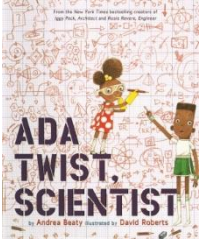
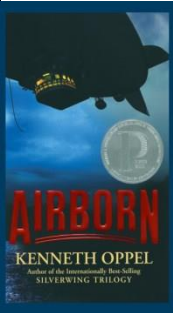
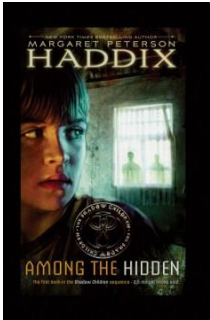
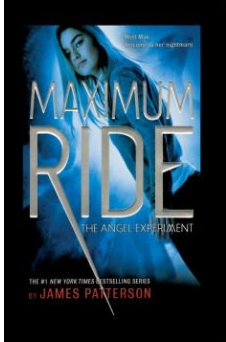
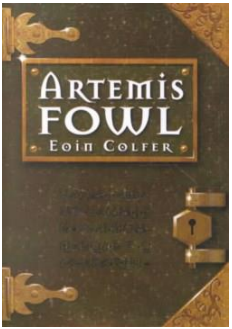
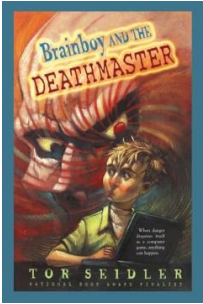



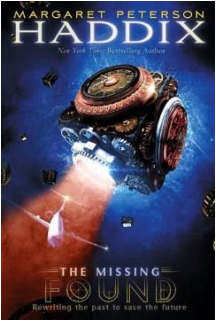
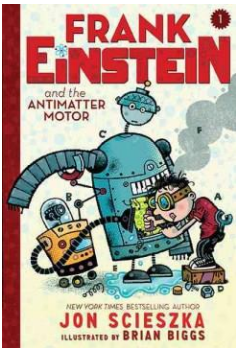
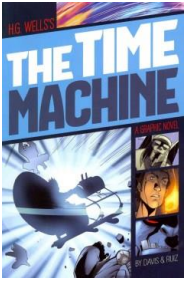
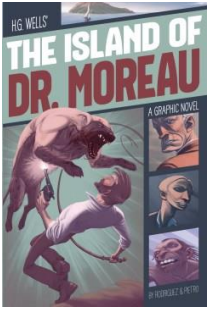
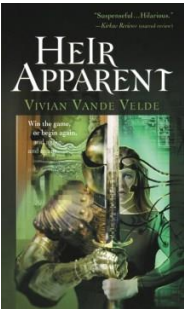


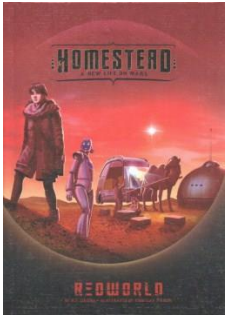
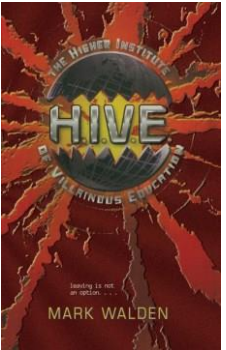
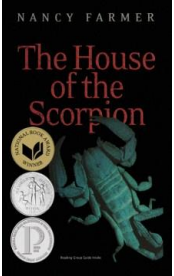
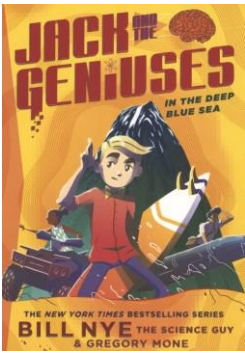
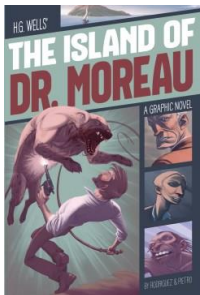
Science & Technology Fiction


