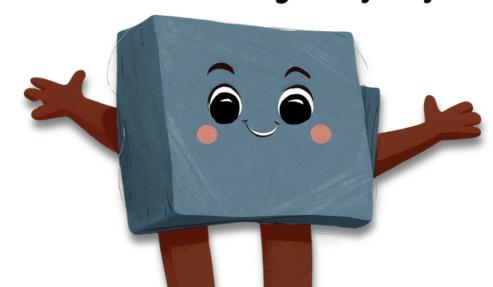






Written and co-designed by Pinya







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# ABOUT THE AUTHOR Your name here

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### PINYA'S STORY & DESIGNS

STORY SYNOPSIS Setting: Shapeland land Plot: introduce himself 2. Mr. Dof shows his house 3. Mr. Dot torkes a walk 4. Mr. Pot meets Mr. Square 5. Mr. Dot and Mr. Square to the magical garden 6. Mr. Square get sick big a plant, and Mr. Oct does all he can 7. They are Imppy freinds THE END

(on flict type: Character vs. Noture (Character vs. Self Conflict: Mr. Square accidentally steps on a monster plant. The plant bites him. Monster plants are famous for their very hartfal, if not dead by, bites. Mr. Square faints immediately.

#### Resolution

Type: Open, Ending

Mr. Dot remembers the cure to monster plant

bites: Shape Punch (this is the shardand version of fruit

punch) he runs to his house to get some. When he

gets. back he hopes its not too late. He pours it onto

Mr. squares face as he remembers to. A short while later,

Mr. squares eyes open. "Why am I on the ground

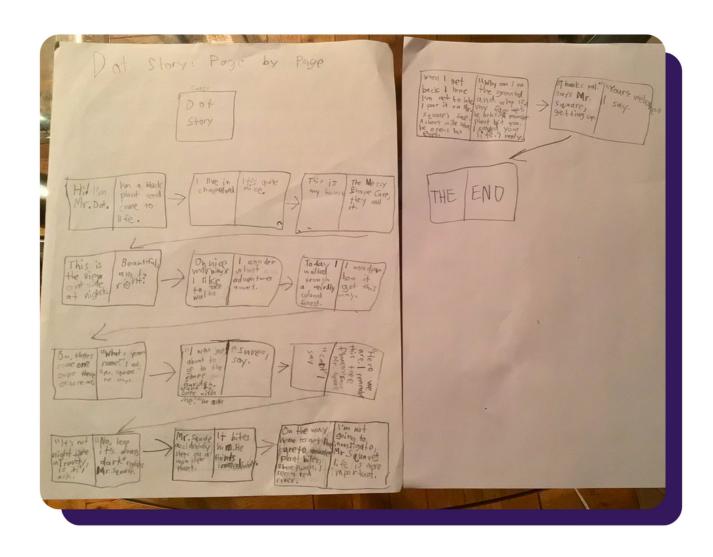
and why is my face wet?" he asks Mr. Dot. "You

stepped on a monster plant and it bit you. I used

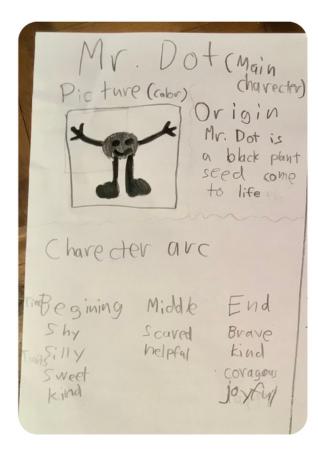
the clasic cure." replies Mr. Dot. Thanks, pal" sails

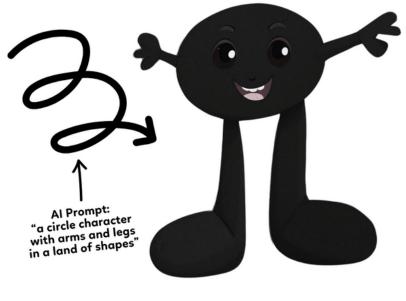
Mr. square, getting up.

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#### MR. DOT

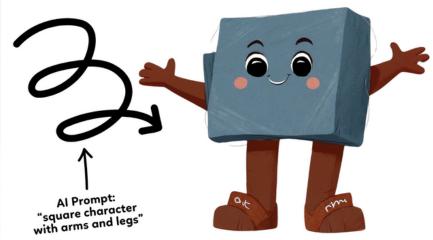




Original artwork AI illustration

## MR. SQUARE

Mr. Square  Picture  Origin  Mr. square is  a blocky tree  seed come to  life					
Time Begining Strong Traits Kind	Mide End				

