Tuckbox the full pack

A world children build by learning.

Times tables and spelling for every primary year, and for the 7+ everything the assessments test: played as games, taught in a schoolhouse, and shaped to the exact goal a grown-up sets.



For teachers and schools

Who needs you this week, set work in a tap, and the class on the board.

For families

How their child is doing, in plain words, and one thing to do together tonight.

For children

Nine games, a room, a village and islands. Nothing to buy, ever.

CONTENTS

What's in this pack

Everything Tuckbox Play does in November 2026, explained properly, with screens from the live product. Where something can't be shown yet, we say so and describe it instead.

01	What it is	3
02	The child's world	4
03	Nine games	6
04	Rewards that are places	7
05	How learning works	8
06	The Schoolhouse	9
07	Exam goals: will they be ready?	11
08	The 7+ in full	13
09	The plan: the world bends	17
10	For teachers	18
11	For schools	22
12	For families: what parents see	23
13	Data, privacy and control	25
14	Preview: Tuckbox for teenagers	27
15	Prices	29
16	How to start	30

In one line

Tuckbox Play is a world children build by learning: times tables, spelling and, for the 7+, everything the assessments test, played as games, taught in a schoolhouse, and shaped to the exact goal a grown-up sets.

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

How to read the screens

Every screen is from play.tuckboxgames.com, captured on 10 and 11 November 2026. Teacher and school views are our demo school, Camberwell Demo Primary, whose children are played by a script on weekdays; family views are its demo family. The child's world is the brochure's sample player. No real children appear.

What "live" means here

Everything described is in the product today unless it carries COMING or sits under "Honest limits". Prices are list prices excluding VAT for schools. During early access nothing is charged.

01 · WHAT IT IS

A learning game with a whole world in it

Children practise a few minutes a day inside games they ask to play. What they learn comes home with them: furniture for their room, houses for their village, cards for their binder. The grown-ups see what has stuck: teachers fact by fact and child by child, parents in plain words.

WHO	THE JOB THEY HIRE US FOR	WHAT THEY CAN SEE
A primary teacher	Every child knowing their tables and spellings, without marking, and knowing who needs them today	This week, Who needs you, the class picture, the Stack, Live, set work in one tap/td>
A school	The Year 4 tables check and KS2 spelling and arithmetic, measurably, for less than two products	Pricing table and calculator, class and school views, exports, the free pilot term
A family	Practice their child asks for, and knowing it's working	Their own page for their child, in plain words; Tonight; a 14-day free start
A 7+ family or tutor	A Year 1 or 2 child ready for independent-school assessments	158 skills across five areas, every 7+ skill on their page, Getting ready for the date

What's in it

- Times tables 1 to 12: all 66 facts, × and ÷
- Spelling: 2,374 words in 116 patterns, Year 1 to Year 6
- For the 7+: number, measures and shape, picture puzzles, English and reading
- 15 Schoolhouse lessons

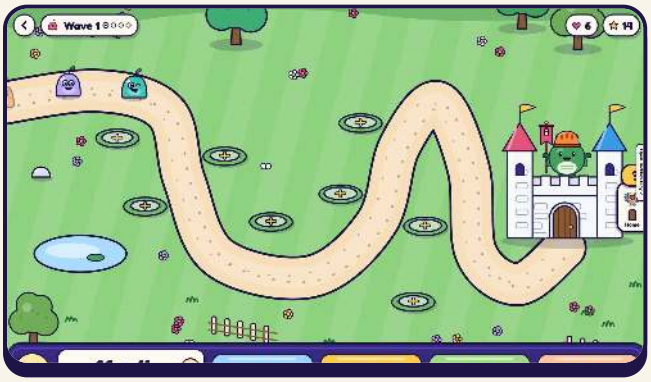
Two worlds, one learning

Under-8s (Little) get a paper-craft world with big targets and spoken lines; nothing needs reading. Children of 8 and up (Big) get a 3D Blockwork harbour town. Both grow from the same learning, and a child moving up finds everything where it always was.

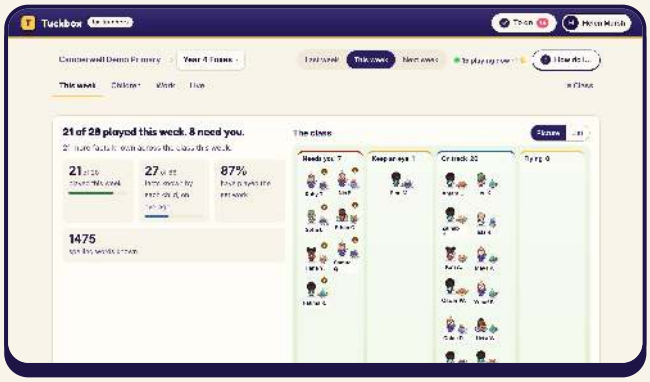
What isn't in it

- No adverts, purchases or loot boxes, ever
- No chat or free text that reaches us
- No leaderboards ranking children
- No names or emails typed by children: a pupil is a number, a picture and a word

> **Answering is how you play. The games are never held back; what waits is free play, until today's job is done.**



The child's side. A game, a room, a village: their world.



The grown-up's side. What they know and who needs you, from the same answers.

02 · THE CHILD'S WORLD

One road, four stops

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

1

My room

Their Me and Buddy, pinboard, trophies, cards, wardrobe and craft table.

2

My village

Every times table a street; every fact they know a house. The Schoolhouse, Hospital and Racetrack live here.

3

The harbour

Where the class host hands out the jobs a teacher sets, and the class plaza.

4

The islands

Frostpeak, Wildwood, Castle Hill, Meadow Farm, the Fairground: the games.



The room. The to-do card in the corner holds today's job, a new trick at the Schoolhouse and the warm-up. Certificates a teacher sends go up on the pinboard.



Little's paper village. Under-8s never see 3D: their village, map and friends' towns are paper cut-outs, and every place speaks its name.

The ladder

The room and the village are open from day one. At 12 things known a boat arrives and the class islands open (Little: "friends' towns"); at 40, the whole country. A place that's waiting never says "locked": it says what opens it. "Knows it" means right three times in a row, quickly, and nothing earned is ever taken away.

Learning before free play

The day starts with a warm-up on the islands (ten minutes by default) and the teacher's job first. Building, painting and visiting friends' villages can wait behind it, if a grown-up switches that on. Time is counted only while the screen is in use, and "learning" only while answers are flowing.

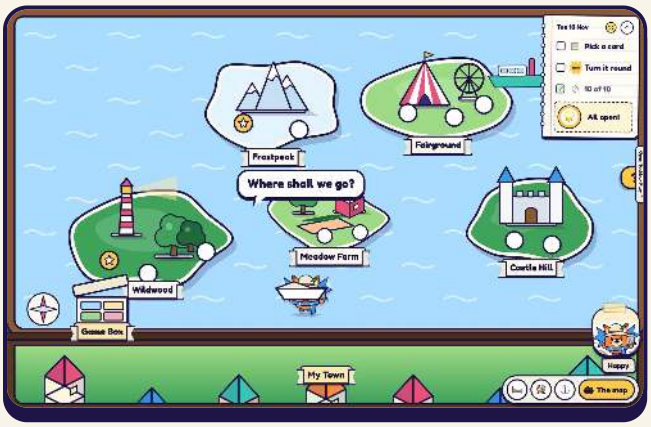
02 · THE CHILD'S WORLD

The harbour and the islands

The harbour is where school arrives in the child's world: the jobs their teacher sets, the class plaza and the ferry out to the games.



The islands (Big). Tap an island for its sign; Go! sails the ferry to its stop. Near islands open with the first sticker, Frostpeak with four, and the Ship docks somewhere new each day.



The paper map (Little). The same islands, drawn in paper, with the Game Box beside the harbour.



The plaza. Rounds for the whole class: Class Raid is the real live round, joined with the code on the teacher's board; the others are practice with a pretend class. The Harbourmaster stands here when a class hasn't chosen a host.

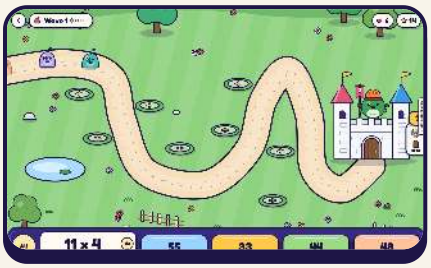
Who's at the harbour

Every class has a host, the figure who hands out the jobs and signs what the class sends. A teacher chooses: **themselves**, made in the same character maker the children use ("Mrs Marsh's job"), **a teacher character** (Mrs Patel), or **the Harbourmaster**, who keeps the harbour and never claims to be anyone's teacher. The Harbourmaster is the default, and the only host at home. Spoken lines are name-free; the speech bubble carries the host's name.

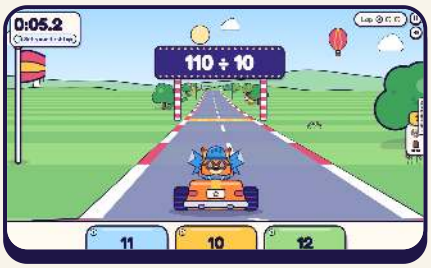
03 · NINE GAMES

Games children ask to play

Each game is a real game with its own loop; answering is the move inside it. Every one plays times tables and spelling, with a calm "no clock" choice.



Towers. Tower defence: answer to power up and send the blobs home.



Ghost Lap. Racing against your own best lap; the answers are on the track.



Rhythm. Answers on the beat: Chant Lanes and Beat Chain.



Grow. A farm: every right answer tends a crop or feeds an animal.



Buddy Hospital. Look, pick the remedy, give the right dose.



Arena. A kind fighter: boop the other Buddy off the ring.



Build. Blockwork building: a floor 8 by 6 is 8 × 6.



Who's the Mixer? Fix the rooms, find who's mixing up the answers.



Explore. Walk an island; every encounter is a question.

Picture and reading questions

For the 7+, picture puzzles and passages play in Explore, the Hospital and Towers, the games whose every answer goes through Tuckbox's shared question card. The other games play number and words. We say this up front.

Frostpeak and the den

Frostpeak holds the tables check practice: 25 questions, "like the real one" (6 seconds each) or no clock. In the den, children look after their Buddy (feed, play, wash, sleep), which grown-ups can turn down to moods only, or off.

