



FIGHT CRIME, ACROSS TIME!

Leaplings, children born on the 29th of February, are very rare. Rarer still are Leaplings with The Gift – the ability to leap through time. Elle Bíbi-Imbelé Ifiè has The Gift, but she's never used it. Until now. On her twelfth birthday, Elle and her best friend Big Ben travel to the Time Squad Centre in 2048. Elle has received a mysterious warning from the future. Other Leaplings are disappearing in time – and not everyone at the centre can be trusted. Soon Elle's adventure becomes more than a race through time. It's a race against time. She must fight to save the world as she knows it – before it ceases to exist . . .

Adventure. Time Travel.

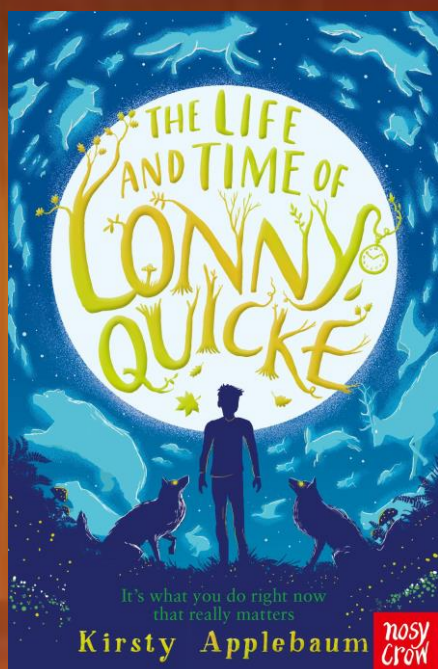
Reading Age: 9-11

Magic awaits, all you have to do is believe...

When thirteen-year-old Olia steps through a magical doorway, she discovers another land. A land tangled by magic, where hope is lost, and a scheming wizard holds all the power. Soon Olia learns that she is destined to save this land, but with time running out and her new friends and family in danger, she must search for the magic within herself - to save everything and everyone she loves.

Magic. Adventure. Fairy Tale. Folklore.

Reading Age: 9-12



Lonny is a lifeling. He has the power to heal any living creature and bring it back from the dead. But he pays a price for this gift - by lengthening the creature's life, he shortens his own. So Lonny has to be careful, has to stay hidden in the forest. Because if people knew what he could do, Lonny would be left with no life at all...

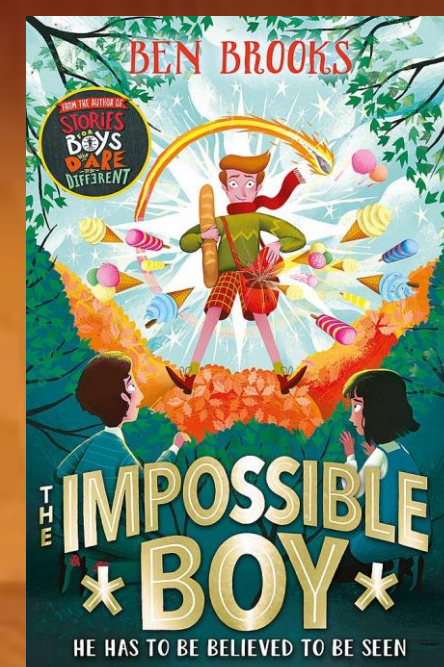
Magic. Family, Fairy Tale. Folklore.

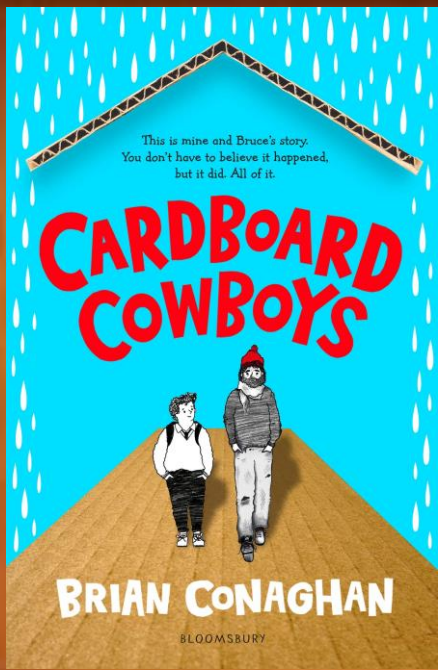
Reading Age: 9-12

When Oleg and Emma invent a new classmate called Sebastian, they are amazed when he appears - very much real - in their secret den. Sebastian isn't like the rest of their classmates. He's never eaten pizza, he's not sure what goosebumps are, and he has a satchel that seems to hold an endless supply of hot ice cream. But as the trio begin their adventures, more impossible things keep happening, from a runaway goat appearing at school to a sighting of some snowwomen walking down the road. Things soon take a turn for the dangerous when the three friends are pursued by the mysterious Institute of Unreality, who want to capture and erase Sebastian, restoring order to the world. With the help of a cowboy gardener, an imprisoned scientist, and the rest of their class, can Emma and Oleg protect their new friend and keep the magic of the impossible alive?

Magic. Imagination. Adventure.

Reading Age: 9-11





Nobody at school can see past Lenny's size to the person within. So when lessons get too tough, Lenny always goes to his bench to think. At least there no one can see him. Then one day, midway through lobbing his empty can of Irn-Bru into the canal he's stopped by Bruce. Bruce lives in a cardboard home hidden away by the banks, and he doesn't approve of kids messing up his front lawn .

But a bumpy start soon gives way to an unexpected friendship - and an epic road trip - that will change both of them for life ...

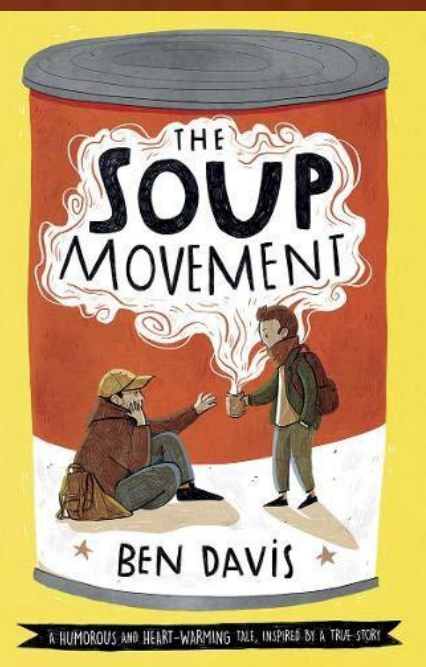
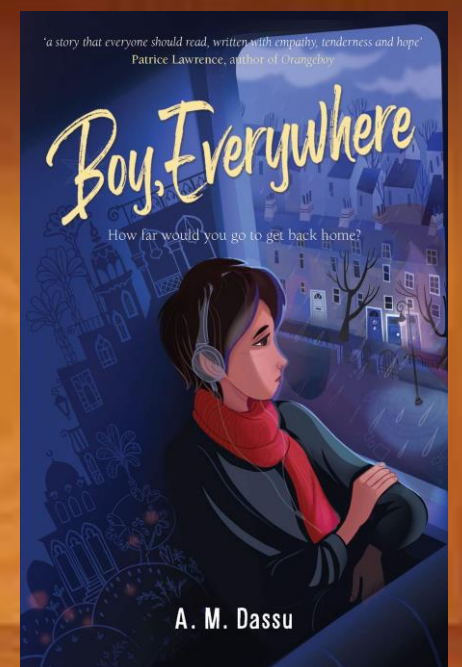
Homelessness. Friendship. Future Classic.

