

Hunger Games Discussion Guide Scholastic Media Room

This Special Edition of The Hunger Games includes the most extensive interview Suzanne Collins has given since the publication of The Hunger Games; an absorbing behind-the-scenes look at the creation of the series; and an engaging archival conversation between Suzanne Collins and YA legend Walter Dean Myers on writing about war. The Special Edition answers many questions fans have had over the years, and gives great insight into the creation of this era-defining work. In the ruins of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV. Sixteen-year-old Katniss Everdeen regards it as a death sentence when she steps forward to take her sister's place in the Games. But Katniss has been close to death before—and survival, for her, is second nature. Still, if she is to win, she will have to start making choices that weigh survival against humanity and life against love.

For the new teacher, Prestwick House's extensive

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line of title-specific Teaching Units may serve as a starting point. For the experienced teacher, the Unit may serve as a point of departure. Our aim is to save you time and energy while alleviating the frustration.

The Afro-bets kids introduce forty-nine black men and women who are heroes of their time.

Now a Netflix film starring and directed by Chiwetel Ejiofor, this is a gripping memoir of survival and perseverance about the heroic young inventor who brought electricity to his Malawian village. When a terrible drought struck William Kamkwamba's tiny village in Malawi, his family lost all of the season's crops, leaving them with nothing to eat and nothing to sell. William began to explore science books in his village library, looking for a solution. There, he came up with the idea that would change his family's life forever: he could build a windmill. Made out of scrap metal and old bicycle parts, William's windmill brought electricity to his home and helped his family pump the water they needed to farm the land. Retold for a younger audience, this exciting memoir shows how, even in a desperate situation, one boy's brilliant idea can light up the world. Complete with photographs, illustrations, and an epilogue that will bring readers up to date on William's story, this is the perfect edition to read and share with the whole family.

Toby has to finish the final thing on The List. It's a list

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of brave, daring, totally awesome things that he and his best friend, Lucas, planned to do together, and the only item left is to hike the Appalachian Trail. But now Lucas isn't there to do it with him. Toby's determined to hike the trail alone and fulfill their pact, which means dealing with the little things -- the blisters, the heat, the hunger -- and the big things -- the bears, the loneliness, and the memories. When a storm comes, Toby finds himself tangled up in someone else's mess: Two boys desperately need his help. But does Toby have any help to give? The Trail is a remarkable story of physical survival and true friendship, about a boy who's determined to forge his own path -- and to survive.

Ambition will fuel him. Competition will drive him. But power has its price. It is the morning of the reaping that will kick off the tenth annual Hunger Games. In the Capitol, eighteen-year-old Coriolanus Snow is preparing for his one shot at glory as a mentor in the Games. The once-mighty house of Snow has fallen on hard times, its fate hanging on the slender chance that Coriolanus will be able to outcharm, outwit, and outmaneuver his fellow students to mentor the winning tribute. The odds are against him. He's been given the humiliating assignment of mentoring the female tribute from District 12, the lowest of the low. Their fates are now completely intertwined - every choice Coriolanus makes could lead to favor or failure, triumph or ruin. Inside the

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arena, it will be a fight to the death. Outside the arena, Coriolanus starts to feel for his doomed tribute . . . and must weigh his need to follow the rules against his desire to survive no matter what it takes.

First in the ground-breaking HUNGER GAMES trilogy, this new foiled edition of THE HUNGER GAMES is available for a limited period of time. Set in a dark vision of the near future, a terrifying reality TV show is taking place. Twelve boys and twelve girls are forced to appear in a live event called The Hunger Games. There is only one rule: kill or be killed. When sixteen-year-old Katniss Everdeen steps forward to take her younger sister's place in the games, she sees it as a death sentence. But Katniss has been close to death before. For her, survival is second nature.

ORPHAN, CLOCK KEEPER, AND THIEF, twelve-year-old Hugo lives in the walls of a busy Paris train station, where his survival depends on secrets and anonymity. But when his world suddenly interlocks with an eccentric girl and her grandfather, Hugo's undercover life, and his most precious secret, are put in jeopardy. A cryptic drawing, a treasured notebook, a stolen key, a mechanical man, and a hidden message from Hugo's dead father form the backbone of this intricate, tender, and spellbinding mystery.

