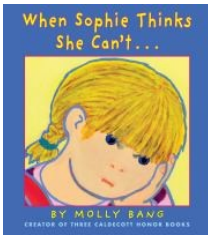
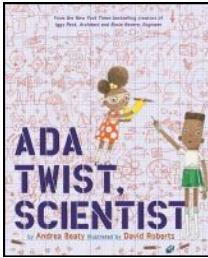


## Perseverance and Resilience

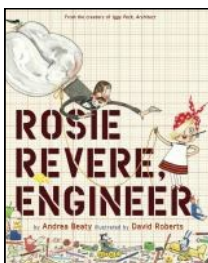


Bang, M. When Sophie Thinks She Can't... When Sophie can't solve a math puzzle, she feels upset and inadequate. "I CAN'T DO IT!" she shouts. Will she ever be "smart" like her sister?. Fortunately, Sophie's teacher steps in and teaches the class that we get smarter when we exercise our brains. Struggling to solve a problem doesn't mean "I can't do it!"; it just means Sophie and her classmates just can't do it... yet! jPar Pic Bang



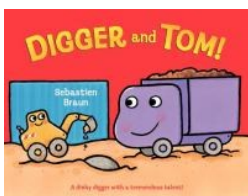
Beaty, A. Ada Twist, Scientist. Ada has a boundless imagination and has always been hopelessly curious. When her house fills with a horrific, toe-curling smell, Ada knows it's up to her to find the source. What would you do with a problem like this? Not afraid of failure, Ada embarks on a fact-finding mission and conducts scientific experiments, all in the name of discovery.

jP Beaty

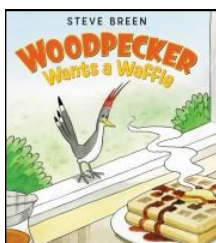


Beaty, A. Rosie Revere, Engineer. Rosie may seem quiet during the day, but at night she's a brilliant inventor of gizmos and gadgets who dreams of becoming a great engineer. When her great-great-aunt Rose (Rosie the Riveter) comes for a visit and mentions her one unfinished goal--to fly--Rosie sets to work building a contraption to make her aunt's dream come true. But when it doesn't fly but just hovers for a moment and then crashes, Rosie deems the invention a failure. But Aunt Rose insists that Rosie's contraption was a raging success. You can only truly fail, she explains, if you quit.

jP Beaty

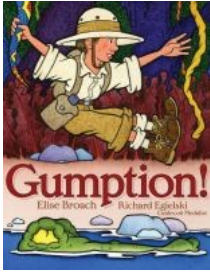


Braun, S. Digger and Tom! Little Digger is eager to help with all the work at the construction site, but the other trucks are bigger and keep taking over his jobs. Children will identify with Little Digger as he struggles to find his place on the construction crew and will cheer when Digger discovers there are some jobs he can do better than anyone! jP Braun

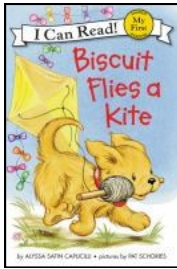


Breen, S. Woodpecker Wants A Waffle. One day Benny the woodpecker awakens to the best tummy-rumbling smell ever and discovers it's something called waffles. He must taste them! He pecks on the door of the waffle house, but he gets the boot. He tries to sneak in, but he gets swept away. Each time Benny tries, he just can't seem to get to those delicious waffles. The other forest animals laugh at him: "Woodpeckers don't eat waffles!" they say. But Benny has a brilliant plan. . . . jP Breen

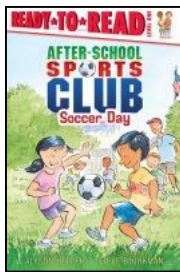
## Perseverance and Resilience



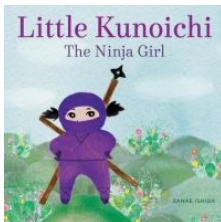
Broach, E. Gumption. Peter's Uncle Nigel, explorer by trade, knows how to show his nephew a good time. When next he sets off to Africa to find the Zimbobo Mountain Gorilla, young Peter is right by his side. There are lots of dangers lurking in the wild, however, and whenever Peter calls upon his uncle for help he's met with a jolly, "Nonsense, my boy! All it takes is a bit of gumption." jP Broach



