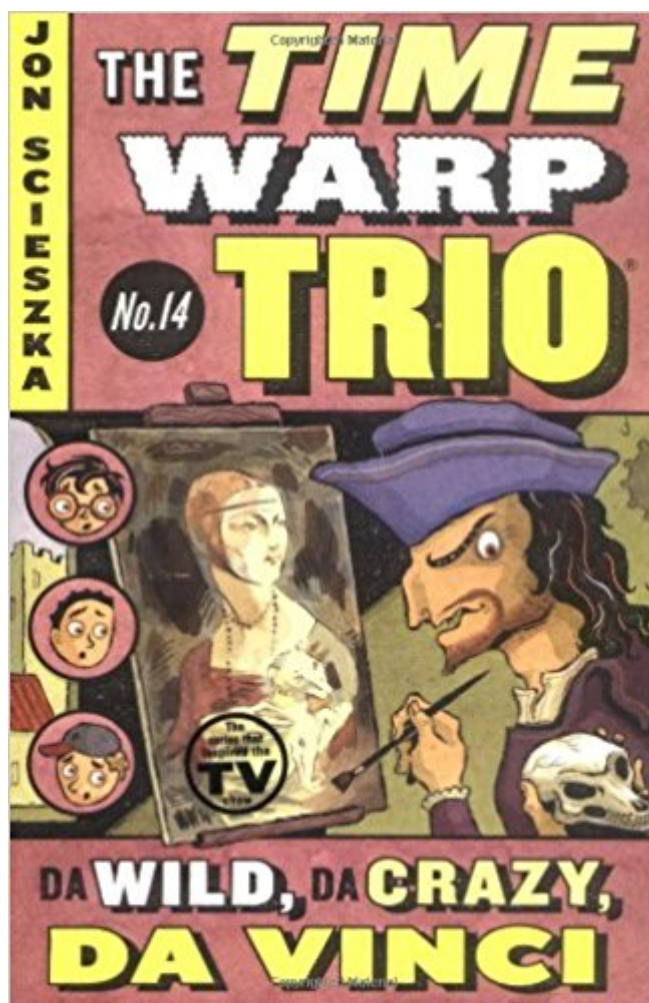


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Da Wild, Da Crazy, Da Vinci #14 (Time Warp Trio)



Synopsis

You probably know that Leonardo da Vinci painted the Mona Lisa. Did you know that he also invented an early version of a helicopter and a tank, and that he planned to execute the Time Warp Trio for spying on his inventions? Sam's bright idea to look for the inventor of the Book takes the guys to 15th century Italy to meet up with Leonardo. But it's going to take at least three more bright ideas, two magic tricks, and one great invention to get them out of trouble and safely back home. If not, it could be a lifetime of Italian army toilet-cleaning detail for Joe, Sam, and Fred.

Book Information

Lexile Measure: 0560 (What's this?)

Series: Time Warp Trio (Book 14)

Paperback: 96 pages

Publisher: Puffin Books; Reprint edition (March 23, 2006)

Language: English

ISBN-10: 0142404659

ISBN-13: 978-0142404652

Product Dimensions: 5.1 x 0.2 x 7.8 inches

Shipping Weight: 3.5 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 9 customer reviews

Best Sellers Rank: #148,667 in Books (See Top 100 in Books) #8 in [Books > Children's Books](#) > Literature & Fiction > Historical Fiction > Renaissance #1430 in [Books > Children's Books](#) > Literature & Fiction > Chapter Books & Readers > Chapter Books #3616 in [Books > Children's Books](#) > Science Fiction & Fantasy > Fantasy & Magic

Age Range: 7 - 9 years

Grade Level: 2 - 4

Customer Reviews

Gr. 3-6. In the Time Warp Trio's fourteenth heart-pounding escapade, the three young Brooklyn friends set out to discover who invented the Book, the magic catalyst to their time-travel adventures. Their quest projects them to sixteenth-century Italy, where they meet Leonardo da Vinci, outwit Machiavelli, and learn something about famous inventors and their discoveries (the discussion of Thomas Crapper will be a particular hit). This adventure feels a bit less substantial than some of the others in the series, and a few of the specifics of the team's escapes may leave readers a bit confused. But the encounter with da Vinci, who is portrayed as a goofy practical joker, is thrilling,

and as usual, the fast action and spot-on humor carry the plot. Illustrations, including new interpretations of da Vinci's work, were not available in galley. Gillian EngbergCopyright © American Library Association. All rights reserved --This text refers to the Audible Audio Edition edition.

"Nonstop action and lots of laughs" (School Library Journal).

Had just been to see the da Vinci exhibition at the museum so this was an excellent class book to read. The children also loved how the chapter number was written backwards. Will be buying more in the series.

I just love it, its written so that you will not put it down.

Great books for 4th grade students... I have read everyone in the series to my class and they love it! Great mix of historical facts, humor and adventure.

My 4th grader loved this series.

Great!

This was a gift. The grand kids wanted this book and also are following a series of the books. Nice

Like all the rest of the Time Warp series this book strikes the funny bone pretty hard. Enjoyable and quick read.

Synopsis: The story starts off with Joe, Fred and Sam standing on a sandy hill with a wooden flying-saucer tank in front of them, that is ready to be fired at them! Soon, they realize that the tank is an invention of Leonardo Da Vinci. They are happy to meet him because they had time traveled just to see him. Since one of his drawings was in "The Book", they thought he would have some answers as to how the book works. However, before they have a chance to talk with him, Captain Nassti barges in and tells Leonardo to invent new machinery for the army, confiscates the book from them, and takes the Time Warp Trio as army volunteers. The Time Warp Trio are subjected to cleaning the outhouse toilet with wooden toothbrushes, which they hate doing! Can they seize the

book and escape from the clutches of the evil Captain Nassti and Lord Borgia (who he works for), and see Leonardo Da Vinci once again? Will they finally get the solution as to how the Book works? Review: I thought this was an excellent Time Warp Trio book to read because it had humor, suspense, action, and interesting tidbits that go so well with the series. I found it humorous because of Fred's reaction to Thomas Crapper; suspenseful when the boys try to escape from Captain Nassti; adventurous when the Time Warp Trio and Leonardo help Lord Borgia capture the town of Urbo; and as with other books in the series, was amused by the interesting tidbits on how Joe uses his 'magic' powers to outsmart the Captain. I also enjoyed the educational information that was added about Leonardo Da Vinci's inventions. The illustrations provided by Adam McCauley blend in well with the storyline. Another reason why I thought the story was better than the others in this series was because while most of the other books only deal with the Trio accidentally falling into another time period and searching for the book, this was the first book I read where the Trio intentionally time traveled in order to get more answers about the book. Overall, this is a good addition to the series, and I would recommend it to anyone who likes the Time Warp Trio.

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