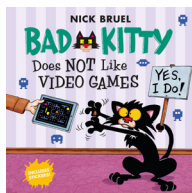




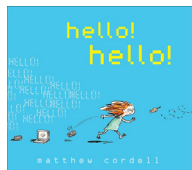
Take a moment to unplug and curl up with a great book! This year, Children's Book Week, the annual celebration of books and reading, is from May 4-10, 2020. Check out these books anytime as a reminder that kids of all ages benefit from time to play, unwind, be bored, and connect with family, friends, and nature.



Bad Kitty Does Not Like Video Games

by Nick Bruel (Roaring Brook Press/Macmillan Children's Publishing Group)

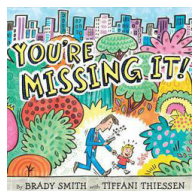
Kitty has been playing her video game for FIVE hours. Now it's time for Kitty to: go outside, draw a picture, read a book, do anything other than play video games. She discovers there are many more ways to have fun! **(AGES 2-5)**



hello! hello!

by Matthew Cordell (Disney-Hyperion)

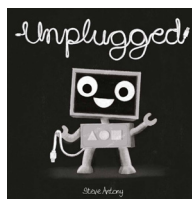
Lydia says hello to everyone, but her family members are absorbed in their gadgets. Feeling restless, she ventures outside where there are so many things to say hello to—rocks, leaves, flowers and more. **(AGES 2-6)**



You're Missing It!

by Brady Smith and Tiffani Thiessen (Nancy Paulsen Books/Penguin Young Readers Group)

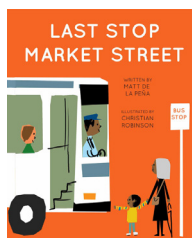
It's a lively day at the neighborhood park. Birds are singing, squirrels are frolicking, dogs are causing a commotion—and wide-eyed children are enthralled by it all. Too bad the parents are missing everything! It's going to take something really BIG to get them to disengage from their phones... **(AGES 3-5)**



Unplugged

by Steve Antony (Scholastic)

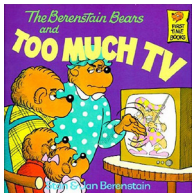
Meet Blip. Blip loves being plugged into her computer. When a blackout occurs, Blip trips over her wire and tumbles outside. Suddenly, Blip's gray world is filled with color and excitement. She plays with her new friends and has adventures all day long. When Blip finally returns home, she realizes that the world can be even brighter once you unplug. **(AGES 3-5)**



Last Stop on Market Street

by Matt de la Peña (Penguin Young Readers)

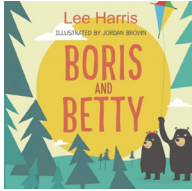
Every Sunday CJ and his grandma ride the bus across town. CJ wonders why they don't own a car like his friend Colby. Why doesn't he have an iPod like the boys on the bus? Grandma helps him see the beauty—and fun—in their own routine and the world around them. Newbery and Caldecott winner. **(AGES 3-5)**



The Berenstain Bears and Too Much TV

by Stan & Jan Berenstain (Random House Books for Young Readers)

Papa, Brother, and Sister have a new favorite hobby...watching TV. But when Mama feels like they are missing out on all the wonderful things around them, she makes a plan to get them away from the TV and into the outdoors: a TV-free week! **(AGES 3-7)**



Boris and Betty

by Lee Harris (JellyBean Books)

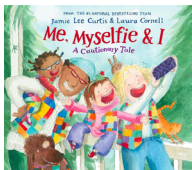
Boris and Betty are spending too much time on their favorite computer game, much to Mummy Bear's dismay. But Mummy Bear has a plan to get her children back outside! With some friends popping up along the way, will these twin bears rediscover their love for the great outdoors, or will they be forever glued to their favorite computer game? **(AGES 3-8)**



The Liking Tree: An Anti-Social Media Fable

by John Allen Wooden (Sourball Media Inc.)