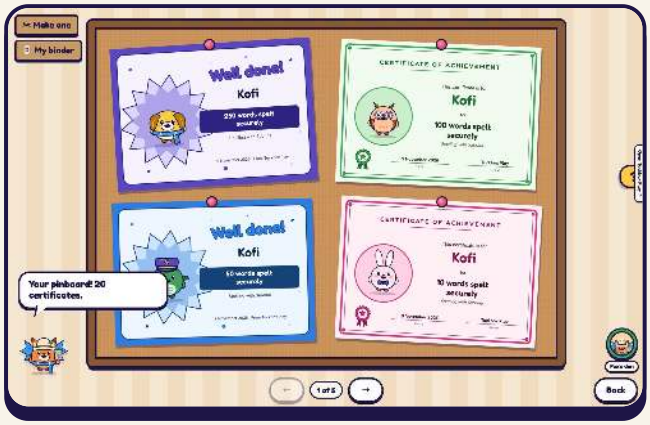
04 · REWARDS THAT ARE PLACES

Earned by knowing things

Nothing is bought and nothing comes from chance. Every prize says how to win it, and nothing won is ever taken away.



The card binder. Every card a child can win, nine to a page, with coloured tabs: Times Tables, Spelling, Quests, Lands, Made by me, Class, Badges and Tricks. An empty pocket shows the card's back and how to win it.



The pinboard. Certificates go up here, from the game or sent by their teacher (and come down if a teacher withdraws one).



The village grows. Every times table is a street of twelve houses; every fact they know puts one up. Spelling builds the Word Quarter. Build enough and a boat comes.



The Buddy. Every child designs a Me and a Buddy, with hearing aids, glasses and prosthetics in the maker. The Buddy cheers, reminds and lives in the den.

No streaks that punish, no rankings

Missed days cost nothing. Class rounds celebrate the class (lanterns lit, houses built, a bridge finished), never a top ten. Visiting friends' villages uses preset words and pictures only.

05 · HOW LEARNING WORKS

Built on how memory works

Short practice, often, fact by fact; facts come back just before they'd fade. The rules are the same in every game and every view.

Not tried yet
Not answered yet.

Practising
Started; not right every time.

Nearly there
Was right, but slipped lately.

Knows it
(Right first time three in a row, two of them inside six seconds.)

Knows it by heart
(Still right on three days, weeks apart.)

Spaced review

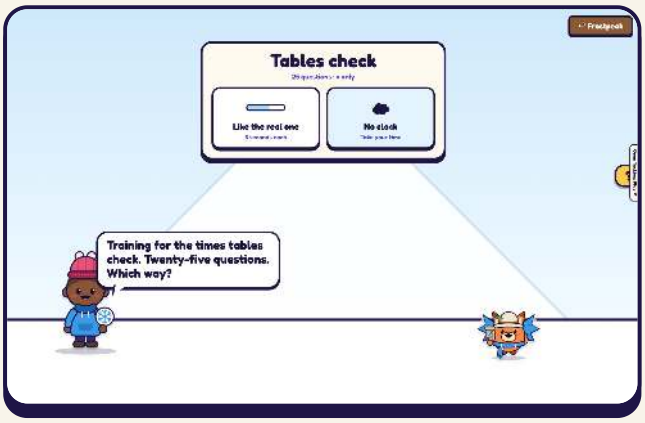
Once they know a fact it comes back after three days, then a week, then two weeks. A fact that hasn't been answered fluently for a while is brought back into the child's practice automatically. Teachers see which facts will fade in the next fortnight before they do.

What a child practises

When nothing is set, each child practises what they most need: what is fading first, then what comes next. Set work comes first when there is some. An exam target adds a weight, never a lock: the Year 4 check leans to the 6s, 7s, 8s, 9s and 12s.

The why, not just the score

Answers are kept as typed ("7 × 8: said 54, 4.2 seconds"), so a slip can be named: "said 21 ÷ 7 = 2, counted on or back from a nearby fact". Spelling is marked by Sabrina, our spelling engine, which tells a sound-right spelling from a random one.



Frostpeak. Training for the Year 4 multiplication tables check: 25 questions, like the real one (6 seconds each) or with no clock. Teachers see each child's last three scores out of 25; the real check has no pass mark, and we say so.

One set of words, for every grown-up

Teachers and parents see the same five words on every page, with a "?" beside each number for the exact rule. Children see their world growing instead.

06 · THE SCHOOLHOUSE

Taught, then practised

Practice apps drill what a child already half-knows. The Schoolhouse teaches the method first: short lessons with the trick in front and the drill behind, then a door straight to a game to use it.

1 · Hook
A question worth asking.
"Pip says the 9s are the hardest. Who's right?"

2 · See it
Something to move; the picture answers.
Arrays, fingers, ten-frames

3 · Try it
Two or three guided questions.
A nudge, then the worked step

4 · The card
The trick, kept.
Big: binder Tricks page. Little: schoolbag.

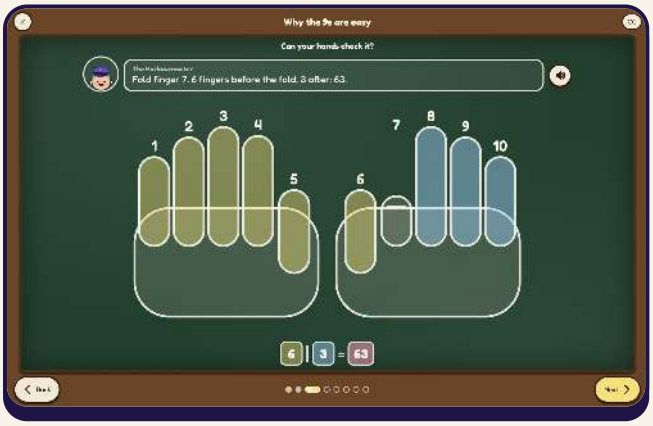
5 · Go practise
A door to a game.
The lesson becomes the round's source



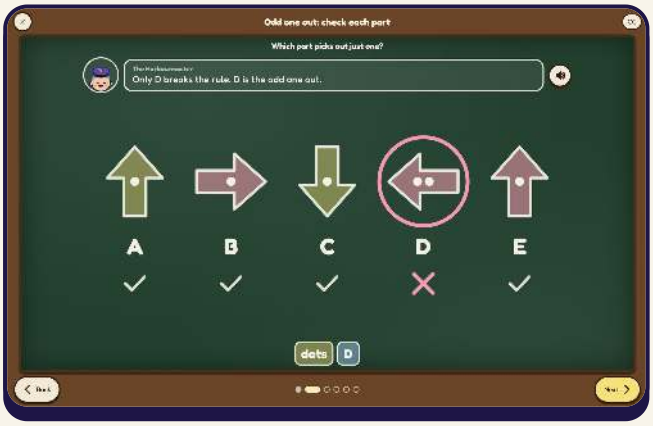
Why the 9s are easy (Big). The hook: two hands, one finger down, 6 | 3.



See it. Seven rows of ten, slide one column away: 7 × 10 − 7 = 63.



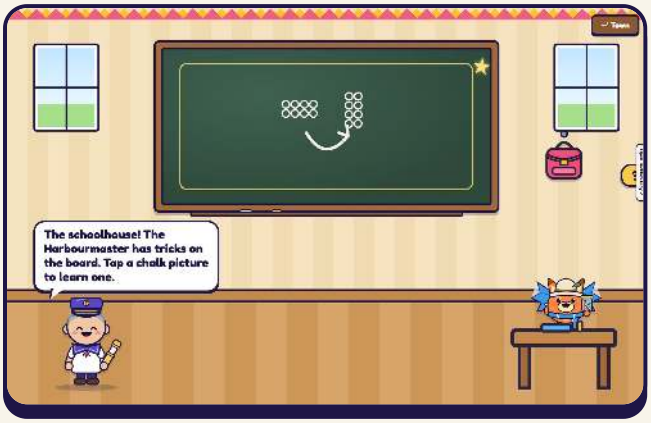
The finger trick. Fold finger 7: six before the fold, three after.



Odd one out (7+ picture puzzles). Check each part (shape, turn, dots) until one breaks the rule.

06 · THE SCHOOLHOUSE

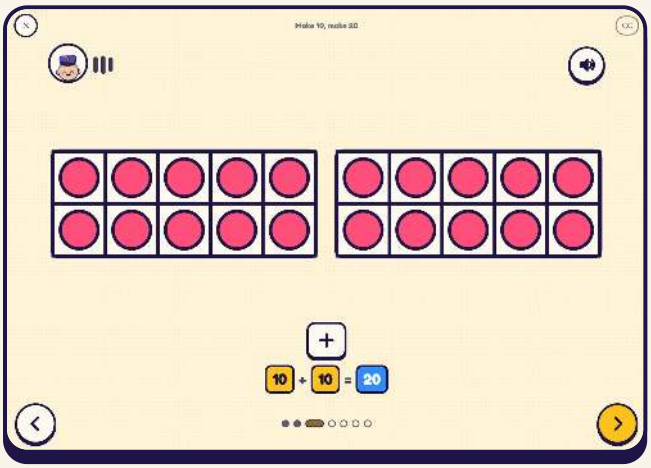
Two schoolhouses, fifteen lessons



Little: a paper schoolhouse with a bell. The bell rings when a new trick opens. Lessons are chalk pictures on the board; every word is spoken and no reading is needed.



Big: a Blockwork schoolhouse. Walk in from the village; today's tricks are chalked on the board, with "More lessons" paging to the whole shelf.



Make 10, make 20 (Little). Two ten-frames: 10 + 10 = 20.



Pip's slip. Pip answers and the child says whether he's right. Children enjoy correcting a creature more than being corrected.

The lessons

Turn it round; the 2s, 3s, 4s and 8s, 5s, 9s and 10s; Make 10, make 20; Tens and ones; Halves and quarters; Coins and change; Quarter past, quarter to; Odd one out; What comes next; Find it in the story.

Three ways in

When they're ready for it (a sticker on the Schoolhouse door and a row on the Today board), after the same slip twice (offered when the round ends, never in the middle), or set by a teacher as "a lesson first". Any lesson can be opened any time.

The rules

Two to four minutes. One screen per beat, never scrolling. Skippable, never punished: skipping still gives the card. A lesson never changes what a child is counted as knowing; practice does. Taught by whoever is at the class's harbour.

Honest limits

The lessons are still being reviewed. Until the recordings are made, their voice is the device's own. Spelling has no lessons yet. Big's lesson board is a drawn classroom, not a walk-around interior.

07 · EXAM GOALS

An exam, a date, and the truth

A grown-up sets an exam and a date for a child, or a teacher sets one for a class. Practice leans toward it, and everyone can see whether they're on track.

EXAM	DEFAULT DATE	WE MEASURE	NOT IN TUCKBOX
7+ (independent school entry)	2nd Monday of November in Year 2 (or January)	158 skills in five areas (pages 13 to 16)	Marking the writing, each school's own papers, group activity and interview
Year 4 multiplication tables check	First Monday of June	All 66 facts; a real-format practice check	Typing speed on the school's own device
KS2 SATs: arithmetic paper	Wednesday of SATs week	The 66 facts the paper rests on	Written methods, fractions, decimals, percentages, a timed paper
KS2 SATs: spelling paper	Monday of SATs week	Year 3/4 and 5/6 statutory lists	Grammar and punctuation; the 20-word dictation
This year's statutory spelling list	20 July	The year's list	Words a school chooses itself
KS1 optional maths and spelling	2nd Monday of May	2s, 5s and 10s; Year 1 and 2 exception words	Bonds, place value, measures, reasoning; GPS
11+ entry: maths readiness	2nd Saturday of September	All 66 facts, the speed base	11+ problem style, English, VR, NVR, any score

Every date is editable: schools pick their check day in the window, and 7+ and 11+ dates are each school's own. 2027 dates follow the 2026 pattern until the STA publishes them.

