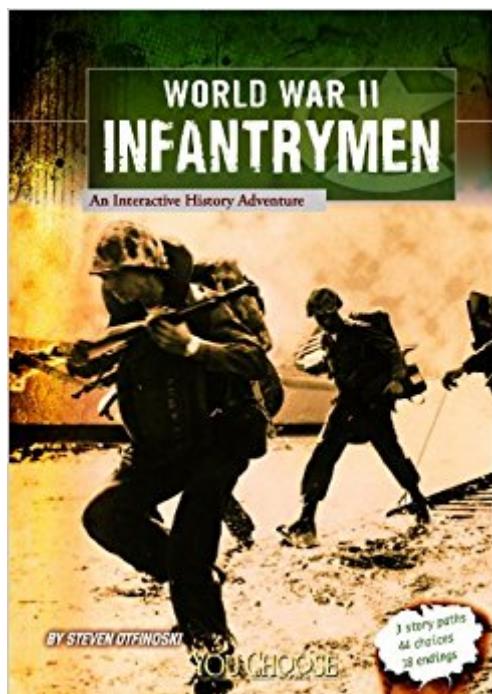


The book was found

World War II Infantrymen: An Interactive History Adventure (You Choose: World War II)



Synopsis

Action-packed, true-history tales put you on the front lines. Experience World War II as it happened—clearing the deafening sound of guns firing at you, driving a tank through territory riddled with land mines, and the indecision of a prisoner of war choosing to wait for help or attempt an escape.

Book Information

Lexile Measure: 640L (What's this?)

Series: You Choose: World War II

Paperback: 112 pages

Publisher: Capstone Press (February 1, 2013)

Language: English

ISBN-10: 1620657163

ISBN-13: 978-1620657164

Product Dimensions: 0.2 x 5 x 7.2 inches

Shipping Weight: 5.6 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 3 customer reviews

Best Sellers Rank: #521,178 in Books (See Top 100 in Books) #301 in Books > Children's Books > Education & Reference > History > Military & Wars #401 in Books > Children's Books > Education & Reference > History > United States > 1900s #4410 in Books > History > Military > World War II

Age Range: 8 - 12 years

Grade Level: 3 - 4

Customer Reviews

Gr 4-6-Adventure seekers will enjoy the choices they are given in the fast-paced, fictional (but historically accurate) World War II scenarios in these books. Each volume has an "About Your Adventure" introduction, followed by a chapter that orients readers in the time period. Students are given three initial story paths, which lead to numerous choices and many different endings, all set in important or notable battles. The primary characters include Allied fighters (one a Tuskegee Airman) and Germans, but no Japanese fighters. Readers will quickly see that even seemingly simple choices have life or death consequences. The mostly black-and-white period photos add realism, while maps, time lines, and captions add additional facts. Though these engaging texts are not replacements for traditional nonfiction, they will help readers understand the horrors and dangers of

battle. © Copyright 2011. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

Steven Otfinoski has written more than 150 books for young readers. Three of his nonfiction books have been chosen Books for the Teen Age by the New York Public Library. Steve is also a playwright and has his own theater company that brings one-person plays about American history to schools. Steve lives in Connecticut with his wife, who is a teacher. They have two children, two dogs, and a cat. When he's not writing he enjoys swimming, tennis, reading, and singing in his church choir.

great interactive book. my son hates to read but I could get him to read this series

In this book, written for ages 12 and up, you play the role of a soldier fighting in World War II. At the beginning of the book, you are given a choice: to be a British soldier in North Africa, an American soldier fighting in the D-Day invasion, or an American infantryman in the Philippines. You turn to the appropriate page depending on your choice. From then on, you are given a choice almost every step of the way; your decisions affect how the story ends, whether you live or die. Along the way, you learn about different historical events, as well as techniques and weapons used, in a very absorbing and informative book. The trouble is this: the author seems to have his own opinion about what's right and what's wrong - often he seems to think a bad decision is a good one, and a good decision is bad. The reason I say that is because multiple times after you make a good decision, he kills you for it. And what's even worse is his method of killing you. Since it's such a good decision, you don't easily die; so to kill you, he makes you do something really stupid (without giving you an option), and THEN he kills you. Of course, he includes a graphical description about your bones crushing, or whatever. Here's a word-for-word example from the book, after you make the choice to throw a grenade at the enemy: "You pick up the grenade and pull the pin. But you wait a moment too long to hurl it at the Germans. It explodes in your hand." The explosion blows away your hand and part of your arm. You lie bleeding on the ground. The Germans in the gun nest hear the explosion. They aim their machine guns at you and quickly put you out of your misery. Here's another one; this takes place after you decide not to take the risk and disarm an unfamiliar type of land mine: "When the supply truck comes by, you can load [the mine] inside and have it brought back to the base. There an expert can look at it." As the supply truck comes rumbling toward you, a German shell whizzes down from the sky. It hits the mine, and the mine explodes. It kills you, Jim, and the driver

of the truck. You never knew what hit you."See? It just doesn't make sense. When you try to hitch a ride on a tank, it hits you, "crushing every bone in your body

Good book for certain reluctant readers: 3rd or 4th grade reading level without having a childish looking cover. Reader gets to / has to make story line choices. A good transition to chapter books. Short sections that reduce reading intimidation.

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