

The Launch Fix™

K–3 PE Warm-Up · Walk in. Join in. Get moving.



What it is

- The Launch Fix is a projector-first PE arrival warm-up for Kindergarten to Grade 3.
- Students enter the gym and immediately join a same-direction movement loop around the outside of the space.
- The screen changes the movement automatically, shows a matching original

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How to Run It

Simple daily routine with almost no explanation after the first few classes

Setup Steps

- Project the HTML file on your gym screen or board and open it full-screen in Chrome, Edge, Safari, or Firefox.
- Choose the level: K–1 or Grades 2–3.
- Choose the warm-up length: 3, 4, 5, or 6 minutes.
- Choose Surprise Event Frequency: Low, Normal, or High.
- Choose Sound On or Off.
- Press START WARM-UP before students enter or as they begin entering.
- Teach one core routine: “When you walk in, join the loop, go the same direction, and watch the screen.”

Teacher Script (First Week)

- “When you come into the gym, join the track.”
- “Everyone goes the same direction.”
- “Watch the screen for the new move.”
- “If a Launch Event appears, do it safely, then go right back to the loop.”
- “When it says Bring It In, walk to our meeting spot.”

Gameplay Structure

What students will see during a typical round

1. Arrival Mode

- For roughly the first minute, the game uses simpler entry-friendly movements only.
- This helps late arrivals understand the routine immediately.

2. Movement Rounds

- A movement name appears in large type.
- An original motion visual shows the action for visual learners.
- The timer counts down to the next switch.

3. Launch Events

- Examples: Meteor, Laser Sweep, Statue, Reverse, Robot Glitch, Gravity Off.
- Events last about 5 seconds and then the class returns to the loop.

4. Teacher Choice

- The game can pause briefly and offer three next-move options.
- The teacher can tap one or let the tool choose automatically.

5. Launch Meter + Finish

- Each round charges the meter.
- When the meter reaches 100%, the class gets a short LAUNCH payoff animation.
- The final 15 seconds land the class smoothly: Cool Down Walk → Find a Spot → Freeze → Bring It In.

Controls + Notes

Quick reference for daily use

On-Screen Controls

- START / RESTART — runs the warm-up from beginning
- PAUSE — pauses or resumes the timer
- SURPRISE EVENT — manually trigger an event
- TEACHER CHOICE — manually trigger a choice screen
- SOUND ON / OFF — toggle built-in sound cues
- K-1 / 2-3 — switch movement level

Best Practice Tips

- Keep students on the outer loop so the middle is available.
- Do not frame it as a race.
- In the first week, model the loop yourself.
- If your gym is small, reduce intensity and emphasis on the middle.
- Use it daily so the routine becomes automatic.

Included Files

- index.html — standalone Launch Fix app
- The_Launch_Fix_Cover.png — website/product cover image
- The_Launch_Fix_How_To.pdf — this guide
- The_Launch_Fix_Deploy_Package.zip — all files bundled together

Copyright / Safety

All movement visuals inside the HTML are original vector artwork built into the file.