
House Of Robots Series

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House of Robots *Jimmy Patterson*

In this highly-illustrated series from James Patterson, an extraordinary robot signs up for an ordinary fifth grade class . . . and elementary school will never be the same! It was never easy for Sammy Hayes-Rodriguez to fit in, so he's dreading the day when his genius mom insists he bring her newest invention to school: a walking, talking robot he calls E-for "Error". Sammy's no stranger to robots; his house is full of a colorful cast of them. But this one not only thinks it's Sammy's brother . . . it's actually even nerdier than Sammy. Will E be Sammy's one-way ticket to Loserville? Or will he prove to the world that it's cool to be square? It's a roller-coaster ride for Sammy to discover the amazing secret E holds that could change family forever . . . if all goes well on the trial run!

Robot Revolution

"Robots on strike! Sammy's underappreciated mechanical helpers cause chaos in the house! It's up to Sammy and his disabled sister Maddie to keep the peace until his inventor mom reveals her secret project ... and why it was worth the wait"--

House of Robots: Robot Revolution *jimmy patterson*

Robots on strike! Sammy's underappreciated mechanical helpers are causing chaos in book 3 of the bestselling House of Robots series. After a few early glitches in their relationship, Sammy and his "bro-bot" E are now fast friends. In fact, E is such a valued member of the family that the other electronic occupants of the House of Robots are feeling sorely unappreciated. And when Sammy's inventor mom becomes distracted by a top-secret project, the robots soon begin to fall into disrepair. Cue a robot revolt, with the droids wreaking harmless havoc in the house! Armed with pranks like glue in the shampoo bottles and flying toast missiles, the robots demand to be cared for. It's up to Sammy and his disabled sister Maddie to keep the peace until his mom reveals her secret project...and why it was worth the wait.

House of Robots: Robots Go Wild! *Little, Brown*

In book two of the House of Robots series, it's 'bot brains versus 'bot brawn in an all-out war! Sammy Hayes-Rodriguez and his "bro-bot" E are making new friends every day as E works as his bedridden sister Maddie's school proxy. But disaster strikes when E malfunctions just in time to be upstaged by the super-cool new robot on the block--and loses his ability to help Maddie. Now it's up to Sammy to figure out what's wrong with E and save his family!

The Robots of Dawn *Spectra*

Called to the Spacer world to solve a case of roboticide, New York City detective Elijah Baley teams up with humanoid robot R. Daneel Olivaw to prove that the prime suspect, a renowned roboticist, is innocent of the crime. Reprint.

I Funny

A Middle School Story *Jimmy Patterson*

In James Patterson's heartwarming #1 New York Times bestseller, middle schooler Jamie Grimm faces bullying and self-doubt as he chases his dream to become the world's greatest comedian. Jamie Grimm is a middle schooler on a mission: he wants to become the world's greatest standup comedian--even if he doesn't have a lot to laugh about these days. He's new in town and stuck living with his aunt, uncle, and their evil son Stevie, a bully who doesn't let Jamie's wheelchair stop him from messing with Jamie as much as possible. But Jamie doesn't let his situation get him down. When his Uncle Frankie mentions a contest called The Planet's Funniest Kid Comic, Jamie knows he has to enter. But are the judges only rewarding him out of pity because of his wheelchair, like Stevie suggests? Will Jamie ever share the secret of his troubled past instead of hiding behind his comedy act? Following the bestselling success of the hilarious Middle School, The Worst Years of My Life, James Patterson continues to dish out the funnies in another highly-illustrated, heartfelt middle school story. (Includes more than 175 black-and-white illustrations.)

I, Robot *Spectra*

The development of robot technology to a state of perfection by future civilizations is explored in nine science fiction stories.

When the Wind Blows *Little, Brown*

While grieving her husband's murder, a young Colorado veterinarian meets a troubled FBI agent and begins to uncover the world's most sinister secrets in this thriller from James Patterson. Frannie O'Neill is a young and talented veterinarian living in Colorado. Plagued by the mysterious murder of her husband, Frannie throws herself into her work, but it is not long before another bizarre murder occurs and Kit Harrison, a troubled and unconventional FBI agent, arrives on her doorstep. Late one night, near the woods of her animal hospital, Frannie stumbles upon a strange, astonishing phenomenon that will change the course of her life forever: an eleven-year-old girl named Max. With breathtaking energy, Max leads Frannie and Kit to uncover one of the most diabolical and inhuman plots of modern science. Bold and compelling, When the Wind Blows is a story of suspense and passion as only James Patterson could tell it.