Reading Age: 10-12

This debut novel chronicles the harrowing journey taken by Sami and his family from privilege to poverty, across countries and continents, from a comfortable life in Damascus, via a smuggler's den in Turkey, to a prison in Manchester. A story of survival, of family, of bravery ... In a world where we are told to see refugees as the 'other', this story will remind readers that 'they' are also 'us'.

Family. Survival. Refugees.

Reading Age: 10-14



To aid his recovery from a life-threatening illness Jordan and his family move out of the city for a healthy new start. Jordan's getting enough funny looks as the new boy at school as it is, without his Mum giving him homemade soup every day for lunch! But when Jordan meets a homeless man called Harry, and gives him the soup, it is the start of an unlikely friendship. Soon the two of them begin giving soup to the other homeless people around town and when his sister shares their antics on Instagram the #SOUPMOVEMENT begins-they even make it on the news!

Homelessness. Childhood Cancer. Unemployment.

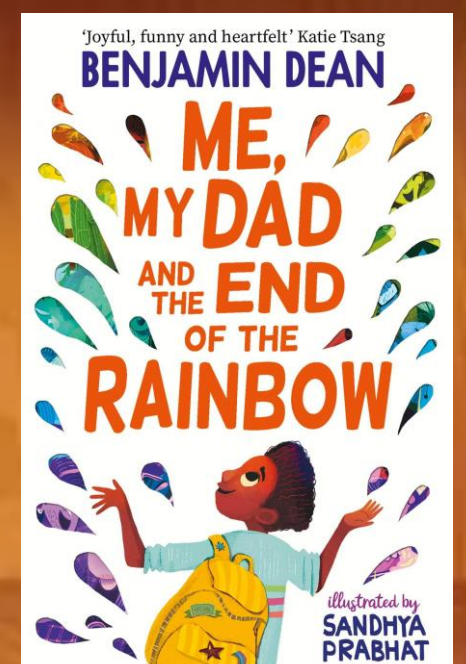
Reading Age: 9-12

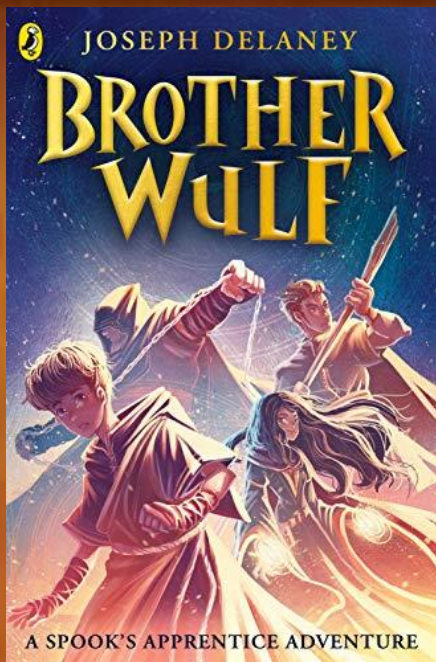
Things aren't going great for Archie Albright. His dad's acting weird, his mum too, and all he wants is for everything to go back to normal, to three months before when his parents were happy and still lived together. When Archie sees a colourful, crumpled flyer fall out of Dad's pocket, he thinks he may have found the answer. Only problem? The answer might just lie at the end of the rainbow, an adventure away.

Together with his best friends, Bell and Seb, Archie sets off on a heartwarming and unforgettable journey to try and fix his family, even if he has to break a few rules to do it...

Family. Gender. Humour. LGBTQ+.

Reading Age: 9-12





When young novice monk Brother Beowulf is sent to spy on Spook Johnson, he has no idea of the trouble he's about to find himself in. Johnson boasts to Wulf of his battles against demonic creatures, and even seems to imprison local witches, though Wulf is sceptical - not least because the church has taught him that Spooks are a force for evil, and not to be trusted. But then the monsters Johnson claims to fight turn out to be very real indeed, and soon Wulf is forced to seek help from another young Spook, Tom Ward, who terrifies and charms him in equal measure. But the forces of the dark are many, and it's not long until Wulf and Tom realise they've bitten off far more than they can chew. A horrifying new enemy is rising - and only Wulf can stop it.

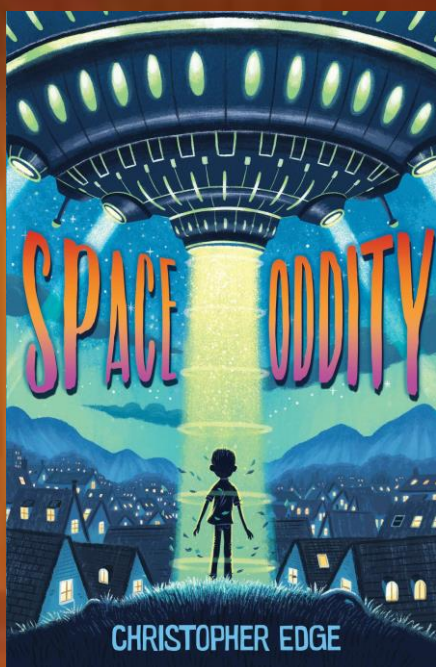
Fantasy. Adventure.

Reading Age: 9-12

Aveline Jones loves reading ghost stories, so a dreary half-term becomes much more exciting when she discovers a spooky old book. Not only are the stories spine-tingling, but it once belonged to Primrose Penberthy, who vanished mysteriously, never to be seen again. Intrigued, Aveline decides to investigate Primrose's disappearance. Now someone... or something, is stirring. And it is looking for Aveline.

Mystery. Ghost Story.

