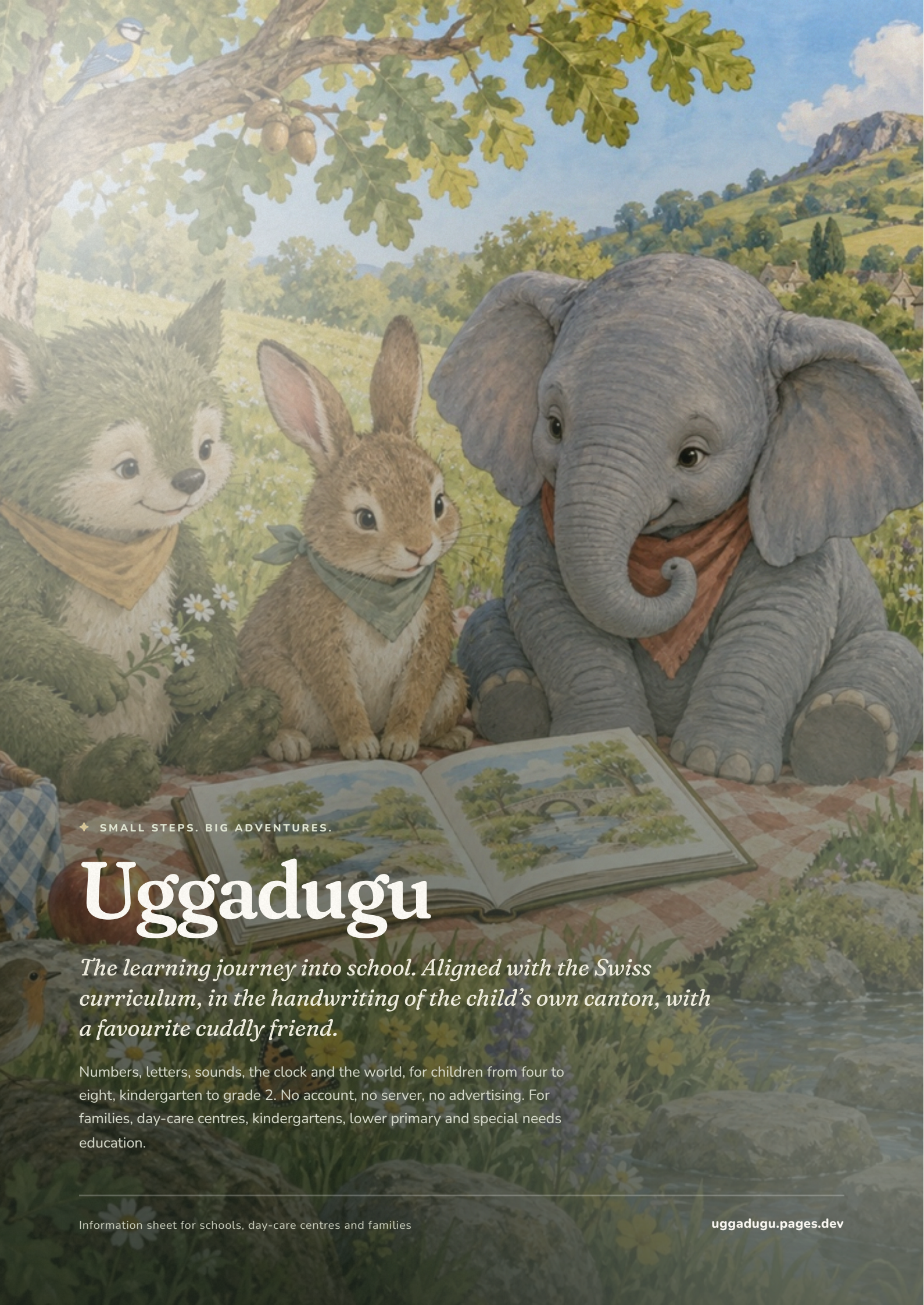


✦ SMALL STEPS. BIG ADVENTURES.

Uggadugu

The learning journey into school. Aligned with the Swiss curriculum, in the handwriting of the child's own canton, with a favourite cuddly friend.

