



CURIOSITYQUEST

Mission Control

Your Start-Here hub for the whole curiosity expedition

Volume 1 • Start Here

CuriosityQuest — Mission Control

Your Start-Here hub for the whole curiosity expedition

Mission commander: _____

How Mission Control works

Welcome to Mission Control. This little booklet is the one place that ties your whole CuriosityQuest kit together — every mission, lab, story, and game. You are the **Mission Commander**. Your crew is standing by, each one an expert at a different thinking move. You don't have to do it all at once. Pick a code off the **Mission Board**, take a **brain break** when your battery runs low, and collect a **badge** on the Big Days. There is no wrong order and no losing — only exploring.

1. **Everything has a code.** A mission is an **M**, a lab is an **L**, a story is an **S**, a game is a **P**, a badge is a **B**. When any part of your kit says "M3" or "L1", look it up on the **Activity Codes** page — the whole bundle is one indexed expedition.
2. **Follow the colour chips to find your way.** Each part of the kit wears one colour + one picture + one word (so you can find it even before you can read every label). The **Missions** chip, the **Labs** chip, the **Stories** chip, the **Play** chip, the **Badges** chip.
3. **Use the Mission Board as a rhythm, not a rule.** It suggests one little thing a day for two weeks. Slower is fine. Faster is fine. Skipping around is fine.
4. **Recharge on purpose.** When your focus battery drops, pick one 30-second move from the **Brain-Break Menu**, then come back. A break is part of the mission, not a time-out.

5. A grown-up can read the back page. It explains how the codes and the Board work — no studying required.

Meet the flight crew

Crew	Their move	What they do
Notice	<i>Slow looking</i>	Names what you SEE before you say why. Most wonder lives in the noticing.
Inkling	<i>First-guess hunch</i>	Your guess is INFORMATION, not a final answer — say it out loud.
Ponder	<i>Deepen the question</i>	"What does that even mean?" is the foundation, never the failure.
Linger	<i>Stay with not-knowing</i>	Some good questions take days; the best take years. Patience is a skill.
Revise	<i>Change your mind</i>	Being wrong is how knowledge MOVES. Fixing a guess is the proudest move.
Compare	<i>The fair test</i>	Change ONE thing, keep the rest the same — that's how you know what did it.
Measure	<i>Turn it into a number</i>	A fuzzy word becomes a number anyone can check.
Sort	<i>Group by one rule</i>	Classify by a single rule and the pattern pops out.
Ditto	<i>Do it again</i>	Once could be luck; twice starts to be true. Replicate to be sure.
Jot	<i>Write it down NOW</i>	Record the moment it happens, so a day-old fact is not lost.
Lumen	<i>Mission director</i>	Your guide at the console. Frames each move; never hands you the answer.

How Mission Control works

Mission Control colour chips

The activity codes

Big Days

The Mission Board

Brain-Break Menu

Your badge

For the grown-up

Mission Control colour chips

Every part of your kit wears one colour, one picture, and one word — so you can find it fast.

**M****Missions**

The daily questions — in the CuriosityQuest app and the Activity book.

**L****Labs**

Hands-on experiments — the At-Home Lab Book plus the in-app Circuit Lab and Buoyancy Lab.

**S****Stories**

Meet the crew — one illustrated storybook chapter per crew member.

**P****Play**

Games in the app — Word Games, Flash Cards, Trick Questions, and Focus.

**B****Badges**

The Big Days panel and your Mission-Complete certificate.

The activity codes

When any part of the kit shows a code, look it up here. That is how a pile of pieces becomes ONE indexed mission.

Code	Activity	Chip	Where to find it
M1–M16	Daily-question missions	M	App › Missions · Activity book
L1–L10	At-Home Lab experiments	L	Lab book (🔬)
L–C	Circuit Lab	L	App › Circuit Lab
L–B	Buoyancy Lab	L	App › Buoyancy Lab
S1	Notice — slow looking	S	Storybooks (📖)
S2	Inkling — the first hunch	S	Storybooks (📖)
S3	Ponder — the deep question	S	Storybooks (📖)
S4	Revise — changing your mind	S	Storybooks (📖)
S...	...one per crew member	S	Storybooks (📖) · Meet the cast
P1	Word Games	P	App › Word Games
P2	Flash Cards	P	App › Flash Cards · Flash-card book
P3	Trick Questions	P	App › Trick Qs
P4	Focus	P	App › Focus
B	Brain-break menu	B	This booklet, page →

Big Days

Milestones worth a badge. Reach one and colour it in.



