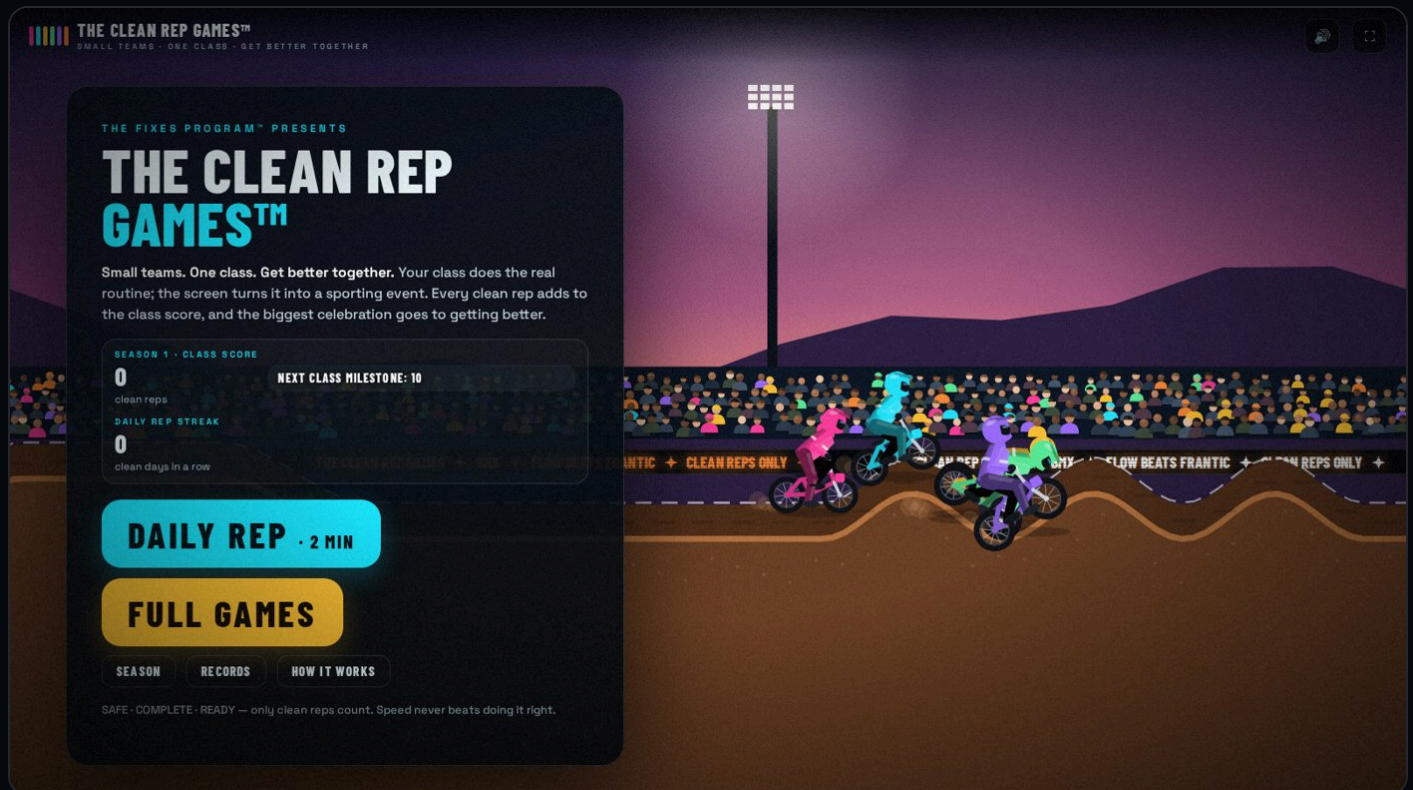


THE FIXES PROGRAM™ PRESENTS

THE CLEAN REP GAMES™

Small teams. One class. Get better together.

Your class does the real routine. The screen turns it into a sporting event. Only clean reps count, every team competes in everything, and the biggest celebration goes to getting better.



THE CORE LOOP

Pick the routine → START → **3-2-1-GO** → the race is **live** while the class does it for real → tap FINISH and the athlete crosses the line → Clean Rep gate → the official result → points, awards, personal bests → next event.

