	AWHGREBAR
Great Wall of China	AWPGREWAL	AWHGREWAL
Icy Antarctica	AWPICY	AWHICY
Machu Picchu	AWPMAC	AWHMAC
Maya Ruins	AWPMAY	AWHMAY
Mount Fuji	AWPMTF	AWHMTF
Mt. Everest	AWPMTE	AWHMTE
Northern Lights	AWPNOR	AWHNOR

19 Titles	Paperback	Library Bound
Onion Domes	AWPONI	AWHONI
Roman Colosseum	AWPROM	AWHROM
Taj Mahal	AWPTAJ	AWHTAJ

WILDLIFE MYSTERIES



Characters follow clues and use STEM skills (science, technology, engineering, and math) to solve mysteries in these wild adventures filled with high-tech gear, humor, and exciting thrills and chills.



What's inside.

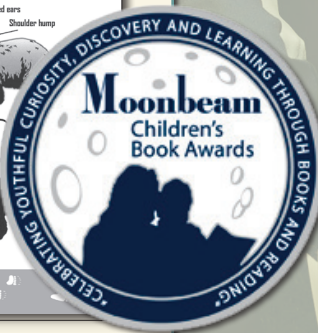
includes **STEM**

GRIZZLY FACTS

- Grizzly bears are great swimmers and even better runners—grizzly bears can run across land at about 35 miles per hour. That's about as fast as a horse!
- Grizzly bears eat a LOT! When preparing for winter hibernation, grizzlies can eat up to 90 pounds of food a day!
- Unlike many animals, bears see in color, just like we do.
- Talk about terrific sniffers—grizzly bears can smell food from miles away!
- Bears are hunters, but they are also grazers. Approximately 75% of what grizzly bears eat is grass, berries, roots, and other plants. The other 25% is fish, deer, elk, rodents, honey, and even insects.
- Standing upright, a grizzly can be more than 8 feet tall!
- Some grizzlies grow to weigh more than 800 pounds!
- Biologists estimate 50,000 grizzlies once lived in the United States. Today, there are only between 1,200 and 1,400 grizzlies in the United States. It is important to protect and respect these rare, wild animals.
- Grizzly bear mothers often give birth to cubs during hibernation.
- Grizzly attacks on humans are very rare, but that does not mean grizzlies are cuddly teddy-bears. Grizzlies are unpredictable wild animals and are best left undisturbed.

KNOW YOUR BEARS

Two different species of bears inhabit the contiguous United States: black bears and grizzly bears. Learn about the main differences between the two:



Wildlife Mysteries

P: \$7.99 | LB: \$24.99

6 Titles	Paperback	Library Bound
Alligator Alley	WMPALL	WMHALL
Shark Reef	WMPSHA	WMHSHA
Grizzly Graveyard	WMPGRI	WMHGRI

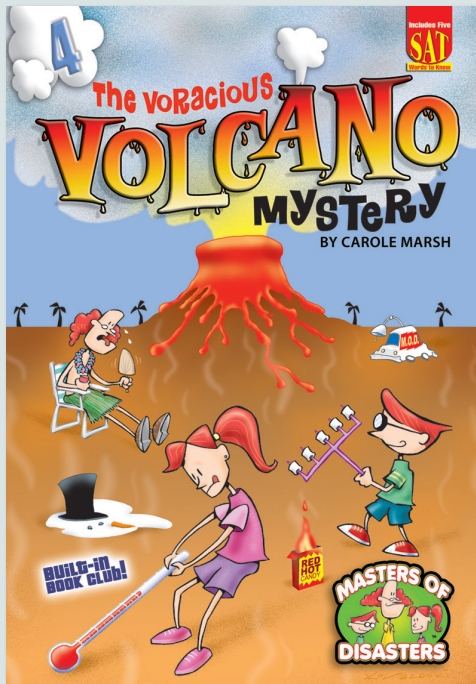
6 Titles	Paperback	Library Bound
Rattlesnake Ridge	WMPRAT	WMHRAT
Dolphin Cove	WMPDOL	WMHDOL
Tarantula Trap	WMP TAR	WMHTAR

