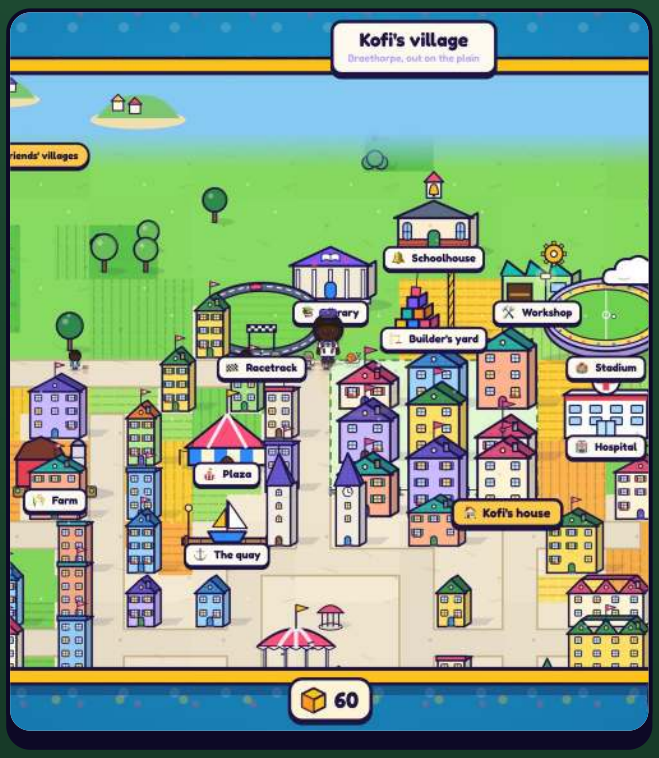
Tuckbox for families

They'll ask to play. You'll know it's working.

Times tables and spelling for children aged 4 to 11, as games that build a world. A few minutes a day, on the phone or tablet you already have. You see how they're getting on, in plain words, and one thing to do together tonight.





Ages 4 to 11
Reception to Year 6. Times tables, spelling, or both.

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

Nothing to buy
No adverts and nothing to buy inside the game, ever.

WHAT IT IS

A world they build by learning

Tuckbox Play is a game. Your child has a room, a village and a map of islands with games on them. Answering questions is how you play. What they learn comes home with them: furniture for their room, houses for their village, cards for their binder.

1

Come in

Their room, with the character and the Buddy they made. A card says what to do today.

2

Play

About ten minutes of games: racing, tower defence, a farm, a hospital for poorly Buddies.

3

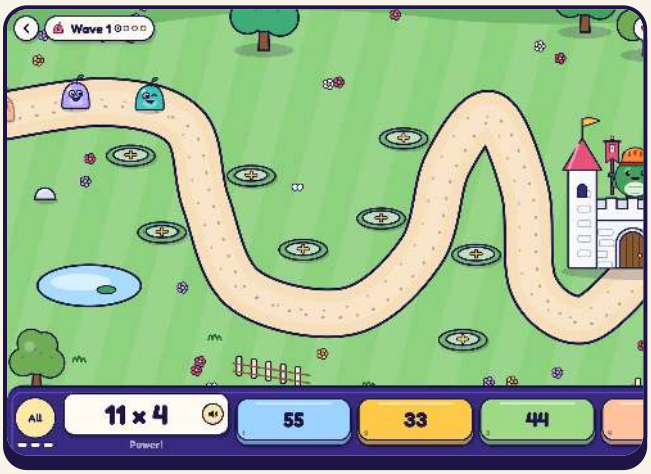
Come home

Every times table is a street. Each one they know puts up a house.

4

Make things

Arrange their room, paint, look after their Buddy, visit friends' villages.



Nine games. Every right answer powers a tower, fixes a Buddy or builds a floor. Each game has a calm "no clock" choice.



Their village. It grows from what they know. Nothing is bought and nothing comes from luck.

Made for their age

Picture mode for under-8s: a paper-craft world where everything is spoken and nothing needs reading. **Reading mode** from Year 3: a 3D harbour town. Both grow from the same learning.

Taught, then played

A Schoolhouse in their village teaches the trick first ("fold a finger for the 9s") in two to four minutes. Then a game practises it.

Little and often

A few minutes most days works better than an hour on Sunday. Things they know come back after a few days, then a week, then two weeks, so they stick.

> **If The Sims and Times Tables Rock Stars had a baby.** Both belong to their owners.
>
> Tuckbox is not affiliated with either.

