

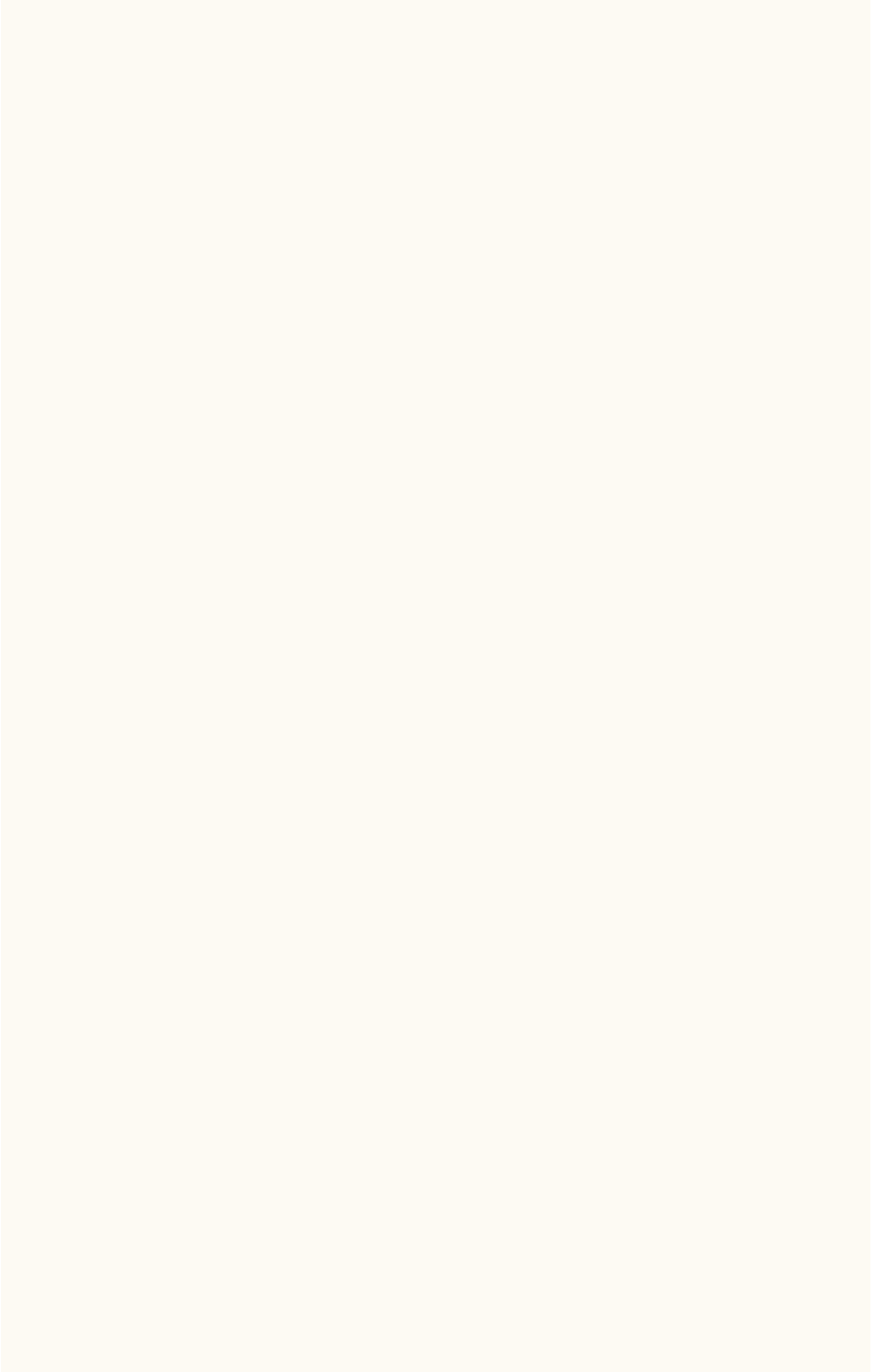


Spark & Anvil

# Numberverse

*M* *eeet the Cast*

[spark-and-anvil.com](http://spark-and-anvil.com)



 Numberverse cover



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This book collects 5 chapter books from the Numberverse 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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\*For everyone who learns by hearing a story first.\*

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# Introduction

The Numberverse 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*

# Mirror

**N**EGATIVE NUMBERS – reflection across zero on the number line. Negative 3 is the mirror image of positive 3: same distance from zero, opposite direction.

