Tuckbox for teachers

Times tables and spelling, in a world your class builds.

Tuckbox Play is a game for primary classes. Children are taught a trick in the Schoolhouse, practise it in games a few minutes a day, and build their village with what they know. You see, fact by fact and child by child, what has stuck, and whether they'll be ready for the day that matters. Parents see the same child in plain words.



Spring term pilot
Mon 11 Jan to Fri 26 Mar 2027. Free for pilot schools.

Near Camberwell
Schools in Southwark and Lambeth we can walk to from SE5.

No pupil names
Children join with a class code, a picture and a word.

IN SHORT

What Tuckbox Play is

A learning game for children aged 4 to 11, with two subjects in it: **times tables** (every table from 1 to 12, mixed tables and the Year 4 multiplication tables check) and **spelling** (2,374 words grouped into 116 spelling patterns, from Year 1 to Years 5 and 6). For Year 1 and 2 classes preparing for the 7+, it also covers number, measures, picture puzzles, English and reading.

The game around the practice

Each child has a room, a village and a map of islands, with nine games out on the islands. What a child learns comes home with them: furniture for the room, houses for the village, cards and certificates for the pinboard. Nothing is bought and nothing comes from chance.

Every village has **a Schoolhouse**, where short lessons teach the trick before the games practise it.

The teacher's side

Your class page shows who needs you this week, which facts are fading, who is stuck on the same thing and what they actually typed. Set an exam date and it tells you who'll be ready for it, and who needs more time. Set the week's work in a tap, or put a starter or the whole class on the board.

Or leave it alone: when nothing is set, each child practises what they most need.

> **If your class already uses Times Tables Rock Stars or Spelling Shed, the practice will feel familiar: short, frequent and fact by fact. The difference is that tables and spelling share one world, a lesson comes before the drill, and a child's progress is something they can walk around.**

What it does for your class

- Teaches the trick, then practises it: 15 short lessons in the Schoolhouse
- Tells you who'll be ready for the tables check, and who needs more time
- Practises only what you choose; their world changes to match
- Puts you in their world, if you'd like: set work arrives as your job
- You add, move and remove pupils yourself; nothing is made up

What isn't in it

- No chat, no messages, no free text that reaches us
- No adverts, purchases, loot boxes or tracking tools
- No leaderboards ranking children against each other
- No streaks that punish a missed day

Times Tables Rock Stars and Spelling Shed belong to their owners. Tuckbox is not affiliated with them.

FOR THE CHILDREN

What children do

Every screen sits on one road with four stops. A child always knows where they are, and Back always goes the same way.

1
My room
Their Me and Buddy, the pinboard, trophies, cards and the craft table.

2
My village
A street per table, a house for each fact they know, and the Schoolhouse on the green.

3
The harbour
The work you set arrives here first, as a job from whoever you put at the harbour.

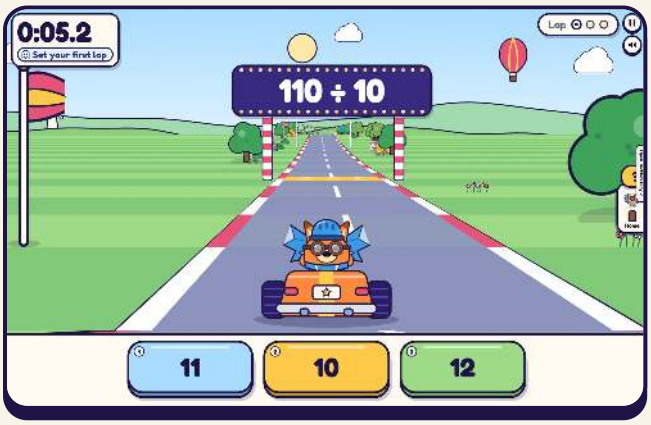
4
The islands
Where the games are: Frostpeak for the tables check, Wildwood, Castle Hill and more.



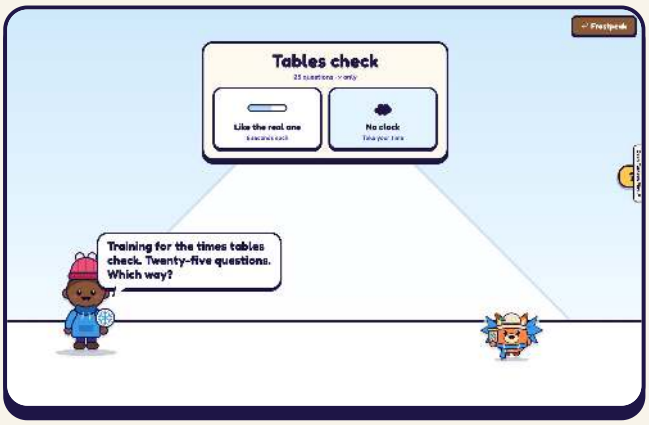
Their room. The to-do card holds today's job, a new trick and the warm-up. Certificates you send go up on the pinboard.



