

Hodges Library Codex

v1.3



Master Index & Guide

Hodges Library Codex v1.4 — Master Index

Book I — Tiny Book About Living Together (v1.0.0–v1.2.0)

- Core ethics • Interdependent life systems • Child-accessible language

Teacher & Parent Guide (v1.0)

- Classroom and home implementation guidance

Book II — Building Apps Without Breaking People (v1.0.0)

- Humane app design • Non-addictive systems • Safety guardrails

Documentation

- Formal changelog • Versioning convention

Operating Principles

- Drafts stay drafts • No mythic framing • Non-destructive versioning

Book I — Tiny Book About Living Together (v1.2)

1. We All Live Together — People, animals, plants, bugs, rivers, and air share one home.
2. Small Creatures Matter — Bees help plants grow. Worms help soil breathe.
3. Big Feelings Are Okay — Feelings tell us something. Choices decide what happens next.
4. Strong Is Gentle — If you are stronger, be kinder.
5. Peace Is Care — Peace is something we practice, not something we win.
6. Mistakes Are for Learning — Say sorry. Fix what you can. Keep going.
7. Time Is Special — Be good while you're here.
8. Remember the Others — Take care of animals, forests, oceans, bugs, and future children.

When you don't know what to do:

Don't make it worse. Don't hurt on purpose. Don't make it permanent. Ask for help.

Teacher & Parent Guide (v1.0)

Purpose: Support calm, repair-focused teaching without ideology or coercion.

Use one page at a time. Ask open questions. Connect lessons to daily life.

Model calm responses. Avoid shaming or permanence.

Conflict Script:

- Let's slow this down.
- No one is in trouble yet.
- How do we fix this without making it worse?

Core Rule: Don't make it worse.

Book II — Building Apps Without Breaking People (v1.0.0)

Purpose: Design humane, safe, non-addictive software.

Positive (What Works):

- Constraints create safety.
- Clear endings reduce harm.
- User agency beats automation.
- Boring reliability wins.

Negative (Failure Modes):

- Infinite engagement loops.
- Moral scoring or ranking users.
- Hidden automation.
- Centralized authority claims.

Neutral (Design Principles):

- Apps are tools, not teachers.
- Every feature adds cognitive load.
- Silence and pauses are features.

Unknown (Open Questions):

- Where guidance becomes control.
- How to measure wellbeing.

Return Loop (Safety):

0 — Close: Answer given, stop.

1 — Reopen: Continue only when asked.

Library Takeaway:

Good apps behave like good infrastructure: easy to use, easy to leave.