MEDIA & PRESS KIT

A little everyday magic.

Every problem has a story. Every story has a little magic.



Three illustrated storybooks for ages 4–8

Written by Alec Patrick McGinty

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SERIES OVERVIEW

Stories that open a new way to think.

When an everyday problem feels a little too big, Great Granny knows just where to look: her magical book of stories. Together with Nancy, Eli, and Danny, she steps into worlds of flying inventions, runaway gingerbread, and three very busy little pigs. The adventures are gentle, funny, and full of opportunities to notice, listen, experiment, and try again. Great Granny guides the way, but the children make the choices that matter. Back at home, they put a new idea into practice. Written by Alec Patrick McGinty for ages 4–8 and family read-aloud time, the three Great Granny storybooks pair imaginative journeys with child-sized discoveries.

At a glance

Audience	Ages 4–8; family read-aloud
Format	Three illustrated storybooks; 28 pages each
Creator & writer	Alec Patrick McGinty
Story shape	Everyday problem → storybook adventure → discovery at home
Companion app	Digital readers, bookmarks, saved stories, and shared activities

About the creator

Alec Patrick McGinty is the creator and writer of Great Granny, a family storybook series about everyday challenges, imaginative adventures, and discoveries children can put into practice. His three Great Granny books follow Nancy, Eli, and Danny as Great Granny's magical storybook opens new ways to think, listen, and try again.

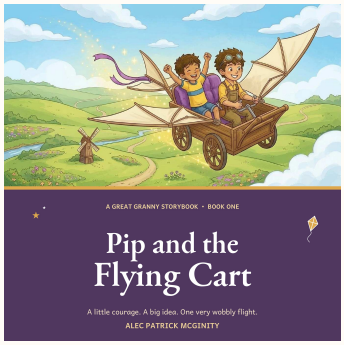
A note on availability

The kit describes the completed reader editions. It does not announce a retail release, retailer listing, or broadcast production.

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THE BOOKS

Three adventures. Three little discoveries.



BOOK 1 / ELI

Pip and the Flying Cart

Eli's kite will not stay in the air. A visit to Tinker Meadow introduces him to Pip, an inventor whose flying cart has a wobble of its own. By looking closely, making changes, and trying again, the two friends discover a new way to fly.

Curiosity, teamwork, and trying again



BOOK 2 / DANNY

The Gingerbread Man's Great Escape

Danny's hurry to help with the baking ends in a cloud of flour. Inside Great Granny's magical storybook, a speedy Gingerbread Man is rushing toward trouble, too. Danny's tiny-big idea helps the runaway cookie pause—and gives Danny a discovery to bring back to the kitchen.

Slowing down, listening, and thinking



BOOK 3 / NANCY

The Three Little Pigs' Big Mix-Up

Nancy has a perfect plan for a reading fort—until the roof flops. A windy picnic with three little pigs gives her another chance to lead. When she makes room for everyone's ideas, straw, sticks, and bricks become parts of one shared solution.

Listening, shared ideas, and teamwork

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THE PEOPLE & THE PREMISE

A family with room for every kind of idea.

Great Granny

The loving guide

Warm, patient, and witty; she chooses a story that sparks fresh thinking.

Nancy

Age 10 · The planner

Thoughtful and protective; she learns to make room for other people's ideas.

Eli

Age 7 · The inventor

Curious and creative; he learns to test, adjust, and try again.

Danny

Age 5 · The little spark

Playful and observant; his tiny-big ideas shine when he slows down.

Story angles for features and interviews

The child makes the discovery

Great Granny opens a story rather than handing over an answer. Each lead child earns the solution through a choice, an observation, or an experiment.

Three children, three ways to grow

Eli tries again, Danny learns to pause, and Nancy listens to different ideas. Each adventure connects a distinct character challenge to something families can discuss.

Familiar tales, gentle surprises

A runaway cookie and three little pigs offer recognizable starting points. The stories favor funny mishaps, puzzles, and cooperation over frightening peril.

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PRESS INFORMATION

Questions worth wondering about.

Interview starters

01 Why does Great Granny guide the children rather than solve their problems?

02 How do you connect an everyday family challenge to a storybook adventure?

03 What makes Nancy, Eli, and Danny different kinds of problem-solvers?

04 How did you give familiar fairy-tale ideas a gentle, playful twist?

05 What do you hope children and grown-ups talk about after the last page?

06 How do the illustrations support the story's humor and discoveries?

What makes the stories distinctive?

The children are active problem-solvers. Granny offers warmth and a story; the discovery comes from noticing, trying, listening, or adapting. Gentle mishaps keep the adventures playful while the home ending shows a practical next step.

For accurate coverage

Use the creator credit exactly as supplied. Describe the books as storybooks or illustrated read-aloud adventures. The animated-series concept in the Master Project is development material, not an announced screen release.

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PROMOTIONAL COPY & ARTWORK

Ready for your next story-time feature.

Short series description

Great Granny is a family storybook series by Alec Patrick McGinty, where everyday challenges lead Nancy, Eli, and Danny into magical adventures and discoveries they can bring home.

Newsletter copy

Make room for a little everyday magic. Great Granny, a storybook series by Alec Patrick McGinty, turns familiar family challenges into gentle adventures. Across three 28-page books, Eli discovers the value of trying again, Danny learns to slow down, and Nancy makes room for everyone's ideas. Designed for ages 4–8 and shared reading, the stories give families a starting point for wondering, talking, and creating together.

Included artwork

Transparent logo · Three individual book covers · Story-time illustration
Three square book graphics (1080 × 1080) · Series banner (1200 × 630)

Credit & artwork handling

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More ready-to-use text

The accompanying editable copy includes individual book captions, a series social post, a creator bio, suggested story angles, and interview questions.