



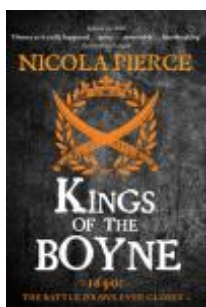
## Recommended Reading List 10+



Life is complicated enough for Molly and Beth even before they walk through a spooky doorway that leads to – Thursday 26th July 1984! The girls can't believe they are back in a time where the hair is weird and technology is basic. But when Beth realises her mum, who died when Beth was little, would be alive in the 1980s, she just HAS to try to find her...



For Omri, it is a dream come true when the plastic American Indian he locks into the old cupboard comes to life. Little Bull is everything an Indian brave should be – proud, fearless and defiant. But being in charge of a real, live, human being is a heavy responsibility, as Omri soon discovers. And when his best friend, Patrick, is let in on the secret, he soon realises that life-changing decisions lie ahead.



It is the summer of 1690 and war is in the air as two armies make their way to the Boyne. Young Irish noble Gerald O'Connor rides north in King James's cavalry determined to defend his family's honour. Brothers Robert and Daniel Sherrard march south from the once-besieged city of Derry with King William's army. After years of conflict, the coming battle will decide who rules the lands of England, Scotland and Ireland.



Clover Moon lives in a grimy backstreet of Victorian London with six younger siblings, her weary father and her sharp-tongued, uncaring stepmother. Sparky and imaginative Clover is quick to learn her letters and loves to paint or draw. But, despite her talents, she is condemned to life as a household skivvy. Then a chance meeting with an artist gives her an inspiring glimpse of another world – and an idea of how she might find it ...



Every four years two children are stolen away from Gavaldon, never to return. Most children fear being taken to the School for Good and Evil. But not Sophie. She has dreamt all her life of being a princess and believes the school could be her chance. Her best friend Agatha has other ideas. When the two girls are taken, things don't quite go to Sophie's plan. Because sometimes, the princess and the witch don't look like they do in fairytales.



Denizen Hardwick doesn't believe in magic – until he's ambushed by a monster created from shadows and sees it destroyed by a word made of sunlight. That kind of thing can really change your perspective. Now Denizen is about to discover that there's a world beyond the one he knows. A world of living darkness where an unseen enemy awaits. Fortunately for humanity, between us and the shadows stand Knights of the Borrowed Dark. Unfortunately for Denizen, he's one of them ...



'Ok lads! You have everything you need to win this game, so go out and do it.' said the coach. Eoin's not sure if it will be so easy! He's just started a new school and a new sport. Everyone at school is mad about rugby but Eoin hasn't even held a rugby ball before. With new rules to learn and new friends to make, he really doesn't need to have Richie Duffy, the resident bully, picking him out as his latest target.



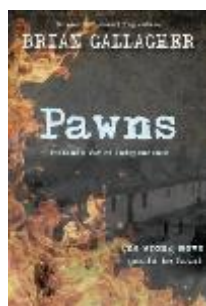
When Daisy Wells and Hazel Wong set up a secret detective agency at Deepdean School for Girls, they can't find a truly exciting mystery to investigate. (Unless you count The Case of Lavinia's Missing Tie. Which they don't.) Then Hazel discovers the body of the Science Mistress, Miss Bell – but when she and Daisy return five minutes later, the body has disappeared. Now the girls have to solve a murder and prove a murder happened in the first place.



The Peachey family are always late, they never agree, the house is a mess and everything's going to the dogs. Enter McTavish, a rescue dog with a difference – he's on a mission to rescue them!



The year is 1848. It is a time when magic and ghosts exist. Four Magnificent Children are captured by Badblood's Circus. Theo can look into your eyes and reveal your secret thoughts. Ginny has a bird called Blue living inside her. And the Thought-reading twins Archie and Millie, have an extraordinary ability to read each other's minds. They become stars of the circus but are unaware that Badblood has a dark and secret plan.



Young Johnny Dunne works hard at Balbriggan's Mill hotel but still finds time to enjoy life with his friends, Alice and Stella, though the three come from different backgrounds – Johnny had a harsh childhood in an orphanage, Alice is the daughter of the hotel owner and Stella the daughter of the Commanding Officer at the nearby RAF Gormanston. But with the War of Independence raging, the friends face difficult decisions. Stella is pro-British, Johnny is pro-independence and Alice is somewhere in between.



Murph Cooper has a problem. His new school is top secret and super weird. His classmates can all fly or control the weather or conjure tiny horses from thin air. And what's Murph's extraordinary skill? Ym, oh yeah – he hasn't got one! Just as well there are no revolting supervillains lurking nearby, their minds abuzz with evil plans. There are?! Right. OK, then. It's time for Kid Normal to become a hero.