

# WIZARDS OF WORDS 2011

Oak Street School PTO is pleased to announce that Wizards of Words 2011 will take place March 14-16. Wizards of Words is a program designed to provide our students with the opportunity to meet and intimately converse with award-winning authors and illustrators. The children have the chance to hear directly from the authors about what inspires them to write; where they get their ideas for books; how they go about writing a book; and what it takes to get a book published. And, there's always time for Q&A!! It is a much anticipated component of the Oak Street School curriculum. **This year, each grade will meet with 2 authors!!**

On Monday, March 14, students in Grades 2, 3, 4 and 5 will meet with Tony Abbott, author of the hugely popular Secrets of Droon series. Mr. Abbott has written over 75 books for children ages 6-14 that range from the fantastical and adventurous, to comedic and thought provoking. We invite you to read more about him and his body of work at his website, [www.tonyabbottbooks.com](http://www.tonyabbottbooks.com).

Tuesday, March 15, we will welcome Tedd Arnold to Oak Street School. Mr. Arnold is the author and illustrator of numerous well-known picture books including Parts, Green Wilma and the Fly Guy series. He will be meeting with the Kindergarteners and grades 1, 2 and 3. He has a wonderful website you should check out: [www.teddarnoldbooks.com](http://www.teddarnoldbooks.com).

And lastly, we are pleased to welcome the Newbury Award-winning author of Rules, Cynthia Lord, on Wednesday, March 16. Ms. Lord has a new chapter book out called Touch Blue, as well as a picture book which appeals to our younger students. She will be meeting with our Kindergarten students and grades 1, 4 and 5. Her website is [www.cynthialord.com](http://www.cynthialord.com).

The PTO is sponsoring a book sale of selected titles from each author. You can provide your child with a lasting memory of this special event by purchasing one or more books and having the book(s) personalized for your child by the author. Descriptions of the books being offered are provided in this handout and many of the books are available in the library for your review.

To place an order, please complete the attached order form, and return along with a check made out to Oak Street PTO in an envelope marked "PTO - Wizards of Words." **Orders must be returned no later than Monday, February 14, 2011. Due to ordering time constraints, late requests cannot be accommodated.**

Please use one order form per student. If your book is to be inscribed to more than one child, please indicate which student is to be presented with the book. If you have any questions, please contact Teri Forand at [m.forand6@verizon.net](mailto:m.forand6@verizon.net), Kelly Islinger at [islingers@verizon.net](mailto:islingers@verizon.net), or Janet Petrillo at [jjpetrillo@verizon.net](mailto:jjpetrillo@verizon.net).

## BOOKS by TONY ABBOTT

**Kringle.** Unlike the traditional Santa Claus myth, *Kringle* is a coming-of-age story about an orphan who becomes a force for good in a dark and violent time. It is a tale of fantasy, goblins, elves, and flying reindeer — and of a boy from the humblest beginnings who fulfills his destiny. Our tale begins in 500 A.D., when goblins kidnapped human children and set them to work in underground mines. Kringle is one such child.... until he discovers his mission - to free children from enslavement. His legend lives on today, as he travels the earth every Christmas Eve to quell the goblins once more.

### **The Haunting of Derek Stone Series**

**#1 City of the Dead.** Could the road to the afterlife be a two-way street? Derek Stone just turned fourteen. He's lived in the heart of New Orleans with his dad and older brother, Ronny, his whole life. He's a little overweight. He can't hear well out of his left ear. Oh, and he's on the run from the dead. Derek never imagined that the dead could be anything but dead. But there's no denying it. They're back — and they're after him. He just doesn't know why. And he doesn't have long to figure it out.

**#2 Bayou Dogs.** Derek's brother Ronny isn't himself. No, really. Ronny's body has been taken over by the long-dead soul of a man named Virgil Black. Lucky for him, Virgil is one of the good guys. Not all of them are. In fact, a legion of evil souls is staging a serious comeback. And they're staging it at Bayou Malpierre, the site of Derek's most horrible nightmare. That nightmare is about to get even worse. . . .

