

Schooled By Gordon Korman Audio

An action-packed survival suspense from bestselling and award-winning author Gordon Korman. Six kids. One shipwreck. One desert island. They didn't want to be on the boat in the first place. They were sent there as punishment, or as a character-building experience. Now the adults are gone, and the quest for survival has begun.

From #1 New York Times bestselling author Gordon Korman comes a hilarious and heartfelt novel in which one middle-school troublemaker accidentally moves into the gifted and talented program—and changes everything. For fans of Louis Sachar and Jack Gantos, this funny and touching underdog story is a lovable and goofy adventure with robot fights, middle-school dances, live experiments, and status-topping pranks! When Donovan Curtis pulls a major prank at his middle school, he thinks he’s finally gone too far. But thanks to a mix-up by one of the administrators, instead of getting in trouble, Donovan is sent to the Academy of Scholastic Distinction, a special program for gifted and talented students. Although it wasn’t exactly what Donovan had intended, the ASD couldn’t be a more perfectly unexpected hideout for someone like him. But as the students and teachers of ASD grow to realize that Donovan may not be good at math or science (or just about anything), he shows that his gifts may be exactly what the ASD students never knew they needed. Don't miss the sequel to this word-of-mouth hit : Supergifted! This funny and heartwarming sequel to Ungifted cleverly sends up our preconceived ideas about intelligence, heroism, and popularity.

An unforgettable novel from the New York Times bestseller Gordon Korman Link, Michael, and Dana live in a quiet town. But it's woken up very quickly when someone sneaks into school and vandalizes it with a swastika. Nobody can believe it. How could such a symbol of hate end up in the middle of their school? Who would do such a thing? Because Michael was the first person to see it, he's the first suspect. Because Link is one of the most popular guys in school, everyone's looking to him to figure it out. And because Dana's the only Jewish girl in the whole town, everyone's treating her more like an outsider than ever. The mystery deepens as more swastikas begin to appear. Some students decide to fight back and start a project to bring people together instead of dividing them further. The closer Link, Michael, and Dana get to the truth, the more there is to face—not just the crimes of the present, but the crimes of the past. With Linked, Gordon Korman, the author of the acclaimed novel Restart, poses a mystery for all readers where the who did it? isn't nearly as important as the why?

The second entry in an all-new, mesmerizing adventure from the masterful, #1 NEW YORK TIMES bestselling author Gordon Korman — now in paperback! Jax Opus knows he's not like other kids. And it isn't his skill on the basketball court or his test scores that set him apart. No, Jax is different because he can hypnotize people. In fact, he might be the best hypnotist the world has seen in a very long time. You would think Jax would be happy about this. But really? It's ruining his life. He and his family are hiding from a master hypnotist who wants Jax out of the picture . . . forever. And the FBI is also starting to ask questions about Jax and his abilities. Jax thinks life might be getting a little better when a very rich, very powerful man asks him to help out with something. The reward will be great. And the price — well, the price is that Jax starts taking on the man's memories. And some of them are pretty deadly. #1 NEW YORK TIMES bestselling author Gordon Korman keeps the thrills coming and the adventure nonstop as the past and the present collide to build a memory maze that Jax Opus may never escape. . .

The Unteachables
Radio Fifth Grade
The 6th Grade Nickname Game

Island I: Shipwreck

Mayhem breaks out in the fifth grade when the Venice Menace bullies his classmates into letting him become a regular guest on "Kidsview," the school's radio program.

From the bestselling author of Swindle, Restart, and Slacker is another hilarious story about an underachiever who learns to go above and beyond. Cameron Boxer, king of the slackers, has found something worth his time. By playing video games online in front of an audience he can find both fame AND fortune -- especially with Elvis (a beaver who seems to love video games as much as Cam) at his side.The only problem? Things keep getting in Cam's way. Like school. And the club he accidentally started. And the misguided people in his life who don't think beavers should be playing video games.It's going to take some trickery, some close calls, and a fierce devotion to slacking in order for Cam to get to his goal -- conquering the game's infamous Level 13. But if any slacker can do it, Cam can.

The thrilling finale to the New York Times bestselling Masterminds trilogy from middle grade star author Gordon Korman. Perfect for fans of Stranger Things and James Patterson! After a serious betrayal from one of their former friends, the clones of Project Osiris are on the run again. Now separated into pairs, Eli and Tori and Amber and Malik are fighting to survive in the real world. Amber and Malik track down the one person they think can help them prove the existence of Project Osiris, notorious mob boss Gus Alabaster, also known as Malki's DNA donor. But as Malki gets pulled into the criminal world,intanzitized by hints of a real family/his actions put him and Amber into greater danger. Eli and Tori get sucked into even bigger conspiracies as they hunt down Project Osirisis most closely guarded secrets:who does Eli's DNA come from? With a surprising new ally and another cross-country adventure, the four will have to work together to overcome the worst parts of themselves if they are going to end Project Osiris once and for all.

