

# The Pillow That Wouldn't Sleep!



— A Chibub Adventure with bouncing bedtime trouble. —



The Pillow That Wouldn't Sleep!  
A Chibub Adventure



## Bedtime Bounce

Chibub brushed his curls and yawned.  
His bed looked soft and ready.  
Then his pillow bounced off the blanket.



## Bedtime Is Boring

“Bedtime is boring!” said the pillow.  
Boing, boing, boing.  
Chibub blinked his sleepy eyes.



## Catch Me If You're Cozy

The pillow bounced across the rug.  
It hopped past the teddy bear.  
“Catch me if you're cozy!” it shouted.



## Hallway Hops

BouncePillow hopped into the hallway.  
It bounced left, then right.  
Chibub followed with one big yawn.



## Not a Bathtub

The pillow landed in the kitchen sink.  
Splash went one tiny drop.  
“This is not a bathtub,” said Chibub.



## King of the Cushions

Next, the pillow climbed the sofa.  
It declared, “I am king of the cushions!”  
Then it tumbled into a blanket pile.



## Missing Fun

Chibub sat beside the pillow.  
“Why don’t you want to sleep?” he asked.  
The pillow whispered, “I’m afraid of missing fun.”



## Bedtime Can Bounce

Chibub made bedtime feel like fun.  
Brush, book, blanket, bounce.  
The pillow bounced slower each time.



## Tiny Sleepy Flop

BouncePillow gave one last boing.  
Then another smaller boing.  
Then it made the tiniest sleepy flop.



## Dreams Are Fun Too

Chibub tucked the pillow under his cheek.  
BouncePillow was quiet at last.  
“Dreams are fun too,” whispered Chibub.



## 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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