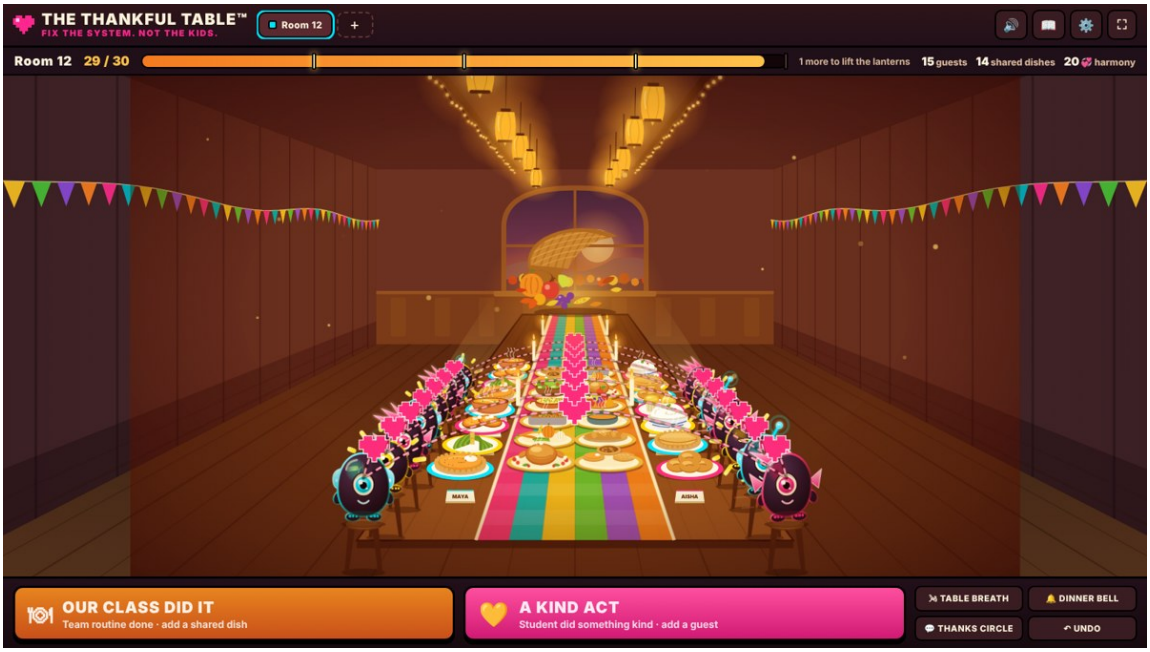
THE THANKFUL TABLE™ TEACHER GUIDE

A KINDNESS-BUILDING CLASSROOM GAME · THANKSGIVING SEASON · K–8

Your class builds one long, candlelit feast table, one kind moment at a time. Every kindness adds to the table. As it fills, the room gets warmer and calmer: candles light, a harvest centrepiece arrives, string lights glow and a sky outside the window slowly turns to sunset. When the table is full, a Lantern Lift celebrates what the class built together. It is also a game: students decide where guests sit, cheer on a rhythm pass, catch lanterns and echo chimes. There are no scores against other students, no rankings and no winners. The only goal is a full, welcoming table.



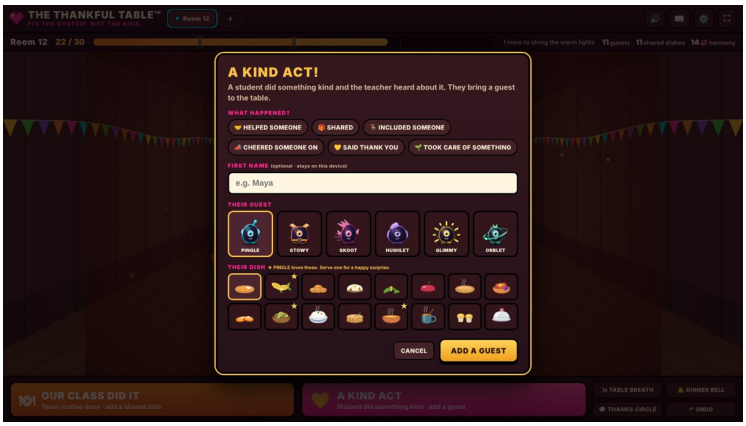
1 · Two ways to add to the table

	CLASS MODE · OUR CLASS DID IT	INDIVIDUAL MODE · A KIND ACT
Who earns it	The whole class, together	One student who did something kind
Trigger	The class completes a team routine (lining up, freeze and listen, clean up, transitions, anything you use)	You hear about, or see, a student helping, sharing, including, cheering on, thanking or caring for something
What you tap	The orange button. Pick the routine (optional) and a shared dish.	The pink button. Pick what happened (optional), a first name (optional), a guest and a dish.
What appears	A big shared platter down the middle of the table. A calm glow washes the room.	A guest creature takes a seat with their own plate and a name card.
Why it matters	Shows that calm, cooperative routines make the whole room feel better.	Shows that a kind act by one person gives someone a place at the table.

