

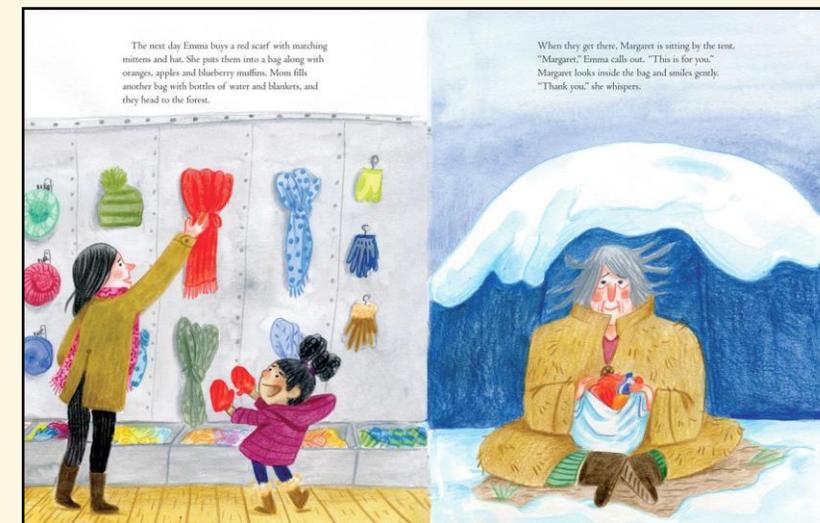
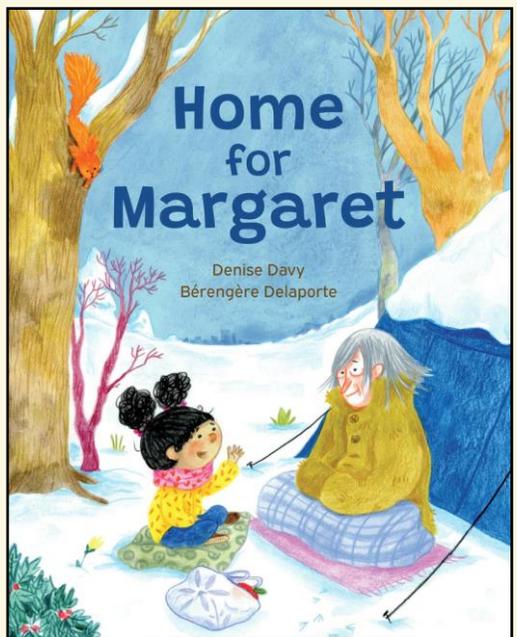
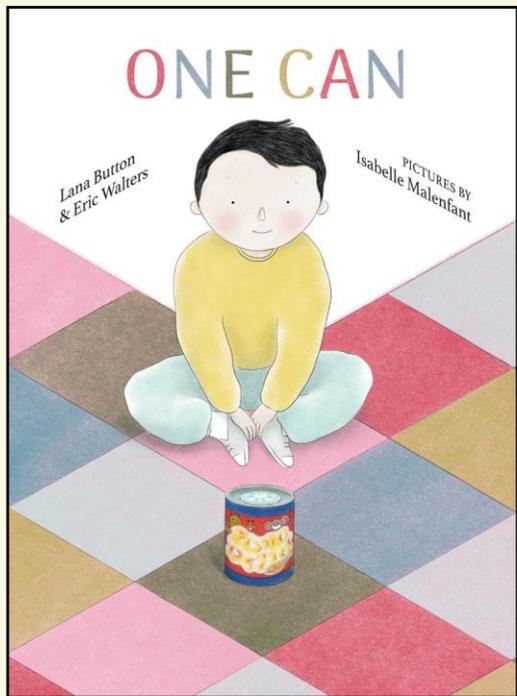
WHAT'S NEW IN
BOOKS?
K-5 EDITION

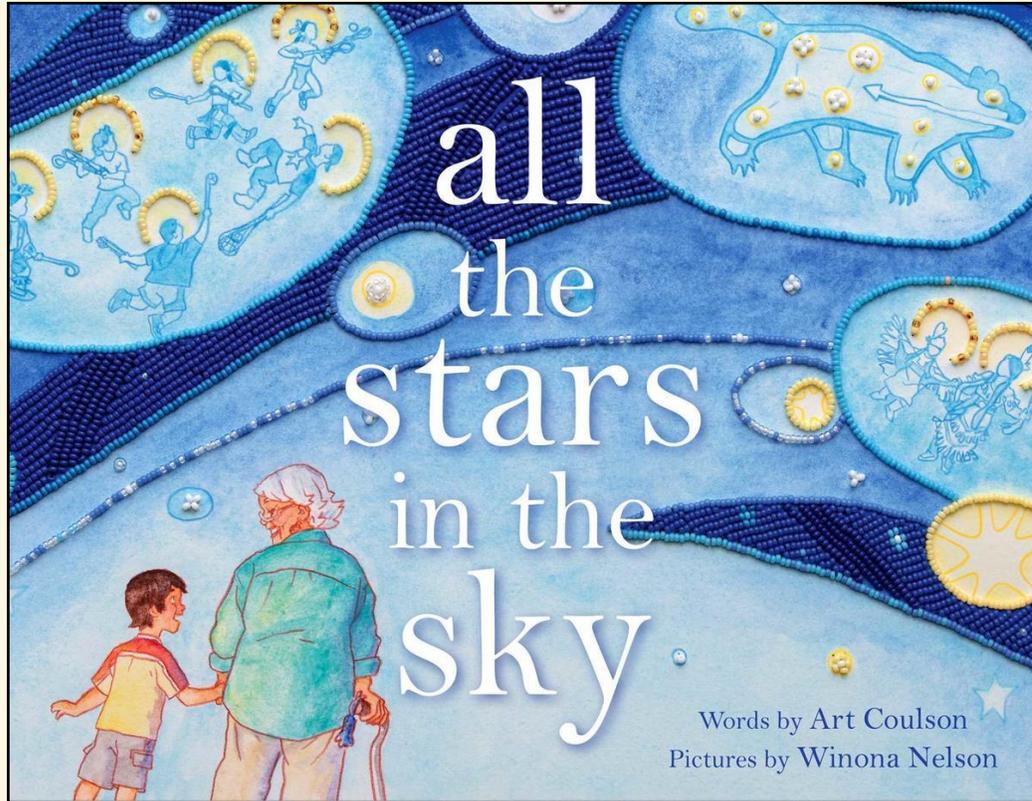
With your ULeithbridge Bookstore Friends,
Kari Tanaka and Becky Colbeck

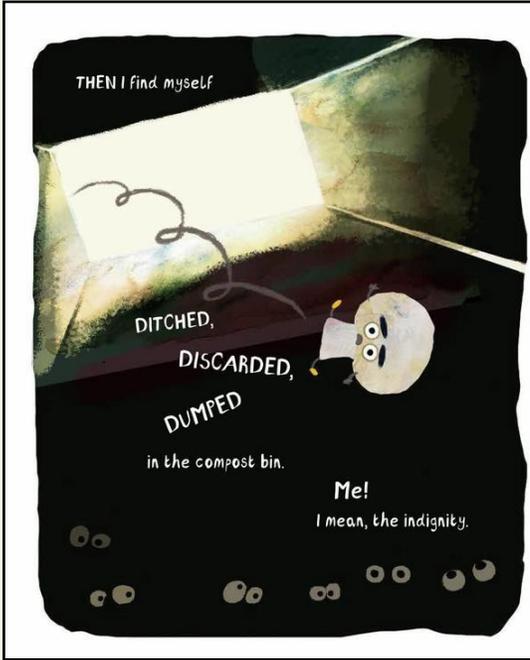
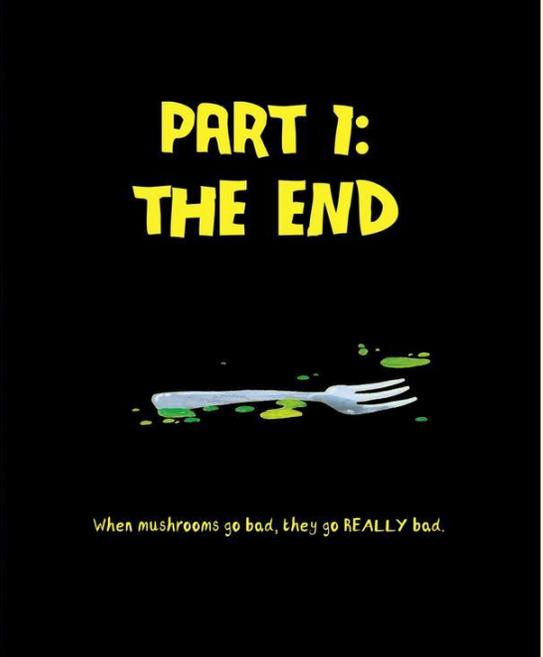
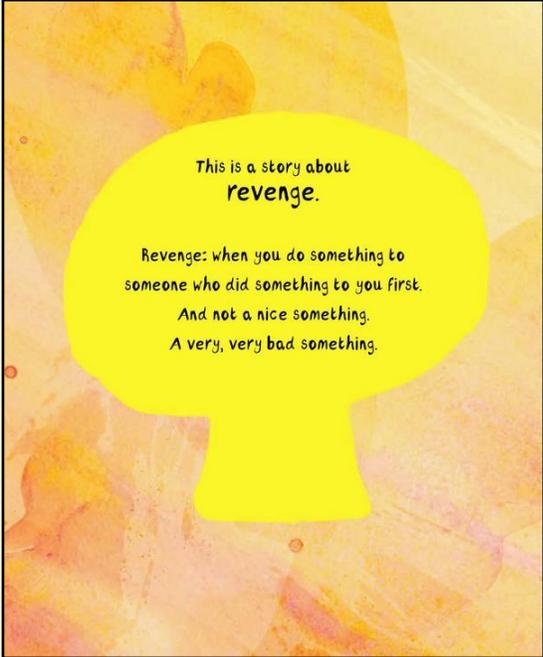
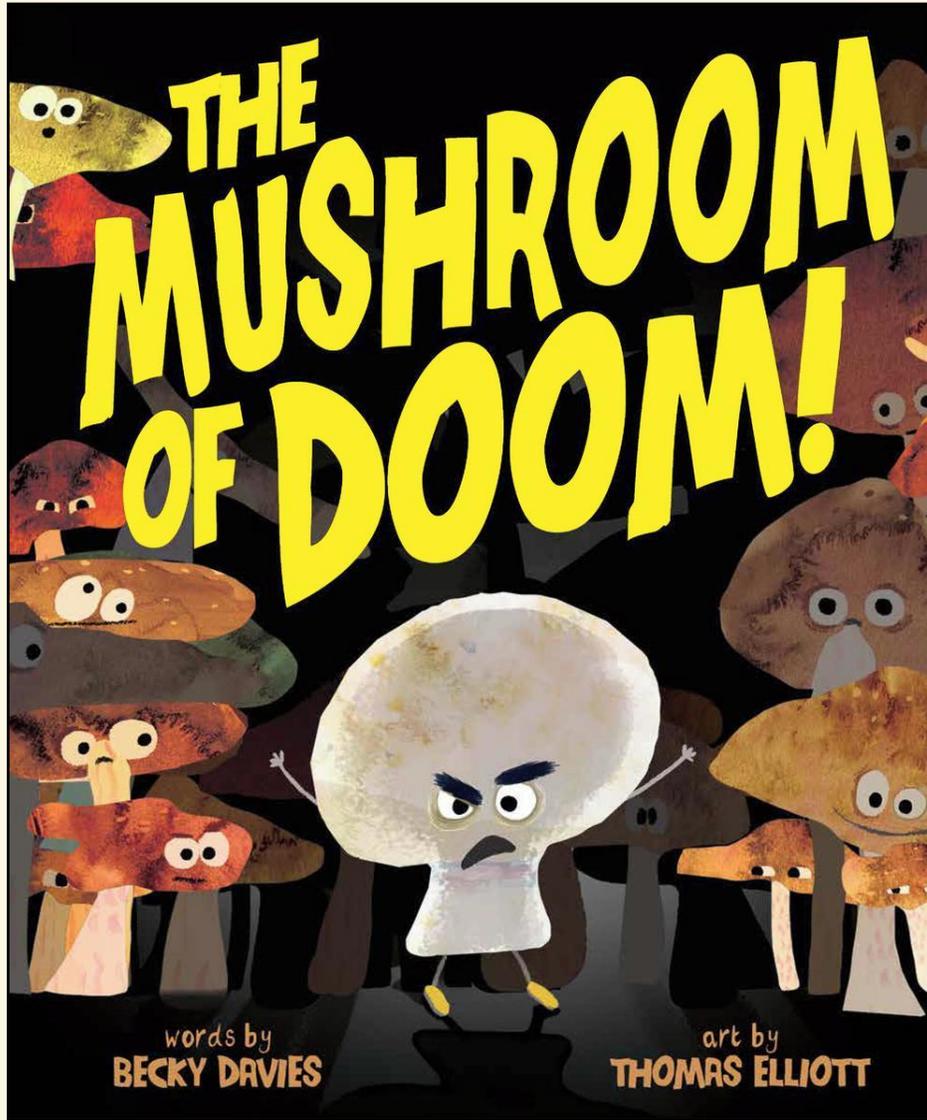




PICTURE BOOKS







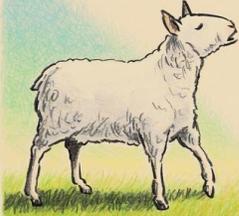
ZIP ZAP Wickety Wack



A STORY ABOUT SHARING

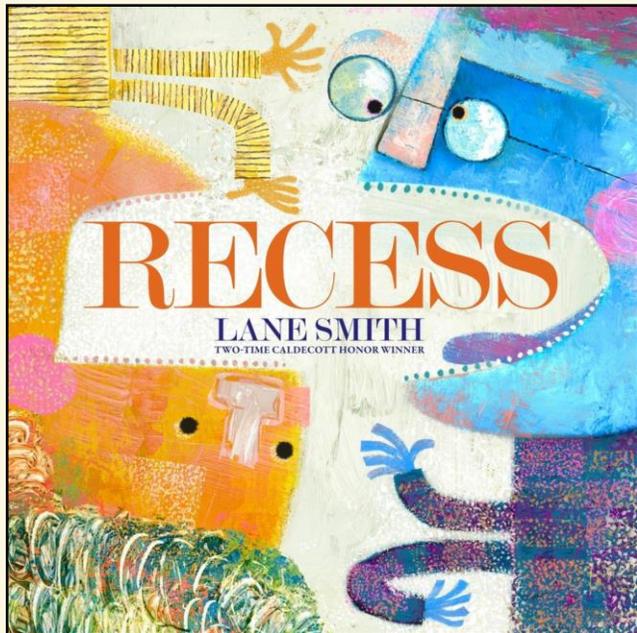
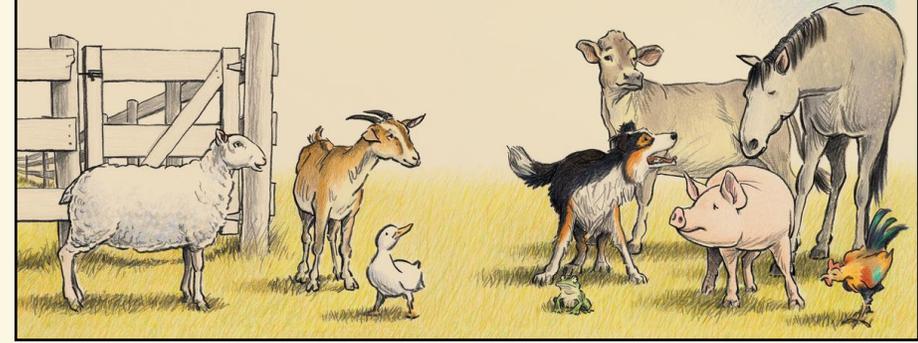
Written and Illustrated by Matthew Diffie

“Zip Zap Wickety Wack
Bing Bang Walla Balla
Flip Flap Yackety Yack
Wing Ding Dilly!”



“No one says that, right?”

“Um, excuse me.”



But what if recess is still a long time from now?
I mean, you all look like you could use a recess *this* minute.

What do you say?
Here?
Now?
Okay!
Excited to play tic-tac-toe?

Just kidding.

Ready . . . set . . .

RECESS!

Everyone, shake your hands!

Everyone, shake your legs!

Everyone, shake your booty!

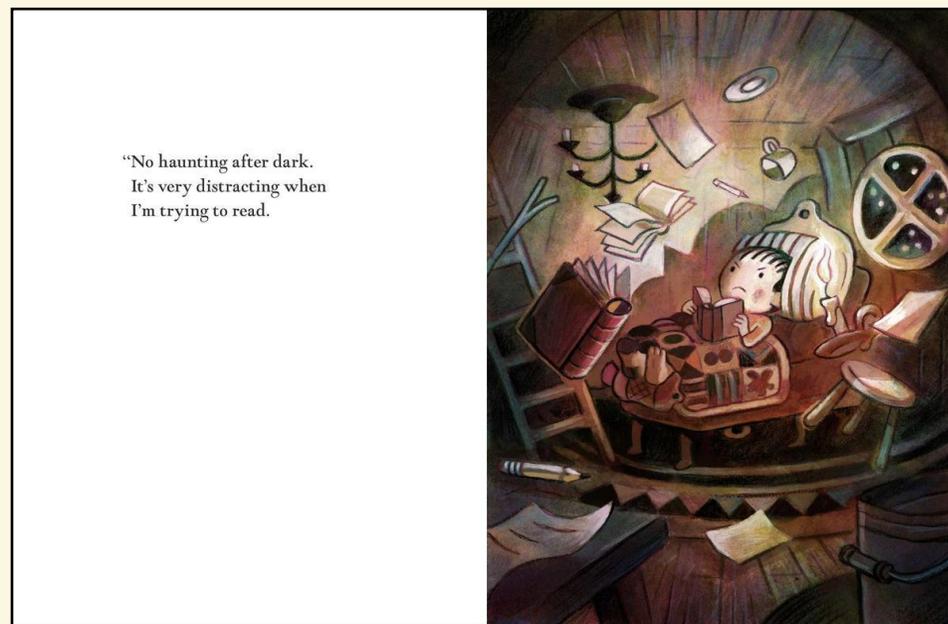
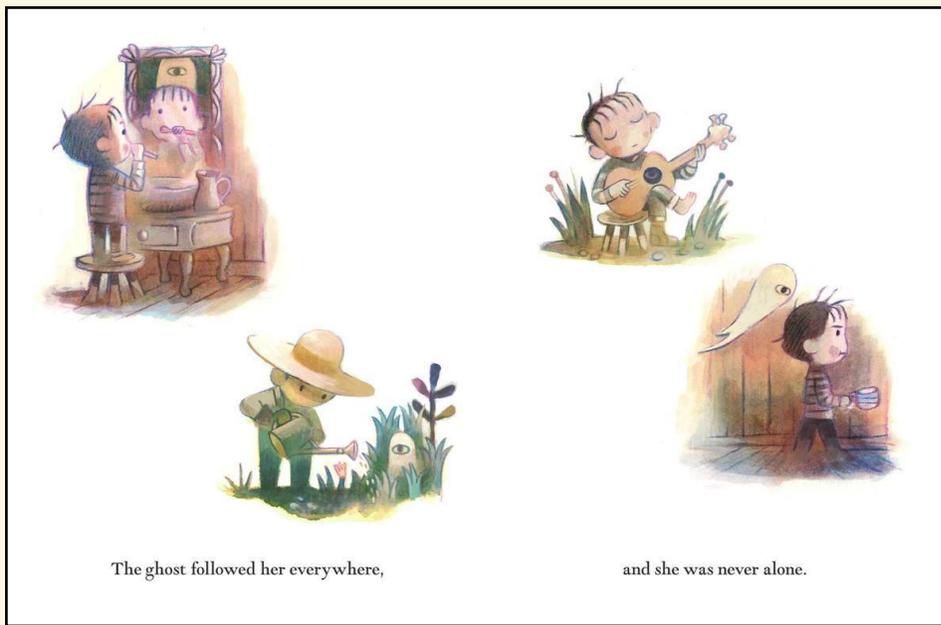
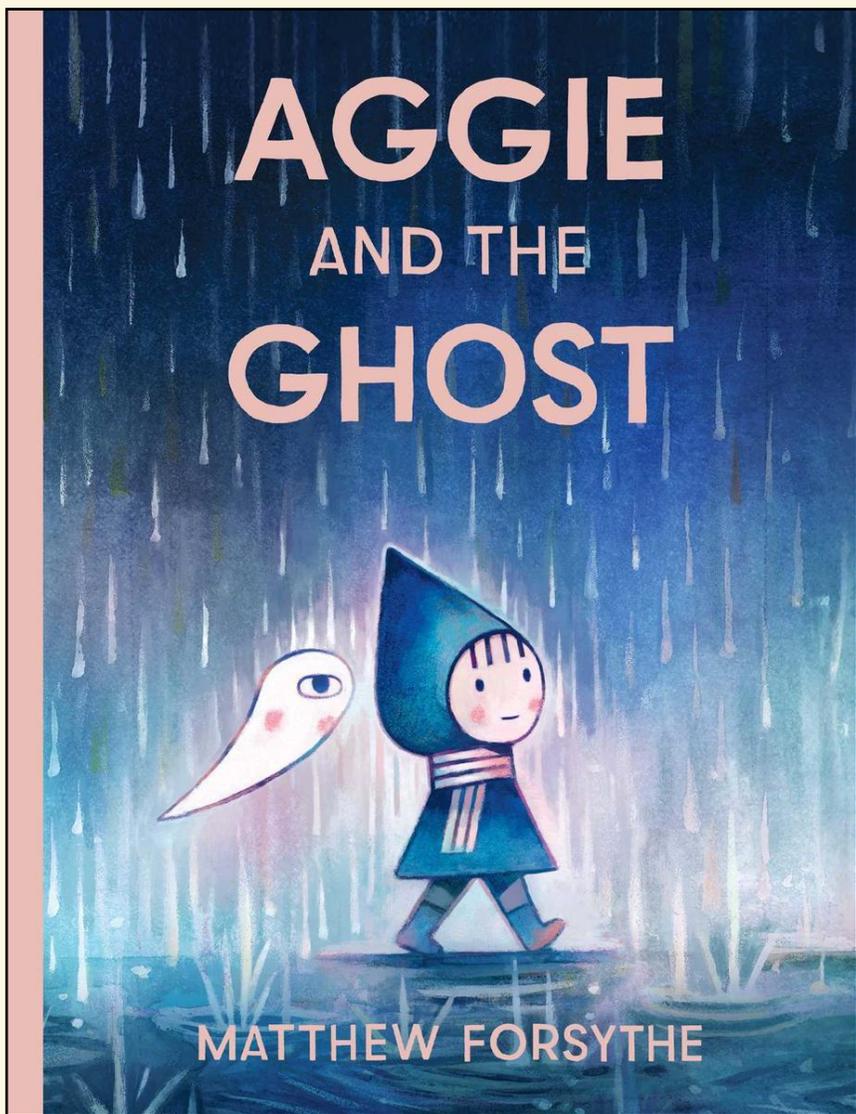
SHAKE!SHAKE!SHAKE!SHAKE!SHAKE!SHA
KE!SHAKE!SHAKE!SHAKE!SHAKE!SHAKE!SH
AKE!SHAKE!SHAKE!SHAKE!SHAKE!SHAKE!

Stop!

End of RECESS.

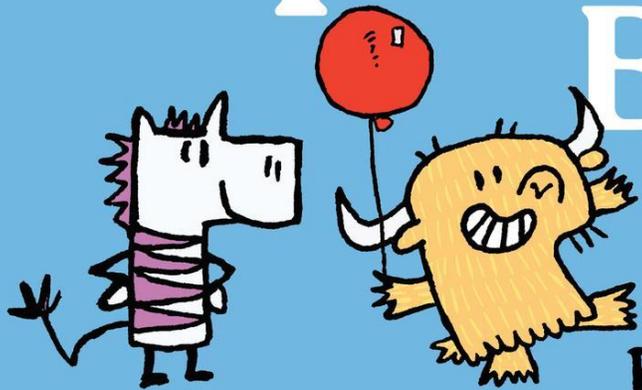
I did not think there would be that much booty shaking.





Zebra and Yak

The Backwards Alphabet Book



Paul Friedrich

Z is for Zebra



What's going on?



Did I miss my cue from Xylophone?



I didn't hear X is for Xylophone.



I'm not ready.



Y is for Yak

Hi there, Yak.



It's too soon for Y is for Yak. I haven't seen the X-ray machine.



X-ray machine? X is for Xylophone.



Sometimes X is for X-ray.

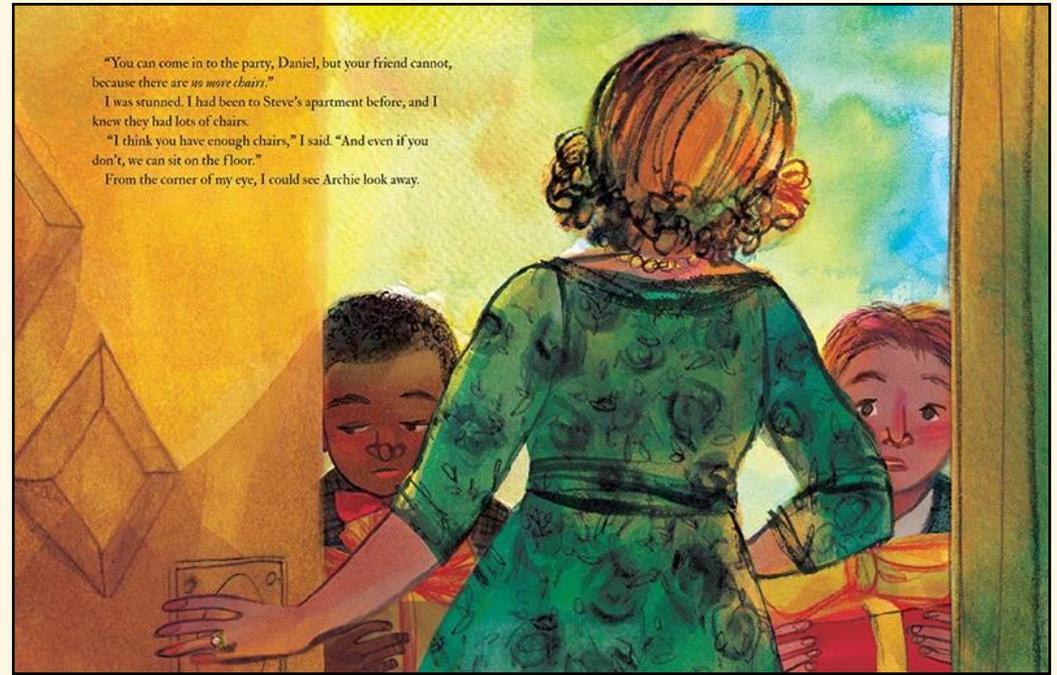
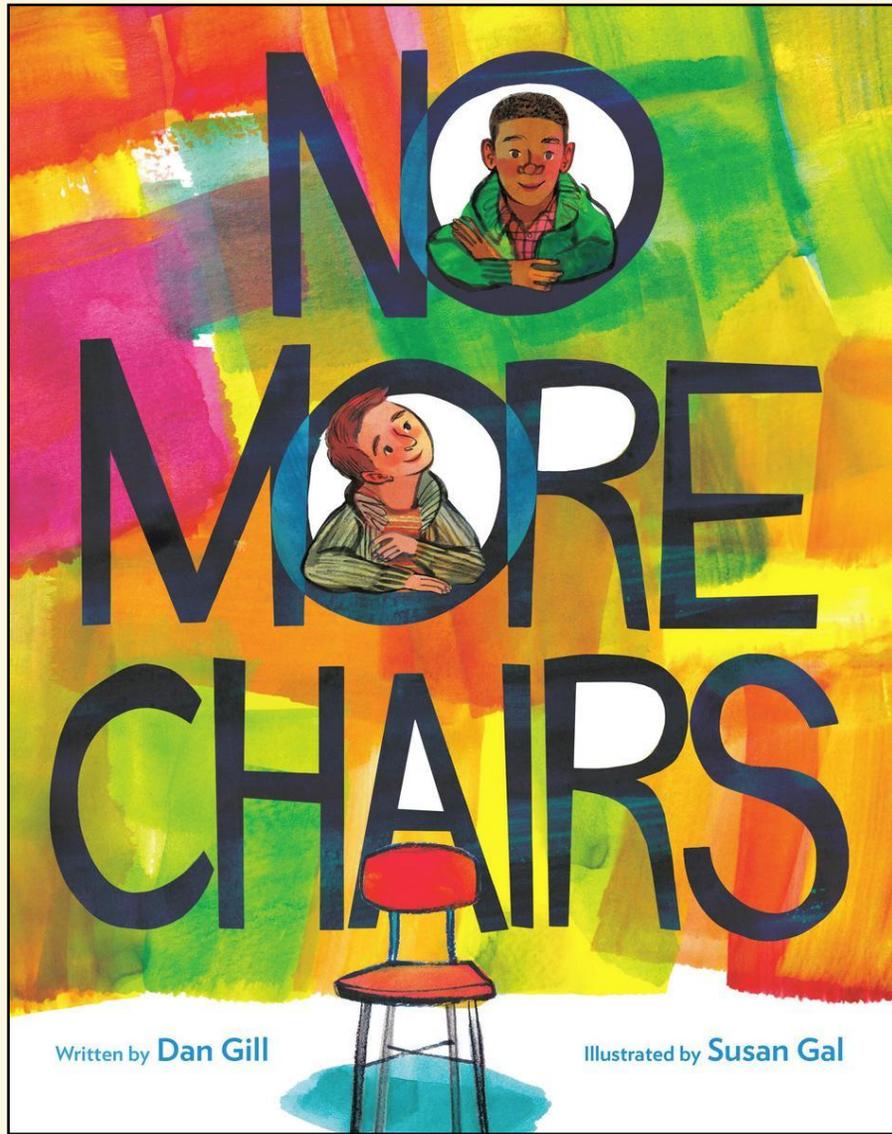


When?



Sometimes.

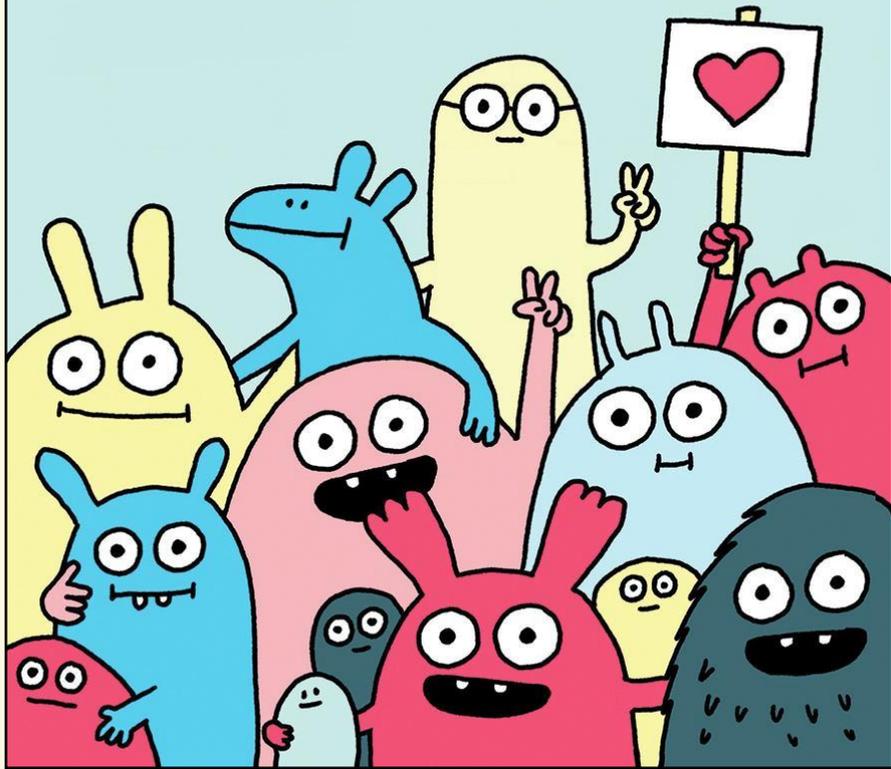




TOGETHER

A BOOK ABOUT COMMUNITY

ELISE GRAVEL



Sometimes, being surrounded
by other people feels

GREAT!

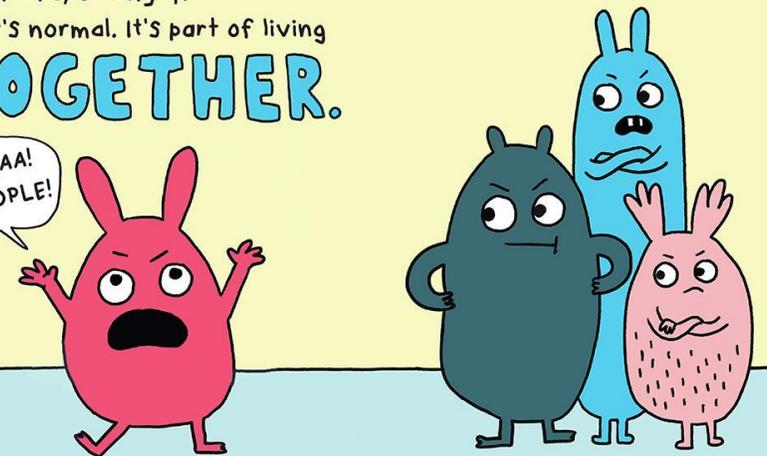


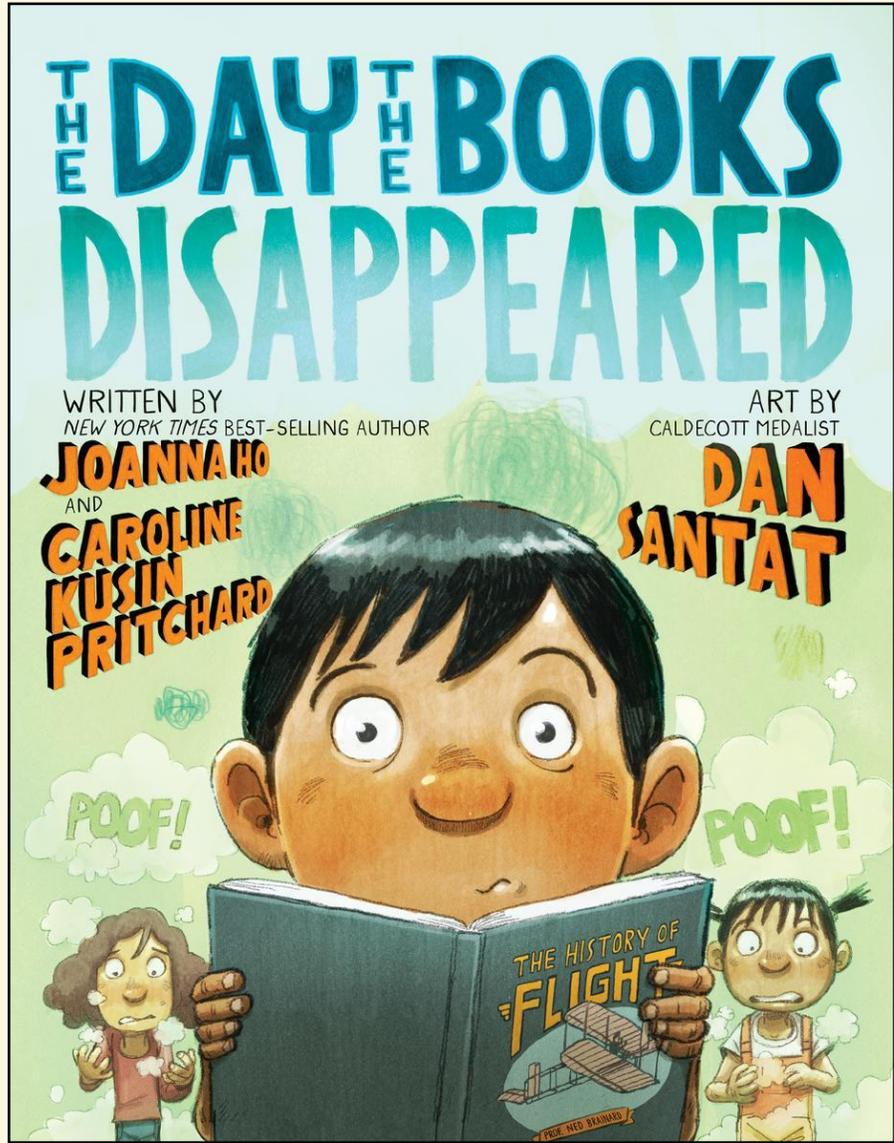
Other times, being around other
people can make us feel bad,
or unsafe, or angry.

