

1% better than yesterday

A manual for parents

Three tasks a day, ticked off by your child in under a minute, with a short note saying what they actually did. You get the week, the month, and a record of what was studied — not just that something was.

Small, every day, and written down

Your child does three things a day — Math, English and Chinese to begin with — and taps each one when it is done. Tapping takes a second. The part that matters takes ten more: a short note saying **what** they did. “Fractions with unlike denominators.” “Narnia, chapter 4.”

A tick alone tells you a box was filled. A tick with a note tells you, three months later, what your child was actually working on in September — and that is the thing no paper chart on a fridge door has ever been able to give you.

Everything else in this manual exists to serve that one habit: make it quick enough that a child will do it unprompted, and honest enough that the record is worth reading.

Why three?
Three is small enough to finish on a bad day. A list that is routinely unfinished stops being a goal and becomes wallpaper.

Create your family



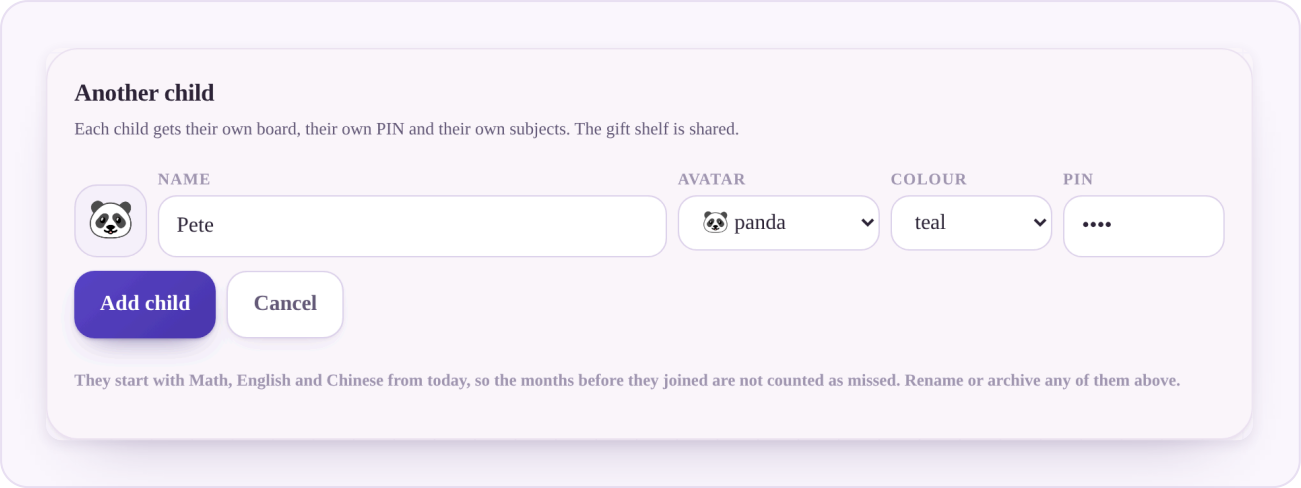
Everything begins with one account, which belongs to you — the parent. Your children never need an email address.

Family name is what your household is called inside the app. **Your email** is how you sign in and the only way to recover the account, so use one you read. **Password** is at least ten characters; it protects a daily record of where two children are every afternoon, so it is worth more than a birthday.

The line underneath tells you which timezone the app has guessed from your browser. It matters more than it looks: every date in the product is a calendar day in *your* household's zone, so a child ticking at 11:30 at night in Bangkok gets that day, not tomorrow. You can change it later in settings.

30 days, no card
Nothing is charged and no card is asked for. At the end of the trial you decide, and until then nothing about the app is held back.