Their village. Under-8s get paper (shown); 8 and up get a 3D Blockwork town. Both grow from the same learning.



Nine games. Racing, tower defence, rhythm, a farm, a hospital, building and more. Answering is how you play.



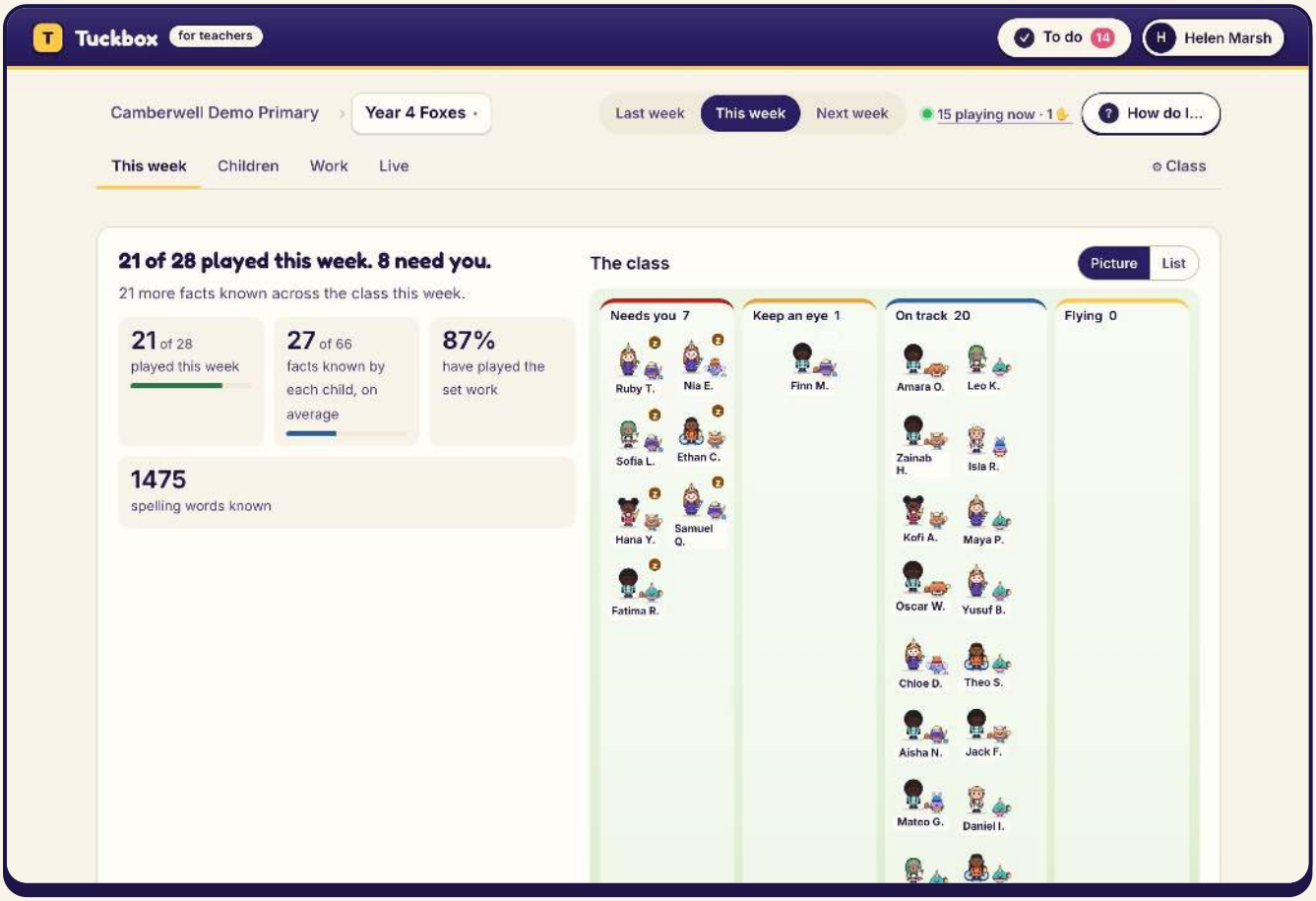
Frostpeak. Practice for the Year 4 check, "like the real one" (6 seconds each) or with no clock.

Learning before free play. The games are never held back. What can wait is free play: building, painting and visiting friends' villages. With "today's job first" switched on in your class settings, the work you set comes before free play on school devices. A place that is waiting never says "locked"; it says what opens it.

