

Summer Reading List 2025

Grade/age levels sourced from School Library Journal, Booklist, Kirkus, Publisher's Weekly, or the publisher directly. They are not definitive and should be used as broad suggestions to help with book selection.

PICTURE BOOKS

1. [What's Your Favorite Color?](#): Eric Carle and fourteen beloved children's book artists draw their favorite colors and explain why they love them. (Pre-2nd)
2. [Lemons Are Not Red](#): Introduce young children to color in this unique concept book with die cuts. (K-2)
3. [Color Dance](#): Watch the girl in red, the girl in yellow, the girl in blue, and the boy in black and white create a living kaleidoscope. (Pre-2nd)
4. [The Color Box](#): Alexander the monkey finds an ordinary-looking box with spots of color inside, through which he journeys to many bright landscapes of different colors. (Pre-1st)
5. [Warthogs Paint](#): As warthogs spend a rainy day painting their kitchen, they make a mess and learn about mixing colors. (Pre-2nd)
6. [My Color is a Rainbow](#): Follow Little White Arch on his journey as he wonders what his color could be.
7. [My Many Colored Days](#): This rhyming story by Dr. Seuss describes each day in terms of a particular color which in turn is associated with specific emotions. (Ages 3-8)
8. [The Day the Crayons Quit](#): When Duncan arrives at school one morning, he finds a stack of letters, one from each of his crayons, complaining about how he uses them. (K-2)
9. [Museum Shapes](#): Introduce children to basic and complex shapes through The Metropolitan Museum's extensive and varied collections of art. (Pre-2nd)
10. [My Colors, My World/Mis Colores, Mi Mundo](#): This beautiful bilingual book follows Maya as she discovers all the colors in her world. (Belpré Winner) (Birth-3 years)

EARLY READERS

1. [Pete the Kitty's Outdoor Art Project](#): Pete the Kitty's art class goes outside to make art from nature, but Pete isn't sure what to create. Then inspiration strikes and Pete realizes that nature art is cooler than he ever imagined! (K-2)
2. [Pete the Kitty and the Unicorn's Missing Colors](#): Pete the Kitty's friend Stevie the unicorn somehow lost all the colors in her rainbow tail. It's a good thing Pete has his magical paintbrush to help out. (K-2)
3. [Fancy Nancy at the Museum](#): Although excited at the prospect of a fancy class trip to the art museum, the bumpy bus ride to get there leaves Nancy feeling anything but fancy. (K-3)
4. [Let's Learn Colors](#): In Let's Learn Colors, emergent readers learn to spot and identify colors while also learning popular kinds of insects. (Pre-2nd)
5. [I Am the Artist!](#): A little boy realizes after watching his sister paint that he, too, wants to be an artist. (Approx. ages 5-7)
6. [Paddington's Prize Picture](#): Paddington enters a painting contest after Mr. Gruber shows him how fun it can be. (Approx. 4-8 years)
7. [Purple is Best](#): Sue's blue paint and Fred's red paint get mixed together and create purple, the best color of all. (Approx. 6-8 years)
8. [Amelia Bedelia's Masterpiece](#): Housekeeper Amelia Bedelia visits an art museum, where her confusion leads to surprising results. (Approx. 4-8 years)
9. [Pool Party!](#): On a hot summer day, Farmer Brown and the animals enjoy getting cool in the pool. (Approx. 5-7 years)
10. [Guess What?](#): Zoom Squirrel and the Squirrel pals are looking forward to going to the beach. (Ages 5-8)

