

# PREFACE

MIDDLE AND JUNIOR HIGH CORE COLLECTION is a curated list of books recommended for young people in grades five through nine, together with professional aids for librarians and library media specialists. This list is available in full as an EBSCO*host* database, updated weekly.

## What's New in this Edition?

This edition underwent significant weeding from the previous edition and features library science titles specifically addressing children's librarianship in public and school libraries, collection development for the age group, and related issues. To find a complete list of books on library services for adults and the general public, please refer to the Nonfiction Core Collection database or its companion volume PUBLIC LIBRARY CORE COLLECTION: NONFICTION. EBSCO invites feedback from Core Collections customers at [corecollections@ebSCO.com](mailto:corecollections@ebSCO.com).

A star (★) at the start of an entry indicates that a book is a "Most Highly Recommended" title. These titles constitute a short list of the essential books in a given category or on a given subject. There are often a number of recommended titles on a single subject, such as Science Fiction, and the stars help a user who wants only one or two. Other titles included represent "Core Collection" titles, a longer list of core books. MIDDLE AND JUNIOR HIGH CORE COLLECTION, Thirteenth Edition, contains over 10,000 titles at the "Most Highly Recommended" and "Core Collection" levels, the best of the best books for young people.

## History

JUNIOR HIGH SCHOOL LIBRARY CATALOG, first published in 1965, was developed to address the unique needs of younger adolescents. It developed from the STANDARD CATALOG FOR HIGH SCHOOL LIBRARIES, which was subsequently modified in scope and renamed SENIOR HIGH SCHOOL LIBRARY CATALOG. With the seventh edition in 1995, the title of the Catalog was changed from JUNIOR HIGH SCHOOL LIBRARY CATALOG to MIDDLE AND JUNIOR HIGH SCHOOL CATALOG to reflect the prevalence of middle school programs and the extension of coverage to grades five and six. With the ninth edition in 2009, the title was changed to MIDDLE AND JUNIOR HIGH CORE COLLECTION. The collection subsequently evolved, along with the other Core Collections, into an online resource called WilsonWeb. EBSCO Information Services acquired H. W. Wilson in July 2011, and the collections became EBSCO*host* databases in January 2012. The eleventh edition in 2014 contained broad revisions in the areas of computers, math, and the sciences. In addition, it offered an expanded list of works for librarians and media specialists including bibliographies and other resources for the selection and evaluation of materials for the age range. Despite many changes over the last 100 years, the Core Collections remain premier collection development tools.

## Scope

All books listed are published in the United States, or published in Canada or the United Kingdom and distributed in the United States.

MIDDLE AND JUNIOR HIGH CORE COLLECTION is intended to serve the needs of any library serving readers of children's literature regardless of library or patron type. School, public, and even academic libraries, such as those with teacher education and library science degree programs, use the MIDDLE AND JUNIOR HIGH CORE COLLECTION to identify the highest quality books. Recommendations contained herein stand as a basic or "opening day" collection, with "Most Highly Recommended" and "Core Collection" titles. The newer titles help in identifying areas in a collection that can be updated or strengthened. Retention of useful material from the previous edition enables the librarian to make informed decisions about weeding a collection.

The librarians of Core Collections are committed to creating and maintaining collections that reflect the diversity of the human experience. We consider a multitude of factors when choosing a title for the Core Collections, such as the book's critical consensus and its contribution to the breadth and depth of viewpoints present in the database. We mitigate biases to the best of our ability by seeking out multiple opinions on books and actively staying educated on issues of diversity and representation in publishing. We are always seeking to improve the Core Collections and welcome feedback and suggestions regarding potential prejudices or blind spots. Email us at [corecollections@ebSCO.com](mailto:corecollections@ebSCO.com).

The Core Collection excludes the following: non-English-language materials, with the exception of bilingual materials, dictionaries, and similar items; works of adult fiction other than books originally written for adults but read by young people or books widely used in the curriculum; textbooks; and books about individual computer programs or versions of programs, and other topics that quickly become outdated. This volume includes a generous selection of graphic novels, even though a more comprehensive collection of recommended graphic novels can be found in the GRAPHIC NOVELS CORE COLLECTION database on EBSCO*host*. This collection also excludes most works widely known as “classic literature.” This was done as an effort to both save space and to concentrate on recommending titles that are perhaps less well known. Additionally, extensive conversations with high school librarians indicated that additions of classics to the collection were primarily based on local curricula, not on recommendations from the Core Collection. While some classics remain in the collection, the removed titles can still be found on EBSCO*host*.

