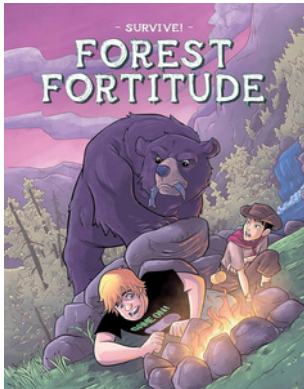
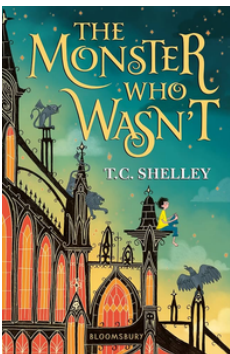


Adventurous Upper Elementary Chapter Books



[Forest Fortitude](#) (J GN YU) by Yu, Bill:

Jason's totally wired. As an online gamer, he's always on his phone. When he arrives at **Camp** Elphick, he lets everyone know he's not interested in nature. But then he and his safety partner Ezra end up lost in the woods. Can they survive? *Graphic Novel*



[The Monster Who Wasn't](#) (J SHE) by Shelley, T. C.:

A fantasy **adventure**. Imp, hatched in the underground monsters' lair looking like a human boy, does not know where he fits, but Thunderguts, king of the ogres, has a dangerous destiny in mind for him.

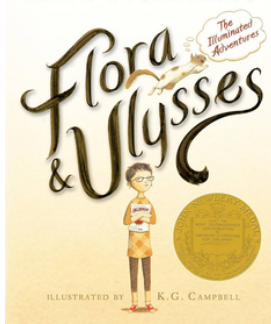


[Wizkit: An Adventure Overdue](#) (J GN SCO)

by Scott, Tanya J.:

Wizkit, a one-eyed cat and the Wizard's apprentice, does not like exploring, but when an overdue library book cries out to be returned, Wizkit sets off on an **adventure** back to the library. *Graphic Novel*

KATE DICAMILLO



[Flora and Ulysses: The Illuminated Adventures](#)

(J DIC) by DiCamillo, Kate:

Follow the **adventures** of Flora Belle Buckman and a squirrel, Ulysses, who demonstrates astonishing powers of strength and flight after an incident with a vacuum cleaner. Also available as an [eBook](#) and an [audiobook](#).



[Spy Camp: A Spy School Novel](#) (JM GIB)

by Gibbs, Stuart:

As almost thirteen-year-old Ben, a student at the CIA's academy for future intelligence agents, prepares to go to spy **summer camp**, he receives a threat from the evil organization SPYDER. Also available as an [eBook](#), an [audiobook](#), and in [graphic novel format](#).



[Tristan Strong Punches a Hole in the Sky](#) (J MBA)

by Mbalia, Kwame:

Seventh-grader Tristan Strong tumbles into a magical realm and, with allies John Henry and Brer Rabbit, goes on an **adventure** to seal the hole Tristan accidentally ripped in the sky. Also available as an [eBook](#) and in [graphic novel format](#).



[The Last Mapmaker](#) (J SOO)

by Soontornvat, Christina:

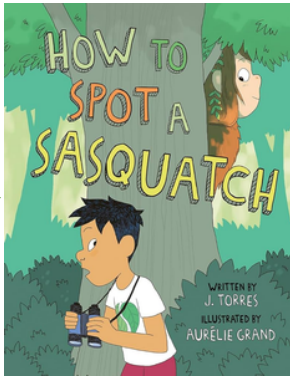
12-year-old Sai plays the part of a young lady with a glittering future. In reality, her father is a con man and in a kingdom where the status of one's ancestors dictates their social position, the truth could ruin her. Sai seizes the chance to join an **expedition** to chart the southern seas, but she isn't the only one aboard with secrets. Also available as an [eBook](#) and an [audiobook](#).



[The Adventurer's Guild](#) (J CLA)

by Clark, Zack Loran:

Conscripted into the dangerous **Adventurers Guild**, best friends Zed and Brock must defend what is left of humanity against terrible monsters in this epic fantasy. Also available as an [eBook](#) and an [audiobook](#).



How to Spot a Sasquatch (J GN TOR)

by Torres, J:

On a **camping trip** with the Junior Rangers, Jay feels like the odd one out. He's determined to get a photo of Bigfoot, but none of his friends believe Bigfoot exists. ***Graphic Novel***

The Way to Rio Luna (J COR)

by Córdova, Zoraida:

Eleven-year-old Danny Monteverde believes that the enchanted land of Rio Luna in his sister's favorite book is real, and most of all he believes that he will find his sister Pili there because he does not believe that his sister would run away from the group home where they lived and leave him behind. his faith begins to fade--until one day he finds a mysterious book that starts off his **adventure** to Rio Luna.



Wild River: A Novel (J PHI) by Philbrick, W. R.:

When a dam fails and rushing waters sweep away their adult supervisors, five middle schoolers on a white-water rafting **adventure** are left alone with few supplies and the opportunity to forge powerful bonds as well as develop dangerous disagreements.

You Wish (J GN VIC) by Victor, Jeff:

What if you found a genie's magic lamp, and rubbed it only to discover that YOU were the genie? By releasing the power hidden within a dusty old lamp, ten-year-old tomboy Avery and her new companion Gribblet are thrust into a stunning supernatural world and must go on an **adventure** to save Avery's family.