How "Getting ready" works

What's left to learn, against **this child's own pace lately**, aiming for a week or two before the day so there's time to settle. The answer is one of Just started (always, for a goal's first two weeks) On track Needs more time Ready. Rates are rounded and turned into minutes a day ("about 2 new times-table facts a week, roughly 5 minutes a day").

It always says

- How many are left, and the pace now
- The pace that would make it
- What to do next, from the child's own data
- What the exam covers that we don't

It never says

- "Will pass"
- A predicted score or place
- Anything to the child about facts left, a clock, or red

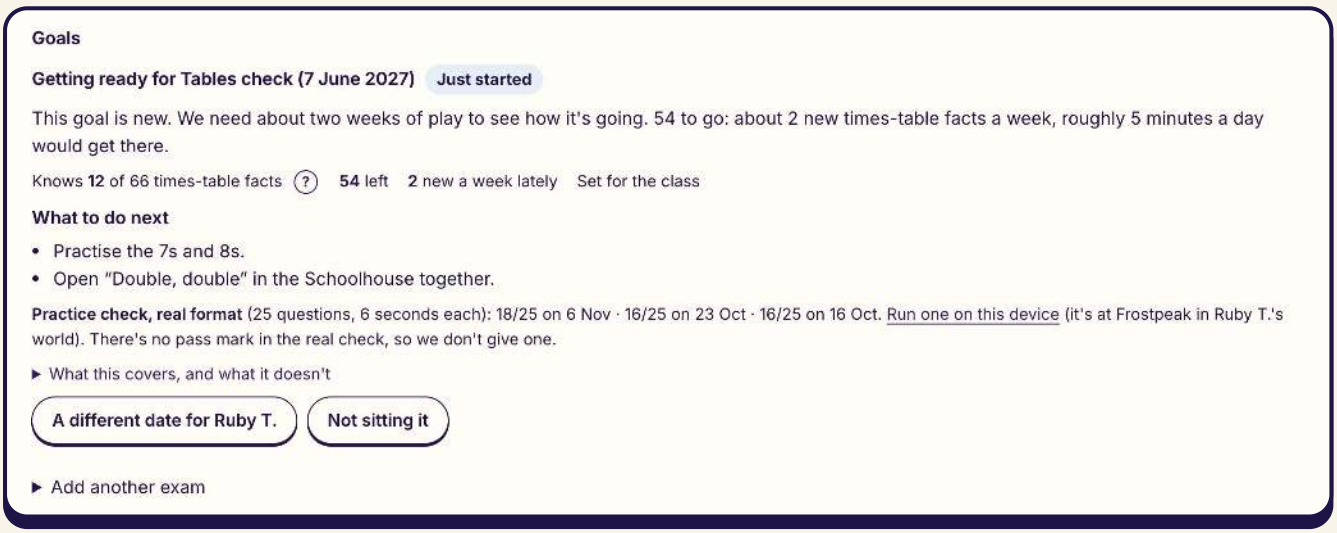
07 · EXAM GOALS

What it looks like

Year 4 Foxes at the demo school have the tables check on 7 June 2027 as their class goal. These are the live cards.



On This week, for the class. "15 on track or ahead · 0 need more time · 13 just started, or not enough play to tell", the class's practice-check average out of 25 and what most need.



On a pupil's page. "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. The practice checks are listed with "there's no pass mark in the real check, so we don't give one". *A different date* sets a catch-up day; *Not sitting it* takes the child out, undone from the same page.

What the child sees

One calm line on their Today board, "Tables check in 30 weeks" (Little: "in June"), which opens the practice check. No count of facts left, no clock, no red.

Who can set one

A parent for their child; a teacher or school admin for a pupil or a class. A pupil's own date or "not sitting" overrides the class. Targets are kept when ended, and included in exports.

Every 7+ skill, as games, with a date

The 7+ is how children join Year 3 at an independent school. There's no common test: each school sets its own papers, mostly November to January of Year 2. Tuckbox covers every skill those papers test that a machine can fairly mark, and hands the writing to a grown-up.

AREA	SKILLS	YEAR 1	YEAR 2	HARDER EXTRAS	PRACTISED WITH
Number	49	4	33	12	counting, place value, calculation, times tables, fractions, money, problems and puzzles, mental maths by ear
Measures and shape	37	13	18	6	the clock, calendars, scales and units, 2D and 3D shape, symmetry, position, tallies and graphs
Non-verbal reasoning	13	5	5	3	13 picture-puzzle types; every item re-solved so exactly one answer fits
English	41	18	19	4	spelling (Sabrina), punctuation, grammar, word building, vocabulary, verbal reasoning
Reading and writing	18	8	7	3	original stories, read or listened to, with questions from the story itself; 4 writing tasks a grown-up marks
All five	**158**	48	82	28	154 counted towards Getting ready; the 4 writing tasks are listed but never counted

For the child

A third pocket in their backpack, **7+**, beside Numbers and Words, the skills they most need first. Games that look like games. A Today line that says when: "Your 7+ is in November".

For the family

One tap at sign-up: *7+ (independent school entry)*, the date filled in from the child's year, and the honest line: "we cover maths, reasoning, English and reading practice; writing is marked by you".

For a tutor

A group set up as a class, with the 7+ as the class goal. This week shows who's on track and the skills most of the group still need; each pupil's page lists every 7+ skill before a lesson.

When is a skill ready?

When it's been answered right first time five times in a row and isn't slipping. Each skill shows one of the five words (Not tried yet, Practising, Nearly there, Knows it, Knows it by heart). The pace is skills ready since the child's first 7+ answer; in a goal's first two weeks it says *Just started* instead of guessing. For families, the separate 7+ brochure explains all this in plain words.

08 · THE 7+ IN FULL

Every 7+ skill: number, measures and shape

Number · 49

Year 1: Number bonds to 10; Number bonds to 20; Add and take away within 20; Counting coins.

Year 2: Counting in steps; Missing number in a sequence; Find the rule; 1, 10 and 100 more or less; Tens and ones; Numbers in words; Compare with < > =; Order numbers; Halfway between; Tens to 100; 2-digit and ones, 2-digit and tens; Two 2-digit numbers; Adding three numbers; Missing-number boxes; Use the inverse; 2, 5 and 10 times tables; Sharing and grouping; Doubling and halving; Odd and even; Spot the times-table number; Fraction of a shape; Fraction of an amount; Equivalent fractions; Giving change; Fewest coins; One-step word problems; Multi-step word problems; I'm thinking of a number; Balancing both sides; Odd one out (numbers); Making numbers from digits; The missing sign; Mental maths (listening).

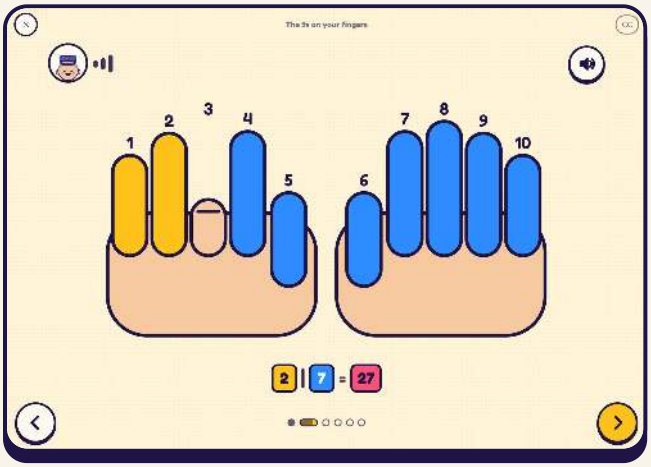
Harder extras: Counting in bigger steps; Doubling and growing patterns; Hundreds, tens and ones; Rounding to 10 and 100; Any bond to 100; Adding and taking 9, 11, 19, 21; 3 and 4 times tables; Remainders in a story; Comparing fractions; Counting in halves and quarters; Pounds and pence; Magic squares.

Measures and shape · 37

Year 1: O'clock and half past; What time will it be?; Days of the week; Months of the year; Measuring tools; Comparing measures; Measures word problems; Sides and corners; Naming 3D shapes; Shape patterns; Left and right; Tally charts; Simple tables.

Year 2: Quarter past and quarter to; Time to five minutes; How long?; Reading a calendar; Time facts; Units of measure; Reading scales; Changing units; Naming 2D shapes; Faces, edges and vertices; Sorting shapes; Lines of symmetry; Turns; Moving on a grid; Comparing tallies; Pictograms; Block graphs; How many more and altogether.

Harder extras: Later and earlier, in fives; Estimating measures; Comparing across units; Harder measures problems; Further along a pattern; Turning with compass points.



Lessons sit beside the skills. On the child page a skill names the Schoolhouse lesson that teaches it ("Make 10, make 20" beside number bonds).

Harder extras

"Harder extras" marks early Year 3 work and the extension questions some schools add. It's practised and counted like the rest, and comes last in the "what next" order: Year 1 first, then Year 2, then stretch.

Every 7+ skill: reasoning, English and reading

Non-verbal reasoning · 13

Year 1: What comes next; Odd one out; 2 × 2 grids; Mirror images; Counting shapes.

Year 2: Which belongs with these; A is to B as C is to ?; Turning shapes; Complete the pattern; Hidden shapes.

Harder extras: 3 × 3 grids; Codes; Folding and holes.

English · 41

Year 1: Spelling: Year 1 common exception words; Spelling: Year 1 patterns; Capital letters and full stops; Capitals for names, days, months, places and I; Question marks and exclamation marks; Nouns and verbs; Past tense with -ed; Joining words: and, but, or; Plurals with -s and -es; Adding -er and -est; The prefix un-; Compound words; Synonyms; Antonyms; Odd word out; Alphabetical order (first letter); Rhyme; VR: missing letters.

Year 2: Spelling: Year 2 common exception words; Spelling: Year 2 patterns; Commas in lists; Apostrophes for missing letters; Apostrophes for belonging (one owner); Adjectives; Adverbs; Irregular past tense; Past, present and future sentences; Joining words: because, when, if, that; Statements, questions, commands and exclamations; Noun phrases; Plurals with -ies and -ys; Adding -ful, -less, -ness, -ment, -ly; Word meanings in context; Word families; Alphabetical order (second letter); VR: hidden words; VR: letter sequences.

