

# Milo and the Shimmer Show

A STORY BY ARKEDELIC

## Note to Parents



STORY  
WALKER  
365

BUILDING BEAUTIFUL INSIDE

# Celebrate Your Birthday With Us!



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One sunny day in Booshkata, the bees did something new.

They built their wax wall by the big pond — not in a hive, not on a branch — but right where the sunlight hit just right.

The wall caught the light.  
It gleamed.  
It shimmered.  
And when the wind moved the water just so... It danced.

Shapes from across the jungle swirled and floated on the waxy shine — leopards leaping, hornbills hopping, ants in perfect lines.



Milo saw it first.

“LOOK!” he squealed. “It’s a show! A shimmer show!”

Zeldon clapped. Danny spun. Kimaya tilted her head.  
“It’s like a mirror, but it’s not us in it!”

All morning, they watched the pond shimmer.

They oohed. They aahed. They laughed when a waddling  
warthog flopped into the mud — and the shimmer  
showed it twice.

But by lunchtime, everyone wandered off.  
Everyone except Milo.



The next day, Milo came back early.

He watched the shimmer before the bees even buzzed in.

By midday, he hadn't eaten.

By evening, he missed nap-time.

The next morning, he skipped log-hop.

The next-next morning, he skipped stick-tug.

The morning after that, he didn't notice when Max got stuck in a puddle.



“Milo?” Kimaya asked softly.  
“Are you coming to play?”

“Can’t. I’ll miss something!” he said,  
eyes glued to the shimmer wall.

“It’s just shapes,” Zeldon whispered.  
“He could be climbing trees with us!”

“It’s never just shapes,”  
said Milo dreamily. “It’s the whole  
jungle! But better. No buzzing bugs. No  
itchy grass. Just... shimmer.”





Kimaya frowned.

That evening, she sat beside him.

“Do you know,” she said, “that once, a baby bird flew into its own reflection... and got scared it wasn’t real?”

Milo blinked. “That’s silly.”

“Maybe,” Kimaya said. “But sometimes, staring too long at shimmer makes you forget how to flap your own wings.”

The next morning, the bees changed their wax wall.

Now it had two new panels — one high, one low.  
Each shimmered different things.

Milo stood in the middle,  
turning his head side to side.

Left shimmer. Right shimmer.  
Left again.

He laughed. He slipped. He  
bumped into a log. “Ow.”

That’s when Kimaya stepped  
in. “Alright, my sweet sparkle-  
lover. New rule.”

Milo pouted. “Rules?”



“Only one shimmer time a day.  
And only when the sun hits the middle.  
That’s when the reflections are clearest and kindest.”

“But I like the shiny times!” Milo whined.

“I know,” she said. “But too much looking makes your eyes forget how to see. And too much shimmer makes your brain forget how to be curious.”

Milo blinked.



“Besides,” she added, “do you know who decides what goes in the shimmer?”

Milo tilted his head.  
“The bees,” she said. “Not you. So best to look... but not let the bees do all your thinking.”

Milo looked at the wall. Then at Kimaya. Then at the forest.

The rustling trees. The giggling friends. The real leopards leaping.

“Okay,” he said at last.  
“One shimmer a day. And after that, I come back to play.”

Kimaya smiled. “Deal.”