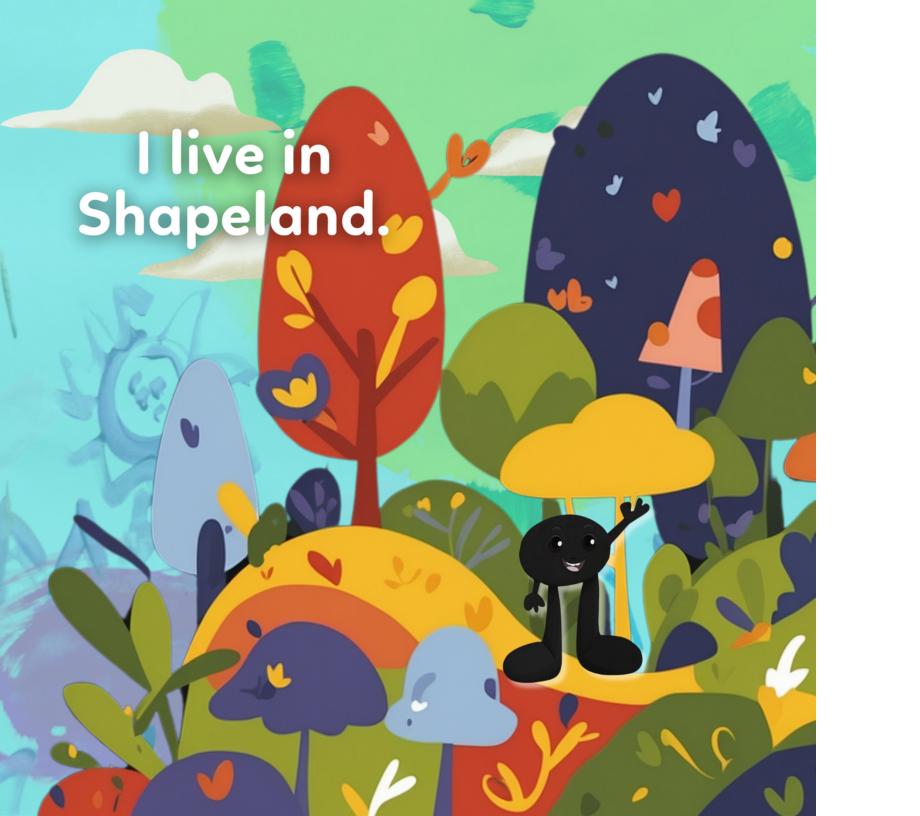


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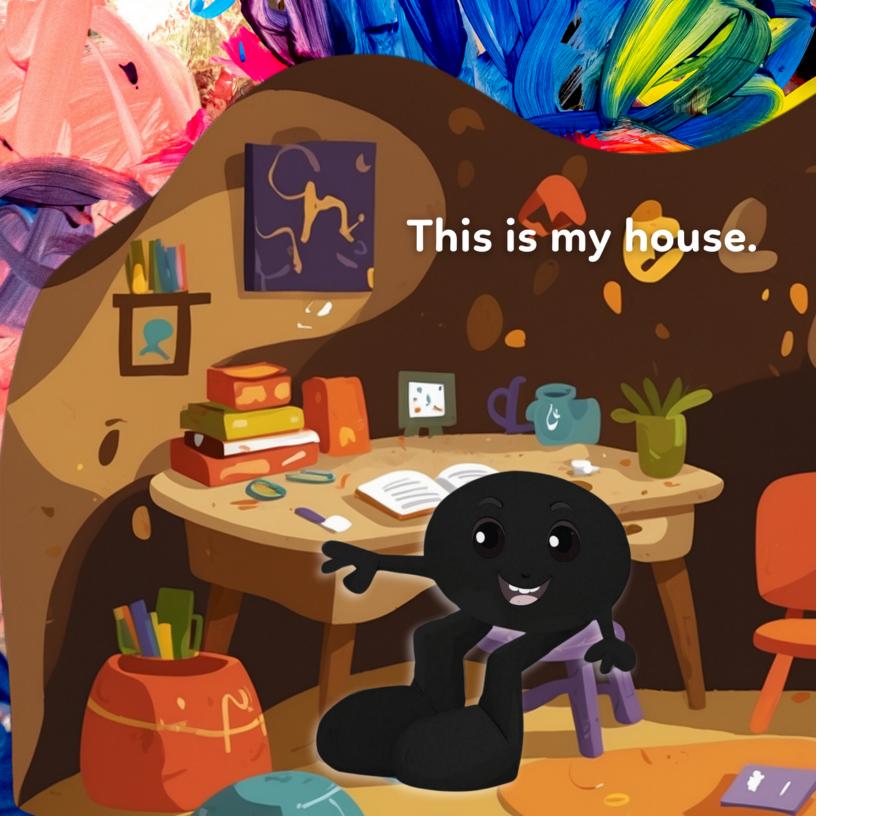