Interest Level: Ages 7-14
 Reading Level: Grades 3-6
 AR Levels: 4.5 - 5.1
 Fountas & Pinnell: O
 Lexile Levels: 660-790
 DRA Level: 40

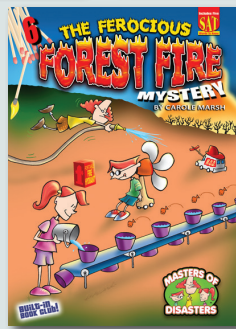
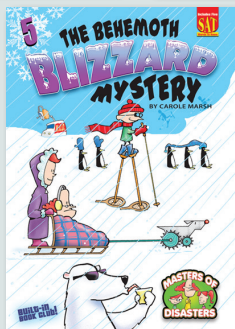
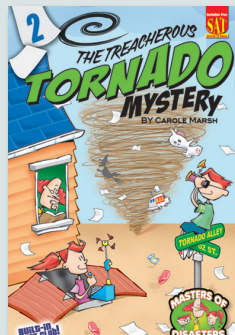
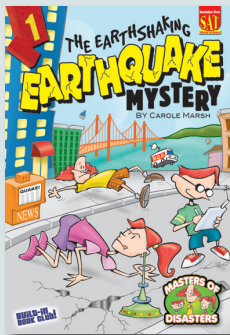
ST

Author Carole Marsh successfully blends science and STEM with fast-paced mystery and educational fun.





The Masters family is not a faint-hearted group. Traveling with their scientist dad, Curie and Nick Masters dig deep into the “how and why” of the world’s biggest natural phenomena. Natural disasters are the perfect catalyst for a mixture of science, technology, engineering, and math. Students learn about discoveries and inventions that help scientists predict natural disasters, and they see how creativity and problem-solving lead to innovations that help keep us safe today!



Masters of Disasters Mysteries

P: \$5.99-\$7.99 | LB: \$24.99

Interest Level: Ages 7-14
 Reading Level: Grades 3-6
 AR Levels: 4.7 - 5.3
 Fountas & Pinnell: O
 Lexile Levels: 720-820
 DRA Level: 34

6 Titles	Paperback	Library Bound
Earthquake Mystery	DMPEAR	DMHEAR
Tornado Mystery	DMPTOR	DMHTOR
Hurricane Mystery	DMPHUR	DMHHUR
Volcano Mystery	DMPVOL	DMHVOL
Blizzard Mystery	DMPBLI	DMHBLI
Forest Fire Mystery	DMPFOR	DMHFOR



Carole Marsh blends literacy into fast-series that are fun to read!

Girl Scout MYSTERY

"The glamour and glitz of girl scouting will entice young readers into this mystery."

- Beth Breau,
ForeWord Reviews



In these spooky stories, four girls find themselves in the middle of mysteries that take all the scouting skills they have to solve! The girls put their skills into action to solve these mysteries filled with giggles, goosebumps, and s'more!

The Puppy Rescue Mystery

Girl Scout friends decide to volunteer at the animal shelter. But when the girls realize that puppies are disappearing, they become alarmed. Who is taking the precious pups? And why??



