SmartTimetable — User Manual

Every feature, and the best way to use it. Each topic is written three times over: the short answer, the steps, and the full rules.

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How to read this manual

SmartTimetable is a family planner. A parent sets up a profile for each child, fills in the week, hands out tasks and chores, and the child sees their own day, ticks things off and earns stars towards a reward the parent chose.

This manual is written in three depths, so the same page suits a parent in a hurry and a parent who wants the exact rule.

Depth	What it gives you	When to read it
Simple	The short answer, in a few lines.	You want to get going.
Medium	The steps, in order.	You are doing it for the first time.
Full	Every option, the rules behind it, and the habits that work.	Something behaved unexpectedly, or you want to use the feature properly.

Online, the **Simple** answer is always open and the deeper levels sit behind drop-downs, so a page stays short until you ask it to grow. In the Word version the three levels simply follow each other down the page.

What this manual covers

Simple — the short answer

The **Android** app, version **5.6.27**. Wording is quoted from the English version of the app.

Medium — step by step

- The app runs on **Android 8.0 or newer**, on a phone or a tablet.
- An **iPhone/iPad version is being built** but has not been released. Nothing in this manual describes it.
- The app speaks **English, French, Spanish, Portuguese, Mandarin and Russian**. Screen names are quoted here in English.
- Some parts of the app are still being finished. Where that is true, this manual says so instead of describing the plan.

Full — everything, with the rules and the tips

Two things are worth knowing before you start, because they shape everything else.

An account is required. The app opens on a sign-in screen and there is no way past it without an account. The account belongs to the parent; children never sign in and never have an account of their own.

Your family's data is copied to the SmartTimetable server, and this is on by default. Once you are signed in, the app sends the whole family snapshot up and pulls any changes down, by itself, roughly twice a day and whenever you press **Sync Now**. A parent can switch this off for one device in **Settings → Cloud Sync**. That stops new data leaving that device, but it does not delete what the server already holds. What is sent, and what is done with it, is in **Your data and privacy**.

Everything else in the app works whether or not you have a connection. See **Working offline**.

Note: Words in **bold** are the words you will see on the screen. Emoji are shown as they appear in the app.

Getting started

Installing the app

Simple — the short answer

Open the file (an **.apk**) that you were sent, allow the installation when Android asks, and tap **Open**.

Medium — step by step

1. Save the file your family administrator sent you. It is named like `SmartTimetable-5.6.27.apk`.
2. Tap it. Android will ask whether apps from this source may be installed — allow it for the app you are using to open the file (usually your browser or your messaging app).
3. Tap **Install**, then **Open**.
4. Installing a newer version on top of an older one keeps all your data. You never have to uninstall first.

Full — everything, with the rules and the tips

SmartTimetable is **not on Google Play**. It is shared directly as a file, so the one-time "allow installs from this source" permission is expected.

The app can check for newer versions by itself and will offer to download one when a new release is published. At the time of writing no release has been published that way, so in practice a new version reaches you as a file, exactly like the first one.

If an installation fails with a message about the app not being installed, the usual cause is a **different** SmartTimetable already on the phone from another source. Keep the one your family uses, uninstall the other — and export a backup first if that one holds real data (see **Backups**).

Creating your account

Simple — the short answer

Open the app, tap **Sign up**, enter your email, a username and a password, then type the 6-digit code that arrives by email.

Medium — step by step

5. On the sign-in screen tap **Sign up**.
6. Enter **Email**, **Username** and **Password**. The password needs at least 6 characters, with one capital letter, one small letter and one number — the app ticks each rule off as you type.
7. Tap **Continue to Verify Email**.
8. Check your inbox for a 6-digit code and type it into **Verification Code**.
9. Tap **Verify & Create Account**. You are signed in straight away.

Full — everything, with the rules and the tips

The code expires after 10 minutes and you get **5 attempts** at it. If it does not arrive, wait for the **Resend in 30s** counter to run out and tap **Resend Code**. Check the spam folder before resending more than once: there is a limit of five codes per quarter of an hour, and re-requesting past that quietly gets you nothing.

The screen always says a code "will be sent", whether or not the address is already registered. That is deliberate — it stops a stranger using the sign-up form to find out who has an account.

Only a parent should do this. The account carries the family's data and is the only thing that can restore it. Children use the app on a device that is already signed in.

If you never receive any mail at all, try a different address. Delivery of verification and reset mail is a known weak point and is being worked on; support can confirm whether the message left the server.

Signing in on another device

Simple — the short answer

Install the app, sign in with the same email and password, and your profiles arrive by themselves.

Medium — step by step

10. Install and open the app on the second device.
11. Enter the same **Email** and **Password**.
12. Wait a few seconds on the first screen; the profiles are pulled down from your account.
13. Give the device a name so you can recognise it later: **Settings → About → INFO → Device name**.

Full — everything, with the rules and the tips

Your account allows a limited number of devices. The first device to sign in becomes the main one, and each additional device takes one of the extra slots your licence includes. When they are all in use, signing in on one more device is refused with **All slots used!**

To free a slot, sign out on a device you no longer use (**Settings → Sign out**), or ask the main device to sign it out for you. A device that is signed out, expired or has been signed out remotely releases its slot immediately.

Signing in with a different account wipes the family data on that device first. That is on purpose: without it, the next person to sign in on a shared tablet would see the previous family's children. Data belonging to the account you are signing into is then pulled down fresh from the server. Signing out and back in with the *same* account changes nothing and loses nothing.

The first run

Simple — the short answer

Six short slides introduce the app. The last one tells you that anonymous fault reports are on and where to switch them off.

Medium — step by step

- Swipe through the slides, or tap **Skip**.
- Tap **Get Started** on the last slide to reach the app.
- You can see the slides again later: **Settings → View Onboarding**.

Full — everything, with the rules and the tips

The last slide, **Diagnostics are on**, is not decoration. The app sends anonymous crash and failure reports by default, so that problems are fixed without anyone having to describe them. The reports never contain schedules, names, email addresses, passwords, PINs or message contents. One switch turns them off for good: **Settings → Privacy & Diagnostics**. Turning them off also deletes the anonymous installation identifier, so a later change of mind cannot be joined to anything sent before.

Permissions the app asks for

Simple — the short answer

Allow **notifications**. That is the only prompt most families see, and reminders do not work without it.

Medium — step by step

Permission	Why it is needed	When you are asked
Notifications	Every reminder, alarm and approval alert	On first launch, on Android 13 and newer
Alarms and reminders	To fire a reminder at an exact minute, even when the phone is dozing	Granted to calendar-type apps without a prompt
Install unknown apps	To install an update the app downloads	Only if you use an in-app update

Full — everything, with the rules and the tips

The app asks for nothing else. It has **no access to contacts, photos, the camera, the microphone or your location** — those permissions are not declared at all, so no screen can ever request them.

If reminders are silent, the permission is rarely the cause. Check the phone's own volume for notifications first: it is separate from the ring and media volumes on most phones, and a muted notification channel silences reminders while everything else still makes noise. **Settings → Alert style** lets you move reminders onto the alarm stream instead, which is heard even when the phone is silenced.