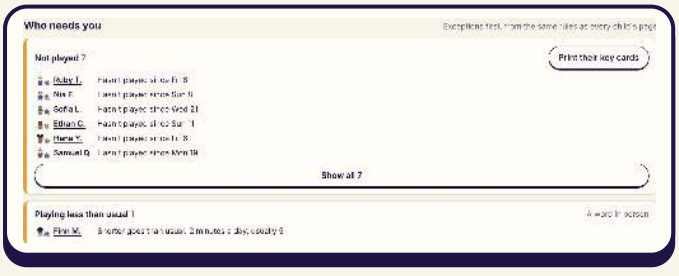
FOR YOU

Your class, this week

The class page opens on your children, not on a spreadsheet: each child as the Me and Buddy they made, in four lanes by how their week is going.



Needs you, Keep an eye, On track, Flying. "21 of 28 played this week. 8 need you." Played this week, times-table facts known by each child on average, the set work done, and spelling words known. Tap any child for their own page; last week and next week are one tap away.



Who needs you. Exceptions first, from the same rules as every child's page, each with the thing to do beside it ("Print their key cards").

Then, what next

- **Set work**, with one suggestion from the week, such as "Catch-up: the 9s again"
- **Tomorrow's 10 minutes**: five facts for the board
- **Show the class on the board**: Live, with this week's lanterns
- **Open the room**: who's playing now, and hands up

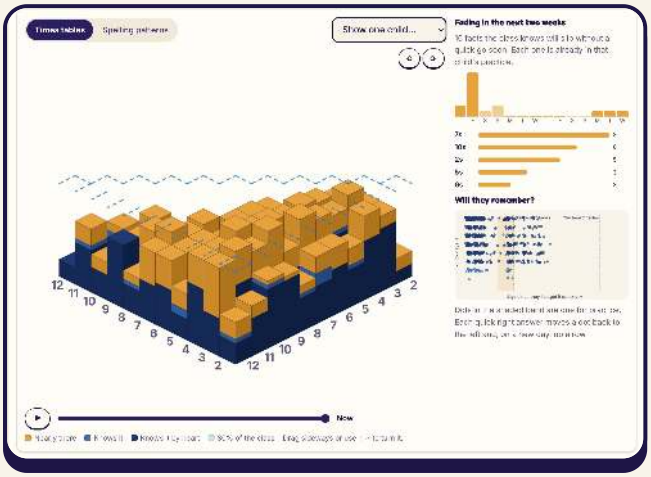
If the class has an exam goal, **Getting ready** sits here too: how many are on track or ahead, how many need more time, and how many have only just started (page 7).

The demo class shown is Year 4 Foxes at our demo school. Its children are played by a script on weekdays; the names are demo nicknames held on our own computer, because we never hold pupils' names.

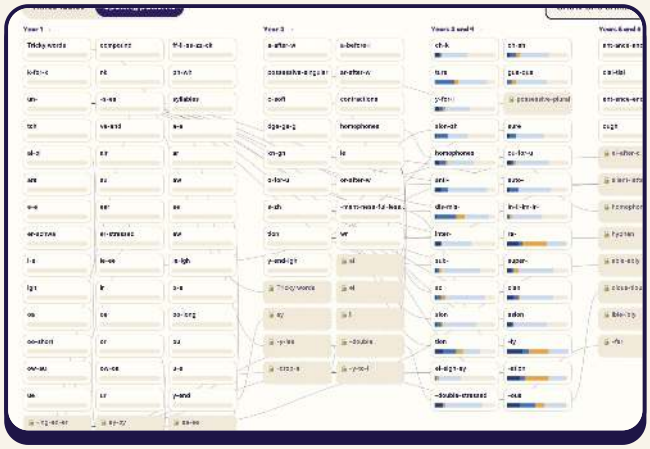
FOR YOU

What they know, at a glance

Two pictures carry most of it: the Stack for times tables and the pattern tree for spelling.



The Stack. One tower per fact, one block per child, coloured by the five words. Beside it: which facts will fade in the next fortnight, and *Will they remember?*, the class's forgetting curve.



Spelling patterns. 116 patterns, each joined to what it builds on. A padlock means the class doesn't have what it builds on yet.



One child, close up. The week in a sentence ("Ruby T. knows 12 of the 66 times-table facts, no change this week"), their world, what needs you and why, what they're working towards and their goal, their work, their tables replayable week by week, their memory, spelling words and lessons. *Print for parents' evening* and *Download their data* are at the top.

Five words, the same for you, parents and every page

Not tried yet	Practising	Nearly there	Knows it	Knows it by heart
Not answered yet.	Started; not right every time.	Was right, slipped lately.	(Right first time three in a row, two inside 6 seconds.)	(Still right on three days, weeks apart.)

Every "?" on a grown-up page gives the exact rule. Children don't see these words: they see their world grow. Facts that might fade come back into each child's practice on their own: after three days, a week, then two weeks.