Numbers, letters, sounds, the clock and the world, for children from four to eight, kindergarten to grade 2. No account, no server, no advertising. For families, day-care centres, kindergartens, lower primary and special needs education.

Information sheet for schools, day-care centres and families

uggadugu.pages.dev

WHAT UGGADUGU IS

A learning app that adapts to the child.

Uggadugu is built for cycle 1 of the Swiss curriculum: kindergarten to grade 2, usually four to eight years. It accompanies children from playful discovery to first reading, writing, counting and understanding the world. Every task carries a learning goal, a documented reference to Lehrplan 21, the Swiss curriculum, and an honest limit on what it actually shows.

The app runs in the browser, installs like an app and works offline after the first visit. There is no account, no sign-up and no email address. Learning progress, photos and observations stay on the device.

Adults can see how the app decides: which task comes next, why a repetition is due, and what a solved task proves. And what it does not prove.

> **The learning app Swiss parents, day-care centres and special needs teachers trust their child with: aligned with Lehrplan 21 and the handwriting of their own canton, adaptable to every child, with no account and no server.**
>
> The product promise

AGE AND STAGE

What counts is the stage, not the date of birth: kindergarten to grade 2, usually four to eight years. The app never asks for an age and never stores one. The range is a recommendation and never a condition. Adults can release any offer whenever they want.

TWO LEVELS

“Discover” without letter names and without writing digits; “Learn” up to the number range of 100. Anything beyond cycle 1 is marked as cycle 2 and stays freely selectable.



Half past two on the app’s clock face: an original design, a short wide hour hand, the pie slice showing the part of the hour that has passed.

Made for Switzerland

Lehrplan 21 competence codes per task, the nine developmental access points for day-care and kindergarten, Swiss Standard German in the audio clips, and the school handwriting of the child’s own region.

No account, no server

No sign-up, no telemetry, no third-party requests without explicit consent. Class packages travel from device to device as a QR code, without any personal data.

Every child comes along

A support profile describes barriers instead of diagnoses: low stimulus, large targets, fewer options, symbol input, a fixed help level, a visible schedule.

24	9	3	0
learning offers, each one switchable	languages with their own audio clips	Swiss handwriting regions plus an international edition	accounts, ad slots, analytics services

THE LEARNING WORLD

Seven learning areas, 24 offers, each one switchable

The colours are the same as in the child's menu. Every offer can be switched on or off by adults; "small start" shows only numbers, capital letters and memory.

Listening, reading, language	Comparing initial sounds, clapping syllables, blending sounds into words, filling the gap in a word, hearing and pointing at everyday vocabulary.	D.1.A.1 · D.2.A.1
Letters and writing	Tracing capitals, lower-case letters, umlauts and one's own name, with a template that fades step by step.	D.4.A.1
Numbers and arithmetic	Building and counting quantities, decomposing numbers, neighbouring numbers, addition and subtraction to 20, tens and ones to 100.	MA.1.A.1 · MA.1.C.1
Signs in context	Placing punctuation in a spoken sentence, operators in an equation, telling confusable letter pairs apart.	D.4.F.1 · MA.1.A.1
Clock and time	Ordering the daily routine, reading the single-hand clock, full and half hours, quarter hours, analogue and digital.	MA.3.A.2 · NMG.9.1
Earth and countries	Exploring a spinning globe, marking one's own place, comparing continents, neighbouring countries and sizes.	NMG.8.4
Hands-on	Table missions with real material and a result the app checks; activity cards for outdoors and for everyday life.	MA.1.A.1 · D.1.A.1

For day-care and kindergarten: the nine developmental access points

Where no subject area fits yet, every task states one of the curriculum's developmental access points. That shows what has been practised even without subject codes.