Finding your way around

The five tabs

Simple — the short answer

Five tabs sit at the bottom of every main screen. Parents and children see different ones.

Medium — step by step

Parent tabs: 🏠 **Home** · 🗓️ **Schedule** · ✅ **Tasks** · ▶️ **Focus** · 👤 **Family**

Kid Mode tabs: 🏠 **Home** · 🗓️ **Today** · ✅ **Tasks** · ▶️ **Focus** · 😊 **Standup**

Tapping the tab you are already on does nothing. Tapping it from a deeper screen brings you back to the top of that tab.

Full — everything, with the rules and the tips

Tab	Parent	In Kid Mode
🏠 Home	**Family Dashboard** — every child at a glance	The child's own **Weekly Overview**
🗓️ Schedule / Today	The weekly timetable	The day, hour by hour
✅ Tasks	Tasks and chores	The same, without the editing controls
▶️ Focus	The study timer	The study timer
👤 Family / 😊 Standup	Profiles, statistics, academics, settings	The day summed up

The bar is hidden on sign-in, the first-run slides, the PIN screen and the add/edit forms, because those are one job at a time.

One quirk to know: with Kid Mode on, the app still opens on the parent dashboard. Tap 🏠 **Home** to get to the child's own week. This is a known rough edge.

The parent dashboard

Simple — the short answer

🏠 **Home** shows each child's next activity, what is left today, and anything waiting for you.

Medium — step by step

The dashboard is built from cards:

- **Today** — what is happening now, what is next, what is overdue, what awaits approval.
- **Family Snapshot** — every profile with today's counts: activities, tasks, chores, stars.
- **Attention Needed** — the parent's queue: chores awaiting approval, missed chores, children with nothing scheduled today, and sync conflicts.
- **Reward Goal** — how close each child is to the reward you promised.
- **Quick Actions** — add an activity, open tasks, open chores, open insights, for a chosen child.

Full — everything, with the rules and the tips

Attention Needed is the one to read daily. When it says *Everything looks calm*, nothing is waiting for you. Otherwise it names exactly what is: approvals, misses, empty days, and conflicts.

Sync conflicts appear when two devices changed the same thing before they could exchange it. The app keeps the version it decided on and shows you the other one so nothing is silently lost. Open it, check nothing is missing, and **Dismiss** it — dismissing discards the losing copy, so read before you tap.

The ➕ button that floats over the Schedule offers **Task**, **Chore** or **Appointment** without leaving the screen. If the parent lock is on, the app asks for the PIN and then takes you straight to the form you chose.

Family profiles

Adding a child

Simple — the short answer

👤 **Family → Add Profile**, then a name and an age. That is the whole setup.

Medium — step by step

14. Open the 👤 **Family** tab.
15. Tap **Add Profile**.
16. Enter the child's **Name** and **Age** (3 to 99).
17. Tap **Save**.

Full — everything, with the rules and the tips

Each profile is a separate world: its own timetable, tasks, chores, appointments, grades, exams, stars and school setup. Nothing is shared between children except the account they live in.

The **age matters** and is not decoration: children under **10** have their finished tasks and chores held for a parent to approve before the stars arrive, and children of 10 and over mark their own work done. You can override that for any single task or chore.

The coloured circle beside the name is drawn from the name itself. There are no profile photos — deliberately, since the app is used by children.

Profiles are unlimited. Families commonly add one for a parent too, to keep work blocks and appointments in the same place.

Editing, deleting and switching

Simple — the short answer

Tap a profile to open its week. Use 🖍️ to edit and 🗑️ to delete — both need the parent lock unlocked.

Medium — step by step

- **Open** — tap the profile card.
- **Edit** — the pencil on the card changes the name or age.
- **Delete** — the bin removes the child and everything belonging to them.
- **Switch** — the 👤 **Family** tab always lists everyone.

Full — everything, with the rules and the tips

Deleting is not reversible from inside the app, and it travels. The deletion is sent to your other devices at the next sync, which is the point — a child removed on the phone should not come back from the tablet. Export that profile first if you might want it again (see **Backups**).

The app remembers which profile you were last looking at, and reopens there. If that profile has been deleted or restored away, it quietly falls back to the first one rather than opening an empty screen.

Sharing a profile, and bringing one back

Simple — the short answer

📤 on a profile card saves it as a file you can send. Importing a file asks whether to **Restore** or **Add as copy**.

Medium — step by step

18. To share: tap 📤 on the card and choose how to send the file.
19. To bring one in: 👤 **Family** → 📥 **Import Timetable**, then pick the file.
20. Choose what you want:

- **Restore** — update children you already have from the file. Newer changes on this phone are kept.
- **Add as copy** — create separate new children and leave the existing ones untouched.

Full — everything, with the rules and the tips

The two choices exist because the same file can mean two different things, and guessing would be wrong half the time.

Restore merges by identity. Each record is compared and the newer version wins, deletions in the file are honoured, and work done on this phone since the backup was taken is not thrown away. This is what you want after a reinstall or a lost phone.

Add as copy makes new children with new identities. This is what you want when a friend sends you their schedule as a starting point, or when you want a second copy of a child to experiment on.

The file is ordinary JSON and holds the whole profile: activities, tasks, chores, appointments, grades, exams, projects, the star history and the school setup. Treat it as you would any document with your child's name and school hours in it.

Sending a profile to your calendar

Simple — the short answer

🗓️ on a profile card writes a calendar file (`.ics`) you can import into Google, Apple or Outlook Calendar.

Medium — step by step

21. Tap 🗓️ on the profile card (parents only).
22. Tick what to include: **Tasks**, **Appointments**, **Exams**. Each shows how many items it would export.
23. Tap **Export** and choose where to send the file.
24. Open the file on the device that holds your calendar and let the calendar import it.

Full — everything, with the rules and the tips

What goes in: task deadlines (as all-day entries) and their planned work blocks, appointments, and exams from today onwards. Completed tasks, deleted items and past exams are left out.

What stays out: the timetable itself and chores. Those are weekly, repeating things, and exporting them properly needs recurrence rules the app deliberately does not yet write.

> **Important:** This is a snapshot, not a link. Changes you make afterwards — including deletions — never reach your calendar. Export again to update it: entries carry a stable identity, so a second import updates the same events instead of duplicating them.

Times are exported as plain local times: 14:30 means 14:30 wherever you are. The file contains no alarms, because the app already reminds you and two reminders for one event is one too many.

The parent lock and Kid Mode

Setting the parent PIN

Simple — the short answer

Settings → Parent Lock → Set PIN, then a 6-digit code. After that, editing anything asks for it.

Medium — step by step

25. Open **Settings** (the Family tab, or the cog on the dashboard).
26. Under **Parent Lock**, tap **Set PIN**.
27. Enter a 6-digit PIN, then enter it again to confirm.
28. The lock is now on. Setting it leaves this session unlocked until you close the app.

Full — everything, with the rules and the tips

What the lock protects: adding and editing activities, School Setup, Settings itself, approving work, managing projects, editing profiles, exports, and every other change. **What it does not protect:** looking at the schedule, ticking off today's activities, finishing tasks and chores, using the timer, or a child adding a class to their own class list.

