

THE LINK FIX

WHOLE-CLASS CARD GAME | HOW TO PLAY | K-3



THE ONE RULE

MATCH THE BIG CARD BY COLOR OR SIGNAL.

If a choice has the **same color** OR the **same signal symbol** as the big card, it works.

No student devices. Teacher controls the screen.

What the class does

1 LOOK

Find a match.

2 MOVE

Go **LEFT**, **MIDDLE**, or **RIGHT**.

3 TAP

Teacher taps the class choice.

4 LINK

The matching card becomes the new target.

30-second setup

- **Project the game** where the whole class can see it.
- Use three clear classroom areas: **LEFT**, **MIDDLE**, **RIGHT**. Students move to vote for the card they think matches.
- Press **START WITH A PRACTICE ROUND**. The first round teaches the rule automatically.
- Build **12 correct links** to finish the class chain.

TEACHER SCRIPT

"Find a card that matches the color **OR** the signal. Move to your choice."

GAME DETAILS

FAST TO RUN. EASY TO EXPLAIN. BUILT FOR REPEAT PLAY.

HOW A ROUND WORKS

- One large card is the card to match.
- Three choice cards appear: LEFT, MIDDLE, RIGHT.
- A card is correct if its color OR signal matches the large card.
- A wrong choice dims and locks; the class simply tries another card.
- A correct choice becomes the new large card and adds 1 link to the class chain.

ENGAGEMENT BUILT IN

- **Movement has a purpose:** students move to vote, rather than doing random exercises.
- **Perfect Link:** a card that matches both color and signal earns a special celebration.
- **Any Link rounds:** occasional surprise rounds let every choice work.
- **Best Perfect Links:** the class best is saved locally on the device for replay motivation.

TEACHER CONTROLS

- ? opens the quick rules at any time.
- Sound can be turned on or off. Audio is intentionally light.
- Fullscreen is recommended for projector play.
- Restart begins a fresh game. The saved Best Perfect Links score remains on that browser.

CLASSROOM NOTES

- Typical play time: about 3-5 minutes.
- Designed for Kindergarten to Grade 3; older groups can use faster voting.
- Whole-class play only: no accounts, names, logins, or student devices are needed.
- The game is cooperative. Wrong picks are simply information - there is no student elimination or penalty.