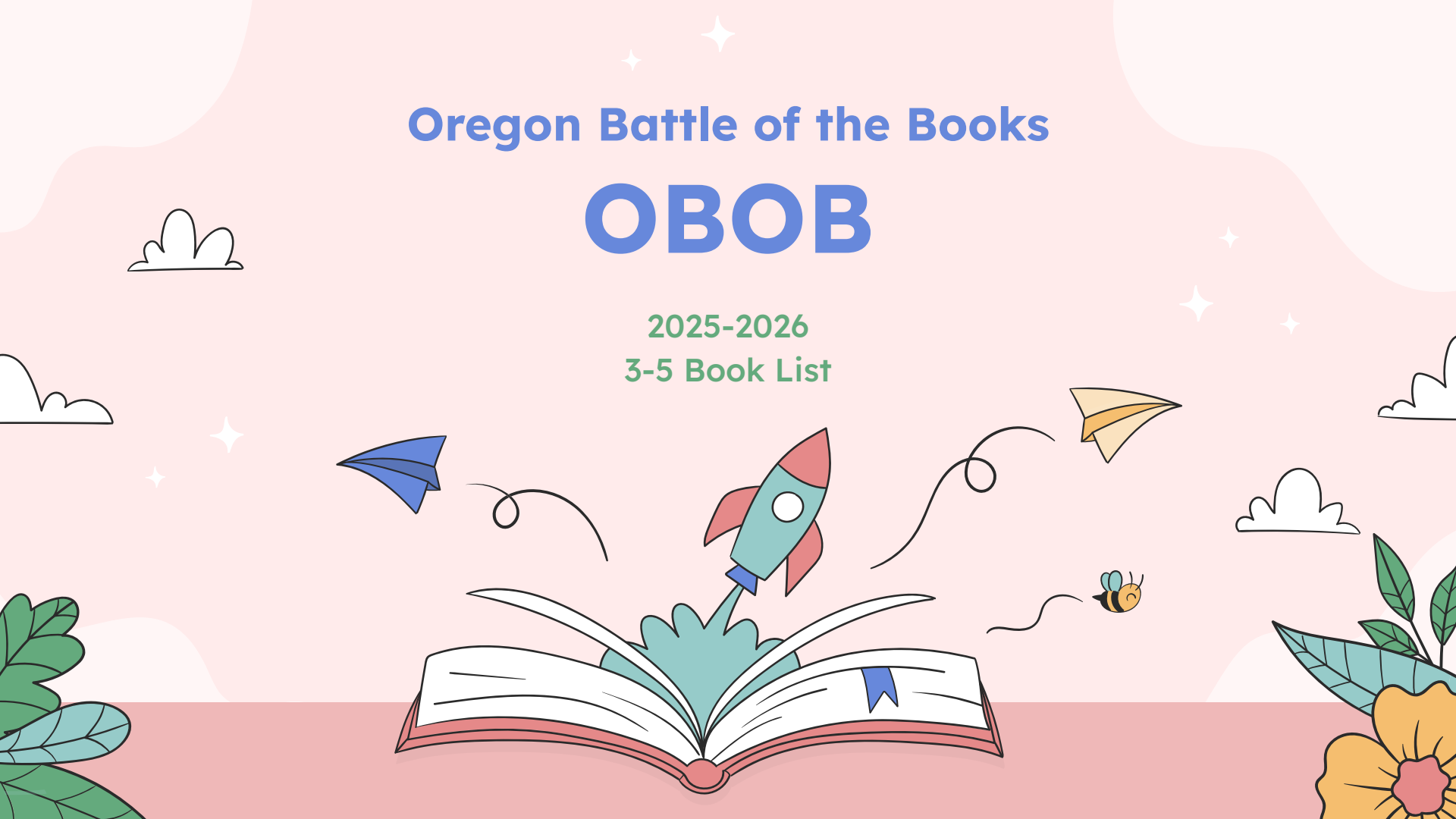


# Oregon Battle of the Books

## OBOB

2025-2026  
3-5 Book List

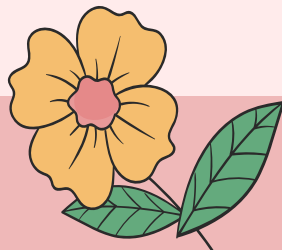


# What is OBOB?

**OBOB stands for Oregon Battle of the Books!**

The Battle of the Books is a friendly reading competition. You will get into teams of 4-5 students and read a list of 16 books. You do NOT have to read all 16 unless you want to! I suggest reading about 4 or 5 of the books. To battle, your team will compete against one other team answering questions about the books from the list.