 Beat 1 illustration

# Chapter 3 — Mirror and the Glass-Maker's Daughter



**B**eat 2 illustration

Mirror grew up in a special town. It was a glass-making town.



Beat 3 illustration

The town was called *Reflection*. It sat right on the kingdom's western coast. Reflection had been famous for its glass for hundreds of years. The sand there was very fine. The potash, which came from seaweed, was very pure. This made the glass truly amazing. Glass blown in Reflection's workshops was the clearest in three whole kingdoms. The town's main export was mirrors. They made small hand-mirrors. They made big parlour-mirrors. Fancy vanity-mirrors, too. Sometimes, a rich noble would order a huge mirror for their house.



Beat 4 illustration

Mirror's father ran a big workshop. His name was *Verre*. It meant "glass" in his family's old language. His workshop was on the harbour side of Reflection. It was one of the biggest. Verre silvered the back of each glass sheet himself. He put fancy walnut frames on the mirrors. Then he took them out. Some went by wagon. Others went by boat.



Beat 5 illustration

Mirror's real name was *Lia*. But everyone called her Mirror. They started calling her that when she was eight. She was the second of three children. Lia grew up right in the workshop. There were always so many mirrors there. Twenty to forty finished mirrors leaned against the walls. They waited for their frames. In the right light, the workshop was amazing. It was also a bit much! You saw reflections of reflections of reflections.

**Listen along + meet more of the cast at:**

 QR code

<https://spark-and-anvil.com/cast/numberverse/mirror>

# Skip

**S**KIP-COUNTING AND MULTIPLES — counting forward by fixed steps (2, 4, 6, 8...) instead of by ones. Multiplication is skip-counting compressed into a single operation:  $4 \times 7$  means counting by sevens, four times.

 Beat 1 illustration

Skip grew up as a *shepherd*.


This is, in the kingdom — which has more towns than fields and more shopkeepers than farmers — *unusual*. Most academy children grow up in towns. Most academy faculty grow up in counting-houses, scribe-halls, or workshop families. Skip grew up in *open hill-pasture*, ten miles east of the small village of *Tally*, with her family's flock of three hundred and forty-two sheep.

She does not, even today, remember a time when she did not count sheep.

The job of counting the sheep fell to whichever family member was awake first, which from the time Skip was six was *always Skip*. Sheep, in the family's tradition, were counted in the pre-dawn dark — before they left the night-pen, before they spread out across the pasture, when they were still bunched together and could be counted accurately.

Three hundred and forty-two sheep is a lot of sheep to count.

In the pre-dawn dark.

 Beat 2 illustration

When you are six.

Skip — whose given name was *Wren*, though she had been called Skip since she was nine — started out, of course, counting one at a time. *One, two, three, four, five...* The sheep moved. The count was easy to lose. The count was hard to recover. By the time Wren was eight she could count to a hundred reasonably well, but she was *bored*.

She started to cheat. She did not, at first, call it cheating. She called it *speeding up*.

She would count *one, two*, then point at the next two sheep and say *three, four*. Then she would point at the next two and say *five, six*. The sheep had not changed. The count had changed. She was counting two at a time. *By twos*.

She tried it the next morning. It worked. She got to a hundred sheep in *fifty counts*. She still got to a hundred. The sheep had not noticed.