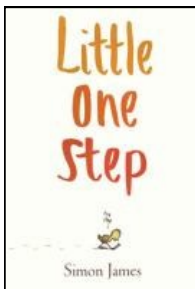
Capucilli, A. Biscuit Flies a Kite. It's a perfect day to fly a kite in the park. Biscuit and his canine friend Puddles are excited and ready to help their owners. All that is needed is some wind so the kites can take off. The pups soon discover that a little breeze is not quite enough and a huge gust is just too much. The pair have fun playing around before getting down to serious business. When things get tangled, the friends do their best to save the day. Will they ever be able to get the kites to fly high? jE Capucilli



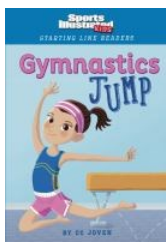
Heller, A. After School Sports Club: Soccer Day. The kids in the After-School Sports Club are excited to learn all about the game of soccer with the help of their teacher, Mr. Mac. But Sammy is having a hard time learning how to play. With lots of practice, Sammy is finally ready for the big open house -- and ready to show everyone what he can do! jE Heller



Ishida, S. Little Kunoichi, the Ninja Girl. Ninja skills don't come easily to Little Kunoichi and she is feeling frustrated. She needs determination—and a special friend—to unleash her power! Together, they show the power of perseverance, hard work, and cooperation when they wow the crowd at the Island Festival. jP Ishida



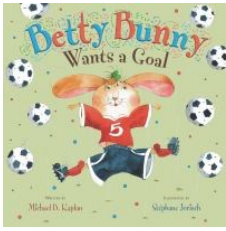
James, S. Little One Step. What do you do when you're little and lost and your legs feel all wobbly? For one tiny duckling, the trick is doing "One Step," a surprising technique that enables him to walk under the tallest of trees and across the widest of fields. Simple language and breezy, expressive illustrations, shows that every journey, whatever the length, begins with a single step. jP James



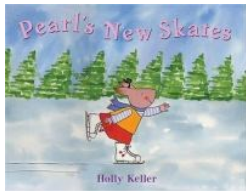
Joven, C. Gymnastics Jump. Lily is performing in her first gymnastics meet, and her routines begin well, but she falls off the balance beam-- however she does not quit, but gets back up and finishes her performance.

jE Joven

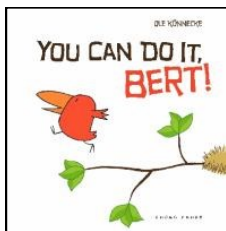
## Perseverance and Resilience



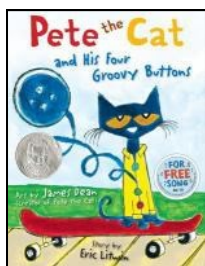
Kaplan, M. Betty Bunny Wants a Goal. Soccer is the first sport most kids play, and Betty Bunny is taking the field. She proudly announces that she will score ten goals in her first game. When she fails to score a single goal, she decides that "soccer is yucky" and stuffs her uniform in the trash. Now it's up to her family to help Betty Bunny see the value of not giving up when things get hard. In a story about hard work and achieving your goals, Betty Bunny learns that with practice, she can do anything. But in Betty Bunny's world, this lesson has surprising results. jP Kaplan



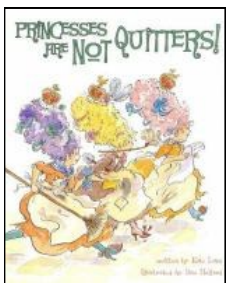
Keller, H. Pearl's New Skates. Pearl loves her shiny white new skates with red tassels! They are real skates (not double runners), and she can't wait to try them. Pearl inches out onto the frozen pond. But instead of twirling, she topples. Instead of spinning, she falls -- splaaat! Will Pearl ever skate in real life the way she skates in her dreams? jP Keller



Konnecke, O. You Can Do It, Bert! This is Bert's big day. He is mentally and physically prepared but nervous as he stands at the edge. "Bert checks everything one more time," and children watch him transform from tentative to determined. On the final spread, he is seen falling through the air with one word appearing above his head—"Help." While the story focuses on whether Bert is brave enough to make the leap, a surprise twist shows that the reason for his action may not be what readers expect! jP Konnecke



Litwin, E. Pete the Cat and His Four Groovy Buttons. In his fourth picture book, Pete the Cat loves (and sings about) the buttons on his yellow shirt, but when they pop off one by one, he doesn't freak out: "Did Pete cry? Goodness, no! Buttons come and buttons go." Even after all his buttons are gone, Pete takes it as a cue to go surfing. Readers who need a reminder not to sweat the small stuff will find a model of unflappability in Pete. jP Litwin