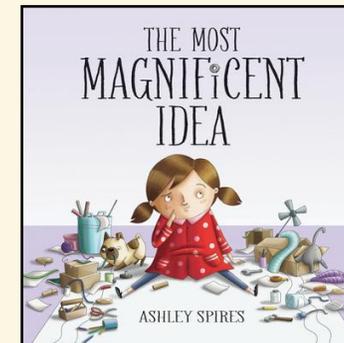
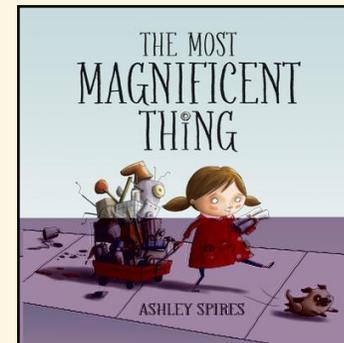
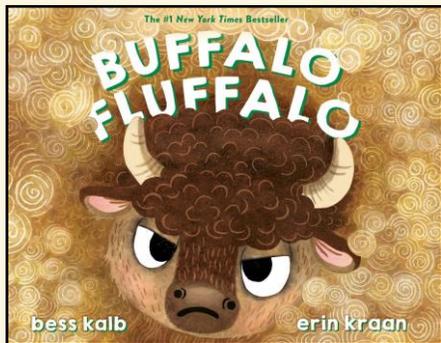
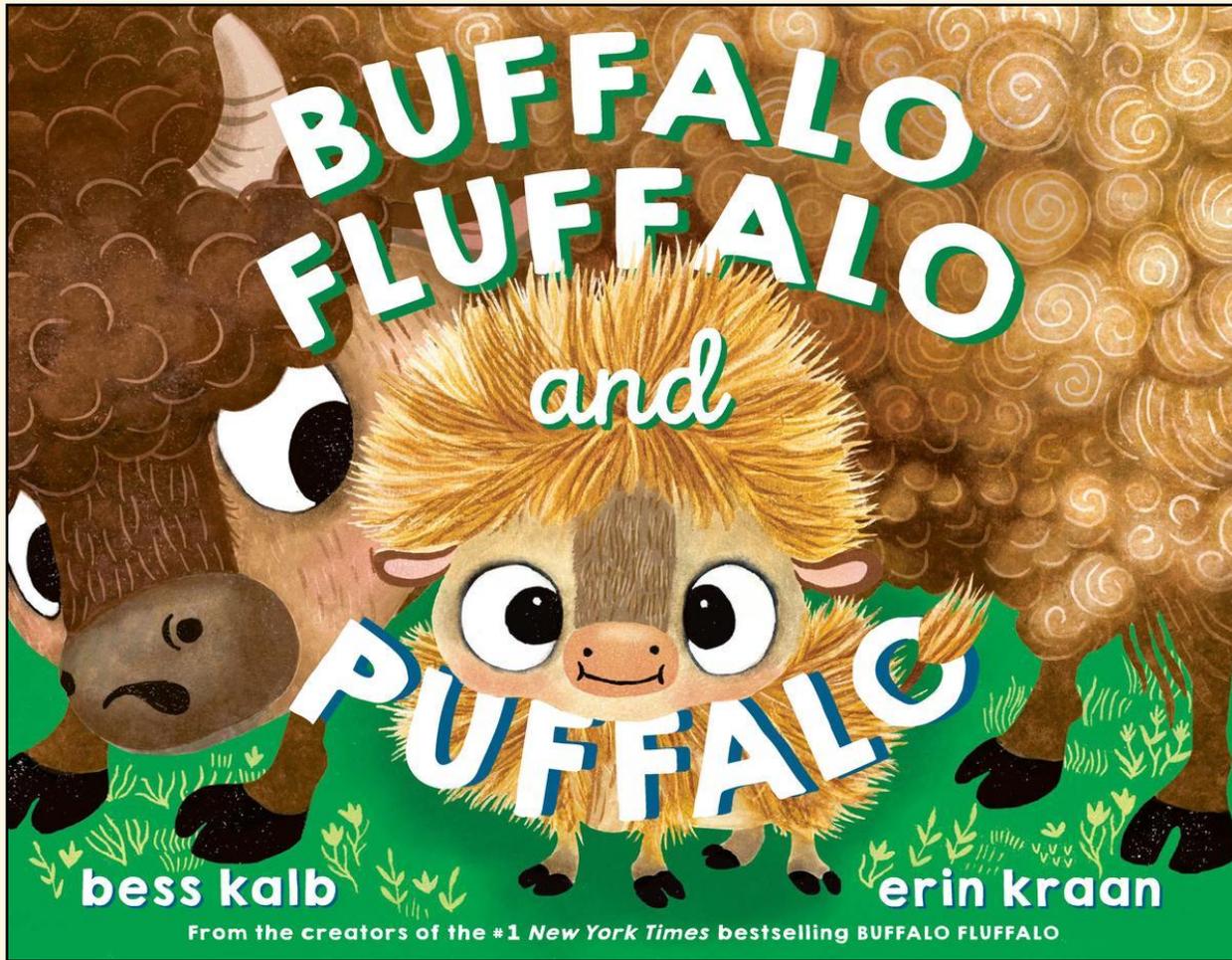
That's normal. It's part of living

TOGETHER.

RHAA!
PEOPLE!



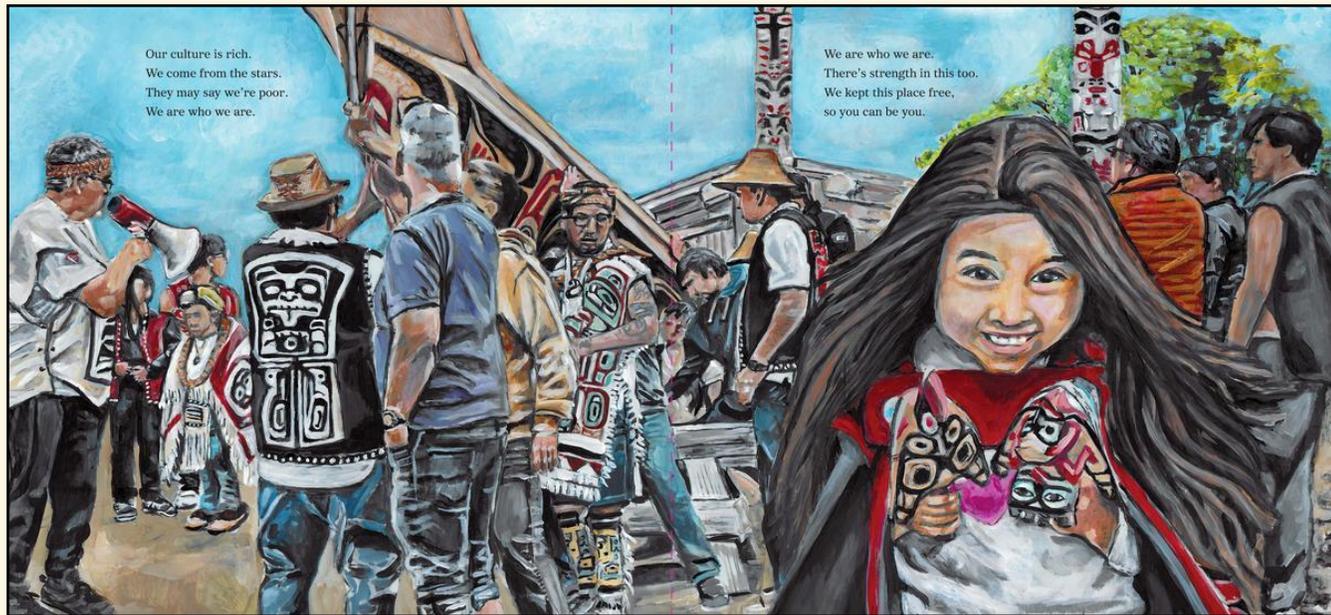
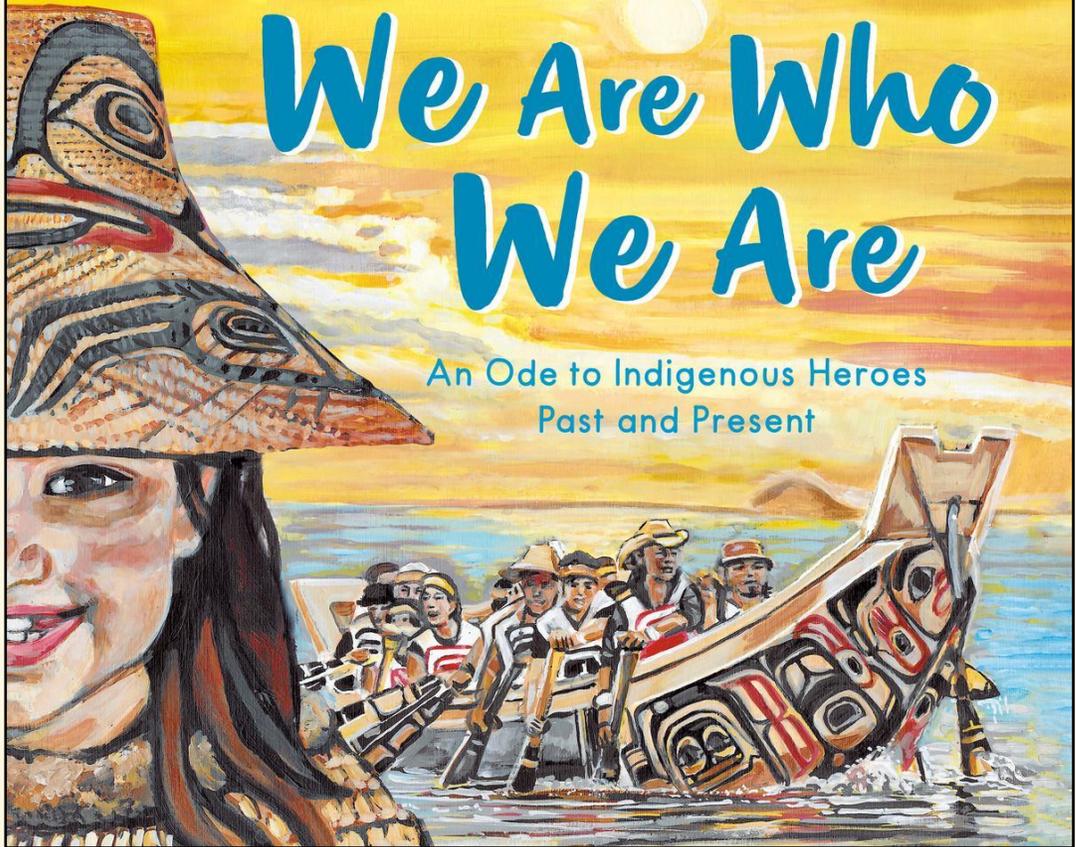




Wab Kinew Janine Gibbons

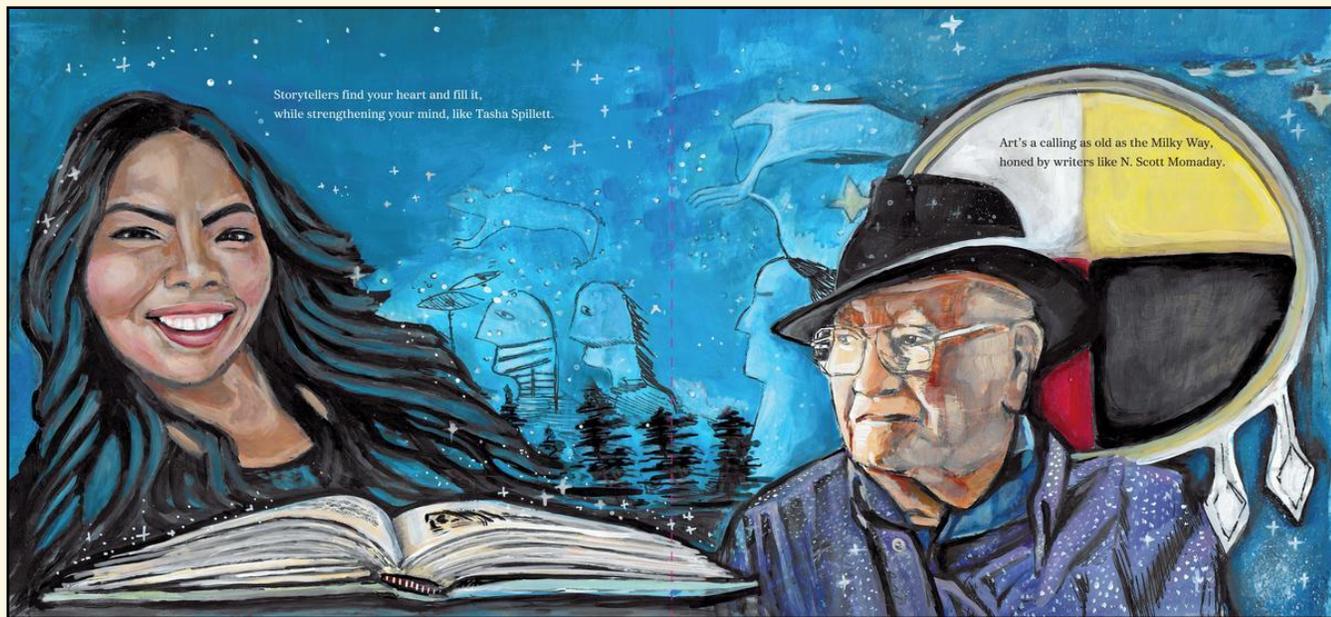
We Are Who We Are

An Ode to Indigenous Heroes
Past and Present



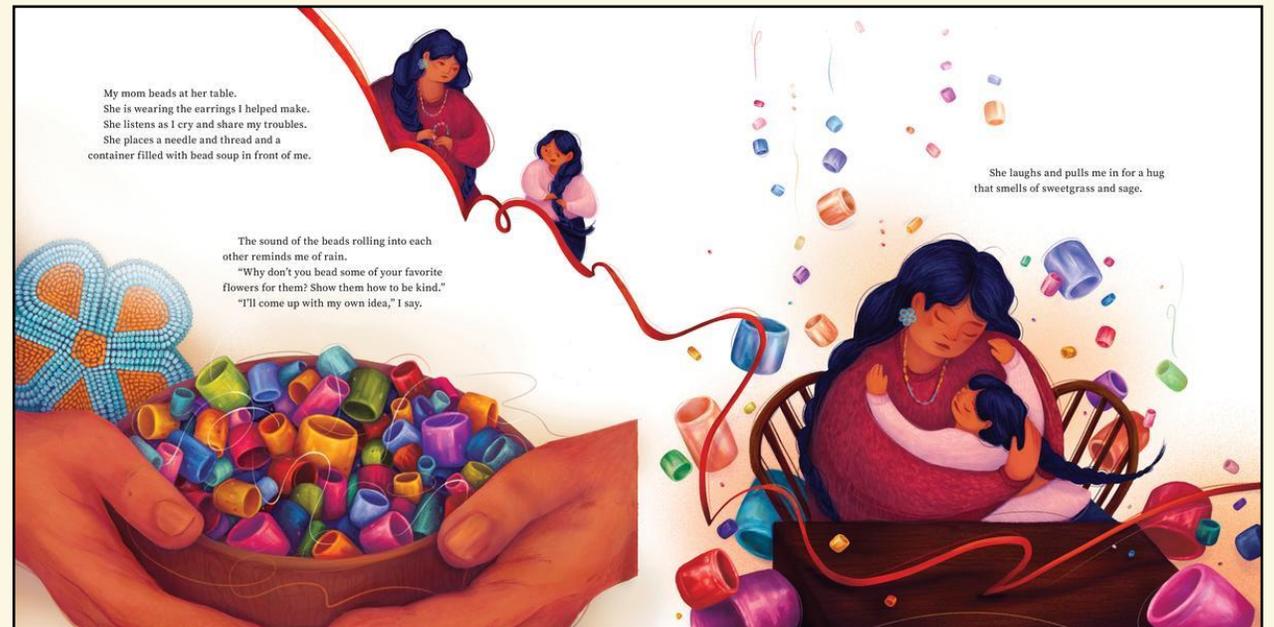
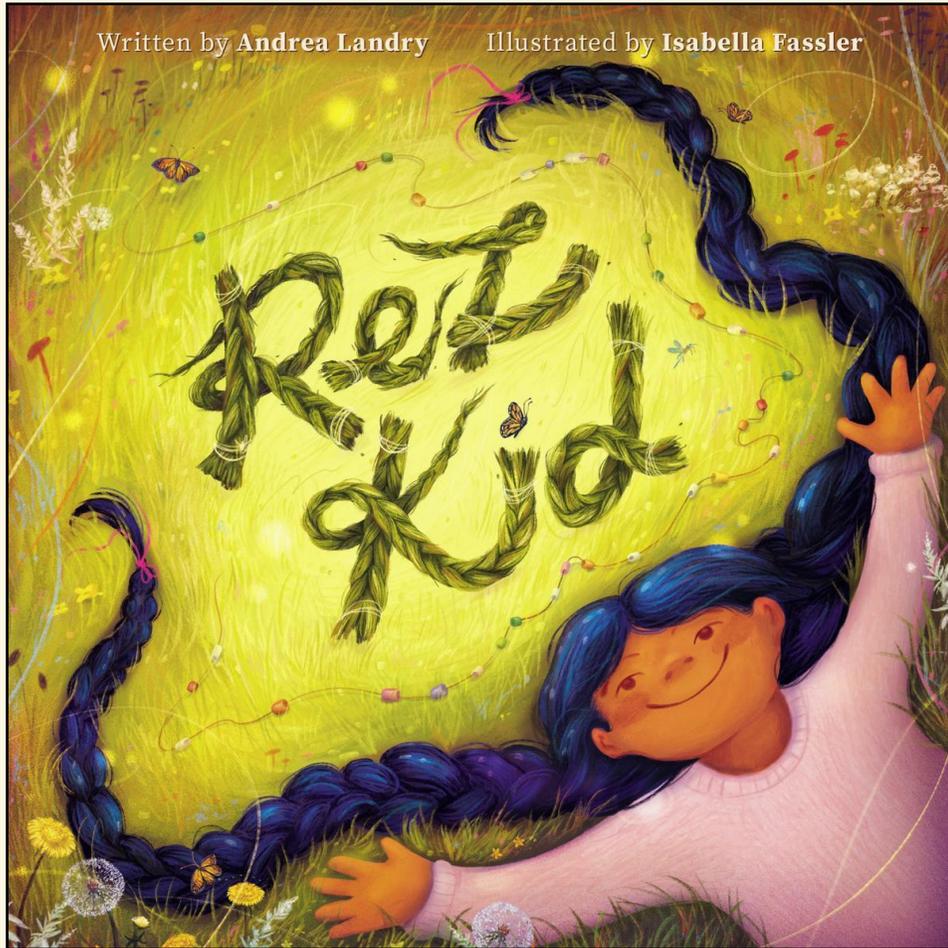
Our culture is rich.
We come from the stars.
They may say we're poor.
We are who we are.

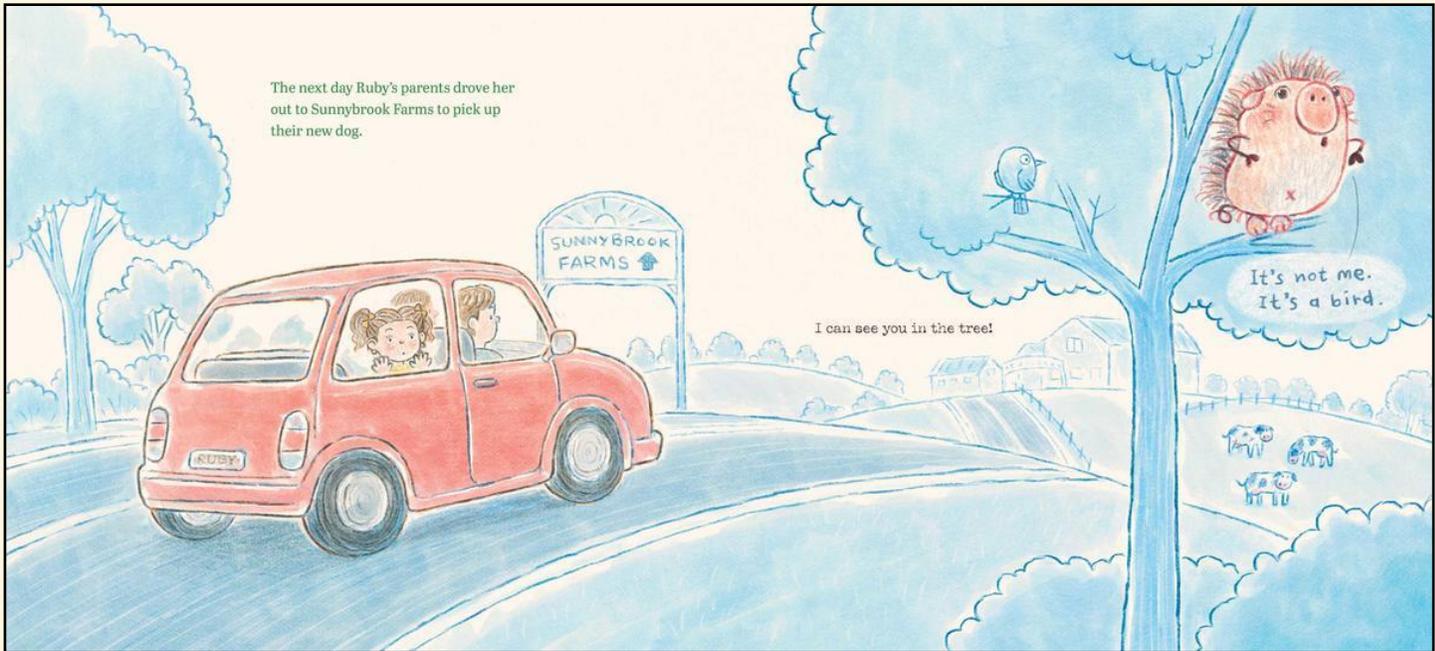
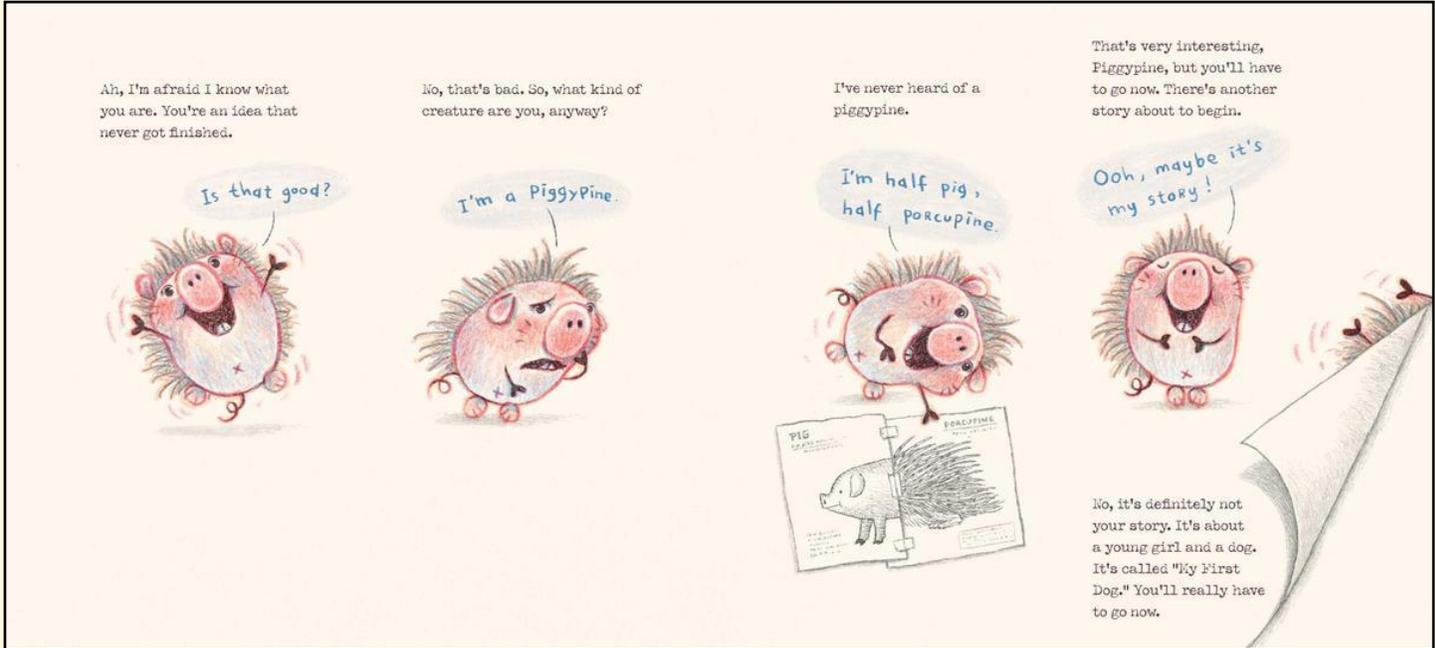
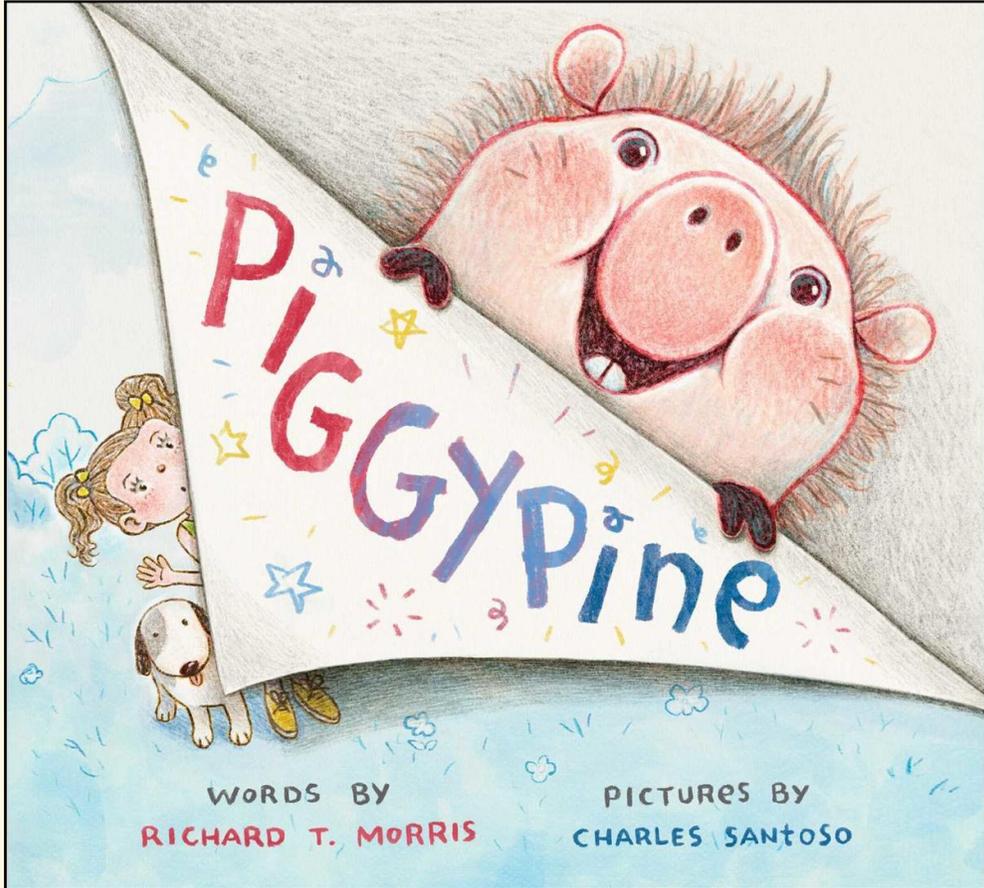
We are who we are.
There's strength in this too.
We kept this place free,
so you can be you.



Storytellers find your heart and fill it,
while strengthening your mind, like Tasha Spillett.

Art's a calling as old as the Milky Way,
honed by writers like N. Scott Momaday.

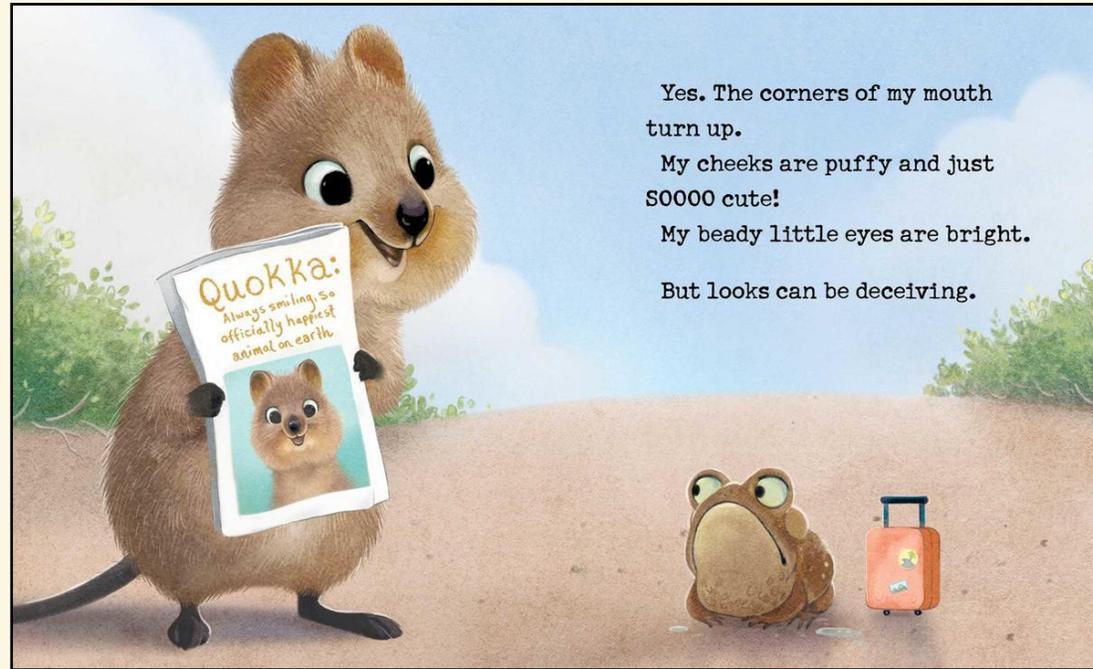




words by Caroline L. Perry

pictures by Sydney Hanson

I AM NOT HAPPY!

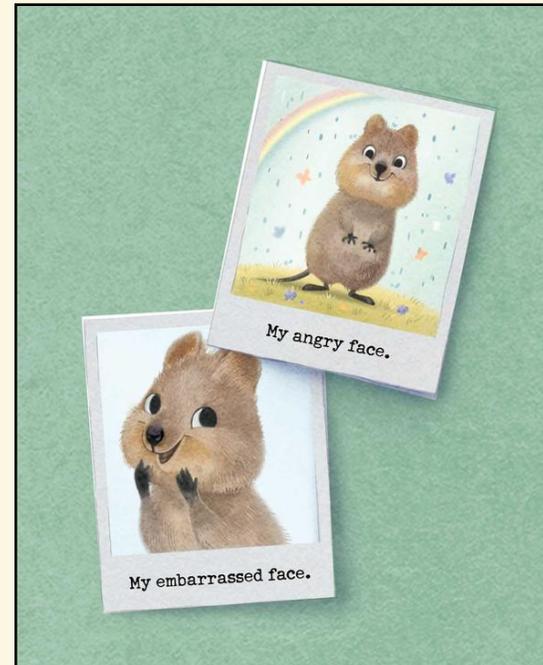


Yes. The corners of my mouth
turn up.

My cheeks are puffy and just
SOOOO cute!

My beady little eyes are bright.

But looks can be deceiving.