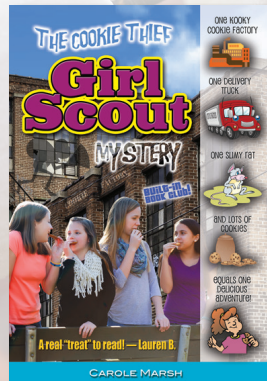
Girl Scout Mysteries

P: \$7.99 | LB: \$24.99

Interest Level: Ages 6-12
Reading Level: Grades 2-6
AR Levels: 4.6

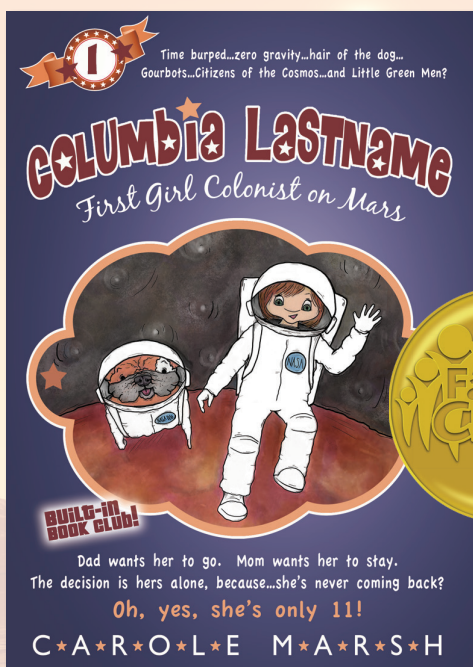
Fountas & Pinnell: P
Lexile Levels: 690
DRA Level: 3.6

4 Titles	Paperback	Library Bound
The Puppy Rescue Mystery	GSPUP	GSHUP
The Cookie Thief Mystery	GSPCOO	GSHCOO
The Giggling Ghost Mystery	GSPGHO	GSHGHO
The Creepy Campout Mystery	GSPCAM	GSHCAM



GREAT GIFTS FOR THE BRAVE GIRLS YOU KNOW AND LOVE!

COLUMBIA LASTNAME First Girl Colonist on Mars



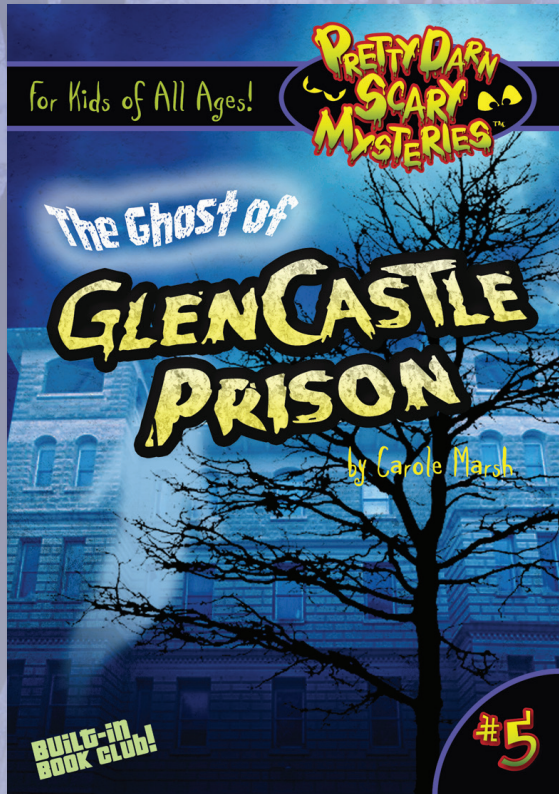
Columbia Lastname has had an unusual life to be only eleven years old. Her physicist father has vanished. As head of the Citizens of the Cosmos, her mother is never home. What's Columbia to do? Become the first girl colonist on the Red Planet—Mars!

Interest Level: Ages 7-14 AR Levels: 4.9-5.1 Lexile Levels: 700-800
Reading Level: Grades 3-6 Fountas & Pinnell: Q DRA Level: 40

Title	Format	Product Code	Price
First Girl Mysteries			
Columbia Lastname First Girl Colonist on Mars	Paperback	CLPMAR	\$7.99
	Library Bound	CLHMAR	\$24.99

PRETTY DARN SCARY MYSTERIES™


Girls and boys will be up all night with captivating stories of legends, lore, fascinating history, and more! Each book takes readers on an adventurous ride as they uncover creepy clues that lead them to shocking solutions.



What's inside.

6 The Ghost of GlenCastle Prison

One day, they came to the Stockade. Elizabeth's father insisted there was nowhere else to go. Her mother did not disagree.



Where once upon a time Elizabeth would have been mortified by such an alternative, she too had sunk into a mire of defeat. Of exhaustion. To be so desperate as to live in a prison? She did not see how things could possibly get any worse. But she was to discover that they most certainly could.