THE EVENTS

Nine events: Diving, 100m Sprint, Ski Jump, Rowing, BMX, Swimming, Speed Skating, 4×100 Relay and Archery. Faster clean reps look better on screen — except Archery, where control beats rushing.

QUICK START: open the file in Chrome, Edge, Safari or Firefox on the classroom computer and project it full-screen (F). No accounts, no student devices, no internet needed. Everything saves on this browser.

SMALL TEAMS COMPETE. THE CLASS WINS.

Teams make the energy, but every clean rep from every team feeds one **class score**. The screen says it constantly: a class strip on every result, a class score above the team standings, and a class headline before the medals. The question is always “Are we getting better?” — not “who is best?”



Standings open with the class score and the season milestone bar.



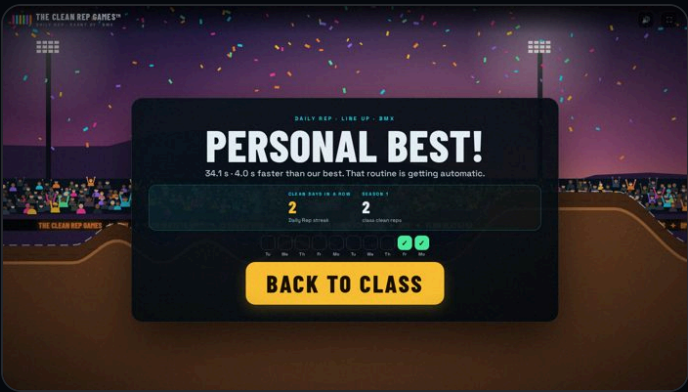
The Season screen: class score, new marks, Daily Rep days and class pace for every routine.

Class score	Every clean rep this season, from any team or the whole class. Milestones at 10, 25, 50, 100, 150, 200... are celebrated for the whole class.
Class pace	The class average clean time for each routine, compared with last time (“-2.3 s vs last time”). Team averages and whole-class times are tracked separately.
New teams	Regrouped the class? Tick New teams this time : team personal bests start fresh, while the class score, class pace and season carry on.
Season	Run a season for as long as you like (a term works well). Start a new season resets the class score and milestones; records stay.

EVERY DAY • TWO MINUTES

THE DAILY REP. MAKE IT A HABIT.

A full Games takes 15–25 minutes. The **Daily Rep** takes two: the whole class is the athlete, one routine, one event, one clean rep — then straight back to work. Run it at the transition you are training (line-up before recess, materials away before lunch).



Today's event	Rotates automatically every day (★ in the list) so the class sees something new. You can pick any event.
Clean days in a row	The streak counts the days you ran the Daily Rep and got it clean. Days you don't run it (weekends, field trips, PA days) never break it. A reset today never breaks it either — the streak waits for today's clean rep.
Last 10 school days	✓ clean • 🔄 reset • • today. The class can see the habit forming.
Mid-meet?	A Daily Rep never disturbs a Full Games in progress — it parks the meet and hands it back after.

JOBS FOR WAITING TEAMS (ONE TEAM AT A TIME, 3+ TEAMS)

Judge crew — the next team gets a big prompt at the gate and shows 👍 clean or 🙅 reset; the teacher makes the final call.
Announcer — the previous team reads the **announcer card** out loud after each result. **Crowd** — everyone else follows the on-screen cues: 🥁 drumroll on the desks, then 📣 cheer. See page 7.

THE RULE THAT MAKES IT WORK

QUALITY FIRST. THEN SPEED.

