## Selective Annotated Selective Bibliography

Titles in the Teaching Resources Center are cataloged with Dewey call numbers and are preceded by Curric. Please ask someone at the Teaching Resources Service Desk if you need any assistance.

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<th>Lexile Score</th>
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Fly Guy unintentionally joins Buzz at school, and then goes with his class on a field trip to a fly swatter factory.


It is another busy day at the diner as Stanley cooks, prepares for a special event, and finally cleans up and goes home.


Torben Kuhlmann's stunningly illustrated, nearly wordless tale offers a fascinating window into an imaginary yet hauntingly familiar world under our feet, where the moles suddenly recognize the precarious balance between progress and preservation. But is it too late?


An African American man tells his grandson about a time when, despite all the wonderful things his hands could do, they could not touch bread at the Wonder Bread factory.
Even though Eli is the "fixer of all things fixable," one thing he cannot fix is his bad dreams, until one night when Mr. Moon appears and asks him to come fix the Moonpowder factory, where sweet dreams are created.

A French mouse decides to earn an honest living by tasting the cheese in a cheese factory and leaving notes about its quality.

In Steel Town, it's always raining, freight trains come and go, the big furnace roars, and the steel mill never sleeps.

The oldest Marriss brother, fourteen-year-old Dewey, attempts to be the "embodiment of responsibility" as he juggles the management of the family's bicycle repair business while sharing the household and farm duties with his siblings after a sudden energy crisis strands their parents far from home.

Each of five children lucky enough to discover an entry ticket into Mr. Willy Wonka's mysterious chocolate factory takes advantage of the situation in his own way.

In the near future, expert online game players around the world unite to stop the abuse of workers in the gaming industry, incurring ruthless opposition from Western corporations, organized crime, and the Chinese authorities.

Twelve-year-old Emily must hold down her job working twelve-hour days in a garment factory in order to keep from starving. A story that includes historical
interludes about the working conditions in factories at the turn of the century.


When four twelve-year-olds, including Logan, who has grown up never leaving his parents' Life Is Sweet candy factory, compete in the Confectionery Association's annual contest, they unexpectedly become friends and uncover secrets about themselves during the process.


Jake and Rosa, two children, form an unlikely friendship as they try to survive and understand the 1912 *Bread and Roses* strike of mill workers in Lawrence, Massachusetts.


Yearning for freedom and schooling for himself and the other children who toil in a carpet factory in Pakistan to repay loans from the factory owner to their parents, Nadeem is inspired by a former carpet boy named Iqbal to lead the way.

**NONFICTION**


Brief text and color photographs describe the steps in making a book, from idea to manuscript to layout to printer to library.


The *Industrial Revolution for Kids* introduces young readers to the Industrial Revolution not only through the usual people, places, and inventions of the time—such as the incredibly wealthy Rockefellers and Carnegies, dirty and dangerous factories, and new forms of transportation and communication—but also through the eyes of everyday workers, kids, sports figures, and social activists whose names never appear in history books.


Discusses the history of the first mill in the United States to use machines to turn raw
cotton into finished cloth, the women who worked in the mill, and how the innovations in the textile industry brought on the Industrial Revolution.

740L Green, Sara. *Google*. Minneapolis, MN: Bellwether Media, Inc., 2016. (Other titles by author include *Coca-Cola, Hershey’s, John Deere, Crayola, NERF, Apple, Kellogg’s, Nintendo, Target, Disney, Lego, McDonalds, and Nike*)

Engaging images accompany information about Google Inc. The combination of high-interest subject matter and narrative text is intended for students in grades 3 through 7.


An account of the January 1919 molasses tank explosion in Boston, Massachusetts, seeks to uncover why the tank blew up and who was to blame through primary sources and archival photographs that show the extent of the damage.


Each section focuses on a different aspect of running a recycling business from start to finish, including brainstorming your idea, making a business plan, and putting that plan into action.


An in-depth reference guide to technological developments that changed the world describes each invention and explores its place in history and how it influenced civilization, discussing inventions from the wheel to computers.


What is the pharmaceutical industry? -- Jobs in the pharmaceutical industry -- Education and training -- Job opportunities -- The future for the pharmaceutical industry.


Presents an overview of offshore oil drilling, its history, the disaster on the Deepwater Horizon rig, and the debates relating to its environmental impact and alternatives.


Looks at the ways that food is produced, including farming, fishing, and factories.

With historical facts, the book tells the true story of how bubble gum was invented by Walter Diemer, who was an accountant at the Fleer Corporation, a factory in Philadelphia, in the late 1920s.


Details the history, uses, and manufacture of wool.


Readers will learn the history of the invention of the printing press in this title that includes information on the key players, the setbacks along the way, and the moments of discovery.

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