

# NumberSense — Concept Poster

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

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## Meet the cast — and what each one teaches

| Character              | What they carry                                                                                                                                               |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Estimator Ernie</b> | Confidently approximate; the first-guess advocate                                                                                                             |
| <b>Pivot Pia</b>       | Deceptively casual question-flipper; reframes the prompt                                                                                                      |
| <b>Ratio Rio</b>       | Per-something specialist; rate thinker                                                                                                                        |
| <b>Splitter Sasha</b>  | Make-10 and place-value specialist; benchmark builder                                                                                                         |
| <b>Nudge Nora</b>      | Compensation — nudge a number to a friendly round one, do the easy math, then give back exactly what you borrowed.                                            |
| <b>Doubler Della</b>   | Doubling and halving — to multiply, double one number and halve the other; the product stays the same while one side gets friendlier.                         |
| <b>Landmark Lena</b>   | Benchmark numbers — judge any number by how it sits next to friendly landmarks like 0, a half, 10, 50, and 100.                                               |
| <b>Factor Fiona</b>    | Factors and multiples — every number is built from smaller numbers multiplied together, and seeing the building blocks makes hard arithmetic come apart.      |
| <b>Gap Gus</b>         | Constant difference — subtraction is the gap between two numbers; slide both the same amount and the gap stays the same, so you can land on friendly numbers. |
| <b>Bridge Bao</b>      | Derived facts — reach a fact you don't know by taking one short step out from a fact you do.                                                                  |

## Keep exploring online

- Play it now: [https:// sparkanvil.org/play/numbersense](https://sparkanvil.org/play/numbersense)
- Meet the cast: [https:// sparkanvil.org/cast/numbersense](https://sparkanvil.org/cast/numbersense)
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