- 1 Body, health, motor skills
- 2 Perception
- 3 Temporal orientation
- 4 Spatial orientation
- 5 Patterns and relations
- 6 Imagination and creativity
- 7 Learning and reflection
- 8 Language and communication
- 9 Independence and social action

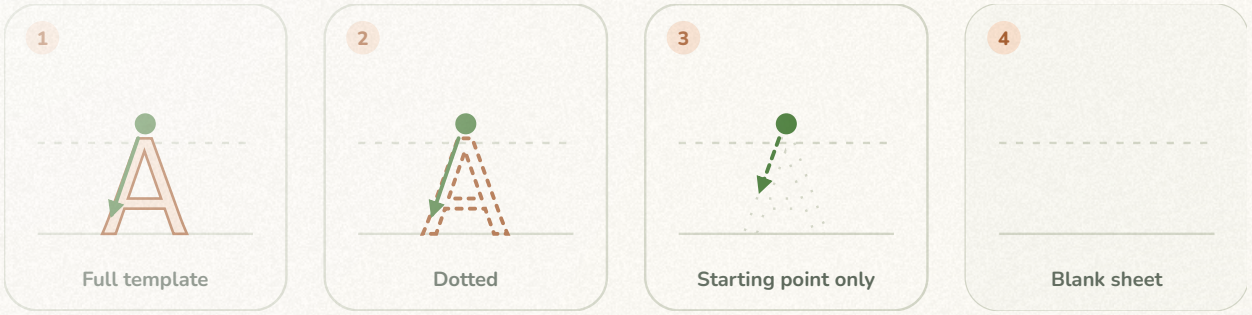
Limit of the statement. In the data set, every task carries one sentence about what a success does not prove. For example: "Choosing a picture for an initial sound does not prove reading ability." That sentence also appears in the portfolio export.

HOW LEARNING WORKS

Three tasks, no time pressure, no lucky guesses

A round consists of three tasks. After two rounds without help, the child may take a fourth. There is no timing, no points and no leaderboard.

The template disappears in four stages



The stage belongs to the single character, not to the series. It rises after two independent successes and falls after two prompts. The green dot and the arrow show where the stroke starts and where it goes.

A ROUND, STEP BY STEP



The visible schedule can be switched on and off. It gives predictability to children who find transitions hard.

An item memory instead of a progress bar

The app remembers every letter, every sound and every calculation separately: solved independently, solved with help, which confusion occurred. An item falls due after 1, 2, 4, 8 and 14 days; after a prompt, after one day again.

Distractors from the child's own errors

Wrong answer options are built from this child's confusions, otherwise from the known pairs b/d/p/q, n/u, m/w and neighbouring numbers.

One sentence for adults

Every task carries a prompt of at most twelve words: "Ask: what do you hear at the beginning?" It appears in companion mode and exists as an audio clip in the language pack.

Guess protection

Only the first attempt counts as an observation, repetitions are practice. With three answers to tap, the chance of guessing right would be 33 per cent. So children build quantities themselves and choose signs from six candidates.

Help that waits

After two failed attempts a concrete hint opens: counting together, a picture of the calculation, a description of the shape without giving away the letter. Help used never counts as an error.

Reward after the round

After every round, an adventure picture with confetti is waiting by default. It can be switched off under "Supports", and a calm acknowledgement follows instead; with supports from a class code the reward is off. YouTube stays optional and off by default.

HANDWRITING

The script of the child's own canton, not the neighbouring country's

Switzerland has three school handwriting regions. Uggadugu treats the script region as its own setting, independent of the interface language. In Italian-speaking Grisons, Italian-speaking children learn the Basisschrift, and in bilingual cantons the school's script applies, not the family's.

GERMAN-SPEAKING CH

Aa Bb

Deutschschweizer Basisschrift

unjoined · also Italian Grisons

FRENCH-SPEAKING CH

Aa Bb

Écriture liée

joined, set out in the PER

TICINO

Aa Bb

Corsivo

from grade 1, DECS templates

The script region can be set per profile and per class code, named in plain words ("handwriting as in Ticino"). It determines glyphs, tracing paths and printable sheets. The letters above show the difference schematically; the app ships the region's official font files, unchanged.

Handwriting coach

While tracing, the app checks the starting point, the direction and the stroke order against the official form and gives movement feedback in words: "Start at the top." It never judges how beautiful the writing is, and it knows tolerances for finger, stylus, left hand and screen size. It does not replace pen on paper: every writing task has a printable counterpart.