Reading Age: 9-12



You might think that this story is going to be an intergalactic adventure filled with UFOs, black holes, killer robots and some very foul-smelling aliens. And you'd be right. But it's mostly about a boy called Jake, his embarrassing dad, and the mind-boggling question . . . are we really alone in the universe?

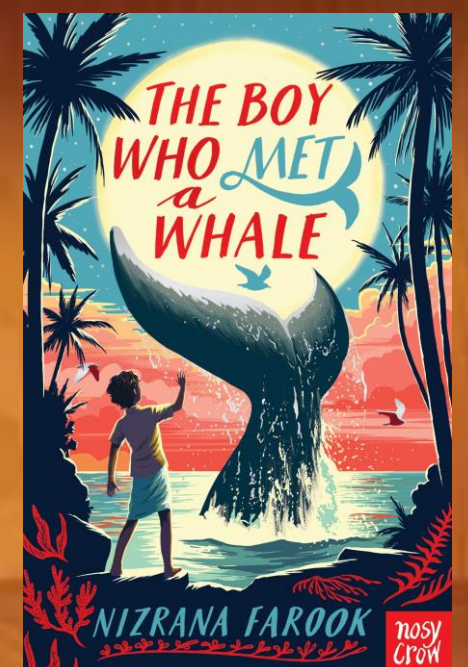
Sci Fi. Aliens. UFOs. David Bowie!

Reading Age: 9-12

Razi, a local fisherboy, is watching turtle eggs hatch when he sees a boat bobbing into view. With a chill, he notices a small, still hand hanging over the side... Inside is Zheng, who's escaped a shipwreck and is full of tales of sea monsters and missing treasure. But the villains who are after Zheng are soon after Razi and his sister, Shifa, too. And so begins an exhilarating adventure in the shadow of the biggest sea monster of them all...

Adventure.

Reading Age; 9-12





Yutu lives in a remote, Arctic village with his elderly grandmother. Their traditional way of life is threatened by the changing snow and ice, which melts faster every year.

Bea is trying to adapt to yet another new school. Worse still, her father's new job takes up any spare time, and his behaviour becomes odd and secretive. On a trip she hopes will fix things, their fates take a drastic turn and Bea's life becomes entwined with Yutu's in a way she could never have imagined.

Together, they are locked in a desperate race for survival.

Adventure. Survival.

Reading Age: 9-12

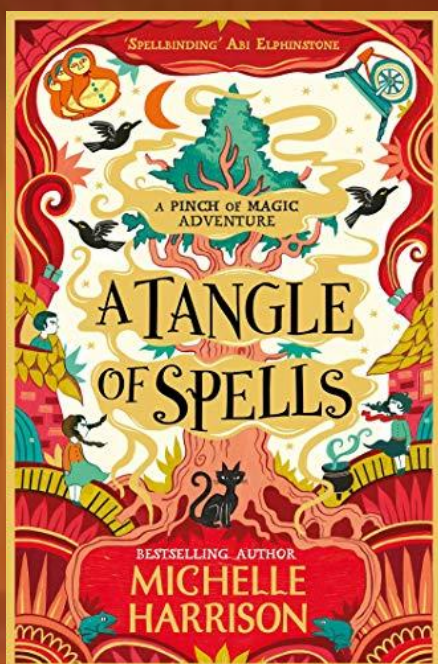
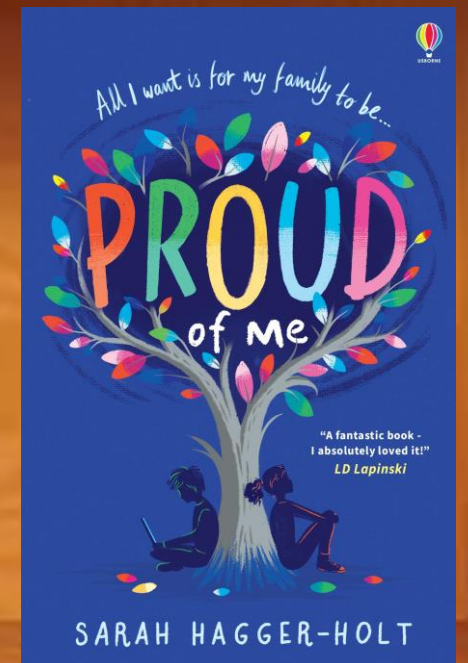
Becky and Josh are almost-twins, with two mums and the same anonymous donor dad. Josh can't wait until he's eighteen, the legal age when he can finally contact his donor, and he'll do anything to find out more - even if it involves lying.

Becky can't stop thinking about her new friend, Carli. Could her feelings for Carli be a sign of something more?

Becky and Josh both want their parents to be proud of them...but right now, they're struggling to even accept themselves.

LGBTQ+. Relationships. Friendship.

Reading Age: 9-12



It should have been a fresh start for the Widdershins sisters, Betty, Fliss and Charlie, who have left the misty gloom of Crowstone for a new life in the pretty village of Pendlewick. But all is not as it seems and as one of their own begins to slip away from them, the sisters find themselves in a race against time to break a dark magic that has cast a spell over the village.

Magic. Adventure.

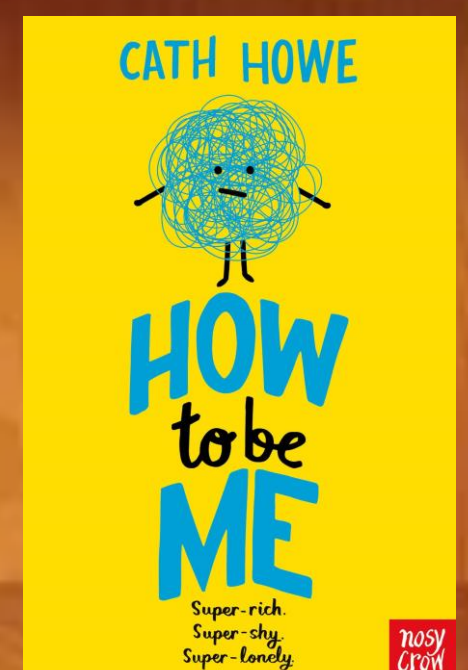
Reading Age; 9-11

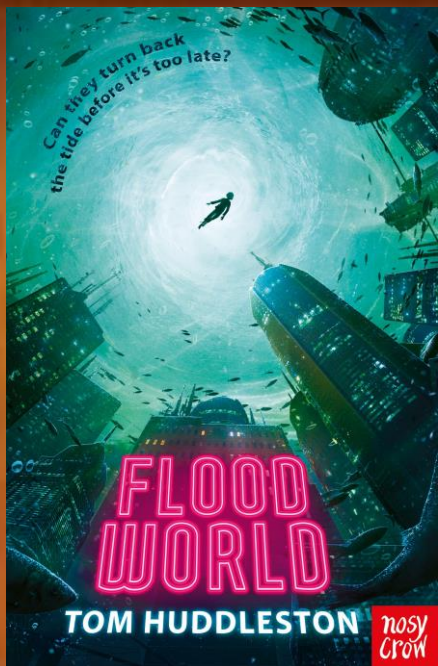
Super rich. Super shy. Super lonely. Lucas is all alone.

