

Battle of the Books Information for Students

Battle of the Books is a fun way to show your love of reading and actually earn some great prizes for it! All you need to do is grab up to 4 friends (teams should be 5 people or less) from grades 7 & 8 and read the list of librarian-chosen books. A trivia competition (and chaos!) will ensue. Keep in mind, you don't all have to be from the same school to be a team.

As a team, you should decide who's going to read what books & how many books everyone wants to read. You can have team members read 2-3 books apiece, have all team members read every book, or some combination between. It's really up to you!

IMPORTANT : Teams will be required to know how to correctly spell authors' last names in order to receive credit.

You will need to have a responsible person (18 years or older) to act as your **Team Manager**. The Manager is there to help you get organized, practice for the battle, and provide transportation the night of the event. In the past, teams have asked a parent, a teacher, an older sibling, or their school librarian to be a Team Manager.

Here are some rules that you'll need to know about before heading into the library to check out books for the Battle of the Books:

- The books can only be borrowed on a library card belonging to a team member. **Team Managers are not to check out books for their teams.**
- Please limit checkouts to 3 books per team member.
- Overdue fines for Battle Books are **\$0.25/day**.
- If your library doesn't have the book ask a librarian to order you a copy from another library

Here's what happens on the night of the Book Battle. First, your team will need to arrive at QVMS Auditorium at least 15 minutes before the start time. You'll sign in and set up your table. Your team manager will be present, but he/she will be working as a Scorekeeper for a different team

The Battle Moderator will begin by asking the first question twice. After the question is asked twice, teams will have **20 seconds to write down their answers**. Play will continue in this manner for the next 3 questions. The Moderator will announce the answers for the first 4 questions. **If your team answers correctly you get 4 points, plus a bonus point if you can give the last name of the author, spelled correctly.** This means that each question is worth a potential 5 points.

The moderator and judges will decide if an answer is correct, and **that decision is final**. Play will resume as above for the rest of the round. There will be three rounds with one question from each book per round. At the end of each round, scorecards will be collected and verified. At the end of the third round, the Judges will tally all scores. If there is a tie, a lightning round will take place between the tied teams. Once a clear winner has been determined, the Battle Moderator will announce the winners. **The top three teams will receive prizes.**

So, are you interested yet? To get started grab this booklist and a registration form. Find 4 friends in 7th & 8th grades, find a responsible adult to be a Team Manager, create a name for your team, and start reading!!! All final registration forms are due **Monday, January 13, 2020 by 8:00 PM.**

Questions??? Visit the **B.O.B WIKI @**
info4BOB.blogspot.com/

Contact Information

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7TH/8TH GRADE BATTLE OF THE BOOKS 2020

**Moon Township Public
Library
&
Sewickley Public Library**

**Wednesday, February 19, 2020
7:00 PM**

**@
Quaker Valley Middle School
Auditorium**

A Note to Parents and Team Managers

Choosing titles for B.O.B. can be a challenging task! The books for 2020 were chosen based on their student appeal, diverse subject matter and characters, representation of a wide variety of genres, and literary merit. The books were read, reviewed, and discussed by a team of school and public librarians. Should you have a concern about one of the titles, please feel free to contact Moon or Sewickley libraries.

Thank you,
Heather Panella, Moon Township Public Library
Emily Fear, Sewickley Public Library



The Dreadful Tale of Prosper Redding by Alexandra Bracken

Prosper is the only unexceptional Redding in his old and storied family history—that is, until he discovers the demon living inside him. Turns out Prosper's great-great-great-great-great-something grandfather made—and then broke—a contract with a malefactor, a demon who exchanges fortune for eternal servitude. And, weirdly enough, eight-hundred-year-old Alastor isn't exactly the forgiving type. The fiend has reawakened with one purpose—to destroy the family whose success he ensured and who then betrayed him. With only days to break the curse and banish Alastor back to the demon realm, Prosper is playing unwilling host to the fiend, who delights in tormenting him with nasty insults and constant attempts to trick him into a contract. Yeah, Prosper will take his afterlife *without* a side of eternal servitude, thanks. But with the help of his long-lost uncle, Barnabas, and his daughter, Nell, a witch-in-training, it seems like Prosper has at least a fighting chance of ridding himself of Alastor before the demon escapes and wreaks havoc on his family. Little does Prosper know, the malefactor's control over his body grows stronger with each passing night and there's a lot Alastor isn't telling his dim-witted (but admittedly strong-willed) human host?

