

FlightForge — Concept Poster

Print this and pin it up — an at-a-glance map of the FlightForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

Spark & Anvil is a 501(c)(3) public charity. Every app, story, and book is free, forever — no ads, no in-app purchases, no tracking. Released under Creative Commons BY-NC-SA 4.0 for educational reuse.

Meet the cast — and what each one teaches

Character	What they carry
Wing	Lift generation — airfoil + camber + Bernoulli AND Newton both-right complementary
Drag	Resistance — drag isn't bad, drag is information; shape-fights-air conversation
Thrust	Propulsion — every engine just throws air the wrong way (propeller/jet/rocket same trick different scale)
Yaw	Vertical-axis control — the rudder is the POLISH on the turn not the steering
Tail	Horizontal + vertical stabilizer family — quiet-control-from-the-back; the tail is why your paper plane goes straight

Key ideas at a glance

The big concepts this cast helps you master:

- The Four Forces of Flight — Understanding What Makes Things Fly
 - Airplane Parts and Controls — Anatomy of an Aircraft
 - Aerodynamics and Wing Design — Shaping the Sky
 - Engines and Propulsion — The Power of Flight
 - Weather and Navigation — Flying Through the Atmosphere
 - History of Aviation — From Wright Brothers to Space
 - Aircraft Design and Engineering Challenges
 - Capstone — The Future of Flight and Aerospace Innovation
 - Aviation & Flight
 - Four Forces of Flight
-

Keep exploring online

- **Play it now:** <https://sparkanvil.org/play/flightforge>
- **Meet the cast:** <https://sparkanvil.org/cast/flightforge>
- **More free books:** <https://sparkanvil.org/books>