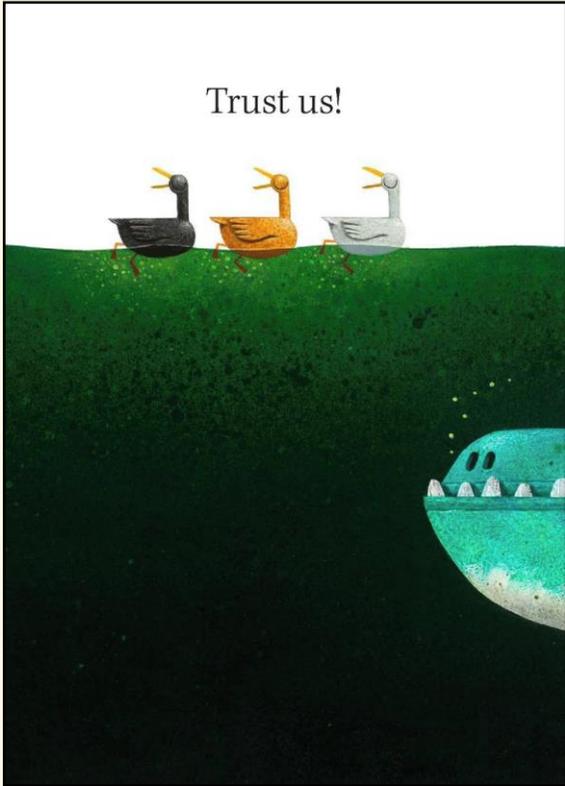
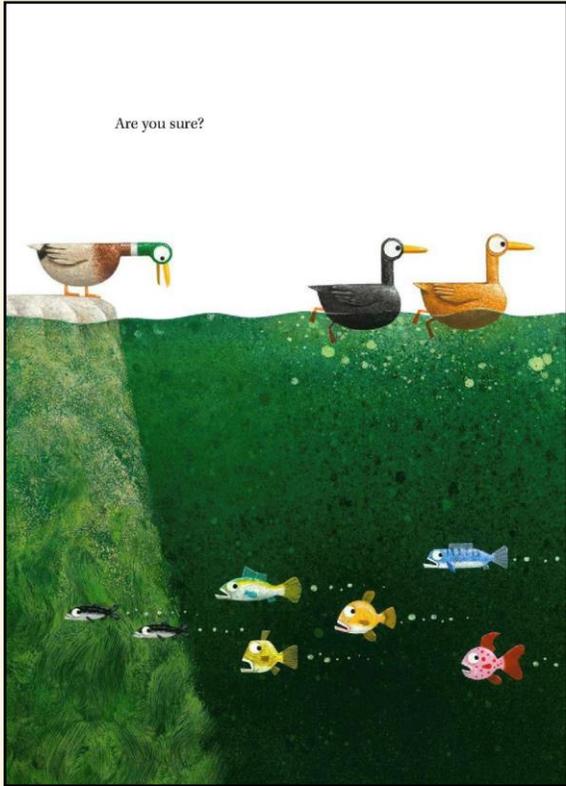
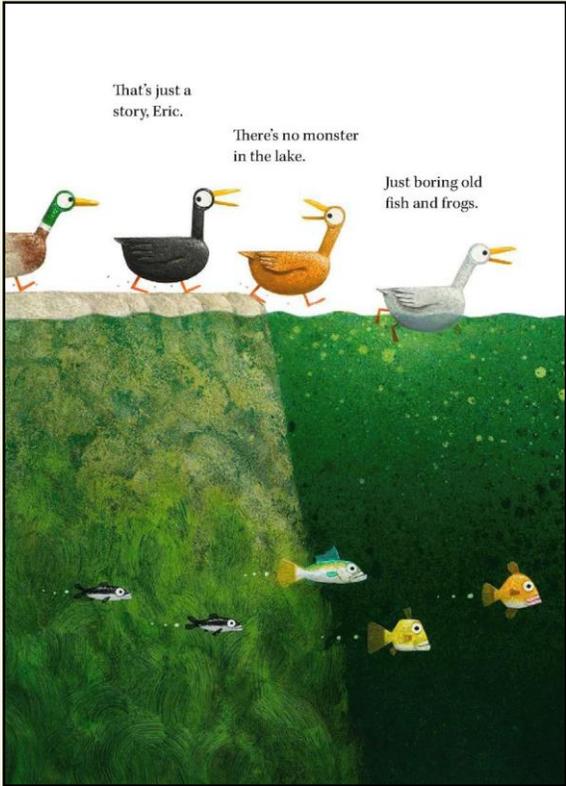
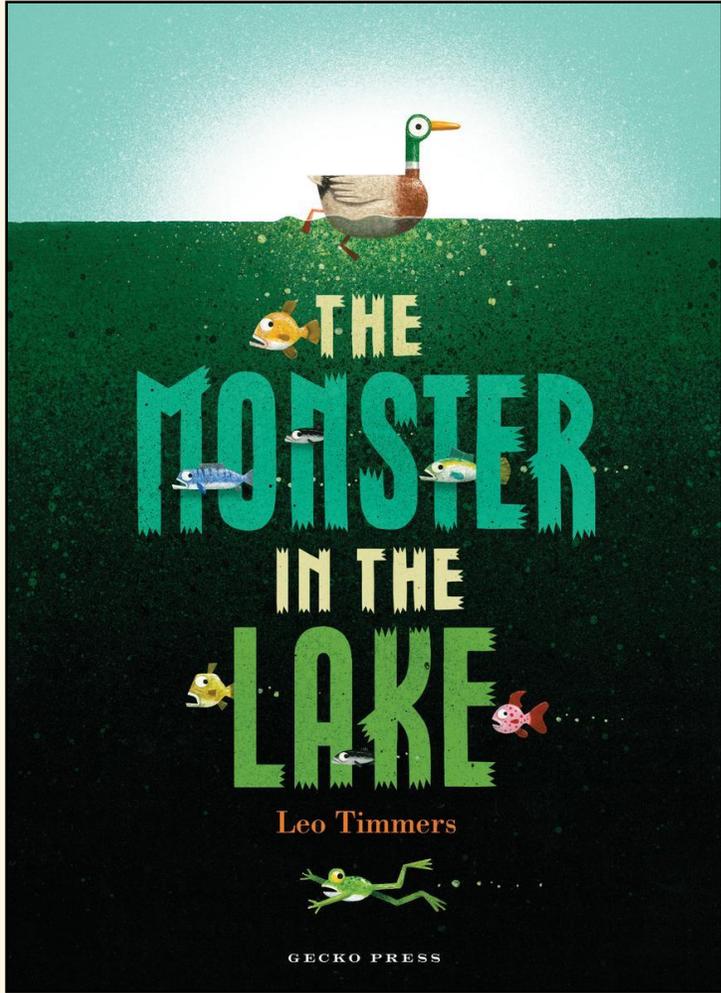


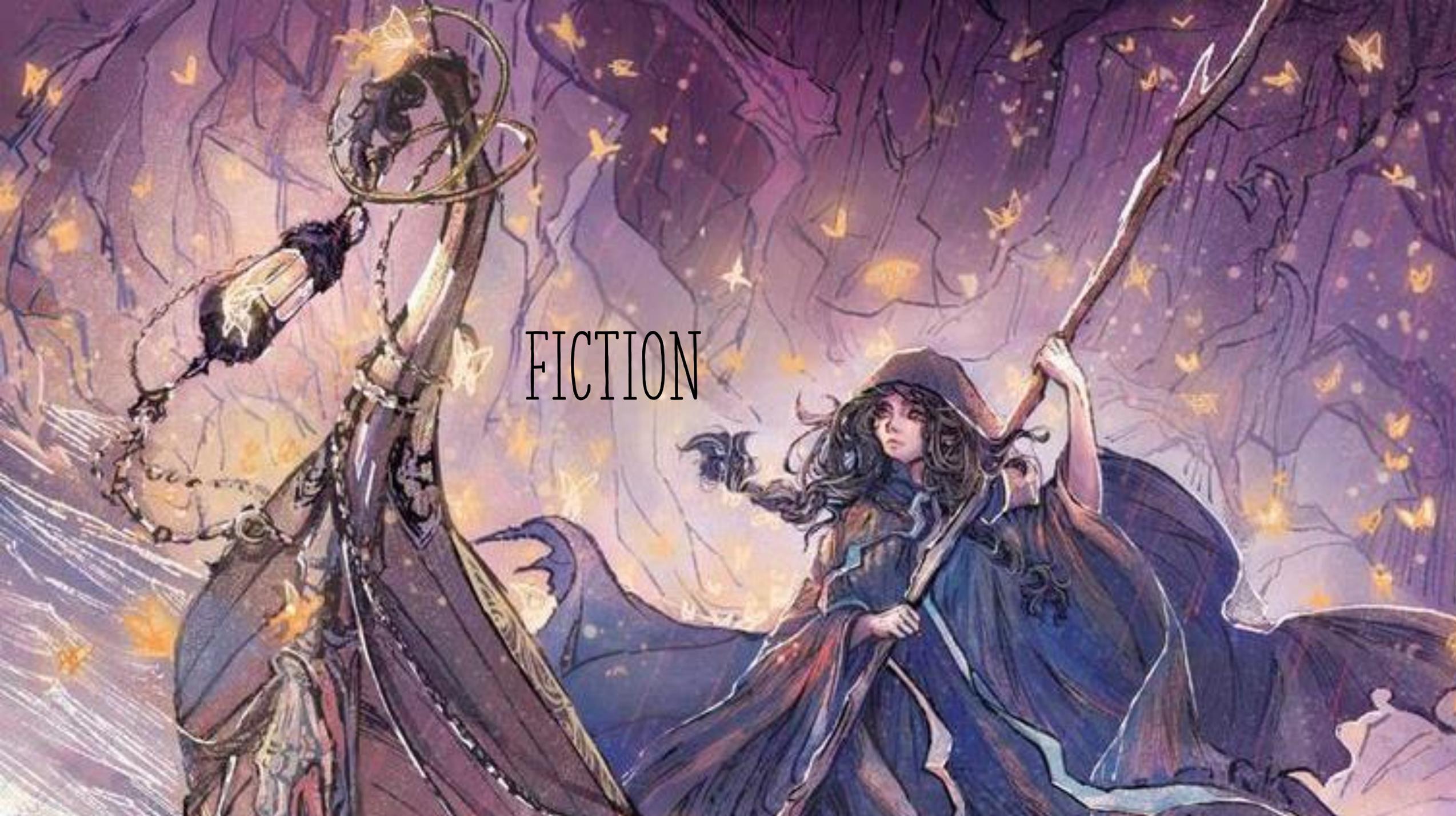
My "Nobody showed up to my birthday party" face.



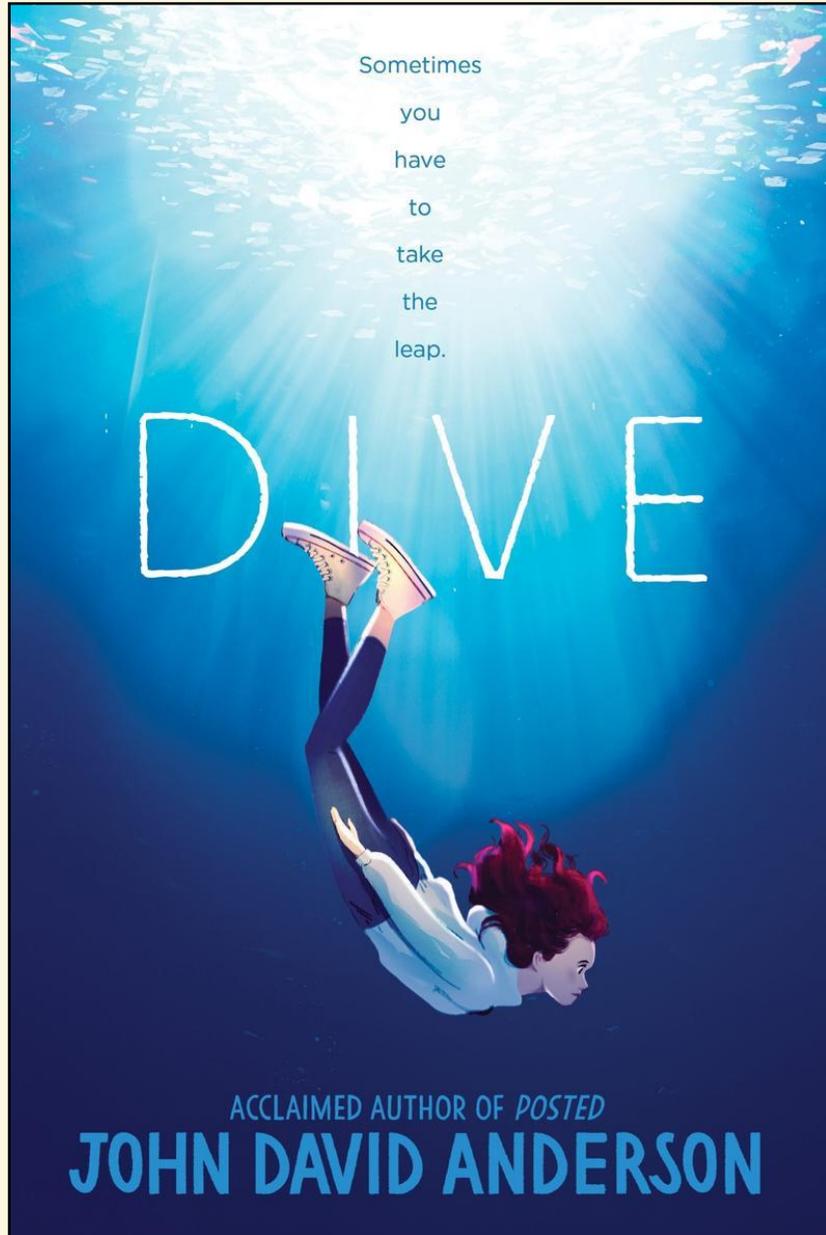
My "You just stepped on my tail!" face.







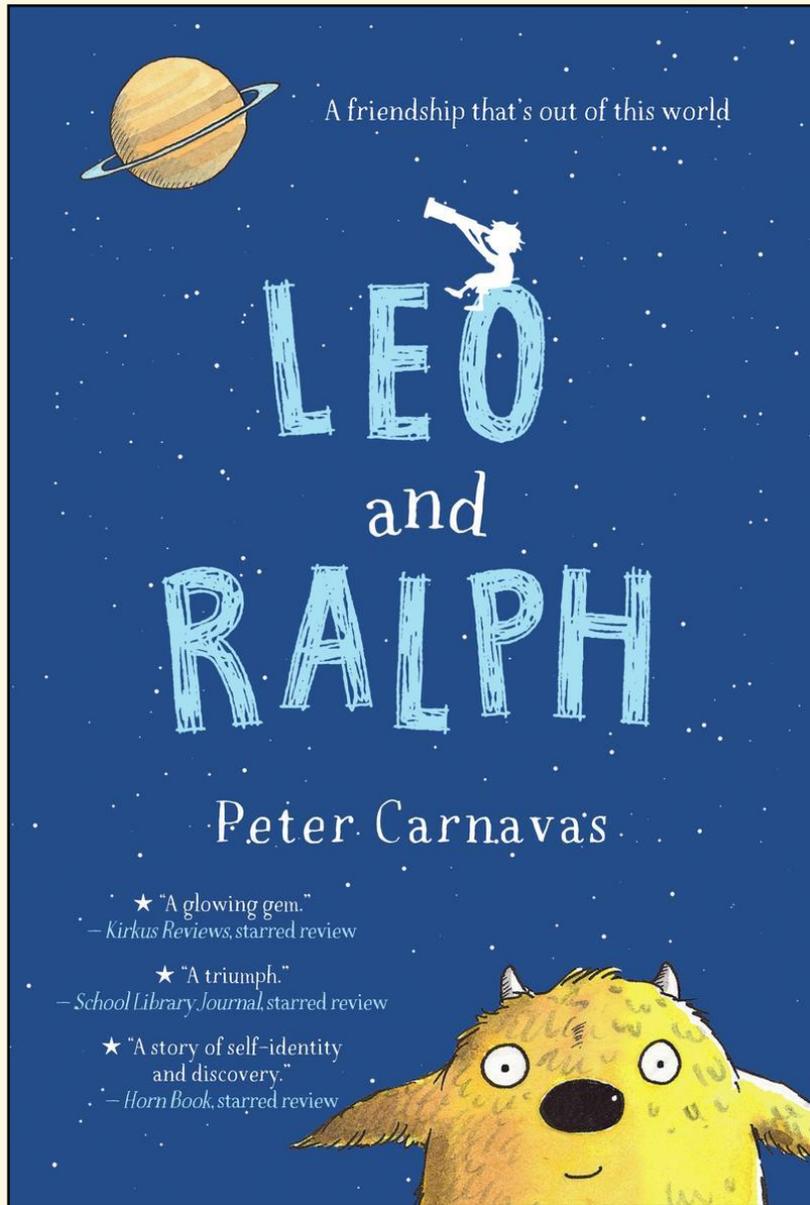
FICTION



"Irreverent teenage humor blends with reflective third-person narration to create a cast of genuine-feeling characters. Anderson gives his characters room to make mistakes but also to grow, experience consequences, and forgive."

— *Kirkus Reviews*

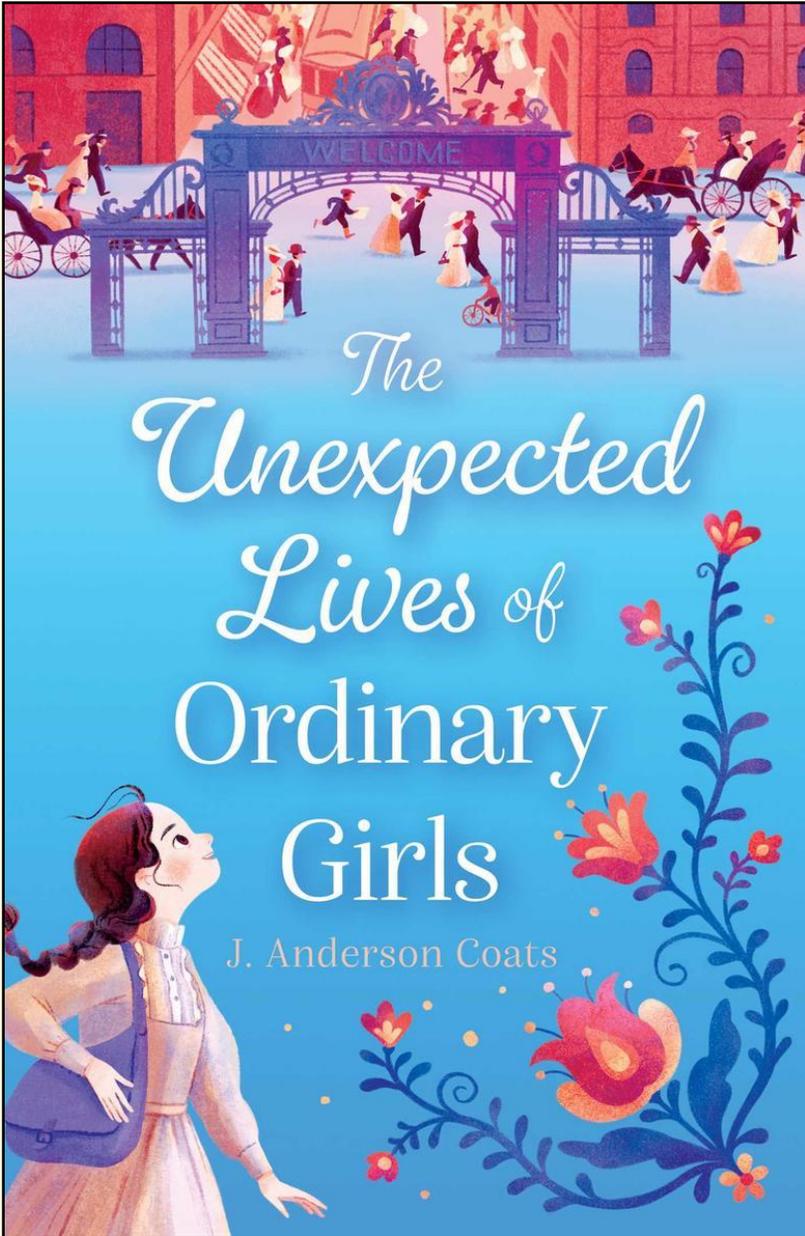
Audience: Ages 8-12



"A glowing gem that honors the slow, often difficult work of making connections with others."

- *Kirkus Reviews*, STARRED REVIEW

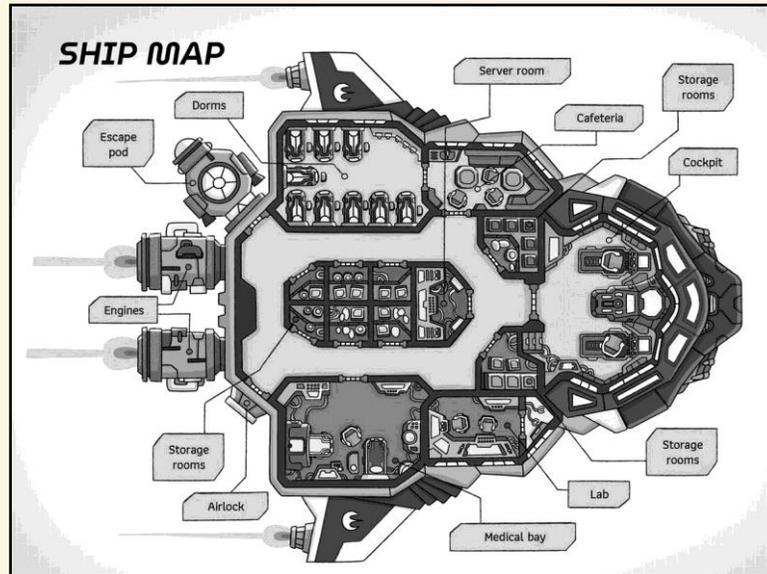
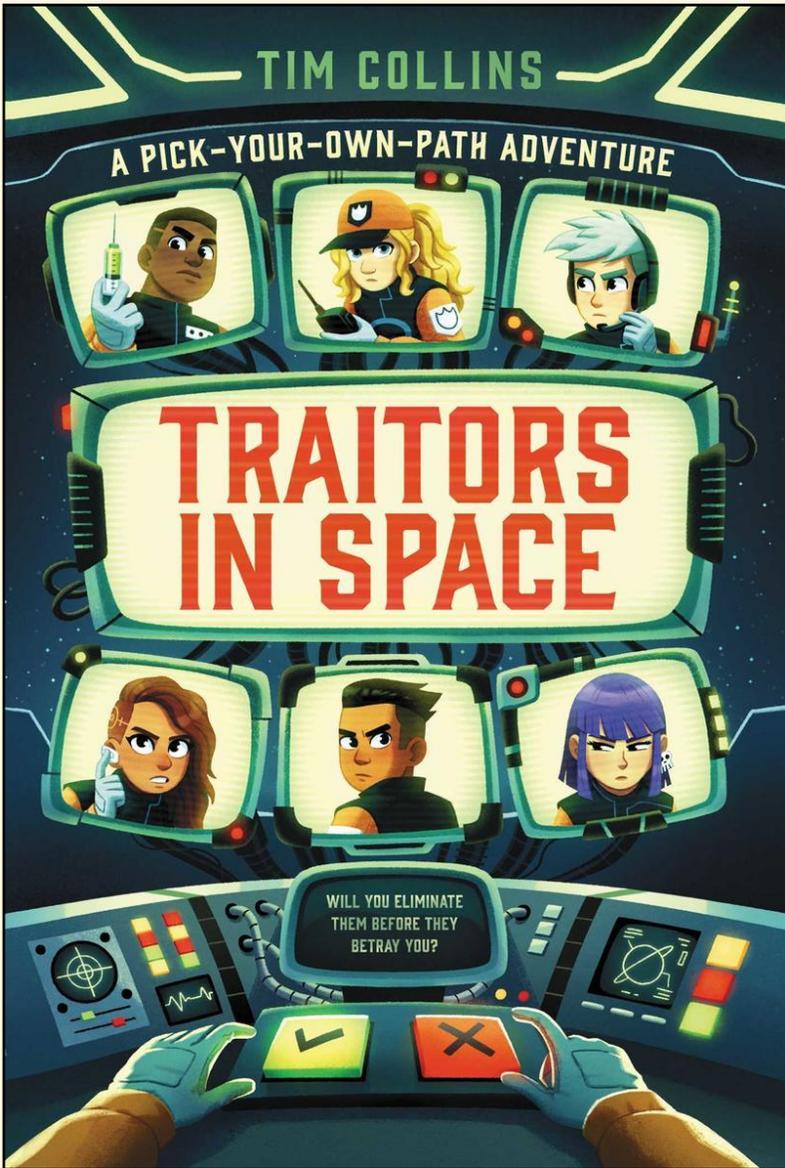
Audience: Ages 7-10



"Brisk chapters, strong character development in the protagonist, nuanced themes related to immigrant identity, and the notion of living in a library will engage young readers, including those who may not generally gravitate to historical fiction."

- *School Library Journal*

Audience: Ages 10+



20

You point to the wires in Claudia's hand.
 "Is that your idea of checking the electrics?" you ask.
 "Ripping them apart?"
 Claudia shoves the wires back and fixes the panel into place.
 "All done," she says.
 She places her screwdriver on the floor, turns to face you, and plants her hands on her hips.
 "What do you want?" she asks.
 This isn't like her at all. She used to be much friendlier.
 "Nothing in particular," you say. "I bet you can't wait to get off this thing and go home to Budapest."
 "Yes," she says. "Of course."
 Your arms tremble and you try to still them. Claudia doesn't come from Budapest. She comes from Bucharest. She had to correct you a few times about this when you first met, and it became a running joke between you.
 Now you're sure she's been taken over. But what should you do?

Complete the puzzle on the opposite page, then:

To go back to the cafeteria and tell the others, turn to page 26.

To confront Claudia, turn to page 85.

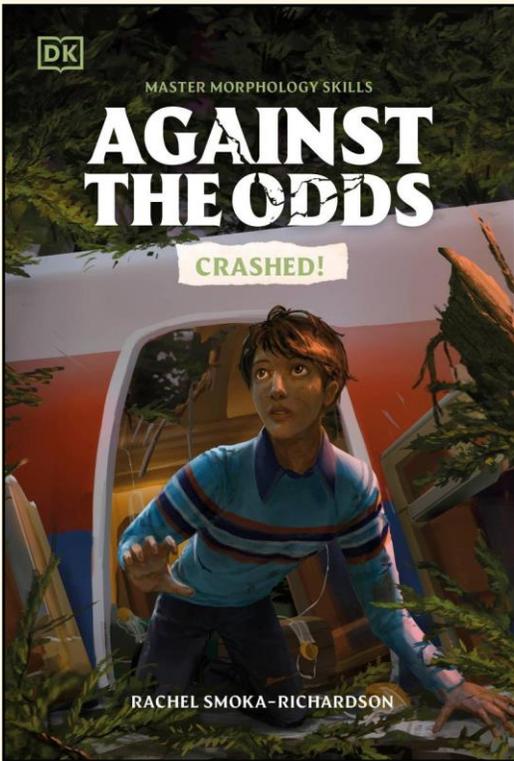
21

The ship's wires have become tangled. Can you work out which ports are connected by the wires?

"A cosmic journey that will have young adventurers rocketing back for further missions."

- *Kirkus Reviews*

Audience: Ages 8-12



Chaos develops around Maggie and her dad. People are running around aimlessly, shouting and frightened. People start to push and shove, and Maggie is swept up in the crowd.

She tries to run away from the mob, but—ah! The toe of her right foot catches a crack in the pavement. She flies forward, stopping her fall with her hands and knees.

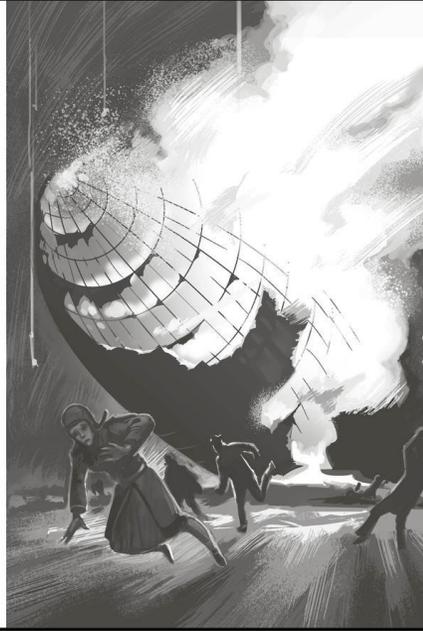
Maggie lies splayed on the ground, dazed. OUCH!

A foot stomps on Maggie's left hand, and she cries out in pain. She rolls over on her side and curls into a ball. Her arms cover her face, and tears stream down her face.

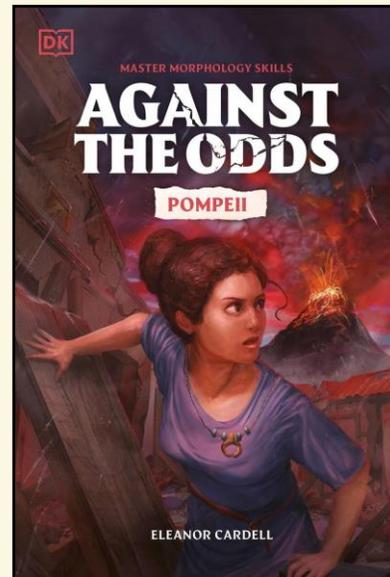
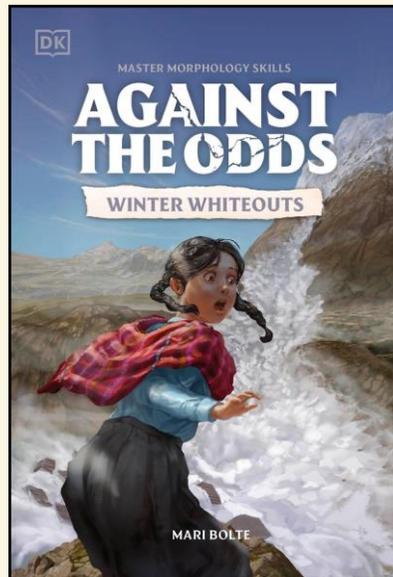
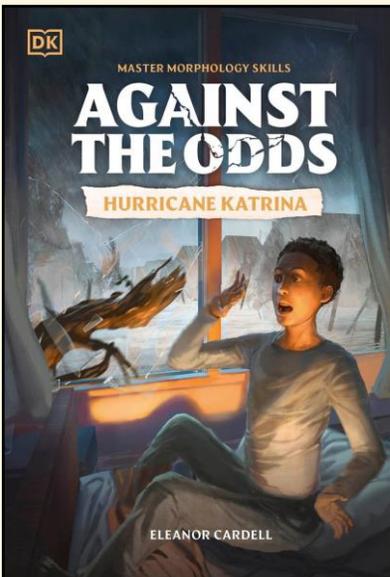
Only one thought races through her head. *What if I don't get out alive?*

* * *

28



This historical fiction chapter book series features decodable tales of survival against the odds for children ages 10-14.



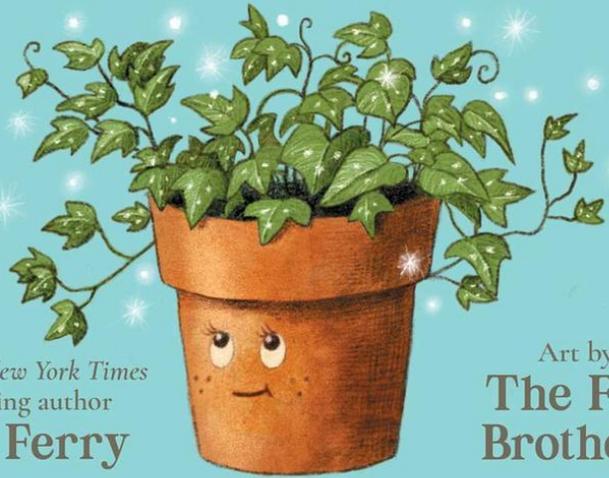
Audience: Ages 10-14

“An absolute
delight!”

—KATHERINE
APPLEGATE,
Newbery Medal-winning
author of *The One*
and *Only Ivan*



Growing Home



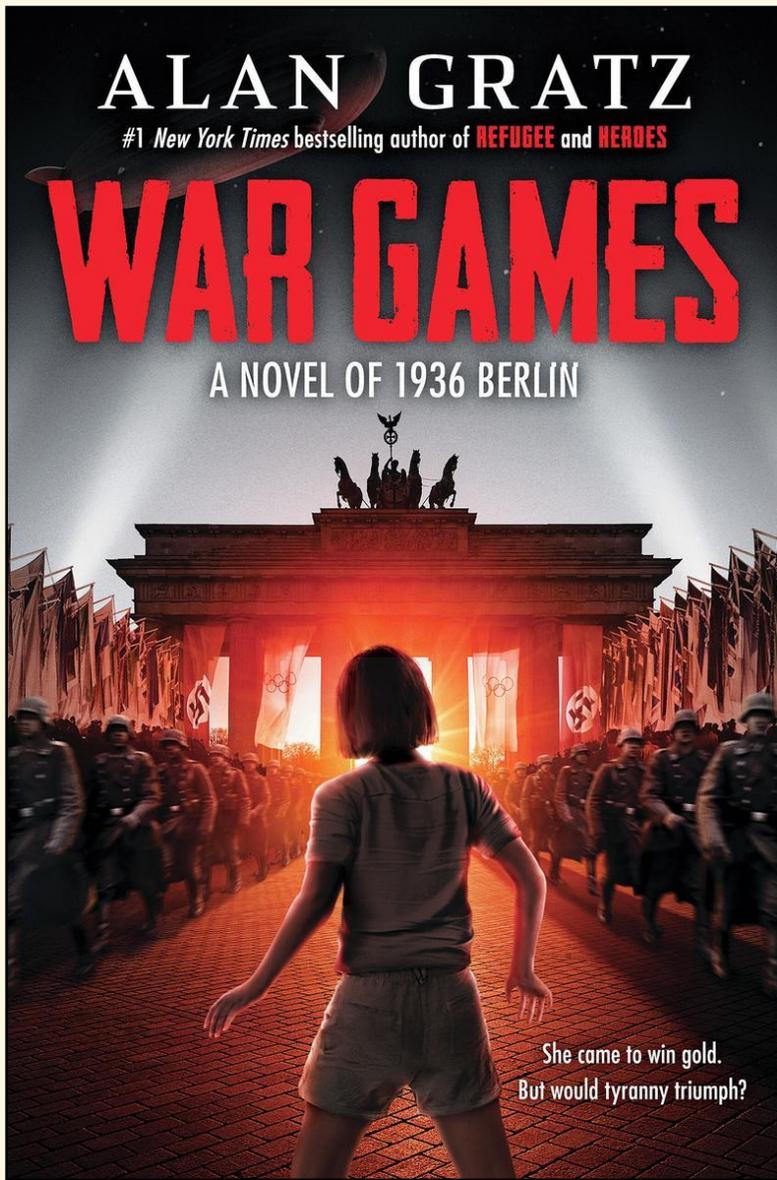
Story by *New York Times*
bestselling author
Beth Ferry

Art by
**The Fan
Brothers**

"The utterly charming tale is populated by memorable, messy characters, and it's a pleasure to watch them grow from jealous roommates to dear friends as they each gain wisdom and empathy."

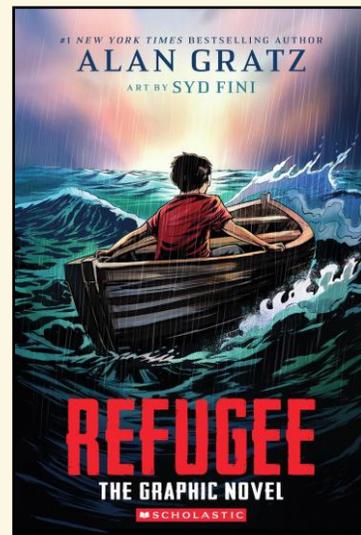
- *Booklist*

Audience: Ages 6-9

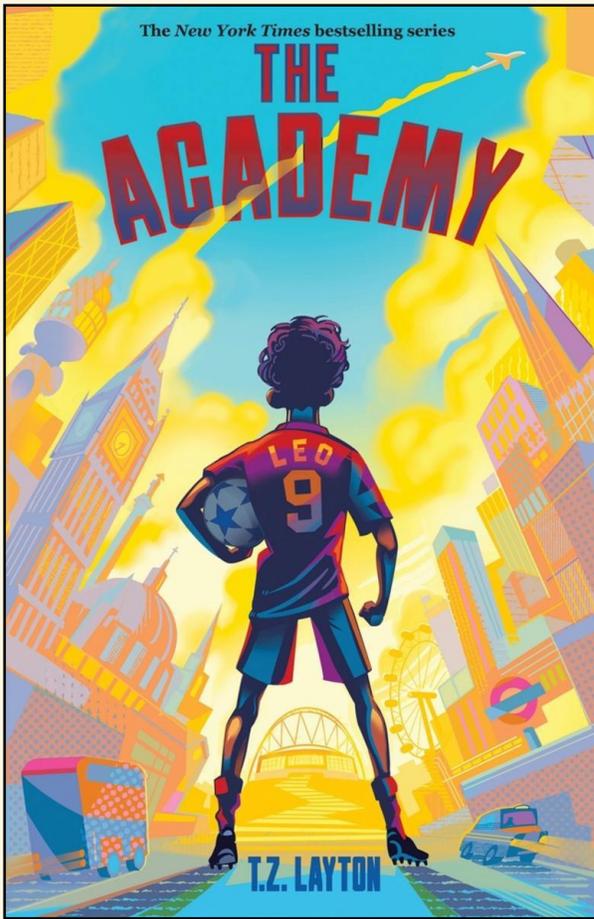


“A smartly plotted page-turner...
Well-researched historical facts add tooth to
this cinematic novel's shocking twists and
turns...a riveting adventure.”

