

Welcome to Classroom 2E!

Ever since Stanley Lambchop was flattened by a bulletin board, every day brings new adventures!

Stanley likes to follow the rules, but he can get carried away when listening to his best friend, Marco. The last thing he wants is get into trouble . . . again. So when Ms. Root introduces Classroom 2E to robots called Zoombots, Stanley follows her coding directions exactly. But when Stanley and Marco get into a robot race with another team, will they be able to follow the rules and still win the race?

Read by Andrew Eiden

 Harper Audio

Runtime: 1h. 8m. • Unabridged

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The Playaway format is recommended for children ages 5 and up.

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AUDIO

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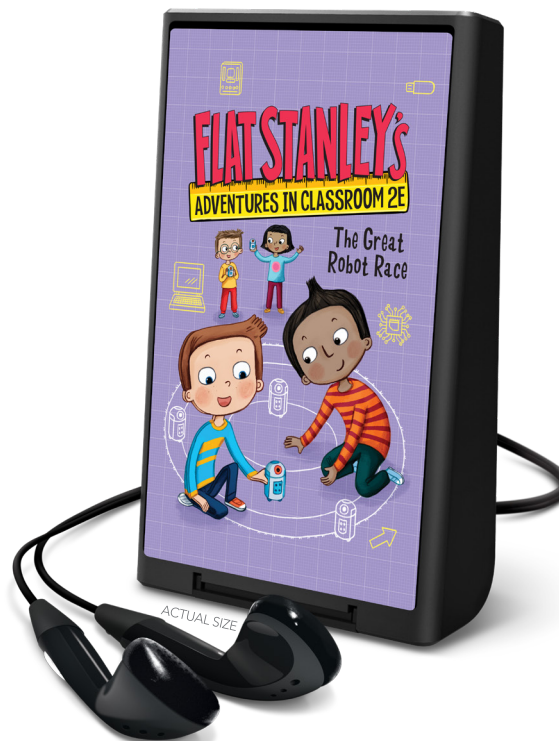
FLAT STANLEY'S ADVENTURES
IN CLASSROOM 2E:
THE GREAT ROBOT RACE



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