



Alba's Big Dream: A STEM Adventure

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Alba sits on her sunny Dominican galería, happily tapping on an old, clicking keyboard. She enjoys a delicious plate of warm mangu while her colorful hair twists bounce as she explains to her Abuela how she is making a computer talk.



In her vibrant room, Alba lines up her dolls to show them her latest code made of bright plastic blocks. She sighs a little because her dolls just stare back, and she wishes she had a friend who understood the magic of patterns and sequences.



At the local community park, Alba spreads her colorful blocks on the grass in a careful blue-red-blue-red pattern. '¡Miren! This is the instruction for the computer!' she tells a passing friend, but they only want to play a fast game of tag.



Alba sits quietly by herself for a moment, feeling a bit out of place with her blocks while the other children run and shout. She wonders if there are other girls who like to figure out how the world works just as much as she does.



Nearby, Alba notices a girl named Soliel frowning at a tall sandcastle that keeps sliding down into a heap. Soliel mutters about needing a better base and uses a sturdy stick to reinforce the sandy walls of her creation.



'Are you an engineer?' Alba asks, recognizing the clever way Soliel solves her building problem. Soliel smiles brightly and explains that she wants to build towers that reach the clouds, making Alba realize that building is a special kind of magic.



While searching for more sticks for the castle, Alba finds Camila crouching low to the ground with a magnifying glass. Camila whispers, '¡Despacio! I am observing this habitat,' as she carefully watches a tiny trail of ants marching through the tropical grass.



Alba, Soliel, and Camila sit together under the shade of a big tree, sharing their dreams of computers, tall buildings, and the secrets of nature. They realize they all love asking 'por qué' and finding the answers to big, exciting questions.



The three new friends decide to build a 'Future Town' together using their blocks, sand, and leaves. Alba codes the paths in patterns, Soliel engineers the sturdy buildings, and Camila designs the green spaces and hospitals for the local ladybugs.



Back at home, Alba gives her Abuela a giant hug, her heart full of joy and new ideas. 'I met other STEM girls, Abuela!' she exclaims, already dreaming of the bright and wonderful future they will build together.