Unlocking lasts until the app is closed, not for a fixed number of minutes. **Lock Now** in Settings ends it immediately without closing the app.

Wrong-PIN delays. Five wrong entries are free — a parent mistyping their own PIN should not be punished. After that each further attempt waits longer: 30 seconds, then 1, 2, 4, 8, 16 and finally 30 minutes, which is the ceiling. The wait survives closing the app and cannot be skipped by changing the phone's clock.

> **Important:** There is no "forgot PIN" option. If you lose the PIN, the only way back is to uninstall and reinstall the app and sign in again — your data returns from the last synchronisation, and anything changed since then is lost. Choose a PIN you will remember, and tell the other parent.

The PIN is stored using a deliberately slow one-way calculation with a random ingredient unique to your installation, inside the phone's hardware-backed encrypted storage. It is never stored as the digits you typed, never leaves the phone, and is not part of any backup or export.

Kid Mode

Simple — the short answer

Settings → Kid Mode turns the phone into the child's view: simpler tabs, no editing buttons.

Medium — step by step

- Turn it on before handing the device to a child.
- The tabs change to Home, Today, Tasks, Focus and Standup.
- Editing controls disappear rather than refusing when tapped.
- Turn it off in the same place; the switch is inside Settings, which is behind the parent lock.

Full — everything, with the rules and the tips

Kid Mode is a property of the device, not of a child. It does not pick a profile or restrict which child is shown. On a shared family phone you turn it on when the child borrows the phone; on a child's own tablet you leave it on.

Use it together with the PIN. Kid Mode alone hides the controls; the PIN is what prevents them being used. With no PIN set, turning Kid Mode off is one tap.

What a child can still do, by design: see their week and their day, tick off today's activities, finish tasks and chores, use the Focus timer, read the Standup, and propose classes for their own school timetable.

> **Note:** Two rough edges are known and being worked on. Double-tapping a task card opens its editor even in Kid Mode, so a child could change a task's title or star value; and the app opens on the parent dashboard even when Kid Mode is on.

The weekly schedule

Adding an activity

Simple — the short answer

🗓️ **Schedule → +**, then a name, a time and a category. Tap **Save**.

Medium — step by step

29. Open the 🗓️ **Schedule** tab and pick the day at the top.
30. Tap **+** (unlock with the PIN if asked).
31. Fill in:

- **Activity Name** — for example *Breakfast* or *Piano*.
- **Start Time** and **End Time**.
- **Category** — and a **Subcategory** if you want the detail.
- **Notes** — optional.
- **Reminder** — off by default; turn it on to be alerted 5 minutes before.
- **Lock this time** — optional; see below.

32. To put the same thing on several days, turn on **Repeat on multiple days** and tap the days.
33. Tap **Save**.

Full — everything, with the rules and the tips

Categories are Sleep 😴, Play 🎮, Study 📚, Meal 🍽️, Sports ⚽, Free Time 🎨, School 🏫, Work 💼 and Other. They colour the timetable and drive the statistics, so a consistent choice pays off later. Subcategories (Maths, Lunch, Reading…) add detail without adding categories.

Lock this time marks an activity as immovable: **Running Late** will step over it rather than push it, and a school class added through the class timetable is locked automatically.

Overlaps are allowed but announced. Saving something that clashes shows ⚠️ **Time Conflict** with the choice of **Save Anyway** or **Go Back & Fix**. Families genuinely do double-book, so the app warns rather than refuses.

Editing something that repeats asks what you meant: change **Just this** day, or **All copies**. The same choice appears when deleting. Adding or removing days on an existing repeat works properly: the app reconciles the set of days you have selected, keeps the notes and the time lock, and detaches a single day cleanly when you ask it to.

An overnight activity is normal. An end time earlier than the start (22:00 → 07:00) is understood as running into the next day, and every part of the app that cares — today's view, the standup, conflict detection, statistics — treats it that way.

Copying a day, and starting from a template

Simple — the short answer

Use **Browse Templates** for a ready-made routine, or **Copy** to repeat activities you already have on other days.

Medium — step by step

- **Templates:** 🗓️ **Schedule → Browse Templates**, tap one to preview it, then apply it to the child.
- **Copy:** choose **Select Activities to Copy**, tick what you want, then **Copy to Which Days?**

Full — everything, with the rules and the tips

There are **twelve templates**, grouped as Morning, Study, Evening, Weekend and Special: *School Morning*, *Toddler Day*, *Homework Focus*, *Teen Study Day*, *Exam Preparation*, *After School*, *Bedtime Routine*, *Active Weekend*, *Sunday Family Day*, *Balanced Full Day*, *Summer Holiday* and *Sports Training Day*. Each carries a suggested age range and a full set of activities with sensible times.

A template is a **starting point, not a subscription**: applying one adds its activities to the day you choose, and from then on they are ordinary activities you can move, rename or delete. Applying the same template twice adds the activities twice.

Tip: The fastest good week: apply *Balanced Full Day* to a weekday, correct the times to match your household, then copy that day onto the other weekdays and adjust school hours. Ten minutes, and the week is real.

Running Late

Simple — the short answer

Behind schedule? Open 🗓️ **Today** and use **Running Late** to push the rest of the day forward by 5, 10, 15 or 30 minutes.

Medium — step by step

34. Open **Today** for the day in question.
35. Tap **Running Late**.
36. Choose how many minutes.
37. The app tells you how many activities moved, and how many could not.

Full — everything, with the rules and the tips

What moves: activities on that day that have not started yet and are not time-locked. Their reminders move with them.

What does not: anything already under way, anything you marked **Lock this time**, and anything that would not fit — if pushing an activity would run it into a locked one or past midnight, it is left exactly where it was and reported as **could not fit**. The app never shortens an activity to make it fit, because a shortened piano lesson is a wrong answer that looks like a right one.

Important: There is no undo. Some in-app help text mentions one; that text is out of date. To reverse a shift, apply the same number of minutes in the other direction by editing the affected activities, or simply correct the two or three that matter.

School hours and the class timetable

Setting school hours

Simple — the short answer

School Setup records which days are school days and what time school starts and ends on each one.

Medium — step by step

38. From the 🗓️ **Schedule** header, open **School Setup** (parent lock applies).
39. Turn each school day on or off.
40. Tap a day to set its **School Starts** and **School Ends** times.
41. Optionally record the school name, class, grade, teacher and lunch time.
42. Tap **Save & Continue**.

Full — everything, with the rules and the tips

School hours are not just a label. They create the **School** block on the timetable, they bound where the app may suggest homework time, and they decide which classes a child may add.

A school day that is switched on but never given times uses **07:30 to 13:00** until you set it.

Changing school hours later does not delete anything. If a class now falls outside the new hours, the class is **flagged rather than removed** — the child's approved class stays on the timetable and you decide what to do about it.

The child's class timetable

Simple — the short answer

A child can type in their own school classes. Nothing appears on the timetable until a parent approves it.

Medium — step by step

The child:

43. From 🏠 Home (the weekly view), open **My Classes**.
44. Tap **Add a class**: the class name, an optional room, the day or days, and the start and end times.
45. It is saved as **Waiting for approval**.