JACKPOT: the top prize in a game or lottery; a sensational and unexpected success. stroke of luck, windfall, bounty, pay day . . . What would you do with \$30,000,000? That's the question everyone in Cedarville and every town near it is asking, because right now there's an unclaimed lottery ticket worth that much -- and the money will go to whomever finds it first. Griffin Bing, The Man With The Plan, wants to be the lucky winner. But he's got competition. Darren Vader, Griffin's number-one enemy, will stop at nothing to find it. And a new kid in town, Victor Phoenix, is also in on the big hunt. He's got an advantage that Griffin would have never guessed: Griffin's own friends are helping Victor out. But why? Griffin's going to need a lot of help -- from a rowdy Doberman, a completely strange invention, and a very random set of wheels -- to hit this jackpot and win his friends back.

Restart

The Juvie Three

Son of the Mob

Zoobreak (Swindle #2)

Gordon Korman's acclaimed and timely YA novel explores the dangerous side of high school contact sports. Marcus is new in town and is hoping to make the championship high school football team, but it seems like a closed club, run by current star quarterback Troy. One day, while tossing the ball around in a park one day, Marcus meets Charlie, a man in his fifties who can play football like an old pro, which is exactly what he happens to be — a former NFL player and local celebrity. Charlie has boundless energy and coaches Marcus on his fear of being tackled, but as Marcus becomes more involved in this friendship with Charlie, it becomes painfully obvious to him, through the simplicity of Charlie's thoughts, that the long-term effects of the violent plays he suffered during his football glory days have taken their toll on Charlie. With wit and sensitivity, Gordon Korman tackles truths about high school sports, while delivering a poignant story about an unlikely friendship.

Aiden and Meg must catch Frank Lindenauer, a mysterious figure hunted by the FBI and the only one who can free their parents from prison.

Ocean's 11 . . . with 11-year-olds, in a super stand-alone heist caper from Gordon Korman! After a mean collector named Swindle cons him out of his most valuable baseball card, Griffin Bing must put together a band of misfits to break into Swindle's compound and recapture the card. There are many things standing in their way -- a menacing guard dog, a high-tech security system, a very secret hiding place, and their inability to drive -- but Griffin and his team are going to get back what's rightfully his . . . even if hijinks ensue. This is Gordon Korman at his crowd-pleasing best, perfect for readers who like to hoot, howl, and heist.

Funny, mysterious and unlikely friendship story from New York Times bestselling author Gordon Korman—perfect for fans of Swindle and Ungifted. Keenan has lived all over the world but nowhere quite as strange as Centerlight Island, which is split between the United States and Canada. The only thing weirder than Centerlight itself is his neighbor Zarabeth, aka ZeelBee. ZeelBee is obsessed with the island's history as a Prohibition-era smuggling route. She's also convinced that her beloved dog, Barney, was murdered—something Keenan finds pretty hard to believe. Just about everyone on Centerlight is a suspect, because everyone hated Barney, a huge dog—part mastiff, part rottweiler—notorious for terrorizing the community. Accompanied by a mild-mannered new dog who is practically Barney's opposite, ZeelBee enlists Keenan's help to solve the mystery. As Keenan and ZeelBee start to unravel the clues, they uncover a shocking conspiracy that dates back to Centerlight's gangster past. The good news is that Keenan may have found the best friend he's ever had. The bad news is that the stakes are sky-high. And now someone is after them. . .

The Hypnotists

Linked

Schooled

No More Dead Dogs

From the #1 New York Times bestselling author of Restart, a story of telling truth from lies -- and finding out what being a hero really means.

The first book in the action-packed trilogy from New York Times bestselling author Gordon Korman. The perfect fans for fans of Stranger Things and James Patterson. 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.

Cameron Boxer is very happy to spend his life avoiding homework, hanging out with his friends, and gaming for hours in his basement. It's not too hard for him to get away with it . . . until he gets so caught up in one game that he almost lets his house burn down around him. Oops. It's time for some serious damage control--so Cameron and his friends invent a fake school club that will make it seem like they're doing good deeds instead of slacking off. The problem? Some kids think the club is real--and Cameron is stuck being president. Soon Cameron is part of a mission to save a beaver named Elvis from certain extinction. Along the way, he makes some new friends--and some powerful new enemies. The guy who never cared about anything is now at the center of everything . . . and it's going to take all his slacker skills to win this round.

