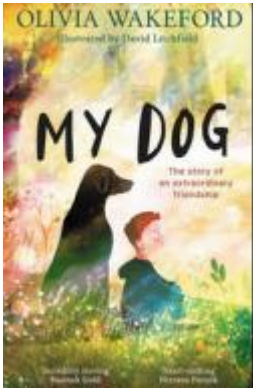
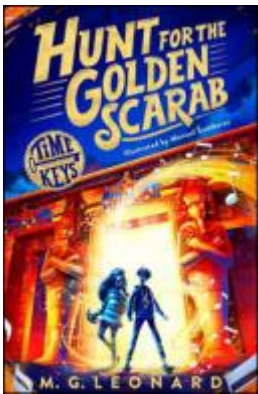


# ~GREAT READS FOR YEAR 5



Ten-year-old Rhys really loves dogs. When he finds a lost black Labrador with big conker eyes and ears like soft velvet, he can't quite believe his luck. Nobody comes forward to claim Worthington, giving Rhys the perfect opportunity to prove he's a good owner. But when Rhys moves to London to live with his estranged dad who hates dogs, Rhys decides to keep Worthington secret. Struggling to connect with his dad in a new city, Rhys takes comfort in Worthington. But he soon discovers that looking after a secret dog is anything but easy, and he knows that before long he'll have to confront his fears and find a way to tell Dad...



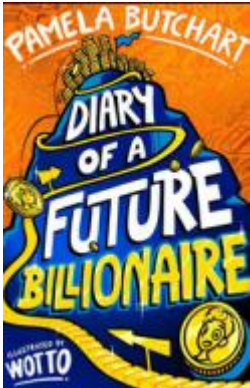
Sim and his mum never live anywhere long. When dangerous strangers appear one night, Sim discovers why. His mum has been keeping secrets: she has the power to open doors in time. Running for their lives, Sim and his friends are determined to outwit the sinister Council of Keys and be the first to find Nefertiti's lost tomb and a powerful door to Ancient Egypt. They must piece together long-hidden clues if they are to solve the mystery of her golden heart scarab. Can they find it before the Council finds them?



Solve the puzzle. Save the world. Simple, right? Step into the shoes of Arlo Banks, and return to a world of secrets and spies. This time, he's on the trail of a shadowy group determined to stop the young sleuth in his tracks. From the bright lights of Hollywood to the snowy alps, from prison breaks to car chases, Arlo must use all his skill and cunning to solve murders, catch killers and – just maybe – stop the end of the world.



Peregrine Quinn has always loved hearing her godfather Daedalus Bloom's stories about his life as an immortal, but that's all they were - stories. That is, until the portals that connect the Terran Realm with the Cosmic Realm mysteriously shut down and Daedalus, the only one who can fix them, is kidnapped. Peregrine is then swept into a nail-biting adventure, racing through the streets of Oxford, down the riverways of London and into the Under-Underground. She soon realises that not only are the creatures from her godfather's stories real, but they're shooting at her with laser blasters...



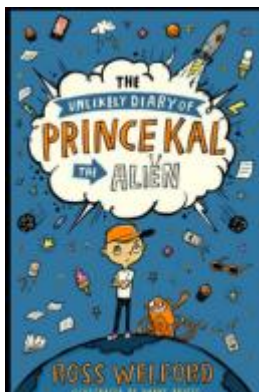
So, here's the thing about me. I'm a billionaire. An *actual* REAL-LIFE billionaire! And you know how some people who get rich say stuff like, "I can't believe it!" and "I never thought it would happen to me!" Well ... I CAN believe it. And I KNEW it would happen to me. Because I PLANNED IT. I PLANNED to become the world's RICHEST ten-year-old. And you know what? It WORKED.