Add your children



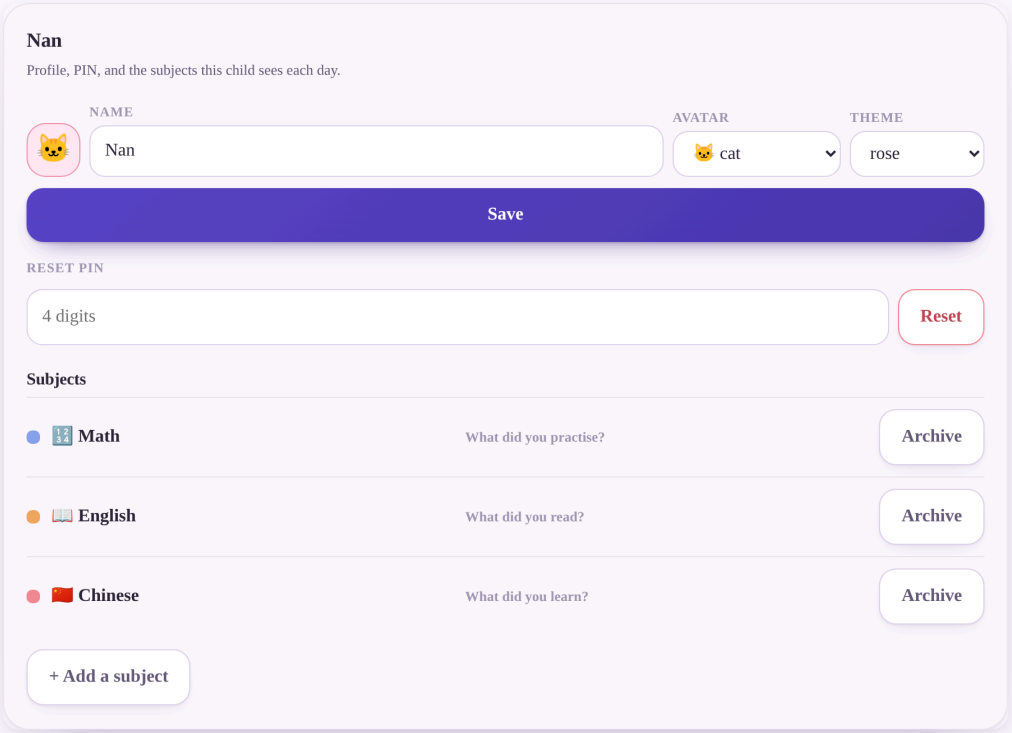
Straight after signing up you land here, with the form already open — a household with no children has exactly one useful next step.

Each child needs a **name**, an **avatar** they pick out of fifty-odd faces, a **colour** that themes their whole side of the app, and a **four-digit PIN**. The PIN is not security theatre: it is what keeps one sibling out of the other's board, which matters far more to children than it does to you.

Add a second child with the same form. There is no limit, and each gets their own board, their own subjects and their own streak.

They start with three subjects
Math, English and Chinese are created automatically, dated from today. Rename, recolour or archive any of them — they are only a starting point.

Subjects, and why they have a start date

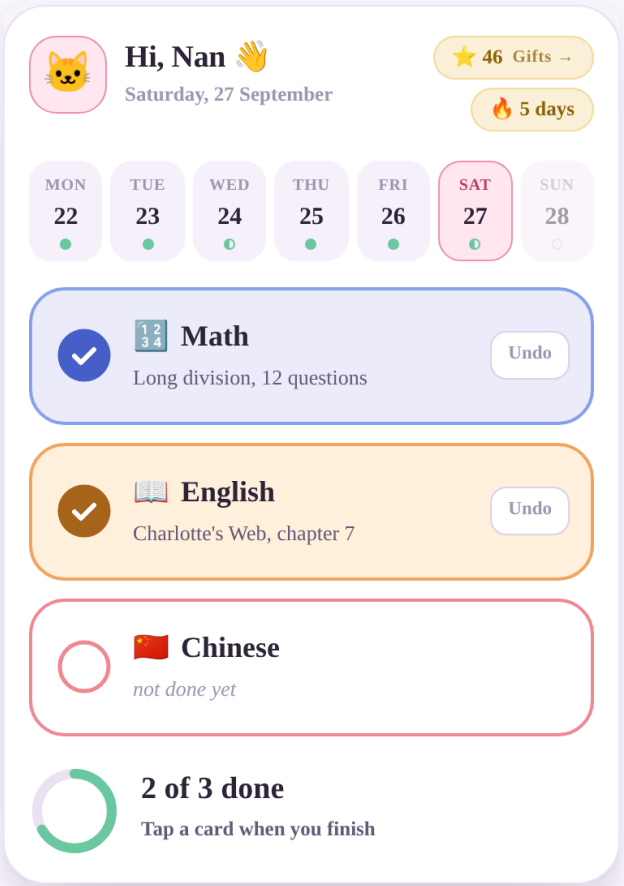


A subject is one of the things your child ticks each day. Each has an icon, a colour, and an optional prompt — the grey question inside the note box, like “What did you read?”, which is there to stop a ten-year-old writing “done” every day.

Add a subject whenever you like. It starts from **today**, which is the important part: adding Science in March does not make January look like a month of failures. The same applies in reverse — archiving a subject does not rewrite the past.

That is also why subjects are **archived** rather than deleted. A deleted subject would take its history with it and quietly change every percentage you had already seen.