Saving the World and Other Extreme Sports

A Maximum Ride Novel *Little, Brown Books for Young Readers*

Join Max and her friends on a wild ride to save the world. The time has come to face the ultimate enemy . . . but are Max and her Flock ready? The time has arrived for Max and her winged "Flock" to face their ultimate enemy and discover their original purpose: to defeat the takeover of "Re-evolution", a sinister experiment to re-engineer a select population into a scientifically superior master race . . . and to terminate the rest. Max, Fang, Iggy, Nudge, Gasman, and Angel have always worked together to defeat the forces working against them-but can they save the world when they are torn apart, living in hiding and captivity, halfway across the globe from one another?

The Junkyard Bot *Houghton Mifflin Harcourt*

When George Gearing's personal robot Jackbot gets hit by a car, George rebuilds him into something amazing, only to have him disappear just as dark forces threaten the town, leaving George and his new friend Anne Droid to find out what happened.

Weird Little Robots *Candlewick Press*

When two science-savvy girls create an entire robot world, they don't expect the robots to come alive. But life may be a bit more magical than they thought. Eleven-year-old Penny Rose has just moved to a new town, and so far the robots she builds herself are her only company. But with just a bit of magic, everything changes: she becomes best friends with Lark, has the chance to join a secret science club, and discovers that her robots are alive. Penny Rose hardly remembers how lonely she used to feel. But then a fateful misstep forces her to choose between the best friend she's always hoped for and the club she's always dreamed of, and in the end it may be her beloved little robots that pay the price. Quirky and wonderful, this illustrated chapter book from Carolyn Crimi and Corinna Luyken shows that making your own space and a true friend in the world is a kind of magic all its own.

A Psalm for the Wild-Built *Tordotcom*

In *A Psalm for the Wild-Built*, Hugo Award-winner Becky Chambers's delightful new Monk & Robot series gives us hope for the future. It's been centuries since the robots of Panga gained self-awareness and laid down their tools; centuries since they wandered, en masse, into the wilderness, never to be seen again; centuries since they faded into myth and urban legend. One day, the life of a tea monk is upended by the arrival of a robot, there to honor the old promise of checking in. The robot cannot go back until the question of "what do people need?" is answered. But the answer to that question depends on who you ask, and how. They're going to need to ask it a lot. Becky Chambers's new series asks: in a world where people have what they want, does having more matter? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Our Robots, Ourselves

Robotics and the Myths of Autonomy *Penguin*

"[An] essential book... it is required reading as we seriously engage one of the most important debates of our time."—Sherry Turkle, author of *Reclaiming Conversation: The Power of Talk in a Digital Age* From drones to Mars rovers—an exploration of the most innovative use of robots today and a provocative argument for the crucial role of humans in our increasingly technological future. In *Our Robots, Ourselves*, David Mindell offers a fascinating behind-the-scenes look at the cutting edge of robotics today, debunking commonly held myths and exploring the rapidly changing relationships between humans and machines. Drawing on firsthand experience, extensive interviews, and the latest research from MIT and elsewhere, Mindell takes us to extreme environments—high atmosphere, deep ocean, and outer space—to reveal where the most advanced robotics already exist. In these environments, scientists use robots to discover new information about ancient civilizations, to map some of the world's largest geological features, and even to "commute" to Mars to conduct daily experiments. But these tools of air, sea, and space also forecast the dangers, ethical quandaries, and unintended consequences of a future in which robotics and automation suffuse our everyday lives. Mindell argues that the stark lines we've drawn between human and not human, manual and automated, aren't helpful for understanding our relationship with robotics. Brilliantly researched and accessibly written, *Our Robots, Ourselves* clarifies misconceptions about the autonomous

robot, offering instead a hopeful message about what he calls "rich human presence" at the center of the technological landscape we are now creating.