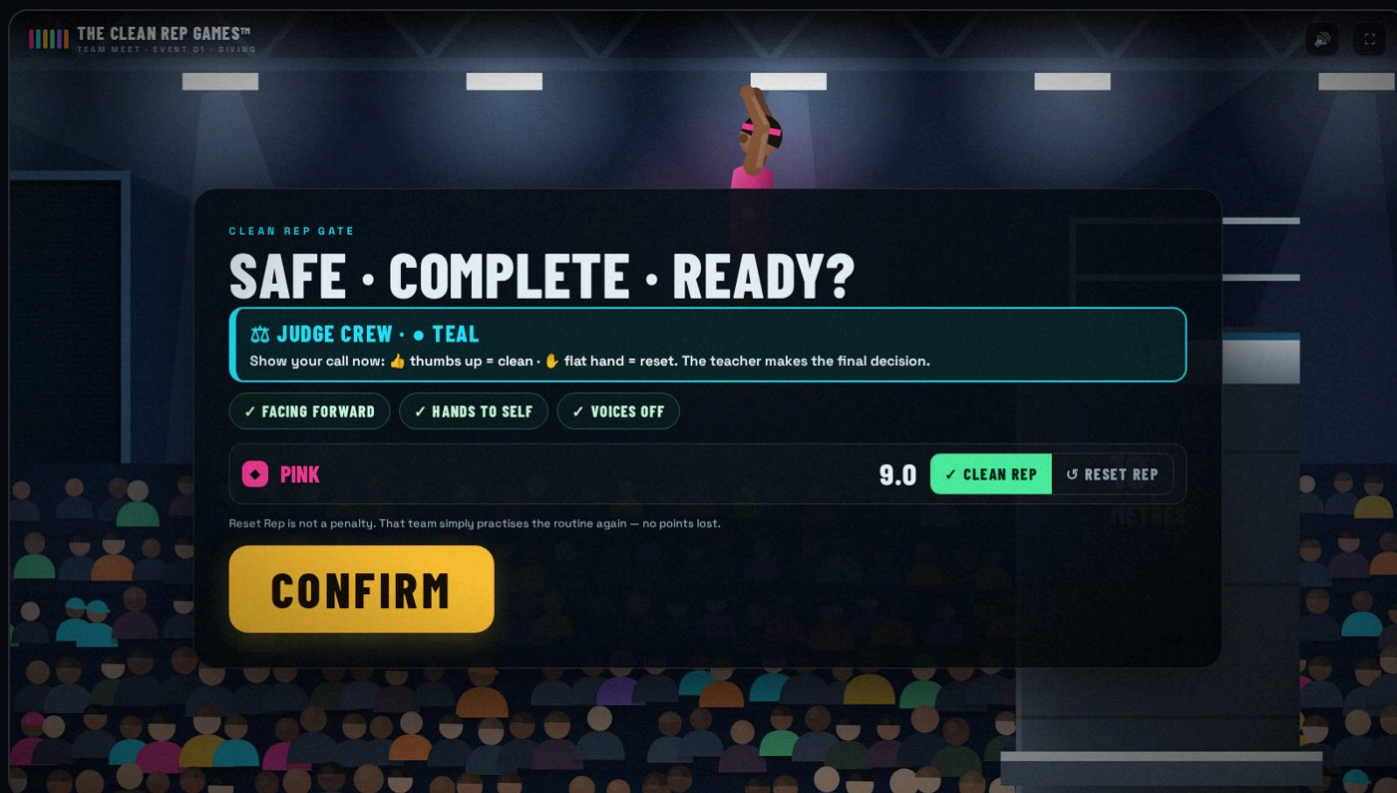
Every attempt passes one simple gate before it counts. The three checks for the chosen routine are on screen **before anyone moves**, so the call is agreed in advance — not argued afterwards.

✓ SAFE ✓ COMPLETE ✓ READY

Clean Rep	The time counts and the event plays.
Reset Rep	"Reset rep — try it clean." No points lost. The team resets the space and runs the routine again. Teams with a clean rep stay locked in.
Next attempt later	If time is short, move on. That team still earns 2 points for staying in it; its next clean rep counts in the next event.

LANGUAGE ON SCREEN — AND FROM US

The Games always say **Clean Rep · Reset Rep · Second Chance · Personal Best · Next Attempt**. They never say worst, slowest, penalty, failed or disqualified. Nobody is eliminated; last place competes in every event.



THE TEACHER'S JOB: Start, tap Finish, make one honest call at the gate. The screen handles timing, scoring, awards and celebration.

WHO IS COMPETING? WHAT ARE WE PRACTISING?

CHOICE	OPTIONS
Format	Team Meet — 2–6 teams (Pink, Teal, Gold, Green, Purple, Orange; rename them if you like). Points, medals and standings build across the session. Class Record — the whole class is one athlete chasing its own personal best. Ideal for whole-class routines like entering the room.
Attempts (Team Meet)	One team at a time — each team runs the routine in turn and its event plays straight away. All teams at once — one START, every team works at the same time, tap each team as it finishes. Nobody waits.
Options	New teams this time (fresh team bests) and Podium only (places 1–3 shown; everyone else listed by improvement, never as 5th or 6th).
Event	Any of the nine. Speed events use a benchmark time; Archery uses a target time. Both default to the routine's usual time and can be changed per event.