The parent:

46. Open the same screen with editing unlocked. Pending classes appear under **Waiting for you**.
47. Tap **Approve** to put the class on the timetable, or **Send back** to ask for changes.

Full — everything, with the rules and the tips

This exists so a child can do the typing — copying a school timetable is exactly the kind of chore a ten-year-old can own — without being able to change their own schedule unsupervised.

The rules a class must satisfy:

- It must fall on a **school day** that is switched on in School Setup.
- It must sit **inside that day's school hours**. The editor shows the window under the time fields.
- **No class may be on a Sunday.** Saturday is allowed if Saturday is a school day.

- Adding one class to several days at once is **all or nothing**: if one of the chosen days does not fit, nothing is saved and the app names the day that failed.

Editing an already-approved class sends it back for approval but **leaves the approved version on the timetable** until you approve the change, so the week never develops a hole. The class card says so plainly.

Approved classes fold into the School card on the day's timeline rather than sitting beside it, so school time is counted once. **Next Up** still names the actual lesson, because "School" is not the useful answer to what is next.

> **Note:** When a child proposes a class on their own device, your device learns about it at the next synchronisation and tells you then — not instantly. Approving is currently guarded by the parent lock, which is not the same as a secured, parent-only action; the review screen says so.

Today and the daily standup

Today

Simple — the short answer

🗓️ **Today** lays the day out in order, shows what is happening now with the time remaining, and lets you tick things off.

Medium — step by step

- The card at the top is the current activity, counting down.
- Below it, the day runs in order from morning to night.
- Tap the ☆ on an activity to mark it done; it becomes a yellow ★ and earns **1 star**.
- Tapped by mistake? Tap it again and the star is taken back.
- School appears as one card with the day's classes folded inside it.

Full — everything, with the rules and the tips

One star per activity per day, and no approval is needed for it — this is the small, immediate reward that makes a routine stick. Tasks and chores are where the bigger, parent-approved rewards live.

Overnight activities behave properly. Something that started at 22:00 yesterday still shows as in progress at 06:00 today, and ticking it off this morning records it as done today.

The day also shows **appointments**, **planned work blocks** for tasks, and any class periods for that day, all merged into the same timeline in time order.

There is **no swipe between days** on this screen: use the day strip on the 🗓️ Schedule tab, or the **Today** tab to jump back to the real today.

The daily standup

Simple — the short answer

😊 **Standup** is the child's day in one screen: how many activities are done, how many are left, and what is happening now.

Medium — step by step

The top of the screen counts **Completed**, **Remaining** and **Total**. Below are four lists:

- **Currently** — happening now.
- **Overdue** — its time has passed and it was never ticked.
- **Completed** — done today.
- **Coming Up** — later today.

Full — everything, with the rules and the tips

Overdue is the point of this screen. It is the only list that asks the child to do something, and it exists because "not finished" and "not started yet" are different situations that the old summary showed identically.

The lists are worked out from where *now* falls in the week, not from clock time within one day, so an activity that runs past midnight is placed correctly and yesterday's finished items never appear as today's problem.

A day with nothing scheduled says **Great day for free time and fun!** 🌟 rather than showing an empty screen.

> **Tip:** Make the standup the evening ritual: open it together, look at **Completed**, and let the child say what they got done. It turns the app from a list of instructions into a record of what they achieved.

Tasks

Tasks are the jobs a parent hands out: homework, a form to return, a room to tidy. They carry a star reward, and optionally a deadline, a repeat, a timer and a planned slot in the week.

Creating a task

Simple — the short answer

✅ **Tasks** → **+**, give it a title and a number of stars, tap **Add Task**.

Medium — step by step

48. Open the ✅ **Tasks** tab for the child.
49. Tap **+**.
50. Fill in what you need:

- **Task title** and an optional **Description**.
- **Stars reward** — what finishing it is worth.
- **Deadline** 🗓️ — optional due date.
- **Priority** — Low, Normal or High.
- **Repeat** 🔁 — None, Daily, School days or Weekly.
- **Reminders** 🔔 — deadline alerts, off unless you turn them on.
- **Timer** ⏱️ — None, 30m, 1h, 2h or a custom number of minutes.
- **Estimate** — how long the work should take.
- **Project** — file it under a project if you use them.
- **Approval** — By age, Self-marked, or Needs my approval.

51. Tap **Add Task**.

Full — everything, with the rules and the tips

Only the title is required. Everything else is there when you need it and invisible when you do not.

Deadline drives the card's countdown chip — blue with time to spare, orange at three days or less and on the day itself, red ⚠️ once it is late — and decides which day of the week strip the task sits under.

Priority shows a red ▲ before the title for High, and orders the list within a day.

Repeat regenerates rather than recurring: finishing a repeating task immediately creates the next one, dated to the next matching day. *School days* follows that child's own school setup. A timer is deliberately not inherited by the next occurrence.

Approval decides who confirms the work is done. *By age* is the default and means the child's age decides: under 10 a parent confirms, 10 and over the child marks their own. The other two settings override that for this task only.

Estimate is what makes **Find a time** possible — see *Planning when the work happens*.

Finding your way around the task list

Simple — the short answer

The strip of days at the top filters the list. Overdue tasks are always pinned at the top, and tasks with no deadline sit under **Later**.

Medium — step by step

- Tap a day in the strip to see what is due that day. Each day shows how many tasks are open and a coloured dot for the worst of them.
- **Overdue** stays at the top whichever day you pick — a day filter must never hide work that is late.
- **Later** holds everything with no deadline or a deadline beyond this week.
- **Completed** collects finished tasks at the bottom.
- The ✅ **Tasks** | 🧹 **Chores** switcher at the top flips between the two lists.

Full — everything, with the rules and the tips

An empty day says **All clear!** and a day with nothing scheduled says **No tasks scheduled** — different sentences for different situations, deliberately.

📁 **Projects** under the strip opens the project view, which shows every task in a project regardless of which day is selected, with a progress bar. A project is a body of work; filtering it by day would hide half of it.

Tasks awaiting a parent appear in their own section, **Waiting for you** for the parent and **Sent to a parent** 🕓 for the child, and stay visible even when everything else is finished.

Finishing a task

Simple — the short answer

Swipe the card to the right until the ✓ appears. Under-10s see **Sent to a parent** until you approve it.

Medium — step by step

Gesture	What it does
Swipe right	Marks the task done
Tap	Opens the full details
Double-tap	Opens the editor (or reopens a completed task)
Long-press	Opens the full details

As a parent you then get ✓ **Approve** or ↩️ **Send back** on anything awaiting you.

Full — everything, with the rules and the tips

What happens on completion depends on the approval rule:

- *Self-marked*: the task completes and the stars arrive at once.
- *Needs a parent*: the task moves to awaiting, **with no stars yet**. Approving grants them; sending it back returns it to the list with no stars and no completion date.

The date that counts is the child's. If they finished it on Tuesday and you approve on Thursday, the on-time bonus is judged on Tuesday. A slow approval never costs a child a bonus they earned.

A finished task's terms are frozen. Once it is completed or awaiting approval, its stars, deadline, approval setting and project cannot be edited — the app says *"Reopen the task to change its stars"*. This stops a promised reward changing after the work was done. Reopen it and the fields unlock again.

