



# **TerraVoyage**

## ***Meet the Cast***

### **Standard Edition**

# Spark & Anvil

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This book collects 5 chapter books from the TerraVoyage 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 TerraVoyage cast was authored to embody the curriculum, not decorate around it. Each of the 5 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. TerraVoyage 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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