

# CQE Role■Playing Scenes Pack — v1.0

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## How to use this pack

Pick any scene, lay out the props, and follow the blocking. Each scene ends with a ledgerable artifact and a tiny 4■bit receipt. Use the worksheets to standardize record■keeping. The geometry (octet, parity, mirror) governs correctness; your labels stay provisional until committed.

# Scene 0: Orientation: The CQE Spine Live

## What it teaches (learning targets)

- See the full loop: Octet → Mirror →  $\Delta$ lift → Strict → 4bit receipts.
- Understand standins (tokens) vs. form (geometry) vs. meaning (labels).
- Learn how a 2minute paper run creates a reproducible ledger row.

## Props & setup

Room	One table, 8 colored pens, tape wall for overlays.
Paper kit	Octet sheet, DNA10, 4bit sticker, ledger page.
Instruments	None (paperonly).
Safety	N/A

## Blocking (5–15 minutes)

- Pick a tiny question ( $\leq 1$  min).
- Mark 8 views (colored boxes), set a palindromic REST.
- Run a forward↔inverse mirror; circle mismatches (red).
- Write a  $\Delta$ lift (local identity) to fix one mismatch; remirror.
- Tighten one metric (strict ratchet), shade a 4bit receipt; log ledger.

## Ledger hook (what gets recorded)

— form\_id, octet map, mirror tolerance,  $\Delta$ lift note, strict threshold, 4bit.

## Handins (artifacts to keep)

- ✓ Filled octet, mirror ticks,  $\Delta$ lift card, 4bit stickered ledger row.

## Debrief (2–3 prompts)

- Which view dominated debt?
- Was the  $\Delta$ lift local and monotone?
- Would a different mirror have failed?

# Scene 1: $n=1 \rightarrow n=5$ : The Hinge that Forces the Octad

## What it teaches (learning targets)

- $n=1 \rightarrow 2$  enforces first parity lane;  $n=2 \rightarrow 3$  sets up the second lane;  $n=4$  palindromic rest;  $n=5$  forces 8 inequivalent insertions.
- Why the octad is discovered (not assumed) and how it governs later structure.

## Props & setup

Room	Grid board (4×4), parity markers.
Paper kit	$n=1 \rightarrow 4$ worksheets, insertion checklist, class bins (8).
Instruments	
Safety	N/A

## Blocking (5–15 minutes)

- Build  $n=1$  rest, show first parity choice at  $n=2$ .
- Complete  $n=3$ , point to latent 4■cell cross.
- Canonicalize  $n=4$  palindrome (up to pose).
- Enumerate 16 insertion tests for '5'; bucket into 8 legal classes; note 1 palindromic + 7 invariant.

## Ledger hook (what gets recorded)

— Octad class tag, pose, tolerance; 4■bit commit when 4 views pass.

## Hand■ins (artifacts to keep)

- ✓ Checked grid, class map (8), receipt.

## Debrief (2–3 prompts)

- What would '<8 classes' break downstream?
- How does rotation act on class labels?

## Scene 2: Mirror & $\Delta$ Lift Clinic (Bug to Fix)

### What it teaches (learning targets)

- Turn a one-way mismatch into a local repair with receipts.
- Practice mirror pairs (FFT $\leftrightarrow$ iFFT; encode $\leftrightarrow$ decode; simulate $\leftrightarrow$ measure).

### Props & setup

Room	Whiteboard, printed spectra pair or time series twin.
Paper kit	
Instruments	
Safety	N/A

### Blocking (5–15 minutes)

- Pick the forward pipeline; write its inverse.
- Run both; mark delta windows; choose one  $\Delta$  lift from the cookbook; re-run mirror; record debt drop.

### Ledger hook (what gets recorded)

— Mirror tolerance,  $\Delta$  lift id, before/after OPE/FCE, strict update.

### Hand-ins (artifacts to keep)

- ✓ Before/after overlay with red fix marks, 4-bit row.

### Debrief (2–3 prompts)

- Was the  $\Delta$  local? Did it generalize to a second view?

## Scene 3: Octet Coverage for ML (A/B→Octet)

### What it teaches (learning targets)

- Generalize A/B to 8 views; prevent winner-only bias.
- Record receipts across slices (metrics × slabs).

### Props & setup

Room	Cards for 8 data slices; metric stickers.
Paper kit	
Instruments	
Safety	N/A

### Blocking (5–15 minutes)

- List 8 materially independent views (slices or metrics).
- Require  $\geq 4$  pass post lift before commit; log 4 bit.

### Ledger hook (what gets recorded)

— Views passed, metric triplet, slab size, commit.

### Handins (artifacts to keep)

- ✓ Octet pass grid, receipts.

### Debrief (2–3 prompts)

- Which 4 were necessary and sufficient?

## Scene 4: Construction ■ A Loom: E8 and Leech on Paper

### What it teaches (learning targets)

- Parity checks → membership; half ■ shift glue → evenness/unimodularity.
- Visualize 8 ■ twine E8 and 24 ■ twine Leech masks with octads.