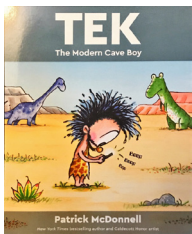
When two children befriend a strange tree, they quickly become enchanted by its flattery and dazzling distractions. But as time goes by, the tree's selfish nature is revealed, and the children must decide whether to live by its lonely rules, or walk away to rediscover the joys of real life and true friendship. **(AGES 3-12)**



Me, Myselfie & I: A Cautionary Tale

by Jamie Lee Curtis (Feiwel & Friends)

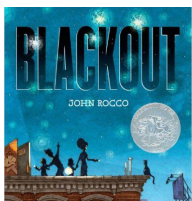
For Mom's birthday, her kids are excited to teach her how to take selfies with her new smartphone. At first, it's lots of fun for the whole family. Soon, driven to take the perfect selfie, Mom begins to document everything, from ski team practice to dance class, and even photo-bombing someone's wedding—until her daughter reminds her that maybe this smartphone wasn't the best gift after all. In a world obsessed with self-documentation comes a tale that shows us with humor and love that the best things happen while the smartphone is turned off. **(AGES 4-8)**



Tek: The Modern Cave Boy

by Patrick McDonnell (Little, Brown and Company Books for Young Readers)

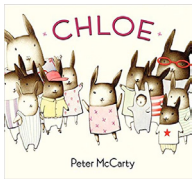
Tek is a cave boy in love with tech: his tablet, videogames, phone, and TV keep him deep in his cave, glued to his devices, day in and day out. He never sees his friends or family anymore—and his ability to communicate has devolved to just one word: "UGH"! Can anyone in the village convince Tek to unplug and come outside into the big, beautiful world? **(AGES 4-8)**



Blackout

by John Rocco (Disney-Hyperion)

A young boy in this book also discovers the simple joys of spending time with loved ones when the city goes dark and there's no TV. **(AGES 4-8)**



Chloe

by Peter McCarty (HarperCollins Children's Books)

When a large television takes over family fun time, Chloe must convince her parents and 10 brothers and sisters what every toddler knows: the packaging—bubble wrap and cardboard box—is much more fun than the gift: the TV! **(AGES 4-8)**



On a Magical Do-Nothing Day

by Beatrice Alemagna (HarperCollins)

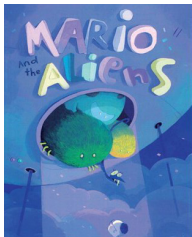
All I want to do on a rainy day like today is play my game. My mom says it's a waste of time, but without my game, nothing is fun! On the other hand, maybe I'm wrong about that... **(AGES 4-8)**



The Kingdom of Nothing

by Ronald Wohlman (The Quarto Group)

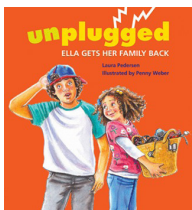
In the kingdom of Nothing, there really was nothing. No toys or TVs. No tablets or phones. No bicycles or tricycles or anything at all. Yet, with nothing in their kingdom, the Queen and the King, the Princess and the Prince, were still the happiest family in the land. And the reason why is simple. They all knew that the things in life that can bring you the most joy are around you all the time. You just need to know where to look for them **(AGES 4-8, ALSO AVAILABLE EN FRANÇAIS)**



Mario and the Aliens

by Carolina Zanotti (Fox Chapel Publishing)

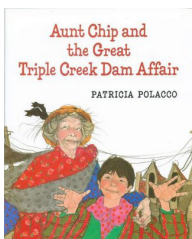
This charmingly illustrated children's picture book is all about the importance of having fun with "real toys" like bikes, balls, and dolls—instead of computers and electronics. This book tells the sweet story of a little boy who makes friends with space visitors. **(AGES 5-7)**



Unplugged: Ella Gets Her Family Back

by Laura Pederson (Tilbury House)

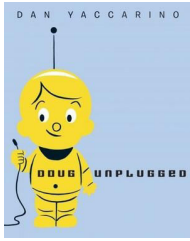
Ella is really frustrated. Lately it seems like the whole family has forgotten how to be together. Instead of playing Hangman and making waffles, everyone is talking on cell phones, playing video games, and using the computer. What's a girl to do? **(AGES 5-8)**



Aunt Chip and the Great Triple Creek Dam Affair

by Patricia Polacco (Penguin Young Readers)

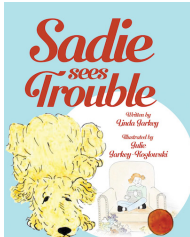
This is a story of how an entire town forgot how to read because they became so addicted to TV. Leave it to the town librarian (who is considered a real nut case) to save the day. She inspires one person, her nephew, and through his actions the entire town is once again reminded of the importance of reading. **(AGES 5-8)**



