



LetterTots

Meet the Cast

STANDARD EDITION

Spark & Anvil

Copyright & License

© 2026 Spark & Anvil (501(c)(3) public charity). Chapter text and illustrations licensed under CC BY-NC-SA 4.0. App software © Spark & Anvil — all rights reserved. Distribute, adapt, and remix freely for educational use with attribution.

This book collects 4 chapter books from the LetterTots 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.

Spark & Anvil is a 501(c)(3) public charity. All apps free forever; no ads; no tracking; no in-app purchases.

spark-and-anvil.com

For everyone who learns by hearing a story first.

Contents

[Copyright & License](#)

[Contents](#)

[Introduction](#)

Kea

Sono

Sono Sings the Sounds

Margo

Serif

[About Spark & Anvil](#)

[More chapter books from Spark & Anvil](#)

[Methodology](#)

[License](#)

Introduction

The LetterTots 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*

Kea

letter names — every printed letter has a name you can say



Kea was a green parrot who loved letters. Not the sounds yet — the *names*. To Kea, each printed letter was a little friend with a name, and saying its name felt like saying hello. "That's a B," Kea would say, tapping it. "Hello, B!"



Kea flew past a big red sign. "S!" Kea called. "That's an S, curvy like a snake." Kea didn't have to sound it out. Kea just *knew its name*, quick and sure, the way you know a friend's name across the playground.



A shy little finch pointed at a letter and whispered, "What's that one?" "That's an M," Kea said warmly. "Two little mountains — M." The finch tried it: "M." "Yes! Now you know its name too." One more letter-friend, learned.



Kea and the finch went name-spotting all day. "T!" "O!" "A!" Every letter they passed, they greeted by name. The more names they knew, the more the world seemed to say hello back — on signs, on boxes, on the sides of books.



At sunset Kea and the finch perched together and named their favorite letters one more time — B, S, M, T. Each one felt like a friend now, not a stranger.

Kea fluffed up, warm and proud. Knowing a letter's name was the very first hello. And Kea had a whole sky full of letter-friends to say hello to tomorrow.

Sono

letter sounds — each letter makes a sound you can say



Sono Sings the Sounds







As evening came, Sono and the sparrow sang their favorite sounds up to the first stars
— /s/, /b/, /m/, /t/ — soft and clear.

Margo

print awareness — words carry meaning and we read them left to right



Margo was an inchworm who lived on the pages of picture books. She had discovered something wonderful: the little marks on a page weren't just squiggles — they were *words*, and words *meant* something. And you read them by inching along, one way.



Margo climbed to the top of a page. "We start HERE," she said, at the very first word on the left. Then she inched to the right, word by word, all the way to the edge. Left to right — that's the way the words go.



A curious ant thought you could read a book any-which-way. "Not quite," Margo said kindly. "Start at the left, go to the right. Then drop down to the next line and do it again." She inched to show him — line by line, top to bottom. The ant followed, and suddenly the page made sense.



Margo pointed out something big. "Each word is made of letters, all in a row. And each word *says* something!" She inched under a word. "This one says *cat* — and look, there's a cat in the picture!" The marks and the meaning went together. Print carried a message.



By the end of the book, Margo and the ant had followed every line — left to right, top to bottom — all the way to *The End*.

Margo stretched, warm and proud. The page wasn't a mystery of squiggles anymore. It was full of words, and words were full of meaning — and she knew exactly how to follow them.

Serif

letter-shape discrimination — matching same letters and telling look-alikes (b/d) apart



Serif was a sharp-eyed mouse with a gift for spotting differences. Some letters looked so alike they tried to trick you — like b and d, or p and q. But Serif knew: look closely, and every letter shows you which one it really is.



Serif lined up a row of letters and found the matching pairs. "Here's an m... and here's another m — they're the SAME." She tapped them together. Matching same-shaped letters was like finding twins in a crowd.



Then came the tricky ones. A young mole mixed up b and d. "They look the same!" he groaned. "Look again," Serif said gently. "The b has its round belly on *this* side. The d has its round belly on the *other* side. Little difference, big clue." The mole looked — and saw it.



Serif made a game of the look-alikes. She'd hold up a letter, and the mole had to say if it was b or d, p or q. At first he was slow. But the more he looked for the *little difference*, the faster and surer he got.



By day's end, the mole could sort a whole pile — same letters together, tricky look-alikes told apart, b here and d there, no more mix-ups.

Serif twitched her whiskers, warm and proud. Telling almost-the-same letters apart took careful eyes. And now the mole had them — he could see the tiny difference that made each letter exactly itself.

About Spark & Anvil

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. LetterTots 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. 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).

License

© 2026 Spark & Anvil (501(c)(3) public charity). Chapter text and illustrations licensed under CC BY-NC-SA 4.0. App software © Spark & Anvil — all rights reserved. Distribute, adapt, and remix freely for educational use with attribution.

Cover art, chapter illustrations, and chapter text are reviewed for age-appropriate, trauma-aware content before publication. Audio drama transcripts available at spark-and-anvil.com/cast.