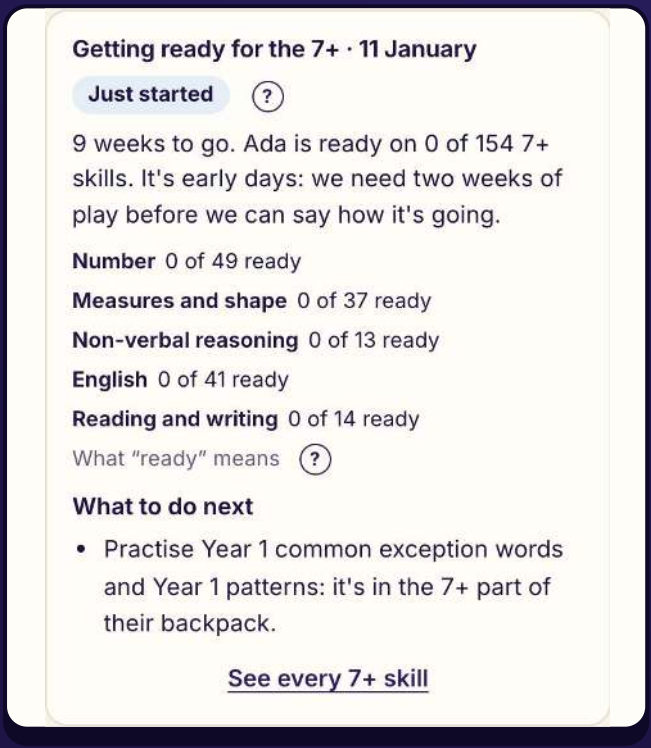
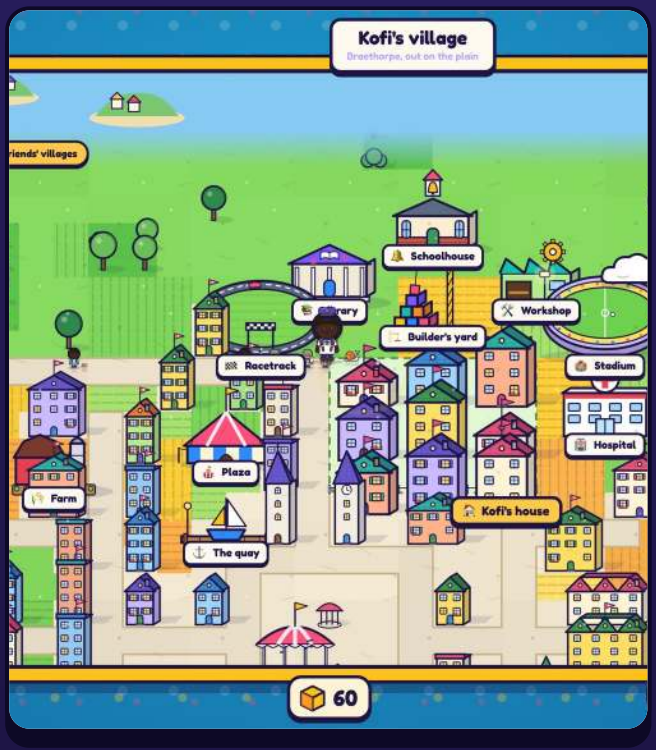
Tuckbox for 7+ families and tutors

Every 7+ skill, as games, and an honest view of what's left.

The 7+ is how many children join Year 3 at an independent school. Tuckbox Play turns the maths, reasoning, English and reading the 7+ asks into games your child already wants to play. You see, in plain words, which skills are ready and how long the rest might take.





158 skills
Number, measures and shape, picture puzzles, English, reading and writing.

Reception to Year 2
Picture mode: everything spoken, nothing needs reading.

14 days free
No card. During early access nothing is charged.

THE 7+

From sign-up to the day

There's no single 7+ test. Each school sets its own papers, mostly between November and January of Year 2. Here's how Tuckbox fits in, for a child in Reception, Year 1 or Year 2.

1. **Sign up with the 7+ link**
   play.tuckboxgames.com/#/account/signup?as=parent&goal=7plus. Choose "A parent or carer". No card.

2. **Who's playing?**
   A first name or nickname (it stays on your phone) and their school year.

3. **Getting ready for the 7+**
   We fill in the next date it's sat. Change it to your first school's real date, then save. Their practice now leans towards the 7+.

4. **Hand it over**
   They make their character and Buddy, and their world opens. Their backpack gets a 7+ part, beside Numbers and Words, with the skills they most need first.