- *Publishers Weekly*, starred review

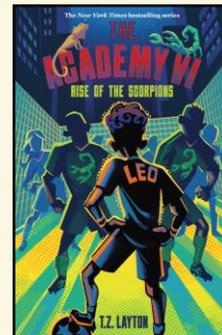
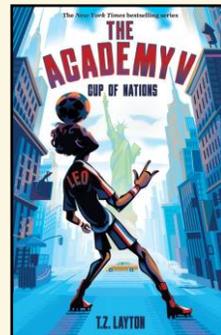
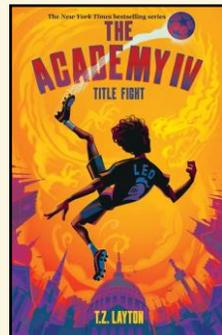
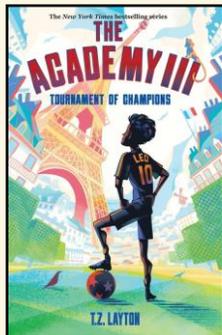
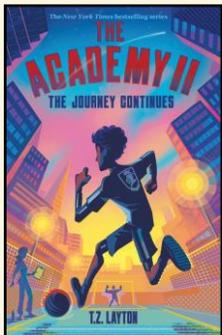


Audience: Ages 9-12



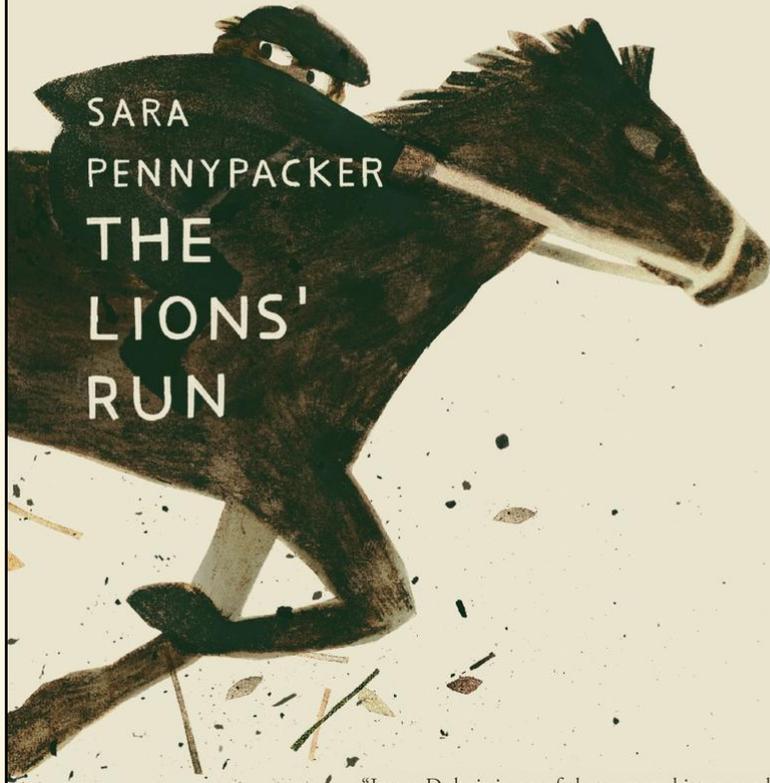
"Nothing is more exciting than finding that book that opens the door for undiscovered readers into the world of stories and personal connection. The *Academy* by T.Z. Layton is one of those books and deserves to be shared with young sports oriented readers."

— Brein Lopez, Children's Book World (Los Angeles, CA)



Audience: Ages 7-13

By the *New York Times*–bestselling author of *Pax*



SARA
PENNYPACKER
THE
LIONS'
RUN

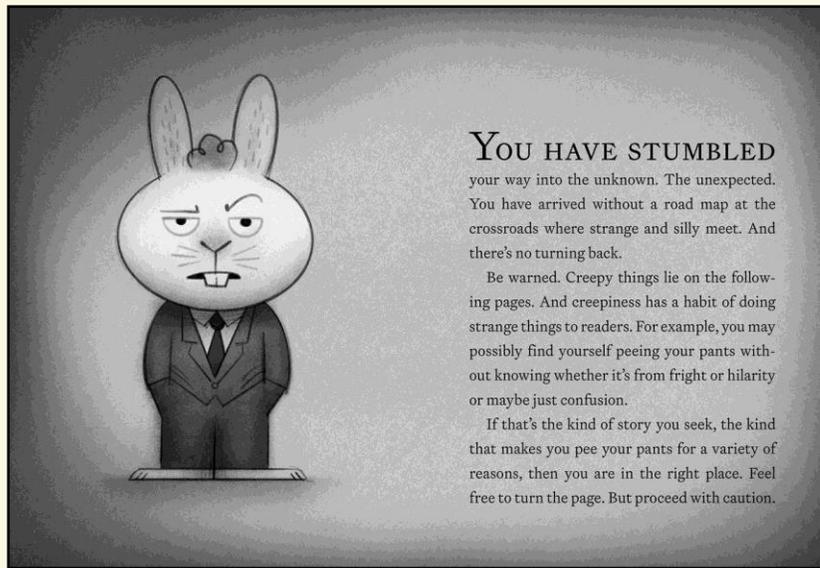
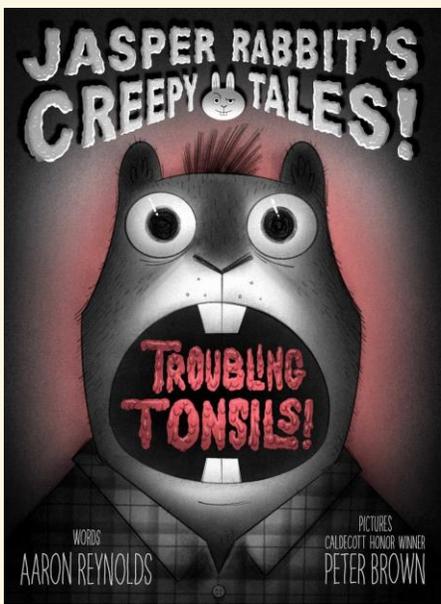
“Lucas Dubois is proof that a mere kitten can be the bravest of lions by always standing up for what’s right.”

—ALAN GRATZ, bestselling author of *Refugee*

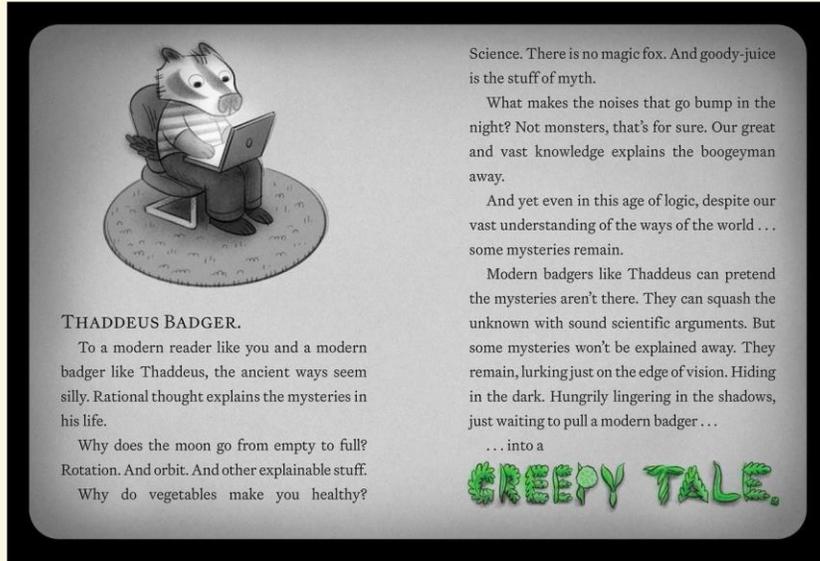
“Pennypacker’s work of historical fiction that seems all too real will intrigue reluctant readers from the first startling chapter. Highly recommended.”

—*School Library Journal* (starred review)

Audience: Ages 8-12

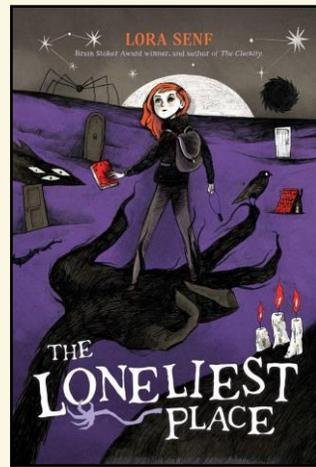
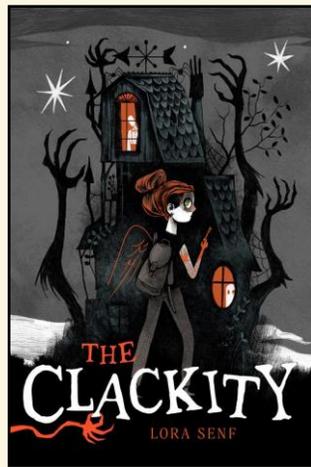
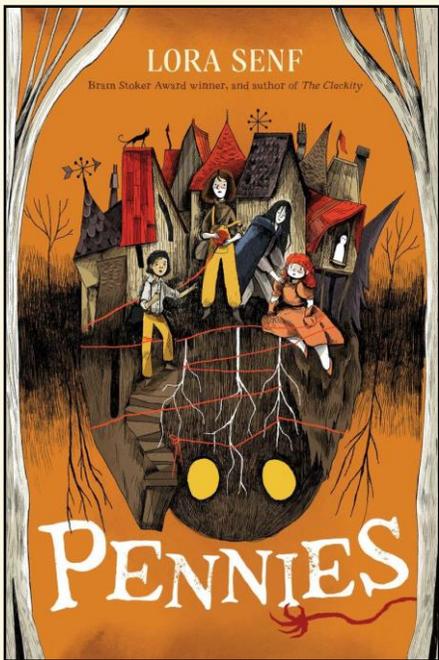


"While young readers might not clock the Twilight Zone influences, they will no doubt appreciate the pseudo-horror-movie ambiance steeped in silliness."



- Publishers Weekly, **STARRED REVIEW**

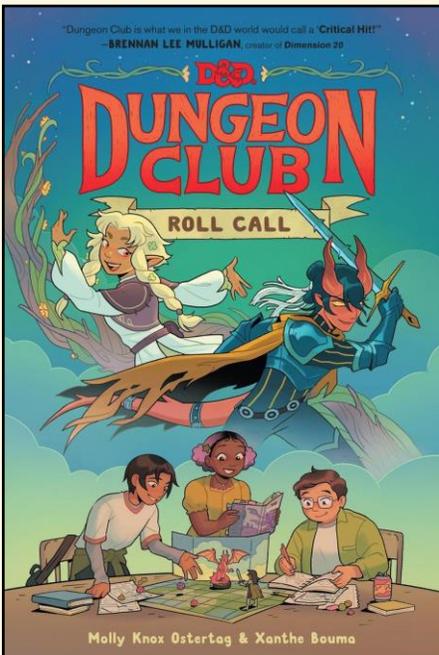
Audience: Ages 6-9



"Senf returns to the world of *The Clackity* in this imaginative prequel set 100 years prior, telling a story that beautifully balances fantastical and frightening elements with a wonderfully nuanced and heartfelt portrayal of friendship."

- *Booklist, Starred Review*

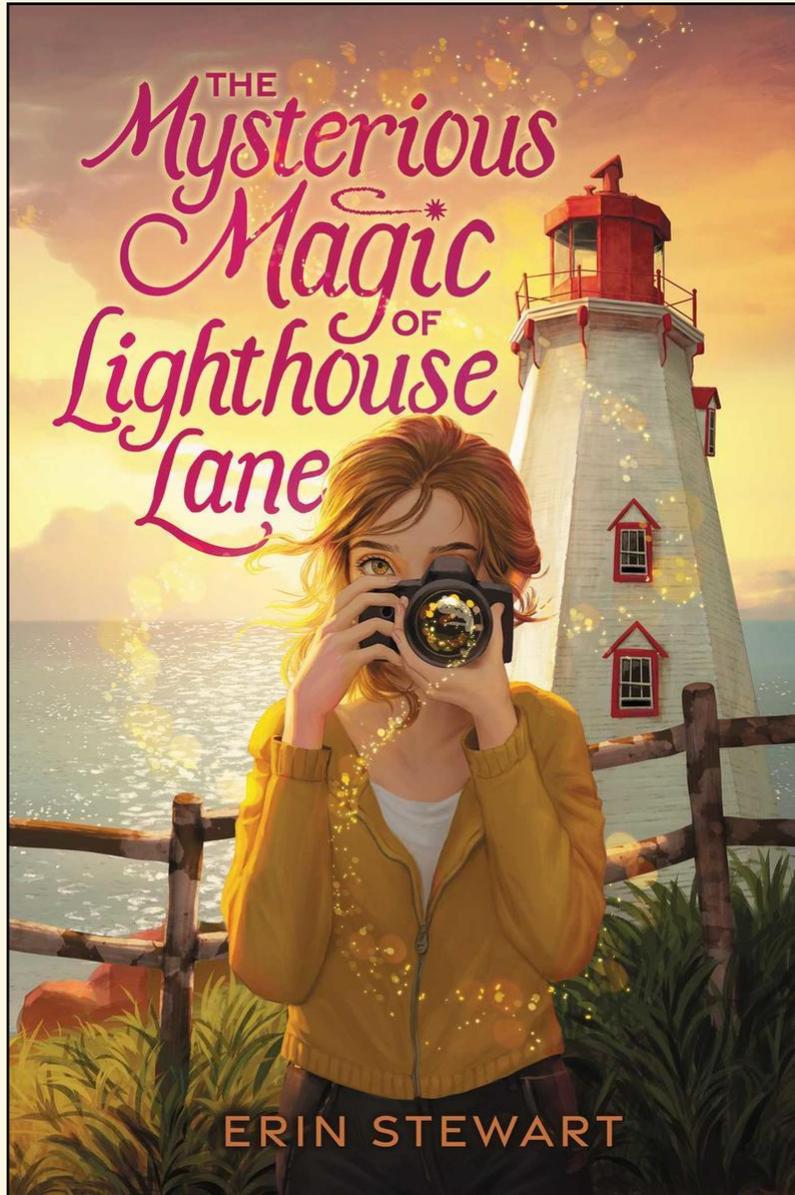
Audience: Ages 10+



"Contained within these magical pages are not one but two amazing stories: fantasy and reality woven masterfully together by Ostertag's spellbinding storytelling. An adventure filled with fun, magic and deep insight into the trials and tribulations of High School, Dungeon Club is what we in the D&D world would call a "Critical Hit"!"

- *Brennan Lee Mulligan, creator of Dimension 20*

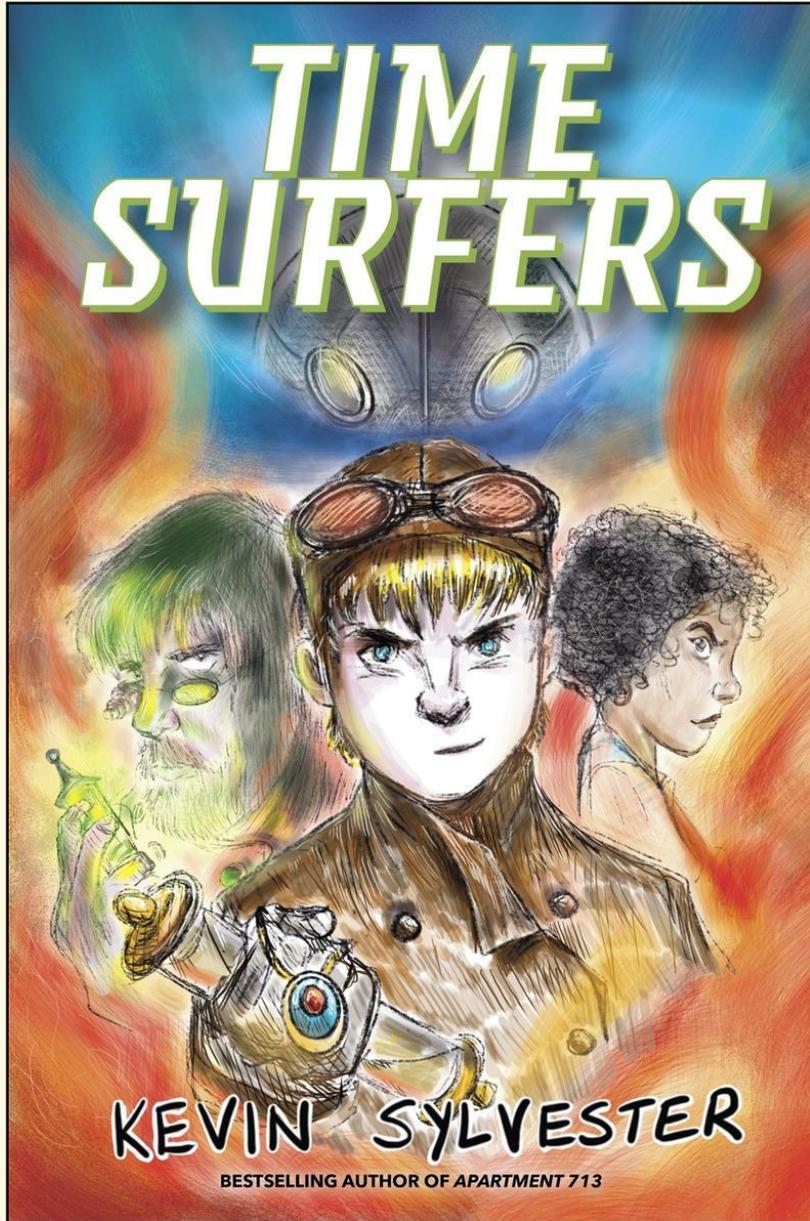
Audience: Ages 8-12



"Lyrically validating for sensitive children."

- *Kirkus, Starred Review*

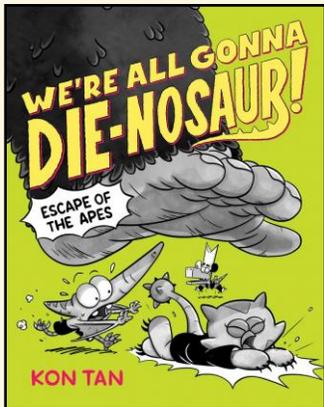
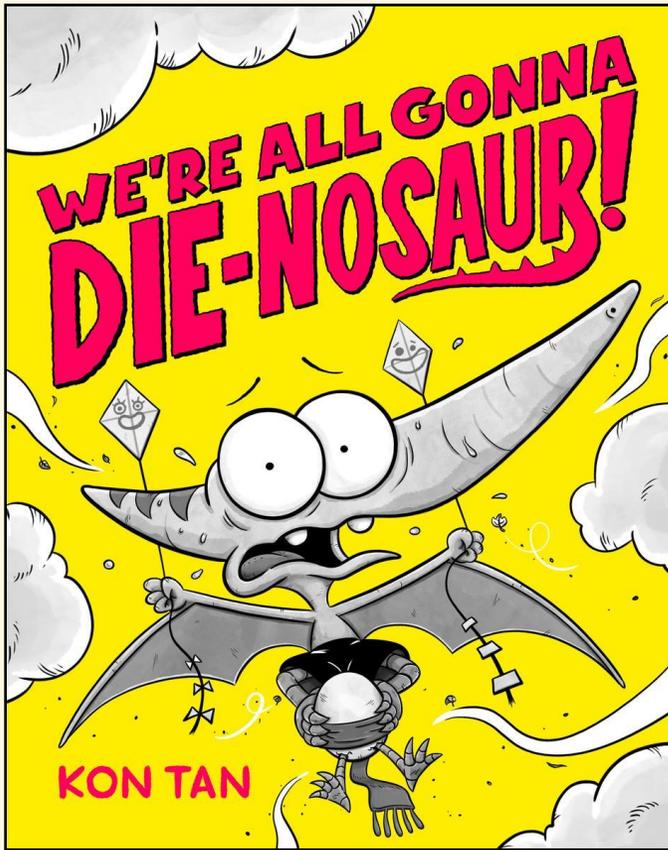
Audience: Ages 8-12



“Action! Adventure! Time travel! But the beating heart of this story is love and family. *Time Surfers* has everything a young reader needs.”

- ***Arthur Slade, author of Dust***

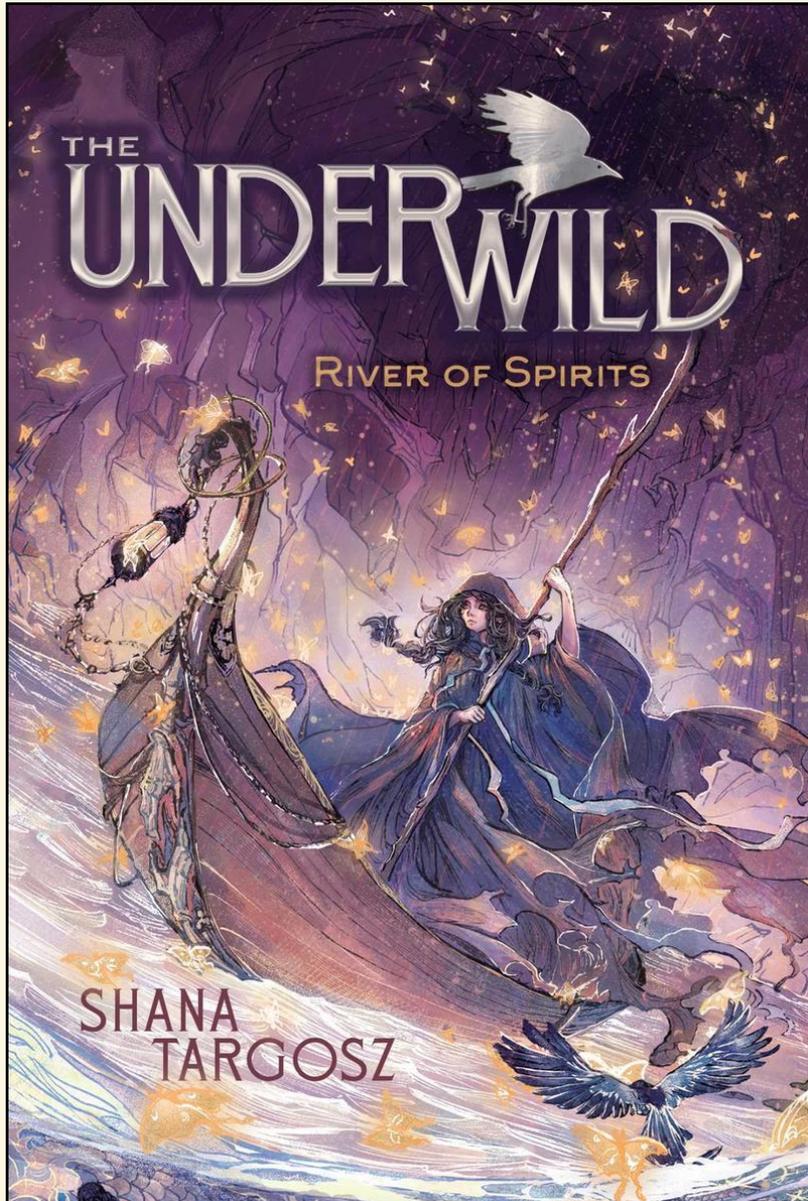
Audience: Ages 8-12



“A delightful tale of impending doom!”

— John Patrick Green,
New York Times best-selling
author of *InvestiGators*

Audience: Ages 5-8



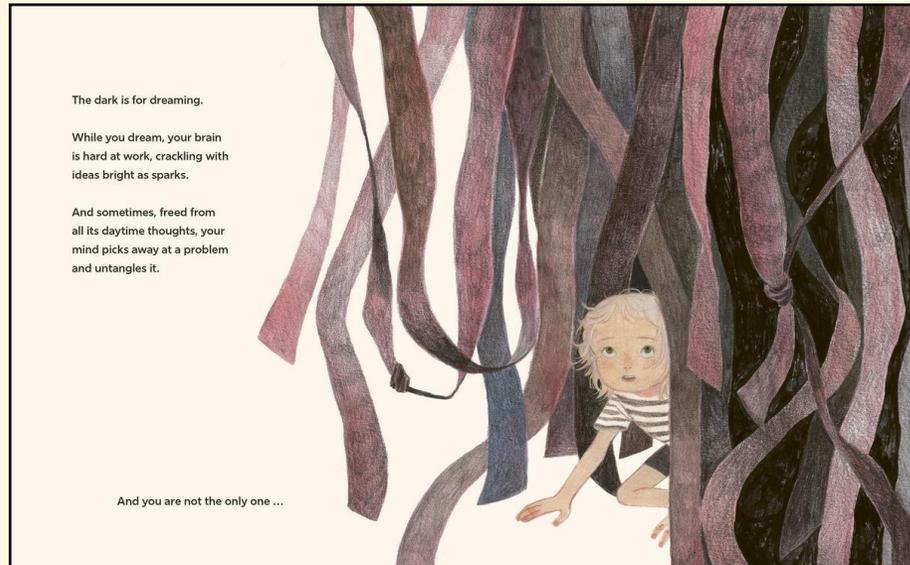
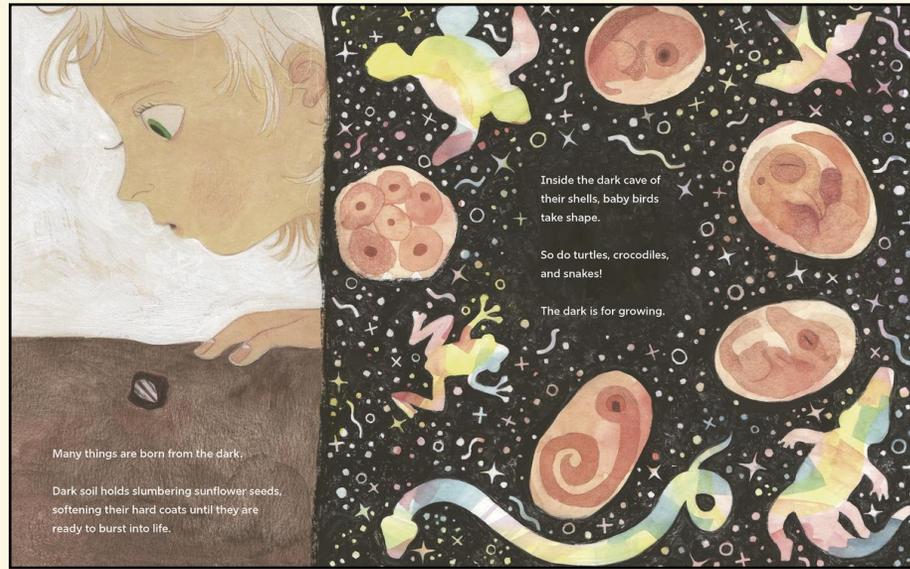
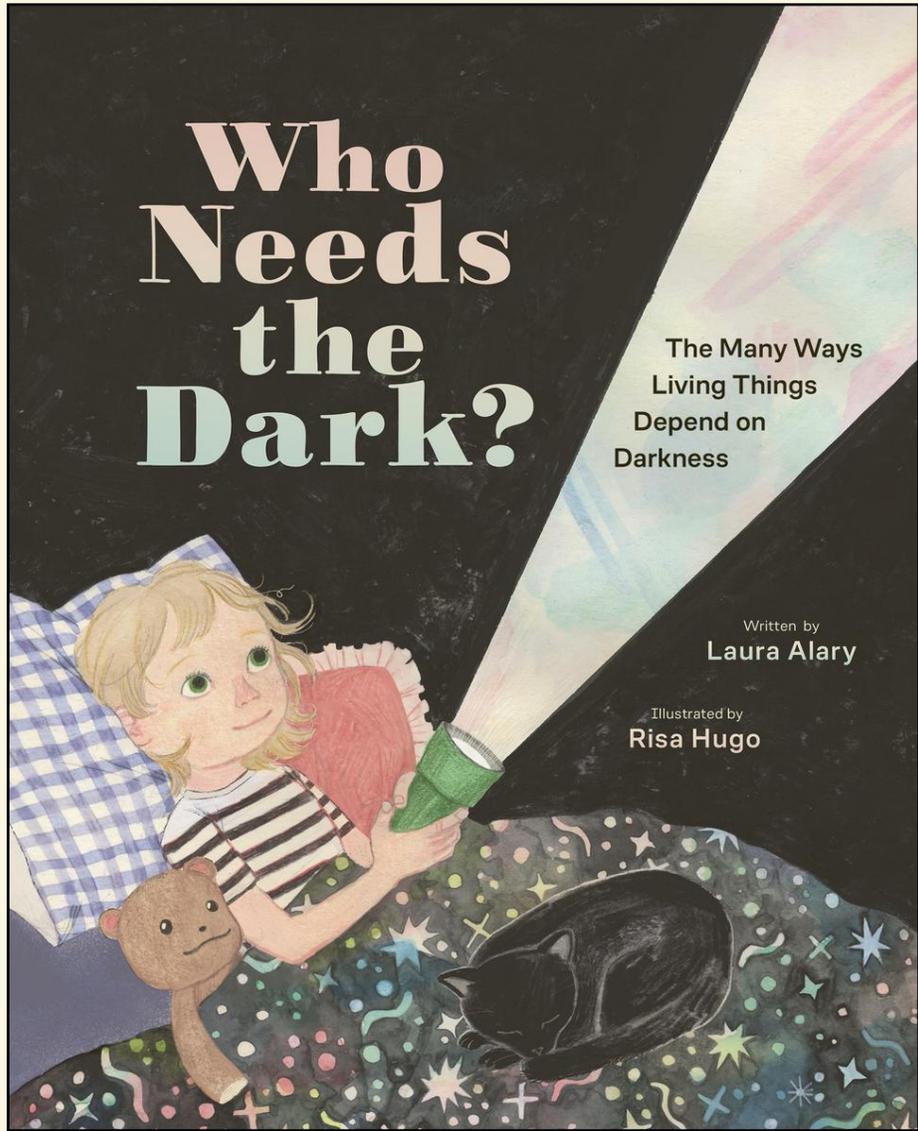
“A dazzling debut...a truly imaginative and inspiring exploration of the darkest and lightest parts of life.”

-Booklist, starred review

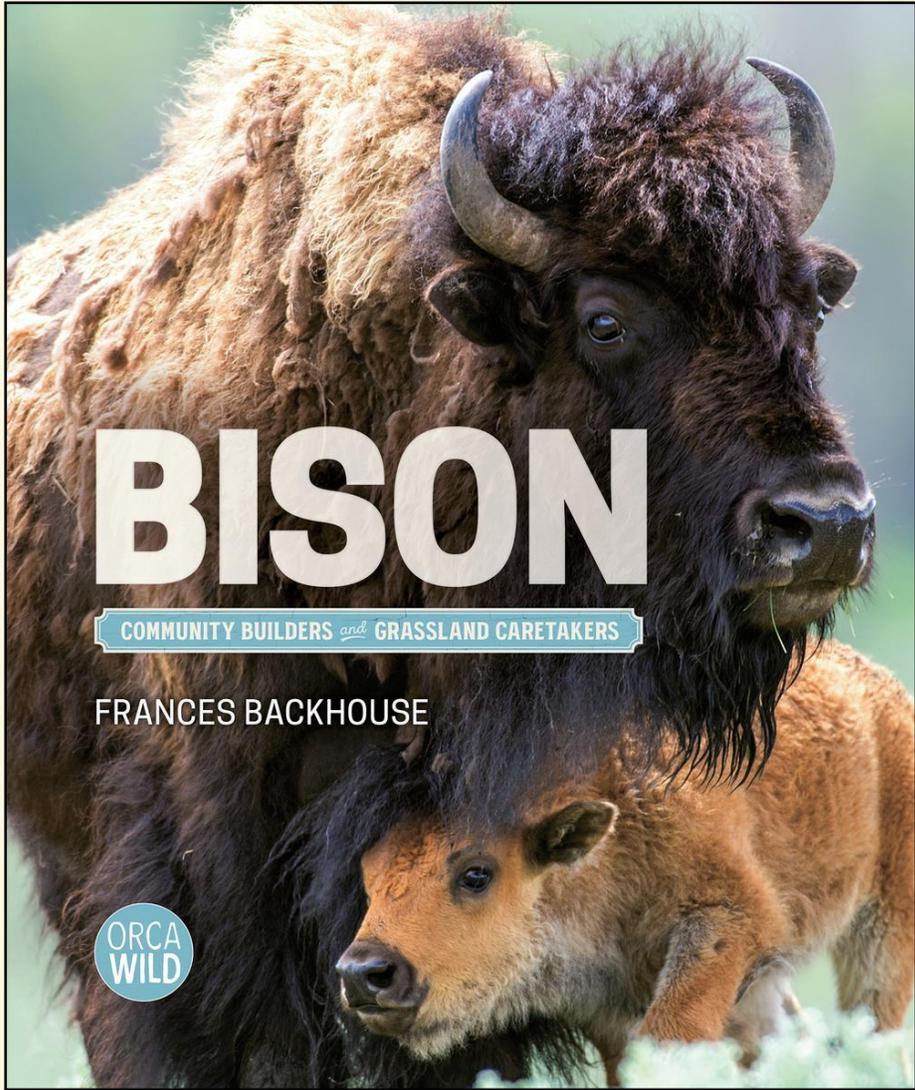
Audience: Ages 8-12

NON-FICTION





Audience: Ages 5-8



BISON

COMMUNITY BUILDERS *and* GRASSLAND CARETAKERS

FRANCES BACKHOUSE

ORCA
WILD

PLAINS BISON BULL

SPOT THE DIFFERENCE
PLAINS BISON vs. WOOD BISON

1 HEAD HAIR
PLAINS BISON: Thick and bushy.
WOOD BISON: Long wavy strands droop over forehead.

2 BEARD
PLAINS BISON: Long, dense and bell shaped.
WOOD BISON: Short, thin and pointed.

3 SHOULDER CAPE
PLAINS BISON: Long and thick. May hang below knees.
WOOD BISON: Lightweight. Doesn't hang below knees.

4 FRONT LEG HAIR
PLAINS BISON: Long and thick, especially behind the legs.
WOOD BISON: Short.

5 HUMP
PLAINS BISON: Rounded.
WOOD BISON: Sharply angled toward the head.

WOOD BISON BULL

TOP: JACOB W. FRANKS/PAUL; BOTTOM: SPENCER CRADOCK, WOOD BUFFALO NATIONAL PARK

HAIRDOS AND HUMPS

Wood bison are about 20 percent heavier and taller than plains bison. Their larger bodies help them cope with the North's extremely cold winters, and their longer legs are better for traveling through deep soft snow. But unless the two kinds of bison are standing side by side, most people need clues other than size to tell them apart. Start by checking out their beards and hairdos. A plains bison has a large, bell-shaped beard and a woolly mass of head hair that puffs out in all directions. A wood bison has a smaller, pointer beard and shorter head hair, which lays flatter and flops over its forehead.

The shagginess of the plains bison doesn't stop at its head. A thick cape of long hair drapes across its shoulders, hangs down from its neck and chest and wraps its front legs like baggy fur pants. This dark woolly coat covers only the front half of the body. The rest is covered with a smooth coat of short hair that is lighter brown. The contrast between front and back makes it look like the bison forgot to finish getting dressed.

A wood bison also wears a thicker, darker coat on the front half of its body, but the hair on its shoulders, neck, chest and front legs isn't as long and heavy as the plains bison's. On the other hand, the wood bison does have a longer tail with a bigger tassel.



