



since Robinson Crusoe."—The Washington Star · A New York Times Best Book of the Year · A School Library Journal Best Book of the Year · A Horn Book Honor Book · An American Library Association Notable Book · A Publishers Weekly Children's Book to Remember · A Child Study Association's Pick of Children's Books of the Year · Jane Addams Book Award · Lewis Carroll Shelf Award · Commonwealth Club of California: Literature Award · Southern California Council on Literature for Children and Young People Award · Woodward School Annual Book Award · Friends of the Library Award, University of California at Irvine

Island of the Blue Dolphins

The River

American Psycho

Hatchet Leveled Comprehension Questions

Guts

*Living in a "perfect" world without social ills, a boy approaches the time when he will receive a life assignment from the Elders, but his selection leads him to a mysterious man known as the Giver, who reveals the dark secrets behind the utopian facade.*

*Only 13, John must track a deer in the Minnesota woods for his family's winter meat, and in doing so finds himself drawn to the doe he's been tracking and hating his role as hunter.*

*You ever open your locker and find that some joker has left something really weird inside? Seventh-grader Dorso Clayman opens his locker door to find a dead body. Thirty seconds later it disappears. It's not the first bizarre thing that has appeared in his locker and then vanished. Something's going on. Somebody has decided to make Dorso and his buddy Frank the target of some strange techno-practical jokes. The ultimate gamesters have hacked into the time line, and things from the past are appearing in the present. Soon, the jokes aren't funny anymore—they're dangerous. Dorso and Frank have got to beat the time hackers at their own game by breaking the code, before they get lost in the past themselves.*