Since his mum died, Lucas and his dad don't seem to understand each other at all - it's almost as if they're speaking different languages. With a long, hot summer facing him, Lucas is dreading the drama club that his dad has signed him up for - he doesn't know how to be around new people and he can't *stand* performing. But the people Lucas meets at the club force him to open up and start talking, and when disaster strikes, Lucas is forced to step in and help. Can his new-found friends teach Lucas how to be himself?

Family. Friendship. Anxiety.

Reading Age: 9-12





Kara and Joe live outside the Wall, spending their days navigating perilous waterways and scratching out a living in the ruins of the old city. But when they get swept up in a police chase, and find themselves in possession of a mysterious map, they're suddenly in a world of trouble!

As they delve deeper and deeper into a dark world of rebellion and revenge they've soon got gangsters, cops and ruthless Mariner pirates in their hi-tech submarines hot on their heels. But as Joe and Kara are swept up into a revolution of justice and vengeance, they must find a way to fight back and save their city before the walls come tumbling down, and the waves come rushing in...

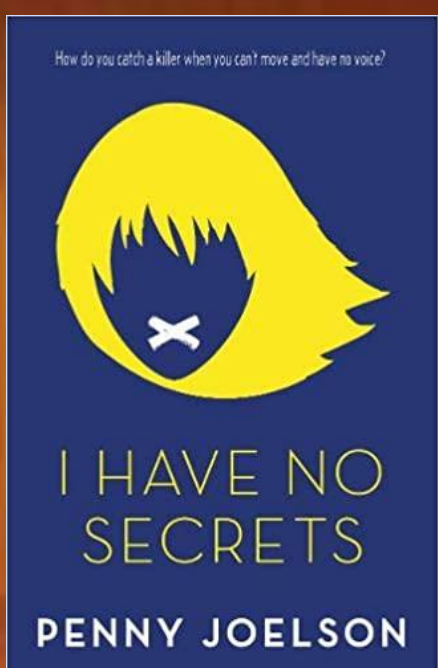
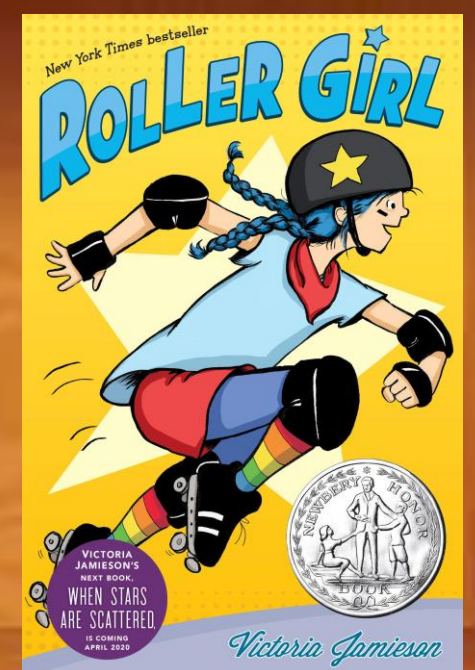
Dystopia. Adventure.

Reading Age: 10-14

Astrid has always done everything with her best friend Nicole. So when Astrid falls in love with roller derby and signs up for a summer camp, she's sure Nicole will be right by her side - until Nicole signs up for ballet camp instead, with Astrid's biggest rival. So begins the hardest summer of Astrid's life, as she struggles to stay on her skates, to learn who she is without Nicole . . . and to find out what it takes to be a strong, tough, awesome roller girl.

Sport. Friendships. Graphic Novel.

Reading Age: 9-11



Fourteen-year-old Jemma has severe cerebral palsy. Unable to communicate or move, she relies on her family and carer for everything. She has a sharp brain and inquisitive nature, and knows all sorts of things about everyone. But when she is confronted with this terrible secret, she is utterly powerless to do anything. Though that might be about to change...

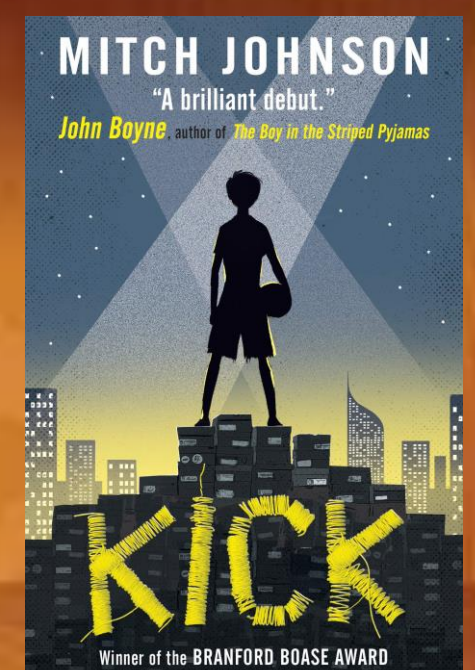
Thriller. Family. Inclusivity.

Reading Age: 11-16

Budi's plan is simple. He's going to be a star. Budi's going to play for the greatest team on earth, instead of sweating over each stitch he sews, each football boot he makes. But one unlucky kick brings Budi's world crashing down. Now he owes the Dragon, the most dangerous man in Jakarta. Soon it isn't only Budi's dreams at stake, but his life. A story about dreaming big, about hope and heroes, and never letting anything stand in your way.

Football. Gangs. Poverty.

Reading Age: 10-13





Maureen and Francine Carter are twins and best friends. They participate in the same clubs, enjoy the same foods and are partners on all their school projects. But just before the girls start sixth grade, Francine becomes Fran - a girl who wants to join the chorus, run for class president and dress in fashionable outfits that set her apart from Maureen. Maureen and Francine are growing apart and there's nothing Maureen can do to stop it. Are sisters really forever? Or will middle school change things for good?