Reopening removes the stars it granted, and withdraws a project bonus that is no longer true. The history is never rewritten: the app adds a correcting entry rather than deleting the old one.

When you close a task the app asks "Any follow-up?" — a prompt to capture the next step while it is fresh. **No follow-up** dismisses it.

Projects and follow-ups

Simple — the short answer

Projects group related tasks. **Follow-ups** chain one task to the next.

Medium — step by step

- **Project:** 📁 **Projects → New project**, give it a name and an optional icon. Assign tasks to it from the task form.
- **Follow-up:** on a completed task tap the ➜ arrow, or **Add follow-up** in the details, and write the next step.

Full — everything, with the rules and the tips

They answer different questions, which is why they are separate. A project says *which body of work this belongs to*; a follow-up says *what comes after this*. There is no nesting and no dependency: a follow-up is actionable straight away.

Project bonus. A project can carry bonus stars, granted once, when its last open task is finished. Move an unfinished task into a completed project and the bonus is withdrawn again, because the project is no longer finished. Archiving or deleting a project never claws back stars a child already earned — archiving simply removes it from the pickers and leaves its tasks loose.

A follow-up inherits its source's priority, reminder setting and project — not its recurrence and not its timer. Chained tasks show 🔗 before the title, and the details view lets you walk the chain.

Tip: Use projects for anything with more than three steps — a science fair, a house move, a term's reading. The progress bar is the motivation; the bonus is the finish line.

Planning when the work happens

Simple — the short answer

Give a task a deadline and an estimate, then tap **Find a time**. The app offers free slots in the child's actual week.

Medium — step by step

52. Open the task and set a **Deadline** and an **Estimate**.
53. Tap **Find a time**.
54. Up to three suggestions appear, each with a reason — *After school*, *Free gap*, *Free day*.
55. Tap **Use this** to accept, or adjust the time by hand.
56. The block appears on the day's timeline. Turn on **Remind me when it starts** to be nudged.

Full — everything, with the rules and the tips

The app suggests, it never moves anything. Suggestions only ever land in genuinely free time: school hours, activities, appointments and other tasks' blocks are all treated as busy.

Planning hours bound where suggestions may fall — 07:00 to 20:00 unless you change them, and you can change them from the suggestion sheet. They bound *suggestions* only: you may place a block by hand at any time.

If the week fills up afterwards, the block is not moved or deleted. It gets a **No longer free** warning so you can decide: reschedule it, or leave it and let something else give.

Finishing the task clears its future blocks and leaves past ones as a record of when the work actually happened.

> **Note:** Planning is not the reward. Stars come from finishing, never from scheduling — a child can plan their own week freely without it affecting what they earn.

Chores

How chores differ from tasks

Simple — the short answer

A chore belongs to one weekday and comes back every week. A task has a deadline and is finished once.

Medium — step by step

	Chore	Task
Timing	A weekday and a start time	An optional deadline
Repeats	Every week, automatically	Only if you set a repeat
Reward	Stars, and optionally money or a privilege	Stars
If missed	Marked **Missed** at the end of the day	Stays overdue until it is done

Full — everything, with the rules and the tips

Chores are the household rhythm — the bins on Tuesday, the bed every morning. Tasks are the one-off jobs. Keeping them apart is what lets the app say honestly at the end of a day which chores were missed, and keep a list of tasks that is not clogged with things that repeat forever.

Creating and doing chores

Simple — the short answer

🧹 **Chores → +**, then a title, the days, a start time and a reward.

Medium — step by step

57. Open ✅ **Tasks** and switch to 🧹 **Chores**.
58. Tap **+** and fill in:

- **Chore title** and optional description.
- **Difficulty** — Easy, Medium or Hard, which suggests a star value.
- **Star reward**, and optionally a **Money reward (Kz)** and a **Privilege reward**.
- **Days** — tick every day it should appear on.
- **Start time**, and **Remind 5 min before** if you want the alert.
- **Approval** — By age, Self-marked, or Needs my approval.

59. The child finishes a chore with the big green ✓, or by swiping the card.

Full — everything, with the rules and the tips

The four sections are **To Do**, **Awaiting Approval**, **Missed** and **Done**.

A chore can only be finished on its own day. Tapping a future chore shows a grey 🔒 and **Not yet - comes up on its day**. This is not fussiness: before the rule existed, a child could tick the whole week's chores on Monday, bank the stars, and earn them again when each real day came around.

Missed chores can still be retried. Once a day has passed without the chore being done it is marked **Missed** — but it stays completable, so a genuine catch-up is possible and visible to you rather than silent.

Money and privileges are recorded, never paid. The app says so on the screen: "*Money and privileges are recorded here only — the app keeps track of them, it does not pay out or unlock anything.*" It is a ledger for you to honour, not a wallet.

The overnight reset runs a few minutes after midnight: yesterday's unfinished chores become **Missed**, and today's occurrence starts fresh.

Stars, rewards and the star box

How stars are earned

Simple — the short answer

Ticking an activity on **Today** earns 1 star. Tasks and chores earn what you set, once a parent approves if approval is needed.

Medium — step by step

Action	Stars
Tick an activity's ☆ on Today	1 star, immediately, no approval
Finish a task	Its **Stars reward**, plus the on-time bonus if it beat its deadline
Finish the last task in a project	The project's bonus stars, once
Finish a chore	Its star reward, and its money/privilege recorded beside it

Full — everything, with the rules and the tips

The balance is a history, not a counter. Every grant and every redemption is an entry, so the total can always be explained, un-completing something withdraws exactly what it granted, and two devices that both saw the same completion cannot pay for it twice.

The on-time bonus is off until you set it: tap the star card and set "*+N stars for tasks finished by their deadline*". It applies to future completions of tasks that have a deadline; existing history is never rewritten.

Un-ticking gives the star back. Un-completing a task removes its reward and reverses a project bonus that is no longer earned.

The reward goal

Simple — the short answer

Set what the stars are for — "*Movie night = 20 stars*" — and the app shows how many are left.

Medium — step by step

60. Tap the star card on the child's Tasks or Chores screen.
61. Set **Stars needed for reward** and the **Reward name**.
62. The card then shows "*N more ⭐ to unlock next: <your reward>*".
63. When the child gets there, give them the reward, then use **Reset star count to 0** to start the next cycle.

Full — everything, with the rules and the tips

The default goal is **20 stars** and the default reward is **Special Treat** — change both to something your child actually wants.

Resetting is honest. It does not erase history; it records that the reward was given and takes the balance back to zero, so the ledger still explains every star that was ever earned.

> **Tip:** Pick a reward the child chooses themselves, and keep the goal small enough to be reached in a week or two. A goal that takes a month stops motivating around day four.

Appointments

Simple — the short answer

An appointment is a one-off with a date and a time — the dentist, a parents' evening, a birthday party. Parents create them; children see them.

Medium — step by step

64. Open **Appointments** from the Schedule area, or use the speed dial.
65. Tap **New appointment** and fill in:

- **What is it?**
- The date, the start time and the **Duration**.
- **With whom**, **Location** and **Notes** — all optional.
- **Remind me before** — from no reminder up to the lead time you choose.

