Bumpy Keys for your tech office

For the vetting form and the registry. Every sentence is backed by the privacy policy at bumpykeys.com/privacy (effective 22 September 2026).

None	None	None	None	None
student accounts	data collected	ads	analytics in the game	sign-in

Bumpy Keys, Click Clack Labs, for your district's vetting form

Student accounts: none. No login, no roster, no SSO (no Clever, ClassLink or Google sign-in), no email, no birthdate, no photo. No student accounts or personal information are needed; the app runs on the device without any student data reaching our servers.

Data collected: none. App Store privacy label "Data Not Collected". No third-party SDKs, no analytics, no ads (App Store Kids Category, rated 4+, guideline 1.3). Progress (stars, levels, settings) stays in the app's container on the iPad; deleting the app, or Grown-ups, Start over, removes it.

Network: Native apps contact rooms.bumpykeys.com only for optional private online races. The relay carries a four-letter room code, one-word racer nickname, character, outfit and race progress while the room is open. Grown-ups can switch online rooms off. Apple handles native purchases, restoration and Apple offer-code redemption. The browser game also uses our service to claim classroom codes. See bumpykeys.com/tech-office for the complete host list.

COPPA: no personal information is collected, so no parental or school consent is required; a first name alone is not "personal information" under 16 CFR 312.2, and the app will not accept a first-and-last name in a room.

FERPA and Ohio SB 29: no education records are created, received or maintained by us; there is no contract and no school-issued device from us, so we are not a "technology provider" under ORC 3319.325(F), and there is nothing for your 1 August provider notice. If your district requires an agreement anyway, we will sign the Ohio NDPA with Exhibit B marked "None: No Student Data collected at this time" and Exhibit E (General Offer), so other districts can subscribe, and we will add an SB29 exhibit if your counsel asks.

Suggested registry status: Approved, In Use/No Agreement (No Data Collected). Product: Bumpy Keys. Developer: Click Clack Labs. Grades K to 4. Privacy policy: bumpykeys.com/privacy. Contact for inspection or questions: Brett Bejcek, hello@bumpykeys.com.

Deployment: Install the App Store app through Apple School Manager Apps and Books by device assignment, with any supported MDM. iPadOS 17 or later is required. The included world contains all 100 lessons and works offline. Additional native worlds require Apple purchase access. Device-assigned apps cannot make in-app purchases. Classroom codes are for the browser game at play.bumpykeys.com and cannot unlock native worlds. Native managed configuration supports the onlineRooms restriction; it does not accept classCode.

Monitoring: the app adds no account, keystroke log or web activity to your SB 29 device monitoring notice; nothing a child types is stored or sent.

Accessibility and content: color and shape for every finger (color-blind safe); every prompt spoken; Reduce Motion honored; VoiceOver labels; a self-authored Accessibility Conformance Report (ITI VPAT 2.5) on request. No links out of the app except behind the parent gate.

Chromebooks: the full game plays in the browser at play.bumpykeys.com on any Chromebook (also Windows and Mac): every level, no accounts, no student data, works offline after the first visit. It uses the same service for a class code and for rooms. The iPad and Mac apps use Apple purchases for additional worlds; browser classroom codes do not transfer to them.

Network footprint

Derived from the code: every host the app or the web game ever contacts. Fonts, pictures and voice ship inside the app or come from our own host.

Host	Used by	When	What travels, what is kept
rooms.bumpykeys.com	The app and the web game	Browser only: when a class code is claimed. Native and browser: while an online room is open	The class code check: the ten letters, a random number the device made up and the platform name; a browser claim count per code is kept, plus, for ten minutes, a scrambled copy of the random numbers just seen so a retried claim is not counted twice; nothing else, and the record goes a month after the code ends. Rooms: a four-letter code, a one-word name, character, outfit and race progress, deleted when the room closes; no logs. Cloudflare Workers, run by us.
play.bumpykeys.com	The web game	Every visit; offline after the first	The game, its fonts, pictures, voice and sound effects, all from this host. No third-party script, font or pixel. Run by us.
bumpykeys.com	The app and the web game	Only from a link behind the Grown-ups hold, or a class-code link we sent	A web page in the browser. The site sets no cookies. The marketing homepage alone uses Vercel Web Analytics, without cookies; the pages these links open do not. Run by us.
Apple's App Store	The app	The install; a family's purchase at home	Apple's own traffic. A device-assigned app cannot make an in-app purchase.
checkout.stripe.com	The web game only	A grown-up's purchase in a browser, behind the hold	Stripe's hosted checkout; never needed on a school device.

Allowlist: bumpykeys.com, www.bumpykeys.com, play.bumpykeys.com, rooms.bumpykeys.com (HTTPS and WSS), Apple's App Store hosts for the install. On a school device, nothing else (checkout.stripe.com: a grown-up's purchase in a browser at home).

Managed settings, and the ticket

Three keys in com.apple.configuration.managed, or in Chrome's managed configuration on Chromebooks. Read on the device, sent nowhere.

Key	Type	What it does	Where a grown-up sees it
`classCode` **(browser only)**	string	A classroom code claims a seat in the browser game. Native apps ignore this setting.	Browser Grown-ups settings.
`onlineRooms`	true / false, or left out	`false` hides and disables Race together rooms; Friends is the two-player race on one device.	Grown-ups, Online rooms: the switch shows the value and "Set by your school".
`classroomSound`	true, or left out	`true` keeps music and key sounds off for a quiet classroom. Bumper's voice and the sound effects stay.	Grown-ups, Sound, Music: the slider reads "Set by school".

A key you leave out leaves the device's own setting alone; the AppConfig form says Device's own setting for that. Changes land live. Nothing is written back, nothing is sent. The AppConfig spec (appconfig.org format) and a JSON example: bumpykeys.com/tech-office, Managed settings. Chromebook sign-ins each keep their own browser data, so classroom codes count one seat per browser profile. Native Shared iPad uses the included world or Apple purchase access.

The ticket, for a teacher to paste

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Subject: App request: Bumpy Keys (free typing game, K to 4)

Hi [name], I would like Bumpy Keys on the [grade or room] iPads (or Chromebooks). Free touch
typing for K to 4, ten minutes a day.
What it is: Bumpy Keys by Click Clack Labs, App Store id 6801967122 (iPad, iPadOS 17 or later;
the Mac app is the same listing); in the browser at https://play.bumpykeys.com for
Chromebooks.
Cost: all 100 lessons in the included world are available in the native app. Classroom browser
codes open additional browser worlds. Native extra worlds use Apple purchases; device-assigned
apps cannot make in-app purchases.
Student data: none. No accounts, no sign-in, no roster; App Store privacy label "Data Not
Collected"; no analytics, ads or third-party code. Vetting answers:
https://bumpykeys.com/tech-office#one-box
Network: on a school device, one service the developer runs, rooms.bumpykeys.com, and nothing
else: https://bumpykeys.com/tech-office#network
Install: Apple School Manager, Apps and Books, device-based assignment, through our MDM; on
Chromebooks, force-install https://play.bumpykeys.com/ from Google Admin:
https://bumpykeys.com/tech-office#install
Settings (optional): native managed configuration turns online rooms off; browser
configuration also supports a classroom code: https://bumpykeys.com/tech-office#managed
Our browser class code: [from the teacher's email]   Devices: [number]   Thank you! [teacher]
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