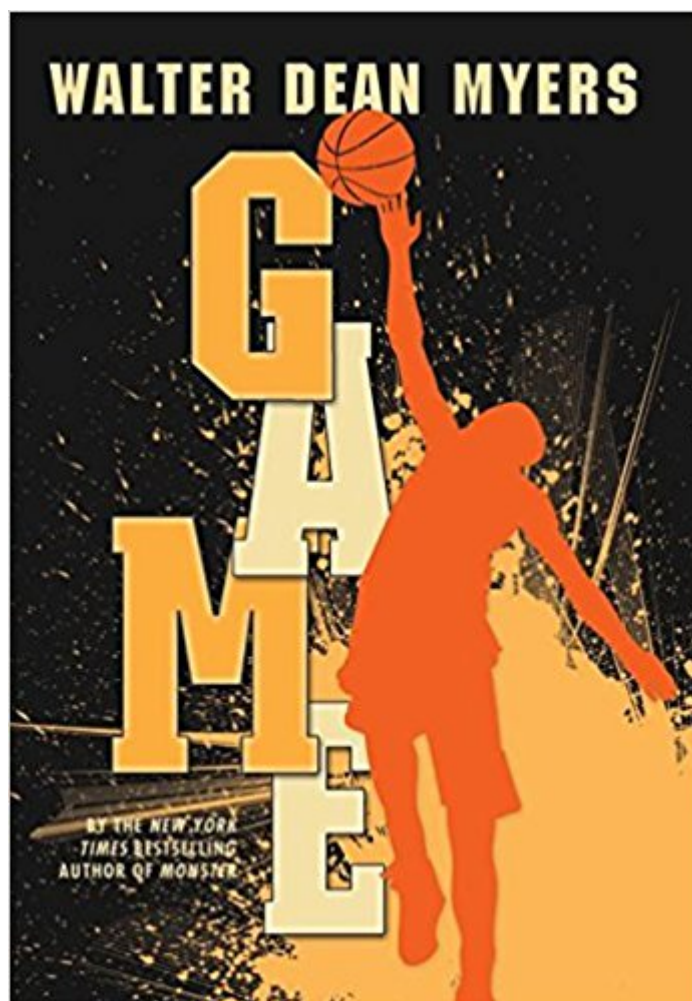


The book was found

Game



Synopsis

Drew Lawson knows basketball is taking him places. It has to, because his grades certainly aren't. But lately his plan has run squarely into a pick. Coach's new offense has made another player a star, and Drew won't let anyone disrespect his game. Just as his team makes the playoffs, Drew must come up with something big to save his fading college prospects. It's all up to Drew to find out just how deep his game really is.

Book Information

Hardcover: 218 pages

Publisher: HarperTeen; First Edition edition (January 29, 2008)

Language: English

ISBN-10: 0060582944

ISBN-13: 978-0060582951

Product Dimensions: 5 x 0.8 x 7.1 inches

Shipping Weight: 8 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 23 customer reviews

Best Sellers Rank: #278,170 in Books (See Top 100 in Books) #52 in [Books > Teens >](#)

[Literature & Fiction > Sports > Basketball](#) #336 in [Books > Teens > Literature & Fiction >](#)

[Social & Family Issues > Self Esteem & Reliance](#)

Customer Reviews

Harlem teen Drew Lawson thinks that he has “the big-money skills” for the NBA. Now a senior, he plans to play his best game, attract scouts, and earn a scholarship that will, he hopes, lead to the pros. Then his coach begins to favor a new, white player, and Drew struggles to overcome his anger and to maintain his drive. Basketball fans will love the long passages of detailed court action, and Myers extends the sports metaphors into Drew’s own questions about the future possibilities for himself and his peers, particularly the struggling young men in his neighborhood, whom he sees as “a bunch of guys in a game. They were falling behind every minute that passed, but they had lost interest in the score.” Myers explores his themes with a veteran writer’s skill. Passages that could have read as heavy-handed messages come across, instead, as the authentic thoughts of a strong, likable, African American teen whose anxieties, sharp insights, and belief in his own abilities will captivate readers of all backgrounds. Grades 8-12. --Gillian Engberg

Walter Dean Myers was the New York Times bestselling author of *Monster*, the winner of the first Michael L. Printz Award; a former National Ambassador for Young People's Literature; and an inaugural NYC Literary Honoree. Myers received every single major award in the field of children's literature. He was the author of two Newbery Honor Books and six Coretta Scott King Awardees. He was the recipient of the Margaret A. Edwards Award for lifetime achievement in writing for young adults, a three-time National Book Award Finalist, as well as the first-ever recipient of the Coretta Scott King-Virginia Hamilton Award for Lifetime Achievement.

