

THE FIXES PROGRAM™ PRESENTS

THE CREW FIX THE LAST DELIVERY

Little plans. Big teamwork. One projected screen.

Crews of 2–5 plan a delivery route on paper, count the fuel, and commit together. The van then drives every crew's real plan on the big screen. A road closes, crews adapt, and the whole class solves one final counting problem to unlock a shared bonus.

 THE CREW FIX™

Sound off Full screen How to play

THE FIXES PROGRAM / CLASSROOM CREW MISSIONS

THE LAST DELIVERY.

Small van. Big mission.
Make a plan. Watch it happen.
Find a way through—together.

ONE SCREEN EVERY CREW THINKING FRESH ROAD VALUES EACH MISSION

OUR CLASS
Every parcel any crew delivers adds to the class record.

PARCEL DISTRICT / 01

PLAN • DELIVER • ADAPT



Choose your challenge
Primary · Grades 2–3

Crews
6 crews

Pacing
Crew clock

2–5 students per crew
Paper or whiteboards

Start a new mission →

TIME

15–25 minutes for a full mission (two rounds and a finale). Teacher-led pacing can stretch it to a full math block.

YOU NEED

One screen or projector. One paper, whiteboard or slate per crew. That's it — no student devices, no logins.

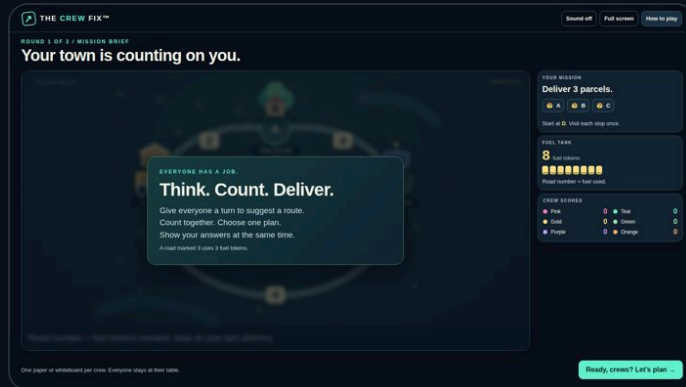
GRADES

Guided (K–1), Primary (Grades 2–3) and Stretch (Grades 5–8). Every mission gets fresh road values.

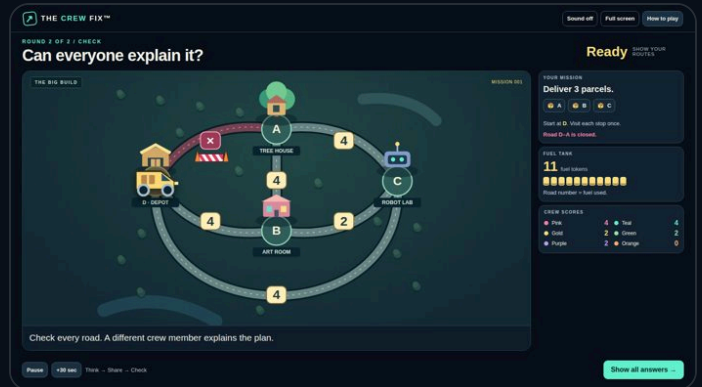
QUICK START: open the file in Chrome, Edge, Safari or Firefox and project it. Choose a level, the number of crews and the pacing, then press **Start a new mission**. It works completely offline, with no ads, accounts or network requests.

HOW A MISSION RUNS

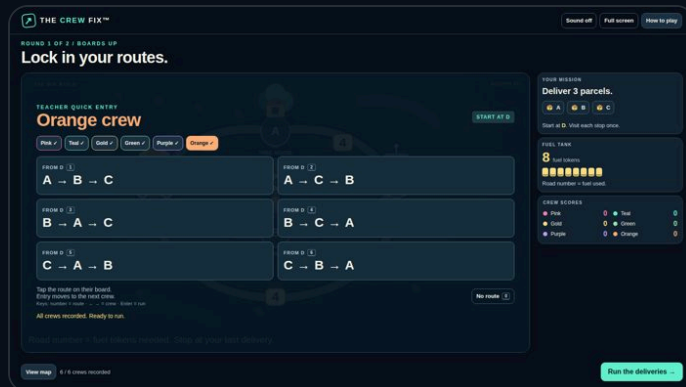
PLAN. COMMIT. WATCH. ADAPT.