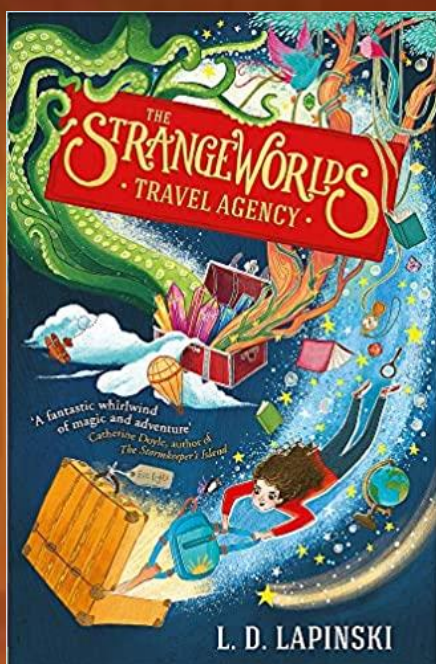
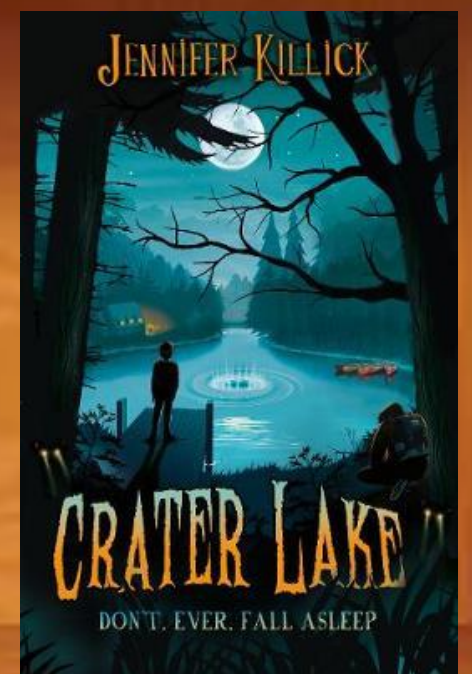
Family. Friendships. Graphic Novel.

Reading Age: 9-12

Who is the mysterious bloodstained man who stops their coach? Why is no one around when Lance and the rest of Year Six arrive at the brand new Crater Lake activity centre? But this is just the beginning of the school trip from hell; a fight for survival that sees five pupils band together to save their classmates from an alien fate far worse than death. But whatever happens, they must Never. Ever. Fall asleep!

Action. Suspense. Spooky. Adventure.

Reading Age: 9-12



When 12-year-old Flick Hudson accidentally ends up in the Strangeworlds Travel Agency, she uncovers a fantastic secret: there are hundreds of other worlds just steps away from ours. All you have to do to visit them is jump into the right suitcase. Then Flick gets the invitation of a lifetime: join Strangeworlds' magical travel society and explore other worlds. But, unknown to Flick, the world at the very centre of it all, a city called Five Lights, is in danger. Buildings and even streets are mysteriously disappearing. Once Flick realizes what's happening she must race against time, travelling through uncharted worlds, seeking a way to fix Five Lights before it collapses into nothingness - and takes our world with it.

Magic. Adventure.

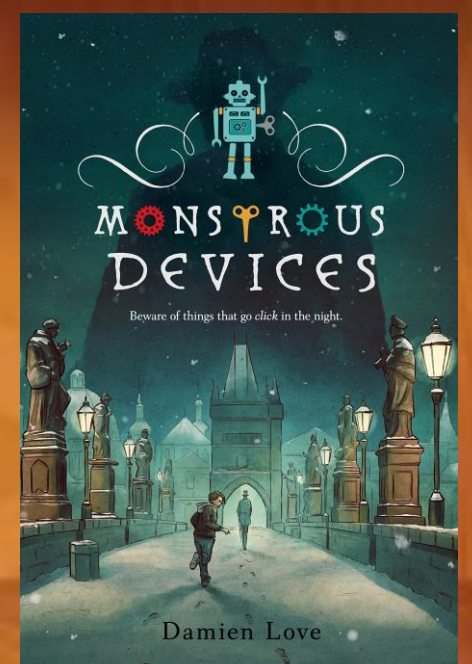
Reading Age: 9-12

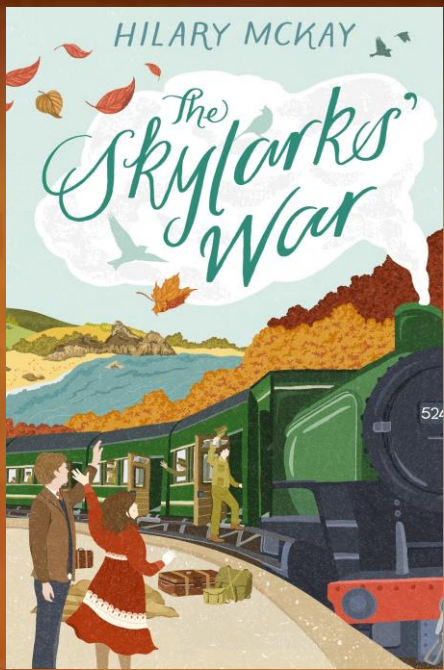
When twelve-year-old Alex receives an old tin robot in the post, the note from his grandfather simply reads: 'This one is special'. But as strange events start occurring around him, it doesn't take Alex long to suspect that the small toy is more than special; it might also be deadly.

Just as things are getting out of hand, Alex's grandfather arrives, whisking him away from his otherwise humdrum life and into a world of strange, macabre magic. From Paris to Prague, they flee across snowy Europe in a quest to unravel the riddle of the little robot, and outwit relentless assassins of the human and mechanical kind. How does Alex's grandfather know them? And can Alex safely harness the robot's power, or will it fall into the wrong, wicked hands?

Fantasy. Adventure.

Reading Age: 9-12





Clarry and her older brother Peter live for their summers in Cornwall, staying with their grandparents and running free with their charismatic cousin, Rupert. But normal life resumes each September – boarding school for Peter and Rupert, and a boring life for Clarry at home with her absent father, as the shadow of a terrible war looms ever closer. When Rupert goes off to fight at the front, Clarry feels their skylark summers are finally slipping away from them. Can their family survive this fearful war?

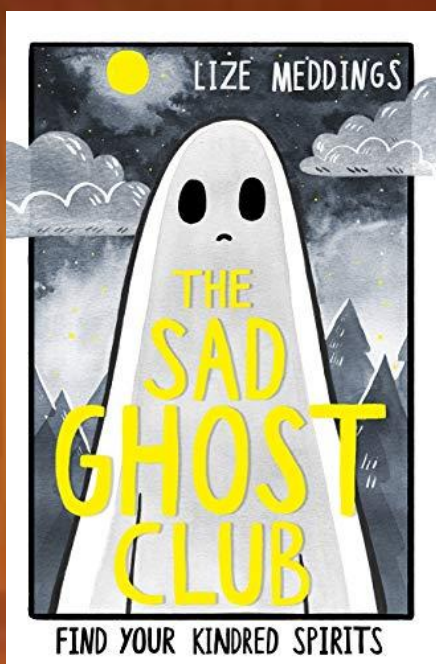
World War One. Family.