### Props & setup

<b>Room</b>	Foam board, pegs, 8 & 24 strings, clip set.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

- ■ Lay code parity rows; mark syndrome pad.
- ■ Build E8 halves; overlay mirror; demonstrate root reflections.
- ■ Mask octads for a Leech slice; show legality via parity.

### Ledger hook (what gets recorded)

— Code id, modulus, glue vector, octad layout, legality receipts.

### Hand ■ ins (artifacts to keep)

- ✓ Photo of loom, mask sheet, ledger row.

### Debrief (2–3 prompts)

- What fails if glue parity flips?

## Scene 5: Sidecar Sprint: 4 Rails in 20 Minutes

### What it teaches (learning targets)

- Parallelize OPTICS/THERMAL/POLAR/MATH on same form; swap token packs only.
- Converge via receipts; annihilate nonworking cheaply.

### Props & setup

<b>Room</b>	4 stations; shared octet; sticky token labels.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

■ Run each rail: tokens→octet→mirror→ $\Delta$ →strict→4bit; copy receipts to master ledger.

### Ledger hook (what gets recorded)

— 4 receipts, shared form\_id, per rail thresholds.

### Handins (artifacts to keep)

✓ 4 station sheets; master ledger row.

### Debrief (2–3 prompts)

■ Which rail constrained the others? Why?

## Scene 6: Two Scientist Theorem Card Resolution

### What it teaches (learning targets)

- Resolve disputes with claim/evidence/ $\Delta$ lift/receipt cards.
- Preserve minority view as NonWorking breadcrumb with hash.

### Props & setup

<b>Room</b>	Theorem cards, claim wall, mirror worksheet.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

Each writes claim+assumptions; test under shared mirror; record receipts; promote passing; archive failing with hash.

### Ledger hook (what gets recorded)

— Claim ids, mirror pass/fail,  $\Delta$ lift ids, receipts.

### Handins (artifacts to keep)

✓ Card stack, mirror sheet, ledger snippet.

### Debrief (2–3 prompts)

Did any claim survive only after a  $\Delta$ lift?



## Scene 7: 8■Person Table with Neighbor Lanes

### What it teaches (learning targets)

- Role mesh, not silos: 8 seats, 2■bit lanes, neighbor hand■offs.
- How a 10■minute cadence creates stable throughput.

### Props & setup

<b>Room</b>	Round table, role badges, coordination board.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

- Assign roles; run 2 cycles; enforce neighbor receipts; rotate seats; compare throughput.

### Ledger hook (what gets recorded)

— Seat map, cycle count, debt burn, commits.

### Hand■ins (artifacts to keep)

- ✓ Coord board photo, ledger rows.

### Debrief (2–3 prompts)

- Which neighbor interface was hottest?

## Scene 8: CardDeck CQE + Lab Stations

### What it teaches (learning targets)

- Paper only run with decks, sticky tokens, and quick metrics.
- Pause→measure→resume loop without losing context.

### Props & setup

<b>Room</b>	Decks, sleeves, sticky notes, cheap sensors (thermometer, lux meter, calipers).
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

■ Map aces→primitives, 2–8 synthesis, 9 full idea, 10 parity twin; face cards = observers; jokers = Cartan links; run octet/mirror/ $\Delta$ /strict; pause for a measurement; reenter.

### Ledger hook (what gets recorded)

— Deck id, card set, measurement token, 4-bit commit.

### Handins (artifacts to keep)

✓ Card photo, metric sheet, ledger.

### Debrief (2–3 prompts)

■ What metric flipped a decision?

## Scene 9: Hypercube→Toroidal Chamber (4■bit Hubs)

### What it teaches (learning targets)

- Wrap a tesseract into the torus; locate 4■bit hubs; see 1→64→1 codec sketch.
- Understand why geometry, not taste, governs the shell.

### Props & setup

<b>Room</b>	Printed nets, tape, colored thread for hubs.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

■■ Assemble net; mark parity lanes; identify 4 hubs; trace two■slice mid ( $n=32$ ); note how octad sits on faces.

### Ledger hook (what gets recorded)

— Pose, hub ids, mid■slice tags, 4■bit example.

### Hand■ins (artifacts to keep)

✓ Assembled model photos, notes, ledger.

### Debrief (2–3 prompts)

■ What would break if hubs were 3 or 9?

## Scene 10: Sound & Subharmonics Viewer (Cartan HotZones)

### What it teaches (learning targets)

- Map harmonic stack to octet; subharmonics to Cartan 'outside' nudges.
- Use beats as a quick hotzone detector for  $\Delta$ lifts.

### Props & setup

Room	Tone generator app, small speaker, paper spectrogram.
Paper kit	
Instruments	
Safety	N/A

### Blocking (5–15 minutes)

■ Play two tones; mark constructive/destructive cells; label subharmonics; connect to  $\Delta$ lift candidates; log a 4bit after retune.

### Ledger hook (what gets recorded)

— Tone pair, beat freq,  $\Delta$ lift, receipt.

### Handins (artifacts to keep)

✓ Spectrogram sheet, receipt.

