Chapter 1: The Mischievous Plan

Once upon a time in the small town of Sunnyvale, there lived a 10-year-old boy named Timmy. Timmy was known for his mischievous antics and his love for pranks. One sunny morning, as he sat in his room brainstorming his next big prank, an idea struck him like a bolt of lightning.

« I've got it! » Timmy exclaimed, rubbing his hands together gleefully. « I'm going to pull off the ultimate prank at the annual town fair! »

Chapter 2: The Grand Fair

The town fair was a much-anticipated event in Sunnyvale, with games, rides, and delicious treats. As Timmy arrived at the fairgrounds with his friends, he couldn't contain his excitement. He had a mischievous glint in his eye as he surveyed the bustling crowds.

Chapter 3: The Perfect Plan Unfolds

Timmy's plan involved a fake treasure hunt with a twist. He had hidden fake treasure maps around the fairgrounds, each leading to a silly prank instead of real treasure. As the unsuspecting fair attendees followed the maps, they found themselves in hilarious situations.

Chapter 4: The Mayor's Mishap

One of the fake treasure maps led the town's Mayor to a dunk tank, where he unknowingly triggered a lever that dunked him into a pool of colorful goo. The crowd erupted into laughter as the Mayor emerged, dripping with goo but laughing along with everyone else.

Chapter 5: The Sheriff's Surprise

Another map led the Sheriff to a booth where a mechanical chicken laid eggs filled with confetti instead of chocolate. The Sheriff's expression of shock and amusement was priceless as he tried to catch the confetti eggs flying in all directions.

Chapter 6: Timmy's Triumph

As the day went on, more and more people fell victim to Timmy's prank treasure hunt. The entire town was abuzz with laughter and joy, thanks to Timmy's clever plan. At the end of the day, as the sun began to set, Timmy stood proudly amidst the chaos he had created.

Chapter 7: The Unexpected Reward

To Timmy's surprise, the townspeople didn't get angry or upset at his pranks. Instead, they applauded him for bringing so much laughter and fun to the fair. The Mayor even awarded Timmy a trophy for his creativity and humor.

Timmy beamed with pride, realizing that sometimes, a little mischief and laughter could bring a community together in the most unexpected ways.

And so, the town of Sunnyvale would always remember the year Timmy turned the annual fair into
the funniest event they had ever experienced.
The quiz: did you understand the story well?

1) What was Timmy known for in the town of Sunnyvale?
   • Playing video games
   • Pulling pranks
   • Reading books
   • Solving mysteries

2) Where did Timmy get the idea for his prank at the town fair?
   • In school
   • At the library
   • In his room
   • On the playground

3) What did the fake treasure maps at the fair lead people to?
   • Real treasure chests
   • Silly pranks
   • Delicious treats
   • Magic show

4) What happened to the Mayor when he followed one of the fake treasure maps?
   • He won a prize
   • He got dunked in goo
   • He found real treasure
   • He became a clown

5) How did the townspeople react to Timmy's pranks at the fair?
   • They got angry
   • They laughed and had fun
   • They left the fair
   • They called the police

Correct answers:
1) Pulling pranks 2) In his room 3) Silly pranks 4) He got dunked in goo 5) They laughed and had fun
Glossary: complicated words in the story

Mischievous: Causing or showing a fondness for causing trouble in a playful way
Antics: Playful or silly actions
Gleefully: Showing great delight or happiness
Unsuspecting: Not aware of or expecting something
Lever: A handle that when pulled or turned activates a device
Erupted: To break out suddenly and dramatically