**#3 The Red House.** Derek didn't ask for this. It's bad enough that his brother's body is hosting a dead soul. Then there's that whole business of the evil dead waging war. And don't even get him started on all the weird voices rattling around inside his head. But like it or not, the war is on. The Legion is back in full force, and they're heading for the mysterious, long-abandoned Red House. It holds a secret that could change everything. Derek doesn't know what they're after — but he knows he has to find it first.

**#4 The Ghost Road.** Derek can't claim to be a normal fourteen-year-old anymore. Not after what he discovered at the Red House. His role in the war against the dead is more pivotal -- and more terrifying -- than he could have imagined. And so it all comes down to this. The Rift between the worlds of the living and the dead has to be closed . . . forever. It seems like an impossible task. And it rests squarely on the shoulders of a slightly overweight, not especially brave kid named Derek Stone. If Derek is ever going to become a hero, now's the time.

### **The Secrets of Droon Series**

**#1 The Hidden Stairs and the Magic Carpet.** Something under the stairs...is magic! For Julie, Eric, and Neal, an enchanted staircase in Eric's basement is the portal to their first adventure in the fantastical and troubled land of Droon.

**#2 Journey to the Volcano Palace.** The kids return to Droon to check on their new friend, Princess Keeah. Lord Sparr has taken a magic jewel from Keeah and hidden it. Together the four children must sneak into his volcano home to try to get it back.

**#7 Special Edition - The Genie King.** Neal, Julie, and Keeah are on a quest to find the wizard Galen and his all-powerful Moon Medallion. But this is no ordinary mission, for the Moon Medallion is hidden in no ordinary place. It's somewhere in Ut, a magical city in a bottle that only appears once every one hundred years. Fortunately, as a genie, Neal can travel through time. But he'll need a little help from his fellow genies to find the Medallion. To prove himself, he must complete seven difficult trials. Will he pass the genies' test in time to save Galen?

**#8 Special Edition - The Final Quest.** An immortal dragon. A long hidden secret. The kingdom of Droon is at the brink of war. The situation in Droon has never been more desperate. The wizard Galen is missing. Eric has been forced undercover with Gethwing, the all-powerful Moon Dragon. And millions of beasts are assembling outside Jaffa City, ready to attack Droon's capital. Eric, Keeah, Neal, and Julie will do whatever it takes to save their beloved kingdom. But to defeat the Moon Dragon, they'll need to uncover the greatest secret in all of Droon. . . .

**Firegirl.** "...there is..." Mrs. Tracy was saying quietly, "there is something we need to know about Jessica..." From this moment on, life is never quite the same for Tom and his seventh-grade classmates. They learn that Jessica has been in a fire and was badly burned, and will be attending St. Catherine's while getting medical treatments. Despite her horrifying appearance and the fear she evokes in him and most of the class, Tom slowly develops a tentative friendship with Jessica that changes his life.

**The Postcard.** When Jason's grandmother dies, he's sent down to her home in Florida to help his father sort through her things. At first he gripes about spending the summer miles away from his best friend, doing chores, and sweating in the Florida heat, but he soon discovers a mystery surrounding his grandmother's murky past. An old, yellowed postcard, a creepy phone call with a raspy voice at the other end asking, "So how smart are you?", an entourage of freakish funeral-goers, and a bizarre magazine story all contain clues that will send Jason on a thrilling journey to uncover family secrets.

### **Time Surfers Series**

**#1 Space Bingo.** Ned Banks is miserable. He's the new kid in school—and he sticks out like a sore thumb. His life is going downhill fast. Until something happens. Ned's not sure how he did it—but he beamed two kids from the year 2099 into his bedroom closet! Roop and Suzi are Time Surfers—cool kids who travel through time. And they want Ned to join them! Of course Ned says yes. He's ready for excitement! Action! But he might get more than he bargained for.