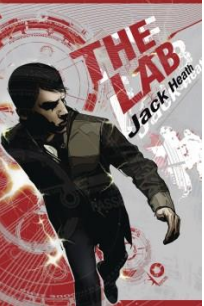

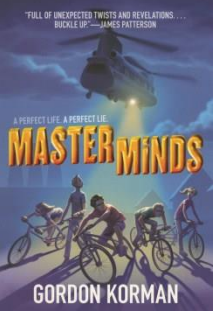
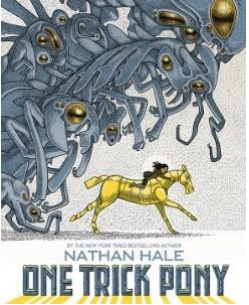
Title/Author/ AR Info/ Location	Summary	Book Cover
<p>Ada Twist, Scientist By Andrea Beaty</p> <p><i>Ada Twist; 1</i></p> <p>AR Level: 3.4 AR Points: 0.5</p> <p>MackinVIA Ebooks</p>	<p>Ada Twist is a very curious girl who shows perseverance by asking questions and performing experiments to find things out and understand the world.</p>	
<p>Airborn By Kenneth Oppel</p> <p>Airborn Trilogy; 1</p> <p>AR Level: 5.1 AR Points: 15</p> <p>Hardcopy – FIC OPP</p>	<p>Matt, a young cabin boy aboard an airship, and Kate, a wealthy young girl traveling with her chaperone, team up to search for the existence of mysterious winged creatures reportedly living hundreds of feet above the Earth's surface.</p>	
<p>Among the Hidden by Margaret Peterson Haddix</p> <p><i>Stolen Children; 1</i></p> <p>AR Level: 4.8 AR Points: 5</p> <p>Hardcopy: FIC PAT</p>	<p>In a future where the Population Police enforce the law limiting a family to only two children, Luke has lived all his twelve years in isolation and fear on his family's farm, until another "third" convinces him that the government is wrong.</p>	
<p>The Angel Experiment by James Patterson</p> <p><i>Maximum Ride; 1</i></p> <p>AR Level: 4.6 AR Points: 11</p> <p>Hardcopy: FIC PAT</p>	<p>After the mutant Erasers abduct the youngest member of their group, the "birdkids," who are the result of genetic experimentation, take off in pursuit and find themselves struggling to understand their own origins and purpose.</p>	

<p>*Artemis Fowl by Eoin Colfer</p> <p>Artemis Fowl; 1</p> <p>AR Level: 5.0 AR Points: 9</p> <p>Hardcopy – FIC COL MackinVIA Ebook (Graphic novel only)</p>	<p>When a twelve-year-old evil genius tries to restore his family fortune by capturing a fairy and demanding a ransom in gold, the fairies fight back with magic, technology, and a particularly nasty troll.</p>	
<p>Brainboy and the Deathmaster By Tor Seidler</p> <p>AR Level: 4.9 AR Points: 9</p> <p>Hardcopy – FIC SEI</p>	<p>When Darryl, a twelve-year-old orphan, is adopted by a technology genius, he finds himself the star of his very own life-threatening video game.</p>	
<p>Cobalt Squadron by Elizabeth Wein</p> <p><i>Star Wars; 1</i></p> <p>AR Level: 6.2 AR Points: 8</p> <p>Hardcopy – FIC WEI</p>	<p>Visit a galaxy far, far to follow the harrowing story of the courageous bomber pilots and technicians of Cobalt Squadron!</p>	
<p>The Countdown Conspiracy By Katie Slivensky</p> <p>AR Level: 4.7 AR Points: 11</p> <p>Hardcopy – FIC SIL</p>	<p>Miranda Regent can't believe she was just chosen as one of six kids from around the world to train for the first ever mission to Mars. But as soon as the official announcement is made, she begins receiving anonymous threatening messages...and when the training base is attacked, it looks like Miranda is the intended target. Now the entire mission--and everyone's lives--are at risk. And Miranda may be the only one who can save them.</p>	
<p>*Cyberia by Chris Lynch</p> <p><i>Cyberia; 1</i></p> <p>AR Level: 4.6 AR Points: 5</p> <p>Hardcopy – FIC LYN</p>	<p>In a future where electronic surveillance has taken the place of love, a veterinarian is putting computer chips in animals to control them, and those creatures choose young Zane, who understands their speech, to release captives and bring them to a technology-free safety zone.</p>	