Female bison—like this one—have shorter, thinner beards and less head hair than males. They also have smaller horns than males. (ORCA WILD)

FROM TONGUE TO TAIL

Indigenous Peoples traditionally used almost every part of the bison they killed and tried not to ever waste anything. This showed their respect for the animals. It was also practical. Bison hunting wasn't easy, so they wanted to make the most of their efforts when they were successful. There are more than 140 traditional Indigenous uses for different bison body parts. Here are some of them:

- HIDE:** tipis, sweat lodge covers, clothing, moccasins, winter robes, bedding, pouches, straps, drums, shields, cradles, burial wrappings
- HAIR:** braided ropes, horse halters, bracelets, moccasin lining, doll stuffing
- BONES:** hide scrapers, knives, eating utensils, pipes, shovels, game dice, war clubs, sleds, toys
- SKULL:** ceremonial items
- TENDONS (THE TOUGH BANDS THAT CONNECT MUSCLES TO BONES):** bowstrings, arrow ties

- FAT:** grease for tanning hides, soap
- BLOOD:** paints
- HORNS:** drinking cups, ladles, headdresses, arrow points, medicines
- HOOVES:** glue, rattles, spoons
- TEETH:** ornaments
- TONGUE (THE ROUGH SIDE):** combs
- STOMACH:** cooking pots
- STOMACH CONTENTS (PARTLY DIGESTED FOOD):** medicines, paints
- BLADDER:** water containers, medicine bags
- TAIL:** knife coverings, whips, fly swatters

Kansas settler Ada McCall gathers bison parts—also known as buffalo chips—for fuel in 1893. (KANSAS HISTORICAL SOCIETY)

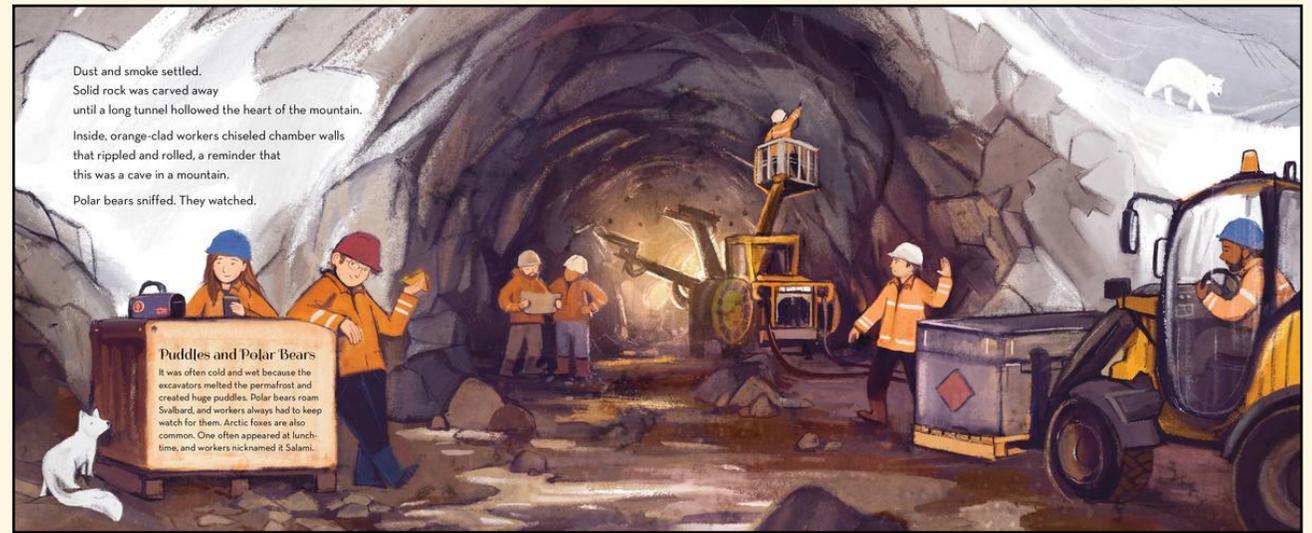
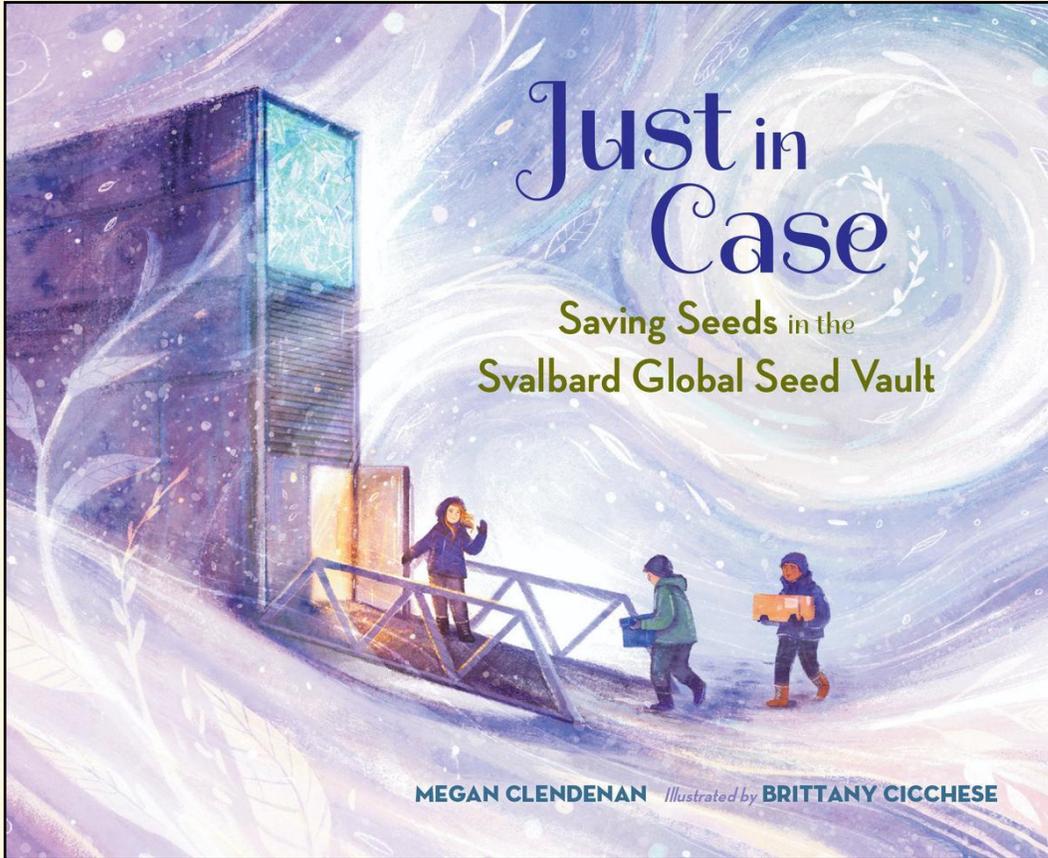


Bison also provided fuel for fires in places where trees were scarce. Well-dried bison dung burns well. And with every bison pooping 10 to 12 times a day, there was a lot of it lying around. If you were a kid in those days, one of your regular chores was collecting it.

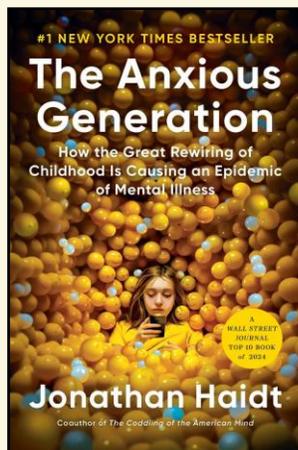
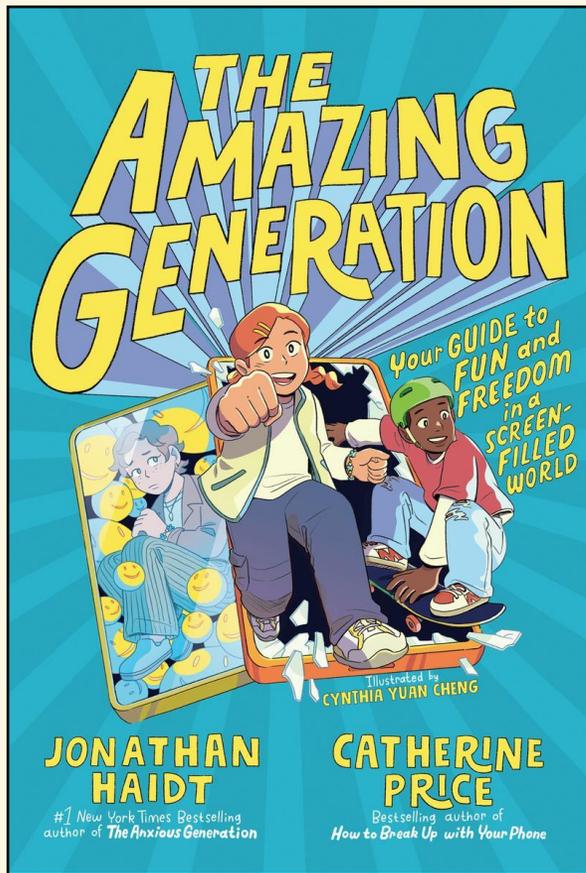
Stoney Nakoda leader Mangu Meni, or Walking Buffalo, wears a traditional bison horn headdress. When he was born in 1870, almost no bison were left on the Great Plains. By the time he died, at 97, they were coming back. (LIFE AND MUSEUM, BARRIS AND SPENCER COLLECTIONS; COURTESY OF NEZAN AFFAIRS AND NORTHWEST DEVELOPMENT FOUNDATION COLLECTION)



Audience: Ages 9-12



Audience: Ages 5-8



SECRETS of the TECHNOLOGY WIZARDS

They AREN'T SELLING APPS— They're SELLING YOU "FREE" APPS can COST A LOT

They're HACKING your BRAIN **They're REWIRING your BRAIN**

They KNOW their PRODUCTS ARE HURTING KIDS

Wouldn't it be fun to be the child of a tech wizard? They must get all the latest technology even before their friends see it, right?

Wrong. Instead, many of the people who run these companies don't let their own children use their products!

For example:

- ★ The CEO (chief executive officer) of TikTok has said that he doesn't let his own kids use TikTok.
- ★ The CEO of Snapchat limited his kid's screen time to ninety minutes per week, and according to his wife, he himself "avoids screens at all times."
- ★ One of the founders of a major video game company called Storm8 says he doesn't let his own kids play the games he's created. He says, "Knowing all the techniques with which we tried to bring about addiction, I realized I didn't want my children exposed to that risk."



53

Later that week

Hey, this weekend we should... "uh, guys?"

Do you mind if I see the screen-time stats from your phone? It's for a school project.

Hey... --on average, how many... --notifications would you... --say you get every hour? chris?

Sure.?

Today! SCIENCE FAIR

Here's our hypothesis: Tech companies are manipulating kids into using smartphones in ways that actually make them feel worse.

And so, many apps are made to be as addicting as possible—especially social media!

Nearly 50% of people aged 18 to 27 wish that TikTok, Snapchat, and X had NEVER BEEN INVENTED!

More than half of 18 to 17 year olds say that they're online almost constantly.

Wednesday, 3:05pm

ALEX: just posted a new vid!

DAVID: nice it turned out good

EMMA: hey any ideas for the science fair project?

Wednesday, 5:36pm

hello???

Wednesday, 6:10pm

DAVID: hm, I looked up some ideas but found this

Video: How to use AI for science fair projects!

ALEX: yes, this looks too easy

EMMA: I like it lol work smarter, not harder

You guys are going to love this display.

MEET A REBEL

SEÁN KILLINGSWORTH
22 years old, Florida
Founder of the Reconnect Movement

What's Reconnect? It's a network of clubs for meeting people and doing stuff without phones.

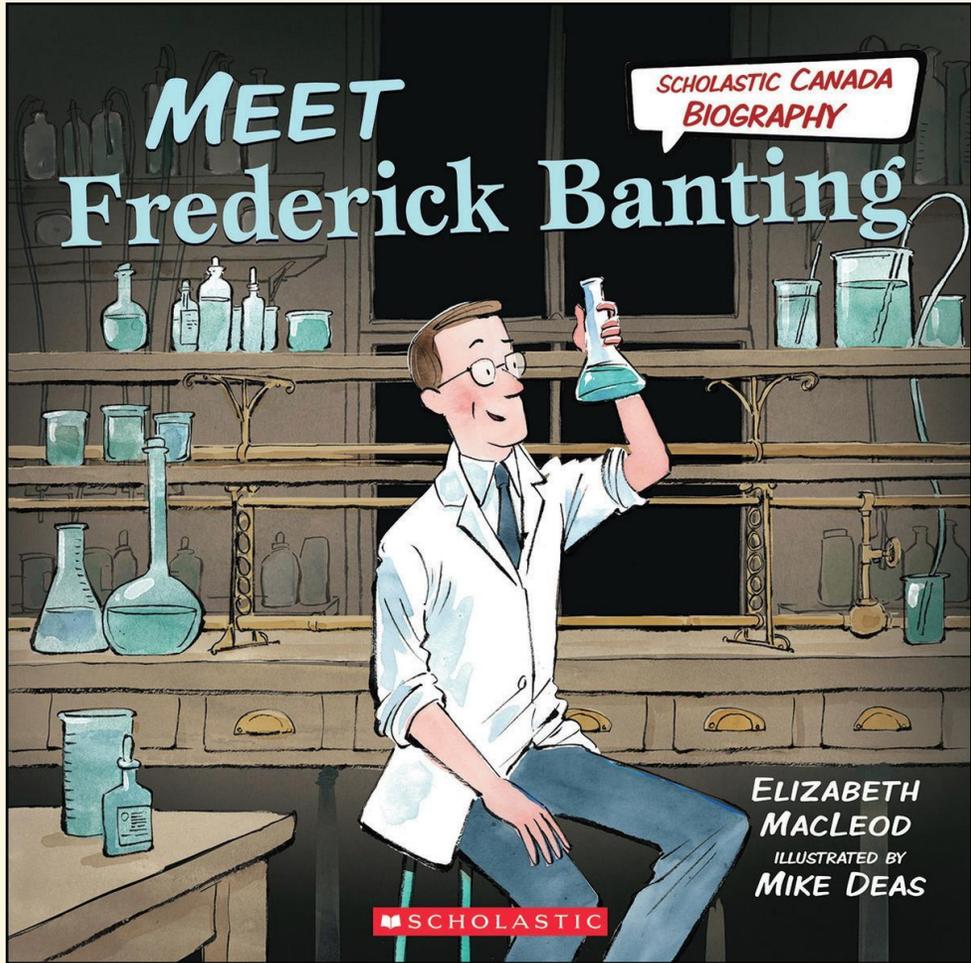
What do people do at Reconnect events? Sometimes there's a plan, like going on a hike, but mostly, we just hang out. It's not about the event or activity, it's about building a space where people can talk, laugh, and feel like themselves.

What happens when people put away their phones? The mood instantly changes. Conversations get better. People loosen up. Everything's more fun.

What has becoming a rebel given you? The ability to make deep and meaningful friendships. The ability to find joy in life. The chance to contribute to something bigger than myself.

Advice for would-be rebels? Do you want to be another person limited to a phone? Or do you want to open yourself up to experiencing true adventure? Trust me, once you get a taste for the connection, excitement, and fun on the other side, you won't want to go back.

Audience: Ages 9-12



Fred Banting smiled at his young patient, but his mind was racing. He was about to inject her with the latest version of insulin, the drug he'd discovered to treat diabetes. It was still new, so he'd be watching carefully for signs it was working. People had suffered from diabetes for thousands of years. It was a disease that killed many people each year.

2

For months Fred had conducted experiments, trying to solve the mystery of diabetes. Sometimes he had worked in the lab all night, grabbing just a few minutes of sleep. Fred was determined to help people with diabetes. He knew that a treatment could help people all over the world.

Now he finally had one. But would it save this little girl in time?

3



A school friend of Fred's liked animals and running through farm fields as much as he did. Jennie Victoria Jordan often raced Fred to school.

One day Fred noticed that Jennie was starting to look thin and pale. She was too tired to run with him. Soon Jennie didn't have the energy to go to school. Day after day she just lay in bed.

Fred asked his parents what was wrong with Jennie. They told him she had a disease called diabetes.

I CAN'T BELIEVE THAT THE DOCTORS COULDN'T SAVE HER.

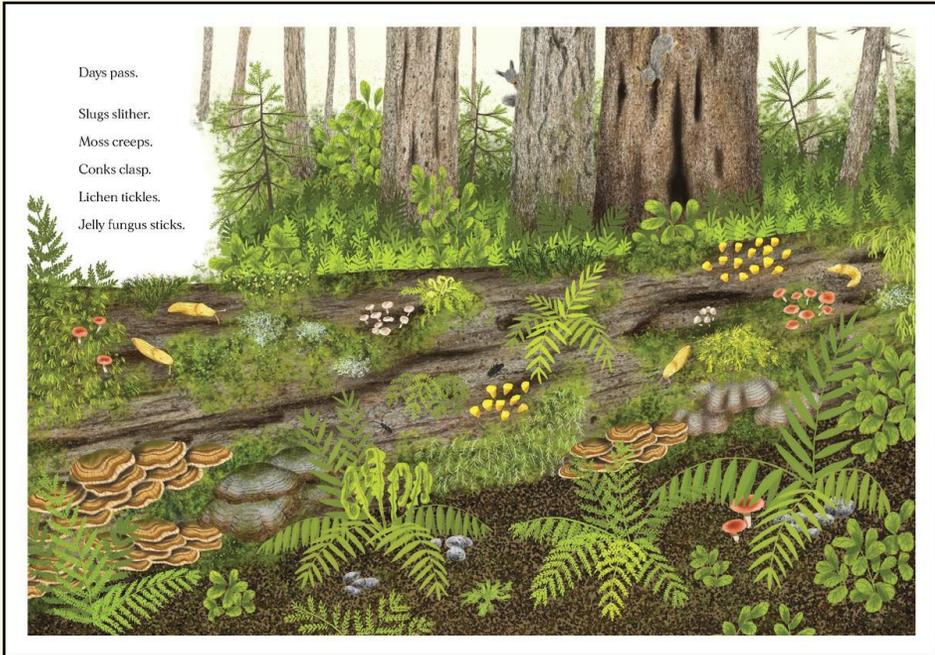
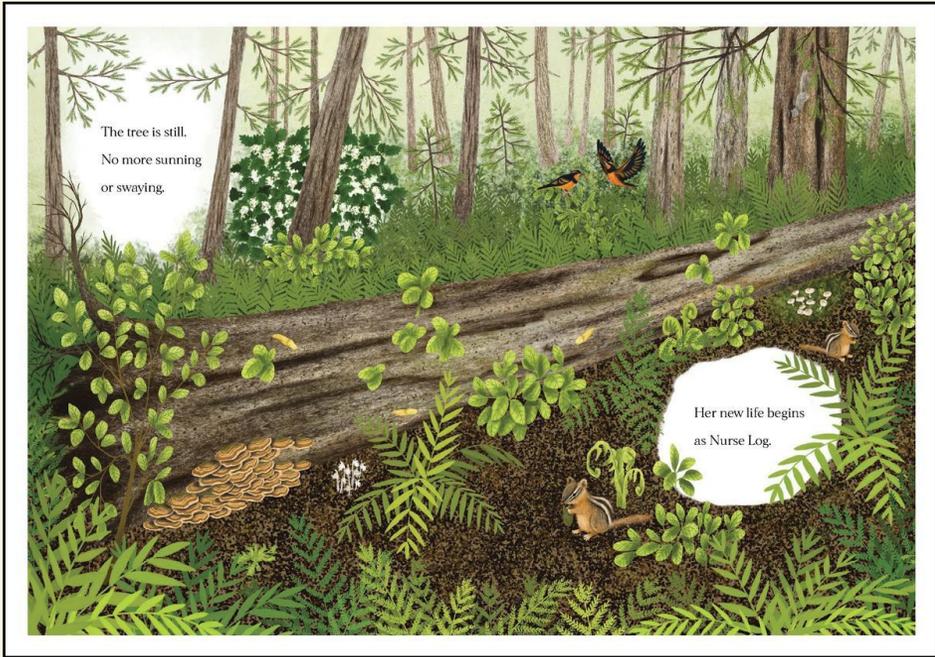
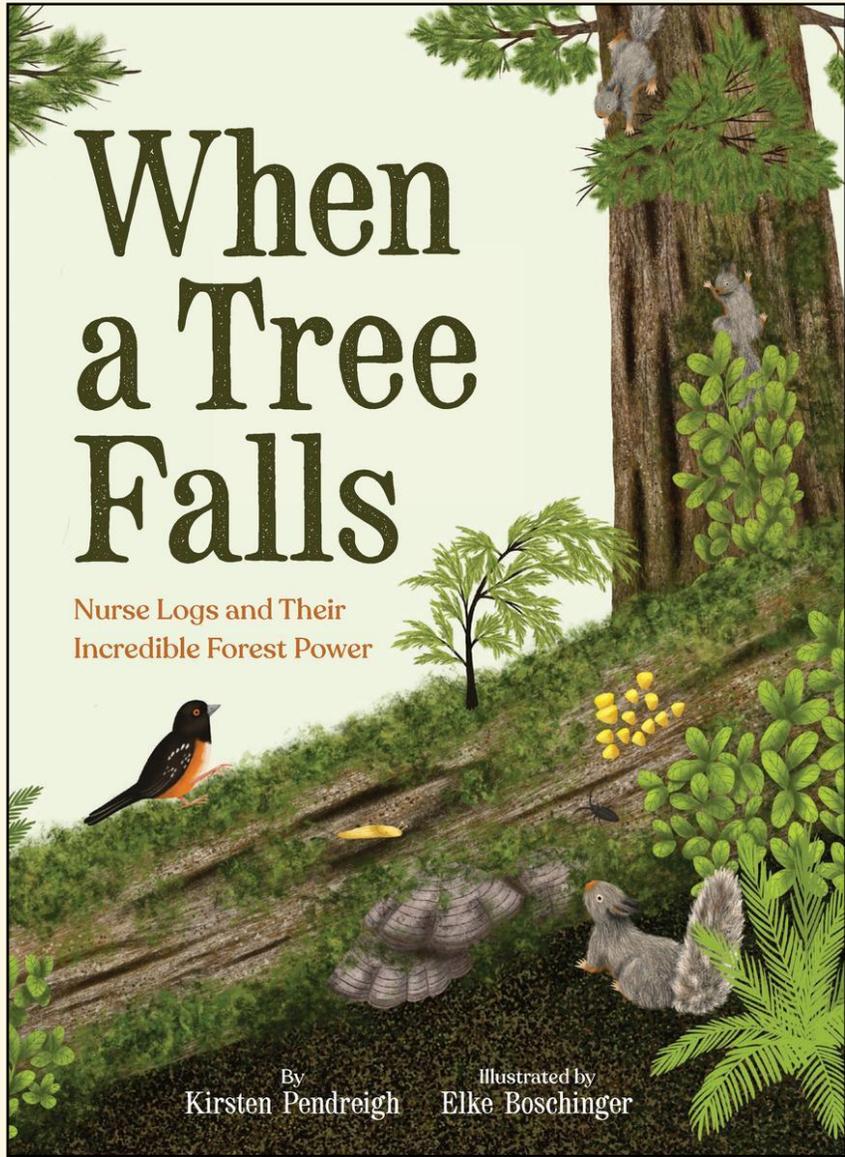
Diabetes affects how your body uses a sugar known as glucose. Bodies need glucose. It comes from the food you eat. Glucose passes into your blood and then to the cells of your body.

Jennie's body couldn't process glucose. No one could do anything to help her. When she died Fred was heartbroken.

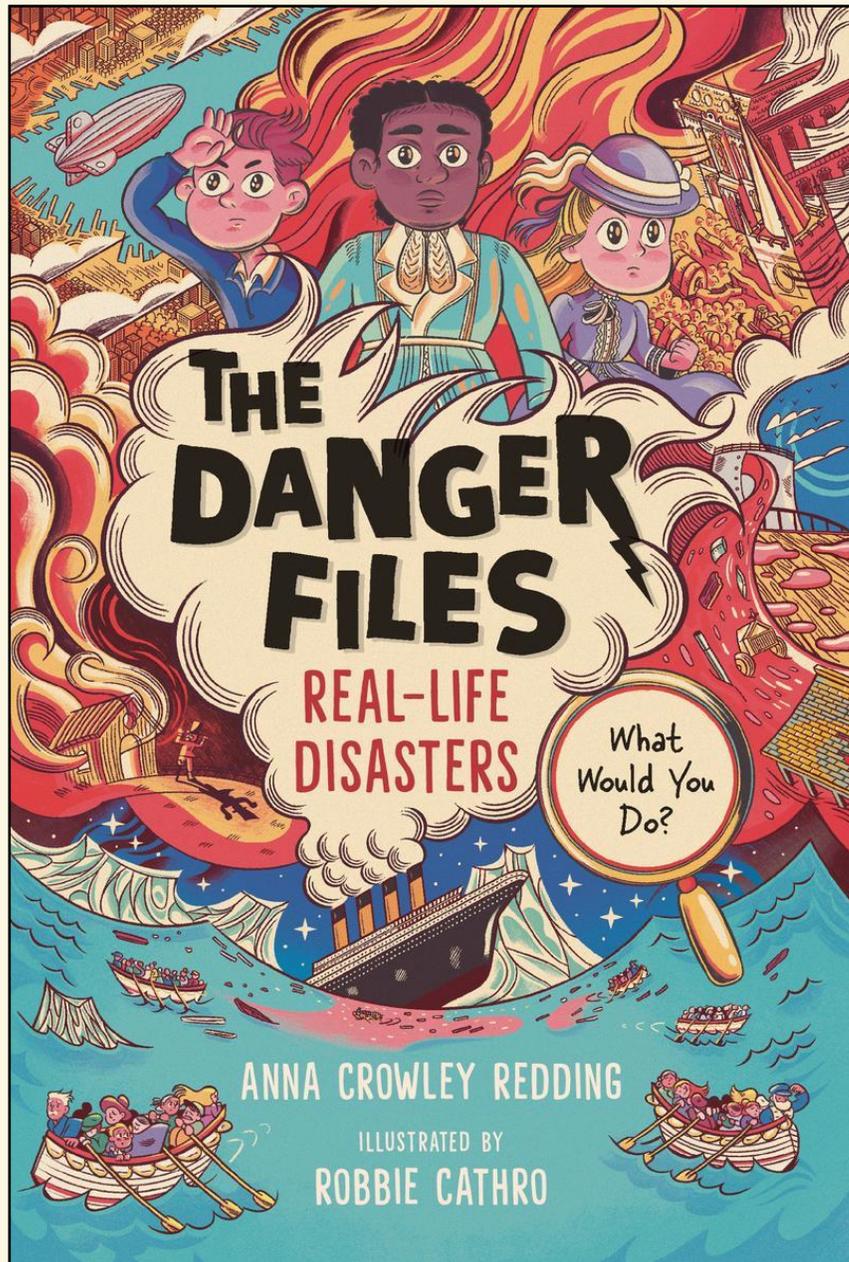
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7

Audience: Ages 6-10



Audience: Ages 6-9



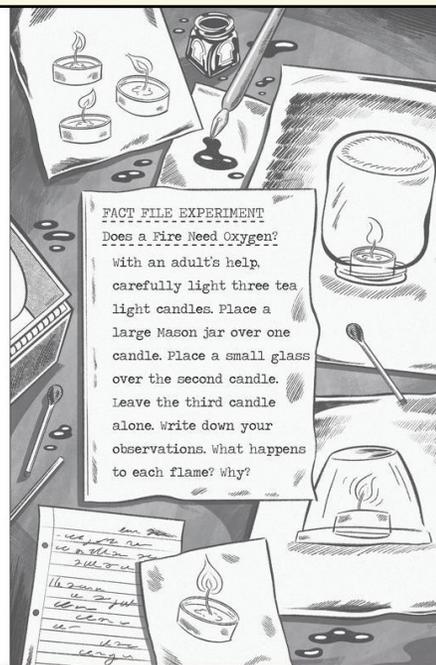
⚠️ DANGER CLUE!

The courthouse's brass bell weighed 10,849 pounds (4,921 kilograms). That's heavier than two rhinos! The prisoners could be crushed by the bell if it fell. Often in fires, falling debris like pieces of a roof or a collapsing chimney can be deadly to people below.

Soon they would be trapped in the flames. The mayor issued an urgent order: *Release all prisoners from jail at once.*

Heavy iron keys jangled as the jailer unlocked the cells. "Run!" he shouted to the prisoners. Five stories above, the brass bell continued to swing back and forth, ringing loudly until—*crash!* Just as the prisoners escaped the burning building, the bell plunged all the way down through one floor, and another, and another until it slammed into the bottom floor, crushing the jail cells.

Meanwhile, Bessie Bradford clung closely to her parents' friends as they fled the fire. They had to make it over the State Street Bridge and then they would be safe.



FACT FILE EXPERIMENT

Does a Fire Need Oxygen?

With an adult's help, carefully light three tea light candles. Place a large Mason jar over one candle. Place a small glass over the second candle. Leave the third candle alone. Write down your observations. What happens to each flame? Why?

IMPACT!

Construction

Before the fire, Chicago had experienced a population boom. People moved there faster than locals could build houses for newcomers to live in, stores to shop in, or factories to work in. As a result, construction had been fast and cheap. The goal was getting the buildings built, not building them in a safe way that would prevent them from catching fire.

After the fire, building codes became stricter. Not only that, but the fire department was also able to hire more inspectors to check out buildings and enforce these codes. One rule? No more wooden buildings. This new rule changed the look of the city. Architects, engineers, and designers began to build with steel and concrete, which resulted in a new kind of building: skyscrapers. Terra-cotta was also used.

Soon, steel-framed skyscrapers began appearing in cities around the country and eventually around the world.

Fire Protection

After the fire, the city's fire department was able to reorganize and get lots of new equipment, boosting its firefighting power over the next thirty years. By 1900, it had five fireboats, more than one hundred fire engines, thirty-four hook-and-ladder trucks, and, amazingly, the number of firefighters had increased to 1,142!

Training and Education

Every year in the United States, Fire Prevention Week is observed around October 8; that's a nod to the terrible Chicago fire and the lessons learned from it.

The lot where the O'Learys lived and where the fire started is now owned by the fire department and used for training. Even today, no one knows exactly what started the Great Chicago Fire.

Audience: Ages 7-10

Thank you!



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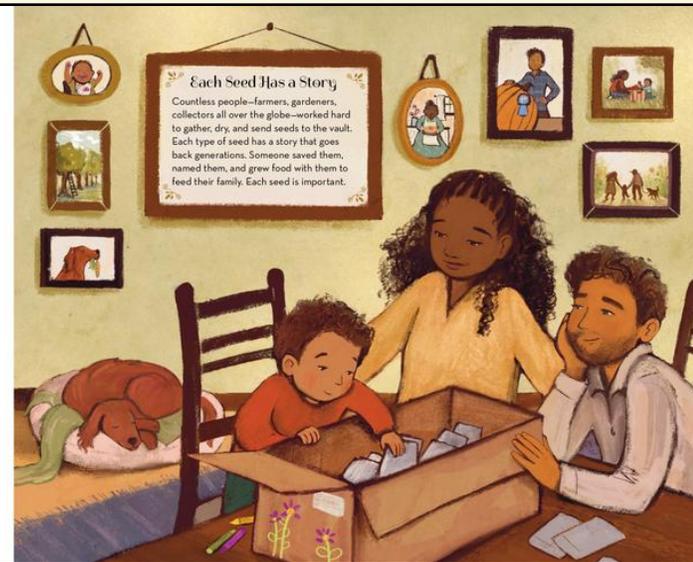
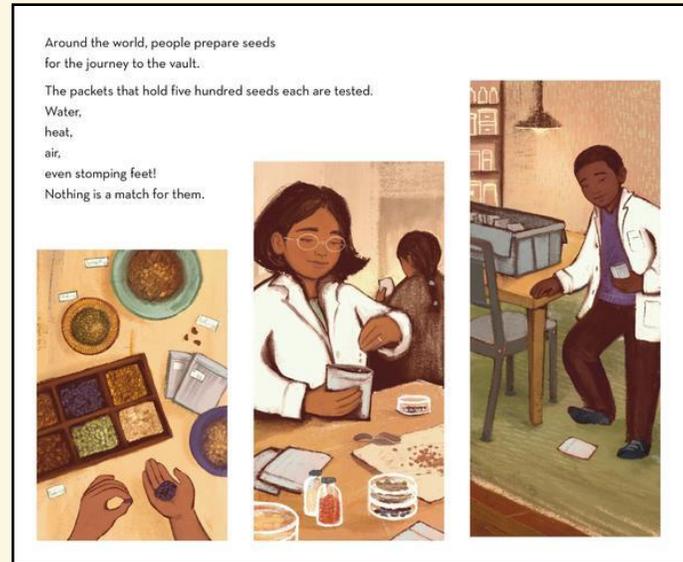
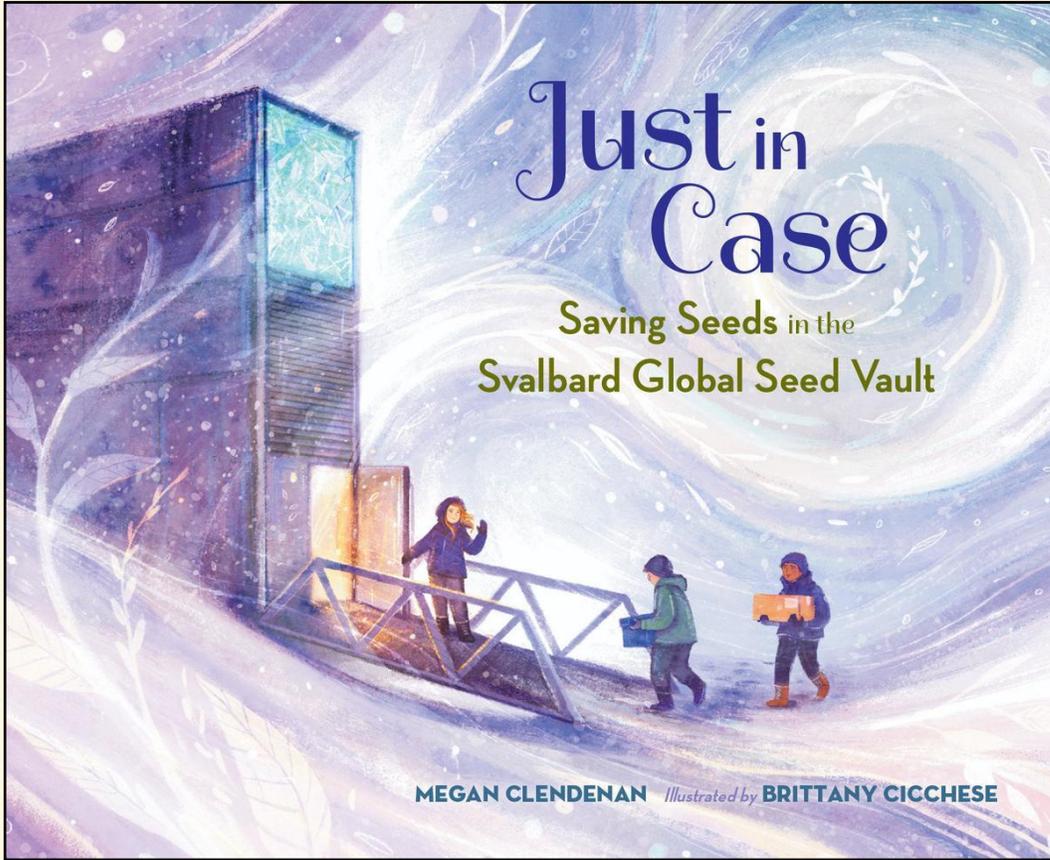
WHAT'S NEW IN
BOOKS?
6-12 EDITION

