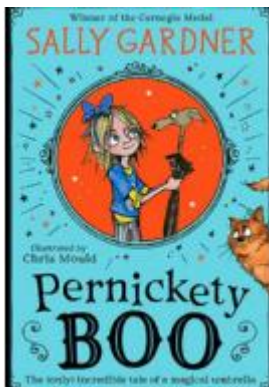


~GREAT READS FOR YEAR 4



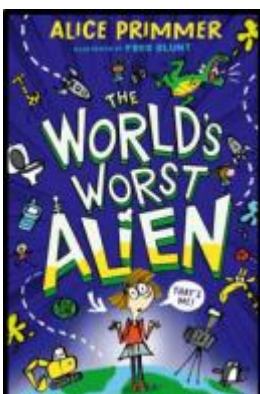
Mo never wanted to be a Warden - protecting the village of Bogfoss from the terrifying monsters in the woods is way too scary. But when he's beaten up by a goblin on his first patrol, he knows he has to prove himself.

So he sets out into the forbidden woods to catch himself a monster and make himself a hero. Instead, he stumbles into Grumpfort, a secret monster fortress with a very big problem. The fearsome Grumpsatcher is kidnapping the other monsters - and suddenly Mo's on a monster-hunt with a troll, a gnome and a fire-breathing snotwoggle to stop it!

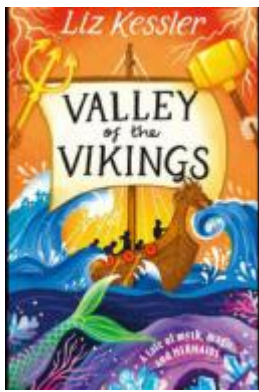


Brought to life by a careless sorcerer, Pernickety Boo is a well-educated umbrella with unexplored magical powers – and after he is left behind on the London Underground by his forgetful creator, Pernickety must find an owner: someone who will truly love him.

So when Pernickety meets young Sylvie Moonshine and is welcomed into her home, he thinks that all of his prayers have been answered. But there are plenty of other people who are also interested in the magical umbrella, and who threaten to separate Pernickety from his beloved Sylvie, unless he can find a way to stop them.



When alien "Sky" creates planet Earth as part of a school project, she's delighted by her success. Those dinosaurs roaming about the place are top-mark material! Then humans sweep in and, it's farewell dinosaurs, hello destruction. This disappointing evolutionary twist calls for drastic measures: Sky, the laziest student in class, is going to have make an effort, go down to Earth and fix humanity...



Neptune and Thor battle for power and their fight upsets the balance of the world. Lightning strikes, curses fly and towering waves swallow a Viking longship and its crew into a watery valley, taking with it the secret of the magical blue crystals. A thousand years later, Emily, a girl who is half human, half mermaid, discovers a bangle with a mysterious and beautiful blue crystal. With the help of her human and mermaid friends, she discovers the truth about the jewel - and the danger the world faces. The team must race against time to persuade the powerful but notoriously selfish gods of sea and sky to make peace with each other, before disaster strikes.



Top-secret Children's Spy Agency recruit Asha Joshi has gone undercover to investigate teenage tech billionaire Shelly Belly. When she discovers that Shelly has used artificial intelligence to program the world's first robot twins, she is panicked. They haven't been tested, and they are sure to be dangerous. As twenty robot twins run riot chasing an "evil" cow, top coder and super-spy Asha must work out how to deactivate them. Can she stop Shelly from launching her robot twin technology before anyone gets hurt – or worse?



When Corrine picks up a shell on the beach, she doesn't expect to see a tiny girl inside it.

Kauri lives below the sand and sea, travelling with her family on the tides. But now their miniature world is in danger, and they need a shell keeper to keep them safe...



Welcome to the Lucky House takeaway! Serving delicious noodles, chips, and now a mystery to be solved...

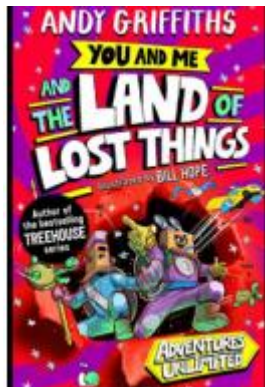
Felix and his best friend Isaac are determined to solve the mystery of the broken money plant, but as they investigate, they find an ancient coin that holds more questions than answers. Could there be secret treasure to find?

With the help of 'Nosy' Nina, the trio set out to follow the clues. The Lucky House Detective Agency is open for business!