Graphic Novel

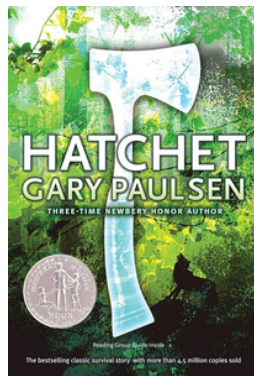




[Creatures of the In Between](#) (J LIN) by Lin, Cindy:
Twelve-year-old Crown Prince Jin must **venture** far beyond his palace home and find a mythical creature to bond with him, all before his thirteenth birthday-or risk his homeland falling into chaos.



[Nic Blake and the Remarkables: The Manifestor Prophecy](#) (J THO) by Thomas, Angie:
All Nic Blake wants is to be a powerful Manifestor like her dad. But before she has a chance to convince him to teach her the gift, she must go on an **adventure** in search of a powerful magic tool she's never heard of to save him. Also available as an [eBook](#) and an [audiobook](#).



[Hatchet](#) (J PAU or JPB PAU) by Paulsen, Gary:
After a plane crash, thirteen-year-old Brian spends fifty-four days in the **wilderness**, learning to survive with only the aid of a hatchet given him by his mother, and learning also to survive his parents' divorce. Also available as an [eBook](#).



[Out of Range](#) (J LAN) by Lang, Heidi:
Abby, Emma, and Ollie are squabbling sisters on a **hike** up a mountain with their **camp** counselor, Dana, when they suddenly find themselves completely on their own. In order to survive they need to learn to depend on each other. Also available as an [eBook](#).



[Sammy Keyes and the Wild Things](#) (JM VAN) by Van Draanen, Wendelin:
While on her first **hiking** and **camping trip**, thirteen-year-old Sammy tries to solve a mystery involving endangered condors while avoiding scorpions, ticks, and embarrassment. Also available as an [audiobook](#).



[Journey Beyond the Burrow](#) (J HEI)

by Heisel, Rina:

When young mouse Tobin has his baby brother snatched from his burrow by monstrous spiders, Tobin and his friends must embark on a dangerous **journey** deep into their forest home to save him. Also available as an [audioobook](#).



[Arcade and the Triple T Token](#) (J JEN)

by Jennings, Rashad:

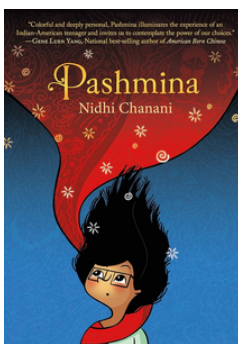
Just before starting sixth grade in New York City, a stranger gives Arcade Livingston a necklace that sends him and whoever he is with on wild **adventures**.



[Travis Davenport For the Win!](#) (J GN MOL) by

Molebash, Wes:

After his attempt to befriend new kid Juniper Reyes results in an epic fail, Travis takes his flying robot, Travbot, for a ride. He malfunctions, and they crash into the woods. There, they discover a legendary sword that promises **adventure**. *Graphic Novel*



[Pashmina](#) (J GN CHA) by Chanani, Nidhi:

Indian-American Teen, Priyanka "Pri" Das, tries to reconnect with her mother's homeland through a magical pashmina shawl and goes on a **journey** of self-discovery. *Graphic Novel*



[15 Secrets to Survival](#) (NEW J RIC)

by Richards, Natalie D.:

When classmates Baxter, Abigail, Turner, and Emerson break a school rule, they're forced to travel to the middle of nowhere for an extra credit project. They think things can't get much worse. After all, how will learning to survive in the **wilderness** help them stay out of trouble in school?

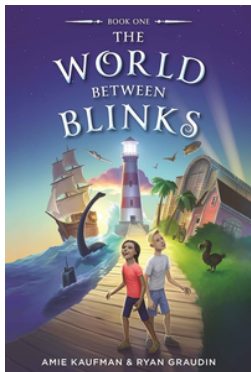


[The Scroll of Chaos](#) (J CHA) by Chapman, Elsie:
In this **adventure** novel, twelve-year-old Astrid Xu stumbles upon an ancient Chinese scroll that she hopes is the key to curing her mother, but when it transports her and her sister Marilla to a realm where Chinese legends are real, they suddenly find themselves caught in a war between good and evil.



**[Secrets of Camp Whatever](#) (J GN GRI)
by Grine, Chris:**

Eleven-year-old Willow doesn't want to go to her dad's weird old **summer camp**, but she soon finds herself stuck in a mystery. Also available as an **eBook**. *Graphic Novel*



**[The World Between Blinks](#) (J KAU)
by Kaufman, Amie:**

Whenever Jake and Marisol get together, **adventure** follows. Following a map Nana left behind, Jake and Marisol sneak out to a nearby lighthouse, then accidentally slip into another world! Also available as an **audiobook**.



**[Spirit Riding Free: The Adventure Begins](#) (J SPI)
by Selfors, Suzanne:**

Twelve-year-old Lucky Prescott craves **adventure**, but as a young lady of society, she's only been allowed to experience **adventure** through books. That is, until one fateful day when Lucky, her father, and her aunt leave their neat-and-tidy city life and travel to their new home out west - the Wild West. Also available as an **eBook**.