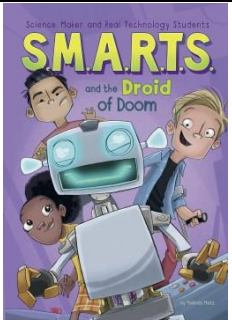

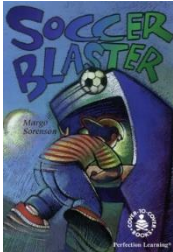
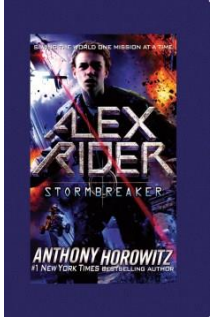
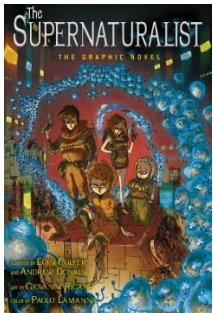
<p>Disney After Dark by Ridley Pearson</p> <p>Kingdom Keepers; 1</p> <p>AR Level: AR Points:</p> <p>Hardcopy – FIC RID MackinVIA Ebook</p>	<p>Five young teens hired as models for theme park guides find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world as a whole.</p>	
<p>The Doom Machine By Mark Teague</p> <p>AR Level: 4.5 AR Points: 13</p> <p>Hardcopy – FIC TEA</p>	<p>When a group of aliens come to his town to steal his uncle's time-traveling machine and end up taking him with them as well, Jack must devise a way to outwit the creatures before they put the machine to use against Earth and destroy all those he knows and loves.</p>	
<p>Eager By Helen Fox</p> <p>AR Level: 5.0 AR Points: 9</p> <p>Hardcopy – FIC FOX</p>	<p>In late-twenty-first-century England, the Bell family, looking to replace their malfunctioning robot, buys Eager, who is programmed to learn through trial and error like humans and who, with the Bell children, comes to see that something is not right with the BDC4s, a sleek, alarmingly clever line of robots the Bells could not afford.</p>	
<p>*The Ear, the Eye, and the Arm by Nancy Farmer</p> <p>AR Level: 4.7 AR Points: 12</p> <p>Hardcopy – FIC FAR</p>	<p>In the year 2194, when General Matsika's children are kidnapped, the parents call in some most unusual detectives. The search takes them from the underbelly of the city to the top of the mile-high hotel. Evils of the past intertwine with the present to endanger the future of Zimbabwe.</p>	
<p>Escape From Memory by Margaret Peterson Haddix</p> <p>AR Level: 4.8 AR Points: 8</p> <p>Hardcopy – FIC HAD</p>	<p>Allowing herself to be hypnotized, fifteen-year-old Kira reveals memories of another time and place that may eventually cost her and her mother their lives.</p>	