ROUTINES AND THEIR CLEAN CHECKS

ROUTINE	CLEAN CHECKS	DEFAULT TIME
Line Up	Facing forward · Hands to self · Voices off	40 s
Clean Up	Floor clear · Materials home · Seated and ready	60 s
Get Ready	Materials out · Eyes up · Voices off	45 s
Move Spaces	Walking feet · Space respected · Settled in new spot	30 s
Materials Away	Lids and caps on · Back where it lives · Hands empty	35 s
Enter the Room	Calm entry · Things put away · Seated and started	45 s
Custom Routine	Name it and write its three checks (e.g. "Library books back").	45 s

The setup asks **"What are we practising?"** — never **"what is the problem?"**. The class is training a routine, not being fixed.

3-2-1-GO. LIVE FROM THE START.

There is no waiting. The moment you press START the screen counts the class in, and on GO the event goes live while the class does the real routine. Tap a team finished and its athlete crosses the line right then — so the order on screen is the real order.



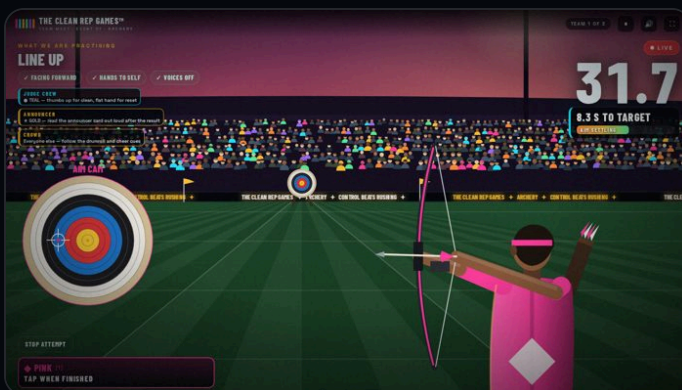
3-2-1-GO: a fair, clear start for every team. The clock starts on GO.



LIVE: the riders race while the class works. Tiles along the bottom, clock top right.



Tap PINK and its rider sprints for the flag, with its real time.



Archery shot clock: the aim cam steadies as the clock nears the target time; the arrow flies on the tap.

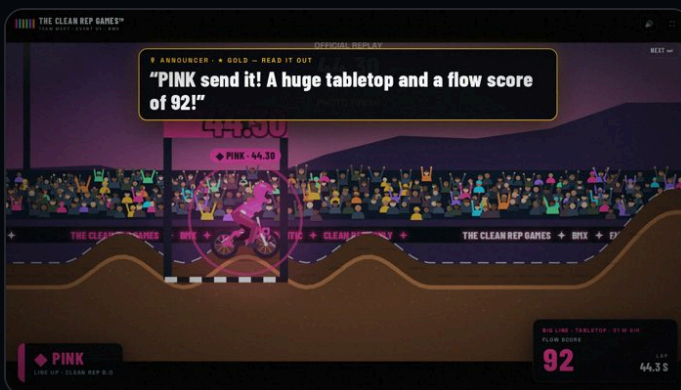
Races (Sprint, Relay, Swimming, Rowing, BMX, Speed Skating)	Every team races live from GO. One team at a time? Its PB and the Benchmark race as ghosts and cross the line at their own times — the class can see whether it beat them. The box under the clock says "ON PB PACE", "UNDER BENCHMARK" or "KEEP IT CLEAN".
Diving · Ski Jump	Live build-up: the diver warms up on the platform, the jumper waits at the gate in the wind. Tap finished and the athlete locks in; the dive or jump plays once the clean rep is confirmed.
Finish · Undo	Tap the tile or press 1–6 (SPACE with one team). Mistake? Tap U Undo (or the same number) and the athlete rejoins the race.
Pause (P) · Stop attempt	Pause freezes the clock and the race. Stop ends the attempt; teams without a time go to the gate as Reset Rep.