She tried counting by threes. She tried counting by fives. By the time she was nine her father — who had thought about teaching Wren formal arithmetic and had decided she did not yet need it — heard her one morning at the night-pen reciting:

*"Seven, fourteen, twenty-one, twenty-eight, thirty-five, forty-two, forty-nine, fifty-six, sixty-three, seventy, seventy-seven —"*

He stopped. He listened. He had never heard a nine-year-old count by sevens at speed.

 Beat 3 illustration

He said: *"Wren. How did you learn that?"*

Wren said: *"It is faster. The sheep do not know the difference. I count by sevens. I get to three hundred and thirty-six in forty-eight counts. Then I count the last six sheep one at a time. The whole flock takes me about half as long."*

Her father, who was not an academy man but was a thinking man, sat down on the night-pen fence. He said: *"Wren. You are doing multiplication."*


Wren did not know this word. She said: *"What is multiplication?"*

Her father said: *"It is when you count one number a certain number of times. Forty-eight sevens is three hundred and thirty-six. Which is what you just said. You are multiplying forty-eight by seven without writing it down."*

Wren said: *"I am only skipping."*

Her father smiled. He said: *"Yes. Skipping is multiplication. They are the same thing. The academy people write it  $48 \times 7$  and they get the same answer. You are doing it in your head while you count sheep. That is the same operation."*

Wren considered this. She said: *"What about  $48 \times 8$ ?"*

 Beat 4 illustration

Her father said: *"Try it. Count by eights forty-eight times."*

Wren did. She got to three hundred and eighty-four. (She started over twice; eights are harder than sevens.) Her father wrote  $48 \times 8 = 384$  on a slate. The two answers agreed.

Wren was hooked.

By the time she was thirteen she could count by any number up to twelve. By the time she was fifteen she could compute any times-table answer for digits one through twelve, in her head, without paper. The family stopped asking her to count sheep; they had her compute the family's grain requirements instead.

When she was eighteen she encountered the academy through a travelling scholar. The scholar said: "*You should not be counting sheep. You should be teaching multiplication.*" Wren had not thought of this. She thought about it. The next year she walked the ten miles to Tally, took the wagon to the next town, then a boat to the academy capital. She arrived. She demonstrated. She was admitted.

She has been at the academy for thirteen years. She is now called Skip — even by her father, who visits twice a year. She still calls multiplication *skipping*. The academy has, over the years, come to use her terminology with younger children, because younger children understand *skip-counting* before they understand *multiplication*. It is the same operation. Skip's word is the kinder one.

In her classroom, she begins every first-day lesson the same way. She writes on the board: *2, 4, 6, 8, 10*. She says: "*What comes next?*"

The children — always — say twelve.

 Beat 5 illustration

Skip says: *"Yes. How did you know?"*

The children — always — say they were skipping by twos.

Skip says: *"That is multiplication. Multiplication is skipping. Two times five is ten, because you skip by two, five times, and you land on ten. There is no other secret. The whole times-table is built this way."*

The children — always — look surprised. They had been told multiplication was a difficult thing. Skip is telling them it is just skip-counting, which they have been doing since they were five.

Skip smiles. She is energetic, forward-leaning, often counting under her breath when she is bored. She says: *"It is not a difficult thing. It is just faster than counting one at a time. Sheep taught me. The sheep are still in the hills counting themselves, very slowly, one by one. They do not yet know about skipping."*

When children ask whether multiplication is hard, Skip always says the same thing:

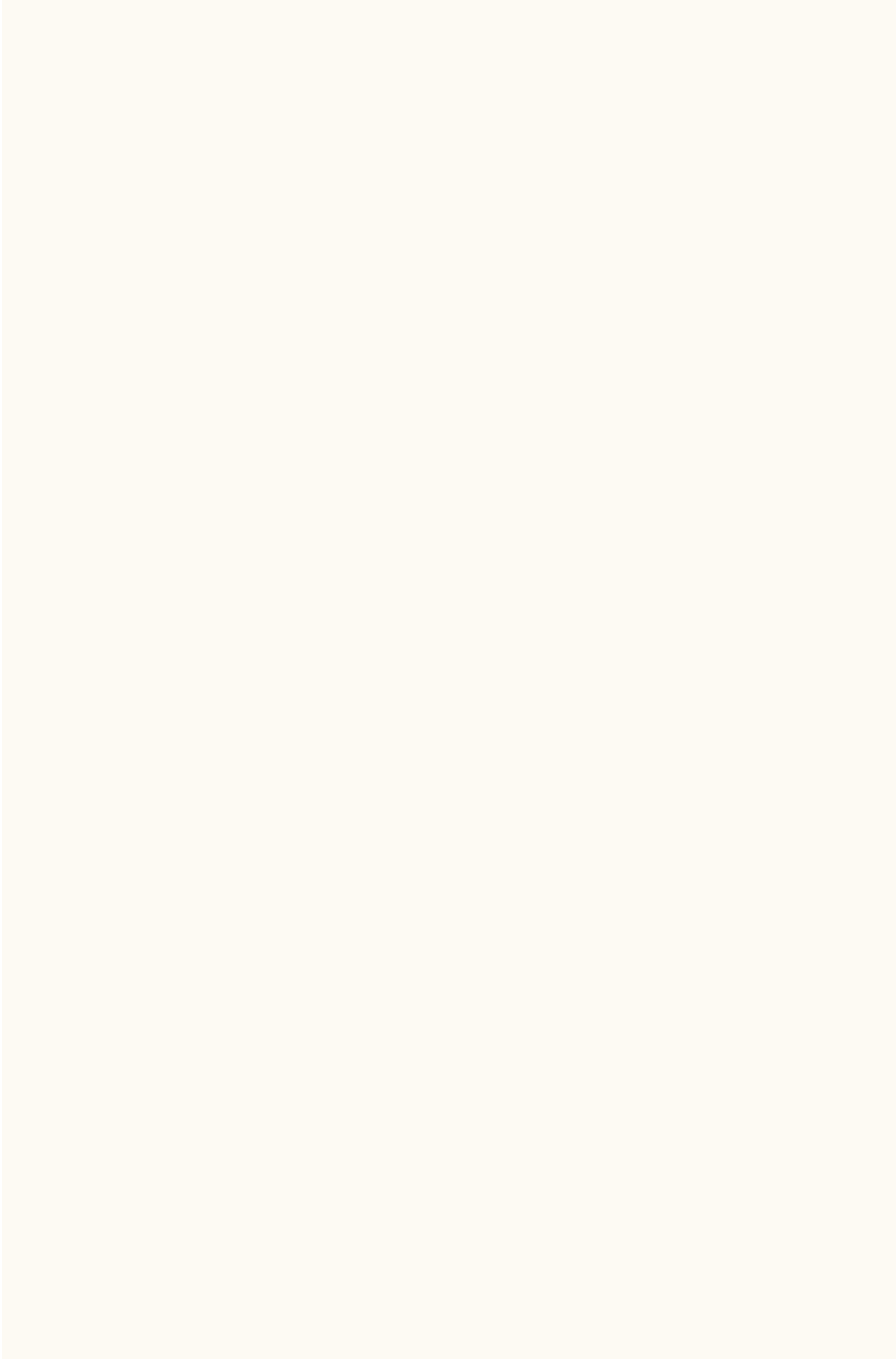
*"It is not hard. It is just skipping. Pick a number to skip by. Count how many skips. The landing place is the answer. That is everything about multiplication."*

She still goes home to Tally twice a year. She still counts the sheep — but only at supper, with her father, and only as a joke. The sheep, she has noticed, are very much the same.

