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Franklin Plays the Game Kids Can Press Ltd Franklin and his friends love to play soccer, even if they never succeed in scoring a goal, but when they learn to work together, their playing improves. **Franklin Plays the Game Franklin Plays the Game Franklin Says I Love You Open Road Media** A delightful storybook in the series that inspired the Franklin and Friends TV show! In this Franklin Classic Storybook, our hero is a very lucky turtle. He has the best friends, the best little sister, the best goldfish, and, of course, the best mother. But when he discovers that his mother's birthday is coming up, he can't find the best present. After giving it some serious thought, Franklin decides to do everything for his mom. On the morning of her birthday he takes her breakfast in bed, makes a brooch, draws a picture, and cuts fresh flowers from the garden! And then Franklin gives his mom a great big hug and says, "I love you"—which is, of course, the best gift of all. **Franklin Juega al Futbol Turtleback** Franklin loves to play soccer and with practice he and his teammates learn how to have fun even if they do not win. Full color. **Finders Keepers for Franklin Kids Can Press Ltd** Franklin finds a camera in the park, and uses its film to take pictures of his friends, but then he thinks he should try to find its owner. **Franklin Plays Hockey Scholastic Paperbacks** When Skunk plays poorly in the neighborhood hockey game, Franklin regrets inviting her to play with his team, but realizing he wasn't so great at first either, Franklin sees that Skunk will improve with time and practice. **Three Classic Franklin Stories Volume Three Franklin Is Bossy, Franklin Plays the Game, and Franklin Is Messy Open Road Media** Three classic storybooks starring Franklin the turtle from the series that inspired the beloved TV show!

Franklin Is Bossy Franklin has lots of friends and one best friend named Bear. They play tag, hopscotch, and ball. But Franklin always wants to pick the game and make the rules. No one wants to play with him—he's too bossy! In this Classic Franklin Storybook, Franklin learns he can't always have his own way. Franklin Plays the Game Franklin loves soccer. Sometimes he even takes his soccer ball to bed with him and dreams about scoring goals. He wants to be the best player on the team. The only problem is the ball it never goes where he wants it to when he kicks it! But he's going to practice and practice in the hopes of getting better. Franklin Is Messy In this Franklin Classic Storybook, our hero can count forwards and backwards. He can zip zippers and button buttons. He can slide down a riverbank by himself. He can even sleep alone in his small, dark shell. But Franklin is so messy that he can hardly ever find his things!

Hurry Up, Franklin Kids Can Press Ltd Even though he is very slow and has many distractions on the way, Franklin the turtle manages to get to Bear's house just in time for a special event. **Franklin and the Tooth Fairy Kids Can Press Ltd** Franklin's friends are losing their teeth, but Franklin doesn't have any teeth to lose. Will the tooth fairy visit Franklin anyway? **Three Classic Franklin Stories Volume Six Franklin's Baby Sister; Franklin's Class Trip; and Hurry Up, Franklin Open Road Media**

Franklin's Baby Sister In this Franklin Classic Storybook, our hero is thrilled to learn he'll be a big brother in the spring. He can hardly wait for the new baby, but spring seems a long time away. Franklin does everything he can to make spring come, but nothing happens. Even the seed he planted at school doesn't look like it will ever become a plant. Then, one day, spring finally appears and something very special arrives ... something little and green and absolutely wonderful! Franklin's Class Trip In this Franklin Classic Storybook, Franklin is excited about his class trip to the museum. Just before they go inside, Beaver tells him that they'll see real dinosaurs. At first Franklin is worried, but he has so much fun seeing and doing other things in the museum that he almost forgets about the dinosaurs—until he comes face-to-face with a tyrannosaurus! Hurry Up, Franklin In this Franklin Classic Storybook, Franklin sets off to Bear's house for a birthday party, but it's far from a straightforward journey. Like most preschoolers, Franklin is a dawdler, slow even for a turtle. The trip becomes an opportunity to play leapfrog with Rabbit, slip and slide in the mud with Otter, and maybe even play hide-and-seek with Fox. But just in time, Franklin remembers that he mustn't be late for Bear's special day. **Franklin Is Bossy Turtleback Books** When Franklin keeps picking the games without listening to his friends' suggestions, they decide to play without him **Bat's Big Game Albert Whitman & Company** The Animals and Birds are getting ready for the big game. Bat wants to WIN. The Animals look strong and fast, so Bat picks that side. But when the Animals fall behind, Bat switches to the Bird team—doesn't a bat have wings? Maybe the Birds will win! **Franklin Is Messy Kids Can Press Ltd** Franklin's bedroom is so messy he cannot find his homemade toy sword so he can play knights in armor with his friends. **Franklin Goes to School Kids Can Press** With his new pencil case packed with a ruler, eraser and 12 colored pencils, Franklin is ready for his first day of school --- until it's time to board the bus. In this Franklin Classic Storybook, Franklin faces the excitement and fear of starting school. **Franklin Has a Sleepover Open Road Media** In this Franklin Classic Storybook, Franklin can't wait for his best friend Bear to come over for their