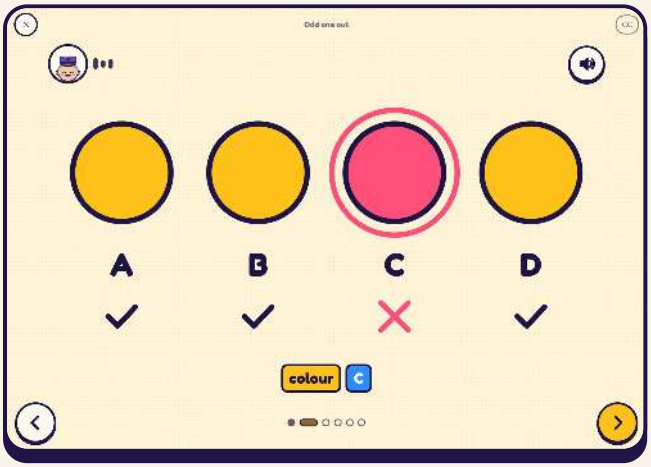
Harder extras: Tricky plurals; VR: letter codes; VR: word links; VR: move a letter.

Reading and writing · 18

Year 1: Reading: finding facts in the text; Reading: what happened when; Reading: true or false; Reading: rhymes in poems; Listening: finding facts in the text; Listening: true or false; Listening: rhymes in poems; Writing: describe something (a grown-up marks).

Year 2: Reading: word meanings; Reading: how characters feel; Reading: titles, lists, steps and headings; Listening: what happened when; Listening: how characters feel; Writing: write a story (a grown-up marks); Writing: write instructions (a grown-up marks).

Harder extras: Reading: why, and how do you know; Listening: why, and how do you know; Writing: write about a day, a recount or a letter (a grown-up marks).



Picture puzzles. Picture questions with picture answers, A to E. Every item is re-solved when it's made, so exactly one answer fits.

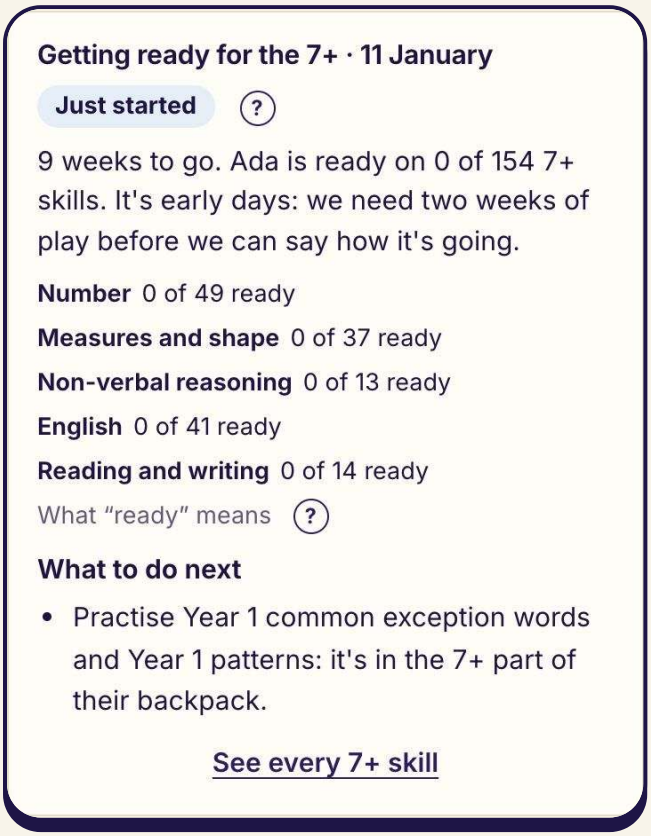
Reading and listening

Passages are original stories, poems and instructions written for Tuckbox; the questions come from the story itself. For listening, the passage stays hidden until it has been read aloud.

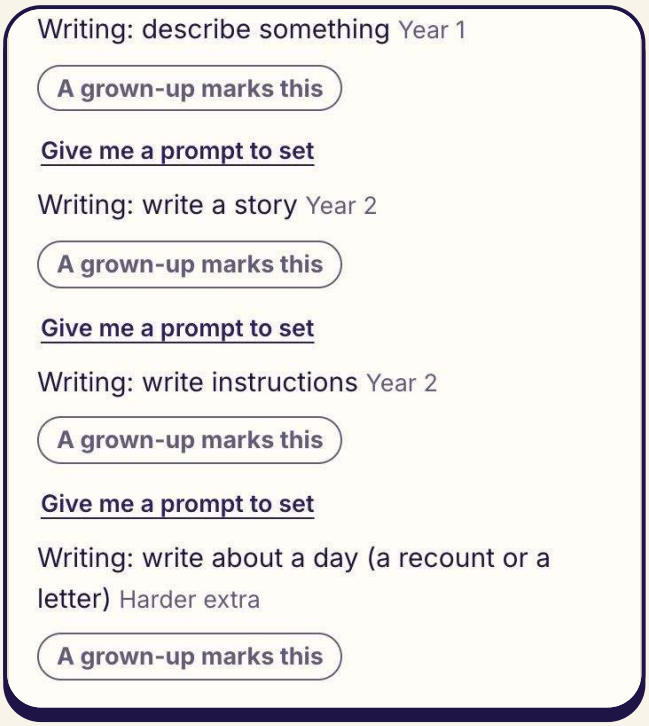
08 · THE 7+ IN FULL

On the child's page

Our demo Year 2 child, Ada, a few days after a 7+ goal was set for 11 January 2027, on her parent's phone. Nothing has been played in the 7+ part of her backpack yet, and the card says exactly that.



Getting ready for the 7+ · 11 January. "Just started": 9 weeks to go, 0 of 154 skills ready, area by area, and what to do next, with *See every 7+ skill*.



Writing, marked by a grown-up. The four writing tasks say *A grown-up marks this*, with *Give me a prompt to set*: a title, a plan, a word bank, a length and the checklist schools mark against.

The 7+ brochure

7+ families and tutors have their own six-page brochure, **Tuckbox Play for the 7+**: the journey, every area in plain words, Getting ready, and what we don't cover.

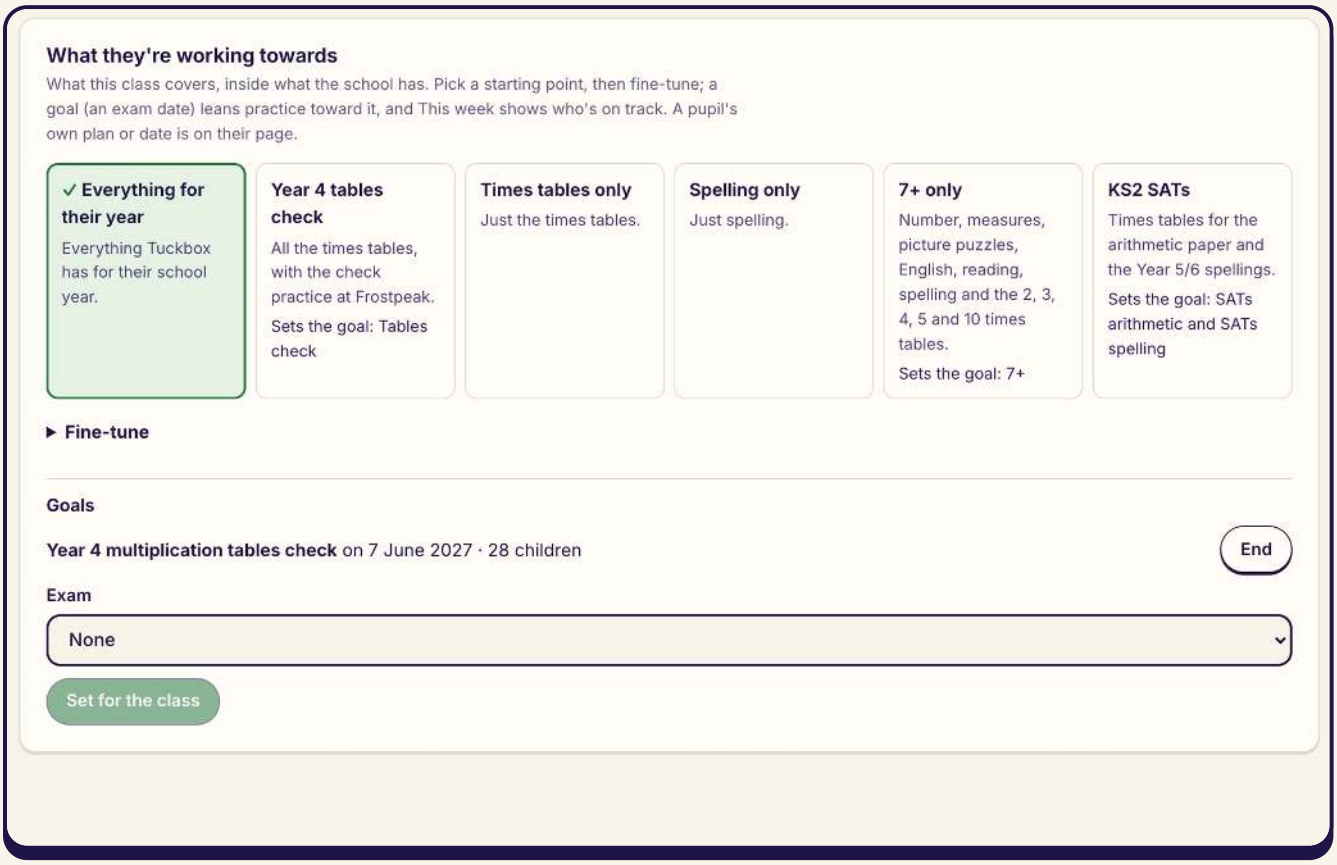
Honest limits

- Writing is marked by a grown-up: a machine can't mark it fairly.
- Group activities and interviews aren't something we do.
- Each school sets its own papers; we practise the skills, not one school's style.
- No real-format 7+ mock yet: a timed paper per area is next.
- Picture and reading questions play in Explore, the Hospital and Towers only.
- The pace is an average since the first 7+ answer.

09 · THE PLAN

The world bends to the goal

A grown-up chooses what a child is working towards. The village, islands, games, cards and counts reshape to fit: nothing outside the plan is drawn, nothing ever looks missing, and nothing earned is ever taken away.



Six starting points, then fine-tune. Everything for their year (the default), Year 4 tables check, times tables only, spelling only, 7+ only, KS2 SATs. A goal preset also sets the exam. The same card is on the child page, in class settings and at sign-up.



Fine-tune. Seven topics, each saying what it changes in the child's world ("the Word Quarter in their village, the library, the Spelling page in their binder..."), and which tables.