THE SCHOOLHOUSE

Taught first, then practised

Every village has a schoolhouse. Its lessons teach the trick (why the 9s are easy, number bonds, telling the time, odd one out), then send the child straight to a game to use it.

1 · Hook
A question worth asking.

2 · See it
Something to move; the picture answers.

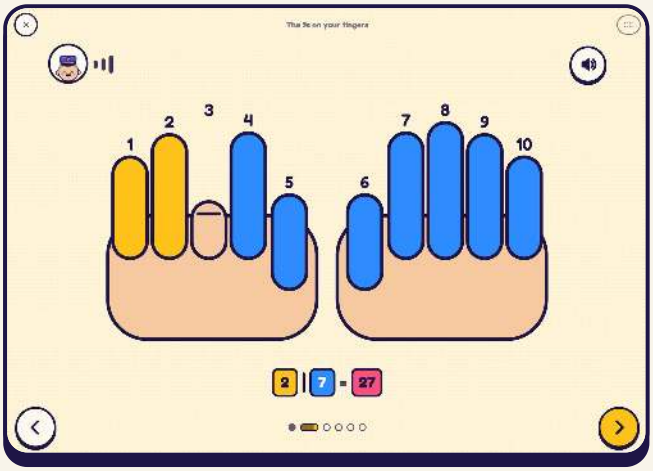
3 · Try it
Two or three guided questions, with a nudge.

4 · The card
The trick, kept in their binder or schoolbag.

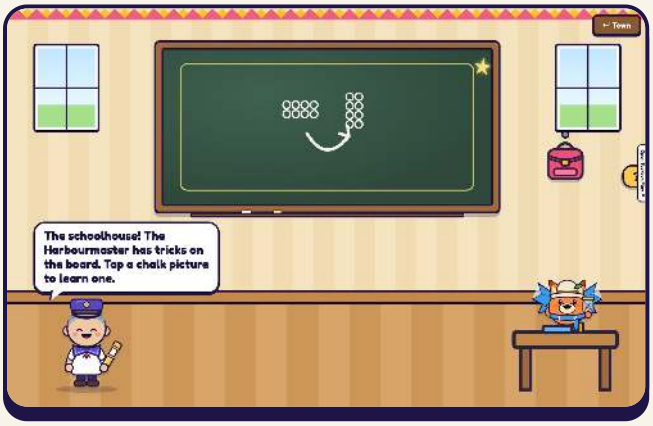
5 · Go practise
A door to a game, on that trick.



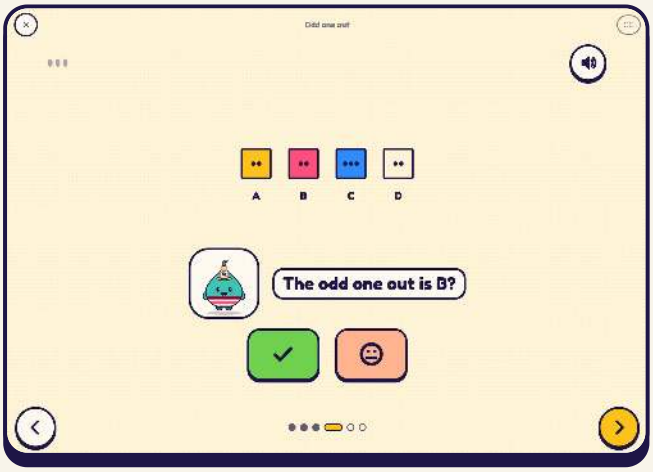
Why the 9s are easy (8 and up). Seven rows of ten, slide one column away: 70 − 7 = 63.



The 9s on your fingers (under 8). Fold a finger; count the tens, count the ones. Every word spoken.



The paper schoolhouse. The bell rings when a new trick opens; lessons are chalk pictures on the board.



Pip's slip. Pip answers, and the child decides if he's right. Kind about mistakes: a hint, never a cross.

For your class

Set a lesson as work ("a lesson first", then the practice), or let the bell offer the next one. A lesson is also offered after the same slip twice, at the end of a round.

Taught by you

The Schoolhouse is taught by whoever is at your class's harbour, so if you put yourself there, the lessons come from you too.

Honest limits

The 15 lessons are still being reviewed; their voice is the device's own until the recordings are made. No spelling lessons yet.