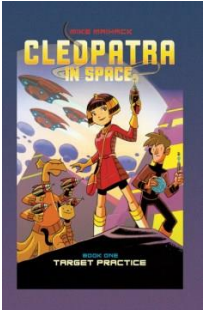

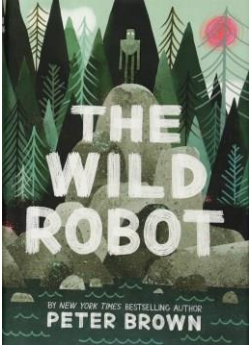

<p>*Found by Margaret Peterson Haddix</p> <p>Missing; 1</p> <p>AR Level: 5 AR Points: 9</p> <p>Hardcopy – FIC HAD</p>	<p>When thirteen-year-olds Jonah and Chip, who are both adopted, learn they were discovered on a plane that appeared out of nowhere, full of babies with no adults on board, they realize that they have uncovered a mystery involving time travel and two opposing forces, each trying to repair the fabric of time.</p>	
<p>Frank Einstein and the AntiMater Motor by Jon Scieszka</p> <p><i>Frank Einstein; 1</i></p> <p>AR Level: 4.7 AR Points: 3</p> <p>Hardcopy – FIC SCI MackinVIA Ebooks</p>	<p>In his Grandpa Al's garage workshop, child genius Frank Einstein tries to invent a robot that can learn on its own, and after an accident brings wisecracking Klink and overly expressive Klank to life, they set about helping Frank perfect his Antimatter Motor until his archnemesis, T. Edison, steals the robots for his doomsday plan.</p>	
<p>H.G. Well's The Time Machine By Terry Davis</p> <p>AR Level: 3.0 AR Points: 0.5</p> <p>MackinVIA Ebook (Graphic Novel)</p>	<p>Follows a scientist who uses his time machine to journey into the future, where he finds the world with two human races, the peaceful Eloi and the violent Morlocks.</p>	
<p>The Island of Dr. Moreau By David Rodriguez</p> <p>AR Level: 3 AR Points: 0.5</p> <p>MackinVIA Ebook (Graphic Novel)</p>	<p>Presents a graphic novel adaptation of H.G. Wells' classic tale of Edward Prendick, who is shipwrecked and stranded on a deserted island in the Pacific, where Dr. Moreau conducts nightmarish medical experiments in an effort to turn animals into humans.</p>	
<p>Heir Apparent By Vivian Vande Velde</p> <p>AR Level: 5.6 AR Points: 11</p> <p>Hardcopy – FIC VAN</p>	<p>While playing a total immersion virtual reality game of kings and intrigue, fourteen-year-old Giannine learns that demonstrators have damaged the equipment to which she is connected, and she must win the game quickly or be damaged herself.</p>	

<p>Homestead: A New Life on Mars By A.L. Collins</p> <p>AR Level: 4.6 AR Points: 3</p> <p>MackinVIA Ebook</p>	<p>Twelve-year-old Belle Song and her family moved to Mars because they were offered good jobs, only to find that the jobs have disappeared. Her father, Yun, is unwilling to return to the worn-out Earth, so, to the horror of his city-raised daughter, he buys a farm in the "Wild West" area of Mars. Belle does her best to adapt to a life filled with difficulties and danger.</p>	
<p>HIVE: The Higher Institute of Villainous Education By Mark Walden</p> <p><i>H.I.V.E.; 1</i></p> <p>AR Level: 7.5 AR Points: 12</p> <p>Hardcopy – FIC WAL</p>	<p>Thirteen-year-old orphan Otto Malpense, identified as a boy with a special talent for villainy, is kidnapped and taken to the remote Higher Institute of Villainous Education, or H.I.V.E., where he is enrolled in a six-year training program and immediately begins formulating a plan to escape.</p>	
<p>*The House of the Scorpion by Nancy Farmer</p> <p>AR Level: 5.1 AR Points: 15</p> <p>Hardcopy – FIC FAR</p>	<p>In a future where humans despise clones, Matt enjoys special status as the young clone of El Patrón, the 142-year-old leader of a corrupt drug empire nestled between Mexico and the United States.</p>	
<p>In the Deep Blue Sea By Bill Nye</p> <p><i>Jack and the Geniuses; 2</i></p> <p>AR Level: 4.5 AR Points: 9</p> <p>MackinVIA Ebook</p>	<p>Jack, his genius siblings, and inventor Hank Witherspoon go to Hawaii and help technology billionaire Ashley Hawking find out who is sabotaging her revolutionary electric plant that harvests energy from the deep ocean. Includes facts about the deep ocean, the scientific process, and green power, as well as instructions for an experiment.</p>	
<p>The Island of Dr. Moreau By David Rodriguez</p> <p>AR Level: 3.0 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>Presents a graphic novel adaptation of H.G. Wells' classic tale of Edward Prendick, who is shipwrecked and stranded on a deserted island in the Pacific, where Dr. Moreau conducts nightmarish medical experiments in an effort to turn animals into humans.</p>	