"Should appeal to all rugged individualists who dream of

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escape to the forest."—The New York Times Book Review
Sam Gribley is terribly unhappy living in New York City with his family, so he runs away to the Catskill Mountains to live in the woods—all by himself. With only a penknife, a ball of cord, forty dollars, and some flint and steel, he intends to survive on his own. Sam learns about courage, danger, and independence during his year in the wilderness, a year that changes his life forever. "An extraordinary book . . . It will be read year after year." —The Horn Book

In Mayda, a post-apocalyptic city off the coast of Portugal, a brilliant young engineer and a mysterious recluse race to build a flying machine, unaware that powerful enemies will kill to possess--or destroy--their new technology.

Having lost his mother and his hearing in a short time, twelve-year-old Ben leaves his Minnesota home in 1977 to seek the father he never knew in New York City, and meets there Rose, who is also longing for something missing from her life. Ben's story is told in words; Rose's in pictures.

A teen is snatched outside her kung fu class and must figure out how to escape—and rescue another kidnapped victim—in *The Girl in the White Van*, a chilling YA mystery by New York Times bestselling author April Henry. When Savannah disappears soon after arguing with her mom's boyfriend, everyone assumes she's run away. The truth is much worse. She's been kidnapped by a man in a white van who locks her in an old trailer home, far from prying eyes. And worse yet, Savannah's not alone: ten months earlier, Jenny met the same fate and nearly died trying to escape. Now as the two girls wonder if he will hold them captive forever or kill them, they must join forces to break out—even if it means they die trying. Christy Ottaviano Books

The second book in the ground-breaking HUNGER GAMES trilogy. After winning the brutal Hunger Games, Katniss and Peeta return to their district, hoping for a peaceful future. But

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their victory has caused rebellion to break out ... and the Capitol has decided that someone must pay. As Katniss and Peeta are forced to visit the districts on the Capitol's Victory Tour, the stakes are higher than ever. Unless they can convince the world that they are still lost in their love for each other, the consequences will be horrifying. Then comes the cruellest twist: the contestants for the next Hunger Games are announced, and Katniss and Peeta are forced into the arena once more.

Robin "Birdy" Perry, a new army recruit from Harlem, isn't quite sure why he joined the army, but he's sure where he's headed: Iraq. Birdy and the others in the Civilian Affairs Battalion are supposed to help secure and stabilize the country and successfully interact with the Iraqi people. Officially, the code name for their maneuvers is Operation Iraqi Freedom. But the young men and women in the CA unit have a simpler name for it: WAR

Amid the crumbling splendour of wintertime Venice, two orphans are on the run. The mysterious Thief Lord offers shelter, but a terrible danger is gathering force...

NEW YORK TIMES bestselling author Suzanne Collins has created a deeply moving autobiographical picture book about a father who must go off to the war in Vietnam -- and the daughter who stays behind. When young Suzy's father leaves for Vietnam, she struggles to understand what this means for her and her family. What is the jungle like? Will her father be safe? When will he return? The months slip by, marked by the passing of the familiar holidays and the postcards that her father sends. With each one, he feels more and more distant, until Suzy isn't sure she'd even recognize her father anymore. This heartfelt and accessible picture book by Suzanne Collins, the NEW YORK TIMES bestselling author of the Hunger Games series, is accompanied by James Proimos's sweet and funny illustrations. This picture book will

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speak to any child who has had to spend time away from a parent.

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today "An electric debut." —Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred "A harrowing journey into the unknown, and cryptic messages for readers to decipher." —Kirkus Reviews, Starred Arthur de Caldicot, on his way to becoming a man, witnesses the horrors of the Fourth Crusade in Venice and Zara, as well as the downfall of King Arthur's court, in his seeing stone. The stunning Hunger Games trilogy is complete! The extraordinary, ground breaking New York Times bestsellers The Hunger Games and Catching Fire, along with the third book in The Hunger Games trilogy by Suzanne Collins, Mockingjay, are available for the first time ever in e-book. Stunning, gripping, and powerful.

The hilarious and heartwarming, respectful and thought-

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provoking memoir of a college student's semester at Liberty University, the "Bible Boot Camp" for young evangelicals, that will inspire believers and nonbelievers alike. No drinking. No smoking. No cursing. No dancing. No R-rated movies. Kevin Roose wasn't used to rules like these. As a sophomore at Brown University, he spent his days fitting right in with Brown's free-spirited, ultra-liberal student body. But when Roose leaves his Ivy League confines to spend a semester at Liberty University, a conservative Baptist school in Lynchburg, Virginia, obedience is no longer optional. Liberty is the late Reverend Jerry Falwell's "Bible Boot Camp" for young evangelicals, his training ground for the next generation of America's Religious Right. Liberty's ten thousand undergraduates take courses like Evangelism 101 and follow a forty-six-page code of conduct that regulates every aspect of their social lives. Hoping to connect with his evangelical peers, Roose decides to enroll at Liberty as a new transfer student, chronicling his adventures in this daring report from the front lines of America's culture war. His journey takes him from an evangelical hip-hop concert to a spring break mission trip to Daytona Beach (where he learns to preach the gospel to partying coeds). He meets pastors' kids, closet doubters, Christian rebels, and conducts what would be the last print interview of Rev. Falwell's life. As Jonathan searches London's Darkside for the same murderer that his mother was seeking when she disappeared twelve years earlier, it becomes clear that it is Jonathan who is being hunted.