Walter Dean Myers is at his best when he's writing about basketball. His writing comes alive and seems to jump off of the page and pull you into the story, holding you captive until the final period. "Game" is no exception. This book follows in the tradition of "Hoops" and my personal favorite "Slam" which tap into the dreams and desires of urban youths. These stories tell the good, the bad and the ugly of the struggle for the socioeconomic liberation and upward mobility that basketball and other sports represent. What is most incredible about Myers' writing is the play by play that puts you right on the sidelines. It's hard to contain yourself as the games grow intensify and there are times when I found myself ready to jump out of my seat. Clearly, Mr. Myers has the same love for the game that he infuses into his protagonists. In this book, however, Myers uses the "game" as an allegory. As the story unfolds, we realize that the "Game" the title refers too is life, not just basketball, and Drew, our hero, learns that being able to strategize, maneuver and score off the court is even more valuable than what he's able to do on the court. "Game" is another example of Walter Dean Myers' commitment to empowering and enlightening our youth. It also demonstrates Myers' ability to remain current and relevant. If you know of a boy with hoop dreams, or any dreams at all, introduce him to Walter Dean Myers. They'll forge a literary bond with everlasting benefits.

still reading. good so far.

This was a great book you should read if your into basketball. Also it's written really well and it's funny

Great book.

This book started off a little slow, but then as it went on it was better and better. I was surprised that the ending didn't give more insight on what happened to Drew after high school.

I literally could not put this book down! It had so much action and suspense! I would highly recommend this book!!

My reluctant reader boys loved this!

Good storyline about a high school baller trying to make it to the next level, facing adversity along the way

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

Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Game Of Thrones:101 Facts You Didn't Know About Game Of Thrones,The Complete Unoffical Guide! (game of thrones book 6 release date, 101 facts, TV, Movie, ... Adaptations,Trivia & Fun Facts, Trivia) Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) Phaser.js Game Design Workbook: Game development guide using Phaser JavaScript Game Framework Maze Puzzle Games Book: Brain Challenging Maze Game Book for Teens, Young Adults, Adults, Senior, Large Print, 1 Game per Page, Random Level Included: Easy, Medium, Hard Cricket - The Definitive Guide to the Game of Cricket: The Game of Cricket Uncovered (Your Favorite Sports Book 6) The Mental Game of Volleyball (Masters of The Mental Game Book 19) The Complete Guide to Hunting, Butchering, and Cooking Wild Game: Volume 1: Big Game The Complete Guide to Hunting, Butchering, and Cooking Wild Game: Volume 2: Small Game and Fowl Mental Game Changers Rodeo: How to Change Your Mental Game in 10 Short Stories Game-Changer: Game Theory and the Art of Transforming Strategic Situations The Gender Game 5: The Gender Fall: The Gender Game, Book 5 Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Game-Day Fan Fare: Over 240 recipes, plus tips and inspiration to make sure your game-day celebration is a home run! (Everyday Cookbook Collection) [Playing the Enemy: Nelson Mandela and the Game That Made a Nation[PLAYING THE ENEMY: NELSON MANDELA AND THE GAME THAT MADE A NATION] By Carlin, John (Author)Jul-01-2009 Paperback Checkers Game:Checkers Game Player's Guide - Tips, Tricks and Strategies Chess Strategy | How Do I Play Chess | Chess Game | About Chess | Games Strategy | The Game Chess

Fiddlesticks: The Musical Instrument Recognition Game Based on "Old Maid" (The Game Series)

Kobold Guide to Board Game Design (Kobold Guides to Game Design Book 4)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)