

Tidy Up & End of Day Race™

The Fixes Program™ Ready Race routine game



What it practices

This hybrid routine game practices a complete end-of-day routine: tidy the room, throw trash away, head into the hallway to get backpacks, re-enter through the classroom door, and line up safely inside the room.

Why it works

Students see the full sequence acted out by the Fixes Class. A safe win triggers the celebration payoff, then the Fixes Class target drops by 1 second for next time. The teacher-set floor protects against rushing.

How to Play

1. Set a baseline	Choose a realistic starting time. This routine is designed to run around 2 minutes by default, but the teacher can adjust it.
2. Set a safety floor	Choose the lowest safe time you will allow. The target will never go below this floor.
3. Press START RACE	The Fixes Class begins the routine in sequence.
4. Watch the sequence	The characters pick up trash, throw it into the classroom bin, leave through the door, get backpacks, come back through the same door, and line up.
5. Run the real routine	Your class completes the same routine in the classroom.
6. Press END OF DAY READY	Press only when the class has safely completed the full routine.
7. Use UNSAFE when needed	If the attempt involved rushing or an incomplete routine, press UNSAFE so the target does not change.
8. Win payoff	A safe win triggers the celebration and visibly drops the next target by 1 second.

Teacher controls

START RACE begins the attempt.

END OF DAY READY records the real class time.

UNSAFE cancels the attempt without dropping the target.

Settings / gear lets you adjust the baseline, safety floor, or reset progress.

Saved progress

The game saves its baseline, current target, safety floor, and best class time in the browser. Its progress is separate from the other Ready Race games.

Suggested teacher language

"Beat the Fixes Class safely."

"Tidy. Trash. Backpacks. Line up."

"Same routine. Better every time."

Tip

Use the same standards every time: safe feet, organized materials, calm hallway behavior, and a clean line before you count a win.