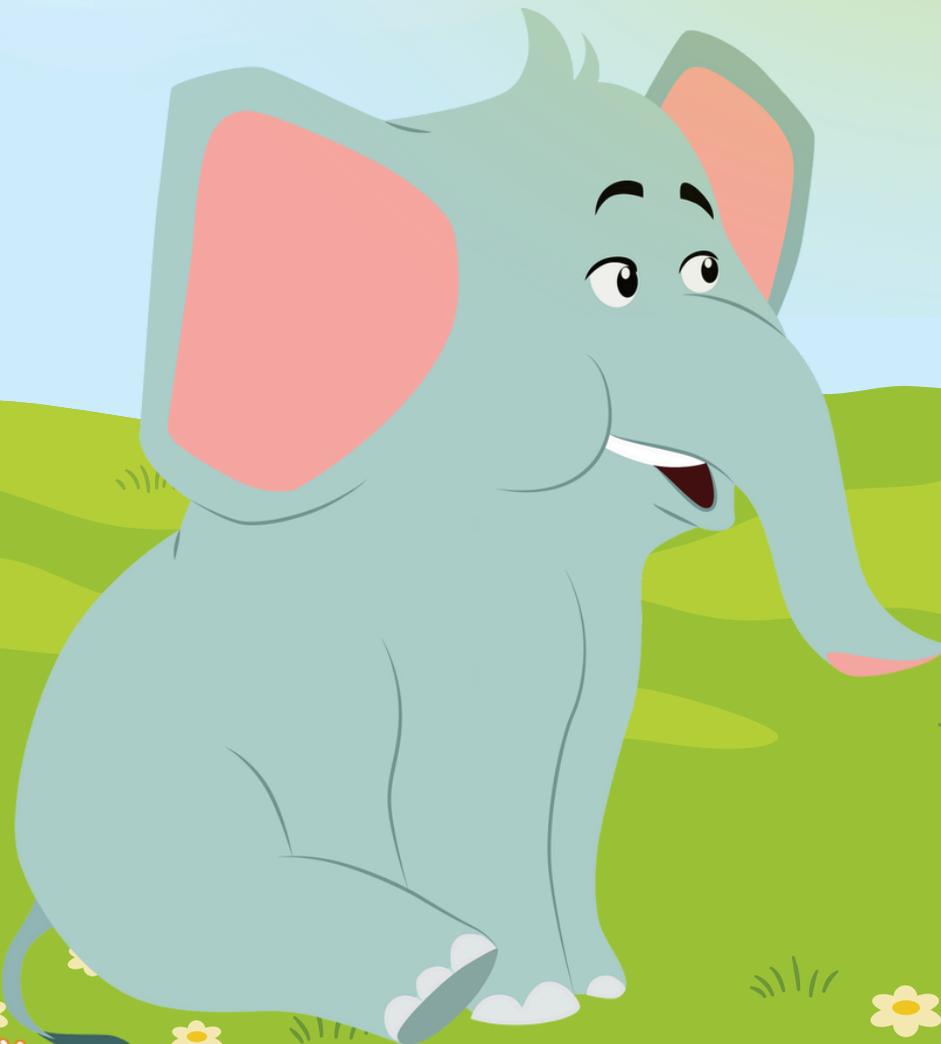


And from then on, Milo still watched the shimmer show — But only once. Only when the sun was just right.

And never, ever, when Zeldon needed help chasing butterflies.

Because some things — like helping friends and leaping logs just don't shimmer. They shine.

— THE END —



# Building Beautiful Inside

VALUE LESSONS FROM 'MILO AND THE SHIMMER SHOW'

## HOW CAN I TEACH MY CHILD TO USE TECHNOLOGY THOUGHTFULLY AND RESPECTFULLY?

**Context in the Story:** Milo becomes absorbed in the shimmering reflections created by the bees' wax wall, fascinated by the moving shapes and stories it seems to display. He calls it the “shimmer show” and prefers it over playing, resting, or even eating. His fascination represents how children often treat screens — as windows to a world that seems richer, safer, and more exciting than the real one.

**Real-world Connection:** Young children are naturally drawn to digital media — from videos and games to interactive story apps. Without guidance, their screen use can become consuming, with little understanding of when, why, or how to stop.

**How parents can use the story:** This story offers a gentle, non-judgmental way to begin conversations about screen habits. Milo's shimmer wall is a perfect stand-in for any screen — magical at first, but overwhelming when left unchecked. Parents can use this to talk about when screens are helpful and how to stay curious outside them. Instead of scolding, the story models respectful limits: just one shimmer time a day, chosen thoughtfully. Parents can explore this idea with their child by asking what their favorite “shimmer” is — and when it might be time to flap their wings like Kimaya's bird. The story also reminds us that technology isn't bad — but our relationship with it must be guided by balance, attention, and care.