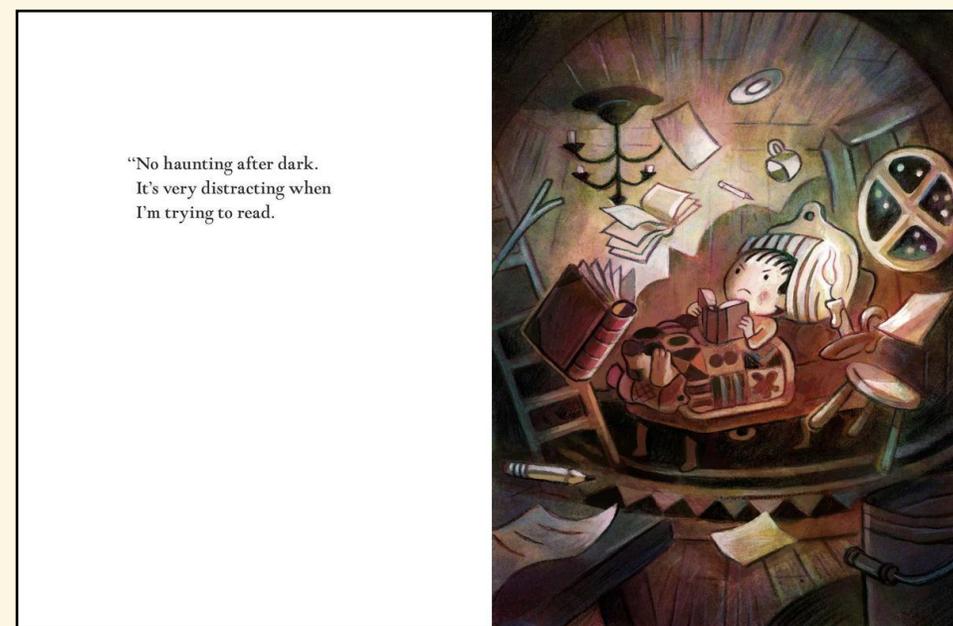
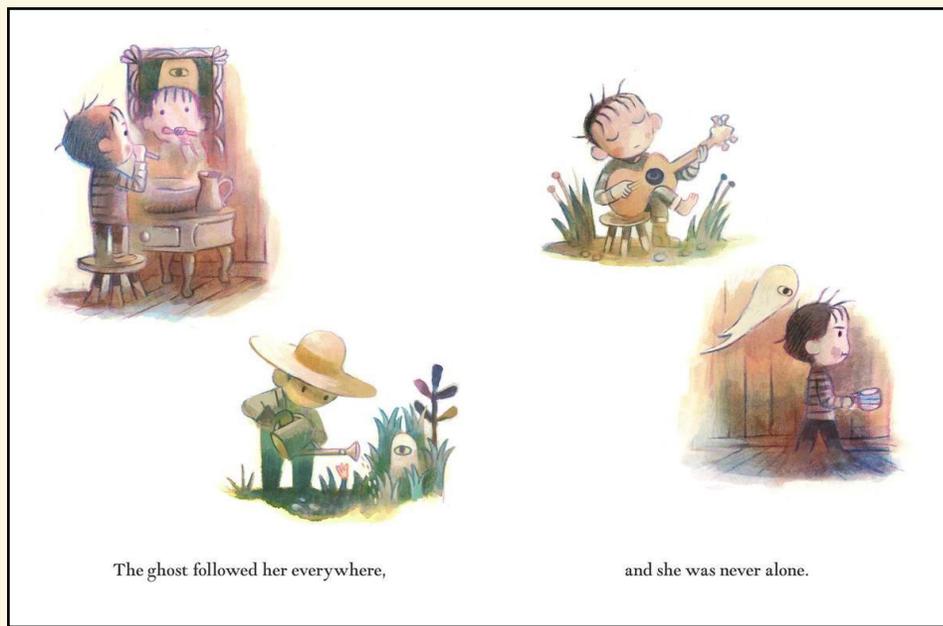
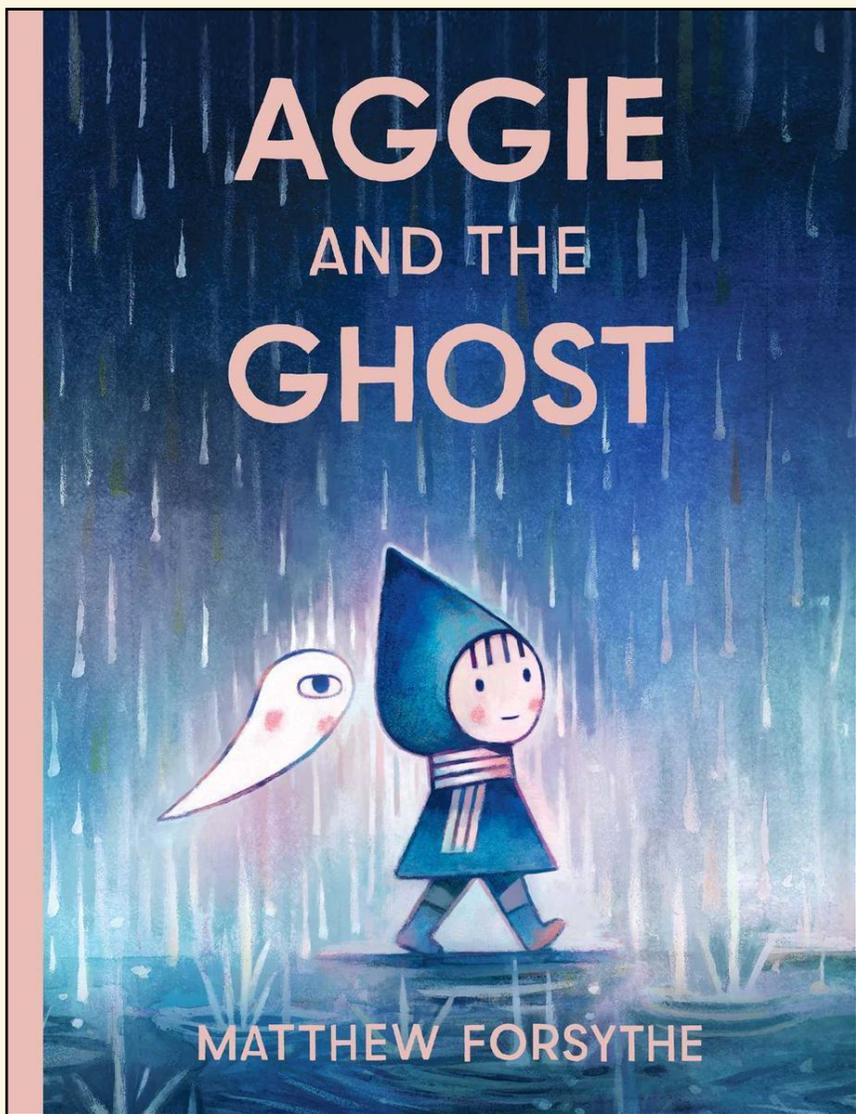
With your ULeithbridge Bookstore Friends,
Kari Tanaka and Becky Colbeck





PICTURE BOOKS

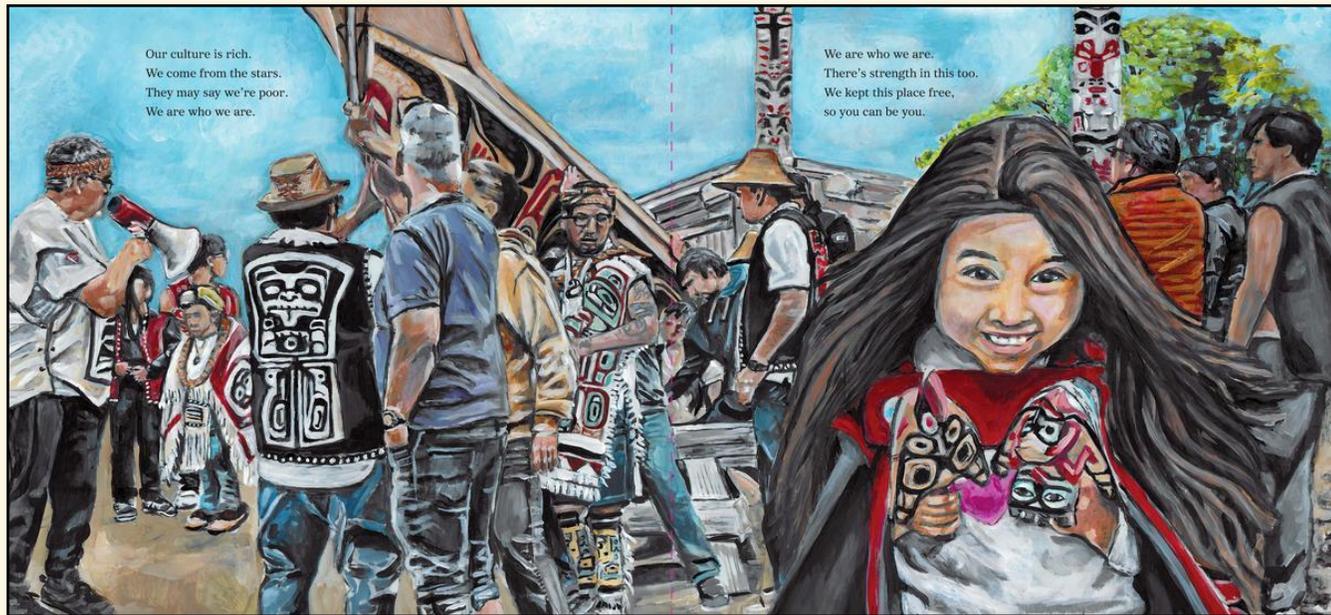
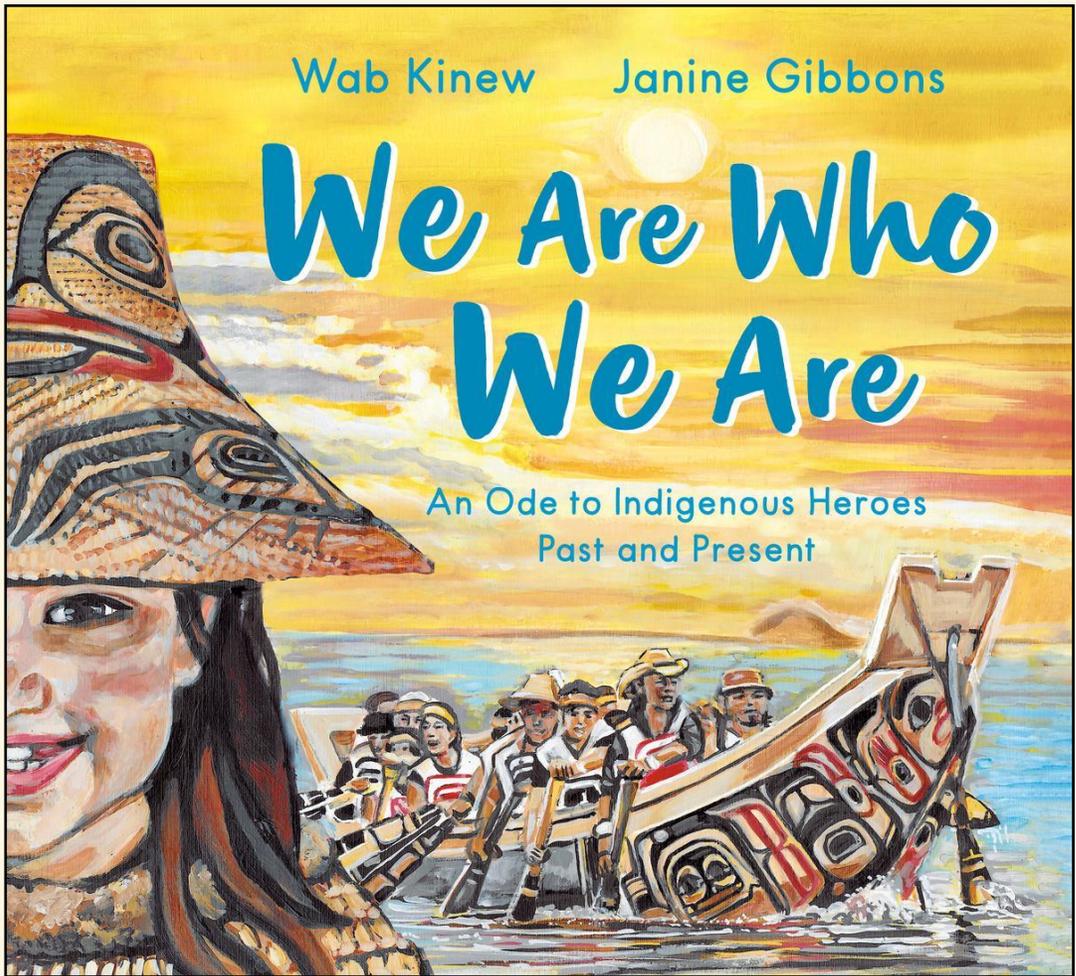




Wab Kinew Janine Gibbons

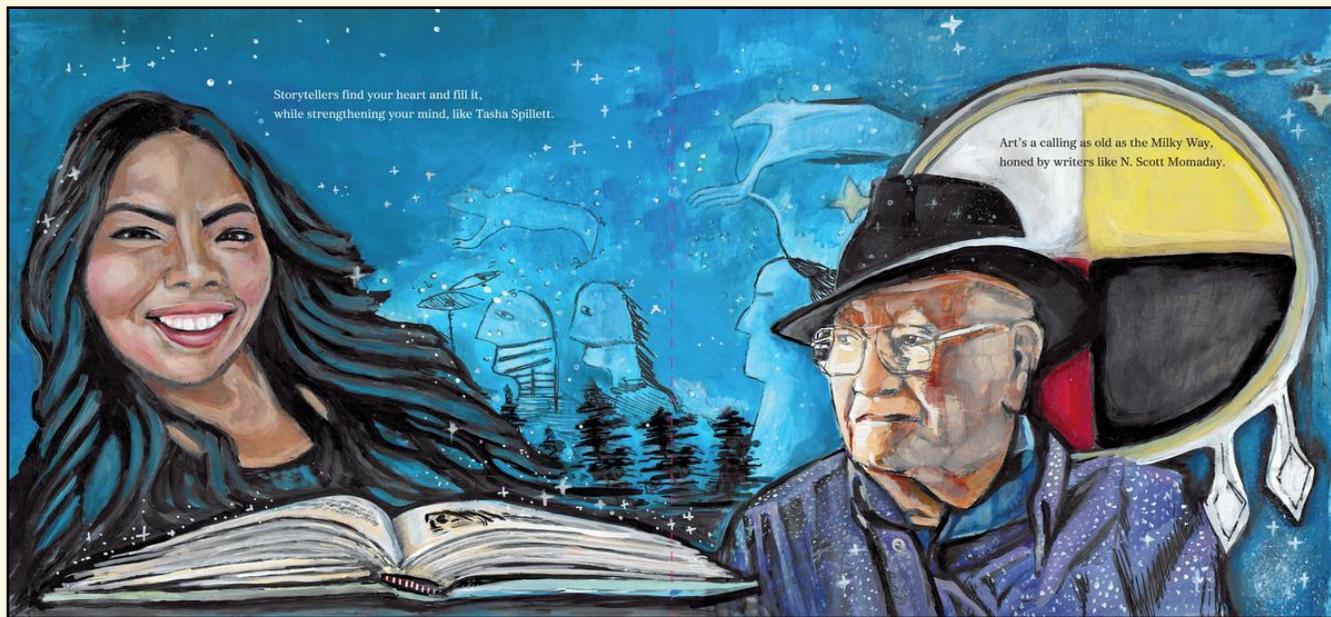
We Are Who We Are

An Ode to Indigenous Heroes
Past and Present



Our culture is rich.
We come from the stars.
They may say we're poor.
We are who we are.

We are who we are.
There's strength in this too.
We kept this place free,
so you can be you.

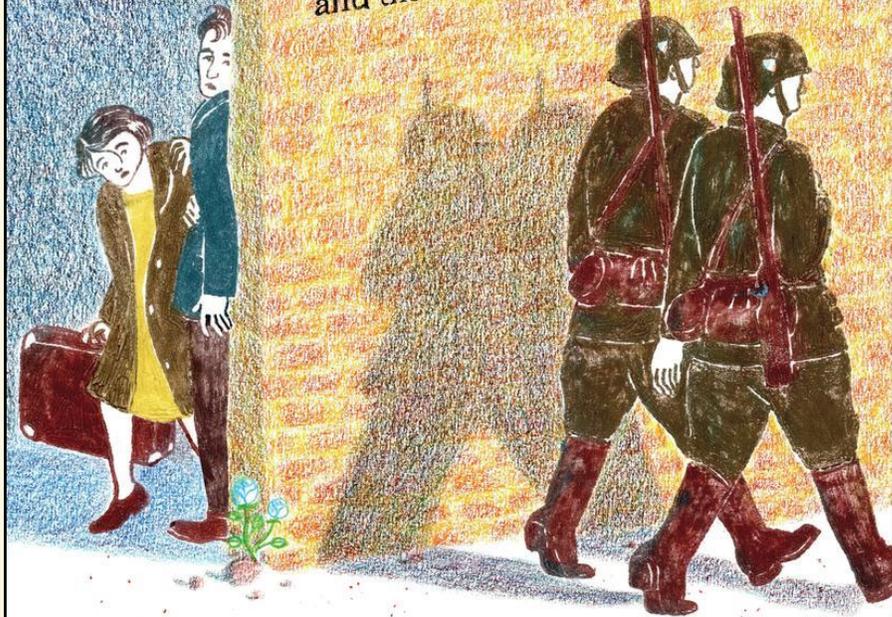


Storytellers find your heart and fill it,
while strengthening your mind, like Tasha Spillett.

Art's a calling as old as the Milky Way,
honed by writers like N. Scott Momaday.

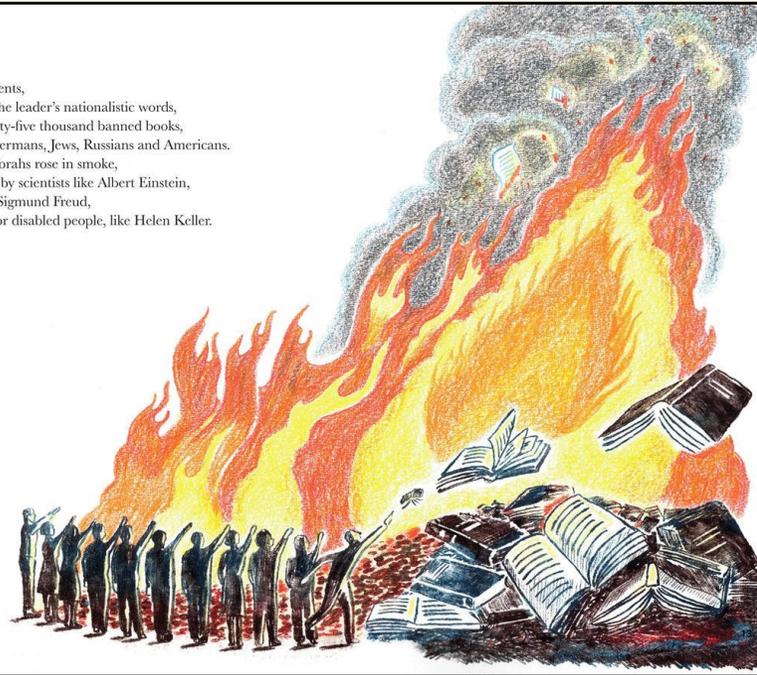
Words Matter

The Story of Hans and Sophie Scholl,
and the White Rose Resistance



Anita Fitch Pazner • Sophie Casson

College students,
inspired by the leader's nationalistic words,
burned twenty-five thousand banned books,
written by Germans, Jews, Russians and Americans.
Bibles and Torahs rose in smoke,
as did books by scientists like Albert Einstein,
doctors like Sigmund Freud,
and "unfit" or disabled people, like Helen Keller.



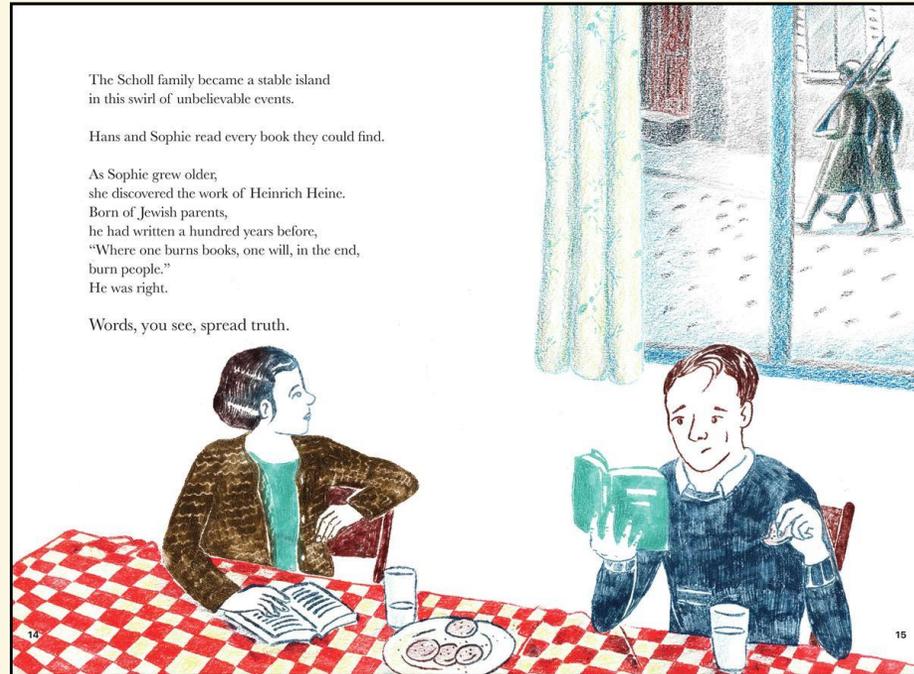
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The Scholl family became a stable island
in this swirl of unbelievable events.

Hans and Sophie read every book they could find.

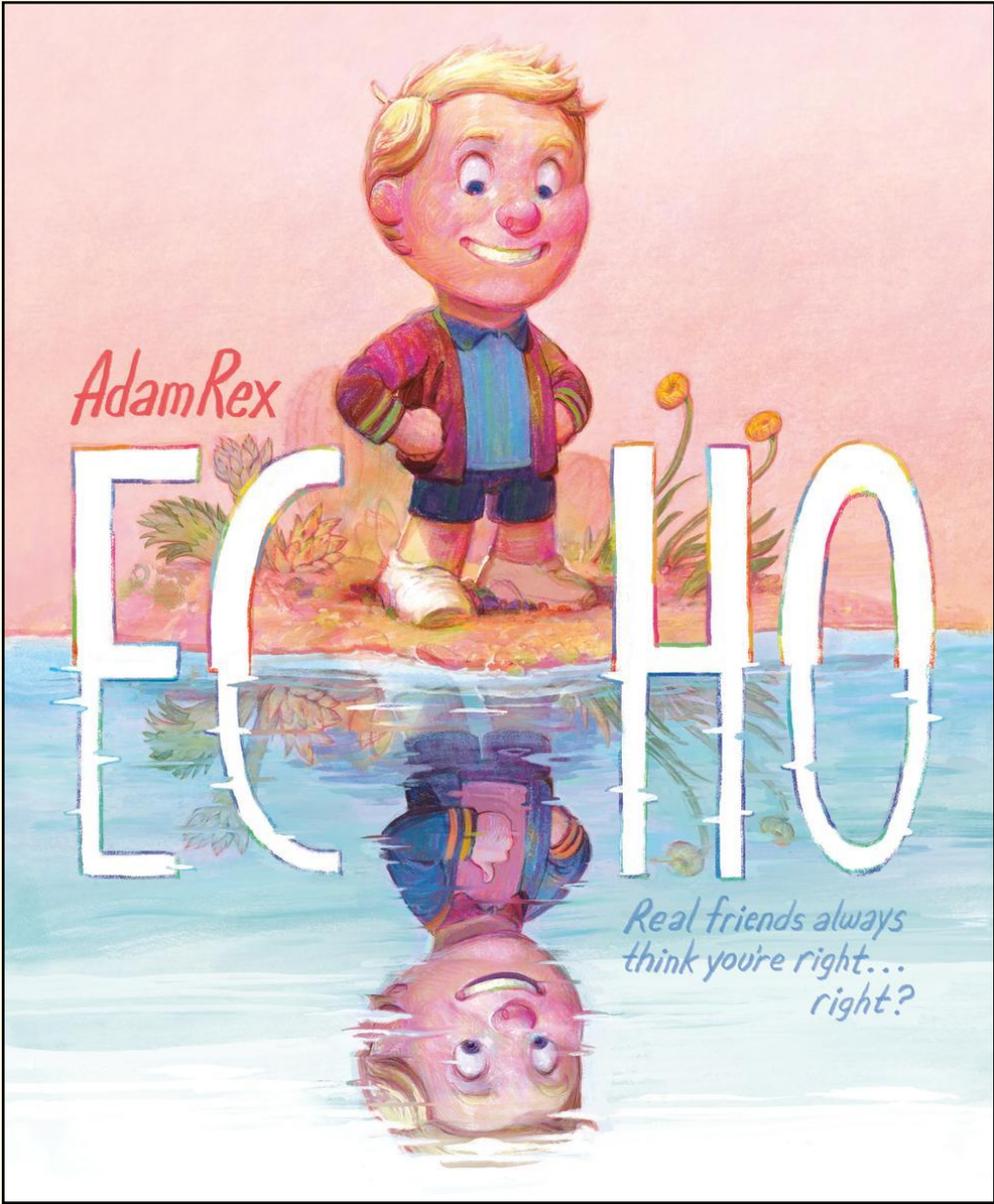
As Sophie grew older,
she discovered the work of Heinrich Heine.
Born of Jewish parents,
he had written a hundred years before,
"Where one burns books, one will, in the end,
burn people."
He was right.

Words, you see, spread truth.



14

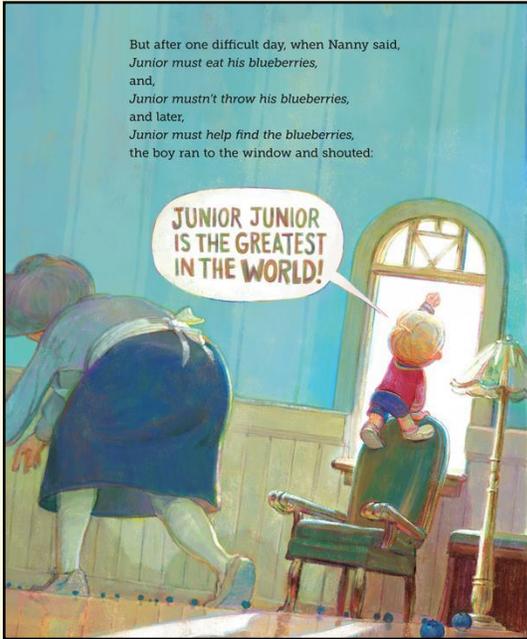
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Adam Rex

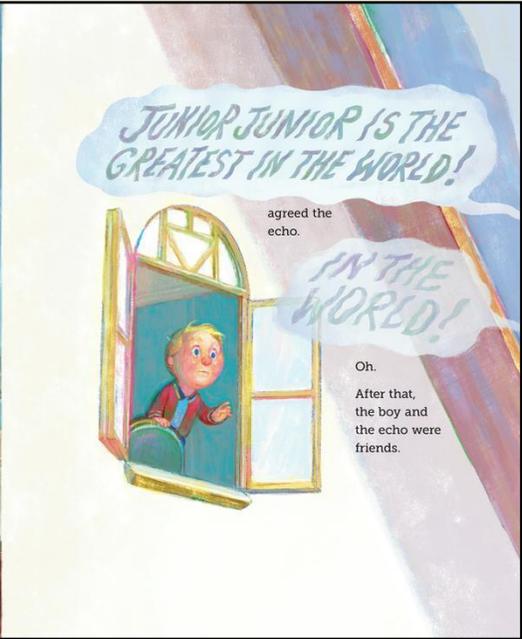
ECHO

Real friends always think you're right... right?



But after one difficult day, when Nanny said, Junior must eat his blueberries, and, Junior mustn't throw his blueberries, and later, Junior must help find the blueberries, the boy ran to the window and shouted:

JUNIOR JUNIOR IS THE GREATEST IN THE WORLD!

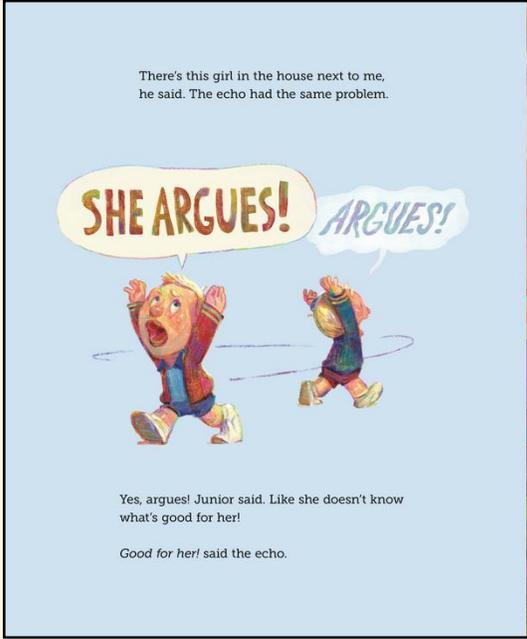


JUNIOR JUNIOR IS THE GREATEST IN THE WORLD!

agreed the echo.

IN THE WORLD!

Oh. After that, the boy and the echo were friends.

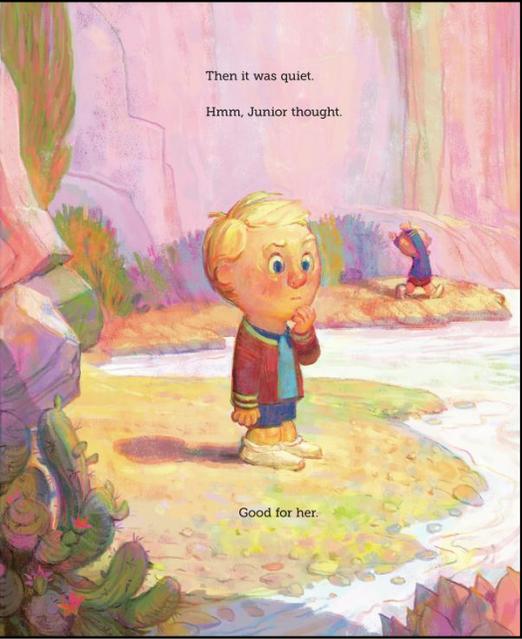


There's this girl in the house next to me, he said. The echo had the same problem.

SHE ARGUES! ARGUES!

Yes, argues! Junior said. Like she doesn't know what's good for her!

Good for her! said the echo.



Then it was quiet. Hmm, Junior thought.

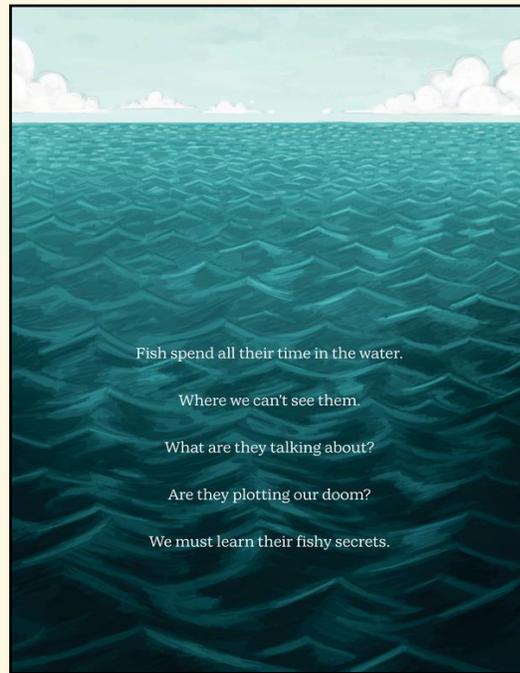
Good for her.

DON'T TRUST FISH



WRITTEN BY
NEIL SHARPSON

ILLUSTRATED BY CALDECOTT MEDALIST
DAN SANTAT



Fish spend all their time in the water.

Where we can't see them.

What are they talking about?

Are they plotting our doom?

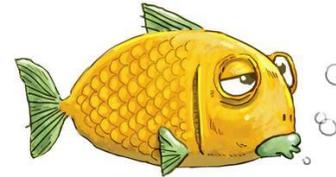
We must learn their fishy secrets.

This is Jeff.

We think he's their leader.

He looks harmless, but don't be fooled.

He's the craftiest fish of all.



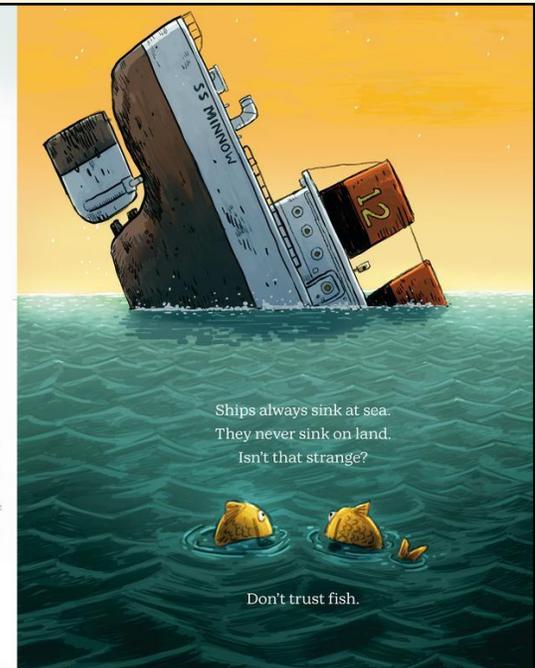
Don't trust Jeff.

Don't trust fish.



You might think you're safe if you don't have a fish tank.

WRONG.



Ships always sink at sea.
They never sink on land.
Isn't that strange?

Don't trust fish.

FICTION

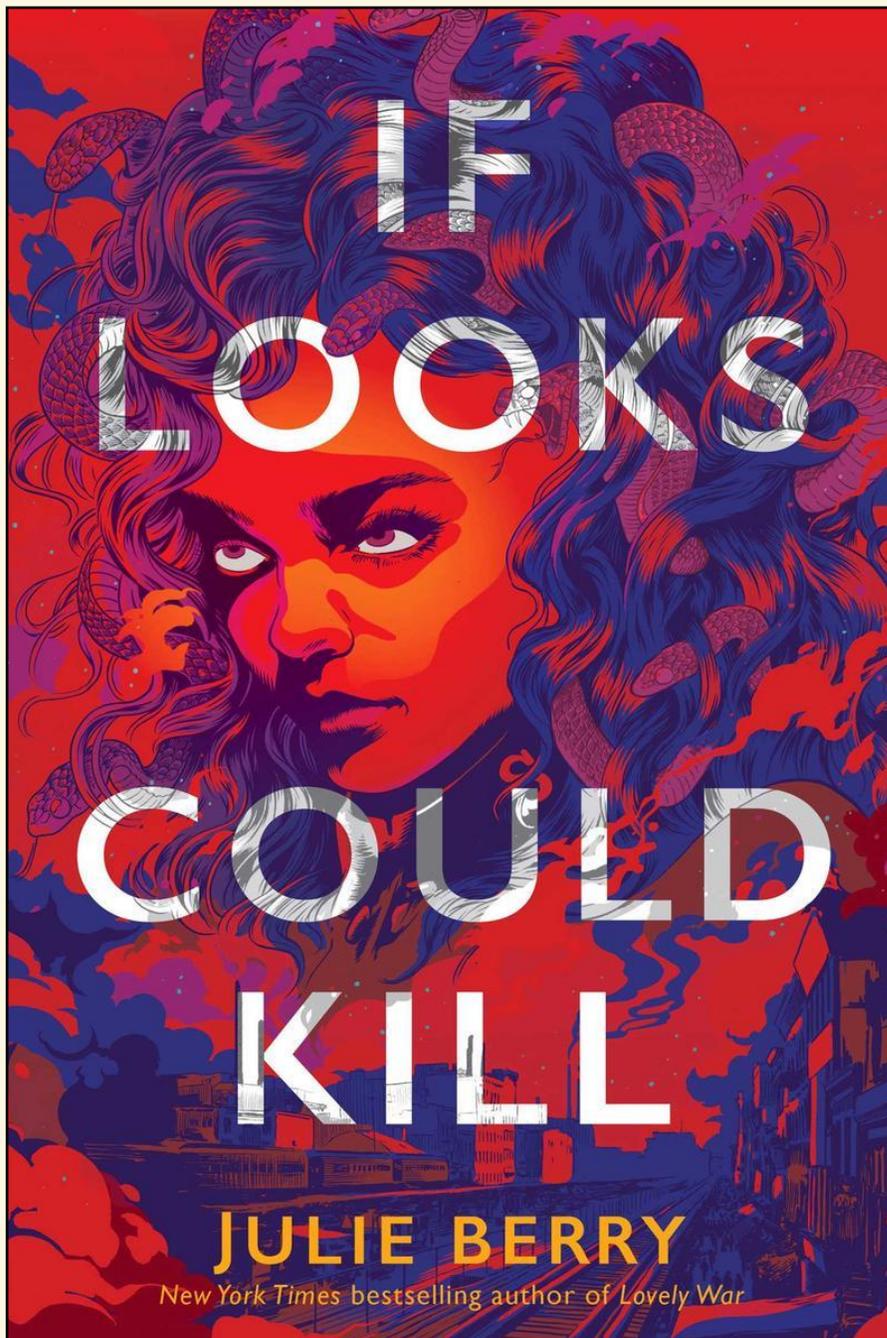




"This book will carve out its own legacy . . . It's brilliant, necessary, and exceptional."