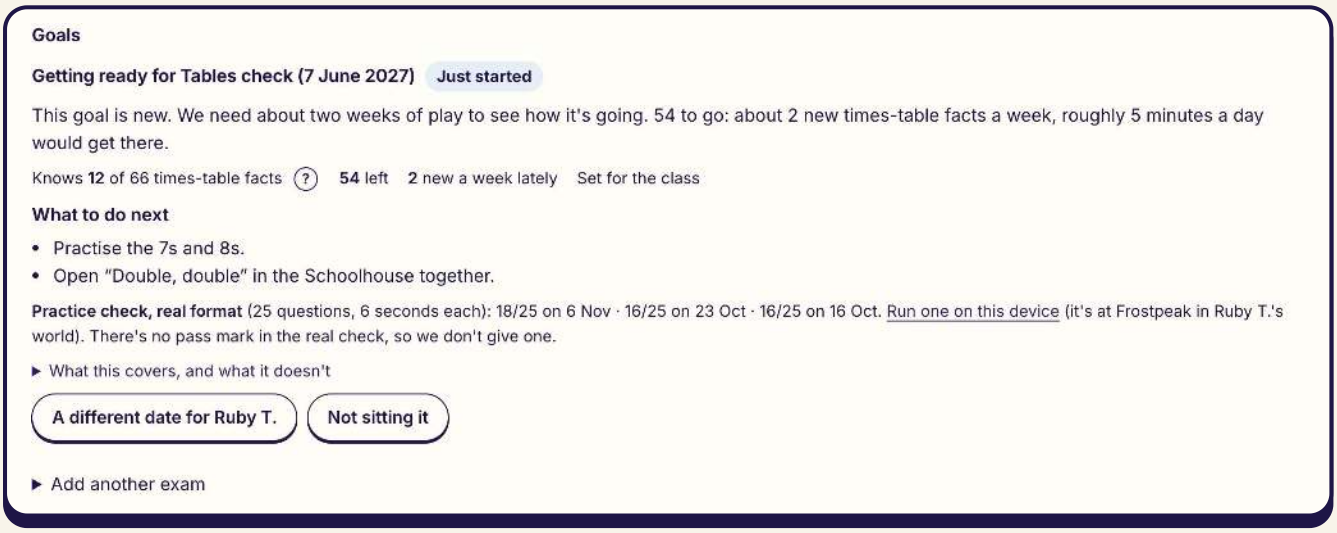
EXAM GOALS

Will they be ready for the day?

In Class settings, pick an exam and a date, then *Set for the class*. Practice leans toward it (the check's 6s, 7s, 8s, 9s and 12s come up more), and This week shows how it's going.



The class. Year 4 Foxes, with the tables check on 7 June 2027: "15 on track or ahead · 0 need more time · 13 just started, or not enough play to tell", the practice-check average out of 25, and what most need.



One pupil. "This goal is new. We need about two weeks of play to see how it's going. 54 to go: about 2 new times-table facts a week, roughly 5 minutes a day would get there." What to do next names the tables and a Schoolhouse lesson. *A different date* gives a catch-up day; *Not sitting it* takes them out; both undo from the same page.

Four answers: Just started (always, for a goal's first two weeks) On track Needs more time Ready. Each compares what's left with that child's own pace lately. Rates are rounded and turned into minutes a day.

The exams

The Year 4 tables check (with a real-format practice: 25 questions, 6 seconds each), KS2 SATs arithmetic and spelling, this year's statutory spelling list, KS1 optional maths and spelling, the 7+ and 11+ maths readiness. Each says honestly what it covers and what it doesn't.

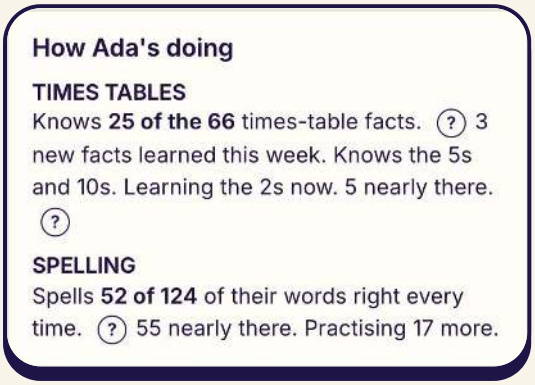
What it never says

"Will pass", or a predicted score: the check has no pass mark and SATs scores depend on tables published afterwards. Children see one calm line ("Tables check in 30 weeks"), never a count or a clock.