5. **Each week, look at one card**
   Getting ready for the 7+ on their page: how many skills are ready, how long the rest might take at their pace, and what to do next (page 4).



The first screen. Choose "A parent or carer", then your name, email and a password.

Your child sees a game, not a test

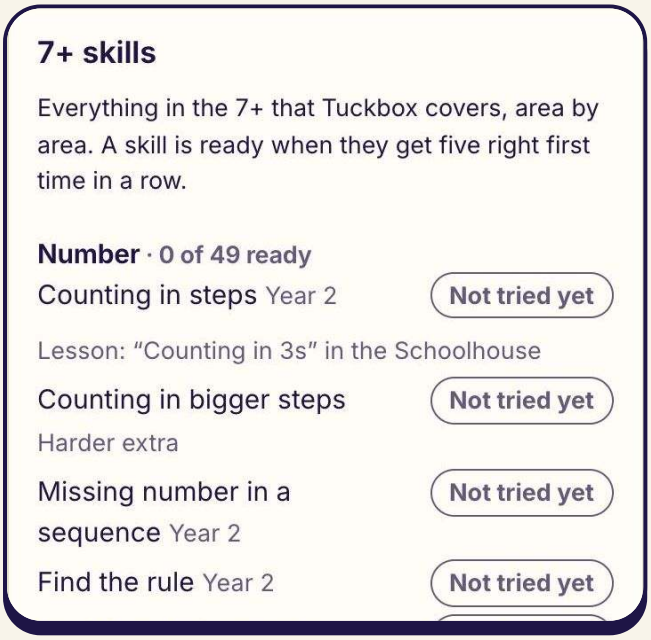
They never see a count of skills left, a clock or anything red. Their Today board says one calm line about when it is, and the rest is their world, their games and their Buddy.

WHAT WE COVER

Every area, in plain words

158 skills in five areas: everything a 7+ paper asks that a computer can mark fairly. "Harder extras" are early Year 3 work, and the extension questions some schools add.

AREA	SKILLS	YEAR 1	YEAR 2	HARDER EXTRAS	WHAT IT MEANS
Number	49	4	33	12	Number bonds to 10 and 20, tens and ones, adding and taking away, the 2, 5 and 10 times tables, halves and quarters, coins and change, word problems, mental maths read aloud
Measures and shape	37	13	18	6	Telling the time, calendars, reading scales, flat and solid shapes, lines of symmetry, turns, tally charts, pictograms and block graphs
Picture puzzles non-verbal reasoning	13	5	5	3	What comes next, odd one out, mirror images, turning shapes, hidden shapes. Every puzzle is checked when it's made, so exactly one answer fits
English with word puzzles	41	18	19	4	Year 1 and 2 spellings, capital letters and full stops, nouns, verbs and describing words, past and present, joining words, word puzzles (verbal reasoning)
Reading and writing	18	8	7	3	Stories and poems written for Tuckbox, read or listened to: finding facts, what happened when, how characters feel, why. Plus 4 writing tasks a grown-up marks
All five	**158**	48	82	28	154 count towards "ready". The 4 writing tasks are listed, but never counted



Every 7+ skill, on your child's page, area by area, each with one of the five words. Many name the Schoolhouse lesson that teaches them.

The five words

- **Not tried yet.** They haven't answered this one yet.
- **Practising.** Started, but not right every time.
- **Nearly there.** Right before, but slipped lately.
- **Knows it.** Right three times in a row, first time, and quickly.
- **Knows it by heart.** Still right on different days, weeks apart.

A 7+ skill is **ready** when they get five right first time in a row.