<p>*Jedi Academy by Jeffrey Brown</p> <p>Star Wars: Jedi Academy, 1</p> <p>AR Level: 3.8 AR Points: 2</p> <p>Hardcopy – FIC BRO</p>	<p>Roan Novachez has always dreamed of going to Pilot Academy Middle School and becoming the greatest pilot in the galaxy, but the school rejected him. So, when a green guy named Yoda invites him to attend the Jedi Academy, he goes for it, but he soon discovers that going to school with aliens and robots and trying to learn how to use the Force is not as easy as it sounds.</p>	
<p>The Lab by Jack Heath</p> <p>AR Level: 5.6 AR Points: 11</p> <p>Hardcopy: FIC HEA</p>	<p>In a world dominated by an evil corporation, an organization called the Deck, in which the staff is named after suits such as Hearts and Diamonds, deals out justice while Six of Hearts, their best operative, does his work without killing anybody.</p>	
<p>*The Last Human by Lee Bacon</p> <p>AR Level: 4.2 AR Points: 6</p> <p>MackinVIA Ebook</p>	<p>After machines take control of Earth, following the extinction of humans, twelve-year-old robot XR 935A confronts its prejudices about humans and begins to reconsider its own existence within robot society after discovering and befriendng a twelve-year-old human girl.</p>	
<p>Masterminds By Gordon Korman</p> <p>Masterminds; 1</p> <p>AR Level: 5.2 AR Points: 10</p> <p>Hardcopy – FIC KOR</p>	<p>A group of kids discovers they were cloned from the DNA of some of the greatest criminal masterminds in history for a sociological experiment.</p>	
<p>*One Trick Pony By Nathan Hale</p> <p>AR Level: 2.7 AR Point: 1</p> <p>MackinVIA Ebook (Graphic Novel)</p>	<p>In a world devastated by an invasion of giant alien blobs that devour electrical devices wherever they find them, Strata and her brother live with their family in a roving caravan of digital rescuers, searching for robots and technology wherever they can find them. When Strata finds a special robot pony, she and her brother get separated from the caravan and have to escape both the aliens and human outlaws.</p>	