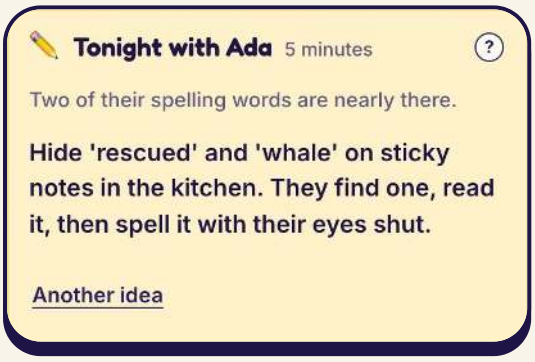
PARENTS

What parents see

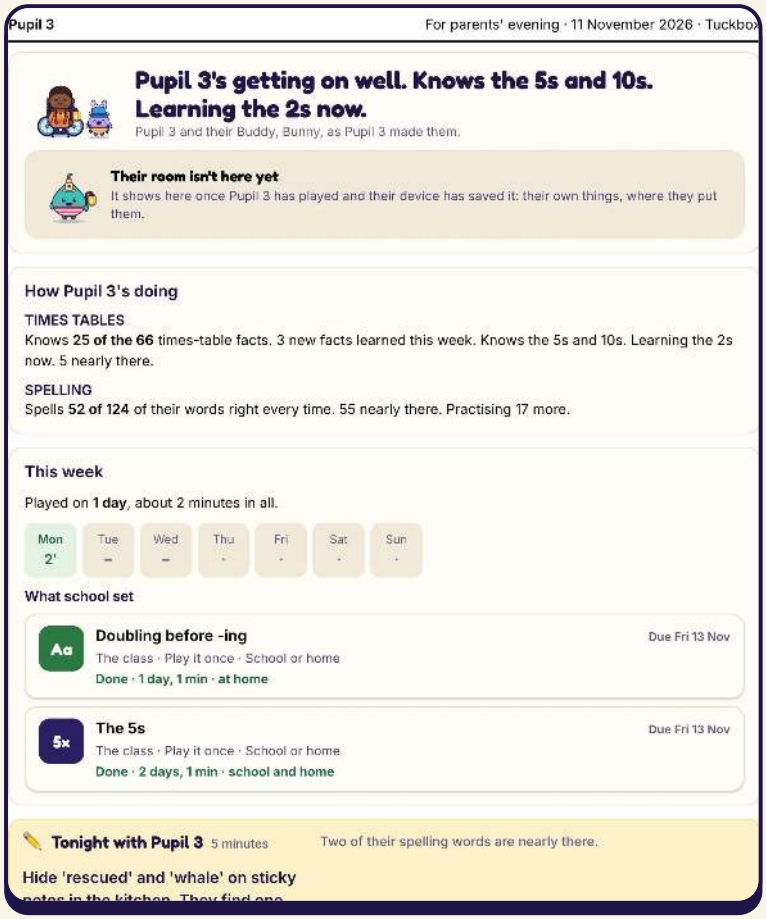
A parent linked to your class gets their own page for their child: phone first, in plain words, with their child's world before any numbers. It's built from the same answers as yours, so you and they are never told different things.



How they're doing. "Knows 25 of the 66 times-table facts." "Spells 52 of 124 of their words right every time. 55 nearly there." A **?** beside each number gives the rule.



Tonight, 5 minutes. One thing to do together, away from the screen, picked from what that child finds tricky right now (here, two nearly-there spellings). From a written bank of ideas, with *Another idea*.



Print for parents' evening (on every child's page) prints **this**: the parent's page, not yours. Their world, how they're doing, this week and what school set, Tonight, what they won, Worth a word, and any goal. Printed from our demo school; the pupil shows as "Pupil 3" because names stay on the computer that typed them.

Linking

Each key card has a home code on the back. A parent types it in, and school and home play add up to one child. They see what you set, with your name, and whether it's done.

The same five words

Parents see Not tried yet, Practising, Nearly there, Knows it and Knows it by heart: the words on your pages. Never a ranking, and never another child.

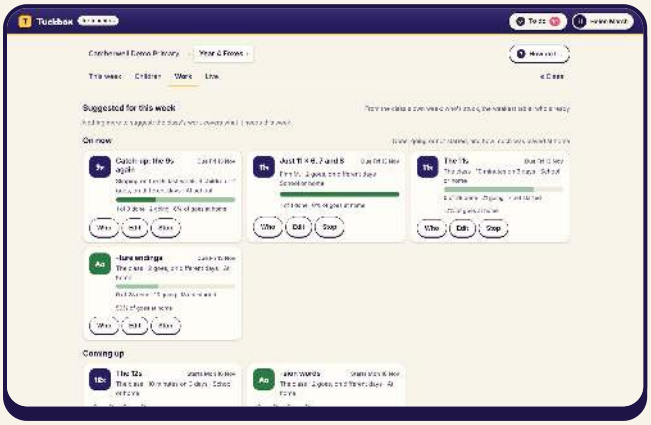
School comes first

What the class turns off stays off at home. Parents can make things gentler on their own devices, not looser. Set work always gets through.

