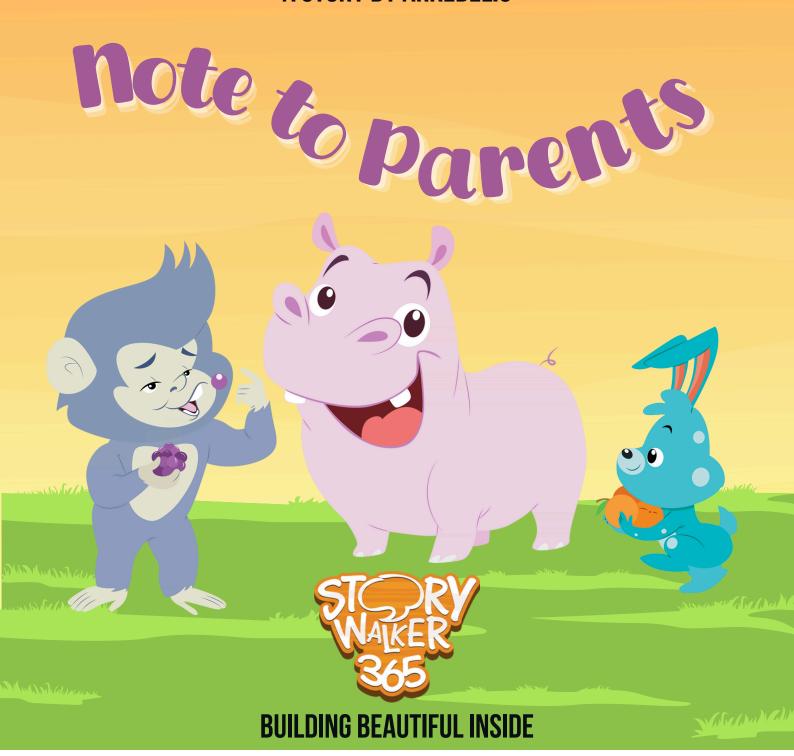


A STORY BY ARKEDELIC













An all-in-one party planner, the Booshkata Birthday Box brings the jungle to life with fun games, decorations, recipes and much more.

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It was Jungle Market Day in Booshkata!

The sun was shining, the vines were bouncy, and the beetles were buzzing with excitement.

Kimaya stood under the old fig tree, smiling.

- "Welcome to the market!" she called.
- "Each of you gets five leaf-coins to trade for treats."



"Five? That's so many!" Max grinned, tail wiggling.

"Choose wisely," Kimaya added. "You can spend them all at once... or spread them through the day."

Danny tucked his coins in a curl behind his ear.

Zeldon folded his in a tiny pouch. Max just held his in his wide, wobbly mouth.



Max dashed to the first log-stand. "Three berry-balls, please!"

"Three coins," said the termite seller. Gulp. Gone.

Next, Max spotted a wooden whistle. "That too!" "Two coins." Chomp. Gone.



Meanwhile, Zeldon bought one sunflower cracker and saved the rest.

Danny got a shell-ring, ate one leaf-pop, and held back two coins.

Max? Max had nothing left.

Not even crumbs. By midday, new stalls had opened.



Glow-lanterns! Water-leaf hats! A game corner with jumping vines!

Max ran up to Zeldon. "Let's play the toss-toss game!" Zeldon shook his head. "Costs one coin."

"Oh... I'm out," Max mumbled.

He turned to Danny. "Want to trade your hat for my whistle?"

Danny looked. "It's all muddy..."
Max's ears drooped.



Later, Max spotted a small group laughing near the babbling stream.

Zeldon had set up a tiny leaf-table.

"Welcome to Zelly's Joke Show!" he announced. Max ran over.

"Can I tell a joke too?"

"Sure!" Zeldon smiled.

Max climbed onto a rock.

"What did the hippo say when—"



"Wait, wait," Zeldon said, "it's a funny joke, right?"