— Pernille Ripp, creator of the Global Read Aloud

Audience: Ages 10+



“A YA thriller unlike anything you’ve read before . . . dark, fast-paced, and utterly addictive, it’s the must-read of the fall.”

— *Parade Magazine*

Audience: Ages 12+

FROM THE #1 NEW YORK TIMES-BESTSELLING AUTHOR OF
FIREKEEPER'S DAUGHTER
ANGELINE BOULLEY

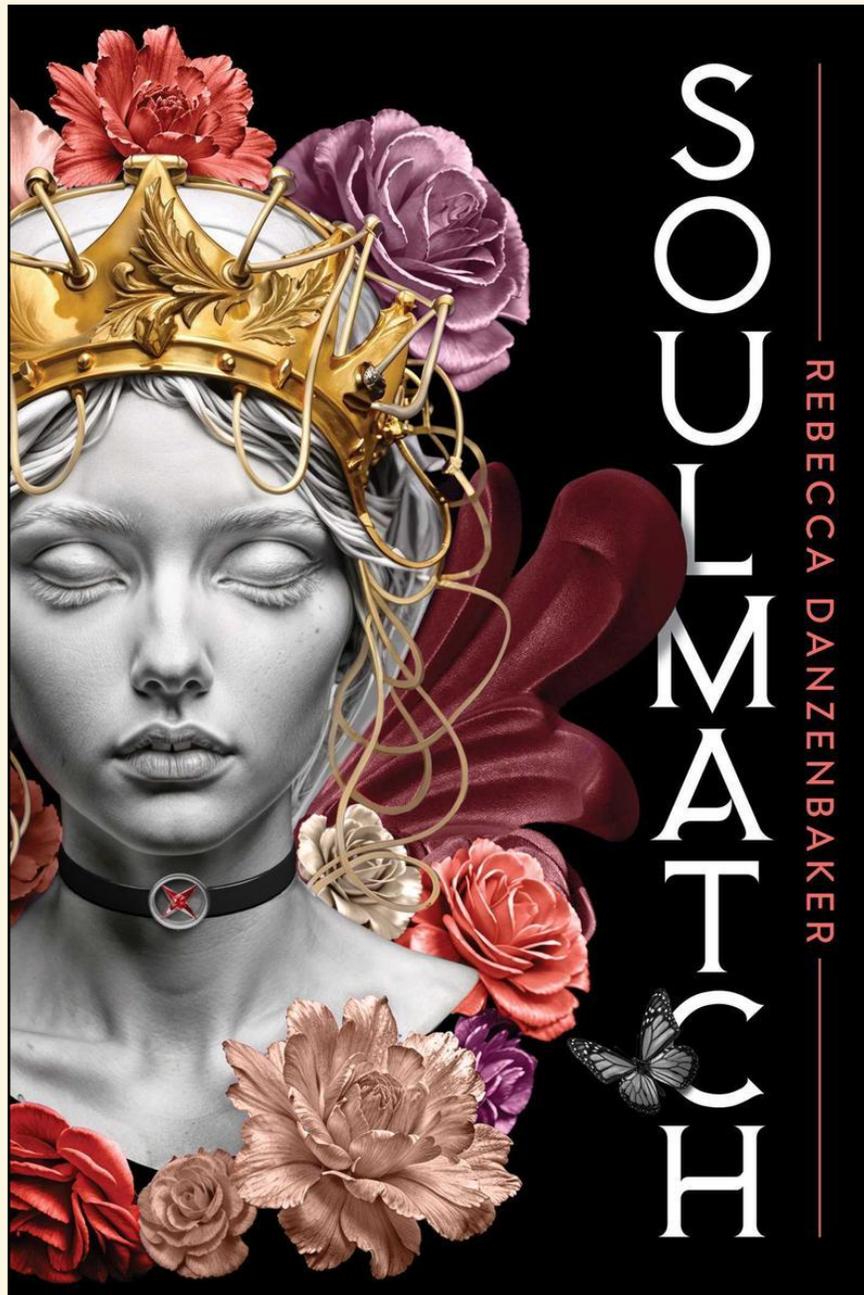


SISTERS IN
WHEN THE PAST COMES FOR REVENGE,
THE WIND
IT'S FIGHT OR FLIGHT.

"Weaving together the history of stolen Native children with the contemporary dangers to vulnerable teens, this unforgettable novel is impossible to put down...and races to an explosive conclusion."

—*Booklist*, starred review

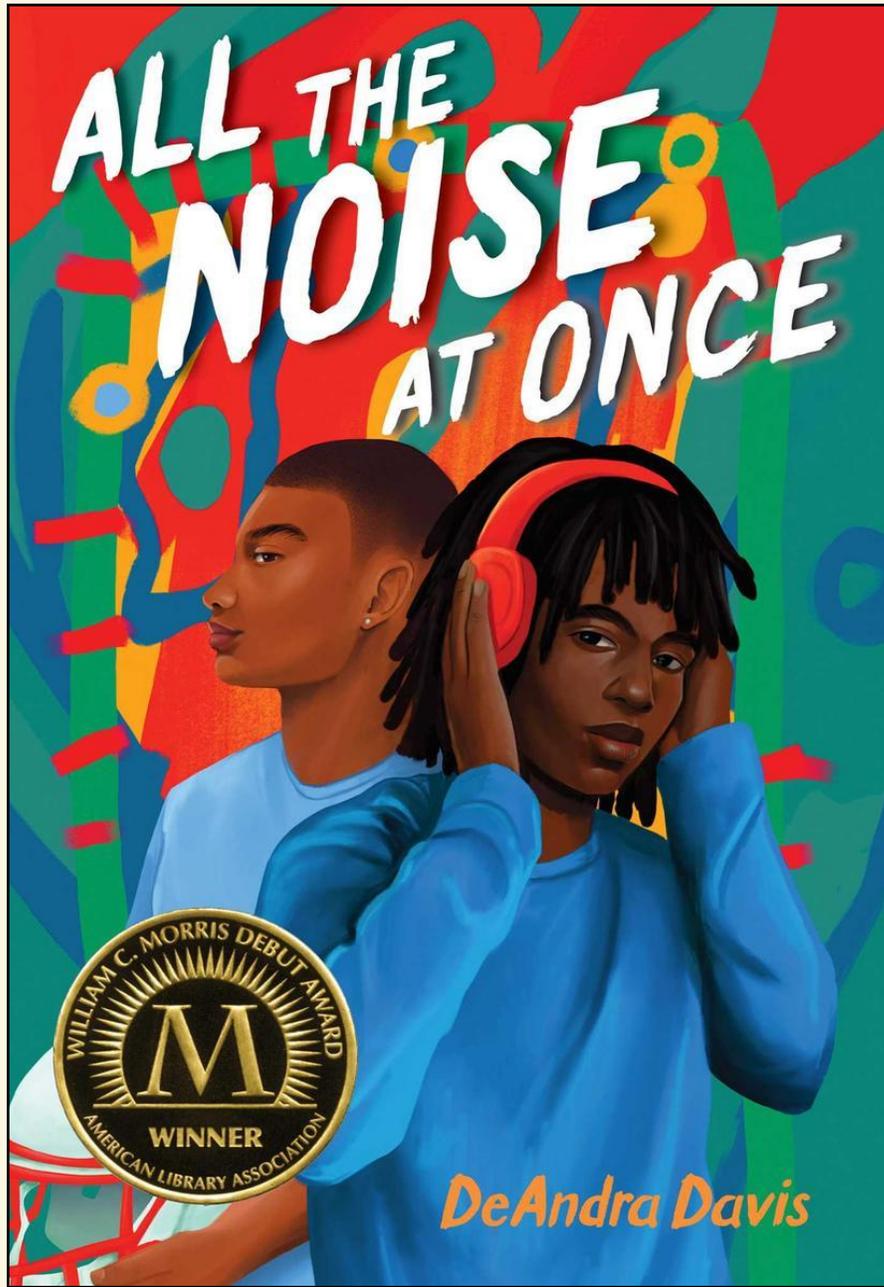
Audience: Ages 14-18



“A thought-provoking and original addition to the genre; clever, thrilling, and impossible to put down.”

- *Kirkus*

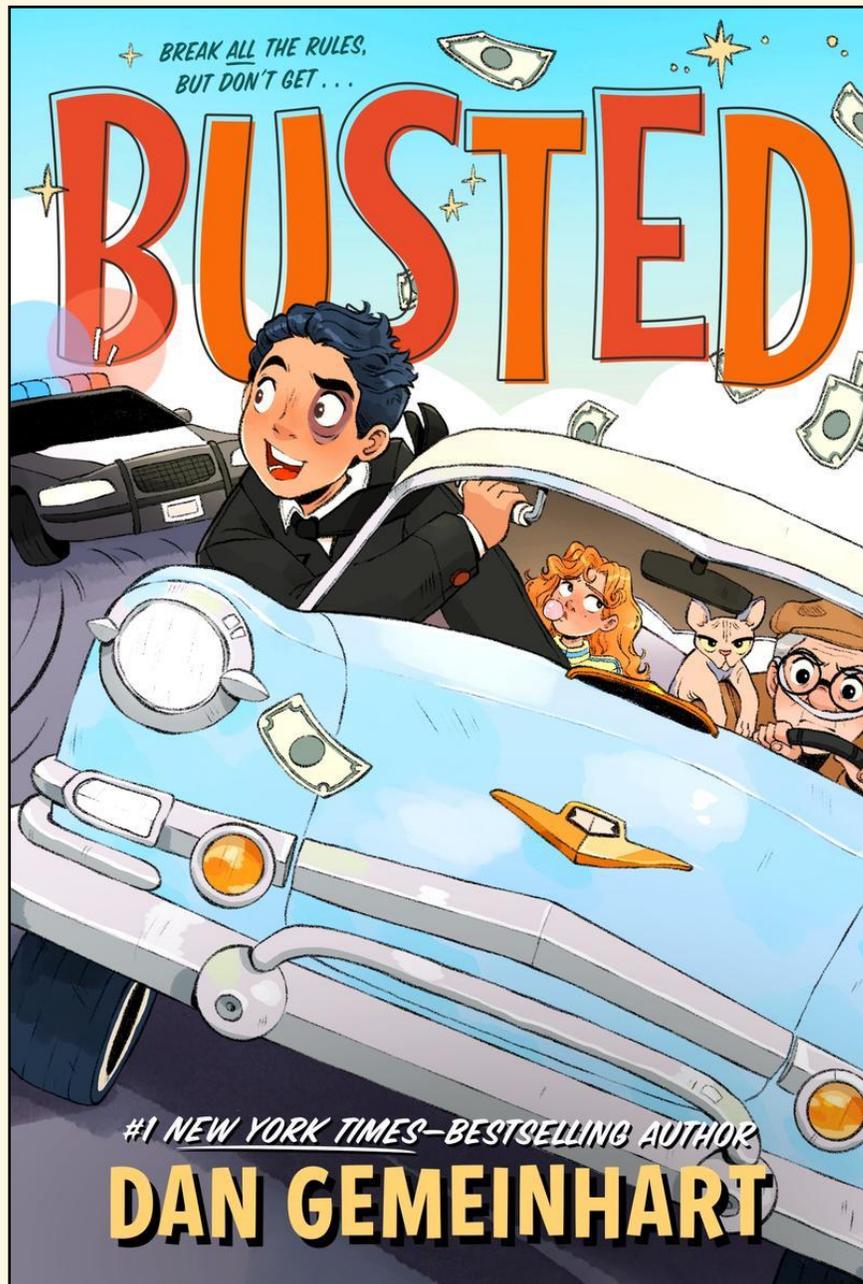
Audience: Ages 12+



"An atmospheric gridiron tale that highlights the complexities of team sports, friendship, and bias."

- *Kirkus Reviews*

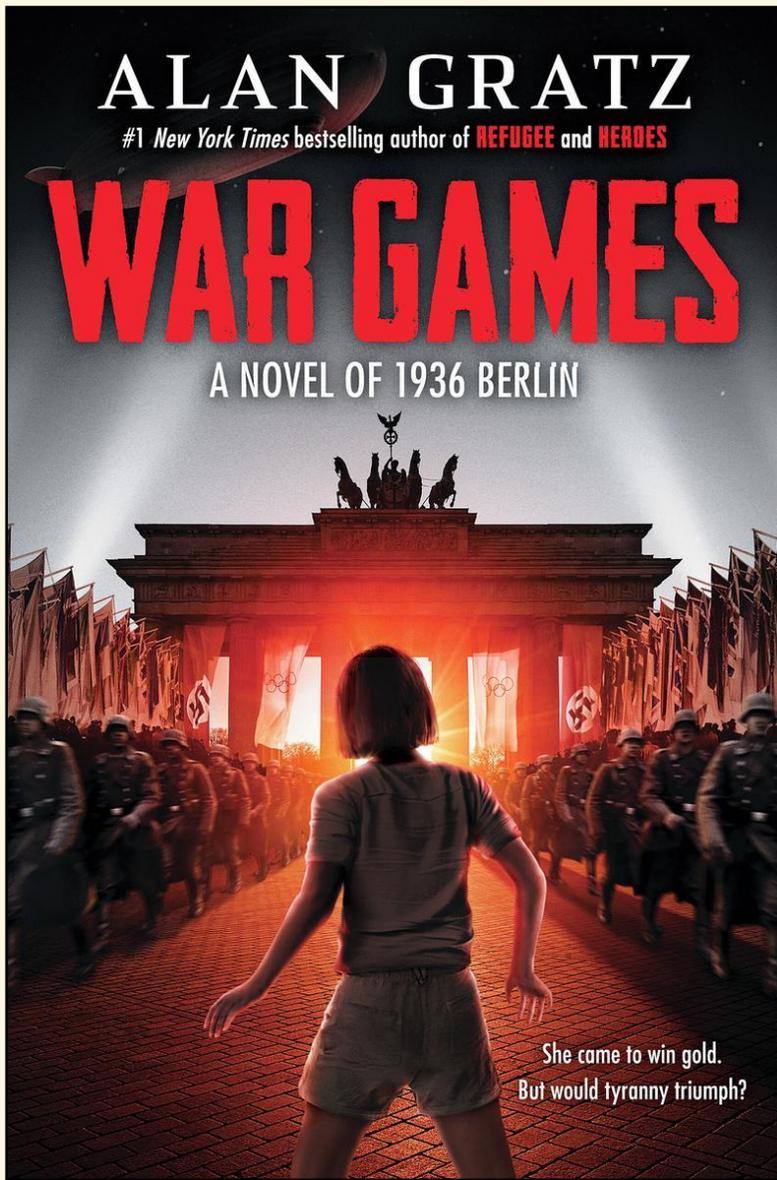
Audience: Ages 14+



"A humdinger doozy of a read filled with humor, heart, and incredible characters you won't soon forget!"

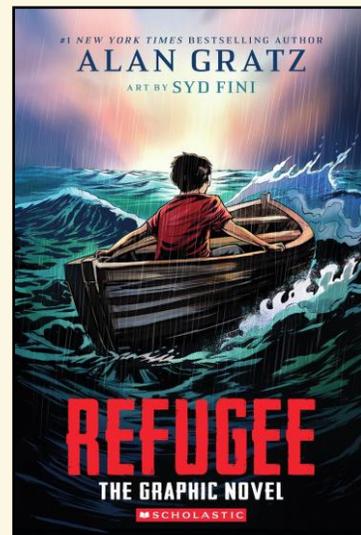
— Chris Grabenstein, #1 *New York Times*-bestselling author of the Mr. Lemoncello series

Audience: Ages 8-12

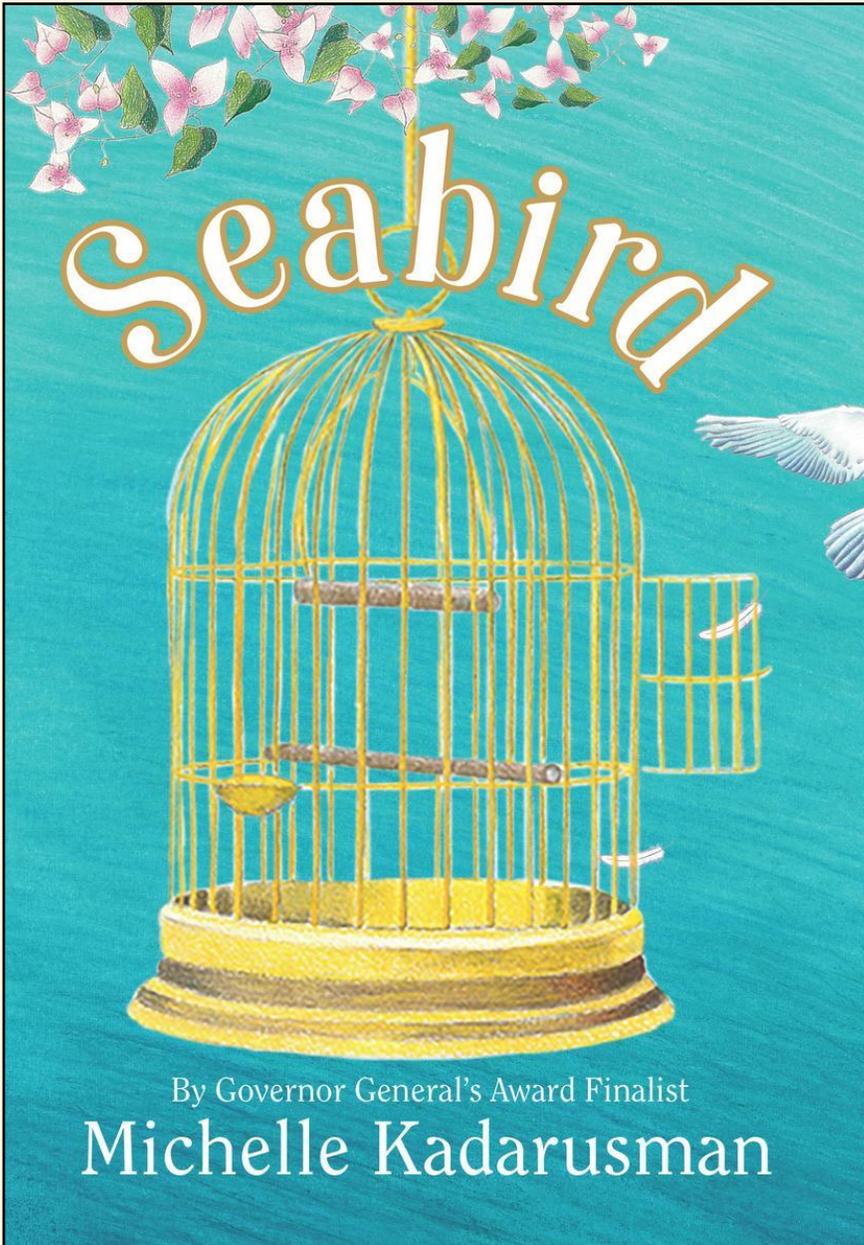


“A smartly plotted page-turner...
Well-researched historical facts add tooth to
this cinematic novel's shocking twists and
turns...a riveting adventure.”

- *Publishers Weekly*, starred review



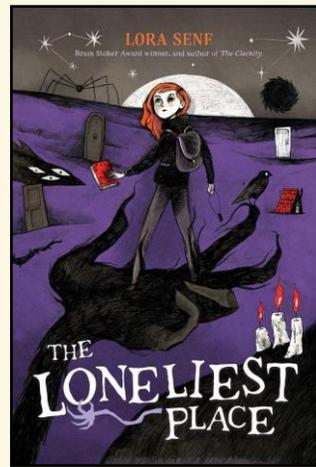
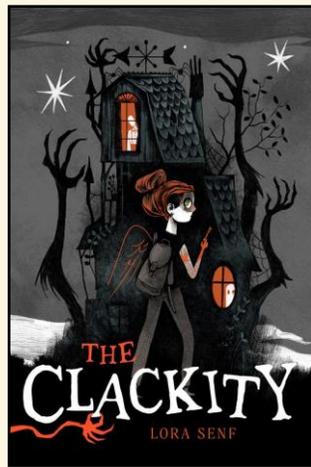
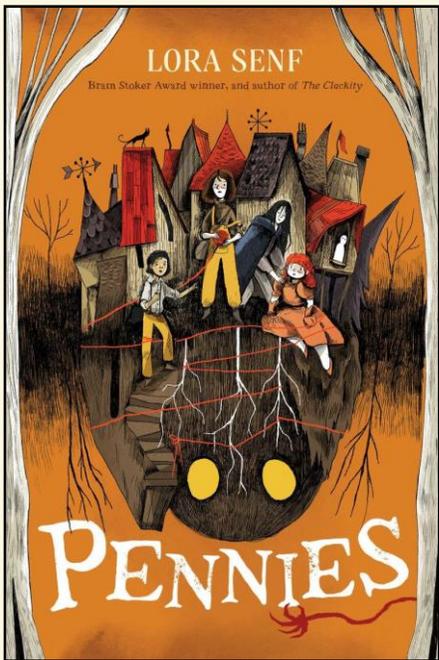
Audience: Ages 9-12



"A first purchase for all libraries wishing to inspire readers to make their own path rather than follow the trail."

- *School Library Journal*

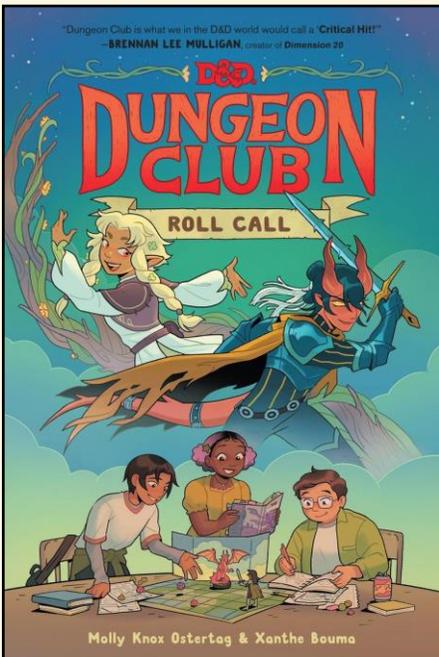
Audience: Ages 8-12



"Senf returns to the world of *The Clackity* in this imaginative prequel set 100 years prior, telling a story that beautifully balances fantastical and frightening elements with a wonderfully nuanced and heartfelt portrayal of friendship."

- *Booklist, Starred Review*

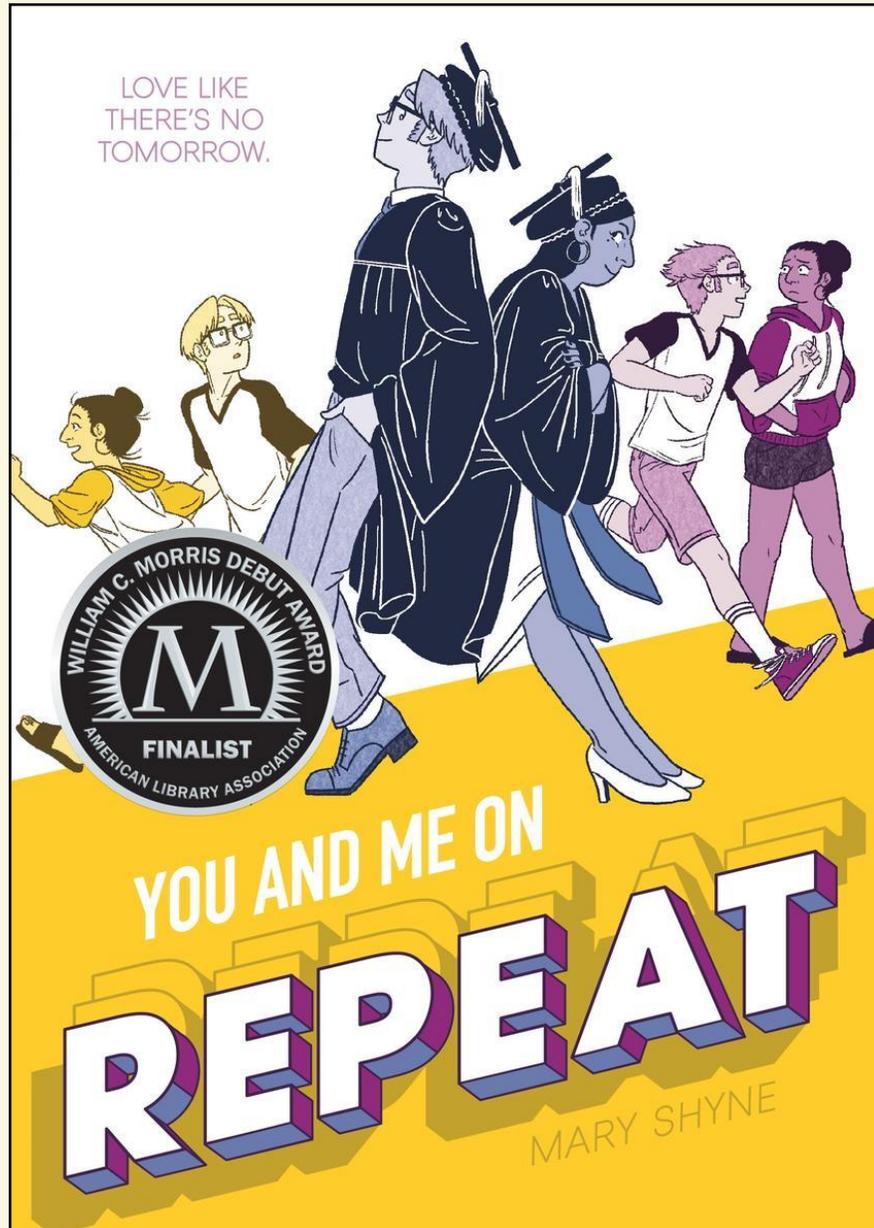
Audience: Ages 10+



"Contained within these magical pages are not one but two amazing stories: fantasy and reality woven masterfully together by Ostertag's spellbinding storytelling. An adventure filled with fun, magic and deep insight into the trials and tribulations of High School, *Dungeon Club* is what we in the D&D world would call a "Critical Hit"!"

- *Brennan Lee Mulligan, creator of Dimension 20*

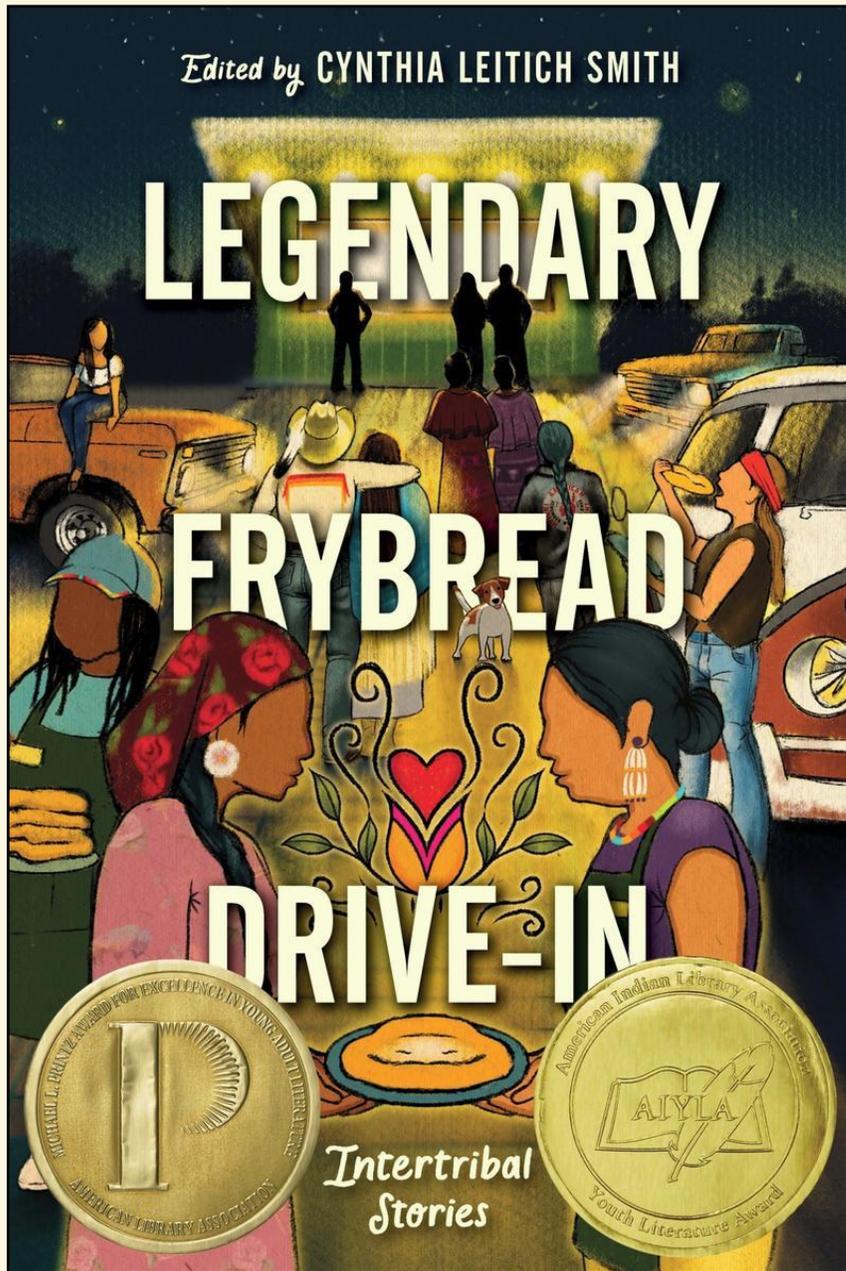
Audience: Ages 8-12



"A clever, gorgeous treasure box of a story. I fell so hard for Chris and Alicia and all of the stupidly teenage and deeply human choices that lead them into a pocket dimension of space-time. Who hasn't wanted a redo option on one of the most important days of their life?"

— Maia Kobabe, bestselling artist of *Gender Queer*

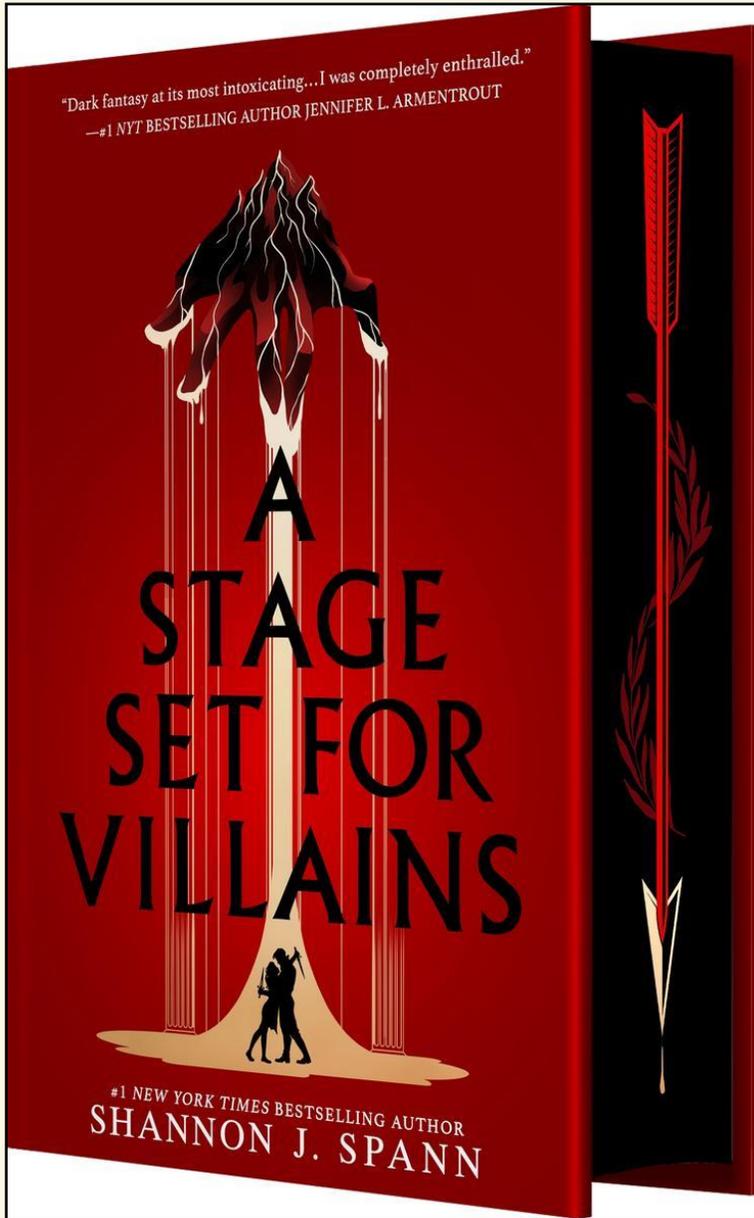
Audience: Ages 14-18



"As readers take in the stories, they will be transported time and time again to Sandy June's, where the protagonists get more than just frybread. Each teen gets exactly what they need—and readers do too. Hand this collection to any reader who is looking for a place made for them; they will find it between these pages."