JUVENILE

1. [Color Day Relay](#): The Magic School Bus and Ms. Frizzle's class blasts off for another adventure to learn about light and color. (7-10 years)
2. [From the Mixed-Up Files of Mrs. Basil E. Frankweiler](#): Having run away with her younger brother to live in the Metropolitan Museum of Art, twelve-year-old Claudia strives to keep things in order in their new home and to become a changed person and a heroine to herself. (**Newbery Winner**) (Gr. 4-7)
3. [The Princess in Black](#): When trouble raises its blue monster head, Princess Magnolia ditches her flouncy dresses and becomes the Princess in Black! (Grades 1-3)
4. [Awesome Orange Birthday](#): Priya plans a birthday party for her first client, Layla Aunty, personalizing everything from the invitations to the menu in Aunty's favorite color, but as party-time finally arrives, Priya is nervous something will go wrong. (Ages 7-10)
5. [DaVinci's Cat](#): Using a mysterious wardrobe that allows them to travel through time, two eleven-year-olds work together to prevent the bickering between two great artists from changing the future. (Ages 8-13)
6. [Inkling](#): When an inkblot, who can write, listen, learn, and draw, jumps out of Mr. Rylance's sketchbook, Ethan believes he may be the answer to their problems and names him Inkling. (Ages 7-12)
7. [Julieta and the Diamond Enigma](#): When a diamond goes missing from the Louvre, it is up to nine-year-old Julieta to identify the thief, exonerate her father, and return home to Boston before her baby brother is born. (Ages 8-11)
8. [A Brush With Magic](#): During her first trip to Korea, Yumi discovers a magical ink brush in her grandfather's attic which inadvertently summons a creature from Korean fairy tales. (Ages 8-12)
9. [Peanut Jones and the Illustrated City](#): Peanut Jones has some problems: her dad has gone missing, and she's stuck in a boring new school. Until the day she finds a unique pencil turbo-charged with special powers. Suddenly she's pulled into a world packed with more color, creativity, and danger than she could ever have imagined. (Ages 8-12)
10. [Island of the Blue Dolphins](#): Shipwrecked on an island for eighteen years, Karana forages for food, builds weapons to fight predators, and finds strength and peace in her seclusion. (**Newbery Winner**) (Approx. ages 8-11)

JUVENILE GRAPHIC NOVELS

1. [The Cartoonists Club](#): Four kids come together to form The Cartoonists Club, where kids can learn about making comics and use their creativity and imagination for their own storytelling adventures. (Ages 8-13)
2. [The Great Art Caper](#): A cuddly class hamster endeavors to make a gift for his new human friend to show support for her participation in a school art show before learning about a dastardly mouse plot to sabotage the event. (Ages 5-9)
3. [Detective Sweet Pea](#): The Golden Chew Bone has VANISHED! Parkville needs a detective, and Sweet Pea's spectacular sense of smell makes her the perfect pup to crack the case. (Ages 7-12)
4. [The Night Librarian](#): Two siblings uncover a new world, featuring Night Librarians and characters literally bursting from their favorite books, in this thrilling graphic novel about the magic that libraries hold. (Ages 8-13)
5. [Primer](#): While living with her latest set of foster parents, Ashley Rayburn mistakenly applies some found body paints which give her a wide range of special powers, but soon the military discovers what happened to their secret weapon and this puts Ashley and her newfound family and friends in danger. (Ages 8-14)

JUVENILE & TWEEN NONFICTION

1. [Dot! Scribble! Go!](#): Author Hervé Tullet brilliantly convinces each reader that their hand is magic and capable of transforming a few simple lines, squiggles, dots, and shapes into . . . well, pretty much anything they can imagine! (K-2)
2. [Blue](#): This picture book follows one color's journey throughout history -- from ancient Afghan painters to 1905, when a chemical blue dye was created -- and around the world, as it becomes the blue we know today. (Ages 4-10)
3. [The Black Book of Colors](#): Our eyes tell us about color. But what if you are blind? Can you still know colors? Using simple language, Braille, and beautiful textured art, this book shows you how to see without your eyes. (Gr. K-3)
4. [Radiant Child: the Story of Young Artist Jean-Michel Basquiat](#): Introduce young readers to the life and art of Jean-Michel Basquiat, and the powerful message and art doesn't always have to be neat or clean--and definitely not inside the lines--to be beautiful. (**Caldecott Winner**) (Gr. 1-5)
5. [The Mona Lisa Vanishes](#): A narrative nonfiction about how the Mona Lisa was stolen from the Louvre, how the robbery made the portrait the most famous artwork in the world--and how the painting by Leonardo da Vinci should never have existed at all. (Ages 10-13)
6. [Cultured Donuts: Take a Bite Out of Art History](#): Every illustrated donut is paired with information about the artist, their art style, and what makes them unique. Includes tips on how to try recreating the art styles of each artist and a glossary with defined terms. (Ages 6-9)
7. [Disney: How to Draw Favorite Characters](#): Featuring an introduction to art tools and materials and a series of drawing exercises to allow artists to learn a few basic drawing techniques and drawing projects for your favorite Disney characters. (Gr. 2-5)
8. [Marvel: How to Draw Awesome Characters](#): Inside you'll find drawing projects for Iron Man, Captain America, Black Widow, Hulk, Thor, Ant-Man, Blank Panther, and Captain Marvel. (Gr. 2-5)
9. [What is Color?](#): The origins of today's pigments come alive across continents and history, with oodles of art, tons of science--and extensive interactive backmatter! (Ages 10-13)
10. [How to Be a Super Awesome Artist](#): With real works of art to spark your creativity, this great book features 20 art challenges for you to try, as well as helpful 'know-how' features on how to shade with pencils, get creative with collage, and make the most of color. (Gr. 4-7)