AFTER THE GATE

THE OFFICIAL RESULT. EVERYONE HAS A JOB.



All teams at once: one **Official Race** with every clean team, ending in a photo finish.



The announcer card: big enough to read from the back of the room.

Official replay	Each clean rep becomes the sport result: race time, flow score, distance, dive score, arrow. One team at a time: a short replay against its PB ghost. All teams at once (races): one combined race instead of six replays. Next / Skip works any time.
Judge crew	At the gate the screen names the judge team: 👍 thumbs up = clean • 🙌 flat hand = reset. The teacher makes the final decision.
Announcer	After every result an Announcer card appears with a script written for that result ("PINK send it! A huge tabletop and a flow score of 96!"). The named team reads it out loud.
Crowd	Cues on screen: 🥁 DRUMROLL ON THE DESKS during the build-up, 📣 CHEER! at the result.



Roles are named on screen when teams go one at a time with 3+ teams. With all teams at once, the card still appears — the teacher or any volunteer can read it.

NINE EVENTS

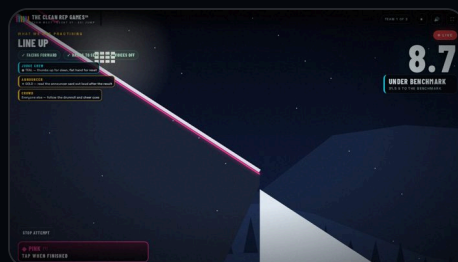
EVERY EVENT REWARDS A DIFFERENT KIND OF CLEAN.