Doug Unplugged

by Dan Yaccarino (Dragonfly Books/Random House Children's Books)

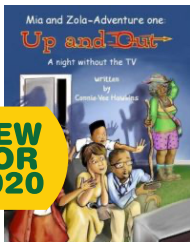
Doug is a robot. His parents want him to be smart, so each morning they plug him in and start the information download. After a morning learning facts about the city, Doug suspects he could learn more by going outside and exploring it. And so Doug...unplugs! See also *Doug Unplugged on the Farm*. **(AGES 5-9)**



Sadie Sees Trouble

by Linda Jarkey and Julie Jarkey-Kozlowski (Front Edge Publishing)

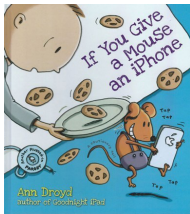
This book is a unique invitation to parents to engage children with the delightful tale of Sadie the Dog as she tries to lure her little girl Penny back into active play around their home. **(AGES 5-10)**



Mia and Zola, Adventure One: Up and Out (A Night Without the TV)

by Connie-Vee Hawkins (3HawkSky)

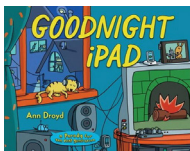
A fun story about ten-year-old Mia and her family who love sitting in front of the TV screen, completely opposite of Mia's Grandma Zola, who loves getting outdoors. When the unexpected leaves the family in the dark, Mia and family gets a life lesson from Zola that includes a bear in striped underwear, Mount No'more, and her dad dancing in diapers—sounds like an adventure that can only happen away from the screen. **(AGES 5-12)**



If You Give a Mouse an iPhone: A Cautionary Tail

by Ann Droyd (Blue Rider Press/Penguin Group USA)

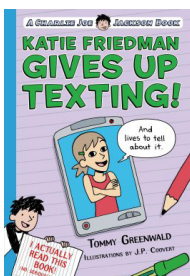
If you give in to temptation and give a bored little mouse your iPhone, even for ten minutes, he's probably going to beam to some faraway place beyond time, space, and the sound of your pleading voice. And if he's that far gone, he won't have any idea what's going on around him, and he might end up missing out on all the real fun. **(ALL AGES!)**



Goodnight iPad

by Ann Droyd (Blue Rider Press/Penguin Group USA)

In a bright buzzing room, in the glow of the moon—and iPhones and Androids and Blackberries too—it is time to say goodnight. **(ALL AGES!)**



Katie Friedman Gives Up Texting!

by Tommy Greenwald (Roaring Brook Press/Macmillan Children's Publishing Group)

When a text goes wrong, Katie Friedman learns the hard way that sometimes you need to disconnect to connect. **(AGES 9-12)**



Queen of Likes

by **Hillary Homzie** (Aladdin/Simon & Schuster Children's Publishing)

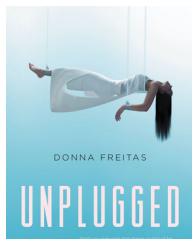
Karma Cooper is a seventh grader with thousands of followers on SnappyPic. Before Karma became a social media celebrity, she wasn't part of the in-crowd at Merton Middle School. But thanks to one serendipitous photo, Karma has become a very popular poster on SnappyPic. Read what happens when the social media queen is forced to give up her iPhone. **(AGES 9-13)**



Unplugged and Unpopular

by **Mat Heagerty** (Oni Press)

After Erin Song's parents ban her from using her phone, TV, Internet and all her screens, she soon discovers mysterious, strange creatures and must foil their plot to take over Earth in this hilarious sci-fi graphic novel for tweens. **(AGES 10-14)**



Unplugged

by **Donna Freitas** (HarperTeen/HarperCollins Children's Books)

Humanity is split into a dying physical world for the poor and an extravagant virtual world for the wealthy. Years ago, Skylar Cruz crossed over to the App World for a chance at a better life, and her family stayed behind in the Real World. Now Skye is a virtual teenager, surrounded by glamorous apps and expensive downloads—yet she's never felt like she fits in, and all she wants is to see her mother and sister again. **(TEENS)**