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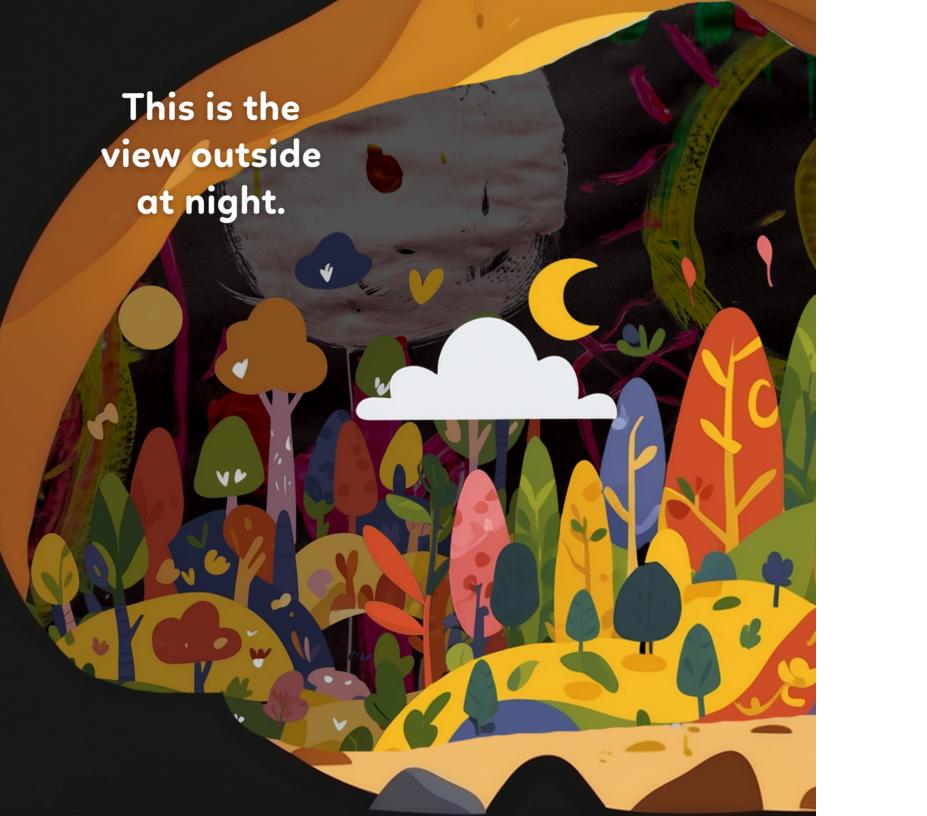