DIVING



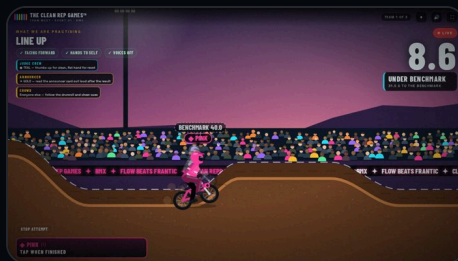
100M SPRINT



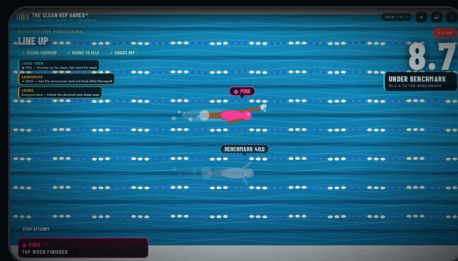
SKI JUMP



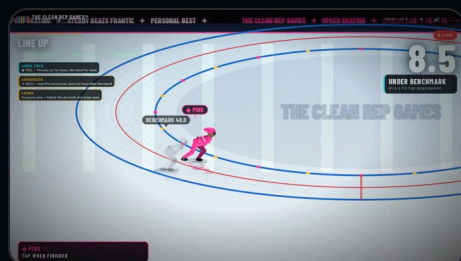
ROWING



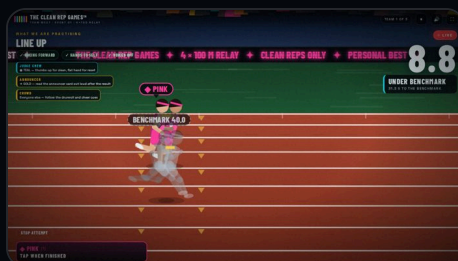
BMX



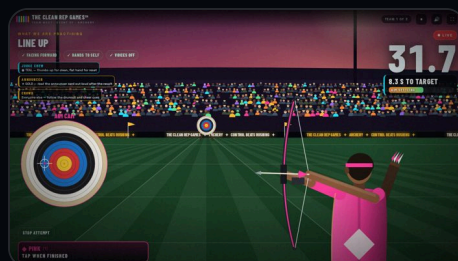
SWIMMING



SPEED SKATING



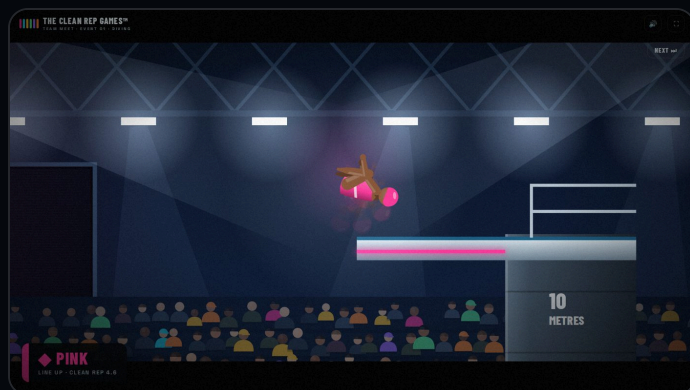
4x100 RELAY



ARCHERY

EVENT	WHAT WINS	LIVE, THEN THE OFFICIAL RESULT
Diving	Faster clean rep + beating your best	Warm-up and lock-in; then a harder dive, cleaner entry, smaller splash
100m Sprint	Fastest clean rep	Live lanes from GO; faster 100 m with a PB ghost
Ski Jump	Improvement on your own best	Gate, wind and green light; longer flight, telemark landing
Rowing	Speed, first-try clean, improvement	Crews row live; stronger stroke, faster 500 m
BMX	Flow: speed, first-try clean, improvement	Gate drop, live pack; bigger air — a tabletop at high flow
Swimming	Fastest clean rep	Live lengths and turns; faster 50 m heat
Speed Skating	Matching your last clean time (and a bit faster)	Live laps of the oval; a smoother, steadier lap
4x100 Relay	Fast clean rep; first-try clean	Live baton handoffs; faster legs, clean handoffs
Archery	Closest to the target time — not speed	Live aim cam steadies near target; arrow flies on the tap

DIFFERENT EVENTS. DIFFERENT WAYS TO WIN.



DIVING

Degree of difficulty comes from the clean rep vs. the benchmark: faster and clean = harder dive (1.5 to 4.5 somersaults). **Judges** score the entry from speed and consistency: a fast rep that matches or beats your personal best rips in with almost no splash; a slow rep makes a big splash. Score = difficulty × the three judges.

POINTS (TEAM MEET)

PLACE	1ST	2ND	3RD	4TH	5TH	6TH	NEXT ATTEMPT
Points	10	8	6	5	4	3	2

Ties share the higher place. Medals go to the top three (gold and silver with two teams).

AWARDS — AUTOMATIC, +1 POINT EACH (BONUS POINTS CAPPED AT +4 PER TEAM PER EVENT)

Fastest Clean Rep	Diving: quickest time that passed the gate.
Closest to Target	Archery: nearest the target time.
New Personal Best	Beat the team's own best clean time for this routine (not awarded in Archery).
Biggest Improvement	Most seconds cut from a personal best (always measured against the best so far, so sandbagging never pays).
Most Consistent	Steadiest clean times for the same routine this session.
Comeback Rep	From the bottom half of the standings to the top half of this event.
Best Reset	Strongest clean rep after a reset — practice paying off.



ARCHERY

Not a race. The arrow lands by how close the clean rep is to the **target time**: within about 5% is the gold 10, within 1.5% is an X. Early arrows drift one way, late arrows the other — the screen says "Early by 1.2 s". Speed earns nothing here.

COMEBACKS ARE BUILT IN.



Second Wind	The team furthest back (6+ points behind the leader) unlocks it. Its next clean rep earns 2 bonus points.
Team Lift	If every team is clean on the first try in an event, the team furthest back gets +1. The whole class wins that one together.
Personal Best	A team that finishes last can still get the biggest celebration of the event: PERSONAL BEST -4.4 SEC.

CLASS RECORD MODE

The class is one athlete. The record board shows the personal best, clean reps today, new marks and the clean streak (clean on the first try in a row). The question on screen is always: **Are we getting better?**

RECORDS, SAVING AND TROUBLESHOOTING

Saving	Meets, personal bests and records save on this browser. Continue a meet from the title screen after a reload. Records → Reset all records starts fresh.
Keys	SPACE start (3-2-1-GO) • 1-6 finish / undo • ENTER next / skip • P pause • M sound • F full screen.
Slower computer	The arena automatically switches to a lighter effects mode if the computer can't keep it smooth. Nothing changes in the game.
Sound	Crowd, whistle, splash and cheers are generated on the computer — no downloads. Press M to mute.

THE PROMISE: the class isn't trying to beat the other teams so much as beat itself. Faster is only better when it's clean.