Arun and the Paper Wind Test

Change one thing and notice what happens.



AGES 4-7 | AN ORIGINAL MIMOMANGO STORY



Arun made a flat paper sail for his toy cart. His aunt used a cool fan on a low setting, safely out of reach. The cart barely moved.



Arun added a taller sail, bigger wheels and a paper flag all at once. This time the cart rolled. "The flag did it!" he declared, pointing proudly.



"How do we know which change helped?" Auntie asked. Arun looked at the wheels, sail and flag. They had all arrived together. None of them could explain itself.



They returned to the first cart. Auntie marked the starting place on the floor. The fan stayed at the same distance and setting. Arun checked that the floor was clear.



First, they changed only the flag. The cart moved almost as little as before. Arun drew a short line in his notebook. His favourite idea had not done much.



Next, they tried only the taller sail. The cart rolled further. Arun marked where it stopped. They tested it again from the same starting line to check.



The distance was not exactly the same each time, but both runs went further than the flat little sail's runs. Arun drew two longer lines beside his first one.



Then they tried the different wheels with the original sail. One wheel rubbed against the cardboard. Auntie helped adjust it. They wrote that problem beside the test.



"So the bigger sail helped in our tests," Arun said. "And the wheel needs fixing." He did not have to call every change a success to learn from it.



They put the useful sail back on the cart. Arun added the paper flag afterwards, simply because he liked it. A decoration did not need to pretend to be an engine.



The cart rolled across the marked space. Auntie switched the fan off. Arun carried the notebook to Dad and showed him the short line and the longer ones.



"I thought I knew before we tested," he said. "Now I know what we actually tried." The flag fluttered once as he carried the cart carefully home.

The End

A little story. A moment to share.

Why did they change one thing at a time?

Was the flag still worth keeping when it did not help the cart move?

Choose a favourite moment and draw what happened next.

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