



StoryPals

Meet the Cast

STANDARD EDITION

Spark & Anvil



StoryPals

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 StoryPals 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](#)

[Webb](#)

[Meadow](#)

[Tangle](#)

[Trot](#)

[About Spark & Anvil](#)

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

[Methodology](#)

[License](#)

Introduction

The StoryPals 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.

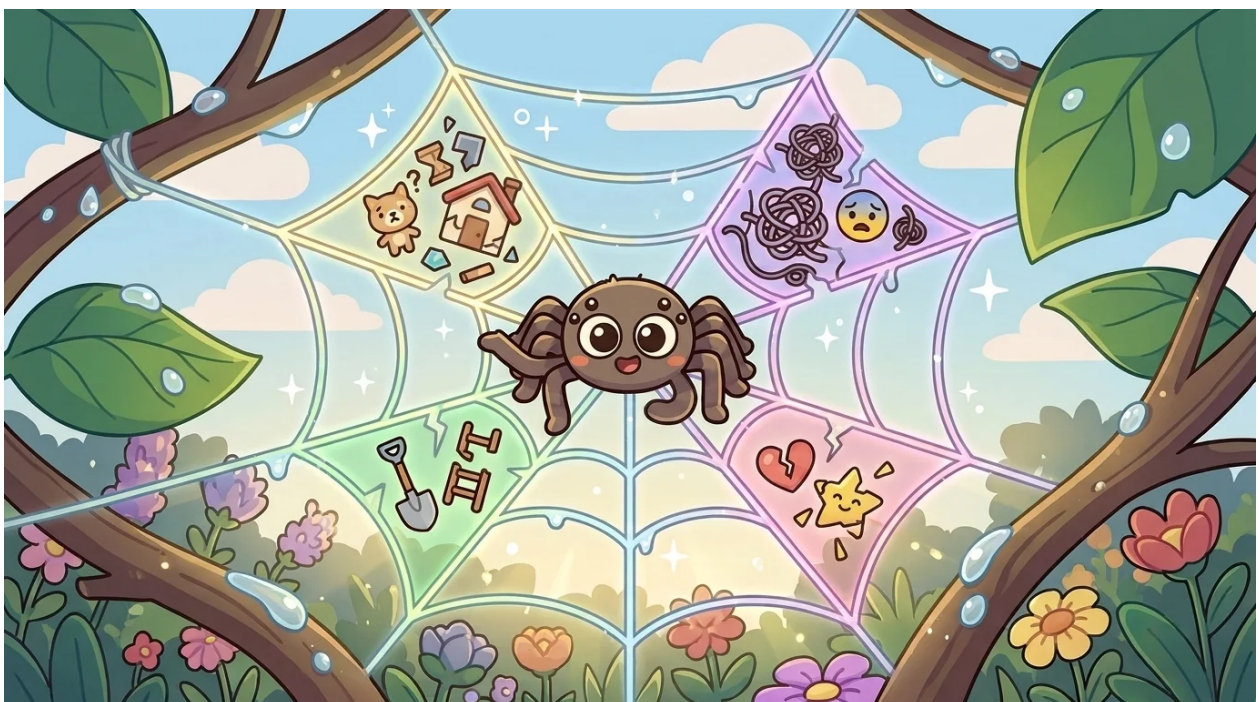
— *The editors at Spark & Anvil*

Webb

Holding a story together by its parts: who and where, the problem, what they tried, how it ended



Webb is a friendly little spider who spins the most wonderful webs. But Webb's webs aren't just for catching dew — they're for catching *stories*. Each shiny thread holds one part: here is *who and where*, here is *the problem*, here is *what they tried*, and here, at the end, is *how it all turned out*. Thread by thread, the whole story hangs together, sparkling.



Webb's friend Bud the bug just heard a wonderful story from Grandpa Beetle. Now Bud wants to tell it to little sister. But when Bud opens his mouth, the story tumbles out all in a jumble — the ending first, then the middle, then a bit that might be from a *different* story. Bud stops, cheeks warm. "It's all mixed up," Bud says. "I lost it."



"You didn't lose it," says Webb kindly. "It just needs its threads. Let's hang them up, one at a time. First: *who* was it about, and *where* were they?" "A lost duckling," says Bud, "by the big pond." "There's your first thread!" says Webb. "Now — what was *the problem*?" Bud's eyes light up. "The duckling couldn't find its mama!"