**Listen along + meet more of the cast at:**

 QR code

<https://spark-and-anvil.com/cast/numberverse/skip>



# Tenfold

**P**LACE VALUE — each position in a written number is worth ten times the position to its right. The number 347 is 3 hundreds + 4 tens + 7 ones; this is positional notation.

 Beat 1 illustration

Tenfold was, for nineteen years, *a counting-house clerk*.

The counting-house was in the town of *Decimal*, which was a market town in a river valley and had — even in the kingdom's standards, where market towns were common — *an unusually large counting-house*. The counting-house tallied grain shipments, wool bales, salt barrels, and copper ingots for every merchant in three provinces. The volume of counting was, by *Decimal's* standards, *enormous*. On a busy autumn day, the counting-house clerks would tally tens of thousands of individual items.

Tenfold — whose given name was *Dec*, though everyone called her Tenfold after her tenth year as a clerk because she was uncannily good at the central tool of the trade — was the senior clerk in her counting-house's third room. The third room handled grain. Grain was, of all the things the counting-house tallied, *the most numerous*. A single grain shipment could be ten thousand bushels.

 Beat 2 illustration

The central tool of the counting-house was *the bead-frame*.

A bead-frame, in Decimal's tradition, was a wooden rectangle the size of a tea-tray. It had ten horizontal wires stretched across it. Each wire held ten wooden beads. The bottom wire was *the ones*. The wire above it was *the tens*. The wire above that was *the hundreds*. And so on, up to ten million on the top wire.

To count items, you slid beads from left to right along the appropriate wire. When the ones wire had ten beads on the right, you slid them all back to the left and slid *one* bead on the tens wire to the right. Ten ones became one ten. The principle continued upward. Ten tens became one hundred. Ten hundreds became one thousand. *Each position was worth ten times the position below it.*

This is *place value*. It is the foundation of how numbers are written.



Beat 3 illustration

Tenfold did not, in her first year as a clerk, know that this was a foundational principle. She knew only that the bead-frame *worked*. It worked very well. It let you tally enormous quantities with very few beads. (A hundred beads on a ten-wire bead-frame could represent a number as large as ten million.)

What Tenfold gradually understood — over years of tallying grain shipments, wool bales, copper ingots — was that *the bead-frame's logic was the logic of written numbers*. When you wrote the number 347 on a slate, you were writing a tiny bead-frame: the 3 was three beads on the hundreds wire, the 4 was four beads on the tens wire, the 7 was seven beads on the ones wire. The position of the digit *was* its wire. The digit *was* the count of beads on that wire.

This was, to Tenfold, *the deepest fact about numbers*. It was the reason ten different symbols (0 through 9) could express any number whatsoever, no matter how large. It was the reason you could add two enormous numbers by adding column-by-column. It was the reason you could multiply by ten by *shifting all the digits one position to the left*.

She thought about this for years. Every time she tallied. Every time she added a column. Every time she slid a bead.

When the NumberVerse academy — which was attached to the larger GeometryForge / EquationQuest / ProofQuest academy network — was looking for someone to teach place value to children, the counting-house master sent Tenfold's name. The academy master came to Decimal. He watched Tenfold tally a wool-shipment for half an hour. He invited her to teach. Tenfold, who was thirty-one and beginning to think her wrists needed a break from bead-sliding, accepted.

 Beat 4 illustration


She arrived at the academy carrying *her bead-frame*. The bead-frame had been hers for nineteen years. The wires were polished smooth where she had slid the beads. The beads were worn into a slight oval shape. She still uses it. It is the first thing she shows children in their first lesson on place value.

She sets the bead-frame on her desk. She slides three beads on the hundreds wire. She slides four beads on the tens wire. She slides seven beads on the ones wire. She turns to the class. She says: "*What number does this show?*"

The children — always — count it. Some count the beads one at a time and get 347. Some recognize the columns and read it immediately as three-hundred-forty-seven.