66. Save. It appears on that date in Today and in the week, and as **Next** on the dashboard.

Full — everything, with the rules and the tips

Why it is not an activity: an activity repeats every week, an appointment happens once on a specific date. Anything that recurs weekly belongs on the timetable instead.

Each appointment belongs to one child. A family appointment goes on each relevant profile — there is no shared attendee list.

Past appointments grey out but are never deleted, so the record of what happened stays. There is no "attended" tick: nothing asks you to close an appointment.

Children see appointments read-only. An appointment is a commitment made *for* a child, so they cannot create, change or remove one, even though they can plan their own homework blocks.

Appointments are also treated as busy time when the app suggests when homework should happen, so it will never propose the dentist hour for revision.

Academics

Grades and exams, quickly

Simple — the short answer

👤 **Family → Academics** records grades and exams for a child, on your school's own marking scale.

Medium — step by step

- **+ Add** on the **Grades** tab records a subject, a score and a maximum.
- **+ Add** on the **Exams** tab schedules an exam with a date, a time and a duration; the app counts down to it.
- **Record Score** on a past exam turns it into a result.

Full — everything, with the rules and the tips

Academics is the most configurable part of the app, because school systems differ and a grade shown on the wrong scale is worse than no grade at all.

Institutions. The child's school is created for you as **My School**. Add others for tutoring, music, sport or a language school. Results from an outside institution are **kept out of the school average** — they show alongside it instead, so you can see whether the tutoring is working: *"Maths — School 11/20 · Tutoring 15/20 ↗"*.

Subjects are a list you pick from rather than free text, which stops *Maths*, *Math* and *Matemática* from splitting one average three ways. A subject can carry a **coefficient** for systems that weight them.

Grading scale is per institution: **0–20**, **0–100 %**, or **A–F**, with the pass mark and the wording that goes with it. A French bulletin shows *Très bien*; a Portuguese-system report shows *Muito Bom*; an English one shows letters.

School years and moving up. A school year holds the class level, taken from a ladder for the system you chose — French (CP → CE1 → … → Terminale), Angolan/Portuguese (1ª → 13ª classe) or Anglo (Grade 1 → 12). **Start new school year** either moves the child up one rung or repeats the year, which is a normal outcome in several systems rather than an error. Milestone years seed their exam automatically.

Report card. 📋 opens a read-only bulletin for a term or the whole year: one row per school subject with its coefficient, the weighted average, and the wording your scale uses for it.

Exams that have passed without a score are not lost. They sit as **Awaiting result** until you record one.

The focus timer

Simple — the short answer

▶️ **Focus** is a timer for homework: count down, count up to a target, or run a stopwatch.

Medium — step by step

67. Open the ▶️ **Focus** tab.
68. Choose ⏳ **Countdown**, ⏱️ **Count Up** or ⏱️ **Stopwatch**.
69. For the first two, set the minutes — anywhere from 5 to 60.
70. Tap ▶️ to start, ⏸️ to pause, ↻ to start again.
71. Countdown ends with 🎉 **Time's up!**; Count Up stops exactly on 🎯 **Target reached!**; the stopwatch records **Lap** times.

Full — everything, with the rules and the tips

The three modes are genuinely different. Countdown runs to zero. Count Up climbs to a target you set and stops precisely there. The stopwatch is open-ended and is the only one that keeps laps.

What the timer does not do: it does not record a history of your sessions, and it does not attach a session to a school subject. Some in-app help text promises both; that text is out of date and the feature was never built.

> **Tip:** The classic homework pattern is 25 minutes of work and a 5-minute break. Set Countdown to 25, and use the stopwatch's laps to time reading speed or exercise drills.

Statistics

Simple — the short answer

👤 **Family → Insights** shows how the week is actually spent: how much is booked, how much is free, and where the time goes.

Medium — step by step

The screen reports:

- **Weekly Total** — how much of the week is scheduled.
- **Categories** — the split by category, with hours and percentages.
- **Schedule Intensity** and the **Daily Breakdown** — which days are heavy and which are light.
- **Unscheduled Hours** — the time that is not booked.

Full — everything, with the rules and the tips

Three numbers that are easy to confuse, and the app keeps them apart:

- **Planned** — every activity's duration added up. Two things at 16:00 count twice, on purpose.
- **Covered** — the minutes of the week that are booked at all, each counted once.
- **Double-booked** — the difference between the two: time you have promised twice.

Everything is measured against the whole seven-day week — 10,080 minutes — so the parts add up to the whole.

Unscheduled time is called free, not lost. Sleep, meals and play are most of a child's week, and much of the rest is deliberately unplanned. A blank afternoon is not a failure.

Where two activities overlap, the category chart has to give the minute to one of them; it does so by a fixed rule so the chart never changes shape on its own. The double-booked figure is what tells you there was a clash — read that, not the pie.

Reminders and notifications

What the app can tell you

Simple — the short answer

Activities and chores alert **5 minutes before**. Appointments alert when you chose. Tasks with deadlines alert the evening before, the morning they are due, and once when late.

Medium — step by step

What	When it fires	Turned on by
Activity	5 minutes before the start	**Reminder** in the activity
Chore	5 minutes before the start	**Remind 5 min before** in the chore
Appointment	The lead time you chose	**Remind me before**
Task deadline	Evening before, morning of, once when overdue	**Reminders** 🔔 on the task
Task timer	Exactly when the time runs out	**Timer** ⏱ on the task
Planned work block	At the start of the block	**Remind me when it starts**
A class needs approval	After the child's device and yours synchronise	Automatic, parents only

Full — everything, with the rules and the tips

Reminders survive a restart. Android drops every scheduled alarm when the phone reboots, and again when the app is updated. SmartTimetable re-arms all of them at the next start, which is why a reminder set weeks ago still fires after a phone reboot.

Sounds. Settings → Reminder Sound offers System default, Bird Chirp, Cat Meow, Soft Bell and Bubble Pop, and plays each one as you pick it.

Alert style decides which volume control governs the sound: **Notification** follows the notification volume and is silent if that is muted; **Alarm** plays on the alarm stream, so it is heard even when the phone is silenced. The change applies from the next reminder onwards.

A task timer rings even with the app closed, and goes quiet if you finish or delete the task.

> **Important:** Reminders you never turned on will never fire. Activities and chores ship with their reminder **off**, and a task only sends deadline alerts if **Reminders** is on for that task.

Several devices, and working offline

How your devices stay in step

Simple — the short answer

Your devices exchange changes by themselves, roughly twice a day and whenever you press **Sync Now**. It is on by default; a parent can switch it off for one device in **Settings → Cloud Sync**.

Medium — step by step

- **Settings → Cloud Sync** shows when this device last synchronised, to the second, and offers **Sync Now**.
- A background exchange runs about every twelve hours, and only when the device has a connection. A device also syncs straight after a parent signs in.
- **Sync this device**, on the same card, switches synchronisation off for this device. If a parent PIN is set, switching it off asks for the PIN; switching it back on does not. While it is off, the card says so and **Sync Now** is hidden.
- Changes merge rather than overwrite: two parents editing different things both keep their work.
- If the line says **Not synced on this device yet**, or the days count is climbing, open the app on that device and press **Sync Now**.

Full — everything, with the rules and the tips

Why it matters that a device syncs even when nobody opens it: every device schedules its own reminders from its own copy of the week. Move Thursday's piano lesson on your phone and, until the child's tablet has synchronised, that tablet still rings at the old time.

What is exchanged: the whole family snapshot — profiles, activities, tasks, chores, appointments, academics, projects and the star history. The app checks the server's version first and transfers nothing at all when both sides are already in step.

When two devices change the same thing before they could exchange it, the app keeps one version and preserves the other for you to look at, on the dashboard under **Sync conflicts**. Nothing is thrown away silently.

Switching sync off stops this device sending anything new. It does **not** delete what the server already holds — that stays until the account is deleted — and it does not stop your other devices syncing with each other. The choice is remembered for each account on each device: signing out and back in keeps it, a new device starts with sync on, and another parent signing in on the same phone is not affected. Switching it back on catches up in the usual way, merging rather than overwriting.

Other devices are not told. A parent's phone keeps syncing normally and simply stops receiving this device's changes; nothing on it says why. Only the device that was switched off carries the notice. If a change made on one device never appears on another, check its **Sync this device** switch first.

What the app does not do is equally clear: no advertising, no third-party analytics, no tracking, and nothing sold or shared.

Working offline

Simple — the short answer

Without a connection the app keeps working for a day. After that a parent can extend it twice with the PIN. Beyond that it becomes read-only until you reconnect.

Medium — step by step

How long offline	What you can do
Up to 24 hours	Everything, exactly as normal
After 24 hours	A banner offers **Extend**; the parent PIN keeps full access for another day
Two extensions used (about 3 days)	**Read-only — still offline**: timetables and reminders keep working, editing and sync stop
Reconnected	Full access returns immediately

Full — everything, with the rules and the tips

Read-only is deliberately not a lockout. Losing tomorrow's schedule because a router died would punish the child, who did nothing wrong. The week, the reminders and the day view keep working from the copy on the phone; what stops is changing things and exchanging them.

Extending asks for the parent PIN where one is set. That is the point of the prompt: it proves a parent is present, rather than that the app merely happens to be open.

After about 30 days offline a real sign-in is required, because the credentials the app has been trusting have expired at the server by then.

When you reconnect, the server is in charge again immediately — so a device that was signed out or blocked while it was offline finds that out at once.

Managing devices

Simple — the short answer

Settings → About → INFO names this device and shows how many devices your account is using.

Medium — step by step

- **Device name** — tap to name this phone or tablet ("Dad", "Children Tab"). The name survives reinstalls.
- **Active devices** — how many devices your account currently uses.
- **Sign out** — **Settings → Sign out**, which frees this device's slot.

Full — everything, with the rules and the tips

The first device to sign in is the main one. Others attach to it, up to the number your licence allows, and a device that signs out releases its slot for the next one.

From the main device you can sign another device out remotely — useful for a phone that was lost or given away. The signed-out device discovers this on its next check and returns to the sign-in screen.

Changing your password signs out every device, everywhere, immediately. That is the fastest way to end access if you think somebody else has your password.

Settings and appearance

Simple — the short answer

Settings holds the parent lock, the look of the app, notification sounds, sync, backups, diagnostics, help and sign-out.

Medium — step by step

Section	What it holds
Parent Lock	Set, change, **Lock Now**, or remove the PIN
Appearance	Dark Mode, theme style, Kid Mode, SmartCat mascot, mascot style, header icons, Reduce Motion, Language
Notifications	Reminder sound, and whether reminders play as a notification or an alarm
Cloud Sync	Last synchronised, **Sync Now**, and **Sync this device** — the switch that stops this device syncing
Backup & Restore	Save a full backup file, or restore one
Privacy & Diagnostics	The one switch for anonymous fault reports
Help & Learning	Replay the first-run slides; open the tutorials
About	Version, features, credits, and the developer INFO tab
Account	Sign out

Full — everything, with the rules and the tips

Themes. Five light styles — Ocean Light, Sunset Energy, Forest Calm, Candy Kids and the classic — and five dark ones: Classic Dark, Midnight Cyan, Midnight Cyan 2, Midnight Focus and High Contrast. Each mode remembers its own style, so switching Dark Mode on and off returns to the look you chose for that mode. Themes can also be added as files by someone who has prepared one.

Header icons put a small picture beside each screen name. It is off by default and is per device — it is never synchronised, so one family member can have them and another not.

Reduce Motion replaces the animations with instant changes, for anyone who finds movement uncomfortable.

Language switches the whole app immediately, with no restart, and there is also a globe on the sign-in screen for changing it before you sign in. Mandarin and Russian are complete for the most-used screens; anything not yet translated appears in English rather than as a blank.

> **Note:** The About screen's feature list is old in places — it still says four languages, and describes the parent PIN the way it was stored two versions ago. The app itself has six languages and a much stronger PIN; this manual describes what the code does today.

Backups and exports

Simple — the short answer

Settings → Backup & Restore → Save full backup writes one file with everything in it. Keep one.

Medium — step by step

What you want	Where
Everything, as one file	**Settings → Save full backup**
One child, as a file	📤 on that profile's card
One child, into a calendar	🗓️ on that profile's card
A picture of one day	The share action on **Today**
Bring a backup back	**Settings → Restore backup**, or 📥 **Import Timetable**

Full — everything, with the rules and the tips

Take a full backup before anything risky — before deleting a profile, before handing a device on, before a big reorganisation. The file is readable JSON and holds every profile.

Restoring merges; it does not replace. Records in the file that are newer win, deletions in the file are honoured, and work done on the phone since the backup was taken survives. That is why restoring an old backup does not throw away today.

Exporting a day as a picture saves a PNG into your gallery under *Pictures/SmartTimetable* and offers to share it — handy for pinning the day on the fridge or sending it to a grandparent.

The backup file is not protected by the parent PIN. It contains your children's names, ages, school hours and activities in plain text. Store it where you would store a school report.

> **Important:** Android's own automatic cloud backup is deliberately switched off for this app, and so is phone-to-phone transfer. That is a security decision: restoring half of an app's security state into a new phone can bind a family's data to the wrong account. Your file backups are the supported route, and the account is the other one.

When something goes wrong

The three access messages

Simple — the short answer

If the app will not let you in, read which of the three messages it shows: they mean different things.

Medium — step by step

Message	What it means	What to do
Your session was ended	An administrator signed this device out	Sign in again; the account is fine
This device is blocked	This particular device has been blocked	Contact support; another device may still work
License Revoked	The account's access has been withdrawn	Contact support

Full — everything, with the rules and the tips

The mildest is a session ending: it is not a block, and signing in again is all that is needed. You get a short countdown on screen before it takes effect, so you are not cut off mid-task.

A blocked device and a revoked licence both need a person: write to **security@smarttimetable.app**, and include the support reference if the app gave you one.

There are fuller explanations of all three online at **/help/force-logout**, **/help/device-blocked** and **/help/license-revoked**.