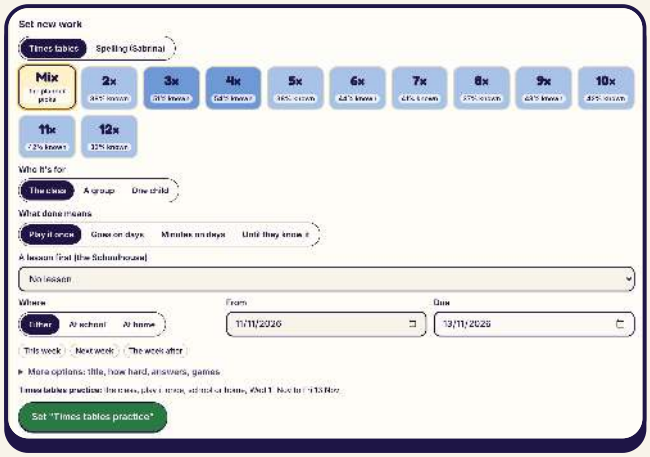
A WEEK WITH TUCKBOX

How a week works

Plan as far ahead as you like, or not at all. Work is set by the week; children see it first, at the harbour.



Work. Suggested, on now and coming up, with who's done it; edit or stop any of it. Homework sheets, certificates and a class card set to print.



Set work in one tap. Each table shaded by how well the class knows it. The class, a group or one child; once, on days, or until they know it; at school or home; a Schoolhouse lesson first if you like.

Monday
or Friday before

Look at the suggestion and set one or two pieces of work, or leave the planner to choose. Five minutes.

Each day
5 to 15 minutes

A warm-up on the islands (ten minutes by default) and your job first; then their room and village are theirs.

Friday

Live on the board for the week's lanterns. Send a certificate: it goes up on their pinboard. Print homework sheets for anyone whose facts are fading.

What they cover

Pick a starting point (everything for their year, the Year 4 tables check, tables only, spelling only, 7+ only, KS2 SATs), then choose topics and tables yourself. Their village, islands and binder change to match: nothing outside the plan is drawn, and nothing a child has built is ever taken away. A school chooses the topics it has; a class or a pupil can only narrow them.

Who they meet at the harbour

Whoever hands out your jobs and teaches in the Schoolhouse: **you**, made in the same character maker the children use ("Mrs Marsh's job"), **Mrs Patel**, our ready-made teacher, or **the Harbourmaster** (the default). Your class sees only the name and look you choose.



Tomorrow's 10 minutes. Facts for the board from what the class is stuck on and what might fade.



Live. The class world on the whiteboard, a live round, a warm-up and a celebration. No child singled out.

GETTING STARTED

Setting up, and looking after, a class

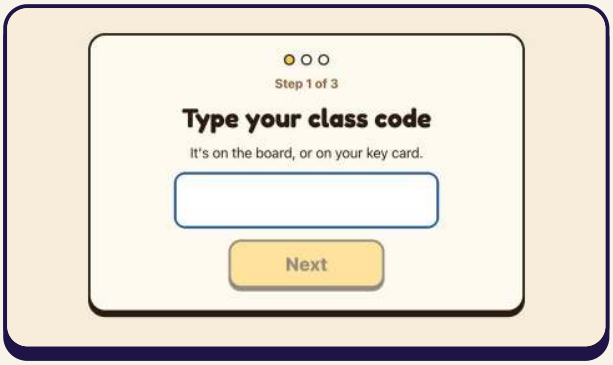
About twenty minutes, most of it printing. Nothing to install: Tuckbox Play runs in a web browser at play.tuckboxgames.com.

1. **Make a teacher account**
   Choose "A teacher" (nothing is pre-selected). Join your school with its teacher code, or be the first and set it up. Then choose how you appear to your class.

2. **Make a class: it starts empty**
   A name (not a child's), a year group and what it covers. You get a six-character class code with no letter that can be mistaken for a number. Nobody is in it until you add them.

3. **Add children**
   First names one per line, or just numbers. Each pupil gets a **picture and a word** (a kite and "pebble"). The names stay on your computer; save them to a file to use on another.

