

# Mochimop and the Lost Tiny Spoon



— *A Mochimop Adventure with crumb clues, cushion caves, and one very small snack spoon.*



Mochimop and the Lost Tiny Spoon  
A Mochimop Adventure



## Snack Time Trouble

Mochimop set out the snack cups.  
He counted one bowl, two napkins, and three  
crumbs.  
But the tiny spoon was gone.



## The Empty Spot

Chibub floated over with a banana slice.  
“The spoon was right here,” he said.  
Mochimop stared at the empty spoon spot.



## Crumb Clue Number One

A cookie crumb waved from the floor.  
Then another crumb pointed toward the chair.  
Mochimop gasped. “Clues!”



## Under the Chair

Mochimop crawled under the chair.  
He found one crumb, one button, and one sleepy  
raisin.  
No spoon.



## Cushion Cave

Chibub lifted a cushion.  
A soft cave opened underneath.  
Mochimop whispered, “Tiny spoon, are you  
camping?”



## Not in the Cave

Inside the cushion cave were two blocks and a toy  
carrot.

The crumbs marched out again.

They were not finished yet.



## Cup Check

They checked every cup.  
One had juice. One had air.  
One had a crumb pretending to be soup.



## A Tiny Shine

Then Chibub saw a tiny shine.  
It blinked from behind the snack cup.  
The lost spoon gave a shy little wave.



## Why It Hid

“I am very small,” whispered Tiny Spoon.  
“Snack time gets loud, and I got rolled away.”  
Mochimop held it carefully with both mitten hands.



## Spoon Spot

Mochimop made a tiny spoon spot beside the snack bowl.

Chibub added one soft napkin.

Tiny Spoon smiled all through snack time.



## About the Author

### Vijay Kukreja



Vijay is a creative writer, technologist, and storyteller who enjoys turning simple ideas into imaginative stories for young readers. His stories are shaped by his own experiences, observations, family life, and curiosity about how technology can support human creativity.

With the help of AI tools, Vijay explores characters, scenes, visuals, and story worlds in new ways. He uses these tools not as a replacement for imagination, but as a creative partner to help bring playful ideas to life.

His goal is to create fun, warm, and engaging stories that children can enjoy, parents can share, and families can read together.



# The End

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