### **Database**

Additional metadata for the titles in this volume, plus full-text book reviews, full-color cover art, Lexile® measures, and all of the Supplementary and Archival book recommendations appear only in the MIDDLE AND JUNIOR HIGH CORE COLLECTION database available from EBSCO. For more information or for a free trial, contact your EBSCO sales rep or visit <https://www.ebSCO.com/products/research-databases/core-collections>.

### **Preparation**

Books included in this edition were selected by experienced librarians representing public library systems, school libraries, and academic libraries across the United States and Canada who also act as a committee of advisors on library policy and trends. The names of participating librarians and their affiliations are listed in the Acknowledgments.

### **Additional Products**

For additional recommendations of children’s books, librarians are encouraged to investigate these other databases and their print versions:

CHILDREN’S CORE COLLECTION

GRAPHIC NOVELS CORE COLLECTION

SENIOR HIGH CORE COLLECTION

**MIDDLE AND JUNIOR HIGH CORE COLLECTION**  
**THIRTEENTH EDITION**  
**CLASSIFIED COLLECTION**

**000 COMPUTER SCIENCE, KNOWLEDGE  
& SYSTEMS**

**001.9 Controversial knowledge**

**Allen, Judy**

**Unexplained.** Kingfisher 2006 144p il \$19.95

Grades: 5 6 7 8

**001.9**

1. Parapsychology 2. Curiosities and wonders

ISBN 978-0-7534-5950-8; 0-7534-5950-7

This addresses such topics as ghosts, psychic phenomena, superstitions, mysterious natural phenomena, alleged monsters, disappearances, secrets and mysteries of ancient history, and possible extraterrestrials.

“A seamless combination of absorbing fact-filled text and stunning visuals in an investigation of mysteries that continue to baffle, tantalize, and spark endless debate.” SLJ

Includes glossary

**Barton, Chris**

**Can I see your I.D.?** true stories of false identities. illustrated by Paul Hoppe. Dial Books for Young Readers 2011 121p il \$16.99

Grades: 6 7 8 9

**001.9**

1. Identity (Psychology) 2. Impostors and imposture 3. Impersonation

ISBN 978-0-8037-3310-7; 0-8037-3310-0

LC 2010-11878

“In 10 impeccably crafted profiles, Barton . . . shares the stories of individuals—many just teenagers—who adopted false identities for amusement, profit, or survival. . . . Barton reveals the motivations behind and the consequences of each deception. The use of second-person narration is very effective, allowing readers to assume the identities of each individual. Barton’s prose captures the daring, ingenuity, and quick thinking required of each imposter. . . . Hoppe contributes dynamic comic book style panel art.” Publ Wkly

Includes bibliographical references

**Gee, Joshua**

**Encyclopedia** horridica; the terrifying truth! about vampires, ghosts, monsters, and more. Scholastic Inc. 2007 129p il \$14.99

Grades: 4 5 6 7

**001.9**

1. Ghosts 2. Monsters 3. Vampires

ISBN 978-0-439-92255-5; 0-439-92255-0

LC 2007061733

A visual reference contains true stories of such creatures as vampires, aliens, werewolves, and ghosts, accompanied by photographic evidence, eyewitness accounts, and original interviews.

“Each topic is replete with color illustrations and photos and is accompanied by a light, readable text that tries to separate fact from fiction.” Voice Youth Advocates

Includes bibliographical references

**Halls, Kelly Milner**

★ **Tales** of the cryptids; mysterious creatures that may or may not exist. by Kelly Milner Halls, Rick Spears, Roxyanne Young; [illustrated by Rick Spears] Darby Creek 2006 72p il map \$18.95

Grades: 4 5 6 7

**001.9**

1. Monsters

ISBN 1-58196-049-2

This considers the existence of creatures such as Bigfoot, the Loch Ness Monster, Marozi of Kenya, the Orang-pendek of Sumatra, and the Thylacine of Tasmania.