With low grades and bad advice from friends and family, Lionel Shepard has a hard time achieving his dream of playing basketball for Bluford High.

The Search

Don't Care High

The 39 Clues: Unstoppable 4

Now You See Them, Now You Don't

"Don't Care High: It's more than a nickname -- it's a concept." At Don Carey High School, school spirit is so non-existent that nobody even noticed when a highway on-ramp got built over the football field. But new students Paul and Sheldon have a plan to wake the school up -- and Don't Care High will never be the same. Totally off-the-wall, but always good-natured, this hysterically funny book is not to be missed.

"Cheesie Mack is a true original." —Gordon Korman, bestselling author of Swindle and Schooled
Ronald "Cheesie" Mack is not a genius or anything, but he remembers everything that happened before, during, and after fifth-grade graduation, and he's written it all down in his own unique and hilarious way—with lots of lists, drawings, and splendorful (that's splendid plus wonderful!) made-up words. Cheesie—with a little help from Steve Cotler—writes about family, friendship, and tough choices in an unforgettable voice that will have kids laughing out loud. Readers of Diary of a Wimpy Kid will love both the clever humor and the black-and-white illustrations throughout.

Saving the school — one con at a time. "A political heist page-turner set in middle school? Is that even possible? Varian Johnson shows us how it's done." - Gordon Korman, author of SWINDLE
"Do yourself a favor and start reading immediately." - Rebecca Stead, author of WHEN YOU REACH ME
Jackson Greene swears he's given up scheming. Then school bully Keith Sinclair announces he's running for Student Council president, against Jackson's former friend Gaby de la Cruz. Gaby wants Jackson to stay out of it -- but he knows Keith has "connections" to the principal, which could win him the presidency no matter the vote count. So Jackson assembles a crack team: Hashemi Larjani, tech genius. Victor Cho, bankroll. Megan Feldman, science goddess. Charlie de la Cruz, reporter. Together they devise a plan that will take down Keith, win Gaby's respect, and make sure the election is done right. If they can pull it off, it will be remembered as the school's greatest con ever -- one worthy of the name THE GREAT GREENE HEIST. ""The lively (and racially diverse) cast of characters and the intricate plot will make this a story to read again for the sheer fun of it all"- Horn Book, starred review

Finding their way to a deserted island after their ship sinks, Luke, Ian, JJ, Sharla, Will, and Lyssa struggle to survive and soon discover that they are not alone on the island. Original.

Slacker

The Medusa Plot

Masterminds

Supergifted

Capitulum (Cap) Anderson has never watched television. He's never tasted a wedge. He's never heard of a wedgie. His wife was little, his only experience has been living on a farm commune and being home-schooled by his hippie grandmother. Rain. But when Rain falls out of a tree while picking plums and has to stay in the hospital, Cap is forced to move in with a guidance counselor and her cranky teen daughter and attend the local middle school. While Cap knows a lot about tie-dying and Zen Buddhism, no education could prepare him for the politics of public school. Right from the beginning, Cap's weirdness makes him a moving target at Claverage Middle School (dubbed C-Average by the students). He has long, ungroomed hair; wears hemp clothes; and practises tai chi on the lawn. Once Zack Powers, big man on campus, spots Cap, he can't wait to introduce him to the age-old tradition at C-Average: the biggest nerd is nominated for class president—and wins.

The sequel to Gordon Korman's SWINDLE—the Man With A Plan is back! When Griffin Bing's class goes to a floating zoo, they don't expect to see animals being treated so badly. They don't expect to find Cleo, Dog Whisperer Savannah's pet monkey who's been missing for weeks. And they really don't expect to have to hide the animals once they're rescued them! Hilarity ensues as Griffin's team once more pulls off a heist! . . . trying to break the animals back into a (better) zoo!

Vince Luca is just like any other high school guy. His best friend, Alex, is trying to score vicariously through him; his brother is a giant pain; and his father keeps bugging him to get motivated. There is just one thing that really sets him apart for other kids—his father happens to be the head of a powerful crime organization. Needless to say, while Vince's family's connections can be handy for certain things (like when teachers are afraid to give him a bad grade), they can put a serious crimp in his dating life. How is he supposed to explain to a girl what his father does for a living? But when Vince meets a girl who finally seems to be worth the trouble, her family turns out to be the biggest problem of all. Because her father is an FBI agent—the one who wants to put his father away for good.

