

**The Transall Saga / Gary Paulsen**

While backpacking in the desert, 13 year old Mark falls into a more primitive world where he must use his knowledge and skills to survive. *Gr. 5+*

**Tom's Midnight Garden / Philippa Pearce**

When the grandfather clock strikes thirteen, Tom finds himself in a garden of fifty years ago. *Gr. 5+*

**The Time Warp Trio Series / Jon Scieszka**

A magical time travel book enables three friends to share hilarious adventures in the past and the future.

Titles include: *Knights of the Kitchen Table*; *The Not-So-Jolly Roger*; *Your Mother Was a Neanderthal* and *Tut Tut*. *Gr. 3+*

**Chronal Engine / Greg Leitich Smith**

Eighth-grader Max, his older brother Kyle, and new friend Petra travel in time to the Cretaceous period to rescue Kyle's twin, Emma, who was kidnapped from their grandfather's Texas ranch. *Gr. 4+*

**When You Reach Me / Rebecca Stead**

As her mother prepares to be a contestant on a game show, a twelve-year-old girl tries to make sense of a series of mysterious notes received from an anonymous source. *Gr. 4+*

**Cat in the Mirror / Mary Stolz**

When she receives a bump on the head, Erin is sent back 3000 years to ancient Egypt in the days of the pharaohs. *Gr. 5+*

**On the Blue Comet / Rosemary Wells**

The Great Depression changed everything for 11-year-old Oscar and his widowed dad. Oscar's prized model trains are sold, his dad leaves Illinois to find work in California, and Oscar begins an adventure through time and places after he jumps onto a model train. *Gr. 4+*

**The Devil's Arithmetic / Jane Yolen**

During a Passover seder, Hannah travels back in time from her grandparent's home in New Rochelle, New York to a small Jewish village in Nazi-occupied Poland. *Gr. 5+*

**Mt. Lebanon Public Library**

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## Suggestions from the Mt. Lebanon Public Library

*The following titles may be found in juvenile fiction unless otherwise noted.*

**Time Cat: the remarkable journey of Jason and Gareth / Lloyd Alexander**  
Gareth, Jason's cat, knows that a cat's nine lives are really nine trips. Since a cat can take a friend along, Jason & Gareth travel to long ago places and times. *Gr. 4+*

**Time Twister / Frank Asch**

When his co-pilot finds a glitch in his Star Jumper, Alex Archer invents a time machine to rectify the problem, and he, along with his little brother, embark on a series of mind-boggling time travel adventures that threaten the very existence of the universe. *Gr. 3+*

**The Trolley to Yesterday / John Bellairs**

A professor and his friends try to save the city of Constantinople from the invading Turks in 1453. *Gr. 5+*

**The Fran that Time Forgot / Jim Benton**

It's tough to be a scientist but especially hard when kids find out Fran's middle name. To change it, Fran Kissypie Stein invents a machine to go back to change it with near-disastrous but with laugh out loud results. *Gr. 2+*

**A String in the Harp / Nancy Bond**

In Wales, a boy finds an old harp-tuning key that carries him back in time to the days of the legendary sixth century bard Taliesin. *Gr. 5+*

**Counter Clockwise / Jason Cockcroft**

With the aid of Bartleby, an enormous Tower of London guard known as a Beefeater, Nathan travels through time to stop his father from changing the past. *Gr. 4+*

**King of Shadows / Susan Cooper**

A young actor suddenly finds himself back in 1599 performing in the original Globe theatre under the tutelage of William Shakespeare. *Gr. 5+*

**Stonewords** / Pam Conrad

In her grandparent's house, Zoe meets Zoe Louise, the ghost of a girl who lived in the same house a century ago and whose death in 1870 she tries to prevent. *Gr. 5+*

**Saving Lucas Biggs** / Marisa de los Santos

When thirteen-year-old Margaret's father is sentenced to death for a crime he didn't commit, she knows the only way to save him is to use the forbidden family power of time travel. *Gr. 5+*

**The Ninja Librarians: The Accidental Keyhand** / Jen Swann Downey

Dorrie and her brother Marcus accidentally open a portal to Petrarch's Library, where they discover a secret society of warrior librarians who travel in time, protecting the world's greatest thinkers from torture and death for sharing ideas. *Gr. 4+*