Reading Age: 9-11

When Cora's brother drags her along to his boss's house, she doesn't expect to strike up a friendship with Adrien, son of the intimidating CEO of Pomegranate Technologies. As she becomes part of Adrien's life, she is also drawn into the mysterious projects at Pomegranate. At first, she's intrigued by them - Pomegranate is using AI to recreate real people in hologram form. As she digs deeper, however, she uncovers darker secrets... Cora knows she must unravel their plans, but can she fight to make her voice heard, whilst never losing sight of herself?

Friendship. Acceptance.

Reading Age: 9-12



Ever felt anxious or alone? Like you don't belong anywhere? Like you're almost... invisible? Find your kindred spirits at The Sad Ghost Club. (You are not alone. Shhh. Pass it on.) This is the story of one of those days - a day so bad you can barely get out of bed, when it's a struggle to leave the house, and when you do, you wish you hadn't. But even the worst of days can surprise you. When one sad ghost, alone at a crowded party, spies another sad ghost across the room, they decide to leave together. What happens next changes everything.

Because that night they start The Sad Ghost Club - a secret society for the anxious and alone, a club for people who think they don't belong.

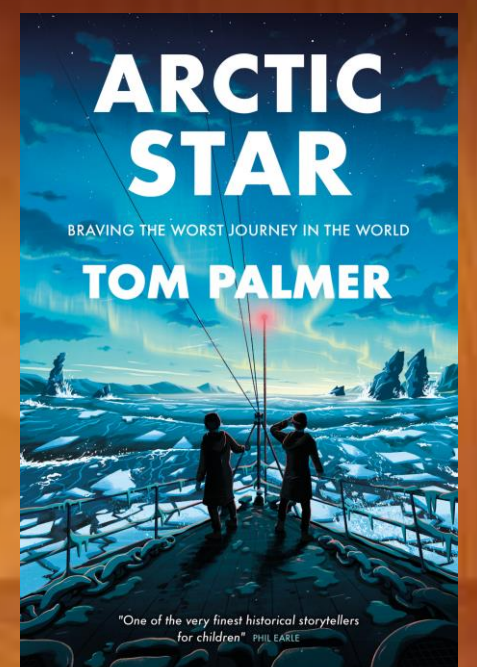
Anxiety. Loneliness. Friendships. Graphic Novel.

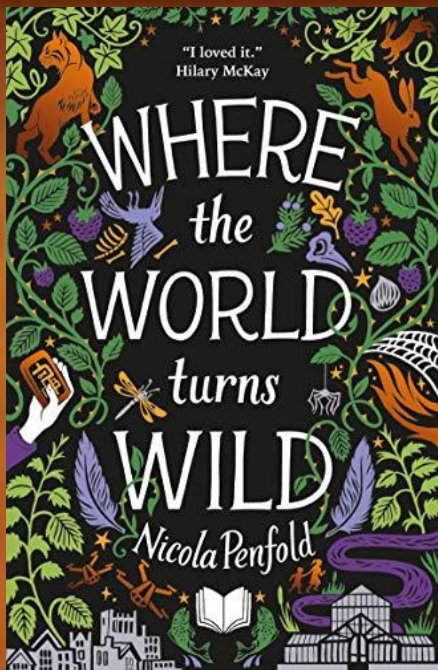
Reading Age: 11-16

Winter 1943. Teenagers Frank, Joseph and Stephen are Royal Navy recruits on their first mission at sea during the Second World War. Their ship is part of an Arctic Convoy sailing to Russia to deliver supplies to the Soviets. The convoys have to navigate treacherous waters, sailing through a narrow channel between the Arctic ice pack and German bases on the Norwegian coast. Faced with terrifying enemy attacks from both air and sea, as well as life-threatening cold and storms, will all three boys make it home again?

World War Two. Naval Adventure.

Reading Age: 9-12





Juniper Greene lives in a walled city from which nature has been banished, following the outbreak of a deadly man-made disease many years earlier. While most people seem content to live in such a cage, she and her little brother Bear have always known about their resistance to the disease, and dream of escaping into the wild. To the one place humans have survived outside of cities. To where their mother is.

When scientists discover that the siblings provide the key to fighting the disease, the pair must flee for their lives. As they cross the barren Buffer Zone and journey into the unknown, Juniper and Bear can only guess at the dangers that lie ahead. Nature can be cruel as well as kind... Will they ever find the home they've been searching for?

Winner of The Redhill Academy Trust Book Award 2020-2021

Ecological Adventure. Dystopia.

Reading Age: 9-14

Tabby Brown is tired of trying to fit in. She doesn't want to go to parties - in fact, she would much rather snuggle up on the sofa with her favourite book.

It's like she hasn't found her people ...

Then Tabby joins a club that promises to celebrate books. What could go wrong?

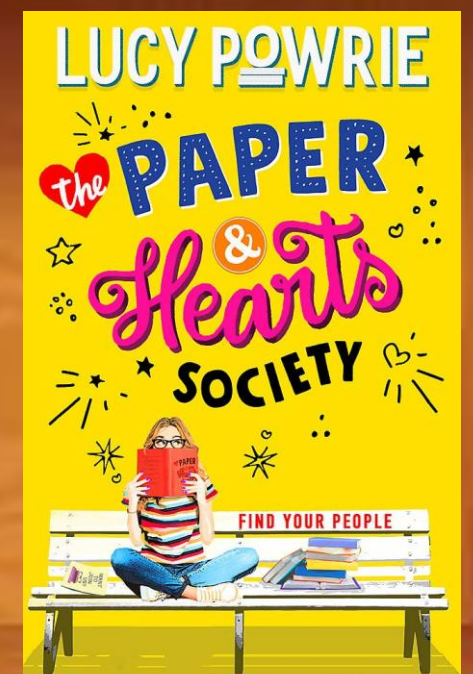
EVERYTHING - especially when making new friends brings out an AWKWARD BUZZING feeling all over her body.

But Olivia, Cassie, Henry and Ed have something that makes Tabby come back. Maybe it's the Austen-themed fancy-dress parties, or Ed's fluffy cat Mrs Simpkins, or could it be Henry himself... Can Tabby let her weird out AND live THE BEST BOOKISH LIFE POSSIBLE?

Winner of The Redhill Academy Trust Book Award 2019-2020

Friendship. Books. Fitting In.