Gordon Korman offers another edge-of-your-seat action/adventure in a return to the trilogy format that sold more than 1 million copies of Island, Everest, and Dive. It's every brother's worst fear: As Aiden and his sister Meg are walking home from school one day, a van pulls over and Meg is kidnapped. There's no way for Aiden to stop it from happening. He's the only witness to his sister's disappearance. Why has Meg been kidnapped? Is it for ransom? As a vendetta against Meg and Aiden's parents? Or is there an even bigger conspiracy at work? While Meg fends off her kidnapers and plans an escape, Aiden must team up with the FBI to try to find her—tracking down clues only a brother could recognize.

Swindle

Kidnapped #1: The Abduction

Notorious

Level 13 (A Slacker Novel)

This funny and heartwarming sequel to Ungifted, which has become a word-of-mouth hit, cleverly sends up our ideas about intelligence, heroism, and popularity. Donovan Curtis has never been what anyone would call "gifted." But his genius friend Noah Youkilla is actually supergifted, with one of the highest IQs around. After years at the Academy for Scholastic Distinction, all Noah dreams of is the opportunity to fail if he wants to. And he's landed in the perfect place to do it—Donovan's school. Almost immediately, Noah finds himself on the wrong side of cheerleading captain Megan Mercury and alpha jock Hash "Hashtag" Taggart. Sticking up for Noah lands Donovan in the middle of a huge feud with Hashtag. He's told to stay away from the sports star—or else. That should be the end of it, but when a freak incident suddenly makes Donovan a hero, he can't tell anyone about it since Hashtag is involved. So Noah steps in and becomes "Superkid." Now he's gone from nerd to titan at school. And it may have gone more than a little bit to his head. Don't miss Supergifted, the highly anticipated sequel to Ungifted from #1 New York Times bestselling author Gordon Korman!

The hilarious third SWINDLE book - now in paperback! Griffin Bing's new principal doesn't like him. And Griffin doesn't like the boot camp football atmosphere the new principal has brought. Griffin manages to stay out of trouble - until a Super Bowl ring disappears from the school's display case, with Griffin's retainer left in its place. Griffin has been framed! Unfortunately, the Man doesn't have a Plan - and everything his team tries to find out who really took the ring backfires. Griffin ends up in an alternate school, then under house arrest, and finally with an electronic anklet - with no way to prove his innocence! Griffin smells a rat - but will he be able to solve the mystery in time?

Unable to return to their normal lives despite the end of the Clue hunt, new Madrigal leaders Amy and Dan anxiously prepare for a retaliatory strike by the Vespers, who kidnap a number of Cahill family members and demand that Amy and Dan steal a famous painting.

When 12-year-old Cooper Vega moves for the third time in five years, he receives a state-of-the-art smartphone to help him stay in touch with old friends. He's had phones before, but this one is buggy and unpredictable. When a boy named Roderick Northrop communicates with him through the phone, Cooper realizes the phone isn't buggy at all; the thing is haunted!

The Hypnotists Book 2: Memory Maze

Pop

Masterminds: Payback

Ungifted

Having survived for so long on the deserted island, Luke, Charla, Will, Lyso, J.J., and Ian realize that their enemies are closer than they had expected and soon discover that they will have only one chance at an escape. Original.

There is a mysterious new student at Fitzgerald High, Jake Garret. He seems to have it all figured out. He looks like he just stepped off the cover of the J. Crew catalog, he is the best kicker the football team has ever had, and best of all, he hosts the party to go to every Friday night. All the guys want to be like him and all the girls want to date him, but Jake only has eyes for Didi, the girlfriend of alpha male and quarterback, Todd Buckley . As Jake's friend Rick gets to know him, he at first admires him, then starts to like him, but soon grows to fear for him as he learns Jake's dangerous secret. From beloved young adult author Gordon Korman, comes a new look at age-old themes about popularity, acceptance, and human nature.

Best-selling author Gordon Korman's middle-grade favorite, now with a fresh look! Wallace Wallace won't lie, even if it means detention. And after he handed in a scorching book report of the classic novel, Old Shep, My Pal, detention is just what he's been handed. He is sure he's done nothing wrong; he hated every minute of that book, especially when the dog dies in the end! Why do dogs always die at the end? Wallace refuses to do a rewrite of his report, so his English teacher, who happens to be directing the school play of Old Shep, My Pal, forces him go to the rehearsals to teach him a lesson on why the story is the way it is. Surrounded by theater kids who are apprehensive of him, Wallace sets out to prove himself. But not by changing his mind. Instead, he changes the play into a rock-and-roll rendition, complete with Rollerblades and a moped!

