The Invention of Hugo Cabret
Brian Selznick
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Hugo Cabret is a twelve-year-old boy living in a Parisian train station in the early 1900s. Following his parents' deaths, he is taken in by his uncle, a clock repairman for the train station. Hugo quickly picks up his uncle's trade, and when his uncle eventually abandons him, Hugo takes on his uncle's job in order to avoid speculation over his uncle's disappearance. While in this solitude, Hugo makes it his goal to complete his father's unfinished reparation of a mechanical man. Hugo steals gears and machinery parts from a toy booth to use for the mechanical man, but gets caught by the store owner, Papa Georges. Papa Georges forces Hugo to work for him as payment for stealing all of the parts, and Hugo suddenly finds himself pulled into a world of mysteries revolving around the old store owner and his own mechanical man.

The Invention of Hugo Cabret is an innovative novel that uses a combination of detailed illustrations and words to tell a story. The inclusion of illustrations helps tell the story in a way that the simple use of imagery can't; the drawings bring the story to life, tying in all the important different visuals from Hugo's journey. The plotline of this book is very well constructed. All the events build up on each other, which makes all the small details crucial, but also makes the story much more intriguing and captivating.

The conclusion of Selznick's novel is my favorite part of the entire book. Selznick ties all the loose ends together in one overarching message of being a dreamer. It is important to keep one's imagination and personal interests alive, and *The Invention of Hugo Cabret* will definitely inspire many to keep on dreaming. This is a book that I would suggest to many people. Even though the reading level is at a 4th-6th grade reading level, I think more advanced readers would still thoroughly enjoy this book.