The board your child uses



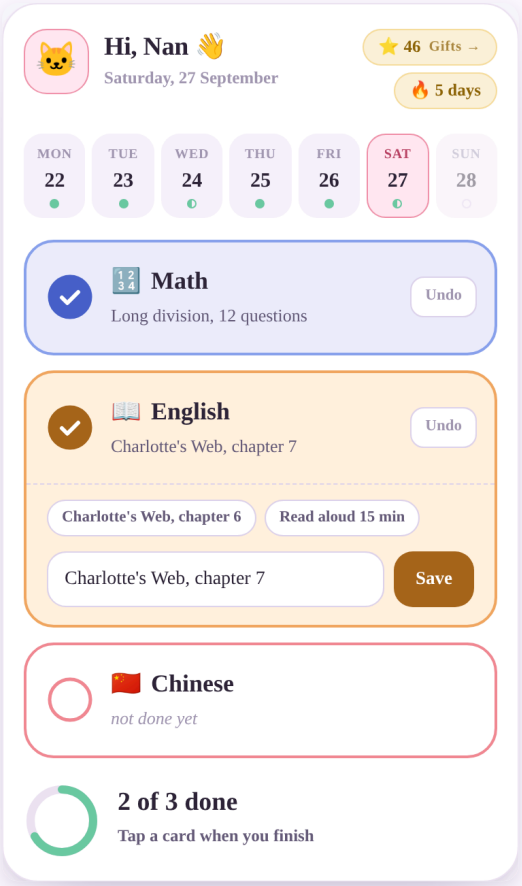
This is the screen that gets opened every day, and the only one that has to be fast.

Three cards, one per subject. Tapping a card fills the circle, plays a small celebration, and opens the note box. The **week strip** across the top shows the last seven days at a glance — a full dot for a complete day, a partial one for a half-finished day, nothing for a day that was missed.

Top right: the **star count**, which is what they can spend, and the **streak**, which is how many complete days in a row they have managed. At the bottom, the ring fills as the day fills, and says “Perfect day!” when all three are done.

Tap the stars
The star pill is a link. It takes your child straight to the gift shelf — the reason the number matters to them.

The note is the point

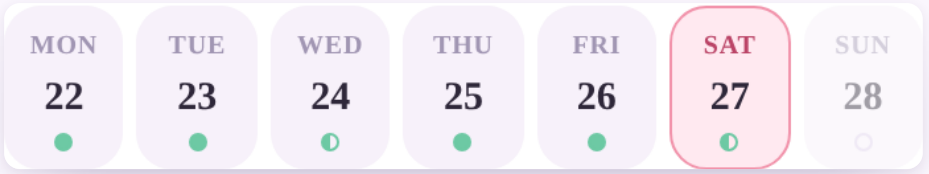


When a card is ticked, the note box opens underneath it. Your child types a few words about what they actually did and presses Save.

Above the box are up to three **chips** — their own recent notes for that subject. Tapping one fills the box instantly. This is not a shortcut for laziness; it is how “Narnia, chapter 4” becomes “Narnia, chapter 5” tomorrow without a child having to type the whole thing again.

Notes can be edited any time the day is still open. Tapping a card that is already ticked reopens the box rather than un-ticking it, because the most common second tap is a correction, not an undo. **Undo** is its own button.