**Team sign up will begin in October, and ACCESS OBOB battles will be sometime in February!**





The

Books!!

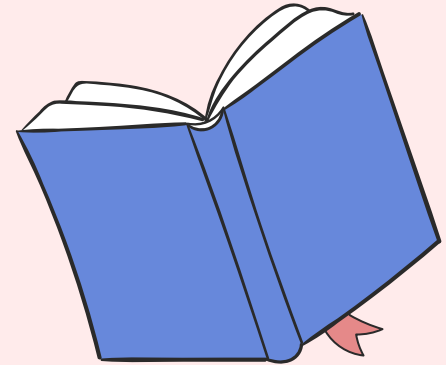
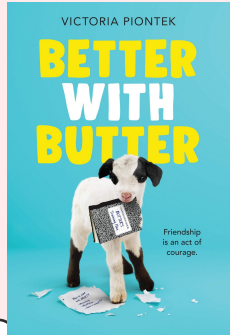


# Better with Butter by Victoria Piontek

Twelve-year-old Marvel is afraid of absolutely everything-amusement park rides, food poisoning, earthquakes, and that big island of plastic floating through the ocean. She also obsesses about smaller worries like making friends, getting called on by the teacher, and walking home alone. Her parents and the school therapist call her worries an anxiety disorder, but Marvel calls them armor. If something can happen, it will. She needs to be prepared.

But when Marvel stumbles on a group of older kids teasing a baby goat that has mysteriously shown up on the soccer field, she momentarily forgets to be afraid and rescues the frightened animal. Only Butter isn't any old goat. She's a fainting goat. When Butter feels panic, she freezes up and falls over. Marvel knows exactly how Butter feels and precisely what Butter needs-her.

Soon, Butter and Marvel are going everywhere together, and Butter thrives under Marvel's support. Butter also helps Marvel. Everything is easier for her with Butter by her side. But just when Marvel starts to imagine a life in which she can manage her anxiety, instead of letting it control her, Butter's owner shows up to claim her. Will Marvel find a way to keep her friend? Or will she revert back to the anxious, lonely person she used to be?

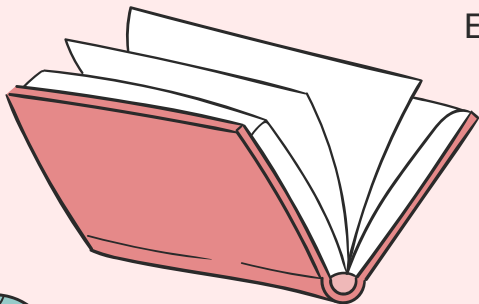


# *City of Ember by Jeanne DuPrau*



Many hundreds of years ago, the city of Ember was created by the “Builders” to contain everything needed for human survival. It worked...but now the storerooms are almost out of food, crops are blighted, corruption is spreading through the city and worst of all—the lights are failing. Soon Ember could be engulfed by darkness...

But when two children, Lina and Doon, discover fragments of an ancient parchment, they begin to wonder if there could be a way out of Ember. Can they decipher the words from long ago and find a new future for everyone? Will the people of Ember listen to them?



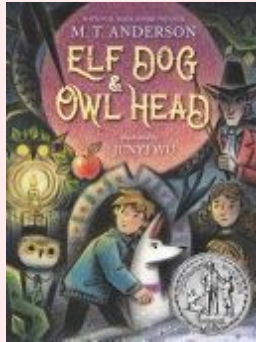
# Elf Dog and Owl Head by M. T. Anderson



Clay has had his fill of home life. A global plague has brought the world to a screeching halt, and with little to look forward to but a summer of video-calling friends, vying with annoying sisters for the family computer, and tuning out his parents' financial worries, he's only too happy to retreat to the woods.

