

THE ADVENTURES OF MR. E

DESK-DWELLER ADVENTURE GUIDE

Explore Eli's desk, meet the school-supply heroes, follow the Shapeshifter's dangerous transformations, and trace the story's courage, teamwork, empathy, and second chances.

ILLUSTRATED FINAL EDITION



A companion resource inspired by the book by Michael D. Young

A Whole World Inside a Desk

The story begins by shrinking our point of view. To Eli's school supplies, two neighboring third-grade desks become rival kingdoms separated by a fragile paperclip bridge.



WHY THE WORLD WORKS

The humor comes from treating ordinary classroom objects as life-and-death geography. A floor becomes a wilderness. A sharpened pencil becomes both a friend and a weapon. A vacuum becomes a monster. The desk lets the book be silly and emotionally sincere at the same time.

Heroes of Eli's Desk

Each object's personality grows naturally out of its everyday purpose, which is part of what makes the cast memorable.



MR. E

The pink eraser hero. Loyal, inventive, worried, and deeply motivated by love for Eli.

JACKI BLUE

The sharpened pencil friend who believes in Mr. E and keeps going when the mission turns dangerous.

CAPTAIN CLIP

The loud heroic paperclip commander whose confidence sometimes outruns his strategy.

PRISCILLA GLUE

A supportive glue stick whose stick-with-him loyalty becomes one of the story's running strengths.

ELMER

The older glue bottle full of warnings, history, and exactly the right sticky help when the desk needs it.

SHAPESHIFTER

A living page of notebook paper twisted by harmful writing - frightening, powerful, and later redeemable.

The Paperclip Bridge Disaster

One of the book's first major turning points is the collapse of the fragile route between the two desks.



WHY THIS SCENE MATTERS

- 1. Eli's neat desk and Josh's cluttered desk are introduced as separate worlds. The bridge scene shows the story's formula at work: an everyday object becomes epic, teamwork becomes plot, and failure leads to a better plan. It also establishes Shapeshifter as a real threat instead of just a funny concept.
- 2. The rescue team tries to cross into danger using a paperclip bridge.
- 3. Shapeshifter attacks in a sword-like form and the crossing fails spectacularly.
- 4. The disaster raises the stakes and forces the desk dwellers to rethink the mission.

Face to Face with the Paper Dragon

Shapeshifter's power is visual, funny, and threatening: he can fold into whatever the plot most needs him to become.



THE BIG IDEA

Shapeshifter is not just a monster. He is a piece of paper whose purpose has been warped by a cruel message. That makes him more interesting than a simple villain.

WHY HE WORKS

His transformations keep the action fresh: sword, dragon, nose nightmare, grappling helper, and later a motorcycle. The same ability can destroy or rescue.

Fan, Tissues, and Zombie Supplies

The story's lower reaches turn into a junk-filled hazard zone where resourcefulness matters more than strength.



A GREAT EXAMPLE OF THE BOOK'S HUMOR

The under-desk escape turns classroom leftovers into nightmare creatures and rescue equipment. Tissues become gliders. A fan becomes a launch system. Discarded supplies become zombie-like pursuers. The entire sequence rewards imaginative reading.

TEAMWORK

Glue Armor and the Return Mission

When the first rescue goes badly, the desk dwellers adapt. One of the funniest upgrades is the sticky protective coating that lets the team push back against danger.



TEAM LESSON

Each character helps according to what that object naturally does. Glue strengthens, paperclips connect, pencils point, and erasers correct.

READING HOOK

This page is a good reminder that the manuscript's action scenes are strongest when comedy, object logic, and emotional loyalty all happen together.

Changing the Purpose Without Destroying the Power

The book's most thoughtful turn is that the problem is not Shapeshifter's ability itself. The problem is the harmful purpose written onto him.



ERASE THE PLAN, KEEP THE GIFT

Mr. E's defining act is not revenge. It is correction. By erasing the cruel writing that drives the chaos, he frees Shapeshifter to become something better. This turns the climax into a story about repair: a talent once used to frighten can be redirected toward help, movement, rescue, and friendship.

