

# Adventure and Survival Books for Young Adults

Listed below are books for young adults with adventure and survival themes. While most are realistic, a few fantasy books have been included. These books vary in the difficulty of both the text and the content. Not all books are appropriate for all readers. (Annotations from Library of Congress).

Avi. ***Crispin: At the edge of the world***. Sequel to: *Crispin, the cross of lead*. Branded as traitors by the king's authorities, Crispin and his guardian, Bear, flee to coastal towns in fourteenth-century England, where they perform a musical juggling act and bond as a family after befriending a disfigured girl.

Avi. ***Crispin: The Cross of Lead***. Falsely accused of theft and murder, an orphaned peasant boy in fourteenth-century England flees his village and meets a larger-than-life juggler who holds a dangerous secret.

Farmer, Nancy. ***A Girl Named Disaster***. While fleeing from Mozambique to Zimbabwe to escape an unwanted marriage, Nhamo, an eleven-year-old Shona girl, struggles to escape drowning and starvation and in so doing comes close to the luminous world of the African spirits.

Farmer, Nancy. ***The Sea of Trolls***. After Jack becomes apprenticed to a Druid bard, he and his little sister Lucy are captured by Viking Berserkers and taken to the home of King Ivar the Boneless and his half-troll queen, leading Jack to undertake a vital quest to Jotunheim, home of the trolls.

Hobbs, Will. ***The Maze***. Rick, a fourteen-year-old foster child, escapes from a juvenile detention facility near Las Vegas and travels to Canyonlands National Park in Utah where he meets a bird biologist working on a project to reintroduce condors to the wild.

Jansen, Hanna. ***Over a Thousand Hills I Walk with You***. Jeanne and her family, who are Tutsis living in Rwanda during a time of civil war, flee their home in hopes of evading Hutu soldiers as political events threaten to overtake them.

Key, Watt. ***Alabama Moon***. After the death of his father, ten-year-old Moon leaves their forest shelter home and is sent to an Alabama institution, becoming entangled in the outside world he has never known and making good friends, a relentless enemy, and finally a new life.

Martel, Yann. ***The Life of Pi***.

Matthews, L.S. ***Fish***. As fighting closes in on the village where Tiger's parents have been working, the three of them and a mysterious guide set out on a difficult journey to safety.

McCarthy, Cormac. ***The Road***. In a novel set in an indefinite, futuristic, post-apocalyptic world, a father and his young son make their way through the ruins of a devastated American landscape, struggling to survive and preserve the last remnants of their own humanity.

McKernan, Victoria. ***Shackleton's Stowaway***. A fictionalized account of the adventures of eighteen-year-old Perce Blackborow, who stowed away for the 1914 Shackleton Antarctic expedition and, after their ship *Endurance* was crushed by ice, endured many hardships.

Meyer, L.A. ***Bloody Jack : being an account of the curious adventures of Mary "Jacky" Faber, Ship's Boy***. Reduced to begging and thievery in the streets of London, a thirteen-year-old orphan disguises herself as a boy and connives her way onto a British warship set for high sea adventure in search of pirates.

Meyer, L.A. ***Curse of the blue tattoo : being an account of the misadventures of Jacky Faber, midshipman and fine lady***. After being forced to leave her ship, Jacky Faber finds herself attending school in Boston, where, instead of learning to be a lady, she roams the city in search of adventure, and learns to ride a horse.

Meyer, L.A. ***In the Belly of the Bloodhound***. Jacky Faber and her classmates at the Lawson Peabody School for Young Girls in Boston are kidnapped while on a school outing and transported in the hold of a slave ship bound for the slave markets of North Africa.

Meyer, L.A. ***Under the Jolly Roger : being an account of the further nautical adventures of Jacky Faber***. In 1804, fifteen-year-old Jacky Faber heads back to sea where she gains control of a British warship and eventually becomes a privateer.

Oppel, Kenneth. ***Airborn***. 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.

Paolini, Christopher. ***Eragon***. In Aagaesia, a fifteen-year-old boy of unknown lineage called Eragon finds a mysterious stone that weaves his life into an intricate tapestry of destiny, magic, and power, peopled with dragons, elves, and monsters.

Pattou, Edith. **East**. A young woman journeys to a distant castle on the back of a great white bear who is the victim of a cruel enchantment.

Paulsen, Gary. **The Beet Fields: Memories of a Sixteenth Summer**. The author recalls his experiences as a migrant laborer and carnival worker after he ran away from home at age sixteen.

Paulsen, Gary. **Caught by the Sea: My Life in Boats**. Gary Paulsen, author of *Hatchet* and other adventure novels, tells about his lifelong love of sailing, boats he has owned, and the storms, sharks, and peaceful lagoons he has experienced on his voyages.

Paulsen, Gary. **Guts**. The author relates incidents in his life and how they inspired parts of his books about the character, Brian Robeson.

Paulsen, Gary. **Hatchet**. After a plane crash, thirteen-year-old Brian spends fifty-four days in the Canadian wilderness, learning to survive with only the aid of a hatchet given him by his mother, and learning also to survive his parents' divorce.

Paulsen, Gary. **Winterdance: The Fine Madness of Running the Iditarod**.

Paulsen, Gary. **Woodsong**. For a rugged outdoor man and his family, life in northern Minnesota is a wild experience involving wolves, deer, and the sled dogs that make their way of life possible. Includes an account of the author's first Iditarod, a dogsled race across Alaska.

Pfeffer, Susan Beth. **Life as We Knew It**. Through journal entries sixteen-year-old Miranda describes her family's struggle to survive after a meteor hits the moon, causing worldwide tsunamis, earthquakes, and volcanic eruptions.

Pullman, Philip. **The Golden Compass**. Accompanied by her daemon, Lyra Belacqua sets out to prevent her best friend and other kidnapped children from becoming the subject of gruesome experiments in the Far North.

Rees, Celia. **Pirates!: The True and Remarkable Adventures of Minerva Sharpe and Nancy Kington, Female Pirates**. In 1722, after arriving with her brother at the family's Jamaican plantation where she is to be married off, sixteen-year-old Nancy Kington escapes with her slave friend, Minerva Sharpe, and together they become pirates traveling the world in search of treasure.

Reilly, Matthew. **7 Deadly Wonders**. A prediction that promises ultimate power to whomever restores the Golden Capstone, an ancient Egyptian structure that protected people from global flooding before it was broken and scattered by Alexander the Great, prompts a brutal competition.

Rosoff, Meg. ***How I Live Now***. To get away from her pregnant stepmother in New York City, fifteen-year-old Daisy goes to England to stay with her aunt and cousins, with whom she instantly bonds, but soon war breaks out and rips apart the family while devastating the land.

Sachar, Louis. ***Holes***. As further evidence of his family's bad fortune which they attribute to a curse on a distant relative, Stanley Yelnats is sent to a hellish correctional camp in the Texas desert where he finds his first real friend, a treasure, and a new sense of himself.

Smelcer, John. ***The Trap***. In alternating chapters, seventeen-year-old Johnny Least-Weasel, who is better known for brains than brawn, worries about his missing grandfather, and the grandfather, Albert Least-Weasel, struggles to survive, caught in his own steel trap in the Alaskan winter.

Velde, Vivian Vande. ***Heir Apparent***. 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.

List compiled by Diane Stevens

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