**#2 Orbit Wipeout.** Things are looking up for Ned Banks. His best friend, Ernie, is on his way to visit for a whole week! But then Ned gets an urgent call from the Time Surfers and he has to travel into deep space with Roop and Suzi to check out Centaur One—an abandoned space station. When they arrive, they find Vorg—the biggest villain of the century—waiting for them, along with the evil Klenn from Ned's comic books! But if the bad guys come to life, Ned wonders if the good guy—the hero, Zontar—can too? Otherwise the Time Surfers might be trapped forever!

## **BOOKS by TEDD ARNOLD**

**No Jumping on the Bed.** Is Walter jumping or dreaming when he crashes down through all the apartments below? This story is a takeoff on a familiar and usually idle warning about not jumping on the bed. It will be a hit with anyone who has battled over jumping on the bed!!

**No More Water in the Tub.** Fans of No Jumping on the Bed will relish this similar cumulative adventure that begs to be read aloud. At bath time, William's older brother Walter (a reformed bed-jumper) is supposed to turn off the tap before the tub gets too full. The story that follows is his tale of what would happen if.... the tub overflows, and William, with his bathtub, goes rushing out the door on a flood of water, past his parents, down the stairs, picking up neighbors in his wake.

**Green Wilma.** There's something decidedly odd about Wilma: at breakfast, her parents are startled by their offspring's request to "Pass the bugs." Later, she shocks her teacher by snagging a "tasty little fly" with her long pink tongue. Most noticeably, however, Wilma's skin has turned a deep, froggy green, a fact that her polka-dot T-shirt and beribboned blond hair cannot conceal. In this strange and gleeful story, it's surprisingly easy being green—the extraordinary heroine is the envy of her elementary-school class.

**Green Wilma, Frog in Space.** The froggy fly-chaser introduced in Green Wilma takes an unexpected ride when she and her buzzing prey are snatched up in error by a pair of similarly pop-eyed alien parents. After a wild interstellar flight, the spacecraft returns to earth, where the relieved purple aliens are reunited with their stranded offspring and Wilma clambers back onto her accustomed log—wondering if it was all a dream.

**Parts.** The poetry doesn't quite scan, but that's more than balanced by Arnold's unusual topic and his hilarious illustrations. A pop-eyed youngster is having a hard time. He seems to be falling apart. After losing a few hairs, he thinks he's going bald; his belly button lint is his stuffing coming out; "a chunk of something gray and wet" from his nose is none other than a piece of his brain; and a loose tooth puts him into shock. The gross factor is a key ingredient here, with Arnold exploiting it nicely in bold, comical illustrations that catch the full-blown anxieties of the imaginative narrator.

**More Parts.** Through zany, brightly colored illustrations and rhyming verse, Arnold explores common figures of speech that amaze and frighten a young boy. "I'll bet that broke your heart," "give him a hand," "Hold your tongue," and "jumps out of his skin" are only a few of the sayings that worry the protagonist, whose imaginings are energetically depicted in colored-pencil and watercolor washes. Goofy, cartoonlike artwork explores the deepest recesses of the child's overwrought and overworked imagination.

**Even More Parts.** The boy from *Parts* and *More Parts* returns. Here, he is preparing to go to school. Each page features a phrase that includes an idiom, along with a humorous illustration of the child literally living up to that particular expression. For example, for "I lost my head," the headless youngster wanders around with arms outstretched looking for his missing body part, which is partially concealed behind a chair. Arnold's art manages to keep the gross-out factor reasonable while producing plenty of laughs.

**Hi! Fly Guy!** A boy goes out searching for a smart animal to take to The Amazing Pet Show and bumps into a fly that is intelligent enough to say the child's name, Buzz. Although his parents and the judges feel at first that a fly is only a pest, not a pet, the insect puts on a performance that astounds them all and wins an award. The cartoon illustrations showing characters with exaggerated wide eyes are delightful.

