

## House of Robots: Robots Go Wild! by James Patterson and Chris Grabenstein, illustrated by Juliana Neufeld

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Sammy's home is filled with robots of all sizes, shapes, functions, and personalities. One prepares breakfast, another does the cleaning; there's even a robotic butler, and a gardener. McFetch the robotic dog is a germ-free companion pet for Maddie, Sammy's younger sister who is unable to leave the house because she has a severe immuno-deficiency.

The most important robot is E, Sammy's bro-bot. He's designed specially to go to school with Sammy so that Maddie can see through the robot's eyes and participate in classroom activities. E is a prototype robot made by Maddie's mother who is professor of computer science at the University of Notre Dame College of Engineering. Maddie is super-excited to be part of the project and going to school through E.

But some pupils resent all the attention Sammy receives because of E. Then there's the scheming Professor Iggy Ingalls from Indiana Robotics and Automaton Tech who sends his son to Sammy's school accompanied by a superior robot so his homebound brother can access learning. The powerful Robot SS-10K sets out to discredit E and soon Sammy's mother is at risk of losing her job.

Copious black-and-white illustrations support the storyline with entertaining action shots. The robots are given individual characteristics and shortcomings, while the humans do their best to keep up. Amusing text in the speech bubbles adds to the reading pleasure.

Robots Go Wild is a cracker tale of astute detective work, good versus evil, and hilarious disasters. It's an excellent graphic novel for primary and intermediate-age readers.

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Reviewed by children's book author, Jean Bennett