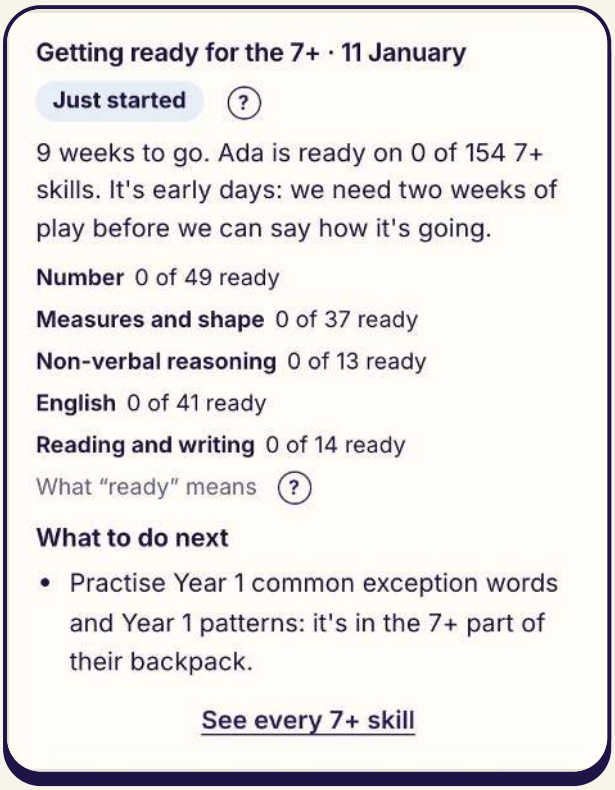
Which games play it

Picture puzzles and reading questions appear in **Explore**, the **Hospital** and **Towers**. The other games play numbers and words.

GETTING READY

How it's going, said honestly

One card on your child's page. It compares the skills that are left with **your child's own pace lately**. It's not a prediction of the result, and it never says "will pass".



Our demo Year 2 child, Ada, a few days after her 7+ goal was set for 11 January. Nothing has been played in the 7+ part of her backpack yet, so it says **Just started** and 0 of 154, and what to do next.

It will say one of four things

Just started	The first two weeks of a goal, whatever the numbers. We need two weeks of play before we can say how it's going.
On course	At their pace lately, everything would be ready a week or two before the day.
Needs more time	At their pace lately, it would be ready after the day. It says roughly how many minutes a day more would get there.
Ready	Every counted skill is ready.

It always tells you

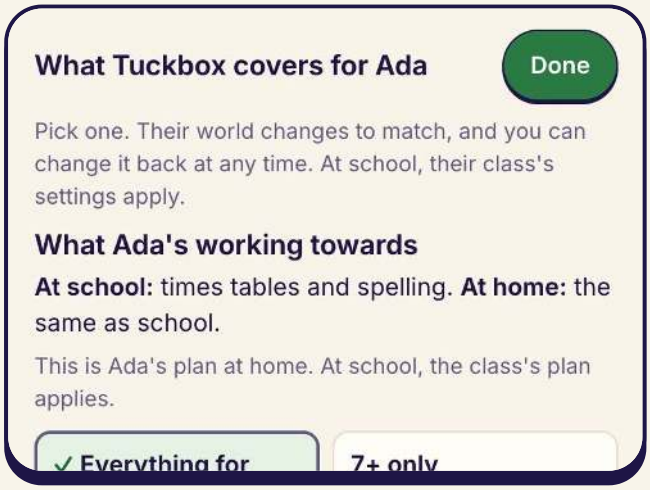
- How many weeks to go, and how many skills are ready
- Each area: "Number: 0 of 49 ready"
- What to do next, and where it is in their backpack

It never tells you

- "Will pass", a predicted score or a place
- A guess, when there isn't enough play to go on

Change it any time

What Tuckbox covers lets you choose **7+ only** (just the 7+ subjects) or everything for their year, which for Reception to Year 2 includes the 7+. Change the date, or stop the goal. Their world changes to match, and nothing they've built is taken away.



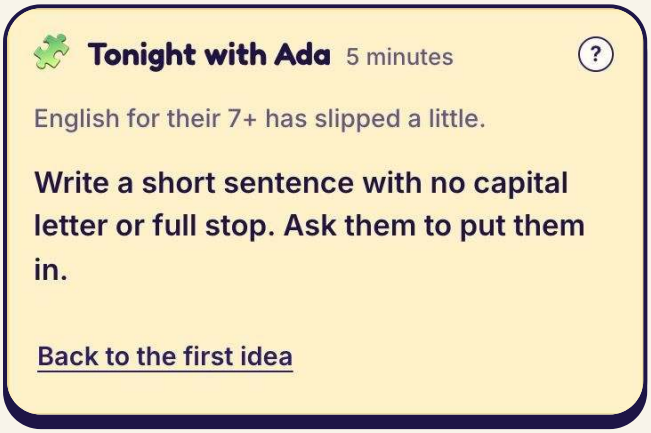
HONESTLY

What we don't cover

We'd rather tell you now. These are part of many 7+ days, and Tuckbox doesn't do them.

