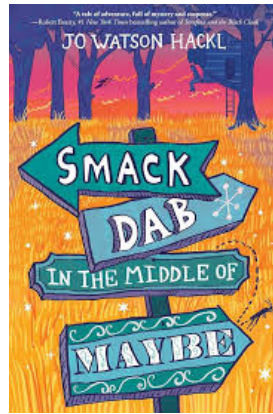


Dear incoming 6th grade students,

This summer you will have a choice of three books to read. You will need to be prepared to take an A.R. test on the book of your choice by Friday, August 14th. This test will count as a test grade in the grade book.

The books can be purchased through any major book store (including Dixons downtown Natchez), Amazon, or can even be checked out at our local library. If you have any questions please feel free to reach out.



Percy Jackson is about to be kicked out of boarding school . . . again. And that's the least of his troubles. Lately, mythological monsters and the gods of Mount Olympus seem to be walking straight out of the pages of Percy's Greek mythology textbook and into his life. And worse, he's angered a few of them. Zeus's master lightning bolt has been stolen, and Percy is the prime suspect. Now Percy and his friends have just ten days to find and return Zeus's stolen property and bring peace to a warring Mount Olympus. But to succeed on his quest, Percy will have to do more than catch the true thief: he must come to terms with the father who abandoned him; solve the riddle of the Oracle, which warns him of betrayal by a friend; and unravel a treachery more powerful than the gods themselves.

How far would you go to find something that might not even exist?

All her life, Cricket's mama has told her stories about a secret room painted by a mysterious artist. Now Mama's run off, and Cricket thinks the room might be the answer to getting her to come back. *If* it exists. And *if* she can find it.

Cricket's first clue is a coin from a grown-over ghost town in the woods. So with her daddy's old guidebook and a coat full of snacks stolen from the Cash 'n' Carry, Cricket runs away to find the room. Surviving in the woods isn't easy. While Cricket camps out in an old tree house and looks for clues, she meets the last resident of the ghost town, encounters a poetry-loving dog (who just might hold a key to part of the puzzle), and discovers that sometimes you have to get a little lost . . . to really find your way.

Running. That's all that Ghost (real name Castle Cranshaw) has ever known. But never for a track team. Nope, his game has always been ball. But when Ghost impulsively challenges an elite sprinter to a race—and wins—the Olympic medalist track coach sees he has something: crazy natural talent. Thing is, Ghost has something else: a lot of anger, and a past that he is trying to outrun. Can Ghost harness his raw talent for speed and meld with the team, or will his past finally catch up to him?