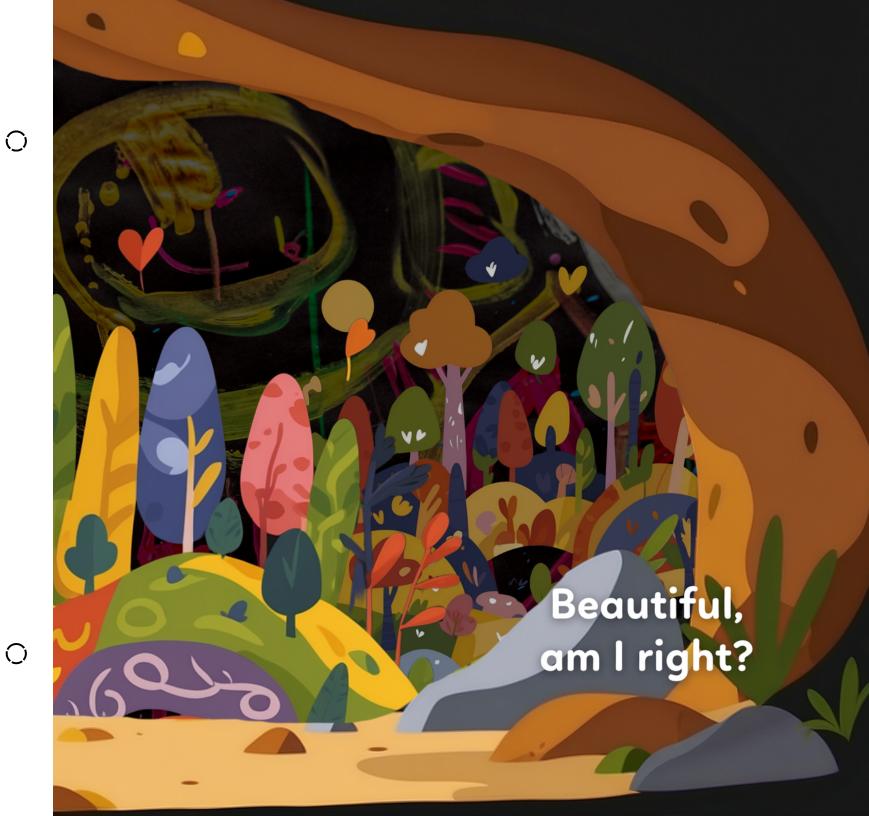






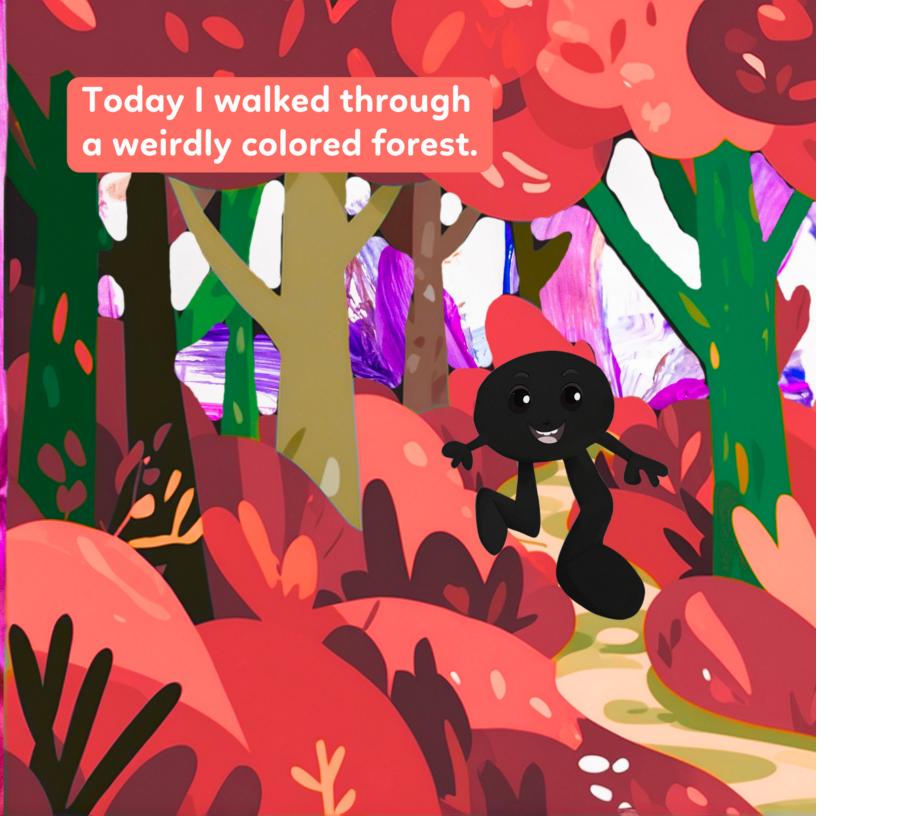


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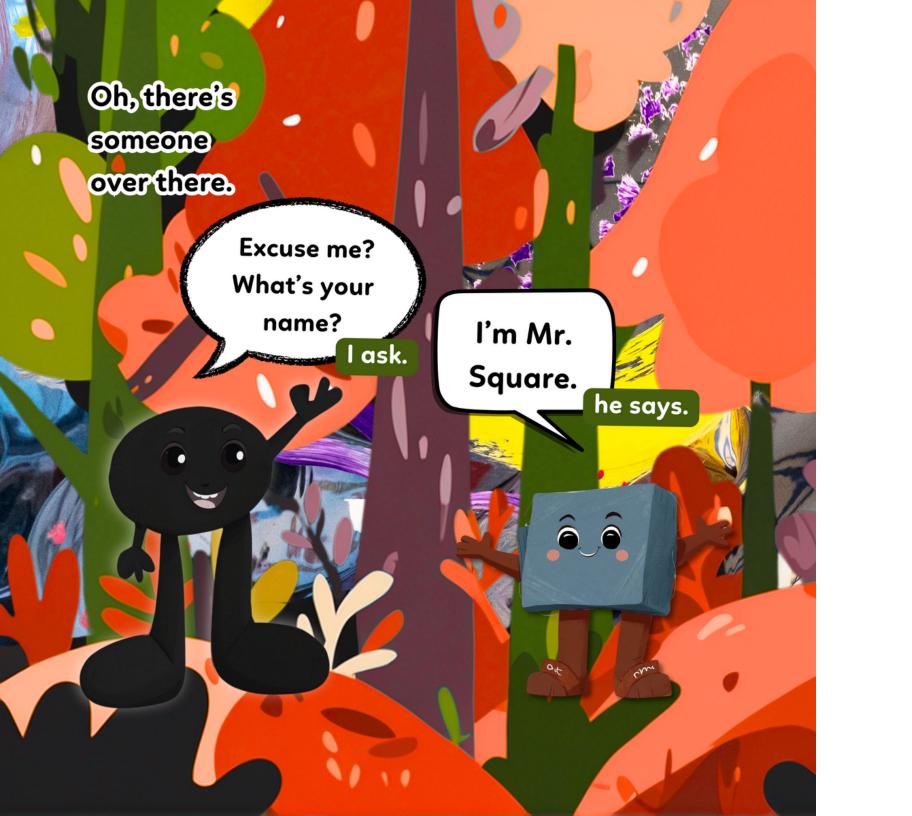