Eli's Quiet Act of Courage

The human climax matters just as much as the supply adventure. When Eli sees Josh's real need, he responds with generosity instead of humiliation.



WHY THE ENDING LANDS

The story refuses the easy version of victory. Josh does not simply lose. Eli chooses to help. That choice does not excuse Josh's earlier cruelty, but it does break the cycle. It also explains why the desk-level adventure and the human-level story belong together: both are ultimately about making a shared world safer.

Two Desks Become One Friendly Space

The final mood is communal. The supplies rejoice because the world above them has changed for the better.



A SATISFYING PAYOFF

The final celebration works because it resolves both scales of the story. The desk dwellers survive. Shapeshifter is transformed. Eli and Josh move toward friendship. What began as a war between desks ends as a community with room for everybody.

REFLECTION

What Makes Mr. E Brave?

Mr. E is funny because he is nervous. He is admirable because he keeps moving anyway.



COURAGE NOTE

Mr. E fears floors, vacuums, noses, danger, and failure. The book never asks him to stop being afraid. Instead, it lets courage mean loving someone enough to act while afraid.

Something small that still feels scary to me:

Someone or something worth being brave for:

REFLECTION

Why Teamwork Matters Here

No single supply could solve the story alone. The plot only works because functions combine.

Paperclips	build and hold bridges
Glue	strengthens, protects, and makes the team durable
Pencils	bring speed, point, wit, and defense
Tissues + fan	create one of the book's most imaginative escape systems



moving th



A team where different strengths work together:

Making a Safe Desk

The story can open practical discussions about bullying, empathy, repair, and belonging.

- ☐ A safe space lets people make mistakes without becoming permanent jokes.
- ☐ A safe group still needs boundaries; empathy does not erase accountability.
- ☐ A safe classroom notices when someone is left out or quietly hurting.
- ☐ A safe community celebrates change when someone chooses better.
- ☐ A safe desk is one where both people and belongings are treated with care.

One thing that helps a classroom feel safer to me:



Invent a Desk Dweller

Use the story's logic to design your own character from an ordinary classroom object.

Supply type

Character name

Strength based on its real function

Funniest fear

How it helps the team

A joke or catchphrase

DRAW YOUR CHARACTER HERE



Shapeshifter Transformation Lab

The book's most playful idea is also one of its most flexible prompts: what could one piece of paper become next?



A rescue shape

A travel shape

A classroom-helping shape

A funny shape

Best new transformation idea:

A friendship-building shape

Scene Detective

Use the manuscript or read-aloud experience to track how object logic becomes plot.

1 A moment where a paperclip becomes more than office-supply hardware

PAGE / CHAPTER: _____

2 A moment where glue solves a problem instead of simply making a mess

PAGE / CHAPTER: _____

3 A moment where Mr. E's fear makes the scene funnier

PAGE / CHAPTER: _____

4 A place where the desk feels like a whole landscape

PAGE / CHAPTER: _____

5 A moment where the human story changes the supply story

PAGE / CHAPTER: _____

6 A moment that proves Shapeshifter can change

PAGE / CHAPTER: _____

7 Days of Desk-Hero Kindness

The story suggests that courage and kindness are built from small actions, not just climactic ones.

1

Pick up or take care of something that is not yours.

2

Invite someone into a game, conversation, lunch table, or activity.

3

Use humor that does not make another person the target.

4

Fix, replace, or apologize for one mistake instead of hiding it.

5

Help two people work together on a task.

6

Check on someone who looks left out or upset.

7

Use one talent of yours to help someone else.

A Great Place to Live

Mr. E ends where he began: loving Eli's desk, but now with a bigger, kinder world around it.



LASTING TAKEAWAY

The book's happiest idea is that a small act of generosity can remake the whole environment. A good ending here is not just winning. It is building a desk, a classroom, and a friendship where everyone can belong.

The character I would most want living in my desk:
