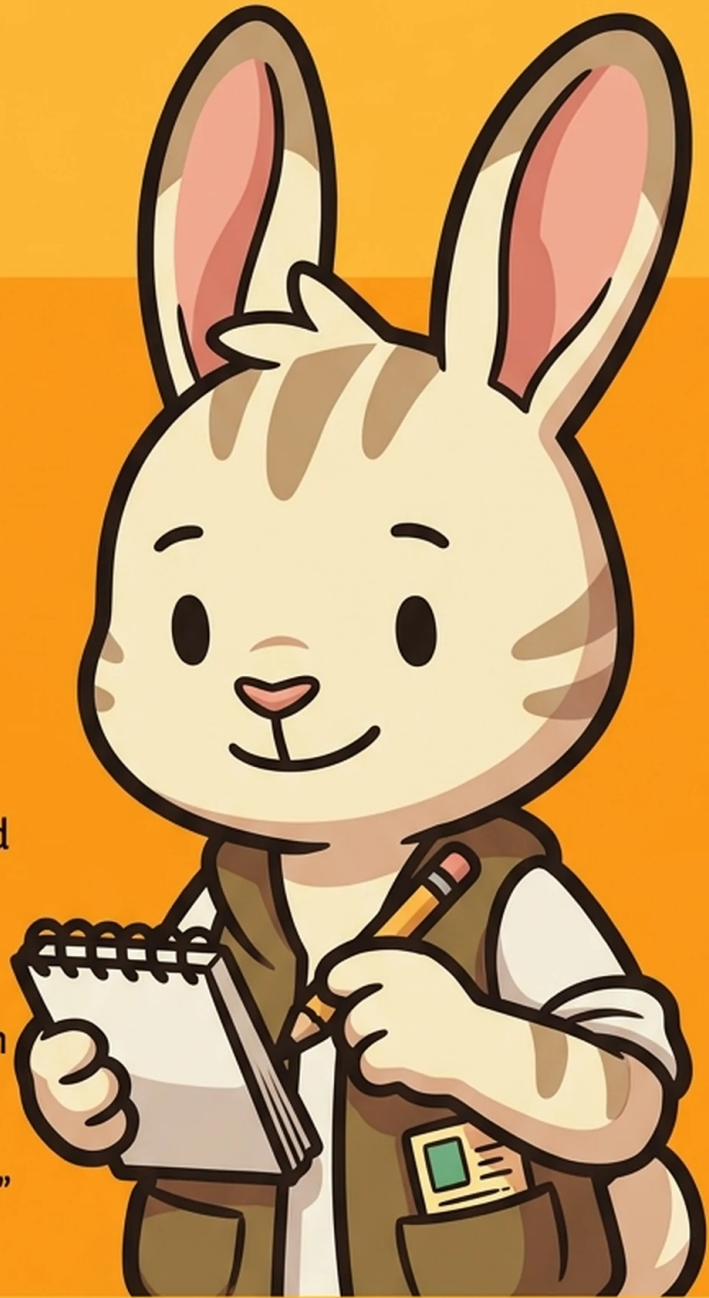


## CHARACTER IDENTITY

See is a careful hare-tween, matchin perked up, her fur is warm cream with soft meadow-brown stripes. Wears chunky apprentice vest with a small notebook special observation card into its pockets. Has simple, communicative features and warm, friendly expression.

Holding her notebook and pencil, actively writing down observations to telegraph her curricular primitive of "LOOK-FIRST-TALK-LATER."



# Labsmith

## *Meet the Cast*

STANDARD EDITION

## Spark & Anvil

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This book collects 4 chapter books from the Labsmith cast — each character embodies a different curricular primitive; together they teach the full subject.

Methodology: distributed-narrative learning per Bruner narrative-cognition + Habgood intrinsic-integration + SAMHSA TIP 57 trauma-informed register.

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*For everyone who learns by hearing a story first.*

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# Introduction

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The Labsmith cast was authored to embody the curriculum, not decorate around it. Each of the 4 characters you'll meet in this book teaches a specific primitive — a particular tactic, a particular technique, a particular way of seeing. Together they form an ensemble: the cast IS the curriculum.

Read in any order. Each chapter stands alone.

Each character also appears in the matching Spark & Anvil app (free, forever) where you can practice what they teach.

— *The editors at Spark & Anvil*

# About Spark & Anvil

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Spark & Anvil is a 501(c)(3) public charity. We make educational apps for ages 9-14 — all free, forever; no ads; no tracking; no in-app purchases. Labsmith is one of 140+ apps in the portfolio.

## More chapter books from Spark & Anvil

Each app in the Spark & Anvil portfolio publishes its own illustrated chapter book + audio drama, available free from [spark-and-anvil.com/books](https://spark-and-anvil.com/books). Highlights include:

- **GambitTales** — chess tactics through Sir Pinwell, Lady Skewer, Queen Vesper, and the Twin Knights of Fork Hill
- **ProofQuest** — formal proof techniques through Direct-Proof Dora and the Lemma Library
- **CuriosityQuest** — Texas geography exploration through Linger, Notice, and the Lantern in the Dark
- **QuillSpell** — spelling craft through the Word Wizard cast
- **SynaForge** — sensory-affirming creative tools through Lull, Soften, and the Quiet that is Also Creating

## Methodology

Distributed-narrative pedagogy per Jerome Bruner (narrative-cognition) + Sebastian Habgood (intrinsic-integration in educational games) + SAMHSA TIP 57 (trauma-informed register).

Trauma-informed-design framework per Eggleston et al. (2025) and Stoltenburg et al. (2024).

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