first sleepover. However, when it's time for bed, Bear begins to miss his own room—until Franklin comes up with an idea to make Bear feel more comfortable. This fixed-layout ebook, which preserves the design and layout of the original print book, features read-along narration by the author as well as music and sound effects. **Franklin's School Play Kids Can Press Ltd** In this Franklin Classic Storybook, our hero deals with stage fright! **The Adventures of Franklin and Friends A Collection of 8 Stories Kids Can Press Ltd** Collects eight stories about Franklin the turtle, including "Franklin in the Stars," in which Franklin's Aunt T. comes to babysit for him and his sister and teaches them about the planets and the stars. **Franklin plays the game (Hindi). Angelic Music The Story of Ben Franklin's Glass Armonica Simon and Schuster** "A jewel of musical history-- the story of Ben Franklin's favorite invention, the glass armonica-- including the composers who wrote for it (Mozart, Beethoven, Handel, among others); Dr. Mesmer who used it to hypnotize; Marie Antoinette and the women who popularized it; its decline and recent comeback"--Amazon.com. **Franklin Rides a Bike Kids Can Press Ltd** The last of his friends who still need training wheels for his bicycle, Franklin becomes increasingly discouraged as he continues to fall down, but then he gets an idea from Porcupine that will help him. **Franklin's Bad Day Paw Prints** When Franklin wakes up grumpy, his father discovers that Otter has moved away and that nothing seems right to Franklin without her, and after his father comforts him, Franklin decides to mail a special present to his friend. Original. **Reading with Franklin Gr. 1-3 On The Mark Press Liesmith Book 1 of The Wyrd Hydra** "In this wildly entertaining debut novel, Australian author Franklin has kicked off what's sure to be a popular series. Fractured, funny, and fast-paced, this book is guaranteed to resonate with fans of mythopoeic fantasy from the likes of J.R.R. Tolkien, George R. R. Martin, and Neil Gaiman."—Library Journal At the intersection of the magical and the mundane, Alis Franklin's thrilling debut novel reimagines mythology for a modern world—where gods and mortals walk side by side. Working in low-level IT support for a company that's the toast of the tech world, Sigmund Sussman finds himself content, if not particularly inspired. As compensation for telling people to restart their computer a few times a day, Sigmund earns enough disposable income to gorge on comics and has plenty of free time to devote to his gaming group. Then in walks the new guy with the unpronounceable last name who immediately becomes IT's most popular team member. Lain Laufeyjarson is charming and good-looking, with a story for any occasion; shy, awkward Sigmund is none of those things, which is why he finds it odd when Lain flirts with him. But Lain seems cool, even if he's a little different—though Sigmund never suspects just how different he could be. After all, who would expect a Norse god to be doing server reboots? As Sigmund gets to know his mysterious new boyfriend, fate—in the form of an ancient force known as the Wyrd—begins to reveal the threads that weave their lives together. Sigmund doesn't have the first clue where this adventure will take him, but as Lain says, only fools mess with the Wyrd. Why? Because the Wyrd messes back. Praise for Liesmith "A very entertaining yet touching read."—Popcorn Reads "A fabulous start to a new series."—The Blogger Girls "Cinematic with page-turning action sequences."—Blogger's Bookshelf "Liesmith is a delightful, refreshing story with some unlikely characters and a plot filled with mythology and adventure that will keep you guessing."—Bookwinked