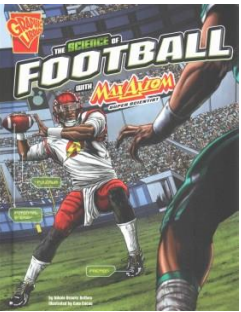

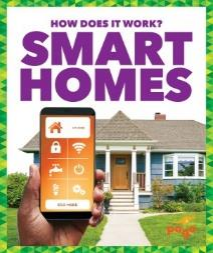
<p>Only You Can Save Mankind by Terry Prachett</p> <p>AR Level: 3.9 AR Points: 5</p> <p>Hardcopy – FIC PRA</p>	<p>Twelve-year-old Johnny endures tensions between his parents, watches television coverage of the Gulf War, and plays a computer game called Only You Can Save Mankind, in which he is increasingly drawn into the reality of the alien ScreeWee.</p>	
<p>The Plant Planet By Jon Scieszka</p> <p><i>Astronuts; 1</i></p> <p>AR Level: 4.4 AR Points: 1</p> <p>MackinVIA Ebook</p>	<p>Carbon dioxide is out of control on Earth, and the fate of humankind rests in the paws of four experimental, untested Animal Astronauts (AlphaWolf, SmartHawk, LaserShark, and StinkBug) who are seeking another habitable planet; first destination is the Plant Planet which at first looks perfect, except that the abundant plant life can think for itself--and it thinks that it really does not like the AstroNuts.</p>	
<p>The Rendering by Joel Naftali</p> <p>AR Level: 4.7 AR Points: 7</p> <p>Hardcopy – FIC NAF</p>	<p>Thirteen-year-old Doug uses his blog to describe the events that led him from an afternoon of playing video games to saving the world, after one of his aunt's ex-employees broke into her biotechnology center, killed her, and then stole equipment that would allow him to digitize anyone and create a biodroid army.</p>	
<p>*Sal & Gabi Break the Universe by Carlos Alberto Pablo Hernandez</p> <p>Sal & Gabi; 1</p> <p>AR Level: 4.9 AR Points: 14</p> <p>Hardcopy: FIC HER MackinVIA Ebook MackinVIA Audiobook</p>	<p>Sal prides himself on being an excellent magician, but when he starts attending a new school, Gabi Real discover's Sal's secret: he can reach into other dimensions and pull things into their dimension, including different versions of his dead mother. There's only one problem: Sal's manipulation of time and space is putting the entire universe at risk. Sal, Gabi, and their friends and family, as well as a sassy entropy sweeper, will have to work to make things right.</p>	
<p>Saving the Whole Wide World By Judd Winick and Guy Major</p> <p>Hilo; 2</p> <p>AR Level: 2.5 AR Points: 1</p> <p>Hardcopy – FIC WIN</p>	<p>Hilo and his friends must save the world from monsters from another dimension.</p>	

<p>MackinVIA Ebook</p> <p>S.M.A.R.T.S and the Droid of Doom By Melinda Metz</p> <p>AR Level: 4.4 AR Points: 2</p> <p>MackinVIA Ebook</p>	<p>The S.M.A.R.T.S. Club welcomes a new member into the group--a high-tech android named Dude. But not everyone is happy to have the robot at school, because someone is deliberately damaging him during the night! The friends will have to work together to solve the mystery.</p>	
<p>Snow White and the Seven Robots By Louise Simonson</p> <p><i>Far Out Fairy Tales</i></p> <p>AR Level: 3.2 AR Points: 0.5</p> <p>MackinVIA Ebook (Graphic Novel)</p>	<p>The Queen of Techworld, afraid that Snow White will supplant her as the smartest scientist, exiles the child--but the robots that she repairs save her and help her defeat the evil queen.</p>	
<p>Soccer Blaster by Margo Sorenson</p> <p>AR Level: 3.0 AR Points: 2</p> <p>Hardcopy – FIC SOR</p>	<p>Renny finds himself pulled into a video game and transported to a World Cup Soccer practice field where someone is trying to sabotage the U.S. team.</p>	
<p>*Stormbreaker by Anthony Horowitz</p> <p>Alex Rider, 1</p> <p>AR Level: 5.1 AR Points: 7</p> <p>Hardcopy – FIC HOR</p>	<p>After the death of the uncle who had been his guardian, fourteen-year-old Alex Rider is coerced to continue his uncle's dangerous work for Britain's intelligence agency, MI6.</p>	
<p>*The Supernaturalist : The Graphic Novel by Eoin Colfer</p> <p>AR Level: 3.6 AR Points: 3</p> <p>Hardcopy: 741.5 COL</p>	<p>Unwanted by his parents, Cosmo Hill is put to work by the state, testing highly dangerous products. Cosmo realizes he must get away, and escapes with the help of the Supernaturalists, a group of kids who have the same special abilities as Cosmo--they can see supernatural Parasites, creatures that feed on the life force of humans. The Supernaturalists patrol the city at night, hunting the Parasites in hopes of saving what is left of humanity in Satellite City. But soon they find themselves caught in a web far more complicated than they'd imagined, and they discover a horrifying secret that will force them to question everything they believe in.</p>	

