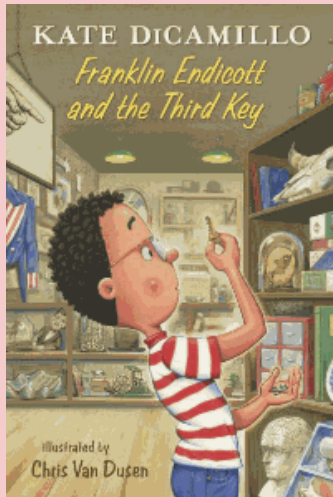
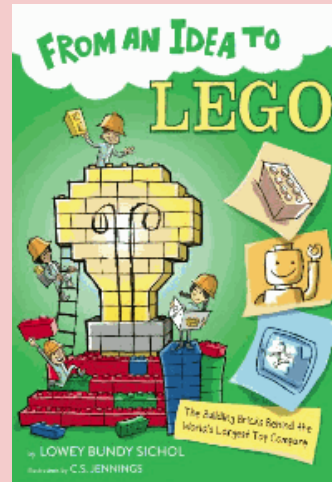


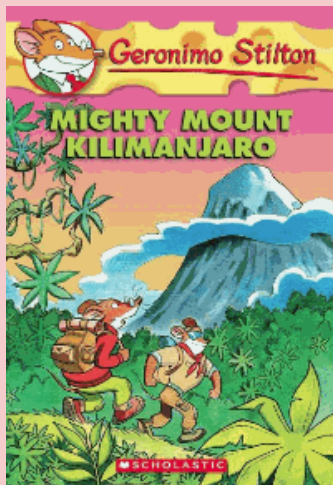
JUNE Chapter Books



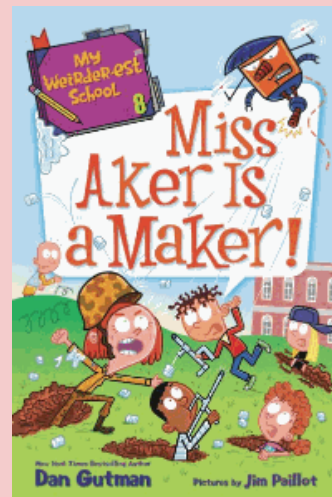
Frank Endicott is a worrier. He worries about lions, submarines, black holes, leprosy, and armadillos. He lists his worries alphabetically in a notebook and suffers vivid nightmares that even a certain neighborhood pig can't dispatch. When he accompanies Eugenia Lincoln on an errand to duplicate a key at her favorite dark and dusty thrift shop, Frank earns fresh cause for alarm. Odd Buddy Lamp, the shop's proprietor, has sent them home with the original key and its copy. Can Frank come to terms with the mystery without buckling under his mounting dread?



Today, LEGO is one of the biggest toy companies in the world, but a long time ago, a Danish carpenter, Ole Kirk Christiansen, started with just an idea. Find out more about LEGO's origins, those famous bricks, and their other inventive toys and movie ventures in this illustrated nonfiction book!



Bruce Hyena convinces Geronimo to join him in climbing Mount Kilimanjaro, a task for which the mouse journalist is completely unprepared.



Principal Klutz has invited a special guest to Ella Mentry School. Her name is Miss Aker, and she's going to show A.J. and his friends how to create cool things out of materials like balloons, straws, and even Popsicle sticks! But what happens when they make a robot so smart, it plans to rule the world? Can anyone stop it?!



After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of being in the game, but pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they cannot leave the game.