"Yeah!" Max shouted.

"It's the one about burps and bottoms!"

Danny snorted. Zeldon looked unsure. A few younger ones giggled nervously.

Kimaya walked over. "Max," she said gently, "maybe that joke's best for a quiet puddle-time — not the middle of Market Day."

Max blinked. "But it's my best joke!"

"Some jokes," Kimaya smiled, "are like tickles — fun when shared gently, not shouted from the treetops."



That night, as the firebugs lit the sky, Max sat next to Kimaya.

"I spent all my leaf-coins," he said. "And messed up the joke show."

Kimaya smiled softly. "What do you think you'll do differently next time?"

Max thought.

"Maybe keep one coin in my ear," he said. "And maybe whisper the burp joke only to Zeldon."

"Sounds like a smart plan," Kimaya said. "Also..." Max added, "maybe clean the whistle before trading it."

Kimaya chuckled. "That too."



And the next Market Day?
Max still bought the berry-balls.
But only two.

And he saved a coin. And he told a joke — a clean one.

And he didn't shout it.

He just leaned over to Zeldon, grinned, and whispered,
"Why don't termites wear socks?"

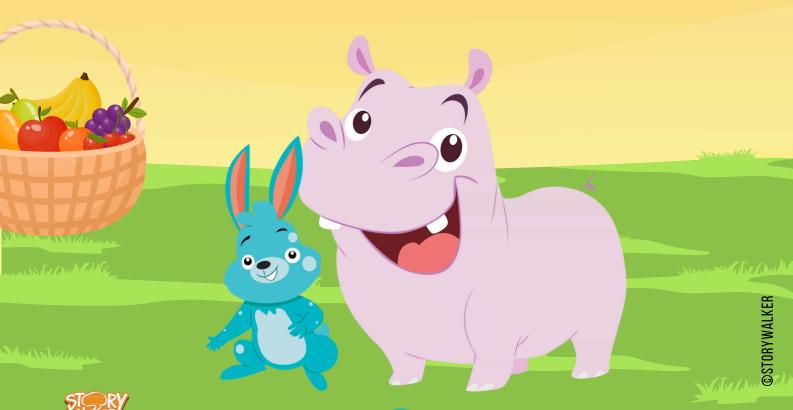
Zeldon blinked. "Why?"

Max grinned. "Because they eat them first!"

Zeldon laughed so loud he dropped his cracker.

And that joke? That one... was perfectly spent.

— THE END —



Building Beautiful Inside

VALUE LESSONS FROM 'MAX AND THE LEAF-COINS'

HOW CAN I HELP MY CHILD UNDERSTAND THE VALUE OF MONEY AND TAKE GOOD CARE OF WHAT THEY HAVE?

Context in the Story: Max receives five leaf-coins to spend at Jungle Market Day. He excitedly uses them all within minutes, leaving him empty-handed when new, exciting stalls open later. Watching his friends make thoughtful choices and experiencing the cost of rushing teaches Max to pause, value what he has, and plan better next time.

Real-world Connection: For young children, money is still an abstract idea. But they do understand the joy of treats — and the disappointment of "nothing left." The concept of saving, trading, and waiting can be built slowly by letting children experience real or symbolic transactions.

How parents can use the story: This story introduces early money sense without actual currency. Parents can replicate "leaf-coin" moments at home — giving tokens or limited choices and letting the child decide how and when to use them. When things run out, it's not a punishment but a chance to reflect. Max's honest mistake and natural learning are more effective than lectures. Over time, this develops not just financial awareness but decision-making, self-regulation, and delayed gratification. Parents can talk to their child about "spending wisely," not just with coins, but with time, energy, or screen access — making this story a gentle bridge to deeper life skills.



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Building Beautiful Inside

VALUE LESSONS FROM 'MAX AND THE LEAF-COINS'

HOW DO I HELP MY CHILD UNDERSTAND PRIVATE VS PUBLIC BEHAVIOUR?