TWEEN FICTION

1. [The Color of Sound](#): Musical prodigy Rosie stops playing the violin, upsetting her ambitious mother but making room in her life for new experiences, including a glitch in space-time that lets her meet her mom as a twelve-year-old. (Ages 10-13)
2. [Chasing Vermeer](#): When strange and seemingly unrelated events start to happen and a precious Vermeer painting disappears, eleven-year-olds Petra and Calder combine their talents to solve an international art scandal. (Gr. 5-8)
3. [The Van Gogh Deception](#): When a young boy is discovered in DC's National Gallery of Art without any recollection of who he is, he must piece together the clues of his origins while using his limited knowledge to stop one of the greatest art frauds ever. (Ages 10-14)
4. [A Strange Thing Happened in Cherry Hall](#): an extraordinary story about two friends, a ghost, a missing painting, and a turtle named Agatha. (Ages 8-12)
5. [Kaleidoscope](#): A ship. A garden. A library. A key. This is the story of two people bound to each other through time and space, memory and dreams. At the center of their relationship is a mystery about the nature of grief and love which will look different to each reader. (Ages 11+)
6. [Sam\(ira\)'s Worst \(Best\) Summer Ever](#): Sammy's "boring" summer is full of clue-finding hunts, garage band practices, and getting to know her neighbors like never before. (Ages 9-13)
7. [The Secret Language of Birds](#): Nina discovers the nest of a rare bird at summer camp. With the help of her fellow campers, she aims to discover what kind of bird she has found and protect. (Ages 8+)
8. [Library Girl](#): After living in the public library for the last eleven years, Essie must learn to adapt to a world that's not as perfect as the stories she's grown up with. (Ages 9-12)
9. [Keeping Pace](#): Determined to regain her sense of accomplishment after losing her top-class ranking to Jonah, Grace decides to compete against him in a Labor Day half-marathon, but as they train together, she learns valuable lessons about what truly matters. (Ages 10-14)
10. [Mallory in Full Color](#): A funny, poignant middle grade novel about a tween who navigates questions of identity and friendship when her anonymous web comic goes viral. (Ages 9-13)

TWEEN GRAPHIC NOVELS

1. [Curveball](#): Elena Rueda loves baseball -- and is the best player on her team -- but recently has stopped having fun, so during a summer spent with her brother's quirky friends she reflects on who she is and maybe learns love to play again. (Ages 8-12)
2. [The Ribbon Skirt](#): Ten-year-old Anang, an indigenous two-spirit kid, wants to create a ribbon skirt for an upcoming powwow in this joyful coming-of-age graphic novel. (Grades 4-8)
3. [Sink or Swim](#): School is out for the summer, the pool is open, and new adventures with friends await, but twelve-year-old Ty must deal with his anxiety issues. (Ages 9-12)
4. [Coral's Reef](#): Coral is a sea sprite, and when not at school or with her friends, she's out catching waves on her beloved surfboard. But Coral's life is about to turn upside down once dreamy fire ifrit, Nick Inferno, comes to town. (Ages 12+)
5. [Swim Team](#): Bree can't wait for her first day at her new middle school --until she's stuck with the only elective that fits her schedule, Swim 101. Luckily, an elderly occupant of her apartment building (and former swim team captain) is willing to help. (Ages 10-13)
6. [Global](#): Twelve-year-old Sami, from the Bay of Bengal, and fourteen-year-old Yuki, from Northern Canada, strive to protect their homes from the encroaching damage brought on by climate change. (Ages 10-14)
7. [Junior High](#): Before Tegan and Sara got famous, they were ordinary identical twins trying to find their place in a new school. Surviving junior high is something the sisters plan to face together. But growing up might mean growing apart. (Ages 10-14)
8. [Scout is Not a Band Kid](#): Scout joins her middle school's band in order to go on the band's annual trip and meet her favorite author, but she is forced to face the music when the trombone section leader realizes Scout does not know how to play. (Ages 10-14)
9. [Mabuhay!](#): Brother and sister JJ and Althea agree: working their family's food truck all summer isn't their idea of fun. When their uncle comes to visit, they realize they're in danger from something supernatural. Grades 4-8)
10. [The Awakening Storm](#): When Grace moves to Hong Kong with her mom and stepdad, her biggest concern is making new friends. But then, a mysterious old woman gifts her a dragon egg during a field trip. (Gr. 4-7)