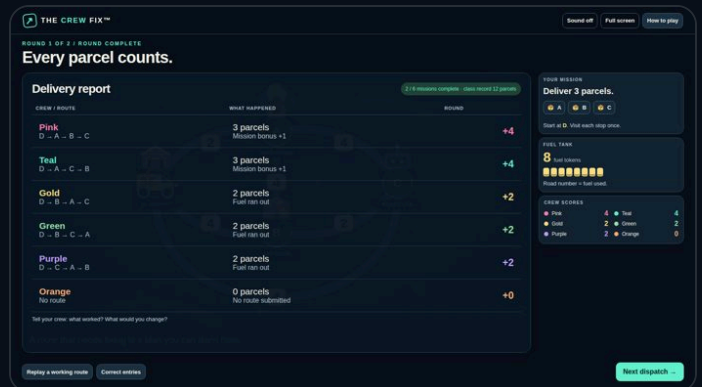
1. Brief — the goal, the fuel tank and the rule: a road marked 3 uses 3 fuel tokens.



2. Plan — Think (30 s) → Share (75 s) → Check (30 s), or teacher-led with no clock.



3. Boards up — every crew shows its route at once. Tap one route per crew.



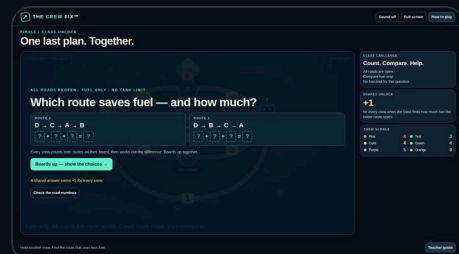
4. Delivery report — what happened to each crew and why.

The rules	Start at the depot D . Visit every delivery once. Stop at the last delivery — no return trip. Each road costs its number in fuel tokens.
Commit together	All crews hold up their boards at the same moment, so nobody copies and nobody is waiting to be judged. Use No route for a crew that needs help — it still joins the class conversation.
The replay	The camera follows the van along each route, drawing the trail in the crew's colour. Every fuel token spent pops off as -1; every parcel flies into its building with +1. Crews that chose the same route share one replay.
Round 2: adapt	A road closes (barrier and cones on the map). Every crew restarts at D with fresh fuel and has to rethink — the plan that worked before may not work now.

NOBODY IS OUT. EVERYONE GROWS.

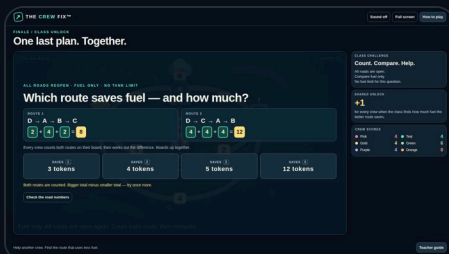
+1 per parcel delivered and +1 for completing the full mission (in Stretch, the bonus also needs the priority stop on time). Running out of fuel or reaching the closed road keeps the parcels already delivered. There are no speed points and no elimination.

THE FINALE: COUNT, COMPARE, HELP

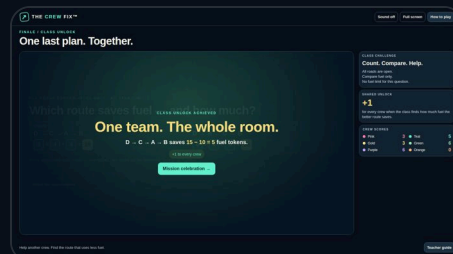


Two routes, each shown as $? + ? + ? = ?$. Crews count both on their boards.

The question is not “which route?” (a coin flip) but “**how much fuel does the better route save?**” — so every crew must add two strings of numbers and subtract. After three wrong tries, the answer is shown and explained with no bonus.