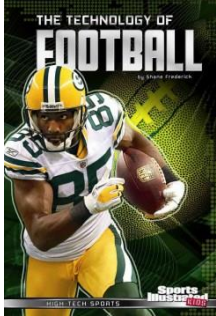
<p>Target Practice by Mike Maihack</p> <p><i>Cleopatra in Space;</i> 1</p> <p>AR Level: 3.0 AR Points: 0.5</p> <p>Hardcopy – 741.5 MAI</p>	<p>Mysteriously zapped thousands of years into the future, a teenaged Cleopatra discovers that she is destined to save the galaxy, a prophecy that compels her to enroll in a high-tech school where she can learn modern subjects, alien languages, and combat fighting.</p>	
<p>Virals by Kathy Reichs</p> <p><i>Virals, 1</i></p> <p>AR Level: 3.5 AR Points: 1</p> <p>Hardcopy: FIC REI</p>	<p>Tory Brennan and her friends are exposed to a canine parvovirus when they rescue a dog from a medical testing facility and soon realize they have heightened senses, which they use to solve a cold case murder.</p>	
<p>*The Wild Robot by Peter Brown</p> <p>The Wild Robot; 1</p> <p>AR Level: 5.1 AR Points: 5</p> <p>Hardcopy: FIC BRO MackinVIA Ebook MackinVIA Audiobook</p>	<p>Robot Roz "wakes up" on a wild island with no memory of how she got there, who built her, and what her function in life is. Slowly befriendng the island's hostile animal inhabitants, Roz learns to adapt to her surroundings--until one day her mysterious past comes to haunt her.</p>	
<p>*A Wrinkle in Time by Madeleine L'Engle</p> <p>AR Level: 4.7 AR Points: 7</p> <p>Hardcopy - FIC LEN and 741.5 LAR (Graphic Novel)</p> <p>MackinVIA Ebook (Wrinkle in Time Quartet)</p>	<p>A story of adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe who are involved in a search for Megs father is a scientist who disappeared while engaged in secret work for the government on the tesseract problem.</p>	

Science & Technology Nonfiction

Title/Author/ AR Info/ Location	Summary	Book Cover
<p>Alexander Graham Bell by Barbara Kramer</p> <p>AR Level: 3.9 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>Provides a biography of Alexander Graham Bell covering his early years, his family life, and his most famous inventions. Includes a timeline of Bell's life, a quiz, and an illustrated glossary.</p>	
<p>Baseball Science by James Bow</p> <p>AR Level: 6.1 AR Points: 1</p> <p>Hardcopy: 796.357 BOW</p>	<p>Explains the scientific principles that come into play in a baseball game and how science has been used to improve player performance.</p>	
<p>A Computer Called Katherine: How Katherine Johnson Helped Put America on the Moon By Suzanne Slade</p> <p>AR Level: 4.3 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>Provides an illustrated biography of NASA mathematician Katherine Johnson, an African American woman who pioneered the way for women to join men in engineering and math-based jobs, eventually becoming indispensable to the NASA space program. Includes extensive backmatter.</p>	
<p>The Daring Dozen By Suzanne Slade</p> <p>AR Level: 3.7 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>A gorgeous introduction to the twelve brave men who have left footprints on the moon, just in time to celebrate the fiftieth anniversary of the first lunar landing.</p>	

