

Name _____



Clever Solutions

One morning, Stanley Lambchop woke up feeling strange. As he sat up, he realized something incredible—he was completely flat! A bulletin board had fallen on him while he was sleeping, pressing him as thin as a pancake. At first, Stanley was shocked. How could he go to school or play like this? But soon, he discovered that his flatness came with unexpected advantages.

Instead of feeling sorry for himself, Stanley found ways to adapt. He could slide under doors without opening them and fit into places no one else could. When his mother lost her ring down a drain, Stanley simply slipped through the grate and retrieved it. He even helped his father by reaching under heavy furniture to find lost items.

However, being flat wasn't always easy. At school, some kids teased him, calling him "Flatty" and "Paper Boy." Stanley didn't let their words bring him down. He reminded himself of all the ways he could still be helpful and have fun. When Arthur, his younger brother, suggested flying him like a kite, Stanley agreed. It turned out to be a thrilling experience!

One of Stanley's biggest adventures came when he helped catch a group of art thieves. The local museum had a problem—paintings were being stolen, and no one knew how. Stanley had an idea. He asked the museum director to hang him on the wall like a painting. That night, when the thieves arrived, Stanley sprang to life and caught them in the act. His clever thinking and problem-solving skills saved the museum's artwork!

Even though Stanley made the best of his situation, he missed being normal. He and Arthur came up with a plan. Arthur used a bicycle pump to carefully blow air into Stanley. Little by little, Stanley returned to his original shape.

Stanley's experience taught him that challenges don't have to hold you back. By using creativity and a positive attitude, he turned his flatness into an opportunity. His ability to adapt and solve problems showed that even the strangest situations can have surprising solutions.