The Art of Love, Death + Robots *Titan Books (US, CA)*

Immerse yourself in the official collection of artworks from the first three volumes of *Love, Death + Robots*, and discover the stories and inspirations behind this beloved Netflix series. *Love, Death + Robots* is a Netflix series like no other—a breath-taking journey of mature, high-concept tales told with seductive characters, astounding plots, and explosive action. With each episode crafted by different animation teams across the globe, the thought-provoking anthology covers a vast range of animation styles from edgy 2D to stop-motion to anime to hyper-realistic 3D CG. In this luxury book, discover the wealth of artwork and stories behind the creation of the series' first three volumes. Includes interviews with key artists and creatives such as series creators Tim Miller and David Fincher, and is full to the brim with everything from beautiful concept art, character studies, costume sketches, paintings, vehicle designs, storyboards, and early vision decks, through to finished frames. Perfect for any fan of animation.

I Funny TV

A Middle School Story *Jimmy Patterson*

Jamie Grimm has hit the big time in book four of the #1 bestselling *I Funny* series! Jamie Grimm has finally accomplished his dream of proving himself the Planet's Funniest Kid Comic, and the sky's the limit from there. Enter a couple of TV executives with a huge plan for Jamie: a new show about Jamie and his oddball friends! But when Jamie struggles to learn the acting ropes, will it be an early curtain call for the biggest show of the decade?

The Daily Show (The Book)

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests *Grand Central Publishing*

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning *The Daily Show* with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, *The Daily Show* with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers—including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of *The Daily Show*'s most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics—a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, *The Daily Show* has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to

share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Gearbreakers *Feiwel & Friends*

Two girls on opposite sides of a war discover they're fighting for a common purpose—and falling for each other—in Zoe Hana Mikuta's high-octane debut *Gearbreakers*, perfect for fans of *Pacific Rim*, *Pierce Brown's Red Rising Saga*, and *Marie Lu's Legend* series. We went past praying to deities and started to build them instead... The shadow of Godolia's tyrannical rule is spreading, aided by their giant mechanized weapons known as Windups. War and oppression are everyday constants for the people of the Badlands, who live under the thumb of their cruel Godolia overlords. Eris Shindanai is a Gearbreaker, a brash young rebel who specializes in taking down Windups from the inside. When one of her missions goes awry and she finds herself in a Godolia prison, Eris meets Sona Steelcrest, a cybernetically enhanced Windup pilot. At first Eris sees Sona as her mortal enemy, but Sona has a secret: She has intentionally infiltrated the Windup program to destroy Godolia from within. As the clock ticks down to their deadliest mission yet, a direct attack to end Godolia's reign once and for all, Eris and Sona grow closer—as comrades, friends, and perhaps something more... Praise for *Gearbreakers*: "An absolute joyride ... Zoe Hana Mikuta is a talent to be in awe of." —Chloe Gong, *New York Times*-bestselling author of *These Violent Delights* "Dark, fierce, thrilling, and tender, *Gearbreakers* will make your blood sing." —Nina Varela, author of *Crier's War*

The Trouble with Robots *Peachtree*

Evelyn strives for excellence. Allie couldn't care less. Together, these polar opposites must work together if they have any hope of saving their school's robotics program. Eighth-graders Evelyn and Allie are in trouble. Evelyn's constant need for perfection has blown some fuses among her robotics teammates, and she's worried nobody's taking the upcoming competition seriously. Allie is new to school, and she's had a history of short-circuiting on teachers and other kids. So when Allie is assigned to the robotics team as a last resort, all Evelyn can see is just another wrench in the works! But as Allie confronts a past stricken with grief and learns to open up, the gears click into place as she discovers that Evelyn's teammates have a lot to offer—if only Evelyn allowed them to participate in a role that plays to their strengths. Can Evelyn learn to let go and listen to what Allie has to say? Or will their spot in the competition go up in smoke along with their school's robotics program and Allie's only chance at redemption? An excellent pick for STEAM enthusiasts, this earnestly told narrative features a dual point of view and casually explores Autistic and LGBTQ+ identities.

