

For journalists and editors

Last checked 20 October 2026

Media fact sheet

The facts about BrightWren in one page: what it is, what the two free national test mocks contain, who makes it, and what may be said about adverts and children's data.

Not Another Studio Ltd

248

maths skills
taught across
Years 3 to 6

2

free mocks of the
national tests,
with no sign-up

0

adverts from
other companies,
anywhere

£0

to use the
website, with no
account at all

Everything here is checked against the live site on the date above. If you need something that is not here, ask and we will answer rather than send you a brochure.

In one sentence

BrightWren is a free maths practice website for children in Years 3 to 6 in England, which follows the national curriculum, and includes free practice for the Year 4 multiplication tables check and the Year 6 SATs arithmetic paper with no account and no sign-up.

| Two things, and they are different

- **The free website, brightwren.co.uk.** No account, no sign-up, nothing to install and nothing to pay. Four year groups, 36 topic areas, ten-question quizzes with no timer, and both national test mocks open to anyone.
- **The app, BrightWren Plus, at app.brightwren.co.uk.** A grown-up holds one account for the family and children practise inside it under a nickname with no login of their own. It is a free beta for the 2026/27 school year, and families who join the beta stay free for as long as we run it.

| The tables check mock

brightwren.co.uk/maths/times-tables-check/

- Three warm-up questions that do not count, then 25 questions from the 2 to 12 times tables.
- Six seconds for each question, a three second gap between them, and no going back.
- Answers are typed, on a keyboard or an on-screen pad. It is not multiple choice.
- Scored out of 25, and a separate practice mode of 10 or 25 questions shows the six seconds on the clock but never cuts a child off.
- The real check is sat in school in June of Year 4, in every state school in England, and has no pass mark. The 2025 national average was 21 out of 25.

| The SATs arithmetic mock

brightwren.co.uk/maths/sats/paper-1/

- 36 questions in 30 minutes, no calculator, typed answers, scored out of 40 the way the real paper is.
- Every question is written in the style of the paper. None is copied from a real paper.
- Most questions are worth one mark; long multiplication and long division are worth two. A machine cannot award the method mark a human marker can, and the page says so.
- Practice mode is 5, 10 or 20 questions with no clock, marked as you go, showing how to work out anything missed.

| One thing that is easy to get wrong

On the free website there is no year gate: anyone can open either mock. Inside the app there is. The tables check is offered to Years 3 and 4 only, and the full 25 question mock to Year 4 only, with Year 3 practising with the clock off. The SATs work is Years 5 and 6 only, and the Paper 1 mock is Year 6 only. So no single child is offered both mocks in the app, and a sentence that says otherwise will be wrong.

What may be said about adverts, data and safety

- No adverts from other companies, anywhere. The website may carry our own notes about our own apps, written for grown-ups. There are no third-party trackers and nothing is sold or shared.
- No chat, no messaging, no friends lists, no public profiles and no leaderboards. There is no way for anyone to contact a child.
- A child has no account of their own. They practise inside a grown-up's, under a nickname the grown-up chose. The app never asks for a real name, birthday, school, address, photograph, phone number or location, and there is no box to enter them.
- No Google Analytics, on either surface, by standing rule. There is a page-visit count that can be switched off, and no cookie banner because there is nothing to consent to.
- Nothing a child can see has a price, and nothing in the app can take a payment today.

The longer versions are the [safeguarding statement](#) and the [data protection pack](#), both of which may be quoted.

The line we ask you to keep

BrightWren is independent. It is not connected to the Standards and Testing Agency or the Department for Education.

We never describe the mocks as official or as identical to the real tests. The phrase we use is independent practice, built to the published rules. We would rather you used it too.

Who makes it

Matthew O'Connor founded BrightWren in 2026. He is a product designer with 15 years at tech start-ups, and an illustrator who ran a greetings-card business that sold 30,000+ cards on Etsy and was stocked by Whole Foods Market. He started building BrightWren on 17 June 2026, and his son, now in Year 3, was its first tester. He designed every screen himself. BrightWren is made in the UK by his company, Not Another Studio Ltd, company number 12799774, registered in England and Wales.

The paragraph above may be quoted as it stands. We ask one thing: his son is referred to by school year only, never by name, and neither his photograph nor his school is given. For an interview or a photograph of the founder, ask at hello@brightwren.co.uk.

What is not here, and why

✗ **No user numbers.** BrightWren is new and the families using it are few enough that publishing counts would identify them. We will talk about this honestly rather than print a flattering figure.

✗ **No price.** The app is free this school year and no price has been set for what follows.

✗ **No claims about results.** Nobody has studied whether children who use it do better, so we do not say they do.

Images

Every file below may be used in anything written about BrightWren, in print or online, without asking first. Click a picture to take that file, or take the lot in one go.

[↓ All 10 files, 1.6 MB](#)

The logo



The logo

On a white or pale background.

[SVG](#) [PNG, 2400 × 869](#)



The logo, reversed

On a dark background. The bird is cut out, so the background shows through it.

[SVG](#) [PNG, 2400 × 869](#)



The bird alone

For an avatar, or a small mark beside a headline.

[SVG](#) [PNG, 1200 × 1003](#)

The SVG is the one to use: it is a drawing rather than a grid of pixels, so it prints at any size. The PNG is there for a workflow that will not take an SVG. Please do not redraw it, recolour it, stretch it out of shape, or put the reversed one on a light background.

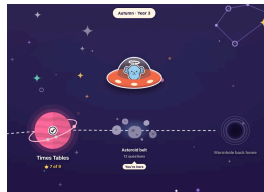
The app



A question

Year 4, on a phone, with the number pad up. Answers are typed, never picked from a list.

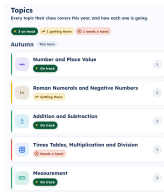
[PNG, 546 × 1182](#)



Planet Pickup

The game half: one planet to a topic, asteroid belts between them, a wormhole home.

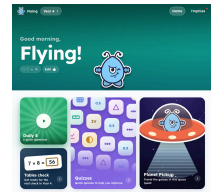
[PNG, 1100 × 800](#)



The grown-ups' page

Every topic their class covers, marked on track, getting there or needs a hand.

[PNG, 960 × 1074](#)



A child's home screen

A tablet held sideways: the greeting, the child's own alien, and the four doors.

[PNG, 1024 × 963](#)

These are the app running, not mock-ups. The child on every one of them is a test child we made up for exactly this purpose, so no real family's work, nickname or progress is on a screenshot that leaves here. The sizes are the sizes a screen comes

out at, which is enough for the web and for most print at the size an article runs a screenshot. If you need a screen that is not here, or one shot bigger, ask and we will cut it the same day.

Contact

Everything, including interview requests, goes to hello@brightwren.co.uk. There is one person reading it, so please say your deadline in the subject line and it will be respected.