

SCHOLASTIC GRAPHIX

for ages 8-12



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graphix

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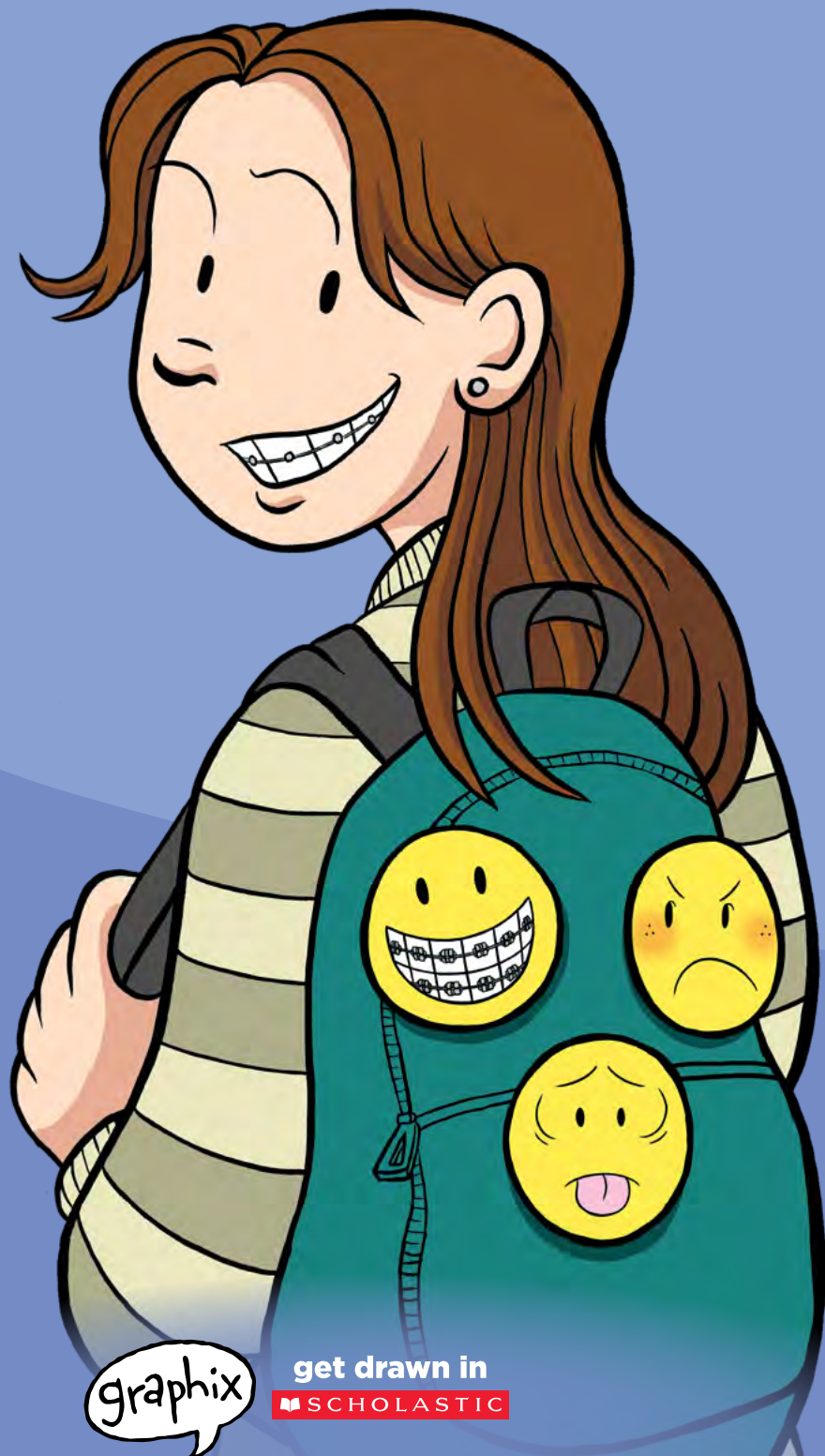
 SCHOLASTIC
get drawn in



Art © 2020 by Raina Telgemeier.

**ACTIVITY
SHEETS
INCLUDED BACK
OF CATALOGUE!**

For fans of Raina Telgemeier



graphix

get drawn in
SCHOLASTIC

Scholastic Graphix for ages 8-12



9781338740264

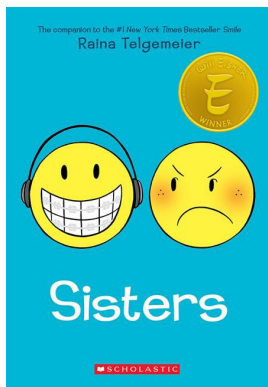
- English
- 5.54 x 8.01 x 0.59 in | 0.82 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE NONFICTION
- Age (years) 8 - 12

Smile: A Graphic Novel

by Raina Telgemeier, Raina Telgemeier
Nov 10, 2020 Paperback , Trade \$16.99 CAD

Raina Telgemeier's #1 *New York Times* bestselling, Eisner Award-winning graphic memoir based on her childhood!

Raina just wants to be a normal sixth grader. But one night after Girl Scouts she trips and falls, severely injuring her two front teeth. What follows is a long and frustrating journey with on-again, off-again braces, surgery, embarrassing headgear, and even a retainer with fake teeth attached. And on top of all that, there's still more to deal with: a major earthquake, boy confusion, and friends who turn out to be not so friendly.



9781338801880

- English
- 5.54 x 8.01 x 0.57 in | 0.74 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE NONFICTION
- Age (years) 8 - 12

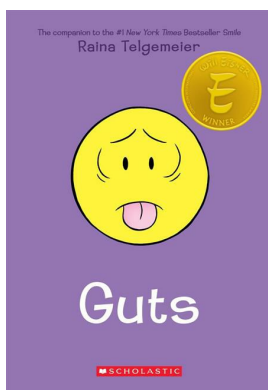
Sisters: A Graphic Novel

by Raina Telgemeier, Raina Telgemeier
Apr 05, 2022 Paperback , Trade \$16.99 CAD

Raina Telgemeier's #1 *New York Times* bestselling, Eisner Award-winning companion to *Smile!*

Raina can't wait to be a big sister. But once Amara is born, things aren't quite how she expected them to be. Amara is cute, but she's also a cranky, grouchy baby, and mostly prefers to play by herself. Their relationship doesn't improve much over the years, but when a baby brother enters the picture and later, something doesn't seem right between their parents, they realize they must figure out how to get along. They are sisters, after all.

Raina uses her signature humor and charm in both present-day narrative and perfectly placed flashbacks to tell the story of her relationship with her sister, which unfolds during the course of a road trip from their home in San Francisco to a family reunion in Colorado.



9780545852500

- English
- 5.48 x 7.99 x 0.7 in | 0.9 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE NONFICTION
- Age (years) 8 - 12

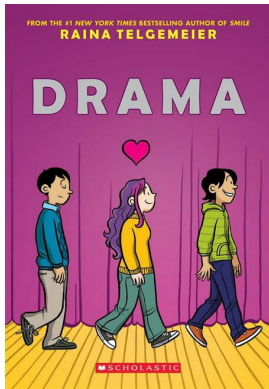
Guts: A Graphic Novel

by Raina Telgemeier
Sep 17, 2019 Paperback , Trade \$16.99 CAD

A true story from Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, *Sisters*, *Drama*, and *Ghosts!*

Raina wakes up one night with a terrible upset stomach. Her mom has one, too, so it's probably just a bug. Raina eventually returns to school, where she's dealing with the usual highs and lows: friends, not-friends, and classmates who think the school year is just one long gross-out session. It soon becomes clear that Raina's tummy trouble isn't going away... and it coincides with her worries about food, school, and changing friendships. What's going on? Raina Telgemeier once again brings us a thoughtful, charming, and funny true story about growing up and gathering the courage to face -- and conquer -- her fears.





9781338801897

- 5.51 x 7.93 x 0.62 in | 0.85 lb
- 240 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 10 - 14

Drama: A Graphic Novel

by Raina Telgemeier, Raina Telgemeier
Nov 12, 2021 Paperback , Trade \$16.99 CAD

From Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, *Sisters*, and *Guts*!

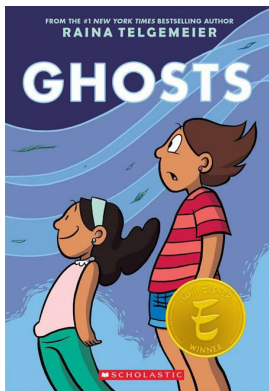
Callie loves theater. And while she would totally try out for her middle school's production of *Moon over Mississippi*, she can't really sing. Instead she's the set designer for the drama department's stage crew, and this year she's determined to create a set worthy of Broadway on a middle-school budget. But how can she, when she doesn't know much about carpentry, ticket sales are down, and the crew members are having trouble working together? Not to mention the onstage AND offstage drama that occurs once the actors are chosen. And when two cute brothers enter the picture, things get even crazier!

Raina Telgemeier once again brings us a funny and charming exploration of friendship, crushes, and all-around drama!

**About the Contributor(s)**

Raina Telgemeier is the #1 *New York Times* bestselling, multiple Eisner Award-winning creator of *Smile*, *Sisters*, and *Guts*, which are all graphic memoirs based on her childhood. She is also the creator of *Drama* and *Ghosts*, and is the adapter and illustrator of the first four Baby-sitters Club graphic novels. Raina lives in the San Francisco Bay Area. To learn more, visit her online at goraina.com.

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9781338801903

- 5.47 x 8.02 x 0.68 in | 0.87 lb
- 256 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Ghosts: A Graphic Novel

by Raina Telgemeier, Raina Telgemeier
Mar 01, 2022 Paperback , Trade \$16.99 CAD

From Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile*, *Drama*, and *Sisters*!

Catrina and her family are moving to the coast of Northern California because her little sister, Maya, is sick. Cat isn't happy about leaving her friends for Bahía de la Luna, but Maya has cystic fibrosis and will benefit from the cool, salty air that blows in from the sea. As the girls explore their new home, a neighbor lets them in on a secret: There are ghosts in Bahía de la Luna. Maya is determined to meet one, but Cat wants nothing to do with them. As the time of year when ghosts reunite with their loved ones approaches, Cat must figure out how to put aside her fears for her sister's sake -- and her own.

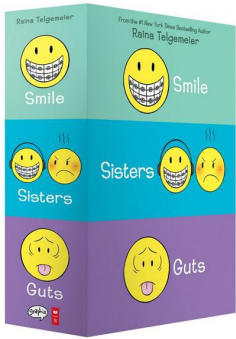
Raina Telgemeier has masterfully created a moving and insightful story about the power of family and friendship, and how it gives us the courage to do what we never thought possible.

**About the Contributor(s)**

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Scholastic Graphix for ages 8-12



9781338599459

- 5.63 x 8.11 x 2.15 in | 2.72 lb
- 656 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 8
- JUVENILE NONFICTION
- Age (years) 8 - 12

Smile, Sisters, and Guts: The Box Set

by Raina Telgemeier, Raina Telgemeier
Nov 05, 2019 Mixed media product , Trade \$44.97 CAD

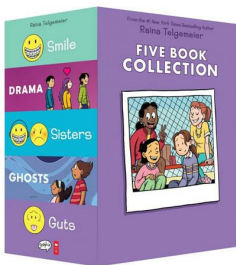
A special box set of Raina Telgemeier's bestselling memoirs!

SmileThe true story of how Raina severely injured her two front teeth when she was in the sixth grade, and the dental drama that followed!
SistersRaina can't wait to be a big sister. Amara is cute, but she's also cranky and mostly prefers to play by herself. Their relationship doesn't improve much over the years... can they figure out how to get along?
GutsRaina has tummy trouble, and it seems to coincide with her worries about food, school, family, and changing friendships. A thoughtful, charming, and funny true story about growing up and gathering the courage to face -- and eventually conquer -- fear.

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9781338725124

- 5.61 x 8.15 x 3.83 in | 4.71 lb
- 0 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 6
- JUVENILE FICTION
- Age (years) 8 - 12

Raina Telgemeier Collection Box Set (Smile, Drama, Sisters, Ghosts, Guts)

by Raina Telgemeier
Jan 19, 2021 Mixed media product \$75.99 CAD

A box set of Raina Telgemeier's bestselling, award-winning graphic novels about family, friendship, and the highs and lows of growing up!

Smile

The true story of how Raina severely injured her two front teeth when she was in the sixth grade, and the dental drama that followed!

Drama

Callie is the set designer for her middle school's spring musical, and is determined to create a set worthy of Broadway. Both onstage AND offstage drama ensues!

Sisters

Raina can't wait to be a big sister. Amara is cute, but she's also cranky and mostly prefers to play by herself. Their relationship doesn't improve much over the years... can they figure out how to get along?

Ghosts

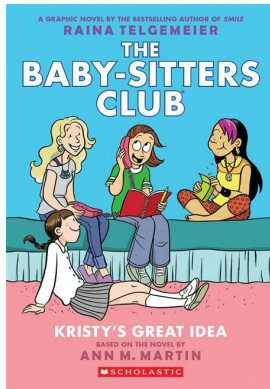
Catrina and her family move to a new town because her sister, Maya, is sick. When they learn there are ghosts there, Maya wants to meet one, and Cat must put aside her fears for Maya's sake -- and her own.

Guts

Raina has tummy trouble, and it seems to coincide with her worries about food, school, family, and changing friendships. A thoughtful, charming, and funny true story about growing up and gathering the courage to face -- and eventually conquer -- fear.



Scholastic Graphix for ages 8-12



9781338888232

- English
- 192 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

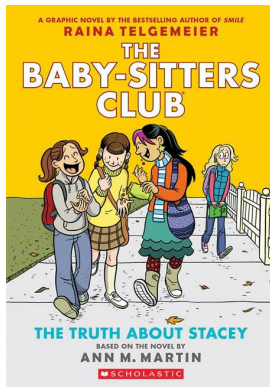
The Baby-Sitters Club Graphix

1
Kristy's Great Idea: A Graphic Novel (The Baby-sitters Club #1) (Revised edition)

Full-Color Edition
by Ann M. Martin, Raina Telgemeier
Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile!*

Kristy, Mary Anne, Claudia, and Stacey are best friends and founding members of The Baby-sitters Club. Whatever comes up -- cranky toddlers, huge dogs, scary neighbors, prank calls -- you can count on them to save the day. Baby-sitting isn't always easy, and neither is dealing with strict parents, new families, fashion emergencies, and mysterious secrets. But no matter what, the BSC have what they need most: friendship.



9781338888249

- English
- 144 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

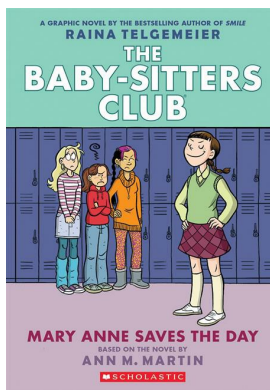
The Baby-Sitters Club Graphix

2
The Truth About Stacey: A Graphic Novel (The Baby-sitters Club #2) (Revised edition)

Full-Color Edition
by Ann M. Martin, Raina Telgemeier
Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile!*

Poor Stacey. She just moved to a new town, is still coming to terms with her diabetes, and is facing baby-sitting problems left and right. Fortunately, Stacey has three new friends -- Kristy, Claudia, and Mary Anne. Together they're the BSC -- and they will deal with whatever's thrown their way... even if it's a rival baby-sitting club!



9781338888256

- English
- 160 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 56
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

3
Mary Anne Saves the Day: A Graphic Novel (The Baby-sitters Club #3) (Adapted edition)

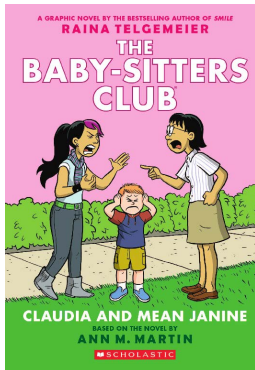
Full-Color Edition
by Ann M. Martin, Raina Telgemeier
Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile!*

When The Baby-sitters Club gets into a huge fight, Mary Anne is left to her own devices. She has to eat alone in the school cafeteria, figure out how to make new friends, and deal with her overprotective father. But the worst happens when she finds herself in a baby-sitting emergency and can't turn to her friends for help. Will Mary Anne solve her problems *and* save The Baby-sitters Club from falling apart?



Scholastic Graphix for ages 8-12



9781338888263

- English
- 176 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

4

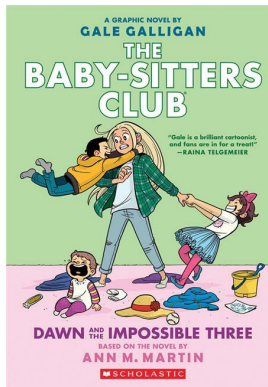
Claudia and Mean Janine: A Graphic Novel (The Baby-sitters Club #4) (Revised edition)*Full-Color Edition*

by Ann M. Martin, Raina Telgemeier

Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile!*

Claudia and her sister, Janine, may as well be from two different planets. Claudia, who pays more attention to her artwork and *The Baby-sitters Club* than her homework, feels like she can't compete with her perfect sister. Janine studies nonstop, gets straight As, and even takes college-level courses! But when something unexpected happens to the most beloved person in their family, will the sisters be able to put aside their differences?



9781338888270

- English
- 192 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 56
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

5

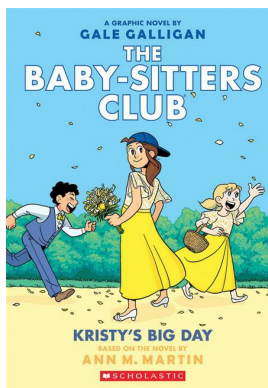
Dawn and the Impossible Three: A Graphic Novel (The Baby-sitters Club #5)*Full-Color Edition*

by Ann M. Martin, Gale Galligan

Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by *New York Times* and *USA Today* bestselling author Gale Galligan!

Dawn Schafer is the newest member of *The Baby-sitters Club*. Even though she's still adjusting to life in Stoneybrook after moving from sunny California, she's eager to accept her first big job. But taking care of the three Barrett kids would be too much for *any* baby-sitter. The house is always a mess, the kids are out of control, and Mrs. Barrett never does any of the things she promises. On top of all that, Dawn wants to fit in with the other members of the BSC, but she can't figure out how to get along with Kristy. Was joining *The Baby-sitters Club* a mistake?



9781338888287

- English
- 160 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

6

Kristy's Big Day: A Graphic Novel (The Baby-sitters Club #6)*Full-Color Edition*

by Ann M. Martin, Gale Galligan

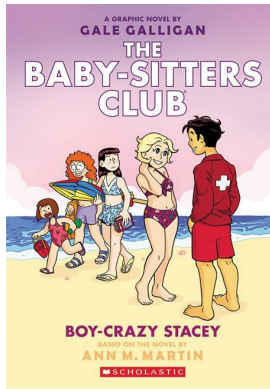
Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by *New York Times* and *USA Today* bestselling author Gale Galligan!

Kristy's mom is getting married, and Kristy is going to be a bridesmaid! The only problem? *Fourteen* kids are coming to town for the wedding. Kristy, Claudia, Mary Anne, Stacey, Dawn, and Mallory think they can handle it, but that's before they spend a week changing diapers, stopping arguments, solving mix-ups, and planning activities. It's the biggest job the BSC has ever had, but they'll work together to make sure Kristy's big day is a success!



Scholastic Graphix for ages 8-12



9781338888294

- English
- 176 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

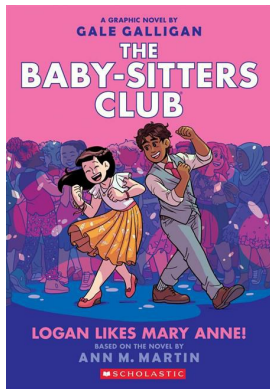
7

Boy-Crazy Stacey: A Graphic Novel (The Baby-sitters Club #7)

by Ann M. Martin, Gale Galligan
Apr 04, 2023 Paperback \$16.99 CAD

A graphic novel adapted and illustrated by *New York Times* and *USA Today* bestselling author Gale Galligan!

Stacey and Mary Anne are baby-sitting for the Pike family for two weeks at the New Jersey shore. Things are great in Sea City: There's a gorgeous house right on the beach, a boardwalk, plenty of sun and sand... and the cutest boy Stacey has ever seen! Mary Anne thinks that Stacey should leave Scott alone and focus on the Pike kids, but Stacey's in *love*. Looking for reasons to hang around his lifeguard stand takes up all her time, which means Mary Anne has to do the job of two baby-sitters! How can she tell Stacey that Scott just isn't interested without ruining their friendship and breaking Stacey's heart?



9781338304541

- English
- 5.54 x 8.02 x 0.56 in | 0.7 lb
- 176 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

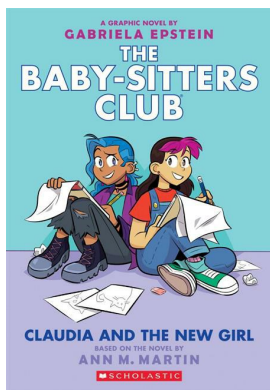
8

Logan Likes Mary Anne!: A Graphic Novel (The Baby-sitters Club #8)

by Ann M. Martin, Gale Galligan
Sep 01, 2020 Paperback , Trade \$16.99 CAD

Another Baby-sitters Club graphic novel adapted by *New York Times* bestselling author Gale Galligan!

It's the first day of a new school year, and while Mary Anne doesn't know what to expect from the eighth grade, she's looking forward to getting back into the swing of things. One thing she *definitely* doesn't expect is to meet Logan Bruno, who just moved to Stonybrook! Logan has a dreamy southern accent, he's awfully cute... and he might be interested in joining the BSC. But the baby-sitters aren't sure if Logan would make a good club member, so they send him on a job with Mary Anne as a test. Logan and Mary Anne hit it off, but Mary Anne isn't sure of where their friendship could go. Life in the Baby-sitters Club has never been this complicated -- or this fun!



9781338304572

- English
- 5.49 x 8.01 x 0.55 in | 0.71 lb
- 176 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

9

Claudia and the New Girl: A Graphic Novel (The Baby-sitters Club #9)

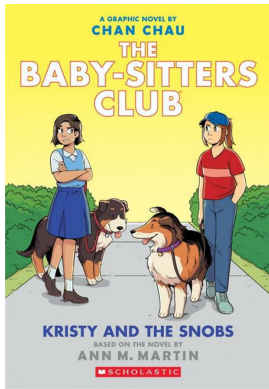
by Ann M. Martin, Gabriela Epstein
Feb 02, 2021 Paperback , Trade \$16.99 CAD

A brand-new Baby-sitters Club graphic novel adapted by newcomer Gabriela Epstein!

Claudia has always been the most creative kid in her class... until Ashley Wyeth comes along. Ashley's *really* different: She wears hippie clothes and has multiple earrings, and she's the most fantastic artist Claudia has ever met.

Ashley says Claudia is a great artist, too, but thinks she's wasting her artistic talent with The Baby-sitters Club. When Claudia starts spending more time with Ashley and missing BSC meetings, it becomes clear that Claudia has to make a decision -- one of them has to go!





9781338304602

- English
- 5.58 x 8.05 x 0.44 in | 0.58 lb
- 160 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

10

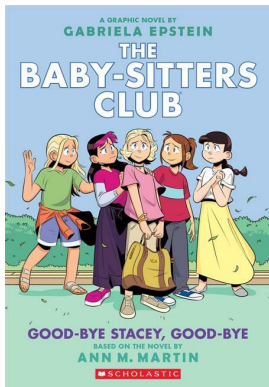
Kristy and the Snobs: A Graphic Novel (The Baby-sitters Club #10)

by Ann M. Martin, Chan Chau

Sep 07, 2021 Paperback , Trade \$16.99 CAD

A brand-new Baby-sitters Club graphic novel adapted by Eisner-nominated artist Chan Chau!

Kristy's mom got remarried and their family moved to the ritzy neighborhood across town. The other members of The Baby-sitters Club think it's a good opportunity to get some new business, but the kids who live nearby aren't very friendly. They criticize Kristy's clothes and make fun of the BSC. And, worst of all, they laugh at Louie, Kristy's pet collie, who's getting old and not feeling well. These kids are total snobs! But if anyone can put them in their place, it's The Baby-sitters Club!



9781338616040

- English
- 5.56 x 8 x 0.57 in | 0.71 lb
- 176 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

11

Good-bye Stacey, Good-bye: A Graphic Novel (The Baby-sitters Club #11)

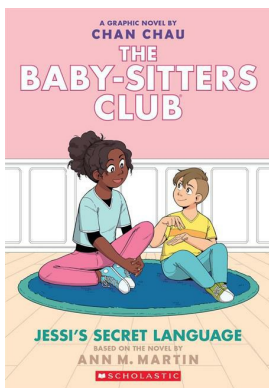
by Ann M. Martin, Gabriela Epstein

Feb 01, 2022 Paperback , Trade \$16.99 CAD

A brand-new Baby-sitters Club graphic novel adapted by Gabriela Epstein!

Stacey McGill is moving back to New York! That means no more Stoneybrook Middle School, no more Charlotte Johanssen, and worst of all... no more Baby-sitters Club. Stacey's friends are crushed when they hear that Stacey's moving, especially Claudia. Stacey is her best friend.

What kind of going-away present is good enough for someone so special? And how will the BSC go on without Stacey?



9781338616071

- English
- 5.55 x 8.01 x 0.46 in | 0.59 lb
- 144 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

12

Jessi's Secret Language: A Graphic Novel (The Baby-sitters Club #12)

by Ann M. Martin, Chan Chau

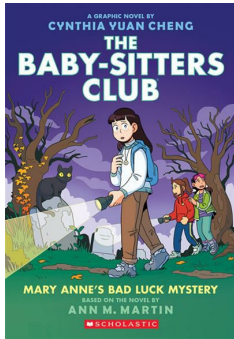
Sep 06, 2022 Paperback , Trade \$16.99 CAD

A brand-new Baby-sitters Club graphic novel adapted by Eisner-nominated artist Chan Chau!

Jessi recently moved to Stoneybrook and is one of the newest members of The Baby-sitters Club. She's getting ready to start regularly sitting for the BSC's newest charge, Matt Braddock. Matt has been Deaf since birth and uses sign language to communicate, so Jessi has to use it, too. It's a secret language!