Use either mode alone or mix them. Both fill the same table toward the same goal.

2 · Setting up

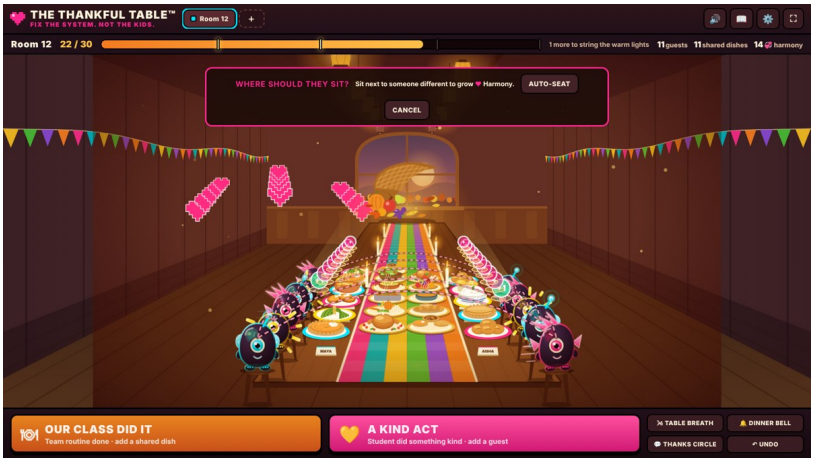
- Open **The_Fixes_Thankful_Table.html** in Chrome, Edge or Safari and press the full-screen button. It runs offline: no internet, accounts, ads or tracking.
- Name your class and choose a feast size: **Quick Feast** (12 places), **Standard Feast** (20) or **Grand Feast** (30). A Grand Feast started in early November is ready for Thanksgiving week.
- Teaching several classes? Press **+** in the top bar to add a table for each class. Tap a tab to switch. Every class keeps its own table, log and progress, and nothing locks you out for the day.



3 · The play: what students actually do

Moment	What happens	Why it works
Choose the seat (Kind Act)	After you add a guest, glowing seats appear. Click one. Seats show +1, +2 when the neighbours are different creatures.	Students plan and talk: "Who has no one different next to them?" Mixing guests builds pink **Harmony** hearts between neighbours. Harmony unlocks Table Glow banners and fireflies.
Serve the favourite	Each creature loves three dishes (marked with a star). Serving one makes the guest light up.	A tiny game of paying attention to what someone else likes.
Pass the Platter (Class Mode)	After a shared dish arrives, it travels guest to guest. Press SPACE or tap when the ring closes on each guest. You can never fail: a miss is caught with a smile.	The whole class claps or counts the beat together. A perfect pass sets off confetti.
Lantern Catch (50%)	Glowing lanterns drift up the screen. Tap each to read the wish inside.	Fast, joyful, one student at the board and the class calling "left, left!"
Chime Echo (75%)	Four table chimes play a pattern of 3, 4 then 5 notes. Echo it back with the buttons or keys 1 to 4. A wrong tap replays the pattern.	Listening and memory as a team. Students can take turns tapping.
Dinner Bell	Ring it any time and guests chat with each other.	A free-play reset. Use it as an attention signal or a smile break.

Turn off the mini-games or the seat choice in Settings if you want the plain, quick version. Skip any game with the SKIP button.



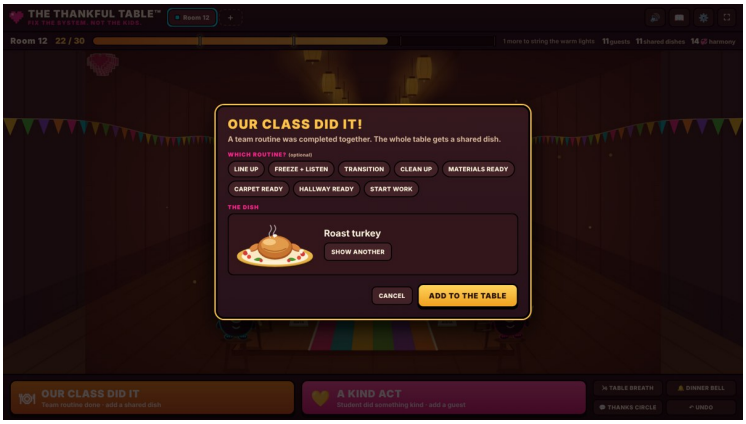
4 · The table fills with meaning

Progress	What happens in the room
25%	The candles are lit. Calm is spreading.
50%	The harvest centrepiece arrives at the far end.
75%	Warm string lights come on overhead.
100%	The Lantern Lift. Lanterns rise, music swells and the class can save a picture of its table.