Pottymouth and Stoopid *Jimmy Patterson*

In this "superwonderrific" *New York Times* bestseller (Jerry Spinelli), two bullied middle-school boys finally fight back with the power of funny. David and his best friend Michael were tagged with awful nicknames way back in preschool when everyone did silly things. Fast-forward to seventh grade: "Pottymouth" and "Stoopid" are still stuck with the names -- and everyone in school, including the teachers and their principal, believe the labels are true. So how do they go about changing everyone's minds? By turning their misery into megastardom on TV, of course! And this important story delivers more than just laughs -- it shows that the worst bullying isn't always physical . . . and that things will get better. A great conversation starter for parents to read alongside their kids! Official Notice to Parents: There is no actual

pottymouth or stupidity in this entire book!(Psst, kids: that second part might not be entirely true.)

Can You Find My Robot's Arm? *Tundra Books (NY)*

Robot has lost his arm -- can you help him find a new one? Step into a charming mechanical world invented by a striking new picture book artist. One morning, a robot wakes up to find he is missing an arm. He and his robo buddy search inside and outside the house, through a garden, an amusement park, a library and even a candy shop, but it's nowhere to be found. Where can the arm be, and what might make a suitable replacement? A lollipop? A fish bone? How about a fork? *Can You Find My Robot's Arm?* humorously invites children to explore the beautiful and intricate hand-cut images of Chihiro Takeuchi.

Robots

Featuring contributions from James Patrick Kelly, Mike Resnick, and Geoff Ryman, this electrifying collection of science fiction stories centers around the intricate and conflicted relationships between humankind and humankind's most brilliant creations. Original.

The Robots Are Coming!

The Future of Jobs in the Age of Automation *Vintage*

Staying true to his trademark journalistic approach, Andrés Oppenheimer takes his readers on yet another journey, this time across the globe, in a thought-provoking search to understand what the future holds for today's jobs in the foreseeable age of automation. *The Robots Are Coming!* centers around the issue of jobs and their future in the context of rapid automation and the growth of online products and services. As two of Oppenheimer's interviewees -- both experts in technology and economics from Oxford University -- indicate, forty-seven percent of existing jobs are at risk of becoming automated or rendered obsolete by other technological changes in the next twenty years. Oppenheimer examines current changes in several fields, including the food business, legal work, banking, and medicine, speaking with experts in the field, and citing articles and literature on automation in various areas of the workforce. He contrasts the perspectives of "techno-optimists" with those of "techno-negativists" and generally attempts to find a middle ground between an alarmist vision of the future, and one that is too uncritical. A self-described "cautious optimist", Oppenheimer believes that technology will not create massive unemployment, but rather will drastically change what work looks like.

Sleeping Giants *Themis Files*

"17 years ago: A girl in South Dakota falls through the earth, then wakes up dozens of feet below ground on the palm of what seems to be a giant metal hand. Today: She is a top-level physicist leading a team of people to understand exactly what that hand is, where it came from, and what it portends for humanity. A swift and spellbinding tale told almost exclusively through transcriptions of interviews conducted by a mysterious and unnamed character, this is a unique debut that describes a hunt for truth, power, and giant body parts"--

Robots and Empire *Voyager*

Science fiction-roman.

The Lightning Catcher *Harper Collins*

The first book of a funny fantasy and adventure series about three friends who discover they have the ability to control the weather. It's *Storm Chasers* meets *The 39 Clues*, in a story that

Booklist called "fascinating . . . mixing serious science with full-on fantasy." Eleven-year-old Angus's world is turned upside down when he is mysteriously whisked away to become an apprentice at the Perilous Exploratorium for Weather and Vicious Storms. At Perilous, the world's most dangerous weather is studied to protect mankind from its ravages. There, Angus discovers that his parents aren't boring government workers after all—they are actually famous Lightning Catchers, and they've been kidnapped. With the help of two loyal new friends, Angus intends to find them. This fast-paced, action-packed, funny story of friendship, adventure, science, and mayhem begins a high-octane four-book series.

Sci-Fi Junior High *Scholastic UK*

At Sci-Fi Junior High, everyone knows Kelvin Klosmo's scientist parents are geniuses, but Kelvin's own geniusness hasn't exactly ... kicked in yet. Can he keep his secret hidden, even when an evil scientist takes the form of a stuffed bunny and tries to conquer the universe? A hilarious illustrated story that's out of this world!