Game Changer by Timothy Greenwald
Thirteen-year-old Teddy Youngblood is in a coma fighting for his life after an unspecified football injury at training camp. His family and friends flock to his bedside to support his recovery—and to discuss the events leading up to the tragic accident. Was this an inevitable result of playing a violent sport, or was something more sinister happening on the field that day? Told in an innovative, multimedia format combining dialogue, texts, newspaper articles, transcripts, an online forum, and Teddy's inner thoughts, *Game Changer* explores the joyous thrills and terrifying risks of Amer-



Ghost Boys by Jewell Parker Rhodes

Twelve-year-old Jerome is shot by a police officer who mistakes his toy gun for a real threat. As a ghost, he observes the devastation that's been unleashed on his family and community in the wake of what they see as an unjust and brutal killing. Soon Jerome meets another ghost: Emmett Till, a boy from a very different time but similar circumstances. Emmett helps Jerome process what has happened, on a journey towards recognizing how historical racism may have led to the events that ended his life. Jerome also meets Sarah, the daughter of the police officer, who grapples with her father's actions.

It's Trevor Noah: Born a Crime by Trevor Noah

Trevor Noah, the funny guy who hosts *The Daily Show* on Comedy Central, shares his remarkable story of growing up in South Africa with a black South African mother and a white European father at a time when it was against the law for a mixed-race child to exist. But he did exist—and from the beginning, the often-misbehaved Trevor used his keen smarts and humor to navigate a harsh life under a racist government. This fascinating memoir blends drama, comedy, and tragedy to depict the day-to-day trials that turned a boy into a young man. In a country where racism barred blacks from social, educational, and economic opportunity, Trevor surmounted staggering obstacles and created a promising future for himself, thanks to his mom's unwavering love and indomitable will.



No Fixed Address by Susan Nielsen

Twelve-and-three-quarter-year-old Felix Knutsson has a knack for trivia. His favorite game show is *Who What Where When*; he even named his gerbil after the host. Felix's mom, Astrid, is loving but can't seem to hold on to a job. So when they get evicted from their latest shabby apartment, they have to move into a van. Astrid swears him to secrecy; he can't tell anyone about their living arrangement, not even Dylan and Winnie, his best friends at his new school. If he does, she warns him, he'll be taken away from her and put in foster care. As their circumstances go from bad to worse, Felix gets a chance to audition for a junior edition of *Who What Where When*, and he's determined to earn a spot on the show. Winning the cash prize could make everything okay again. But things don't turn out the way he expects. . . .

The Scourge by Jennifer Nielson

As a lethal plague sweeps through the land, Ani Mells is shocked when she is unexpectedly captured by the governor's wardens and forced to submit to a test for the deadly Scourge. She is even more surprised when the test results come back positive, and she is sent to Attic Island, a former prison turned refuge -- and quarantine colony -- for the ill. The Scourge's victims, Ani now among them, can only expect to live out short, painful lives there. However, Ani quickly discovers that she doesn't know the whole truth about the Scourge or the Colony. She's been caught in a devious plot, and, with the help of her best friend, Weevil, Ani means to uncover just what is actually going on. But will she and Weevil survive long enough to do so?



What Goes Up by Katie Kennedy

Rosa and Eddie are among hundreds of teens applying to NASA's mysterious Interworlds Agency. They're not exactly sure what the top-secret program entails, but they know they want in. Rosa has her brilliant parents' legacies to live up to, and Eddie has nowhere else to go—he's certainly not going to stick around and wait for his violent father to get out of jail. Even if they are selected, they have no idea what lies in store. But first they have to make it through round after round of crazy-competitive testing. And then something happens that even NASA's scientists couldn't predict . . .

When the Sky Fell on Splendor by Emily Henry

Almost everyone in the small town of Splendor, Ohio, was affected when the local steel mill exploded. If you weren't a casualty of the accident yourself, chances are a loved one was. That's the case for seventeen-year-old Franny, who, five years after the explosion, still has to stand by and do nothing as her brother lies in a coma. In the wake of the tragedy, Franny found solace in a group of friends whose experiences mirrored her own. The group calls themselves The Ordinary, and they spend their free time investigating local ghost stories and legends, filming their exploits for their small following of YouTube fans. It's silly, it's fun, and it keeps them from dwelling on the sadness that surrounds them. Until one evening, when the strange and dangerous thing they film isn't fiction—it's a bright light, something massive hurtling toward them from the sky. And when it crashes and the teens go to investigate...everything changes.