Yesterday, and the days before



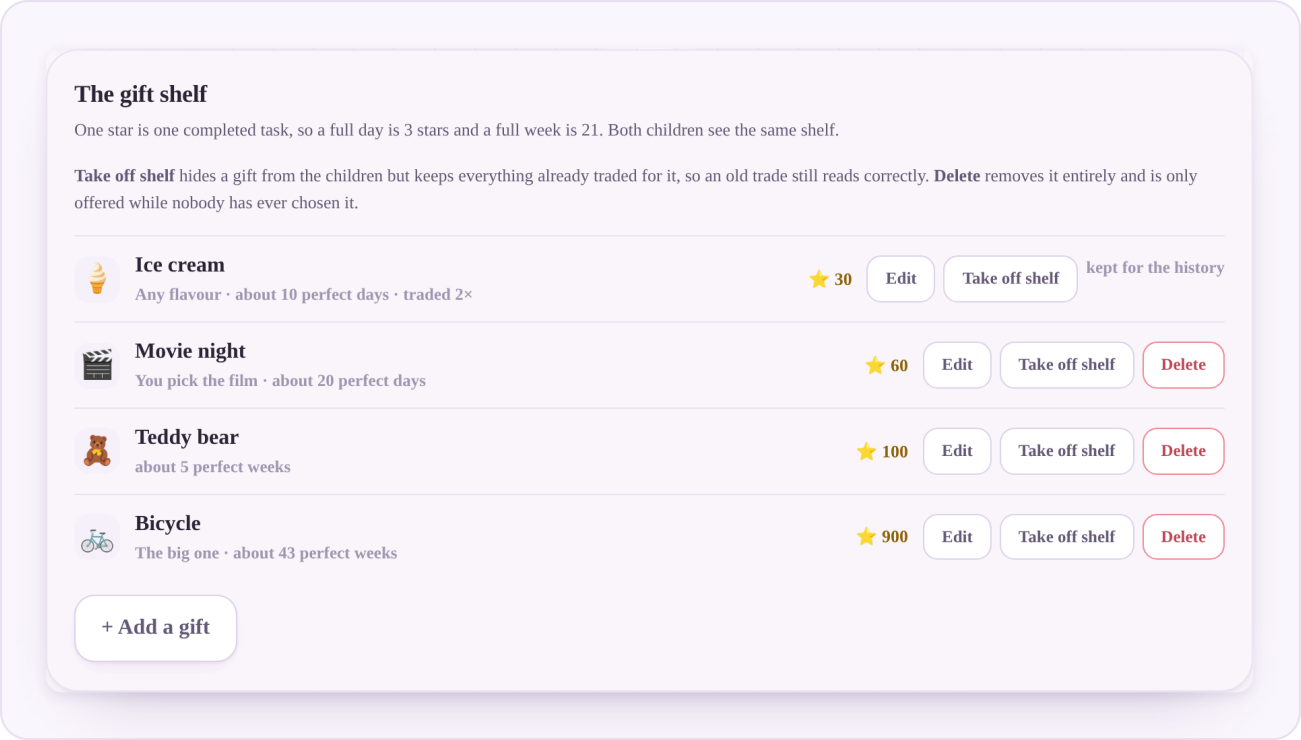
Tapping any day in the week strip opens that day's board. Children can fill in the last seven days — enough for a forgotten Tuesday, not enough to invent a whole month on Sunday night.

Older days show a lock. You, as the parent, have no such limit: from your own sign-in you can open and edit *any* past date, which is what you want the evening you realise a whole week went untracked while you were away.

Days in the future cannot be ticked at all, by anyone. A day that has not happened cannot have been completed.

Back-dated entries are marked
Anything filled in after the fact is flagged in the learning log, so the record stays honest about when it was written.

The gift shelf — your side



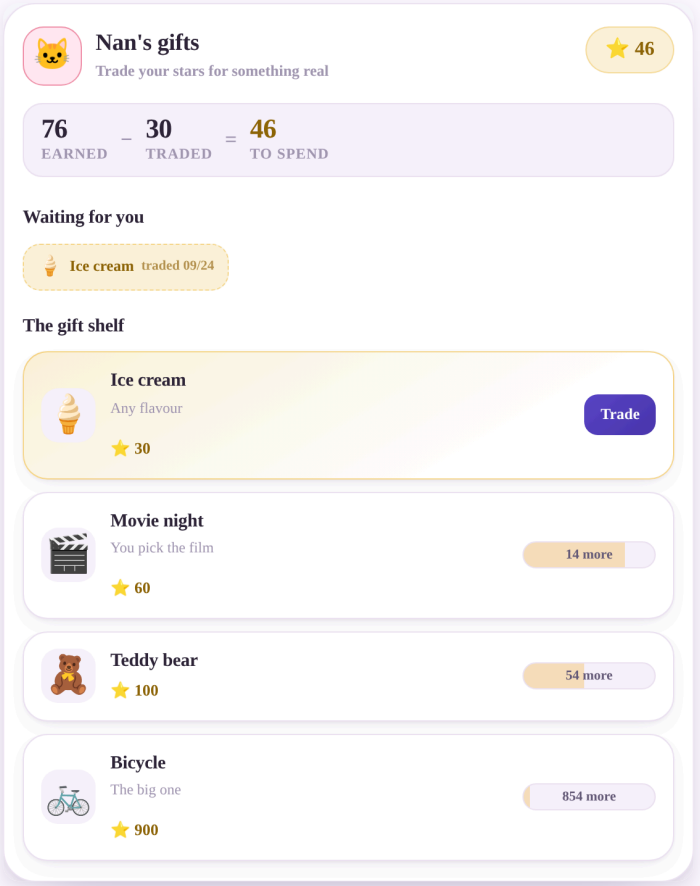
One completed task is one star. You decide what stars are worth by putting gifts on a shelf, each with a price.

For each gift you set an icon, a name, a price in stars and an optional note. Underneath each one the app translates the price into time — *about 5 perfect weeks* — because a price nobody has done that arithmetic for is a tease rather than a goal.

The shelf is shared by every child in the household. **Take off shelf** hides a gift without touching anything already traded for it; **Delete** removes it entirely and is only offered while nobody has ever chosen it.

