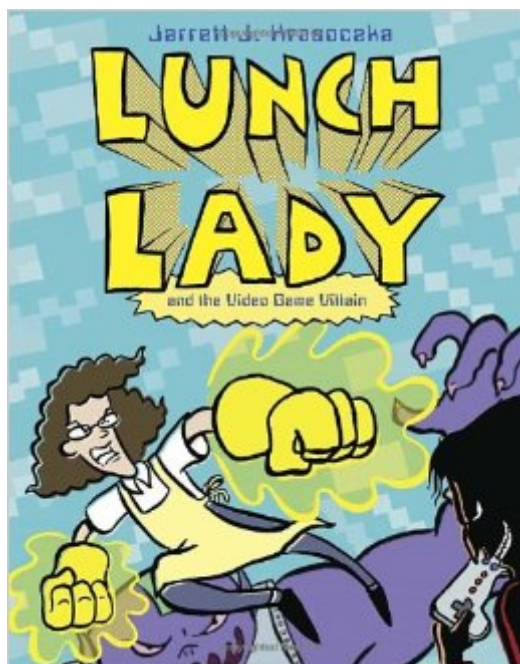


The book was found

# Lunch Lady And The Video Game Villain: Lunch Lady #9



## Synopsis

The race is on for a new student council president, and the Breakfast Bunch is rallying for Hector! The competition is already heavy, but the race heats up when school security is at stake: student and staff high-tech gadgets are disappearing left and right. Whoever the culprit is, this is one stealthy thiefâand the school is so busy with the election that he gets away with it every time. Luckily some of Lunch Lady's own culinary gadgets have eluded the crook, but will they be enough to catch this sticky-fingered bandit? And will Hector be able to pull off a victory?

## Book Information

Lexile Measure: 0440 (What's this?)

Series: Lunch Lady (Book 9)

Paperback: 96 pages

Publisher: Knopf Books for Young Readers (April 23, 2013)

Language: English

ISBN-10: 0307980790

ISBN-13: 978-0307980793

Product Dimensions: 5.6 x 0.4 x 7.1 inches

Shipping Weight: 9.6 ounces (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 starsÂÂ See all reviewsÂ (25 customer reviews)

Best Sellers Rank: #75,029 in Books (See Top 100 in Books) #27 inÂ Books > Comics & Graphic Novels > Manga > Mystery #73 inÂ Books > Children's Books > Comics & Graphic Novels > Manga #835 inÂ Books > Children's Books > Mysteries & Detectives

Age Range: 7 - 10 years

Grade Level: 2 - 5

## Customer Reviews

I've been passing 'Lunch Lady's around the 3rd and 4th grade at my school this year and they've been hugely popular. They're quickly paced, funny, and unique - they've been popular with my heaviest readers all the way to my most reluctant. Consider "the Video Game Villain" a treat for the kids who enjoy the series the most. For the most part, the series has been a 'Baddie of the Week' collection - a new threat to the school appears, hijinks ensue (and they are fun hijinks!), and in the end the baddie is put away. A nod to the next story is usually included, but otherwise each story sits by itself. All questions answered. Over time, the universe for the school has gotten richer, with extra students and new faculty premiering and then becoming regulars in the next issues. It has been fun

watching the school grow larger and larger, even if the new characters don't do all that much. That might be changing now...There are a few unexpected surprises that pop up in this book, and Krosoczka doesn't answer them. Characters return who were thought to be finished. The ending was a shock. The "Video Game Villain" sent me running right back to the previous books to guess what might happen, and it's already gained approval from the two students I slipped it to today. The story itself is similar to the previous eight; Lunch Lady takes on a new threat. In the other story, Hector runs against Milmo for Student Body President. It's the touches outside the main stories that make this issue so exciting - the next volume is scheduled for December and that's just so far away!

I bought a bunch in this series for my class library but the humor I find in Baby Mouse and the Squish series just isn't there. They were popular in the school library but I didn't find them that engaging as far as purchasing and reading these in comparison with some of the other series I bought. Good concept but needs to be funny!

Sometimes timid, video game loving Hector gets his turn to shine when he runs for class president against the bully Milmo in this ninth Lunch Lady graphic novel adventure. I have every book in this funny series because they are loved by the students I tutor, and the truth is they delight me just as much. They are great for enticing children who are struggling with reading to spend more time on the page and they foster a love of books--always a good thing, but especially so for students who will benefit from improving their reading skills. They are not easy readers with a limited vocabulary but that is a plus, and I use them with students from first through seventh grade. Every page has text on lively comic book style pictures in shades of yellow, black and gray. There are strong female characters, crazy cool gadgets, crime solving lunchroom ladies, and three best friends--one girl, two boys--who help solve every mystery. Maybe best of all, the ending of this ninth book makes it obvious there will be a tenth outing for the Lunch Lady and her gang.

This series definitely reaches in my top 5 favorite series. It is mixed with action and simply funny puns sometimes. And video games being my favorite thing to do, this book is amazing. Please read this series.

My 7 yo (and his 4 yo brother for that matter) loves this whole series! Graphic novels have been the best bet for getting him more interested in reading, but Lunch Lady has been transformative! They

are completely unrealistic but hilarious humor about this super heroine lunch lady...for my boy, none of these books could be any better. This book is the latest and my kids couldn't be more excited Santa brought it! Woo-hoo!

This is a type of this is a great deal of this is a great deal of this is a great deal of this is a great deal of this article is about to the next-generation to get the next-generation and the next-generation to get to get a great way for

We were searching for a graphic novel for my son's reading project and our librarian recommended the Lunch Lady series. My sons (7 and 10) loved them. We ended up heading to the library and reading the whole series.

This book is the best one I have ever read!!! I choose this book because it looked great to read and the best part of it is that it is most funny

[Download to continue reading...](#)

Lunch Lady and the Video Game Villain: Lunch Lady #9 Lunch Lady and the Cyborg Substitute: Lunch Lady #1 Lunch Lady and the League of Librarians: Lunch Lady #2 Lunch Lady and the Summer Camp Shakedown: Lunch Lady #4 Lunch Lady and the Bake Sale Bandit (Lunch Lady, Book 5) Lunch Lady and the Field Trip Fiasco: Lunch Lady #6 Lunch Lady and the Mutant Mathletes: Lunch Lady #7 Lunch Lady and the Picture Day Peril: Lunch Lady #8 Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design I Didn't Come Here to Make Friends: Confessions of a Reality Show Villain NERDS: Book Four: The Villain Virus Justice League Vol. 2: The Villain's Journey Brown Bag Lunches for Kids: Healthy and High-Nutrition Lunch Recipes for Kids' School Lunches (Healthy Meals & Lunch Recipes) Lunch Lady and the Schoolwide Scuffle Video Games and Youth (Video Games and Society) Video Games, Violence, and Crime (Video Games and Society) Video Production with Adobe Premiere Pro CS5.5 and After Effects CS5.5: Learn by Video How Do Video Games Affect Society? (Video Games and Society) The History of Video Games (Video Games and Society)

[Dmca](#)