ANDIKA, THE READING TYPEFACE IN THE APP

a g I l 1 ä ö ü 0 1 2 3

Ugu waits by the river.

Children read characters in Andika (SIL International, free licence): single-storey a and g, clearly distinct I, l and 1, so that the shown and the written form match. The font sits locally on the device; no fonts are fetched.

Two editions from the same content

Swiss edition	Three script regions and references to Lehrplan 21. Alignment with the Plan d'études romand and the Piano di studio is still to come.
International edition	Andika as the writing and reading typeface (SIL, free licence), with the curriculum reference of the country.

GERMAN-SPEAKING SWITZERLAND

The Deutschschweizer Basisschrift is the official school script, recommended in 2014 and introduced in every German-speaking canton by 2021. The letterforms are protected and are used unchanged.

basisschrift.ch · BKZ office

FRENCH-SPEAKING SWITZERLAND

The Plan d'études romand establishes joined-up handwriting. The canton of Jura confirmed it in February 2026 by 48 votes to 11.

RFJ, 25 February 2026

TICINO

Capital letters in print in kindergarten, cursive from grade 1, then mixed writing, as set out in the DECS guidance of 2024.

DECS, Divisione della scuola, 2024

ACCESSIBLE BY DESIGN

Settings describe barriers, never diagnoses

Adults set a support profile in the parent area or via the class code. There is no field for a diagnosis, a type of disability or a therapy. That follows the logic of the ICF, which also guides the standardised assessment procedure of the Swiss conference of cantonal education directors: what matters is the need for support, not the diagnosis.

BARRIER → SETTING → EFFECT

Over-stimulation	Low stimulus: no animation, muted colours	Less distraction
Too much searching	Large targets, two options instead of six	Fewer mis-taps
No spoken language	Answering via symbol keys	Access without speaking
Fine motor skills	Tapping instead of dragging, switch control	Access with one button
Transitions are hard	Schedule, announcement “one more task”	Predictability

Help stays available to the child at all times. The professional sets the lowest help level, and the automatic fading never goes below it, however many successes follow.

Operable by everyone

- WCAG 2.2 AA: target areas from 44 pixels, checked contrasts, a visible focus order.
- Colour is never the only cue; every learning family also carries a category code.
- Full keyboard operation, screen reader labels, an alternative to the globe and to tracing.
- The device’s reduced-motion setting automatically switches on low-stimulus mode.
- Instructions always as picture and sound; a repeat button and a slower speaking rate.

How we talk about this

Uggadugu is designed along principles from special needs education: several routes for representation, expression and engagement, graduated prompts, task analysis, visual structure. The evidence for these methods comes from support delivered by people. It does not automatically transfer to an app, and we do not claim that it does. Uggadugu does not diagnose, does not report a need for support, and replaces neither speech therapy nor psychomotor therapy nor early special needs education.

Set out in full in the white paper “Special needs education in a children’s learning PWA”: methods with their evidence base, the support profile, the data model and the legal guardrails.

UGU GOES OUTSIDE

The best part of the app happens away from the screen

At the end of a block the round finishes, never in the middle of a task. Then Ugu suggests a card: for outdoors, for the table or for everyday life. Two or three cards to choose from, three pictograms showing the steps, materials from around the house.

Body

Walking a number line, writing letters in the air with an outstretched arm, hunting initial sounds in the garden.

Hands

A shaking cup, a letter made of string to trace blind, a water brush on stone, an egg carton as a ten-frame.

People and everyday life

Setting the table, rhyme police on the way, sharing fairly, writing letters on someone's back.

Missions with a result

Six table missions have a result the app checks: the shaking box, sharing plates fairly, the flash glance, the initial-sound hunt, rhyme pairs, syllable boxes. The child enters the result, the stamp lands in the mission booklet. Printed mission cards carry a QR code that opens the matching mission directly. It holds no personal data.