The ultimate companion guide to the blockbuster Hunger Games trilogy For all those who adore Katniss and Peeta, and can't get enough, this companion guide to the wildly popular Hunger Games series is a must-read and a terrific gift. Go deeper into the post-apocalyptic world created by Suzanne Collins than you ever thought possible—an

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alternative future where boys and girls are chosen from twelve districts to compete in "The Hunger Games," a televised fight-to-the-death. When sixteen-year-old Katniss learns that her little sister has been chosen, Kat steps up to fight in her place—and the games begin. This unauthorized guide takes the reader behind the stage. The Hunger Games Companion includes fascinating background facts about the action in all three books, a revealing biography of the author, and amazing insights into the series' main themes and features--from the nature of evil, to weaponry and rebellions, to surviving the end of the world. It's everything fans have been hungering for since the very first book! This book is not authorized by Suzanne Collins, Scholastic Press or anyone involved in the Hunger Games movie.

A Newbery Medal winning modern classic about a racially divided small town and a boy who runs. Jeffrey Lionel "Maniac" Magee might have lived a normal life if a freak accident hadn't made him an orphan. After living with his unhappy and uptight aunt and uncle for eight years, he decides to run--and not just run away, but run. This is where the myth of Maniac Magee begins, as he changes the lives of a racially divided small town with his amazing and legendary feats.

The greatly anticipated final book in the New York Times bestselling Hunger Games trilogy by Suzanne Collins. A story of determination and survival from the acclaimed author of FREAK THE MIGHTY. "This thrilling and elegant book ... will hold the interest of even the most stalwart landlubber." -- PWTwelve-year-old Skiff Beaman's mom just died, and his fisherman dad is too depressed to drag himself off the couch and go to work. So these days Skiff has to take care of everything himself. But when his dad's boat sinks, Skiff discovers it

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will cost thousands to buy a new engine. Skiff's lobster traps won't earn him enough, but there are bigger fish in the sea -- bluefin tuna. If he can catch one of those monster fish, Skiff just might save the boat -- and his family.

When eleven-year-old Gregor falls through a grate in the laundry room of his apartment building, he hurtles into the dark Underland, where spiders, rats and giant cockroaches coexist uneasily with humans. This world is on the brink of war, and Gregor's arrival is no accident. Gregor has a vital role to play in the Underland's uncertain future.

A Wrinkle in Time is the winner of the 1963 Newbery Medal. It was a dark and stormy night—Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. A Wrinkle in Time, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

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Critically acclaimed when it was first published, *Tuck Everlasting* has become a much-loved, well-studied modern-day classic. This anniversary edition features an in-depth interview conducted by Betsy Hearne in which Natalie Babbitt takes a look at *Tuck Everlasting* twenty-five years later. What if you could live forever? Is eternal life a blessing or a curse? That is what young Winnie Foster must decide when she discovers a spring on her family's property whose waters grant immortality. Members of the Tuck family, having drunk from the spring, tell Winnie of their experiences watching life go by and never growing older. But then Winnie must decide whether or not to keep the Tucks' secret—and whether or not to join them on their never-ending journey. Praise for *Tuck Everlasting* by Natalie Babbitt: "A fearsome and beautifully written book that can't be put down or forgotten." —The New York Times "Exciting and excellently written." —The New York Times Book Review "With its serious intentions and light touch the story is, like the Tucks, timeless." —Chicago Sun-Times "Probably the best work of our best children's novelist." —Harper's "Natalie Babbitt's great skill is spinning fantasy with the lilt and sense of timeless wisdom of the old fairy tales. . . . It lingers on, haunting your waking hours, making you ponder." —The Boston Globe "This book is as shapely, crisp, sweet, and tangy as a summer-ripe pear." —Entertainment Weekly This title has Common Core connections.

As his tenth birthday--and thus his gang eligibility--approaches, Junebug dreams that his family can escape their housing project home and its violent

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world of drugs and guns. Reissue.