WHAT THEY PRACTISE

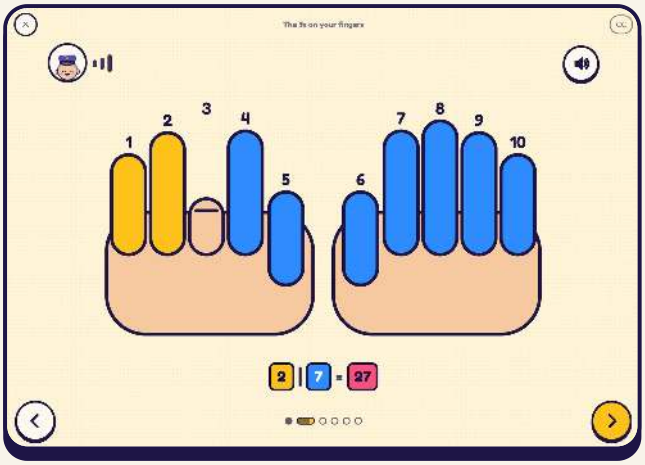
Times tables and spelling

Times tables

Every table from 2 to 12. There are **66 times-table facts** to know: every sum from 2 × 2 to 12 × 12, with 7 × 8 and 8 × 7 counting as one. In Year 4, every child in England takes a short check on all of them. Tuckbox starts where your child is and moves on when they're ready.

Spelling

Every word on the national list for their year, from Year 1 to Year 6: 2,374 words in 116 spelling patterns, like "doubling before -ing". When they get a word wrong, Tuckbox can tell a spelling that sounds right from a guess.



A lesson in the Schoolhouse. "The 9s on your fingers", in picture mode: every word spoken. There are 15 short lessons so far. They're still being reviewed, and use the device's own voice until the recordings are made.

Five words for how well they know something

You'll see these words on your phone. They mean the same thing on every page, for every sum and every word.

Not tried yet
They haven't answered this one yet.

Practising
They've started, but don't get it right every time.

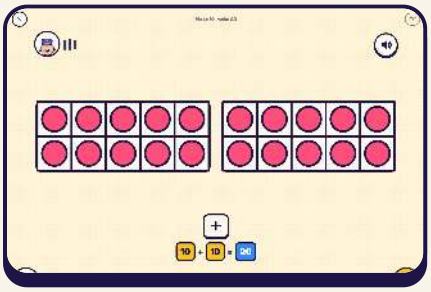
Nearly there
They got it right before, but have slipped lately. A quick go brings it back.

Knows it
Right three times in a row, first time, and quickly.

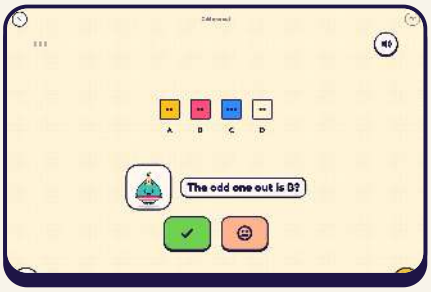
Knows it by heart
Still right on different days, weeks apart, without thinking.

Your child doesn't see these words

They see their world grow: a new house, a card, a sticker. Under-8s see places, not counts. Nobody is ranked against anyone else, and a missed day costs nothing.



Make 10, make 20. A lesson with ten-frames to fill.



Pip's slip. Your child decides if Pip got it right. A hint, never a cross.

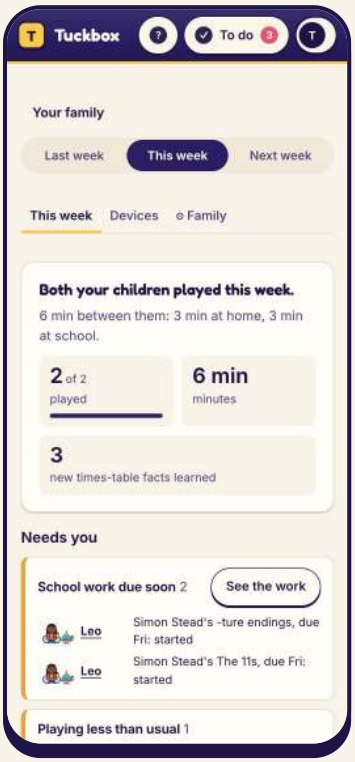


The card binder. Every card says how to win it.

WHAT YOU SEE

Two minutes, once a week

Open Tuckbox on your phone and you'll see your family's week. These are real screens from our demo family, a Year 2 and a Year 4 child, on 11 November 2026.



Your family. The top of the page.



Further down: each child's week.