The Atlanta Stockade was an enormous fortress complete with tall gothic turrets stalked by scowling armed guards. The massive stone structure was a maze of cells, cold cells, for the two-foot thick walls seemed to contain the cold of deep winter year round.

Everything was damp, which only added to the perpetual chill. As long as she lived there, Elizabeth would shiver.

97

Pretty darn Scary

glossary



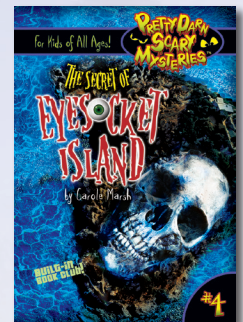
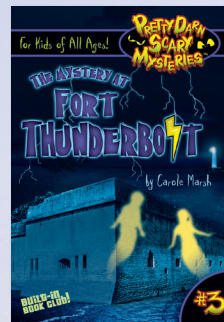
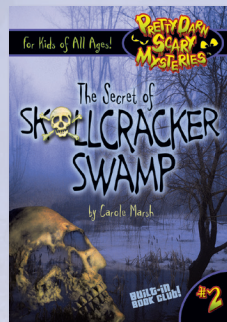
accosted: approached or spoken to in an angry, aggressive, or unwanted manner

acknowledge: to accept, admit, or recognize something

admonished: warned or reprimanded someone firmly

apprenticeship: type of job training that involves working for an expert in a trade or business to learn a job, rather than going to school

concocting: to prepare by mixing ingredients; or devising a plan using skill and intelligence



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Pretty Darn Scary Mysteries

P: \$7.99 | LB: \$24.99

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Interest Level: Ages 7-12
Reading Level: Grades 4-6
AR Levels: 4.7-5.4

Fountas & Pinnell: R
Lexile Levels: 740-830
DRA Level: 40

4 Titles	Format	Code
Skullcracker Swamp	Library Bound	PDHSKU
	Paperback	PDPSKU
Fort Thunderbolt	Library Bound	PDHTHU
	Paperback	PDHTHU

4 Titles	Format	Code
Eyesocket Island	Library Bound	PDHEYE
	Paperback	PDPEYE
Ghost of GlenCastle Prison	Library Bound	PDHGLE
	Paperback	PDPGLE