From the moment the elegant little dog with the ornate collar appears like an apparition among the trees, Clay sees something uncanny in her. With this mysterious Elphinore as guide, he'll glimpse ancient secrets folded all but invisibly into the forest. Each day the dog leads Clay down paths he never knew existed, deeper into the unknown. But they aren't alone in their surreal adventures. There are traps and terrors in the woods, too, and if Clay isn't careful, he might stray off the path and lose his way forever.

Graced with evocative black-and-white illustrations by Junyi Wu, *Elf Dog and Owl Head* is heartfelt and exhilarating, wry and poignant, seamlessly merging the fantastic and the familiar in a tale both timely and timeless.



# *Escape from Mr. Lemoncello's Library* by Chris Grabenstein



"It'll be like The Hunger Games but with lots of food and no bows or arrows."

Kyle is a game fan—board games, word games, and especially video games! Kyle's hero, the famous gamemaker Luigi Lemoncello, is the genius behind the design of the town's new public library, which contains not only books, but an IMAX theater, an electronic learning center, instructional holograms, interactive dioramas and electromagnetic hover ladders that float patrons up to the books they want.

Lucky Kyle wins a spot as one of the first twelve kids invited to a gala, overnight library lock-in filled with lots of fun and games. But the next morning, when the lock-in is supposed to be over, the doors remain locked. Kyle and the others must follow book-related clues and unravel all sorts of secret puzzles to find the hidden escape route if they want to win Mr. Lemoncello's most fabulous prize ever.





# Finding Langston

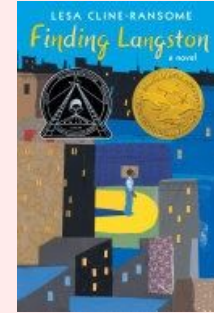
## by Lesa Cline-Ransome

When eleven-year-old Langston's father moves them from their home in Alabama to Chicago's Bronzeville district, it feels like he's giving up everything he loves.

It's 1946. Langston's mother has just died, and now they're leaving the rest of his family and friends. He misses everything-- Grandma's Sunday suppers, the red dirt roads, and the magnolia trees his mother loved.

In the city, they live in a small apartment surrounded by noise and chaos. It doesn't feel like a new start, or a better life. At home he's lonely, his father is always busy at work; at school he's bullied for being a country boy.

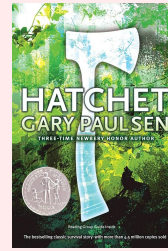
But Langston's new home has one fantastic thing. Unlike the whites-only library in Alabama, the Chicago Public Library welcomes everyone. There, hiding out after school, Langston discovers another Langston--a poet whom he learns inspired his mother enough to name her only son after him.





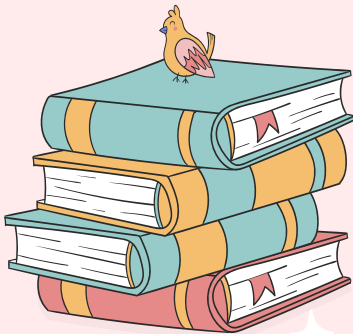
# Hatchet

by Gary Paulsen



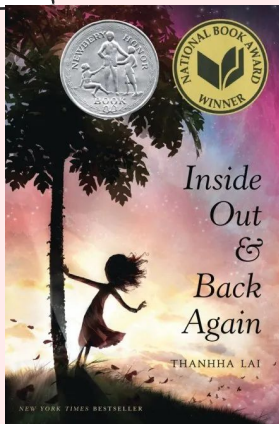
Thirteen-year-old Brian Robeson is traveling by single-engine plane to visit his father for the first time since his parents' divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present.

At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.



