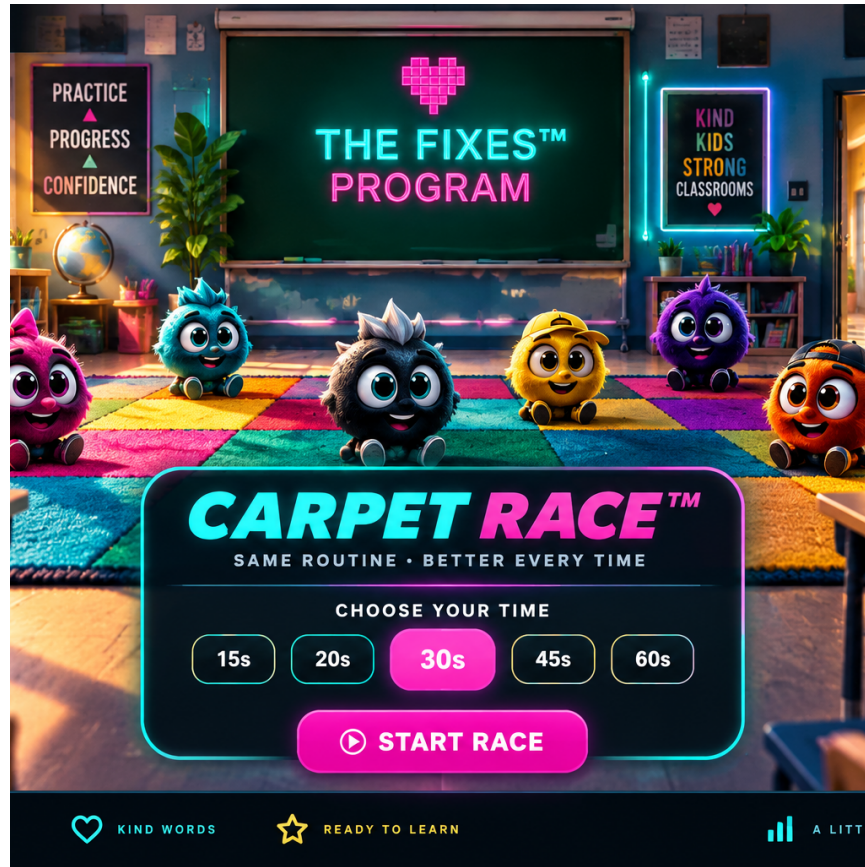


Carpet Race™ - Ready Race

The Fixes Program™ classroom routine game



What it is

Carpet Race turns the transition to the carpet into a repeatable whole-class challenge for Grades 1-3. Students race the Fixes Class to reach the carpet safely, settle into their learning spots, and become ready together.

What students practice

Safe movement, quiet bodies, personal space, moving around furniture, settling quickly, and getting ready to learn without repeated reminders.

Core progression

The teacher sets a realistic baseline time. Every safe win automatically lowers the Fixes Class target by 1 second for the next attempt. The target never drops below the teacher-set minimum safe time.

How to Play

1. Set baseline	Choose a realistic starting time for your class to move to the carpet and become ready.
2. Set safety floor	Choose the lowest target you consider safe and reasonable.
3. Press START RACE	The Fixes Class begins moving from around the room to the carpet.
4. Students transition	Your real class moves to the carpet using the routine you have taught.
5. Press CARPET READY	Press only when the whole class is safely settled and ready.
6. Unsafe attempt?	Press UNSAFE. The attempt is cancelled and the target does not get faster.
7. Beat the target	A safe win lowers the next Fixes Class target by exactly 1 second.

Keep the routine clear

Use the same expectations every time. A simple version is: safe feet, voices off or at your chosen level, find a personal-space spot, body ready, eyes ready.

What the game remembers

Baseline time, current Fixes Class target, minimum safe time, and the class best time are stored locally in the browser.

Suggested teacher language

"Beat the Fixes Class safely."

"Carpet ready means everybody is ready."

"Same routine. Better every time."

Important

Do not reward running, pushing, jumping over furniture, or unsafe shortcuts. If the transition becomes unsafe, cancel the attempt. The purpose is a smoother routine, not speed for its own sake.