“The conversational text makes for fun reading, and a plethora of pictures . . . will prove enticing.” SLJ

**Karst, Ken**

**Area 51;** Ken Karst. Creative Education 2014 48 p. color illustrations, map (Enduring mysteries) (hardcover : alk. paper) \$35.65

Grades: 5 6 7 8

**001.9**

1. Nevada 2. Unidentified flying objects 3. Area 51 (Nev.)

4. Air bases -- Nevada 5. Research aircraft -- United States 6.

Unidentified flying objects -- Sightings and encounters -- Nevada

ISBN 1608183998; 9781608183999

LC 2013036073

This book, by Ken Karst, part of the “Enduring Mysteries” series, “takes an investigative approach to the curious phenomena and mysterious circumstances surrounding Area 51, from conspiracy theories to claims of extraterrestrial sightings to hard facts.” (Publisher’s note)

“With only the barest dashes of skepticism, these handsomely produced surveys present budding cryptozoologists and conspiracy theorists with rich arrays of historical anecdotes and encounters, supposed evidence, ‘scientific’ explanations of varying plausibility, and tantalizing speculations. . . . Karst goes beyond standard issue recaps—ensuring, for instance, that readers will come away from Atlantis knowing more than they did about Madame Blavatsky, as well as Mu and Lemuria, and also expanding his topics with references to, at best, tangentially relevant mysteries such as the fate of Amelia Earhart in Loch Ness Monster.” SLJ

Includes bibliographical references and index

Other titles in the series are:

Atlantis (2014)

Bigfoot (2014)

Loch Ness Monster (2014)

Bermuda Triangle (2015)

**Matthews, Rupert**

**Strange** animals. QEB Pub. 2011 30p il (Unexplained) lib bdg \$28.50

Grades: 4 5 6 7

001.9

1. Monsters

ISBN 978-1-59566-856-1; 1-59566-856-X

LC 2010017915

This discusses the possible existence of cryptids such as Bigfoot, the Loch Ness monster, the Bunyip, sea monsters, the Orang Pendek, and the Marozi.

“This well-written and thoughtfully designed [book] features [an] engrossing [topic]. . . . Though the pages are profusely illustrated with large, well-reproduced photographs and drawings, the layout is not cluttered. This [book] just might inspire kids to seek out more in-depth materials.” SLJ

Includes glossary and bibliographical references

**Stewart, Gail**

**UFOs**; by Gail B. Stewart. ReferencePoint Press 2007 96p il (The mysterious & unknown) lib bdg \$24.95

Grades: 6 7 8 9

001.9

1. Unidentified flying objects

ISBN 978-1-60152-030-2; 1-60152-030-1

This book “combines numerous stories of [UFO] sightings with historical and scientific details about investigations, providing a balanced view of a controversial topic. . . . Colorful illustrations and appealing design will encourage readers.” SLJ

Includes bibliographical references

001.94 **Mysteries****Hawkins, John**

**Atlantis** and other lost worlds; by John Hawkins. PowerKids Press 2012 32 p. col. ill. (Mystery hunters) (library) \$25.25; (paperback) \$10.60

Grades: 4 5 6 7

001.94

1. Extinct cities 2. Cities and towns 3. Atlantis (Legendary place)

ISBN 1448864291; 9781448864294; 9781448864416;

9781448864423

LC 2011021292

This book by John Hawkins is part of the Mystery Hunters series and focuses on lost and legendary cities. “The sunken city of Atlantis is a popular myth, and is just one of the many myths of lost worlds featured in this . . . volume. This book explores the history behind these . . . stories. It presents readers with evidence that lost worlds are real and evidence that they are all made up, so that they can gather the information and make up their own minds.” (Publisher’s note)

004 **Computer science; computer programming, programs, data; special computer methods****Lohr, Steve**

**Digital** revolutionaries; the men and women who brought computing to life. Flash Point 2009 165p il pa \$11.99

Grades: 5 6 7 8

004

1. Computer industry 2. Computers -- History

ISBN 978-1-59643-532-2 pa; 1-59643-532-1 pa

“This text will be a fascinating read for students who are curious about the development of the technology present in every aspect of their

lives and the many people behind it. The five chapters are written in a lively, conversational voice. Lohr describes how many independent and creative thinkers helped to develop computers as we know them today. His history includes topics from software programs to animation, from FORTRAN to BASIC, and from Bill Gates to Steve Jobs, bringing technology to life along the way. . . . A positive, upbeat, and enlightening read.” SLJ

Includes bibliographical references

004.6 **Interfacing and communications****Cornwall, Phyllis**

**Online** etiquette and safety. Cherry Lake Pub. 2010 32p il (Super smart information strategies) lib bdg \$27.07

Grades: 3 4 5 6

004.6

1. Etiquette 2. Internet -- Social aspects 3. Internet -- Security measures

ISBN 978-1-60279-956-1 lib bdg; 1-60279-956-3 lib bdg

LC 2010002023

This “teaches valuable lessons on why it’s important to be responsible online citizens despite the misleading anonymity of the Web and offers tips on how to deal with cyberbullies and other online dangers.” Booklist

