

North Allegheny Elementary Libraries

Summer Reading Suggestions

Science Fiction

Science Fiction books are imaginary books that contain a grain of real science. They often take place in the future, or somewhere other than on earth. The problems in these books usually occur because of scientific experiments or mistakes.

Boyce, Frank Cosmic

Liam is a big lad, so big that strangers mistake the 12-year-old for an adult. Too often, they expect to act like an adult, so Liam decides to enter the Greatest Dad Ever Contest. In short order, he finds himself on a rocket ship that is off course and 200,000 miles above the earth.

Brown, Jeffrey Star Wars Jedi Academy

This graphic novel adventure story is about a young boy, Roan, who dreams of becoming a pilot, but gets into Jedi school instead. He's the oldest new student, everyone else started long before him. Roan has ups and downs, as one does at a new school, but finds his place at the school and new friends.

Brallier, Max June's Wild Flight (The Last Kids on Earth Series)

The Midnight Blade ended with a shocking twist: a long-missing villain has returned and now has an army of the dead at his command! Jack, June, Quint, and Dirk have battled the worst kind of monsters, zombies, and cosmic servants, but an endless horde of animated skeletons is next-level. (Some titles in the series available as an Audiobook in Destiny Discover)

Buckley, Michael NERDS: National Espionage, Rescue and Defense Society

While running a spy network from their elementary school, five unpopular misfits combine their talents and use cutting-edge gadgetry to fight evil around the world. (Try others in this series)

Dahl, Roald Charlie and the Glass Elevator

A sequel to Charlie and the Chocolate Factory, the book begins right after Wonka and Charlie burst through the roof of the chocolate factory in the elevator. They pick up Grandma and Grandpa and, through an accident, heads into orbit to rendezvous with the Space Hotel.

Dashner, James Infinity Ring: A Mutiny in Time

When the fate of mankind falls into the hands of three friends, they must figure out how to use the Infinity Ring to travel back in time to Spain, 1492 and reset the course of history for Christopher Columbus and the world. (Try others in this series)

DiTerlizzi, Tony The Search for Wondla

After her underground home that she shared with Muthr, a robot, is destroyed, twelve-year-old Eva Nine is left to venture to the aboveground and into an unsafe, unfamiliar existence. Desperate to find someone like her, Eva clings to the scrap of cardboard that offers clues to the existence of humans and the single, mysterious word, “WondLa”. (Try others in this series)

DuPrau, Jeanne *City of Ember*

Some 200 years ago, the City of Ember was built to save the human race. The city, which once seemed indestructible, is beginning to crumble and resources are becoming short. Lina and Doon set off to discover a way to save the only world they have ever known. (Try others in this series)

Forester, Victoria *The Girl Who Could Fly*

Piper McCloud's ability to fly sets her apart from the other kids, so her mother sends her to an exclusive school for children with exceptional abilities, but even there she does not fit in with the other students, and serious danger awaits.

Fox, Helen *Eager*

Grumps, the old family robot, is beginning to malfunction. Gavin Bell and his family can't afford a new, sleek robot, so they accept Eager, an experimental, goofy-looking model. Eager takes some time to understand the world around him, even as he and Gavin (and Gavin's sister) discover a rebellion of the new, sleek robots against their owners.

Gibbs, Stuart *Space Case (Moon Base Alpha Series)*

Like his fellow lunarnauts—otherwise known as Moonies—living on Moon Base Alpha, twelve-year-old Dashiell Gibson is famous the world over for being one of the first humans to live on the moon. Kids aren't allowed on the lunar surface, meaning they're trapped inside the tiny moon base with next to nothing to occupy their time—and the only other kid Dash's age spends all his time hooked into virtual reality games. Then Moon Base Alpha's top scientist turns up dead. Dash senses there's foul play afoot, but no one believes him. Everyone agrees Dr. Holtz went onto the lunar surface without his helmet properly affixed, simple as that. But Dr. Holtz was on the verge of an important new discovery, Dash finds out, and it's a secret that could change everything for the Moonies—a secret someone just might kill to keep...