1. **Did they play?**
"Both your children played this week. 6 min between them: 3 min at home, 3 min at school."

2. **How each child is getting on**
One line each: "Knows 25 of the 66 times-table facts, 3 more this week." Tap the **?** beside any number for what it means.

3. **What they won**
Real things from their week, like "3 new times-table facts learned".

4. **Worth a word**
Something a quick chat could help with: "Shorter goes than usual: 2 minutes a day, usually 4."

5. **Tonight**
One thing to do together, for five minutes, away from the screen (page 6).

6. **What school set**
If their school uses Tuckbox: the work, who set it, when it's due, and whether it's done.

Names stay on your phone

Tuckbox never has your child's name. You add it on your phone, and it stays there. On another phone you'll see "Your Year 2 child" until you add it there too. (Our demo children are called Ada and Leo on our phone.)

Last week and next week

One tap back to see last week, or forward to see what school has planned. **See Ada's week** opens everything about one child.

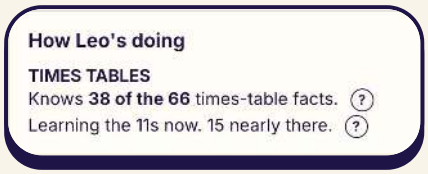
WHAT YOU SEE

Their page: is my child doing OK?

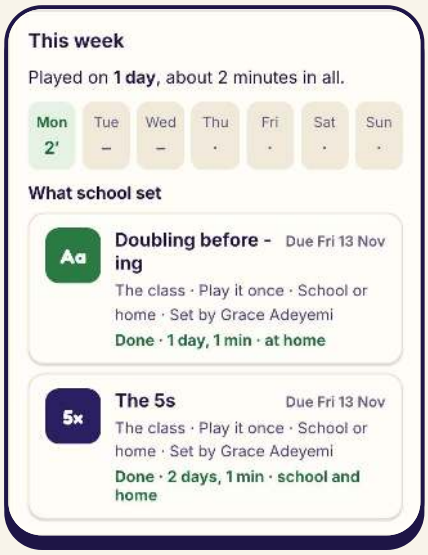
Each child has their own page. It starts with their world, then answers three questions: how are they doing, what have they done this week, and what can we do tonight?



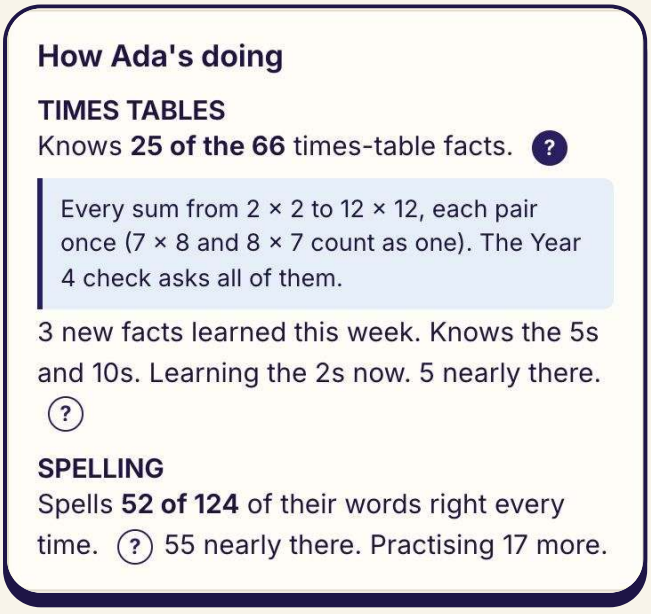
Their world first. "Leo's getting on well. Learning the 11s now." His character, his Buddy and his room, as he arranged it.



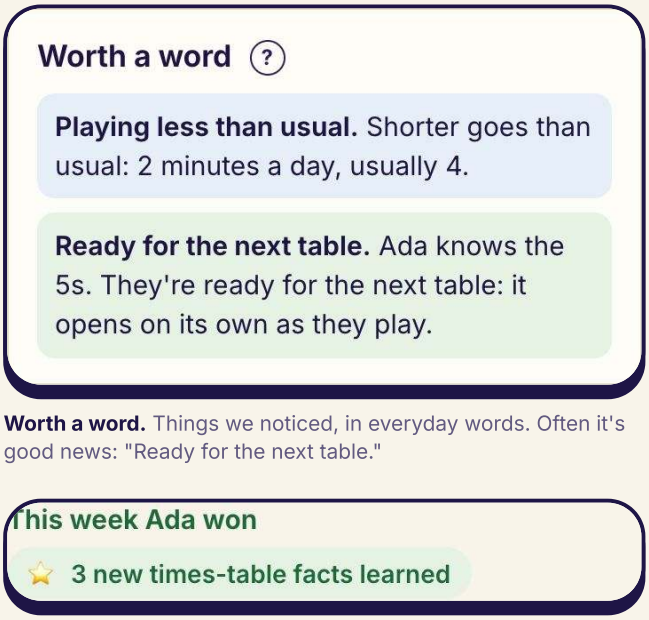
How they're doing, in a few plain lines for each subject they play. "Knows 38 of the 66 times-table facts. Learning the 11s now. 15 nearly there."