Includes bibliographical references

**Grayson, Robert**

**Managing** your digital footprint. Rosen Central 2011 48p il (Digital and information literacy) lib bdg \$26.50; pa \$11.75

Grades: 5 6 7 8

004.6

1. Internet 2. Etiquette 3. Right of privacy

ISBN 978-1-4488-1319-3 lib bdg; 1-4488-1319-0 lib bdg; 978-1-4488-2290-4 pa; 1-4488-2290-4 pa

LC 2010025746

Though this “title is a broad overview of a sometimes-complex subject, the detail is significant. . . . Touches of blue enhance the clean design. . . . [This] discusses the permanence of impulsively posted material online, contrasting it with more retro forms of self-expression, such as keeping a paper diary.” Booklist

Includes bibliographical references

**Mooney, Carla**

**Online** predators. ReferencePoint Press 2011 96p il (Issues in the digital age)

Grades: 7 8 9 10 11 12

004.6

1. Cyberbullying 2. Computer crimes 3. Child sexual abuse 4.

Internet -- Safety measures

ISBN 1-60152-193-6; 978-1-60152-193-4

LC 2011020180

“Packed with frightening cases of online attacks by sexual predators, financial predators, and bullies, this detailed, up-to-date, highly readable guide is a warning to young people—and adults—about Internet-based crime and identity theft. . . . Computer-savvy teens will especially welcome the coverage of emerging careers in cybersecurity and forensics. . . . A clean design with color photos and extensive back matter . . . further add to this title’s appeal.” Booklist

Includes bibliographical references

**005.1 Computer programming and programs**

**Bedell, Jane**

**So**, you want to be a coder? The Ultimate Guide to a Career in Programming, Video Game Creation, Robotics, and More! Jane (J. M.) Bedell. Aladdin 2016 247 p. illustrations (hardcover) \$19.99

Grades: 4 5 6 7

**005.1**

1. Robotics
  2. Video games
  3. Programming languages
  4. Computer programming -- Vocational guidance
  5. Programming languages (Electronic computers)
- ISBN 1582705798; 1582705801; 9781582705798; 9781582705804

LC 2015040640

This book by Jane (J. M.) Bedell, part of the “Be What You Want” series, presents a “comprehensive guide that reveals a whole host of careers working with code. . . . Covering everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence, . . . [the book] debugs the secrets behind a career in the diverse and state-of-the-art industry.” (Publisher’s note)

“Quizzes, tech timelines, resource lists, and sidebars on related topics further round out the career advice. While it’s a solid resource for any reader, the focus on female coders and innovators make it an especially apt choice for girls interested in STEM fields.” Pub Wkly

Includes bibliographical references (pages 227-247)

**Get coding!** learn HTML, CSS, and JavaScript and build a website, app, and game. Young Rewired State. Candlewick Press 2017 207 p. color illustrations (paperback) \$12.99

Grades: 4 5 6 7 8

**005.1**

1. Computer programming
  2. Programming languages
- ISBN 9780763692766; 076369276X

This book is an essential guide to computer programming for kids. “Open this book and set off on several fun missions--while simultaneously learning the basics of writing code. . . . Presented by Young Rewired State--an international collective of tech-savvy kids--in easy-to-follow, bite-size chunks, the real-life coding skills taught in this engaging, comprehensive guide may just set young readers on the path to becoming technology stars of the future.” (Publisher’s note)

“There’s been considerable demand for resources on kids and coding, and this new entry deserves center stage.” Booklist

**McManus, Sean**

**How to Code in 10 Easy Lessons;** Sean McManus. Walter Foster 2015 64 p. color illustrations \$12.95

Grades: 4 5 6 7 8

**005.1**

1. Computer games
  2. Computer programming
- ISBN 1633220508; 9781633220508

In this book from author Sean McManus “from writing simple coding instructions using Scratch software, to learning the coding skills to create your own computer game and even design your own website, this book leads the way. By breaking this daunting subject down into the 10 ‘super skills’ needed, young readers can get familiar with computer coding and build on their skills.” (Publisher’s note)

“The book is made more accessible with plenty of colorful graphics as visual references, information divided into manageable chunks, and a concluding list of useful web links. Kids will bite at this first taste of coding.” Booklist