“Exciting and filled with danger . . . Fans of mythology will enjoy this urban fantasy story.”—Inside of a Dog **Franklin's Blanket Kids Can Press Ltd** Follows the experiences of Franklin the turtle, who loses a beloved blanket without which he has never been able to sleep. **Franklin is Lost Kids Can Press Ltd** Franklin wanders off while playing hide and seek with his friends. **Levels of the Game Farrar, Straus and Giroux** This account of a tennis match played by Arthur Ashe against Clark Graebner at Forest Hills in 1968 begins with the ball rising into the air for the initial serve and ends with the final point. McPhee provides a brilliant, stroke-by-stroke description while examining the backgrounds and attitudes which have molded the players' games. **Franklin and Harriet Open Road Media** In this Franklin Classic Storybook, Franklin likes being a big brother . . . most of the time. But when his little sister, Harriet, wants to play with his favorite stuffed animal, Franklin doesn't want to share. As they tug at the toy, something terrible happens. It rips! Franklin's mother fixes it, but he remains angry and hides the toy in his closet. Then Franklin discovers it's not the toy that makes Harriet happy—it's her big brother who brings a smile to her face. Franklin decides that maybe sharing isn't so bad after all. This fixed-layout ebook, which preserves the design and layout of the original print book, features read-along narration by the author as well as music and sound effects. **Franklin Goes to the Hospital Kids Can Press Ltd** When Franklin is hurt in a soccer game, his doctor sends him to the hospital to have the crack in his shell repaired. **Franklin's Class Trip Kids Can Press Ltd** Franklin's trip to the museum starts out scary, until he stares into the jaws of a tyrannosaurus and realizes that the dinosaurs are not alive. **Franklin Goes to Day Camp A Story and Activity Book Cartwheel Books** Franklin the turtle is going to day camp and isn't sure if he will like it. By the end of the week he is thinking about coming back next year. Includes several puzzles and activities for the reader. **Ready Player Two A Novel Ballantine Books** #1 NEW YORK TIMES BESTSELLER • The thrilling sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST • “The game is on again. . . . A great mix of exciting fantasy and threatening fact.”—The Wall Street Journal AN UNEXPECTED QUEST. TWO WORLDS AT STAKE. ARE YOU READY? Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous—and addictive—than even Wade dreamed possible. With it comes a new riddle, and a new quest—a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again. **The Mulligan A Parable of Second Chances Participant's Guide, Six Sessions Harper Collins** The Mulligan Participant's Guide is designed for use with The Mulligan six-session DVD group study. Golf pro Wally Armstrong and author Ken Blanchard walk you through

time-tested steps for improving your golf game and your life. Told through the eyes of Paul McAllister, the Ivy League--educated founder of a multimillion dollar business, this inspiring story about relationships, forgiveness, and priorities is the shot of grace Christians have been looking for. Golf's gracious do-over, a mulligan is the beginning of Paul's own second chance. Guided by the wisdom and advice of an old pro, Paul learns about priorities, self-confidence, and playing a good game both on and off the course. For anyone who ever wanted a second chance, in the grip of golf pro Wally Armstrong and Ken Blanchard, author of the bestselling *The One Minute Manager*, *The Mulligan* becomes a life-changing principle. **I Am David Houghton Mifflin Harcourt** Having escaped from the eastern European concentration camp where he has spent most of his life, twelve-year-old David struggles to cope with an entirely strange world as he flees northward to freedom in Denmark. Originally published as *North to Freedom*. An ALA Notable Book. **Simultaneous. Teaching with Favorite Franklin Books Creative, Skill-Building Activities for Exploring the Themes in These Popular Books Scholastic Inc.** Activity-packed resource uses 12 popular Franklin books to explore topics of real importance to kids, such as starting school, making new friends and handling emotions. Includes a profile of Franklin author Paulette Bourgeois, reproducibles and related literature links. **Franklin's Baby Sister Open Road Media** In this Franklin Classic Storybook, our hero is thrilled to learn he'll be a big brother in the spring. He can hardly wait for the new baby, but spring seems a long time away. Franklin does everything he can to make spring come, but nothing happens. Even the seed he planted at school doesn't look like it will ever become a plant. Then, one day, spring finally appears and something very special arrives ... something little and green and absolutely wonderful! This fixed-layout ebook, which preserves the design and layout of the original print book, features read-along narration by the author as well as music and sound effects. **Twelve Mighty Orphans The Inspiring True Story of the Mighty Mites Who Ruled Texas Football Macmillan** Jim Dent, author of the New York Times bestselling *The Junction Boys*, returns with his most powerful story of human courage and determination. More than a century ago, a school was constructed in Fort Worth, Texas, for the purpose of housing and educating the orphans of Texas Freemasons. It was a humble project that for years existed quietly on a hillside east of town. Life at the Masonic Home was about to change, though, with the arrival of a lean, bespectacled coach by the name of Rusty Russell. Here was a man who could bring rain in the midst of a drought. Here was a man who, in virtually no time at all, brought the orphans' story into the homes of millions of Americans. In the 1930s and 1940s, there was nothing bigger in Texas high school football than the Masonic Home Mighty Mites—a group of orphans bound together by hardship and death. These youngsters, in spite of being outweighed by at least thirty pounds per man, were the toughest football team around. They began with nothing—not even a football—yet in a few years were playing for the state championship on the highest level of Texas football. This is a winning tribute to a courageous band of underdogs from a time when America desperately needed fresh hope and big dreams. The Mighty Mites remain a notable moment in the long history of American sports. Just as significant is the depth of the inspirational message. This is a profound lesson in fighting back and clinging to faith. The real winners in Texas high school football were not the kids from

