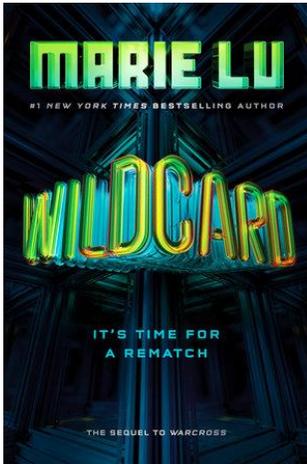


Grade 8 Optional Summer Reading Selection

Wildcard (Marie Lu)

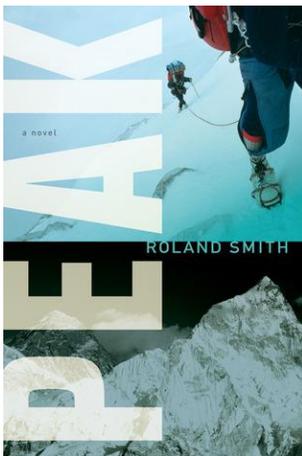
Note: This is the second book in a series. Only choose this book if you have read *Warcross*.



Emika Chen barely made it out of the Warcross Championships alive. Now that she knows the truth behind Hideo's new NeuroLink algorithm, she can no longer trust the one person she's always looked up to, who she once thought was on her side. Determined to put a stop to Hideo's grim plans, Emika and the Phoenix Riders band together, only to find a new threat lurking on the neon-lit streets of Tokyo. Someone's put a bounty on Emika's head, and her sole chance for survival lies with Zero and the Blackcoats, his ruthless crew. But Emika soon learns that Zero isn't all that he seems—and his protection comes at a price. Caught in a web of betrayal, with the future of free will at risk, just how far will Emika go to take down the man she loves?

Peak (Roland Smith)

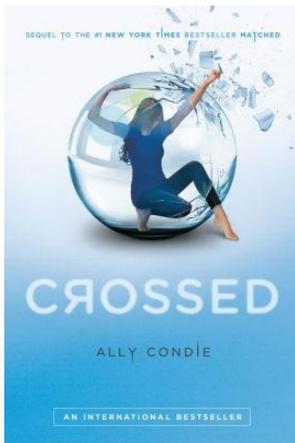
The only thing you'll find on the summit of Mount Everest is a divine view. The things that really matter lie far below. – Peak Marcello



After fourteen-year-old Peak Marcello is arrested for scaling a New York City skyscraper, he's left with two choices: wither away in Juvenile Detention or go live with his long-lost father, who runs a climbing company in Thailand. But Peak quickly learns that his father's renewed interest in him has strings attached. *Big* strings. As owner of Peak Expeditions, he wants his son to be the youngest person to reach the Everest summit--and his motives are selfish at best. Even so, for a climbing addict like Peak, tackling Everest is the challenge of a lifetime. But it's also one that could cost him his life.

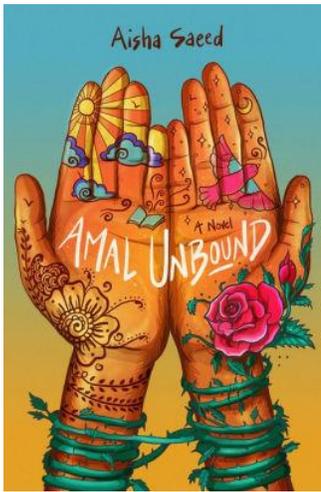
Crossed (Ally Condie)

Note: This is the second book in a series. Only choose this book if you have read *Matched*.



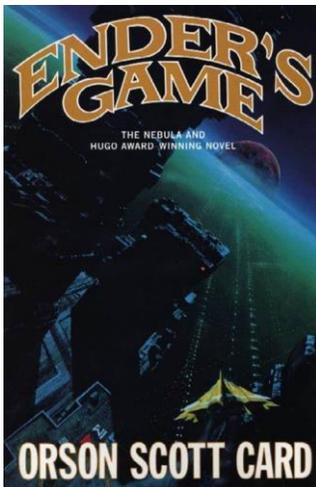
Crossed, the second book in the dystopian *Matched* trilogy, finds Cassia in a work camp, far from home, searching for her love, Ky, who is fighting to survive amid the violence in the Outer Provinces and plotting to escape in search of Cassia. Their paths eventually lead them first to parallel canyons and finally to each other, with traveling companions in tow. Amid a backdrop of violence and death, they piece together information about the Rising, the rumored rebellion against the Society. Cassia is eager to find the Rising, but it's the one place Ky feels he can't go. All the while, the absent Xander -- Cassia's Society-chosen betrothed -- is revealed to have a surprising secret of his own.

Amal Unbound (Aisha Saeed)



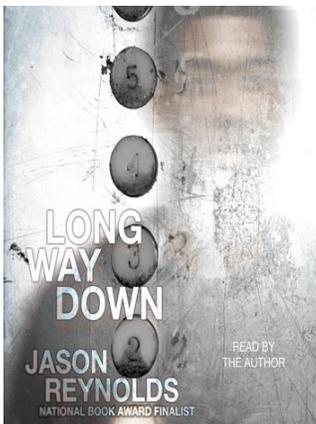
Twelve-year-old Amal's dream of becoming a teacher one day is dashed in an instant when she accidentally insults a member of her Pakistani village's ruling family. As punishment for her behavior, she is forced to leave her heartbroken family behind and go work at their estate. Amal is distraught but has faced setbacks before. So she summons her courage and begins navigating the complex rules of life as a servant, with all its attendant jealousies and pecking-order woes. Most troubling, though, is Amal's increasing awareness of the deadly measures the Khan family will go to in order to stay in control. It's clear that their hold over her village will never loosen as long as everyone is too afraid to challenge them--so if Amal is to have any chance of ensuring her loved ones' safety and winning back her freedom, she must find a way to work with the other servants to make it happen.

Ender's Game (Orson Scott Card)



The Earth has been attacked twice by aliens called Formics, or more popularly, Buggers, and everyone is sure a third invasion is coming. So the military embarks on a crash program to breed the ultimate military genius to lead the fleet in a pre-emptive attack against the Formic homeworld. These kids are trained from age 6 in an off-world facility called Battle School, and their training consists mostly of games. Ender Wiggins may be the child they are looking for. Brilliant, compassionate, and tormented, he's better at the games than anyone has ever been. But how can they manipulate a compassionate child into wiping out an entire species, and at the same time give him the skills to do it effectively? The adults who run the school are literally out to save the world: They will stop at nothing to achieve their ends, and one small boy, or even a school full of kids, is nothing but a means to that end.

Long Way Down (Terreece Clarke)



In *Long Way Down*, Will has known about The Rules for a long time. No one he knows invented them, they've just always existed: No Crying, No Snitching, Get Revenge. When his big brother Shawn is killed, Will knows what he has to do -- he has to follow The Rules, right? The 60-second trip down the elevator from his apartment to the killer is among the longest of his life. When his past offers a different perspective on The Rules, Will has to make a tough decision: Will he go through with it?