

THE TIMES-TABLES ADVENTURE CHILDREN ASK TO PLAY.

It remembers what each child gets wrong, and brings it back until it sticks.

Built for Key Stage 2, ages 7 to 11, and for every ability. **They play. They learn.**

Times Tables Quest is a fantasy adventure that teaches each times table before it ever asks a question, then turns practice into a quest children want to come back to. It runs in a browser on the devices your school already has.

1 Teach

Every table opens with a lesson, so children see why 3×4 is 12.

2 Practise

The adventure is the practice. Every answer moves their hero on.

3 Check

Teachers see which facts each child has secured, and what to teach next.

DAY TWO

In our first classroom trial, nearly the whole class chose it in their free time.

AT HOME

Children at our first school chose to play it at home on an INSET day. Nobody asked them to.

FOR SCHOOLS AND TRUSTS

£119 a year for the whole school, plus VAT

- ✓ Every pupil, every teacher, every part of the game
- ✓ Class data and home play included, no add-ons
- ✓ A free trial for a class: no card, nothing renews by itself

THINGS WE WILL NEVER DO

- ✗ Show a child where they stand against another child
- ✗ Charge you to see your own class data
- ✗ Sell data, show adverts, or train AI on children's data



COME AND SEE THE QUEST

www.timestablesquest.com

Scan the code, or type the address. Join the trial for your class, or try it at home.

Hartley House Studios Ltd, company no. 17492344
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 Turn over for our promises →

PROMISES YOU CAN CHECK

We'd rather tell you exactly what's true today than promise everything. A promise only moves to "Here today" when it's true in the game, not just on paper.

FOR CHILDREN

Every child plays at their own pace	Here today
A lesson for every table before the adventure asks for it	Here today
Untimed ways to learn: every lesson, the Study Hall and the waves on Earth's first tier	Here today
Wrong answers become the next thing to practise	Here today
A story with an ending	Here today
Never timed on a fact they haven't learned yet	Coming
Facts that start to fade are brought back and secured again	Coming
The whole class builds a world together	Coming
Pets to find on the quest. They hatch from eggs as your child plays, and can never be bought	Coming

FOR PARENTS

No chat, no adverts, nothing to buy inside the game	Here today
Home play included when your child's school uses it	Here today
A progress page in your child's own login	Here today
A version for families whose school isn't on the quest yet	Here today
Add it to a tablet's home screen and it plays full screen, or just open it in a browser	Here today

FOR SCHOOLS

Which facts each child has secured, included in the price	Here today
Practice in the format of the Year 4 check	Here today
Runs in a browser on the devices you already have	Here today
The quest carries on into Years 5 and 6	Here today
A teacher can set any child to play untimed, and the game remembers	Coming

THINGS WE WILL NEVER DO

- ✗ Show a child where they stand against another child
- ✗ Charge you to see what your own class data says
- ✗ Keep a child on a treadmill with no ending
- ✗ Sell children's data, show children adverts, or use their data to train an artificial intelligence model



See the latest version any time. Promises move to "Here today" as they come true. Scan for the live page:

www.timestablesquest.com/promises.html

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