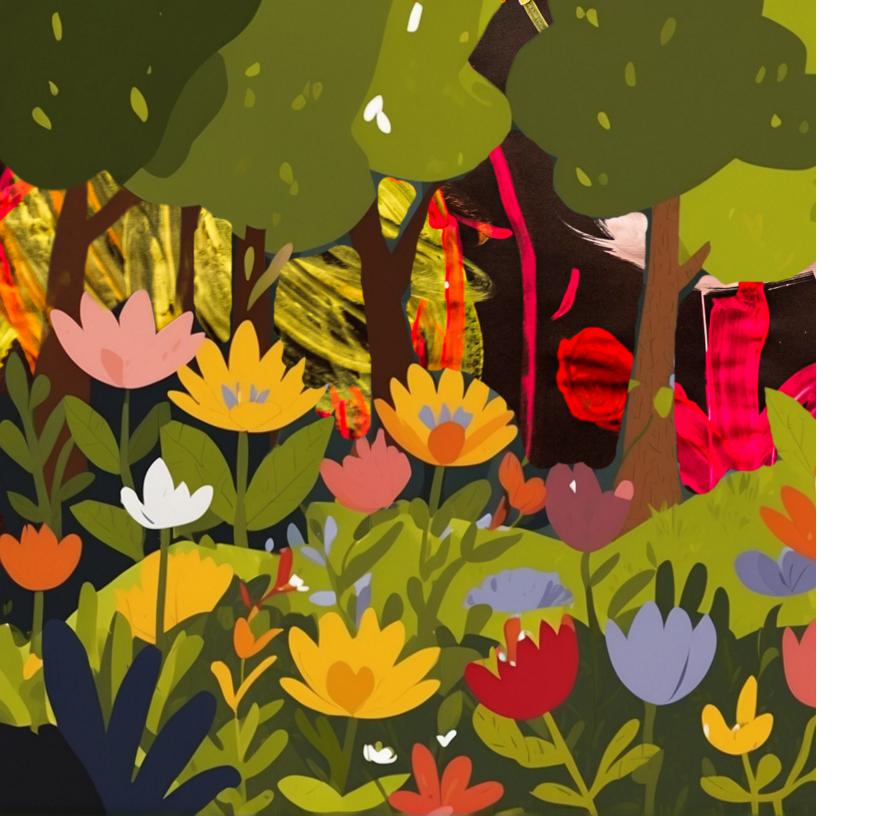


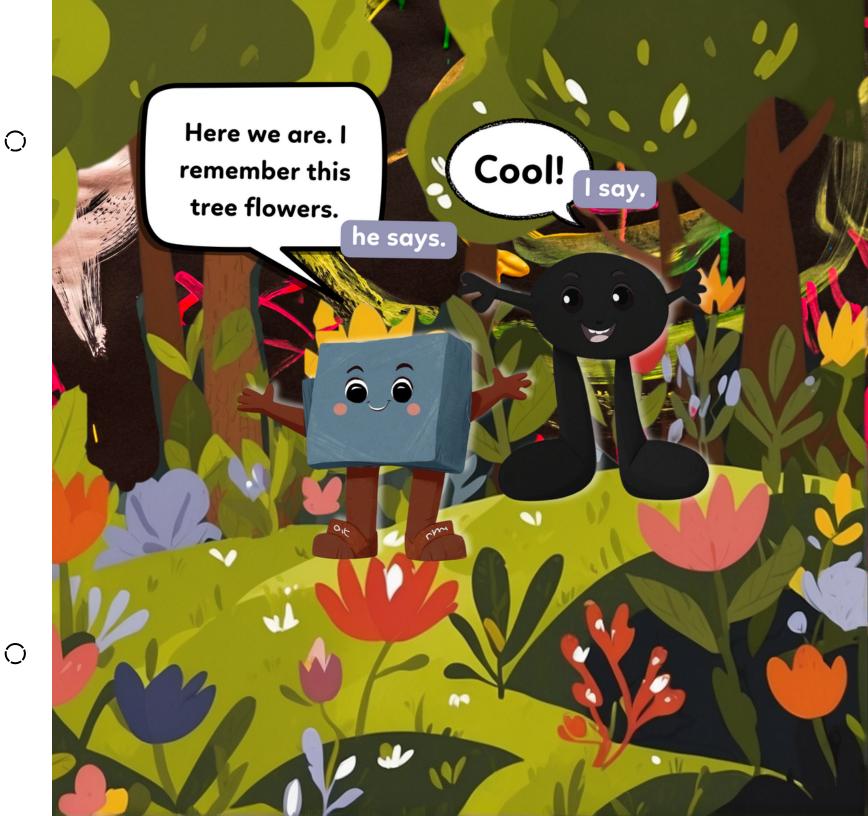


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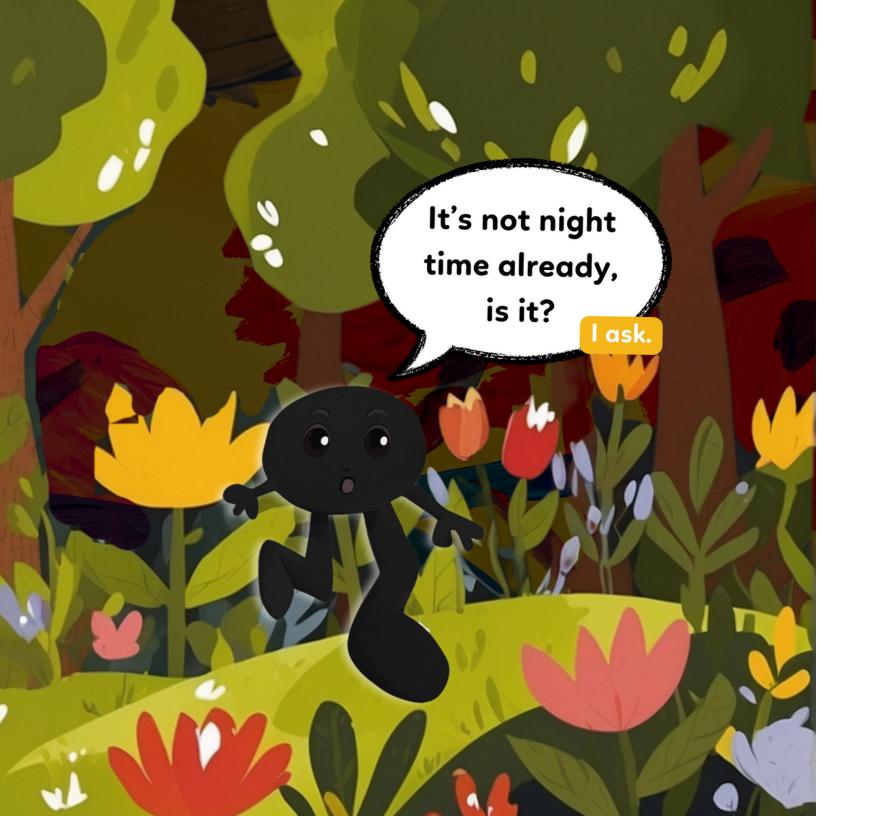