STATE	THE CHILD SEES
Open	It, working
Locked	It, with how to earn it (learning locks; a plan never does)
Quiet	Out of the plan but earned: kept as it was, no prompts
Hidden	Out of the plan, nothing earned: ordinary village instead

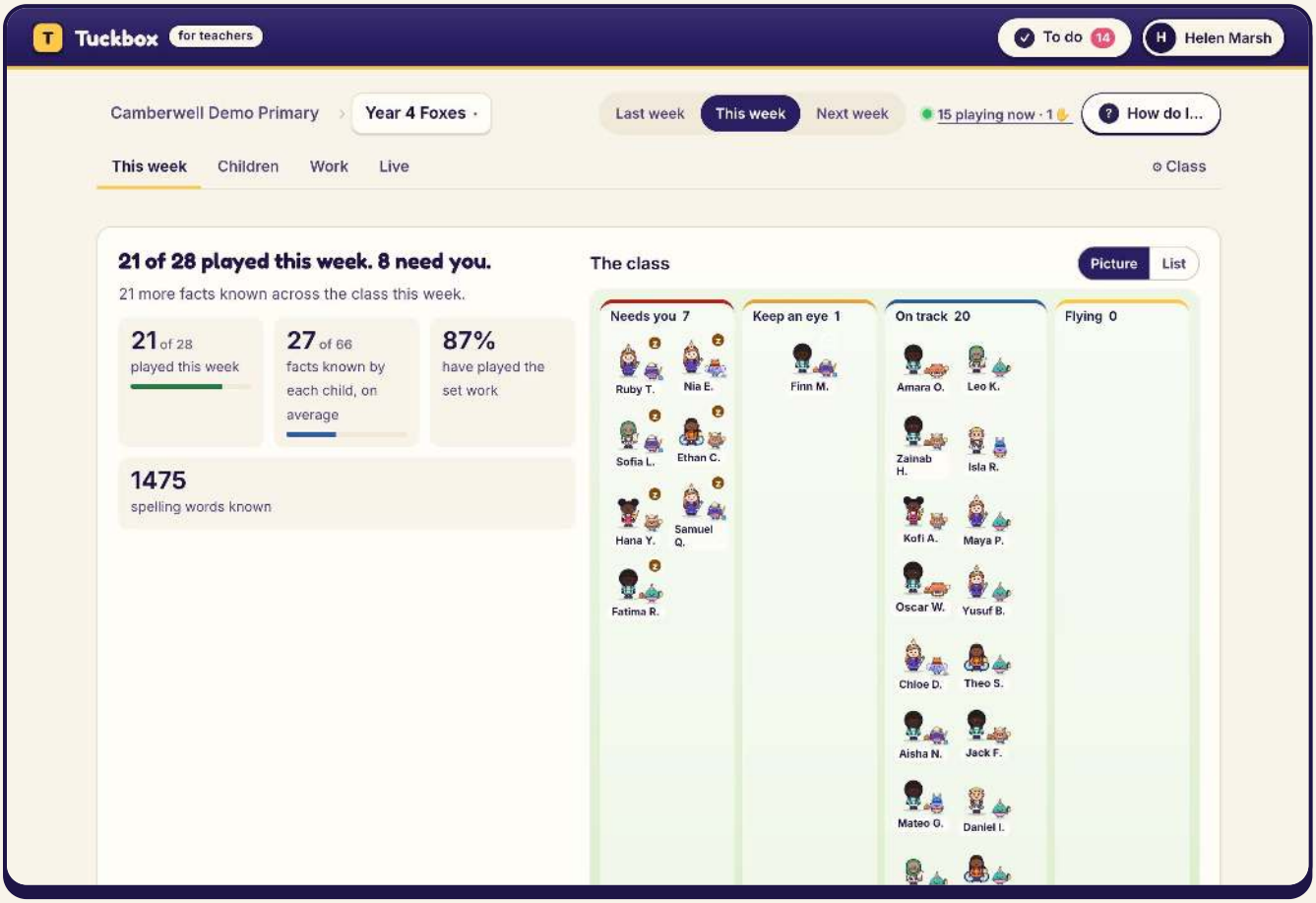
School first. A school sets the topics it has; a class or a pupil can only narrow them, and a greyed switch says why. A child in a class and a family plays the school's plan on school devices and the family's at home; set work always gets through.

Places that join the plan arrive with a moment in the child's world; ones that leave go quietly, at the next hub, never mid-game.

10 · FOR TEACHERS

It starts with who needs you

The class page opens on This week: the children as the characters they made, in four lanes, with the exceptions first.



This week. "21 of 28 played this week. 8 need you." Played, times-table facts known by each child on average, the set work done, spelling words known, and the class as Needs you, Keep an eye, On track and Flying. Last week and next week are a tap away; "15 playing now" opens Live.



Who needs you. From the same rules as every child's page: not played, playing less than usual, stuck on the same fact, ready for more, each with the action beside it.

What next

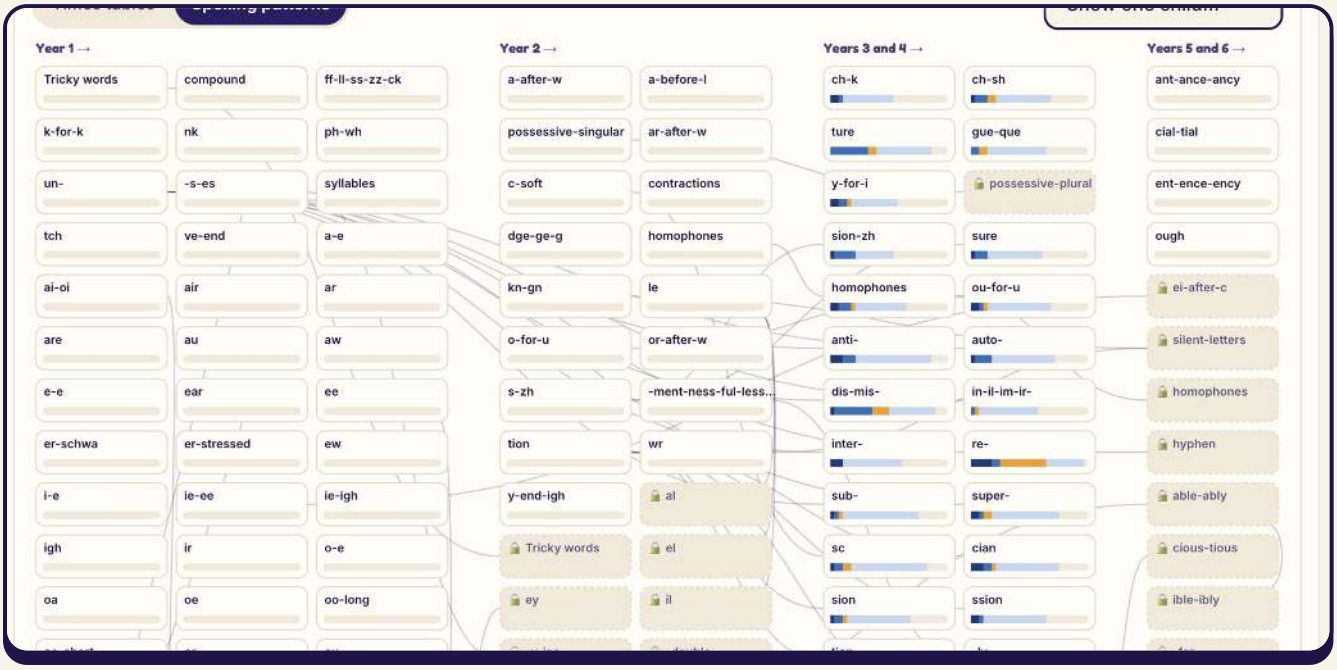
- **Set work**, with a suggestion from the week ("Catch-up: the 9s again")
- **Tomorrow's 10 minutes**: five facts for the board
- **Show the class on the board**: Live
- **Open the room**: who's in, what they're on, hands up

Below sit this week's work with how far each child has got, and what the class knows: a 12 × 12 grid, the 3D Stack, or the spelling patterns tree.

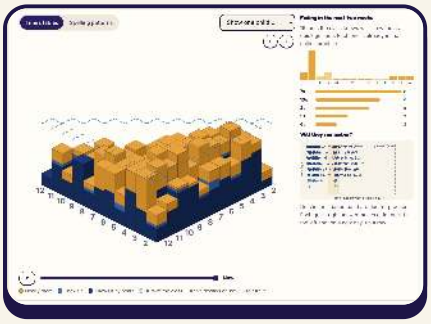
The To do tray

Across all your classes: getting set up, hands up waiting, who needs you, who's near an unlock, and what to celebrate.

What the class knows



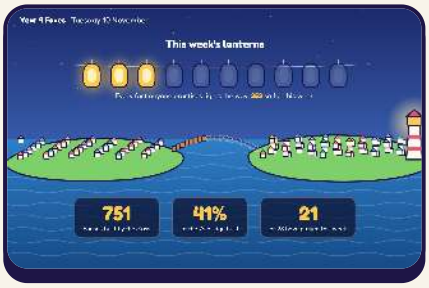
Spelling patterns. 116 patterns from Year 1 to Years 5 and 6, each joined to what it builds on, with the class's spread on each. A padlock means the class doesn't have what it builds on yet. Tap a pattern for who's where; pick one child to see theirs.



The Stack. One tower per fact, one block per child, in the five words' colours, with the facts that might fade in the next fortnight and *Will they remember?*, the class's forgetting curve.



Tomorrow's 10 minutes. Facts for the board from what the class is stuck on and what's fading. Show the answer, or as blocks.



Live, on the whiteboard. Four screens: the class world (lanterns, houses, the 7s bridge), a live round, a warm-up, a celebration. No child singled out.

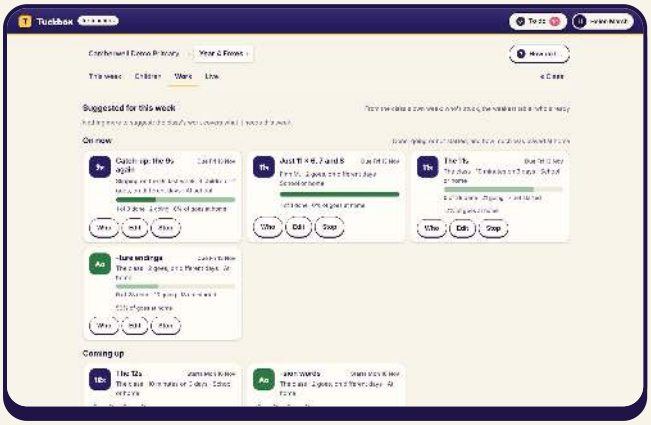
Children

Every child in a list, needs-you first or by number: facts they know, their world, days and minutes played, and what they need. Tap one for their page: the week in a sentence, what needs you, what they're working towards and their goal, their work, the times tables replayable week by week, their memory, spelling words, lessons and their screen as they see it. *Print for parents' evening* prints the parent's page (section 12).