True Story

What Reality TV Says About Us *Farrar, Straus and Giroux*

Named a Best Nonfiction Book of 2022 by Esquire A sociological study of reality TV that explores its rise as a culture-dominating medium—and what the genre reveals about our attitudes toward race, gender, class, and sexuality What do we see when we watch reality television? In *True Story: What Reality TV Says About Us*, the sociologist and TV-lover Danielle J. Lindemann takes a long, hard look in the "funhouse mirror" of this genre. From the first episodes of *The Real World* to countless rose ceremonies to the White House, reality TV has not just remade our entertainment and cultural landscape (which it undeniably has). Reality TV, Lindemann argues, uniquely reflects our everyday experiences and social topography back to us. Applying scholarly research—including studies of inequality, culture, and deviance—to specific shows, Lindemann layers sharp insights with social theory, humor, pop cultural references, and anecdotes from her own life to show us who we really are. By taking reality TV seriously, *True Story* argues, we can better understand key institutions (like families, schools, and prisons) and broad social constructs (such as gender, race, class, and sexuality). From *The Bachelor* to *Real Housewives* to *COPS* and more (so much more!), reality programming unveils the major circuits of power that organize our lives—and the extent to which our own realities are, in fact, socially constructed. Whether we're watching conniving *Survivor* contestants or three-year-old beauty queens, these "guilty pleasures" underscore how conservative our society remains, and how steadfastly we cling to our notions about who or what counts as legitimate or "real." At once an entertaining chronicle of reality TV obsession and a pioneering work of sociology, *True Story* holds up a mirror to our society: the reflection may not always be pretty—but we can't look away.

The Rest of the Robots

On the Move! *Simon and Schuster*

Rita, Dan, Max and Ted are on the move in Trucktown! Kids will have hands-on fun with a movable part on each spread! Swing Wrecker Rosie's wrecking ball, spin Monster Truck Max's wheel, dump gravel from Dump Truck Dan's bed, and move Tow Truck Ted's hook up and down as he saves a good friend!

I Have the Right to Culture *Groundwood Books Ltd*

From the author and illustrator duo who created the award-winning *I Have the Right to Be a Child* and *I Have the Right to Save My Planet* comes this beautifully illustrated third book in the series. *I Have the Right to Culture* explores a child's right to be curious and to experience all of humanity's shared knowledge, including music, art, dance and much more. When a child is born, they learn the language of their parents, they sing the songs of their grandparents and they eat the delicious food that their family prepares. They also start to wonder about the lives of other children who live far away. What languages do they speak? What songs do they sing? And what games do they play? Every child has the right to learn about the world they live in, including its history and its inventions. Every child has the right to learn about artists, about writers, about potters and photographers and architects, about musicians and dancers and poets. All of humanity's treasures are for sharing, and every child has the right to know about what has come before them! Children have the right to partake in culture as proclaimed in the United Nations Convention on the Rights of the Child. Told from the perspective of a child, this colorful and vibrant book explores what it means to be a child who has the right to find beauty in their world. Key Text Features further reading Correlates to the Common Core State Standards in English Language Arts: CCSS.ELA-LITERACY.RI.K.1 With prompting and support, ask and answer questions about key details in a text. CCSS.ELA-LITERACY.RI.K.6 Name the author and illustrator of a text and define the role of each in presenting the ideas or information in a text. CCSS.ELA-LITERACY.RI.K.7 With prompting and support, describe the relationship between illustrations and the text in which they appear (e.g., what person, place, thing, or idea in the text an illustration depicts). CCSS.ELA-LITERACY.RI.1.8 Identify the reasons an author gives to support points in a text.

I Can Draw Robots

Easy & Fun Drawing Book for Kids Age 6-8

This book is a Robot drawing tutorial based on an easy-to-understand table with Robot drawings and dash line for kids to practice drawing along easily. The drawing lines are not too complicated for younger kids to understand, and the book is suitable for kids age 6-8 years, as well as younger ones who wish to start early practicing drawing some Robot of their very own. Moreover, each picture comes with one full page of a Robot that your children can draw by themselves and color it as they wish it to be. So, now your children can have a friendly learn-how-to-draw book that would guide them along drawing their own Robot, and also many coloring pages of Robot that they can draw and color by their own little hands! Grab this book "I can Draw Robot" and smile, when you see the confidence and love in drawings of your children grows!