A first shelf
One gift around 30 stars — reachable in a fortnight — and one around 200 gives a child something to spend and something to save for.

The gift shop — your child's side

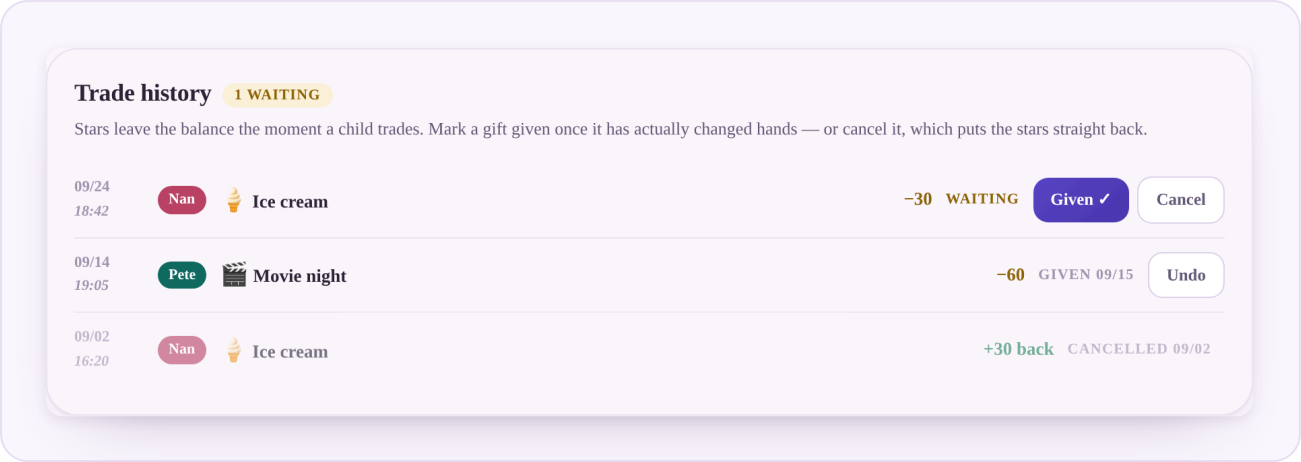


Your child sees the same shelf, priced in the stars they have earned.

At the top, the sum in full: **earned − traded = left to spend**. Showing the arithmetic rather than a single number means a child never has to take the balance on trust, and never has to ask you where their stars went.

A gift they can afford gets a **Trade** button and a confirmation step. A gift they cannot shows a progress bar and *18 more* — a distance, never a refusal. That difference is the whole design of this screen.

Trades, and the history behind them



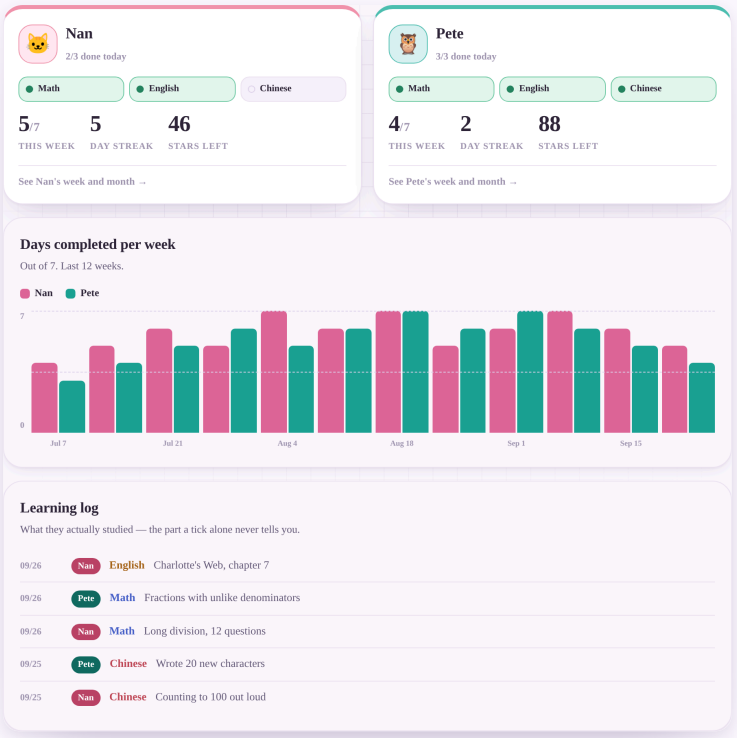
The moment a child trades, the stars leave their balance and the trade appears here as **waiting**. When you have actually handed the gift over, press **Given** ✓.

If a trade was a mistake, **Cancel** puts the stars straight back — and the row stays in the list, marked cancelled. Nothing is ever removed, because a row that vanished would leave a balance nobody could explain.