CAROLE MARSH BOOK CLUB

Wish List	Book Series and Title	Paperback ISBN	Grade Levels	Accelerated Reader Reading Level	Accelerated Reader Points	Accelerated Reader Quiz #	Lexile Measure	Fountas & Pinnell Guided Reading Level	Developmental Reading Assessment Level
	REAL KIDS REAL PLACES								
	The Mystery of Biltmore House	978-0-635-01347-7	3-8	4.4	3	74562	640	Q	40
	The Mystery on the Freedom Trail	978-0-635-01640-9	3-8	5.2	3	74558	770	Q	40
	The Mystery of Blackbeard the Pirate	978-0-635-01648-5	3-8	5.2	4	74560	780	Q	40
	The Mystery of the Alamo Ghost	978-0-635-01652-2	3-8	4.7	2	74561	720	Q	40
	The Mystery on the California Mission Trail	978-0-635-01656-0	3-8	5.7	3	74565	870	Q	40
	The Mystery of the Missing Dinosaurs	978-0-635-01660-7	3-8	5.1	3	74563	780	Q	40
	The White House Christmas Mystery	978-0-635-01664-5	3-8	5.5	3	74567	790	Q	40
	The Mystery on the Iditarod Trail	978-0-635-01668-3	3-8	4.9	3	74564	830	Q	40
	The Mystery at Kill Devil Hills	978-0-635-02094-9	3-8	4.5	3	74557	670	Q	40
	The Mystery in New York City	978-0-635-02099-4	3-8	4.8	3	74559	760	Q	40
	The Mystery at Disney World	978-0-635-02104-5	3-8	4.4	3	74556	730	Q	40
	The Mystery on the Underground Railroad	978-0-635-02109-0	3-8	5.1	3	74566	770	Q	40
	The Mystery in the Rocky Mountains	978-0-635-02389-6	3-8	4.9	3	79513	760	Q	40
	The Mystery on the Mighty Mississippi	978-0-635-02391-9	3-8	4.4	3	79514	680	Q	40
	The Mystery at the Kentucky Derby	978-0-635-02393-3	3-8	4.3	3	79512	670	Q	40
	The Ghost of the Grand Canyon	978-0-635-02395-7	3-8	5.4	3	79511	840	Q	40
	The Mystery at Jamestown	978-0-635-06315-1	3-8	4.7	2	110075	690	Q	40
	The Mystery in Chocolate Town... Hershey, Pennsylvania	978-0-635-06333-5	3-8	4.6	3	115542	670	Q	40
	The "Gosh Awful" Gold Rush Mystery	978-0-635-06334-2	3-8	4.9	2	115541	760	Q	40
	The Counterfeit Constitution Mystery	978-0-635-06512-4	3-8	4.8	2	111652	700	Q	40
	The Mystery of the Haunted Ghost Town	978-0-635-06513-1	3-8	4.6	2	126335	750	Q	40
	The Mystery in Las Vegas	978-0-635-06514-8	3-8	4.6	2	126332	750	Q	40
	The Mystery of the Graveyard of the Atlantic	978-0-635-06515-5	3-8	4.3	2	126334	670	Q	40
	The Ghost of the Golden Gate Bridge	978-0-635-06516-2	3-8	4.6	2	126330	700	Q	40
	The Wild Water Mystery at Niagara Falls	978-0-635-06825-5	3-8	4.7	2	129391	780	Q	40
	The Colonial Caper Mystery at Williamsburg	978-0-635-06826-2	3-8	4.8	2	129389	740	Q	40
	The Mission Possible Mystery at Space Center Houston	978-0-635-06827-9	3-8	4.7	2	133199	720	Q	40
	The Madcap Mystery of the Missing Liberty Bell	978-0-635-06828-6	3-8	4.6	2	133198	710	Q	40
	The Mystery At Fort Sumter	978-0-635-07429-4	3-8	4.9	2	135932	750	Q	40