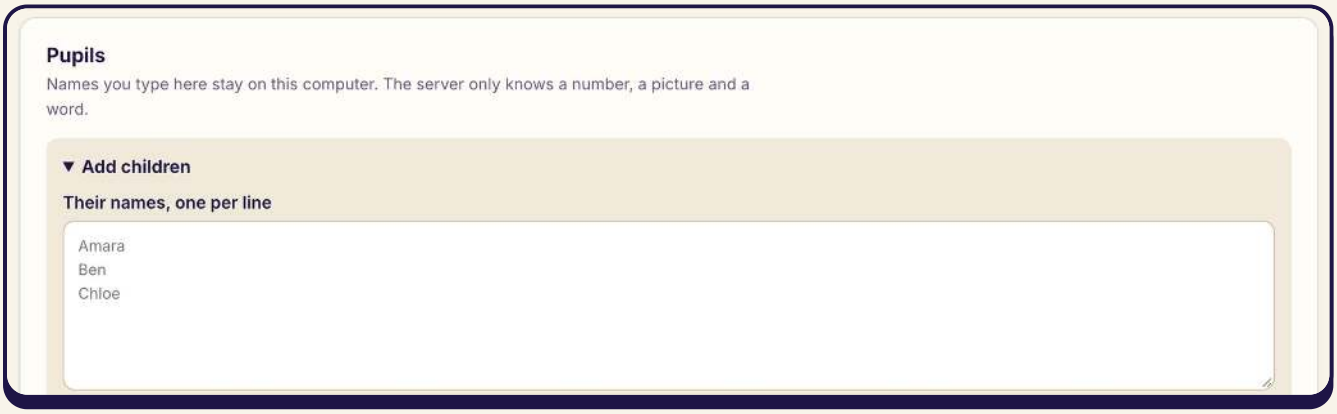
4. **Print the key cards; children join**
   Type the code, tap their picture, tap their word, then make their own Me and Buddy. Until they join, they show as an outline, never a made-up character.



Step 1 of 3. A child's whole sign-in: no email, no password, no name.

Managing pupils

- Move a pupil to another class in the school
- Remove a pupil (a family's child only leaves the class)
- Hand the class to another teacher, or delete it
- Sign out a device; withdraw a certificate
- Download a child's data



Pupils, in Class settings. Add children, see each key, when they last played, and Move or Remove on every row.

Any up-to-date browser on a laptop, Chromebook or tablet, and the whiteboard; the teacher pages work on a phone. One child per device for now. If your school filters websites, allow play.tuckboxgames.com and play-api.tuckboxgames.com.

SAFEGUARDING AND DATA

What we hold, and what we don't

We don't hold children's names, email addresses, dates of birth, photos, voice recordings or locations. A pupil is a picture, a word, a pupil number and a school year.

ABOUT A CHILD, WE HOLD	WHY
A picture and a secret word	How they sign in, with no name or password
Pupil number and school year	To match your key cards and pitch the questions
Their answers ("7 × 8: said 54, 4.2 seconds")	So you can see what each child knows, on any device
Minutes per day: learning, playing, making	To keep learning ahead of free play
Their village, Me and Buddy, plan and exam targets	So they're the same child on every device
Devices they've joined from	A random token, stored scrambled, that you can sign out

Control, with a button for everything

- **No made-up data.** A new class starts empty; nothing on your screen is invented.
- Add, move and remove pupils; delete a class; hand a class over.
- Withdraw a certificate; sign out a device.
- Download a child's data, or your own.
- Every change is written to an audit log.

How it's kept safe

- Stored in London; encrypted in transit and at rest.
- A teacher sees only their classes; a head their school; a parent their own child.
- Children never type free text that reaches us.
- No analytics, advertising or error-tracking services. No AI service sees pupil data.

For class use the school is the data controller and Tuckbox is the processor. We'll sign a data processing agreement before any child plays, with privacy notices and a DPIA starter your DPO can adapt. If something goes wrong we aim to tell the school within 24 hours.

What isn't in place yet, said plainly

We are a small, early-stage studio: no external penetration test yet and no security certification (Cyber Essentials is next). Removing a pupil or deleting a class is final after a confirm; there's no undo period yet. Pupil names live on one computer, so a second laptop starts blank unless you load the names file.

Tuckbox

THE PILOT

Try it before you decide.

We're looking for ten primary schools near Camberwell to use Tuckbox Play from Monday 11 January to Friday 26 March 2027, free for the term.

What you get

- Both subjects and the Schoolhouse, for every class, all term
- Us in person from SE5, to set up and see it in use
- A twenty-minute call every fortnight; fixes on a fixed day
- A first-week guide, a parents' letter and the DPO paperwork
- A readout after Easter on what moved in your class

What we'd ask

- Use it a few times a week, in class or as homework
- A short check at the start and end of term
- Tell us when something's wrong, as soon as you see it
- Your DPO's sign-off before children start

If it isn't working for your class, stop. There's nothing to cancel.

1. **See the teacher view**
   tuckboxgames.com/schools shows the class home: who needs you, the whole-class grid and set work.
2. **Talk to us**
   Leave your details at tuckboxgames.com for a call or a visit. Twenty minutes is enough.
3. **Sign up by Friday 18 December**
   So the paperwork is done and your class can start on Monday 11 January.

After the pilot, schools pay once a year by size, excluding VAT: **£199** up to 125 pupils, **£399** 126 to 250, **£599** 251 to 450, **£799** 451 or more, for both subjects. Times tables alone £149 any size. Schools that start during early access keep their first year's price for 3 years; 10% off 3 years paid up front; 10% off each school for trusts of 3 or more. Screens are from the live app and our demo school; no real children appear in them.