Soon all the neighborhood kids want to learn how to sign, which keeps the BSC busy. Jessi's the busiest of all -- she's preparing for her dance school's big show, plus working on another secret, just for Matt. Will Jessi be able to keep the secret and pull off her performance?





9781338616101

- English
- 176 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN370L

Other formats

9781338616118 Hardback, \$34.99

9781338616125 Fixed format, EPUB, \$13.99

Distributor

Scholastic Canada Limited

Carton Quantity: 40

The Baby-sitters Club Graphix
13

Mary Anne's Bad Luck Mystery: A Graphic Novel (The Baby-sitters Club #13)

By (author) Ann M. Martin , Illustrated by Cynthia Yuan Cheng

Dec 27, 2022 | Paperback , Trade | \$16.99

A brand-new Baby-sitters Club graphic novel adapted by newcomer Cynthia Yuan Cheng!

Mary Anne should never have thrown away that chain letter she got in the mail. Ever since she did, bad things have been happening to everyone in the Baby-sitters Club. With Halloween coming up, Mary Anne's even more worried -- what kind of spooky thing will happen next?

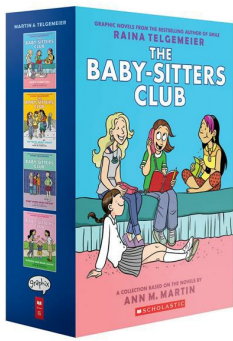
Then Mary Anne finds a new note in her mailbox: *Wear this bad-luck charm, it says. OR ELSE.* Mary Anne has to follow the note's instructions. But who sent the charm? And why did they send it to Mary Anne?

The BSC might never see an end to their bad luck if they don't solve this mystery soon!

Contributor Bio

Ann M. Martin is the creator of The Baby-sitters Club, which has more than 190 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor Book), *Belle Teal, Here Today, A Dog's Life, On Christmas Eve*, and the Main Street and Family Tree series, as well as the much-loved collaborations *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York. Cynthia Yuan Cheng is an illustrator and cartoonist who creates funny, bittersweet stories centered on connection, identity, and belonging. When not at a desk, you can find Cynthia laughing at manga or eating a good meal with friends. Cynthia lives in Los Angeles. Stop by for a visit at cynthiaycheng.com.





9781338118988

- 5.61 x 8.12 x 2.37 in | 2.81 lb
- 672 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 6
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

1

The Baby-Sitters Club Graphic Novels #1-4: A Graphix Collection*Full-Color Edition*

by Ann M. Martin, Raina Telgemeier

Oct 25, 2016 Mixed media product , Trade \$55.96 CAD

The collected Baby-sitters Club graphic novels adapted by Raina Telgemeier, the #1 *New York Times* bestselling, multiple Eisner Award-winning author of *Smile!*

Kristy, Mary Anne, Claudia, Stacey, and Dawn are The Baby-sitters Club! Whatever comes up -- cranky toddlers, huge dogs, scary neighbors, prank calls -- you can count on them to save the day. Raina Telgemeier, using the signature style featured in her acclaimed graphic novels *Smile* and *Sisters*, perfectly captures all the drama and humor of the original novels by Ann M. Martin!

About the Contributor(s)

Ann M. Martin is the creator of The Baby-sitters Club, which has more than 190 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor Book), *Belle Teal*, *Here Today*, *A Dog's Life*, *On Christmas Eve*, and the Main Street and Family Tree series, as well as the much-loved collaborations *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York.

Raina Telgemeier is the #1 *New York Times* bestselling, multiple Eisner Award-winning creator of *Smile*, *Sisters*, and *Guts*, which are all graphic memoirs based on her childhood. She is also the creator of *Drama* and *Ghosts*, and is the adapter and illustrator of the first four Baby-sitters Club graphic novels. Raina lives in the San Francisco Bay Area. To learn more, visit her online at goraina.com.

Raina Telgemeier is the #1 *New York Times* bestselling, multiple Eisner Award-winning creator of *Smile*, *Sisters*, and *Guts*, which are all graphic memoirs based on her childhood. She is also the creator of *Drama* and *Ghosts*, and is the adapter and illustrator of the first four Baby-sitters Club graphic novels. Raina lives in the San Francisco Bay Area. To learn more, visit her online at goraina.com.



9781338603637

- 5.64 x 8.15 x 4.08 in | 4.94 lb
- 1760 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 6
- JUVENILE FICTION
- Age (years) 8 - 12

The Baby-Sitters Club Graphix

1

The Baby-sitters Club Graphic Novels #1-7: A Graphix Collection*Full-Color Edition*

by Ann M. Martin, Gale Galligan

Nov 05, 2019 Mixed media product , Trade \$97.93 CAD

A box set of the bestselling Baby-sitters Club graphic novels, adapted by Raina Telgemeier and Gale Galligan!

Join Kristy, Mary Anne, Claudia, Stacey, Dawn, and Mallory on their baby-sitting adventures! No matter what comes up -- cranky toddlers, huge dogs, scary neighbors, prank calls -- you can count on the BSC to save the day. Bestselling cartoonists Raina Telgemeier (Books #1-4) and Gale Galligan (Books #5-7) perfectly capture all the drama and humor of the original novels by Ann M. Martin. This box set is perfect for both newcomers and longtime fans!

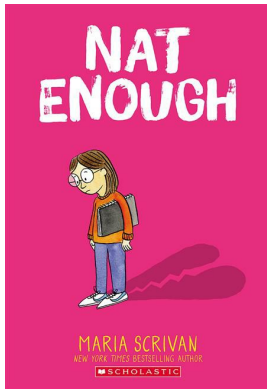
About the Contributor(s)

Ann M. Martin is the creator of The Baby-sitters Club, which has more than 190 million books in print, making it one of the most popular series in the history of publishing. Her novels include *A Corner of the Universe* (a Newbery Honor Book), *Belle Teal*, *Here Today*, *A Dog's Life*, *On Christmas Eve*, and the Main Street and Family Tree series, as well as the much-loved collaborations *P.S. Longer Letter Later* and *Snail Mail No More*, with Paula Danziger. Ann lives in upstate New York.

Gale Galligan is the creator of the *New York Times* bestselling Baby-sitters Club graphic novel adaptations of *Dawn and the Impossible Three*, *Kristy's Big Day*, *Boy-Crazy Stacey*, and *Logan Likes Mary Anne!* by Ann M. Martin. They are also the creator of *Freestyle*, an original graphic novel that they both wrote and illustrated. Gale was featured in *The Claudia Kishi Club*, a documentary now streaming on Netflix. When they aren't making comics, Gale enjoys knitting, reading, and spending time with their family and adorable pet rabbits. They live in Pearl River, New York. Visit them online at galesaur.com.

Raina Telgemeier is the #1 *New York Times* bestselling, multiple Eisner Award-winning creator of *Smile*, *Sisters*, and *Guts*, which are all graphic memoirs based on her childhood. She is also the creator of *Drama* and *Ghosts*, and is the adapter and illustrator of the first four Baby-sitters Club graphic novels. Raina lives in the San Francisco Bay Area. To learn more, visit her online at goraina.com.





9781338538199

● 5.52 x 7.97 x 0.75
in | 0.95 lb

- 240 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Nat Enough

1

Nat Enough: A Graphic Novel (Nat Enough #1)

by Maria Scrivan, Maria Scrivan

Apr 07, 2020 Paperback , Trade \$16.99 CAD

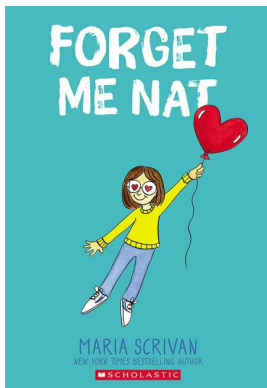
A *New York Times* bestseller!

Making friends isn't easy, but losing them is even harder! Natalie has never felt that she's enough -- athletic enough, stylish enough, or talented enough. And on the first day of middle school, Natalie discovers that things are worse than she thought -- now she's not even *cool enough* for her best friend, Lily! As Natalie tries to get her best friend back, she learns more about her true self and natural talents. If Natalie can focus on who she *is* rather than who she *isn't*, then she might realize she's more than enough, just the way she is.

About the Contributor(s)

Maria Scrivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com.

Maria Scrivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com.



9781338538243

● 5.54 x 8.01 x 0.76
in | 0.95 lb

- 240 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Nat Enough

2

Forget Me Nat: A Graphic Novel (Nat Enough #2)

by Maria Scrivan, Maria Scrivan

Sep 01, 2020 Paperback , Trade \$16.99 CAD

Companion to the *New York Times* bestseller *Nat Enough*!

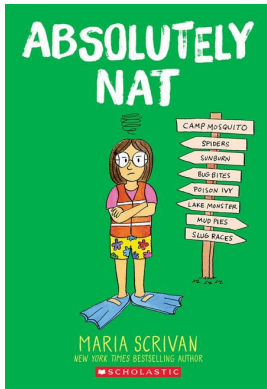
It's called a crush for a reason...For the first time in her life, Natalie feels confident. Her talents are being recognized, she has supportive friends, and she's spending a ton of time with her crush, Derek! But when Derek tells Natalie that he just wants to be friends, Natalie's self-confidence quickly changes to self-doubt. As she tries to recover from her broken heart, Natalie casts aside her talents and even her friends. With no one to turn to, Natalie will have to pull herself out of this mess on her own.

About the Contributor(s)

Maria Scrivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com.

Maria Scrivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com.





- 9781338715392
- 5.55 x 8 x 0.76 in | 0.96 lb
 - 240 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 24
 - JUVENILE FICTION
 - Age (years) 8 - 12

Nat Enough

3

Absolutely Nat: A Graphic Novel (Nat Enough #3)

by Maria Scivan, Maria Scivan

Sep 21, 2021 Paperback, Trade \$16.99 CAD

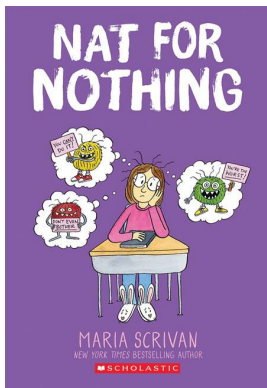
Companion to the New York Times bestseller Nat Enough!

You can stay stuck or go forward, but you can't go back.

Natalie has just arrived at summer camp and soon realizes it isn't anything like the brochure. Instead of spending the summer with her best friends, Zoe and Flo, Natalie is stuck with her ex-BFF, Lily, and someone even more annoying than the endless mosquitoes: Millie Flatbottom. Even worse, she's constantly pushed out of her comfort zone and forced to come face-to-face with some of her greatest fears. Although summer camp isn't at all what Natalie expected, could it be exactly what she needs?

**About the Contributor(s)**

Maria Scivan is an award-winning syndicated cartoonist and *New York Times* bestselling author based in Stamford, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have also appeared in *MAD Magazine*, *Parade*, and many other publications. Maria's graphic novels, *Nat Enough* and *Forget Me Nat*, were both released in 2020 to great acclaim. Visit Maria online at mariascrivan.com.



- 9781338715422
- 240 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 24
 - JUVENILE FICTION
 - Age (years) 8 - 12

Nat Enough

4

Nat for Nothing: A Graphic Novel (Nat Enough #4)

by Maria Scivan, Maria Scivan

Feb 07, 2023 Paperback, Trade \$16.99 CAD

A companion to the New York Times bestselling series that began with Nat Enough!

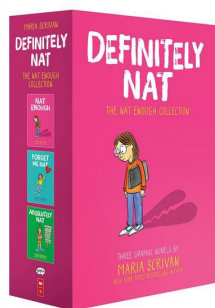
It's a best friend battle!

Natalie is having a rough start to the school year. Each student has been asked to join an extracurricular activity, and Nat's two best friends have no trouble finding activities that interest them. Flo tries her hand at puppetry, and Zoe makes the volleyball team... with Nat's ex-BFF, Lily! So now Zoe and Lily are *always* together, and Nat's over it! Nat's feeling betrayed, and she still hasn't found a club to join. But when Nat meets a new student who's having the same difficulty choosing a club, they decide to create one together. Could this be the solution to her problems?

**About the Contributor(s)**

Maria Scivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com.

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9781338794625

- English
- 5.64 x 8.08 x 2.41 in | 2.98 lb
- 720 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Humorous

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN360L

Distributor

Scholastic Canada Limited

Carton Quantity: 6

Definitely Nat: A Graphic Novel Box Set (Nat Enough #1-3)

By (author) Maria Scrivan , Illustrated by Maria Scrivan

Oct 19, 2021 | Mixed media product \$50.97

Can't get *enough* Nat?! Enjoy the complete Nat Enough series, bundled together for the very first time in this three-book box set!



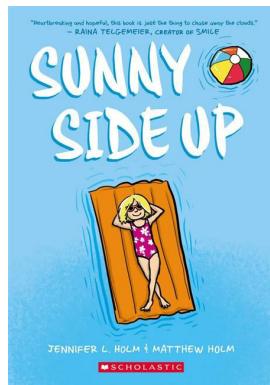
Making friends isn't easy, but losing them is even harder!

Natalie is navigating her way through the minefields of middle school. Between best friends and boyfriends and ex-friends, Natalie doesn't think she measures up to others. But when she meets *new* friends, will Natalie be able to focus on who she *is*, rather than who she *isn't* and discover that she's more than enough, just the way she is?

This three-book box set by *New York Times* bestselling creator Maria Scrivan includes *Nat Enough*, *Forget Me Nat*, and *Absolutely Nat*.

Contributor Bio

Maria Scrivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com. Maria Scrivan is a *New York Times* bestselling author, award-winning syndicated cartoonist, and speaker based in Greenwich, Connecticut. Her laugh-out-loud comic, *Half Full*, appears daily in newspapers nationwide and on gocomics.com. Maria licenses her work for greeting cards, and her cartoons have appeared in *MAD Magazine*, *Parade*, and many other publications. *Nat Enough*, her debut graphic novel, was an instant *New York Times* bestseller, and the follow-ups, *Forget Me Nat* and *Absolutely Nat*, also released to great acclaim. Learn more about Maria at mariascrivan.com.



- 9780545741668
- 5.56 x 8 x 0.71 in | 0.89 lb
 - 224 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 24
 - JUVENILE FICTION
 - Age (years) 8 - 12

Sunny

1

Sunny Side Up: A Graphic Novel (Sunny #1)

by Jennifer L. Holm, Matthew Holm

Aug 25, 2015 Paperback, Trade \$16.99 CAD

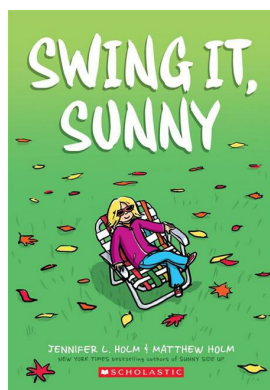
When is a summer vacation not really a summer vacation?

Sunny Lewin has been packed off to Florida to live with her grandfather for the summer. At first she thought Florida might be fun -- it *is* the home of Disney World, after all. But the place where Gramps lives is no amusement park. It's full of . . . old people. *Really* old people. Luckily, Sunny isn't the only kid around. She meets Buzz, a boy who is completely obsessed with comic books, and soon they're having adventures of their own: facing off against golfball-eating alligators, runaway cats, and mysteriously disappearing neighbors. But the question remains -- *why* is Sunny down in Florida in the first place? The answer lies in a family secret that won't be secret to Sunny much longer. . .

About the Contributor(s)

Jennifer L. Holm is the *New York Times* bestselling and three-time Newbery Honor-winning author of multiple novels for young readers. With her brother Matthew, Jennifer created the graphic novel series Babymouse and Squish. She lives in California.

Matthew Holm was born and raised in the suburbs of Philadelphia, Pennsylvania, and has been drawing comics since he was in middle school. With his sister, Jennifer, Matthew created the graphic novel series Babymouse and Squish. He lives in upstate New York.



- 9780545741729
- 5.54 x 7.99 x 0.74 in | 0.86 lb
 - 224 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 20
 - JUVENILE FICTION
 - Age (years) 8 - 12

Sunny

2

Swing it, Sunny: A Graphic Novel (Sunny #2)

by Jennifer L. Holm, Matthew Holm

Sep 12, 2017 Paperback, Trade \$16.99 CAD

From the award winning duo of Jennifer and Matthew Holm comes the sequel to the bestselling *Sunny Side Up* -- full of just as much heart and just as many laughs.

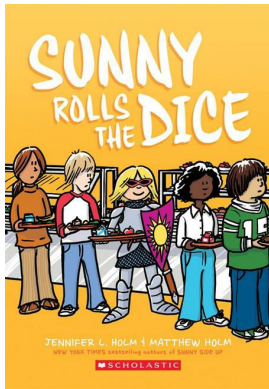
Summer's over and it's time for Sunny Lewin to enter the strange and unfriendly hallways of . . . middle school. When her Gramps calls her from Florida to ask how she's doing, she always tells him she's fine. But the truth? Sunny is NOT having the best time. Not only is the whole middle school thing confusing . . . but life at home is confusing, too. Sunny misses her brother Dale, who's been sent to boarding school. But when Dale comes back, she STILL misses him . . . because he's changed. Luckily Sunny's got her best friend and a mysterious new neighbor on her side . . . because she is NOT going to let all this confusion get her down. Instead, she's going to remain Sunny-side up!

About the Contributor(s)

Jennifer L. Holm is the *New York Times* bestselling and three-time Newbery Honor-winning author of multiple novels for young readers. With her brother Matthew, Jennifer created the graphic novel series Babymouse and Squish. She lives in California.

Matthew Holm was born and raised in the suburbs of Philadelphia, Pennsylvania, and has been drawing comics since he was in middle school. With his sister, Jennifer, Matthew created the graphic novel series Babymouse and Squish. He lives in upstate New York.





9781338233148

- 5.5 x 8.01 x 0.7 in | 0.76 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Sunny
3**Sunny Rolls the Dice: A Graphic Novel (Sunny #3)**by Jennifer L. Holm, Matthew Holm
Oct 01, 2019 Paperback , Trade \$16.99 CAD

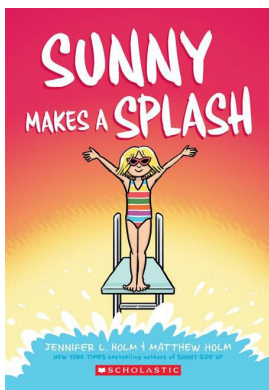
From the award-winning duo of Jennifer and Matthew Holm comes the third book in the bestselling Sunny series, *Sunny Rolls the Dice* -- full of heart, laughs, and adventure!

Too cool for school . . . or the least groovy girl in the grade? Sunny's just made it to middle school . . . and it's making her life very confusing. All her best friend Deb wants to talk about is fashion, boys, makeup, boys, and being cool. Sunny's not against any of these things, but she also doesn't understand why suddenly everything revolves around them. She's much more comfortable when she's in her basement, playing Dungeons & Dragons with a bunch of new friends. Because when you're swordfighting and spider-slaying, it's hard to worry about whether you look cool or not. Especially when it's your turn to roll the 20-sided die. Trying hard to be cool can make you feel really uncool . . . and it's much more fun to just have fun. Sunny's going to find her groove and her own kind of groovy, with plenty of laughs along the way.

About the Contributor(s)

Jennifer L. Holm is the *New York Times* bestselling and three-time Newbery Honor-winning author of multiple novels for young readers. With her brother Matthew, Jennifer created the graphic novel series Babymouse and Squish. She lives in California.

Matthew Holm was born and raised in the suburbs of Philadelphia, Pennsylvania, and has been drawing comics since he was in middle school. With his sister, Jennifer, Matthew created the graphic novel series Babymouse and Squish. He lives in upstate New York.



9781338233179

- 5.53 x 7.98 x 0.73 in | 0.89 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Sunny
4**Sunny Makes a Splash: A Graphic Novel (Sunny #4)**by Jennifer L. Holm, Matthew Holm
Sep 21, 2021 Paperback , Trade \$16.99 CAD

The latest in the *New York Times* bestselling Sunny series brings Sunny into a sink-or-swim summer, where she needs to float her first job and dive into her first maybe-flirtation.

It's summer, and Sunny is BORED. Most of her friends are out of town. Her mom wants her to baby-sit way more than Sunny wants to baby-sit. There's nothing good on TV.

The only place that's cool (in a not-boring sense) and cool (in a not-hot sense) is the community pool. Sunny loves going there . . . and loves it even more when she's offered a job at the snack shack. Soon she's flinging fries and serving soft ice-cream like a pro . . . with the assistance of the very sweet boy who works with her.

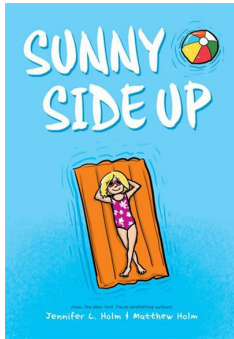
Sunny's mom isn't sure Sunny should be quite so independent. But Sunny is *definitely* sure: Life is best when it's free swim.

About the Contributor(s)

Jennifer L. Holm is the *New York Times* bestselling and three-time Newbery Honor-winning author of multiple novels for young readers. With her brother Matthew, Jennifer created the graphic novel series Babymouse and Squish. She lives in California.

Matthew Holm was born and raised in the suburbs of Philadelphia, Pennsylvania, and has been





9781338285956

- English
- 5.62 x 8.12 x 1.57 in | 1.85 lb
- 448 pages
- Graphix

Subject

JUVENILE FICTION / Comics &
Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US)
from 3 - 7

Distributor

Scholastic Canada Limited

Carton Quantity: 16

Sunny

Sunny Side Up and Swing It, Sunny: The Box Set

By (author) Jennifer L. Holm , Illustrated by Matthew Holm

Aug 28, 2018 | Mixed media product , Trade | \$31.98

The delightful *Sunny Side Up* and *Swing It, Sunny*, now available as a box set!

Box set of the successful graphic novels *Sunny Side Up* and *Swing It, Sunny*.

Contributor Bio

Jennifer L. Holm is the *New York Times* bestselling and three-time Newbery Honor-winning author of multiple novels for young readers. With her brother Matthew, Jennifer created the graphic novel series *Babymouse* and *Squish*. She lives in California. Matthew Holm was born and raised in the suburbs of Philadelphia, Pennsylvania, and has been drawing comics since he was in middle school. With his sister, Jennifer, Matthew created the graphic novel series *Babymouse* and *Squish*. He lives in upstate New York.





- 9781338139211
- English
 - 5.54 x 8.01 x 0.86 in | 1.06 lb
 - 272 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 20
 - JUVENILE FICTION
 - Age (years) 8 - 12

Making Friends

1

Making Friends: A Graphic Novel (Making Friends #1)

by Kristen Gudsnuk, Kristen Gudsnuk
Jul 31, 2018 Paperback , Trade \$16.99 CAD

Danielle needs a perfect friend, but sometimes making (or creating) one is a lot easier than keeping one!

Sometimes making a friend is a lot easier than keeping one!

Sixth grade was SO much easier for Dany. All her friends were in the same room and she knew exactly what to expect out of life. Now that she's in seventh grade, she's in a new middle school, her friends are in different classes and forming new cliques, and she is totally, completely lost. What Dany really needs is a new best friend! So when she inherits a magic sketchbook from her eccentric great-aunt in which anything she sketches in it comes to life, she draws Madison, the most amazing, perfect, and awesome best friend ever.

The thing is, even when you create a best friend, there's no guarantee they'll always be your best friend. Especially when they discover they've been created with magic!



- 9781338139266
- English
 - 5.52 x 7.98 x 0.63 in | 0.82 lb
 - 208 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 20
 - JUVENILE FICTION
 - Age (years) 8 - 12

Making Friends

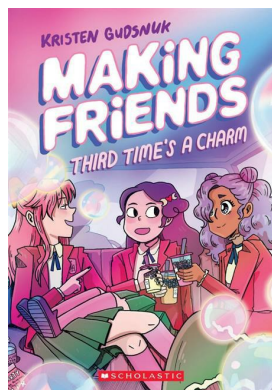
2

Making Friends: Back to the Drawing Board: A Graphic Novel (Making Friends #2)

by Kristen Gudsnuk, Kristen Gudsnuk
Jul 30, 2019 Paperback , Trade \$16.99 CAD

Dany, Madison, and... wait -- another Dany?! -- must navigate some very complicated friendships while trying to capture a magical dog that is turning their town upside down!

Almost everything is going great for Dany. She and Madison are still best friends, she still has her magic sketchbook, and the new school year is looking up. But when Dany creates a duplicate of herself to secretly help with homework and raise her social status, the two of them accidentally unleash a magical dog that wreaks supernatural havoc on the town. Now, with the big school dance coming up, time is running short for Dany, Madison, and their friends to set things right before the night is completely ruined!



- 9781338630794
- English
 - 5.53 x 7.99 x 0.68 in | 0.83 lb
 - 208 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 20
 - JUVENILE FICTION
 - Age (years) 8 - 12

Making Friends

3

Making Friends: Third Time's a Charm: A Graphic Novel (Making Friends #3)

by Kristen Gudsnuk, Kristen Gudsnuk
Aug 03, 2021 Paperback , Trade \$16.99 CAD

Dany's sketchbook is at it again, but this time it's not Dany's doing!

Dany and Madison are living a new reality. Rather than best friends, the pair now believe they are twins -- and that isn't the only part of their lives that has been completely rewritten. Their mom is a novelist, their dad is a rock star, and Dany has suddenly become a diligent student.

Things. Aren't. Adding. Up.

Dany and Madison start sleuthing and discover that someone has drastically altered the universe! Can the pair put things back the way they were, or is this magic beyond their control?





9781338236132

- English
- 5.49 x 7.99 x 0.61 in | 0.78 lb
- 256 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN360L

Distributor

Scholastic Canada Limited

Carton Quantity: 24

Twins: A Graphic Novel (Twins #1)

By (author) Varian Johnson , Illustrated by Shannon Wright

Oct 06, 2020 | Paperback , Trade | \$16.99

Coretta Scott King Honor author Varian Johnson teams up with rising cartoonist Shannon Wright for a delightful middle-grade graphic novel!