This week. The days they played and for how long, and what school set, with Done or Going.



Tap the ? for what it means. Two plain lines, in place. Here: what "the 66 times-table facts" are.



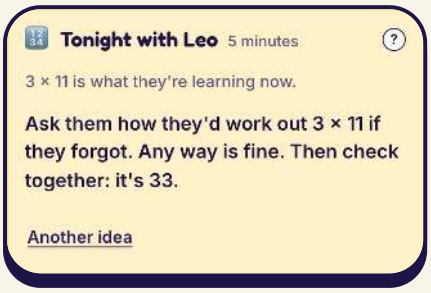
Worth a word. Things we noticed, in everyday words. Often it's good news: "Ready for the next table."

This week they won. Something to say well done for.

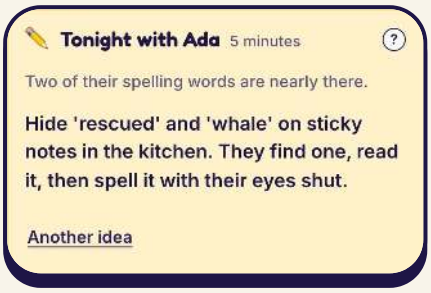
WHAT YOU CAN DO

Five minutes tonight

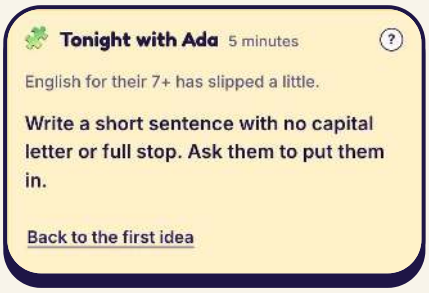
Each child's page has one thing to do together, away from the screen. It comes from what they find tricky right now, so it changes as they learn. No worksheet and nothing to buy. Not tonight? Tap **Another idea**.



Times tables, Year 4. From the table Leo is learning now.



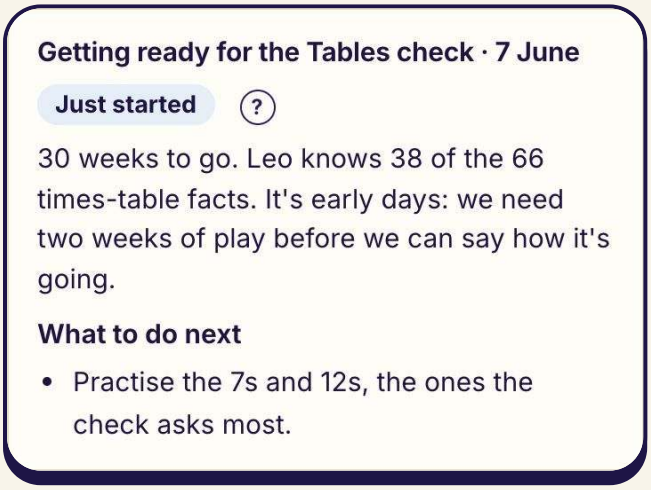
Spelling, Year 2. From two words Ada nearly has.



Another idea. Capital letters and full stops, from what's slipped a little.

Getting ready for a test

If you set a test and its date, their page shows how it's going. It compares what's left with your child's own pace lately. It never says "will pass" and never predicts a score. For the first two weeks it says **Just started**, because we need two weeks of play to say anything useful.

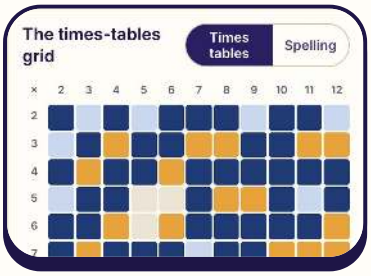


Getting ready for the Year 4 tables check, 30 weeks away. The 7+ has its own brochure.