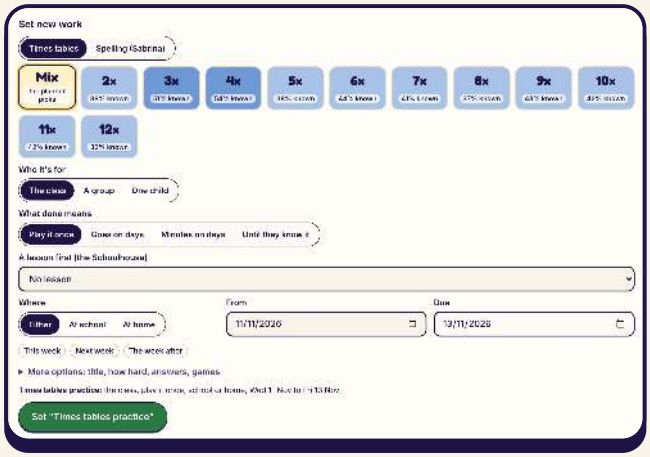
10 · FOR TEACHERS

Work, set in a tap

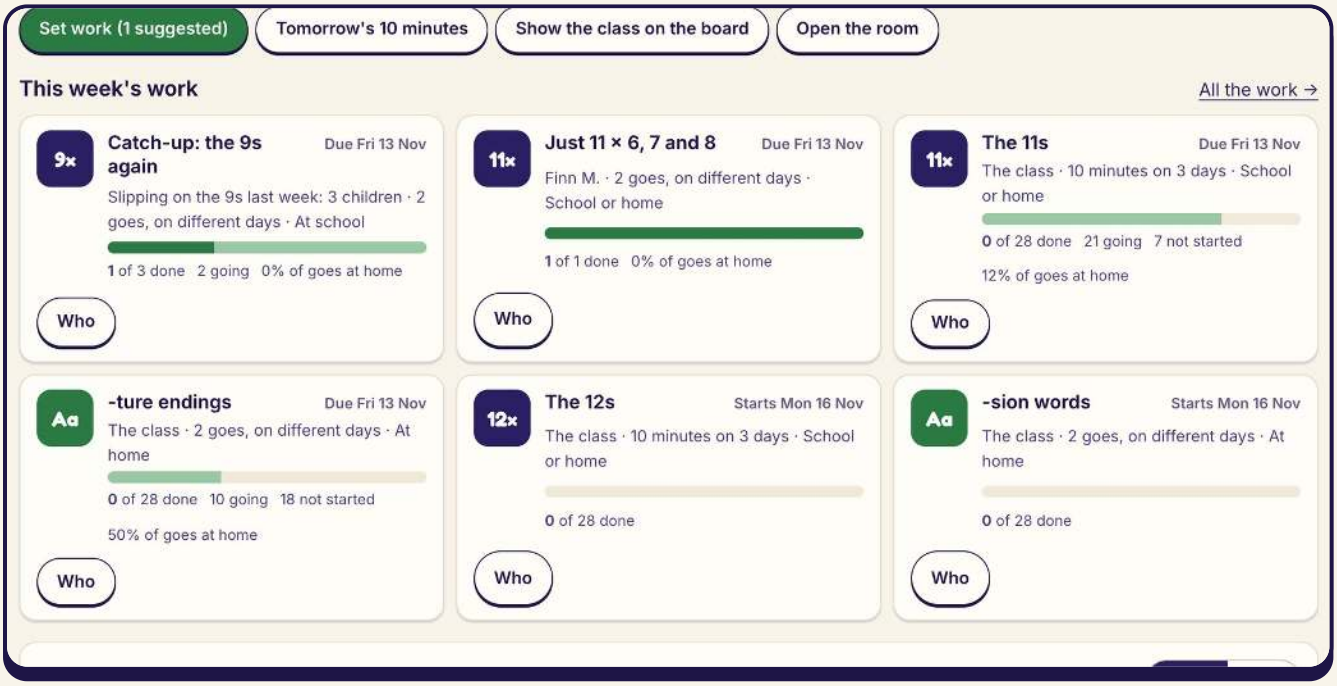
Work is set by the week. Children see it first, as a job from whoever is at their harbour.



Work. Suggested for this week, on now and coming up, each with who has done it; edit or stop any of it. To print or send: homework sheets, certificates and a class card set.



Set new work. Each table shaded by how well the class knows it ("38% known"). For the class, a group or one child; play it once, goes on days, minutes on days, or until they know it; at school, at home or either; and optionally **a lesson first** from the Schoolhouse.

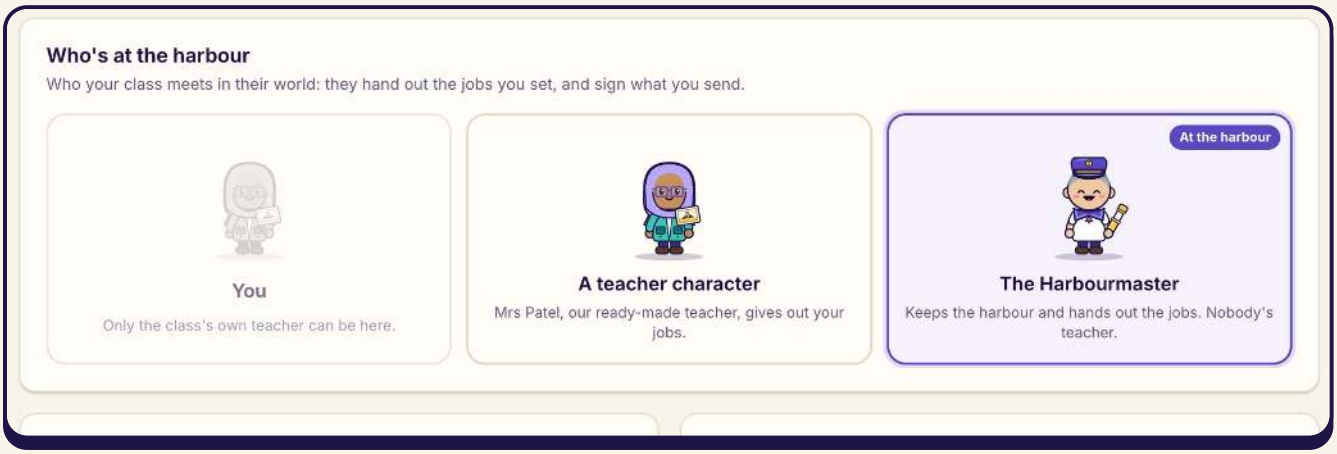


How it's going. "Catch-up: the 9s again · 1 of 3 done, 2 going · 0% of goes at home." Who opens the children behind each number.

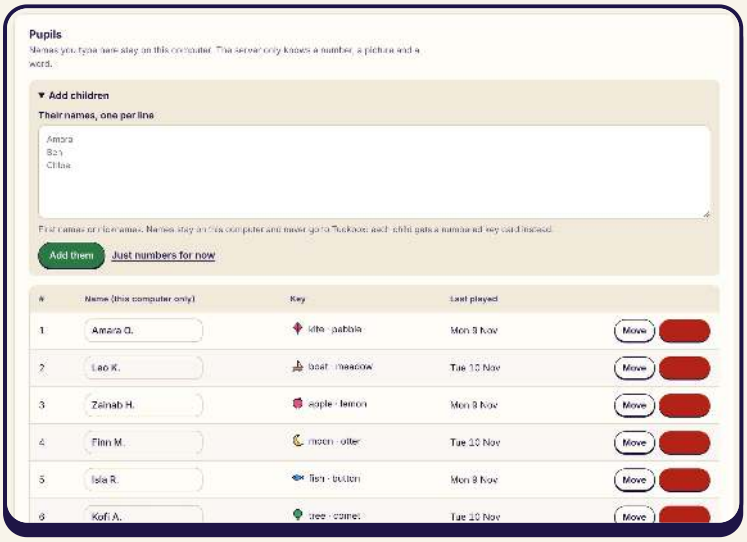
10 · FOR TEACHERS

Your class, managed

A new class starts empty. Children are added by the teacher and make their own Me and Buddy when they join. Nothing on a grown-up's screen is made up.



Who's at the harbour. You (only the class's own teacher can stand there, as they made themselves), a teacher character, or the Harbourmaster. "Your class sees this name and this look in their game."



Pupils. Add children by first name, one per line, or just numbers. Each gets a picture and a word for their key card. Names stay on this computer (save them to a file for another); the server knows a number, a picture and a word. Move a pupil to another class, or remove them.

The whole lifecycle

- Rename, change year group, change pack, delete the class (typed confirm)
- Hand the class to another teacher
- Move or remove a pupil; a family's child only leaves the class
- Withdraw a certificate; sign out one device or all
- Download a child's data

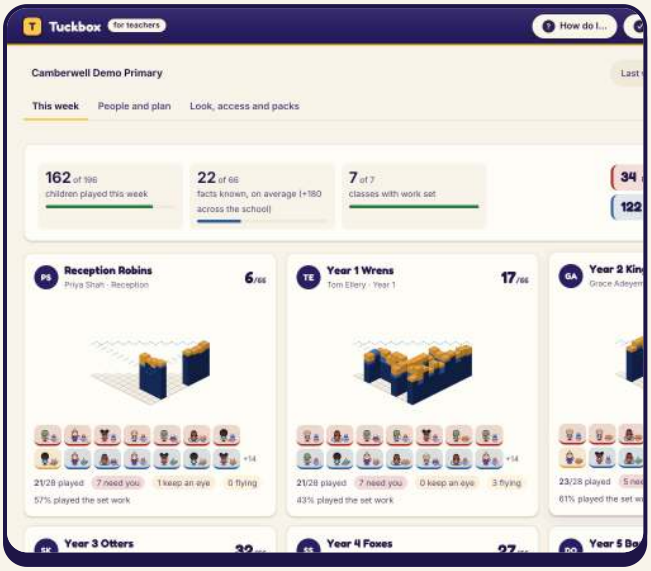


On a phone. The same pages, for a glance in the corridor.

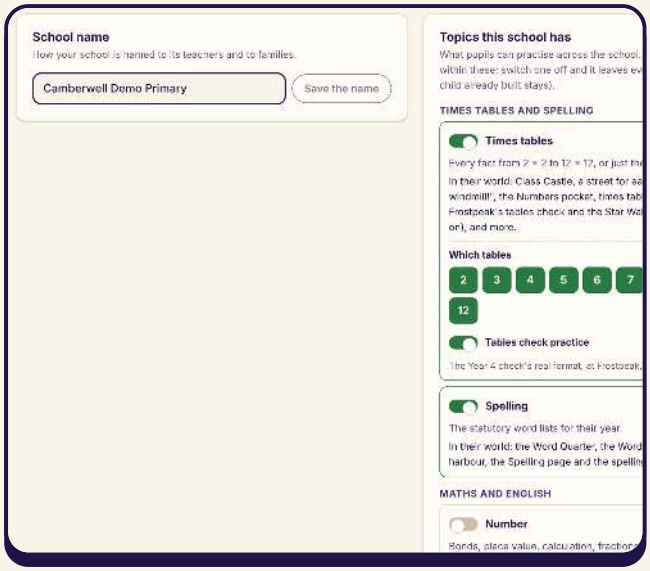
Pupil names shown are demo nicknames held on our demo computer.