- *School Library Journal (starred review)*

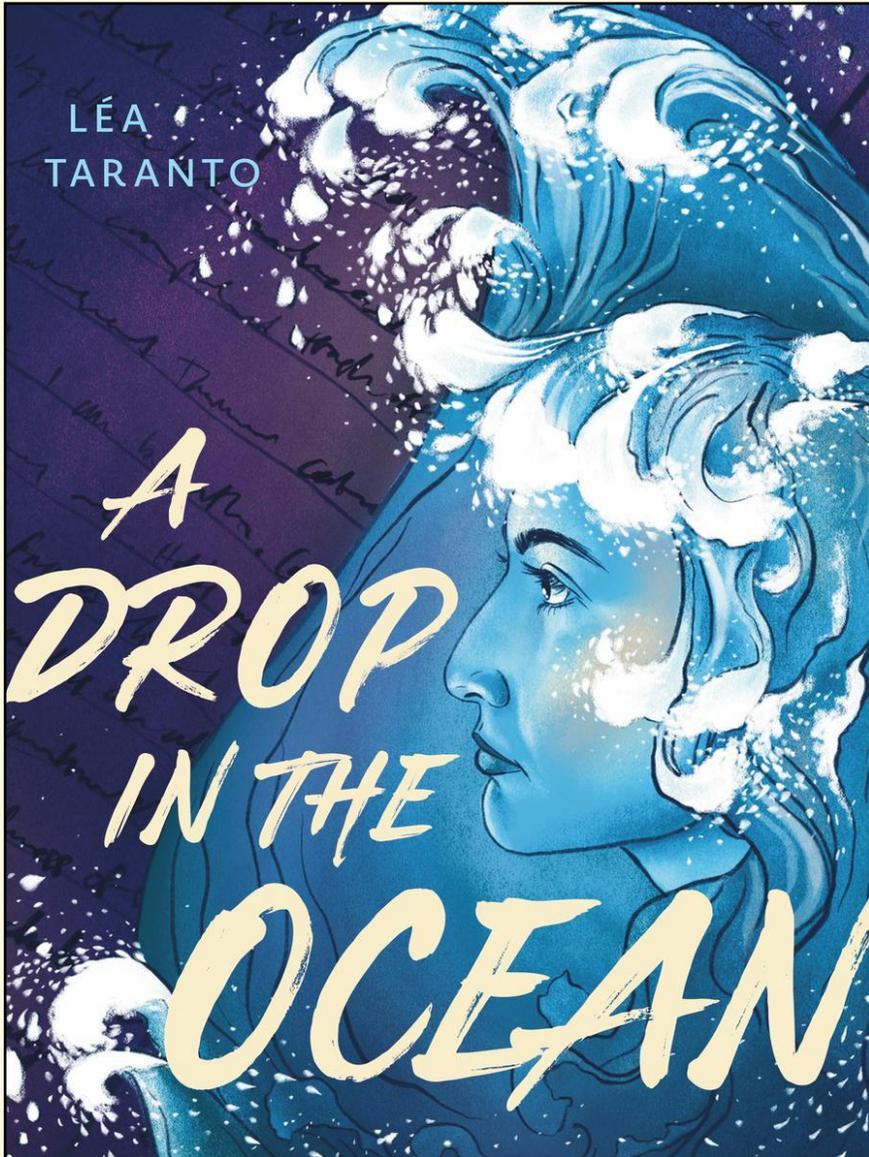
Audience: Ages 13+



“Readers who enjoy fantasy, mystery, theatre, and a little bit of romance will love this twisty story.”

— STARRED *School Library Journal* review

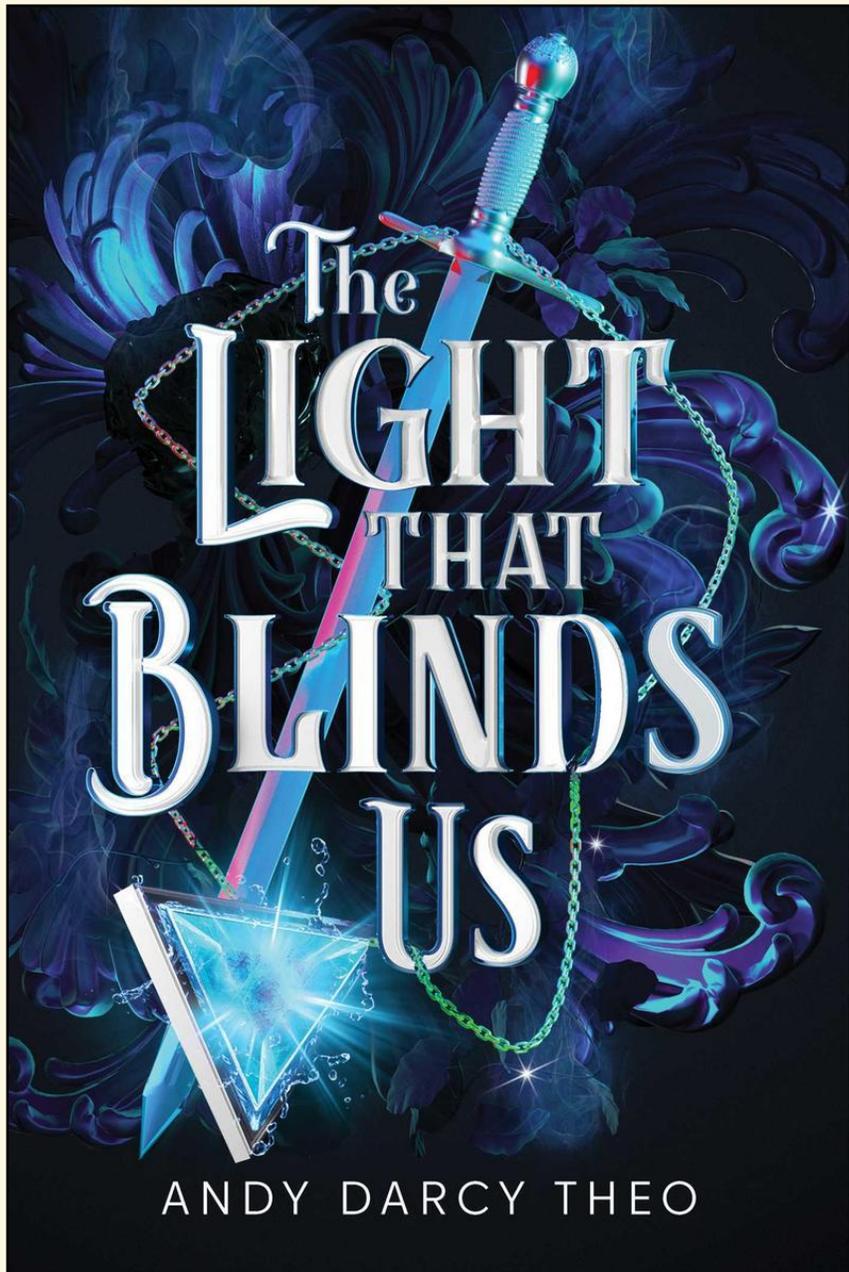
Audience: Ages 16+



“At the heart of this book is a vivid and bracing honesty about mental illness, our desire to be seen, and the constant struggle to navigate our own path. Through Mira we experience life's unexpected beauty and difficult truths - we see, we hear, we feel, and we root for her at every page turn. A mesmerizing debut.”

- Nancy Lee, author of *Dead Girls* and *The Age*

Audience: Young Adult



"Lived-in character dynamics and high stakes invest readers from the jump, resulting in an inventive fantasy series launch."

- *Publishers Weekly*

Audience: Ages 14+

New York Times–bestselling author of *Check, Please!*

NGOZI UKAZU

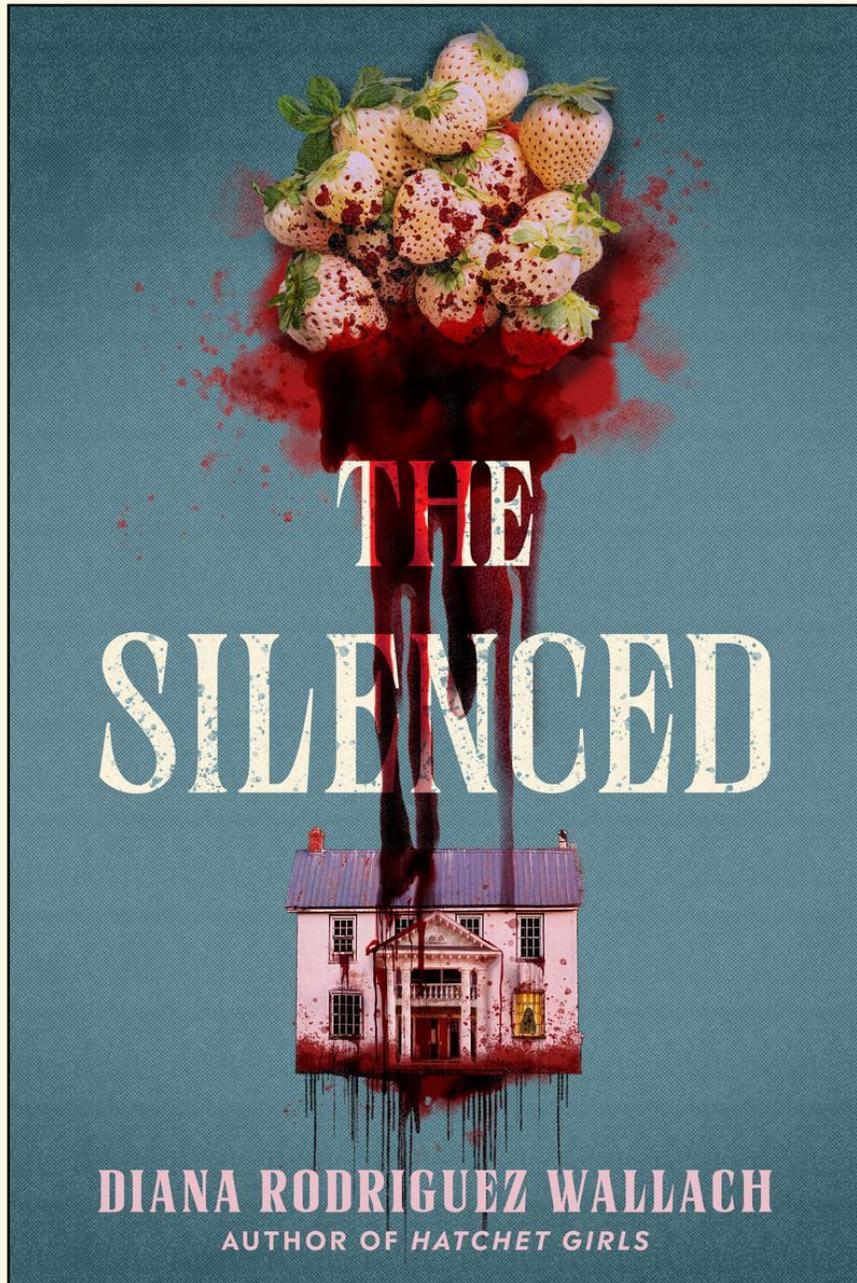


Seeing herself,
through her crush's eyes...

"Brimming with heart and humor, this poignant and thought-provoking graphic novel is perfect for fans of awkward - romantic entanglements with fantastic twists."

— *School Library Journal*, starred review

Audience: Ages 14-18



"Blending supernatural suspense with harrowing historical fact, Wallach shines a scathing spotlight on the deeply disturbing troubled-teen industry...the true terror lies not in the ghosts but in the atrocities that created them."

— *Booklist*

Audience: Ages 12+

Hello Sunshine

ALEX IS MISSING,
BUT IS HE REALLY GONE?



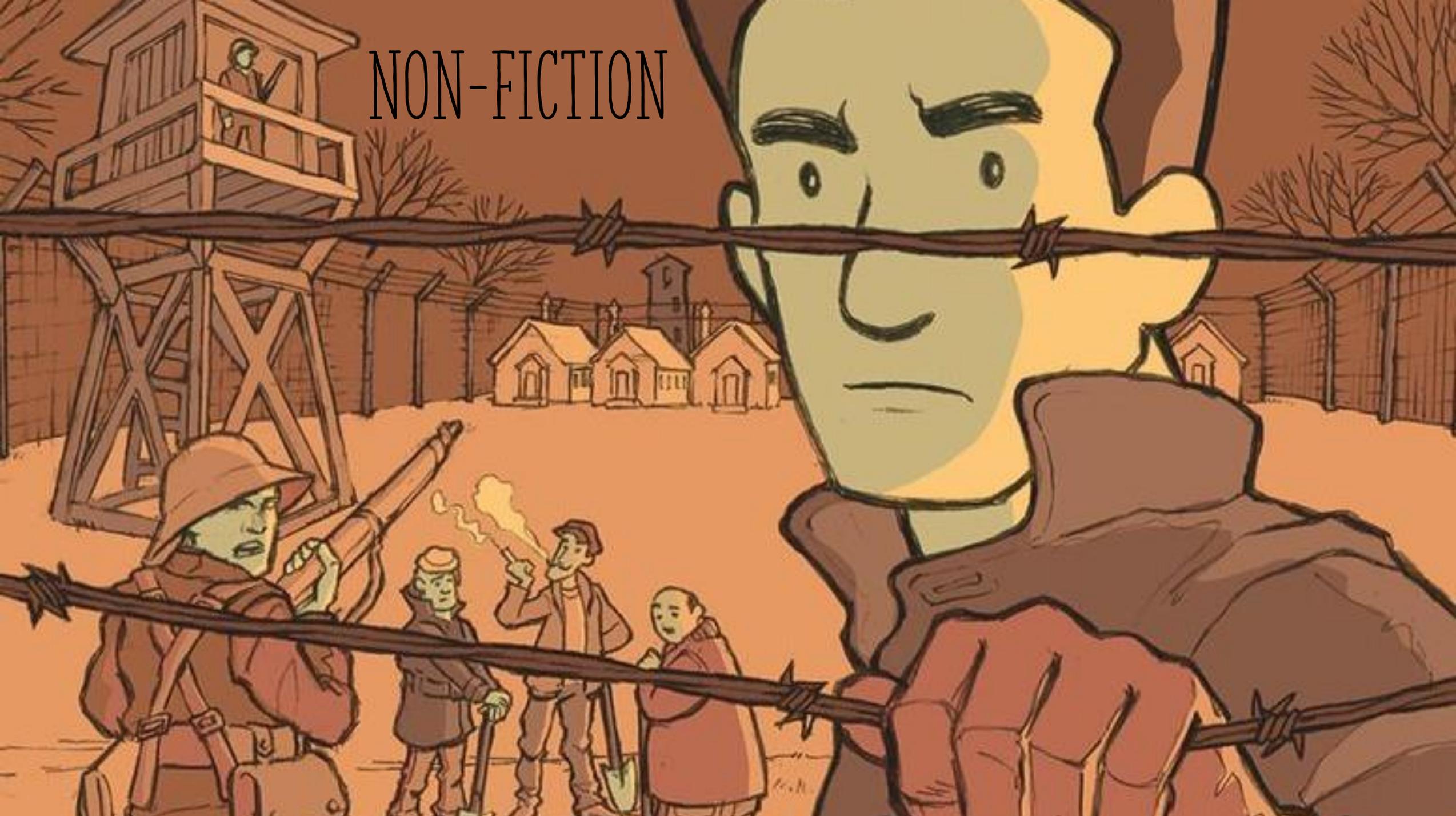
KEEZY YOUNG

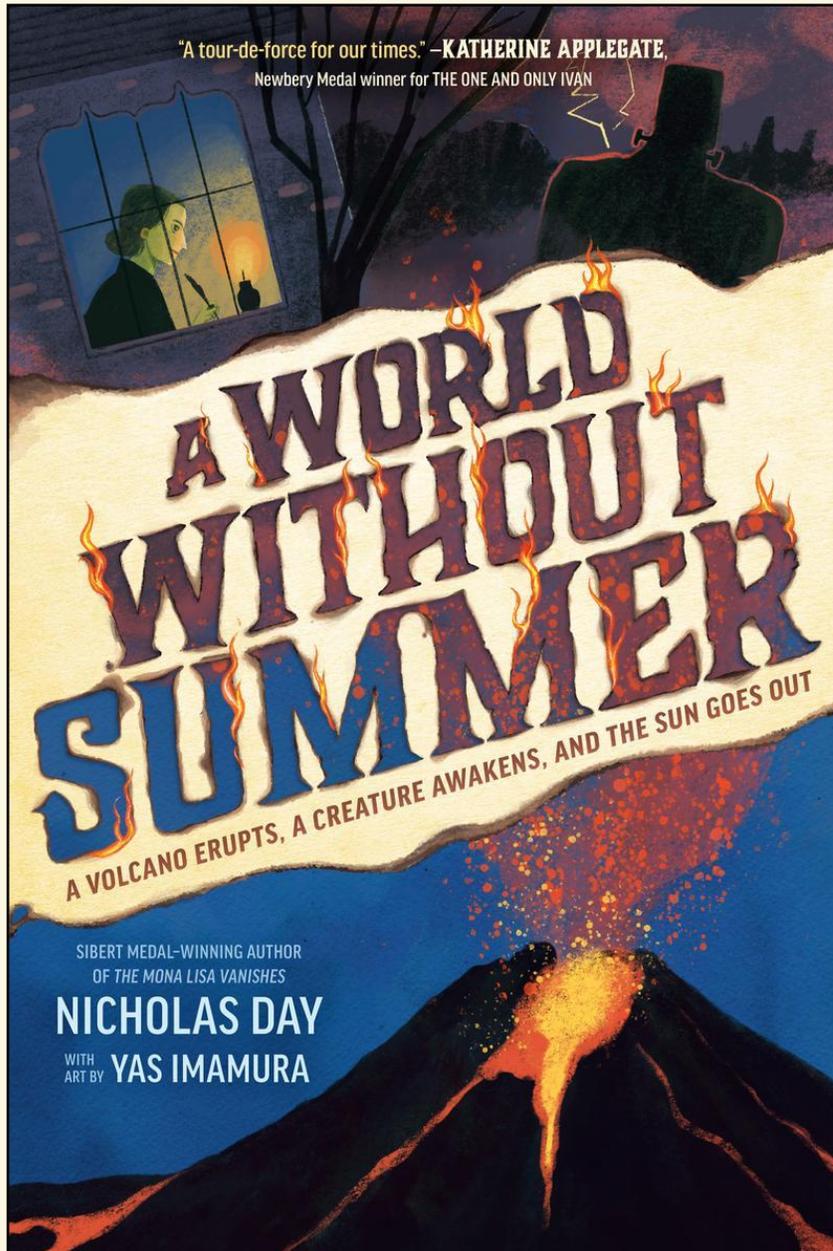
"A bold accomplishment that provides an unflinching yet compassionate look at schizoaffective disorder, and how love can help those living with it."

—*School Library Journal*

Audience: Ages 14+

NON-FICTION

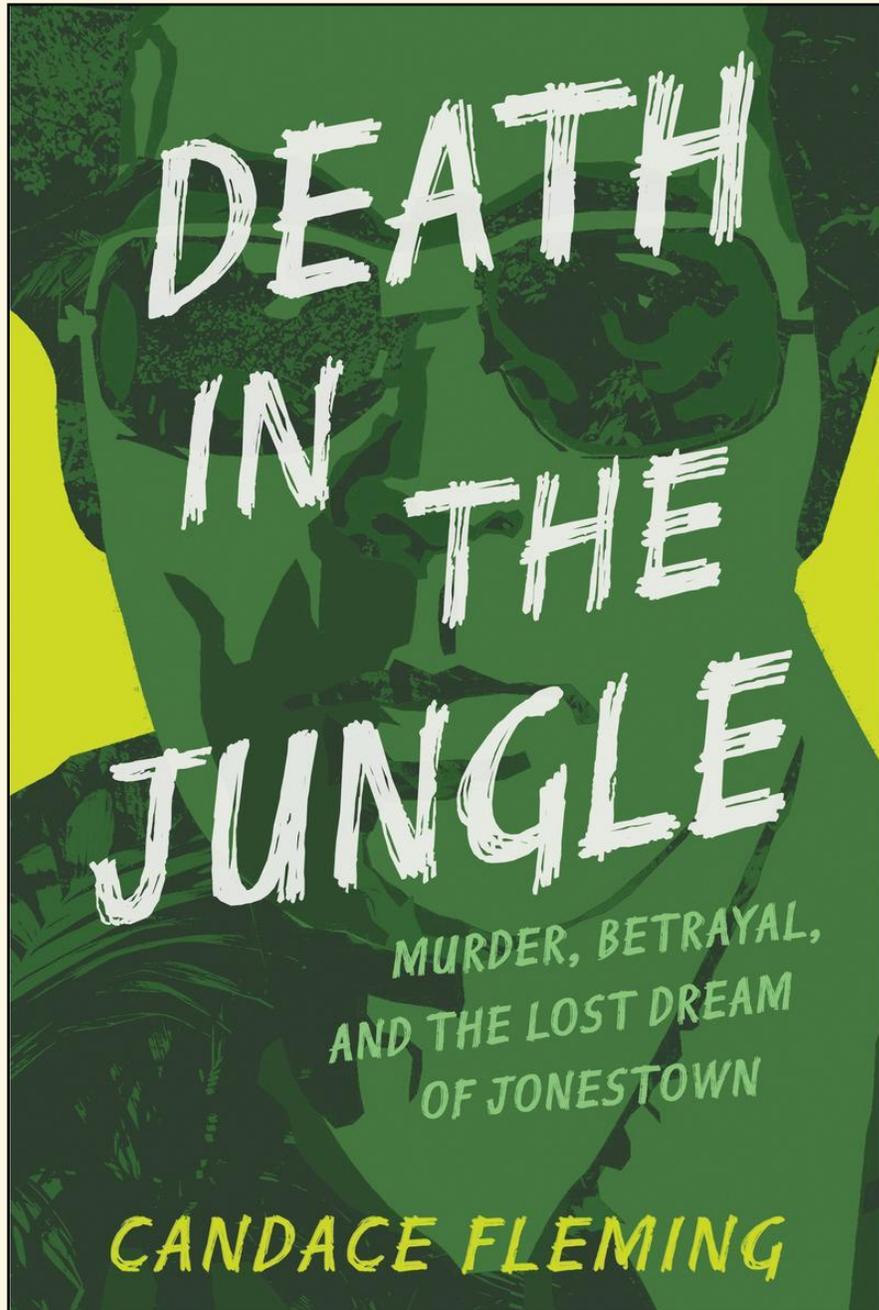




"Each element—Tambora, Shelley, the current climate crisis—is seemingly disparate but brought together brilliantly, made particularly urgent by the interspersed chapters directly addressing the reader."

— *The Bulletin*, starred review

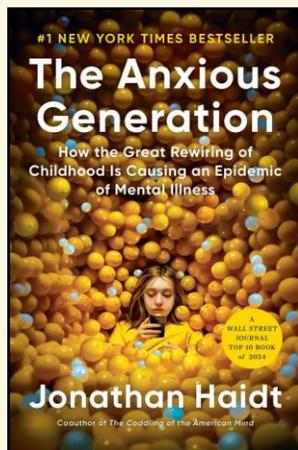
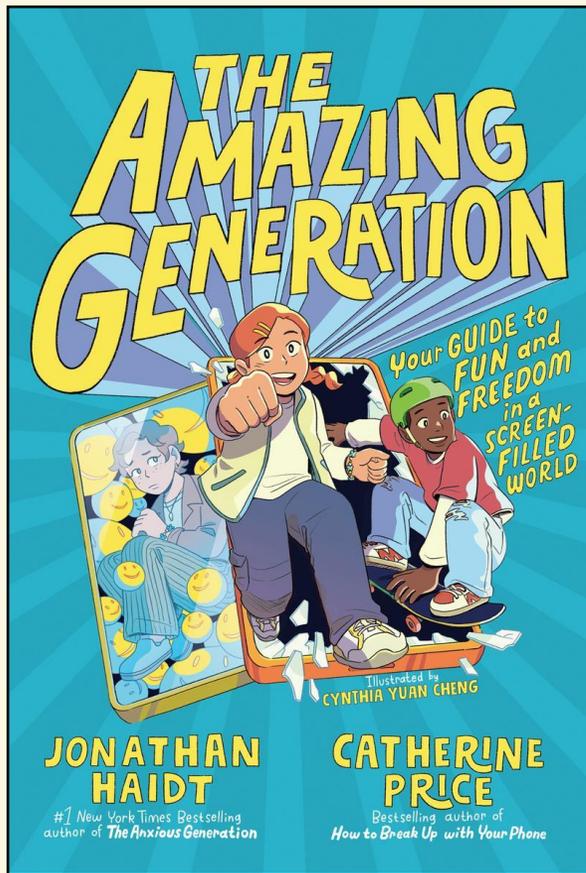
Audience: Ages 10-14



"Riveting.... this fascinating and disturbing work will help readers 'recognize the destructive groups in their own midst.'"

— *Publishers Weekly*, starred review

Audience: Ages 12+



SECRETS of the TECHNOLOGY WIZARDS

They AREN'T SELLING APPS— They're SELLING YOU "FREE" APPS can COST A LOT

They're HACKING your BRAIN **They're REWIRING your BRAIN**

They KNOW their PRODUCTS ARE HURTING KIDS

Wouldn't it be fun to be the child of a tech wizard? They must get all the latest technology even before their friends see it, right?

Wrong. Instead, many of the people who run these companies don't let their own children use their products!

For example:

- ★ The CEO (chief executive officer) of TikTok has said that he doesn't let his own kids use TikTok.
- ★ The CEO of Snapchat limited his kid's screen time to ninety minutes per week, and according to his wife, he himself "avoids screens at all times."
- ★ One of the founders of a major video game company called Storm8 says he doesn't let his own kids play the games he's created. He says, "Knowing all the techniques with which we tried to bring about addiction, I realized I didn't want my children exposed to that risk."



53

Later that week

Do you mind if I see the screen-time stats from your phone?

Hey... --on average, how many... notifications would you... --say you get every hour?

Wednesday, 3:05pm

Wednesday, 6:10pm

Wednesday, 5:36pm

TODAY! SCIENCE FAIR

Here's our hypothesis: Tech companies are manipulating kids into using smartphones in ways that actually make them feel worse.

KIDS VS. TECH COMPANIES

The more time you spend on your smartphone, the more money these companies make.

And so, many apps are made to be as addicting as possible—especially social media!

Nearly 50% of people aged 18 to 27 wish that TikTok, Snapchat, and X had NEVER BEEN INVENTED!

Social media companies act just like cigarette companies: they try to hook kids young!

More than half of 18 to 17 year olds say that they're online almost constantly.

MEET a REBEL



SEÁN KILLINGSWORTH
22 years old, Florida
Founder of the Reconnect Movement

What's Reconnect? It's a network of clubs for meeting people and doing stuff without phones.

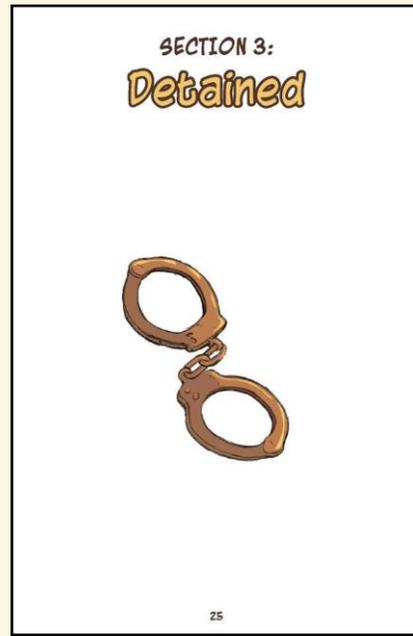
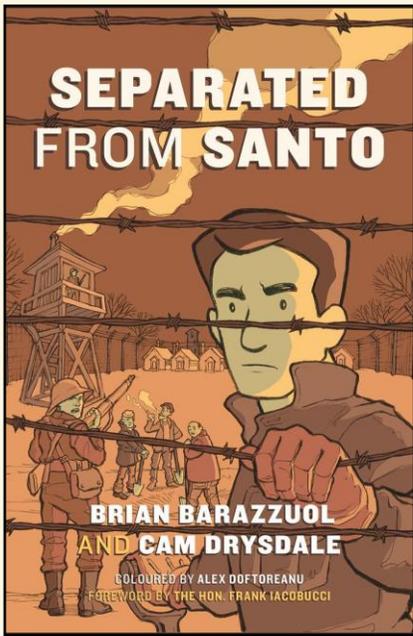
What do people do at Reconnect events? Sometimes there's a plan, like going on a hike, but mostly, we just hang out. It's not about the event or activity, it's about building a space where people can talk, laugh, and feel like themselves.

What happens when people put away their phones? The mood instantly changes. Conversations get better. People loosen up. Everything's more fun.

What has becoming a rebel given you? The ability to make deep and meaningful friendships. The ability to find joy in life. The chance to contribute to something bigger than myself.

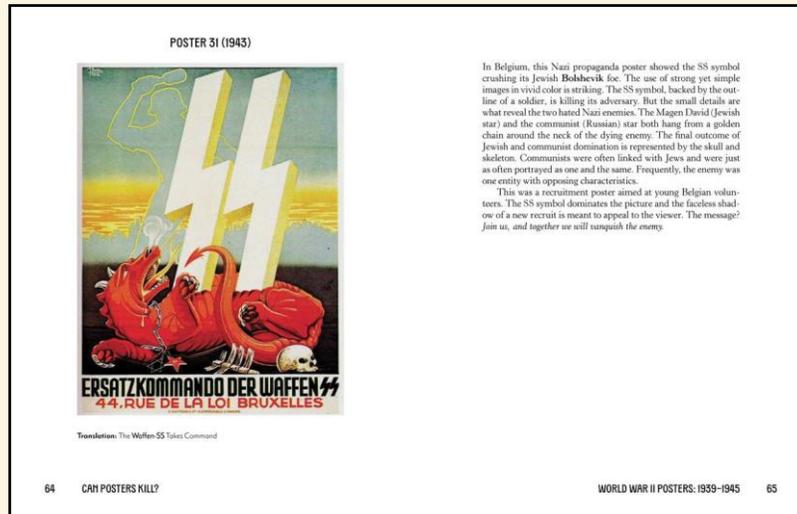
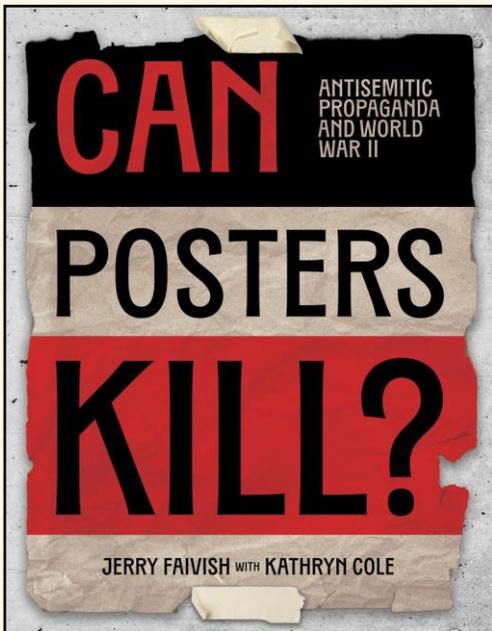
Advice for would-be rebels? Do you want to be another person limited to a phone? Or do you want to open yourself up to experiencing true *adventure*? Trust me, once you get a taste for the connection, excitement, and fun on the other side, you won't want to go back.

Audience: Ages 9-12



A poignant and eye-opening graphic novel chronicling one Italian-Canadian family's traumatic separation when their loving father and husband is interned as an "enemy alien" during the Second World War.

Audience: Ages 12-18



"Whether used as curriculum support for units on world history or language arts writing genres, in art classes, or to foster empathy in SEL sessions, the arresting artwork and insightful commentary are sure to inspire thoughtful reflection and generate considerable discussion."

-Booklist, starred review

Audience: Ages 13-18

FOR TEENS

MONEY SKILLS
FOR REAL LIFE

Making

BANK

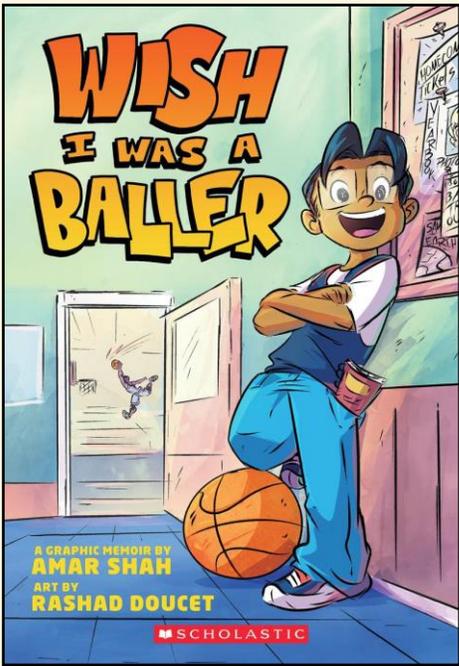
SHANNON
LEE SIMMONS

AUTHOR OF *WORRY-FREE MONEY*

"Essential reading for money-savvy teenagers." —ROMA LUCIW,
PERSONAL FINANCE EDITOR OF *THE GLOBE AND MAIL*

The definitive young readers' guide to tracking, saving, spending, enjoying, and growing money.

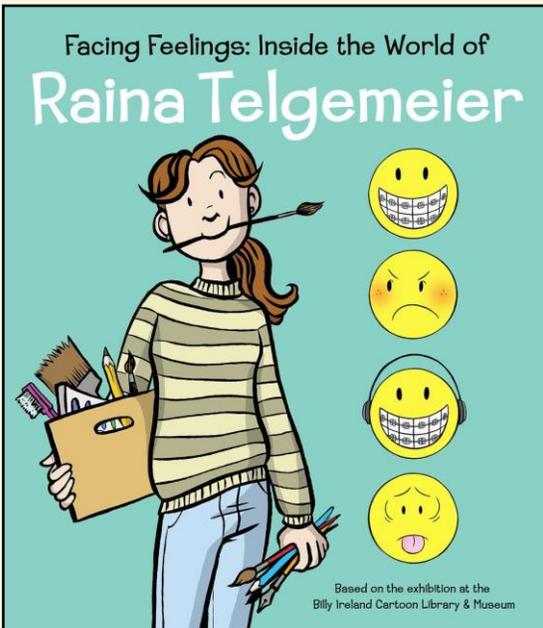
Audience: Ages 12+



"Fun and full of action, this incredible true story proves that sometimes you have to take a big leap to go for your dreams!"

– Christina Soontornvat, New York Times bestselling author of *The Tryout*

Audience: Ages 8-12

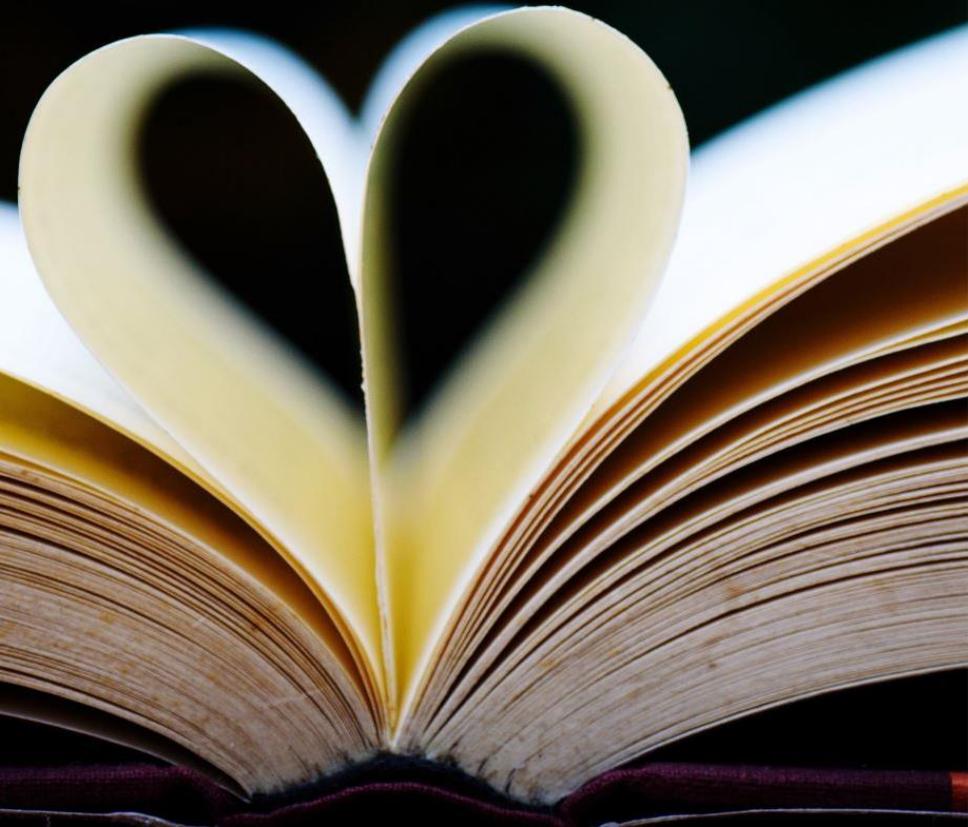


"This collection makes it easy to see why Telgemeier is so popular -- her disarming charm, intelligence, vulnerability, and talent are on full display here, and this sort of behind-the-scenes exploration is a rare treat."

- *The Bulletin of the Center for Children's Books*

Audience: Ages 8+

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