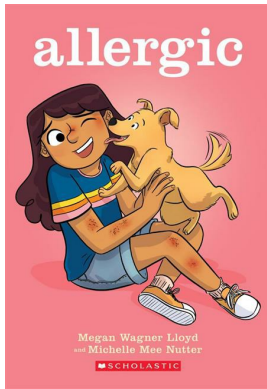
Maureen and Francine Carter are twins and best friends. They participate in the same clubs, enjoy the same foods, and are partners on all their school projects. But just before the girls start sixth grade, Francine becomes Fran -- a girl who wants to join the chorus, run for class president, and dress in fashionable outfits that set her apart from Maureen. A girl who seems happy to share only two classes with her sister! Maureen and Francine are growing apart and there's nothing Maureen can do to stop it. Are sisters really forever? Or will middle school change things for good?

Contributor Bio

Varian Johnson is the author of several novels for children and young adults, including *The Parker Inheritance*, which won both Coretta Scott King Author Honor and *Boston Globe/Horn Book* Honor awards, *The Great Greene Heist*, an ALA Notable Children's book, a *Kirkus Reviews* Best Book, and a Texas Library Association Lone Star List selection, and the graphic novel *Twins* co-created with Shannon Wright, an NPR Best Book. He lives with his family near Austin, Texas. You can visit him on the web at varianjohnson.com and [@varianjohnson](https://twitter.com/varianjohnson). Shannon Wright is an illustrator and cartoonist based in Richmond, Virginia. She is the co-creator, with Varian Johnson, of *Twins*, and she illustrated two picture books, *My Mommy Medicine* by Edwidge Danticat and *I'm Gonna Push Through!* by Jasmyn Wright. Shannon graduated with a BFA from Virginia Commonwealth University, where she co-teaches a comics course during the summer. To learn more, visit her online at shannon-wright.com.



9 781338 236132



- 9781338568905
- 5.1 x 8 x 0.55 in | 0.75 lb
 - 240 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 24
 - JUVENILE FICTION
 - Age (years) 8 - 12

Allergic: A Graphic Novel

by Megan Wagner Lloyd, Michelle Mee Nutter
Mar 02, 2021 Paperback , Trade \$16.99 CAD

A coming-of-age middle-grade graphic novel featuring a girl with severe allergies who just wants to find the perfect pet!

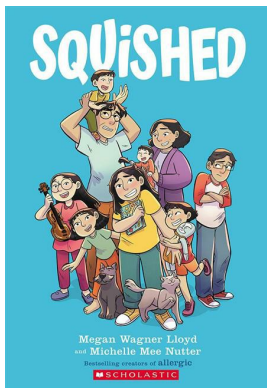
At home, Maggie is the odd one out. Her parents are preoccupied with getting ready for a new baby, and her younger brothers are twins and always in their own world. Maggie *loves* animals and thinks a new puppy is the answer, but when she goes to select one on her birthday, she breaks out in hives and rashes. She's severely allergic to anything with fur!

Can Maggie outsmart her allergies and find the perfect pet? With illustrations by Michelle Mee Nutter, Megan Wagner Lloyd draws on her own experiences with allergies to tell a heartfelt story of family, friendship, and finding a place to belong.

About the Contributor(s)

Megan Wagner Lloyd is the co-creator, with Michelle Mee Nutter, of *Allergic*, an instant bestseller. Megan is also the author of several picture books, including *Paper Mice*, *Building Books*, *Finding Wild*, and *Fort-Building Time*, and of *Haven*, a novel. She lives in the Washington, DC area. Visit her online at meganwagnerlloyd.com.

Michelle Mee Nutter is the co-creator, with Megan Wagner Lloyd, of *Allergic*, an instant bestseller. Michelle graduated with a degree in illustration from the Massachusetts College of Art and Design. Her work has been recognized by the Society of Illustrators, 3x3 Illustration, Creative Quarterly, and more. Michelle lives in Boston. Visit her online at michellemee.com.



- 9781338568936
- 256 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 24
 - JUVENILE FICTION
 - Age (years) 8 - 12

Squished: A Graphic Novel

by Megan Wagner Lloyd, Michelle Mee Nutter
Mar 07, 2023 Paperback , Trade \$16.99 CAD

From the powerhouse duo behind the instant bestseller *Allergic* comes a spirited new graphic novel about finding your own space... especially when you're in a family of nine!

Eleven-year-old Avery Lee loves living in Hickory Valley, Maryland. She loves her neighborhood, school, and the end-of-summer fair she always goes to with her two best friends. But she's tired of feeling squished by her six siblings! They're noisy and chaotic and the younger kids love her a little too much. All Avery wants is her own room -- her own space to be alone and make art. So she's furious when Theo, her grumpy older brother, gets his own room instead, and her wild baby brother, Max, moves into the room she already shares with her clinging sister Pear! Avery hatches a plan to finally get her own room, all while trying to get Max to sleep at night, navigating changes in her friendships, and working on an art entry for the fair. And when Avery finds out that her family might move across the country, things get even more complicated.

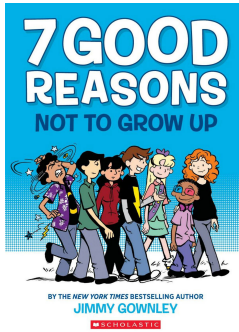
Megan Wagner Lloyd and Michelle Mee Nutter have once again teamed up to tell a funny, heartfelt, and charming story of family, friendship, and growing up.

About the Contributor(s)

Megan Wagner Lloyd is the co-creator, with Michelle Mee Nutter, of *Allergic*, an instant bestseller. Megan is also the author of several picture books, including *Paper Mice*, *Building Books*, *Finding Wild*, and *Fort-Building Time*, and of *Haven*, a novel. She lives in the Washington, DC area. Visit her online at meganwagnerlloyd.com.

Michelle Mee Nutter is the co-creator, with Megan Wagner Lloyd, of *Allergic*, an instant bestseller. Michelle graduated with a degree in illustration from the Massachusetts College of Art and Design. Her work has been recognized by the Society of Illustrators, 3x3 Illustration, Creative Quarterly, and more. Michelle lives in Boston. Visit her online at michellemee.com.





9780545859325

- English
- 5.53 x 8.01 x 0.87 in | 1.08 lb
- 272 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 9 - 12, Grade (US) from 4 - 7

Reading Levels

Lexile measure: HL270L

Distributor

Scholastic Canada Limited

Carton Quantity: 20

7 Good Reasons Not to Grow Up: A Graphic Novel

By (author) Jimmy Gownley

Nov 10, 2020 | Paperback , Trade | \$16.99

The kids at prestigious Greycliff Academy are in for a surprise when their hero, Kirby Finn, turns out to be something he's not.

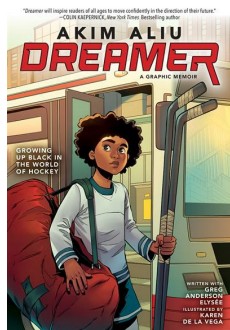
To his friends at Greycliff Academy, Kirby seems to have it all: charm, brains, and a lucky streak that won't quit. He's also the notorious hero creating the snarky videos "7 Good Reasons Not to Grow Up," which expose just how dumb adults can be. Why would any kid want to become one of them? But there's also a mystery about Kirby. And when his best friend, Raja, finds out his secret, Kirby, Raja, and their friends have to grow up *fast* and face the world head-on.

Contributor Bio

Jimmy Gownley is an award-winning comics author who began writing and drawing comics at age 15. His acclaimed series, *Amelia Rules!*, was launched in 2001 to a flurry of rave reviews and became a *New York Times* bestseller. He has been nominated for multiple Eisner awards and his most recent book, *The Dumbest Idea Ever!*, won the Children's Choice Award. He cofounded the organization Kids Love Comics, which works to promote comic books and graphic novels as a valuable tool for literacy. Jimmy lives in Harrisburg, Pennsylvania.



9 780545 859325



9781338787603

- English
- 128 pages
- Graphix

Subject

JUVENILE NONFICTION / Comics & Graphic Novels / Biography

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Other formats

9781338787627 Fixed format, EPUB, \$15.99

Distributor

Scholastic Canada Limited

Carton Quantity: 50

Akim Aliu: Dreamer (Original Graphic Memoir)

By (author) Akim Aliu , By (author) Greg Anderson Elysée , Illustrated by Karen De la Vega , Illustrated by Marcus Williams

Feb 07, 2023 | Paperback , Trade | \$19.99

This honest, engrossing graphic memoir tells the story of professional athlete and activist Akim Aliu's incredible life as a hockey prodigy in Canada.

Akim Aliu — also known as “Dreamer” — is a Ukrainian-Nigerian-Canadian professional hockey player whose career took him all around the world and who experienced systemic racism at every turn. *Dreamer* tells Akim's incredible story, from being the only Black child in his Ukrainian community, to his family struggling to make ends meet while living in Toronto, to confronting the racist violence he often experienced both on and off the ice. This is a gut-wrenching and riveting graphic novel memoir that reminds us to never stop dreaming, and is sure to inspire young readers everywhere.

“With honesty and courage, Akim Aliu's *Dreamer* will inspire readers of all ages to move confidently in the direction of their future.” — Colin Kaepernick

Contributor Bio

Akim Aliu is the son of a Nigerian father and a Ukrainian mother. Born in Nigeria, he spent years of his youth in Africa and Ukraine before moving to Toronto. A hockey prodigy, Akim was drafted into the NHL as a teenager and played for the Calgary Flames. He experienced systemic racism, hazing, and abuse at every level of competitive hockey he played in — from Pee Wee hockey to the NHL — but has never stopped dreaming of a world where every kid, regardless of background, can be accepted for who he or she is (and play hockey, of course).

In May 2020, Akim wrote an article for the *Players' Tribune* entitled “Hockey is Not for Everyone,” where he identifies the racism and violence he endured as a Black athlete within the sport of hockey. He has since partnered with the Time to Dream Foundation and the Hockey Diversity Alliance to help their mission to eradicate racism and intolerance in hockey, and continues to play hockey professionally in Europe.

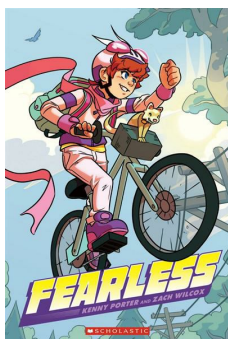
Key Selling Points

SPRING 2023 REP PICK! Jenn Hubbs, Scholastic - Trade Sales Representative, Toronto, Northern, Central and Western Ontario:

“Akim Aliu has faced incredible hardship during his life, yet he chooses to speak up. “... to be able to speak out for people who are battling the same issues of being alone and not having a voice.” This graphic novel isn't an easy read, because it means acknowledging inherent racism within a beloved Canadian institution: hockey. Shining the spotlight on issues within this community means change is coming, and strong voices like Akim Aliu will help lead the way.”



9 781338 787603



9781338355871

- English
- 6.03 x 9 x 0.47 in | 0.92 lb
- 192 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Other formats

9781338355888 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 36

Fearless: A Graphic Novel

By (author) Kenny Porter , Illustrated by Zach Wilcox

May 04, 2021 | Paperback , Trade | \$16.99

***Fearless* is a touching graphic novel about growing up, accepting change, and finding a way to be happy when you miss your best friend.**

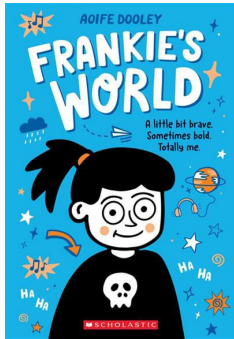
Kara hoped to spend the summer re-enacting episodes of her favorite TV show, *Shinji Rider*, with her best friend Alice. But when Alice moves to a new home two towns over, everything changes. Alice mysteriously stops answering Kara's phone calls and letters. In order to reignite their friendship, Kara hatches a brave plan to bike over to Alice's new school all on her own. After all, "A rider never leaves a friend behind!" Kara's bravery on the journey proves how strong she is but when Kara finally finds Alice, her bravado fades: Alice has found new friends and has left Kara behind. Can Kara be fearless when she feels so alone?

Contributor Bio

Kenny is a comic book writer living in Grand Rapids, Michigan. He's written for DC Comics, SEGA, Image/Top Cow, and more. He graduated with a BA in Writing from Grand Valley State University. You can find him at portercomics.com. Zachary Wilcox is a Philadelphia-based artist. He has a master's degree in fine arts for sequential art from Savannah College of Art and Design and a BS in Digital Media from Drexel University. He specializes in comics, illustration, and concept art.



9 781338 355871



9781338813111

- English
- 5.51 x 7.98 x 0.73 in | 0.95 lb
- 272 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN540L

Other formats

9781338813128 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Frankie's World: A Graphic Novel

By (author) Aoife Dooley

Aug 02, 2022 | Paperback , Trade | \$16.99

From acclaimed Autistic Irish comedian Aoife Dooley comes a fresh and funny debut middle-grade graphic novel about fitting in and standing out.

Frankie is different from everyone in her class, and she can't figure out why. She has trouble concentrating, and her classmates tease her for not having a dad at home. To try to make sense of the world, Frankie doodles her daily adventures in a journal. One day, when Frankie sneaks into her mom's room and sees her biological father's name on her birth certificate, she decides to go on a mission to track him down. Could Frankie's father be the key to finding out why Frankie feels so adrift?

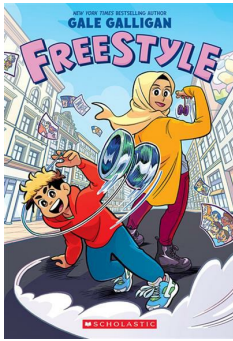
A unique story told with a light touch and an abundance of warmth and wit, *Frankie's World* is laugh-out-loud funny and a love letter to daring to be different.

Contributor Bio

Aoife Dooley is an award-winning comedian, writer, and illustrator from Dublin. She's the creator of a counting board book, *1 2 3 Ireland!*, which won an Irish Book Award. She is also the creator and animator of *Your One Nikita*, a web series of TV shorts that has a loyal online fan base. Aoife openly shares her experiences of being diagnosed with autism at the age of twenty-seven and how her diagnosis helped her to truly understand herself. Visit Aoife online at aofedooleydesign.com.



9 781338 813111



9781338045802

- English
- 5.53 x 8.01 x 0.85 in | 1.08 lb
- 272 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN320L

Other formats

9781338045826 EPUB, \$13.99

9781338045819 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Freestyle: A Graphic Novel

By (author) Gale Galligan

Oct 18, 2022 | Paperback , Trade | \$16.99

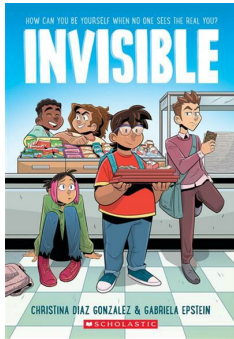
From *New York Times* bestselling author Gale Galligan, a fun, high-energy graphic novel about friendship, family, and the last hurrahs of middle school.

Cory's dance crew is getting ready for a major competition. It's the last one before they graduate eighth grade and go their separate ways to high schools all over New York City, so they have to make it count! The group starts to have problems as their crew captain gets increasingly intense about nailing the routine, and things go from bad to worse when Cory's parents ground him for not taking his grades seriously. He gets stuck with a new tutor, Sunna, who he dismisses as a boring nerd... until he catches her secretly practicing cool yo-yo tricks. Cory wants to learn the art of yo-yo, and as his friendship with Sunna grows, he ends up missing practice and bailing on his crew -- and they are not happy about it. With mounting pressure coming from all sides, how is Cory supposed to balance the expectations of his parents, school, dance, and his new friend?

Contributor Bio

Gale Galligan is the creator of the *New York Times* bestselling Baby-sitters Club graphic novel adaptations of *Dawn and the Impossible Three*, *Kristy's Big Day*, *Boy-Crazy Stacey*, and *Logan Likes Mary Anne!* by Ann M. Martin. They are also the creator of *Freestyle*, an original graphic novel that they both wrote and illustrated. Gale was featured in *The Claudia Kishi Club*, a documentary now streaming on Netflix. When they aren't making comics, Gale enjoys knitting, reading, and spending time with their family and adorable pet rabbits. They live in Pearl River, New York. Visit them online at galesaur.com.





9781338194548

- English
- 5.54 x 8 x 0.7 in | 0.83 lb
- 208 pages
- Graphix

Subject

JUVENILE FICTION / People & Places / United States / Hispanic & Latino

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN260L

Other formats

9781338194555 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Invisible: A Graphic Novel

By (author) Christina Diaz Gonzalez , Illustrated by Gabriela Epstein

Aug 02, 2022 | Paperback , Trade | \$16.99

For fans of *New Kid* and *Allergic*, a must-have graphic novel about five very different students who are forced together by their school to complete community service... and may just have more in common than they thought.



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Can five overlooked kids make one big difference?

There's George: the brain

Sara: the loner

Dayara: the tough kid

Nico: the rich kid

And Miguel: the athlete

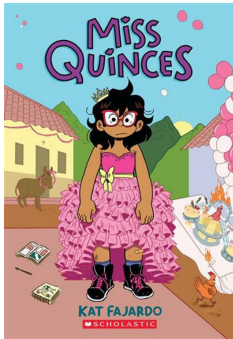
And they're stuck together when they're forced to complete their school's community service hours. Although they're sure they have *nothing* in common with one another, some people see them as all the same . . . just five Spanish-speaking kids.

Then they meet someone who truly needs their help, and they must decide whether they are each willing to expose their own secrets to help . . . or if remaining invisible is the only way to survive middle school.

Contributor Bio

Christina Diaz Gonzalez is the Edgar Award-winning author of *Concealed*, *Moving Target*, *The Red Umbrella* and *A Thunderous Whisper*. She is the author of the graphic novel *Invisible*, with Gabriela Epstein. Her books have received numerous honors and recognitions including the Florida Book Award and the Nebraska Book Award. They have also been named the American Library Association's Best Fiction for Young Adults, a Notable Social Studies Trade Book for Young People, and the International Reading Association's Teachers' Choice. Learn more at christinagonzalez.com.

Gabriela Epstein is the creator of the *New York Times* bestselling graphic novel adaptation of *Claudia and the New Girl* by Ann M. Martin. She graduated from the Rhode Island School of Design with a degree in illustration and has worked as a character designer for TV animation. When she isn't making comics, she enjoys yoga, hiking, listening to music, and studying historical documentations. She



9781338535594

- English
- 5.52 x 7.97 x 0.6 in | 0.95 lb
- 256 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN370L

Other formats

9781338535587 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 24

Miss Quinces: A Graphic Novel

By (author) Kat Fajardo , Illustrated by Kat Fajardo

May 03, 2022 | Paperback , Trade | \$16.99

Rising star Kat Fajardo's debut middle-grade graphic novel about a girl who would rather do anything other than celebrate her quinceañera! A funny and heartfelt coming-of-age story about navigating the expectations of family and cultural tradition.

Sue just wants to spend the summer reading and making comics at sleepaway camp with her friends, but instead she gets stuck going to Honduras to visit relatives with her parents and two sisters. They live way out in the country, which means no texting, no cable, and no Internet! The trip takes a turn for the worse when Sue's mother announces that they'll be having a surprise quinceañera for Sue, which is the last thing she wants. She can't imagine wearing a big, floofy, colorful dress! What is Sue going to do? And how will she survive all this "quality" time with her rambunctious family?

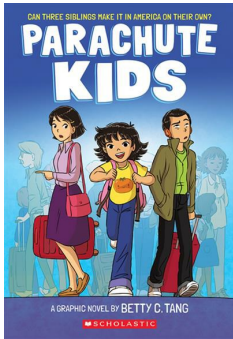
Miss Quinces/Srta. Quinces is the first graphic novel published by Scholastic/Graphix to be simultaneously released in English and Spanish editions!

Contributor Bio

Kat Fajardo is a Honduran Colombian award-winning cartoonist and illustrator from the lively and magical place of Loisaída, New York City. They are the creator of *Miss Quinces*, which was a National Indie Bestseller, received two starred reviews, and was selected as a summer reading pick by *Entertainment Weekly*, *Publishers Weekly*, *The Horn Book*, and the *Milwaukee Journal Sentinel*. It was the first Graphix title to be simultaneously published in English and Spanish (as *Srta. Quinces*). They are a graduate of the School of Visual Arts, and their work has been recognized by online publications such as *Remezcla*, *El Hispanic News*, *School Library Journal*, *Huffington Post Latino Voices*, and more. Kat loves to create playful and colorful work about self-acceptance and Latine culture. When they aren't making comics, you might find them collecting small junk for scrapbooking, listening to spooky podcasts, or chasing after their sock-stealing pups, Mac and Roni. Kat lives in Austin, Texas. Visit them online at katfajardo.com.

Kat Fajardo is a Honduran Colombian award-winning cartoonist and illustrator from the lively and magical place of Loisaída, New York City. They are the creator of *Miss Quinces*, which was a National Indie Bestseller, received two starred reviews, and was selected as a summer reading pick by *Entertainment Weekly*.





9781338832686

- English
- 288 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 9 - 12, Grade (US) from 4 - 7

Other formats

9781338832693 Hardback, \$34.99

9781338832709 Fixed format, EPUB, \$13.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Parachute Kids: A Graphic Novel

By (author) Betty C. Tang , Illustrated by Betty C. Tang

Apr 04, 2023 | Paperback , Trade | \$16.99

From *New York Times* bestselling comic artist Betty C. Tang comes an extraordinary story filled with humor and heart about three kids living on their own as undocumented new immigrants, inspired by the author's childhood experiences as a parachute kid.

A DREAM TRIP TO AMERICA TURNS INTO A NIGHTMARE!

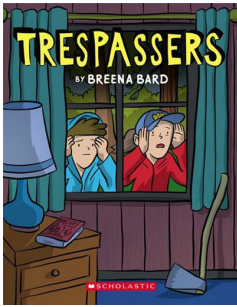
Feng-Li can't wait to discover America with her family! But after an action-packed vacation, her parents deliver shocking news: They are returning to Taiwan and leaving Feng-Li and her older siblings in California *on their own*.

Suddenly, the three kids must fend for themselves in a strange new world—and *get along*. Starting a new school, learning a new language, and trying to make new friends while managing a household is hard enough, but Bro and Sis's constant bickering makes everything worse. Thankfully, there are some hilarious moments to balance the stress and loneliness. But as tensions escalate—and all three kids get tangled in a web of bad choices—can Feng-Li keep her family together?

Contributor Bio

Betty C. Tang is the *New York Times* bestselling illustrator of the *Jacky Ha-Ha* series of graphic novels by James Patterson and Chris Grabenstein. She has worked for various Hollywood animation studios including Disney TV and Dreamworks Animation, and codirected an animated feature called *Where's the Dragon?* Betty is also a fourth degree black belt in aikido, a Japanese martial art. Born in Taiwan, Betty immigrated to California as a Parachute Kid when she was ten. She lives in Los Angeles. Learn more about her work at bettyctang.com. Betty C. Tang is the *New York Times* bestselling illustrator of the *Jacky Ha-Ha* series of graphic novels by James Patterson and Chris Grabenstein. She has worked for various Hollywood animation studios including Disney TV and Dreamworks Animation, and codirected an animated feature called *Where's the Dragon?* Betty is also a fourth degree black belt in aikido, a Japanese martial art. Born in Taiwan, Betty immigrated to California as a Parachute Kid when she was ten. She lives in Los Angeles. Learn more about her work at bettyctang.com.





9781338264210

- English
- 6.27 x 7.95 x 0.83 in | 1.14 lb
- 256 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN390L

Distributor

Scholastic Canada Limited

Carton Quantity: 24

Trespassers: A Graphic Novel

By (author) Breena Bard , Illustrated by Breena Bard

May 05, 2020 | Paperback , Trade | \$19.99

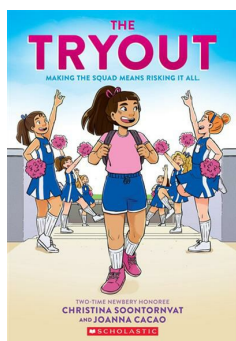
Gabby Woods loves a mystery, but is breaking into an abandoned lake house going too far to uncover the truth?

Gabby Woods is looking forward to another summer vacation at her family's lake house, even though she would rather bury herself in a mystery novel than make new friends. But soon Gabby meets Paige, a snarky kid from Chicago, and they get caught up in a local mystery: the sudden disappearance of a glamorous couple and the extravagant lake house they left behind. To gather clues about the missing couple, Paige coaxes Gabby into trespassing. Though Gabby knows it's wrong, each sneaky visit to the abandoned lake house uncovers new mysteries. With suspicions mounting about foul play, Gabby must decide what she's willing to risk to uncover the truth, or if solving this mystery -- and keeping her friendship with Paige -- are more trouble than they're worth.

Contributor Bio

Breena Bard writes and illustrates comics, drawing inspiration from her childhood in Wisconsin, and the stacks of graphic novels on her bedside table. She lives in Portland, Oregon, with her husband, two kids, and cranky but lovable cat. Breena Bard writes and illustrates comics, drawing inspiration from her childhood in Wisconsin, and the stacks of graphic novels on her bedside table. She lives in Portland, Oregon, with her husband, two kids, and cranky but lovable cat.





9781338741261

- English
- 5.52 x 7.98 x 0.73 in | 0.95 lb
- 272 pages
- Graphix

Subject

JUVENILE NONFICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN360L

Other formats

9781338741308 Hardback, \$34.99

9781338829587 EPUB, \$13.99

Distributor

Scholastic Canada Limited

Carton Quantity: 32

The Tryout: A Graphic Novel

By (author) Christina Soontornvat , Illustrated by Joanna Cacao 🍁

Sep 06, 2022 | Paperback , Trade | \$16.99

STAND TALL.**BE LOUD.****GAME FACE ON.**

This pitch perfect graphic memoir about courage and competition, friendship and belonging is perfect for fans of *Smile*, *New Kid*, *Rollergirl*, and *Real Friends*.