Reading Age: 11-14



A thrilling World War II adventure set in occupied France, featuring an Indian RAF pilot. Thirteen-year-old Joelle Breton stumbles across Indian-born RAF pilot Mohinder Singh when his plane crashes in occupied France and it's up to her and her parents to hide him from the Nazis. After all, her parents are brave members of the French Resistance and will do everything they can to help get Mohinder back to Britain. But when they are betrayed and tragedy strikes, Joelle and Mohinder will have to act fast if they are ever to evade the enemy.

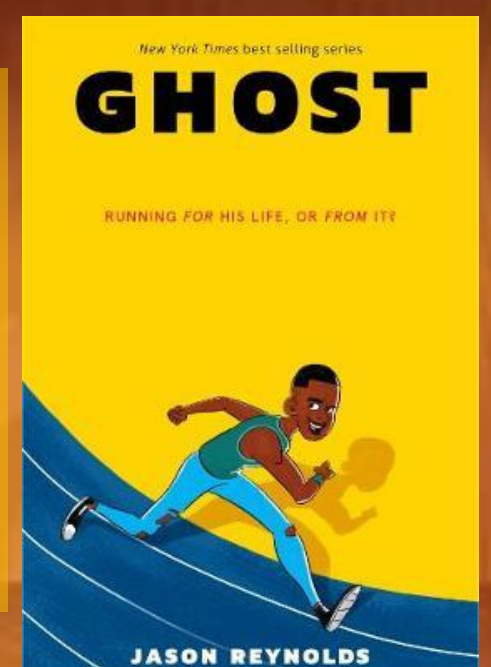
World War Two. Diverse Historical Fiction.

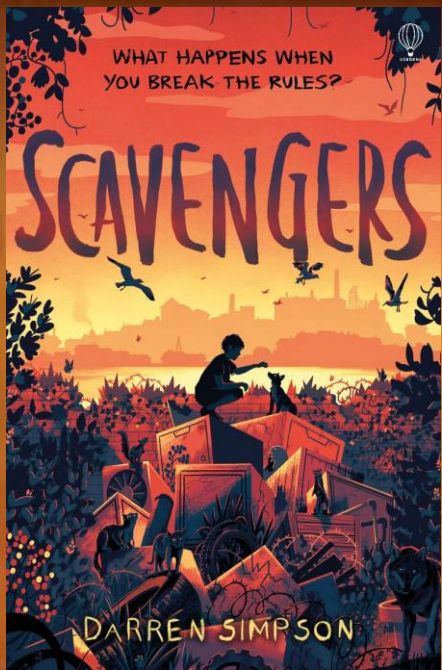
Reading Age: 10-14

Running. That's all Ghost (real name Castle Cranshaw) has ever known. But Ghost has been running for the wrong reasons--it all started with running away from his father, who, when Ghost was a very little boy, chased him and his mother through their apartment, then down the street, with a loaded gun, aiming to kill. Since then, Ghost has been the one causing problems--and running away from them--until he meets Coach, an ex-Olympic Medalist who sees something in Ghost: crazy natural talent. If Ghost can stay on track, literally and figuratively, he could be the best sprinter in the city. Can Ghost harness his raw talent for speed, or will his past finally catch up to him? First in a series of four.

Sport. Domestic Violence.

Reading Age: 10-14





Landfill has lived his whole life as a scavenger, running with wooflers, swimming with turtles and feasting on fresh gull. Old Babagoo has always looked after him, on one condition - follow his rules. NEVER COME LOOKING OUTSIDE. NEVER RISE ABOVE THE WALL. But despite the dangers, Landfill longs to see Outside. And some rules are made to be broken.

Environment. Survival. Courage. Friendship.

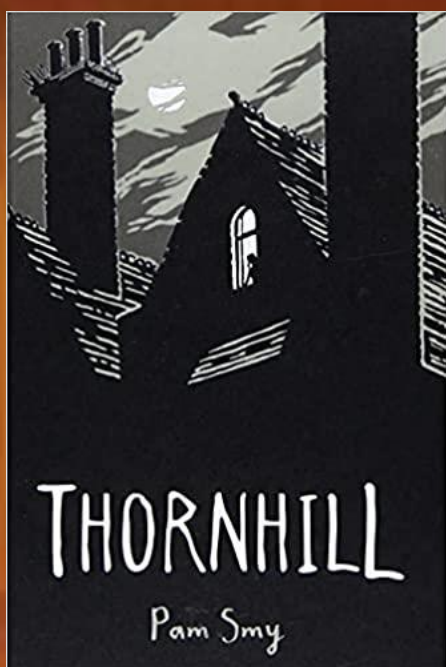
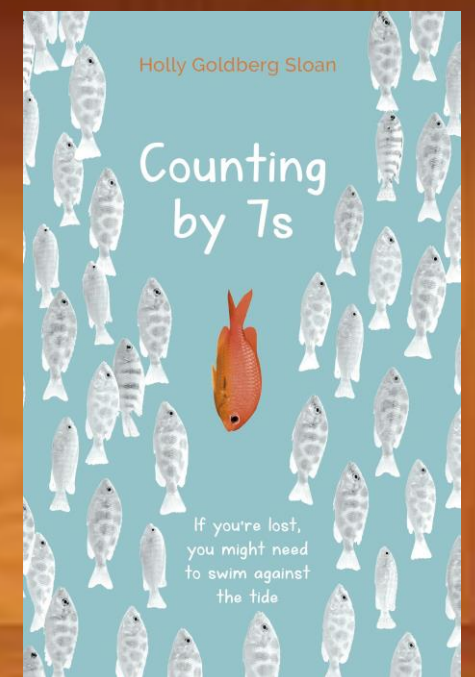
Reading Age: 11-13

COUNTING BY 7S tells the story of Willow Chance, a twelve-year-old genius who is obsessed with diagnosing medical conditions and finds comfort in counting by 7s. It has never been easy for her to connect with anyone other than her adoptive parents, but that hasn't kept her from leading a quietly happy life . . . until now.

Suddenly Willow's world is tragically changed when her parents both die in a car crash, leaving her alone in a baffling world. Her journey to find a fascinatingly diverse and fully believable surrogate family is a joy and a revelation to read.

Grief. Loss. Loneliness.

Reading Age: 11-13



As she unpacks in her new bedroom, Ella is irresistibly drawn to the big old house that she can see out of her window. Surrounded by overgrown gardens, barbed wire fences and 'keep out' signs, it looks derelict. But that night, a light goes on in one of the windows. And the next day she sees a girl in the grounds. Ella is hooked. The house has a story to tell. She is sure of it. Enter Thornhill, Institute for Children, and discover the dark secrets that lie within. But once inside, will you ever leave?

Ghost Story. Suspense. Historical. Mystery.

