

Sunshine State Young Readers Award Books 2018-2019 List for Grades 6-8



Click'd by Tamara Ireland Stone

At her summer CodeGirls Camp, Allie Navarro invents Click'd, a friend pairing app. Click'd pairs its users with others who have common interests and then sends them a scavenger hunt to find their matches. A glitch threatens to reveal private information, and Allie must work fast in the school computer lab to find a fix. Can Allie fix her app, win back her friends and get it ready for Games for Good?



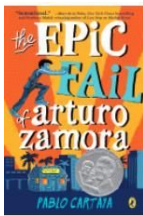
A Crack in the Sea by H.M. Bouwman

A portal between two worlds opens unexpectedly. Those who travel to the second world find solace, but the Raft King wants to change all of that. Relating the tales of three sets of siblings who endure hardships, experience magic, adventures on the sea, and an enchanting second world, *A Crack in the Sea is a unique tale where the door to the first world may never reopen.*



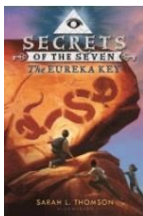
Surrender the Key by DJ Machale

There's a place beyond this world where spirits tell their tales, stories end too soon, or don't end at all. It's a place for unexplainable things: mysteries without solutions, ghosts and a boggin. They all have a story. Marcus and his friends have found the key to unlock the Library, and they need to use it. A strange man in a bathrobe haunts them, fires rage out in an instant, and a creepy old lady shows up at Marcus's house.



The Epic Fail of Arturo Zamora by Pablo Cartaya

Arturo lives in Miami playing basketball and working a few shifts at his Abuela's restaurant. When he meets Carmen, a young girl who moves into Arturo's apartment complex, his stomach is in knots. On top of the problems with his new crush, his town is being threatened by a land developer. With the help of Carmen and the book of poetry of Jose Marti left by his grandfather, Arturo discovers family bonds and community are stronger than ever.



The Eureka Key by Sarah Thomson

When middle school puzzle master Sam and history wiz Martina win a contest for a summer trip across the US, they discover they've been drafted into something vastly more extraordinary. Along with another kid on the trip, Theo, a descendant of George Washington, they must follow clues to find seven keys left behind by the Founding Fathers. Together the keys unlock Benjamin Franklin's greatest invention--a secret weapon intended to defend the country. Each key is hidden in a unique location around the U. S. and protected with puzzles, riddles, and traps.



The Firefly Code by Megan Frazer Blakemore

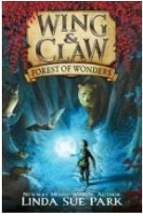
Up until a new girl, Ilana, moves to Firefly Lane, Mori and her friends lived a normal life. They never questioned anything in Old Harmonie, their utopian community. Questions arise about the new girl. Where Ilana says she comes from doesn't add up, and her behavior is strange. Once they discover the truth, they must make tough decisions about their seemingly perfect world.



First Rule of Punk by Celia C. Perez

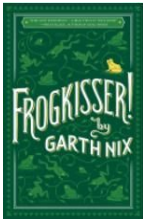
Punk rocker and zine maker, Maria Luisa is moving to Chicago with her Mexican-American mother and starting 7th grade in a new school. When she begins her first day with a rebellious start, she needs to figure out how she'll fit in and still hold on to her unique character.

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Forest of Wonders by Linda Sue Park

Raffa Santana has always loved the mysterious Forest of Wonders. For a gifted young apothecary, every leaf has the potential to unleash a kind of magic. If only Raffa's father would allow him to experiment freely. When he finds out others are using potions to change animals into weapons, it will take all of his skill to survive.



Frogkisser! by Garth Nix

Poor Princess Anya! Forced to live with her evil stepmother's new husband, her evil stepfather, Anya has the unfortunate ability to break curses with magic kisses. She is forced to go on the run when her stepfather decides to make the kingdom entirely his own. Yet, she is not alone: she is aided by a loyal talking dog, a boy thief trapped in the body of a newt, and some extraordinarily mischievous wizards.



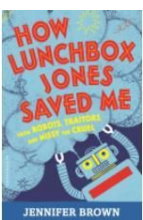
Ghost by Jason Reynolds

Running. That's all that Castle Cranshaw aka Ghost has ever known. But never for a track team. 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: natural talent.



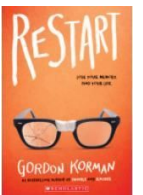
The Girl Who Could Not Dream by Sarah Beth Durst

Sophie loves the hidden shop below her parents' bookstore, where dreams are secretly bought and sold. When the dream shop is robbed and her parents go missing, Sophie must unravel the truth to save them. Together with her best friend—a wisecracking and fanatically loyal monster named Monster, she must decide whom to trust with her family's carefully guarded secrets.



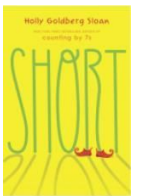
How Lunchbox Jones Saved me from Robots, Traitors and Missy the Cruel by Jennifer Brown

Video game-loving Luke Abbott has no interest in joining his school robotics team. For one, he really doesn't know much about robotics. Two, the team has a record of losing. And three, his arch nemesis Missy the Cruel and the scary Lunchbox Jones are both on the team! What is with his lunchbox anyway?



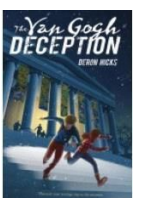
Restart by Gordon Korman

Chase wakes up from a fall off the roof not knowing who he is. When he returns to school, the students know exactly who he is, or at least, who he was. Some of the students act like he is a hero, some seem scared of him, and one utterly despises him. Chase is faced with having to figure out not only who he was, but who he wants to be.



Short by Holly Goldberg Sloan

Julia might be short, but she refuses to let her height be her shortcoming. Encouraged by her mother to audition for the musical *The Wizard of Oz*, Julia quickly falls in love with the world of theater and all its characters. Over the course of the summer, Julia discovers talents she didn't know she had, forms unlikely friendships, and finds a second home in the theater.



The Van Gogh Deception by Deron Hicks

When a young boy is discovered in Washington DC's National Gallery without any memory of who he is, a high-stakes race begins to unravel the greatest mystery of all: his identity. As the stakes continue to rise, the boy must piece together the clues of his origins while using his limited knowledge to stop one of the greatest art frauds ever attempted.