11 · FOR SCHOOLS

One school, every class



The school, this week. "162 of 196 children played this week", times-table facts known on average, classes with work set, and each class's week.



People and plan. The school name, the topics the school has (classes can only narrow them), teachers and admins, the teacher code, classes and who teaches them, home links and the plan.

Prices for schools

One price a year for the whole school (every class, every pupil), set by pupils on roll, excluding VAT.

PUPILS ON ROLL	TIMES TABLES AND SPELLING	SPELLING ONLY	TIMES TABLES ONLY
Up to 125	£199	£149	£149
126 to 250	£399	£299	£149
251 to 450	£599	£499	£149
451 or more	£799	£699	£149

Founding schools

Join during early access and keep your first year's price for 3 years.

Pay for 3 years

10% off when you pay three years up front.

Trusts

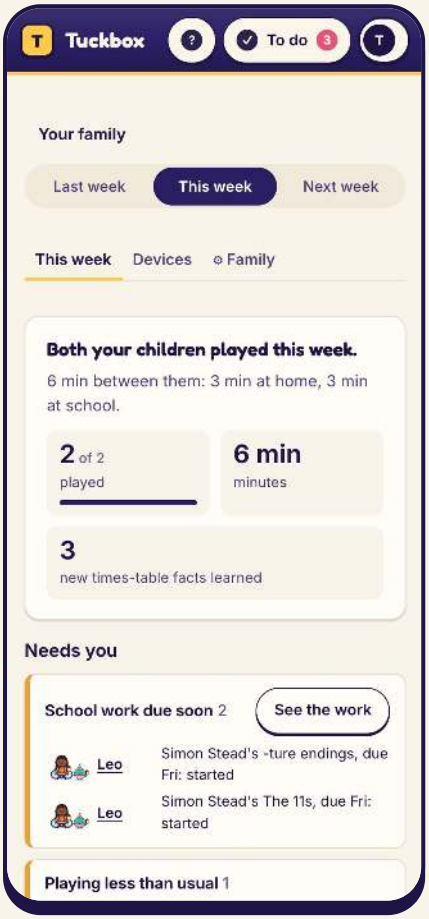
10% off each school when three or more buy together.

Pay by invoice with a purchase order: 30 days, no card. The 7+ topics play on the both-subjects plan. Early access: nothing is charged; schools start with a free pilot term.

12 · FOR FAMILIES

What parents see

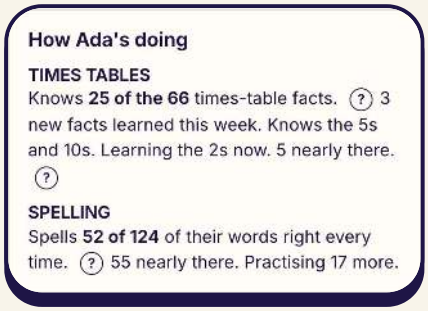
Parents get their own pages, phone first and in plain words: the child's world before any numbers, then three answers. Is my child doing OK? What have they done this week? What can we do tonight? Built from the same answers a teacher sees, so nobody is told different things.



Your family. "Both your children played this week. 6 min between them: 3 min at home, 3 min at school." Then Needs you, and each child's week.



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, a few plain lines per subject, with a **?** beside each number.



This week they won.

The page, in order

Their world · How they're doing · This week (days played, minutes, what school set: Done or Going) · Tonight · This week they won · Worth a word · Getting ready (only with a goal) · What Tuckbox covers for them · **Show the detail** (the times-tables grid, Will they remember?, every 7+ skill, lessons; closed until asked for, remembered per phone) · More (what they see, home settings, look and Buddy, print, download their data).

Names stay on each phone

Tuckbox's server never has a child's name. A parent adds it on their own phone; a second grown-up adds it on theirs, and until then sees "Your Year 2 child". (The demo children are Ada and Leo on our phone.)

Tonight, and the rest of their week

🔢 Tonight with Leo 5 minutes

3 × 11 is what they're learning now.

Ask them how they'd work out 3 × 11 if they forgot. Any way is fine. Then check together: it's 33.

Another idea

✏️ Tonight with Ada 5 minutes

Two of their spelling words are nearly there.

Hide 'rescued' and 'whale' on sticky notes in the kitchen. They find one, read it, then spell it with their eyes shut.

Another idea

Tonight, 5 minutes. One thing to do together, away from the screen, picked from what that child finds tricky right now: the table they're learning, two nearly-there spellings, a 7+ area that's slipped. From a written bank of 67 ideas, with *Another idea*. It falls back to their world when nothing is tricky.

Worth a word

Playing less than usual. Shorter goes than usual: 2 minutes a day, usually 4.

Ready for the next table. Ada knows the 5s. They're ready for the next table: it opens on its own as they play.

Worth a word. What a quick chat could help with, often good news.

Getting ready for the Tables check · 7 June

Just started

30 weeks to go. Leo knows 38 of the 66 times-table facts. It's early days: we need two weeks of play before we can say how it's going.

What to do next

- Practise the 7s and 12s, the ones the check asks most.

Getting ready, only when there's a goal: never "Behind", and "Just started" for the first two weeks.

Starting

Three steps: who's playing (a first name, kept on the phone, and their year), the card from school (only if one came home), and hand it over. From the 7+ page, the 7+ date is a step too.

Linked to school

The home code on the back of the key card joins school and home play into one child. Parents see what school set, with the teacher's name. School's settings come first.

Teachers print it

A teacher's *Print for parents' evening* prints this parent page, not the teacher's, because the parent reads it.

Brochures for families

Tuckbox Play for families (8 pages) for every parent or carer, and **Tuckbox Play for the 7+** (6 pages) for 7+ families and tutors. Family prices: £5.99 a month for one subject, £8.99 for both (£59.90 / £89.90 a year), one price for every child in the family, 14 days free, no card; nothing is charged in early access.

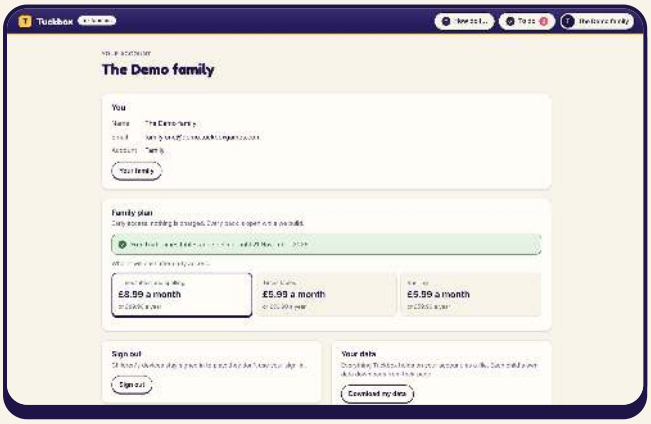
13 · DATA, PRIVACY AND CONTROL

Every piece of data, with a button

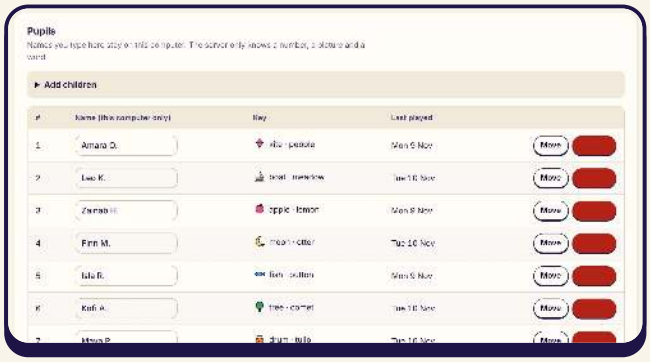
Two rules. **No made-up data**: nothing appears that a person didn't make. **The whole lifecycle**: for everything a grown-up looks after, make it, see it, change it, remove it, move it, and get a copy.

THING	MAKE	CHANGE	REMOVE	MOVE	COPY
Class	Starts empty	Name, year, pack, host	Delete (typed confirm)	Hand to another teacher	–
Pupil	Names one per line, or a number	Look and Buddy, with the child	Remove (or leave the class if a family holds them)	To another class in the school	Download their data
Pupil names	This computer only	✓	Follow remove	Follow a move	Save to and load from a file
Family child	✓	Year, plan	✓	Link into a class	Download
Devices	A child joins	–	Sign out one or all	–	In the child's export
Set work	✓	Edit	Stop, restore	–	–
Certificates	✓	–	Withdraw (comes off the pinboard)	–	In the child's export
Exam targets	Child or class	Date; not sitting	End (kept, in the export)	Follow a home-to-school link	Child's and setter's export
Grown-up account	✓	Switch role if no children or school	Delete (typed confirm)	Classes go to an heir	Download my data
Staff	Approve requests	Role	Remove; leave	–	–

The audit log. Every change is written to an audit log; Tuckbox staff have a viewer with filters, and each grown-up's own entries are in their account export.



Your account. Your details, the plan, sign out, *Download my data* and *Delete my account*.



Pupils. Names on this computer only; Move and Remove on every row.

13 · DATA, PRIVACY AND CONTROL

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.