Not since *THE BOOK THIEF* has the character of Death played such an original and affecting part in a book for young people. Flora and Henry were born a few blocks from each other, innocent of the forces that might keep a white boy and an African American girl apart; years later they meet again and their mutual love of music sparks an even more powerful connection. But what Flora and Henry don't know is that they are pawns in a game played by the eternal adversaries Love and Death, here brilliantly reimagined as two extremely sympathetic and fascinating characters. Can their hearts and their wills overcome not only their earthly circumstances, but forces that have battled throughout history? In the rainy Seattle of the 1920's, romance blooms among the jazz clubs, the mansions of the wealthy, and the shanty towns of the poor. But what is more powerful: love? Or death?

The definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in the Hunger Games, and the life and home of Katniss

Everdeen. Welcome to Panem, the world of the Hunger Games. This is the definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in The Hunger Games, and the life and home of Katniss Everdeen. A must-have for fans of both The Hunger Games novels and the new Hunger Games film.

Traveling to the New World in 1606 as the page to Captain John Smith, twelve-year-old orphan Samuel Collier settles in the new colony of James Town, where he must quickly learn to distinguish between friend and foe. Reprint.

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Donalyn Miller says she has yet to meet a child she couldn't turn into a reader. No matter how far behind Miller's students might be when they reach her 6th grade classroom, they end up reading an average of 40 to 50 books a year. Miller's unconventional approach dispenses with drills and worksheets that make reading a chore. Instead, she helps students navigate the world of literature and gives them time to read books they pick out themselves. Her love of books and teaching is both infectious and inspiring. The book includes a dynamite list of recommended "kid lit" that helps parents and teachers find the books that students really like to read.

In December of 1938, a chemist in a German laboratory made a shocking discovery: When placed next to radioactive material, a Uranium atom split in two. That simple discovery launched a scientific race that spanned 3 continents. In Great Britain and the United States, Soviet spies worked their way into the scientific community; in Norway, a commando force slipped behind enemy lines to attack German heavy-water manufacturing; and deep in the desert, one brilliant group of scientists was hidden away at a remote site at Los Alamos. This is the story of the plotting, the risk-taking, the deceit, and genius that created the world's most formidable weapon. This is the story of the atomic bomb. *Bomb* is a 2012 National Book Awards finalist for Young People's Literature. *Bomb* is a 2012 Washington Post Best Kids Books of the Year title. *Bomb* is a 2013 Newbery Honor book.

A warm, intimate portrait of Jackie Robinson, America's sports icon, told from the unique perspective of a unique

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insider: his only daughter. Sharon Robinson shares memories of her famous father in this warm loving biography of the man who broke the color barrier in baseball. Jackie Robinson was an outstanding athlete, a devoted family man and a dedicated civil rights activist. The author explores the fascinating circumstances surrounding Jackie Robinson's breakthrough. She also tells the off-the-field story of Robinson's hard-won victories and the inspiring effect he had on his family, his community. . . his country! Includes never-before-published letters by Jackie Robinson, as well as photos from the Robinson family archives.

"The Masque of the Red Death" (originally published as "The Mask of the Red Death: A Fantasy") is a short story by American writer Edgar Allan Poe, first published in 1842. The story follows Prince Prospero's attempts to avoid a dangerous plague, known as the Red Death, by hiding in his abbey. He, along with many other wealthy nobles, hosts a masquerade ball in seven rooms of the abbey, each decorated with a different color. In the midst of their revelry, a mysterious figure disguised as a Red Death victim enters and makes his way through each of the rooms. Prospero dies after confronting this stranger, whose "costume" proves to contain nothing tangible inside it [BISAC]; the guests also die in turn.

The New York Times bestselling Hunger Games is now a major motion picture -- and here is the ultimate guide to the all the tributes in the 74th annual Hunger Games! Twenty years after the start of the war that caused the Collapse, fifteen-year-old Stephen, his father, and grandfather travel post-Collapse America scavenging,

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but when his grandfather dies and his father decides to risk everything to save the lives of two strangers, Stephen's life is turned upside down.

A classic tale by Newbery Medalist Kate DiCamillo, America's beloved storyteller. One summer's day, ten-year-old India Opal Buloni goes down to the local supermarket for some groceries – and comes home with a dog. But Winn-Dixie is no ordinary dog. It's because of Winn-Dixie that Opal begins to make friends. And it's because of Winn-Dixie that she finally dares to ask her father about her mother, who left when Opal was three. In fact, as Opal admits, just about everything that happens that summer is because of Winn-Dixie. Featuring a new cover illustration by E. B. Lewis and an excerpt of Kate DiCamillo's newest novel, *Raymie Nightingale*.

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