What Tuckbox covers for them

Everything for their year, unless you choose otherwise: times tables only, spelling only, or a test. Their world changes to match. Nothing they've built is ever taken away.





Want more detail?

Show the detail opens the times-tables grid (every sum from 2 × 2 to 12 × 12, coloured by the five words), which facts might fade soon, and their lessons. It's closed until you ask for it, and your phone remembers. Tutors and teachers usually keep it open.

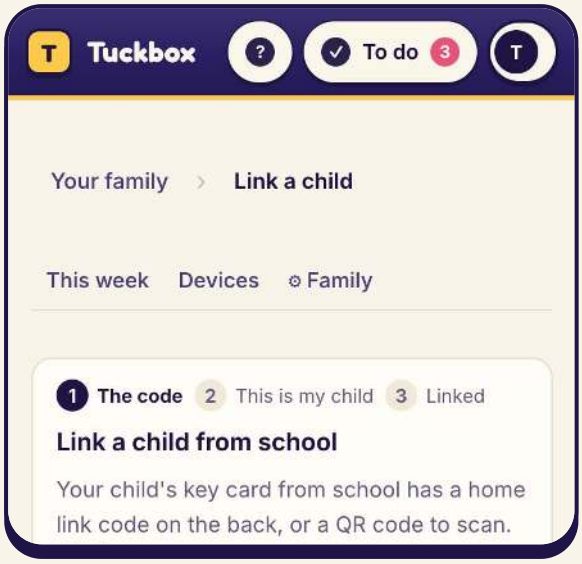
SCHOOL, AND SAFETY

If their school uses Tuckbox

Your child may bring home **a card from school**. It has their picture and a word on the front: that's how they get into their class, with no name or password. On the back is a **home code**.

Type the home code into Tuckbox on your phone (or scan it). Then their school and home play add up to one record, in one village. You see what school set, who set it, and whether it's done. School's settings come first: you can make things gentler at home, not looser.

No card? You don't need one. Add your child at home with a first name and their school year.



Link a child from school, with the home code on the back of their card.

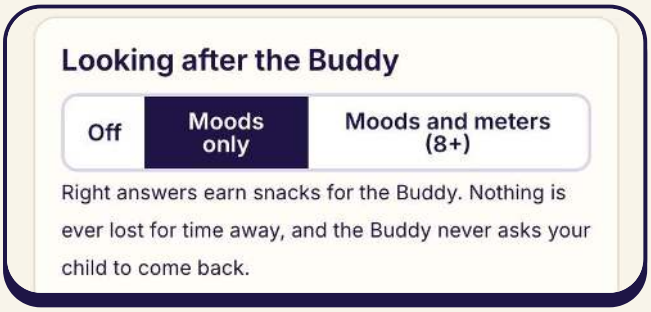
Safe, calm and fair

For your child

- No adverts, and nothing to buy inside the game, ever
- No chat with other children, and no typing that reaches us
- Your child never types a name or an email
- No rankings against other children
- No streaks that punish a missed day
- The Buddy never asks them to come back, and nothing is lost for time away

For you

- Your child's name stays on your phone; we never have it
- No tracking or advertising tools, and no AI service sees your child's data
- Stored in London, encrypted
- Download everything we hold on your child, any time
- Stop any phone or tablet from playing, from **Devices**
- Delete your account, and everything with it



Home settings. Choose how much looking after their Buddy needs (off, moods only, or moods and meters), the tracing warm-up, how they type answers and the voices. Settings stay on each phone or tablet.

Tuckbox

START FREE

Start in three steps.

1. **Sign up as a parent or carer**
   Go to **play.tuckboxgames.com** and choose "A parent or carer". Your name, your email and a password. No card.

2. **Add your child**
   A first name or nickname (it stays on your phone) and their school year, which sets where they start. If a card came home from school, type in the code on the back.

3. **Hand it over**
   Set up their phone or tablet, or hand them yours. They make their character and their Buddy, and their world opens. They'll be guided from there.

Prices for families

£5.99
a month for times tables or spelling
or £59.90 a year

£8.99
a month for both
or £89.90 a year

One price covers every child in your family. 14 days free, no card. During early access nothing is charged at all. Getting ready for the 7+? Ask for our 7+ brochure, or start at play.tuckboxgames.com/#/account/signup?as=parent&goal=7plus.

Honestly: Tuckbox is in early access, made by a small games studio in south London. The lessons are still being reviewed and use the device's own voice for now. Screens in this brochure are from the live app and our demo family; no real children appear. Times Tables Rock Stars and The Sims belong to their owners; Tuckbox is not affiliated with them. Prices as of November 2026.