

Big Machines Turtleback School Library Binding Edition Dk Readers Level 1

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Construction crew monsters arrive on the scene with tractors, cranes, and grader machines, and after a gruesome site is created as their routine, they straighten it up and leave everything clean.

For use in schools and libraries only. The Berenstain Bears take a tour with Big Jake at his construction site to check out the larger-than-life machines. Join Brother, Sister, and Honey as they learn everything they can about all the different types of big machines.

Gretchen, and her stepbrother, Clark hate staying at their grandparents' house. Grandpa Eddie is totally deaf. And all Grandma Rose wants to do is bake. Plus, they live right in the middle of a dark, muddy swamp. Things couldn't get any worse, right? WRONG. Because there's something really weird about Grandma and Grandpa's house. Something odd about that room upstairs. The one that's locked. The one with the strange noises coming from it. Strange growling noises...

This colorful book demonstrates how the crane, bulldozer, dump truck, and other construction machines all play a part in building a new park.

The earth celebrates the birth of a baby.

Wilson Schlame loves to make Jack Johnson feel like a total loser. And Jack's had it. That's how he ended up down at the beach. In a creepy, old abandoned house. In the dark. Trying to hide from Wilson. But everything is about to change. Because Jack just dug up the coolest book. Its called Flying Lessons. It tells how humans can learn to fly. Poor Jack. He wanted to get back at Wilson. But now that Jack's learned how to fly, things down on earth are getting really scary...

Sourball. That's what Greg calls his English teacher, Mr. Saur. He's a real grouch. And he just gave Greg a big fat "F" on his oral report. He didn't believe Greg's story. About the camera Greg found last summer. About the pictures it took. About the evil things that happened. Poor Greg. He just wanted to prove old Sourball wrong. But now that he's dug up the camera, bad things are happening. Really bad things. Just like the first time...

How is your forearm like a lever? * What makes it easy to pull a flag up a flagpole? * How can a windmill help to do work? Janice VanCleave's Machines includes 20 simple and fun experiments that allow you to discover the answers to these and many other questions, plus dozens of additional suggestions on how to develop your own science fair project. Learn how an elevator works using a box, string, a paper cup, and some coins; build a bubble machine with cardboard boxes, Styrofoam, and wire; and much more. All experiments use inexpensive materials and involve a minimum of preparation and clean up. Children ages 8-12 Also available in the Spectacular Science Projects Series: * Janice VanCleave's Animals * Janice VanCleave's Earthquakes * Janice VanCleave's Electricity * Janice VanCleave's Gravity * Janice VanCleave's Magnets * Janice VanCleave's Molecules * Janice VanCleave's Microscopes and Magnifying Lenses * Janice VanCleave's Volcanoes * Janice VanCleave's Weather

Arlo Finch in the Valley of Fire is the first book in a spellbinding fantasy adventure series by screenwriter John August. Some trails lead to magic. Some lead to danger. As Arlo looked around, the walls of his room began to vanish, revealing a moonlit forest. Only his bed remained, and the frame of his window, through which he saw the girl. The world on her side of the glass was sparkling with silver and gold, like a palace made of autumn leaves. She looked off to her right. Someone was coming. Her words came in an urgent whisper: "If I can see you, they can see you . . . Be careful, Arlo Finch." Arlo Finch thought becoming a Ranger meant learning wilderness skills, like camping and knots. But upon arriving in the tiny town of Pine Mountain, Colorado, Arlo soon learns there's so much more. His new friends Indra and Wu teach him how to harness the wild magic seeping in from the mysterious Long Woods—a parallel realm of wonder and danger. First he must master the basics, including snaplights, thunderclaps and identifying supernatural creatures. But Arlo Finch is no ordinary Ranger, and this is no ordinary time. A dark and ancient force is sending threats into the real world . . . our world. Through perilous adventures and close calls, Arlo is awakened to his unique destiny—but the obstacles he faces will test the foundations of the Ranger's Vow: loyalty, bravery, kindness, and truth. A Junior Library Guild selection

Cousins and best friends, city girl Alice and country girl Sophie must each cope with the effects of the 1998 Ice Storm in their own way.

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