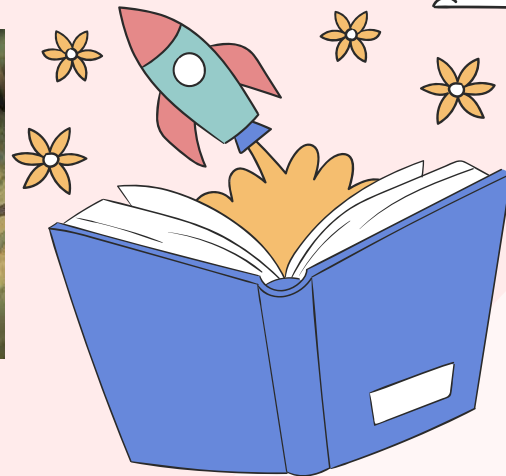
# *Inside Out & Back Again* by Thanhha Lai

For all the ten years of her life, Hà has only known Saigon: the thrills of its markets, the joy of its traditions, the warmth of her friends close by, and the beauty of her very own papaya tree. But now the Vietnam War has reached her home. Ha and her family are forced to flee as Saigon falls, and they board a ship headed toward hope. This is the moving story of one girl's year of change, dreams, grief, and healing as she journeys from one country to another, one life to the next.



# Just Like Click by Sandy Grubb

Nick Townley has lived his entire life-- all eleven years-- at Black Butte Ranch, nestled in the foothills of the snow-capped Cascade Mountains. While his parents push him to study, practice sports, and make friends, Nick prefers to retreat into his superhero universe and create exciting Adventures of Click comics. When a string of robberies threatens Dad's job, forcing them to move across the country, Nick's world implodes. He loves his home, and what will he do about the \$237,000 in cash under his bed that Great Gramp gave him before he died? Desperate to stop the move, Nick steps off his comic book pages and ventures into the night as Click, an undercover superhero. Catching thieves would be a lot easier if he had actual superpowers. When three new kids discover his identity and want to join him, Nick vows to stay undercover... until he realizes even a superhero needs friends. But can he ask them to put their lives in danger to save his home? What would Click do?



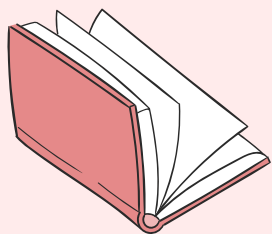
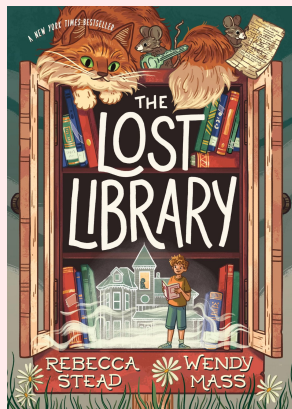
# *The Lost Library* by Rebecca Stead and Wendy Mass



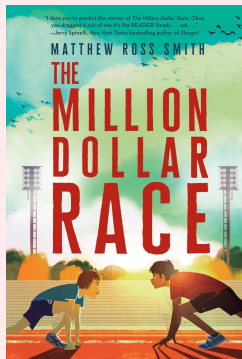
When a mysterious little free library (guarded by a large orange cat) appears overnight in the small town of Martinville, eleven-year-old Evan plucks two weathered books from its shelves, never suspecting that his life is about to change.

Evan and his best friend Rafe quickly discover a link between one of the old books and a long-ago event that none of the grown-ups want to talk about. The two boys start asking questions whose answers will transform not only their own futures, but the town itself.

Told in turn by a ghost librarian named Al, an ageing (but beautiful) cat named Mortimer, and Evan himself, *The Lost Library* is a timeless story from award-winning authors Rebecca Stead and Wendy Mass. It's about owning your truth, choosing the life you want, and the power of a good book (and, of course, the librarian who gave it to you).



# *The Million Dollar Race* by Matthew Ross Smith



Grant Falloon isn't just good at track; he's close to breaking the world record 100-meter time for his age group. So when the mega-rich Babblemoney sneaker company announces an international competition to find the fastest kid in the world, he's desperate to sign up.

But not so fast. Nothing's ever that easy with the eccentric Falloon family. Turns out, his non-conformist parents never got him a legal birth certificate. He can't race for the United States, so now if he wants to compete, he may just have to invent his own country.