	The Mystery on the Great Lakes	978-0-635-07448-5	3-8	3.9	2	135936	620	Q	40
	The Mystery In Hawaii	978-0-635-07445-4	3-8	5.1	2	135935	800	Q	40
	The Mystery At Mount Vernon	978-0-635-07442-3	3-8	4.6	2	135933	700	Q	40
	The Mystery On the Oregon Trail	978-0-635-07439-3	3-8	4.0	2	135937	610	Q	40
	The Mystery At Yellowstone National Park	978-0-635-07436-2	3-8	5.8	3	135934	920	Q	40
	The Mystery at Cape Cod	978-0-635-07594-9	3-8	4.7	2	140436	700	Q	40
	The Mystery of the Lost Colony	978-0-635-07595-6	3-8	5.4	2	140441	890	Q	40
	The Mystery at Death Valley	978-0-635-07596-3	3-8	5.3	2	140437	780	Q	40
	The Mystery in the Smoky Mountains	978-0-635-07597-0	3-8	5.3	2	140440	820	Q	40
	The Mystery at Mount Rushmore	978-0-635-07598-7	3-8	4.3	2	140439	670	Q	40
	The Mystery at Devils Tower	978-0-635-07599-4	3-8	4.3	2	140438	660	Q	40
	The Mystery at Hollywood	978-0-635-07951-0	3-8	4.2	2	143636	590	Q	40
	The Mystery in the Twin Cities	978-0-635-07952-7	3-8	4.4	2	143638	700	Q	40
	The Mystery at Motown	978-0-635-07954-1	3-8	4.7	2	143637	710	Q	40
	The Mystery at Area 51	978-0-635-07953-4	3-8	3.9	2	143635	600	Q	40
	The Awesome Atlanta Mystery	978-0-635-08081-3	3-8	4.7	2	150374	690	Q	40
	The Baffling Baseball Mystery	978-0-635-08082-0	3-8	4.2	2	150375	600	Q	40
	The Great Train Mystery	978-0-635-08083-7	3-8	3.6	2	150376	610	Q	40
	The Mystery of Mimi's Haunted Book Shop	978-0-635-08084-4	3-8	4.8	2	216735	780	Q	40
	The Mystery at Space Needle	978-0-635-12432-6	3-8	4.4	2	182118	650	Q	40
	The Mystery Plymouth Rock	978-0-635-12425-8	3-8	4.5	2	187151	670	Q	40
	The Mystery at Hilton Head Island	978-0-635-12774-7	3-8	4.4	2	192886	650	Q	40
	The Monumental Mystery on the National Mall	978-0-635-13175-1	3-8	4.6	2	195871	660	Q	40
	The Mystery on the Bayou	978-0-635-13182-9	3-8	4.4	2	199393	720	Q	40
	WILDLIFE MYSTERIES								
	The Mystery in Alligator Alley	978-0-635-11115-9	3-8	5.1	2	163111	790	Q	40
	The Mystery at Shark Reef	978-0-635-11123-4	3-8	4.5	2	163110	690	Q	40
	The Mystery at Grizzly Graveyard	978-0-635-11187-6	3-8	4.7	3	165488	730	Q	40
	The Mystery at Rattlesnake Ridge	978-0-635-11188-3	3-8	4.7	2	165489	730	Q	40
	The Mystery Dolphin Cove	978-0-635-11189-0	3-8	4.6	2	167202	660	Q	40
	The Mystery of the Tarantula Trap	978-0-635-11190-6	3-8	4.5	2	167205	710	Q	40
	FIRST GIRL SERIES								
	Columbia Lastname	978-0-635-12082-3	3-8	4.9	1	182115	700	Q	40
	The Giggling Ghost Girl Scout Mystery	978-0-635-10230-0	2-5	4.6	2	152388	690	P	36
	The Cookie Thief Girl Scout Mystery	978-0-635-12170-7	2-5	4.4	2	182117	690	P	36
	The Creepy Campout Girl Scout Mystery	978-0-635-11809-7	2-5	4.4	3	178935	690	P	36
	The Puppy Rescue Girl Scout Mystery	978-0-635-13135-5	2-5	4.5	2	195075	710	P	36