**Super Fly Guy!** In this easy chapter book, Buzz's pet fly attends school with him. When the lunch lady, Roz, allows the insect to live in the lunchroom, she is fired. Fly Guy is subsequently banned from the room by her replacement, who is a terrible cook. Finally, Buzz comes up with a plan, Roz is reinstated, and Fly Guy gets to stay in the lunchroom. The cartoon illustrations are funny and action-packed and the layout is appropriate for beginning readers.

**Shoo, Fly Guy.** Fly Guy is back for his third adventure in this rollicking series. This time, the unusual pet is exploring on his own while his owner, Buzz, has gone on a picnic. Fly Guy is searching for something good to eat. Readers are told that his favorite food is brown, oozy, lumpy, and smelly. His first find isn't oozy, lumpy, or smelly. But it was brown. Close enough! Then the boy who is about to eat the hamburger shoos him off, and Fly Guy must look again.

**I Spy Fly Guy.** Fly Guy and Buzz are back in this outrageously funny adventure told in three simple chapters. Fly Guy's propensity to hide in a garbage can when he and Buzz play hide-and-seek results in disaster. Fly Guy is carted off to the dump, and when the boy tries to find him, he is faced with a multitude of flies that look, act, and sound exactly like his pal. And every one of those flies can call his name—Buzz! Fortunately, the one and only Fly Guy thinks they are still playing the game. He has been hanging upside down from the visor of Buzz's cap, as close as any good friend can get.

**Fly Guy Meets Fly Girl.** Fly Guy and his boy, Buzz, amble down the sidewalk, play in the park, and cool off in the fountain. Buzz befriends Liz, who introduces her pink pet, Fly Girl, who wears a tiny bow on one antenna. Arnold's trademark cartoon illustrations and comical narrative will brighten any beginning reader's day. Boys and girls alike will find plenty to laugh about in this funny addition to the series.

**Buzz Boy and Fly Guy.** Fly Guy's latest escapade finds him starring in a graphic-novel-style comic written by none other than his very own boy. As the pair settle into bed for the night, Buzz pulls out a book starring two "superherozzzz"—himself and Fly Guy.

## **BOOKS by CYNTHIA LORD**

**Touch Blue.** Touch Blue and your wish will come true. "Why take chances?" says eleven-year-old Tess Brooks. "Especially when it's so easy to let the universe know what you want by touching blue or turning around three times or crossing your fingers." But Tess is coming to know that it's not always that simple. The state of Maine plans to shut down her island's schoolhouse, which would force Tess's family to move to the mainland--and Tess to leave the only home she has ever known. Fortunately, the islanders have a plan too: increase the numbers of students by having several families take in foster children. So now Tess and her family are taking a chance on Aaron, a thirteen-year-old trumpet player who has been bounced from home to home. And Tess needs a plan of her own--and all the luck she can muster. Will Tess's wish come true or will her luck run out?

**Rules.** Twelve-year-old Catherine just wants a normal life -- which is near impossible when you have a brother with autism and a family that revolves around his disability. She's spent years trying to teach David the rules--from "a peach is not a funny-looking apple" to "keep your pants on in public"--in order to stop his embarrassing behaviors. But the summer Catherine meets Jason, a paraplegic boy, and Kristi, the next-door friend she's always wished for, it's her own shocking behavior that turns everything upside down and forces her to ask: What is normal?

**Hot Rod Hamster.** Old car, new car, shiny painted blue car. Rust car, clean car, itty-bitty green car. WHICH WOULD YOU CHOOSE? Newbery Honor-author Cynthia Lord and New York Times bestselling illustrator Derek Anderson put the pedal to the metal in this endearing, rhythmic, rip-roaring race to the finish line where a hamster creates a sizzling hot rod with a little help from his new furry friends and YOU!