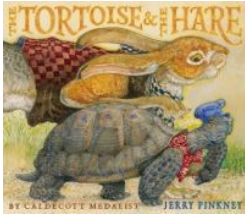
Lum, K. Princesses Are Not Quitters! "Being a princess is the dullest ever," moans Princess Allie, who, along with her two sisters, decides to liven things up by trading places with three palace servants for a day. Supervised by amused Mrs. Blue, the sisters labor from morning until night, determined not to let anyone say "Princesses are quitters!" The next morning, although exhausted, the formerly spoiled young ladies take pride in their accomplishments and have a newfound empathy for others. Best of all, the princesses, having learned the satisfaction of work, continue to help with chores.

jP Lum

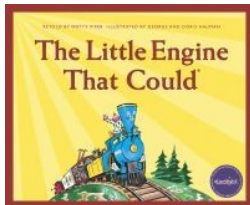
## Perseverance and Resilience



Na, I. The Dreamer. Once, there was a pig who admired birds. But he could never join them. Or could he? Thus begins the journey of a pig with big dreams, and the perseverance to make them come true. He develops flight plans, builds experimental contraptions, and has far-flung adventures, but at the end of the day, his favorite thing to do is still to sit and watch for those he loves best: the birds. jP Na



Pinkney, J. The Tortoise and the Hare. Even the slowest tortoise can defeat the quickest hare, and even the proudest hare can learn a timeless lesson from the most humble tortoise: Slow and steady wins the race! jP Pinkney



Piper, W. The Little Engine That Could. The classic tale of perseverance. When of a train filled with toys and gifts for little boys and girls that breaks down, the only one who will help is a little blue train. But she is very small and to get the train over the steep hill sh repeats to herself “I think I can”.

jP Piper



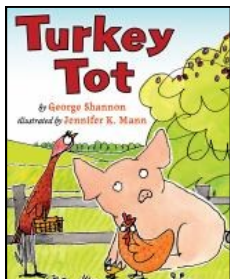
Roth, S. Not the Quitting Kind. An endearing story about a spunky young girl who tries out different endeavors -- from ballet to karate -- and feels like she fails at each one, Not the Quitting Kind will touch the heart of every child who has ever felt like giving up. This inspirational tale, is a must-have for anyone who wishes to encourage a sense of perseverance and confidence in young readers. jP Roth



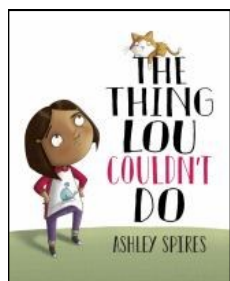
Santat, D. After The Fall: How Humpty Dumpty Got Back Up Again. Everyone knows that when Humpty Dumpty sat on a wall, Humpty Dumpty had a great fall. But what happened after? An avid bird watcher, Humpty’s favorite place to used to be high up on the city wall. But after his famous fall he is terrified of heights and can longer do many of the things he loves most. Will he summon the courage to face his fear? This story will encourage even the most afraid to overcome their fears, learn to get back up, and reach new heights. jP Santat



## Perseverance and Resilience



Shannon, G. Turkey Tot. No sweet treat today! Those yummy-looking blackberries are out of reach. But Turkey Tot has found some string. He asks his friends to help him find a balloon so they can float up to the berries. But the friends find the idea preposterous. "He's been different since the day he was hatched," says Hen. Turkey Tot doesn't find balloons, but he does gather two cans, a hammer, and nail—and voilà! Stilts help Turkey Tot reach the berries. Budding engineers and other creative-minded kids will love Turkey Tot's optimism and can-do spirit. jP Shannon



Spire, A. The Thing Lou Couldn't Do. "Lou and her friends are BRAVE adventurers. They run FASTER than airplanes. They build MIGHTY fortresses. They rescue WILD animals". But one day, when they're looking for a ship to play pirates in, Lou's friend has an idea: "Up there! The tree can be our ship!" This is something new. Lou has never climbed a tree before, and she's sure she can't do it. So she tries to convince her friends to play a not-up-a-tree game. When that doesn't work, she comes up with reasons for not joining them --- her arm is sore, her cat needs a walk, you shouldn't climb so soon after eating. Finally, she tells herself she doesn't want to climb the tree. But is that true, or is this brave adventurer just too afraid to try? jP Spire