



elementary years: school, health, extracurricular activities, and more. Unlike the hourly challenges of infant parenting, the big questions in this age come up less frequently. But we live with the consequences of our decisions for much longer. What's the right kind of school and at what age should a particular kid start? How do you encourage a healthy diet? Should kids play a sport and how seriously? How do you think smartly about encouraging children's independence? Along with these bigger questions, Oster investigates how to navigate the complexity of day-to-day family logistics. Making these decisions is less about finding the specific answer and more about taking the right approach. Parents of this age are often still working in baby mode, which is to say, under stress and on the fly. That is a classic management problem, and Oster takes a page from her time as a business school professor at the University of Chicago to show us that thoughtful business process can help smooth out tough family decisions. The Family Firm is a smart and winning guide to how to think clearly--and with less ambient stress--about the key decisions of the elementary school years. Parenting is a full-time job. It's time we start treating it like one.

Knights in Training

The Year Of The Book

Juana and Lucas

Mac Undercover (Mac B, Kid Spy #1)

For the Throne

The Kingdom of Wrenly Collection (Includes four magical adventures and a map!)

***This time Nim's the fish-out-of-water as she stows away on a cruise ship to save her kidnapped sea lion friend. Accompanied by her likeable iguana, Fred, the island girl lands with a splash in Manhattan, on the run from of a very Bad Guy, and on her way to reunite with her friend, cowardly adventure novelist Alex Rover. Kids who are interested in animals and animal welfare will enjoy this warmhearted story's combo of suspenseful high-seas happenings, New York City excitement, and family drama.***

***You've never seen the Wimpy Kid World like this before—an entirely new, awesome, friendly, truly fantastic fantasy quest from #1 international bestselling author Jeff Kinney! From the imagination of Rowley Jefferson comes an adventure of epic proportions. Join Roland and his best friend, Garg the Barbarian, as they leave the safety of their village and embark on a quest to save Roland's mom from the White Warlock. Will our heroes survive? Find out in Rowley Jefferson's Awesome Friendly Adventure! And don't miss Rowley Jefferson's first book, the instant #1 bestseller, Diary of an Awesome Friendly Kid: Rowley Jefferson's Journal!***

***Book Riot's 15 Best New Mystery Books of 2022 BookBub Most Anticipated Books of 2022 PopSugar's 25 Must Read Thrillers and Mysteries in 2022 We Are Bookish 24 Highly Anticipated Books Hitting Shelves in 2022 GoodReads Most Anticipated New Mysteries In every person's story, there is something to hide... The ornate reading room at the Boston Public Library is quiet, until the tranquility is shattered by a woman's terrified scream. Security guards take charge immediately, instructing everyone inside to stay put until the threat is identified and contained. While they wait for the all-clear, four strangers, who'd happened to sit at the same table, pass the time in conversation and friendships are struck. Each has his or her own reasons for being in the reading room that morning—it just happens that one is a murderer. Award-winning author Sulari Gentill delivers a sharply thrilling read with The Woman in the Library, an unexpectedly twisty literary adventure that examines the complicated nature of friendship and shows us that words can be the most treacherous weapons of all.***

***Shadow is a man with a past. But now he wants nothing more than to live a quiet life with his wife and stay out of trouble. Until he learns that she's been killed in a terrible accident. Flying home for the funeral, as a violent storm rocks the plane, a strange man in the seat next to him introduces himself. The man calls himself Mr. Wednesday, and he knows more about Shadow than is possible. He warns Shadow that a far bigger storm is coming. And from that moment on, nothing will ever be the same...***

***From the world's favourite author, David Walliams - ten cautionary tales and a delightfully dreadful cast of characters; all in glorious FULL COLOUR!***