the biggest schools, or the ones wearing the most expensive uniforms. They were the scrawny kids from a tiny orphanage who wore scarred helmets and faded jerseys that did not match, kids coached by a devoted man who lived on peanuts and drove them around in a smoke-belching old truck. In writing a story of unforgettable characters and great football, Jim Dent has come forward to reclaim his place as one of the top sports authors in America today. A remarkable and inspirational story of an orphanage and the man who created one of the greatest football teams Texas has ever known . . . this is their story—the original Friday Night Lights. "This just might be the best sports book ever written. Jim Dent has crafted a story that will go down as one of the most artistic, one of the most unforgettable, and one of the most inspirational ever. Twelve Mighty Orphans will challenge Hoosiers as the feel-good sports story of our lifetime. Naturally, being from Texas, I am biased. Hooray for the Mighty Mites." —Verne Lundquist, CBS Sports "Coach Rusty Russell and the Mighty Mites will steal your heart as they overcome every obstacle imaginable to become a respected football team. Take an orphanage, the Depression, and mix it with Texas high school football, and Jim Dent has authored another winner, this one about the ultimate underdog." —Brent Musburger, ABC Sports/ESPN "No state has a roll call of legendary high school football stories like we do in Texas, and, admittedly, some of those stories have been 'expanded' over the years when it comes to the truth. But let Jim Dent tell you about the Mighty Mites of Masonic Home, the pride of Fort Worth in the dark days of the Depression. Read this book. You will think it's fiction. You will think it's a Hollywood script. But Twelve Mighty Orphans is the truth, and nothing but. It is powerful stuff. Some eighty years later, the Mighty Mites' story remains so sacred, not even a Texan would dare tamper with these facts. And Jim Dent tells it like it was." —Randy Galloway, columnist, Fort-Worth Star Telegram

Our First Civil War Patriots and Loyalists in the American Revolution Anchor "Americans tend to forget that we have always been at war with one another—even in the beginning.... Brands tells the story of the American Revolution as it really unfolded—as a civil war between colonial patriots and those loyal to the British Crown and Parliament. Division, Brands reminds us, is as American as unity." —Jon Meacham, Pulitzer Prize-winning author of His Truth Is Marching On From best-selling historian and Pulitzer Prize finalist H. W. Brands comes a gripping, page-turning narrative of the American Revolution that shows it to be more than a fight against the British: it was also a violent battle among neighbors forced to choose sides, Loyalist or Patriot. What causes people to forsake their country and take arms against it? What prompts their neighbors, hardly distinguishable in station or success, to defend that country against the rebels? That is the question H. W. Brands answers in his powerful new history of the American Revolution. George Washington and Benjamin Franklin were the unlikeliest of rebels. Washington in the 1770s stood at the apex of Virginia society. Franklin was more successful still, having risen from humble origins to world fame. John Adams might have seemed a more obvious candidate for rebellion, being of cantankerous temperament. Even so, he revered the law. Yet all three men became rebels against the British Empire that fostered their success. Others in the same circle of family and friends chose differently. William Franklin might have been expected to join his father, Benjamin, in rebellion but remained loyal to the British. So did Thomas Hutchinson, a royal governor and friend of the Franklins, and

Joseph Galloway, an early challenger to the Crown. They soon heard themselves denounced as traitors--for not having betrayed the country where they grew up. Native Americans and the enslaved were also forced to choose sides as civil war broke out around them. After the Revolution, the Patriots were cast as heroes and founding fathers while the Loyalists were relegated to bit parts best forgotten. Our First Civil War reminds us that before America could win its revolution against Britain, the Patriots had to win a bitter civil war against family, neighbors, and friends. **The Game Underlined** Every year a group of high school seniors play Assassin--except this year it's no fun--it's real. A spooky thriller that will keep you turning the pages. It's just a game. Or is it? Every year the seniors at Lincoln High play Assassin. People are placed on hush-hush teams with secret lists of targets. School is a safe zone—and you can only be eliminated if you're alone. Lia's been planning her stakeout strategy for months—whether she needs a mega drench-tank backpack or a squirt gun, she's ready. And not only does Lia finally get to play, she's paired with her longtime crush, Devon Diaz. But this year, someone is picking people off in alphabetical order, one by one. First it was Abby Ascher. Then it was Ben Barnard, then Cassidy Clarke. Now all are dead, and the school is in a state of panic. Someone Lia knows—someone they all know—is a killer.

Underlined is a line of totally addictive romance, thriller, and horror titles coming to you fast and furious each month. Enjoy everything you want to read the way you want to read it. **Franklin Wants a Pet Open Road Media** In this Franklin Classic Storybook, Franklin can count forwards and backwards. He can zip zippers and button buttons. He can slide down a riverbank by himself. He can even sleep alone in his small, dark shell. And ever since he was small, he really wanted a pet. This fixed-layout ebook, which preserves the design and layout of the original print book, features read-along narration by the author as well as music and sound effects.