Marnie is having so much fun at Minibeast Academy, a school for bugs tucked into a giant tree at the bottom of the museum gardens. And this term it's time for something really exciting – the Great Critter Contest!

The contest sees mini-bug students set off to explore the school in teams, searching for clues. The winners get an incredible prize and Marnie and her team – best friends Floyd the bee (who is really an A) and Star, the super-strong princess ant – are determined to be first to cross the finish line. But when Veronica gets into trouble and needs rescuing, Marnie and her team must decide whether winning really is the most important thing ...

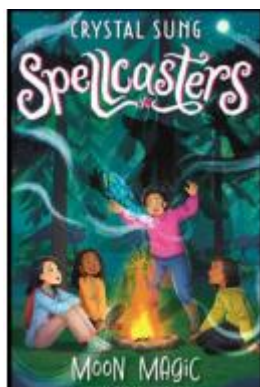


Hey, you – yes, you!

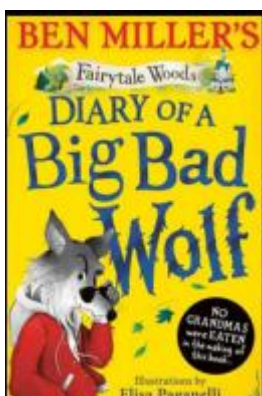
Remember our first ever adventure? You and I trekked to the Land of Lost Things in search of my lucky rabbit's foot. You remember it, right? Along the way we meet some wacky new friends, the Knucklehead brothers, a wristwatch that's lost its flock, a talking book, hundreds of snapping turtles and a pirate rabbit!

Did we find my lucky charm? Well, you already know that YOU were there!

But if you've forgotten you'll just have to read the book!

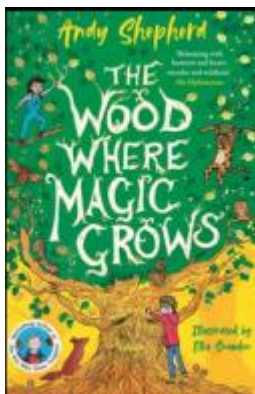


Jenny and the rest of the Spellcasters are thrilled to be going on an adventure trip to the woods at half term - they can't wait to try out all the activities and have fun telling spooky stories round the campfire, and perhaps they'll have a chance to practise their new magical powers. But it's not long before strange things start happening, and the girls discover a local legend about a pack of werewolves that terrorised people in the woods long ago. Then Maya's shapeshifting power goes wrong, and it looks like she's transformed into a werewolf for good. Can Jenny use her powers of astral projection to travel back in time to ancient Egypt and find help from the gods of Egyptian mythology? When the Spellcasters work together, amazing things happen!



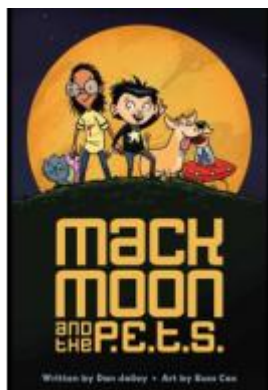
The big bad wolf hasn't had a great winter. He's cold, lonely and hungry. But things are about to change – he's going to take the Fairytale Woods by **STORM**.

But while he knows he's **BIG** and **BAD**, no one else seems to be scared of him, they just keep meddling with his plans – the troll under the bridge, the three annoying pigs, and that pesky Little Red Riding Hood! This is going to take all his brain power and his most cunning smile, to catch Grandma and reclaim his place at the top of the food chain!



Have you ever looked at a tree and seen a face staring back? Maybe you spotted a knobbly brow or a knotty pair of eyes, or even a mossy beard? Well, next time you do, stop staring and say hello!

When Iggy discovers overgrown Wildtop Wood at the end of his new garden, he couldn't be more excited. A whole new world opens up for him and his brother Cal, high in the treetops, a world of tangled greenery and unexpected adventure. But some say the wood is a place of danger and mystery. And as Iggy and Cal venture further into the trees, they hear whispers of a fading green magic, and scampering animals seem to be leading them to a secret deep at the heart of the wood. Could it be that the wood needs them just as much as they need it?



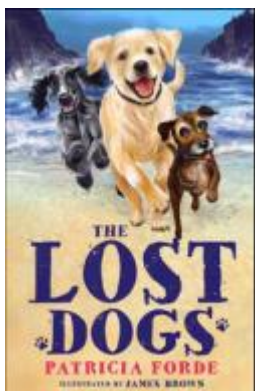
Mack Moon dreams of being the first kid in space. So, imagine his surprise when he discovers that his three regular pets—a goofy Labrador named Pickles, a tough grey cat called Lady, and a goldfish dubbed The Fish—are actually undercover agents. They belong to a secret agency called the Planetary, Enforcement, Tactics, and Stealth, AKA the P.E.T.S.