Day 1 Liftoff

Ask your very first mission question out loud. That's it — you've launched.



Day 3 First Fair Test

Run one lab where you change only ONE thing (Compare's move). Fair-tester badge.



Day 7 Curiosity Streak

A whole week of daily questions. Curiosity is now a habit, not a task.



Day 10 Do-It-Again Day

Repeat one experiment from earlier (Ditto's move). Twice starts to be true.



Day 14 Changed-My-Mind

Find one thing you guessed wrong and FIXED (Revise's move). The proudest badge.



Day 30 Mission Complete

Fill in your certificate. You are a certified Curiosity Explorer.

The Mission Board

A suggested two-week rhythm — one small block a day. Do them in any order; slower or faster is fine. Codes point to the Activity Codes page.

Day 1

M1 Ask today's question

S1 Meet Notice

Day 2

M2 Daily question

B One brain break

Day 3

L1 First lab (fair test)

S2 Meet Inkling

Day 4

M3 Daily question

P1 Word Games

Day 5

M4 Daily question

M1 Revisit M1 from memory

Day 6

L2 A lab

B One brain break

Day 7

M5 Daily question

S3 Meet Ponder

Day 8

M6 Daily question

P2 Flash Cards

Day 9

L3 A lab

M2 Revisit M2 from memory

Day 10

L2 Repeat a lab (Ditto)

B One brain break

Day 11

M7 Daily question

S4 Meet Revise

Day 12

M8 Daily question

P3 Trick Questions

Day 13

L-C Circuit Lab

M4 Revisit M4 from memory

Day 14

M9 Daily question

B Pick your favourite break

Brain-Break Menu

Battery low? Pick one, do it, come back. A break is part of the mission — never a time-out.



Balloon Breath

30s

Breathe in for 4, hold for 2, out for 6. Watch an imaginary balloon fill and empty three times.



Big Stretch

30s

Reach for the ceiling, then touch your toes, then twist gently left and right.



Shake-Out 5-4-3

20s

Shake your right hand 5 times, left 4, right foot 3, left 2, whole body 1.



Window Gaze

30s

Look at the farthest thing you can see and name three colours out there. Rests your eyes.



Wonder Walk

60s

Walk to another room and back, noticing ONE new thing you never noticed before (Notice's move).



Silly-Face Reset

15s

Make the silliest face you can for 5 seconds, then the calmest. Shake off the giggles.



Count-Down Calm

20s

Count backward from 10 to 1, slowly, tapping one finger for each number.



Big Yawn

15s

Do one huge pretend yawn and a long slow blink. Tells your brain it's safe to focus again.

Your badge



Curiosity Explorer

This certifies that Commander

has commanded a full curiosity mission — asked, tested, changed
their mind, and wondered on.

— *Lumen, Mission Director*

For the grown-up

Mission Control is the onboarding “Volume 1” for the whole CuriosityQuest kit. Its job is wayfinding, not teaching: it turns a pile of separate pieces (app missions, the Lab Book, storybooks, games) into one navigable expedition your child can steer.

The codes make one product out of many pieces. Every activity carries a short code (M/L/S/P/B). When your child sees “M3” in the app or “L1” in the Lab Book, they can find it here. The codes are how a bundle of PDFs and app screens becomes ONE indexed mission.

The Mission Board is a rhythm, not homework. It suggests one tiny block a day, and it deliberately revisits earlier missions “from memory” — that spacing is the single best-evidenced way to make learning stick. There is no penalty for skipping a day or going out of order.

Brain breaks are part of the work. The menu offers 15–60-second resets, boundary-placed (between activities, never mid-task). They are calm by design — no timers-that-fail, no streak-guilt. A reset restores focus; it is not a reward to be earned or lost.

Curiosity is practised, not inborn. The crew models thinking MOVES anyone can practise — slow looking, fair tests, changing your mind. Please avoid “you’re so smart” praise; celebrate the MOVE (“you changed one thing at a time — that’s a real fair test”). No question is a stupid question.

Balance the screen and the world. Half the codes (Labs, Wonder Walks, Brain Breaks) happen OFF the screen, on purpose. The app is a launchpad; the mission happens at the kitchen table and out the window.

Keep exploring online

Play it now



Meet the cast



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