House of Robots: Robot Revolution *Arrow*

After a few early glitches in their relationship, Sammy and his 'bro-bot' E are now best friends. In fact, E is such a valued member of the family that the other electronic members of the House of Robots are feeling sorely unappreciated. And when Sammy's inventor mom becomes distracted by a top-secret project, the robots soon begin to fall into disrepair. Cue a robot revolution, with the droids wreaking harmless havoc in the house! Armed with pranks like glue in the shampoo bottles and flying toast missiles, the robots demand to be cared for. It's up to Sammy and his sister Maddie to keep the peace until his mom reveals her secret project... and why it was worth the wait.

WBCN and the American Revolution

How a Radio Station Defined Politics, Counterculture, and Rock and Roll *MIT Press*

How Boston radio station WBCN became the hub of the rock-and-roll, antiwar, psychedelic solar system. While San Francisco was celebrating a psychedelic Summer of Love in 1967, Boston stayed buttoned up and battened down. But that changed the following year, when a Harvard Law School graduate student named Ray Riepen founded a radio station that played music that young people, including the hundreds of thousands at Boston-area colleges, actually wanted to hear. WBCN-FM featured album cuts by such artists as the Mothers of Invention, Aretha Franklin, and Cream, played by announcers who felt free to express their opinions on subjects that ranged from recreational drugs to the war in Vietnam. In this engaging and generously illustrated chronicle, Peabody Award-winning journalist and one-time WBCN announcer Bill Lichtenstein tells the story of how a radio station became part of a revolution in youth culture. At WBCN, creativity and countercultural politics ruled: there were no set playlists; news segments anticipated the satire of *The Daily Show*; on-air interviewees ranged from John and Yoko to Noam Chomsky; a telephone "Listener Line" fielded questions on any subject, day and night. From 1968 to Watergate, Boston's WBCN was the hub of the rock-and-roll, antiwar, psychedelic solar system. A cornucopia of images in color and black and white includes concert posters, news clippings, photographs of performers in action, and scenes of joyousness on Boston Common. Interwoven through the narrative are excerpts from interviews with WBCN pioneers, including Charles Laquidara, the "news dissector" Danny Schechter, Marsha Steinberg, and Mitchell Kertzman. Lichtenstein's documentary WBCN and the American Revolution is available as a DVD sold separately.

DKfindout! Robots *Penguin*

This fun, fact-filled book for kids ages 6-9 guides readers through the science behind the abilities of life-like robots, and how these humanoids might become even more advanced in the future. Supporting STEM-based learning and educating young readers through a combination of close-up images, quirky trivia facts, quiz questions, and fascinating tidbits, it's the perfect book for any reader who can't get enough of robots. When were robots first dreamed up? What does an industrial robot do? How do robots sense the world around them? Find out the answers to these questions and more in *DKfindout! Robots*, which features photographs of drones, automata, and other machines from all around the world. Readers will learn about the different types of robots and the famous engineers who created them, and gain insight into how robots think and learn through illustrated charts, diagrams, and blocks of coding language. From the industrial and medical fields to entertainment and home security, kids will discover the many ways robots can improve our lives-and our futures-as they read *DKfindout! Robots*. Vetted by educational consultants, the *DKfindout!* series drives kids ages 6-9 to become experts on more than 30 of their favorite STEM- and history-related subjects, whether Vikings, volcanoes, or robots. This series covers the subjects that kids really want to learn about-ones that have a direct impact on the world around them, like climate change, space exploration, and rapidly evolving technology-making learning fun through amazing images, stimulating quizzes, and cutting-edge information. The *DKfindout!* series is one that kids will want to turn to again and again.