“A captivating middle-grade gem.” — *The New York Times Book Review*

★ “Funny, relatable, and genuine.” — *Kirkus Reviews*, starred review

★ “Captures every nuanced emotion.” — *School Library Journal*, starred review

★ “Genuinely nail-biting.” — *Publishers Weekly*, starred review

Contributor Bio

Christina Soontornvat is the author of two Newbery Honor books *A Wish in the Dark* and *All Thirteen*, which also won the Kirkus Prize and a Sibert Honor distinction. She is also the author of Scholastic’s beloved fantasy series *Diary of an Ice Princess*, and the picture books *The Ramble Shamble Children*, *The Blunders*, and *Simon at the Art Museum*. Christina holds a B.S. in Mechanical Engineering and a master’s degree in Science Education. She spent a decade working in the science museum field, where she designed programs and exhibits to get kids excited about science and STEM. Christina lives in Austin, Texas, with her husband, two young children, and one old cat. You can learn more about her work at soontornvat.com. Joanna Cacao is a Canadian-Filipino artist and illustrator who lives in Winnipeg with her Pomeranian, Danny. She loves working on magical and fantastical stories. Growing up in front of a TV, Joanna immediately became obsessed with any show or film that had a great story and set of characters. Her favorite shows consist of *Avatar: The Last Airbender*, *Downton Abbey*, and *Gravity Falls*. Her biggest influences come from various manga, as well as Ghibli and Disney films. She has a background in 3D Animation, and has self-published a queer webcomic: *Toxic For You*.



9 781338 741261

Action & Adventure

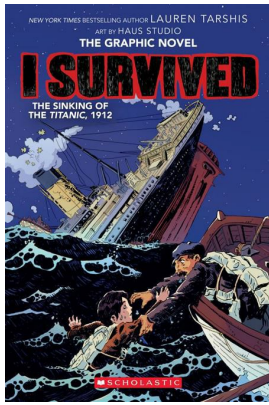


graphix

get drawn in
SCHOLASTIC

Art © 2021 by Josh Rosen from
The Good Fight. All rights reserved.

Scholastic Graphix for ages 8-12



- 9781338120912
- English
 - 6 x 8.98 x 0.39 in | 0.77 lb
 - 160 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 50
 - JUVENILE FICTION
 - Age (years) 8 - 12

I Survived Graphix
I Survived the Sinking of the Titanic, 1912: A Graphic Novel (I Survived Graphic Novel #1)
 by Lauren Tarshis, Haus Studio
 Feb 04, 2020 Paperback , Trade \$13.99 CAD

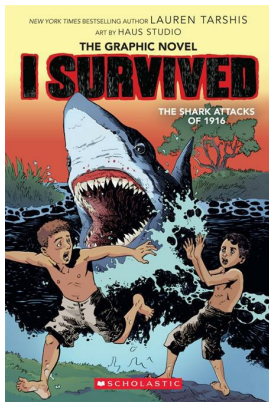
A thrilling graphic novel adaptation of Lauren Tarshis's bestselling *I Survived the Sinking of the Titanic, 1912*, with text adapted by Georgia Ball and art by Haus Studio

George Calder must be the luckiest kid alive - he and his little sister, Phoebe, are sailing with their aunt on the *Titanic*, the greatest ship ever built! George can't resist exploring every inch of the incredible boat, even if it gets him into trouble.

But one night while George is off exploring, a terrible boom shakes the entire boat. Soon the impossible is happening: The *Titanic* is sinking.

George has always gotten out of trouble before. Can he survive this nightmare?

With art by Haus Studio and text adapted by Georgia Ball, Lauren Tarshis's *New York Times* bestselling *I Survived* series takes on vivid new life in this bold graphic novel edition. Includes nonfiction back matter with facts and historical photos of the real-life *Titanic* disaster.

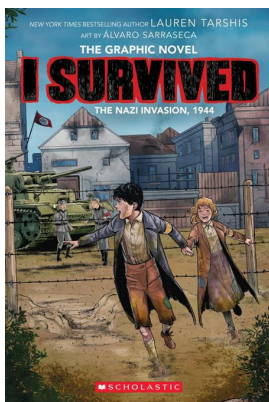


- 9781338120943
- English
 - 6.03 x 8.99 x 0.44 in | 0.86 lb
 - 160 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 50
 - JUVENILE FICTION
 - Age (years) 7 - 12

I Survived Graphix
I Survived the Shark Attacks of 1916: A Graphic Novel (I Survived Graphic Novel #2)
 by Lauren Tarshis, Haus Studio
 Jun 02, 2020 Paperback , Trade \$13.99 CAD

A thrilling graphic novel adaptation of Lauren Tarshis's bestselling *I Survived the Shark Attacks of 1916*, with text adapted by Georgia Ball and art by Haus Studio!

Chet Roscow is finally feeling at home in his uncle's little New Jersey town. He has three new friends, and they love cooling off in the creek on hot summer days. But then comes shocking news: A massive shark has been attacking swimmers in the ocean along the Jersey Shore, not far from where Chet is staying. Fear is in the air. So when Chet spots a gray fin in the creek, he's sure it's his imagination running wild. It's impossible he's about to come face-to-face with a killer shark... right? Based on the real life events of the Jersey Shore shark attacks of 1916, this graphic novel brings Lauren Tarshis's *New York Times* bestselling *I Survived* series to vivid life. Perfect for readers who prefer the graphic novel format, or for existing fans of the *I Survived* chapter book series, these graphic novels combine historical facts with high-action storytelling that's sure to keep any reader turning the pages. Includes a nonfiction section at the back with historical photos and facts about the real-life shark attacks.



- 9781338666373
- English
 - 6.03 x 8.98 x 0.43 in | 0.85 lb
 - 160 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 50
 - JUVENILE FICTION
 - Age (years) 8 - 12

I Survived Graphix
I Survived the Nazi Invasion, 1944: A Graphic Novel (I Survived Graphic Novel #3)
 by Lauren Tarshis, Álvaro Sarraseca
 Feb 02, 2021 Paperback , Trade \$13.99 CAD

A beautifully rendered graphic novel adaptation of Lauren Tarshis's bestselling *I Survived the Nazi Invasion, 1944*, with text adapted by Georgia Ball and art by Álvaro Sarraseca.

It's been years since the Nazis invaded Max Rosen's home country of Poland. All the Jewish people, including Max's family, have been forced to live in a ghetto. At least Max and his sister, Zena, had Papa with them . . . until two months ago, when the Nazis took him away. Now Max and Zena are on their own.

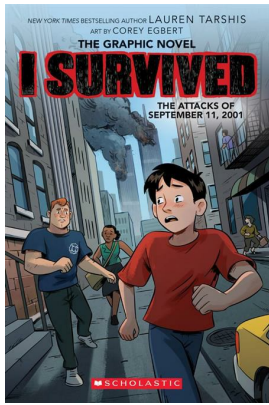
One day, with barely enough food to survive, the siblings make a daring escape from Nazi soldiers into the nearby forest. They are found by Jewish resistance fighters, who take them to a safe camp.

But soon, grenades are falling all around them. Can Max and Zena survive the fallout of the Nazi invasion?

With art by Álvaro Sarraseca and text adapted by Georgia Ball, Lauren Tarshis's *New York Times*



Scholastic Graphix for ages 8-12



9781338680485

- English
- 6.01 x 8.99 x 0.34 in | 7.45 lb
- 160 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

I Survived Graphix

4

I Survived the Attacks of September 11, 2001: A Graphic Novel (I Survived Graphic Novel #4)

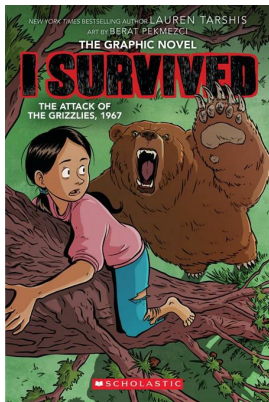
by Lauren Tarshis, Corey Egbert

Aug 03, 2021 Paperback , Trade \$13.99 CAD

A gripping graphic novel adaptation of Lauren Tarshis's bestselling *I Survived the Attacks of September 11, 2001*, in time for the 20th anniversary of 9/11.

The only thing Lucas loves more than football is his Uncle Benny, his dad's best friend at the fire department where they both work. Benny taught Lucas everything about football. So when Lucas's parents decide the sport is too dangerous and he needs to quit, Lucas has to talk to his biggest fan. The next morning, Lucas takes the train to the city instead of the bus to school. It's a bright, beautiful day in New York. But just as Lucas arrives at his uncle's firehouse, everything changes -- and nothing will ever be the same again.

Lauren Tarshis's *New York Times* bestselling *I Survived* series comes to vivid life in bold graphic novels. Perfect for readers who prefer the graphic novel format, or for existing fans of the *I Survived* chapter book series, these graphic novels combine historical facts with high-action storytelling that's sure to keep any reader turning the pages. Includes a nonfiction section at the back with facts and photos about the real-life event.



9781338766912

- English
- 6.02 x 8.99 x 0.4 in | 0.77 lb
- 160 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

I Survived Graphix

5

I Survived the Attack of the Grizzlies, 1967: A Graphic Novel (I Survived Graphic Novel #5)

by Lauren Tarshis, Berat Pekmezci

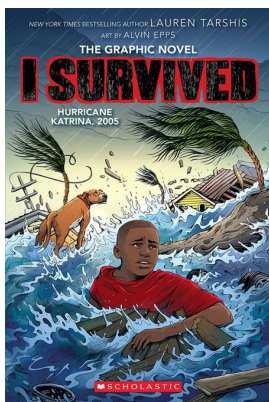
May 03, 2022 Paperback , Trade \$13.99 CAD

A gripping graphic novel adaptation of Lauren Tarshis's bestselling *I Survived the Attack of the Grizzlies, 1967*, with text adapted by Georgia Ball and art by Berat Pekmezci.

No grizzly has ever killed a human in Glacier National Park before... until tonight. Eleven-year-old Melody Vega and her family come to Glacier every year. Mel loves it here — the beautiful landscapes and wildlife make it easy to forget her real-world troubles. But this year is different. With Mom gone, every moment in the park is a reminder of the past.

Then Mel comes face-to-face with a mighty grizzly. She knows basic bear safety: Don't turn your back. Don't make any sudden movements. And most importantly: Don't run.

That last one is the hardest for Mel; she's been running from her problems all her life. If she wants to survive tonight, she'll have to find the courage to face her fear.



9781338766943

- English
- 6 x 8.95 x 0.44 in | 0.68 lb
- 160 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

I Survived Graphix

6

I Survived Hurricane Katrina, 2005: A Graphic Novel (I Survived Graphic Novel #6)

by Lauren Tarshis, Alvin Epps

Oct 18, 2022 Paperback , Trade \$13.99 CAD

The story of a boy, a dog, and the storm of the century is brought vividly to life in this graphic novel adaptation of Lauren Tarshis's bestselling *I Survived Hurricane Katrina, 2005*, with text adapted by Georgia Ball.

Barry's family tries to evacuate before Hurricane Katrina hits their home in New Orleans. But when his little sister gets terribly sick, they're forced to stay home and wait out the storm.

At first, Katrina doesn't seem to be as bad as predicted. But overnight the levees break, and Barry's world is literally torn apart. He's swept off by the floodwaters, away from his family. Can he survive the storm of the century — alone?

Lauren Tarshis's *New York Times* bestselling *I Survived* series comes to vivid life in graphic novel editions. Perfect for readers who prefer the graphic novel format, or for existing fans of the *I Survived* chapter book series, these graphic novels combine historical facts with high-action storytelling that's sure to keep any reader turning the pages. Includes a nonfiction section at the back with facts and photos about the real-life event.





I Survived Graphix

I Survived Graphic Novels #1-4: A Graphix Collection

By (author) Lauren Tarshis , Illustrated by Haus Studio , Illustrated by Álvaro Sarraseca , Illustrated by Corey Egbert

Nov 02, 2021 | Mixed media product \$55.96

Lauren Tarshis's *New York Times* bestselling I Survived series takes on vivid life in this box set of four paperback graphic novel editions.



9781338787917

- English
- 6.11 x 9.12 x 1.94 in | 3.52 lb
- 640 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Historical

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Distributor

Scholastic Canada Limited

Carton Quantity: 8

The set is perfect for I Survived fans as well as any reader interested in stories of disaster and survival, or who wants an action-packed experience of the events that have shaped history.

This set includes:

I Survived the Sinking of the Titanic, 1912 (I Survived Graphic Novel #1):

George Calder must be the luckiest kid alive he and his little sister, Phoebe, are sailing with their aunt on the *Titanic*, the greatest ship ever built! But one night while George is off exploring, a terrible boom shakes the entire boat. George has always gotten out of trouble before. Can he survive this nightmare?

I Survived the Shark Attacks of 1916 (I Survived Graphic Novel #2):

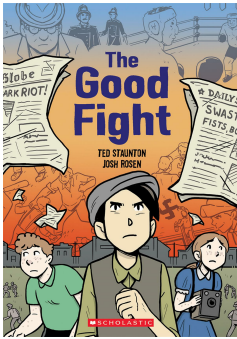
Chet Roscow is finally feeling at home in his uncle's little New Jersey town. He has three new friends, and they love cooling off in the creek on hot summer days. One

Contributor Bio

Lauren Tarshis's *New York Times* bestselling I Survived series tells stories of young people and their resilience and strength in the midst of unimaginable disasters and times of turmoil. Lauren has brought her signature warmth and exhaustive research to topics such as the battle of D-Day, the American Revolution, Hurricane Katrina, the bombing of Pearl Harbor, and other world events. She lives in Connecticut with her family, and can be found online at laurentarshis.com.

Haus Studio was founded in 1997 by a group of friends who self-published their own comics. They are located in Buenos Aires, Argentina, but collaborate with writers and publishers around the world. In addition to their illustration work, the team runs an art school and has organized comic book conventions and other exhibitions in Latin America. Haus Studio artists consider themselves storytellers more than artists, and therefore love working on projects with rich stories to tell.

Álvaro Sarraseca has worked as a magazine cartoonist and graphic novel artist. He has contributed artwork to franchises such as *Dragon Age*, *Jurassic World*, and *Red Sonja* and *Vampirella*. Meet Betty and Veronica, among others. He lives in Madrid, Spain, and can be found online at alvarosarraseca.daportfolio.com.



9781443163835

- English
- 6.03 x 8.51 x 0.6 in | 1.11 lb
- 224 pages
- Scholastic Canada

Subject

JUVENILE FICTION / Comics & Graphic Novels / Historical

Audience range

Age (years) from 9, Grade (US) from 4

Distributor

Scholastic Canada Limited

Carton Quantity: 30

The Good Fight

By (author) Ted Staunton , Illustrated by Josh Rosen 
Jun 01, 2021 | Paperback, Trade | \$16.99



- OLA Light Reads, Great Stories List 2021, Commended
- City of Toronto Book Award 2021, Long-listed
- Best Books for Kids and Teens, Canadian Children's Book Centre, Starred Selection 2022, Commended
- OLA Best Bets: Honourable Mention 2022, Commended

A fast-paced story set amidst Toronto's turbulent summer of 1933, this graphic novel sheds light on prejudice and social injustice.

It's Toronto in the 1930s. The city is small, often xenophobic, and the summer is stiflingly hot. Everyone flocks to the lakeshore. In one area of the beach, a neighbourhood protective association has formed to keep out "undesirables," and members patrol wearing silver swastika pins. Meanwhile, the police chief believes the immigrant Jewish community is at the root of a communist threat, as the world witnesses an alarming rise of anti-Semitism overseas.

Sid and his Pop live at the edge of the Ward, Toronto's immigrant slum, where they have rented a room from the Vendetellis since Sid's mom and baby sister died from influenza. Times are tough, and Sid faces impossible choices as he wrestles with honesty, bigotry, poverty, and expectations as a member of a "whiz mob," slang for a gang of pickpockets.

But when Sid and his friends get coerced into working for the police after they're caught lifting a wallet at a baseball game, they become caught up in something much bigger than themselves, and must decide how far they will go to do what's right and to protect those they love. The story climaxes at the infamous Christie Pits Riot, Canada's largest race riot and a historic event that was a symbolic victory for Jewish and immigrant citizens.

With extraordinarily cinematic artwork that immediately transports readers to the Toronto of 1933, this incredible graphic novel shines a striking lens on many contemporary issues: the immigrant experience, the roots of prejudice, and taking

Contributor Bio

Ted Staunton is the award-winning author of over forty books for young people, including *What Blows Up* in The Almost Epic Squad series, *Bounced*, the picture book *Friends for Real*, illustrated by Ruth Ohi, and the co-author of the non-fiction title *It Seemed Like a Good Idea . . . : Canadian Feats, Facts and Flubs*, with his son, Will. A busy and popular presenter at schools across Canada, Ted also teaches writing at George Brown College in Toronto, and is a roots/blues musician in whatever time is left over. Visit him online at www.tedstauntonbooks.com.

JOSH ROSEN is a cartoonist and illustrator who lives in Toronto. When he's not making comics he works in children's arts education, helping students over a wide range of ages find their own creative voices. Visit him online at www.joshdraws.com.





9781338167085

- English
- 7.03 x 9.01 x 0.58 in | 1.31 lb
- 240 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Action & Adventure

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN200L

Other formats

9781338167092 Hardback, \$34.99

9781338167108 EPUB, \$15.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Red Scare: A Graphic Novel

By (author) Liam Francis Walsh

May 03, 2022 | Paperback , Trade | \$19.99

A page-turning sci-fi adventure set in 1953, featuring a clever girl who, against all odds, must outsmart bullies, the FBI, and alien invaders during the height of the communist Red Scare.

The New York Times Book Review calls *Red Scare* a “masterly graphic novel debut... tightly wrought, intense, unpredictable... breathtaking action sequences... pacing is remarkable... a virtuosic performance.”

"Red Scare is a brilliant, fast-paced adventure. Action, history, and a tiny bit of fantasy collide in eye-popping panels, loaded with heart." -- Max Brallier, #1 *New York Times* bestselling author of *The Last Kids on Earth* series

Peggy is scared: She's struggling to recover from polio and needs crutches to walk, and she and her neighbors are worried about the rumors of Communist spies doing bad things. On top of all that, Peggy has a hard time at school, and gets taunted by her classmates. When she finds a mysterious artifact that gives her the ability to fly, she thinks it's the solution to all her problems. But if Peggy wants to keep it, she'll have to overcome bullies, outsmart FBI agents, and escape from some very strange spies!

Contributor Bio

Liam Francis Walsh is an award-winning cartoonist, writer, and illustrator. He was born in northern Wisconsin and grew up on a dairy farm with lots of siblings and books and a pet crow. His work has appeared in the *New Yorker*, the *Guardian*, and *Reader's Digest*, and he is the author of two picture books, *Make a Wish*, *Henry Bear* and *Fish*. He lives in Switzerland with his wife and daughter.





9780439298193

- English
- 6 x 9.04 x 0.48 in | 1.04 lb
- 224 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Action & Adventure

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Other formats

9780439298117 Hardback, \$27.99

Distributor

Scholastic Canada Limited

Carton Quantity: 32

Sidekicks: A Graphic Novel

By (author) Dan Santat , Illustrated by Dan Santat

Jul 01, 2011 | Paperback , Trade | \$14.99

Suit up for this high-octane graphic novel debut by Caldecott Medalist Dan Santat!

Captain Amazing, the hometown hero of Metro City, is so busy catching criminals that he rarely has time for his pets -- he hasn't even noticed they've been developing superpowers of their own!

So when Captain Amazing announces he needs a sidekick, his eager pets -- a dog, a hamster, and a chameleon -- all decide to audition for the part and a chance for one-on-one time with the Captain. But while each pet is focused on winning the coveted sidekick spot, an even bigger battle in Metro City is about to unleash...

Dr. Havoc, Captain Amazing's long-time nemesis, is hatching up a new scheme, and the Captain's found himself in serious trouble. Can the warring pets put their squabbles aside to save the day? Will the return of a forgotten friend help them in their time of need? Or will this be the end for Captain Amazing?

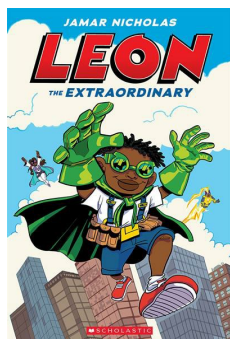
Get ready for sibling rivalry royale as pets with superpowers duke it out for the one thing they all want most: a super family.

Contributor Bio

Dan Santat wrote and illustrated the graphic novel *Sidekicks*, and has also illustrated many acclaimed picture books, including *The Guild of Geniuses* and *The Adventures of Beekle: The Unimaginary Friend*, which won the Caldecott Medal. He lives in Alhambra, California, with his family. Visit his website at dantat.com.

Dan Santat wrote and illustrated the graphic novel *Sidekicks*, and has also illustrated many acclaimed picture books, including *The Guild of Geniuses* and *The Adventures of Beekle: The Unimaginary Friend*, which won the Caldecott Medal. He lives in Alhambra, California, with his family. Visit his website at dantat.com.





9781338744156

- English
- 6.01 x 8.99 x 0.61 in | 1.28 lb
- 272 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Superheroes

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: HL310L

Other formats

9781338744163 Hardback, \$34.99

9781338744187 EPUB, \$13.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Leon the Extraordinary: A Graphic Novel (Leon #1)

By (author) Jamar Nicholas , Illustrated by Jamar Nicholas

Oct 18, 2022 | Paperback , Trade | \$16.99

Leon is an ordinary kid who becomes extraordinary when he fights a supervillain to save his school!

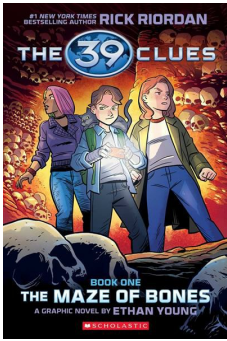
In the city where Leon lives, superheroes -- and supervillains -- are commonplace. So how does an ordinary kid like Leon, who has no superpowers himself, become the superhero he wants to be? When all his classmates suddenly become obsessed with a new phone app that turns them into zombies, Leon gets his chance to prove that using his brain and following his heart can save the day.

Equal parts *New Kid* and *The Incredibles*, the first graphic novel in this action-packed, heartfelt, and joyously funny series by Jamar Nicholas reminds readers that when it comes to being a hero, you just need to believe in yourself.

Contributor Bio

Born and raised in Philadelphia, Jamar Nicholas is an award-winning artist and educator who has dedicated his career to helping young people realize the power of cartooning. Jamar aims to promote anti-bullying, healing, and kindness in his work. He enjoys the 1980s, podcasting, video games, and spending time with his family and pets. Born and raised in Philadelphia, Jamar Nicholas is an award-winning artist and educator who has dedicated his career to helping young people realize the power of cartooning. Jamar aims to promote anti-bullying, healing, and kindness in his work. He enjoys the 1980s, podcasting, video games, and spending time with his family and pets.





9781338803365

- English
- 192 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Action & Adventure

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Other formats

9781338803419 Fixed format, EPUB, \$13.99

9781338803372 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 32

39 Clues: The Maze of Bones: A Graphic Novel (39 Clues Graphic Novel #1)

By (author) Rick Riordan , Adapted by Ethan Young , Illustrated by Ethan Young

Apr 04, 2023 | Paperback , Trade | \$16.99

The graphic novel adaptation of the mega-bestseller that launched a global phenomenon!

Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue."

Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Marie Curie to Harry Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents.

Contributor Bio

Rick Riordan is the #1 New York Times bestselling author of the Percy Jackson and the Olympians series for children and the Tres Navarre series for adults. His books have won many accolades including a mention on the 2005 New York Times Notable list for *The Lightning Thief*. Rick lives with his family in San Antonio, Texas. Ethan Young was born and raised in NYC to Chinese immigrant parents. Young is best known for *NANJING: The Burning City*, winner of the 2016 Reuben Award for Best Graphic Novel, which was also nominated for both the Eisner and Harvey awards. His other works include *The Battles of Bridget Lee*, *Space Bear*, and *Life Between Panels*. In addition to his comic book work, Young is also a prolific freelance illustrator, and worked as a character designer on the FXX animated TV show, *Major Lazer*. Ethan Young was born and raised in NYC to Chinese immigrant parents. Young is best known for *NANJING: The Burning City*, winner of the 2016 Reuben Award for Best Graphic Novel, which was also nominated for both the Eisner and Harvey awards. His other works include *The Battles of Bridget Lee*, *Space Bear*, and *Life Between Panels*. In addition to his comic book work, Young is also a prolific freelance illustrator, and worked as a character designer on the FXX animated TV show, *Major Lazer*.



9 781338 803365

Bestselling Fantasy Series and Standalone Titles



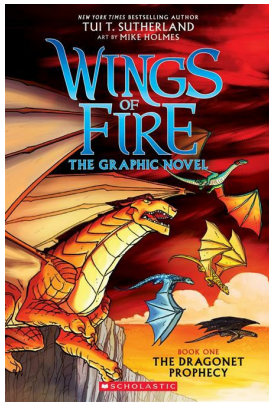
Art © 2018 by Mike Holmes from
*The Dragonet Prophecy (Wings of Fire
Graphic Novel #1): A Graphix Book.*
All rights reserved.



get drawn in

 SCHOLASTIC

Scholastic Graphix for ages 8-12



9780545942157

- English
- 6 x 9 x 0.48 in | 1.04 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 30
- JUVENILE FICTION
- Age (years) 8 - 12

Wings of Fire Graphix

1

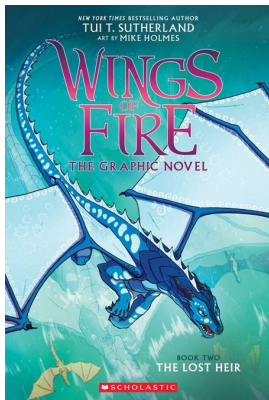
Wings of Fire: The Dragonet Prophecy: A Graphic Novel (Wings of Fire Graphic Novel #1)*The Graphic Novel*

by Tui T. Sutherland, Mike Holmes

Jan 02, 2018 Paperback , Trade \$16.99 CAD

The *New York Times* bestselling Wings of Fire series soars to new heights in this first-ever graphic novel adaptation!

Not every dragonet wants a destiny ... Clay has grown up under the mountain, chosen along with four other dragonets to fulfill a mysterious prophecy and end the war between the dragon tribes of Pyrrhia. He's not so sure about the prophecy part, but Clay can't imagine not living with the other dragonets; they're his best friends. So when one of the dragonets is threatened, all five spring into action. Together, they will choose freedom over fate, leave the mountain, and fulfill their destiny -- on their own terms. The *New York Times* bestselling Wings of Fire series takes flight in this first graphic novel edition, adapted by the author with art by Mike Holmes.