***The Magicians***

***Nim at Sea***

***Gregor the Overlander***

***The World's Worst Children***

***Rowley Jefferson's Awesome Friendly Adventure***

***The Art of Failure***

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

Crave presents the ultimate book boyfriend experience with this beautiful four-color illustrated edition of November 9, the unforgettable love story between a writer and his unexpected muse from the beloved #1 New York Times bestselling author, Colleen Hoover. Fallon meets Ben, an aspiring novelist, the day before her scheduled cross-country move. Their untimely attraction leads them to spend Fallon 's last day in L.A. together, and her eventful life becomes the creative inspiration Ben has always sought for his novel. Over time and amidst the various relationships and tribulations of their own separate lives, they continue to meet on the same date every year. Until one day Fallon becomes unsure if Ben has been telling her the truth or fabricating a perfect reality for the sake of the ultimate plot twist. Can Ben 's relationship with Fallon—and simultaneously his novel—be considered a love story if it ends in heartbreak?

Nicholas Allen is not a troublemaker -- he's just creative. When he decides to liven things up in Mrs. Granger's fifth grade language arts class, he comes up with the greatest plan yet. He invents a new word for a pen -- frindle. It doesn't take long

These fun-filled chapter books mix school, monsters, and common kid problems with hilarious results. You'll scream with laughter!

The companion to Chelsea Clinton & Alexandra Boiger's #1 New York Times bestseller, She Persisted. Perfect for tiny activists, mini feminists and little kids who are ready to take on the world. Now abridged as a board book for our youngest feminists and activists! Women around the world have long dreamed big, even when they've been told their dreams didn't matter. They've spoken out, risen up and fought for what's right, even when they've been told to be quiet. Whether in science, the arts, sports or activism, women and girls throughout history have been determined to break barriers and change the status quo. They haven't let anyone get in their way and have helped us better understand our world and what's possible. In this companion book to She Persisted: 13 American Women Who Changed the World, Chelsea Clinton introduces readers to a group of thirteen incredible women who have shaped history all across the globe. Now abridged as a board book for the earliest of readers, She Persisted Around the World is a book for everyone who has ever aimed high and been told to step down, for everyone who has ever raised their voice and been told to quiet down, and for everyone who has ever felt small, unimportant or unworthy. Alexandra Boiger's vibrant artwork accompanies this inspiring text that shows readers of all ages that, no matter what obstacles come their way, they have the power to persist and succeed. This book features: Marie Curie, Sor Juana Ines de la Cruz, Viola Desmond, Sissi Lima do Amor, Leymah Gbowee, Caroline Herschel, Wangari Maathai, Aisha Rateb, J.K. Rowling, Kate Sheppard, Yuan Yuan Tan, Mary Verghese and Malala Yousafzai. Praise for She Persisted Around the World Clinton again writes in a measured tone that is at once celebratory and defiant. Boiger's watercolor and ink artwork exudes warmth and subtle power. --Publishers Weekly Praise for She Persisted \* [A] lovely, moving work of children's literature [and a] polished introduction to a diverse and accomplished group of women. --Publishers Weekly, starred review [She Persisted] will remind little girls that they can achieve their goals if they don't let obstacles get in the way. --Family Circle We can't wait to grab a copy for some of the awesome kids in our lives. . . . and maybe some of the grown-ups, too. --Bustle The fearlessness that characterizes the thirteen women in the book is what has emboldened us to constantly strive for progress and justice. --Amy Poehler's Smart Girls

The Buried Bones Mystery

She Persisted Around the World

(A Graphic Novel)

The Lottery

Disney's The Great Mouse Detective

Slaughterhouse-Five

*A Civil War sword... A watermelon stabbing... Missing roller skates... A trapeze artist's inheritance... And an eyewitness who's legally blind! Theses are just some of the ten brain-twisting mysteries that Encyclopedia Brown must solve by using his famous computerlike brain. Try to crack the cases along with him--the answer to all the mysteries are found in the back!*

Encyclopedia Brown, Boy Detective

Frindle

Bible Infographics for Kids