**005.13 Programming languages**

**Payne, Bryson**

**Teach** your kids to code; a parent-friendly guide to Python programming. by Bryson Payne. No Starch Press 2015 xxvi, 308 p.p color illustraitons (paperback) \$29.95

Grades: 6 7 8 9 10 11 12 Adult Professional

**005.13**

1. Computer programming -- Study and teaching (Elementary)
2. Computer programming -- Study and teaching (Middle school)
3. Python (Computer program language) -- Study and teaching (Elementary)
4. Python (Computer program language) -- Study and teaching (Middle school)

ISBN 9781593276140; 1593276141

LC 2015006794

This book, by Bryson Payne, “is a parent’s and teacher’s guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention.” (Publisher’s note)

“The full-color printing includes charming spot illustrations, code-output screenshots, and example codes in a layout and color scheme identical to the Python editor. Sophisticated concepts and serious programming make for an easy, enjoyable game for families.” Kirkus

**005.3 Programs**

**Gregory, Josh**

**Apps;** from concept to consumer. by Josh Gregory. Children’s Press, an imprint of Scholastic Inc. 2015 64 p. illustrations (color) (library binding : alk. paper) \$30

Grades: 6 7 8 9 10

**005.3**

1. Computer applications
  2. Mobile computing
  3. Application software
  4. Application software -- Development -- Vocational guidance
- ISBN 0531205398; 053121236X; 9780531205396; 9780531212363

LC 2014030460

With this book, by Josh Gregory, part of the “Calling all innovators: A career for you?” series, “[r]eaders will learn how the first mobile apps were created and find out which apps are making the biggest splash today. They will also see how easy it is to get started creating their own apps and what it takes to score the next big hit on the app stores.” (Publisher’s note)

“Despite a few flaws, [the titles in this series] are recommended for their in-depth descriptions of the histories of different careers.” SLJ

Includes bibliographical references and index

**005.8 Data security**

**Hunter, Nick**

**Internet safety;** Nick Hunter. Heinemann Library 2012 56 p. col. ill.

Grades: 6 7 8 9 10

**005.8**

1. Internet users
  2. Internet -- Safety measures
  3. Computer crimes -- Prevention
- ISBN 9781432948719; 9781432962050

LC 2010046905

“...Discusses types of crime, cyber bullying, phishing, and scams and viruses, ending with ways to protect yourself. Statistics and websites



## AUTHOR, TITLE, AND SUBJECT INDEX

This index to the books in the Classified Collection includes author, title, and subject entries; added entries for publishers' series, illustrators, joint authors, and editors of works entered under title; and name and subject cross-references; all arranged in one alphabet.

The number or symbol in boldface type at the end of each entry refers to the Dewey Decimal Classification or to the Fiction (Fic) or Story Collection (S C) section where the main entry for the book will be found. Works classed in 92 will be found under the headings for the biographies' subject.