A funny and fast-paced story about two best friends whose innocent game could make them not-so legendary, from New York Times bestselling author Gordon Korman. Best friends Jeff and Wiley are legends. There is practically no one in their school who hasn't been nicknamed by the duo. They've dubbed their own underachieving class "The Dim Bulbs"; their pop-eyed principal is better known as "Deer in Headlights"; and their enormous new English teacher, Mr. Hughes, is "Mr. Huge." But now some of the nicknames that Jeff and Wiley have invented are backfiring on them. Will the duo be able to get it together before it's too late?

Framed (Swindle #3)

Unplugged

Cheesie Mack Is Not a Genius or Anything

Jackpot (Swindle #6)

The heart-stopping 39 CLUES series returns with an even deadlier challenge, as a new enemy is revealed to be searching for The 39 Clues too... Amy and Dan's race to save the hostages reaches its thrilling conclusion. Who will be victorious? The Cahills or the Vespers?

Gecko doesn't want to go back to Juvenile Detention, but trouble somehow always finds him... Graham "Gecko" Fosse drove the getaway car for a robbery he didn't even know was going down. But that doesn't keep him out of Juvie — the worst place he has ever been. It's a place where its inmates, some convicted teenage killers, could easily write an encyclopedia on how to inflict pain.

Thankfully, do-gooder Douglas Healy shows up, giving Gecko a chance to swap the slammer for a halfway house lived in by two other young criminals. There are just three crucial conditions — the three boys must stay in school and out of trouble, all while staying on Social Services' good side. Or else It's back to Juvie for all of them. But Terence seems bent on getting himself into trouble — the boys catch him sneaking down the fire escape, off to pull another heist. If only their fight hadn't gotten physical and Healy hadn't wound up in the hospital with amnesia. If only Gecko wasn't falling for a girl whose dad's best friend was the Deputy Police chief. And that's just the beginning of their problems. One thing's for certain: if the boys are found out, their second chance will be their last...

Gordon Korman's newest stand-alone novel, featuring Greenwich Middle School's class of outcasts and miscreants — The Unteachables! In the multiple-narrator format that Gordon perfected in Ungifted and Supergifted, this book tells the story of Greenwich Middle School's class SCS-8, a.k.a The Unteachables! The Unteachables are a wayward medley of characters: Parker the dyslexic farm boy;

Aido, who is perpetually angry; Elaine (rhymes with pain); Barnstorm the jock; Rahim the sleep-deprived artist; and Mateo, lost in fantasy worlds. Plus Kiana, who is just in town visiting her dad and isn't even registered with the school. Not to mention their teacher, Mr. Ribbit — er, Mr. Kermit — who remains in disgrace after a 25-year-old cheating scandal and is just killing time,

doing crossword puzzles and waiting to take early retirement at the end of the year. Are they really incorrigible, or is it possible they are just misunderstood? This unlikely group of heroes is about to find out for themselves.

From New York Times bestselling author Gordon Korman comes a hilarious middle grade novel about a group of kids forced to “unplug” at a wellness camp—where they instead find intrigue, adventure, and a whole lot of chaos. Perfect for fans of Korman's The Unteachables and Masterminds series, as well as Carl Hiaasen's eco mysteries. As the son of the world’s most famous tech billionaire, spoiled Jett Baranov has always gotten what he wanted. So when his father's private jet drops him in the middle of a place called the Oasis, Jett can't believe it. He's forced to hand over his cell phone, eat grainy veggie patties, and participate in wholesome activities with the other kids whom he has absolutely no interest in hanging out with. As the weeks go on, Jett starts to get used to the unplugged life and even bonds with the other kids over their discovery of a baby-lizard-turned-pet, Needles. But he can't help noticing that the adults at the Oasis are acting really strange. Could it be all those suspicious "meditation" sessions? Jett is determined to get to the bottom of things, but can he convince the other kids that he is no longer just a spoiled brat

making trouble?
I Want to Go Home

Jake, Reinvented

Whatshisface

The Great Greene Heist

Gordon Korman's uproarious, outrageous, and all-too-familiar summer camp adventure is BACK! Rudy Miller really isn't into the whole camping thing. So when his parents send him to Camp Algonkian "for his own good" all he wants to do is go home. Rudy teams up with his cabin-mate Mike for a series of carefully planned — yet hilariously bungled — escape attempts. Unfortunately, their counsellor (and nemesis) Chip is as determined to keep them there as they are to get away. Rudy and Mike spend their days plotting, playing chess, and working off punishments for their failed escapes. Hmmm, maybe it isn't such a bad way to spend the summer after all . . .

The amazing New York Times bestseller about what you can do when life gives you a second chance.

Despite the efforts of her brother, the FBI, and her parents, Meg Falconer is still missing and even Meg's kidnapers cannot find her since she always seems to give them the slip.

War Stories

Survival

Escape