Hi-Lo Books for Upper Elementary Grades  
ALSC School-Age Programs and Services Committee  
2009  
A reading list dedicated to reluctant readers in grades 3-6

**Aliens are Coming: The True Account of the 1938 War of the Worlds Broadcast**  

A funny look at the true story of the 1938 Halloween radio prank that fooled most of the country into believing that Martians had invaded the planet. Includes excerpts from the radio broadcast and notes on the historical implications of the event.

**Amelia’s Itchy-Twitchy Lovey-Dovey Summer at Camp Mosquito** by Marissa Moss. Simon and Schuster, 2008.

Amelia is hesitant to go to sleepaway camp with her best friend Carly, but she is surprised to find that it is fun, even with bugs, long hikes and hard mattresses. One little hang-up – both girls discover they like the same boy.  
(Amelia series)

**Basketball Bats** by Betty Hicks. Henry Holt, 2008.

Fourth-grader Henry and his basketball teammates take on the Tigers, a bigger and more organized group, and learn much about sportsmanship, friendship and working as a team.  
(\textit{Gym Shorts} series)


A simplified and illustrated retelling of the exploits of the Anglo-Saxon warrior, Beowulf, and how he came to defeat the monster Grendel, Grendel’s mother, and a dragon that threatened the kingdom.


Marcus learns through the guidance of an unconventional mentor and the game of chess, how to cope with tragedy and his inner-city life.


Move over Captain Underpants, Melvin Beederman has just graduated from Superhero Academy and he is ready to take on the bad guys. Turns out, he is a pretty good superhero - it just takes him a few tries to get it right.  
(Melvin Beederman Superhero series)

A novel in cartoons about Greg Heffley and his introduction to middle school - where undersized weaklings like himself share the hallways with kids who are taller, meaner, and already shaving. (*Wimpy Kid* series)

**Ghosthunters and the Incredibly Revolting Ghost!** by Cornelia Funke. Scholastic, 2006.

Life for ten year old Tom Tomsky is hard – he has an older sister, he’s clumsy, and only he can see the ghosts around him. With the help of a friend, he seeks out and gets rid of the ghosts who haunt him and becomes a champion ghosthunter. (*Ghosthunters* series)


When timid Milton and his older, scofflaw sister Marlo die in a marshmallow bear explosion at Grizzly Mall, they are sent to Heck, an otherworldly reform school from which they are determined to escape.


A Viking boy must disregard all tradition and use his brains, his ability to speak to dragons, and the help of some unexpected friends to save the day.


Cinematic-style illustrations take on much of the narrative in this innovative mystery about a boy living hidden in a Paris train station, an elderly toymaker, and the secrets that threaten to destroy them both.


Seventh grader Zoe uses her talent with people and her “invisible rules” to help her family and fellow schoolmates with their problems. But sometimes even Zoe can’t handle everything!


Julian Rodriguez must survive the indignities of being a schoolboy and still save the world in this short, heavily illustrated romp set mostly in Julian’s science-fiction influenced imagination. (*Julian Rodriguez* series)


Short chapters with family photos describe this popular author’s childhood and the adventures he had growing up with five brothers. It’s easy to see how he developed his wacky sense of humor with stories that are laugh out loud funny.

**Lost and Found** by Andrew Clements. Atheneum, 2008.
Can twin brothers Ray and Jay successfully trick everyone into believing that they are only one person when they move to a new town and start a new school?


Fly to the dark side of the moon with Michael Collins, the astronaut who went all the way to the moon, but never got to walk on its surface. Scrapbook-style illustrations and photos help describe the sights, sounds, tastes, and smells of one man's space travel.


Eleven-year-old Max Carmody has wanted to be a stand-up comedian since he was five, so when a contest is held to find the world's funniest kid, he'll try almost anything to win, with mixed results.


Orphans Amy and Dan have a choice to make when their wealthy grandmother dies; they can inherit one million dollars or they can receive the first of 39 clues that will lead them to discover the secret that has made their family the most powerful one in the world. Clues can be entered on the series website and readers can play along. *(The 39 Clues series)*


A scrapbook of notes, grocery receipts, report cards, bottle caps, newspaper clippings, and receipts tell the story of one young girl's middle school life.


Assisted by his neighbor, blind thirteen-year-old Bogie Bogard will win one million dollars if he can sink a ten-foot putt in Hawaii’s fifth annual Angus Killick Memorial Tournament.


Mona and Joey bicker about everything, especially about who loves their favorite superhero, the Mighty Mojo, more. When the Mighty Mojo decides to pass his costume on to them, the twins fight so much that they rip it in half. Now each twin possesses only half the power! Can Mona and Joey look past their differences and combine their powers so they can fight the evil Saw-Jaw?


Araminta Spookie lives in a haunted house with trapdoors and secret passageways leading to surprising places. But her Aunt Tabby wants to sell Spook House. How can
Araminta stop her? She needs the help of some of the ghostly residents to save her home. (*Araminta Spookie* series)

**Nic Bishop’s Spiders** by Nic Bishop. Scholastic, 2007.

This photo-rich book contains astonishing facts about spiders. For instance, did you know that the hairs on a spider’s legs can sense touch or that spiders turn their preys’ insides into soup?


Quirky fourth-grader Oggie Cooder goes from being shunned to everyone’s best friend when his uncanny ability to chew slices of cheese into the shapes of states wins him a slot on a popular television talent show.


A graphic novel about baseball pitcher Satchel Paige, who played baseball for the Negro Leagues and was arguably the league’s hardest thrower, most entertaining storyteller and greatest attraction. Told from the point of view of a sharecropper, the story follows him from game to game as he travels throughout the segregated South.


After her parents disappear and she is turned over to the care of a strange “great-uncle”, Molly must rely on her dreams about an old Mohawk story for her safety and maybe even for her life.


Alex has had enough of his pesky little brother, Jonathan. As a genius inventor, he designs a Star Jumper, a spaceship that he plans to use to take him across the galaxy to a brother-free planet.

**Time Warp Trio. Vol. 1, Nightmare on Joe’s Street / created by Jon Scieszka ; adapted by Zachary Rau.** Harper Trophy, 2006.

In this graphic novel, the Time Warp kids come face-to-face with Frankenstein’s monster and it’s up to them to take him back to the nineteenth century before he is erased from history forever. Based on the Time Warp Trio television series. (*Time Warp Trio Graphic Novel* series)


Siena was six when she first dreamed of becoming a dancer in Puerto Rico. Her struggles take her from her home in Puerto Rico, to dance class in Boston, to her debut...
performance on stage with the New York City Ballet. The graphic novel format captures both her biographical story along with the beautiful movements of dance.