Each row records the gift's name, icon and price *as they were on the day of the trade*. Renaming a gift or changing its price never rewrites what happened last month.

Why stars go immediately
Otherwise a child waiting for a teddy bear could spend the same hundred stars again on something else.

Your dashboard

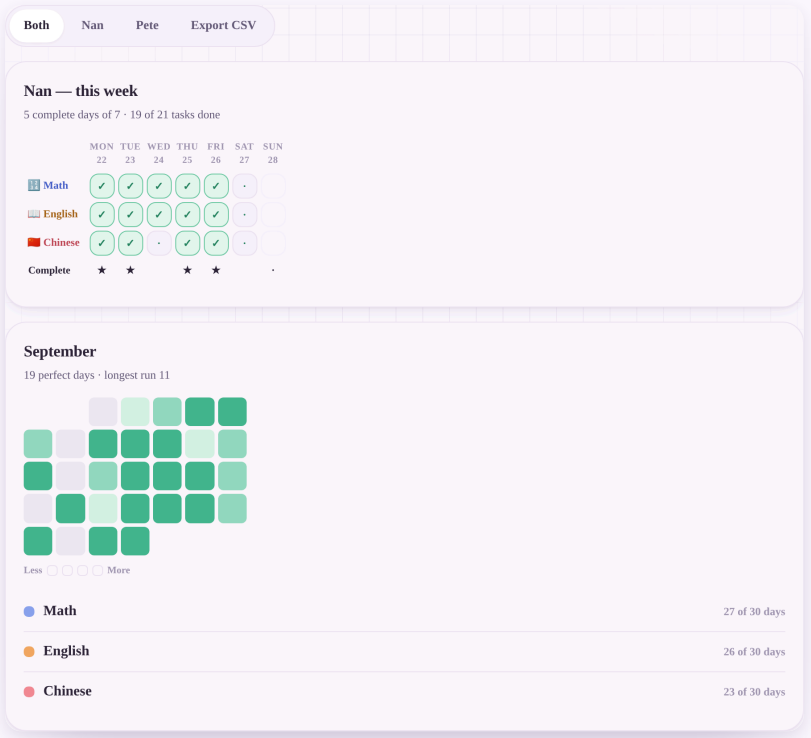


The screen to open with a coffee. Each child gets a card: what is done today, this week's complete days, their streak, and their spendable stars.

Below, **days completed per week** over the last twelve weeks, one bar per child. This is the chart that tells you whether a habit is forming or fading — a single week means nothing, a downward slope over five means something.

At the bottom, the **learning log**: the most recent notes from both children, newest first. It is the part parents read most, because it is the only place the app tells you what was actually studied.

Reports: the week and the month



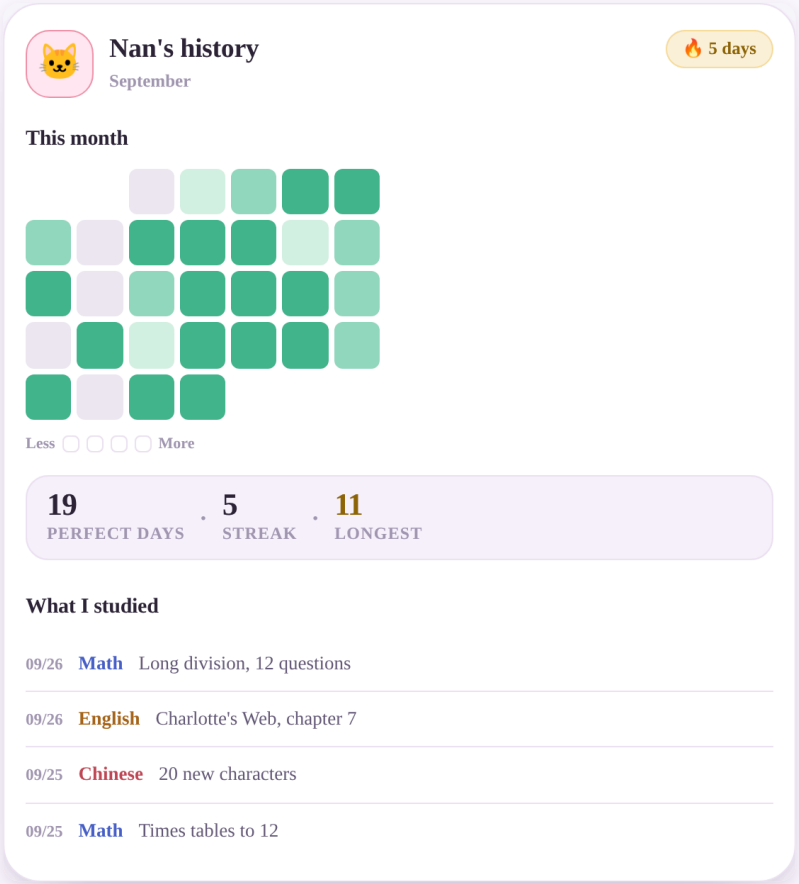
The **week grid** puts subjects down the side and days across the top, so a pattern shows itself immediately. Chinese missed every Friday is not something you would notice from daily use; here it is a row with a gap in it.