Tenfold smiles. She says: *"You read the columns. The columns are the value. Each column is worth ten times the column to its right. That is everything about how numbers are written."*

Then she shows them what happens when you slide ten beads onto the ones wire. The ones wire overflows. She slides all ten back to the left and slides *one* bead on the tens wire to the right. Seven ones became seventeen. Seventeen has a seven in the ones column and a one in the tens column. The bead-frame agrees with the written number.

 Beat 5 illustration

The children always gasp.

Tenfold says, in her even voice: *"Ten of any column becomes one of the next column to the left. That is the secret of place value. The number ten is built into the system."*

When children ask whether place value is hard, Tenfold always says the same thing:

*"It is not hard. It is positional. Each digit means something different depending on where it sits. The 3 in 347 is three hundreds. The 3 in 3,400,000 is three millions. Same digit. Different position. Different value. Ten times bigger for every position to the left."*

She slides a bead. The bead clicks. She has been sliding beads for twenty-six years.

**Listen along + meet more of the cast at:**

 QR code

<https://spark-and-anvil.com/cast/numberverse/tenfold>

# Tug

**I**NVERSE OPERATIONS — addition undoes subtraction; multiplication undoes division. Operations come in pairs that pull in opposite directions on the same number line.

 Beat 1 illustration

Tug grew up in a *rope-and-pulley household*.

His parents — *Hauler and Mariq* — ran a small workshop on the harbour-front of the coastal city of *Bollard*. The workshop built *block-and-tackle systems* for the city's harbour cranes. A block-and-tackle, for anyone who has not been on a harbour-front, is a system of ropes and pulleys that lets one person lift very heavy things by exchanging *force* for *distance*. If you pull ten feet of rope, the load lifts one foot. But the load can be ten times as heavy as the force you exert. It is one of the oldest mechanical-advantage tricks in shipbuilding.

The workshop smelled of *rope-oil and tar and salt*. The walls were hung with pulleys of every size — wooden pulleys, brass pulleys, big iron pulleys for the heavy cranes. The floor was always swept but always also coiled with rope. The workshop was, by harbour standards, *busy*. Cranes broke. Cranes needed re-rigging. Cranes were replaced. The workshop had a steady three-generation reputation for never letting a crane stay broken for long.

Tug — whose given name was *Lash*, though everyone called him Tug from the time he was two because he was always tugging on his parents' aprons — was the only child. He grew up in the workshop. He learned to walk on its sawdust floor. He learned to read by spelling out the names of the harbour-master's clients on shipping-bills. He learned to count by counting pulleys.

What he learned most deeply, however, was a principle his father stated *constantly*, every working day:

 Beat 2 illustration

*"Every pull has a counter-pull."*

This was the foundational principle of the workshop. Every rope that pulled in one direction had to be balanced by a rope (or a fixed-point, or a counter-weight) that pulled in the opposite direction. If the system was not balanced, *it would skid*. The crane would swing. The load would drop. The harbour would have an accident. Tug heard his father say this hundreds of times. Every time a rope was rigged, his father would *test the counter-pull* — pulling gently on the new rope in the opposite direction it was meant to bear, watching the system, feeling whether the balance held. Every rigging ended with a test of the counter-pull.

Tug, by the time he was twelve, understood the principle viscerally. *Every action had a counter-action. Every pull had a counter-pull. Every operation needed its inverse.*

When he was thirteen his mother — Mariq, who had been schooled at the academy in her own youth and who was the family's resident reader — handed him a book on arithmetic. The book had a chapter on in-

verse operations. Tug read it. He sat back. He said: *"Mother. The arithmetic does the same thing as the workshop."*

His mother said: *"What do you mean?"*

Tug said: *"Addition pulls a number up the line. Subtraction pulls it back down. They are counter-pulls. You add five, you have to subtract five to get back. That is the same as testing the counter-pull on a rope. The arithmetic has the counter-pulls built in."*

 Beat 3 illustration

His mother set down her sewing. She had a small smile. She said: *"Lash. That is exactly right. You have just understood inverse operations. They are why algebra works. They are why equations can be solved. Every operation has its undo. The undo is the counter-pull."*


Tug said: *"Multiplication and division?"*

His mother said: *"Counter-pulls. Multiply by three, divide by three to undo. The number returns. It is the same principle."*

Tug said: *"Squaring and square root?"*

His mother said: *"Same. Square a positive number, take the square root to undo (for the positive root). The number returns."*

Tug said: *"All of arithmetic works this way?"*

 Beat 4 illustration

His mother said: *"All of arithmetic. Every operation has an inverse. The inverses are why you can solve equations. The inverse is what you apply to get back to the variable. That is the whole trick of*

*algebra."*

Tug spent the next two years thinking about this. He still helped in the workshop. He still learned to splice rope. He still tested counter-pulls. But he had, his mother eventually realized, *decided what he was going to do with his life*. When he was sixteen he went to the academy. He spent four years there. He returned to Bollard. He spent two years helping his parents transition the workshop to his cousin (who is now the third generation to run it). He returned to the academy at twenty-two. He has been teaching inverse operations to children ever since.

In his classroom, he begins every first-day lesson the same way. He brings *a small wooden pulley* (from his parents' workshop; they sent him with one when he left at twenty-two; it has been in his pocket every working day for nine years). He sets it on the desk. He runs a length of red cord through it. He gives one end of the cord to a child on his left. He gives the other end of the cord to a child on his right. He says:

*"Pull the left side."*

The child on the left pulls. The cord moves through the pulley. The cord on the right grows shorter.

Tug says: *"Now pull the right side."*



Beat 5 illustration

The child on the right pulls. The cord moves back through the pulley. The cord on the left grows shorter. The system returns to where it started.

Tug says: *"Every pull has a counter-pull. Every operation has its undo. That is everything about inverse operations."*

Then he writes on the board:  $x + 5 = 12$ . He says: *"Subtract 5 from both sides. The plus-5 and minus-5 are counter-pulls. They cancel. You are left with  $x = 7$ ."*

The children — always — see it. They have just seen the pulley. They see the equation.

When children ask whether inverse operations are hard, Tug always says the same thing:

*"They are not hard. They are counter-pulls. Every operation pulls one way. Its inverse pulls the other way. To get back to the variable, apply the counter-pull. The arithmetic always returns."*

He still keeps the wooden pulley in his pocket. The children sometimes ask to hold it. He always lets them. He says: *"The pulley taught me. I am only passing it on."*

**Listen along + meet more of the cast at:**

 QR code

<https://spark-and-anvil.com/cast/numberverse/tug>

# Zeph

**Z**ERO PLACEHOLDER — zero's load-bearing role in positional notation. The difference between 7, 70, 700, 7000 is the zero holding the lower positions empty.



Beat 1 illustration

Zeph grew up next door to Tenfold.

This is, in retrospect, *consequential*. The two girls — Tenfold (whose given name was Dec) and Zeph (whose given name was, simply, Zeph; her parents had liked the sound) — lived in adjoining houses on the western edge of Decimal. They were the same age. They went to school together. They walked home together. They each watched the other's family at suppers and on holidays.

The two families could not have been more different.

Tenfold's family was *loud*. Her parents talked over each other at supper. Her three older brothers wrestled in the parlor. Her two younger sisters ran in the garden at all hours. The house was always full of motion and sound.

Zeph's family was *quiet*. There were six of them — Zeph, her two older brothers, her two older sisters, and her mother (her father had been a sailor who had died in a storm when Zeph was three; the family did not, in Zeph's lifetime, talk about him much). The older brothers were

busy. The older sisters were busier. Zeph's mother managed everything from a small chair by the kitchen window. Zeph was *the youngest, the smallest, and the quietest*.

She was, even by her family's standards, *exceptionally quiet*.