Not covered

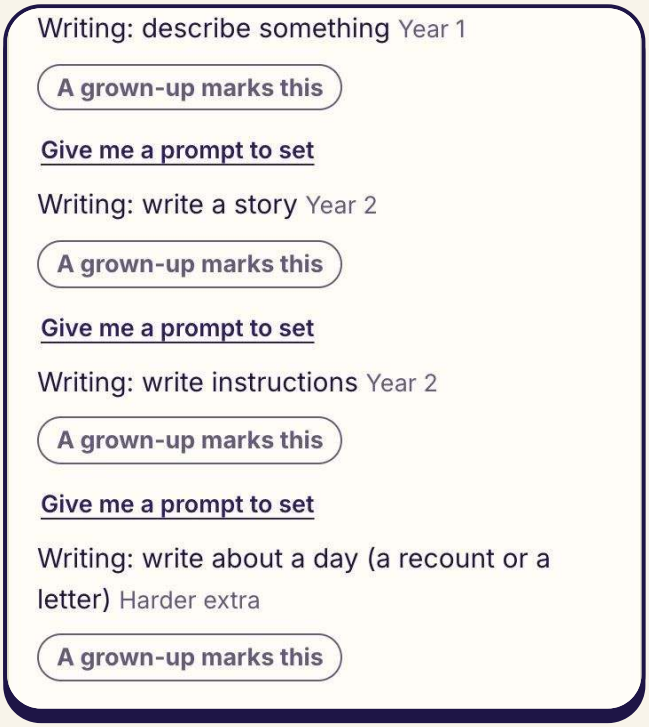
- **Marking the writing.** A computer can't mark it fairly, so a grown-up does. We give you the prompts and the checklist.
- **Group activities and interviews.** Not something we do.
- **Each school's own papers.** Every school sets its own. We practise the skills, not one school's style.
- **A predicted score or place.** Never.
- **A timed practice paper.** Not yet.



Tonight, five minutes. Ideas to do together come from the 7+ too, when that's what's slipped.

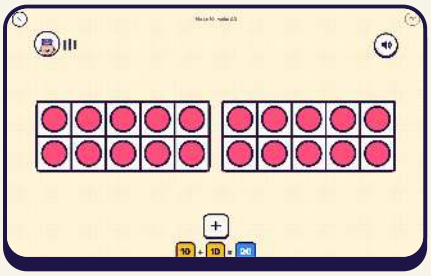
Writing, marked by you

The four writing tasks are listed with the other skills, marked **A grown-up marks this**, and never counted. **Give me a prompt to set** gives you a title, the prompt, a plan, a word bank, a length, and the checklist schools mark against: capital letters and full stops, a beginning, middle and end, the senses, time order.

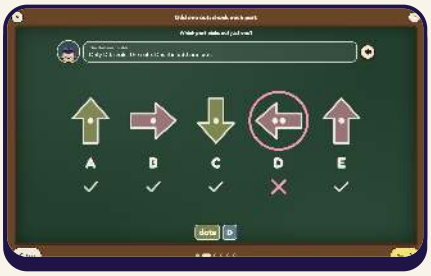


Taught first, then played

The Schoolhouse in their village has short lessons on several 7+ skills: number bonds, tens and ones, halves and quarters, coins and change, quarter past and quarter to, odd one out, what comes next, and finding it in the story. They're still being reviewed, and use the device's own voice until the recordings are made.



Make 10, make 20.



Odd one out. Check each part until one breaks the rule.



Pip's slip. Your child spots Pip's mistake.

Tuckbox

START

Set the goal. See what's left.

1. **Sign up with the 7+ link**
   play.tuckboxgames.com/#/account/signup?as=parent&goal=7plus. Choose "A parent or carer". No card.

2. **Add your child**
   A first name or nickname, and their school year. Check the 7+ date: put in your first school's real one.

3. **Hand it over**
   They make their character and Buddy, and their world opens. Look at **Getting ready for the 7+** on their page once a week.

For tutors

Use a parent account for a child you tutor. **Show the detail** opens every 7+ skill and the times-tables grid, and **Print or save as PDF** prints their page before a lesson. Your hour goes on what's actually left. For a group, a teacher account lets you set the 7+ as the group's goal, with each school's own date.

Price

£8.99
a month, or £89.90 a year

The 7+ comes with the times tables and spelling plan. One price covers every child in your family. 14 days free, no card. During early access nothing is charged at all.

Honestly: Tuckbox is in early access, made by a small games studio in south London. Counts are as built on 11 November 2026; the live list on your child's page is the one to trust. Screens are from the live app and our demo family; no real children appear. Each independent school sets its own 7+; Tuckbox is not connected to any school.