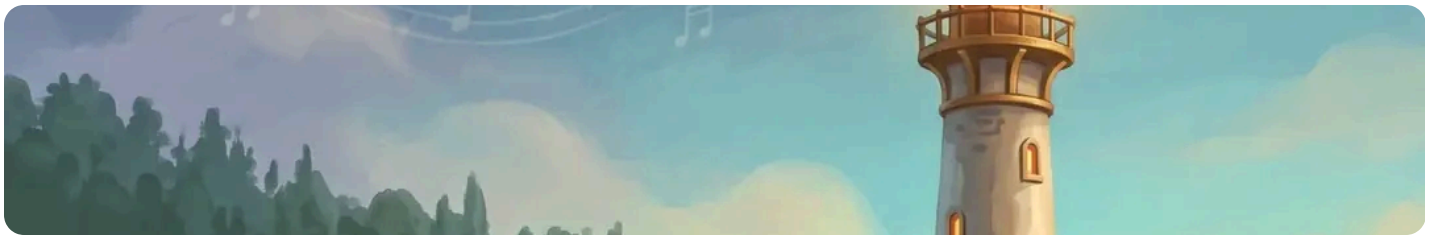
FOR PARENTS

Getting started

Welcome to NoteAdventure™. Everything you need for the first week: your invitation, the app, the first practice, where to find things, and the settings that are yours.





Welcome

NoteAdventure is a companion to your child's music lessons. Every day they practice their real instrument, a painted world that fell quiet wakes up a little more, and you can see how the week is going without asking.

- **It never teaches and never replaces the teacher.** It makes the days between lessons count.
- **It never listens.** The app doesn't use the microphone; it keeps time, and your child notes what they played.
- **No ads, no chat between children, nothing sold**, and no real-money purchases.

Your invitation

Your studio starts this, not you. There is no sign-up form: every family arrives by an invitation from their studio.

- It arrives by email with the subject **“You're invited to NoteAdventure”** and a button to set up your family.
- **It never names your child**, not even a first name, so a mistyped address reveals nothing about a child.
- It tells you what the app collects, what it is for and who sees it (nobody else), before you agree to anything.
- The link is personal to you, works once and expires after 14 days. If it has expired or gone missing, ask your studio to send another; a new one cancels the old.

Put the app on your phone

NoteAdventure is in a preview, so it is not in the App Store or Google Play yet. Each kind of phone has a one-

page sheet with the steps:

iPhone or iPad

Through Apple's free TestFlight app. **The iPhone and iPad sheet**

Android

A direct download from us. **The Android sheet**

TIP

On an iPhone, turn on Automatic Updates in TestFlight (the sheet shows how), so you always have the newest version.

Set up your family

Tap the button in the invitation on your phone and NoteAdventure opens on a setup screen showing your studio, your name and your children's first names. Then:

1. **Confirm each child's date of birth**

   You type it rather than picking from what the studio sent, because you are the one who knows. Age decides what the app shows your child and which privacy protections apply.

2. **Read and accept the privacy policy**

   This is the moment your consent is recorded. Nothing about your child exists in the app until you give it.

3. **Choose a password**

   At least 8 characters, with an uppercase letter, a lowercase letter and a number. Then you are signed in.

NOT YOUR CHILDREN?

If the names on the setup screen are not yours, press **These aren't my children**. The studio's details are deleted at once, the link stops working, and the studio is asked to check the address. No explanation needed.

Signing in

Everyone uses the same sign-in screen: parents, teachers, older students with their own account, and a child whose own sign-in you have turned on. Enter the email and password and the app works out the rest. If your app

still shows a separate **Student Login** button, it is out of date: update it.

- **Forgot your password?** Tap **Forgot password?** on the sign-in screen. If there is an account for that address, a link arrives that works once and expires after an hour. Setting a new password signs out every other device.
- **Your studio can't reset your password**, and that is on purpose: your account is yours.
- **A child's own sign-in is yours to manage.** We never email a child a password link; you change it from the child's settings.

The first practice

1 Choose who is practicing

Your family appears after you sign in. Choose your child, then tap **Start Practice**. A timer starts.

2 Play the real instrument

Tap **Pause** for a break and **Resume** to carry on. Tap **End Session** when they finish.

3 Save it

Pick the pieces they played and how it felt, add a note if you like, then tap **Save Practice Session**. The land wakes up a little, and your child sees their reward right away.

NO SIGNAL?

Practice still counts. It saves on the phone and catches up the next time the app has a connection, and the reward shows straight away. If a brother or sister signs in on the same phone meanwhile, nothing is lost.

See how it's going

Open the menu at the top left of the home screen for everything below.

Your child's map

Tap your child's card on the home screen to see their map, the same view they see.

Practice Log

Every practice, day by day, with minutes, pieces and mood.

My Progress

The longer view: totals, a 30-day trend, the days they practice most, and their moods.

Teacher Messages

Lesson notes, homework and feedback. Some notes are written to you rather than to your child.

Practice days come first

The number the app puts first is **practice days**: how many days your child practiced this week and in all. Minutes sit beside it. A streak counts days in a row and is forgiving: by default a child can miss up to 2 days in any 7 and keep it, so a weekend off never breaks it.

From the teacher

Your child's teacher can pick up to three **focus pieces** for the week (marked **Teacher's pick**), send a word of encouragement that appears as a card on your child's map, and confirm when a piece is mastered, which sets off fireworks with the teacher's name.

Studio events and goals

When the studio adds a recital, a countdown appears for your child. If your studio runs a **studio goal**, a meter shows the whole studio's practice minutes adding up toward it, in steps of 5% of the goal, with the reward your studio chose.

What your child is doing



Practice is travel. Each day's first qualifying practice moves your child one stop along a trail through a musical land. They start at **Tempo Tower**; finish it and the next land surfaces from the mist, and from then on they choose where to go. There are ten lands in all.

- **XP** is the record of everything they have done. It only goes up.
- **Coins** go in their pouch to spend on fun extras. Spending never takes away progress, and nothing can be bought with real money.
- **Badges** mark things like long streaks and big totals.
- **A companion** appears from a music book at the start and grows as they practice.

A missed day never takes a step away. Steps already earned are kept.

Settings you control

Open the menu, tap **Settings**, then tap your child.

Practice Goal

The daily minutes that keep a streak going. A goal they can reach beats one they can't.

Direct Login

Give your child their own email and password. They sign in on the same screen as everyone else, and you can turn it off at any time, which ends their session at once.

The Adventure

Turns the worlds, XP, badges and companion on or off. With it off, your child still sees their practice and their teacher's notes.

Practice reminders

In Settings, under Reminders. Off until you turn them on, child by child.

Top 10 badges

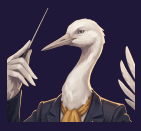
If your studio turns them on, your child can earn two Top 10 badges: one for practice days and one for practice minutes, over the last 30 days. They are **off until you switch on Top 10 badges for your child in the app**. A badge shows only your child's own place, never anyone else's name. It appears on your child's own name badge and in your views, never on the family picker that everyone on the phone shares, and never to staff.

> **WHEN YOUR CHILD SIGNS IN ON THEIR OWN**
>
> They land straight on their own map and see nothing of yours: not your settings, not your account, and nothing belonging to their brothers or sisters.

Settings is also where you find **Guides and help**, with these guides one tap away.

Your child's privacy, in short

- There is no messaging between children, no public leaderboard and no advertising, and your child's information is never sold or shared.
- No other family ever sees your child's practice.
- You can see everything recorded about your child, and have all of it deleted, by asking your studio.
- The full detail is in the **privacy policy**.



Need help?

Questions about lessons or your account go to your studio. Something not working in the app? Use **Report an Issue** in the app (Settings, then About NoteAdventure), or email **issues-na@sniffsafarilabs.com**. A real person reads every one.