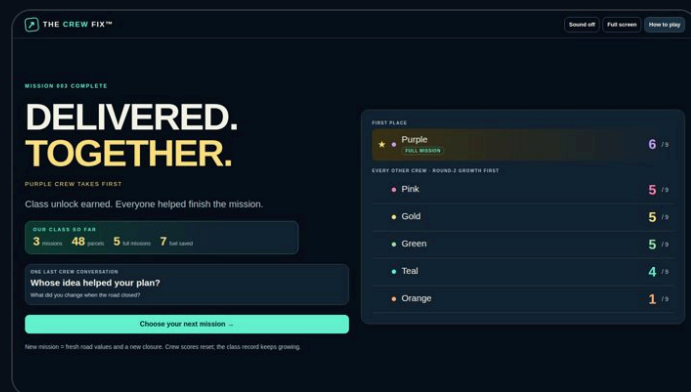


Wrong answer? Route 1 is counted for the class, then Route 2. Nobody is stuck.



The right difference unlocks +1 for every crew and adds to the class record.

THE CELEBRATION



The top crew (or crews — ties **share** first place) get a star. Everyone else is **unranked**: listed by how much they grew from round 1 to round 2, with chips such as **FULL MISSION**, **BEST ADAPT** and **+2 IN ROUND 2**. Nobody sees “6th”.

Our class so far keeps growing across missions on this computer: missions completed, parcels delivered, full missions and fuel saved together. Crew scores reset each mission; the class record never does.

REAL MATH. REAL TEAMWORK.

LEVEL	WHAT CHANGES	SKILLS IN PLAY
Guided • K–1	Three deliveries, small road numbers, one spare fuel token. Usually only a few routes work, so careful counting wins.	Counting on, adding 3 small numbers, comparing totals, more / fewer.
Primary • 2–3	Three deliveries, road numbers up to 4, a tighter fuel tank.	Adding strings of numbers, comparing sums, finding the difference, checking work.
Stretch • 5–8	Larger values, a priority arrival deadline, and a 1-minute stop after each delivery.	Multi-constraint planning, optimisation, time and fuel as two separate quantities, justifying a choice.

CURRICULUM CONNECTIONS

Number sense	Addition of several addends, mental strategies (make 10, doubles), comparing totals, subtraction as difference.
Problem solving	Try, check, revise: the closure in round 2 forces a new plan using what crews learned.
Computational thinking	A route is an algorithm: an ordered sequence of steps with a cost. Crews test and debug it.
Communication	Every crew must explain why its route works. A different crew member explains in round 2.

CREW JOBS (ROTATE EACH ROUND)

Planner suggests a route • **Counter** adds the fuel • **Checker** tests it against the rules • **Explainer** shares the plan with the class. With 2–3 students, combine jobs.

TALK PROMPTS

1. What did your crew try first? How did you know it wouldn't work?
2. Two crews chose different routes and both delivered everything — how?
3. The road closed. What stayed the same in your thinking, and what changed?
4. Whose idea helped your plan today?

TEACHER CONTROLS.

Crew clock	Think 30 s → Share 75 s → Check 30 s, then waits. +30 sec adds time; Show all answers moves on early.
Teacher-led	No countdown. Move on when the room is ready.
Pause	Stops clocks and the van replay. Opening How to play also pauses; switching tabs leaves the game paused.
Fix an entry	Tap a crew tab to change its route before the replay, or Correct entries on the report.
Replay	Replay a working route revisits a successful plan without adding points. 2× replay speeds things up; Skip to results jumps ahead.
Crews	2 to 8 crews. Each gets a colour that follows its trail on the map.

KEYBOARD (LAPTOP AT THE FRONT)

1 – 6	Enter the route shown on that numbered button for the highlighted crew (entry jumps to the next crew).
0	No route.
← →	Switch crew while entering routes.
1 – 4 (finale)	Choose the class answer.
Enter	Next step (start, plan, show answers, run, next round, finale, celebrate).
Space	Pause / resume.

SAVING, PRIVACY AND ACCESS

What saves	Level, crews, pacing, the mission counter and the class record — on this browser only. No student names or individual results are stored.
Offline	One self-contained file: no internet, accounts, ads, tracking or downloads. Safe on school networks.
Accessibility	Large text for projection, keyboard control, screen-reader announcements for each step, and reduced-motion support (camera moves and effects switch off).
Sound	Off by default; soft tones are generated on the computer.

THE PROMISE: the van only drives the plan the crew agreed on. Speed never scores — thinking together does.