The sky outside the window slowly moves from afternoon to sunset as the table fills. Click any guest or dish to see what it was for.

5 · Teacher tools

- **Table Breath:** four slow breath cycles with the lanterns glowing in and out. Good before a test, after recess or any time the room needs to settle.
- **Thanks Circle:** a gratitude question to pass around the circle. Passing is always okay. Tap Another Question for more.
- **Dinner Bell:** guests chat. Good for a smile break or an attention signal.
- **Undo:** removes the last addition if you tapped by mistake.
- **Kindness Log:** a dated list of every addition. Download it as a CSV for a report card comment, a newsletter or a conversation with a family.
- **Save Table Photo:** at the end of the feast, download a picture of your finished table to share on a class page or print for the wall.
- **Keep This Table** leaves the finished table on screen. **Start A New Feast** clears the table and keeps your log.



6 · Ways to use it

- **Morning meeting:** read two or three kind acts from yesterday and add them as guests.
- **Exit ticket:** students tell you one kind thing they saw today. Add it before the bell.
- **Routine boost:** after a smooth transition, tap OUR CLASS DID IT so students see calm turn into something visible.
- **Substitute plan:** leave the table open. The sub taps a dish each time the class completes a routine.
- **Family connection:** save the table photo and send it home with a note.
- **Gratitude circle:** at the Lantern Lift, use Thanks Circle. Each student names one thing they are thankful for.

7 · Privacy and fairness

- Everything stays on this device, in this browser. There is no account, upload or network request of any kind.
- First names on place cards are **optional**. Use first names or leave them blank. Please do not enter surnames or other private information. You can turn names off completely in Settings.
- The game never ranks students, shows streaks, takes points away or lets one student see another student's total.
- Settings has **Save a Backup File** and **Restore From File**, so you can move your tables to another computer or keep a copy over the holiday.
- The guests are the original Fixes creatures. The setting has no Pilgrim or Indigenous imagery and no religious content, so it welcomes every classroom and every family.

PRINTABLE CARDS

CUT ALONG THE LINES · HAND THEM OUT, OR USE THEM AS PROMPTS FOR YOURSELF

Kind Act cards. A student (or you) writes in what happened, then hands the card to you. Add a guest, then post the card.

I HELPED SOMEONE Who? _____ Date: _____	**I SHARED** What? _____ Date: _____
I INCLUDED SOMEONE Who? _____ Date: _____	**I CHEERED SOMEONE ON** Who? _____ Date: _____
I SAID THANK YOU To? _____ Date: _____	**I TOOK CARE OF SOMETHING** What? _____ Date: _____

Thank-you cards. Students write to a classmate or staff member. Leave names off if you prefer.

THANK YOU, _____ for _____ From: _____	**THANK YOU,** _____ for _____ From: _____
THANK YOU, _____ for _____ From: _____	**THANK YOU,** _____ for _____ From: _____
THANK YOU, _____ for _____ From: _____	**THANK YOU,** _____ for _____ From: _____

THANKS CIRCLE PROMPTS

THE SAME QUESTIONS THE GAME USES, FOR WHEN YOU WANT THEM ON PAPER

- Something at school I am thankful for…
- Someone who helped me this week…
- A kind thing I saw someone do…
- A place I feel safe…
- Something that made me laugh…
- A person who makes me feel welcome…
- A thing my body can do that I am thankful for…
- Something I am proud of this month…

Routine ideas for Class Mode

- Line up quietly · Freeze and listen · Smooth transition · Clean up together · Materials ready · Carpet ready · Hallway ready · Start work right away
- Use your own routines. The routine label is optional, so the dish can celebrate anything your class does together.

Why this works

Students are far more likely to repeat behaviour they can see and feel proud of than behaviour they are warned about. The Thankful Table turns invisible kindness and calm into something the whole class can look at, grow and celebrate, with no punishments, no comparisons and no names on a board. **Fix the system. Not the kids.**

Originality

All art, characters, music, sounds and code in this game were created for The Fixes Program. It uses no third-party characters, logos, music, fonts, images or libraries, and it makes no network requests.

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