

Lineup Race™ — Ready Race

The Fixes Program™ classroom routine game



What it is

Lineup Race is a quiet whole-class routine game for Grades 1–3. Students try to beat the Fixes Class to a safe, organized lineup. The goal is not rushing — it is practicing the same routine better every time.

Best use cases

- lining up for transitions
- hallway prep
- routine practice during the first weeks of school
- quick resets when routines get sloppy

Core idea

Set one baseline time. When your real class safely beats that time, the Fixes Class target automatically drops by 1 second for the next round, until it reaches the teacher-set safety floor.

How to Play

1. Open the game	Launch the HTML file or deploy the included index.html online.
2. Set baseline	Choose a starting target time that feels realistic for your class.
3. Set floor	Choose the lowest safe time you will allow.
4. Press START RACE	The Fixes Class begins lining up on screen.
5. Your class lines up	Students complete the real classroom routine.
6. Press CLASS READY	Press when the class is safely ready.
7. Unsafe attempt?	Press UNSAFE if the class rushed or the attempt should not count.

Teacher controls

START RACE begins the round.

CLASS READY records the class time and checks whether the target was beaten safely.

UNSAFE cancels the attempt without dropping the target.

Settings / gear lets you change baseline time and safety floor.

What the game saves

The game saves the current target, original baseline, minimum safety floor, and best class time directly in the browser so the routine can keep progressing over time.

Suggested teaching language

“Beat the Fixes Class safely.”

“Same routine, better every time.”

“Fast is not the goal — ready, calm, and safe is the goal.”

Tip

Use the same entry expectations each time: voices off, safe feet, eyes forward, and bodies ready. The cleaner the routine, the stronger the buy-in.