Wish List	Book Series and Title	Paperback ISBN	Grade Levels	Accelerated Reader Reading Level	Accelerated Reader Points	Accelerated Reader Quiz #	Lexile Measure	Fountas & Pinnell Guided Reading Level	Developmental Reading Assessment Level
	WHEN KIDS TAKE OVER								
	When Kids Take Over NASA	978-0-635-09973-0	3-9	5.6	6	216736	800	S	40
	AROUND THE WORLD IN 80 MYSTERIES								
	The Mystery at Big Ben	978-0-635-03469-4	3-8	4.7	3	103233	730	Q	40
	The Mystery at Eiffel Tower	978-0-635-03468-7	3-8	4.9	3	103234	710	Q	40
	The Mystery at the Roman Colosseum	978-0-635-06156-0	3-8	5.6	3	105629	860	Q	40
	The Mystery at the Ancient Pyramid	978-0-635-03470-0	3-8	5.1	2	105630	770	Q	40
	The Mystery on the Great Wall of China	978-0-635-06205-5	3-8	4.7	2	111602	710	Q	40
	The Mystery on the Great Barrier Reef	978-0-635-06206-2	3-8	5.0	2	111601	740	Q	40
	The Mystery at Mt. Fuji	978-0-635-06207-9	3-8	4.6	2	118325	710	Q	40
	The Mystery in the Amazon Rainforest	978-0-635-06208-6	3-8	4.7	3	118326	700	Q	40
	The Mystery at Dracula's Castle	978-0-635-06469-1	3-8	4.6	2	121651	680	Q	40
	Curse of the Ancient Acropolis	978-0-635-06470-7	3-8	4.9	2	121650	740	Q	40
	Mystery at the Crystal Castle	978-0-635-06508-7	3-8	4.4	2	126333	680	Q	40
	Mystery in Icy Antarctica	978-0-635-06509-4	3-8	4.8	2	126331	750	Q	40
	The Rip-ROARING Mystery on the African Safari	978-0-635-06829-3	3-8	4.4	2	129390	680	Q	40
	The Breathtaking Mystery on Mt. Everest	978-0-635-06830-9	3-8	4.5	2	133197	700	Q	40
	The Mystery of the Onion Dome	978-0-635-10914-9	3-8	4.6	2	162478	730	Q	40
	The Mystery at the Maya Ruins	978-0-635-11163-0	3-8	4.3	2	165490	620	Q	40
	The Mystery of the Northern Lights	978-0-635-11164-7	3-8	4.4	2	167204	670	Q	40
	The Mystery at the Taj Mahal	978-0-635-11165-4	3-8	4.6	2	167203	660	Q	40
	The Mystery at Machu Picchu	978-0-635-12439-5	3-8	4.8	2	187150	700	Q	40
	PRETTY DARN SCARY								
	Secret of Skullcracker Swamp	978-0-635-06234-5	4-6	5.1	2	111600	800	R	40
	Mystery at Fort Thunderbolt	Unavailable as Paperback	4-6	5.0	2	114990	820	R	40
	Secret of Eyesocket Island	978-0-635-06236-9	4-6	4.7	2	114991	740	R	40
	Ghost of GlenCastle Prison	978-0-635-12446-3	4-6	5.1	2	187149	720	R	40
	MASTERS OF DISASTERS								
	Earthquake Mystery	978-0-635-06339-7	3-6	5.2	2	118324	780	O	34
	Tornado Mystery	978-0-635-06338-0	3-6	5.2	2	120331	820	O	34
	Hurricane Mystery	978-0-635-06340-3	3-6	5.3	2	120330	820	O	34
	Voracious Volcano Mystery	978-0-635-06463-9	3-6	4.7	1	121649	720	O	34
	Behemoth Blizzard Mystery	978-0-635-06464-6	3-6	4.8	2	121647	750	O	34
	Ferocious Forest Fire Mystery	978-0-635-06465-3	3-6	4.6	1	121648	730	O	34
	MY LIFE AS A THIRD GRADE...								
	My Life As A Third Grade Zombie	978-0-635-11131-9	K-3	2.9	0.5	163109	430	K	20
	My Life As A Third Grade Vampire	978-0-635-11143-2	K-3	3.2	0.5	165487	520	K	20
	My Life As A Third Grade Werewolf	978-0-635-11144-9	K-3	3.3	0.5	166147	480	K	20
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	The Awesome Allosaurus Adventure (Book 1)	978-0-635-13577-3	2-3				500		
	The Tremendous Triceratops Trek (Book 2)	978-0-635-13584-1	2-3				490		
	The Roaring Tyrannosaurus Rex Romp (Book 3)	978-0-635-13591-9	2-3				510		
	The Vicious Velociraptor Venture (Book 4)	978-0-635-13598-8	2-3				510		
	The Sticky Stegosaurus Saga (Book 5)	978-0-635-13605-3	2-3						
	The Slippery Spinosaurus Splat (Book 6)	978-0-635-13612-1	2-3						
	The Amazing Apatosaurus Affair (Book 7)	978-0-635-13619-0	2-3						
	The Titanic Titanosaurus Quest (Book 8)	978-0-635-13626-8	2-3						
	THE MYSTERY OF THE HAUNTED LIBRARY								
	The Trembling Tower Library of Timbuktu (Book 1)	978-0-635-14173-6	1-6						
	The Eerie Mystery at the Egyptian Library (Book 2)	978-0-635-14276-4	1-6						
	The Creepy Mystery at the Library of Congress (Book 3)	978-0-635-14280-1	1-6						
	The Narrow Escape at the New York Public Library (Book 4)	978-0-635-14284-9	1-6						
	The Ghostly Mystery at the British Library (Book 5)	978-0-635-14288-7	1-6						
	The Scary Mystery at the Shakespeare Library (Book 6)	978-0-635-14292-4	1-6						

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