Hey Kid, Want to Buy a Bridge?

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Joe, Sam, and Fred (the time-warp trio) are at it again. This time, Sam's new invention, a Graphi-Sonic, combines together with the magic book that Joe received as a present from his uncle. The boys--and their great-grand-daughters from the future--are inadvertently yanked out of their own times into Brooklyn in the year 1877. As they try to set things right and ensure that their futures will be the same when they return, they have some interesting adventures. My only quibble about the plot development is that the title isn't consistent with the story. Brooklyn Bridge is involved, but no one ever talks about buying or selling it.

Hey, Kid, Want to Buy a Bridge should appeal to a wide variety of readers. It incorporates time travel, sports, inventions, history, and even a little fashion commentary (mostly about the ridiculous appearance of bustles). It fits well into the transitory period between picture books and longer chapter books. Black-and-white cartoon-style illustrations are randomly scattered throughout the book, giving the eyes something entertaining to look at as the mind plays with this funny story. With its humorous text and variety of characters, it will entertain both boys and girls who are curious about the past, present, and future.