YOUNG ADULT FICTION & GRAPHIC NOVELS

1. [The Girl from the Sea](#): A teen girl falls in love with the mysterious, sea-dwelling girl who rescues her from drowning. (Ages 12+)
2. [The Color Project: A realistic](#) story about the three great loves of life—family, friendship, and romance—and the bonds that withstand tragedy. (Gr. 9+)
3. [Paper Girls](#): In the early hours after Halloween on 1988, four 12-year-old newspaper delivery girls uncover the most important story of all time. Suburban drama and supernatural mysteries collide in this series about nostalgia, first jobs, and the last days of childhood. (Ages 13+)
4. [My Favorite Color is Your Something Blue](#): Morgan is at a family friend's wedding when she's introduced to Will, the groom's younger cousin. But...Morgan and Will have already met. It wasn't a great first impression. And now, the bride and groom are trying to set them up. (Age 13+)
5. [Pink](#): Sixteen-year-old Ava does not know who she is or where she belongs, but when she tries out a new personality--and sexual orientation--at a different school, her edgy girlfriend, potential boyfriend, and others are hurt by her lack of honesty. (Age 13+)
6. [The Art of Insanity](#): High schooler Natalie Cordova has just been diagnosed with Bipolar disorder. Her mom insists she keep it secret. (Gr. 9+)
7. [Kind of a Big Deal](#): Josie's life is... not great. Best friend: distant. Boyfriend: busy. Mom: not playing with a full deck. Desperate to escape, Josie gets into reading. Literally. She reads a book and suddenly she's inside it. And with each book, she's a different character. It's alarming. But also ... kind of amazing. (Ages 12+)
8. [Sunrise on the Reaping](#): The phenomenal fifth book in the Hunger Games series focusing on Haymitch, Katniss's mentor. (Ages 12+)
9. [The Collectors](#): An anthology of ten stories by young adult authors about surprising and unusual collections. (Ages 14+)
10. [Pet](#): In a near-future society that claims to have gotten rid of all monstrous people, a creature emerges from a painting seventeen-year-old Jam's mother created, a hunter from another world seeking a real-life monster. (Gr. 9+)

YA NONFIC

1. [Artificial Intelligence: Promise & Peril](#): Examines how A.I. began and how it is affecting home life, medical care, business activity, and military strategies.
2. [Accountable](#): How Albany High School handles a racist social media incident that incurs lasting and devastating consequences.
3. [America Redux](#): Twenty-one visual stories that illuminate the astonishing, unexpected, sometimes darker sides of history that reverberate in our society to this very day.
4. [The Women Who Built Hollywood](#): Discover the electrifying untold stories of the pioneering and groundbreaking women of Old Hollywood in this nonfiction book perfect for young movie buffs and budding feminists alike.
5. [Gamer Girls](#): Discover the women behind the video games we love--the iconic games they created, the genres they invented, the studios and companies they built--and how they changed the industry forever.
6. [Respect the Mic](#): This poetry anthology represents twenty years of poetry from the students and alumni of Chicago's Oak Park River Forest High School Spoken Word Club.
7. [Side Quest: A Visual History of Role Playing Games](#): This graphic novel-style book gives existing fans of tabletop roleplaying games (TTRPGs) insight into the history of the medium--and provides a gateway for anyone new to the phenomenon.
8. [Creative Crafts for Teens](#): Features 25 crafts with themes that ignite creativity and empower teens.
9. [How to Draw Diverse Manga](#): Demonstrates how to conceive and draw original characters that reflect diverse racial, ethnic, and gender identities.
10. [Sketching for the Absolute Beginner](#): Learn how to sketch like a pro with this beginner-friendly crash course offering 5 step-by-step projects and essential technical guidance.
11. [Design Thinking](#): Design thinking is a six-step process used in creative problem solving to understand users, challenge assumptions, redefine problems, and create innovative solutions. With true stories of real student teams and their projects, this book provides readers with the steps to effect change.