9780545942201

- English
- 6.06 x 8.96 x 0.52 in | 1.04 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 30
- JUVENILE FICTION
- Age (years) 8 - 12

Wings of Fire Graphix

2

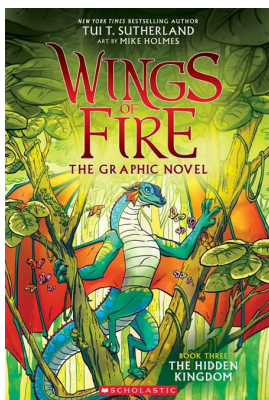
Wings of Fire: The Lost Heir: A Graphic Novel (Wings of Fire Graphic Novel #2)

by Tui T. Sutherland, Mike Holmes

Feb 26, 2019 Paperback , Trade \$16.99 CAD

The *New York Times* bestselling Wings of Fire series soars to new heights in this graphic novel adaptation!

The lost heir to the SeaWing throne is going home at last. She can't believe it's finally happening. Tsunami and her fellow dragonets of destiny are journeying under the water to the great SeaWing Kingdom. Stolen as an egg from the royal hatchery, Tsunami is eager to meet her future subjects and reunite with her mother, Queen Coral. But Tsunami's triumphant return doesn't go quite the way she'd imagined. Queen Coral welcomes her with open wings, but a mysterious assassin has been killing off the queen's heirs for years, and Tsunami may be the next target. The dragonets came to the SeaWings for protection, but this ocean hides secrets, betrayal -- and perhaps even death. The *New York Times* bestselling Wings of Fire series takes flight in this first graphic novel edition, adapted by the author with art by Mike Holmes.



9781338344059

- English
- 6.01 x 9 x 0.55 in | 0.94 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Wings of Fire Graphix

3

Wings of Fire: The Hidden Kingdom: A Graphic Novel (Wings of Fire Graphic Novel #3)

by Tui T. Sutherland, Mike Holmes

Oct 15, 2019 Paperback , Trade \$16.99 CAD

The #1 *New York Times* bestselling Wings of Fire series soars to new heights in the third graphic novel adaptation!

Glory knows that the dragon world is wrong about her being "a lazy RainWing." Maybe she wasn't meant to be one of the dragonets of destiny, but Glory is sharp and her venom is deadly...even if that's still a secret. So when the dragonets seek shelter in the rain forest, Glory is devastated to find that the treetops are full of RainWings that nap all day and know nothing of the rest of Pyrrhia. Worst of all, they don't realize -- or care -- that RainWings are going missing from their beautiful forest. But Glory and the dragonets are determined to find the missing dragons, even if it drags the peaceful RainWing kingdom where they never wanted to be -- into the middle of the war. The #1 *New York Times* bestselling Wings of Fire series soars to new heights in this third graphic novel adaptation, with art by Mike Holmes.



Scholastic Graphix for ages 8-12



9781338344219

- English
- 6.04 x 9.02 x 0.51 in | 1.04 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Wings of Fire Graphix

4

Wings of Fire: The Dark Secret: A Graphic Novel (Wings of Fire Graphic Novel #4)

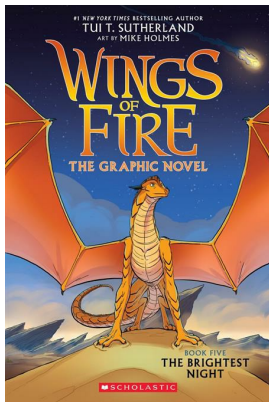
by Tui T. Sutherland, Mike Holmes
Dec 29, 2020 Paperback , Trade \$16.99 CAD

The #1 *New York Times* bestselling Wings of Fire series soars to new heights in the fourth graphic novel adaptation!

In the shadows, trouble is brewing . . .

When Starflight is stolen by his own tribe, he hopes to at least discover some of the long-held NightWing secrets -- what magical powers they really have, who they're allied with in the war, and where they've been living all this time.

But the truth about Starflight's tribe is more terrible than he ever imagined: Not only do the NightWings live in a dark, miserable place, but they've imprisoned several innocent RainWings there, too. Stranded and alone, Starflight only wants to get back to his friends. But the fate of two kingdoms now rests in his talons, and with no one to save him, Starflight will have to find a way to be brave . . . before it's too late.



9781338730852

- English
- 6.03 x 9.01 x 0.53 in | 1.05 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Wings of Fire Graphix

5

Wings of Fire: The Brightest Night: A Graphic Novel (Wings of Fire Graphic Novel #5)

by Tui T. Sutherland, Mike Holmes
Dec 28, 2021 Paperback , Trade \$16.99 CAD

The graphic novel adaptations of the #1 *New York Times* bestselling Wings of Fire series continue to set the world on fire!

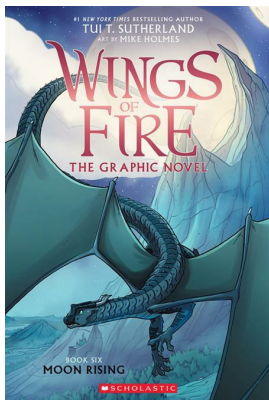
One will have the power of wings of fire . . .

Sunny has always taken the Dragonet Prophecy very seriously. If Pyrrhia's dragons need her, Clay, Tsunami, Glory, and Starflight to end the war, she's ready to try. She even has some good ideas how to do it, if anyone would listen to her.

But shattering news from Morrowseer has shaken Sunny's faith in their destiny. Is it possible for anyone to end this terrible war and choose a new SandWing queen? What if everything they've been through was for nothing?



Buried secrets, deadly surprises, and an unexpected side to scavengers are all waiting for her in the



9781338730890

- English
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 40
- JUVENILE FICTION
- Age (years) 8 - 12

Wings of Fire Graphix

6

Moon Rising: A Graphic Novel (Wings of Fire Graphic Novel #6)

by Tui T. Sutherland
Dec 27, 2022 Paperback , Trade \$16.99 CAD

The graphic novel adaptations of the #1 *New York Times* bestselling Wings of Fire series continue to set the world on fire!

Peace has come to Pyrrhia... for now.

The war between the tribes is finally over, and now the dragonets of the prophecy have a plan for lasting peace: Jade Mountain Academy, a school that will gather dragonets from all the tribes and teach them to live together, perhaps even as friends.

Moonwatcher isn't sure how she feels about school, however. Hidden in the rainforest for most of her life, the young NightWing has an awful secret. She can read minds, and even see the future. Living in a cave with dozens of other dragons is noisy, exhausting—and dangerous.



In just a few days, Moon finds herself overwhelmed by her secret powers and bombarded by strange



9781338796872

- English
- 6.23 x 9.17 x 2.32 in | 4.38 lb
- 896 pages
- Graphix

Subject

JUVENILE FICTION / Comics &
Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US)
from 3 - 7

Reading Levels

Lexile measure: GN280L

Distributor

Scholastic Canada Limited

Carton Quantity: 6

Wings of Fire Graphix

Wings of Fire #1-#4: A Graphic Novel Box Set (Wings of Fire Graphic Novels #1-#4)

By (author) Tui T. Sutherland

Nov 02, 2021 | Mixed media product \$67.96

The *New York Times* bestselling Wings of Fire Graphix series is more collectible than ever in this four-book paperback boxed set!

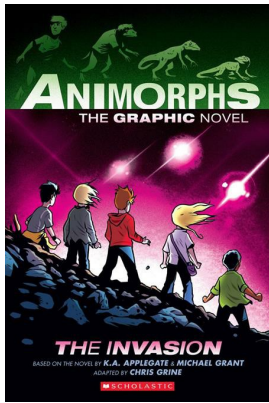
The bestselling Wings of Fire series soars to new heights in these graphic novel adaptations, now in a gift-ready boxed set: *The Dragonet Prophecy*, *The Lost Heir*, *The Hidden Kingdom*, and *The Dark Secret*

Contributor Bio

TUI T. SUTHERLAND is the author of the *New York Times* and *USA Today* bestselling *Wings of Fire* series, the *Menagerie* trilogy, and the *Pet Trouble* series, as well as a contributing author to the bestselling *Spirit Animals* and *Seekers* series (as part of the Erin Hunter team). In 2009, she was a two-day champion on *Jeopardy!* She lives in Massachusetts with her wonderful husband, two awesome sons, and two very patient dogs. To learn more about Tui's books, visit her online at tuibooks.com.



Scholastic Graphix for ages 8-12



9781338538090

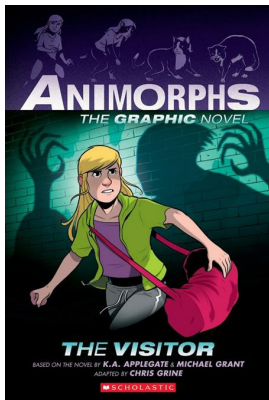
- English
- 6.03 x 9 x 0.51 in | 1.13 lb
- 240 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Invasion: A Graphic Novel (Animorphs #1)

by K. A. Applegate, Michael Grant
Oct 06, 2020 Paperback , Trade \$16.99 CAD

The wildly popular, bestselling sci-fi series by Katherine Applegate and Michael Grant returns in a new full-color graphic novel series, adapted by Chris Grine.

Sometimes weird things happen to people. Ask Jake. He could tell you about the night he and his friends saw a strange light in the sky that seemed to be heading right for them. That was the night five normal kids learned that humanity is under a silent attack -- and were given the power to fight back. Now Jake, Rachel, Cassie, Tobias, and Marco can transform into some of the most dangerous creatures on Earth. And they must use that power to outsmart an evil greater than anything the world has ever seen. . . .



9781338538373

- English
- 6.01 x 9 x 0.46 in | 0.98 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Visitor: A Graphic Novel (Animorphs #2)

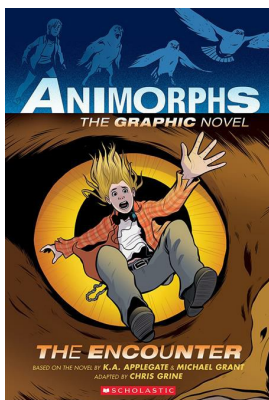
by K. A. Applegate, Michael Grant
Oct 05, 2021 Paperback , Trade \$16.99 CAD

The wildly popular, bestselling sci-fi series by Katherine Applegate and Michael Grant returns in a new full-color graphic novel series, adapted by Chris Grine.

Rachel is still reeling from the news that Earth is secretly under attack by parasitic aliens, the Yeerks. Now she and her friends are the planet's only defense -- five kids who, purely by chance, stumbled onto a downed spacecraft and were given the power to morph into any animals they touch.

The team's best lead is their assistant principal, Mr. Chapman, who is the human host to a high-ranking Yeerk official. It's not much, but Rachel's always been a daredevil, and she volunteers to infiltrate Chapman's home.

Rachel is tough. She's fearless. But what she finds inside may be more than even she can handle.



9781338538403

- English
- 6.01 x 8.99 x 0.51 in | 0.99 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Encounter (Animorphs Graphix #3)

by K. A. Applegate, Michael Grant
Oct 04, 2022 Paperback , Trade \$16.99 CAD

The wildly popular, bestselling sci-fi series by Katherine Applegate and Michael Grant returns in a new full-color graphic novel series, adapted by Chris Grine.

When Tobias and his friends were given the power to morph, they were also given an important warning: Never stay in a morph for more than two hours. But Tobias broke the time limit, and now he's trapped in the body of a hawk -- forever.

When he discovers an important Yeerk secret, Tobias knows he has to do everything in his power to destroy it. But to do so, he'll have to contend with a part of himself that's wrestling for dominion. A part that isn't human.

For Tobias, the fight against the Yeerks is more pressing than ever -- not just for humankind, but for his own humanity.





9781338660425

- English
- 6.03 x 9.01 x 0.58 in | 1.15 lb
- 240 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Fantasy

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN390L

Other formats

9781338660432 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 24

The Awakening Storm: A Graphic Novel (City of Dragons #1)

By (author) Jaimal Yogis , Illustrated by Vivian Truong

Sep 21, 2021 | Paperback , Trade | \$16.99

Grace and her friends must protect a newly hatched dragon from mysterious evildoers.

When Grace moves to Hong Kong with her mom and new stepdad, her biggest concern is making friends at her fancy new boarding school. But when a mysterious old woman gifts her a dragon egg during a field trip, Grace discovers that the wonderful stories of dragons she heard when she was a young girl might actually be real--especially when the egg hatches overnight.

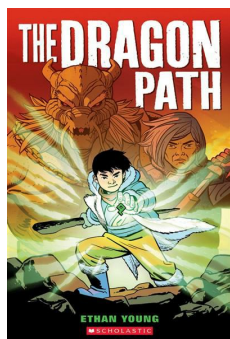
The dragon has immense powers that Grace has yet to understand. And that puts them both in danger from mysterious forces intent on abusing the dragon's power. And now it's up to Grace and her school friends to uncover the sinister plot threatening the entire city!

Contributor Bio

Jaimal Yogis is the author of *Saltwater Buddha*, *The Fear Project*, *All Our Waves Are Water*, and the children's book series *Mop Rides the Waves of Life* and *Mop Rides the Waves of Change*. His writing has also appeared in *The Atlantic*, *ESPN Magazine*, and *The Washington Post*. He lives in San Francisco. Vivian Truong is a comic artist who has created artwork for Riot Games, miHoYo, Rebellion, and more. Her work includes the *Punches and Plants* webcomic series for the popular MOBA game *League of Legends*. She also works as a storyboard artist for game studios, a digital production studio, and a children's book publisher. She currently lives in London.



9 781338 660425



9781338363296

- English
- 6 x 9.01 x 0.52 in | 1 lb
- 208 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Fantasy

Audience range

Age (years) from 10 - 14, Grade (US) from 5 - 9

Reading Levels

Lexile measure: HL480L

Other formats

9781338363302 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

The Dragon Path: A Graphic Novel

By (author) Ethan Young

May 18, 2021 | Paperback , Trade | \$16.99

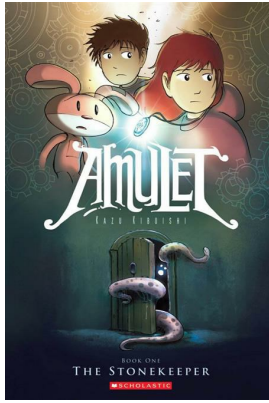
In this action-adventure fantasy, young Prince Sing must overcome monstrous obstacles to help his clan return to their homeland.

The Wong Clan must leave their ruined homeland for a better life in the mythical Old Land, but to get there they must follow the dragon path, where their sworn enemies, the Dragon Tribe, rule. During a surprise attack, Prince Sing is separated from his clan. With the help of Ming, a powerful mystic from the Old Land, and Midnight, a monstrous warrior beast, Prince Sing must do all he can to save both his family and the Dragon Tribe from mutual destruction.

Contributor Bio

Ethan Young was born and raised in NYC to Chinese immigrant parents. Young is best known for *NANJING: The Burning City*, winner of the 2016 Reuben Award for Best Graphic Novel, which was also nominated for both the Eisner and Harvey awards. His other works include *The Battles of Bridget Lee*, *Space Bear*, and *Life Between Panels*. In addition to his comic book work, Young is also a prolific freelance illustrator, and worked as a character designer on the FXX animated TV show, *Major Lazer*.





9780439846813

- 5.99 x 9.01 x 0.41 in | 0.91 lb
- 192 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 28
- JUVENILE FICTION
- Age (years) 8 - 12

Amulet

1

The Stonekeeper: A Graphic Novel (Amulet #1)

by Kazu Kibuishi, Kazu Kibuishi

Jan 01, 2008 Paperback , Trade \$15.99 CAD

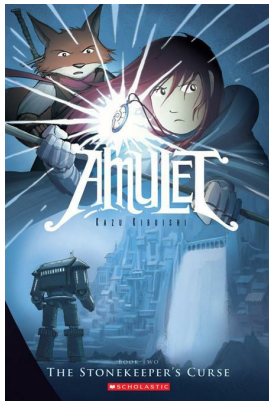
The first book in Kazu Kibuishi's #1 *New York Times* bestselling series that features a beautiful but dangerous world of new friends, giant robots, and shadowy enemies!

After the tragic death of their father, Emily and Navin move with their mother to the home of her deceased great-grandfather. The strange house proves to be dangerous. Before long, a tentacled creature lures the kids' mom through a door in the basement. Em and Navin, desperate not to lose her, follow her into a fantastical world inhabited by robots, mysterious plants, and talking animals. It's up to Em and Navin to figure out how to set things right and save their mother's life!

**About the Contributor(s)**

Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 22 languages. He is also the creator of *Copper*, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near San Antonio with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at boltcity.com

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9780439846837

- 6.01 x 9.03 x 0.47 in | 0.93 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 9 - 12

Amulet

2

The Stonekeeper's Curse: A Graphic Novel (Amulet #2)

by Kazu Kibuishi, Kazu Kibuishi

Sep 01, 2009 Paperback , Trade \$15.99 CAD

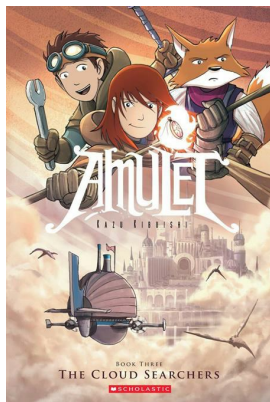
Graphic novel star Kazu Kibuishi returns with his mysterious world full of new allies . . . and old enemies!

Emily and Navin's mother is still in a coma from the arachnoid's poison, and there's only one place to find help: Kanalis, the bustling, beautiful city of waterfalls. But when Em, her brother, and Miskit and the rest of the robotic crew aboard the walking house reach the city, they quickly realize that seeking help is looking for trouble, dangerous trouble.

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9780545208857

● 6.01 x 9 x 0.44 in | 0.97 lb

● 208 pages

● Graphix

● Scholastic Inc.

● Carton quantity: 20

● JUVENILE FICTION

● Age (years) 9 - 12

Amulet

3

The Cloud Searchers: A Graphic Novel (Amulet #3)

by Kazu Kibuishi, Kazu Kibuishi

Sep 01, 2010 Paperback, Trade \$15.99 CAD

Kazu Kibuishi's enchanting series about two ordinary children on a life-or-death mission continues!

In the third installment of the thrilling Amulet series, Emily, Navin, and their crew of resistance fighters charter an airship and set off in search of the lost city of Cielis, which is believed to be located on an island high above the clouds. The mysterious Leon Redbeard is their guide, and there's a surprising new addition to the crew: the Elf King's son, Trellis. But is he ally or enemy? And will Emily ever be able to trust the voice of the Amulet?

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9780545208871

● 6.01 x 9.01 x 0.47 in | 1.04 lb

● 224 pages

● Graphix

● Scholastic Inc.

● Carton quantity: 20

● JUVENILE FICTION

● Age (years) 9 - 12

Amulet

4

The Last Council: A Graphic Novel (Amulet #4)

by Kazu Kibuishi, Kazu Kibuishi

Sep 01, 2011 Paperback, Trade \$15.99 CAD

Kazu Kibuishi's thrilling, NEW YORK TIMES bestselling series continues!

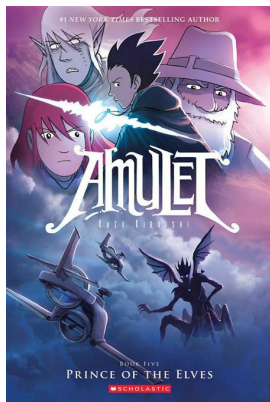
Emily and her friends think they'll find the help they need in Cielis, but something isn't right. Streets that were once busy are deserted, and the townspeople who are left live in crippling fear. Emily is escorted to the Academy where she's expected to compete for a spot on the Guardian Council, the most powerful Stonekeepers. But as the number of competitors gets smaller and smaller, a terrible secret is slowly uncovered--a secret that, if left buried, means certain destruction of everything Emily fights for.

About the Contributor(s)

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9780545208895

- 6.02 x 9.01 x 0.47 in | 0.98 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 8 - 12

Amulet

5

Prince of the Elves: A Graphic Novel (Amulet #5)

by Kazu Kibuishi, Kazu Kibuishi

Sep 01, 2012 Paperback, Trade \$15.99 CAD

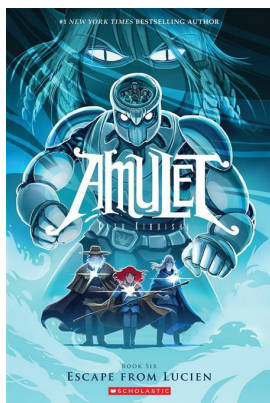
Kazu Kibuishi's thrilling, NEW YORK TIMES bestselling series continues!

Emily survived the chaos of the Guardian Academy, but Max Griffin has stolen the Mother Stone. With it, the Elf King forges new Amulets that will give him the power to invade and destroy the nation of Windsor. Emily and her friends lead the soldiers of the Cielis Guard in a fight to stop him, but Max stands in their way. Emily seeks information from the Voice of her Amulet, but instead she discovers the Voice is much more sinister than she ever could have imagined.

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9780545433150

- 6 x 8.99 x 0.46 in | 1.04 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 8 - 12

Amulet

6

Escape from Lucien: A Graphic Novel (Amulet #6)

by Kazu Kibuishi, Kazu Kibuishi

Aug 26, 2014 Paperback, Trade \$15.99 CAD

Kazu Kibuishi's #1 NEW YORK TIMES bestselling series continues!

Navin and his classmates journey to Lucien, a city ravaged by war and plagued by mysterious creatures, where they search for a beacon essential to their fight against the Elf King. Meanwhile, Emily heads back into the Void with Max, one of the Elf King's loyal followers, where she learns his darkest secrets. The stakes, for both Emily and Navin, are higher than ever.

About the Contributor(s)

Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 22 languages. He is also the creator of *Copper*, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near San Antonio with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at boltcity.com

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9780545433167

- 6.01 x 8.99 x 0.48 in | 1 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 8 - 12

Amulet

7

Firelight: A Graphic Novel (Amulet #7)

by Kazu Kibuishi, Kazu Kibuishi

Feb 23, 2016 Paperback , Trade \$16.99 CAD

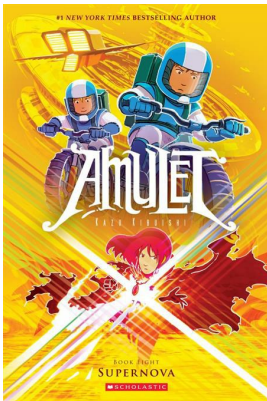
The unforgettable seventh installment of Kazu Kibuishi's #1 *New York Times* bestselling series!

Emily, Trellis, and Vigo visit Algos Island, where they can access and enter lost memories. They're hoping to uncover the events of Trellis's mysterious childhood -- knowledge they can use against the Elf King. What they discover is a dark secret that changes everything. Meanwhile, the Voice of Emily's Amulet is getting stronger, and threatens to overtake her completely.

About the Contributor(s)

Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 21 languages. He is also the creator of *Copper*, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near San Antonio with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at boltcity.com

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9780545828604

- 6.01 x 8.99 x 0.53 in | 0.99 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 30
- JUVENILE FICTION
- Age (years) 8 - 12

Amulet

8

Supernova: A Graphic Novel (Amulet #8)

by Kazu Kibuishi

Sep 25, 2018 Paperback , Trade \$16.99 CAD

Kazu Kibuishi's thrilling #1 *New York Times* bestselling series continues!

Emily has lost control of her Amulet and is imprisoned in the Void, where she must find a way to escape the influence of the Voice. Meanwhile, Emily's brother, Navin, travels to Lighthouse One, a space station where the Resistance is preparing to battle the approaching Shadow forces that would drain planet Alledia of all its resources. Emily and Navin must be smarter and stronger than ever to ensure Alledia's survival.

About the Contributor(s)

Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 22 languages. He is also the creator of *Copper*, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near San Antonio with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at boltcity.com





9781338328189

- English
- 6.21 x 9.61 x 4.55 in | 8.8 lb
- 1696 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Distributor

Scholastic Canada Limited

Carton Quantity: 4

Amulet

Amulet #1-8 Box Set

By (author) Kazu Kibuishi , Illustrated by Kazu Kibuishi

Oct 30, 2018 | Mixed media product , Trade | \$129.92

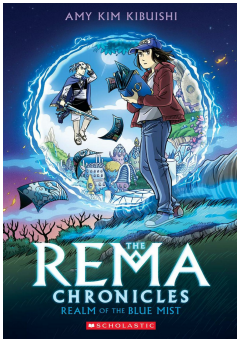
A collection of the first eight books in Kazu Kibuishi's #1 *New York Times* bestselling series!

After tragedy strikes their family, Emily and Navin move with their mother into the old, mysterious home of their great-grandfather. On their first night in the strange house, Emily and Navin's mom is kidnapped by a tentacled creature. Determined to rescue her, Emily and Navin are led into a world of robots, talking animals, flying ships, new friends... and enemies. Emily learns that she is a Stonekeeper and essential to the survival of this world, and that her incredible story is only just beginning.

Contributor Bio

Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 21 languages. He is also the creator of *Copper*, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near San Antonio with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at boltcity.com Kazu Kibuishi is the creator of the #1 *New York Times* bestselling Amulet series, which is available in 21 languages. He is also the creator of *Copper*, a collection of his popular webcomic that features an adventuresome boy-and-dog pair. Kazu also illustrated the covers of the 15th anniversary paperback editions of the Harry Potter series written by J.K. Rowling. He lives and works near San Antonio with his wife, Amy Kim Kibuishi, and their children. Visit Kazu online at boltcity.com





9781338115130

- English
- 6.03 x 9 x 0.65 in | 1.27 lb
- 272 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Fantasy

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN300L

Other formats

9781338115154 Hardback, \$34.99

9781338115161 EPUB, \$13.99

Distributor

Scholastic Canada Limited

Carton Quantity: 20

Realm of the Blue Mist: A Graphic Novel (The Rema Chronicles #1)

By (author) Amy Kim Kibuishi

Apr 05, 2022 | Paperback , Trade | \$16.99

Enter the rich and fantastical world of Rema in the first installment of this middle-grade graphic novel series with sweeping adventure and light romance!

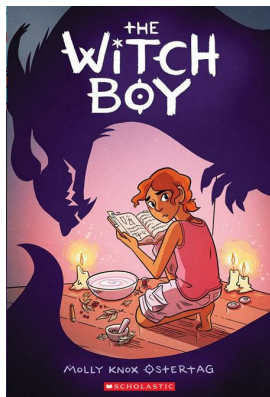
Tabby Simon is determined to learn what happened to her father, who was found dead after researching a tree that leaks a mysterious mist in her neighborhood. She is unexpectedly led to Rema, a distant world of magic and beauty that is periodically invaded by a nearby planet desperate for resources. While Tabby searches for the truth surrounding her father's death, she meets a handsome blue-haired boy named Philip. He has his own dangerous secrets, but has promised to help Tabby get home. As she learns more about this strange world, Tabby discovers that she is destined for something far greater than she ever could have imagined.

Contributor Bio

Amy Kim Kibuishi has been drawing and writing in earnest since she was ten years old. She graduated from the School of Visual Arts with a degree in Cartooning and is the creator of *Sorcerers & Secretaries*, a graphic novel duology. The first volume was a YALSA Great Graphic Novels for Teens selection. She was also a contributor to the acclaimed *Flight* anthology series edited by Kazu Kibuishi, and adapted a story for *Goosebumps: Terror Trips* by R.L. Stine. Amy lives near San Antonio with her husband, Kazu, and their two children.



9 781338 115130



9781338089516

- English
- 6.02 x 9.02 x 0.55 in | 1.17 lb
- 224 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 28
- JUVENILE FICTION
- Age (years) 8 - 12

The Witch Boy: A Graphic Novel (The Witch Boy Trilogy #1)

by Molly Knox Ostertag
Oct 31, 2017 Paperback , Trade \$16.99 CAD

From the illustrator of the web comic *Strong Female Protagonist* comes a debut middle-grade graphic novel about family, identity, courage -- and magic.

In thirteen-year-old Aster's family, all the girls are raised to be witches, while boys grow up to be shapeshifters. Anyone who dares cross those lines is exiled. Unfortunately for Aster, he still hasn't shifted . . . and he's still fascinated by witchery, no matter how forbidden it might be. When a mysterious danger threatens the other boys, Aster knows he can help -- as a witch. It will take the encouragement of a new friend, the non-magical and non-conforming Charlie, to convince Aster to try practicing his skills. And it will require even more courage to save his family . . . and be truly himself.



9781338253757

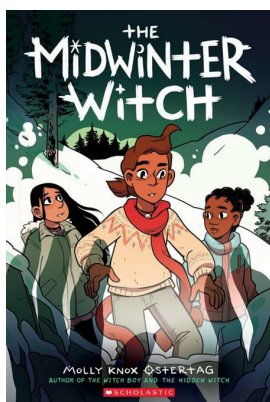
- English
- 6.07 x 9.01 x 0.51 in | 1.1 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 30
- JUVENILE FICTION
- Age (years) 8 - 12

The Hidden Witch: A Graphic Novel (The Witch Boy Trilogy #2)

by Molly Knox Ostertag, Molly Knox Ostertag
Oct 30, 2018 Paperback , Trade \$16.99 CAD

From the creator of the acclaimed graphic novel *The Witch Boy* comes a new adventure set in the world of magic and shapeshifting -- and ordinary kids just trying to make friends.

Aster and his family are adjusting to his unconventional talent for witchery; unlike the other boys in his family, he isn't a shapeshifter. He's taking classes with his grandmother and helping to keep an eye on his great-uncle whose corrupted magic wreaked havoc on the family. Meanwhile, Aster's friend from the non-magical part of town, Charlie, is having problems of her own -- a curse has tried to attach itself to her. She runs to Aster and escapes it, but now the friends must find the source of the curse before more people -- normal and magical alike -- get hurt.



9781338540550

- English
- 6.04 x 9.01 x 0.55 in | 0.88 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

The Midwinter Witch: A Graphic Novel (The Witch Boy Trilogy #3)

by Molly Knox Ostertag
Nov 05, 2019 Paperback , Trade \$16.99 CAD

The acclaimed graphic novel world of *The Witch Boy* and *The Hidden Witch* comes to a thrilling conclusion in this story of friendship, family, and finding your true power.

Magic has a dark side . . . Aster always looks forward to the Midwinter Festival, a reunion of the entire Vanissen family that includes competitions in witchery and shapeshifting. This year, he's especially excited to compete in the annual Jolrun tournament-as a witch. He's determined to show everyone that he's proud of who he is and what he's learned, but he knows it won't be easy to defy tradition. Ariel has darker things on her mind than the Festival-like the mysterious witch who's been visiting her dreams, claiming to know the truth about Ariel's past. She appreciates everything the Vanissens have done for her. But Ariel still craves a place where she truly belongs. The Festival is a whirlwind of excitement and activity, but for Aster and Ariel, nothing goes according to plan. When a powerful and sinister force invades the reunion, threatening to destroy everything the young witches have fought for, can they find the courage to fight it together? Or will dark magic tear them apart?





9781338677430

- English
- 7.03 x 9.01 x 0.7 in | 1.65 lb
- 304 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Humorous

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Distributor

Scholastic Canada Limited

Carton Quantity: 22

The Witches: The Graphic Novel

By (author) Roald Dahl , Illustrated by Pénélope Bagieu

Sep 01, 2020 | Paperback , Trade | \$19.99

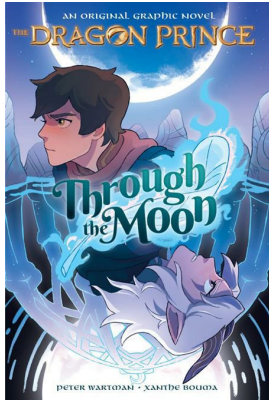
Roald Dahl's darkly funny masterpiece, *The Witches*, now available as a graphic novel from Eisner Award-winning artist Pénélope Bagieu!

Witches are real, and they are very, very dangerous. They wear ordinary clothes and have ordinary jobs, living in ordinary towns all across the world -- and there's nothing they despise more than children. When an eight-year-old boy and his grandmother come face-to-face with the Grand High Witch herself, they may be the only ones who can stop the witches' latest plot to stamp out every last child in the country! This full-color graphic novel edition of Roald Dahl's *The Witches*, adapted and illustrated by Eisner Award winner Pénélope Bagieu, is the first-ever Dahl story to appear in this format. Graphic novel readers and Roald Dahl fans alike will relish this dynamic new take on a uniquely funny tale.

Contributor Bio

Roald Dahl was a spy, ace fighter pilot, chocolate historian, and medical inventor. He was also the author of *Charlie and the Chocolate Factory*, *Matilda*, *The BFG*, and many more brilliant stories. He remains the world's number one storyteller. Pénélope Bagieu was born in Paris in 1982, a few months after the original publication of Roald Dahl's *The Witches*. She is the bestselling author of several graphic novels, including the Harvey Award winner *California Dreamin'* and Eisner Award winner *Brazen: Rebel Ladies Who Rocked the World*, which has been translated into 17 languages and adapted into an animated series. Pénélope Bagieu lives in Paris.





9781338608816

- 6.04 x 8.99 x 0.28 in | 0.55 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8



The Dragon Prince Graphic Novel

1

Through the Moon: A Graphic Novel (The Dragon Prince Graphic Novel #1)

by Xanthe Bouma, Peter Wartman

Oct 06, 2020 Paperback , Trade \$16.99 CAD

Don't miss this exclusive, original story set between seasons 3 and 4 of the hit animated series *The Dragon Prince*!

The Dragon Prince has been reunited with his mother, the Human Kingdoms and Xadia are at peace, and humans and elves alike are ready to move on. Only Rayla is still restless. Unable to believe Lord Viren is truly dead, and haunted by questions about the fate of her parents and Runaan, she remains trapped between hope and fear. When an ancient ritual calls her, Callum, and Ezran to the Moon Nexus, she learns the lake is a portal to a world between life and death. Rayla seizes the opportunity for closure—and the chance to confirm that Lord Viren is gone for good. But the portal is unstable, and the ancient Moonshadow elves who destroyed it never intended for it to be reopened. Will Rayla's quest to uncover the secrets of the dead put her living friends in mortal danger? Don't miss this exclusive, original graphic novel from Peter Wartman and Xanthe Bouma, with story by *The Dragon Prince* creators Aaron Ehasz and Justin Richmond!

About the Contributor(s)

Xanthe Bouma is an illustrator based in Southern California. Their work includes picture books, such as *Little Sid*, fashion illustration, and comics. Follow Xanthe on Tumblr @yumbles and on Twitter @xoxobouma.

Peter Wartman has been drawing monsters, robots, and spaceships since he figured out how to hold a pencil. He lives in Minneapolis, Minnesota, where he works as a designer by day and a comic artist the rest of the time. You can visit him online at peterwartman.com.



9781338769951

- 6.01 x 8.98 x 0.28 in | 0.54 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8



The Dragon Prince Graphic Novel

2

Bloodmoon Huntress: A Graphic Novel (The Dragon Prince Graphic Novel #2)

by Nicole Andelfinger, Felia Hanakata

Jul 19, 2022 Paperback , Trade \$16.99 CAD

Don't miss this original canon story set in the world of the Emmy Award-winning Netflix animated series *The Dragon Prince*, with story by the creators of the series and of the *New York Times* bestselling *Through the Moon* (The Dragon Prince Graphic Novel #1).

Every Moonshadow elf child knows the scary stories of the Bloodmoon Huntress, the evil sorceress who steals your blood on the night of the Harvest Moon. Everyone also knows those legends aren't true.

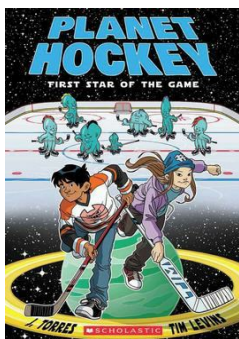
But for young Rayla, whose parents recently left her behind to fulfill their duty as members of the elite Dragonguard, this autumn is scarier than most. Her guardians, Runaan and Ethari, are still getting the hang of the whole parenting thing, and no one will tell Rayla what Runaan does for a living. She spends most of her time exploring the forest outside the Silvergrove.

When Rayla discovers a young Skywing elf in danger just hours before the Harvest Moon will rise, the scary stories become real. Can she stop the Huntress before the moon reaches its zenith?

Fans won't want to miss this exclusive, original graphic novel from Peter Wartman and Felia Hanakata, with story by *The Dragon Prince* creators Aaron Ehasz and Justin Richmond!

About the Contributor(s)

Nicole Andelfinger was crafting stories as far back as when coloring in the squiggles on your composition book was considered cool. Since then, she's only continued to dwell in the realms of magic, monsters, and myth. When not changing her hair color or writing comics for some of her



9781443128896

- English
- 6.02 x 9.03 x 0.39 in | 0.76 lb
- 144 pages
- Scholastic Canada

Subject

JUVENILE FICTION / Sports & Recreation / Hockey

Audience range

Age (years) from 7 - 12, Grade (US) from 3 - 6

Distributor

Scholastic Canada Limited

Carton Quantity: 50

Planet Hockey: First Star of the Game

By (author) J. Torres 🍁, Illustrated by Tim Levins 🍁

Oct 06, 2020 | Paperback, Trade | \$14.99



- Dragon Prize (Comics for Young Readers) 2022, Short-listed
- Best Books for Kids and Teens, Canadian Children's Book Centre 2021, Commended
- Manitoba Young Readers' Choice Award, Sundogs 2022, Short-listed
- OLA Silver Birch Express Award 2021, Short-listed
- TD Summer Reading Club Selection 2021, Commended

Canada's favourite sport gets out-of-this world treatment in this action-packed, laugh-out-loud graphic novel!

Isaac may be the G.O.A.T (Greatest Of All Time) in his hockey video game, but after a championship game-losing accident, he's an epic fail on actual ice.

Unfortunately, the Pods' robot scout from Planet Galaxia doesn't know this, and beams him up and away to be the new superstar of their terrible team—the worst in the GL (Galaxian Hockey League). Fortunately for the Pods, Isaac's new neighbour Lily is along for the ride — and she just might be the best goalie this side of the Milky Way.

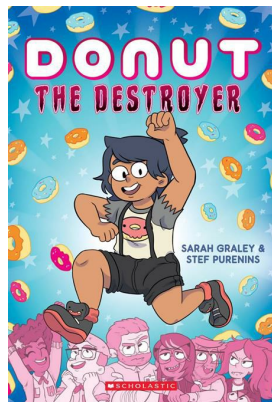
But the interstellar game isn't quite like hockey on Earth. The stakes are higher. Opposing players are shaped like trees, or electrified, or built like actual boulders. And even if Isaac is able to whip the octopus-like Pods into shape, Emperor Mad Maroon, the ruler of Galaxia, might not release the Earthlings. Can Isaac score a win in the Galaxia Championship Tournament... and get back to home ice?

Contributor Bio

J. TORRES is a Canadian comic book writer. He is perhaps best known for his run on *DC Comics' Teen Titans Go*, the Eisner-nominated *Alison Dare*, and the Junior Library Guild/TD Summer Reading Club title *Bigfoot Boy*. Winner of the Shuster Award for "Outstanding Writer," Torres has worked with characters from A (Archies) to Z (The Mighty Zodiac) and many more in between (Avatar, Batman, Ninja Scroll, Simpsons, WALL-E, Wonder Woman, Yo Gabba Gabba, and X-Men, to name a few).

TIM LEVINS studied Fine Art and Classical Animation before breaking into the comic book business in the mid-1990s. Tim is best known for his work on the Eisner Award-winning *DC Comics series Batman: Gotham Adventures*. Over the years, he has illustrated many other titles for *DC*, *Marvel Comics* and *Archie Comics*, and has drawn several children's books published by Capstone Press. Tim enjoys life in Midland, Ontario, Canada, with his wife, son, and two dogs.





- 9781338541922
- 6.04 x 9.04 x 0.46 in | 0.89 lb
 - 192 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 32
 - JUVENILE FICTION
 - Age (years) 8 - 12

Donut the Destroyer: A Graphic Novel

by Sarah Graley, Stef Purenins
Jun 02, 2020 Paperback , Trade \$19.99 CAD

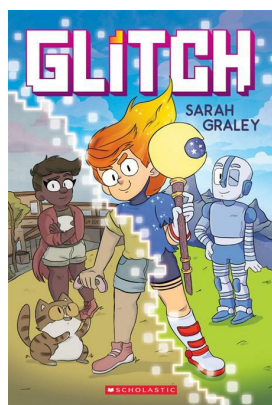
A hilarious and unique graphic novel of friendship, family, and what happens when you defy and exceed expectations.

Donut (middle name: The; last name: Destroyer) has a heart of gold and incredible strength. She lives in a world where everyone is born with a special ability and can choose whether to develop it for good or evil. Donut has just received the best news of her life -- she's been accepted to Lionheart School for Heroes! But her parents are the most infamous villains around, and her best friend, Ivy, can't understand why Donut would choose a life of boring heroism and ruin their plans to cause chaos. Donut is determined to prove that, despite her last name, she's meant to go her own way and be a hero. Meanwhile, Ivy cooks up a plan to get Donut kicked out of Lionheart -- and back on track to villainy!

About the Contributor(s)

Sarah Graley is a cartoonist who lives in Birmingham, UK, with four cats and her partner, Stef! She's the creator of books like *Glitch*, *Kim Reaper*, and her long-running diary comic *Our Super Adventure*. She was the artist on the first official Minecraft graphic novel, and the writer and artist on the Diamond Gem Award-nominated Rick and Morty comics miniseries *Lil' Poopy Superstar*. Visit Sarah online at sarahgraley.com.

Stef Purenins is a comics writer, letterer, designer, and color assistant who lives in Birmingham, UK, with four cats and his partner, Sarah! He co-writes *Our Super Adventure*, and he also letters and color assists some of her other comics, too!



- 9781338174519
- 5.98 x 9.01 x 0.44 in | 0.91 lb
 - 192 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 30
 - JUVENILE FICTION
 - Age (years) 8 - 12

Glitch: A Graphic Novel

by Sarah Graley, Sarah Graley
May 14, 2019 Paperback , Trade \$19.99 CAD

From comics rising star Sarah Graley, a fresh and funny middle-grade graphic novel featuring a girl who must save a virtual world... and her own!

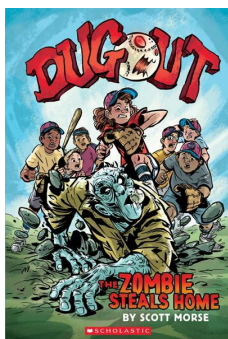
Izzy has an incredible secret -- she can enter the world of her new video game! She meets Rae, a robot who says Izzy is destined to save Dungeon City from the Big Boss. How is this possible?! And how can she fight for this virtual world when she's got a whole *real* life to keep up with: her family (though she could do without her mom's annoying cat), and her best friend, Eric. Things get even weirder when Izzy loses a life while inside the game, and she starts to worry about what might happen if she gets a Game Over for good. Meanwhile, Eric has been super upset with Izzy since she's been keeping secrets and bailing on their plans. Can Izzy survive Dungeon City *and* save their friendship?

About the Contributor(s)

Sarah Graley is a cartoonist who lives in Birmingham, UK, with four cats and her partner, Stef! She's the creator of books like *Glitch*, *Kim Reaper*, and her long-running diary comic *Our Super Adventure*. She was the artist on the first official Minecraft graphic novel, and the writer and artist on the Diamond Gem Award-nominated Rick and Morty comics miniseries *Lil' Poopy Superstar*. Visit Sarah online at sarahgraley.com.

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9781338188097

- English
- 6.02 x 8.99 x 0.62 in | 1.18 lb
- 256 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Action & Adventure

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN130L

Distributor

Scholastic Canada Limited

Carton Quantity: 24

Dugout: The Zombie Steals Home: A Graphic Novel

By (author) Scott Morse , Illustrated by Scott Morse

Jun 25, 2019 | Paperback , Trade | \$16.99

Twins Stacy and Gina are on rival little league teams, and when Gina accidentally unleashes a curse that wakes the dead, Stacy's misfit team gets coached by a baseball-playing zombie!

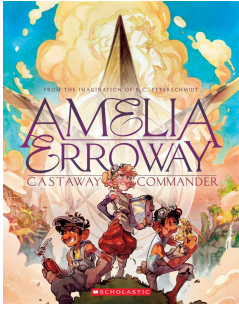
A Junior Library Guild Selection

Stacy and Gina Cavallaro are twin sisters and baseball rivals, each pitching for a different Little League team. Gina is a sports whiz and the star of her winning team, while Stacy's band of misfits hasn't won a game all season. The battling sisters also happen to be the youngest in a long line of local witches. So when Gina's magic spins out of control and her spell accidentally raises a zombie, the girls have to set aside their differences and figure out how to make things right. And Stacy's team of misfits -- Billy, Sanchez, Levi, Beans, Paddy, Killroy, Gomez, and Boots -- must band together to save the day!

Contributor Bio

Scott Morse is the award-winning author of many graphic novels for children and adults, as well as the creator of *The Magic Pickle Graphic Novel* and the Magic Pickle chapter book series with Graphix. He's currently a Story Supervisor at Pixar and has also worked for Cartoon Network, Disney, and Nickelodeon. Scott lives with his loving family in Northern California. Scott Morse is the award-winning author of many graphic novels for children and adults, as well as the creator of *The Magic Pickle Graphic Novel* and the Magic Pickle chapter book series with Graphix. He's currently a Story Supervisor at Pixar and has also worked for Cartoon Network, Disney, and Nickelodeon. Scott lives with his loving family in Northern California.





9781338186123

- English
- 7.06 x 9 x 0.67 in | 1.59 lb
- 288 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN310L

Other formats

9781338186147 Hardback, \$36.99

Distributor

Scholastic Canada Limited

Carton Quantity: 18

Amelia Erroway: Castaway Commander: A Graphic Novel

By (author) Betsy Peterschmidt

Aug 03, 2021 | Paperback , Trade | \$19.99

Being lost can sometimes be the first step toward finding your destiny.

A Junior Library Guild Selection

Forbidden to become a pilot by her overprotective father, Amelia Erroway yearns to command her own airship. To prove her worth, she sets off alone on her father's prized craft. But disaster strikes: A fierce storm crashes her ship in uncharted lands and Amelia, now a castaway, must use her wits to survive. With the help of Rastor and Fynley, brothers who live deep in the Juniper rainforest, Amelia is determined to repair her airship and, with her newly formed crew, fly home.



Contributor Bio

B.C. Peterschmidt has dreamed their entire life of being a visual storyteller. Born and raised in Minnesota, B.C. began their career as a freelance illustrator, later graduating from Pratt Institute. They have illustrated book covers for Diana Wynne Jones's *The Island of Chaldea* and Naomi Shihab Nye's *The Turtle of Oman*. Their work is published in Marvel's *New York Times* bestselling anthology *Out of the Past* and also appears in Frank Beddor's Hatter Madigan series. B. C. Peterschmidt now makes their home in California.



9781338264180

- English
- 6.05 x 9.98 x 0.62 in | 0.95 lb
- 192 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN200L

Other formats

9781338264197 Hardback, \$34.99

Distributor

Scholastic Canada Limited

Carton Quantity: 36

Manu: A Graphic Novel

By (author) Kelly Fernández , Illustrated by Kelly Fernández

Nov 02, 2021 | Paperback , Trade | \$16.99

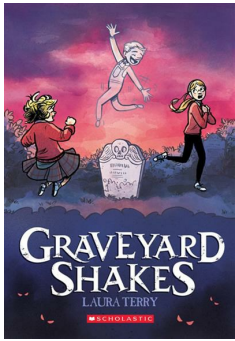
A funny and heartwarming middle-grade graphic novel adventure about friendship, defying expectations, and finding your place.

Manu and her best friend, Josefina, live at a magical school for girls, and Manu is always getting into trouble. The headmistress believes that Manu has the potential to help people with her magic, but Manu would rather have fun than fall in line. One day, a prank goes seriously wrong, and Josefina gets angry and wishes for Manu's magic to disappear... and it does. Manu uses a dangerous spell to restore it, but it makes her magic too powerful and nearly impossible to control. Great power comes at a cost, and it may be a price that Manu isn't able to pay!

Contributor Bio

Kelly Fernández makes comics that are inspired by her daily experiences, Dominican heritage, and American culture. Her work has been featured in comics anthologies, and she won a Chicago Alternative Comics Expo Cupcake Award for her minicomic *Cuidando*. Kelly is a winner of the Get Published by Graphix contest, and *Manu* is her debut graphic novel. She lives in Queens, New York, and you can visit her online at kellyfernandez.net. Kelly Fernández makes comics that are inspired by her daily experiences, Dominican heritage, and American culture. Her work has been featured in comics anthologies, and she won a Chicago Alternative Comics Expo Cupcake Award for her minicomic *Cuidando*. Kelly is a winner of the Get Published by Graphix contest, and *Manu* is her debut graphic novel. She lives in Queens, New York, and you can visit her online at kellyfernandez.net.





9780545889544

- English
- 5.53 x 7.99 x 0.64 in | 0.8 lb
- 208 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / General

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN470L

Distributor

Scholastic Canada Limited

Carton Quantity: 30

Graveyard Shakes: A Graphic Novel

By (author) Laura Terry , Illustrated by Laura Terry

Sep 26, 2017 | Paperback , Trade | \$16.99

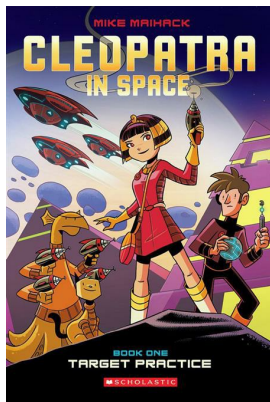
A unique and spirited graphic novel reminiscent of the works of Raina Telgemeier and Neil Gaiman!

Katia and Victoria are sisters and scholarship students at a private boarding school. While Victoria tries to fit in, Katia is unapologetic about her quirks, even though their classmates tease her. After a big fight, Katia runs away from school. And when Victoria goes looking for her, she accidentally tumbles into the underworld of a nearby graveyard. It is inhabited by ghosts, ghouls, and a man named Nikola, who is preparing a sinister spell that's missing one key ingredient. Victoria teams up with adorable Little Ghost and Nikola's kindhearted son, and together they search for Katia. They must find her before she becomes Nikola's next victim!

Contributor Bio

Laura Terry is the creator of *Graveyard Shakes*, which was a Junior Library Guild Gold Standard Selection. After a childhood misspent raising pigs, selling hot dogs, and drawing princesses, Laura ran away to the relative splendor of an all-girls boarding school. She later graduated from Pratt Institute and the Center for Cartoon Studies. Laura now spends her days in Brooklyn with her poodle, Muffin. To learn more, visit her online at lauraterry.com. Laura Terry is the creator of *Graveyard Shakes*, which was a Junior Library Guild Gold Standard Selection. After a childhood misspent raising pigs, selling hot dogs, and drawing princesses, Laura ran away to the relative splendor of an all-girls boarding school. She later graduated from Pratt Institute and the Center for Cartoon Studies. Laura now spends her days in Brooklyn with her poodle, Muffin. To learn more, visit her online at lauraterry.com.





9780545528436

- English
- 6.02 x 9.03 x 0.36 in | 0.83 lb
- 176 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 20
- JUVENILE FICTION
- Age (years) 8 - 12

Cleopatra in Space

1

Target Practice: A Graphic Novel (Cleopatra in Space #1)

by Mike Maihack, Mike Maihack

Apr 29, 2014 Paperback , Trade \$19.99 CAD

A funny, action-packed graphic novel featuring a young Cleopatra who's transported to the future and learns it's up to her to save the galaxy. Now an animated TV series streaming on Hulu and Peacock!

When Cleo finds a mysterious tablet that zaps her to the far, *really* far future, she learns of an ancient prophecy that says she is destined to save the galaxy from the tyrannical rule of the evil Xaius Octavian. She enrolls in Yasiro Academy, a high-tech school with classes like algebra, biology, and alien languages (which Cleo could do without), and combat training (which is more Cleo's style). With help from her teacher Khensu, Cleo learns what it takes to be a great leader, while trying to figure out how she's going to get her homework done, make friends, and avoid detention!



9780545528450

- English
- 5.99 x 9 x 0.52 in | 0.92 lb
- 192 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 36
- JUVENILE FICTION
- Age (years) 8 - 12

Cleopatra in Space

2

The Thief and the Sword: A Graphic Novel (Cleopatra in Space #2)

by Mike Maihack, Mike Maihack

Apr 28, 2015 Paperback , Trade \$19.99 CAD

Cleopatra's space adventure in the *really* far future continues. Now an animated TV series streaming on Hulu and Peacock!

A mysterious thief has stolen the ancient sword Cleo recovered in *Book One: Target Practice*, and she's determined to get it back. But her teachers at Yasiro Academy forbid her from risking her life, so she's stuck at school, trying to adjust to her newfound popularity and responsibility. And when she learns more about the prophecy that names her the savior of the galaxy, she must go on a dangerous journey to find the time tablets that could decide her fate... before they fall into the wrong hands!



9780545838672

- English
- 6.04 x 9 x 0.48 in | 0.92 lb
- 192 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 30
- JUVENILE FICTION
- Age (years) 8 - 12

Cleopatra in Space

3

Secret of the Time Tablets: A Graphic Novel (Cleopatra in Space #3)

by Mike Maihack

Apr 26, 2016 Paperback , Trade \$19.99 CAD

The third action-packed book in Mike Maihack's graphic novel series featuring a young Cleopatra and her adventures in the far, *really* far future. Now an animated TV series streaming on Hulu and Peacock!

Cleo and her friends journey from Yasiro Academy to the city of Hykosis, where some of the most notorious thieves and assassins live. They're in search of information about the time tablets that could determine Cleo's fate -- whether she wants them to or not. But the group is separated when Octavian's fleet attacks their ship, and Cleo and Akila are on their own until they run into an old nemesis. Will Cleo find the information she needs and get out of Hykosis alive?





9780545838726

- English
- 6.04 x 8.98 x 0.45 in | 0.99 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 32
- JUVENILE FICTION
- Age (years) 8 - 12

Cleopatra in Space

4

The Golden Lion: A Graphic Novel (Cleopatra in Space #4)

by Mike Maihack, Mike Maihack

Jun 27, 2017 Paperback , Trade \$19.99 CAD

The thrilling fourth installment in Cleopatra's adventures in space. Now an animated TV series streaming on Hulu and Peacock!

Cleo is back at Yasiro Academy, recovering from the tragic events that occurred on planet Hykosis. She feels responsible for the death of her friend Zaid, and trains nonstop. And when she learns that the Golden Lion -- a star with immeasurable energy that could destroy them all if weaponized -- has been located, she goes alone to the snowy, icy planet Cada'duun to find it. There, she faces off with a new enemy who has been instructed to destroy the Golden Lion... and her.



9781338204124

- English
- 6.04 x 9.03 x 0.53 in | 0.97 lb
- 208 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 32
- JUVENILE FICTION
- Age (years) 8 - 12

Cleopatra in Space

5

Fallen Empire: A Graphic Novel (Cleopatra in Space #5)

by Mike Maihack, Mike Maihack

Mar 26, 2019 Paperback , Trade \$19.99 CAD

The penultimate installment in Mike Maihack's delightful graphic novel series starring a young Cleopatra and her adventures in space. Now an animated TV series streaming on Hulu and Peacock!

Cleo goes into hiding after a mysterious death at Yasiro Academy, and she and her friends set out to uncover the spy who must be working within the school's ranks. Meanwhile, Octavian continues his assault on the galaxy as his complicated origin story, and how he went from being Cleo's best friend to a ruthless dictator, is revealed. In the end, a space battle and dramatic confrontation between Cleo and Octavian will change their lives forever.



9781338204155

- English
- 6.02 x 8.99 x 0.52 in | 1.15 lb
- 240 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 24
- JUVENILE FICTION
- Age (years) 8 - 12

Cleopatra in Space

6

Queen of the Nile: A Graphic Novel (Cleopatra in Space #6)

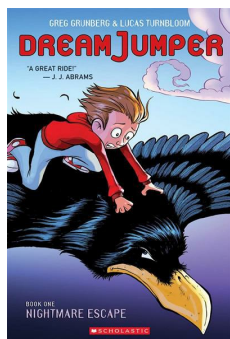
by Mike Maihack, Mike Maihack

Aug 04, 2020 Paperback , Trade \$19.99 CAD

The extraordinary conclusion to Mike Maihack's thrilling graphic novel series starring a young Cleopatra and her adventures in space. Now an animated TV series streaming on Hulu and Peacock!

The time has come for Cleo to fulfill the ancient prophecy that declares her a savior and a hero, a prophecy she still struggles to accept. Cleo is joined by old and new friends as they fight to defend the galaxy she's come to call home against the evil Xaius Octavian. The Queen of the Nile must summon the strength to face down her enemy one last time, and keep her friends -- and herself -- alive.





9780545826044

- English
- 6.02 x 9.01 x 0.49 in | 0.97 lb
- 208 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Superheroes

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN230L

Distributor

Scholastic Canada Limited

Carton Quantity: 30

Nightmare Escape: A Graphic Novel (Dream Jumper #1)

By (author) Greg Grunberg , Illustrated by Lucas Turnbloom

Jun 28, 2016 | Paperback , Trade | \$16.99

Ben's dreams are all nightmares... And his nightmares are real!

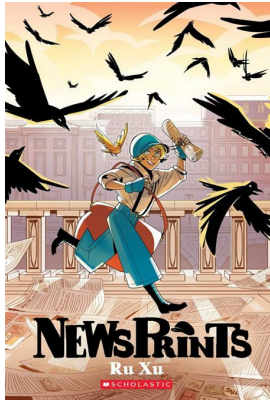
Ben has a problem. When he sleeps he dreams, and when he dreams, they're all nightmares! But he can also jump into other people's dreams. So when his friends start falling victim to an evil dream-monster that prevents them from waking, Ben knows he has to help them. Easier said than done when dreams can shift and the monster knows his way around the ever-changing landscape of the mind! With help from a talking rabbit-companion who has a mysterious past, Ben might just be able to defeat the monster and save his friends... if he can figure out how to use the power within him against his enemies.

Contributor Bio

Greg Grunberg is best known for his roles in the award-winning series *Heroes*, *Alias*, and *Felicity*. *Dream Jumper* is his first graphic novel series, which was inspired by dreams described by his son, Ben. Greg lives in Los Angeles, California. Lucas Turnbloom is an award-winning cartoonist and illustrator who's best known for his comic strip "Imagine THIS." He was a contributing artist for Darkhorse's *Axe Cop* graphic novel series. His work has also appeared in *USA Today* and *TIME.com*. Lucas currently resides in San Diego with his wife and two sons.



9 780545 826044



- 9780545803120
- 6.06 x 9 x 0.45 in | 0.96 lb
 - 208 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 32
 - JUVENILE FICTION
 - Age (years) 8 - 12

NewsPrints: A Graphic Novel (NewsPrints #1)

by Ru Xu, Ru Xu
Jan 31, 2017 Paperback , Trade \$16.99 CAD

A gorgeous, provocative debut graphic novel about the power of friendship and finding the courage to be one's true self.

Blue is an orphan who disguises herself as a newsboy. There's a war going on, and girls are expected to help the struggling economy by selling cookies. But Blue loves living and working at the *Bugle*, the only paper in town that tells the truth. And what's printed in the newspapers now matters more than ever. But Blue struggles with her secret, and worries that if her friends and adopted family at the *Bugle* find out that she's a girl, she'll lose everything and everyone she cares about. And when she meets and befriends Crow, a boy who is also not what he seems, together they seek the freedom to be their true selves... and to save each other.

About the Contributor(s)

Ru Xu grew up in Indianapolis and received a degree in Sequential Art from the Savannah College of Art and Design. She is the creator of the popular webcomic *Saint for Rent*, and *NewsPrints* is her first graphic novel. Her favorite things include historical fiction, fat birds, and coffee-flavored ice cream. Visit Ru online at ruemxu.com and on Twitter at [@ruemxu](https://twitter.com/ruemxu).

Ru Xu grew up in Indianapolis and received a degree in Sequential Art from the Savannah College of Art and Design. She is the creator of the popular webcomic *Saint for Rent*, and *NewsPrints* is her first graphic novel. Her favorite things include historical fiction, fat birds, and coffee-flavored ice cream. Visit Ru online at ruemxu.com and on Twitter at [@ruemxu](https://twitter.com/ruemxu).



- 9780545803175
- 6.01 x 9.01 x 0.49 in | 0.97 lb
 - 208 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 30
 - JUVENILE FICTION
 - Age (years) 8 - 12

EndGames: A Graphic Novel (NewsPrints #2)

by Ru Xu, Ru Xu
Jan 29, 2019 Paperback , Trade \$16.99 CAD

The fight for freedom and truth continues in Ru Xu's thrilling sequel to *NewsPrints*!

Blue arrives in the capital city of Altalus, where she is determined to find her friend Crow, the boy who was created to be a flying war machine, and Jack, the engineer who built him. But soon she is inadvertently kidnapped by Snow and Red, twins from the enemy side of their ten-year war. They set off on a dangerous adventure that brings them to the front lines of the war, and eventually realize that they must work together to help end it. But with larger, more powerful forces at work, the fight for peace -- and survival -- will be more difficult than they ever imagined.

About the Contributor(s)

Ru Xu grew up in Indianapolis and received a degree in Sequential Art from the Savannah College of Art and Design. She is the creator of the popular webcomic *Saint for Rent*, and *NewsPrints* is her first graphic novel. Her favorite things include historical fiction, fat birds, and coffee-flavored ice cream. Visit Ru online at ruemxu.com and on Twitter at [@ruemxu](https://twitter.com/ruemxu).

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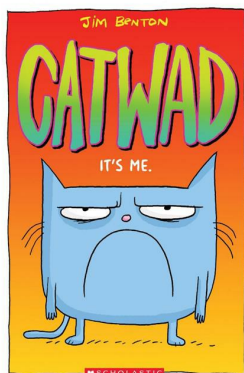


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- 5.97 x 8.98 x 0.32 in | 0.62 lb
- 128 pages
- Scholastic Inc.
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Catwad

1

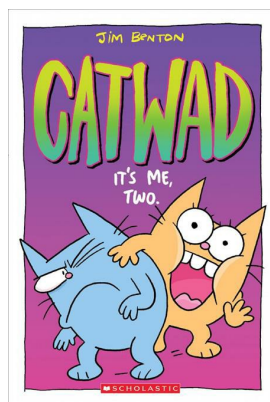
It's Me. (Catwad #1)

by Jim Benton, Jim Benton

Mar 26, 2019 Paperback , Trade \$11.99 CAD

An all-new series from *New York Times* bestselling author, Jim Benton!

From *New York Times* bestselling author Jim Benton, meet Catwad! He's blue, he's a bit of a grouch, and his best friend is a dim-witted cat named Blurmp who can see the bright side of anything. From pizza and computers, to love and happiness, this crabby tabby has a funny take on just about everything, and he's not afraid to share it. This collection of short comic stories will make even the grumpiest of grouches crack up and is not to be missed!



9781338326031

- English
- 6.03 x 9 x 0.27 in | 0.6 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Catwad

2

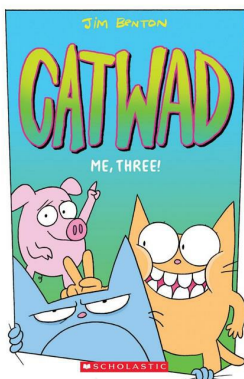
It's Me, Two. A Graphic novel (Catwad #2)

by Jim Benton, Jim Benton

Sep 17, 2019 Paperback , Trade \$11.99 CAD

Catwad, the snarky blue furball with a funny take on just about everything, is BACK in this second graphic novel in an all-new series from *New York Times* bestselling author Jim Benton!

New York Times bestselling author Jim Benton's latest creation, Catwad, returns! Catwad and Blurmp are back and ready for more adventures! In this newest collection of hilarious stories, the dynamic feline duo explore fine art, travel to an alternate reality where the world has become extraordinarily dumb, get into gaming, and more! From monsters under Blurmp's bed to all the reasons you should NEVER eat salad, this newest volume of Catwad has something for everyone!



9781338616286

- English
- 6.01 x 9.01 x 0.27 in | 0.56 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Catwad

3

Me, Three! A Graphic Novel (Catwad #3)

by Jim Benton, Jim Benton

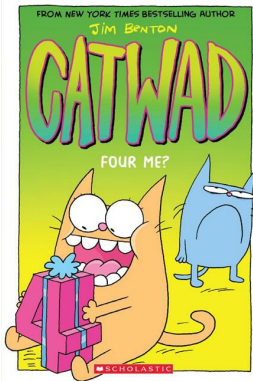
Apr 07, 2020 Paperback , Trade \$11.99 CAD

Catwad, the snarky blue furball with a funny take on just about everything, is BACK in this third graphic novel in an all-new series from *New York Times* bestselling author Jim Benton!

Catwad and Blurmp are back and ready for more adventures in this newest volume in which they meet new friends, try out yoga (spoiler alert: Catwad hates it), and more! It's a laugh-out-loud romp not to be missed, even if Catwad claims otherwise.



Scholastic Graphix for ages 8-12



9781338670899

- English
- 6 x 9 x 0.31 in | 0.55 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Catwad

4

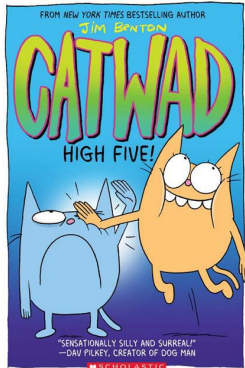
Four Me? A Graphic Novel (Catwad #4)

by Jim Benton, Jim Benton

Oct 06, 2020 Paperback , Trade \$12.99 CAD

There's something FOUR everyone in this laugh-out-loud Catwad graphic novel from *New York Times* bestselling author Jim Benton!

Catwad and Blurmp reach new highs (and lows) with an all-new group of hilarious comic stories and a few bonus back-of-book activities! Join this hilarious duo as they dive into the world of video games, go camping, fight a mighty dragon, and more! Packed with funny adventures, this fun-filled book is a gift that keeps on giving!



9781338682229

- English
- 5.99 x 9 x 0.27 in | 0.55 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Catwad

3

High Five! A Graphic Novel (Catwad #5)

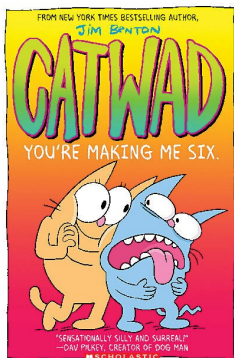
by Jim Benton, Jim Benton

Apr 06, 2021 Paperback , Trade \$12.99 CAD

Catwad, Blurmp, Pigmichael, and more of Jim Benton's hilarious comic creations return in this roaringly funny fifth graphic novel!

In this poignant and emotionally wrenching tale, famous curmudgeon Catwad faces loss, fear, and struggles with his own mortality when his best friend Blurmp receives news of... wait, who are we kidding? This isn't a melodrama -- it's another laugh-out-loud Catwad from Jim Benton!

Catwad and Blurmp are back with more ridiculous fun that will have readers high-fiving each other with joy. This volume sees the big blue grump and his slow but lovable friend get a pet, try new hobbies, explore the newest videogame technology, and more! If you love laughing (and who doesn't??), this book is for you!



9781338770230

- English
- 6.03 x 9.01 x 0.27 in | 0.55 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Catwad

6

You're Making Me Six: A Graphic Novel (Catwad #6)

by Jim Benton, Jim Benton

Nov 02, 2021 Paperback , Trade \$11.99 CAD

It's Sixth time's the charm!

Catwad and Blurmp venture out of the living room and into the world in this hilarious graphic novel! Attending a comic convention, taking a swim deep inside a toilet bowl, gazing into the future with Blurmp's crystal ball, shredding on guitar, and horseback riding are just a few adventures in this laugh-out-loud collection. It's the zaniest Catwad yet!





- 9781338648058
- 6.02 x 9 x 0.31 in | 0.55 lb
 - 128 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 50
 - JUVENILE FICTION
 - Age (years) 8 - 12

Shuri and T'Challa: Into the Heartlands (An Original Black Panther Graphic Novel)

by Roseanne A. Brown, Dika Araújo
Apr 19, 2022 Paperback, Trade \$16.99 CAD

Shuri and T'Challa set out to remove a curse from Wakanda in this action-packed, totally original graphic novel!

Twelve-year-old Shuri is a lot of things. Scientist. Princess. All around cooler person than her pain-in-the-butt big brother, T'Challa. Shuri knows she could do so much more to help Wakanda, but everyone is obsessed with the prince because he's the next Black Panther. That is, until Soul Washing Day, one of the most important rituals of Wakandan society.

When an argument between T'Challa and Shuri leads to one of Shuri's inventions accidentally destroying the sacred ceremony site, chaos reigns instead of prosperity. Suddenly the people of Wakanda, including her mother the queen, are becoming sick! Could this be a curse from the ancestors? Desperate to save her mother, Shuri dives into research and finds an answer hidden deep in an ancient children's myth. It may be nothing more than a fantasy, but with the sickness spreading each day, the young princess must trust her instincts and travel deep into the mysterious Heartlands to save her family and her kingdom.

Joining Shuri on her journey is none other than a meddling T'Challa. If Shuri and T'Challa can set aside their jealousy and resentment of each other long enough to survive this journey, they might just discover that they are far more powerful together than they could ever be apart. But if they can't face their fears in the Heartlands and lift the so-called curse, it may not be just the end for their family, but the end of Wakanda as they know it. No pressure, right?



About the Contributor(s)

Roseanne A. Brown was born in Kumasi, Ghana and immigrated to the wild jungles of central Maryland as a child. She graduated from the University of Maryland with a Bachelor's in Journalism and was also a teaching assistant for the school's Jiménez-Porter Writers' House program. Her journalistic work has been featured by *Voice of America* among other outlets. Rosie currently lives outside Washington D.C., where in her free time she can usually be found wandering the woods, making memes, or thinking about Star Wars. Her debut novel, *A Song of Wrath and Ruin*, was a *New York Times* bestseller.



- 9781338722581
- 6.02 x 8.99 x 0.27 in | 0.55 lb
 - 128 pages
 - Graphix
 - Scholastic Inc.
 - Carton quantity: 50
 - JUVENILE FICTION
 - Age (years) 8 - 12

Ms. Marvel: Stretched Thin (Original Graphic Novel)

by Nadia Shammas, Nabi H. Ali
Sep 21, 2021 Paperback, Trade \$16.99 CAD

An original middle-grade graphic novel starring breakout character (and New Jersey's own) Ms. Marvel!

Kamala Khan (a.k.a Ms. Marvel) is stretched too thin-literally. She's having a hard time balancing schoolwork with being a good friend, being there for her family, becoming the best fanfic writer this side of the Hudson River ... and, you know, becoming a Super Hero. She's tired and just barely keeping control, BUT she's handling it. Totally.

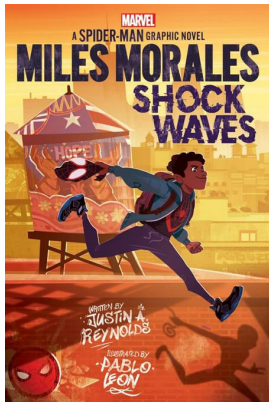
But when a mysterious robot tries to infiltrate Avengers Tower, it'll be up to Ms. Marvel to (again, literally) pull herself together, learn to ask for help, and fix the mess she's made before anyone gets hurt!



About the Contributor(s)

Nadia Shammas is an Arab-American comic writer born and raised in Brooklyn, New York. Her original graphic novel *Squire* won the 2022 Harvey Award for best Children's/YA book. Her other notable projects include being the creator and curator of *CORPUS: A Comic Anthology of Bodily Ailments*, an anthology based around illness, disability, and healthcare experiences. When not writing, she's thinking about her great loves: girls with swords, her cat Lilith, and cold brew coffee.

Nabi H. Ali is a Tamil Muslim kidlit illustrator and visdev artist based in Orange County, California. He loves exploring art centered around the South Asian experience, both within the subcontinent and in the diaspora. During his spare time, Nabi enjoys cooking, painting, and being a history nut.



9781338648034

- 6.05 x 8.98 x 0.27 in | 0.56 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 60
- JUVENILE FICTION
- Age (years) 8 - 12

Miles Morales: Shock Waves (Original Spider-Man Graphic Novel)

by Justin A. Reynolds, Pablo Leon
Jun 01, 2021 Paperback , Trade \$16.99 CAD

An original middle-grade graphic novel from Graphix starring Brooklyn's Spider-Man, Miles Morales, by bestselling author Justin A. Reynolds and Eisner nominee Pablo Leon!

Miles Morales is a normal kid who happens to juggle school at Brooklyn Visions Academy while swinging through the streets of Brooklyn as Spider-Man. After a disastrous earthquake strikes his mother's birthplace of Puerto Rico, Miles springs into action to help set up a fundraiser for the devastated island. But when a new student's father goes missing, Miles begins to make connections between the disappearance and a giant corporation sponsoring Miles' fundraiser. Who is behind the disappearance, and how does that relate to Spider-Man?

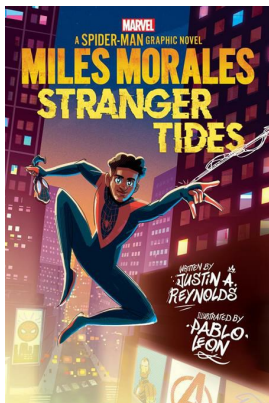
A true middle grade graphic novel starring one of Marvel's most popular characters, bestselling author Justin A. Reynolds (*Opposite of Always*) and Eisner award-nominated artist Pablo Leon (*Refugees*) create a riveting story that will connect with new and well-versed comics readers alike.



About the Contributor(s)

Justin A. Reynolds has always wanted to be a writer. *Opposite of Always*, his debut novel, was an Indies Introduce selection, a *School Library Journal* Best Book, has been translated in 17 languages, and is being developed for film with Paramount Players. He hangs out in northeast Ohio with his family and likes it, and is probably somewhere, right now, dancing terribly. His second novel, *Early Departures*, published September 2020. You can find him at justinareynolds.com.

Pablo Leon is an artist and designer whose clients include Warner Brothers Animation, OddBot Inc, Puny Entertainment, Bento Box Entertainment, and more. His original comic story *The Journey*, about the true accounts of people migrating from Latin America to the US, was a 2019 Eisner Award nominee. He lives in Los Angeles, California.



9781338826395

- 5.97 x 8.98 x 0.31 in | 0.54 lb
- 128 pages
- Graphix
- Scholastic Inc.
- Carton quantity: 60
- JUVENILE FICTION
- Age (years) 8 - 12

Miles Morales: Stranger Tides (Original Spider-Man Graphic Novel)

by Justin A. Reynolds, Pablo Leon
Nov 01, 2022 Paperback , Trade \$16.99 CAD

An original middle-grade graphic novel from Graphix starring Miles Morales, by bestselling author Justin A. Reynolds and Eisner nominee Pablo Leon!

Join Miles Morales in his most epic adventure yet!

Miles Morales has just about gotten used to this being Spider-Man thing. Keeping Brooklyn safe, taking down bad guys, and finishing his homework—he's got this! But when Spider-Man is invited to a launch for a brand-new video game, things go sideways fast. Anyone who plays the game is frozen, and it's all because of a villain named the Stranger. He's judged humanity and found it lacking, and his idea of justice is extreme.

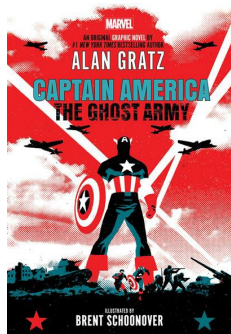
Left with the fate of the world in his hands, and the clock is ticking on Miles. Can he turn old foes to friends and find the answers he needs in time?



About the Contributor(s)

Justin A. Reynolds has always wanted to be a writer. *Opposite of Always*, his debut novel, was an Indies Introduce selection, a *School Library Journal* Best Book, has been translated in 17 languages, and is being developed for film with Paramount Players. He hangs out in northeast Ohio with his family and likes it, and is probably somewhere, right now, dancing terribly. His second novel, *Early Departures*, published September 2020. You can find him at justinareynolds.com.

Pablo Leon is an artist and designer whose clients include Warner Brothers Animation, OddBot Inc, Puny Entertainment, Bento Box Entertainment, and more. His original comic story *The Journey*, about the true accounts of people migrating from Latin America to the US, was a 2019 Eisner Award nominee. He lives in Los Angeles, California.



9781338775891

- English
- 176 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Action & Adventure

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Other formats

9781338775907 Hardback, \$34.99

9781338775914 Fixed format, EPUB, \$15.99

Distributor

Scholastic Canada Limited

Carton Quantity: 50

Captain America: The Ghost Army (Original Graphic Novel)

By (author) Alan Gratz , Illustrated by Brent Schoonover

Jan 03, 2023 | Paperback , Trade | \$19.99

From #1 New York Times bestselling author Alan Gratz (Refugee, Ground Zero) comes an all-new, original Captain America graphic novel!

In this thrilling historical adventure set during World War II, Steve Rogers (AKA Captain America) and his young sidekick, Bucky Barnes, encounter threat like none they've ever seen -- a Ghost Army. The dead of this war and wars past are coming back to life, impervious to bullets, flames, or anything else the Allies can throw at them. The armies rise from the ground in the night and seem to disappear without a trace.

How can Cap and Buck fight something that's already dead? And just what does the mysterious Baron Mordo—sitting in his castle atop nearby Wundagore Mountain—have to do with this?

Award-winning, #1 *New York Times* bestselling author Alan Gratz merges the worlds of historical fiction and super hero comics in this one-of-a-kind graphic novel that is sure to be met with major enthusiasm from fans of all ages.

Contributor Bio

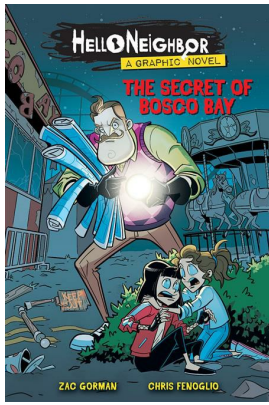
Alan Gratz is the #1 *New York Times* bestselling author of several highly acclaimed books for young readers, including *Ground Zero*, *Allies*, *Grenade*, *Refugee*, *Projekt 1065*, *Prisoner B-3087*, and *Code of Honor*. Alan lives in North Carolina with his wife and daughter. Look for him online at alangratz.com.

Brent Schoonover is a Midwestern-born illustrator who works in the fields of comic books and commercial art, having done projects for clients such as Target, Continental Airlines, Mayo Clinic, and the NFL. In the field of comics, Brent has worked on several creator-owned projects like *Devil's Highway* from AWA, as well as on well-known characters such as Batman and Superman at DC Comics, and X-Men, Ant-Man, Captain Marvel, and Black Widow at Marvel Comics. He currently lives in Minneapolis with his wife, Nicole; two daughters, Millie and Josie; and their bulldog, Agatha.

Key Selling Points

SPRING 2023 REP PICK! Susan Travis, Scholastic - Trade Sales Representative, British Columbia, Yukon, N.W.T, Alberta:

"I'm a fan of Alan Gratz and was so excited to see him create this original Captain America story in graphic novel format set in WW11. This is a perfect mash-up for Alan! There are all kinds of easter eggs for fans of the Marvel universe. Captain & Bucky are fighting a ghost army, full of Alan's trademark historic focus in the best sort of way. Art is so authentic and real this is a blast from the past in a comic book format."



9781338596489

- 6.02 x 9.02 x 0.28 in | 0.56 lb
- 128 pages
- Scholastic Inc.
- Scholastic Inc.
- Carton quantity: 60
- JUVENILE FICTION
- Age (years) 9 - 12

The Secret of Bosco Bay: An AFK Book (Hello Neighbor: Graphic Novel #1)

by Zac Gorman, Chris Fenoglio
Oct 06, 2020 Paperback , Trade \$16.99 CAD

The first graphic novel for *Hello Neighbor*, the hit stealth horror video game, is an exclusive, all-new original story set in the ruins of a theme park in the 1980s!

Ever since her older brother disappeared, Jen has been searching for answers. The ruins of Bosco Bay, the theme park where he was last seen, are due to be demolished any day now, but Jen can't let go of the feeling that a clue to her brother's fate still remains there. But Jen's investigation gets complicated when her cousin Allie comes to live with her family for the summer. Allie's mom has tasked her with helping Jen come to terms with her brother's disappearance, but soon Allie comes to believe what Jen does: Jen's brother didn't just run away. And the reclusive theme park designer Mr. Peterson might just know what happened to him. Don't miss this exclusive, original graphic novel based on the hit stealth horror video game, *Hello Neighbor*!

About the Contributor(s)

Zac Gorman is an author and cartoonist from Michigan. He received an Emmy for his work on *Over the Garden Wall* (Outstanding Animated Series, 2015) and was nominated for an Annie Award for his character design work on *Welcome to the Wayne*. His webcomic *Magical Game Time* was archived by the Library of Congress.

Chris Fenoglio is an artist, colorist, designer, and teacher of all things comic book. He can also muddle around enough on guitar to only be mostly annoying. He has worked on big franchises like Star Wars, Batman: The Animated Series, Goosebumps, X-Files, and Orphan Black as well as personal projects, such as his webcomic *Chris and Christina*.



9781338726763

- 6.01 x 9 x 0.29 in | 0.57 lb
- 128 pages
- Scholastic Inc.
- Scholastic Inc.
- Carton quantity: 50
- JUVENILE FICTION
- Age (years) 8 - 12

Hello Neighbor

The Raven Brooks Disaster (Hello Neighbor Graphic Novel #2)

by Zac Gorman, Dave Bardin
Aug 17, 2021 Paperback , Trade \$16.99 CAD

An all-new graphic novel that ties into the newest game in the Hello Neighbor Universe!

It's a typical night in the town of Raven Brooks. Eleven-year-old Regina relaxes at home, her father and stepmother on a date while her older stepsister Pris babysits. But when an emergency alert comes over the airwaves, the two must grab their things and head out of town - a flash flood is coming, cellphone towers are down, and they are on their own. And to make things worse, a freak car accident leaves them stranded on the side of the road. Can the two young girls make it to safety before the flood? And just who is the strange figure that seems to be trailing them every step of the way?

It's an all-new, frighteningly fun Hello Neighbor story that ties directly into the newest *Hello Neighbor* game!

About the Contributor(s)

Zac Gorman is an author and cartoonist from Michigan. He received an Emmy for his work on *Over the Garden Wall* (Outstanding Animated Series, 2015) and was nominated for an Annie Award for his character design work on *Welcome to the Wayne*. His webcomic *Magical Game Time* was archived by the Library of Congress.

Dave Bardin is an award-winning illustrator who has worked in comics, commercials, music videos, video games, magazines, television, and book publishing. He has illustrated over twenty children's books including titles for Bad Robot, Graphic India, Leap Frog, Little Brown, Scholastic, Pearson, ABDO, Cartoon Network, Marvel, and DC. He lives and works in Los Angeles.





9781338538953

- English
- 6.02 x 9.02 x 0.28 in | 0.55 lb
- 128 pages

Subject

JUVENILE FICTION / Comics & Graphic Novels / Fantasy

Audience range

Age (years) from 8, Grade (US) from 3

Reading Levels

Lexile measure: GN360L

Distributor

Scholastic Canada Limited

Carton Quantity: 50

Legend of the Fire Princess (She-Ra Graphic Novel #1)

Created by Noelle Stevenson , Illustrated by Paulina Ganucheau , By (author) Gigi D.G. , Illustrated by Eva de la Cruz , Illustrated by Betsy Peterschmidt
Feb 04, 2020 | Paperback , Trade | \$16.99

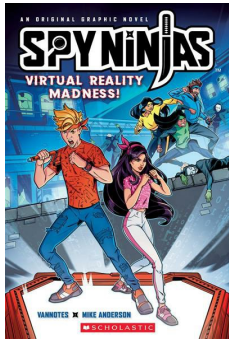
Don't miss the first epic *She-Ra and the Princesses of Power* graphic novel, based on stories by showrunner Noelle Stevenson!

Even after everything that's happened, the world outside the Horde's walls is still a strange one to Adora. Each day she's learning more about her growing powers as She-Ra, including something new: the ability to heal corrupted runestones. Runestones are the magical source from which princesses like Frosta, Mermista, and Perfuma draw their power, but Glimmer knows of another runestone -- one with a dark past. Long ago a fire princess ruled the lands to the west, until her thirst for power corrupted her, and led to the ruin of her kingdom. Glimmer thinks the lost fire runestone could give the Rebellion an edge in the fight against the Horde, but claiming this ancient power won't be easy... especially not when the Horde has their eyes set on the same prize. Don't miss this original graphic novel based on stories by *She-Ra* showrunner and *New York Times* bestselling author Noelle Stevenson, with script by Gigi D.G. and art by Paulina Ganucheau!

Contributor Bio

Noelle Stevenson is an Eisner Award-winning and *New York Times* bestselling writer and cartoonist who has worked in both animation and comics. A graduate of the Maryland Institute College of Art, she is the author of the National Book Award-nominated graphic novel *Nimona*, currently in development at Fox Animation and slated for release in February of 2020. She is also the cocreator of the GLAAD Award-winning comic series *Lumberjanes*, and has written and illustrated for Marvel and DC Comics. In animation, she has written for series including *Wander Over Yonder*, *Bravest Warriors*, *DuckTales*, and *Big Hero Six* before becoming the executive producer of DreamWorks Animation Television's critically acclaimed Netflix original series *She-Ra and the Princesses of Power*. She lives in Los Angeles with her fiancé Molly Ostertag. Paulina Ganucheau is a comic artist and illustrator based wherever her computer lives (she moves a lot). She graduated from the Savannah College of Art and Design with a BFA in sequential art. She is the creator of *Lemon Bird* with an original graphic novel out in 2020 and cocreator of *Zodiac Starforce* published by Dark Horse Comics. Her hobbies include watching pro wrestling, cloud photography, and following cats on Instagram. Gigi D.G. is a California-based comic writer/artist and the creator of the *Cucumber Quest* series. Eva de la Cruz was born in Madrid, Spain, where she graduated in Fine Art at Complutense University. Having acquired experience





9781338814613

- English
- 6 x 9 x 0.33 in | 0.56 lb
- 128 pages
- Graphix

Subject

JUVENILE FICTION / Comics & Graphic Novels / Action & Adventure

Audience range

Age (years) from 8 - 12, Grade (US) from 3 - 7

Reading Levels

Lexile measure: GN460L

Other formats

9781338830026 EPUB, \$13.99

Distributor

Scholastic Canada Limited

Carton Quantity: 50

Spy Ninjas Official Graphic Novel: Virtual Reality Madness!

By (author) Vannotes , Illustrated by Mike Anderson

Sep 06, 2022 | Paperback , Trade | \$16.99

The Spy Ninjas are going viral in their first original graphic novel!

The Spy Ninjas finally have the upper hand! Chad and Vy have discovered a super secret project Zorgo base. It's filled with gadgets, gizmos and some serious technology. Chad and Vy just have to show some of this to the other Spy Ninjas. They bring a VR headset home with them, but it's more than meets the eye. Chad and Vy try on the headset and get sucked into a virtual world! This can't be good. Complete with digital bosses, exploding food, and wacky characters, will the Spy Ninjas be able to escape or will project Zorgo prevail once and for all? This original graphic novel is perfect for readers searching for a whirlwind adventure!

Contributor Bio

Vannotes is a writer, cartoonist, and educator based out of Idaho. Their work includes the Spy Ninjas Official Graphic Novel Virtual Reality Madness! , Bendy: Crack-Up Comics Collection, and Piggy: Permanent Detention. They received their Bachelor of Fine Arts degree in Comic Art from the Minneapolis College of Art and Design and their Master of Fine Arts degree in Creative Writing from Eastern Oregon University. In their free time, they read way too many comics and play far too many video games.

Learn more about Vannotes at vannotesbooks.com.

Mike Anderson is a comic book artist from Oklahoma, where he lives with his wife, Heather, and three sons Colt, Koda, and Caden. Mike has done work for several indie and mainstream comic publishers, as well as illustration and animation work for many national brands. Born and raised on the '80s and '90s craze of Ninja Turtles, Mike was all too excited to work on the Spy Ninjas graphic novel. When he is not drawing comics, Mike enjoys playing with his kids, animating, and scarfing lots of pizza! You can find more of his work at MikevComix.com.



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Tell Your Own Story

Downloadable
Activities from
Raina Telgemeier's
Share Your Smile



From Raina Telgemeier's *Share Your Smile*

ALL ABOUT YOU

What's your name?

Who are your friends? What do you enjoy most about hanging out with them?

Where do you live?

Describe a time when you felt really proud.

Have you ever lived anywhere else? If so, where?

If you feel scared or embarrassed, how do you make yourself feel better?

What grade are you in?

What's your favorite childhood memory?

Who's in your family?

What was the worst accident you ever had? How long did it take you to get better, and what did you need to do?

What three words describe you best?

Write down a funny family story that you like to share over and over.

What are some of your favorite things to do?

What are your unique talents?



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From Raina Telgemeier's *Share Your Smile*
Draw Your Family and Friends

Now practice drawing your family and friends in the space on this page.
Don't forget to draw yourself, too. You can draw your characters as
animals, superheroes, or even shapes—anything you enjoy drawing!



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TIP

Draw lightly with pencil at first so it's easy to erase unwanted lines. When you're happy with your drawing, then trace over it in ink.



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Lined writing area with 25 horizontal blue lines.



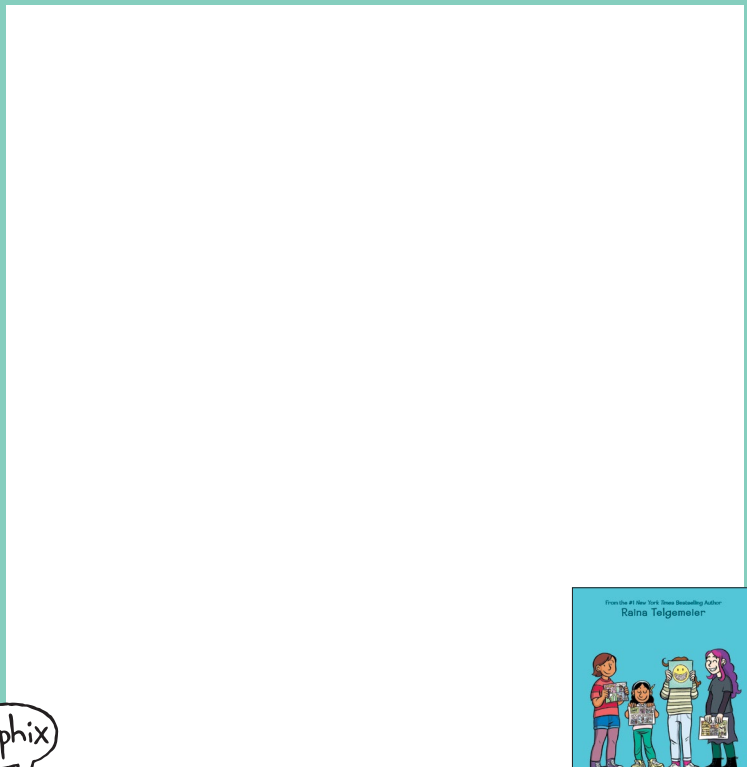
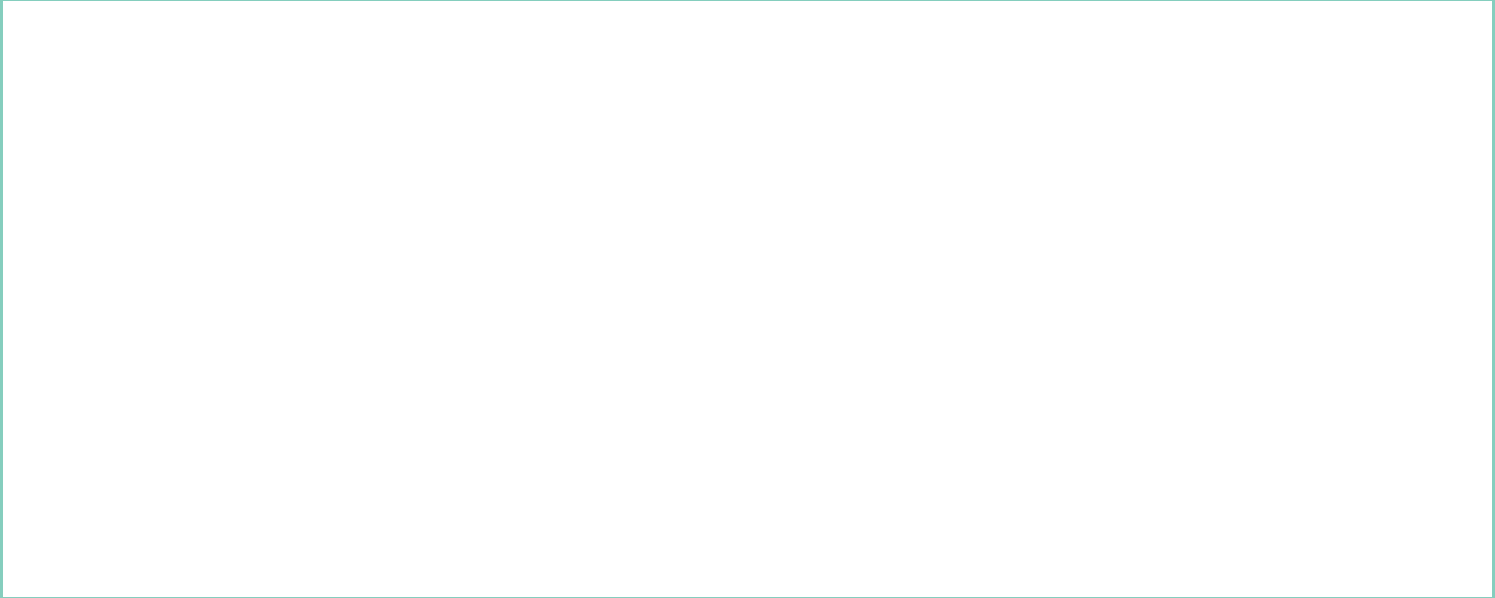
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DRAW IT! Use the panels on these pages to draw the beginning of your story. Don't forget to include word balloons!



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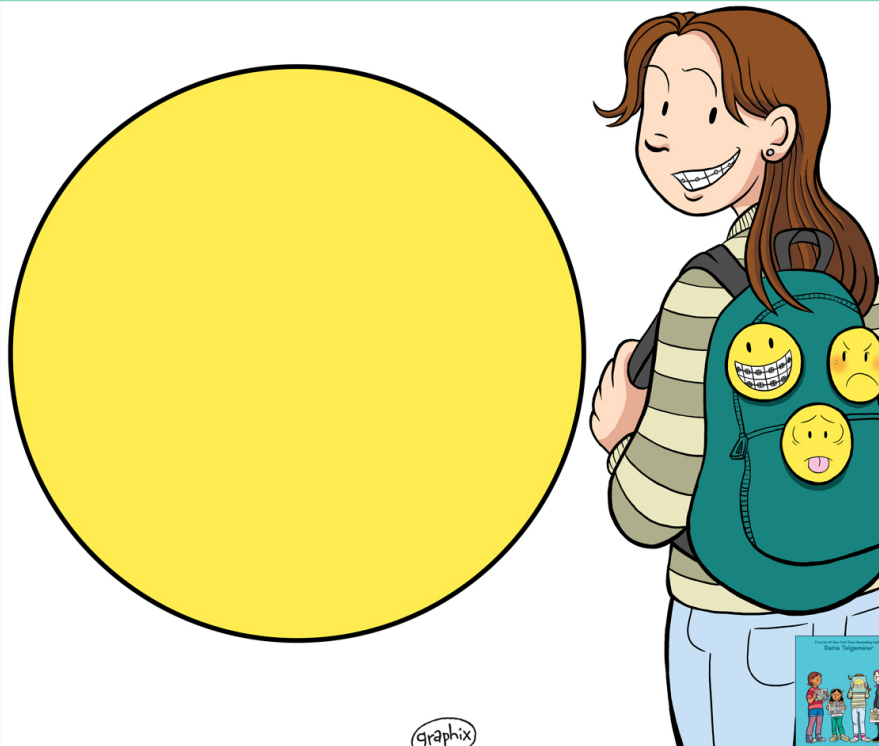
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Raina Telgemeier's *Share Your Smile*

EXPRESS YOURSELF

Share how you're feeling. Create your own pin to add to Raina's backpack!



SCHOLASTIC

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Raina Telgemeier's *Share Your Smile*

WORD SEARCH

Can you find the titles of Raina's graphic novels in the puzzle below?



SMILE · SISTERS · DRAMA · GHOSTS · GUTS

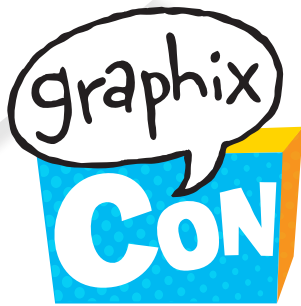
V	M	F	Q	R	S	V	V	R	S
L	X	M	G	T	N	V	T	R	V
N	A	O	H	N	Z	V	E	V	R
U	L	L	O	F	L	T	A	O	W
G	U	T	S	O	S	X	A	T	Y
K	K	P	T	I	H	M	X	A	A
N	T	F	S	Y	A	B	I	N	A
K	C	L	A	R	R	O	I	L	A
Z	N	O	D	H	R	H	J	R	E
D	R	A	M	K	W	T	I	G	P
K	L	T	D	S	H	L	V	F	Z



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TM/© Scholastic Inc. Art © 2019 by Raina Telgemeier





Share Your Smile

Raina Telgemeier's Guide to Telling Your Own Story!

TELL YOUR STORY!

Use the space below to write and draw the beginning of your own personal comic narrative. It can be as simple as a retelling of a funny family mishap. Or an event that was meaningful to you and helped make you the person you are today. All that matters is that your story is important to you.

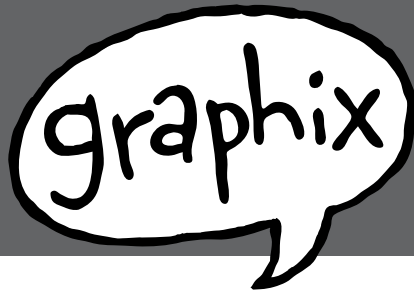
WRITE IT!

Choose one of your three ideas and start writing your story here.

STORY IDEAS
Write out three different story ideas you think would make a cool memoir comic.

DRAW IT!

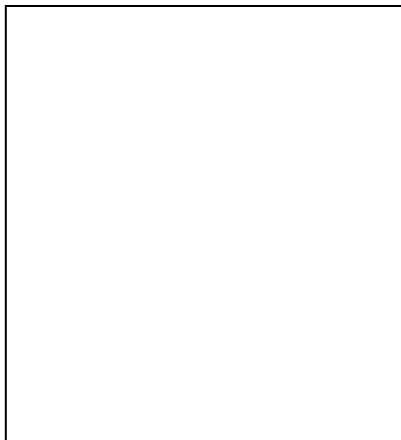




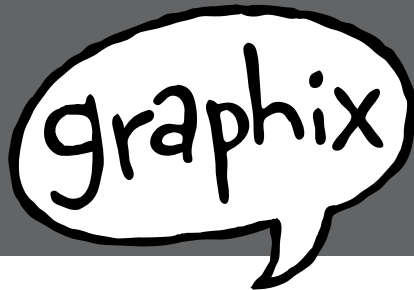
STORY STARTER

FEATURING ART BY RAINA TELGEMEIER

RAINA STARTED THIS STORY. NOW YOU GET TO FINISH IT BY DRAWING IN THE EMPTY BOXES! WHAT DO YOU THINK SHOULD HAPPEN NEXT?



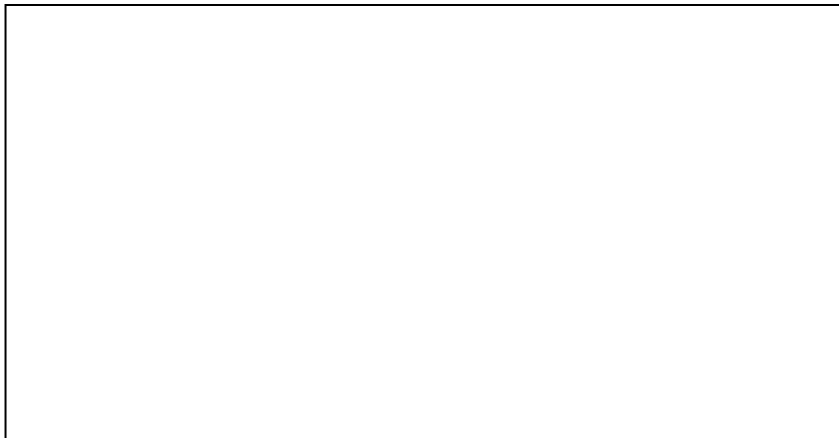
INSPIRED BY THE ROAD TRIP IN SISTERS



STORY STARTER

FEATURING ART BY KAZU KIBUISHI

KAZU STARTED THIS STORY. NOW YOU GET TO FINISH IT BY DRAWING IN THE EMPTY BOXES! WHAT DO YOU THINK SHOULD HAPPEN NEXT?



FEATURING THE CHARACTERS FROM AMULET



Amulet

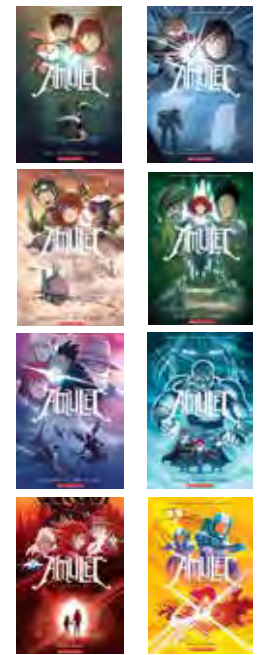
KAZU KIBUISHI

FINISH THE STORY

What is going on in this scene from **Amulet: The Stonekeeper?**

What do you think the characters might be saying? Fill in the speech bubbles to complete the story.

Start from the beginning!

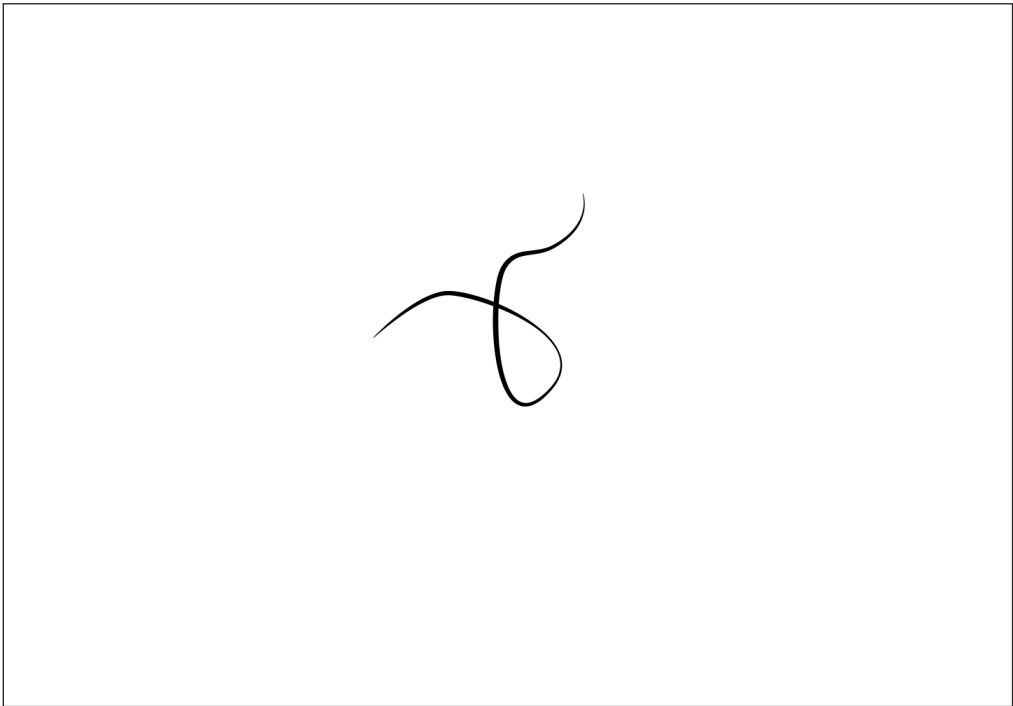


scholastic.com/Amulet

SCHOLASTIC TM/© Scholastic Inc.
Art © 2019 by Kazu Kibuishi.

Do You Doodle?

We gave four Graphix artists this doodle and asked them to turn it into whatever they want. Here's what they came up with! Now it's your turn to finish the doodle. What will you come up with?



Aron Nels Steinke (*Mr. Wolf's Class*)



Mike Maihack (*Cleopatra in Space*)



Molly Knox Ostertag (*The Witch Boy*)



Kristen Gudsruk (*Making Friends*)