Gutman, Dan Roberto & Me (*Baseball Card Adventure series*)

Stosh travels back to 1969 to try to prevent the untimely death of Roberto Clemente, a legendary baseball player and humanitarian, but upon his return to the present, he meets his own great-grandson who takes him into the future, and what he finds there is more shocking than anything he has encountered in his travels to the past. (Try others in this series and by this author)

Hatke, Ben *Zita the Spacegirl*

Normal Earthling Zita is transported to a mysterious alien planet. Zita must rescue her friend who's been kidnapped by an alien cult while dealing with con men, bloodthirsty robots, humanoid chickens, a friendly giant mouse, and the impending destruction of the planet she's standing on.

Haddix, Margaret Peterson *The Strangers* (Greystone Secrets Series)

Chess has always been the protector over his younger siblings, Emma loves math, and Finn does what Finn does best—acting silly and being adored. They've been a happy family, just the three of them and their mom. But everything changes when reports of three kidnapped children reach the Greystone kids, and they're shocked by the startling similarities between themselves and these complete strangers. The other kids share their same first and middle names. They're the same ages. They even have identical birthdays. Who, exactly, are these strangers?

Hopper, Ada *March of the Mini Beasts*

Cesar, Gabe, and Laura, three inquisitive, STEM-savvy second graders, are happy to meet their scientist neighbor, Dr. Bunsen--and thrilled to help him test his latest invention, a growth-ray-emitting gadget, on their toys. His next invention transports them to prehistoric times.

Korman, Gordon, *Masterminds* (Masterminds Series)

Eli Frieden has never left Serenity, New Mexico...why would he ever want to? Then one day, he bikes to the edge of the city limits and something so crazy and unexpected happens, it changes everything. Eli convinces his friends to help him investigate further, and soon it becomes clear that nothing is as it seems in Serenity. The clues mount to reveal a shocking discovery, connecting their ideal crime-free community to some of the greatest criminal masterminds ever known. The kids realize they can trust no one—least of all their own parents.

O'Ryan, Ray *Galaxy Zack: Hello, Nebulon!*

Moving is never easy but when you leave your home PLANET, things can be downright scary! When Zack moves from Earth to Nebulon, he worries about normal things like leaving his best friend and making new ones. After all, will Nebulites be aliens covered in slime? How will he fit in? Zack is surprised when it turns out that the planet Nebulon isn't so bad but he's in for an even bigger surprise that has him over the moon! (Try other in this series)

Montgomery, Ross *Perijee & Me*

Caitlin is the only young person living on Middle Island. On the first day of vacation, she finds a tiny alien on the beach. Caitlin becomes close to her secret friend, whom she names Perijee, teaching him everything about her world and treating him like a brother. There's only one problem: Perijee won't stop growing. And growing . . . Caitlin will have to convince the adults around her--and Perijee himself--that the creature they see as a terrifying monster is anything but.

Samphire, Patrick *Secrets of the Dragon Tomb*

Twelve-year-old Edward Sullivan has always dreamed of becoming a spy like the ones he reads of in his favorite sci-fi magazine, Thrilling Martian Tales. Instead, he spends his days keeping his eccentric family from complete disaster . . . that is, until the villainous archaeologist Sir Titus Dane kidnaps Edward's parents as part of a scheme to loot an undiscovered dragon tomb.

Scieszka, Jon Frank Einstein and the Antimatter Motor

Wacky inventions, artificial intelligence, and evil chimps abound in the world of Frank Einstein, a boy inventor determined to win the Midville Science Prize. Brimming with goofy laughs, this title also includes discussion of real scientific concepts. (Available as an Audiobook in Destiny Discover)

Searles, Rachel The Lost Planet

Chase Garrety wakes up on a strange planet with just one cryptic memory: "Guide the star." In his quest for answers, Chase teams up with an orphan boy, the boy's android caretaker, and a shady alien pilot and finds himself in the middle of an interplanetary war. (Try others in this series)

Stead, Rebecca When you Reach Me

Mysterious notes from different points in time leave Miranda piecing together the clues. This is a wonderful book to read before or after A Wrinkle in Time. (Available as an eBook and as an Audiobook in Destiny Discover)

Vaughan, M.M. Six

With their father missing and sinister goons out to kidnap them, 12-year-old Parker and 10-year-old Emma are on the run. The siblings have one advantage—a special device that allows Parker to communicate with Emma, who's deaf, through thoughts alone. But will that be enough to evade capture, find their dad, and uncover the truth?

updated 2020