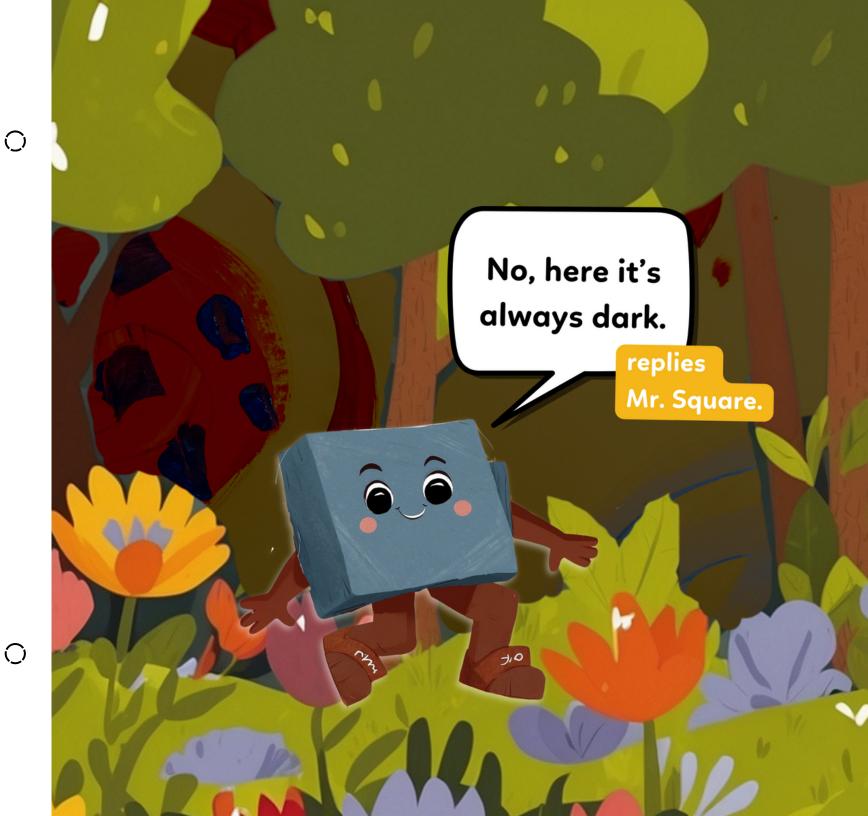






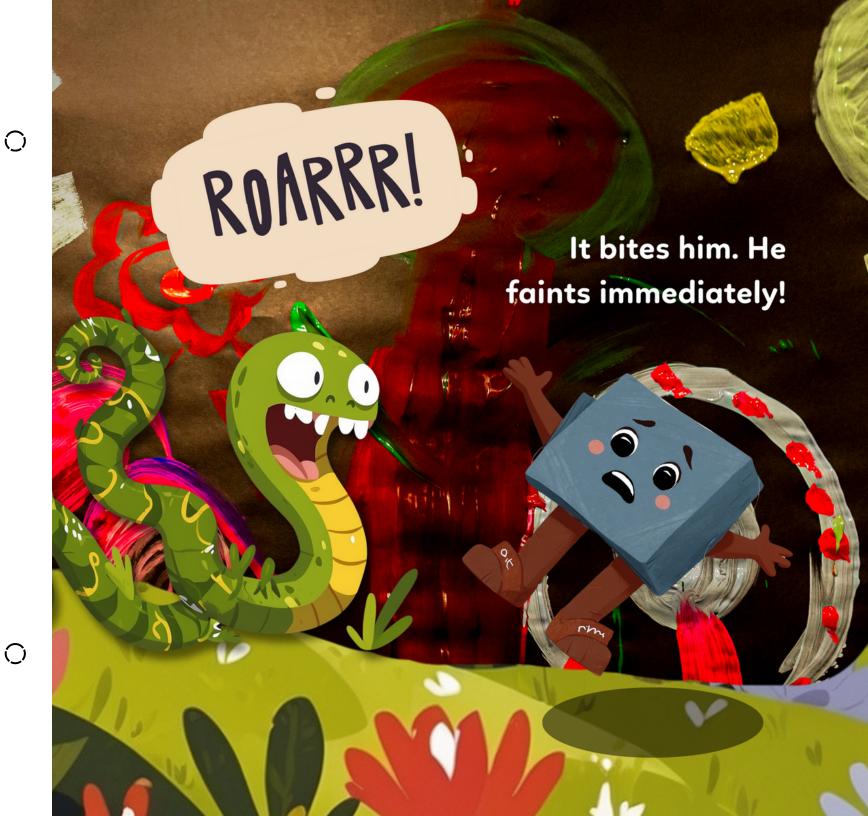


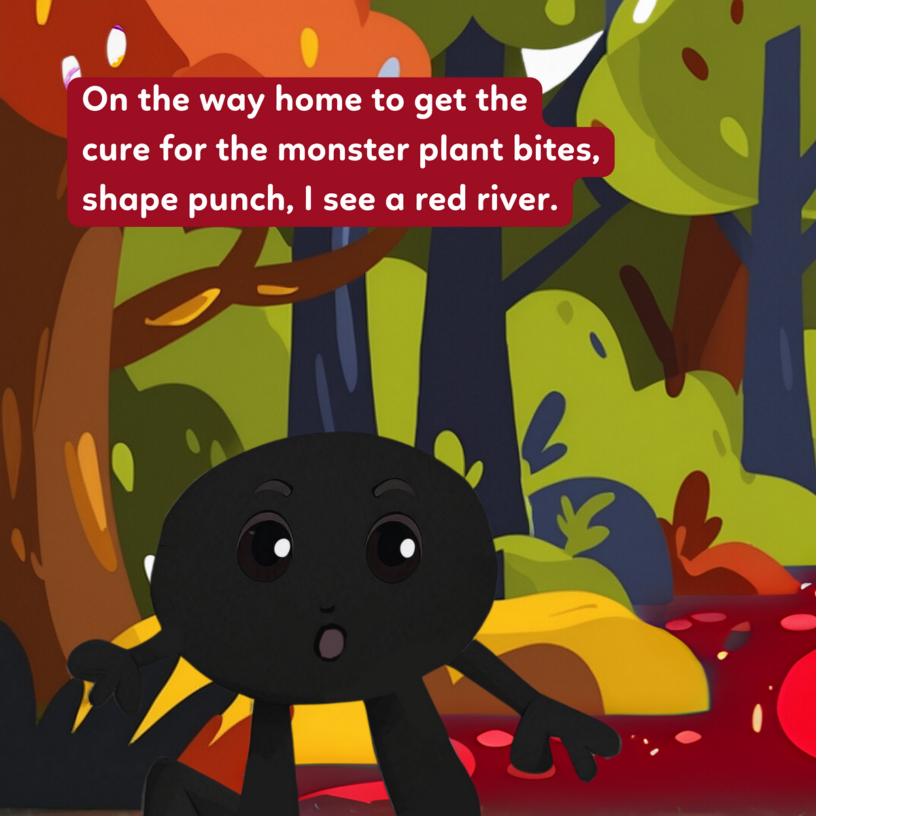


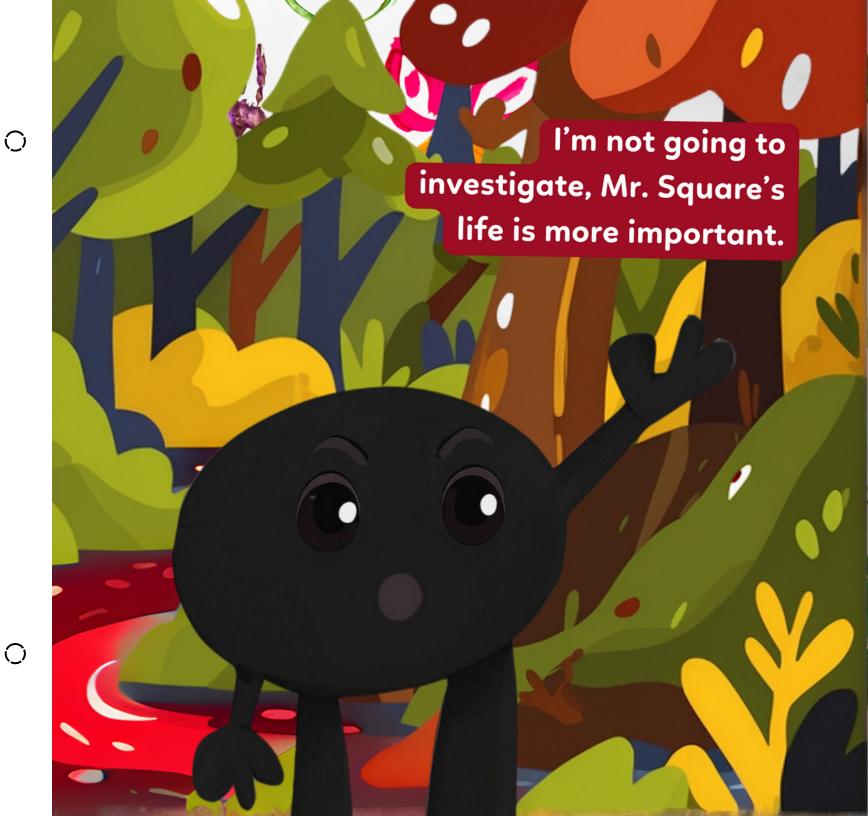


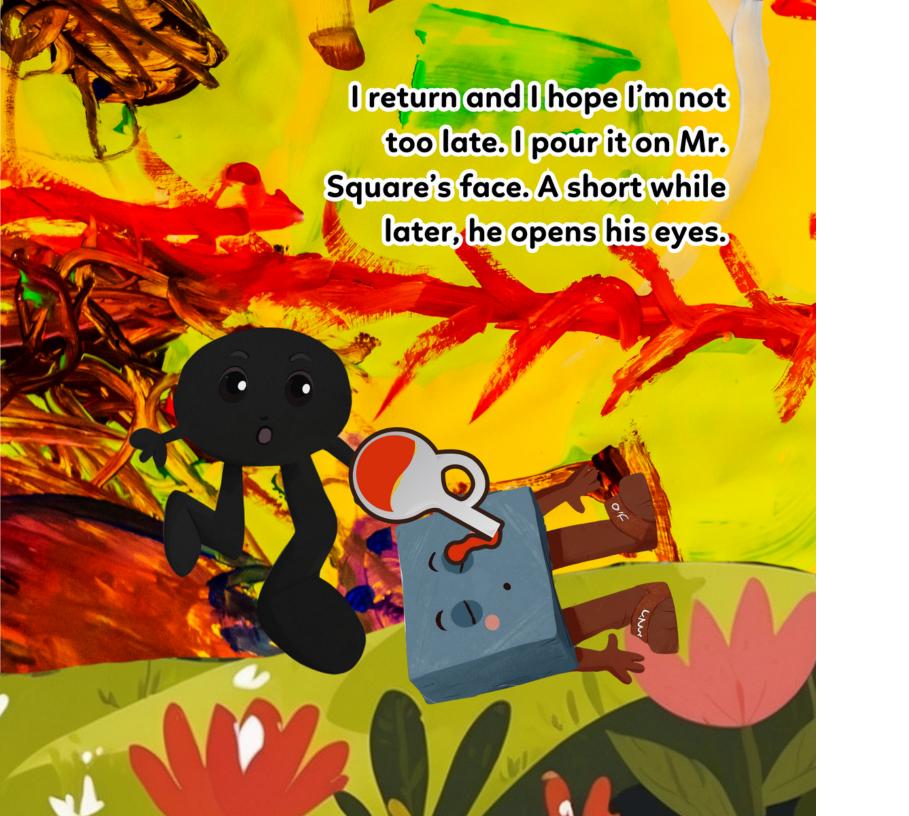






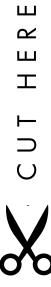


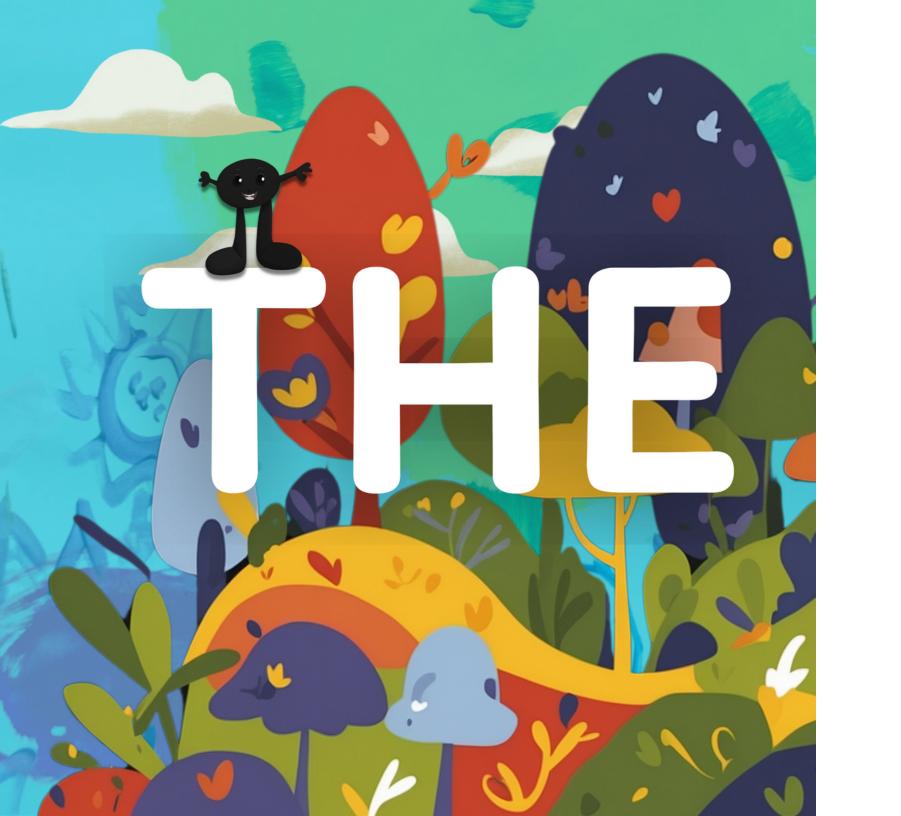




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# The GIANT Room

The GIANT Room is a creative STEM hub for kids with GIANT dreams who dare to act on them. We help kids to use STEM as a tool for self expression, creativity, and collaboration.

The GIANT Room offers after school programs, camps, family events, specialized co-design workshops with industry designers, and online creative bootcamp membership. Kids may join our programs online, inperson at our studio, or off-site at one of our partner locations in museums and schools.

Founded by two women with PhDs in education and backgrounds in science and engineering, we dream of a world where every child has the confidence to voice their ideas, have access to mentors and resources they need to build prototypes of their ideas, and the opportunity to share those ideas with their community... just like the GIANT kid who published their collaborative, creative work in this beautiful storybook to be shared with millions of families around the world.

