

My Brother's Great Invention

– Anita Rau Badami

About the Author

Anita Rau Badami is an Indian-Canadian writer known for her novels and short stories. Her writing often portrays Indian family life, relationships, everyday experiences and human emotions with warmth and humour. Her works include Tamarind Mem and The Hero's Walk.

Theme

The story revolves around:

1. Sibling relationship and childhood memories
2. Curiosity and imagination
3. The humour found in ordinary family situations
4. The difference between a child's imagination and reality

5.The importance of family bonds and shared experiences

Genre

Humorous short story / autobiographical-style family narrative

The story uses humour to present an amusing childhood experience involving the narrator and her brother.

Characters

1. The Narrator, Anita

1.Observant and imaginative.

2.Recalls her childhood experiences with humour.

3.Shares a close and playful relationship with her brother.

2. The Brother, Anand

1.Creative, curious and adventurous.

2. Comes up with what he considers a “great

invention.”

3. His enthusiasm and unconventional ideas create much of the humour in the story.

3. Family Members

1. They provide the background to the children's activities.

2. Their reactions make the situation even more amusing.

Summary

The story is a humorous recollection of the narrator's childhood and her brother's supposed “great invention.” The brother's curiosity and imagination lead him to create something that he considers an important invention. The narrator describes the incident from a child's perspective, making the ordinary events appear exciting and extraordinary. The brother's confidence in his

invention, combined with the family's reactions, creates the humour in the story. The story ultimately celebrates the innocence, imagination and adventurous spirit of childhood. It also shows how seemingly small childhood incidents can become cherished and funny memories later in life.

Central Message

The story reminds us that childhood curiosity and imagination make life joyful and memorable. Not every great idea has to become a world-changing invention; sometimes the real value lies in the creativity, excitement and memories created along the way.

Word Meanings

1. Invention – Something created or designed for the first time.
2. Roared – Shouted or spoke very loudly.
3. Burglar – A person who enters a building illegally to steal.
4. Got on nerves – Annoyed or irritated someone.
5. Experiment – A test carried out to discover something.
6. Shelling – Removing the outer covering of something, especially peas or nuts.
7. Blueprint – A detailed plan or design of something.
8. Professional – A person trained or skilled in a particular job or activity.
9. Tripped – Stumbled or lost balance while walking.

10. Loftily – In a proud or superior manner.
11. Justified – Shown to be reasonable or right.
12. Wary – Careful and cautious because of possible danger.
13. Binges – Short periods of doing or consuming a lot of something.
14. Clattering – Making a loud, repeated noise as objects strike together.
15. Savage – Wild, fierce or violent.
16. Fortnight – A period of two weeks.
17. Reassured – Made someone feel less worried or frightened.
18. Half-hearted – Done without much enthusiasm or interest.
19. Sternly – In a strict or serious manner.
20. Holler – To shout or call loudly.
21. Grin – A broad smile.
22. Howl – A long, loud cry or sound.

23. Suspicious – Feeling that something may be wrong or dishonest.

24. Convinced – Completely certain or persuaded that something is true.