### Debrief (2–3 prompts)

■ Which  $\Delta$ lift removed the beat?

# Scene 11: Primordial→EM→Thermo: Meaning■Token Safety

## What it teaches (learning targets)

- Bind tokens late; redact dangerous meaning; still keep form receipts.
- Practice stand■in overlays for sensitive domains.

## Props & setup

<b>Room</b>	Red/blue pens; redaction tape; safety policy sheet.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

## Blocking (5–15 minutes)

■■ Run with stand■ins; mark any sensitive tokens red; keep octet/mirror/Δ/strict; commit with redacted receipts.

## Ledger hook (what gets recorded)

— Stand■in map, redaction count, hash■only attachments.

## Hand■ins (artifacts to keep)

✓ Redacted ledger row, safe receipts.

## Debrief (2–3 prompts)

■ Did redaction block reproducibility? How fixed?

## Scene 12: Global Viewers: 8x8 + 4x4x4x4 + Parity Shell

### What it teaches (learning targets)

- Add viewers without changing work: local 8x8; meso 4x4x4x4; parity 2x2x2x2.
- Find hot■zones to focus Δ■lifts first.

### Props & setup

<b>Room</b>	Viewer templates, highlighters.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

### Blocking (5–15 minutes)

■■ Stamp local/meso/parity viewers on the same run; circle convergent hotspots; choose Δ■lifts accordingly; compare debt drop.

### Ledger hook (what gets recorded)

— Viewer indices, hotspot ids, Δ■lift chosen, receipts.

### Hand■ins (artifacts to keep)

✓ Viewer overlays, ledger row.

### Debrief (2–3 prompts)

■ Which viewer best predicted success?

# Scene 13: Not Lattice Flattery: Governance by Geometry

## What it teaches (learning targets)

- Why E8/Leech/Monster emerge from constraints; not taste.
- How parity+glue legality forces the shell.

## Props & setup

<b>Room</b>	Constraint cards, counterexample wall.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

## Blocking (5–15 minutes)

■■ Attempt to break with  $<8$  at  $n=5$ ; fail; test glue parity flip; show legality break; log falsifiers kept.

## Ledger hook (what gets recorded)

— Falsifier ids (F1–F4), outcomes, receipts.

## Hand■ins (artifacts to keep)

✓ Counterexample log, ledger.

## Debrief (2–3 prompts)

■ Which constraint felt most ‘non■negotiable’?

# Scene 14: Sandbox Red/Blue: Safety, Redaction, Receipts

## What it teaches (learning targets)

- Operate dual-rail safety: blue = open; red = internal only.
- Always leave a 4-bit and a hash trail.

## Props & setup

<b>Room</b>	Two clipboards (blue/red), hash stickers.
<b>Paper kit</b>	
<b>Instruments</b>	
<b>Safety</b>	N/A

## Blocking (5–15 minutes)

- Duplicate run red/blue; redact red sheet; publish blue with hashes; verify reproducibility by a peer.

## Ledger hook (what gets recorded)

— Blue/red pair id, hashes, receipts.

## Hand-ins (artifacts to keep)

- ✓ Blue packet, red sealed packet.

## Debrief (2–3 prompts)

- Was any crucial info missing on blue?



# Scene 15: Capstone: Three■Track Non■Toy (Optics, DNA, Finance)

## What it teaches (learning targets)

- Run three independent rails on one shell; compare receipts; compress meanings.
- Show that form stays fixed while semantics swap.

## Props & setup

Room	Three stations; octet master; metrics per rail.
Paper kit	
Instruments	
Safety	N/A

## Blocking (5–15 minutes)

■■■ Each rail performs octet/mirror/Δ/strict; commit or annihilate; compress repeating Δ■lifts into a meaning pack; promote anchor.

## Ledger hook (what gets recorded)

— Rail receipts, meaning pack v#, anchor id.

## Hand■ins (artifacts to keep)

✓ 3 receipts; promoted pack doc; anchor ledger row.

## Debrief (2–3 prompts)

■ Which Δ■lift generalized across rails?

# Worksheet – Octet Overlay

- H1–H8 views named and colored
- Palindromic REST documented
- Pass/fail marks; debt notes

Notes:

# Worksheet – Mirror Test

- Forward pipeline defined
- Inverse pipeline defined
- Mismatch windows circled
- $\Delta$  lift candidates listed

Notes:

## Worksheet – $\Delta$ lift Cookbook

- Local identity name
- Preconditions
- Expected debt drop
- Safety notes (side effects)

Notes:

# Worksheet – Strict Ratchet

- Metric name & unit
- Current threshold
- New (tighter) threshold
- Justification (evidence)

Notes:

## Worksheet – 4bit Receipt

- OPE debt ok?
- FCE reproduction ok?
- Views $\geq$ 4 passed?
- Mirror within tol?

Notes:

## Worksheet – Ledger Row

- form\_id
- constructionA (code/modulus/glue)
- automorphism id
- octet map
- DNA■10
- thresholds (normal/strict)
- receipts (4■bit + hash)

Notes: