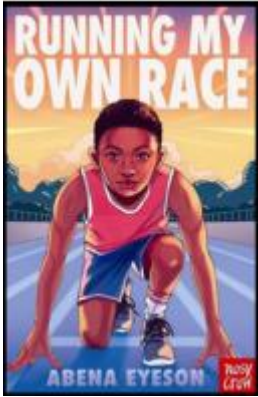
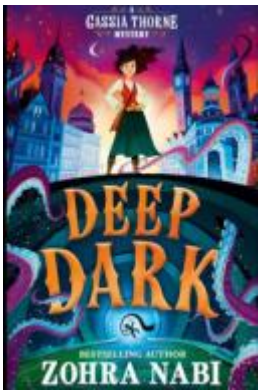


# ~GREAT READS FOR YEAR 6



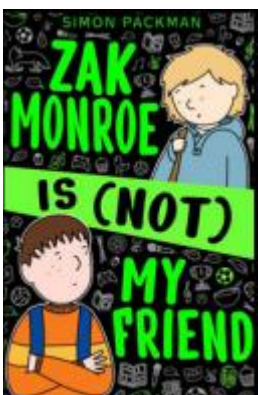
Kofi's mum is determined he's going to be 'somebody'. But when Kofi is given a place at a prestigious private school because of his athletic ability, everything changes. Kofi dreams of being a professional athlete - but he soon finds following your heart isn't an easy road.

Under pressure from his mum to make the most of his academic opportunity, his best friend who doesn't want him to change, his community to make them proud, and a rival who will do anything to make sure Kofi doesn't outshine him - Kofi isn't sure where to turn.



Cassia Thorne leads a double life. By day, she sells ballads at Bartholomew Fair. By night she spends her evenings locked up in Fleet Prison. Cassia has plans of escaping both lives. But this year there are rumours of children being snatched off the streets of London and no one willing to help.

So Cassia decides to take matters into her own hands; with the help of a young pickpocket, Teo and her friend Felix, Cassia starts to investigate the disappearances. She soon discovers a sinister conspiracy at the heart of the city - mysterious men in blue coats and whispers of a beast that lives in the deep dark tunnels below the city. Can Cassia get to the bottom of the mystery and rescue the missing children before it's too late?



Sam has been best friends with Cal, Fin and Jay for EVER. They're all about to move up to a new school together - scary but exciting. But then he overhears them saying they're not going to put him on their Friends Lists! So, Sam will be stuck in a different tutor group with a lot of kids he doesn't know. Help! How can Sam convince them to change their minds? Can he keep on hiding his new friendship with 'weird' new boy Zak Monroe? And what will happen when these two sides of Sam's life collide?



Finnegan Quick is haunted by nightmares. They're so bad, he's terrified of going to sleep. Because Finn's dreams change the waking world too. He's already lost his mum, his dad, his dog, even his shadow. And now they're coming for his gran, the only family he's got left.

Then a mysterious girl starts appearing in his dreams, helping Finn fight back against the creatures in his nightly adventures. On the first day of the new term, she turns up at school, right there in real life, in the lunch queue!

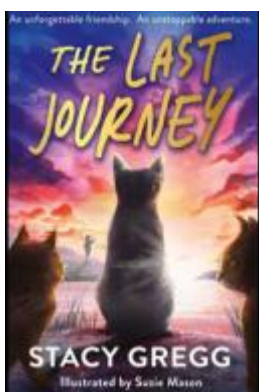
Cass tells Finn that she has come to solve the mystery of Finn's missing parents. Together with Finn's geeky best friend Squid, they travel through the nightmare world, battling goblins, ghosts and zombies...



In the Land of Magic, children never grow old. Gifted with marvellous powers, they spend their days being taught by the magical books of Library Island. But for one child, this life is not enough, and the call of the Island of Darkness is too strong to ignore. When Grace wakes up in Wasteland, the colourless city where grown-ups live, she no longer remembers the Land of Magic. She doesn't even remember her own name. Alone and afraid, Grace discovers that Wasteland is no place for a child. A terrifying figure called the Catcher is looking for her, and the only clue to Grace's past is guarded by a group of mysteriously invisible children, who have branded her a traitor...



'Small Wonder': that was what Tick's grandfather always called him. He taught Tick a lot of things: how to take care of himself; how to take care of his little brother, Leaf; how to take care of their horse, Pebble. But Grandfather is no longer around. So when the family home is under suddenly threat, it's on Tick to put everything he's learned into practice and protect his family, by taking them on a quest filled with danger. Because it's not just their home at risk; enemies are invading the whole land. He has only six moons to get to Kings' Keep and warn their ruler. Travelling through forests and mountains, encountering bandits and rogue knights along the way, the journey is not an easy one. But Tick is determined to honour his grandfather's last advice.



Pusskin lives a charmed life with his loving owner, Lottie. The bond between them is unbreakable, or so they both thought. But when birds start to disappear, cats are blamed. Pusskin and his feline friends must band together and embark on an epic journey.

Lottie wants to bring her beloved pet home. But for Pusskin to have any chance of survival, she may just have to let him go.



When Maya finds a list she made before losing her leg, she decides she's still going to do everything on it - even though her former bestie has ditched her for the cool kids.

Before she turns 13, she's going to . . .

- \* Get her ears double-pierced
- \* Learn how to roller-skate
- \* Stay up all night at a sleepover
- \* Go viral
- \* Have the best birthday party ever
- \* MAKE HER EX-BEST-FRIEND SOPHIE REALISE WHAT SHE'S MISSING!!!



Ireland, 1911

A secret signal flashes in the night ... It's an SOS. Is someone being held prisoner? Friends Tim, Deirdre and Joe set out to investigate. What starts as a diversion while on holiday in Carlingford quickly spirals into a dangerous adventure. Can they solve the case before it's too late? And who can they trust?



The storm had been brewing for weeks. When I look back and remember those days of dripping rain, the thick grey cloud blanketing the sky, the rolling thunder, I wonder how we didn't see it coming. We didn't realise it was building into something. Back then, we just thought it was stormy weather. We had no idea what lay ahead.

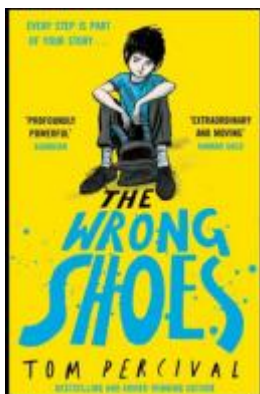
Mali, Jonesey, Fara and Petey are reluctantly gathered in the library. They're not friends and they each have reasons they don't want to be there. As the rain starts, they do not bond as a group. Mali does not engage, Jonesey takes offence, Petey ridicules the others, Fara is silent, and their teacher Ms Devine is distracted. Outside, the bad weather steadily worsens. Soon they are trapped in the school, and pulling together may be the only way out when the storm begins.



Albion city is governed by a puppet queen, secretly controlled by Lord Cromwell, and strange magic is afoot as six Guilds all compete to rule it. Although the Leaf Guild is the weakest, no one has reckoned with newcomer Jed Greenleaf's extraordinary ability to transform into a half-tree, covered over with bark . . . he just needs to learn how to harness that power.

Could he be the hero that the Guild needs to win at the Punchbowl tournament? It just might be that this year Jed can turn over a new leaf in the history books, and bring glory to the decaying Guild and peace to Albion.





*There's a bunch of kids in there and suddenly they're all looking at me like someone who can actually do something, not just some weirdo with the wrong shoes and a rubbish coat . . .*

Will has the wrong shoes – he's always known it but doesn't know how to change it. Navigating the difficulties of home and school when you feel you stick out is tough, but finding confidence with the help and empathy of friends can be all you need to see the way.



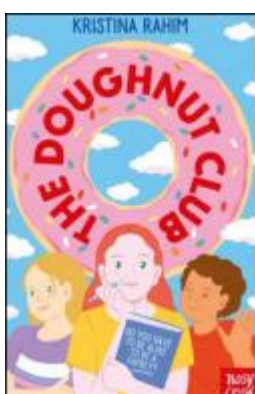
As if Shadowhall Academy wasn't creepy enough, Lilian and her friends have started a Ghost Story Society. It's all harmless fun, until one girl warns of a sinister book hidden somewhere in the school that can bring your darkest secrets to life. So when Lilian finds a mysterious book that seems like the one from the story, her friends warn her not to mess with dark magic. But she's never been one to resist an adventure. And when she writes her deepest secrets in the book, she unleashes a danger far worse than she could ever imagine...



Alien Grimstink has travelled ninety thousand light years to annihilate all life on Earth.

13-year-old Layla Tenby has travelled half a mile to deliver leaflets for affordable fence panels.

But, when they swap places, Grimstink finds himself battling traffic wardens and the Subway sandwich ordering system, while Layla is zapped to a strange planet and left fighting for the future of the galaxy whether she wants to or not (spoiler: she does not want to). Is Reece, Layla's annoying younger brother, key to the galaxy's survival, or will his friendship with new bestie Grimstink lead them all to impending doom?



Donor conceived Quinn loves her family, but she often feels the odd one out. Not only because she's the only one with red hair and green eyes, but because she would rather be quietly drawing than surfing or rock-climbing or whatever mad activity her mums and brother Olly might like to do on holiday. But when Quinn's mums tell her and Olly they have sixteen donor siblings, Quinn is really excited. Maybe one of them will be more like her! The only problem is her parents want them to wait until they are older to contact anyone. As she tries to secretly find out more, Quinn starts to lose sight of what's really important - especially when she starts to believe her worst enemy could be one of her siblings!



Three 13-year-old strangers are connected by one big secret.

Nervous Ayrton was stolen away from his mum as a baby. He was returned safely, but now Mum won't let him out of her sight.

Curious Stanley has a Forbidden Grandmother. His mum won't even talk about her.

Homeless Sen has finally found a place to live, but she'll be out on the street if she upsets her secretive landlady.

What happens when their paths cross...?



Jen and her father are making their way across a deserted world after a technological collapse brought civilization as people knew it to an end. The Flood took out all technology, but also many people who were connected to a central information hive. Those who are left behind must find each other and build a new life. But Jen's father isn't related to her by blood – he is a human-appearing AI, a glitch in the system, and a secret that must be kept, even from those she wishes she could trust...



When war comes to London in 1939, Ronnie Smith is scared and excited: scared of the bombs that fall at night, but excited to race his friends to collect the best bits of shrapnel every morning.

But for Ronnie, the battles aren't just in the sky and on the streets. They're at school and at home too. His little brother is up to no good with a secret job and dangerous new friends, and Ronnie's worried he's getting himself into big trouble.

Ronnie's desperate to help his little brother. But he isn't expecting to uncover secrets that could change the fate of the whole war...



Everyone is desperate to have a Blitzler, the new fighting-game craze. But Danny's Blitzler is broken – it won't fight!

His classmates laugh at him. His brother tells him to wipe the code and start again. But Danny does something different ... and everything changes.

For the people behind Blitzers are hiding a deadly secret, and now everyone is in danger. Can Danny uncover the truth? Can he figure out what Blitzers are? And above all, can he save his best friend?



On the Island of Ayrie, everybody knows everyone. They know each other's stories as they know every road, every hill and the coming of the tide. In the summer, there are bonfires to celebrate the migration of the puffins. Everything is familiar, nothing much changes, and for Tilda, nothing ever should - it is beautiful, it is perfect and it is home.

When newcomer Albie arrives at the island, Tilda wants to show Ayrie off - Albie wants her to leave him alone. She learns quickly that it'll take more than a tour and some seal viewings to win him around. Then, she remembers stories of the old island just an hour's boat ride away from the shore - the old island is a death trap. The journey there is treacherous. Trips across to it are strictly forbidden. And there's a rumour it's haunted by the ghosts of those left there to die. But with all else having failed, the old island is the only way for Tilda to make Albie see what she sees in Ayrie.

Besides, it's a different kind of ghost that worries Tilda. The ghost that's been following her, now, since her brother left the island.