# Building Beautiful Inside

VALUE LESSONS FROM 'MILO AND THE SHIMMER SHOW'

## HOW CAN I HELP MY CHILD MANAGE SCREEN TIME AND AVOID GETTING TOO DEPENDENT ON DEVICES?

**Context in the Story:** Milo becomes so fascinated with the shimmer wall that he begins skipping meals, playtime, rest, and even moments with friends. His dependence grows so quietly that he doesn't even realise how much he's missing — until Kimaya gently helps him see what's being lost. The story mirrors how easy it is for children to slip into habits that pull them away from the real world.

**Real-world Connection:** Children often get lost in screen routines without noticing — a few minutes can stretch into an hour, especially when the activity feels entertaining or soothing. Left unchecked, this leads to irritability, disconnection, and decreased attention spans.

**How parents can use the story:** The story gives parents a metaphor to explain healthy screen boundaries. Kimaya doesn't ban the shimmer wall — she places structure around it. Parents can follow the same approach: creating calm, consistent rules about when and how long screens are used. After reading, they might talk about “the middle sun” — a symbol for the best time in the day for screen use — and help children co-create their own rhythm. The story encourages children to reflect on the feelings behind screen use (comfort, boredom, distraction) and reminds them how much joy lives outside the shimmer, in play, nature, and friendship.

# Building Beautiful Inside

VALUE LESSONS FROM 'MILO AND THE SHIMMER SHOW'

## HOW CAN I TEACH MY CHILD TO STAY SAFE ONLINE AND MAKE SMART DIGITAL CHOICES?

**Context in the Story:** The shimmer wall begins to change — splitting into two different panels, each showing different images. Milo becomes overstimulated, darting between the two, losing focus and even getting hurt. Kimaya wisely points out that it's the bees — not Milo — who decide what appears in the shimmer. This creates a subtle but powerful metaphor about curation, control, and understanding who is behind what we see online.

**Real-world Connection:** Children are not always aware that what they see on screens is chosen or curated — often by others. They may become confused, overwhelmed, or misled without even realising they're being influenced or manipulated.

**How parents can use the story:** This story provides a child-safe metaphor to explore who controls digital content. The “bees” represent those who design, post, or create what appears — and Kimaya’s wisdom introduces the idea that not everything shiny is safe or good. Parents can use this to begin conversations around making smart digital choices: Who made this video? Why is it showing up? Do I trust what I see? These are big ideas, but introduced here through story, they become accessible. The story also reminds children that too much choice or stimulation can be confusing — and that it's okay to slow down, ask questions, and step away when needed.

# Assessment Questions for 'MILO AND THE SHIMMER SHOW'

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



## 1. Using Screens Thoughtfully

**Purpose:** To help children think about how and when they use screen-like things in a healthy way.

**Question:** “Why did Kimaya suggest Milo watch the shimmer wall only once a day?”

**Follow-up:** “Can you think of something you enjoy that’s better when you don’t do it all the time?”

## 2. Keeping Screen Time in Balance

**Purpose:** To show children that too much of one thing can make them miss out on other fun or important moments.

**Question:** “What did Milo start missing when he spent too much time at the shimmer wall?”

**Follow-up:** “What’s something you like to do outside of screens or shiny things?”

### *3. Staying Curious About the Real World*

**Purpose:** To encourage children to notice the difference between watching something and experiencing it themselves.

**Question:** “What real things was Milo forgetting about while watching the shimmer?”

**Follow-up:** “What’s something real you’d rather see or do instead of watching it on a screen?”

### *4. Knowing Who Decides What You See*

**Purpose:** To help children understand that what they watch is often chosen or controlled by someone else.

**Question:** “Who decided what went into the shimmer wall?”

**Follow-up:** “Why is it important to think about who is showing you something?”

### *5. Finding Joy in Variety*

**Purpose:** To help children see that life is more fun when it’s filled with different kinds of activities.

**Question:** “What did Milo do after his shimmer time once he made the new rule?”

**Follow-up:** “What are three different things you could do in a day to make it fun and balanced?”

**See you next Monday**  
with another interesting story!

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