House of Robots - FREE PREVIEW (The First XX Chapters) *Little, Brown*

In this new highly-illustrated series from James Patterson, an extraordinary robot signs up for an ordinary fifth grade class...

and elementary school will never be the same! It was never easy for Sammy Hayes-Rodriguez to fit in, so he's dreading the day when his genius mom insists he bring her newest invention to school: a walking, talking robot he calls E--for "Error". Sammy's no stranger to robots--his house is full of a colorful cast of them. But this one not only thinks it's Sammy's brother... it's actually even nerdier than Sammy. Will E be Sammy's one-way ticket to Loserville? Or will he prove to the world that it's cool to be square? It's a roller-coaster ride for Sammy to discover the amazing secret E holds that could change family forever... if all goes well on the trial run!

The Stepford Wives *Bloomsbury Publishing*

The book of the major new film starring Nicole Kidman and Matthew Broderick

Aldrin Adams and the Cheese Nightmares *Penguin UK*

Shortlisted for the Children's Book of the Year - Irish Book Awards The laugh-out-loud funny children's book from Number-One-Bestselling Ross O'Carroll Kelly author, Paul Howard. Illustrated throughout by Lee Cosgrove. An adventure full of mystery, magic and cheeses that seriously, SERIOUSLY pong! ALDRIN ADAMS is an ordinary boy with an EXTRAORDINARY SUPERPOWER. When he eats cheese just before he goes to sleep, he can enter into other people's dreams . . . AND THEIR NIGHTMARES! But why has he got this power? And what is he supposed to do with it? HE NEEDS ANSWERS . . . AND FAST! What Aldrin doesn't realize is that he is being watched by a MYSTERIOUS, SUPERNATURAL VILLAIN who's creating nightmares for millions of children every night. Will an ordinary boy, armed with his pet frog and the STINKIEST CHEESE in the world, be enough to stop him? A brilliantly funny, heartwarming story, perfect for fans of David Baddiel and Sam Copeland.

No More Naps!

A Story for When You're Wide-Awake and Definitely NOT Tired *Random House Books for Young Readers*

Imagine if you could steal your toddler's nap? This picture book debut from a #1 New York Times bestselling author turns the universal dilemma of getting kids to sleep upside down! It's time for a nap but, just like stubborn toddlers everywhere, Annalise Devin McFleece won't have anything to do with bedtime. Dad tries to encourage sleepiness by pushing her around the park in her stroller. Along the way, they pass a man sitting on a bench, dog walkers walking dogs, a boy on a skateboard, kids playing ball, a girl practicing her juggling, and others. Each of them thinks that taking a nap is a great idea and if Annalise Devin McFleece doesn't want hers, they'll happily take it. And one by one, everyone falls asleep...except Annalise Devin McFleece. But when she's finally ready for her nap, all the naps are taken! Is there anyone who has an extra nap to spare? With every turn of the page, the busy city scene becomes more and more quiet...except for Annalise Devin McFleece. Will she ever take a nap?

Outlander Knitting

The Official Book of 20 Knits Inspired by the Hit Series *Clarkson Potter*

Feel the magic of Outlander at your fingertips with this officially licensed book of knitting: twenty patterns inspired by the hit series from STARZ and Sony Pictures Television, based on Diana Gabaldon's bestselling novels. From the Scottish Highlands to the courts of Versailles to the eastern shores of North America, the TV show Outlander brings to life in gorgeous detail the epic love

story of Jamie Fraser and Claire Beauchamp Randall Fraser. But beyond the drama and passion, what has captured fans' imagination the most are the rustic knits worn on the show. Now knitters of all skill levels can recreate them with twenty projects for apparel, accessories, and home décor that take inspiration from memorable episodes. Knit the capelet cowl that Mrs. Fitz gives to Claire at Castle Leoch, warm your feet with Clan Mackenzie Boot Socks, swaddle your bairn with the Mo Chridhe Baby Blanket, and dress your Jamie in a warm waistcoat. From chunky knits to Celtic cables, each project includes a clearly

written pattern, gorgeous photography, and scenes from the set. A love letter to the fans, *Outlander Knitting* will have you wishing you could time travel to the Highlands.

The Word Eater *Holiday House*

Life is miserable for sixth grader Lerner Chanse at her new school, where the MPOOE (Most Powerful Ones On Earth) Club ruthlessly rules over the SLUGs (Sorry Losers Under Ground). It looks as if Lerner is destined to be a SLUG, until she finds a magical worm that eats printed words instead of dirt. If Fip eats a word, that item simply disappears from the world -- forever.