When the True Form of Evil, aka a ferret named Barbara (and yes, she gave herself that nickname), crash lands into Mack's hometown, the P.E.T.S. must spring, jump, and *swish* into action to stop her.



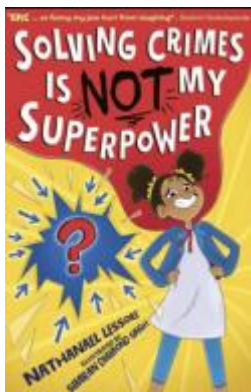
You are a brilliant young scientist who has been chosen for a research mission to a distant planet. On your way back to Earth, you are woken early from cry-sleep by the ship's computer. It has detected an alien life form, but there doesn't seem to be any sign of one.

You look at your fellow crewmates and wonder if one of them has been taken over by an alien intelligence. Can you work out who can be trusted and who the aliens are before they take over your mind, too...?



Meet the lost dogs: Luna, Bella and Eddie.

Thrown together when their worlds fall apart, these three dogs will share the biggest adventure of their lives. They'll break out of prison, go on the run, be shipwrecked and homeless. However much they have lost, they will discover a new kind of family in each other. But will they find their way home?



Controlling the wind, smelling fear, farting colours...

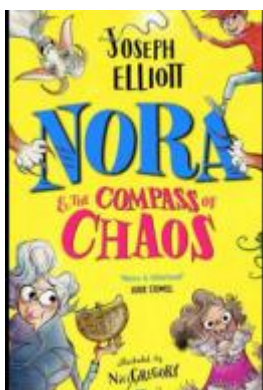
The people of Walsham can do it all! The **WHOLE TOWN** has been granted powers by a mysterious treasure, except for Sara. She can't even levitate a squirrel! But the school football trophy (and her best friend's lucky charm) has been stolen, and powers or no powers, it's up to her to find it and catch the criminal. And who knows - maybe Sara will discover her super skills in the process... (She certainly hopes she will!).



The race to the North Pole is on! Bundle up and join Flora Stormer and her friends on a magical and self-affirming Arctic adventure.

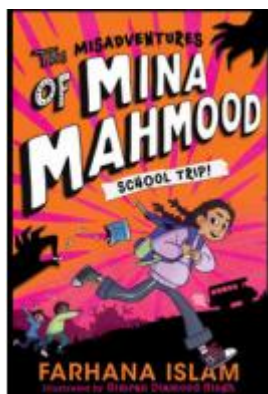
Flora and her friend Pavan are racing to the North Pole by dog sled, trying to find their friend's missing parents. When they hear about a magical pearl that can show the past and future, Flora realises it could help them solve the mystery. But their arch-enemy Lord Granville is determined to get his greedy hands on it first. Soon, the race to the Arctic becomes a race to the mystic pearl!

With polar bears, fierce mermaids, and ferocious sea storms, the Arctic is a dangerous place - even without Lord Granville trying to eliminate the competition. Luckily, Flora has friendship - and magic - on her side!



When Nora is invited to a fancy dress party, she thinks that's the worst of her problems, until she discovers her friend Grizzler is missing. After finding his boat completely wrecked, Nora sets off on a wild adventure to try and find him - though she doesn't expect her great-grandkids, Atticus and Autumn, to have stowed away for the ride!

Between dodging fingernail-eating skuttlecrags and wrangling ice-breathing jujugars, there's also whispers of a rogue Monster Hunter on the loose with monstrous plans in motion. With only some wool, a corkscrew and half a pack of sweets in their possession, can the trio stop the true villain before it's too late?



Mina, Reema and Mobeen can't wait to go on their school trip, an overnight stay at Shiremoor Oaks Adventure Centre, until somebody spooks them with stories about Bertie Blackteeth: who haunts the woods, who sharpens her toenails with twigs, who is waiting to skewer her next unfortunate victim all over with cheese-and-onion crisps!

With Bertie Blackteeth lurking and the school bully seeming to have become the teacher's pet – this trip will test their friendship, courage and love of potato chips to the limit.



When ten-year-old Ava moves to Whistledown Farm while her parents are working abroad, she must swap city life for mud, wellies and animals. But as one catastrophe follows another, will Ava learn to love life on the farm and find hope in nature? And can a very special little lamb show Ava that when all might seem lost, hope can be found...