

FOR GROWN-UPS

Privacy and Safety Summary

Plain-language information for teachers, school leaders and families considering the early-access pilot.

No advertising | No real-money purchases | No child account | No chat | No behavioural tracking in child play

What the children's game asks for

A child may use a nickname or initials, customise a Pebblet, optionally name a pet and create local game progress. The game does not ask for a full name, school, address, email, photograph, voice recording, location or free-form message.

What stays on the device

- + Local player nickname and selected character settings.
- + Pretend Spend and Save balances, progress, goals, pets and home choices.
- + Learning activity needed to set difficulty and unlock game stages.
- + A grown-up can export a backup from Parent / Teacher View; it is not sent automatically.

What is not inside child play

Not used	Practical meaning
Advertising or tracking profiles	No third-party ads, advertising cookies or behavioural analytics are embedded in the playable children's areas.
Chat or social features	Children cannot message other players, share free-form content or discover strangers.
Real-money purchases	All dollars in the game are pretend. Payment prompts and sales pressure do not appear in child play.
Sensitive device permissions	The game does not need camera, microphone, location, contacts or advertising-tracking permission.
Online child accounts	A child does not sign up with an email, full name or school identity.

Important local-storage limit

Children should return on the same device and browser. Clearing browser data, deleting the app or resetting a device may remove progress. Schools should treat local progress as replaceable game data rather than a formal student record.

TRANSPARENT BOUNDARIES

Adult contact and public website measurement

Adult-facing information pages and support contact are separate from the playable children's areas.

Optional adult feedback

A parent, guardian or educator may choose to email Peblet World. Peblet World receives the email address and information that adult includes. Adults are asked not to provide a child's name, school, address, photograph or identifying information.

Limited public website measurement

Public information pages count broad aggregate events such as a page view, selection of Play or For Parents, the day, broad device category, broad traffic source and a campaign label in a link. This measurement does not use a unique child identifier, game progress, advertising cookie or full referring address. The playable children's areas do not send these marketing events.

Good school practice

1 Use a classroom nickname Initials or a non-identifying nickname are enough. Do not enter a child's full name.	2 Use the usual iPad Return in the same browser so local progress remains available.
3 Report without identifiers Describe the page, action and result. Do not include a student name or screenshot containing identifying information.	4 Use Parent / Teacher View for data actions A grown-up can export, reset or delete a local player through the adult-gated area.

Contact and full policies

Privacy: <https://pebletworld.com/privacy>

Help: <https://pebletworld.com/support>

Adult contact: hello@pebletworld.com

This summary supports pilot review and does not replace the full Privacy Policy, Terms or professional legal and privacy advice required before a larger commercial or account-based rollout.