



Sloth Jam in the classroom: privacy at a glance

Sloth Jam is a free browser party game: 64 one-minute games played with one stick and one button. No reading is needed. It runs on Chromebooks, tablets and computers with nothing to install. This page is for teachers, principals and IT staff.

Students give us no personal information.

WHAT STUDENTS NEVER DO

- Make an account. The game works fully with no sign-in.
- Type a name, email or age. Sloth names are picked from a list of words.
- Chat freely. The only chat is a short list of preset kind words, shown on the same screen and never sent anywhere.
- Play online with strangers. There is no online play. If it is added, a grown-up will have to turn it on first.
- See ads, loot boxes or anything to buy. The only code-entry screen sits behind a grown-up gate.

WHERE PROGRESS IS KEPT

- In the browser's own storage on that device (each browser profile has its own). Clearing site data for slothjam.com erases it.

WHAT THE GAME SENDS

- Once a minute while it is on screen, an anonymous "still playing" signal: a random number made fresh each time the game opens, plus the time. It is not stored on the device, we do not keep the IP address, and it is deleted after 120 days. It cannot identify a student.
- Nothing else. The game has no analytics, no tracking, no cookies and no ads.

OPTIONAL GROWN-UP ACCOUNT

- A teacher or parent can sign in with their own email (a 6-digit code, no password) to move a save between devices. We then keep that adult's email and a copy of the save until they delete the account, which they can do in the game. Not needed for class.

FOR IT

Link students to	slothjam.com/play (the game). The rest of slothjam.com is the marketing site, which uses Google Analytics with advertising features off; the game does not.
Domains to allow	slothjam.com (game files, hosted on GitHub Pages) and ofkgibuwxrbmmzmbtgmt.supabase.co (the anonymous play signal).
Works offline	After the first load, the game keeps its files on the device and can be played without a connection.

LAWS AND AGREEMENTS

Built to follow COPPA. Because students give us no personal information, the game creates no student records under FERPA or similar laws. We are glad to review your district's or board's data privacy agreement. Just send it to us.