And even if that plan works, winning gold will mean knocking his best friend—and biggest competitor—Jay, out of the competition. As unexpected hurdles arise, Grant will have to ask not only if winning is possible, but what he's willing to sacrifice for it.

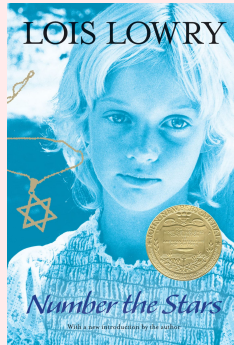




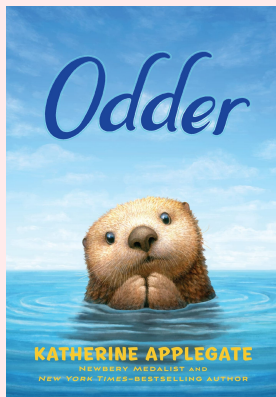
# Number the Stars by Lois Lowry



A powerful story set in Nazi occupied Denmark in 1943. Ten-year-old Annemarie Johansen is called upon for a selfless act of bravery to help save her best-friend, Ellen -- a Jew. It is 1943 and for ten-year-old Annemarie Johansen life is still fun -- school, family, sharing fairy stories with her little sister. But there are dangers and worries too -- the Nazis have occupied Copenhagen and there are food shortages, curfews and the constant threat of being stopped by soldiers. And for Annemarie the dangers become even greater... her best-friend Ellen is a Jew. When Ellen's parents are taken away to be 'relocated' by the Nazis, Ellen is taken in by Annemarie's parents and suddenly Annemarie's family are under threat too. Annemarie has to call upon all her resources for courage and bravery as she helps her friend make a daring escape.



# Odder by Katherine Applegate



Meet Odder, the Queen of Play:

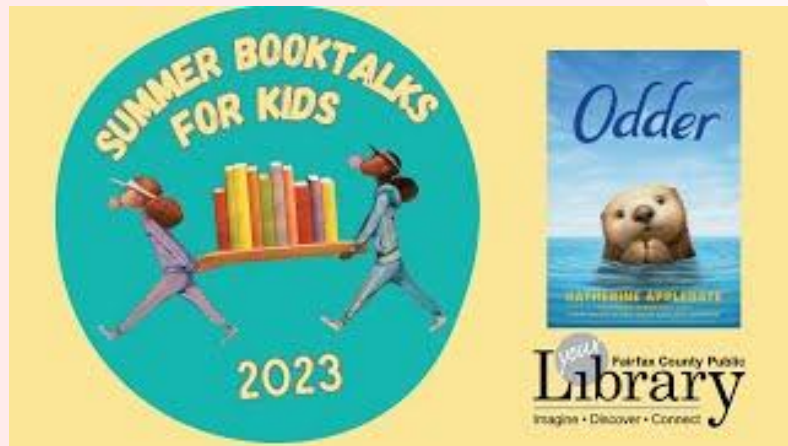
Nobody has her moves.

She doesn't just swim to the bottom,  
she dive-bombs.

She doesn't just somersault,  
she triple-doughnuts.

She doesn't just ride the waves,  
she makes them.

Odder spends her days off the coast of central California, practising her underwater acrobatics and spinning the quirky stories for which she's known. She's a fearless daredevil, curious to a fault. But when Odder comes face-to-face with a hungry great white shark, her life takes a dramatic turn, one that will challenge everything she believes about herself – and about the humans who hope to save her.





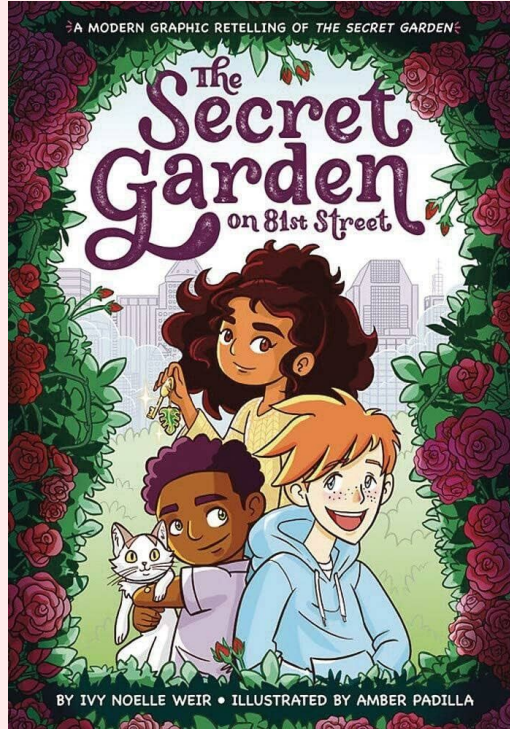
# The Remarkable Rescue at Milkweed Meadow by Elaine Dimopoulos