Reading Age: 11-14

The Lake District, 1899

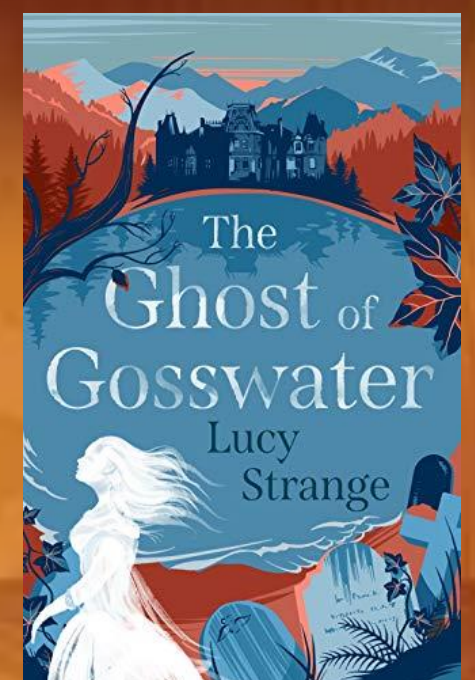
The Earl is dead and cruel Cousin Clarence has inherited everything.

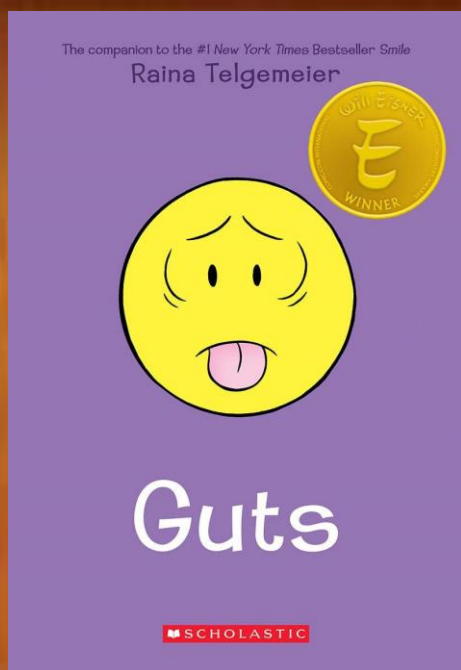
Twelve-year-old Lady Agatha Asquith is cast out of Gosswater Hall to live in a tiny, tumbledown cottage with a stranger who claims to be her father. Aggie is determined to discover her real identity, but she is not alone on her quest for the truth.

On the last day of the year, when the clock strikes midnight, a mysterious girl of light creeps through the crack in time; she will not rest until the dark, terrible secrets of the past have been revealed ...

Gothic Adventure. Mystery.

Reading Age: 9-12





Raina wakes up one night with a terrible upset stomach. Her mom has one, too, so it's probably just a bug. Raina eventually returns to school, where she's dealing with the usual highs and lows: friends, not-friends, and classmates who think the school year is just one long gross-out session. It soon becomes clear that Raina's tummy trouble isn't going away... and it coincides with her worries about food, school, and changing friendships. What's going on?

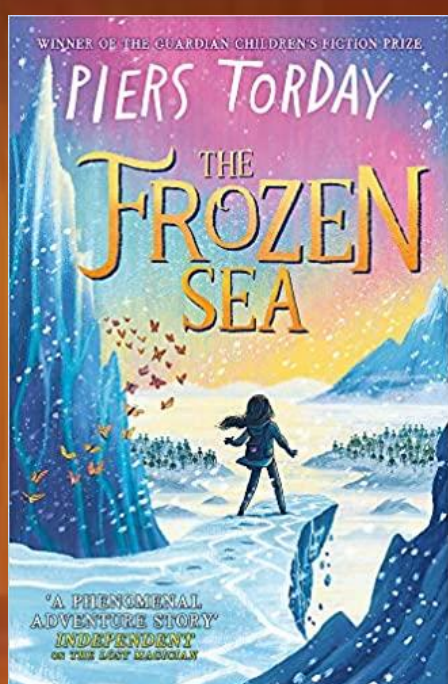
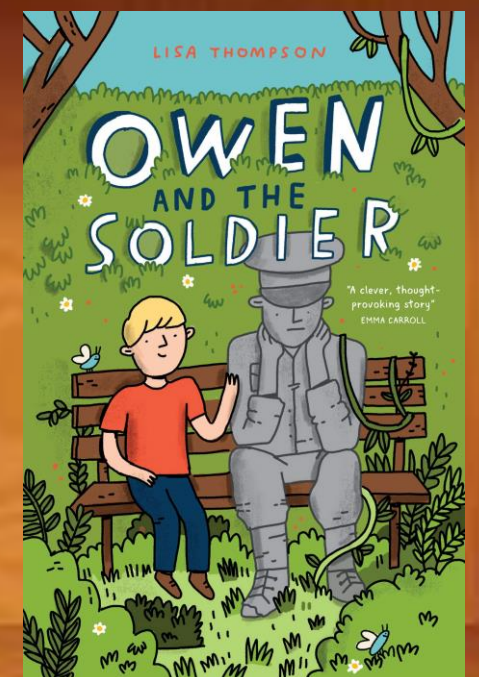
Courage. Growing Up. Graphic Novel.

Reading Age: 9-12

A crumbling stone soldier sits on a bench in the park. Only Owen understands how important he is. At home, Owen and his mum are struggling and there's nobody he can talk to. Hidden away in the park, Owen feels free to be himself. When the war-weary soldier is listening, his worries slip away. But nobody else cares about the soldier, and the town council want to tear him down. Owen's the only one who can save him but can he find the courage to speak up before it's too late?

Friendship. World War Two. Remembrance.

Reading Age: 9-12



It is 1984 and forty years since Simon, Patricia and Evelyn and Larry first stepped through a magical library door into the enchanted world of Folio. When Patricia's daughter, Jewel, makes a mysterious discovery in an old bookshop, she begins a quest that will make her question everything she thought she knew. Summoned to Folio, she must rescue a missing prince, helped only by her pet hamster and a malfunctioning robot. Their mission to the Frozen Sea will bring them face-to-face with a danger both more deadly and more magnificent than they ever imagined. What Jewel discovers will change not just who she thinks she is, but who we all think we are...

Fantasy. Adventure.

Reading Age: 9-12

Jemima Small finds it hard to measure up. Especially because she's the very opposite of her name. And being forced to join a healthy eating group at school means no one will let her forget that. But if there's one big thing she has going for her it's her attitude – and she's determined to prove that Jemima Small is a Big Deal.

Bullying. Body Image. Confidence.

Reading Age: 9-14