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|--|--|
| <p>A &amp; L do summer. Blazanin, J. <b>Fic</b></p> <p><b>10</b> inventors who changed the world. Gifford, C. <b>920</b></p> <p><b>10</b> kings &amp; queens who changed the world. Gifford, C. <b>920</b></p> <p>The <b>10</b> p.m. question. De Goldi, K. <b>Fic</b></p> <p><b>10</b> plants that shook the world. Richardson, G. <b>630</b></p> <p><b>10</b> rivers that shaped the world. Peters, M. <b>551.48</b></p> <p><b>10,000</b> days of thunder. Caputo, P. <b>959.704</b></p> <p><b>100</b> hispanics you should know. Castro, I. A. <b>920</b></p> <p>The <b>100-year-old</b> secret. Barrett, T. <b>Fic</b></p> <p><b>1001</b> cranes. Hirahara, N. <b>Fic</b></p> <p>The <b>101</b> best tropical fishes. Wood, K. <b>639.34</b></p> <p><b>101</b> dog tricks, kids edition. Sundance, K. <b>636.7</b></p> <p><b>101 essential tips</b> [series]</p> <p style="padding-left: 20px;">Mills, D. Aquarium fish <b>639.34</b></p> <p><b>101</b> facts about bullying. Kevorkian, M. <b>302.3</b></p> <p><b>101</b> great bombers. <b>623.74</b></p> <p><b>101</b> great fighters. <b>623.74</b></p> <p><b>101</b> great tanks. <b>623.7</b></p> <p><b>101</b> great warships. <b>623.82</b></p> <p><b>101</b> great, ready-to-use book lists for children. Keane, N. J. <b>028.5</b></p> <p><b>101</b> great, ready-to-use book lists for teens. Keane, N. J. <b>028.5</b></p> <p><b>The 101 greatest weapons of all times</b> [series]</p> <p style="padding-left: 20px;"><b>101</b> great bombers <b>623.74</b></p> <p style="padding-left: 20px;"><b>101</b> great fighters <b>623.74</b></p> <p style="padding-left: 20px;"><b>101</b> great tanks <b>623.7</b></p> <p style="padding-left: 20px;"><b>101</b> great warships <b>623.82</b></p> <p><b>101</b> outstanding graphic novels. <b>741.5</b></p> <p><b>101 questions</b> [series]</p> <p style="padding-left: 20px;">Brynie, F. H. 101 questions about muscles to stretch your mind and flex your brain <b>612.7</b></p> <p style="padding-left: 20px;">Brynie, F. H. 101 questions about reproduction <b>612.6</b></p> <p style="padding-left: 20px;">Brynie, F. H. 101 questions about sleep and dreams that kept you awake nights . . . until now <b>612.8</b></p> <p><b>101</b> questions about muscles to stretch your mind and flex your brain. Brynie, F. H. <b>612.7</b></p> <p><b>101</b> questions about reproduction. Brynie, F. H. <b>612.6</b></p> <p><b>101</b> questions about sleep and dreams that kept you awake nights . . . until now. Brynie, F. H. <b>612.8</b></p> <p><b>101</b> stories of the great ballets. Balanchine, G. <b>792.8</b></p> <p><b>101</b> success secrets for gifted kids. Fonseca, C. <b>155.45</b></p> <p><b>101</b> things you wish you'd invented--and some you wish no one had. Horne, R. <b>609</b></p> <p><b>101</b> ways to bug your friends and enemies. Wardlaw, L. <b>Fic</b></p> <p><b>101</b> ways to bug your teacher. Wardlaw, L. <b>Fic</b></p> | <p><b>109</b> forgotten American heroes. Ying, C. <b>920</b></p> <p><b>12</b> things to do before you crash and burn. Proimos, J. <b>Fic</b></p> <p><b>125</b> cool inventions. <b>609</b></p> <p><b>13.</b> <b>S C</b></p> <p><b>13</b> American artists children should know. Finger, B. <b>709</b></p> <p><b>13</b> architects children should know. Heine, F. <b>920</b></p> <p><b>13</b> art techniques children should know. <b>702.8</b></p> <p><b>13</b> artists children should know. Wenzel, A. <b>709</b></p> <p><b>13</b> buildings children should know. Roeder, A. <b>720</b></p> <p><b>13</b> curses. Harrison, M. <b>Fic</b></p> <p><b>13</b> little blue envelopes. Johnson, M. <b>Fic</b></p> <p><b>13</b> photos children should know. Finger, B. <b>770</b></p> <p><b>13</b> sculptures children should know. Wenzel, A. <b>731</b></p> <p><b>13</b> secrets. Harrison, M. <b>Fic</b></p> <p><b>13</b> skyscrapers children should know. Finger, B. <b>720</b></p> <p><b>13</b> treasures. Harrison, M. <b>Fic</b></p> <p><b>13 Treasures Trilogy</b> [series]</p> <p style="padding-left: 20px;">Harrison, M. 13 curses <b>Fic</b></p> <p><b>13</b> women artists children should know. Schumann, B. <b>709</b></p> <p><b>13... children should know</b> [series]</p> <p style="padding-left: 20px;">13 art techniques children should know <b>702.8</b></p> <p style="padding-left: 20px;">Heine, F. 13 architects children should know <b>920</b></p> <p style="padding-left: 20px;">Heine, F. Impressionism <b>759.054</b></p> <p>The <b>14</b> fibs of Gregory K. Pincus, G. <b>Fic</b></p> <p><b>145th</b> Street. Myers, W. D. <b>S C</b></p> <p>The <b>15</b> lanthanides and the 15 actinides. Lew, K. <b>546</b></p> <p><b>1776.</b> Kostyal, K. M. <b>973.3</b></p> <p><b>19</b> varieties of gazelle. Nye, N. S. <b>811</b></p> <p>The <b>1900s</b> decade in photos. 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Verne, J. <b>Fic</b></p> <p>The <b>2000s</b> decade in photos. Corrigan, J. <b>973.93</b></p> |
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