When Amal and her family unexpectedly inherit the enchanted clifftop home, they can't believe their luck. But their joy is short-lived when a mysterious couple arrives, claiming the house is theirs and giving Amal's family just thirty days to pack up their stuff and leave before they demolish it completely. The clock is ticking, and Amal is determined to save Hope House from destruction. How will she unravel the secrets of the house and its mysterious benefactor in time to save it?



Enter Alistair Goodfellow, a mysterious, flamboyant young person with a charismatic twinkle in their eye. Alistair offers Theo a room at the Casablanca Lily - by day, a run-down and unloved hotel; by night, a palace of magical wonders. Each night, Alistair sends their found family of runaways and ne'er-do-wells, the Moonlighters, out into London in search of lost magical artefacts, gifting them their own magical powers as a reward. Theo is quickly enthralled, but there is more to Alistair than meets the eye, and soon Theo comes to realize that the items Alistair is hunting could be more dangerous than he'd ever imagined . . .



Prince Kalimonka Evergreen Wildgore – Prince Kal, to you – is in *big* trouble.

Two days ago, back in his home realm of Imaginaria, he stepped into the Anywhere Cabinet – a magical, interdimensional portal – and things did *not* go according to plan. He ended up here, on Planet Earth. Worse, his beloved (and extremely smelly) pet is missing, and unless he can recharge the Anywhere Cabinet, he's stuck here forever.

Unfortunately, Earthlings don't believe in magical cabinets, stranded princes, or Imaginaria at all. So, Kal starts a diary – to record his adventures, make sense of this bizarre land of soup and hairy giants, and, just maybe, figure out a way home.



Kian's best mate Azeem is desperate for them both to join the local football team. He can't understand why Kian's reluctant as he's one of the best players on their estate.

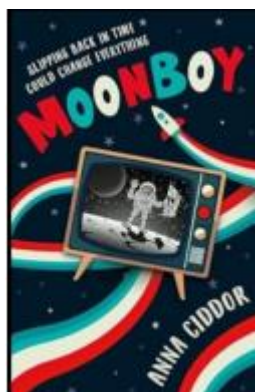
But a bad experience with a former coach has robbed Kian of all his confidence. He wants to support his friend, but he doesn't think he can face the pressure of being part of a team again.

Can Kian overcome the Fear?



Trader and his grandpa have combed the beach of Bognor Regis for as long as he can remember, and every time they find a beautiful or special stone, it's added to the treasure collection. But when Trader finds a particularly special pebble, he stumbles on a secret that was supposed to be kept for ever...

Can Trader and his new friend Charlotte unravel the mystery of this treasure, and return it to its rightful home?



When a boy called Keith pops up from nowhere in Letty's bedroom and accuses her of invading *his* room, Letty is astonished - but things get even stranger when she realises she is caught up in an incredible adventure, able to slip back and forth in time!

Keith lives in the world of 1969, and Letty joins in the thrill and excitement of the first astronauts about to land on the moon.

But when she discovers her trips to the past are changing history, she starts to worry. What if something she says or does causes a disaster - or even messes up the moon landing?





Will the discovery of the Elixir of Life lead to a death sentence for a talented young healer? Ann Storer has inherited her grandmother's mysterious gift of healing, which she shares through the special tinctures she dispenses in her family's apothecary shop. When she combines her talents with the genius of a young Isaac Newton, recently arrived to board above the shop, the two create an incredible elixir with seemingly unlimited powers.

But seventeenth-century England is a dangerous place to display any special abilities, and Ann must hide all evidence when witchfinder Abel Geach arrives in town. So when the plague starts to run rife and those she loves are in danger, will Ann risk everything to help them?



Naeli loves her life in Hyderabad, India, yet she yearns to find her English father, who left when she was little. When a mysterious ticket arrives from England, Naeli abandons her familiar world to track him down.

Armed only with her father's name and cherished violin, she embarks on a bold adventure through Victorian London and beyond ...



Ten-year-old Mayowa has always thought that her Grandpa Edward, who dyes his beard emerald green and jumps on books in private, is rather unusual. Until one day she jumps on a book for herself and uncovers a huge family secret.