Butternut lives in the burrows of Milkweed Meadow with her nine rabbit brothers and sisters. Together they practice strategies for survival and tell stories. With disastrous scenarios blooming in her mind, Butternut embraces the lesson of her families' stories: stick to your own rabbit-kind. But after befriendng an incorrigible robin and a wounded deer, Butternut begins to question what she has been taught.

When the three friends discover other animals in crisis, Butternut must decide whether she can help, rally her friends and family, and be as brave as the heroes in the stories she tells.

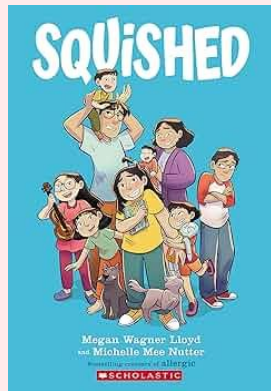
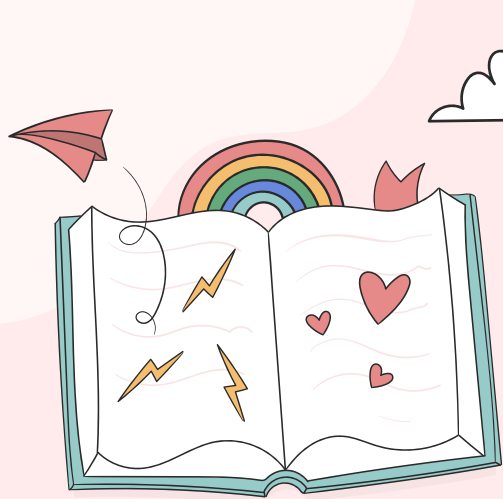


# *The Secret Garden on 81st Street* by Ivy Noelle Weir and Amber Padilla



Mary Lennox is a loner living in Silicon Valley. With her parents always working, video game and tech become her main source of entertainment and "friends." When her parents pass away in a tragic accident, she moves to New York City to live with her uncle who she barely knows, and to her surprise, keeps a gadget free home. Looking for comfort in this strange, new reality, Mary discovers an abandoned rooftop garden and an even bigger secret...her cousin who suffers from anxiety. With the help of her new friends, Colin and Dickon, Mary works to restore the garden to its former glory while also learning to grieve, build real friendships, and grow. This is a graphic novel.

# *Squished* by Megan Wagner Lloyd and Michelle Mee Nutter



Eleven-year-old Avery Lee loves living in Hickory Valley, Maryland. But she's tired of feeling squished by her six siblings! Avery hatches a plan to finally get her own room, all while trying to get baby brother Max to sleep at night, navigating changes in her friendships, and working on an art entry for the fair. And when Avery finds out that her family might move across the country, things get even more complicated. In graphic novel format.



# *The Tail of Emily Windsnap* by Liz Kessler

For as long as she can remember, twelve-year-old Emily Windsnap has lived on a boat. And, oddly enough, for just as long, her mother has seemed anxious to keep Emily away from the water. But when Mom finally agrees to let her take swimming lessons, Emily makes a startling discovery — about her own identity, the mysterious father she's never met, and the thrilling possibilities and perils shimmering deep below the water's surface. With a sure sense of suspense and richly imaginative details, first-time author Liz Kessler lures us into a glorious undersea world where mermaids study shipwrecks at school and Neptune rules with an iron trident — an enchanting fantasy about family secrets, loyal friendship, and the convention-defying power of love.