**The Time Garden** / Edward Eager

Four cousins discover some wild thyme which propels them on a series of adventures back and forth through time. *Gr. 4+*

**The Crimson Shard** / Teresa Flavin

During what seems like an ordinary museum visit, a tour guide lures Sunni and Blaise through a painted doorway and they discover they've stepped into eighteenth-century London. *Gr. 4+*

**Back in Time with Benjamin Franklin** / Dan Gutman

After accidentally sucking Benjamin Franklin into twenty-first-century New Jersey with his Anytime Anywhere machine, thirteen-year-old Qwerty Stevens and his best friend almost wind up stuck in Philadelphia on July 4, 1776, when they try to send him back. *Gr. 3+*

**Found** / Margaret Peterson Haddix

When thirteen-year-olds Jonah and Chip, who are both adopted, learn they were discovered on a plane that appeared out of nowhere, full of babies with no adults on board, they realize that they have uncovered a mystery involving time travel. The first book in the *Missing* series. *Gr. 4+*

**The Doll in the Garden: A Ghost Story** / Mary Downing Hahn

Finding an antique doll buried in an overgrown rose garden leads two friends to a ghostly turn-of-the-century world. *Gr. 4+*

**Time for Andrew: A Ghost Story** / Mary Downing Hahn

After Andrew and Drew switch places in time so that Andrew's life can be saved with modern medicine, Andrew decides that he likes Drew's present-day life too much to switch back to his own time. *Gr. 4+*

**Infinity Ring Series** (j Infinity Ring)

Time has gone wrong, and best friends Dak Smyth and Sera Froste, together with the young Hystorian RiQ, must use the infinity ring to travel back in time to correct history and defeat the SQ. *Gr. 4+*

**Madeline L'Engle's A Wrinkle in Time: The Graphic Novel** (j GRAPHIC L'Engle)

A graphic novel adaptation of the classic tale in which Meg Murry and her friends become involved with unearthly strangers and a search for Meg's father, who has disappeared while engaged in secret work for the government. *Gr. 5+*

**Many Waters** / Madeleine L'Engle

Two fifteen-year-old twins are transported back to the Biblical time of Noah, as he prepares to build his ark. *Gr. 5+*

**The Root Cellar** / Janet Lunn

The root cellar of her aunt's house is a link between Rose's current world and the world of the U. S. Civil War where she finds friends who lived in her house a century earlier. *Gr. 5+*

**Herbert's wormhole** / Peter Nelson

When almost-sixth-grader Alex, a video game fanatic, is forced on a "playdate" with his neighbor Herbert, an inventor, the two travel to the twenty-second century and face off against aliens, who are not as beneficent as most people think. *Gr. 3+*

**Charlie Bone and the Time Twister** / Jenny Nimmo

Back at Bloor's Academy after Christmas vacation, Charlie finds himself confronted with a new problem when young Henry Yewbeam, who vanished during a game of marbles in 1916, suddenly appears and needs help to find his family. *Gr. 4+*

**The Magic Tree House Series** / Mary Pope Osborne

Jack and Annie travel through time via a magic tree house.

Titles include *Dolphins at Daybreak*; *Night of the Ninjas*; *Sunset of the Sabertooth*; *Mummies in the Morning*; and *Pirates Past Noon*. *Gr. 1+*

**Justin Thyme** / Panama Oxridge

Thirteen-year-old scientific genius Justin, set to become the 25th Laird of Thyme, must deal with the kidnapping of his mother, his increasingly amnesiac father, his obsession with time travel, and the mysterious forces working to tear his family apart. *Gr. 4+*

**Playing Beatie Bow** / Ruth Park

A lonely Australian girl is transported back in time to the nineteenth century where she is taken in by an immigrant family. *Gr. 6+*

**The Time Hackers** / Gary Paulsen

When someone uses futuristic technology to play pranks on twelve-year-old Dorso Clayman, he and his best friend set off on a supposedly impossible journey through space and time trying to stop the gamesters who are endangering the universe. *Gr. 4+*