Mayowa *can* book jump.

By jumping on a book, she can harness the emotions inside it and channel them directly into other people. And when the opportunity to use her power to save the lives of countless refugees presents itself, Mayowa wants to jump in with both feet. But Mayowa and her grandpa aren't the only book jumpers in existence. And not everybody wants to use this power for good.



When Dilly arrives on the island of Ollipest, she is unsure what to expect from her new life . . .

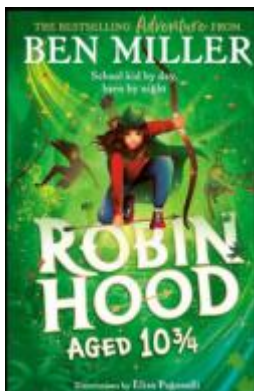
She certainly doesn't expect to find magic!

Until now, the magic of Ollipest Island has been a well-kept secret. Then the Museum of Lost Umbrellas opens after many years of closure .

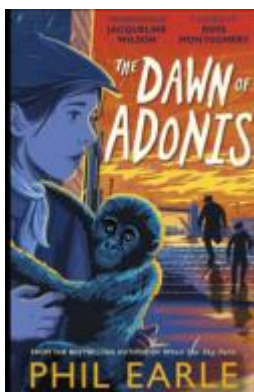
And when the museum attracts some unsavoury anti-magic outsiders, Dilly must unlock her ancestral powers to help keep the island safe.



*London, 1951:* Clem Fatale, the youngest crook in the city, is on a mission to find her dad. Jimmy Fatale, notorious jewel thief and leader of the Spider Gang, has gone missing and with him the greatest prize in London: The Fool's Canary. Along with her prisoner and/or sidekick Gilbert (depends who you're asking), Clem sets off on a rip-roaring chase through the London underworld. Racing through dodgy dives, glamorous nightclubs, greasy spoons and secret alleyways, Clem and Gilbert are soon pursued by a host of friends and foes. Will Clem find her father in time? Or will the most sinister villain this side of the river put a stop to all her plans?



Charlie has just started a NEW SCHOOL. Feeling a little shy, she prefers to escape into a world of books. But when she finds herself on the other side of the library in a completely different world, she must embark on a QUEST to save the people of the forest from the EVIL Sheriff who looks a *lot* like her mean teacher. Learning to use a bow and arrow and stand up against the bullies is harder than it looks, but there might just be some friends to help her on the way . . .



In 1911, before the start of World War One, London's docks thrum with underhand deals, none so great as the arrival of a valuable, rare and exotic animal – a baby silverback gorilla. The baby gorilla stands to make one man very, very rich. Heaven helps anyone who gets in his way. But then one night a twelve-year-old girl is unwittingly drawn into his criminal underworld. Can she find a way to escape and rescue the baby gorilla?



So far, so normal. You know the kind of thing: frustrations with her self-absorbed sisters; problems with idiotic classmates; disagreements with pompous teachers; and, of course, her troubles dealing with the occasional flock of owls, swarms of snakes, or even the odd many-headed dog. And then there's the small problem of the snake hair that appears if she doesn't control her anger...You see, Meddy Gordon is not actually from the twenty-first century. She is, in fact, a human from ancient Greece and she has made a powerful enemy. Meddy G is MEDUSA and she just happens to have angered Athena, the goddess of war. And what happens when the goddess of war is on the warpath? You get a bad day. A very bad day indeed.



Matilda Lockett is used to playing the role of Poor Dead Edna on stage with her spirit-medium aunt, Signora Valentina, and theatrical uncle Barnabus – but when they all decamp to Beauchamp Manor to deal with a *most dreadful haunting*, she discovers she *really can* see ghosts! There she meets ghost boy, Edgar Wilde, who shares her love of supernatural snooping, and together they set about unravelling the case of *The Ghosts of the Manor*.