 Beat 2 illustration

She rarely spoke at supper. She rarely interrupted. She rarely asked for things. When her older siblings were arguing about who had to clear the table, Zeph cleared the table. When her older siblings were debating who had said what to whom on which day, Zeph went outside to the garden and pulled weeds.

She was, the family eventually realized, *the placeholder*. She was the quiet space between the louder children. She held the family together by *being where the noise was not*.

When she was eight, she asked the family scholar — a friendly old man who came to the house once a week to tutor the older children, and who always brought Zeph a small slate so she could practice writing while her siblings worked on harder things — a question that had been bothering her.

She said: *"How do you know 7 is different from 70?"*

The scholar paused. He set down his book.

He said: *"What makes you ask?"*

Zeph said: *"My brother said today that he bought 7 apples at the market. My sister said yesterday she bought 70 apples for the family. They are both numbers with a seven in them. They look almost the*

same. But one of them is ten times the other. How does the 7 know to be different?"

 Beat 3 illustration

The scholar smiled. He had been a scholar for forty years and he knew, when an eight-year-old asked a question like this, that the eight-year-old was *thinking*. He took out a slate. He wrote on it:

7


He said: *"This is seven. Read it."*

Then he wrote:

70

He said: *"This is seventy. Read it. What is the difference?"*

Zeph looked. She said: *"There is a 7 and a 0."*

 Beat 4 illustration

The scholar said: *"And what does the 0 do?"*

Zeph thought for a long moment.

She said: *"It makes the 7 move."*

The scholar's eyes widened. He said: *"Move where?"*

Zeph said, slowly, working it out: *"To the left. The 7 used to be in the ones place. The 0 made it move to the tens place. The 0 is holding the ones place empty. The 7 went up. The 70 is ten times bigger because the 7 is one position to the left."*

The scholar set down his slate. He looked at Zeph for a long time. Then he said: *"Yes. That is exactly right. You have just understood one of the most important inventions in the history of writing numbers. The zero is not nothing. The zero is somewhere being empty. It holds the lower positions open so the higher digits keep their meaning. Without the zero, you would have no way to tell 7 from 70 from 700. The zero is what makes positional notation work."*

Zeph nodded. She did not say anything for a while. She thought about it. The next morning, when she walked to school with Tenfold (then still called Dec), she explained to Tenfold what the scholar had said. Tenfold listened. Tenfold said: *"That makes sense. The bead-frame works the same way. An empty wire is still a wire. It still counts as a position."* They walked the rest of the way to school in quiet agreement.

That conversation, Zeph eventually said as an adult, was the moment she became *who she was*. She was not the quiet child who was overlooked. She was the placeholder. The quiet held things together. *Being empty in a position was not nothing. It was exactly the right thing to be.*



Beat 5 illustration

She studied numbers for the next twenty years. She joined the academy when she was twenty-eight. She has been teaching the zero ever since.

In her classroom, she begins every first-day lesson the same way. She writes on the board: 7. She writes below it: 70. She writes below that: 700. She turns to the class. She says: *"What is the same? What is different?"*

The children — always — say the 7 is the same. The position is different. The zeros at the end are different.

Zeph smiles. (Her smiles are small but warm.) She says: *"Yes. The 7 is the same. The 0 is doing the work of holding the lower position empty so the 7 can be in a higher position. Without the 0, you would have no way to tell these three numbers apart. The 0 is doing more work than the 7."*

When children ask her whether the zero is hard to understand, Zeph always says the same thing:

*"It is not hard. The zero is somewhere being empty. Once you see that, the rest of arithmetic makes sense."*

She still goes home to Decimal twice a year. She still walks the road between her old house and Tenfold's old house. She still does not say much at supper.

She does, however, hold the family together.

**Listen along + meet more of the cast at:**

 QR code

<https://spark-and-anvil.com/cast/numberverse/zeph>

# 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. Numberverse is one of 140+ apps in the portfolio.

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- **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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