The **month heat map** is the same idea at a longer range — one square per day, darker for more complete. Days before a child joined are blank rather than empty, because they are not misses.

Below it, the per-subject breakdown for the month, so you can see which subject is carrying the streak and which is quietly being skipped. **Export CSV** gives you the raw entries for any period.

Switch child
The links at the top filter the whole page to one child, or show both together.

Your child's own history

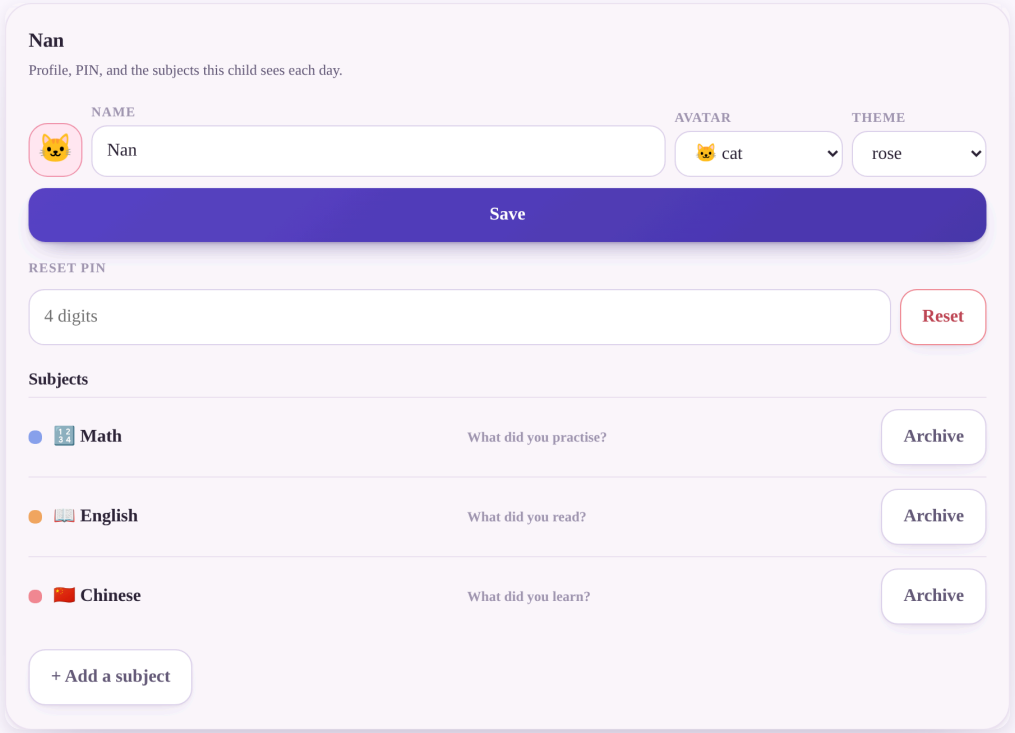


Children get their own version of the month view, and it is worth showing them.

The heat map, their longest streak, their current one, and their own learning log. Seeing a month fill in is the closest thing this app has to a reward that costs nothing — and it is theirs, not a report about them.

Nothing here can be edited. It is a record, not a form.