Printed from the same templates

- Name sheet with writing lines in the chosen script
- Character sheet with self-check and fading stages
- Decomposition house with a fold-over answer strip
- Activity cards for day-care with goal, material and a conversation prompt
- Day plan for teaching at home

MOVEMENT WITH MEANING

Movement cards map the content: the number as a place on a line, the letter as the path of an arm. Movement without a link to the content tends not to help, according to the research.

Link et al. 2013 · Amico & Schaefer 2021

ERROR CONTROL IN THE MATERIAL

On many cards the material itself shows whether it is right: the shaking cup, the water brush, the clothes-peg minute ring. The child checks without an adult correcting.

Montessori tradition



An adventure picture from the album. By default, one waits after every round; the last 30 stay on the device.

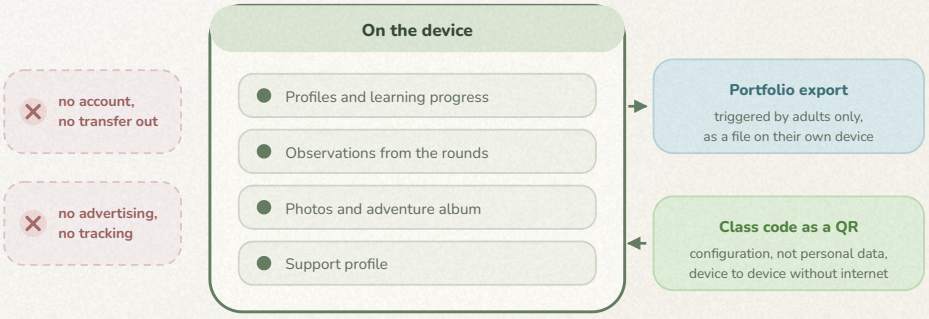
Our stance on screen time

The daily limit is adjustable and on by default. There is no countdown and no two-minute warning: transitions work better at natural end points. Nothing starts by itself. The app counts only its own time and says so, because the recommendations of the WHO and Pro Juventute apply to all screens together.

✦ USE IN INSTITUTIONS

Introduce it without starting a data protection project

With no account there is no user administration and no transfer to a server; we do not process personal data on the school's behalf. The teacher assembles a task package, the app shows a code and a QR, and the class devices adopt the selection. Children's data never leaves the device by itself.



Several children share one tablet with their own profiles and quick switching. "End session" deletes this child's data after confirmation at the adult gate.

What the portfolio export shows

- Competences and access points practised, per period
- The share of tasks solved independently, per learning path
- Repetitions due and help levels used
- Confirmed hands-on activities and mission results
- The limit of the statement for every competence

DATA PROTECTION AT SCHOOL

The app sends no children's data to us; we do not process personal data on the school's behalf. What the school itself has to check for data on the device follows its cantonal data protection law.

Data Protection Commissioner, Canton of Zurich, 2024 report

EDULOG

The Swiss school login is not needed for an app without accounts.

edulog.ch

EDITION	TARGET DEVICES	SCOPE
Modern	Chrome and Edge 94+, Safari 15.4+, Firefox 98+	Full scope
Legacy	Chrome and WebView 51+, Safari 10+, KaiOS 3	Everything except a few effects
Lite (ES5)	Old WebViews, KaiOS 2.5, Opera Mini	Listening, quantities, letters, signs in a sentence

One code base, three editions from the same content. Core shell under 250 KB gzipped, offline after the first visit, installed straight from the browser, without an app store. A strict content security policy, no inline scripts, no third-party requests without consent.

Said honestly

- Uggadugu complements teaching and family life. It replaces neither, and never covers all subject areas.
- Observations are observations. Not a diagnosis, not a grade, not a report card.
- The reference to Lehrplan 21 is documented per task. No authority has approved or endorsed the app.
- The app does not detect a need for support and never reports one. What stands out is seen by the adults, not by a piece of software.



✦ WITH IMAGINATION & A LOT OF HEART ♡

Ready for the next journey.

Uggadugu grows with every child, every class and every community that joins in. For trial rounds in a class, or questions from day-care, school or special needs education: write to us.

CONTACT

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September 2026 · subject to change

Uggadugu