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 key cards and pitch the questions
Their answers ("7 × 8: said 54, 4.2 seconds")	So grown-ups can see what they know, on any device
Minutes per day: learning, playing, making	To keep learning ahead of free play
Their village, Me and Buddy, plan and targets	So they're the same child on every device
Devices they've joined from	A random token, stored scrambled, that can be signed out

How it's kept

- Stored in London; encrypted in transit and at rest
- A teacher sees only their classes, a head their school, a parent their own children
- Children never type free text that reaches us
- Children's play data is kept apart from the mailing list
- No analytics, advertising or error-tracking services; no AI service sees pupil data

Who is responsible

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

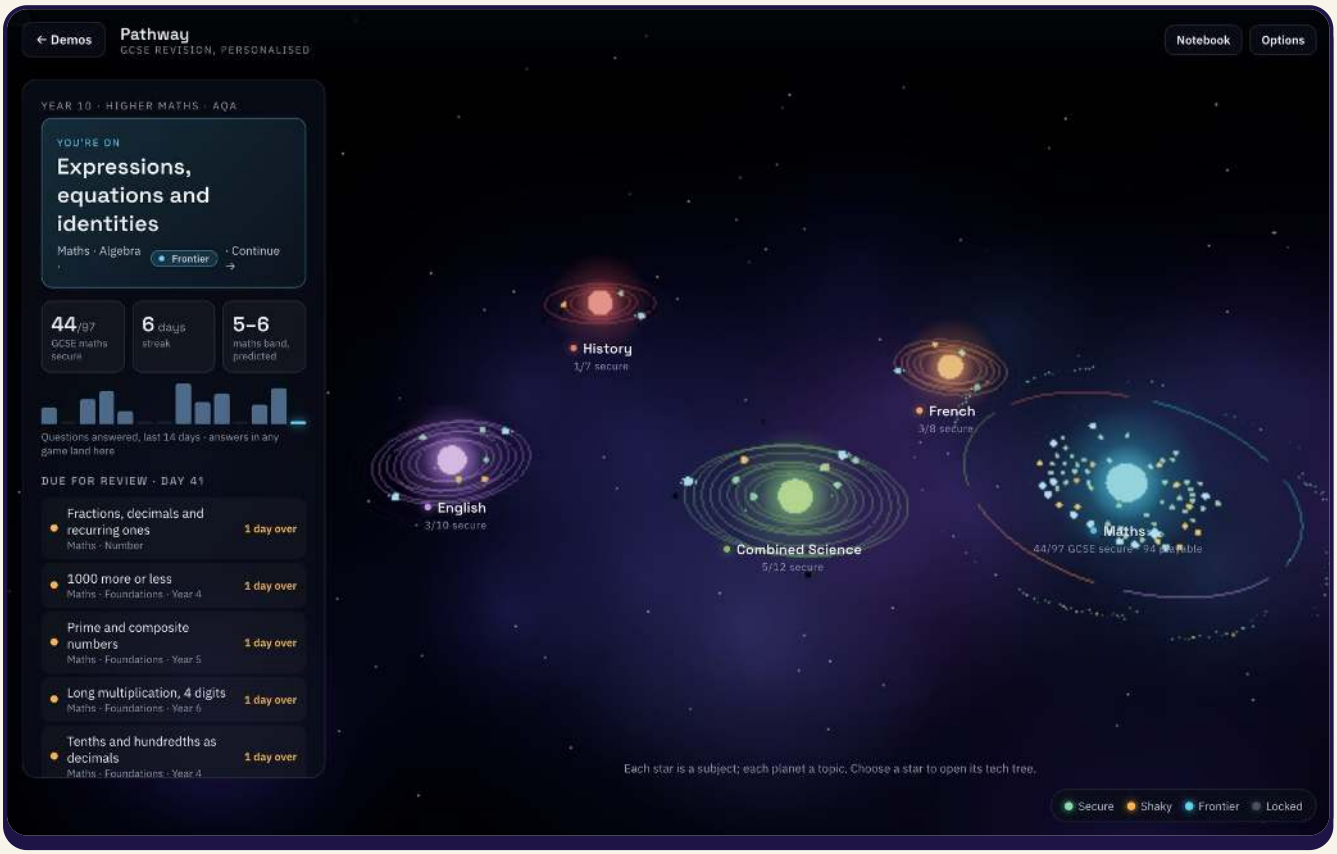
Still open, said plainly

- Every remove is final (after a confirm); a grace period to undo is planned.
- Pupil names live on one computer: the file backup helps, but a second laptop starts blank.
- No external penetration test yet and no certification; Cyber Essentials is next.
- Staff can't merge duplicate schools or accounts yet.

14 · PREVIEW

Tuckbox for teenagers

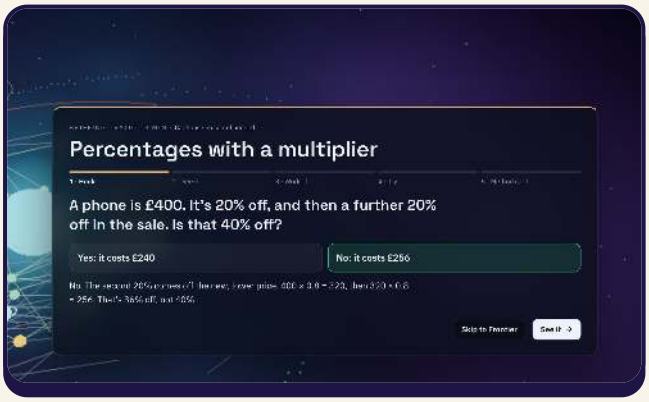
A preview of what the same engine does at GCSE age, published as a demo at play.tuckboxgames.com/next/pathway. It's not part of Tuckbox Play and isn't sold yet.



Your map. Pick the subjects you're taking, your maths board and tier. Each subject is a star system; what's due for review is listed beside it. Maths is the real curriculum: every GCSE statement, its prerequisites and the board's codes. The other subjects show their real topics, more lightly.



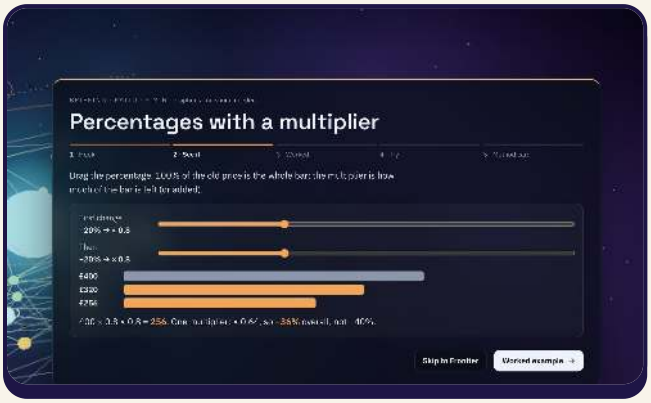
A node. The statement in full, the gaps it traces back to, and four ways to work: **Briefing**, Frontier, Revise and Training gym.



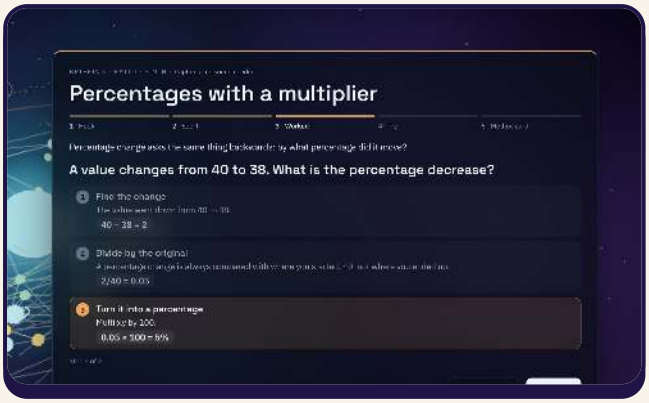
Briefing. The Schoolhouse for teenagers: "A phone is £400. It's 20% off, then a further 20% off. Is that 40% off?" Captions first; no sound needed.

14 · PREVIEW

Show me, and the Notebook



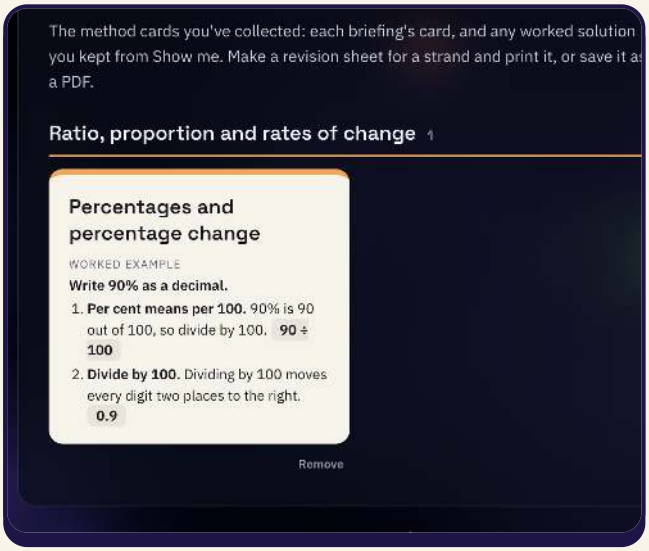
See it. Drag the percentage: 400 × 0.8 × 0.8 = 256, one multiplier of 0.64, so 36% off, not 40%.



Worked. One example, one step per tap, with the reason for each move.



Show me. On any question, before answering: the worked solution to this item, step by step. That one is marked "seen the method" and doesn't count for or against; a fresh one follows.



The Notebook. Private: every briefing's method card and any worked solution kept from Show me, by strand, with "Make a revision sheet" to print.

Where it's going

The teen plan (design/51) puts this on the same platform as Tuckbox Play: a tech tree per subject, missions in games, an exam countdown with mock mode, and a grade range, never a predicted grade. It is a design and a demo today; dates and prices come later.

15 · PRICES

Prices, all in one place

During early access nothing is charged. These are the prices after it.

Schools, a year, excluding VAT

£199 up to 125 pupils	**£399** 126 to 250
£599 251 to 450	**£799** 451 or more

Times tables and spelling (and the 7+ topics), every class and pupil. Times tables alone: £149 any size. Spelling alone: £149, £299, £499 or £699 by the same bands.

- Founding schools keep their first year's price for 3 years
- 10% off when 3 years are paid up front
- 10% off each school for trusts of 3 or more
- Pay by invoice with a purchase order
- A free pilot term to start

Families

£5.99 a month, one subject £59.90 a year	**£8.99** a month, both £89.90 a year

One plan covers every child in the family. The 7+ plays on the both-subjects plan. 14 days free, no card.

Never

No adverts, nothing to buy inside the game, no loot boxes, no paid "boosts". A child can't spend money in Tuckbox, ever.

The comparison we're allowed

Schools buying a times-tables product and a spelling product separately pay for two. Tuckbox is both subjects in one world, for one price by school size. Other products belong to their owners; Tuckbox is not affiliated with any of them.

Tuckbox

16 · HOW TO START

Try it before you decide.

Five minutes as a child, five minutes round a real-feeling class, then whichever start fits you.

1. **Teachers: see the teacher view**
   tuckboxgames.com/schools shows the class home: who needs you, the whole-class grid and set work. Then start a free pilot.

2. **School leaders: a free pilot term**
   Every class, both subjects, free for the term, with us in person if you're near Camberwell. See your price in the calculator on People and plan.

3. **Families: start free**
   Sign up at play.tuckboxgames.com as a parent or carer, add a child, and choose what Tuckbox should cover. 14 days, no card.

4. **7+ families and tutors: set the goal**
   Start at play.tuckboxgames.com/#/account/signup?as=parent&goal=7plus, check the school's date, and see every 7+ skill on their page. The 7+ brochure has the detail.

Tuckbox is a small games studio in south London. We make Tuckbox Play, Sabrina (the spelling engine its words come from) and Buddies (the characters). Screens are from the live app, our demo school and demo family; no real children appear in them. Times Tables Rock Stars and The Sims belong to their owners; Tuckbox is not affiliated with them.