Settings

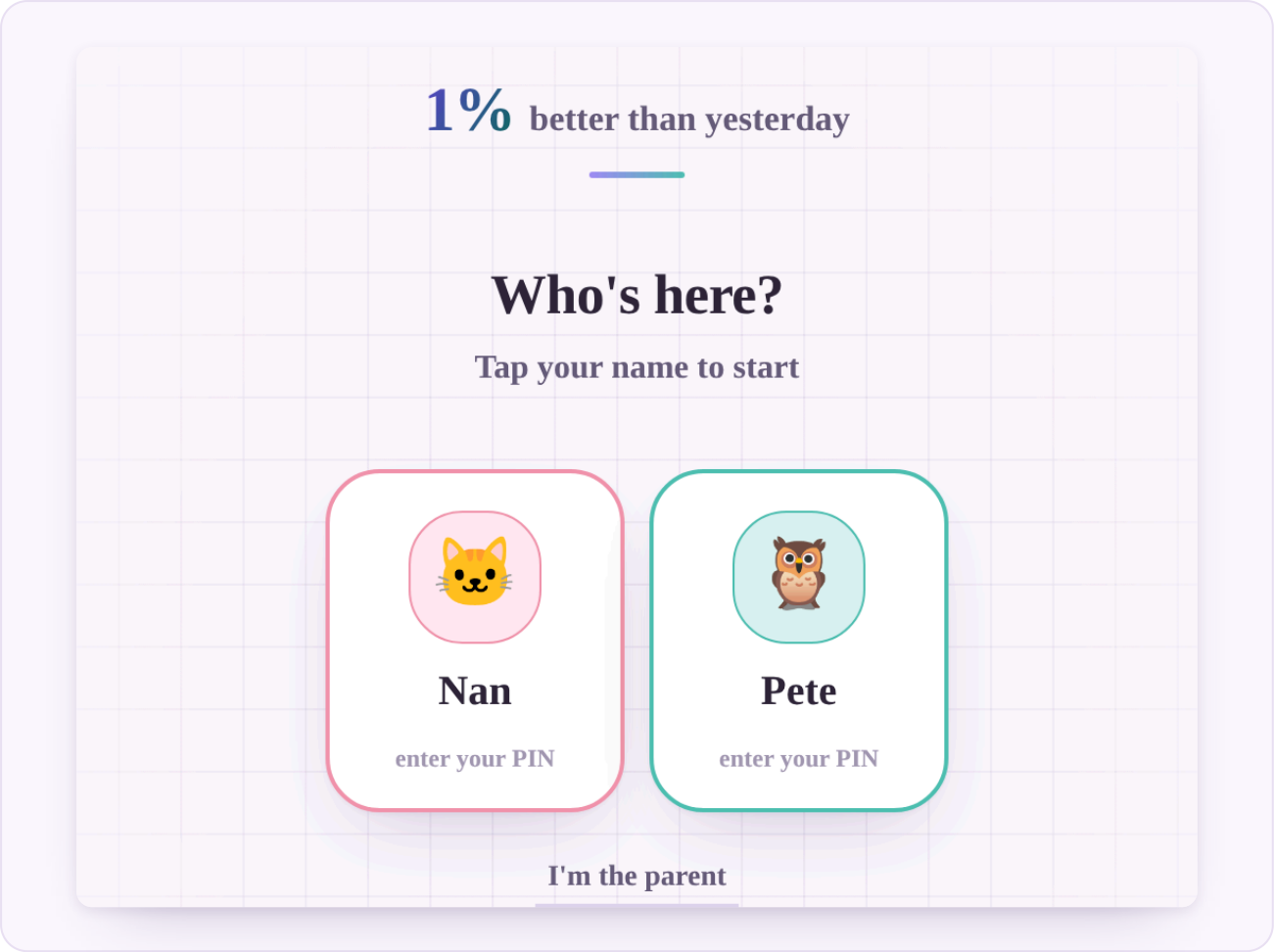


Per child: name, avatar, colour, and **Reset PIN** — which needs no knowledge of the old one, because the person most likely to have forgotten a four-digit PIN is a nine-year-old and the person resetting it is you.

Per child: their subjects, added, renamed, recoloured or archived.

Your account changes the email and password you sign in with. Your current password is required even though you are already signed in: these credentials protect both children's data, so an unattended browser should not be enough to take the account over.

Signing in, and the family device



Sign in once as a parent on the family tablet or laptop, and that device remembers which household it belongs to — for a year.

From then on your children see this: their own faces, and a four-digit PIN. No email, no password, nothing to forget. **I'm the parent** takes you to your own sign-in.

After five wrong PINs a profile locks for five minutes. It is not there to stop an intruder; it is there to stop a sibling guessing all ten thousand combinations while you make dinner.

On a shared computer
Sign out when you are done. The next parent sign-in re-stamps the device to their household.

The things people ask

My child forgot their PIN. Settings → the child → Reset PIN. You do not need the old one.

I forgot my own password. Email us and we will reset it for you, usually the same day. There is deliberately no self-service reset yet, and no page anywhere that can change your password without us hearing from you first.

We were away for a week. Sign in as a parent, open any past date from the week strip, and fill it in. Your back-date limit is not seven days — it is unlimited.

Can both parents use it? Yes. One household can hold more than one parent account; each signs in with their own email.

We moved country. Change the timezone in settings. Past dates keep the day they were recorded on.

What happens when the 30 days end? The household becomes read-only — nothing is deleted, nothing is lost, and paying reopens it exactly as it was.

Does my child see the money? No. Billing lives entirely behind your parent sign-in.