<p>From Here to There: Inventions That Changed the Way the World Moves By Vivian Kirkfield</p> <p>Not an AR book</p> <p>MackinVIA Ebook</p>	<p>Celebrating the invention of vehicles, this collective biography tells the inspiring stories of the visionaries who changed the way we move through air, water, and land.</p>	
<p>Lewis Latimer: The Man Behind a Better Light Bulb By Nancy Dickmann</p> <p>AR Level: 4.1 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>Briefly profiles Lewis Latimer, an African American man born free in Boston before the Civil War who lied about his age to join the Union Navy, and who went on to work with Alexander Graham Bell and made an improved version of Thomas Edison's lightbulb.</p>	
<p>The Science of Football with Max Axiom, Super Scientist By Nikole Brooks Bethea</p> <p><i>Max Axiom</i></p> <p>AR Level: 4.7 AR Points: 0.5</p> <p>MackinVIA Ebook (Graphic Novel)</p>	<p>There's a certain magic in watching a perfectly placed pass, a homerun hit, or a well-timed dunk. But the real magic is science! In dynamic graphic novel format, Max Axiom-Super Scientist, reveals the science behind your favorite sports. Visual effects such as X-Ray and super speed bring science to life and make the information easily accessible to readers.</p>	
<p>Skateboards: From Start to Finish by Devon Howard</p> <p>AR Level: 5.9 AR Points: 0.5</p> <p>Hardcopy: 685 HOW</p>	<p>Come along for a tour through some of America's most interesting factories for a behind-the-scenes look at how familiar items are made.</p>	
<p>Smart Homes By Nikole Brooks Bethea</p> <p>AR Points: 2.9 AR Level: 0.5</p> <p>MackinVIA Ebook</p>	<p>Briefly explores how the technology in a smart home works together to make it possible to control everything from how dim the lights are to how cool the air conditioner is running.</p>	

<p>Solar Panels By Marie Schuhe</p> <p>AR Level: 2.9 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>Presents the science behind solar panels, and explores the functions of solar panels.</p>	
<p>Sneakers From Start to Finish by Samuel Woods</p> <p>AR Level: 5.3 AR Points: 0.5</p> <p>Hardcopy: 685 WOO</p>	<p>Come along for a tour through some of America's most interesting factories for a behind-the-scenes look at how familiar items are made.</p>	
<p>Soccer Science by Natalie Hyde</p> <p>AR Level: 5.5 AR Points: 1</p> <p>Hardcopy: 796.334 HYD</p>	<p>Discusses the science behind the sport and how new technologies help athletes succeed.</p>	
<p>Sports Technology by Ron Fridell</p> <p>AR Level: 6.5 AR Points: 1</p> <p>Hardcopy - 688.7 FRI</p>	<p>After leaping from a plane, a skydiver opens a pair of carbon fiber wings and shoots through the sky at 200 miles per hour. A runner, born without feet, runs on space-age artificial limbs at speeds almost as fast as Olympic winners. Meanwhile, a swimmer slices through the water in a bodysuit modeled after sharkskin and shaves vital seconds off her time. How have these athletes managed such amazing feats? The answer is sports technology. Learn how science helps athletes stay safer, perform better, and have more fun.</p>	
<p>The Technology of Baseball by Thomas Adamson</p> <p>AR Level: 6.4 AR Points: 1</p> <p>Hardcopy - 796.357 ADA</p>	<p>Take me out to the ballgame ... or just watch the game from your phone! From motion capture technology to software such as GameChanger and PitchTrax, the tech world has become a regular part of America's national pastime. Round the bases as you learn about the most recent breakthroughs in The Technology of Baseball.</p>	

<p>The Technology of Football by Shane Frederick</p> <p>AR Level: 6.8 AR Points: 1</p> <p>Hardcopy - 796.332 FRE</p>	<p>The gridiron has become a place fused with fast-paced action, cheering fans, and modern technology. From in-helmet headsets to HD jumbotrons, technology has become an integral part of the game. Storm the field and stay up-to-date while you read about The Technology of Football.</p>	
<p>Thomas Edison By Barbara Kramer</p> <p>AR Level: 3.9 AR Points: 0.5</p> <p>MackinVIA Ebook</p>	<p>A brief biography of Thomas Edison, discussing his childhood, family, and career as an inventor.</p>	