Context in the Story: When Max loudly tells a joke about burps and bottoms at the Joke Show, it makes some laugh and others uncomfortable. Kimaya gently steps in to explain that some things are funny only in private — and that being thoughtful about where and how we share things matters.

Real-world Connection: Children often explore boundaries of social behaviour through silliness — especially with jokes, noise, or body humour. They don't always know when it's okay to say or do something, and when it's not. But early social awareness grows from these very moments.

How parents can use the story: Instead of shaming or scolding, the story shows a wise response — one that names the moment and teaches without embarrassment. Parents can talk about "public space jokes" and "puddletime giggles," giving children a playful way to understand context. Using real-life scenarios — school, visitors, outings — they can reflect on what belongs where. Kimaya's phrase, "fun when shared gently, not shouted," gives parents a beautiful line to reuse. This story can also help siblings navigate what's okay at the table, in a classroom, or during quiet time — helping build respectful self-expression.



Building Beautiful Inside

VALUE LESSONS FROM 'MAX AND THE LEAF-COINS'

HOW CAN I HELP MY CHILD UNDERSTAND THE IMPORTANCE OF DISCIPLINE?

Context in the Story: Max's excitement leads him to spend all his leafcoins immediately. He doesn't stop to think, plan, or save — which leaves him feeling disappointed when better things appear later. After a reflective moment with Kimaya, he chooses differently next time: he paces himself, makes thoughtful choices, and even controls when and how to share his joke.

Real-world Connection: Discipline is not about rigid obedience — it's about learning to pause, plan, and act with purpose. For young children, this begins with self-control and understanding the why behind boundaries. The earlier they associate discipline with freedom, not fear, the better their inner motivation develops.

How parents can use the story: Max's experience helps children see discipline as something you choose for your own good, not something forced from outside. Parents can use his story to begin conversations about waiting, pacing, and thinking ahead. By praising small wins — "You waited before using all your stickers" or "You saved your last treat," they build the emotional reward that makes discipline feel empowering. This story turns discipline into a source of pride, not pressure.



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Assessment Questions for

'MAX AND THE LEAF-COINS'

Five assessment questions to encourage children's understanding and emotional intelligence:

1. Making Smart Choices with What You Have

Purpose: To help children understand the value of resources (like money or tokens), explore saving versus spending, and think about how to make choices that bring long-term satisfaction rather than quick rewards.

Question: In the story, Max had a limited number of leaf coins. How did he decide what to spend and what to save?

Follow-Up: If you had 5 special coins to use in one day, what would you spend them on right away, and what would you save for later? Why?



2. Thinking Before You Trade

Purpose: To encourage children to pause and consider the benefits and drawbacks before making an exchange or trade.

Question: Why do you think Max didn't just grab the first things he saw with his leaf coins?

Follow-Up: Can you share a time when you waited to see what else was available before making your choice? How did it turn out?



3. Saving for Something Special

Purpose: To help children see the benefit of patience when saving for something important rather than spending quickly.

Question: What might have happened if Max had spent all his leaf coins at the very first stall?

Follow-Up: If you were saving for something big — like a game, book, or toy — how would you stop yourself from buying smaller things along the way?

4. Needs vs. Wants

Purpose: To develop the ability to tell the difference between things we truly need and things we just want in the moment.

Question: How do you think Max decided which items were worth his leaf coins?

Follow-Up: Next time you want to buy something, how can you check if it's a "need" or a "want"?

5. Learning from Choices

Purpose: To help children understand that even if a choice doesn't turn out perfectly, it can still teach them something valuable for next time.

Question: What do you think Max learned from the way he spent and saved his leaf coins?

Follow-Up: Can you think of a time when you wished you had spent or saved differently? What did it teach you?



See you next Monday with another interesting story!

Got feedback or a suggestion? We would love to hear it!

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