One thread at a time, Webb helps Bud hang the story up. The problem... then *what the duckling tried* (it quacked, it waddled, it asked a turtle)... then *how it ended* (its mama heard the quack and came running). Now Bud can see the whole thing. Bud turns to little sister and tells it — beginning, middle, end — all in order, all the way through. Little sister claps.



Bud tells it again that night, and again the next day, a little smoother each time. The story doesn't slip away anymore; Bud can hold it and hand it to anyone. A warm, full feeling settles in Bud's chest — the feeling of carrying a whole story inside you and getting to give it away. High above, Webb's web catches the last of the sunset, every thread in its place, humming softly with the story still hanging there.

Meadow

Every story starts with who it is about and where it takes place



Meadow is a soft-eyed little fawn who lives, of course, in a meadow. When Meadow begins a story, Meadow always starts the very same way: "This is a story about *someone*, and it happens *somewhere*." Meadow points a gentle hoof. "Who is it about? Where are they? Once you know those two things, the story has a place to stand."



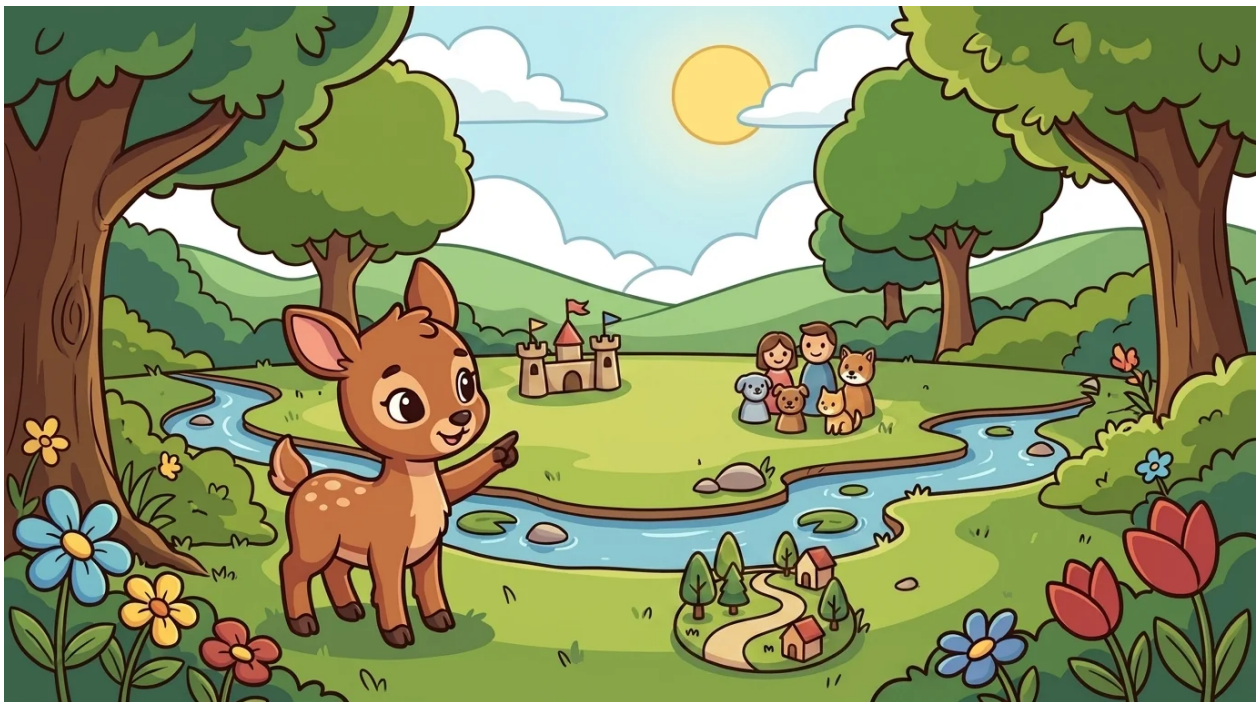
Meadow's friend Pib the sparrow is bursting to tell a story. "And then it jumped! And it was scared! And it ran away!" Pib chirps all in a rush. But Meadow tilts her head, puzzled. "Wait — who jumped? Where were they?" Pib stops. "Um..." Pib doesn't know how to answer. The story has action but nothing to hang it on, and Pib feels flustered.