The support reference

Simple — the short answer

When something fails, the app can build a diagnostic code beginning **ST-**. Send that with your message.

Medium — step by step

- On an error screen, use **Copy details** or **Email support**.
- At any other time: **About → INFO → Support diagnostic**.

Full — everything, with the rules and the tips

The reference records what is needed to explain a failure — the account email and user id where known, the device model, the app and Android versions, a network summary, the locale, and the access state the app had cached.

It never contains a password, a token, a one-time code, a reset code or a PIN — and nobody from support will ever ask you for one. Treat any message that does as an attempt to take your account.

The report is built on your device and sent only when you choose to copy or email it.

Common problems

Simple — the short answer

Most reports come down to four things: a muted phone, a device that has not synchronised, a forgotten PIN, or no connection.

Medium — step by step

Symptom	Likely cause	Fix
No reminders at all	Notification volume muted, or the reminder was never switched on	Raise the notification volume, or switch to **Alarm** alert style; check the item's reminder setting
One device shows an old week	It has not synchronised	Open it and press **Sync Now**
"Not yet - comes up on its day"	A chore may only be finished on its own day	Wait for the day, or move the chore
Stars did not arrive	The work is waiting for a parent	Approve it on the parent's device
Cannot open Settings	The parent lock is on	Enter the PIN
Wrong PIN, now waiting	The delay doubles after five wrong tries	Wait it out — changing the clock does not help

Full — everything, with the rules and the tips

If the app will not open past "Verifying account and device access...", it cannot reach the server and has no cached answer yet. Check the connection; the app retries by itself and offers a diagnostic if it cannot resolve the question.

If a child's completed work keeps disappearing, check whether two devices are both editing and one of them has not synchronised for days. The **Last synced** line in Settings is the fastest way to find the stale one.

If something looks wrong that is not listed here, write to **support@smarttimetable.app** with the ST- reference. A person reads it.

Your data and privacy

Simple — the short answer

Your family's data is stored on your device and copied to the SmartTimetable server so your devices stay in step. There is no advertising, no tracking, and nothing is sold.

Medium — step by step

What is stored about the account: your email, your password as an unreadable hash, the codes used to verify your email, and records of the devices signed in.

What is copied to the server when devices synchronise: each child's name and age, school setup, timetable, academic records, tasks, projects, chores, appointments and star history.

What is never collected: contacts, photos, camera, microphone, precise location, advertising identifiers.

Full — everything, with the rules and the tips

Children have no accounts. A child exists in SmartTimetable only as a profile created and controlled by a parent, on the parent's account. Kid Mode is a restricted view on the family's own device, not a login.

Diagnostics are anonymous fault reports: an installation identifier that belongs to no person, app and device versions, a failure category, sanitised stack frames and a short trail of technical breadcrumbs. They never contain schedules, names, email addresses, passwords, PINs or message contents, they are deleted after 30 days, and one switch in **Settings → Privacy & Diagnostics** stops them for good.

Security in plain terms: connections are encrypted and the app only accepts the certificate authorities it was built to expect; passwords and tokens are stored only as hashes on the server; ending a session, blocking a device or revoking access takes effect on the next request rather than whenever a token happens to expire; on the device, sign-in material sits in encrypted storage; and the parent PIN is stored as a deliberately slow hash with retry limits.

> **Note:** A parent can switch synchronisation off for a device in **Settings → Cloud Sync**. From then on nothing new leaves that device, but what the server already holds stays there until the account is deleted.

The full policy lives at **smarttimetable.app**. Questions: **support@smarttimetable.app**. Anything security-related: **security@smarttimetable.app**.

Getting the best out of it

The first evening

Simple — the short answer

Create the profiles, apply a template to one weekday, set the school hours, then set a reward. Twenty minutes, and the app is working for you.

Medium — step by step

72. Create a profile for each child.
73. Set **School Setup** for the eldest — days and hours.
74. Apply **Balanced Full Day** to a weekday and correct the times.
75. Copy that day onto the other weekdays.
76. Set a **reward goal** the child chose.
77. Set the **parent PIN**, and turn **Kid Mode** on if the device is theirs.

Full — everything, with the rules and the tips

Resist filling in everything at once. A week with eight honest activities beats a week with thirty invented ones that nobody follows, because the second kind teaches a child that the app is fiction.

Add reminders to the two or three activities that actually need them — leaving the house, homework starting, bedtime. A phone that beeps twelve times a day gets silenced, and then the two that mattered are silenced too.

Habits that make it work

Simple — the short answer

Check **Attention Needed** each evening, keep one reward goal running, and let the child do the ticking.

Medium — step by step

- **Daily, parent:** glance at **Attention Needed** on the dashboard and clear the approvals.
- **Daily, child:** open **Today** in the morning and **Standup** in the evening.
- **Weekly:** look at **Insights** together and ask whether the week is too full or too empty.
- **Monthly:** save a backup.

Full — everything, with the rules and the tips

Let the child own the ticking. The star for finishing an activity needs no approval precisely so that a child gets the immediate, uncontested reward for doing what they said they would do. Approval belongs on the bigger things — tasks and chores — where a parent genuinely needs to confirm the work.

Use approval deliberately, not by default. Under-10s get it automatically. For an older child, *Needs my approval* on a specific chore says "this one I will check", which is a stronger signal than checking everything.

Set the on-time bonus low. One or two stars is enough to make deadlines matter. A large bonus turns every deadline into a negotiation.

Keep projects short. A project with twenty tasks is a wall; five is a ladder.

Plan homework where it actually fits. The estimate plus **Find a time** exists because "do your homework" is not a plan and "Thursday 16:00–16:30, after school" is.

Quick reference

Gestures

Where	Gesture	What happens
Task card	Swipe right	Completes the task
Task card	Tap or long-press	Opens the details
Task card	Double-tap	Opens the editor, or reopens a completed task
Chore card	Tap the green ✓, or swipe	Marks the chore done
Today	Tap ☆	Earns one star; tap again to undo
Profile card	Tap	Opens that child's week
Tab bar	Tap the tab you are on	Nothing; from a deeper screen, returns to its top

Words the app uses

Word	Meaning
Activity	Something that happens weekly at a set time
Appointment	A one-off on a specific date
Task	A job with an optional deadline, worth stars
Chore	A weekly job on one weekday, worth a reward bundle
Project	A group of related tasks, optionally with a bonus
Work block	A planned slot for doing a task
Kid Mode	The simplified, view-only layout on this device
Parent Lock	The 6-digit PIN that guards editing
Standup	The child's day summed up in one screen
Sync	The automatic exchange of data between your devices

Known rough edges in 5.6.27

These are real, known, and recorded. They are listed so that nobody wastes an evening trying to work out whether they imagined one.

What	Effect
Kid Mode opens on the parent dashboard	Tap 🏠 **Home** to reach the child's week
A task can be edited by double-tapping in Kid Mode	A child could change a pending task's title or stars
The **Time Remaining** label on Today stays English	In the other five languages, that one label is not translated
Some in-app tutorials describe features that do not exist	A Running Late undo, a Focus history, a subject picker, snoozing a reminder, a statistics image export
Switching sync off does not delete the server's copy	Described under **Several devices, and working offline**