"Let's back up to the beginning," says Meadow kindly. "First, *who* is your story about?" Pib thinks. "A little turtle!" "Wonderful. And *where* is the little turtle?" "By the river, on a warm rock!" Meadow smiles. "There — now I can see it. A little turtle, on a warm rock, by the river. Now tell me what happens."



And this time the story flows. "The little turtle was sunbathing on the rock by the river... when a big splash made it jump!" Pib beams — now that everyone knows *who* and *where*, the jumping and the splashing make sense. "It's like you built the stage first," Pib says, "and then the story could happen on it!"



Pib tells three more stories that day, and every one begins the Meadow way: someone, somewhere, first. Each story stands up clear and steady, easy for anyone to follow. A settled, sure-footed feeling fills Pib, the comfort of knowing right where you are. And Meadow, happy in her sunny meadow, listens to every one, seeing each little world take shape.

Tangle

Every story needs a problem: the tricky knot the characters have to work out



Tangle is a friendly little vine-snake whose long green body loops into the softest, curliest knots. But Tangle's knots aren't for tying things up — they're for *stories*. "Every good story has a knot," Tangle says, curling into a loop. "A problem. A something-went-wrong. The knot is the tricky bit the characters have to work out — and it's what makes you lean in to find out what happens."



Tangle's friend Ovel the owlet is telling a story, but Ovel keeps yawning halfway through — and so does everyone listening. "The bunny woke up. The bunny had breakfast. The bunny took a nap." Ovel frowns. "Why is my story so... *boring*? Nothing feels exciting." The story just drifts along with nowhere to go.



"It's missing its knot," says Tangle gently. "Nothing's gone wrong for the bunny — so there's nothing to wonder about. Let's tie one in. What if, when the bunny reached for breakfast... the carrots were *gone*?" Ovel's eyes pop wide. "Gone? Who took them?!" "*Exactly*," grins Tangle. "Now you want to know what happens next. That's the knot doing its job."



Ovel tries again, with the knot in place. "The bunny woke up hungry — but the whole basket of carrots had *vanished*! Little paw-prints led right out the door..." And now everyone leans in close, ears up, wanting more. The story that was flat a moment ago is suddenly *pulling* everyone along. "They're actually listening!" Ovel whispers, thrilled.



Ovel spends the whole evening tying knots into stories — a lost key, a strange noise, a door that won't open — and every single one crackles with excitement. A bright, buzzing, can't-wait-to-find-out feeling fills Ovel right up. And Tangle loops into a happy, curly coil, delighted that a good problem is exactly what makes a story come alive.

Trot

A story goes in order, one step then the next, and you can guess what comes next and why



Trot is a cheerful little pony who moves through a story the way Trot moves across a field: one step, then the next, then the next — in order, never skipping. "A story is a path," Trot says, trotting in place. "First this happens, *then* that happens, *then* the next thing. And if you know the steps so far, you can even guess where the path is heading — and *why*."



Trot's friend Bibi the beaver-kit is trying to retell a story, but the steps come out all shuffled. "The cake was yummy! Then they mixed the batter! Then they were hungry!" Bibi stops, frowning. "That's not right... you can't eat the cake before you make it. But I can't get the order straight." The pieces are all there, just tumbled out of place.



"Let's walk it step by step," says Trot gently. "What's the *first* thing? They were hungry. Good — step one. What would they do next, *because* they were hungry?" Bibi thinks. "Make a cake! Mix the batter, then bake it!" "And *then*?" "Then it's ready — then they eat it!" Each step leads to the next, like hoofprints in a row.



Now Bibi lays the steps down in order: hungry, then mix, then bake, then eat. It flows! And Trot asks one more thing: "The cake's in the oven, smelling wonderful — what do you think happens *next*?" Bibi grins. "They wait by the oven... because they can't wait to taste it!" Bibi guessed it — and it made perfect sense.



Bibi retells three stories that afternoon, each one in perfect order, guessing each next step before it comes. The pieces stop tumbling and start *clicking* into place, one after another. A bright, tidy, everything-fits feeling fills Bibi right up. And Trot trots a happy little loop, pleased as can be that Bibi found the path and can follow it all the way to the end.

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. StoryPals 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.